Aurasma Studio (Web)

Aurasma is an iPad app that permits you to point the iPad's camera at a real-life object. Once aligned, the object launches a media file (such as a video clip).

Required knowledge...

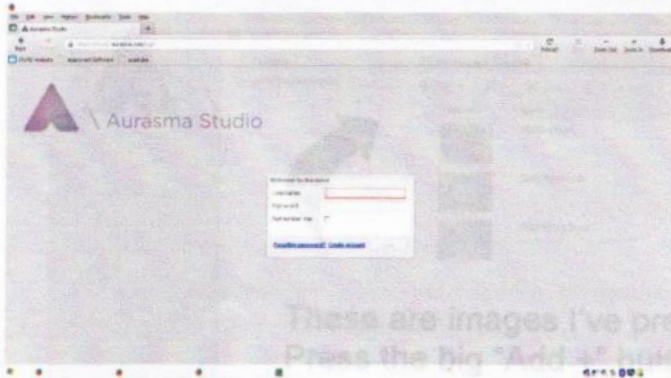Basic Ipad operation
Basic Ipad camera operation

Helpful knowledge...

Digital image editing techniques
Digital video production

Load Aurasma Studio in your web browser. It's located at: https://studio.aurasma.com

If you haven't yet, sign up for a login account. Then enter your information to login.

You'll be greeted with a tutorial. I highly suggest you read through the tutorial - it offers much more detail and important info than this quick paper tutorial.

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Content Tutorial

Content can be added to make Auras, the augmented reality actions that appear when you point your phone at a real world image.

To make your first Aura, just follow these four simple steps.

1. Upload a trigger image
2. Upload an overlay image or video
3. Create a channel for your Auras to go in
4. Add the finished Aura to your channel

The main interface.

Trigger Images are the "real life" things you want to trigger media.

Overlays are the media clips (videos, photos) that you want to pop up when triggered
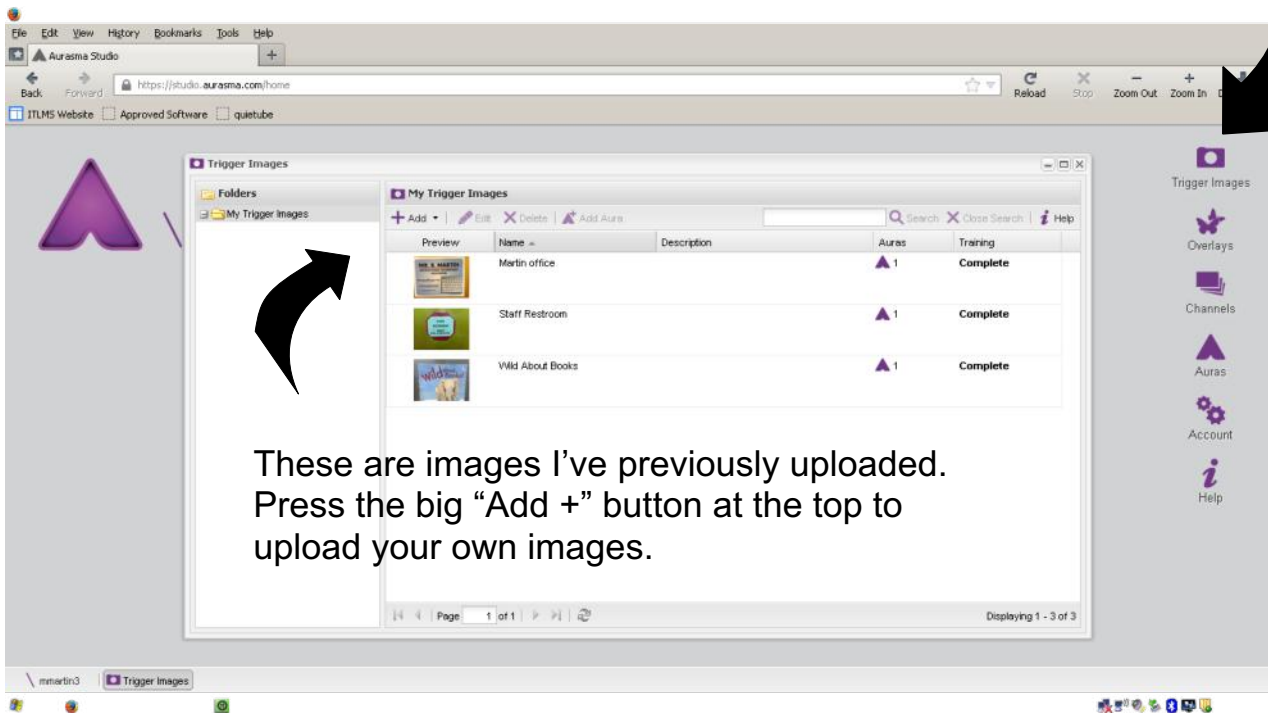
Channel is just a collection of your Auras.

