

YULIO



DISCOVER WHAT YULIO CAN DO

YULIO'S FEATURES, HOW-TO AND HOW TO USE GUIDE

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MEET YULIO

YULIO is the end of “I’m just not seeing it”.

It is the simplest, most effective way to tell visual stories like yours in VR.

Through creating better understanding for your clients, it speeds time to sale.

Through digital reality storytelling it lets you lead the industry change and be an innovator.

Through infinite space it creates your strongest brand story with more content and fewer samples.

It is simple, mobile and fast.



ACCOUNT BASICS

BASIC NAVIGATION

Your Yulio Account has some main areas along the navigation you'll become familiar with:



Projects: Access all your VR projects here. Also the jumping off point for enhancing your project and presenting it

Manage Device: This is where you'll connect any headset you want to use with your account, and set up which projects will appear in your lobby (there are 10 slots for projects on headset startup you can use for portfolio items and more)

Tools: Launch Collaborate, our presentation mode from here, and access the ability to create audio from Text to Speech

Resources: Find the Knowledge Base, our Yulio Showcase and Blog and more here

Account Settings: Account Management: Under your email access all account and company related settings like changing your password, adjusting users or adding custom branding.

ACCOUNT BASICS

COMPANY SETTINGS

MANAGE USERS

Add or reassign user licenses under the Manage Users tab and control user access levels.

CUSTOM BRANDING

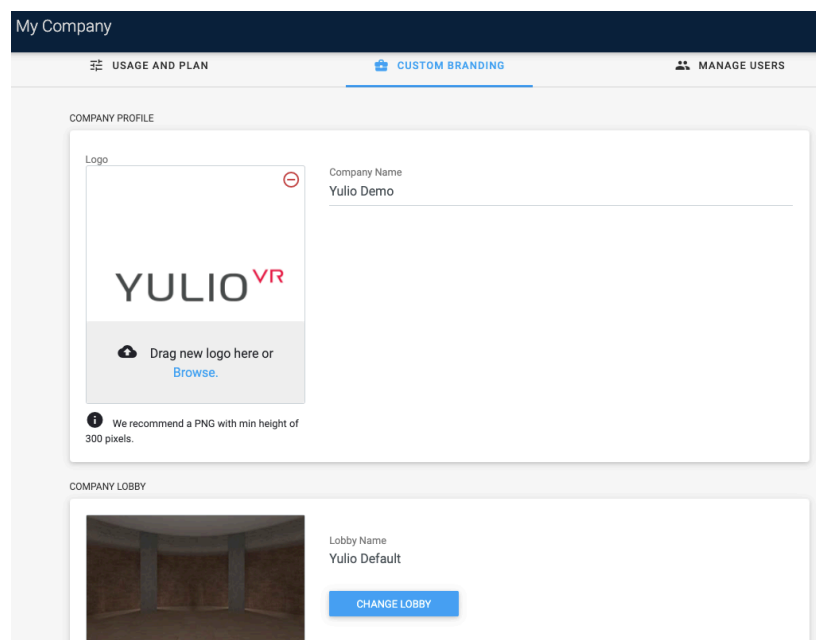
Your Yulio account can be customized in 2 areas:

- i) Company Logo
- ii) Company Lobby

Both can be edited on your Company Settings page, under the Custom Branding tab

The company logo appears when a VR project opens.

The lobby is the space in the Yulio VR app, where your 10 'lobby' projects appear.



BUILDING CONTENT

CAD PLUGINS

Yulio uses your CAD files or 360-Photos as the building blocks of your VR Project. Yulio has CAD plugins for specific softwares, however you do not need a plugin as Yulio is compatible with many additional programs - our CAD plugins are there to make integration easier.

Find our plugins, here: <https://www.yulio.com/cad-plugins/>

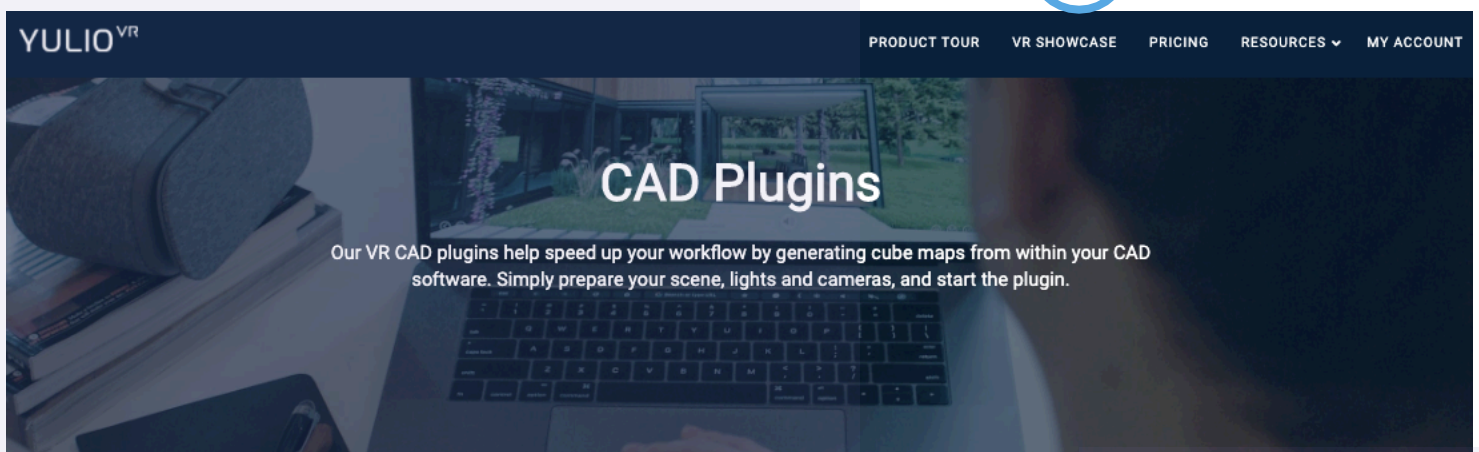
Building Your Project:

Yulio uses stereoscopic or monoscopic cubemaps to create immersive VR projects. You can generate these cubemaps by using our CAD plugins for SketchUp, CET Designer, 3ds Max, Revit or Rhino.

You can also use CET Designer, A360, Lumion or any other CAD software that can natively produce cubemaps.

Once your cubemap is ready you can create a VR project when you are logged into your Yulio account.

There are detailed instructions available in our [User Guides](#).



BUILDING CONTENT

360-PHOTOS

Yulio can also be used to share your monoscopic or stereoscopic 360-photos. Remember that for true VR, you'll need a stereoscopic photo. Stereoscopic is what gives your photos depth and makes it feel truly immersive in VR. In comparison, monoscopic photos will feel more flat and not as realistic.

Building Your Project:

Once you've taken your 360 photo, simply upload the .jpg or .png file from your camera (or phone if you are using the companion app) to Yulio, just as you would a cubemap.

Check out our [YouTube channel](#) for more info & tutorials.

And remember – set the camera height at approximately eye level for the best effect in VR, and make sure the tripod is level!



ACCOUNT BASICS

PROJECT FOLDERS

Folders: Your Yulio team folder will come pre-loaded with a sample project. The team folder, and that sample is available to everyone in your company with a Yulio seat.

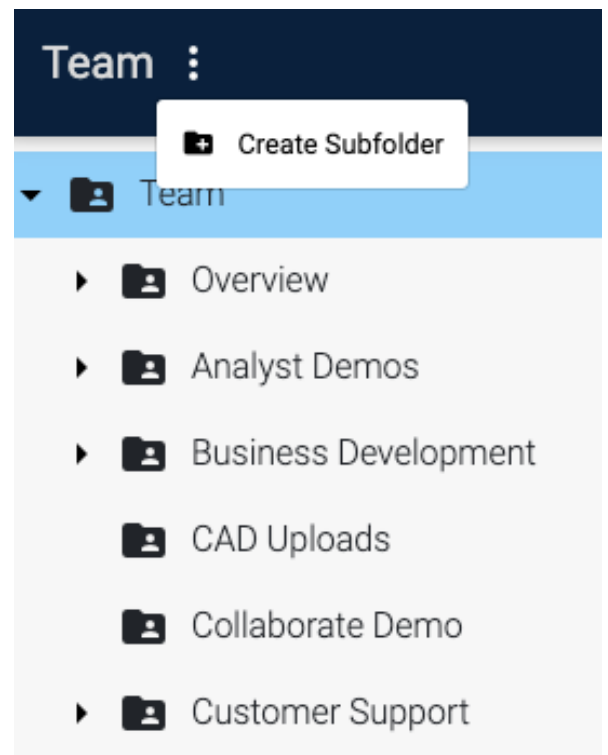
You can create additional private or shared folders to further organize your VR projects or to comply with client NDAs.

