Getting Started with Mixed Reality Tools for the SMART Document Camera™



This guide provides the information you need to use Mixed Reality Tools for the SMART Document Camera™.



Mixed Reality Tools enable you to insert and manipulate 3D models in SMART Notebook™ colaborative learning software files.

When you use Mixed Reality Tools with a SMART Document Camera, you can enter Mixed Reality mode by assigning a 3D model to the mixed reality cube.

To get started with Mixed Reality Tools, you'll need:

- SMART Notebook 10.8 software or later
- A SMART Document Camera 330
- A mixed reality cube
- The mixed reality mat (optional). This printable mat is available at smarttech.com/kb/160487

Activating Mixed Reality Tools



You need a SMART Document Camera to manipulate 3D models using the mixed reality cube.

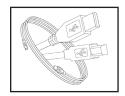


You don't need a SMART Document Camera to insert and use 3D models in SMART Notebook files.

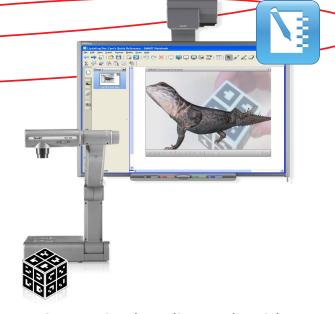
If you want to purchase a product key for Mixed Reality Tools after the 90-day trial, contact us at 1.888.42.SMART.

To activate Mixed Reality Tools with a SMART Document Camera:

 Connect your SMART Document Camera to a USB hub on your computer



USB cable



To activate Mixed Reality Tools without a SMART Document Camera:

 Select the SMART Document Camera Mixed Reality Tools checkbox when installing SMART Notebook software



Mixed Reality Tools installation option

TIP: To view the number of days remaining on your trial, click the **Help** menu in the SMART Notebook software toolbar, and then select the **Check for Updates and activation** menu item.



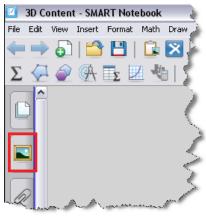
Accessing SMART product activation information

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Accessing 3D model files

To get 3D models:

Get 3D models from the SMART Notebook Gallery Sampler, the SMART Exchange™ website or Google™ 3D Warehouse. All of these options can be accessed from the Gallery tab in SMART Notebook software.



SMART Notebook Gallery tab

3D file types that are compatible with Mixed Reality Tools include:

- .dae Collada™
- .obj 3D object
- .fbx − FBX® file

SMART Notebook Gallery Sampler

- 1. Click the **Gallery** tab. A Gallery pop-out appears
- 2. Click the **Gallery Sampler** folder to access 3D models
- 3. Click the **3D Objects** menu, and then drag and drop a model into the work area



3D Objects menu

SMART Exchange website

- 1. Click the **SMART Exchange** link in the Gallery Sampler folder
- 2. Click the **Search** link. This will take you to the SMART Exchange website.
- 3. Select the **File Type** tab and click **3D content**

Google 3D Warehouse

Google 3D Warehouse is an online repository of 3D models. The Gallery tab in SMART Notebook software includes a link to Google 3D Warehouse.

- Click the Google 3D Warehouse link in the Gallery Sampler folder
- 2. Search or browse for a 3D model



Google 3D Warehouse link

- 3. Click the image you want to download
- 4. Click the **Download Model** button
- 5. Click the **Download** link beside Collada
- 6. Save the zip file to your computer



Collada download option

7. Right-click the zip file and select **Extract All** files

Google SketchUp

Don't see what you're looking for? Download Google SketchUp at sketchup.google.com to create your own 3D models or convert 3D models into Collada, 3D object or FBX file formats.

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Inserting 3D model files

Once you've inserted your image, you can drag it to **My Content** in the Gallery.

To insert a 3D model

 Drag and drop a 3D model file into a SMART Notebook file from anywhere on your computer

OR

Select Insert > 3D File

Using Mixed Reality Tools

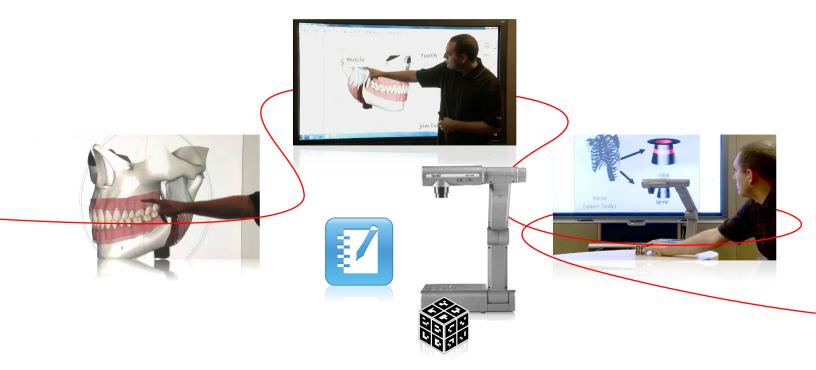
To manipulate a 3D model

- Place the mixed reality cube under the SMART Document Camera. The 3D object will automatically transition to the cube within seconds.
- 2. Pick up the mixed reality cube and move or rotate it in your hand

NOTE: You can also use the 3D model rotation handles on the SMART Board interactive whiteboard.

Resources

For information about the SMART Document Camera, view the SMART Document Camera 330 User's Guide at smarttech.com/kb/143838.



Turn your classroom into a spontaneous and dynamic learning environment

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