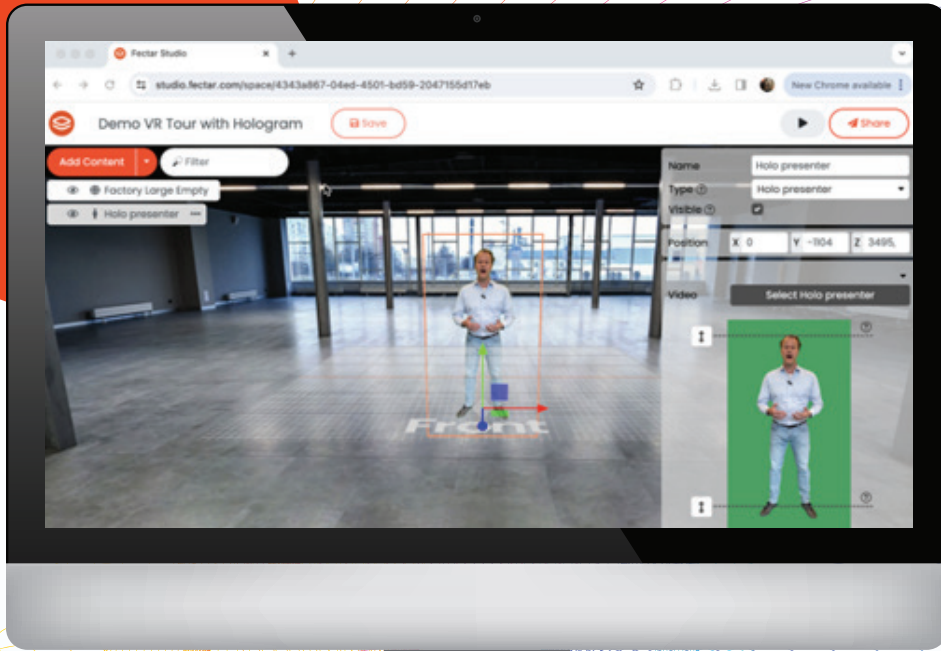


Instructions for Creating Script and **Scenes of an interactive 360 Degree VR Tour**