On the projects page, you'll see your folders on the right-hand side. Just click **Create New Folder** and organize away! Note that only company admins can create new folders

Once you've created a new private folder, Admin users can adjust folder permissions, by picking from a drop-down list of Yulio users and assigning a permission level. They can also provide access to all users.

To assign user permissions, highlight the folder you would like to edit and then click on the three dots next to the folder name.

Then select Permission.

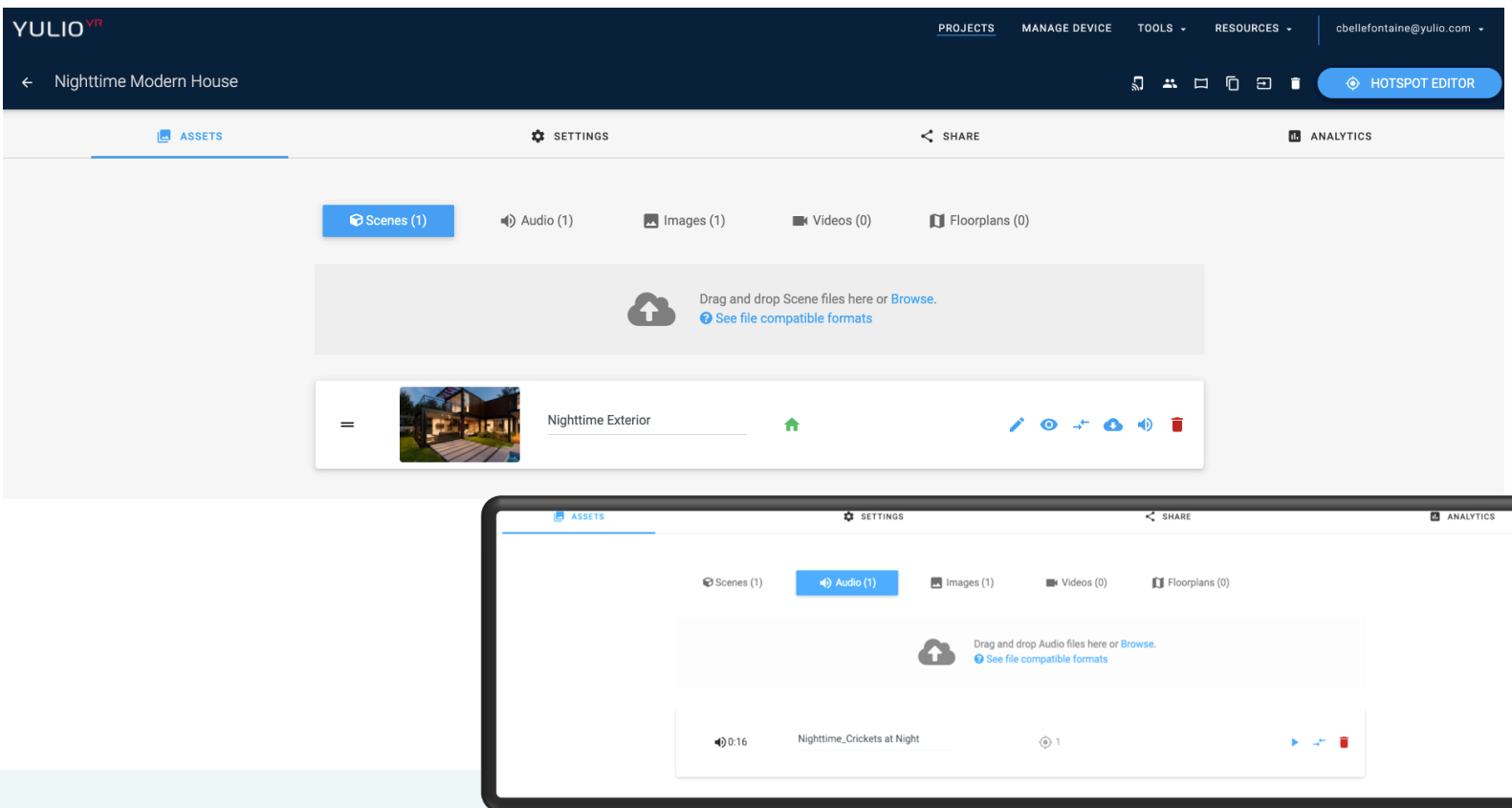


ENHANCING YOUR PROJECT

CREATING YOUR PROJECT:

POWER YOUR HOTSPOTS, FLOORPLAN AND MORE

Every project in your Yulio account has a page that looks just like this called the Edit Project page. On it, at the far left you will see a tab for “Assets”. Think of this like a filing cabinet for all the items related to the project. This is where you upload your projects scenes and associated floorplan as well as audio files, still images and videos to be placed in your project as hotspots.



EDITS AND UPDATES

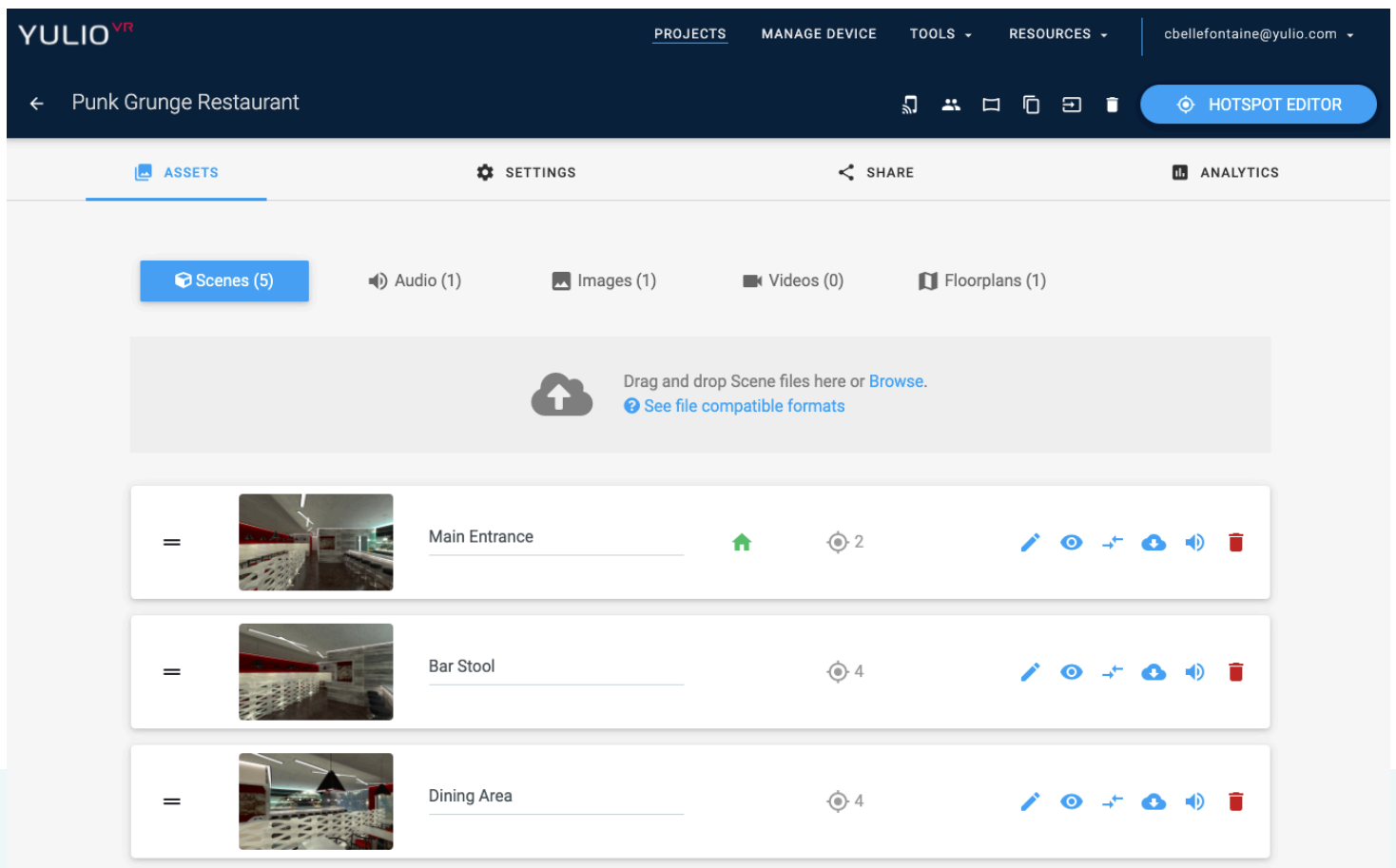
EDITING YOUR PROJECT

Your Edit Project Page features some more information and time saving ways to work with projects after you have created them.

