

GETTING STARTED WITH YULIO

Step 1

Prepare content that is VR ready

Create your model in your CAD software, work with your design team or capture 360-photos.



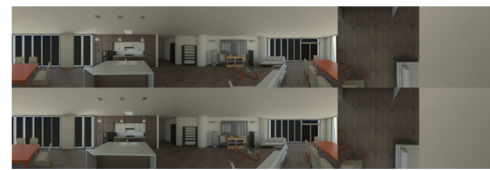
Create a cubemap/scene using a Yulio plugin or directly from CAD.



VR-Ready Content

There are 2 different types of content that you can use with Yulio:

- 360-Photography
- Scenes/Cubemaps



Download the Yulio Plugin for:

 **SketchUp**

 **CET Designer**

 **3DS MAX**

 **RhinoCeros**

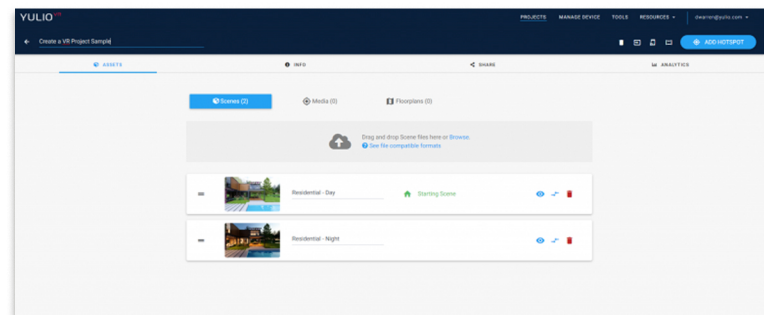
 **AUTODESK REVIT**

Step 2

 **Create a New Project**



 **Upload to Yulio**



Step 3







Add Interactive Hotspots and a Navigational Floorplan



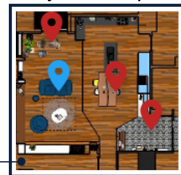
Enhance with Yulio Tools

Add a floorplan, or image, text and audio to bring your design to life with our editing features.

Hotspot Editor

-  Audio
-  Text Annotations
-  Image Annotations
-  Floorplan
-  Starting Direction
-  Settings

Project Floorplan



Step 4



View the project in browser mode or VR, share and launch a Collaborate session.

Navigational Hotspots

Our most popular type of enhancement for engaging projects. These hotspots transfer views from one scene to the next. Be sure to place them where the view will be transitioning to.

