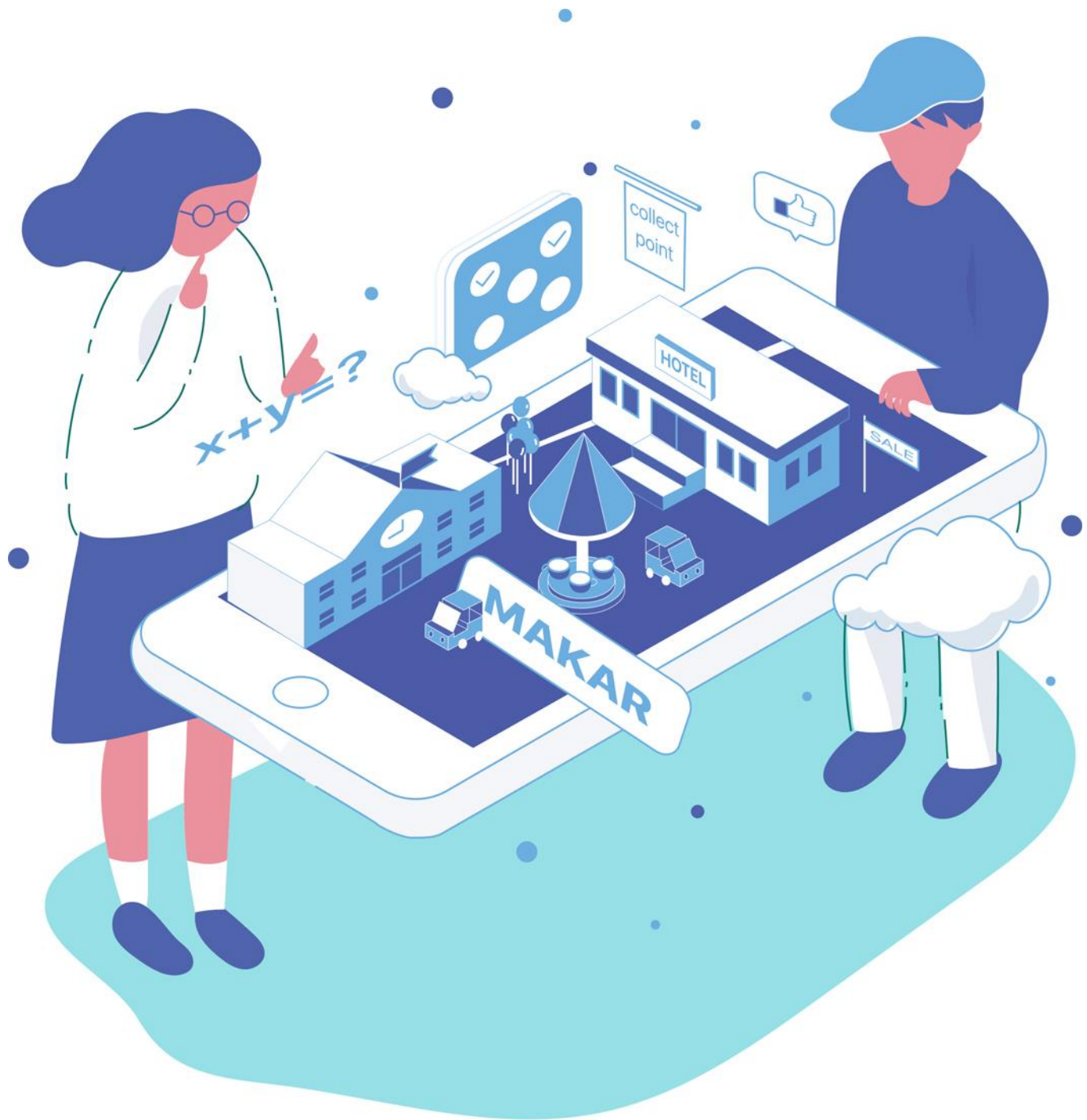




# MAKAR

## USER MANUAL



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Welcome to MAKAR Editor! MAKAR software can create the interactive applications with augmented reality (AR) often encountered in the editing market. We support diverse platforms and operating systems with this product that can be manipulated in various operating systems. Suitable for entry-level AR in every industry, marketing and basic education, it can be used without building a Compiler. Think of dinosaur books, children's teaching materials, furniture decoration, name cards, festival greeting cards, and product exhibitions... They all can be freely created in MAKAR. Users can edit all the AR contents they can imagine intuitively. This user manual provides a simple introduction to MAKAR Editor related functions and instructions.

## I. Sign up and Download

1. Before using MAKAR Editor, please sign up as a MAKAR member at [www.makerar.com](https://www.makerar.com).

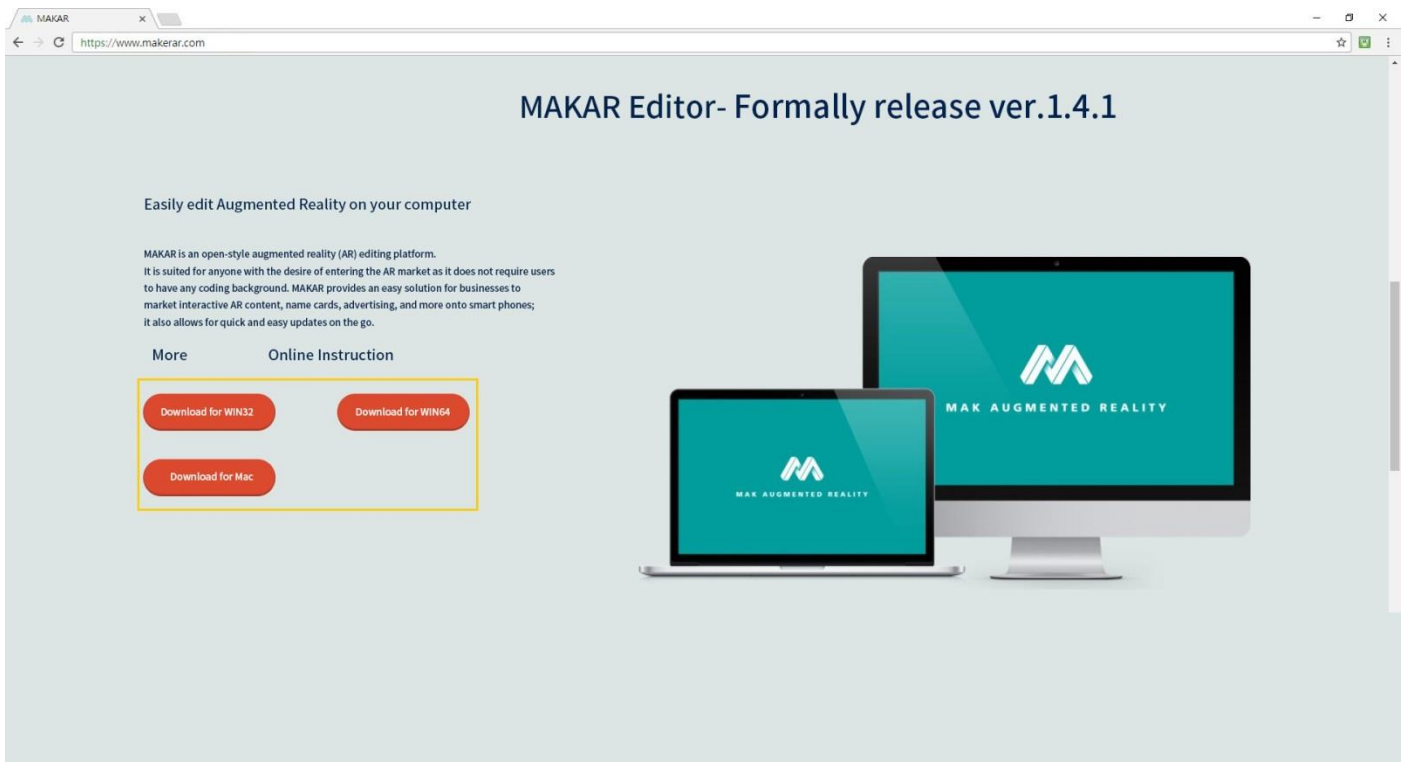
- Basic members have 1 target image and 1500 scans/month.
- Upon email verification, members will have 2 target images and 3000 scans/month.

The screenshot displays the MAKAR website's member sign-up interface. At the top, a teal navigation bar contains the MAKAR logo and links for About, Tutorials V, Products V, Pricing, Contact Us, and Blog. On the right side of the navigation bar are 'Log in' and 'Sign up' buttons. The 'Sign up' button is highlighted with a red box, and a red arrow points from it to the 'Set up Account' form. The form is a white modal window with a progress bar at the top showing 'Start' and 'End' points. It contains the following fields:

- \*User ID**: A text input field with the placeholder 'Set up your ID'.
- \*Email (Verified members, use your sign-up verification email)**: A text input field with the placeholder 'Please enter the email address you frequently use'.
- \*Password**: A text input field with the placeholder 'Please enter password'.
- \*Confirm Password**: A text input field with the placeholder 'Please re-enter password'.

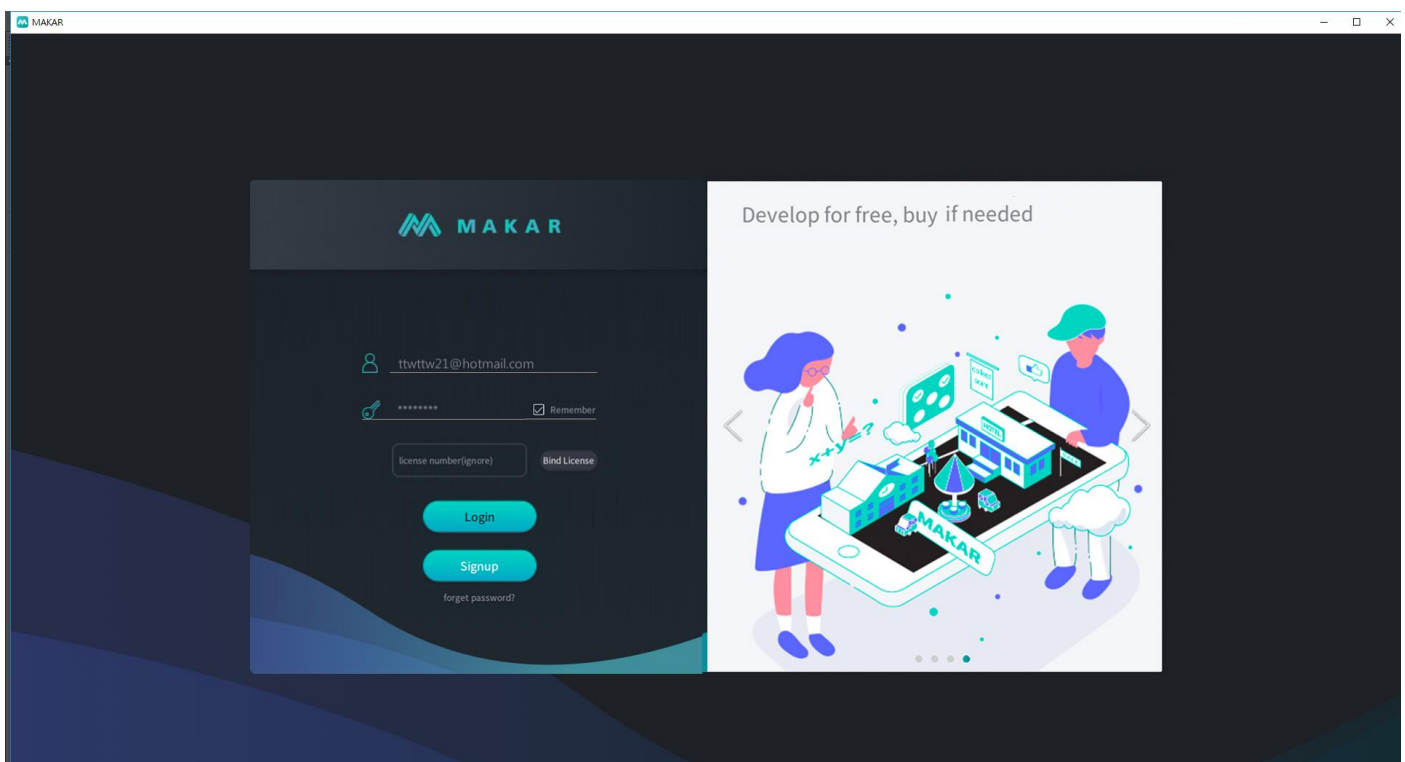
At the bottom of the form are two buttons: 'Cancel' and 'Next'.


2. Download MAKAR Editor. Currently it supports 32/64-bit WIN7 & WIN10 and MAC.

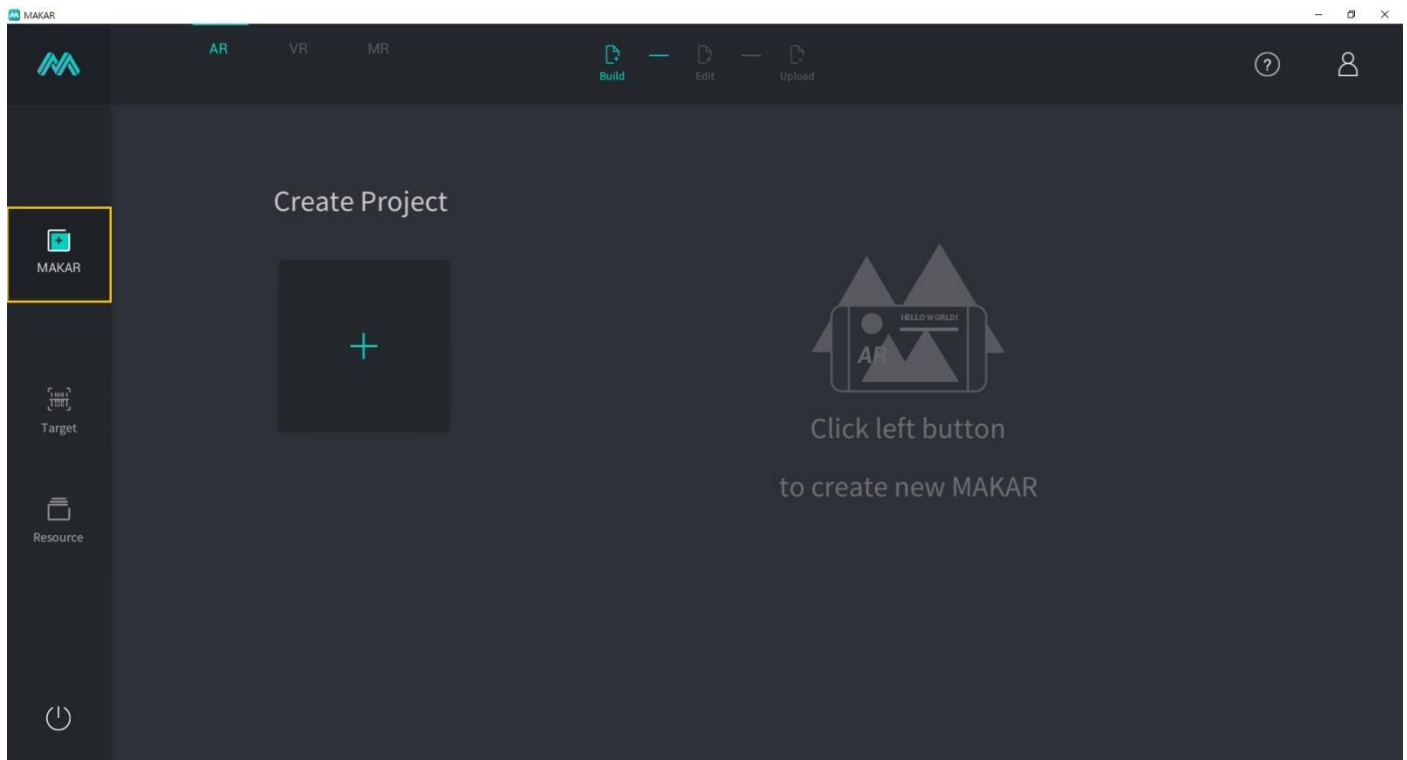



## II. Editor Log-in and Interface Introduction

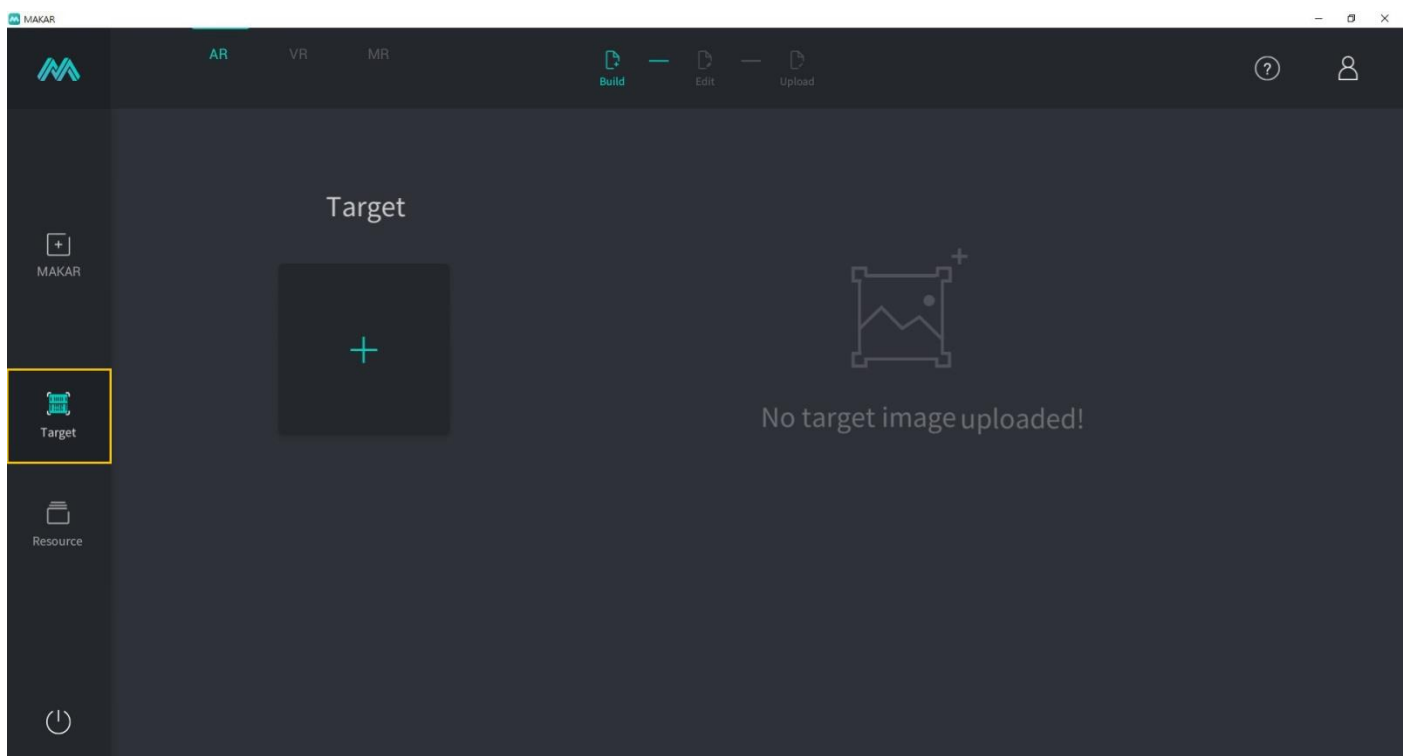
1. Upon entering MAKAR Editor, please enter your sign-in email and password to log in.





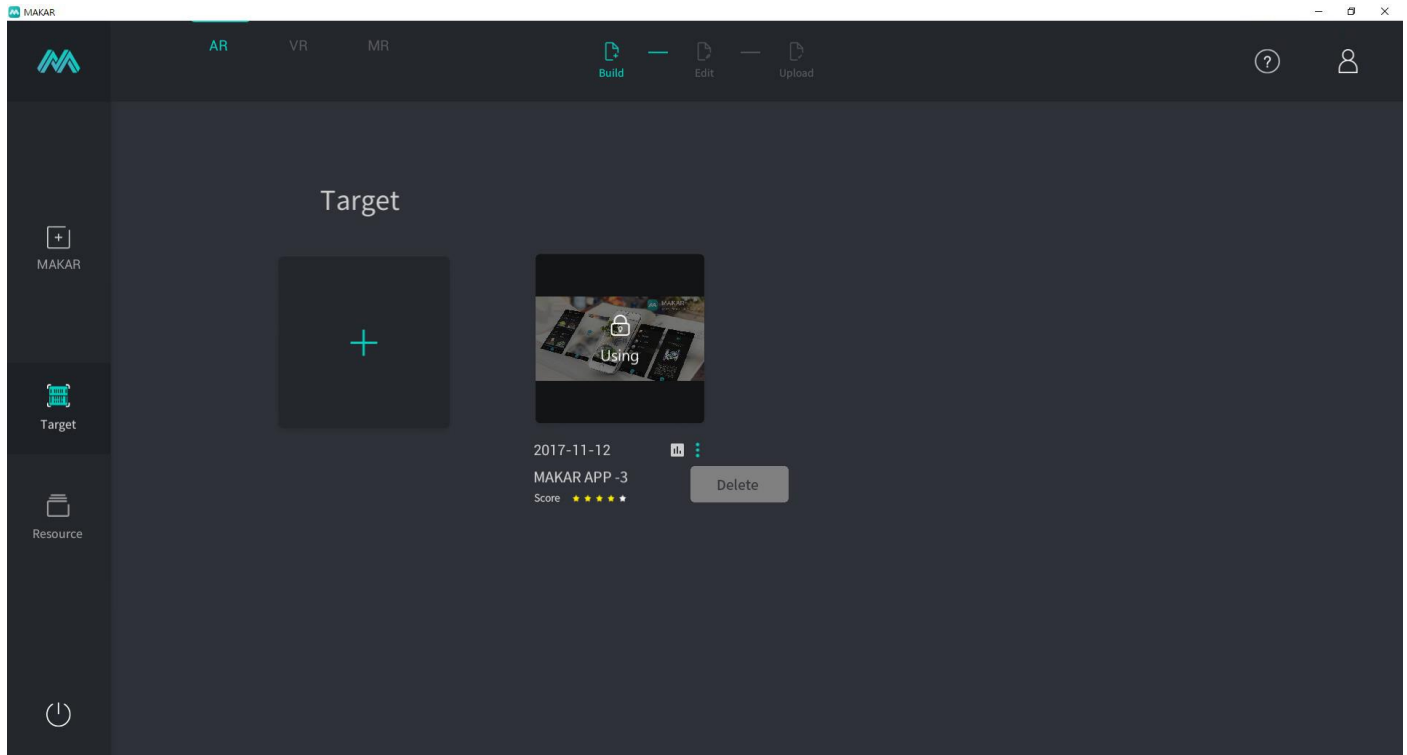
2. Upon log-in, the image of  “Project Image Explorer” appears. In the future, you can search for every AR project on this page.



3.  “Image Recognition Explorer” is primarily responsible for managing uploaded target images. You can delete files using image recognition explorer.



4. You can click on  “Data Analysis” to examine analysis reports or if you have more than one target image, you can click on  to delete target images.



5. “Material Source Explorer” primarily manages uploaded files including images, 3D models, and videos. You can also upload your materials here and then edit using the Editor interface.