Auras are the combination of trigger images and overlays.

Start by clicking on "Trigger Images."

It's best to go ahead and take photos of your triggers before working in Aurasma Studio. Use your iPad to take a clear photo of the object you want to trigger. Stand directly in front of the object and make sure it's in focus. For example, take a photo of the sign on my office door.

You need to transfer these trigger images to the computer you're working on first (that process will be another tutorial). They can be taken really with any digital camera, phone, or iPad.

Click the Trigger Images button on the right. That will open up a new window showing your collection of trigger images.

These are images I've previously uploaded. Press the big "Add +" button at the top to upload your own images.

Aurasma will make you name the images you upload. It will take a few moments and Aurasma will "train" your image. If you receive errors, you may want to use a different image.
Once complete, close the "Trigger Images" window(press the X at the top right) of that window.

Now, we have to do the same thing for our overlays. Overlays are the media that pops up when the iPad camera sees the trigger image. You can use photos, videos, or 3D models. Again, these need to be items you have available on your computer. You can use videos you've downloaded (with permission) or made yourself.

What's an "Aura?"

An "Aura" is what you're creating. It's the process of pointing the iPad camera at an object, which launches media.
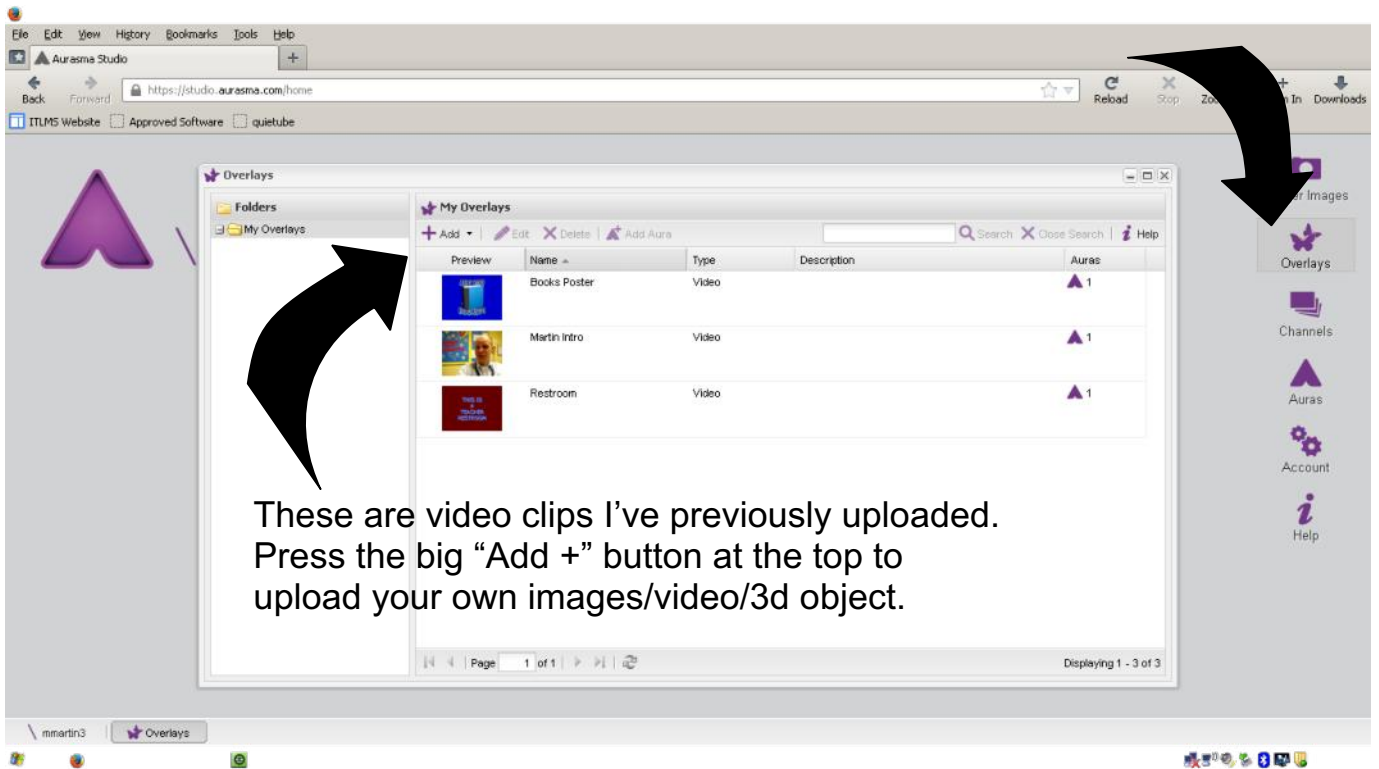
These are video clips I've previously uploaded.
Press the big "Add +" button at the top to
upload your own images/video/3d object.