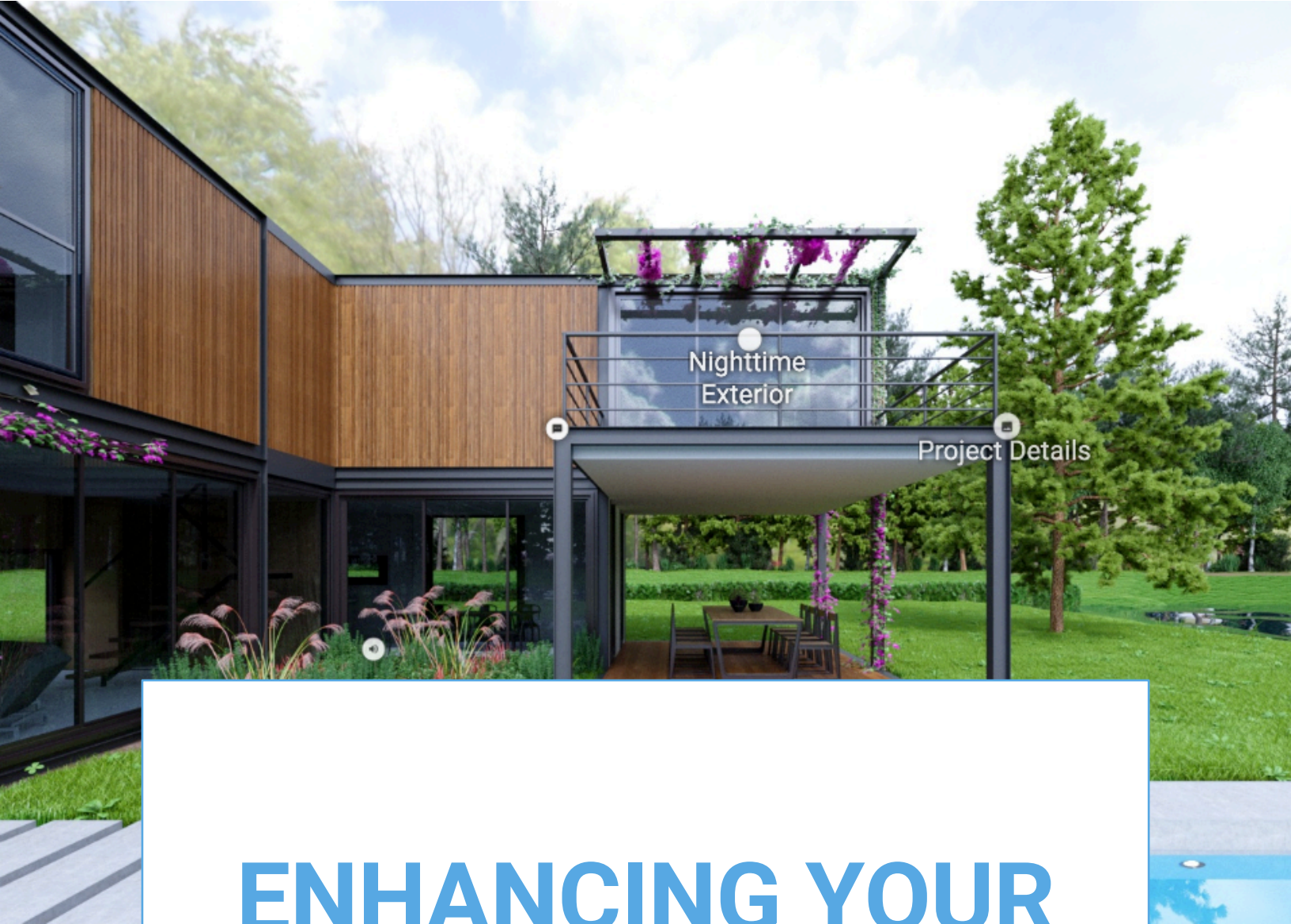
First, select the project you want to edit.

Here, you can

- drag scenes to reorder them,
- add scenes by dragging and dropping
- Re-name scenes
- Edit the scene including its hotspots
- Add ambient audio to a scene
- Click the eye icon to preview the scene in 360
- Replace one scene without changing the whole project with the arrow icon
- Download the scene
- Move the project to a different folder



You can also duplicate a project from this screen, which can be useful if you want to send individuals their own URL, or if you want to markup one version for internal use.



ENHANCING YOUR PROJECT

USING HOTSPOTS AND MORE TO ENHANCE YOUR VR PROJECT
IN YULIO

ENHANCING YOUR PROJECT

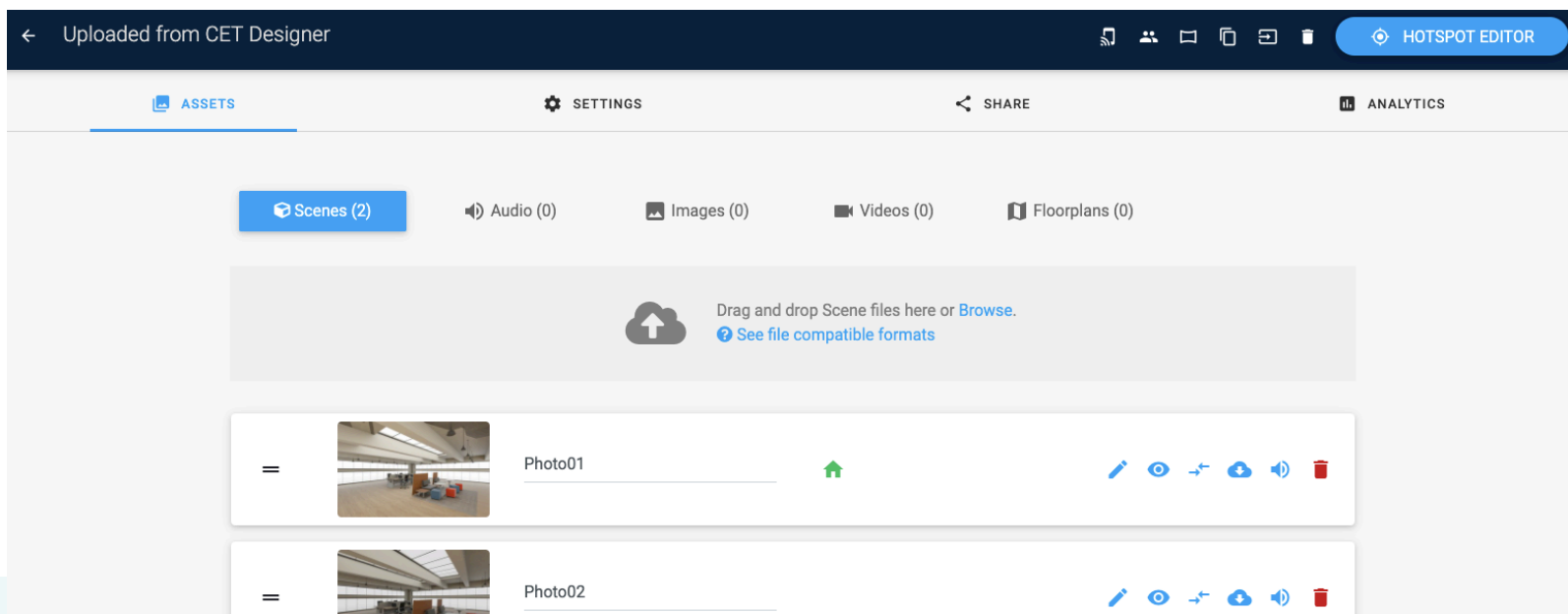
HOTSPOTS:

YOUR VR STORY BUILDING BLOCKS

Yulio has many hotspot types we'll learn about. All of them are about adding information or links to your VR project, and all appear as "spots" in your project, triggered by clicking on them or gazing at them in a headset.

All Hotspots are created and edited from your Edit Project page.

Select any project on your projects page and click the "Hotspot Editor" Button



ENHANCING YOUR PROJECT

HOTSPOTS:

Navigation:

Navigation hotspots link scenes for a walk-through effect. To use them you need at least 2 scenes in your project.