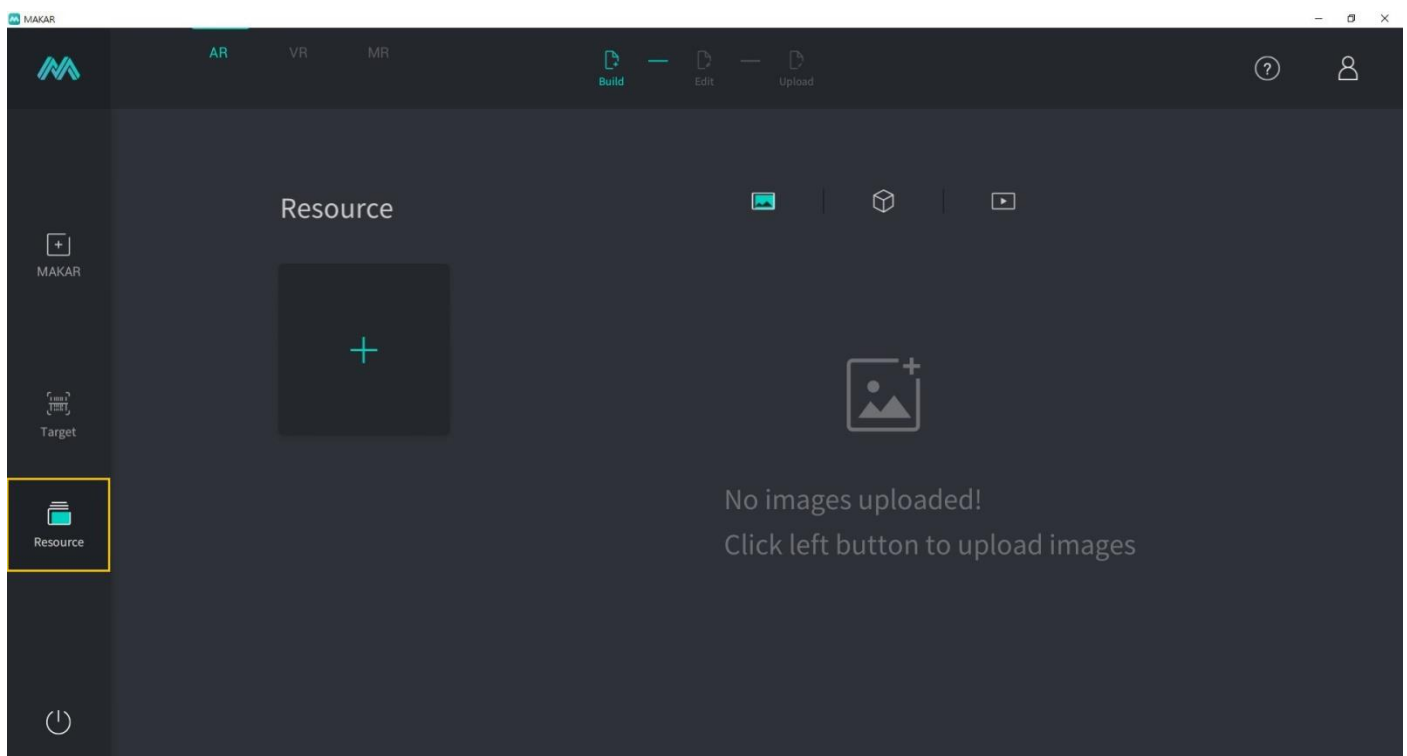
Images




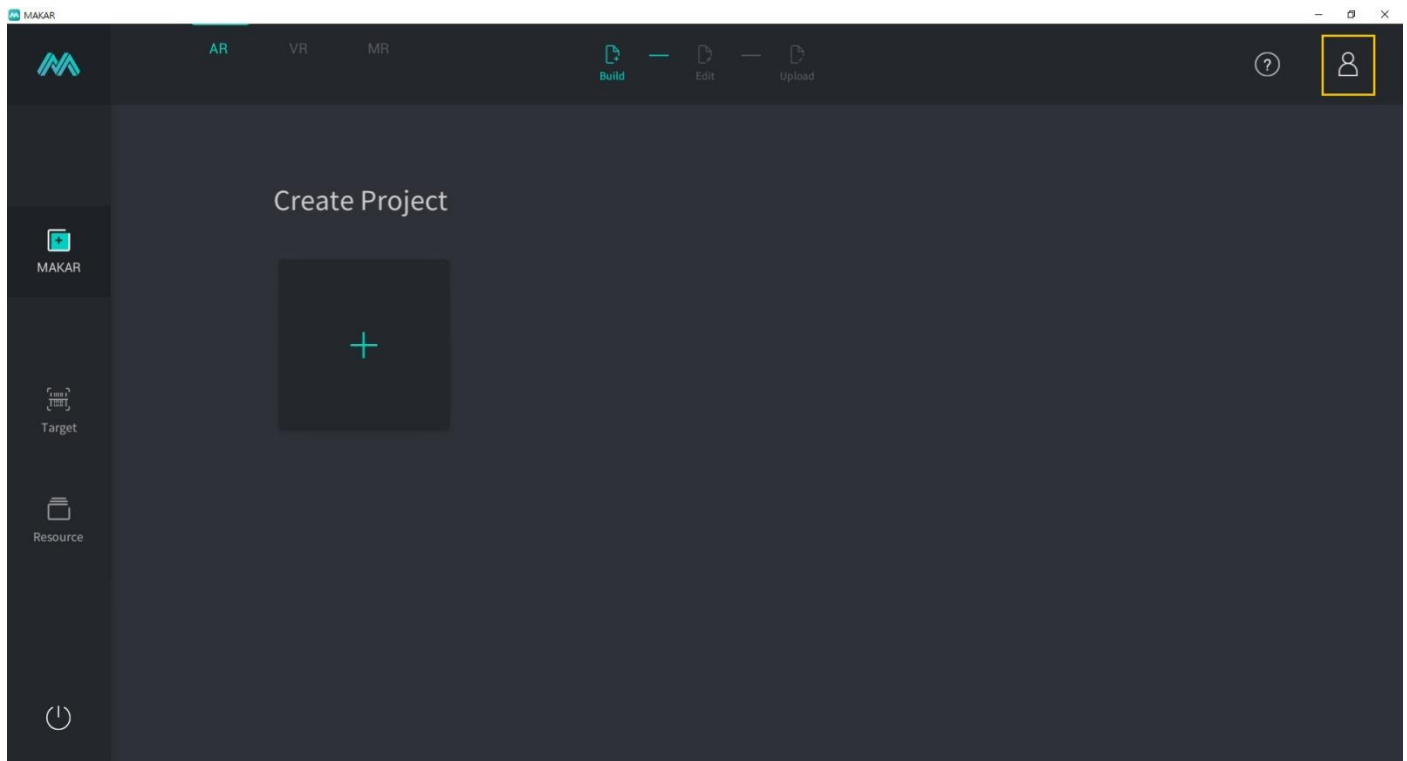
3D models



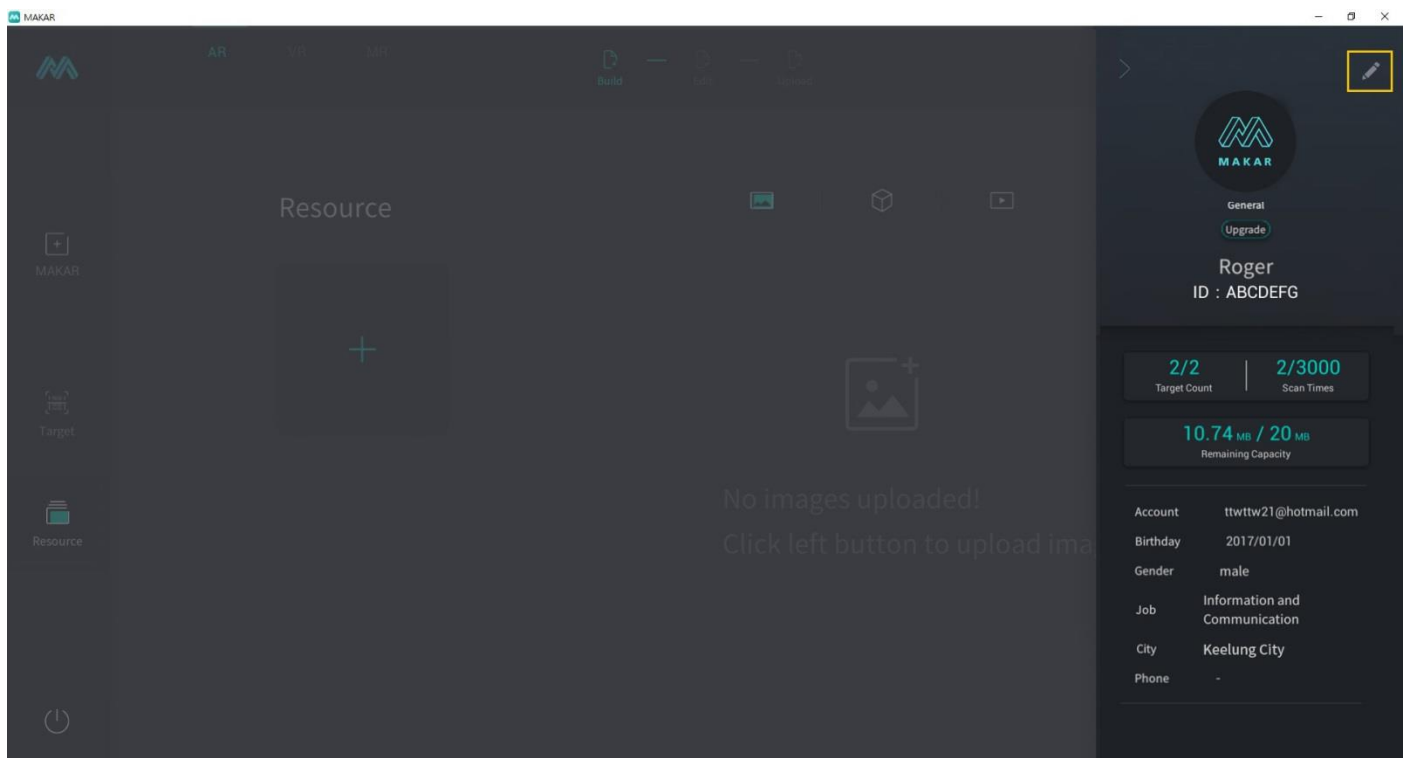
Videos



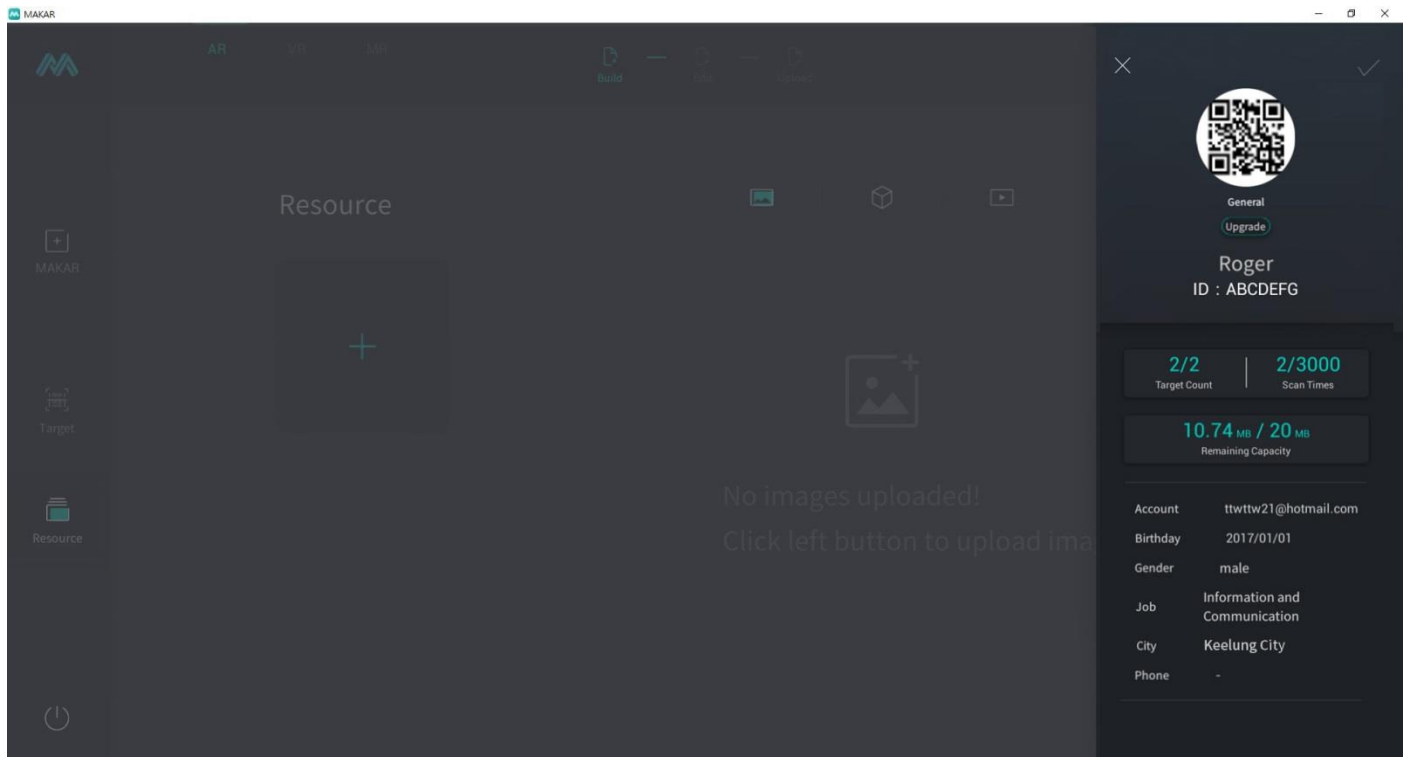
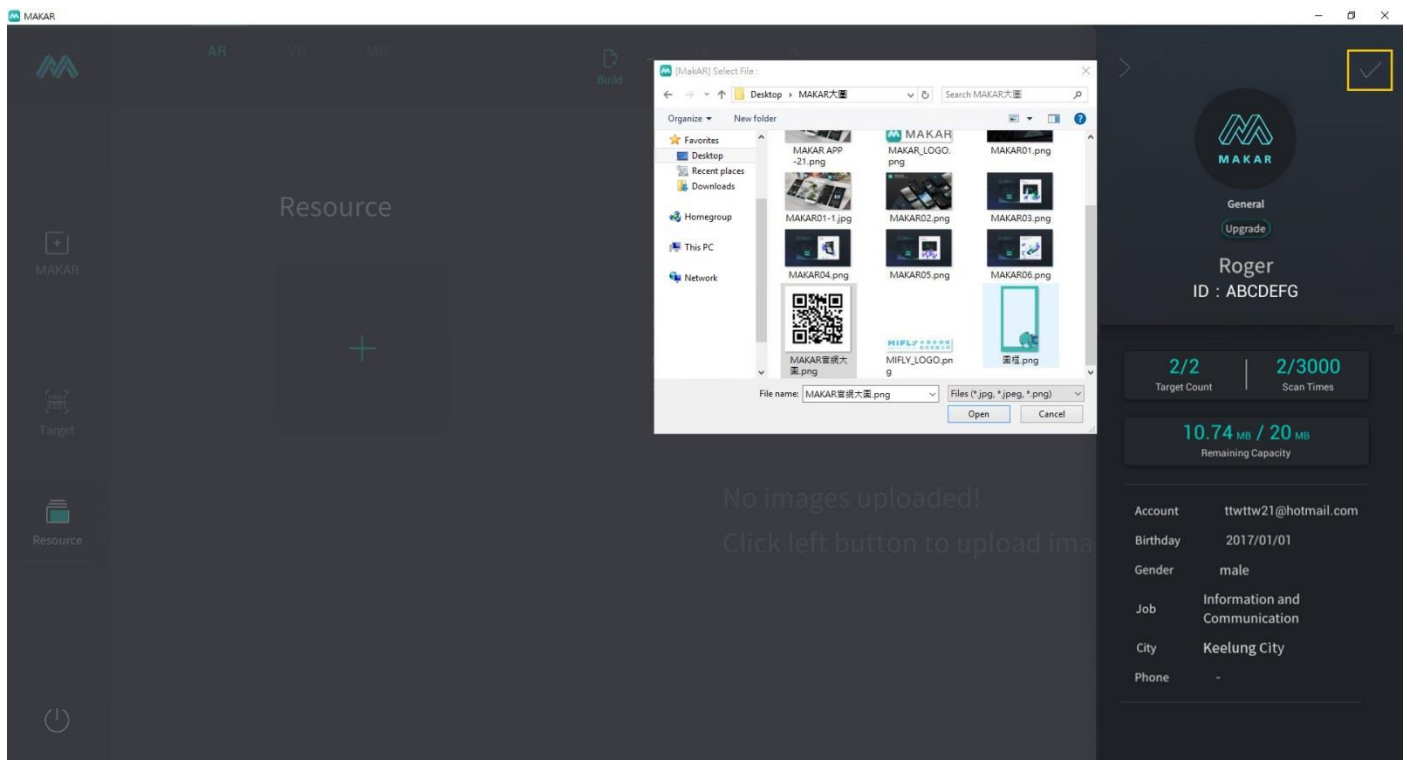
6. Clicking on the upper right corner  will open up your membership information: Your ID, Target Images, Scanning Frequency, and Capacity.



7. Click on  to edit your profile picture.




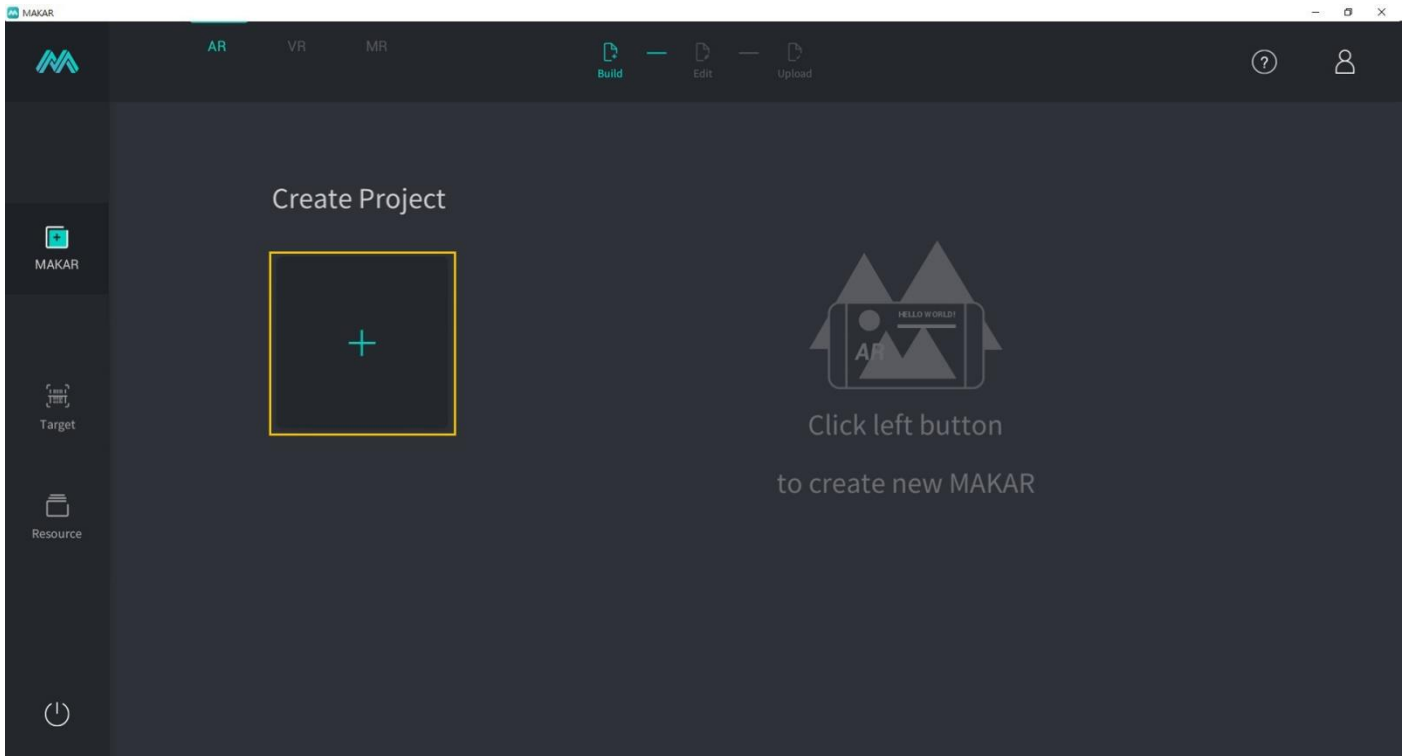
8. Select and upload your desired profile picture to change it immediately.



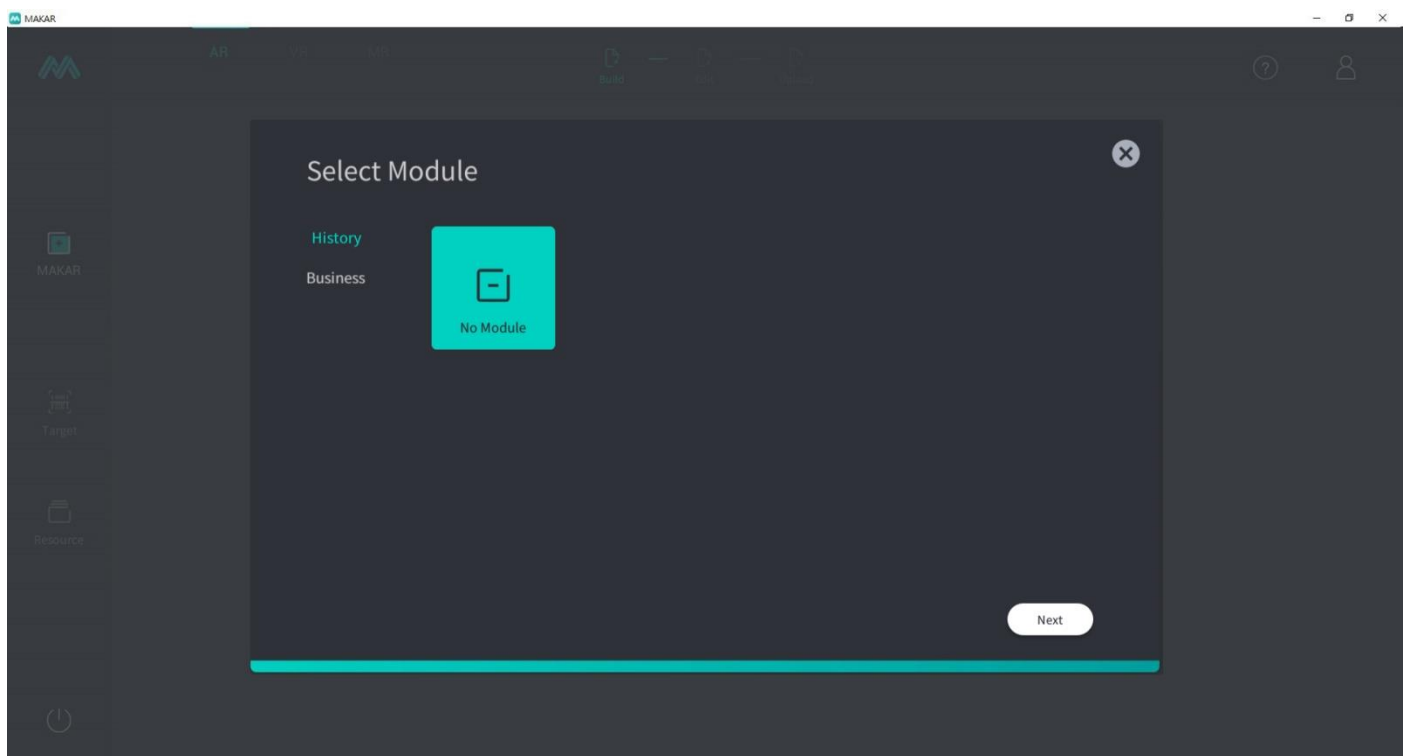


### III. Create Projects

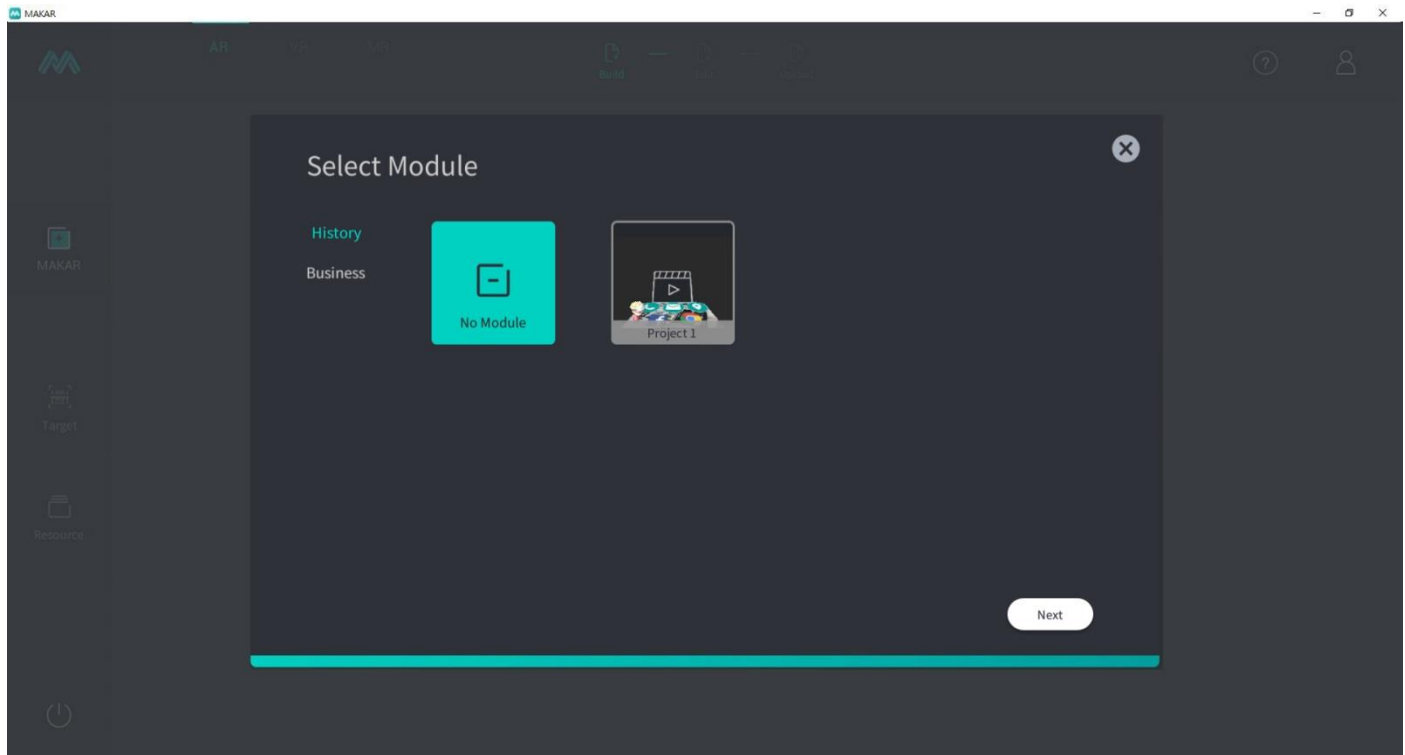
1. Start to create your first MAKAR project by going back to  “Project Image Explorer” and clicking on Create New MAKAR.



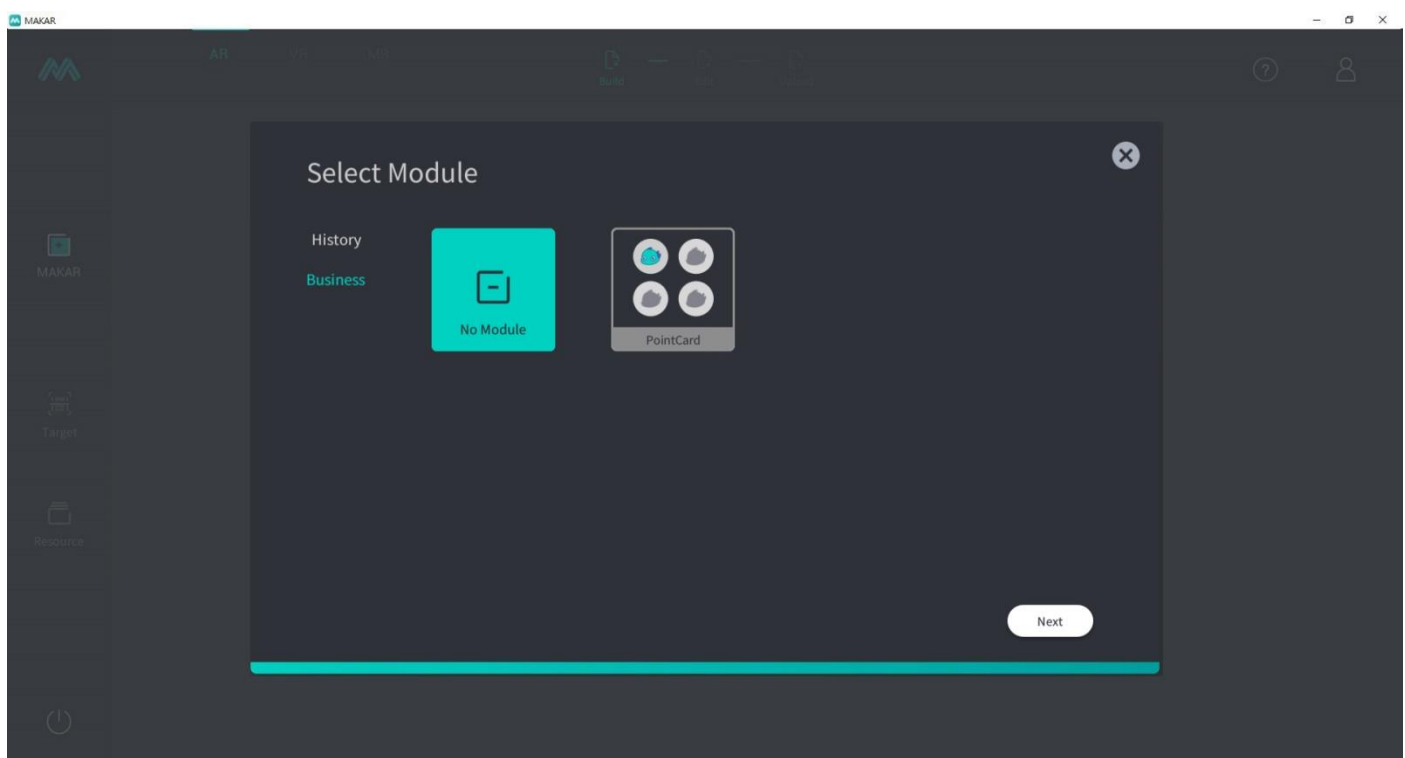
2. There are 2 choices for template selection: Business Projects and Business Marketing.



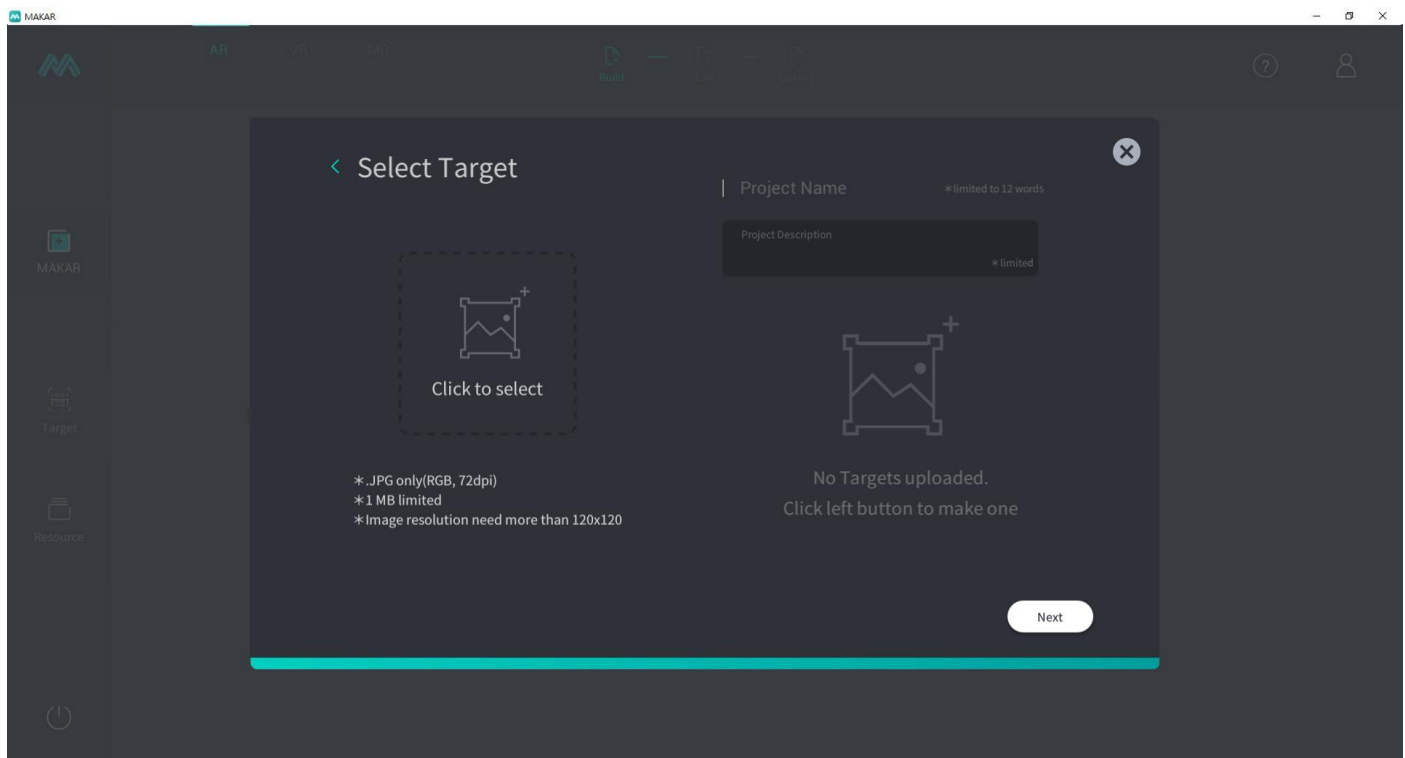
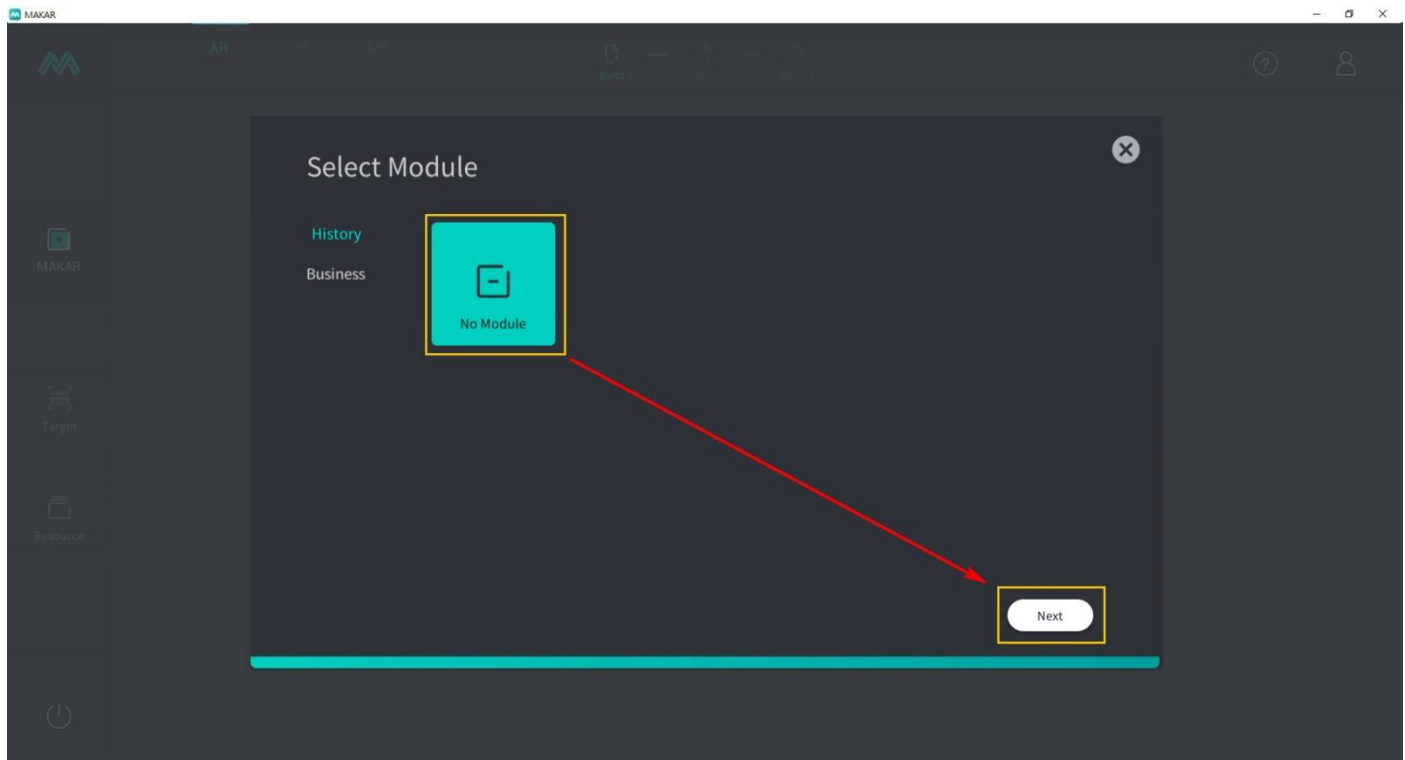
(1) **Archived Projects** : These are your posted projects from the past. You can quickly choose an image recognition to continue with any of your projects completed in the past.