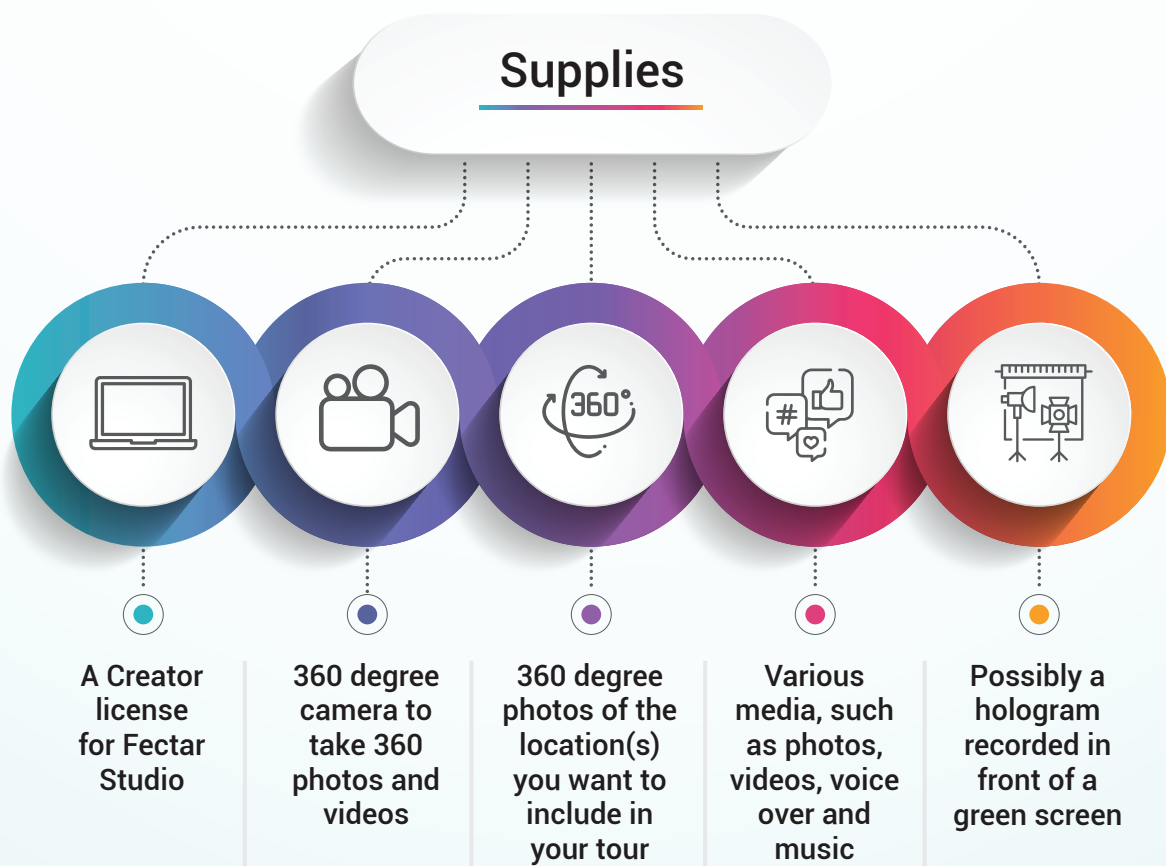
Introduction

Meet Fectar Studio, where you can turn your idea for a 360 degree VR tour into reality. This guide will help you get the necessary steps to take to become successful in creating an interactive and immersive 360 degree VR tour with Fectar Studio. Have fun developing your projects!

A VR tour with 360 degree photos or videos is a virtual experience where users

can interactively explore panoramic images, as if they were actually there at the location.

With Fectar Studio you can not only create breathtaking 360 degree VR tours, but also create interactive experiences by adding questions, media and assignments. This guide will help you integrate these dynamic elements into your tours.



Step 1: Script and Concept Development

Before you start, plan your tour:

- **Write a script:** Determine the order of the scenes and the storyline. Consider what information or questions you want to present in each scene. Briefly describe which rooms are photographed with a 360 degree camera. Give each scene a number for overview.
- **Concept development:** Think about how you want to integrate interaction, such as questions for the viewer or points where they can get more information.

Step 2: Prepare Media

Gather and prepare all necessary media:

- **360 degree photos.** Make sure your 360 photos are ready to use: Photos should be high quality for the best viewing experience. Photos should be oriented correctly (eye level of the average visitor) and edited if necessary.
- **Videos:** Collect or create short videos that you want to integrate.
- **Voice-Overs:** Write and record scripts for voice-overs that will accompany your tour.
- **Images:** Select additional images to include in your tour.
- **Navigation buttons:** these can be, for example, png images with arrows, and buttons for questions, play video, stop, pause, home and contact.
- **Hologram:** with Fectar Studio you can easily and quickly create a hologram with your smartphone and a green screen. Placing a hologram in a 360 degree photo creates a very dynamic experience.

Step 3: Add Interactive Elements

Make your tour interactive:

- **Add Questions:** Use the 'Question' feature to ask questions at specific points in your tour. This can help increase engagement and test knowledge on the topic.
- **Answer options:** For each question, enter different answer options and set which is the correct answer. Consider providing feedback or clarification on each answer.
- **Moving parts:** with a few settings you can make a space even more interactive, such as an image that rotates or zooms in. Use the code snippets in Fectar Studio for this.