Text:

Text hotspots allow you to add text information to your scene. You can use the hotspots to describe your design, products within the scene, or even communicate with your client by annotating changes to the design during iterations.

External Links: Within text and image hotspots, you can also link to URLs to take people out to external web pages, like a product spec sheet or a 'buy now' page. URL length is capped at 30 characters but has its own field in the text hotspot editor.

Audio: Add sound, whether background or voice narration to any scene with audio hotspots. Yulio supports almost any type of audio file if it is under 100 MB and under 2 minutes in length. You can also add ambient audio that plays when people enter a scene without triggering the hotspot.

Image:

Add still images with this hotspot. Use them to add alternate colors or finishes, to show the same object in a different configuration or in different lighting and much more. Yulio supports any PNG or JPEG images, with no minimum resolution, up to 50 MB in size.

Scene Options:

Scene Options allow you to show your space with multiple options, in things like color or finish. They let you select a group of scenes to be shown under one hotspot in the project.

Simple Video:

Link to a 3rd party hosted video, like YouTube or Vimeo, to show your videos within your project in browser mode.

Embedded Video:

If you hold an Enterprise plan, you may be able to embed video in your scenes so that it plays even in the headset.



AUTO GENERATE NAVIGATION HOTSPOTS

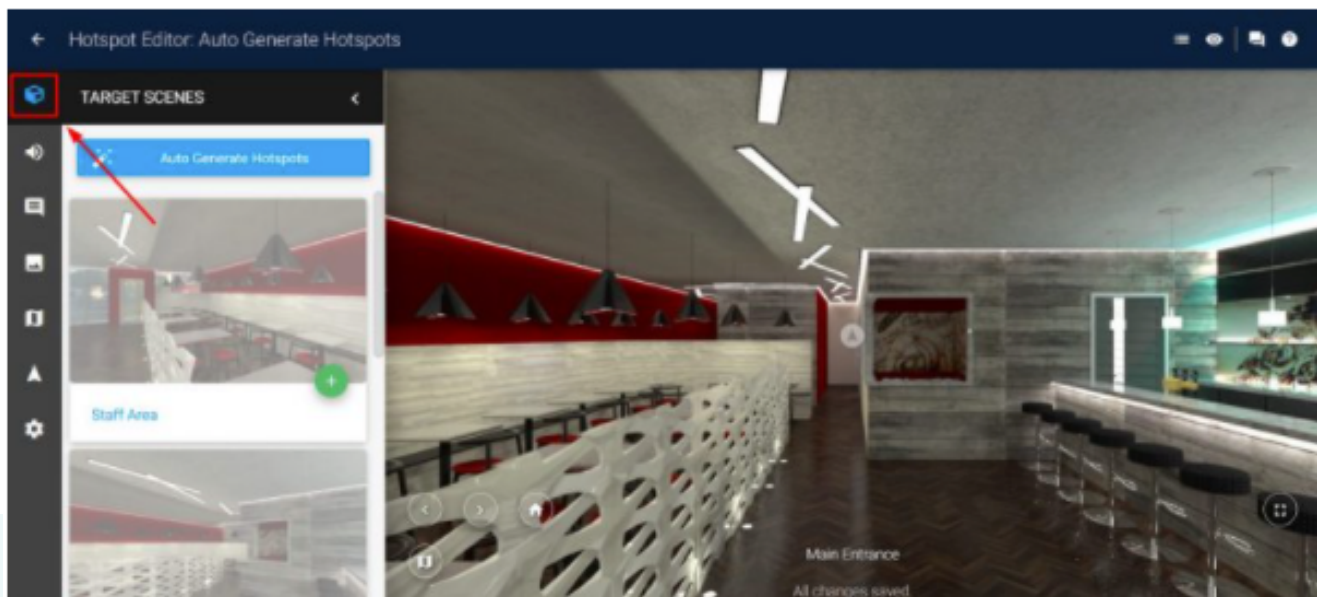
To make content creation faster and simpler, you can also allow Yulio to auto-generate hotspots between scenes.

Many of our clients get started this way and then adjust placements and hotspot labels as desired.

To Use:

The Auto Generate Hotspots feature calculates navigation hotspot placement based on where you have placed them on your floorplan. In order to auto generate your hotspots you must meet the following criteria:

- Have at least two scenes in your VR project or create a new VR project with at least two scenes
- Have a floorplan with at least two hotspots
- Set your field of view for your hotspots on the floorplan



ENHANCING YOUR PROJECT

MORE ENHANCEMENTS

Floorplan:

You can add a floorplan to your project. You can also add map pins for locations to the floorplan and navigate to them by clicking or gazing. It could be a floorplan, dollhouse view, an exterior photograph, or any image that will aid navigation.

Here are the compatible formats :
PNG, JPEG
600 x 600 minimum resolution
Up to 50 MB

Starting View:

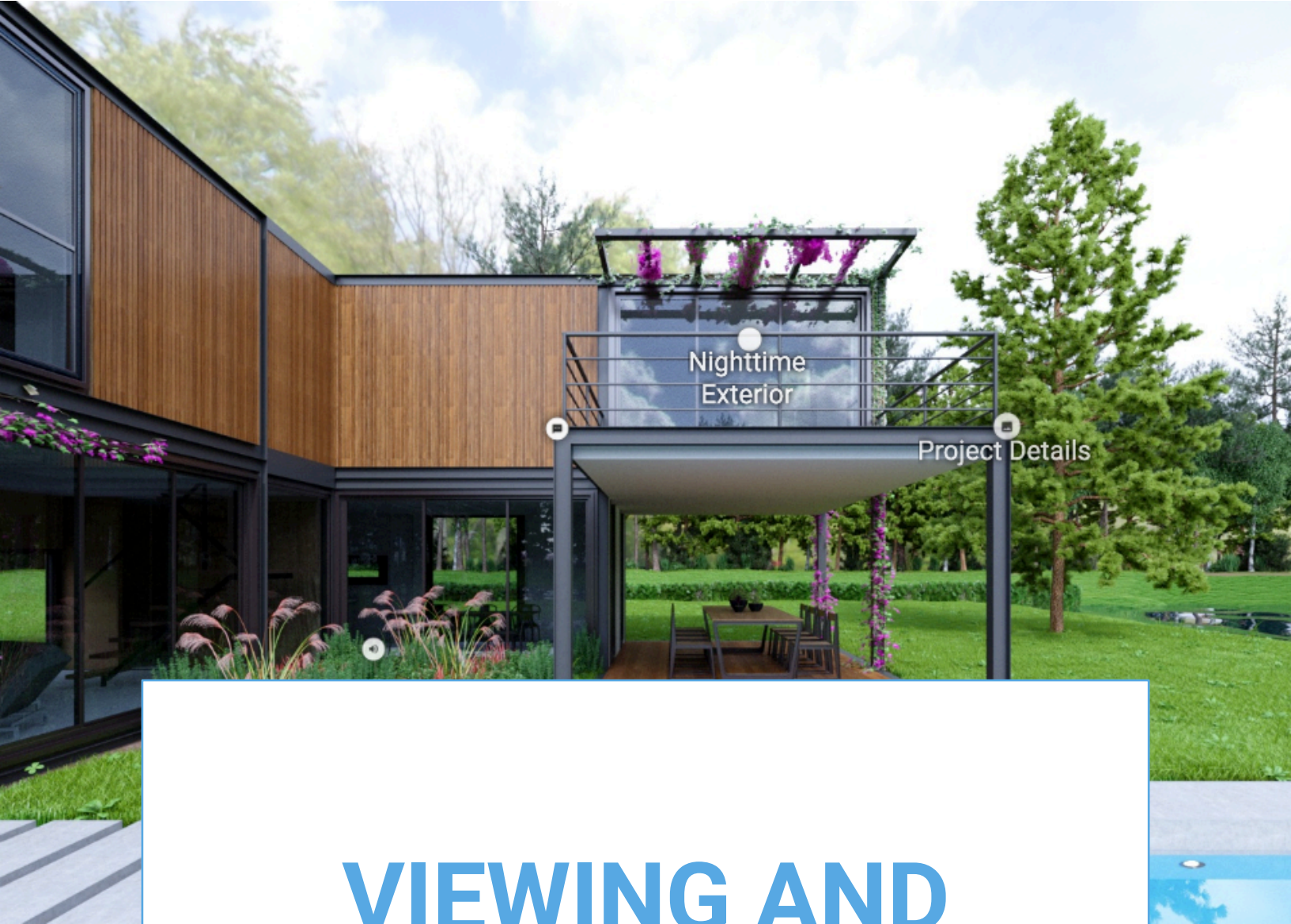
One of the simplest ways to ensure your VR presentation shows what you want is to set your default starting view. Yulio will use your camera view automatically but if you want to change where people enter the scene, you can easily edit that in the Hotspot Editor

Click on the **Starting Direction** tab to adjust your Default Starting View



Scenes from your VR Project will appear as thumbnails at the left. Click the green '+' symbol to add a Floorplan Hotspot for that scene. Click and drag the hotspot to your desired location on the floorplan.