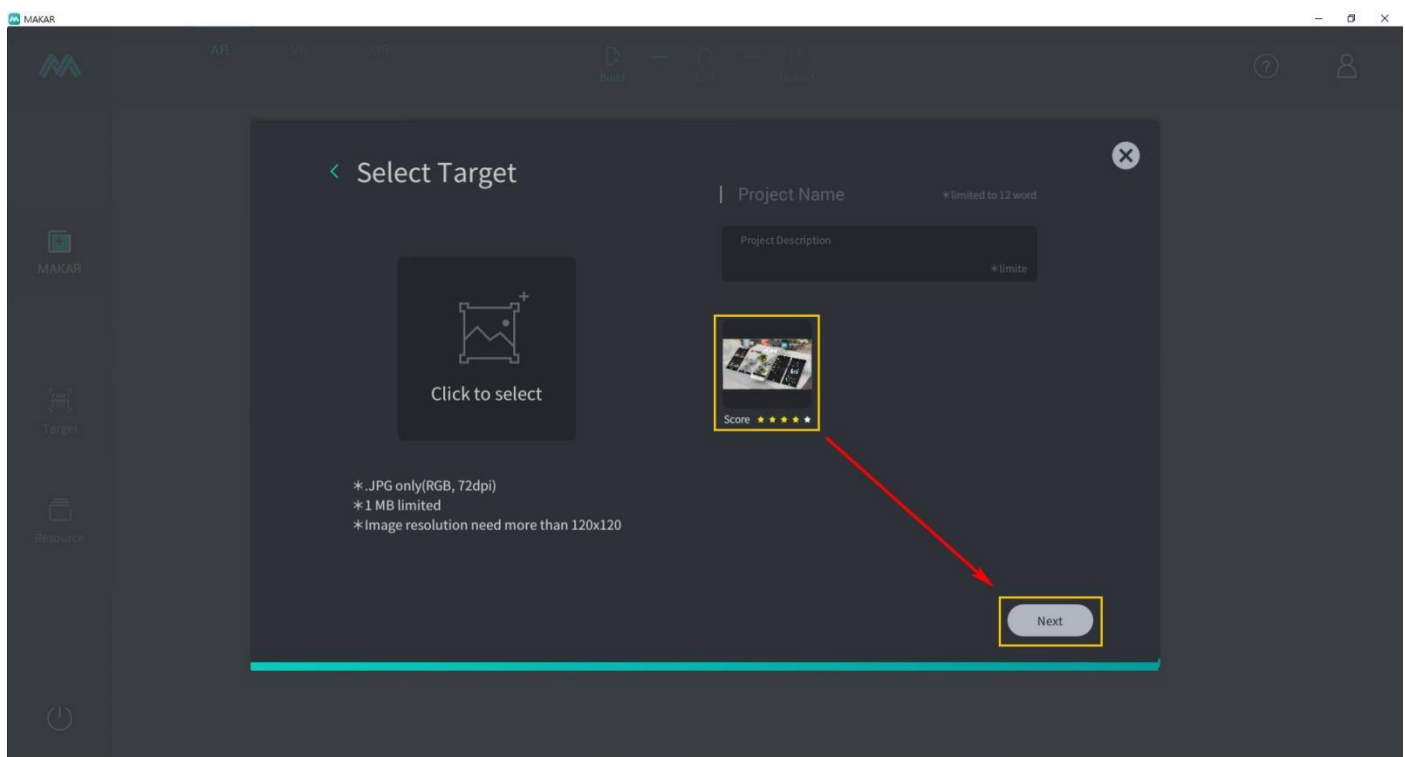
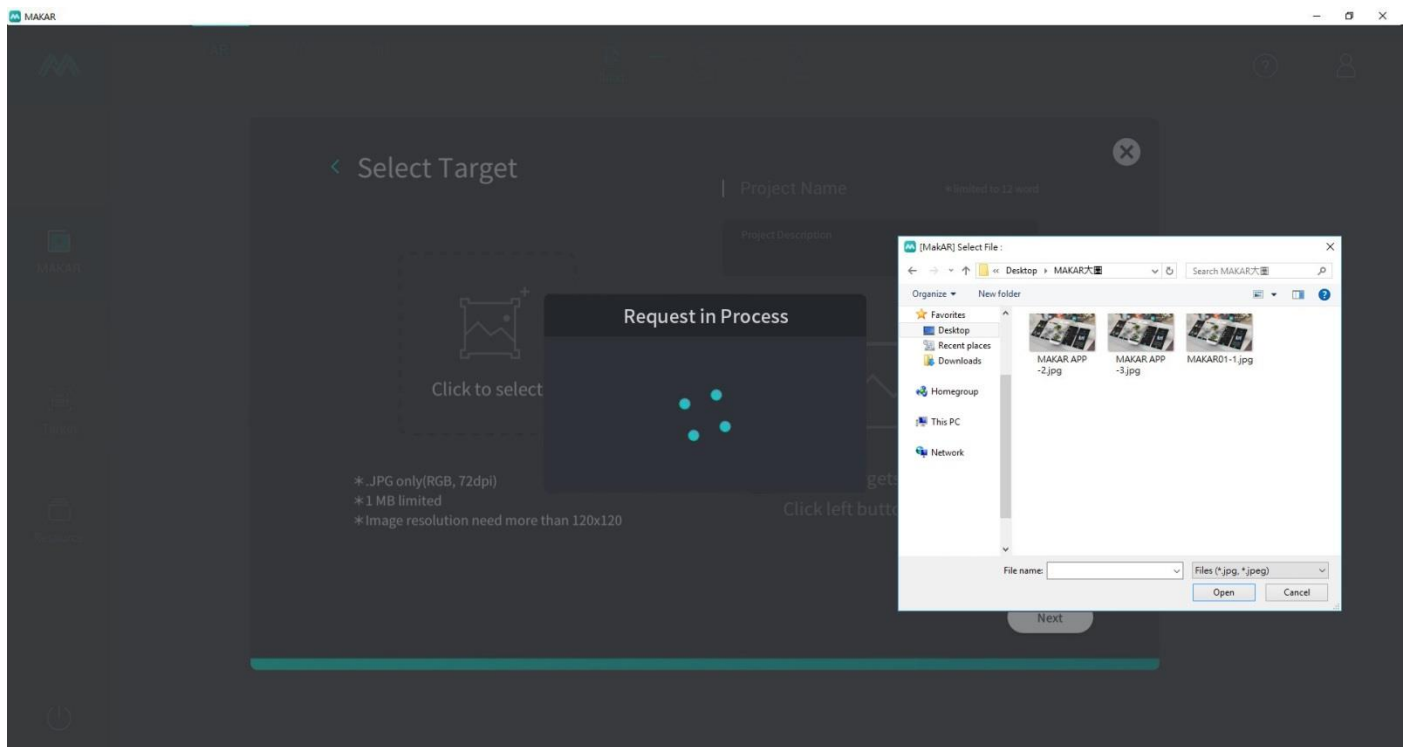
(2) **Business Marketing** : MAKAR was created for AR marketing applications. Currently, it includes a point collection activity and plans to gradually add many more fun and quick-to-apply templates such as scratch-off lottery tickets and chroma key videos in the future.



3. Choose No Template and then click on Next. Click on Choose Target Image for the purpose of image recognition.

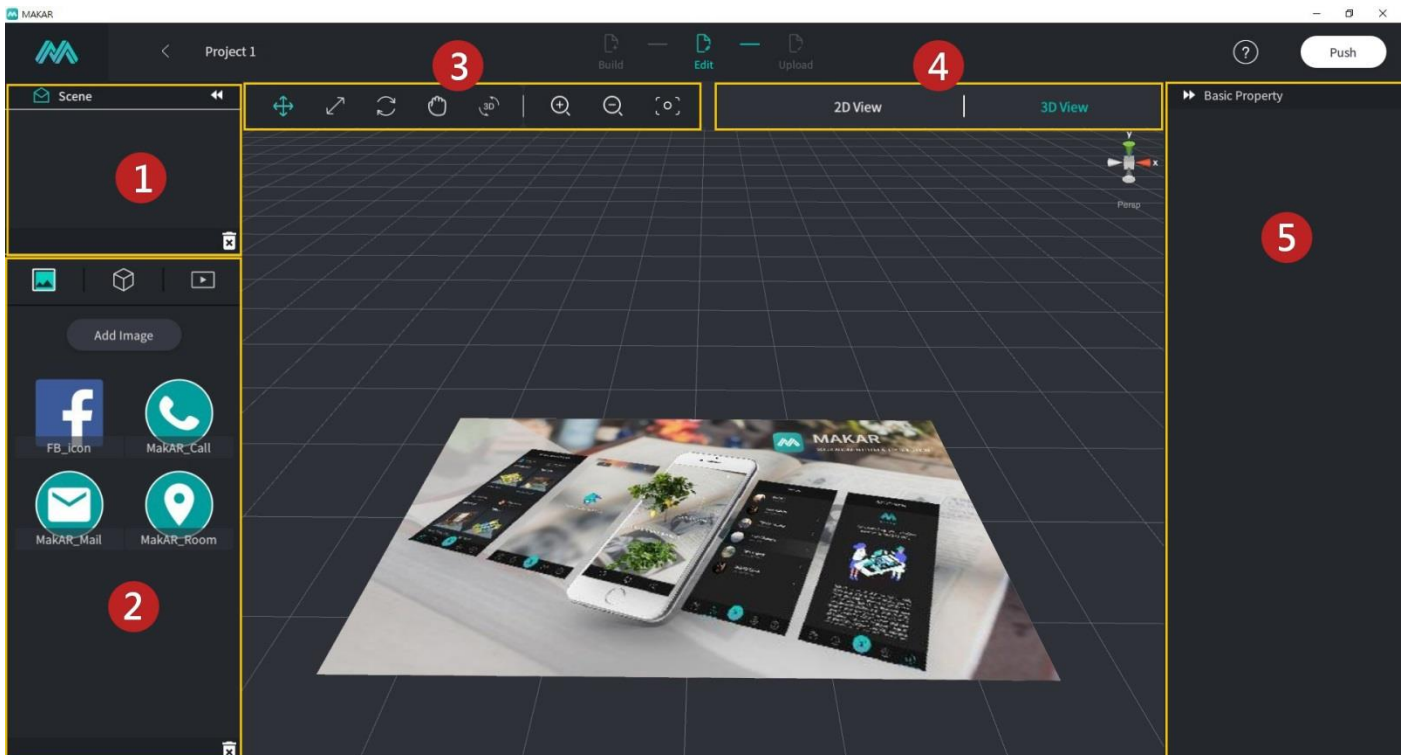


4. Upon uploading target image, you can see MAKAR is proceeding to evaluate the recognition of your image. 3~5 stars is suggested for the best follow-up results. Now click on Next to enter the main Editor interface.

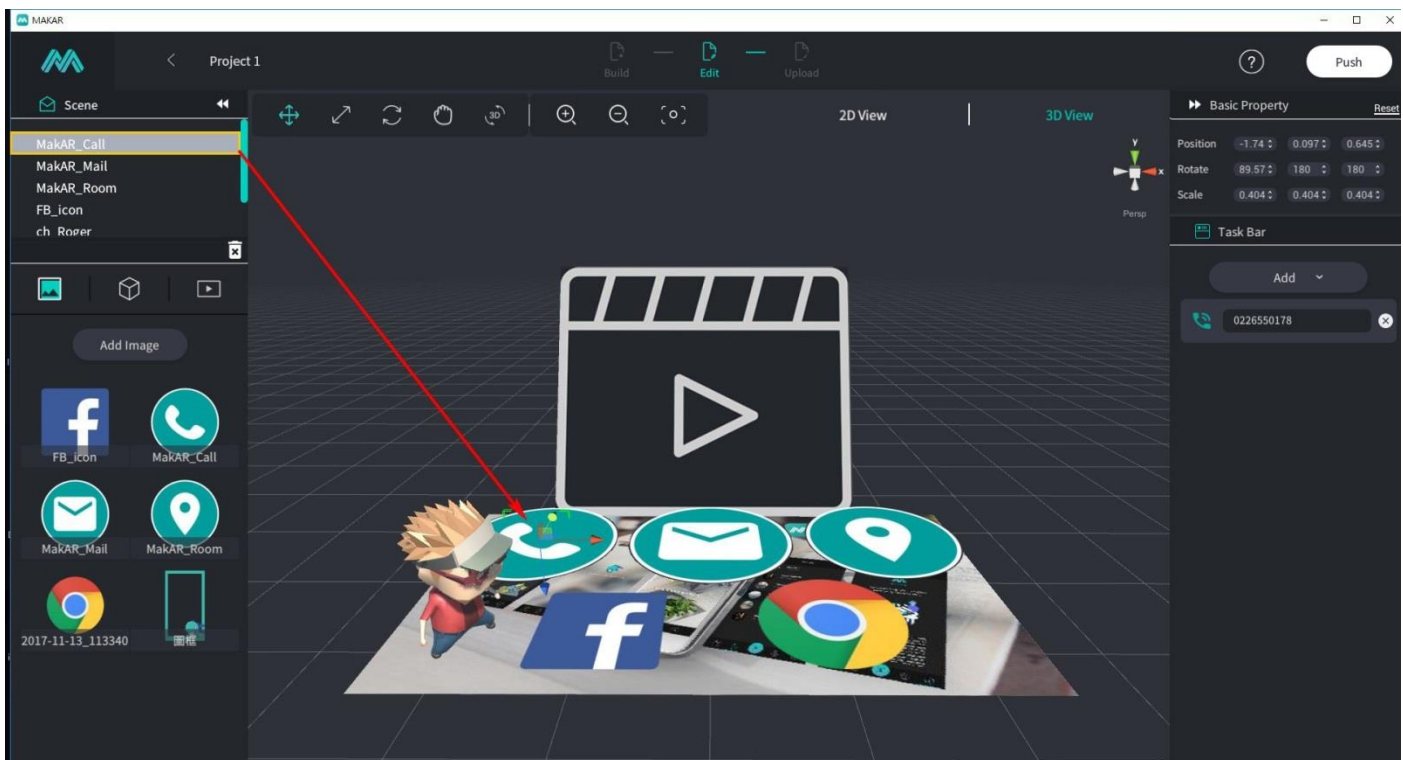


## IV. Editor Manipulation Interface

1. The main Editor interface is divided into five sections: (1) scene material explorer, (2) material sources, (3) editing toolbars, (4) view transitions, and (5) basic attributes.



2. Scene Material Explorer: When you place material in the scene, you will see a corresponding name for the material in the scene explorer for the sake of easily selecting or deleting all of your scene materials.



3. Material Sources: This primarily manages your uploaded materials including images, videos, and 3D materials.

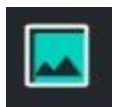
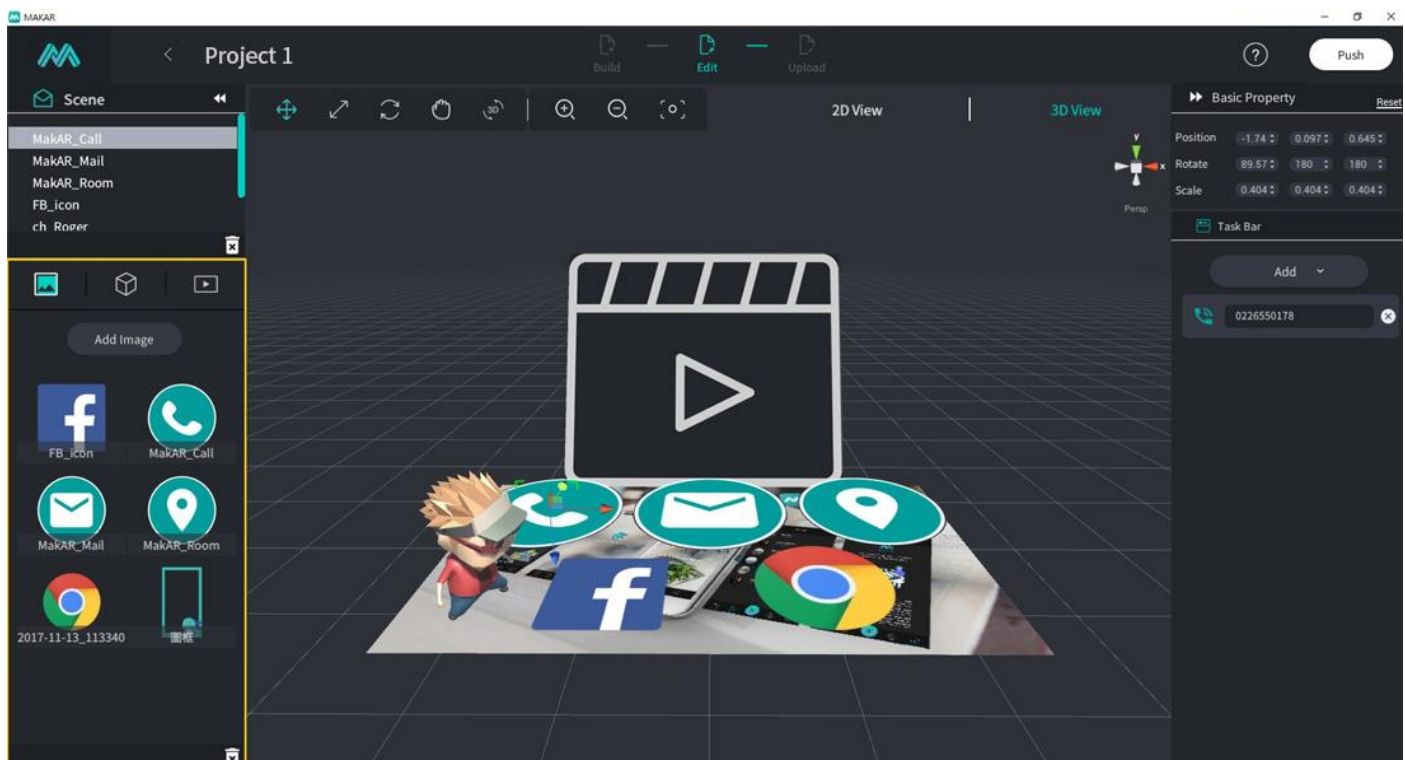
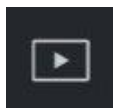


Image management: Supports JPG, PNG.



3D model management: Supports FBX.



Video management: Supports MP4, YouTube.

4. Editing Toolbars: This mainly controls scene materials and overall view position.



**Placement (W)** : Clicking on a material and choosing the placement tool can alter the material's position in the scene.



**Zoom (E)** : Clicking on a material and choosing the zoom tool can alter the material's size in the scene.



**Rotation (R)** : Clicking on a material and choosing the rotation tool can alter the material's angle in the scene.



**View Positioning** : A convenient tool for overall positioning of what you are viewing.



**View Rotation** : This centers on the material to rotate your view.



**View Zoom in (scroll wheel)** : Zoom in on your material in your view.

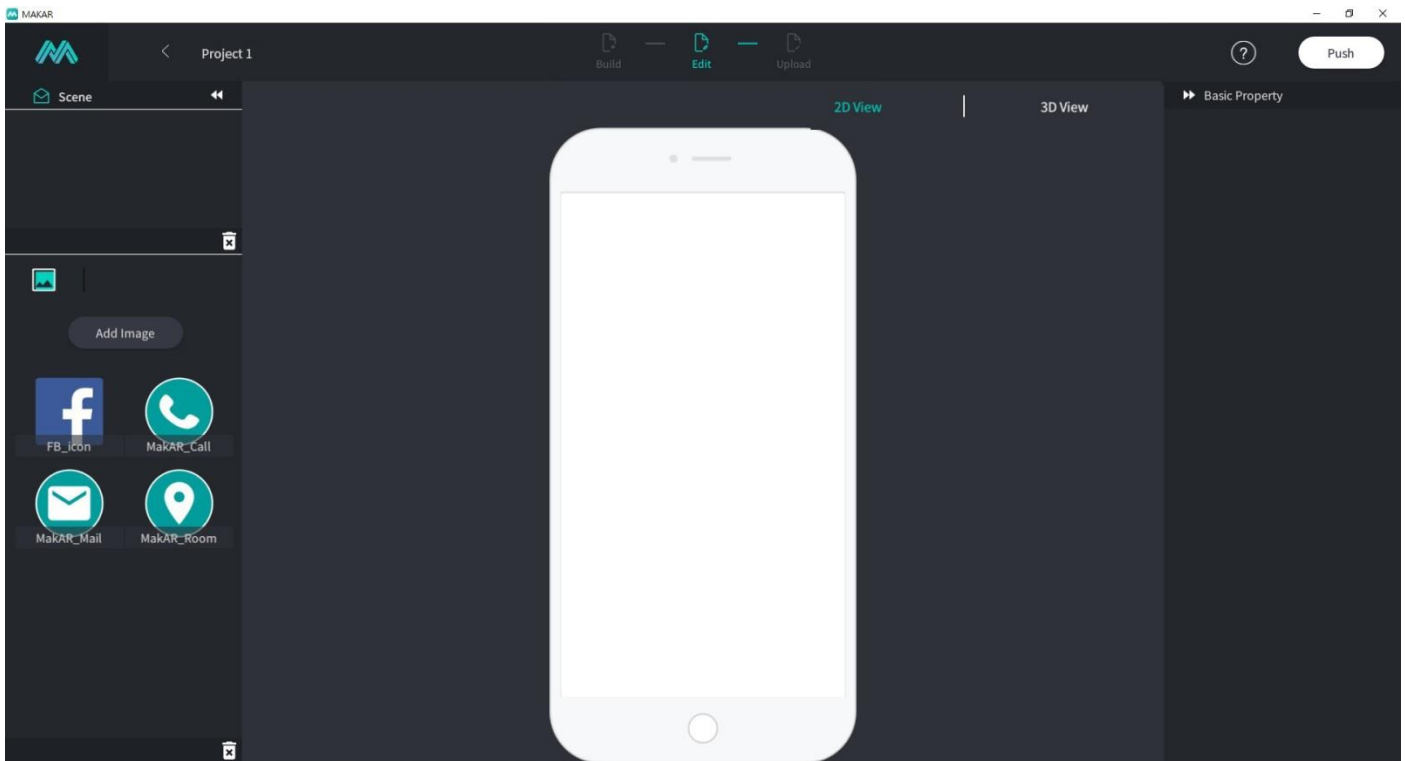


**View Zoom out (scroll wheel)** : Zoom out on your material in your view.

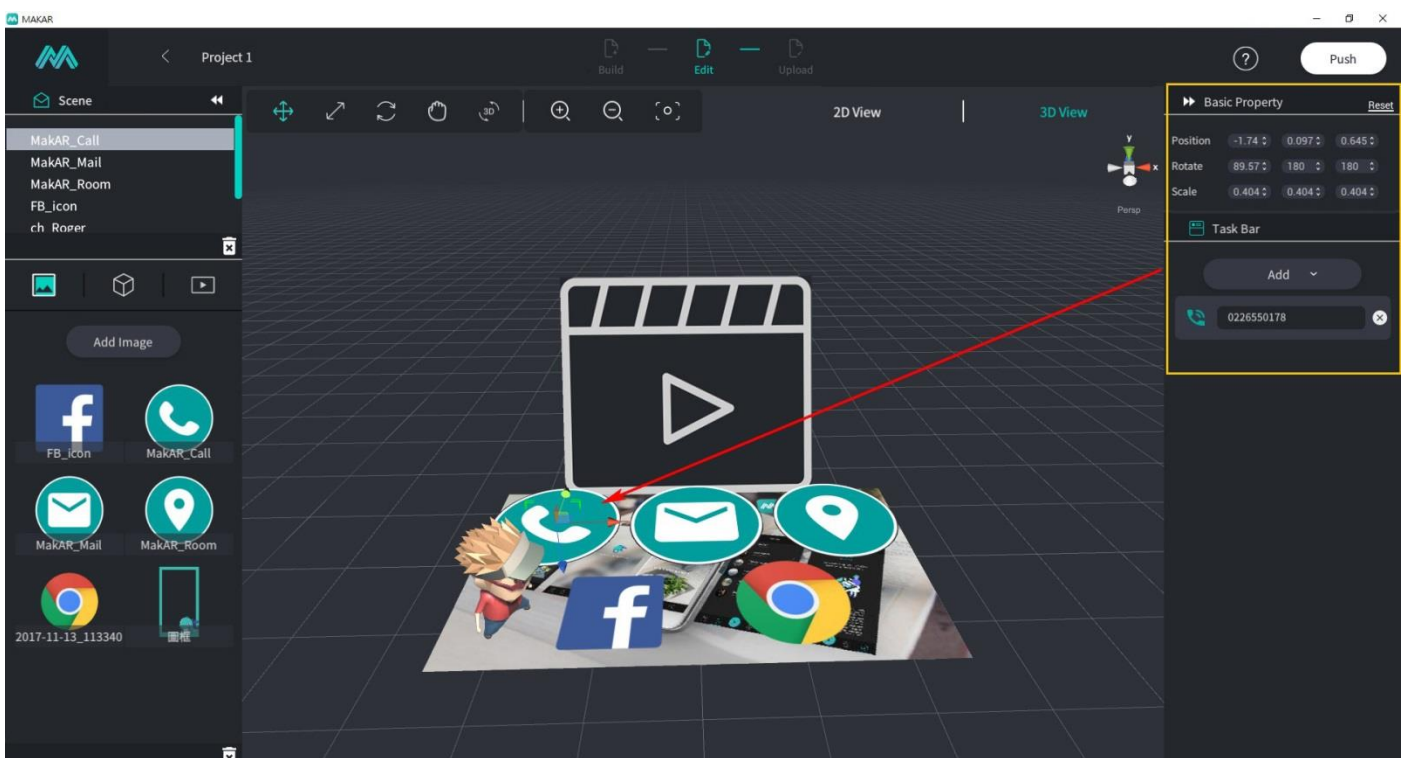


**Focus Lens Position (F)** : Draws the view to its original center position.

5. View Transitions: This can switch to UI interface mode, so that where UI images were placed will appear directly in front of the mobile phone.