Step 4: Media Integration

Integrate the prepared media into your tour:

- **Add Videos:** Post videos at relevant points in your tour for additional context or information.
- **Add Hologram:** Place the holopresenter at relevant points in your tour for additional context or information.
- **Voice-Over Integration:** Add voice-over tracks to scenes to guide your visitors through the tour.
- **Use images:** Use images as additional visual elements or to emphasize specific information.
- **Add Artificial Intelligence Guidance:** AI makes it possible to receive explanations about the most diverse topics. An AI button is made very easy and set to a specific subject.

Step 5: Completion and review

- **Review your Script and Media:** Ensure that all media and interactive elements are properly integrated and functioning as intended.
- **Test the User Experience:** Run through your tour multiple times to test the flow, interactions and media integrations. Make sure the tour is logical and intuitive for the end user.

Step 6: Publication

- **After thorough review and testing, use the 'Publish'** option to make your interactive 360 degree photo tour available to your audience.
- **Download the QR code** to add it to flyers, posters, business cards, websites or presentations
- **Inquire with Fectar** about the possibility of integrating the 360 tour on your website.





Tips for a Successful Tour

Integrate the prepared media into your tour:

- Consistency in Style: Make sure your media and interactive elements have a consistent style and tone that complements your tour.
- User Interaction: Encourage users to actively participate through interactive questions and media.
- Short and powerful texts work best in VR. Avoid long videos with explanations. You can add hyperlinks to an external website, YouTube or PDF documents where visitors can find more information.
- Prepare well: preparation is an important success factor when producing content. Use the checklist and call sheet from this manual for this.



Examples of VR Tours with 360 Degree Photos:

Visit a Virtual
Showroom



View Fectar VR
Experience Center



Visit a Tiny House with
different interiors



360 Degree Photo Tour Checklist

Make sure you have everything prepared before you start creating your 360 degree VR tour with Fectar. Print out this checklist and check off each item.

Preparation

- Camera:** Make sure your 360 camera is fully charged and operational.
- Location:** Location(s) selected and permission obtained for recording.
- Props:** Necessary props and decorations collected for each scene.
- People:** Actors or participants are informed and scheduled for the recording.
- VR Scene Call Sheets:** List of all scenes with detailed descriptions and objectives.

Technical Requirements

- Fectar License:** Confirm that your Fectar Studio license is active and up to date.
- Green Screen Production:** Setup ready if needed for certain scenes.
- Logo & Corporate Identity:** Digital files of your logo and corporate identity elements available.
- Navigation:** Overview of how users will navigate the tour.

Content in Design

- Voice-Over Script:** Voice-over script(s) completed and ready for recording.
- Interactive Elements:** Decide on questions, quizzes and other interactive components.
- Multimedia Content:** Collect additional videos, images and audio files

Publication and Distribution

- Description Audience:** Clear description of your target group and their expectations.
- Preferred Devices:** which devices your audience will use to watch the tour.
- Use case:** Context in which tour is viewed (e.g. home, office, on the road).

Control for Publication

- Review and Test:** Go through the tour to test functionality and user experience.
- Collect Feedback:** Collect feedback from a test group and adjust as necessary.
- Final Adjustments:** Make necessary changes based on feedback and review.



VR Scene Call Sheet

Title of the Scene: _____

Scene Number: _____

Scene Description

Brief description of what is happening in this scene and its intended purpose.

Location

Specific location where the scene will be shot, including any important details or instructions for access

Props and Decoration

List all necessary props and decoration elements needed for this scene. Including where these items come from or who is responsible for taking them.



Questions and Answers

Write down any interactive questions asked in the scene, along with the possible answers and the correct answer.

Ask	Answer Options	Correct Answer

Other Comments

Any additional information that may be important to the scene, such as timing, special effects, or key points of interest.