Once you've added your media, close the Overlays window by pressing the X at the
top right of the window.

Press the "Channels" button the right side of the main interface. You must create
a channel to put this Aura into (think of them like YouTube channels).
You could use channels as an organization tool - for example, create
a channel for all of one lesson's Auras. When users open up Aurasma on their
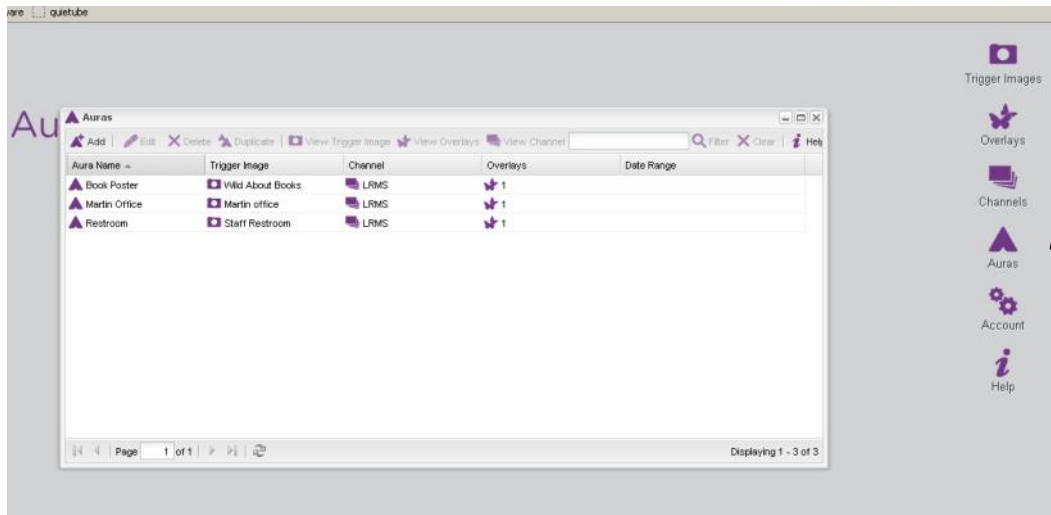iPad, they will need to subscribe to your channel to view your Auras.
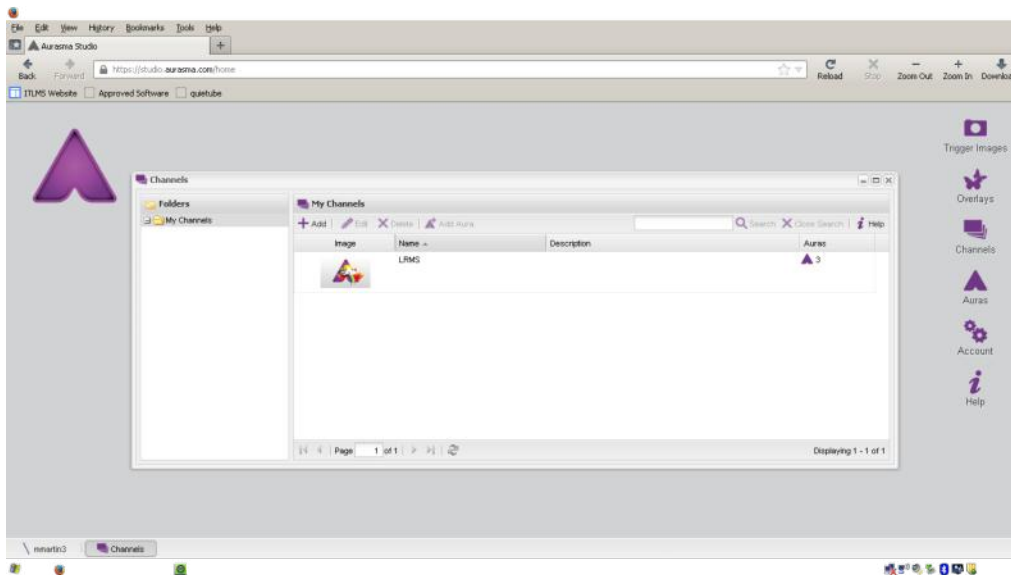
Click "Channels"
button on right.