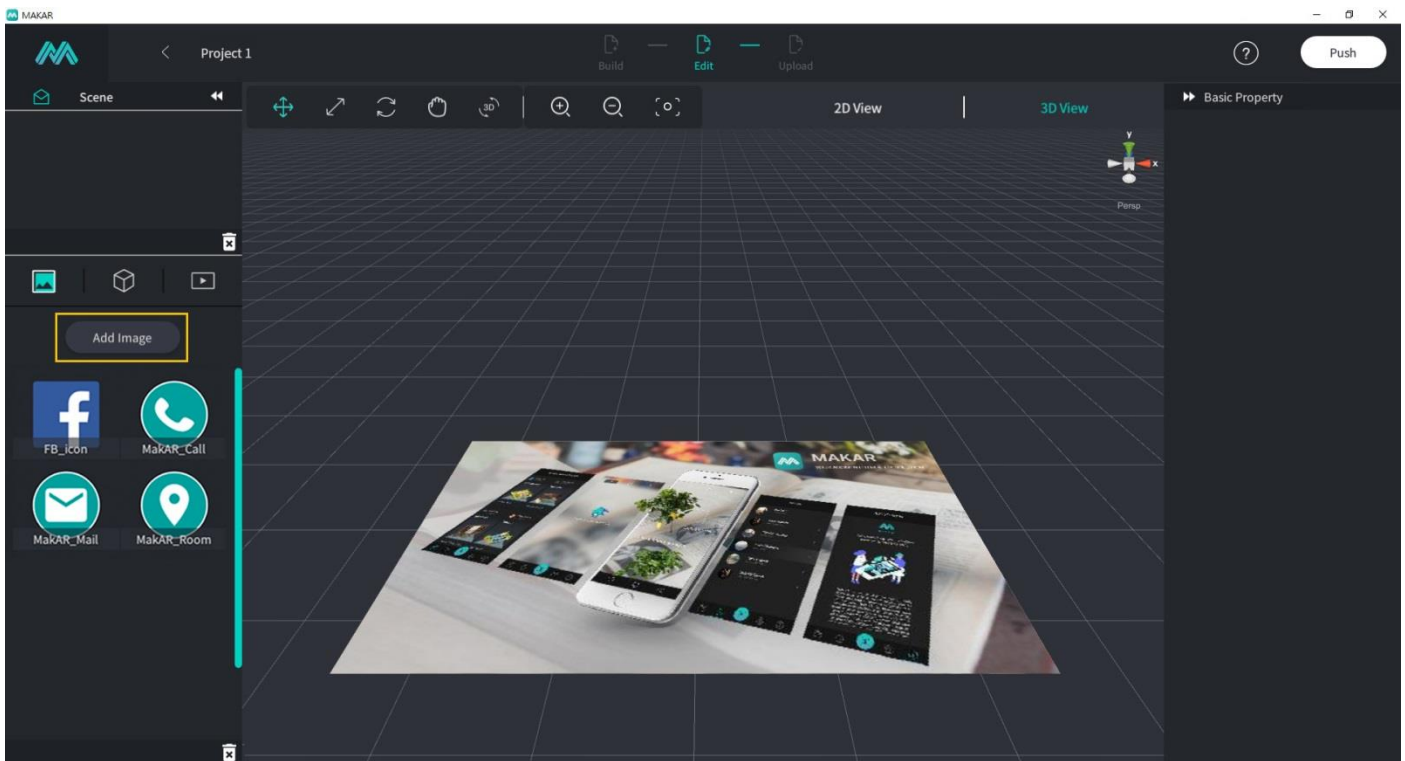
6. Basic Property: Clicking on Scene Materials will display the material's attribute position, zooming in/out and rotation angle in the scene on the right-hand side. It can also add different functions to the image or material such as making a phone call, sending an email, WEB connection, animation drive, 3D material transition, and changing 3D sticker colors.



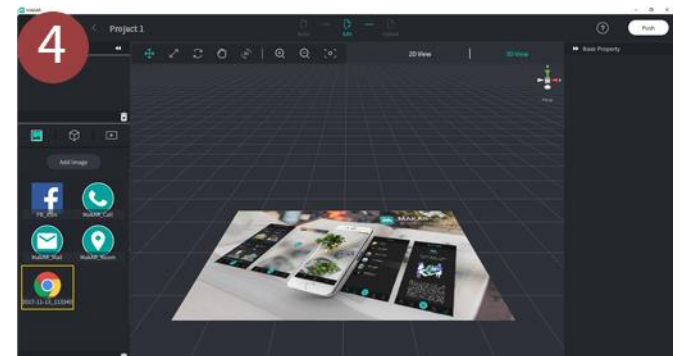
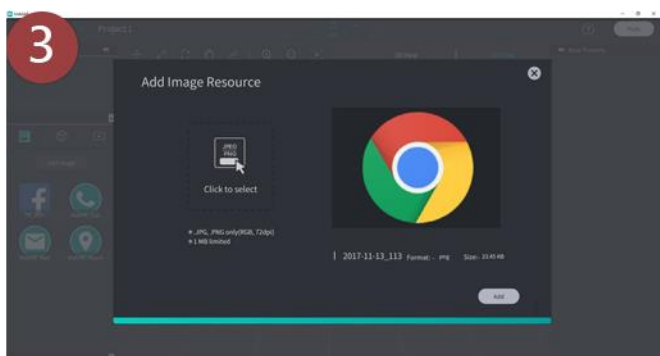
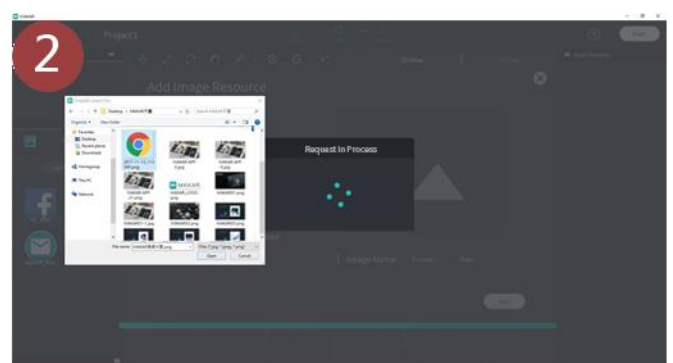
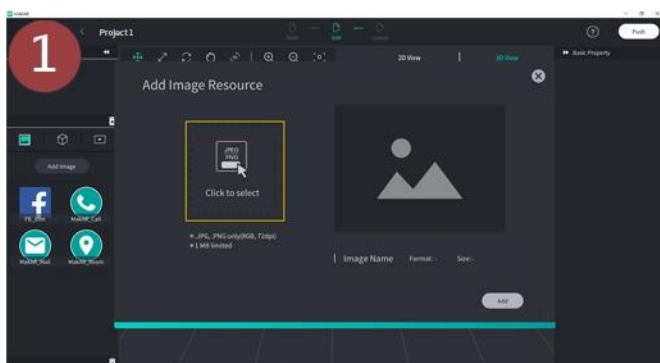


## V. File Uploading Examples

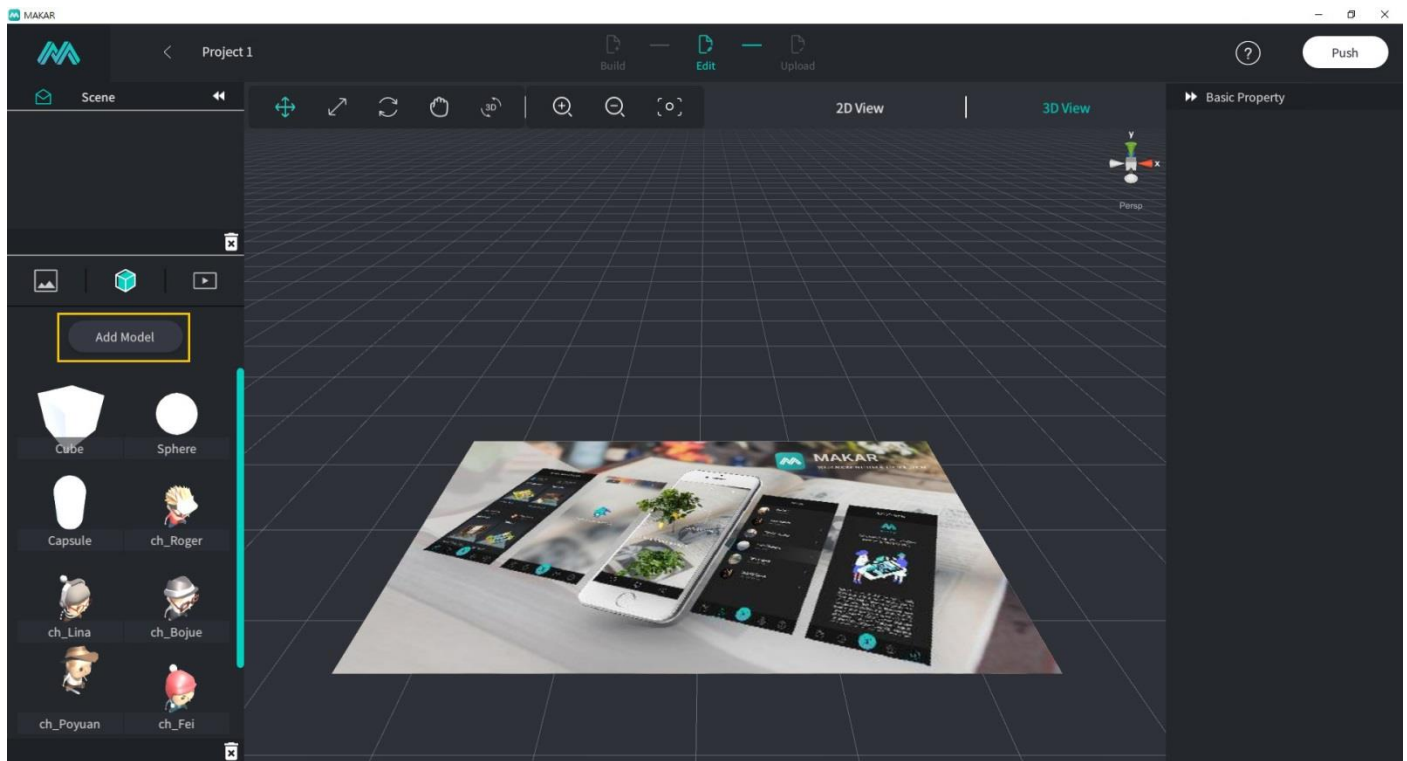
1. Upload Image Example: After entering the scene, you will first see your uploaded target image. To begin, click Add Image from Material Sources.



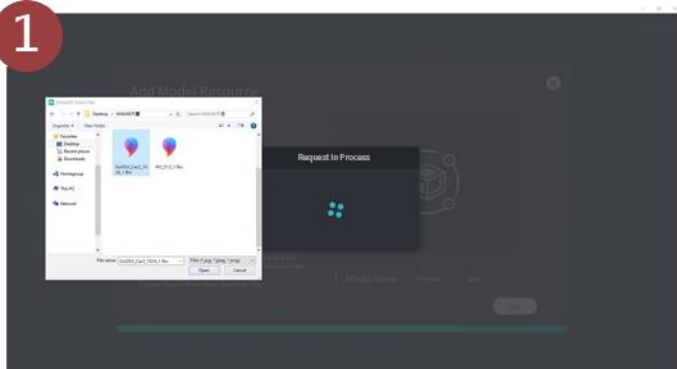
Click on Image Selection → Choose the image to be clicked (JPG or PNG) → Click on Add Image resource, then you will see the image you've just uploaded in Material Sources.



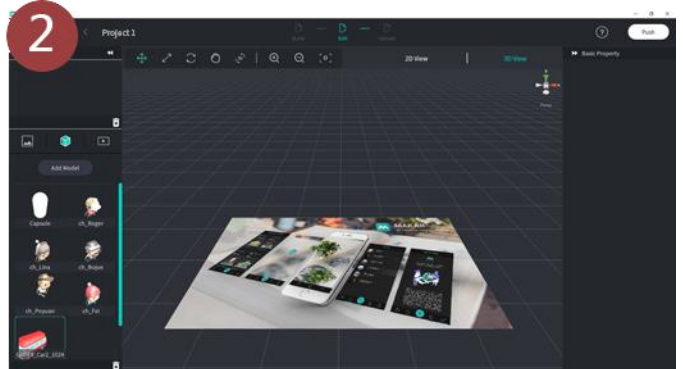
2. Upload 3D Model Example: Switch to upload 3D materials. If you have FBX 3D models, feel free to upload them to MAKAR Editor to display. To begin, click on Add Model.



1



2



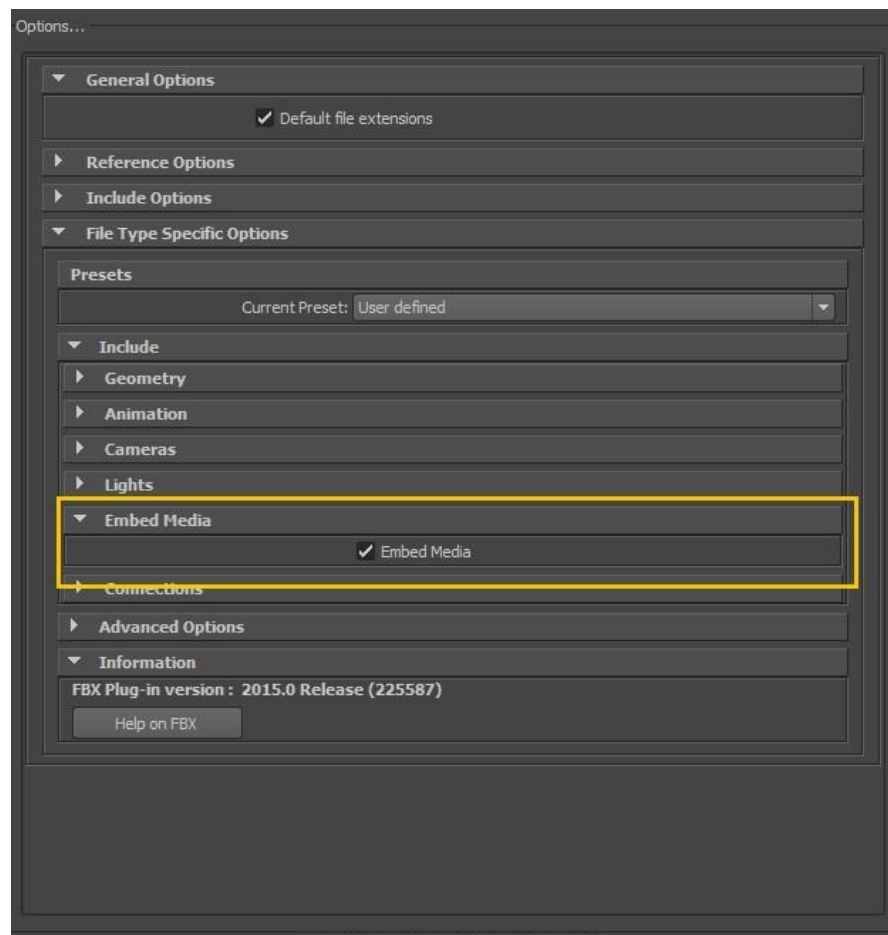
Click on Model Selection → Choose the model to be uploaded (FBX) → Click on Add Model, then you will see the model you've just uploaded in Material Sources.

Notes :

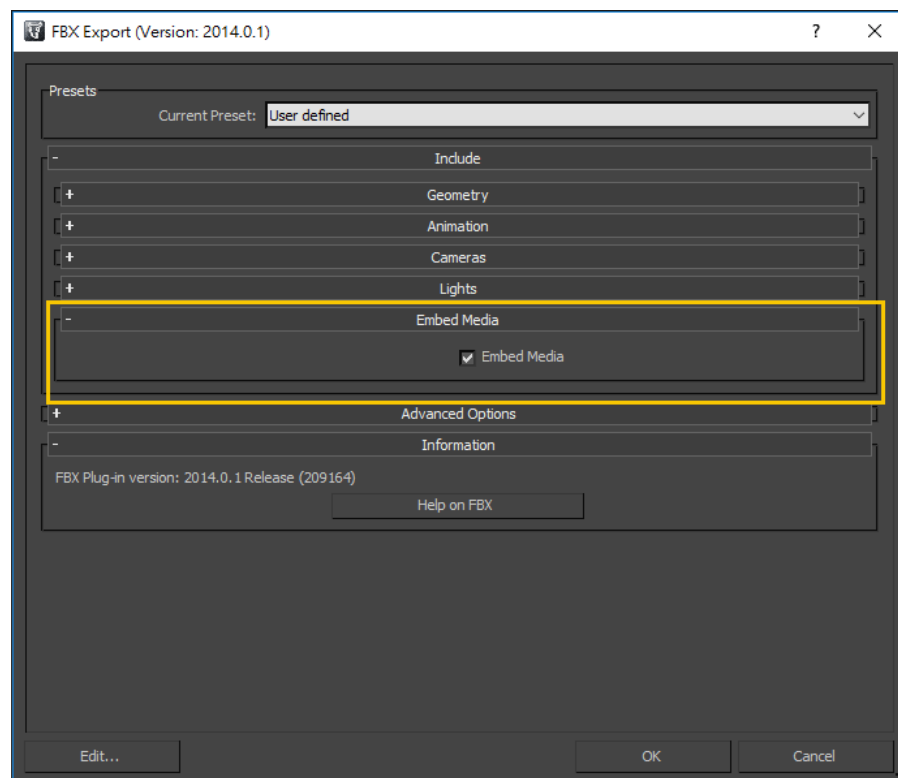
1. Try to limit your FBX format stickers to 512x512.
2. If the sticker format exceeds 512x512, it will take longer to convert the file.
3. Remember to check Embed Media for FBX export from MAYA or 3DM

Remember to check Embed Media for FBX export from MAYA or 3DMAX.

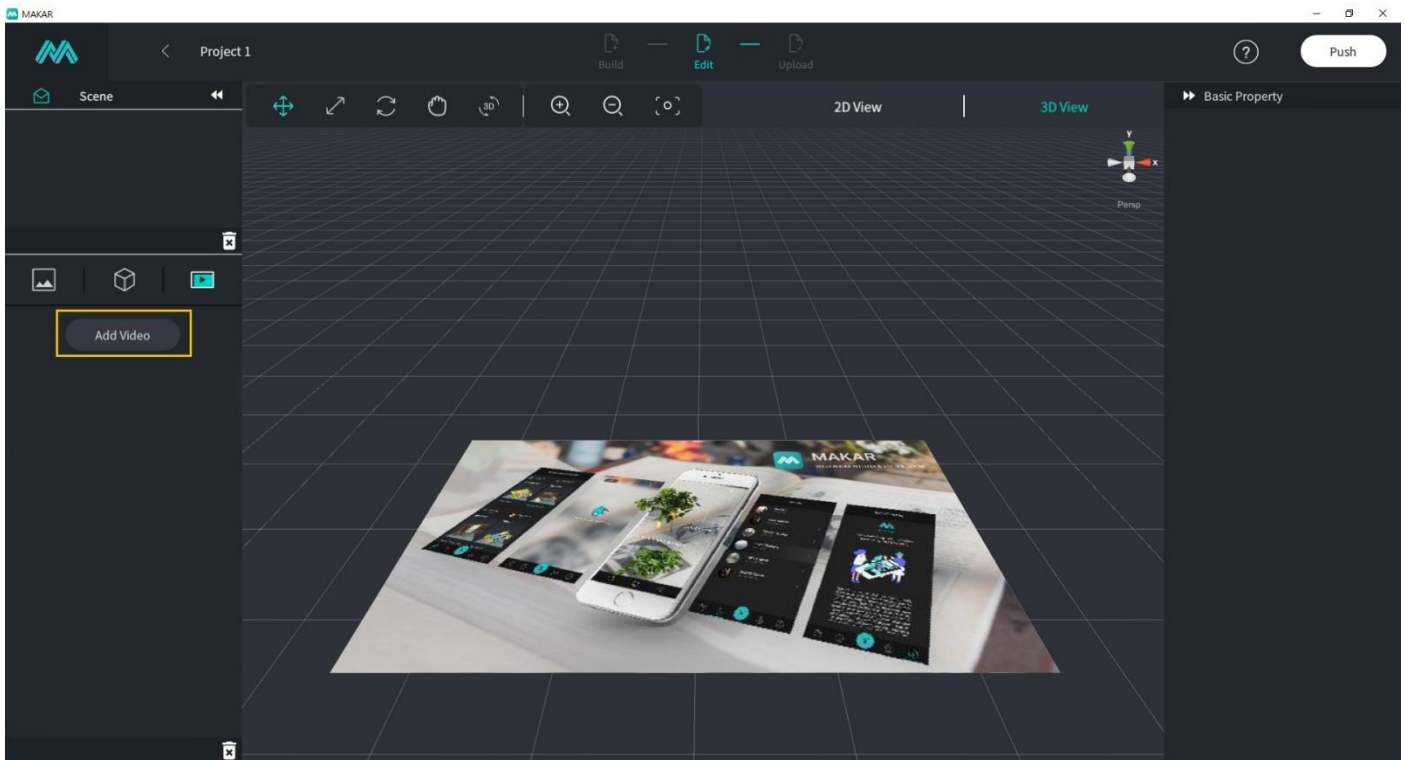
FBX\_MAYA



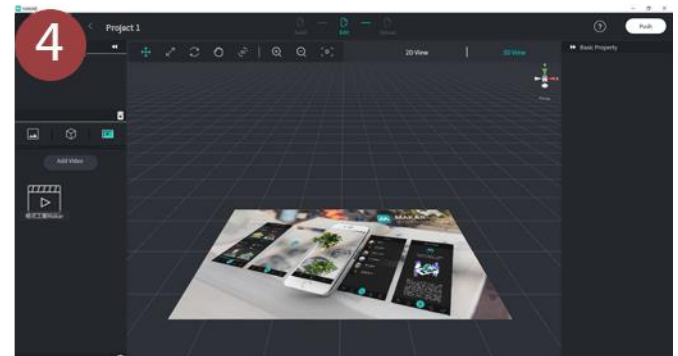
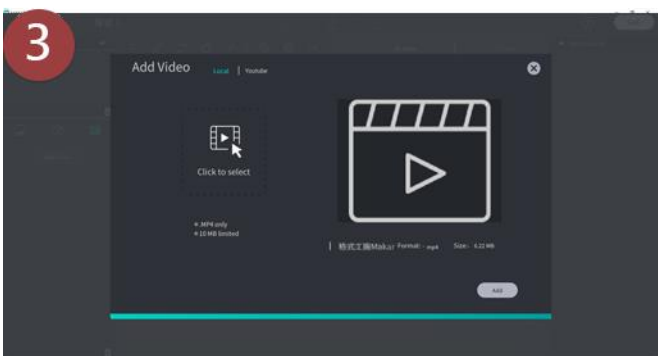
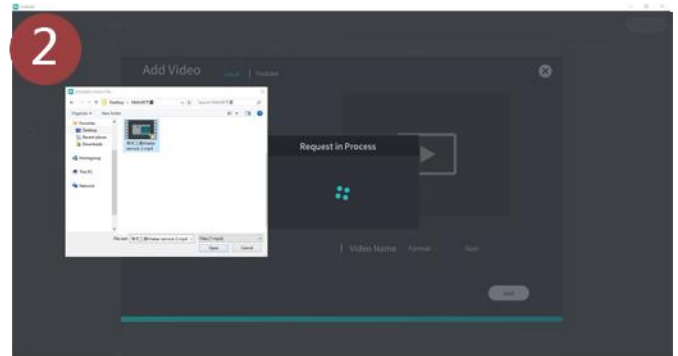
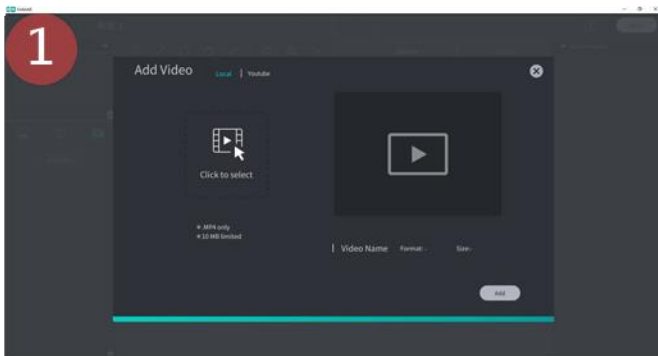
FBX\_MAX



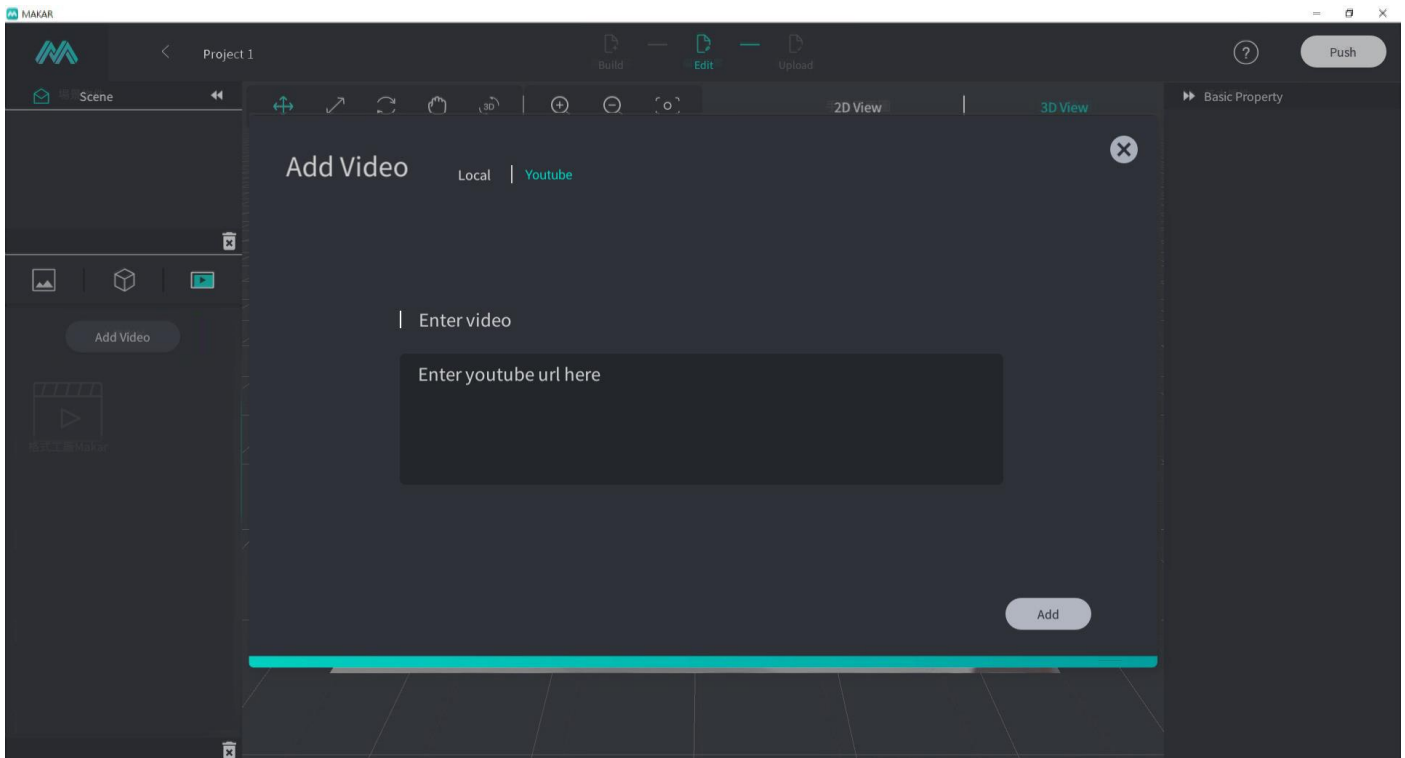
3. Upload MP4 Video Example: Switch to upload video materials. If you have MP4 videos or YouTube web links, feel free to upload them to MAKAR Editor to play. To begin, click on Add Video.



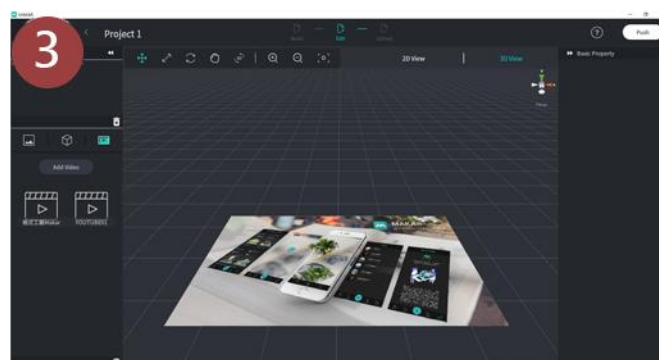
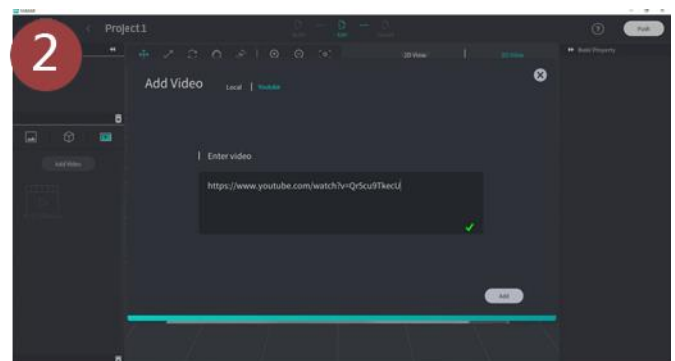
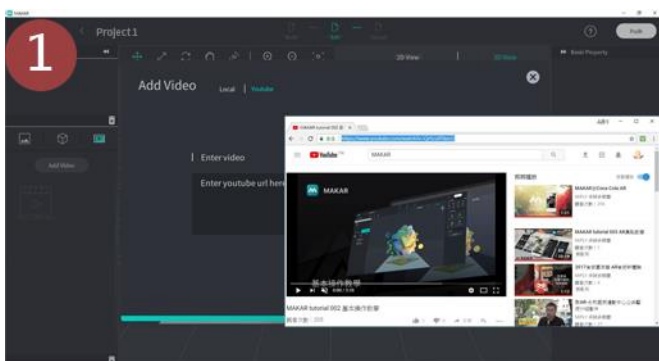
Click on Video Selection → Choose the video to be uploaded (MP4) → Click on Add Video, then you will see the MP4 video that you've just uploaded in Material Sources.



