



# Student handbook

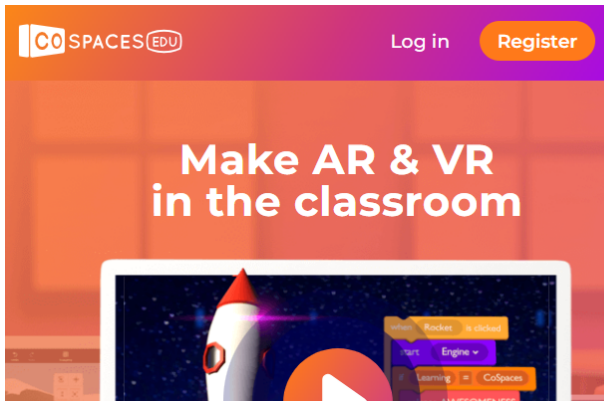


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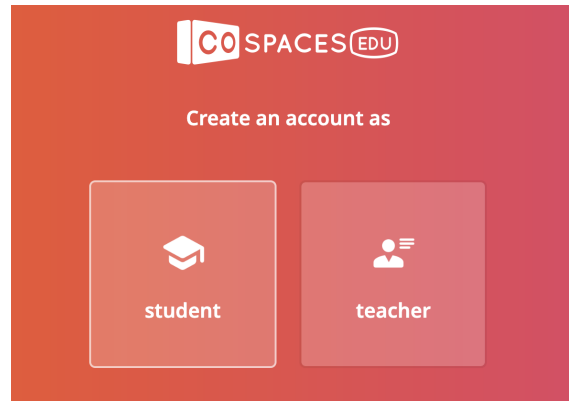
Step-by-step guide for  
students getting started  
with CoSpaces Edu

# 1. Register

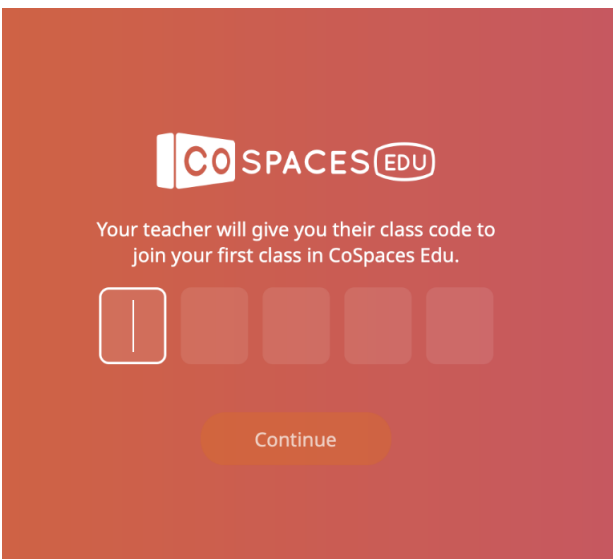
1. Go to [cospaces.io](https://cospaces.io) and click **Register** to create your account.



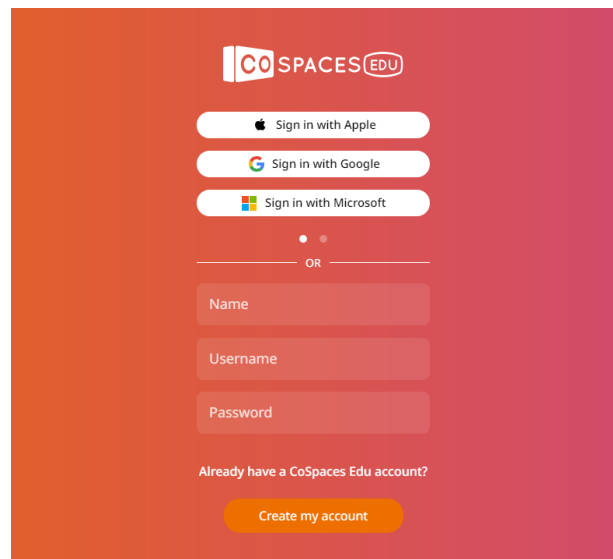
2. Create an account as a **student**.