Create your own
channel by
clicking the
"Add +" button, just
like with previous
steps.

Creating an Aura

Now is where we connect everything together. Click the "Auras" button on the right. A window showing your Auras will open. Here you can see previous Auras I've created.

This is where we'll create a new Aura. Just like previous steps, click the "Add +" button to create a new Aura.
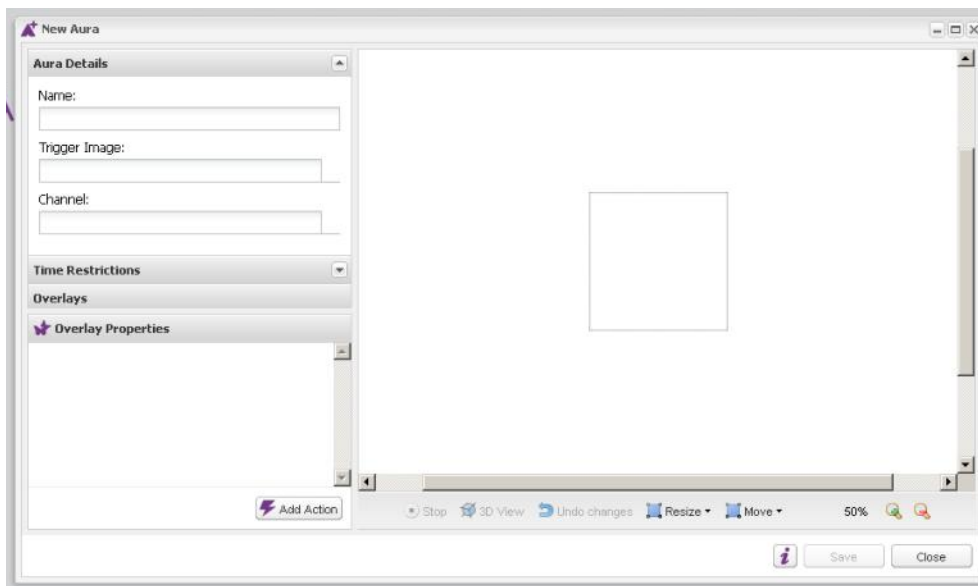
Click the "Aura Details" tab at the top left. This drops down info you must fill in. Name your Aura.