4. Upload YouTube Video Example: Click on YouTube → Key in video name → Copy and paste YouTube URL into MAKAR Editor → Click on Upload Video, then you will see the YouTube video that you've just uploaded in Material Sources.



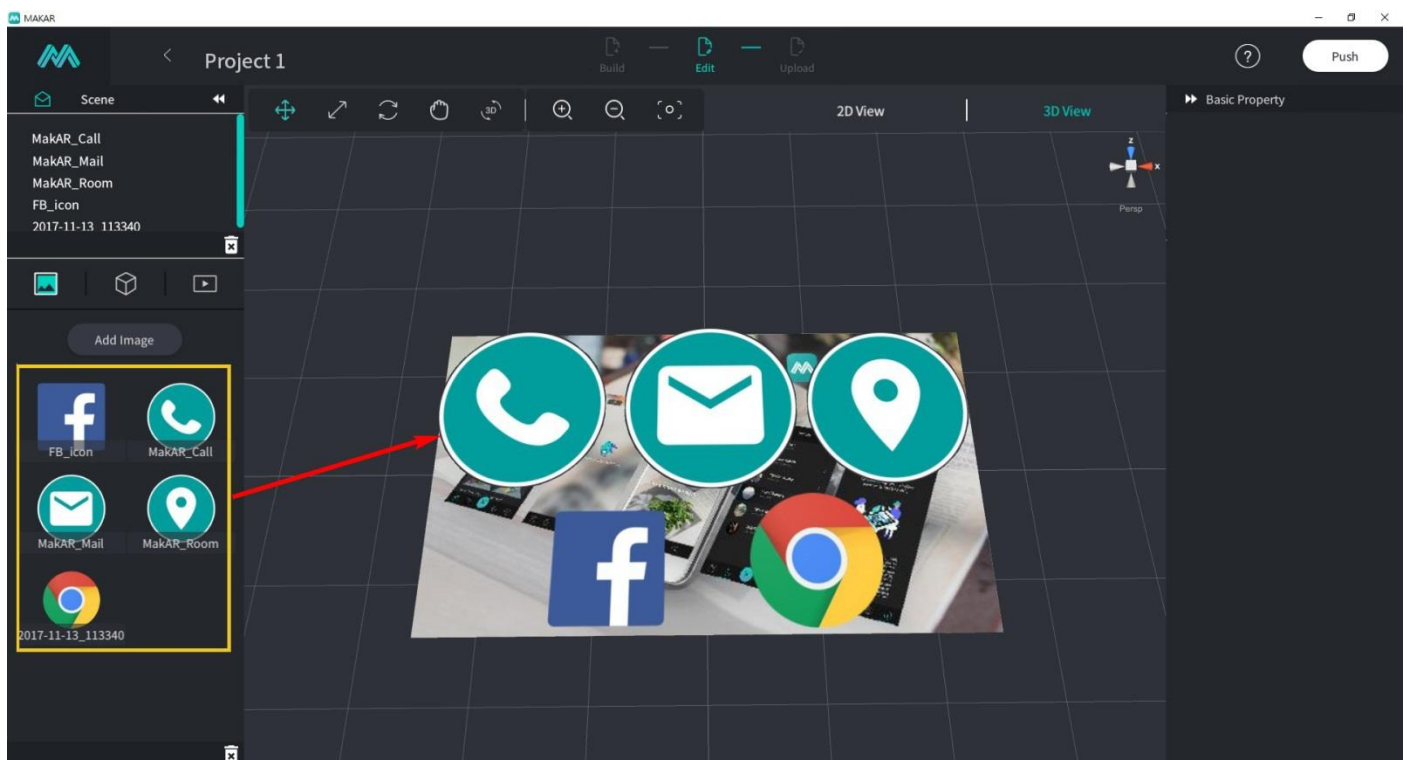
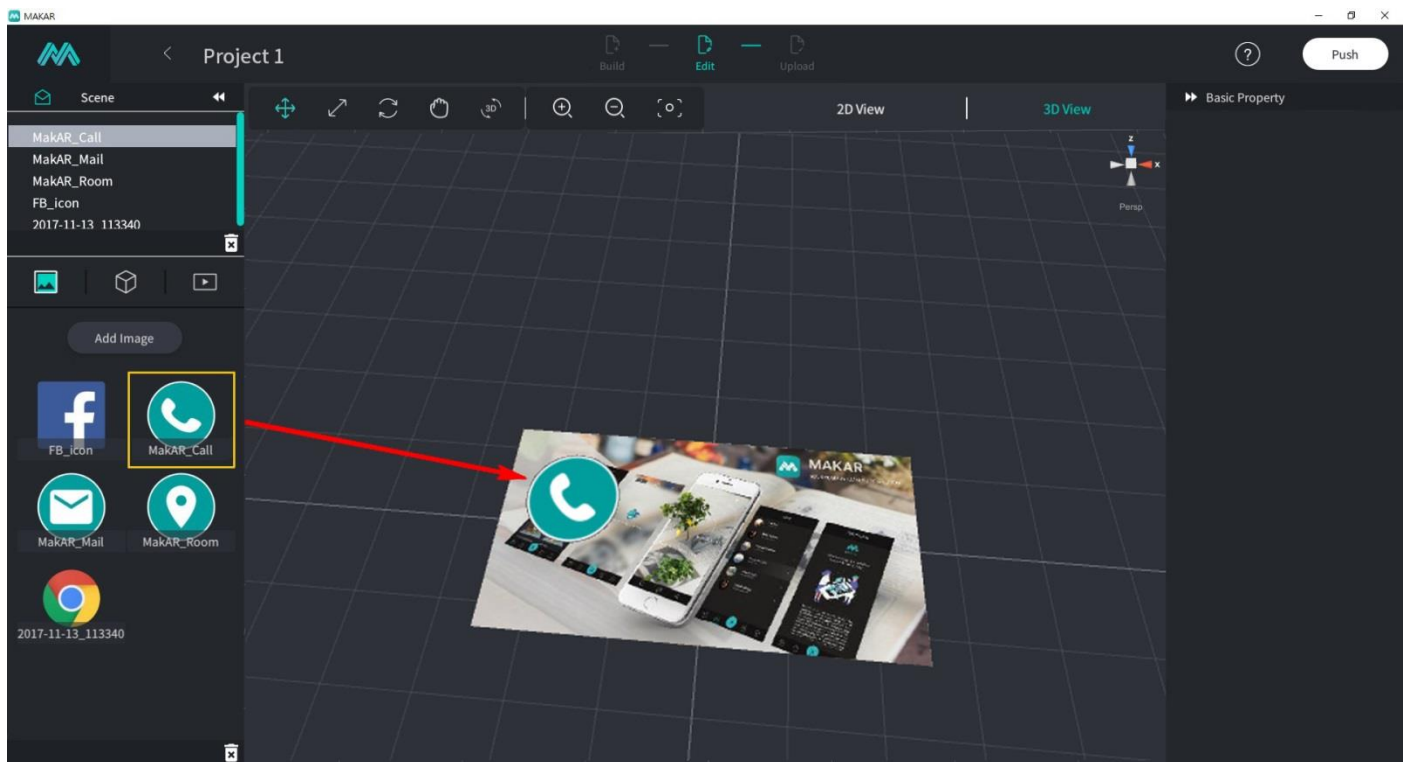
Due to YouTube's digital rights management (DRM), if your uploaded YouTube URL is formatted as a 'rights reserved' video, MAKAR APP won't be able to read it and a flat black image will appear.



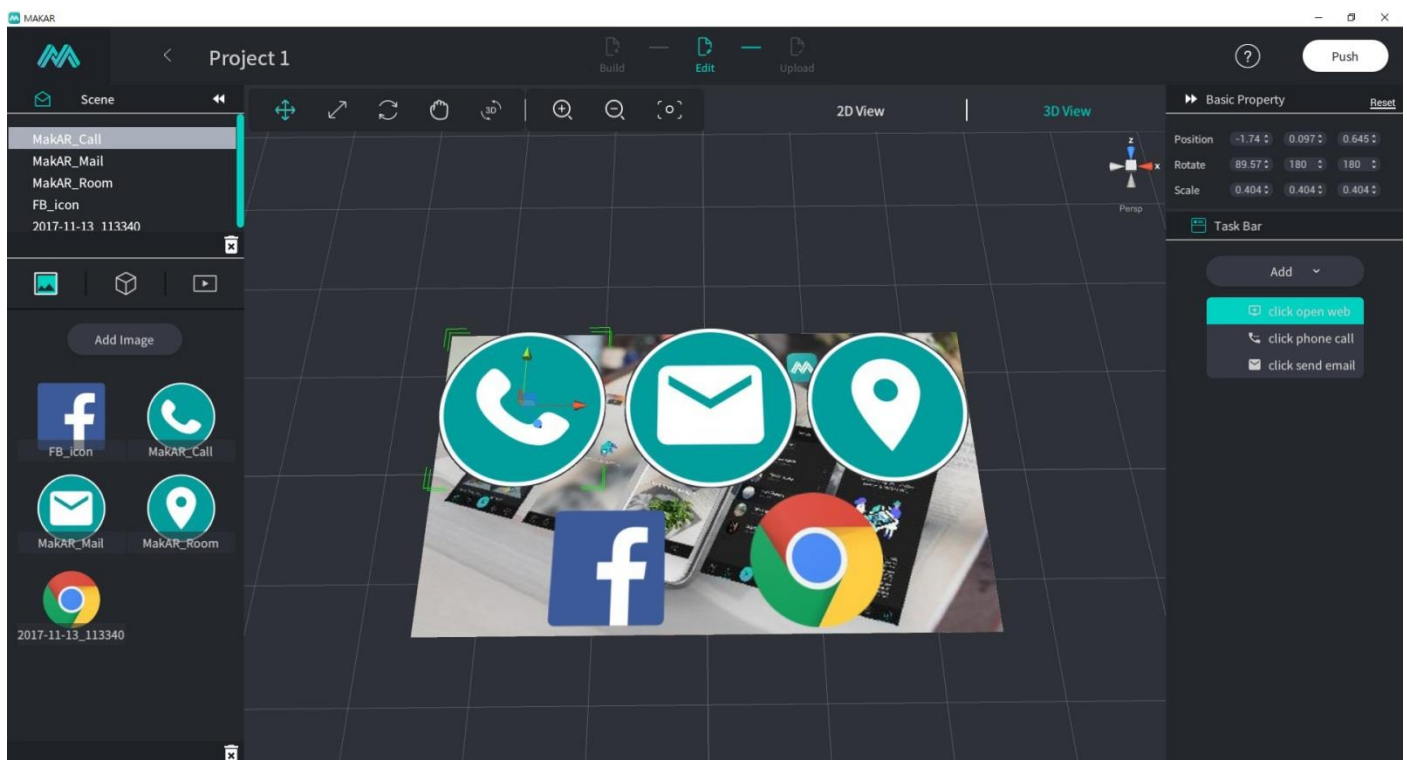
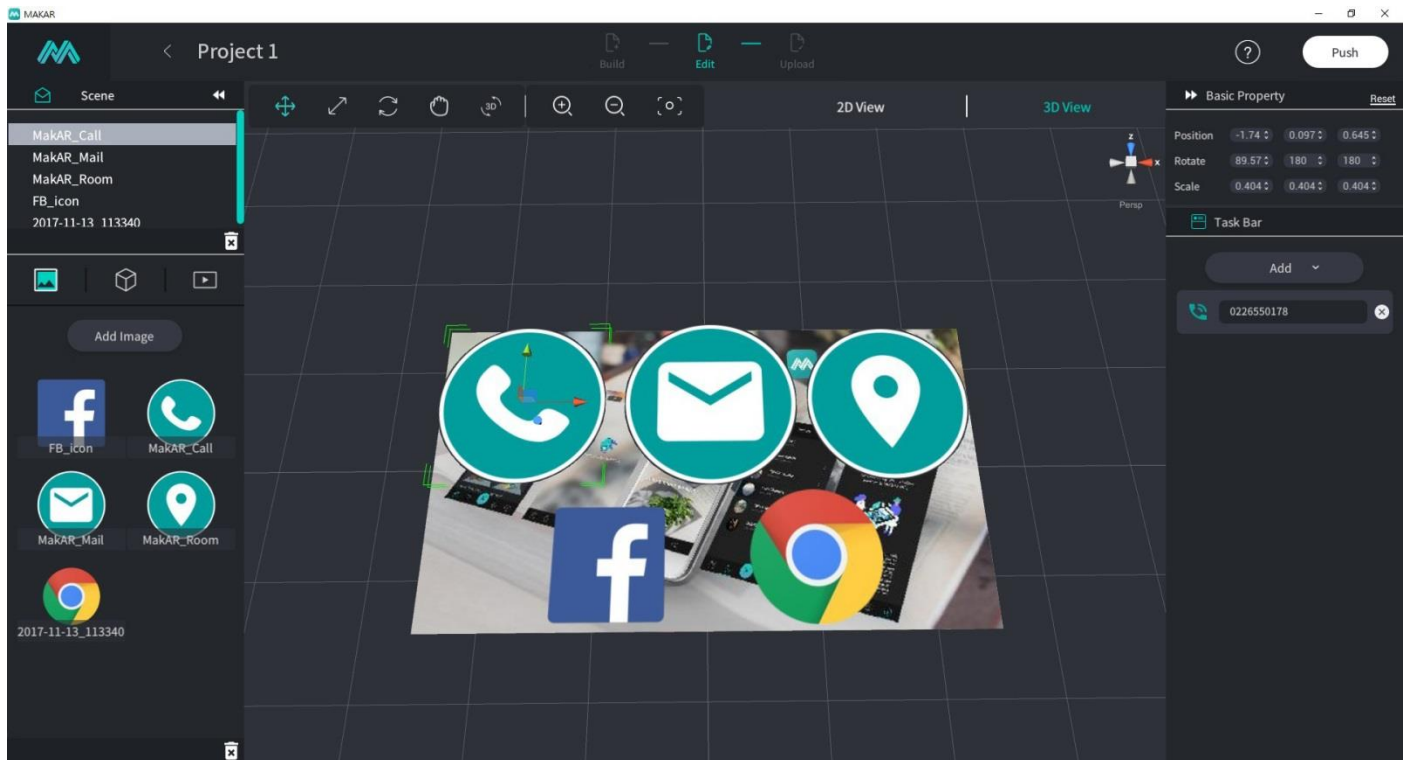


## VI. Simple and Easy Creation Examples

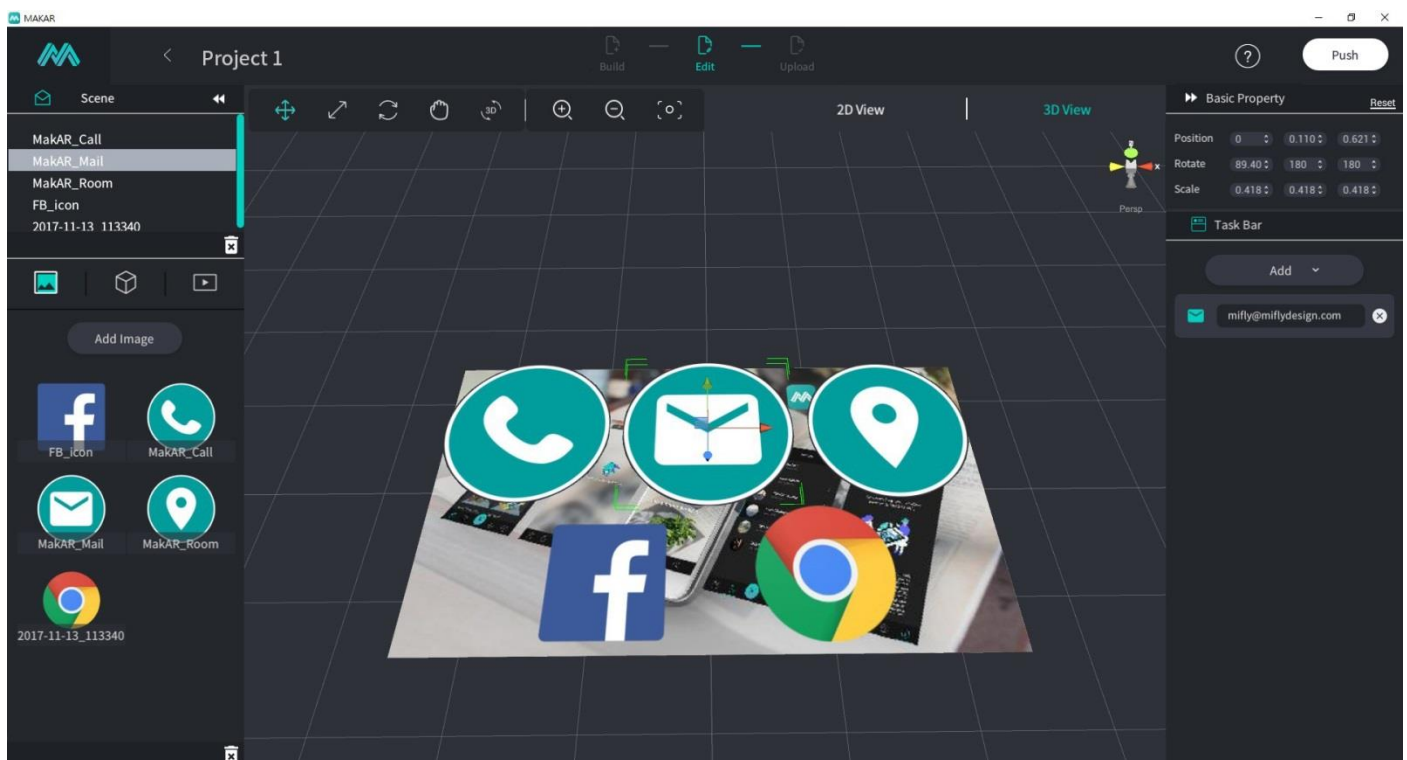
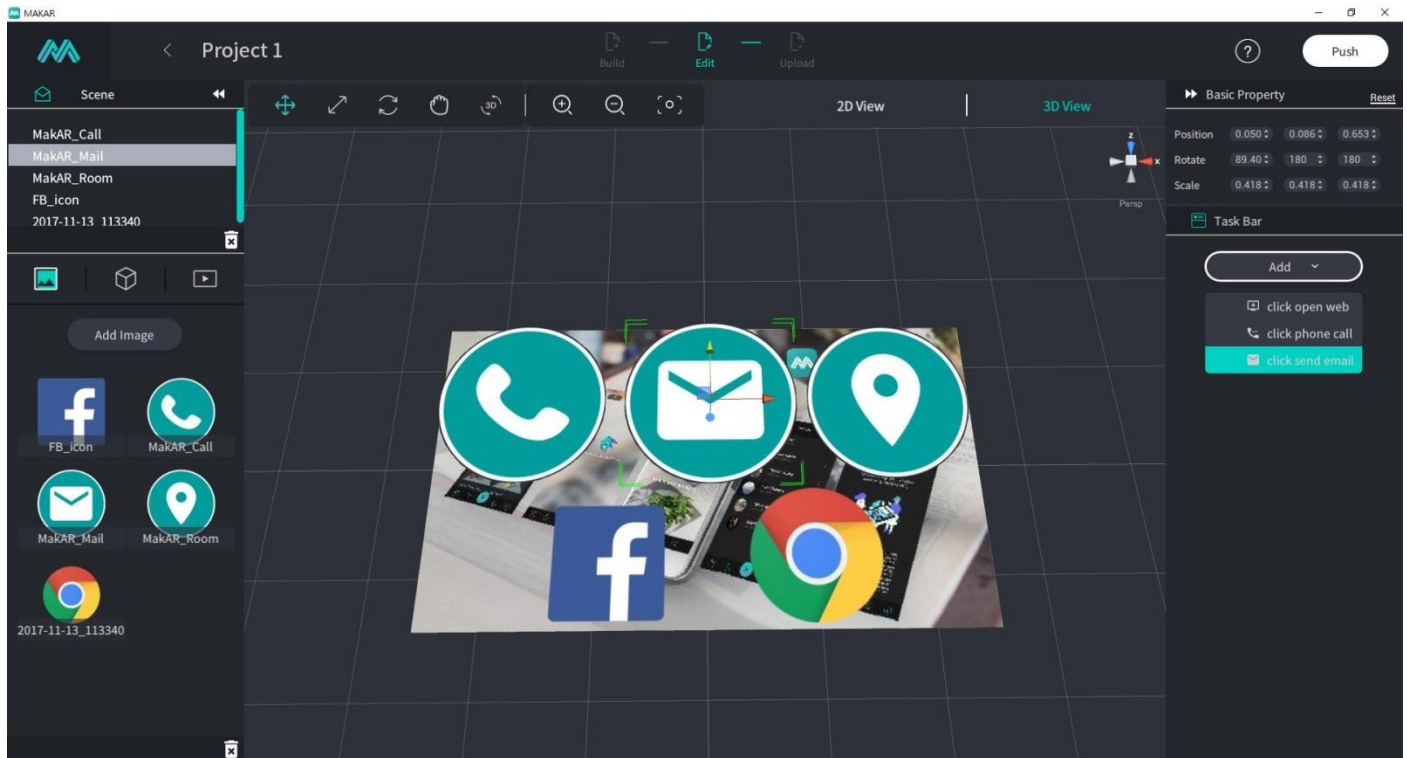
1. Use editing toolbars to drag and place images.



2. Telephone Icon Selection: Choose Add under Basic Property on the right; on the drop-down options, select Click to Make a Phone Call and key in the phone number.

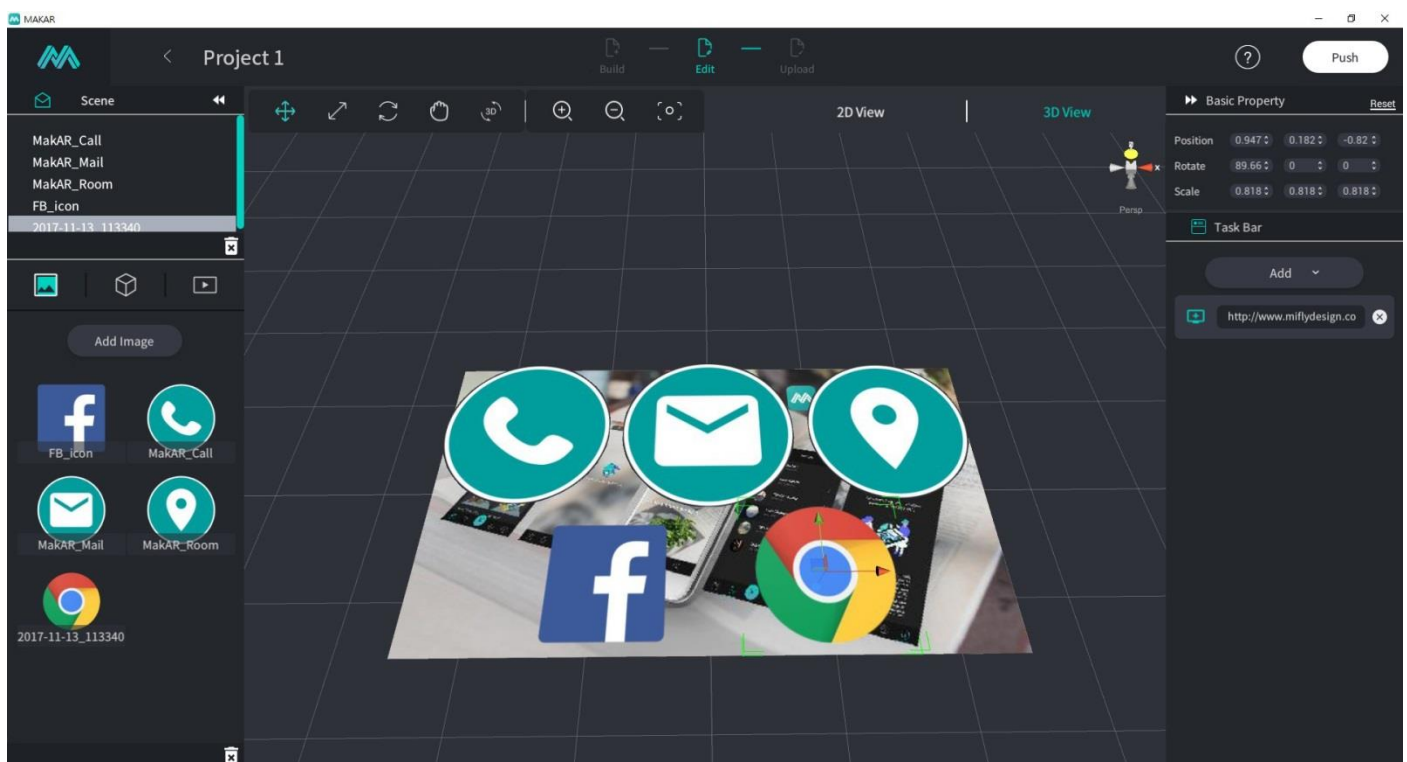
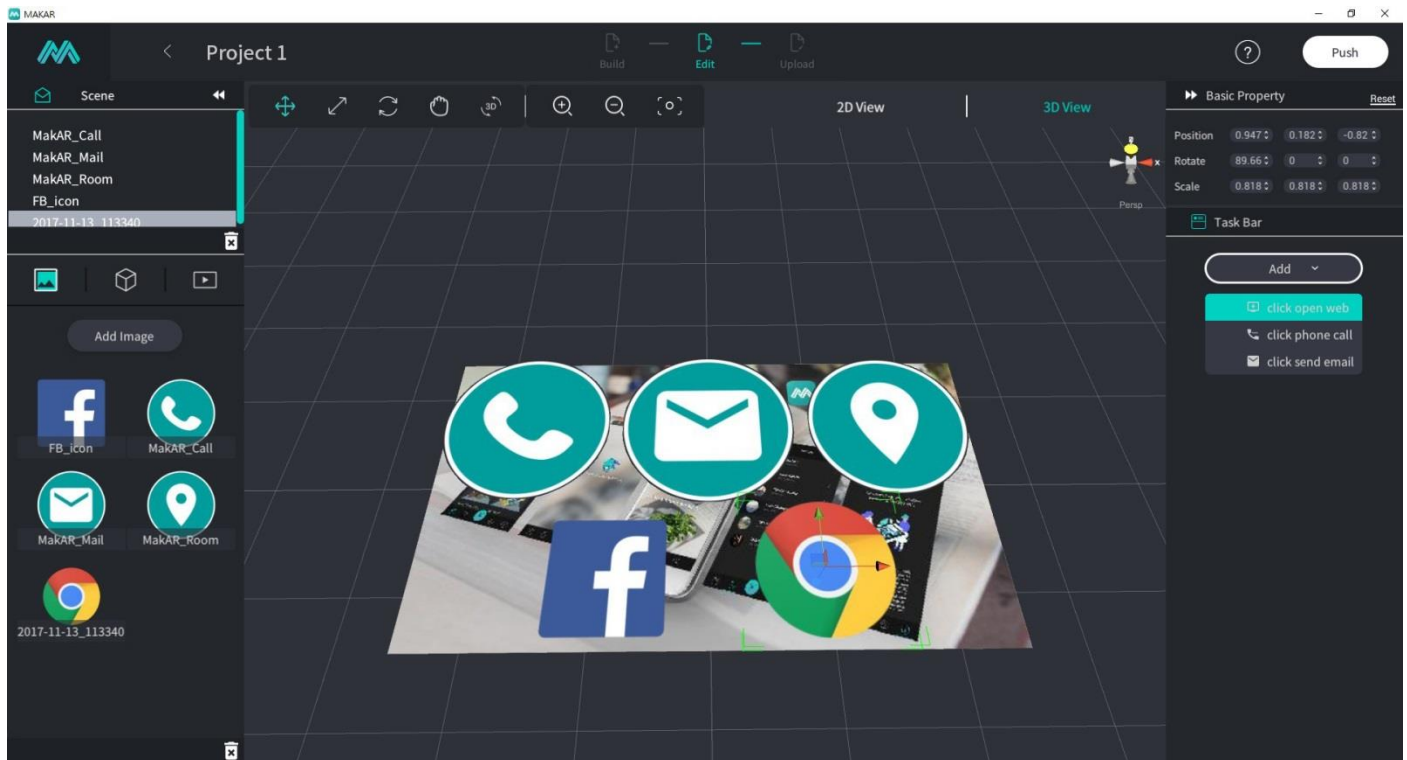


3. Email Icon Selection: Choose Add under Basic Property on the right; on the drop-down options, select Click to Send an Email and key in the email address.