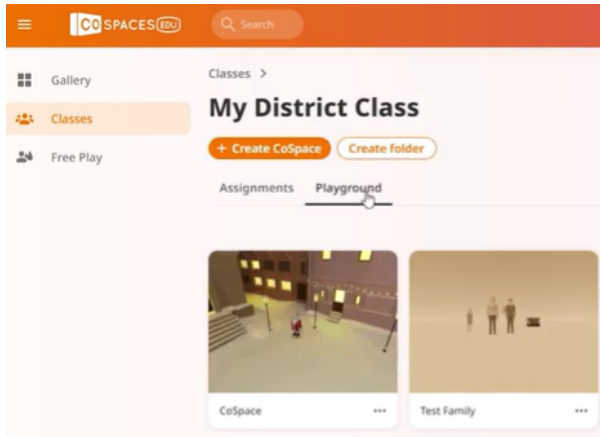
3. Enter the **class code** that your teacher gave you and click **Continue**.



4. Choose the appropriate login option and click **Create my account**.



## 2. Create

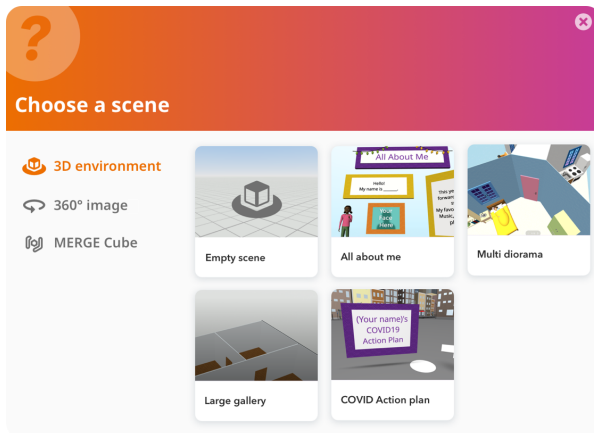


Click **Classes** and enter your class to view your assignments.

If your teacher allowed it, you can create your own CoSpaces in a **Playground**.

Start by exploring the welcome CoSpace to get familiar with the basics.

To create a CoSpace, click **Create CoSpace**.

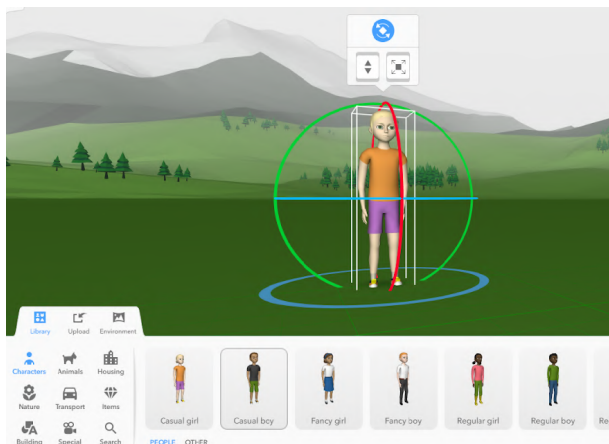


To start with, you can choose the first scene to build in.

You can create inside of a **3D environment** of your choice and view it in VR and AR.

You can also build upon a **360° image** that you choose and view it in VR.

If you're lucky to have this extra option, you can even build for the **MERGE Cube!**



Drag and drop 3D objects from the **Library** to add them to your scene.

You can even build your own using building blocks under **Building**.

Go to **Upload** to add 3D models, images and GIFs, videos, and even sounds!

## 3. Explore

The magic is that you can explore your CoSpaces in many ways!



### Play mode

The **Play mode** lets you easily explore a CoSpace and move around it on any device. Simply open a CoSpace and click **Play**.



### Gyro mode

You can explore a CoSpace with the Gyro mode using a **tablet** or a **smartphone** and the **CoSpaces Edu mobile app**. This lets you move your device to look around your CoSpace through the screen.

Open a CoSpace in **Play** mode and click the **Gyro** icon.