VIEWING AND SHARING YOUR PROJECT

USING COLLABORATE AND OUR PRESENTATION TOOLS

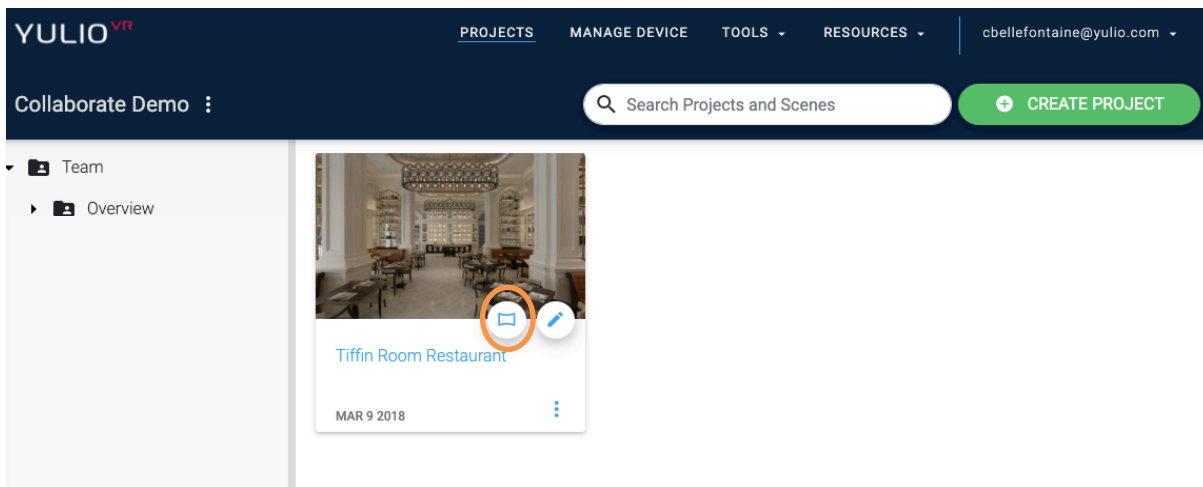
VIEWING AND SHARING

VIEWING YOUR PROJECT

BROWSER MODE

Yulio treats viewing your project in a headset, or without one in browser mode, as first-class experiences to make it easy for you to present your project anywhere. It works on phones, desktop, laptop and tablet.

From your projects page, just click the screen icon on any project to open the project in full screen browser mode.



Copy the URL from your browser's address bar or click the share icon on the bottom right to share the URL via text, to your social media accounts or email.



Note that browser mode, while an excellent experience, is not true VR – for VR you need a stereoscopic image inside a headset

VIEWING AND SHARING

PRESENTING

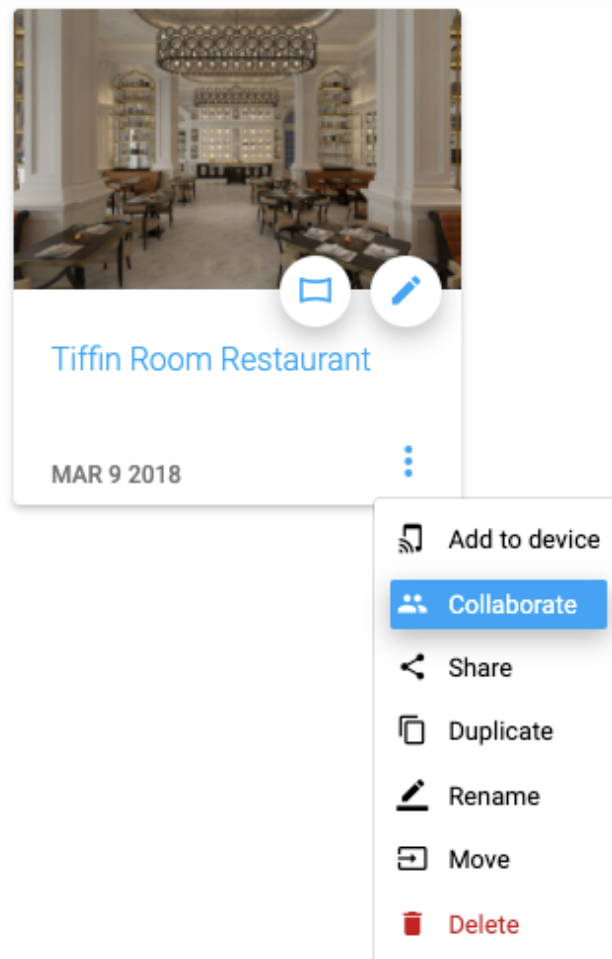
COLLABORATE

Yulio's livestream presentation mode is called **Collaborate** and it has been designed to work the way you present your projects. It is Yulio's most popular feature, so let's review all that it can do.

There are a few ways to Launch a session.

From your projects page, click the 3 dots on the lower right of the project thumbnail to immediately launch that project in a Collaborate Session.

Or, going to Tools>Collaborate will launch your first lobby project in Collaborate. You can see what is in your Lobby by going to Manage Device>Device Lobby, and change the projects in Lobby by adding any project "To Device" from your projects page