Then, select the trigger image by typing the first few letters of the image name (you chose this when you uploaded the image). You'll see the image loads into big white area on the right.
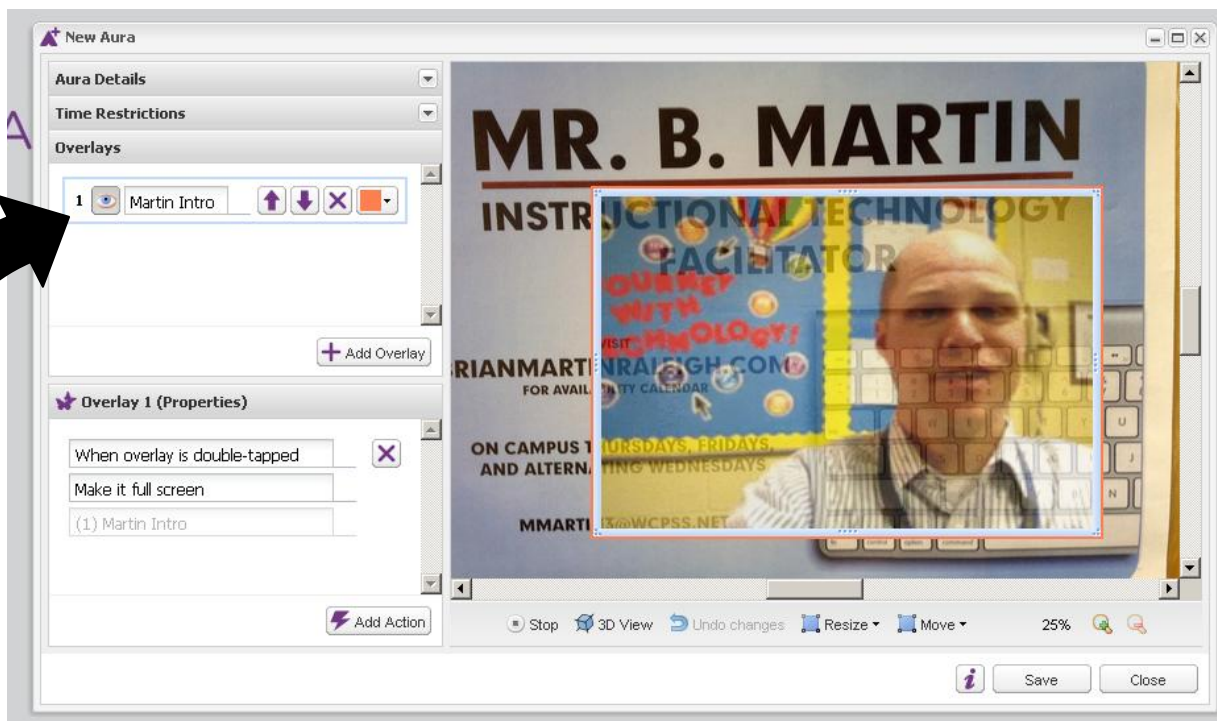
Do the same for channel.

Trigger image is selected, assigned to a channel.

The "Time Selection" tab below permits you to have this Aura available for a limited amount of time.

For now though, let's move on to the "Overlays" tab.

Click on the text book and you can choose from your overlays (or type in the first few letters of the overlay you want to use). Press the eyeball button beside the overlay name to see your overlay over your trigger image. You can grab hold of the corners of your overlay and resize it (or move it) wherever you like around your trigger image area.
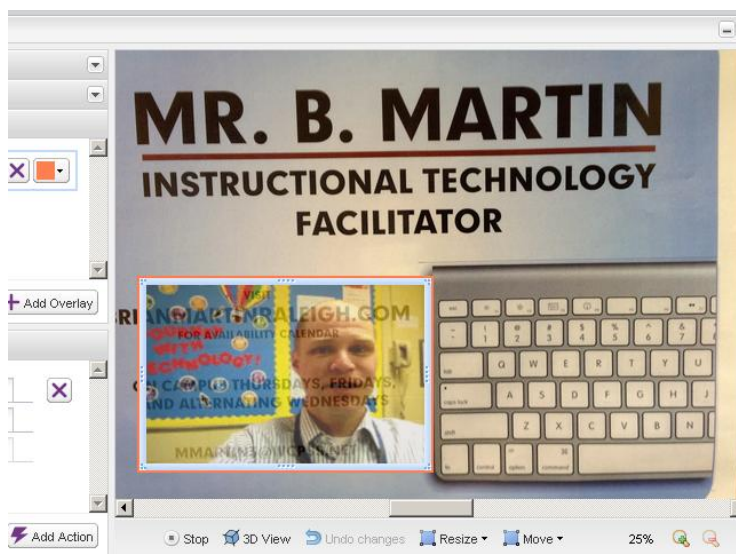
Here you can see I've moved my overlay to the bottom left side of the trigger image area.