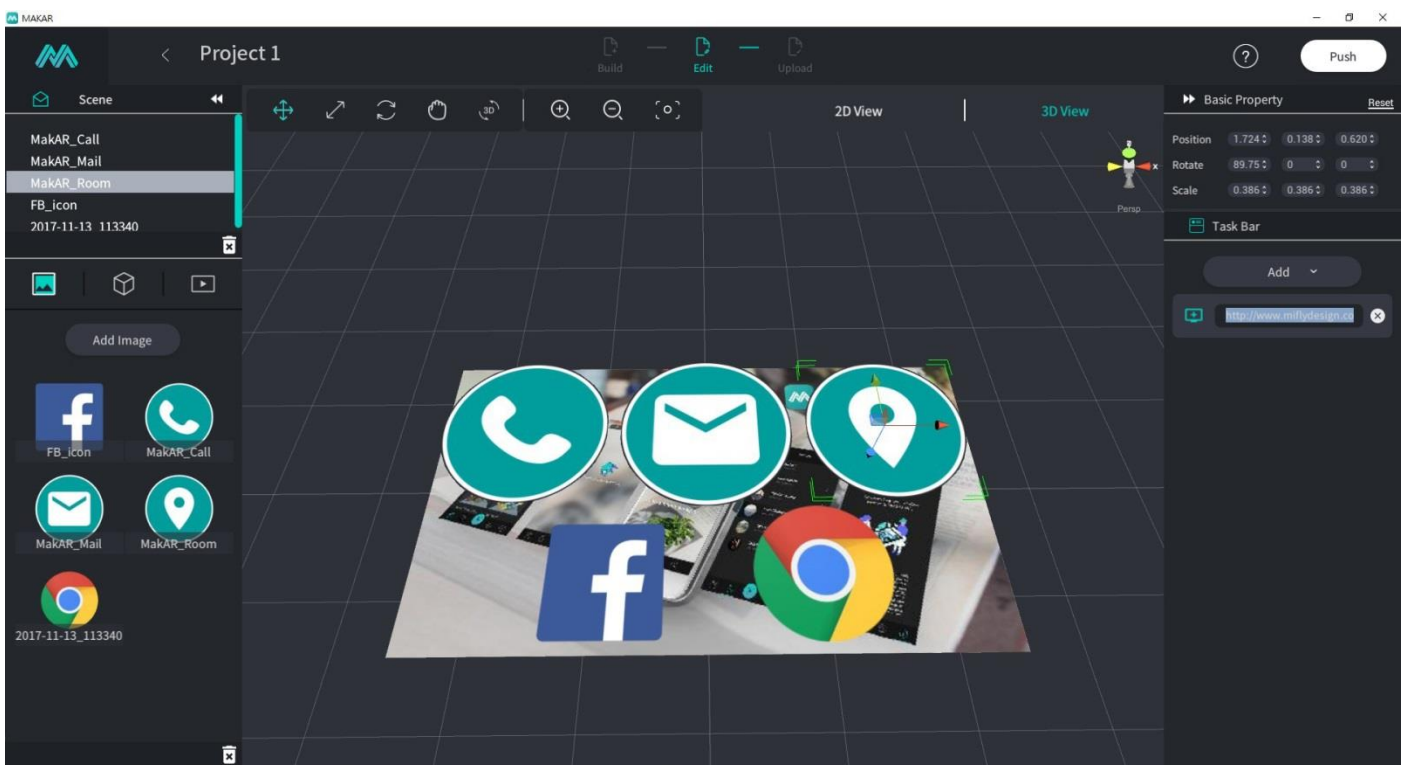
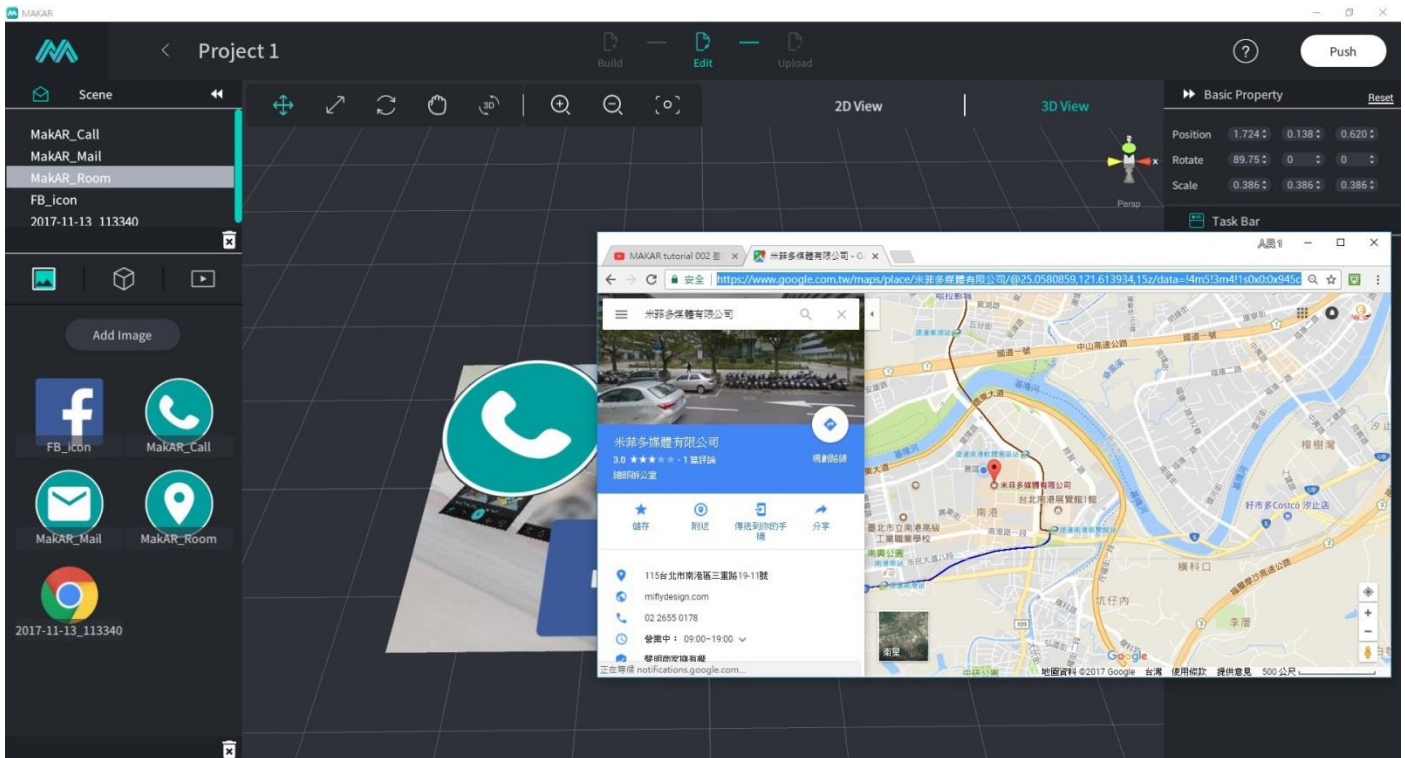




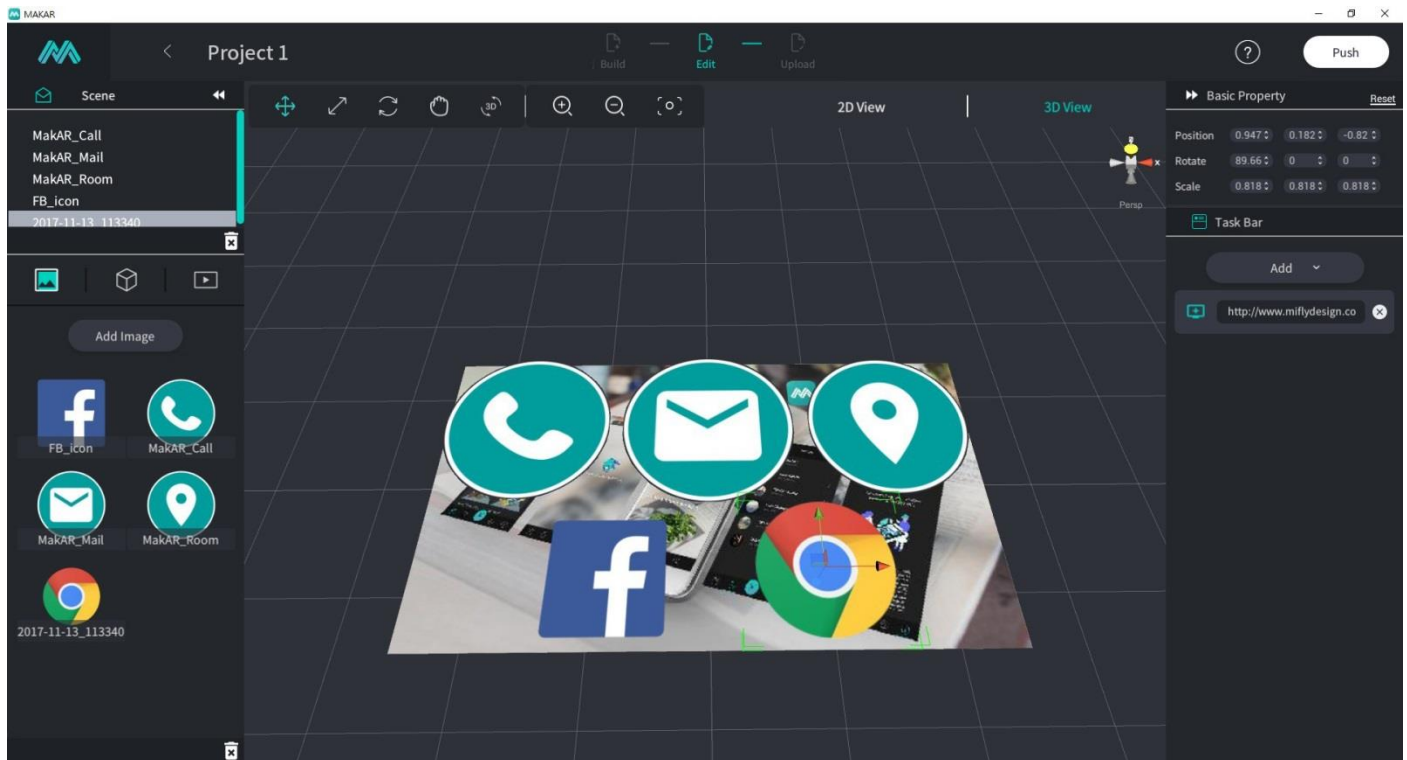
4. Website Icon Selection: Choose Add under Basic Property on the right; on the drop-down options, select Click to Open a Website and key in the website URL.



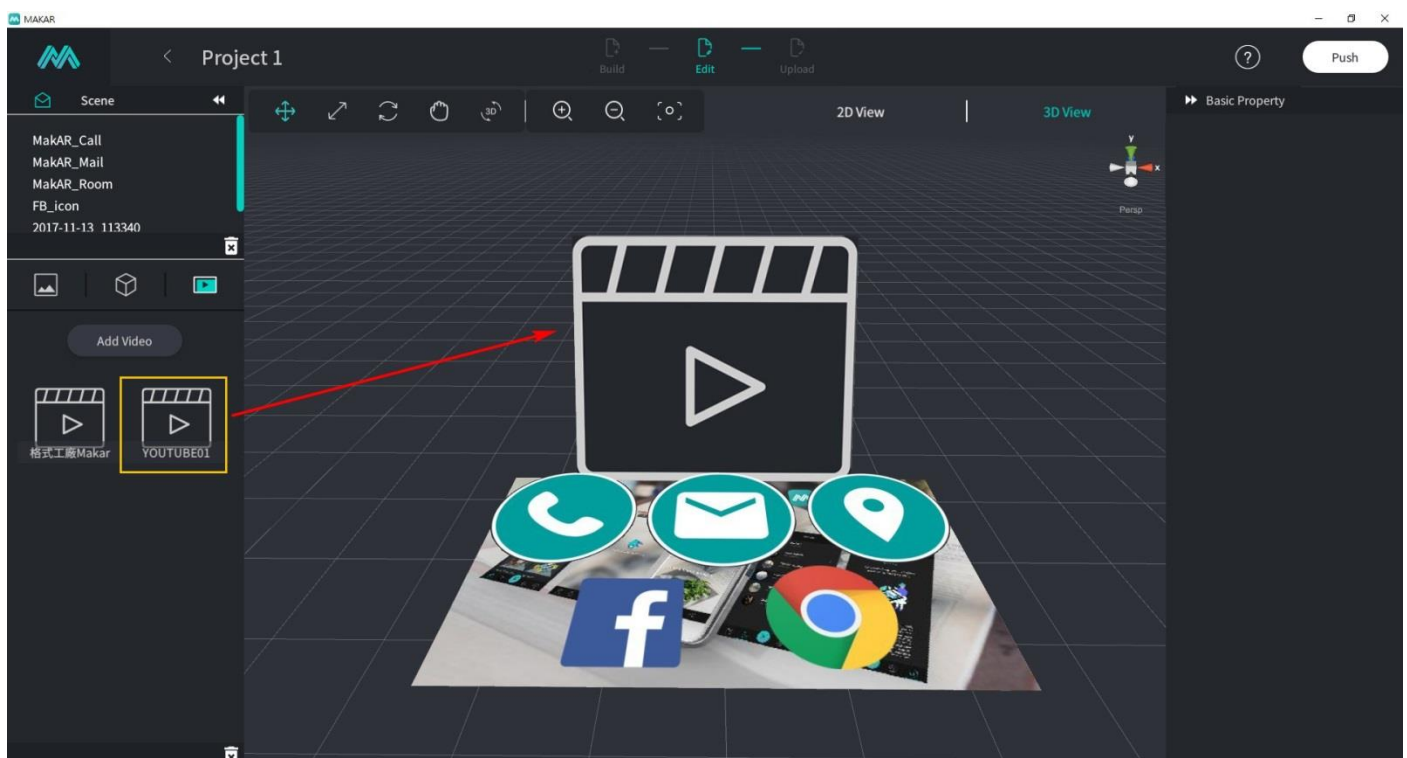
5. MAKAR GPS Icon Selection: Choose Add under Basic Property on the right; on the drop-down options, select Click to Open a Website and input your desired location as a Google Map address.



6. Opening the website function can connect to any websites. You can upload to FB, IG, Twitter, Linkedin, company websites, or shopping networks.

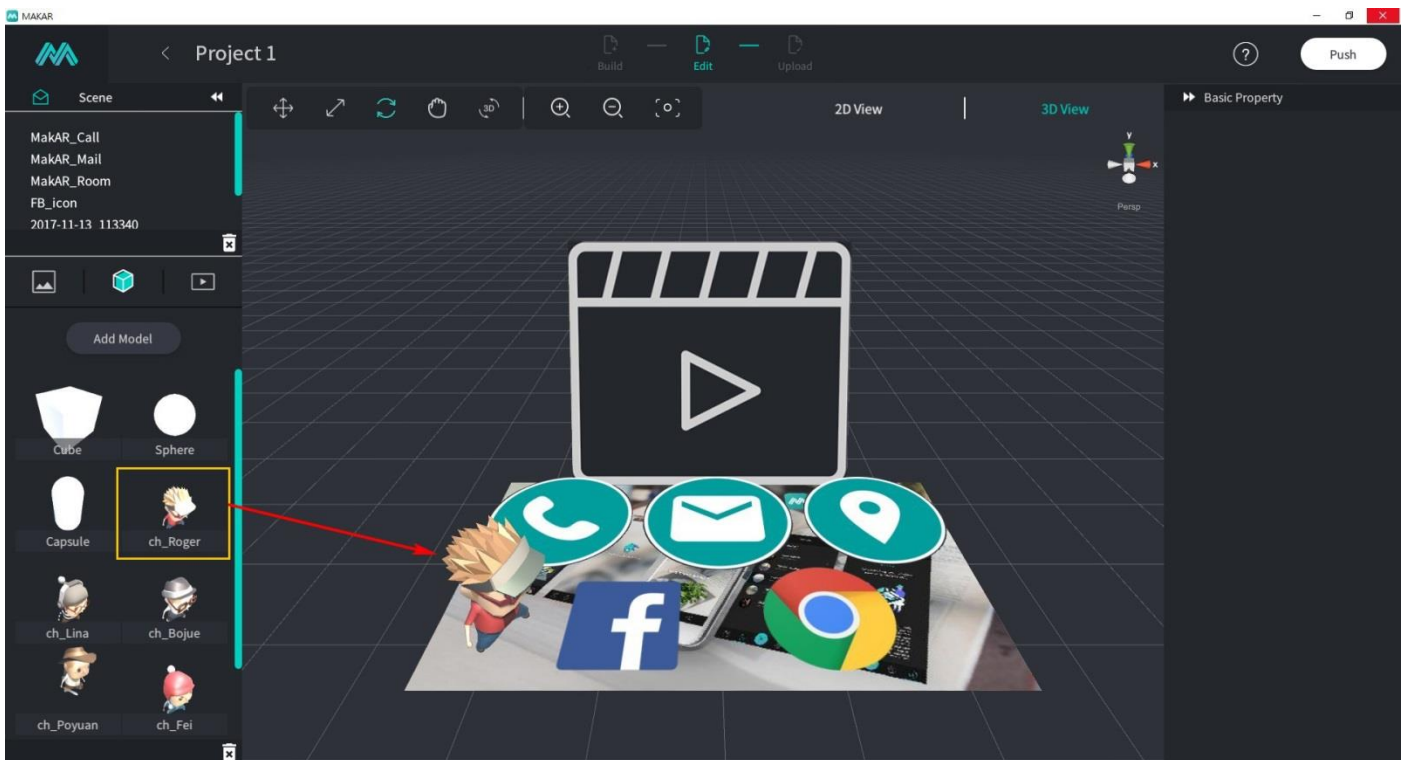


7. Drag and place video material into image.

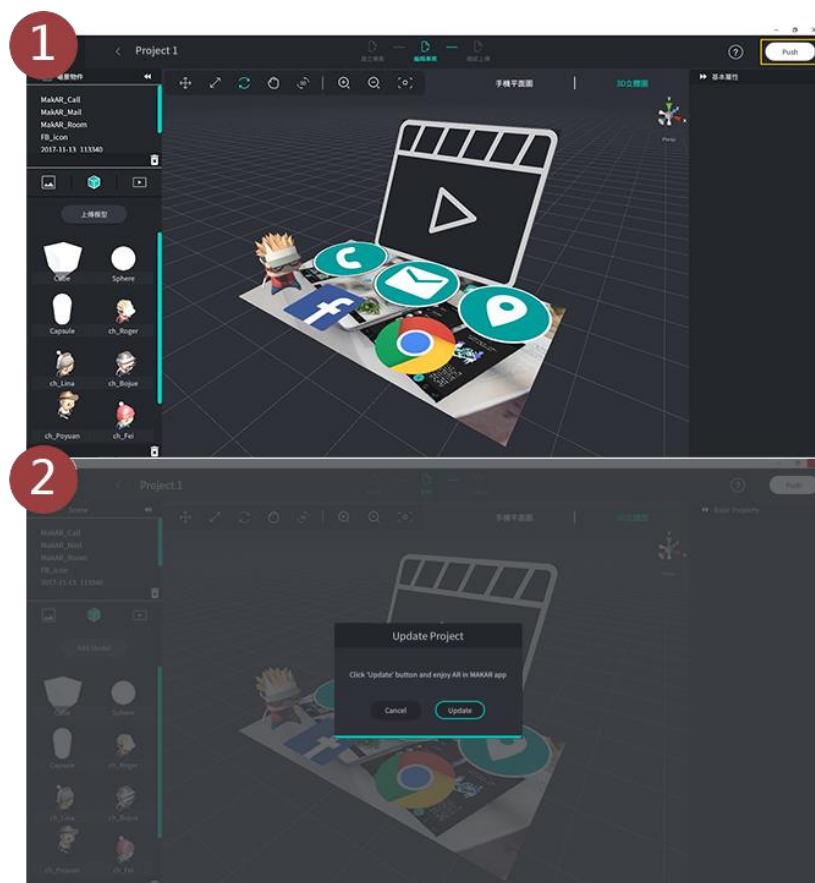




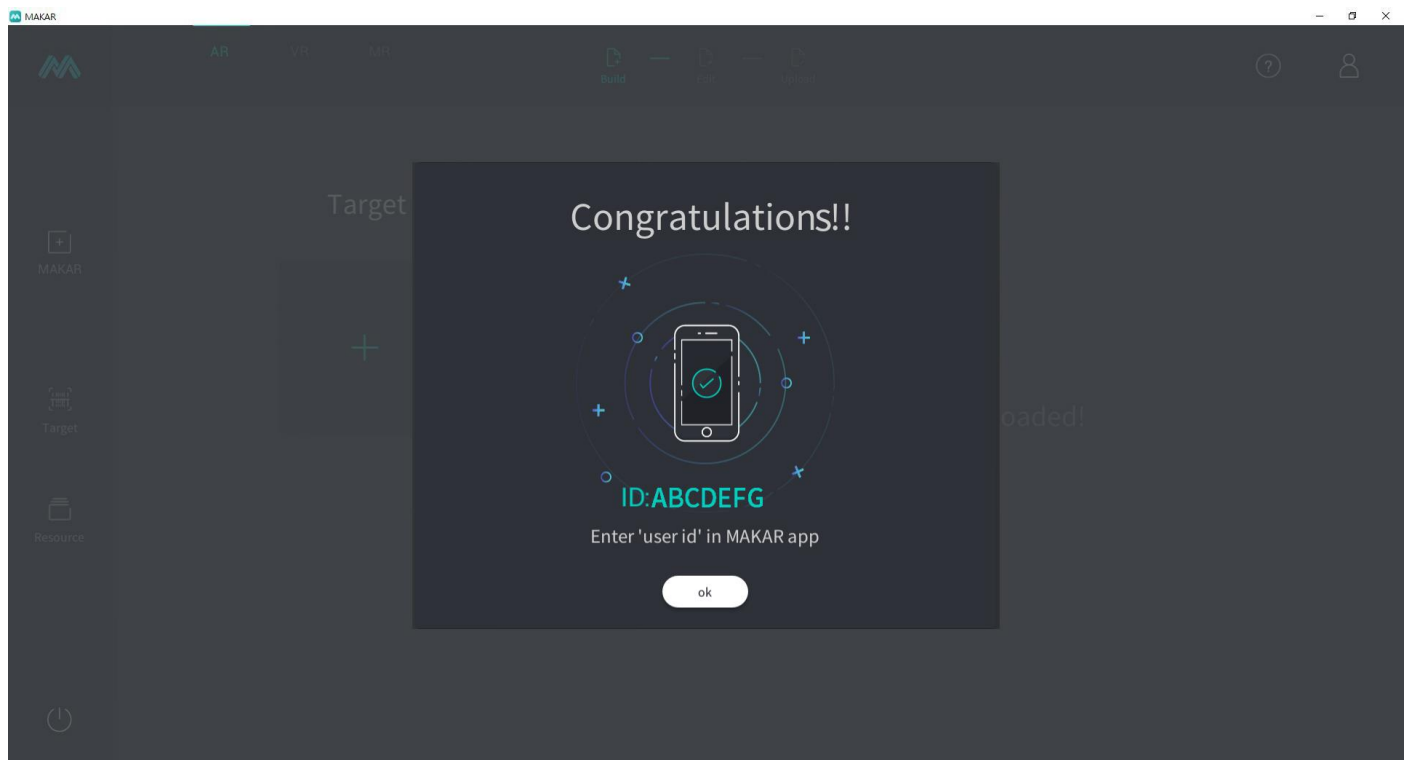
8. Drag and place 3D model material into image.



9. You can observe the contents you are editing through editing toolbar functions. Once editing is done, click Push in the upper right corner to save and publish.

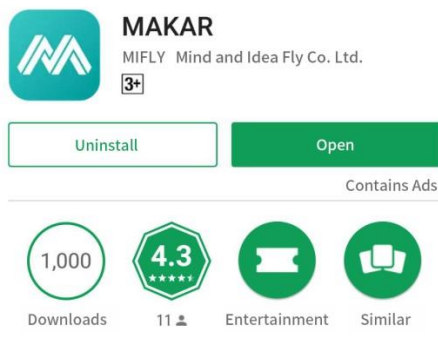
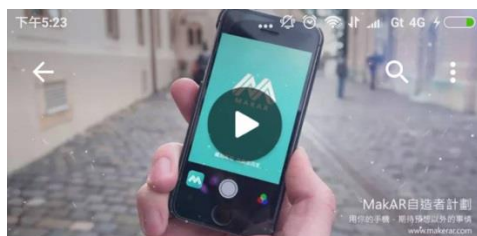


10. Remember to use your MAKAR ID to open the APP to experience AR.

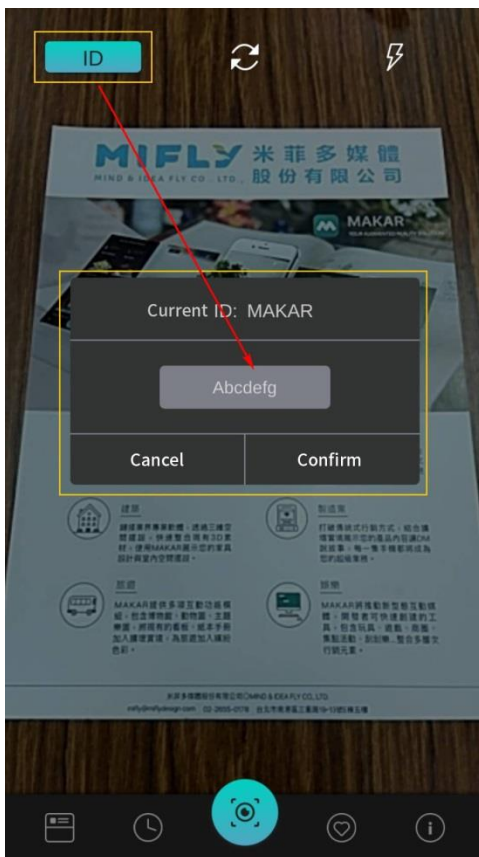


## VII. Mobile Phone Display Example

1. Download MAKAR APP



2. Open MAKAR APP, click ID and then key in your MAKAR ID.



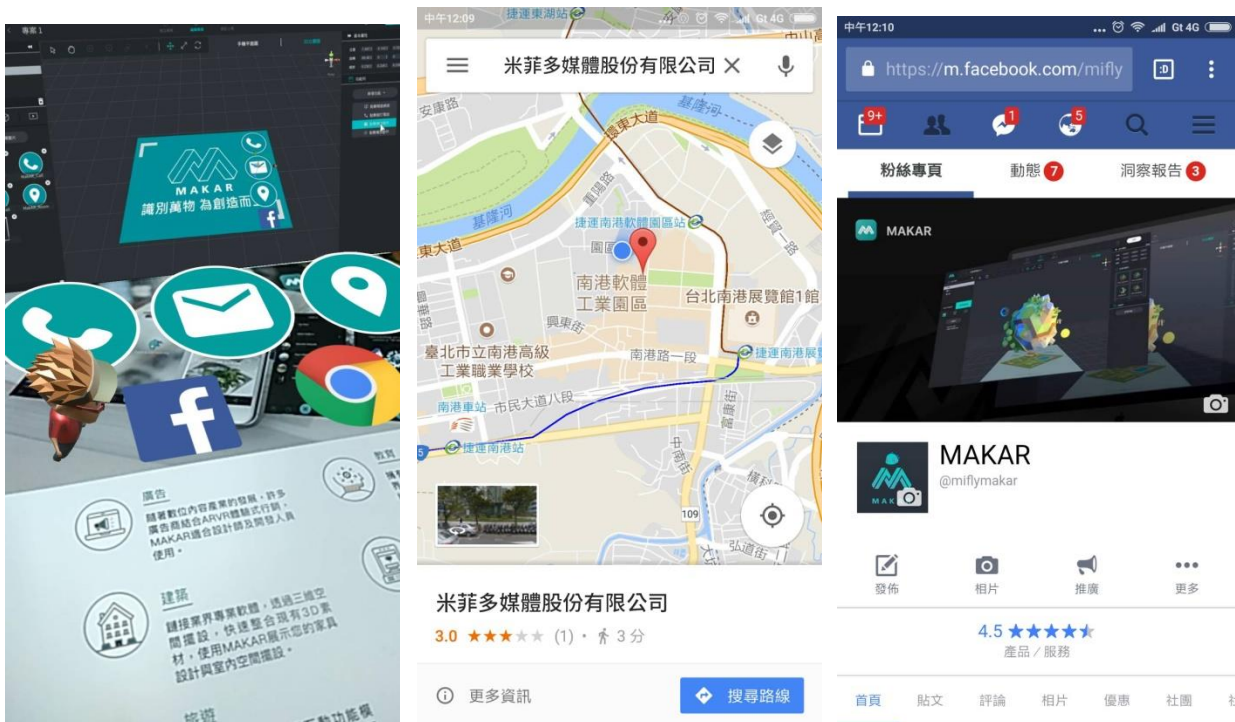
3. Click on an image to scan



4. What was just created in MAKAR Editor is displayed in the mobile APP immediately.



5. You can click on image buttons that you just set, which will connect to each set function (such as making a phone call, sending an email, and GPS, FB or WEB connection).