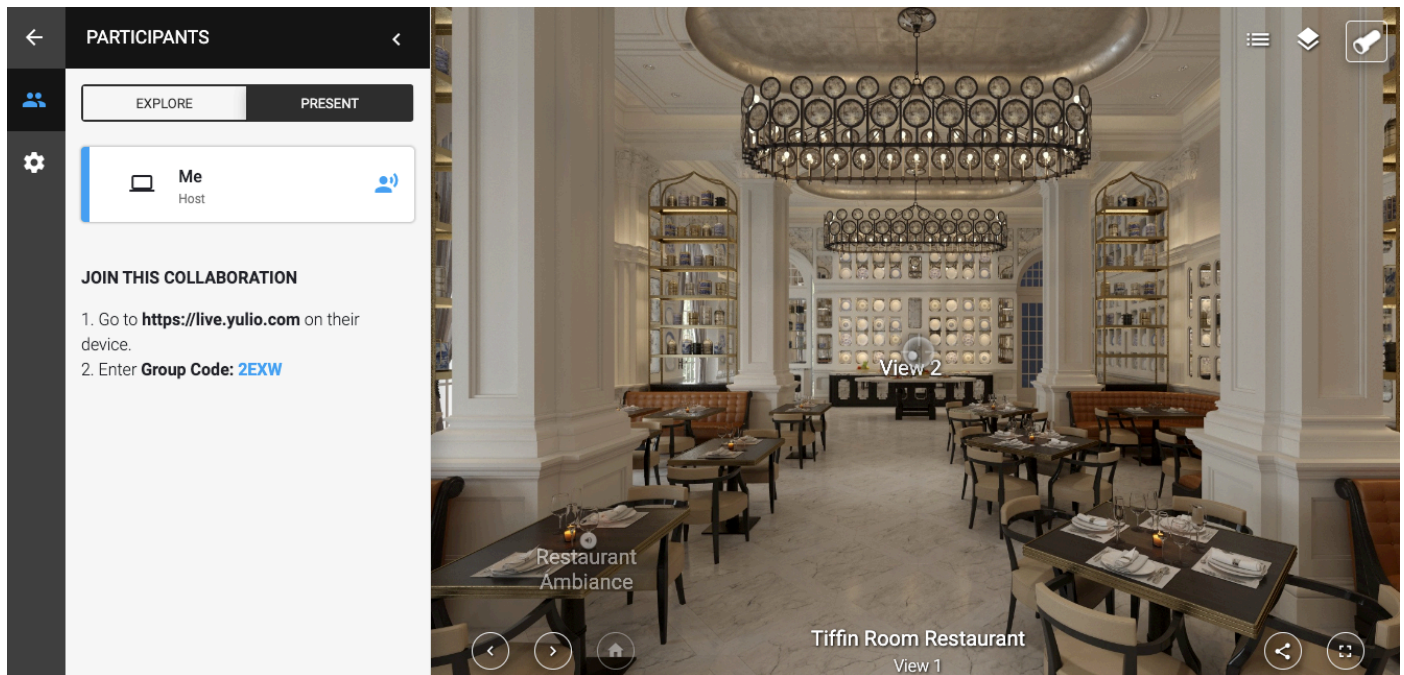
VIEWING AND SHARING

COLLABORATE

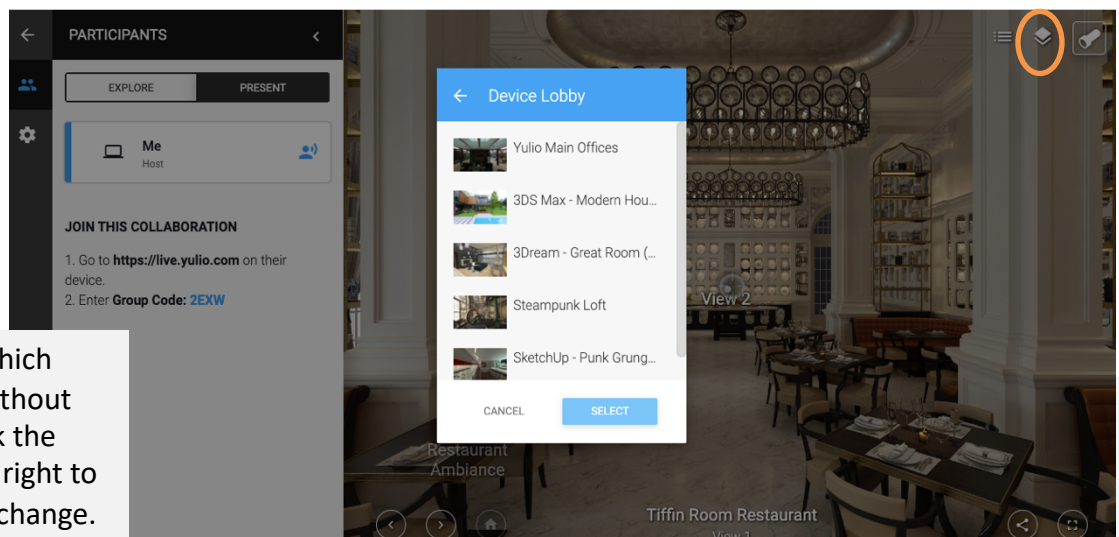
When you launch a session, you'll automatically launch in "Present" mode, which is a hosted experience.

You'll see a group code for anyone to join at [live.Yulio.com](https://live.yulio.com).

As people join, their names will appear below the host.



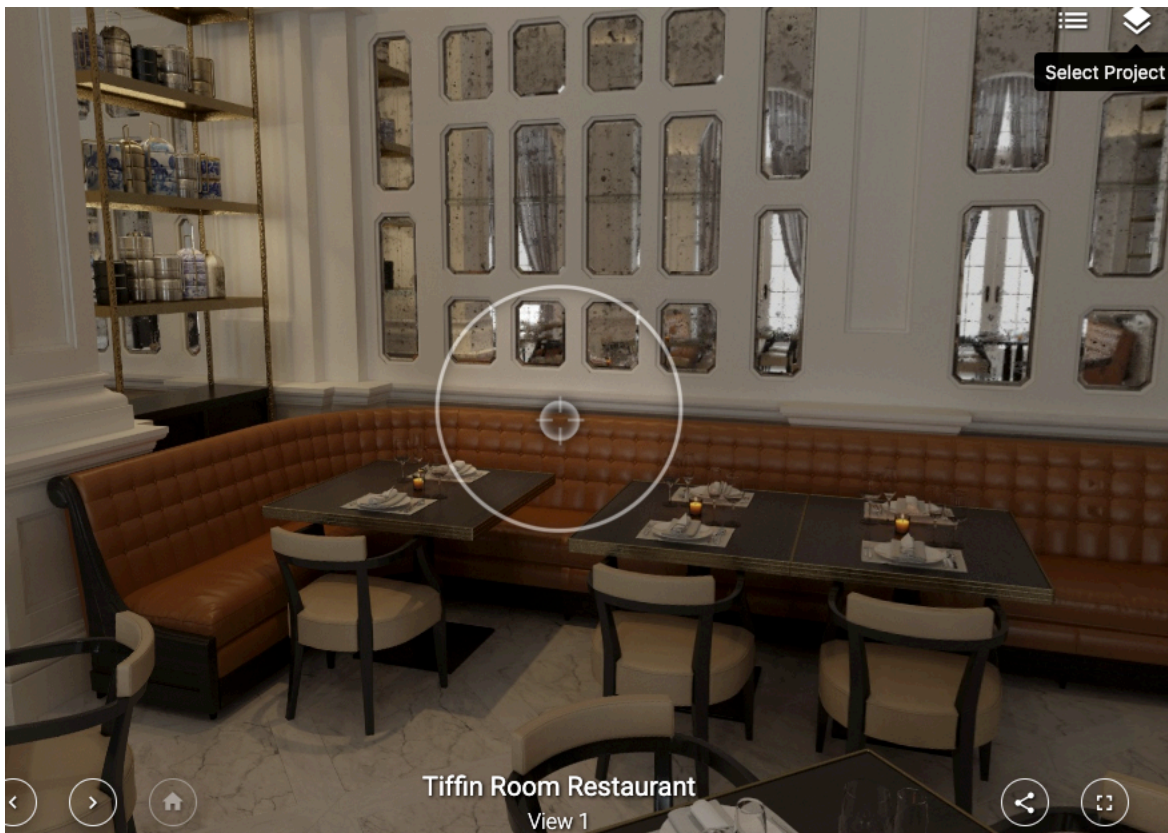
If you would like to change which project you are presenting without launching a new session, click the stacked tile icon in the upper right to open your Device Lobby and change.



VIEWING AND SHARING

COLLABORATE

Collaborate allows you to see exactly what your client is seeing by assigning them Presenter control. To assign presenter control, simply click on their name from the left participant panel. This allows them to engage with the project and have complete control. We recommend giving everyone a chance to do so, and don't worry you can take control back at anytime, just click on the Host bar.



During your presentation, if you'd like all the participants to match where you're looking, click the spotlight icon and all participants gazes will be redirected to that spot. This works in both browser mode and on a VR headset.

VIEWING AND SHARING

COLLABORATE

There are some settings you can adjust depending on your presentation preferences in Collaborate, accessed under the Gear Icon in the Collaborate screen.

HOST:

Crosshair:

Marks the center of the scene to guide you if you become lost

Explore Mode AutoPlay

If there are no guests in your Collaborate session, Explore Mode will automatically start panning around the current scene, and is a useful feature when you're presenting with a monitor in a large meeting or at a trade show, to keep the session active

Auto Load First Lobby Project: When turned on, this feature will auto launch a collaborate session, with the first project that is in your device lobby. Auto load is on by default for new accounts. If you turn this feature off, you will be prompted to select a project from your Yulio account before you launch your session.

PARTICIPANT:

Presenter Gaze:

Marks the center of the screen in the participant's view, can be turned on or off

Audio Hotspots:

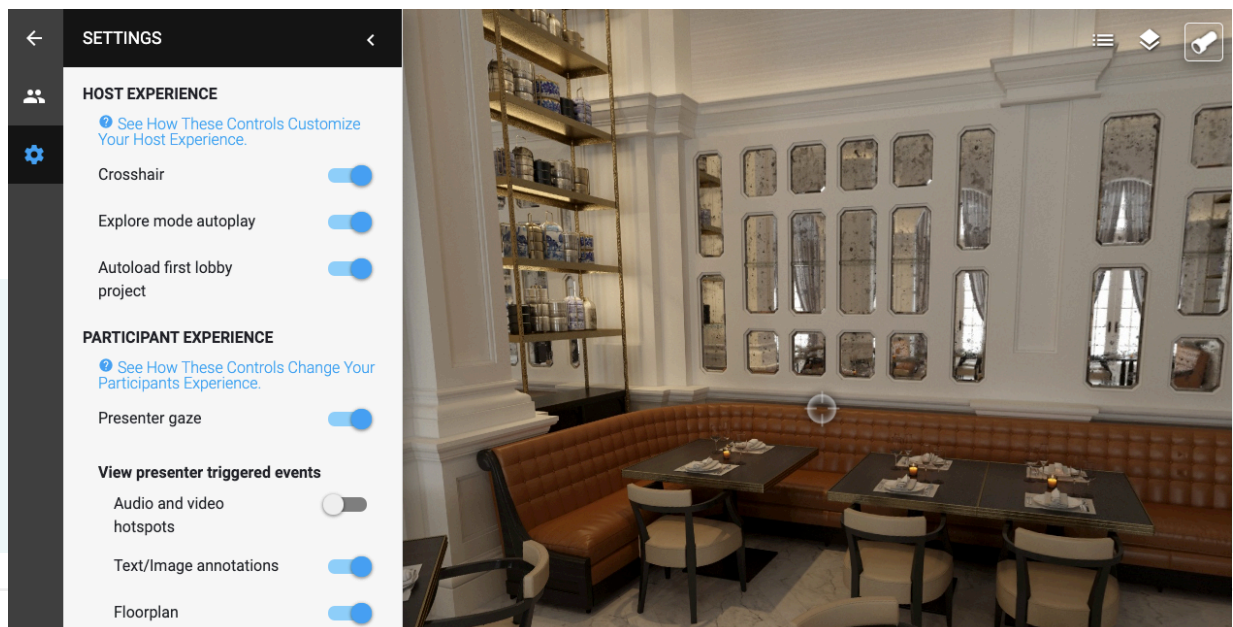
Enabling audio for all participants will trigger an audio hotspot for each participant. It may get distracting, so we recommend leaving this off and having only the presenter trigger the audio