### VR (Virtual Reality) mode

Your creations can be experienced in VR using the ClassVR headsets or with a mobile VR headset. To explore with mobile VR, open the **CoSpaces Edu mobile app** on a VR-compatible smartphone, **Play** your CoSpace and click the **VR** icon.



### AR (Augmented Reality) mode

Using an AR-compatible tablet or smartphone, open the **CoSpaces Edu mobile app**, **Play** your CoSpace and click the **AR** icon.





# Student checklist

Simply follow the steps below to start using CoSpaces Edu.

## Create your CoSpaces Edu account

- From a computer, go to [cospaces.io](https://cospaces.io) and click **Register**. From a phone or tablet, install the CoSpaces Edu app.
- Create an account as a **student**.
- Enter the **class code** provided by your teacher.
- Choose your login. Use something you're sure to remember!
- Let your teacher know if you need help to join CoSpaces Edu.

## Enter your class

- On the left menu, go to **Classes** and enter your class.
- Let your teacher know if you can't find your class in CoSpaces Edu.

## Open your assignment

- When your teacher gives you an assignment, you'll find it in your class.
- Make sure to read the assignments' instructions before getting to work!



# Key application videos

These tutorials explore some of the key applications of CoSpaces Edu!  
Scan the QR codes below or click the links to watch the videos.



## 360° tours

Learn how to build your own 360° tour

[youtu.be/Mi5MYVpAmuU](https://youtu.be/Mi5MYVpAmuU)



## Virtual exhibitions

Learn how to design a virtual exhibition

[youtu.be/xQU60KryO2E](https://youtu.be/xQU60KryO2E)



## Storytelling

Learn how to create an interactive story

[youtu.be/SAaLoXmpUig](https://youtu.be/SAaLoXmpUig)



## Games

Learn how to program and play your own game

[youtu.be/uzbVklWZAUc](https://youtu.be/uzbVklWZAUc)



## Simulations





Learn how to visualize or simulate anything in 3D

[youtu.be/vtclENCImGo](https://youtu.be/vtclENCImGo)


# Desktop shortcuts

## EDITOR

### Navigation:

	= Rotate camera view	<b>V</b>	= Center in on selected object
	= Zoom in/out	<b>C</b>	= View whole scene
<b>SPACE</b> + 	= Move camera view	<b>+</b>	= Zoom in
<b>SPACE</b> + 	= Zoom camera to mouse position	<b>-</b>	= Zoom out

### Building:









<b>R</b>	= Rotation mode	<b>CTRL</b> + <b>A</b>	= Select all objects
<b>S</b>	= Turn grid snapping on/off	<b>CTRL</b> + <b>C</b>	= Copy selected object(s)
<b>G</b> / <b>U</b>	= Group/ ungroup selected objects	<b>CTRL</b> + <b>V</b>	= Paste object(s)
<b>ALT</b> + 	= Duplicate and move	<b>CTRL</b> + <b>D</b>	= Deselect object(s)



### CoBlocks:

<b>CTRL</b> + <b>C</b>	= Copy selected CoBlock(s)
<b>CTRL</b> + <b>V</b>	= Paste CoBlocks
<b>CTRL</b> + <b>A</b> + <b>C</b>	= Copy all CoBlocks from the current workspace









# PLAY MODE

## Flying camera:

-   = Move forward
-   = Move left
-   = Move backward
-   = Move right





-  = Move up
-  = Move down


## Walking camera:


-   = Move forward
-   = Move left
-   = Move backward
-   = Move right

-  = Jump

## Orbit camera:

-  = Rotate camera view
-  +  = Move camera view
-  = Zoom in/out


-  = Zoom in

-  = Zoom out


# Mobile shortcuts

## EDITOR

### Navigation:

 = Rotate camera view left/ right

 = Zoom in/ out

 = Tilt camera view up/ down


 = Move camera view

### Building:

 = Select object

 = Scale object


 = Move object

 = Open object inspector

## PLAY MODE


 = Object interaction

### Walking/ Flying/ Fixed camera:


 = Turn camera

 = Move forward

### Orbit camera:

 = Rotate camera view left/ right

 = Zoom in/ out

 = Tilt camera view up/ down

 = Move camera view

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