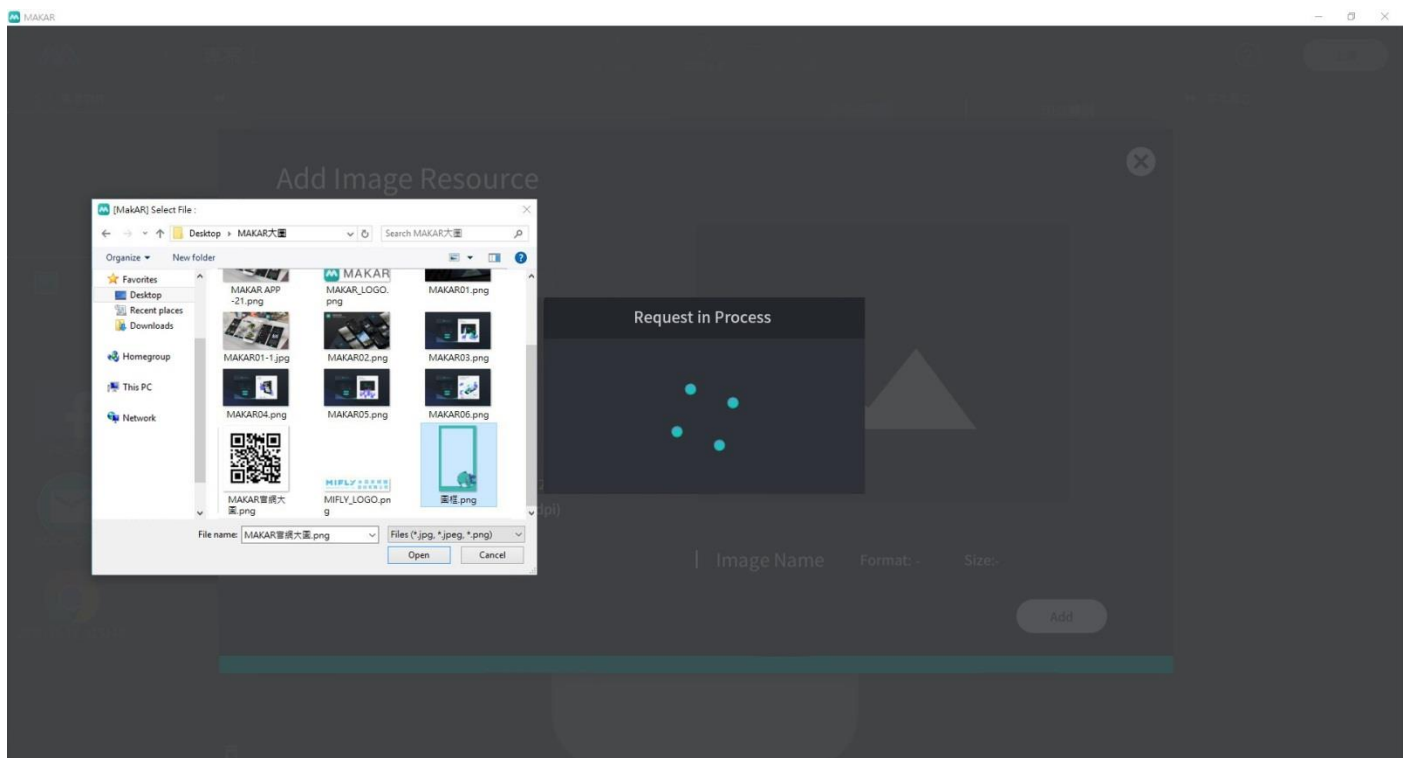
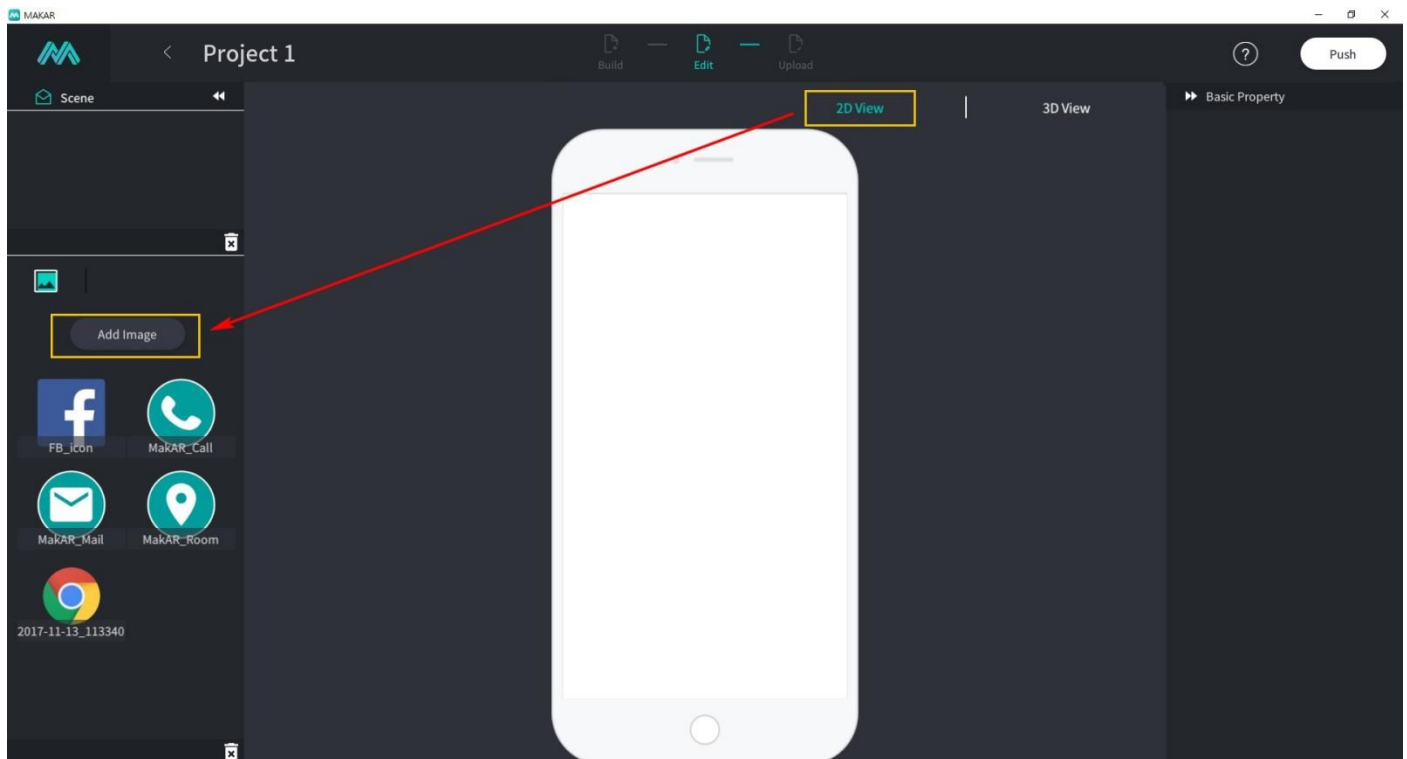
The simple example above is designed to lead you quickly into MAKAR Editor and mobile APP use. The appendices describe some other functional applications and manipulations.



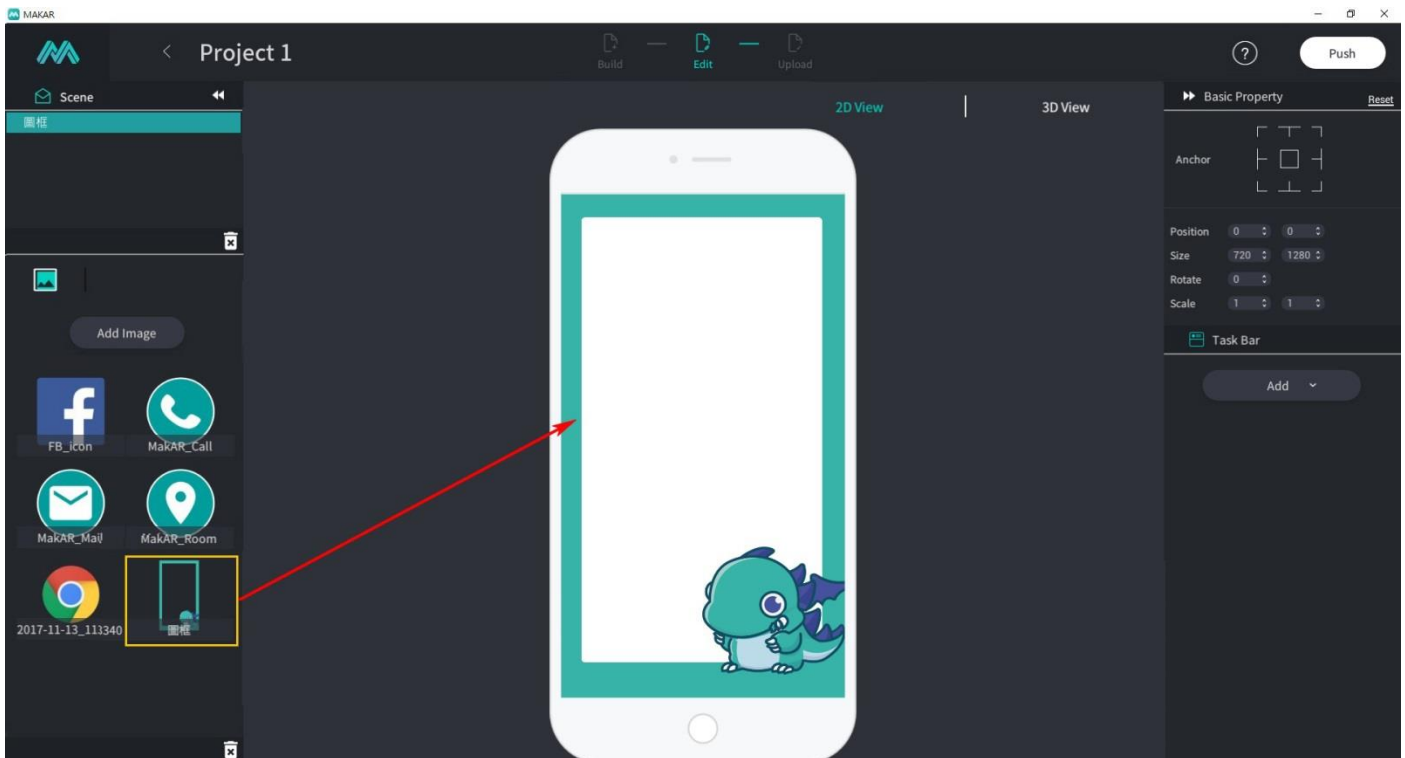


## VIII. Appendix: Picture Frames

8-1. Picture Frames: Enter MAKAR Editor, select “2D View,” choose Add Image → select the picture frame that you’ve designed (PNG file needs to have some transparency.)



Drag the uploaded image to MAKAR mobile interface frame to complete the picture frame. Click on Push in the upper right corner to experience picture frames on the APP.



## Introduction to Alignment Functions



Align to  
Upper Left



Align to  
Upper Center



Align to  
Upper Right



Align to  
Middle Left



Center



Align to  
Middle Right



Align to  
Lower Left



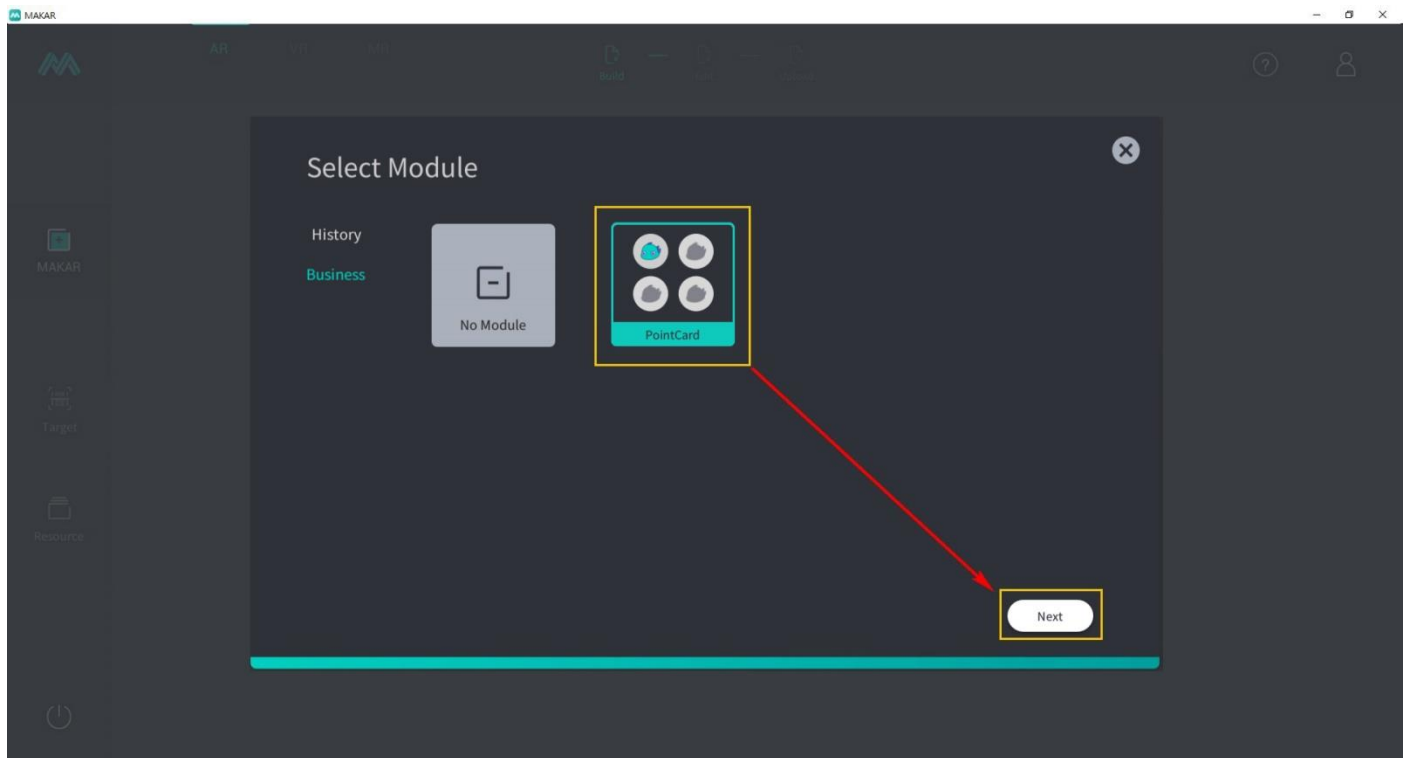
Align to  
Lower Center



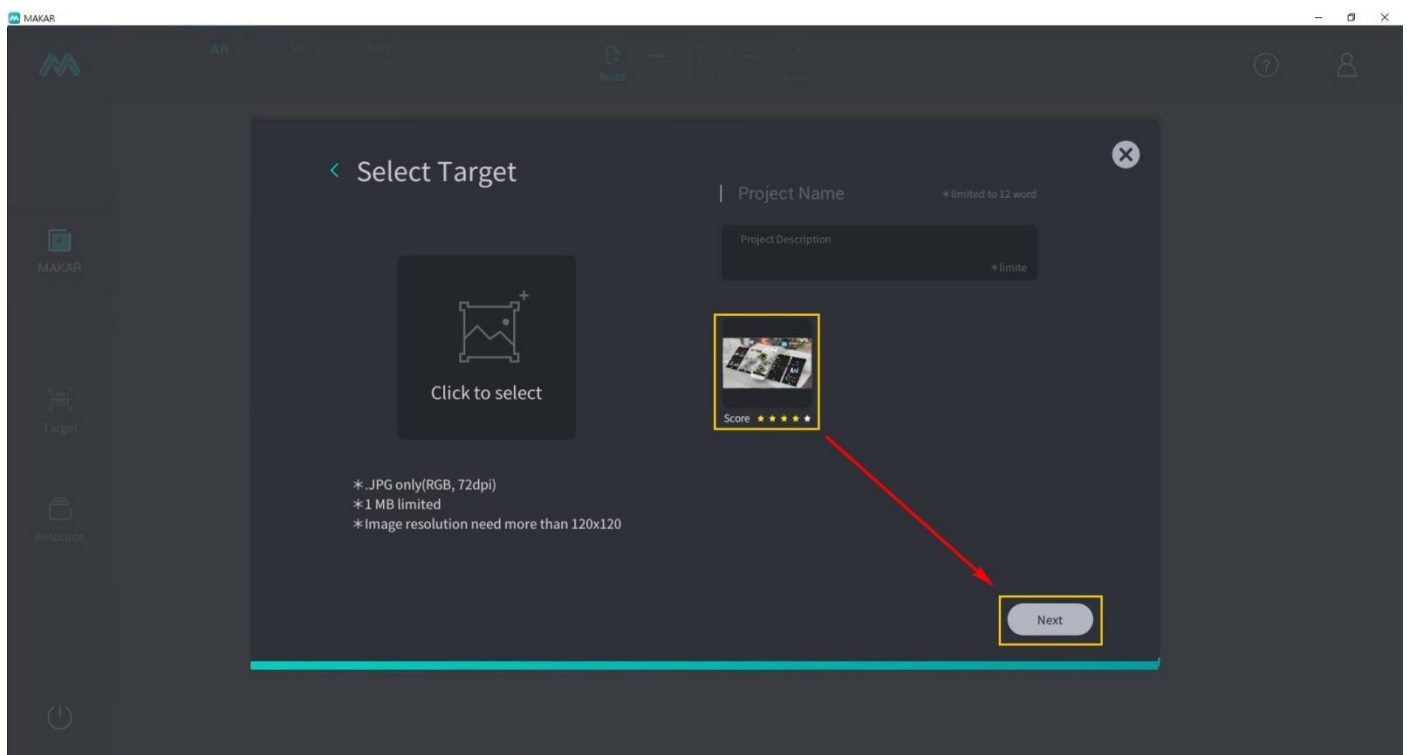
Align to  
Lower Right



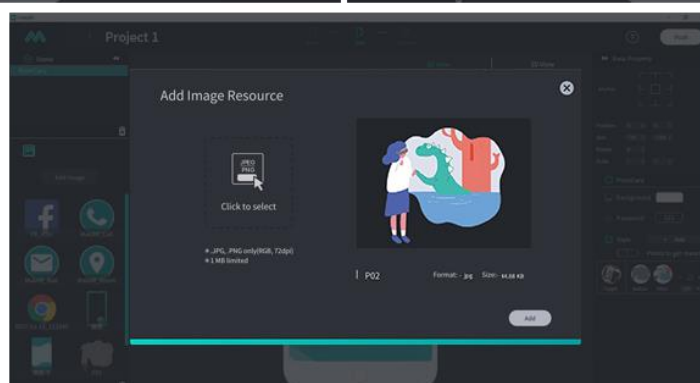
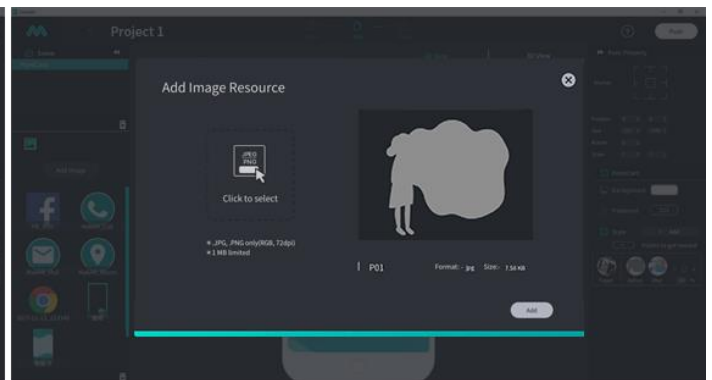
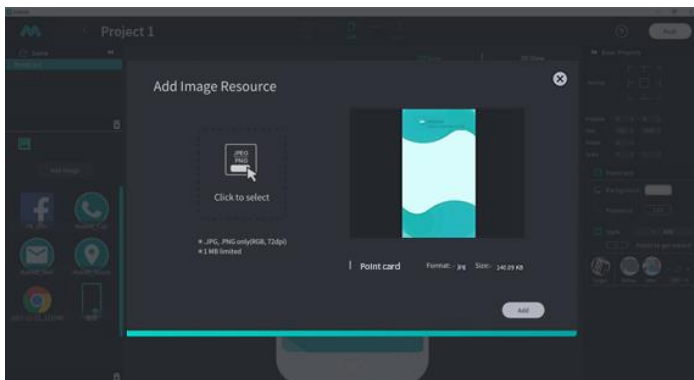
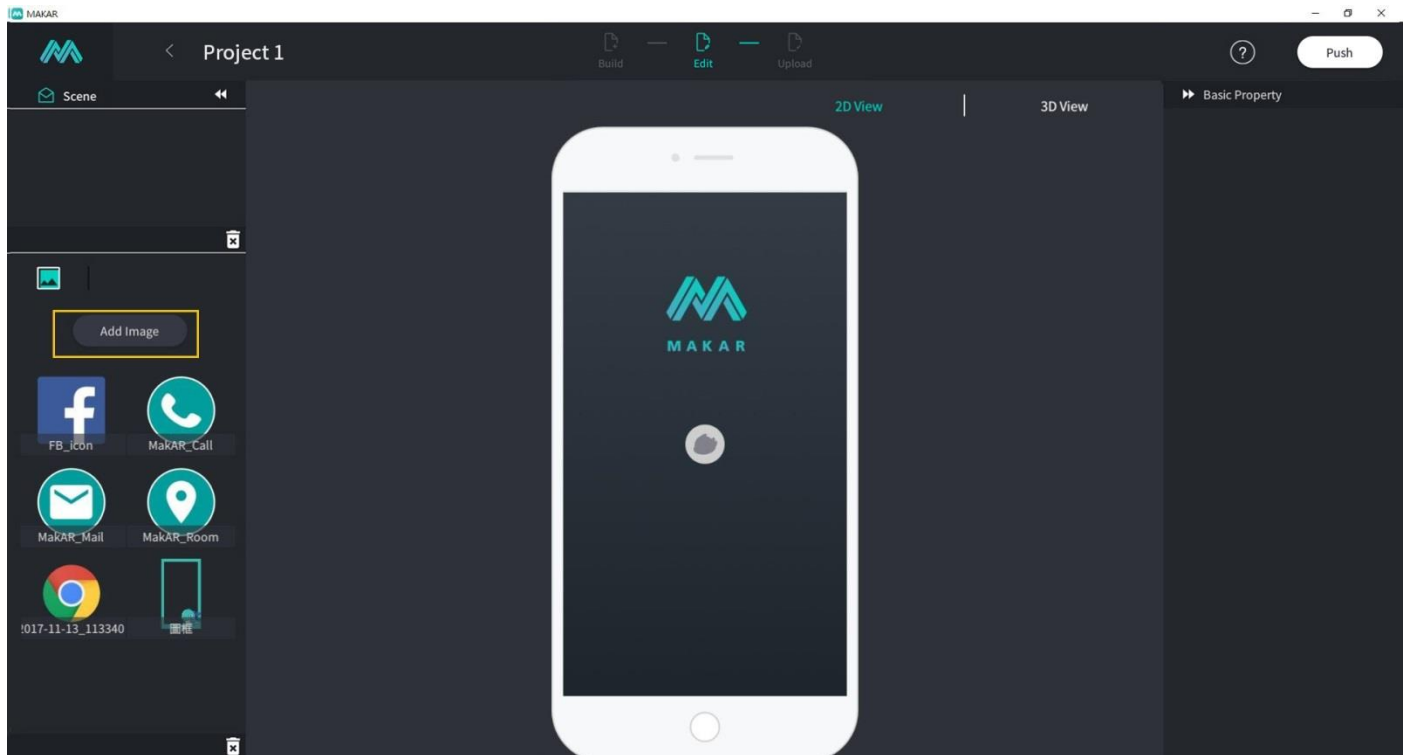
8-2. Point Collection Activity: Choose Business Marketing in Template Selection, then choose Point Cards and click on Next.



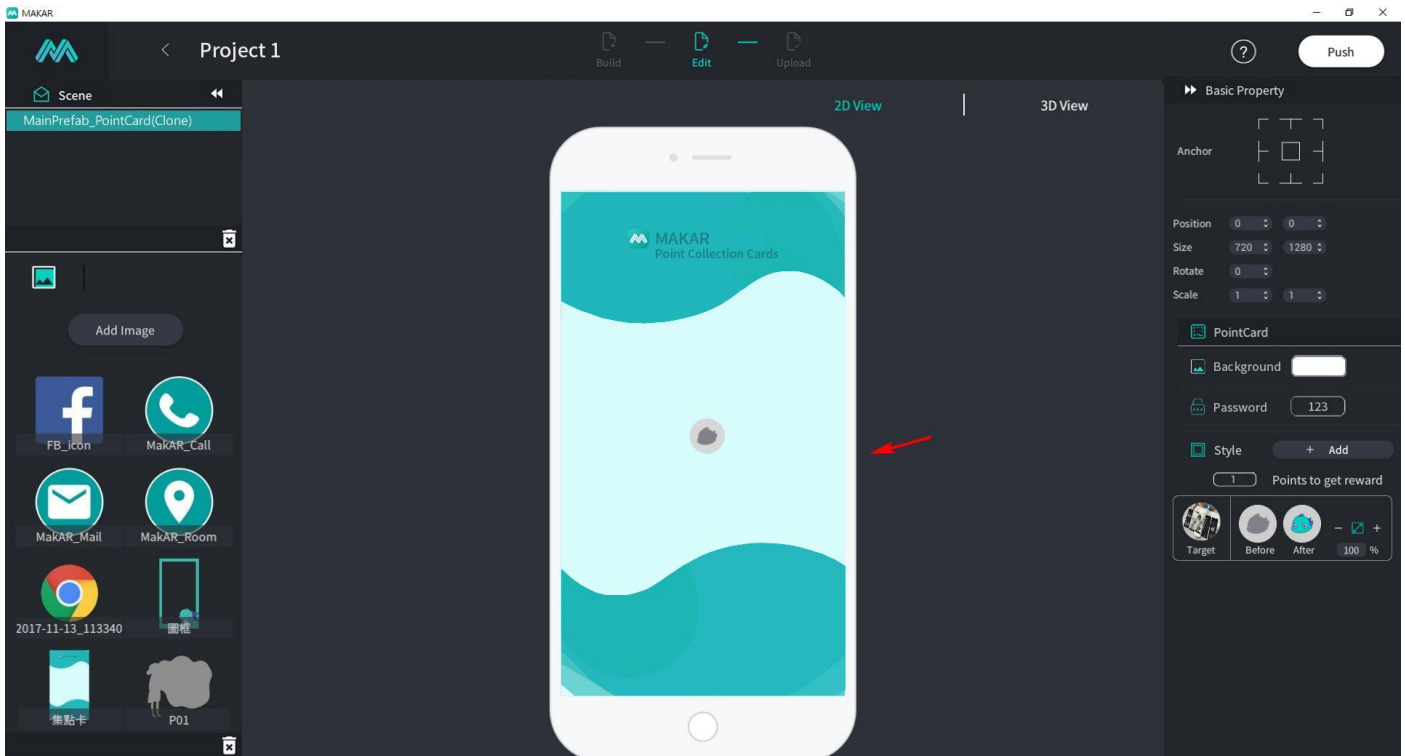
Select target image for your point collection activity.