Text/Image Annotations:

When turned on, when the host triggers a text/image hotspot that hotspot will also appear on all participants devices. When turned off, when the host triggers a text/image hotspot, it will only appear on the hosts device.

Floorplan:

If you have one in your project, this will allow you to leave it on for all participants, or only the presenter

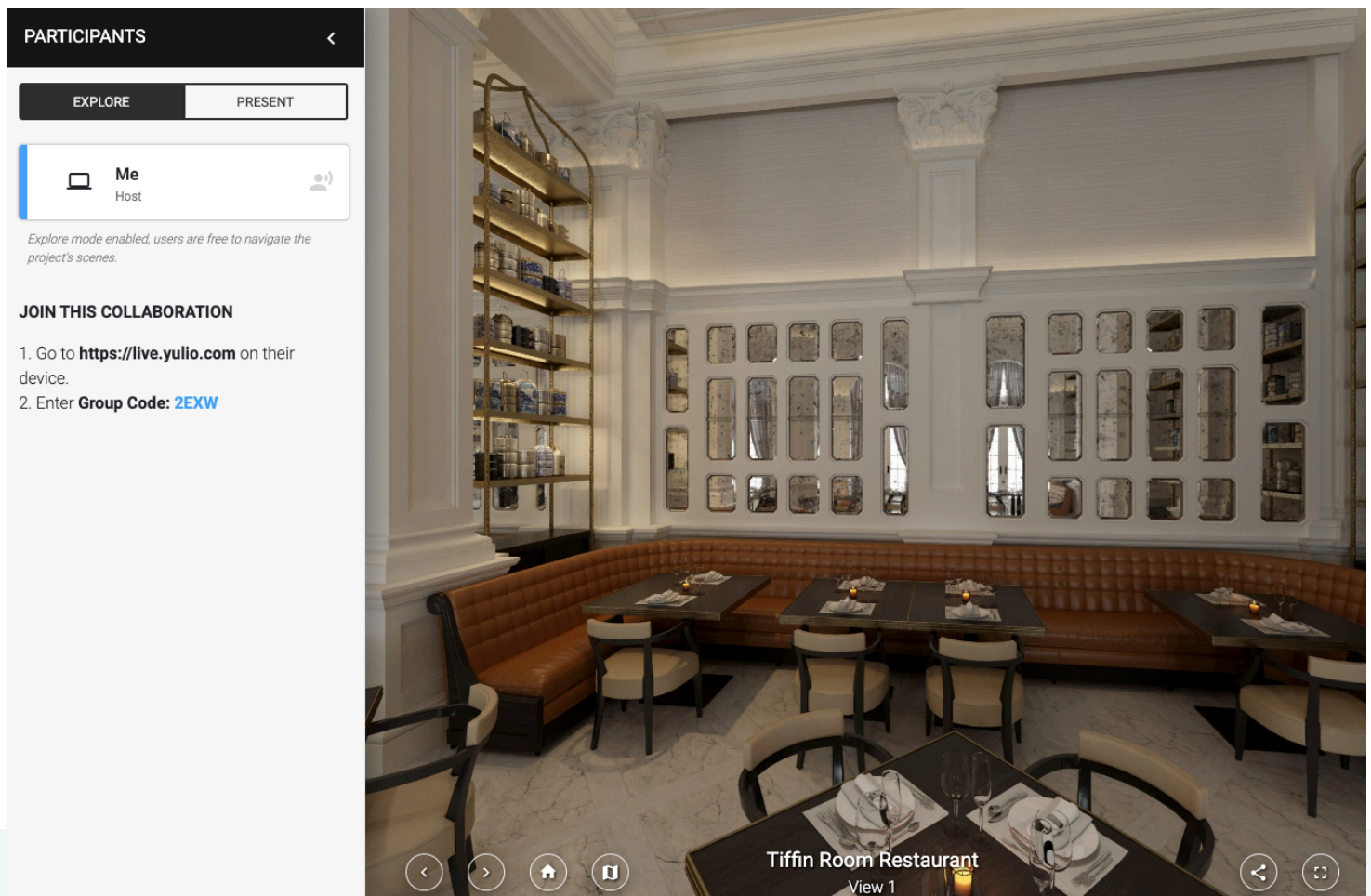


VIEWING AND SHARING

COLLABORATE: EXPLORE MODE

Collaborate launches in Present Mode by default but there is another tab, for Explore mode. During explore mode, if there are participants in the session, your screen will follow each participants gaze for about 10 seconds before moving on to the next guest. It will continue to do this until you switch back to present mode. If there are no guests in your collaborate session, explore mode will auto pan your project scene to scene and show off your project for you. Don't worry you can still interact with your screen at any time.

All other participants will have the ability to go off and explore the VR project you have selected for the Collaborate Session. They will be able to switch scenes and activate text/image/audio hotspots.



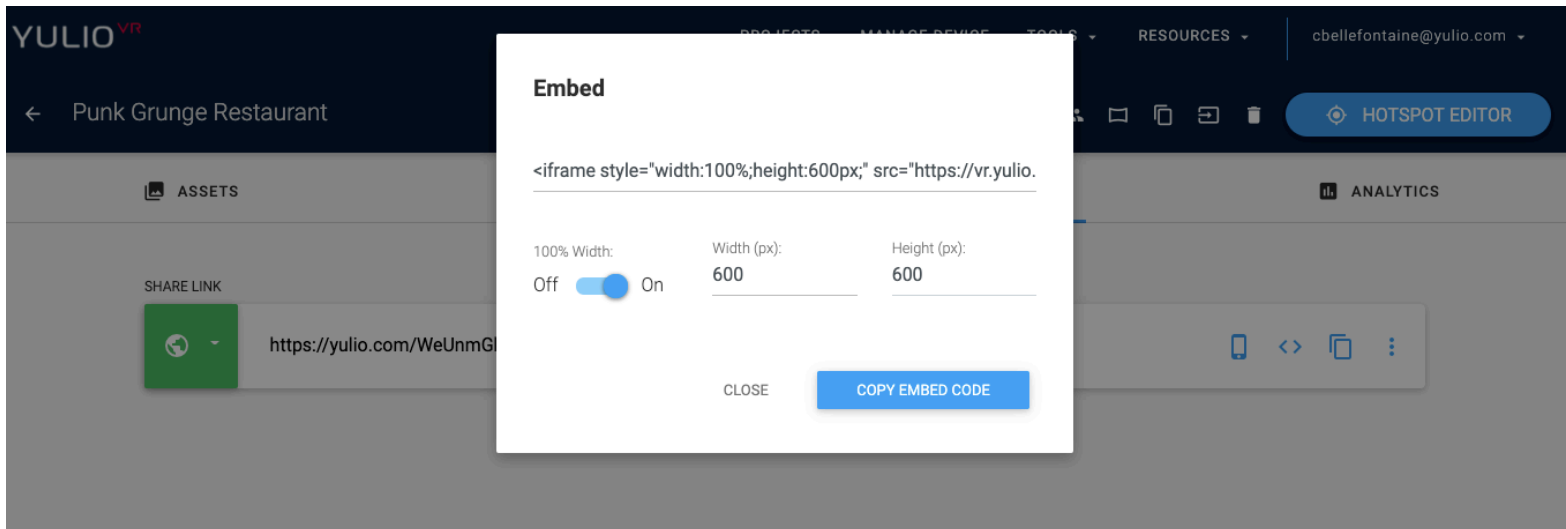
To end explore mode and bring all participants back to the desired scene, click the **Present** button in the Participant Panel.