When your user launches your Aura, the overlay will stay in this position, even if the user moves the iPad around physically.

You can add multiple overlays to one trigger image - though beginners should likely wait to do this until they have a solid idea of how Aurasma works.
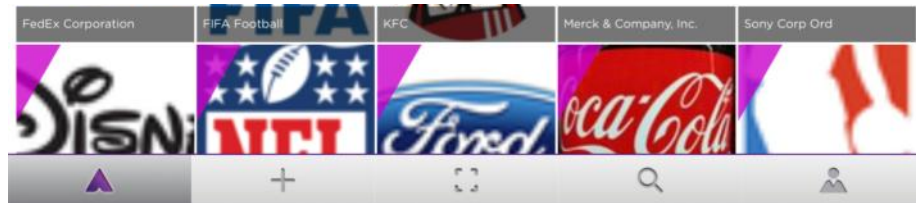

The final tab is "Overlay 1" properties.
You can alter these items if you wish, but I generally leave it set as is.

When you're finished, click "Save" at the bottom of the window.

Now that you've created an Aura, let's move over to the iPad so we can see it in action.
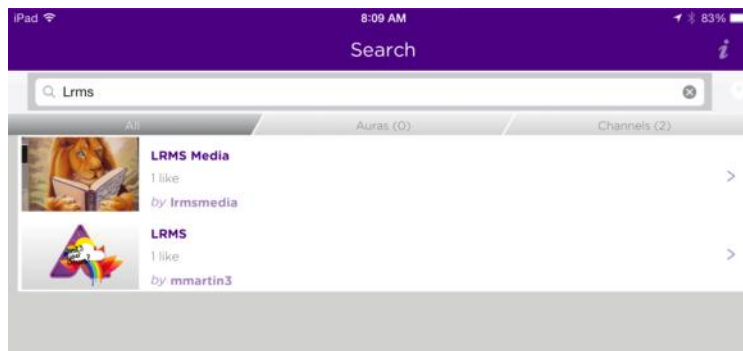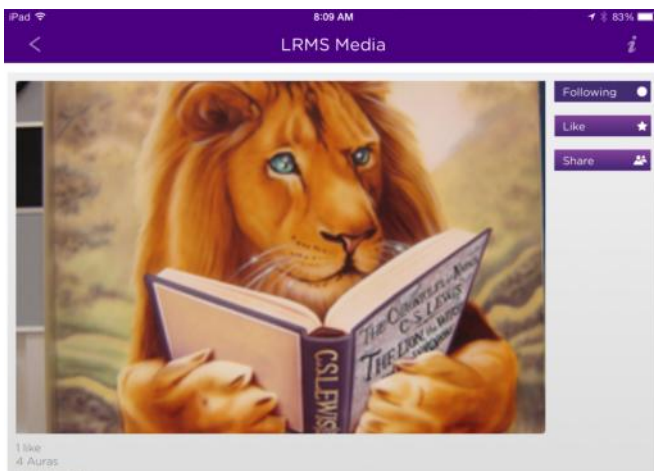
Your viewer needs to launch the Aurasma app.

Tap the large "A" at the bottom of the screen to access the menu.

The viewer should tap the spyglass icon and then search for your channel name.

For example, here we've searched for "LRMS." Any channels associated with that term will show up in search results. Tap the channel you want to view Auras on.

User should then tap the "Follow," to subscribe to your Aurasma channel.

Once followed, the viewer will be able to launch your Auras from the Aurasma app.

Tap the center button to get back to the Aura launcher.

Now your user points the Aurasma app at your trigger image.

The image will come alive, serving as a trigger to launch your media.

Note you can create Auras on your iPad, too. The creation interface is simpler using the Aurasma app on iPad, so it may be easier to create Auras via the web Aurasma Studio instead, depending on the level of complexity of your Aura.