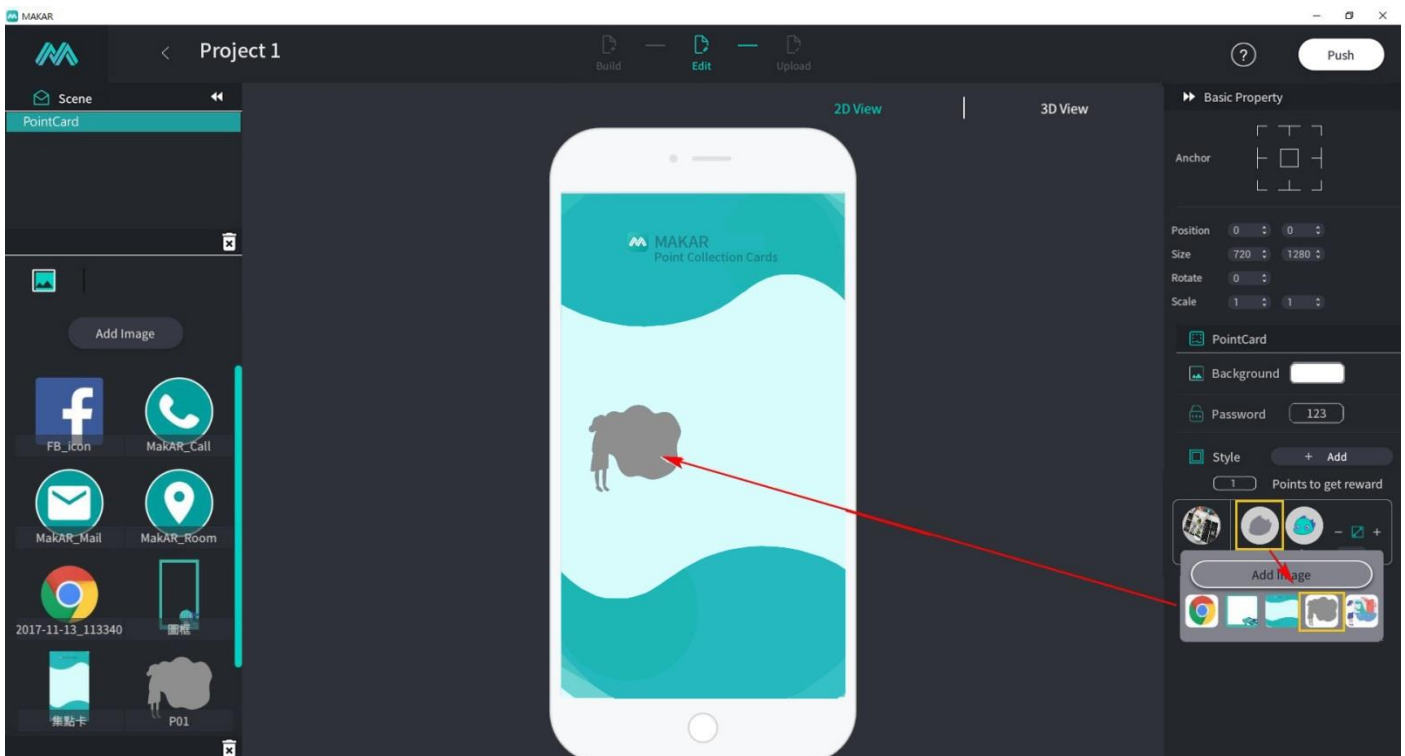
After entering the Editor, select Add Image to upload point card background and point collection image to Editor Material Source Explorer.



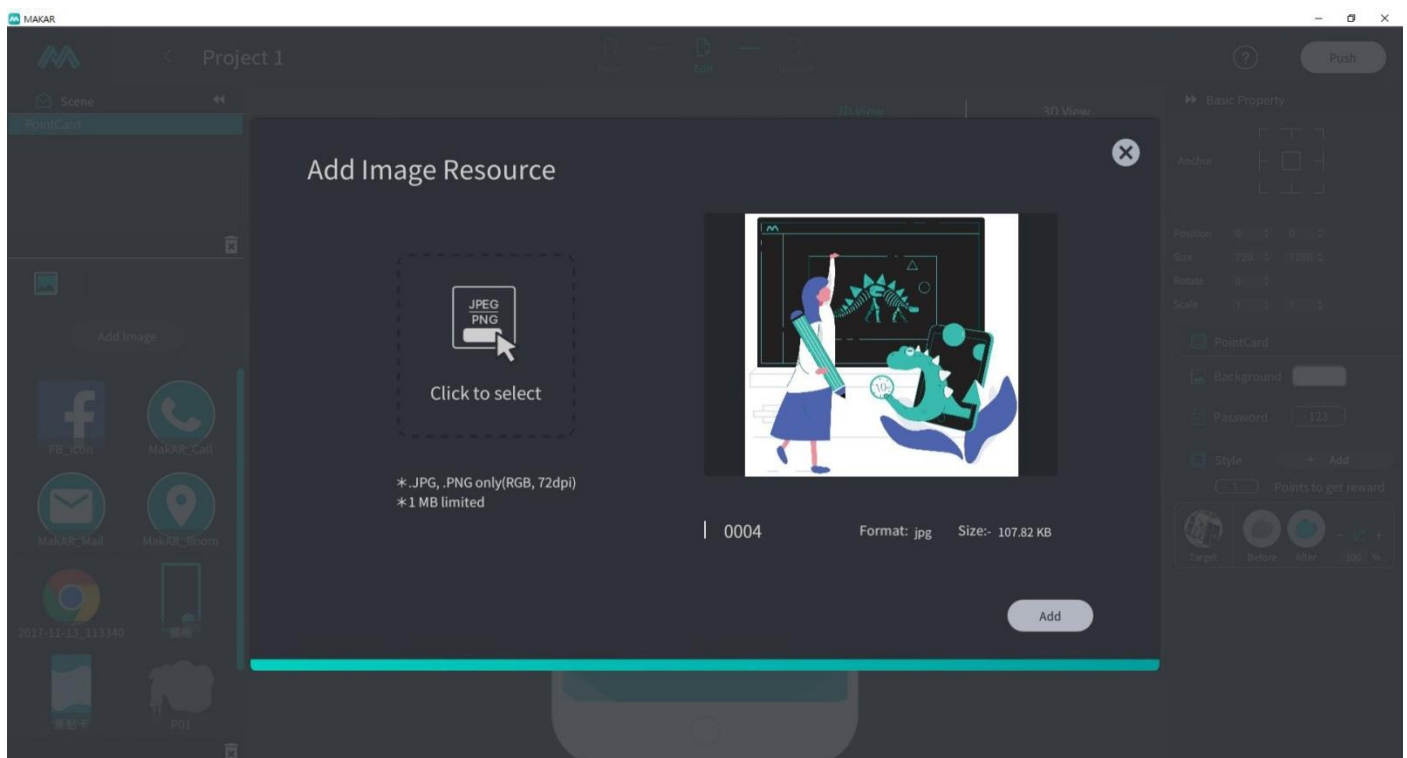
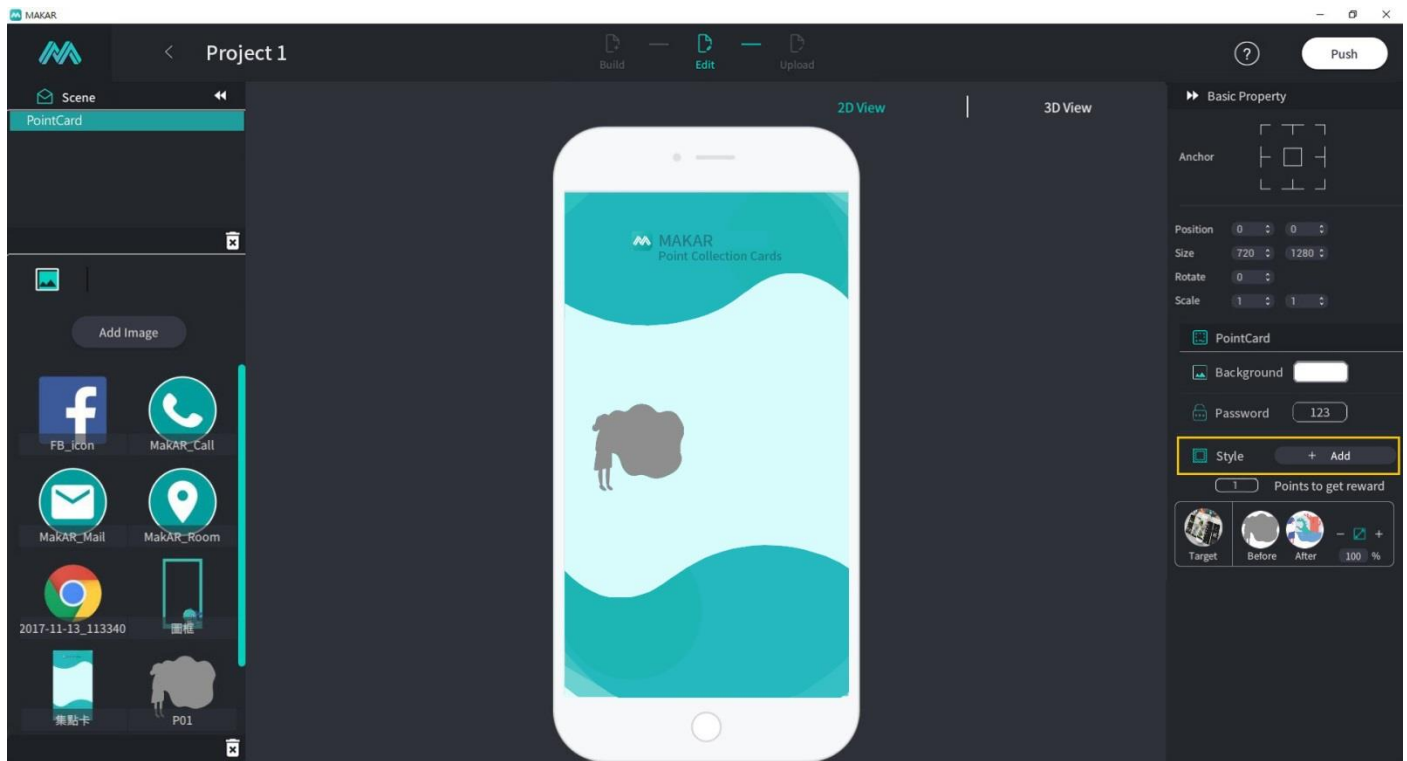
After uploading materials, in the Basic Property column on the right, select Background Image to change the background image of what you've created.



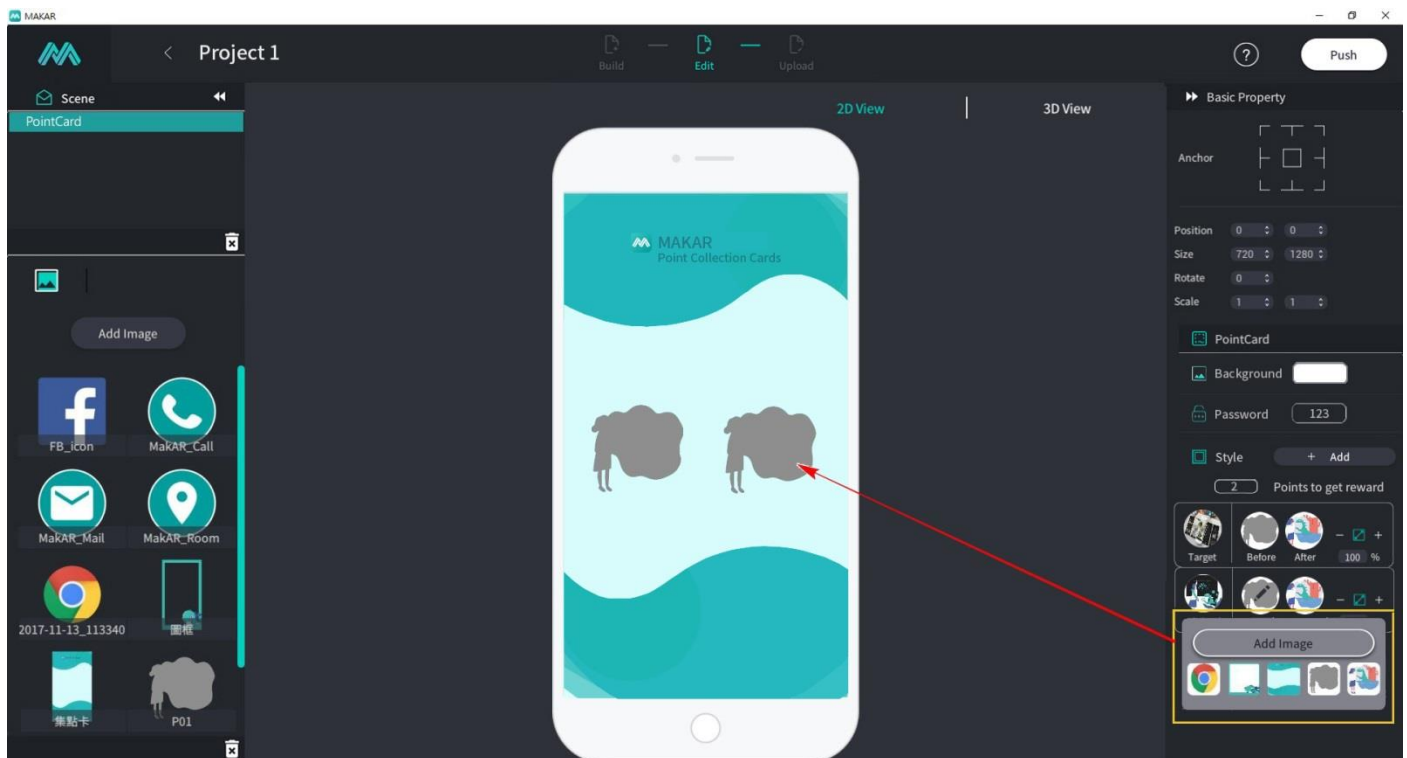
Under Basic Property column on the right, select Before Point Collection to change the point collection image to what you've created; you can also change the image for After Point Collection.



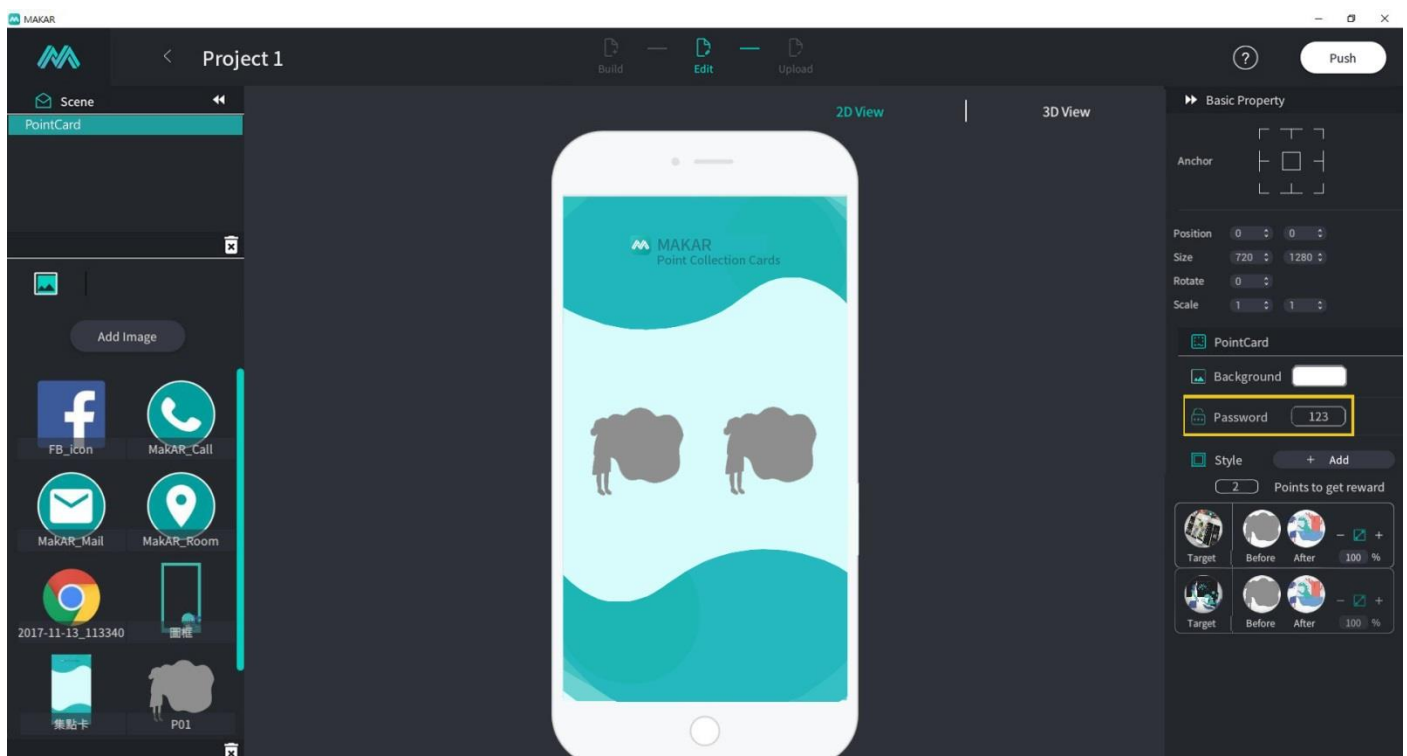
When you have more than one target image, you may create multiple Point Collection Types by clicking on +Add under Basic Property to upload new image recognition



By repeating the previous instructions, you can quickly finish new point collection types and layouts.

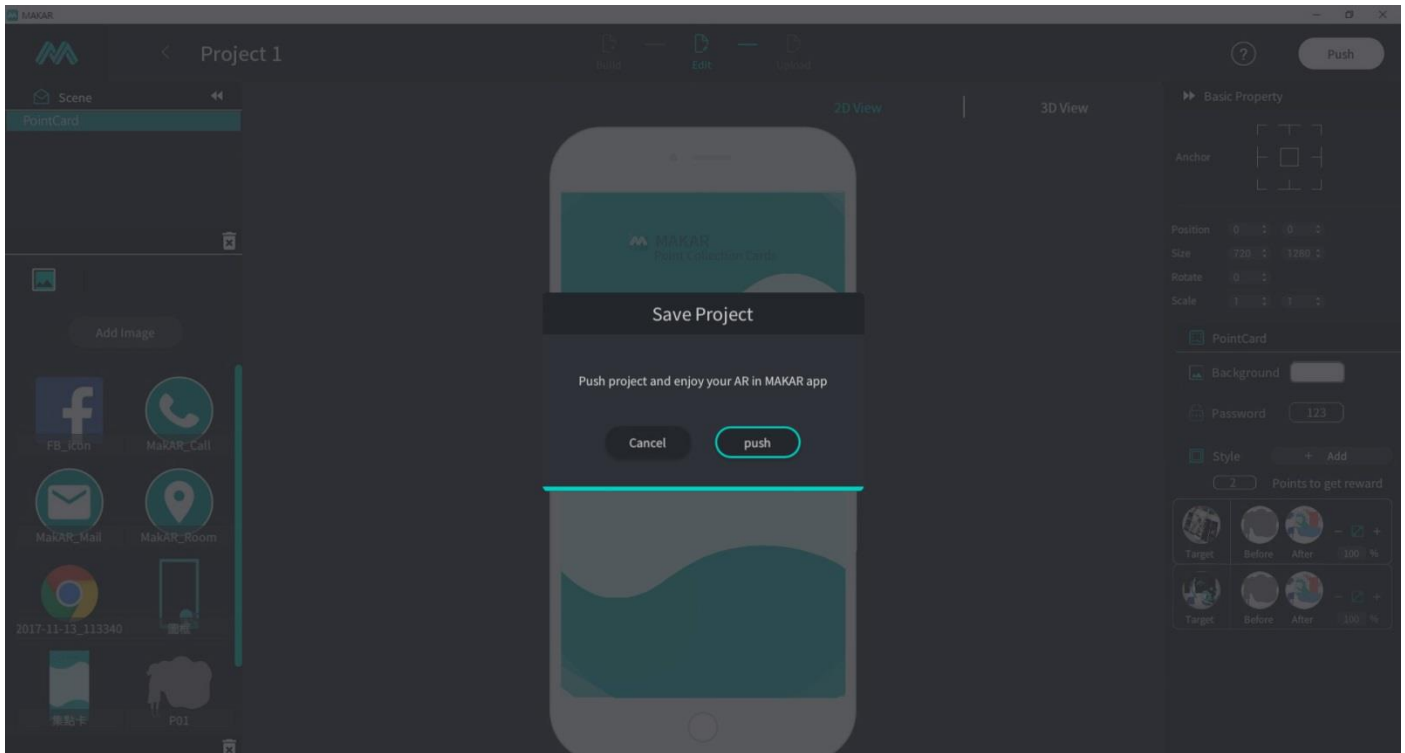


When users of your point collection activity want to exchange the activity rewards, you can set up passwords to avoid mishaps on touch screens.





Upload and update project.

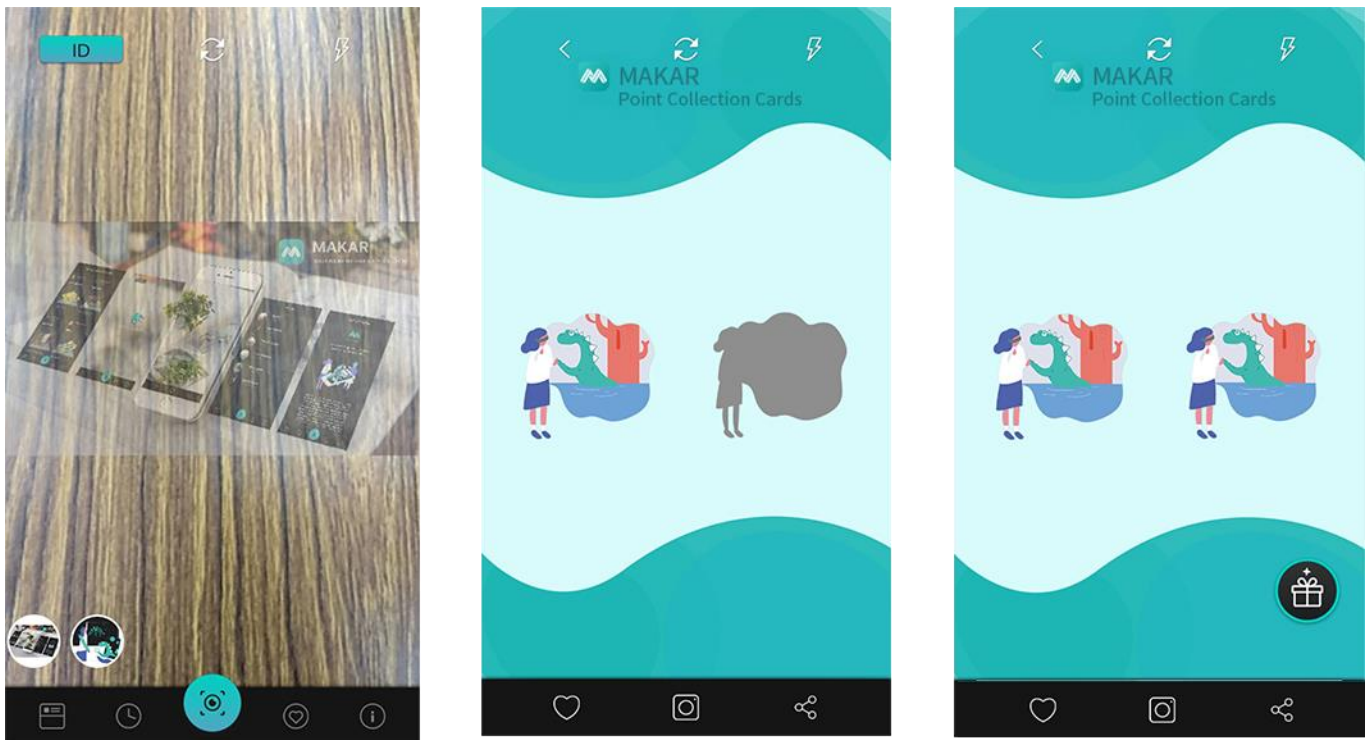


Open your APP and enter your MAKAR ID; you will see two available target images for scanning.

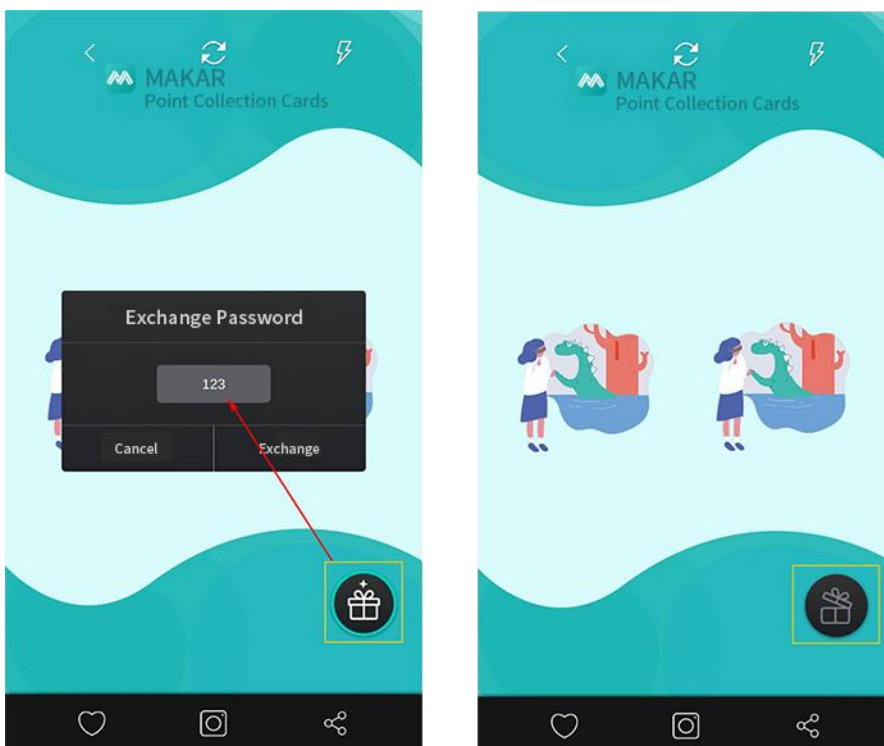


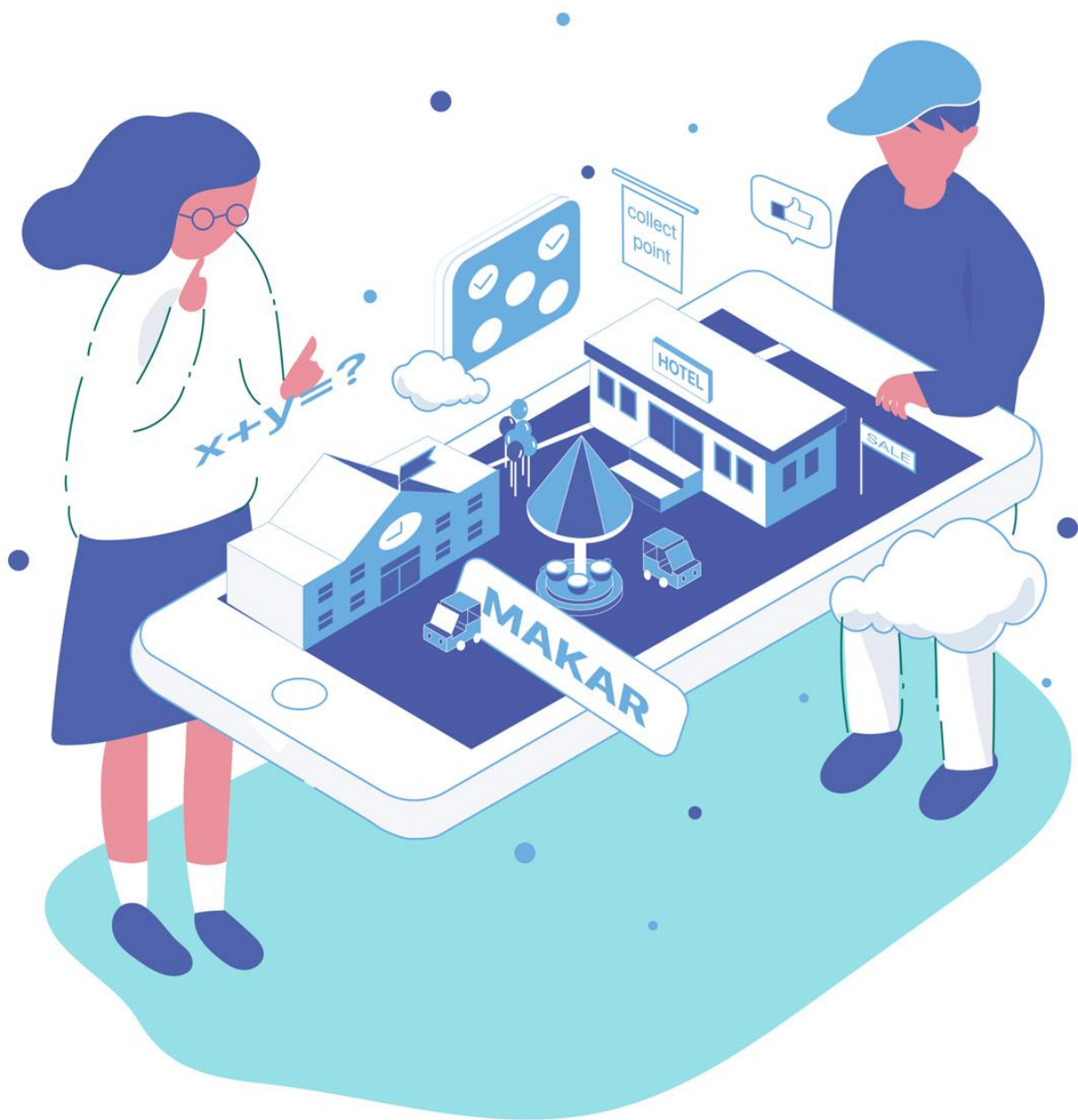


When you trigger target image scanning, you will enter into the Point Collection display. Once point collection is completed, the exchange function at the bottom-right corner will be activated.



Once exchange is clicked, Enter Password icon will pop up. Please have an administrator key in the password to complete the exchange.





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