EDITS AND UPDATES

EMBED CODE

To get the code for embedding a project in your website, select the project and click the Sharing tab from the Edit Project page.

Just click the <> Embed icon and copy your code. Use it in your website to eliminate distractions around your project and build a stunning portfolio.



EDITS AND UPDATES

PROJECT MARKUP

Project Markup allows you to stay right within the VR environment and record feedback about elements while your clients are actively looking at them. Draw directly on the project to highlight revisions and let your clients see them being applied in real time via a Collaborate session. With multiple pen and color options, providing feedback on design decisions is now easier than ever.

On the Project Edit page, click to the Settings Tab to turn Markup on. **Note that in order to markup a project, you must have a Yulio seat, so feedback can be recorded only by logged in Yulio users.**

Click the view in 360 icon to begin marking up.

The screenshot shows the Yulio VR interface. At the top, the Yulio logo is on the left, and navigation links for PROJECTS, MANAGE DEVICE, TOOLS, and RESOURCES are on the right. The user's email, cbellefontaine@yulio.com, is also visible. Below the navigation bar, the project name 'Punk Grunge Restaurant' is displayed. A toolbar contains icons for mobile view, multi-user view, a 360-degree view icon (circled in orange), a copy icon, a share icon, and a trash icon. A blue button labeled 'HOTSPOT EDITOR' is to the right of the toolbar. Below the toolbar, there are four tabs: ASSETS, SETTINGS (which is selected and underlined), SHARE, and ANALYTICS. The main content area is divided into two sections. The 'PROJECT DETAILS' section contains a table with the following information:

| Project Title | Last Modified | Views | Author |
|------------------------|-----------------------|-------|-------------|
| Punk Grunge Restaurant | Apr 8 2019, 6:36 p.m. | 138 | Dana Warren |

The 'PROJECT MARKUP' section features a toggle switch labeled 'Allow Project Markup' which is currently turned on. Below the toggle, a description states: 'Creates an editable ink layer on all scenes. This can help with editing projects and capturing feedback. Project markup can only be viewed by authenticated users.' A red link labeled 'Clear All Markup' is positioned below the description. To the right of the text is a 3D rendering of a modern interior space with glass partitions and a red line drawn on a wall, illustrating the markup feature.

EDITS AND UPDATES

PROJECT MARKUP

In browser viewing mode, you will notice a new Markup icon in the top right hand corner, click that to begin. The Markup tab has multiple color and pen thickness options for you to explore.



Click the icon when you want to erase, change the color of your pen, thickness of your pen, move around your project or delete your edits.



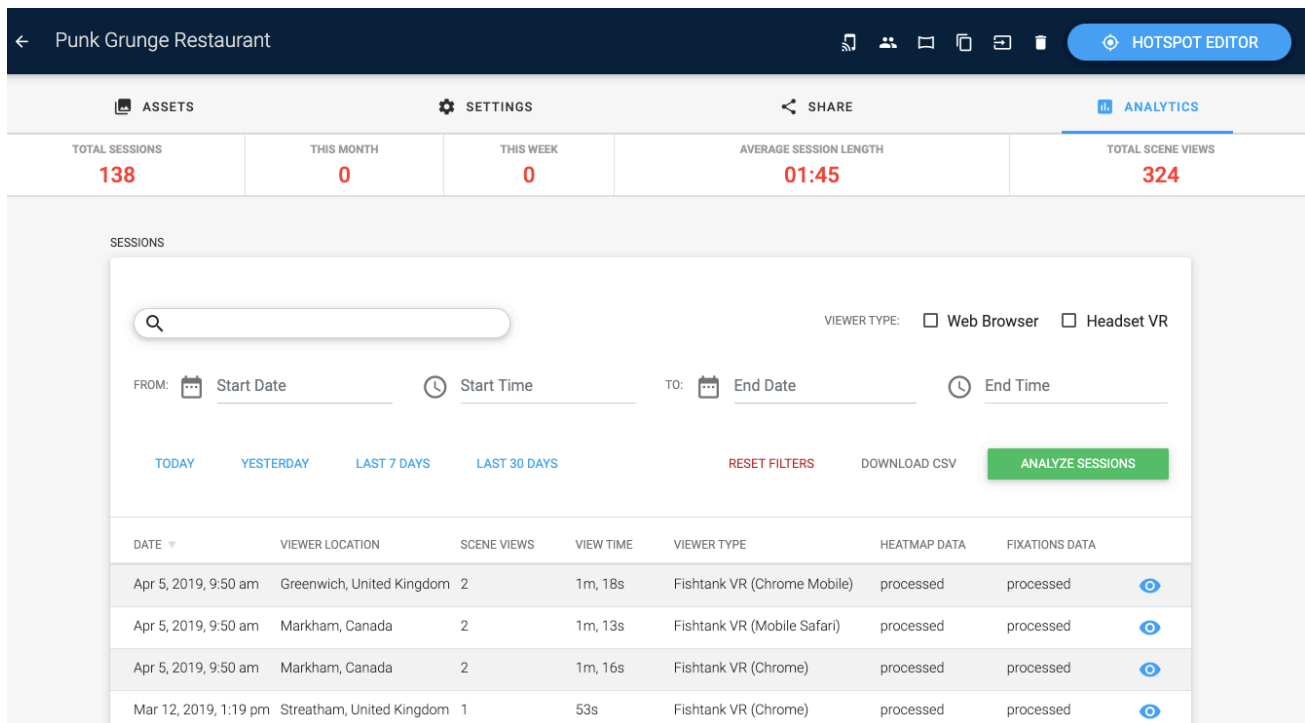
With no save button, your project is ready to go. Send the VR project to anyone on your team with a Yulio seat or share your edits with a client via a [Collaborate Session](#).

When you want to delete your edits, click the Clear Scene icon within the VR project or the Clear All Markup button on the Settings page.

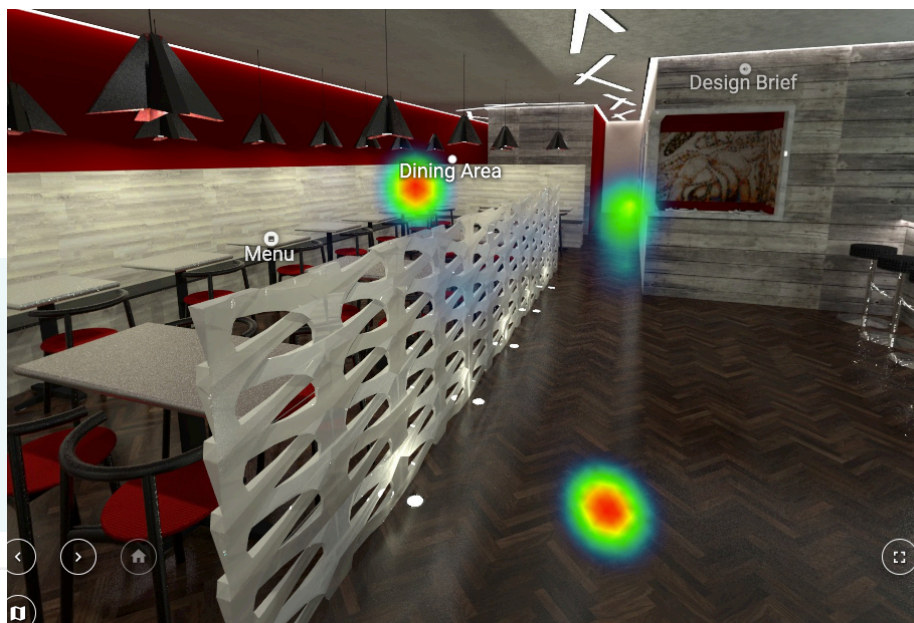
EDITS AND UPDATES

ANALYTICS

Also on your Edit Project page, you'll see a tab for Analytics. You can see the date and location of your views, as well as which devices were used to see the project. This can be helpful if you are waiting to decide when to follow up with a client, especially if that client has. A unique URL.



Enterprise customers can also see heatmap data which shows areas of focus during views so you'll know which design elements drew the most attention. Access heatmaps by clicking the eye icon beside any session.



RESOURCES

Visit our knowledge base at

<https://www.yulio.com/knowledgebase/>

Video tutorials are available on our YouTube Channel at

<https://www.youtube.com/yuliovr>

Stay connected with our blog

Blog.Yulio.com

Visit our 101 page

try.yulio.com/vr-101

Contact Support

support@Yulio.com or 1 416 499 2227

We can't wait to see what you'll create!

YULIO