Devices supported by Fectar

PICO



ultraleap



Microsoft



Meta



VIVE



PICO



PICO



android



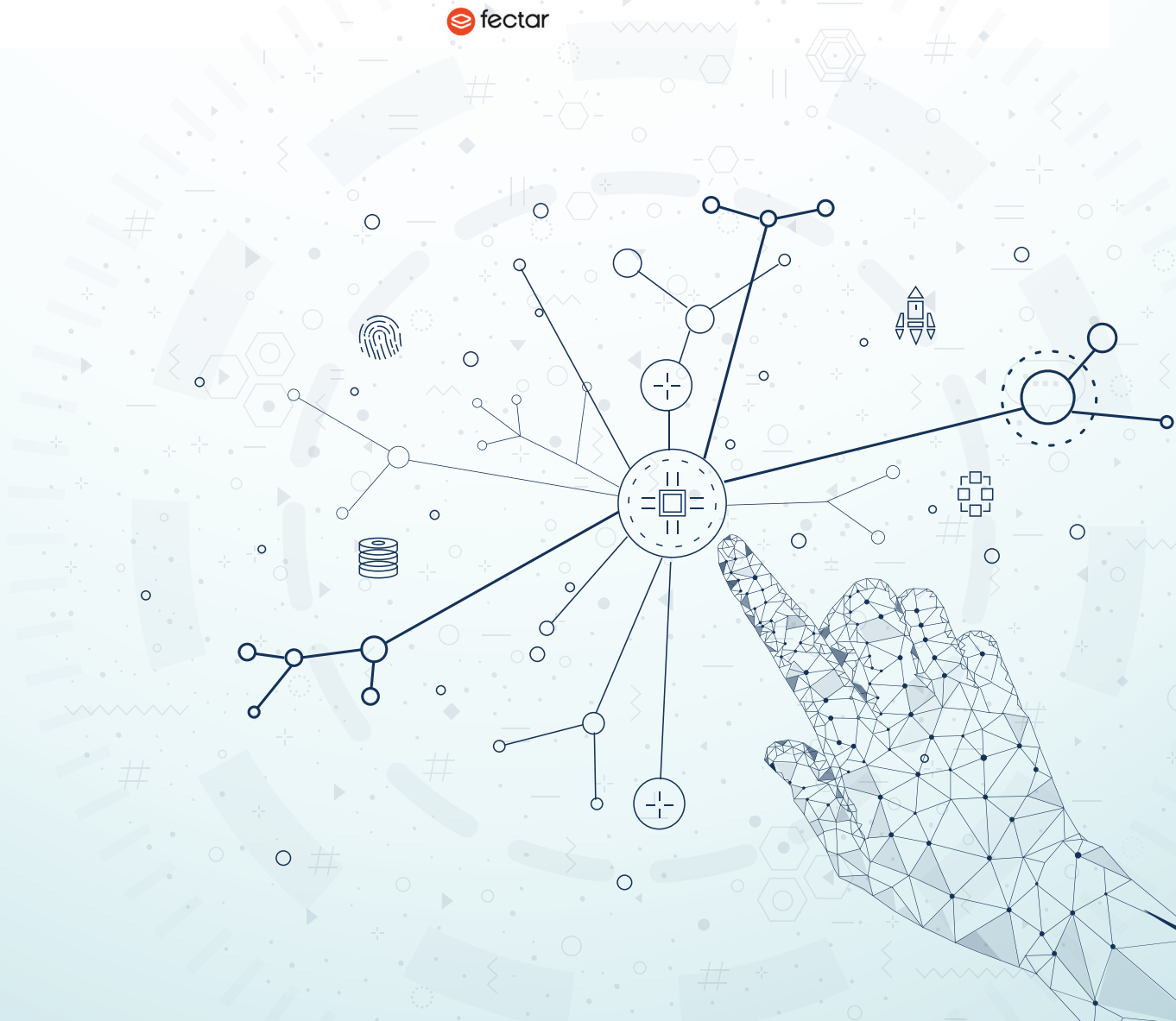
Meta



Apple



fectar



Uniting the World Through Immersive XR

One Platform, Infinite Possibilities

