

ARscape Documentation: Using ARscape

First, download the program, and then double click the ARscape setup.exe.

Begin Video

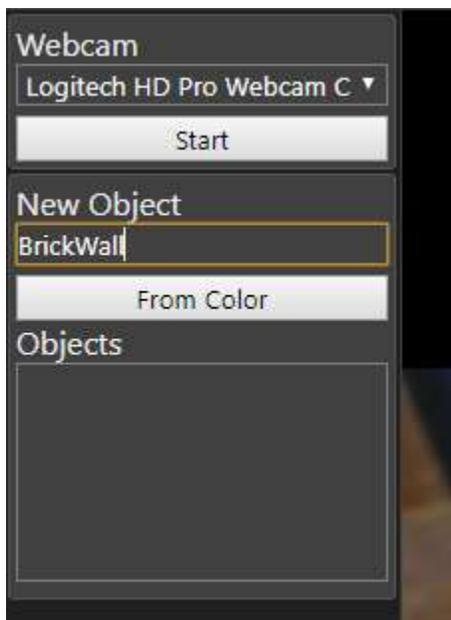
To begin the video feed, make sure the dropdown under Webcam on the top left of the application window has the correct camera selected. Click the “Start” button underneath it to begin the stream.

Adjust View

To adjust the view maximize the application window. Then right click on the image in the video window on the right side to move it around. Use the scroll wheel to zoom in and out. Left click on it to change orientations. You can adjust this at any time.

Create Object

To create a new object, you must first type in a name under New Object. For example, “BrickWall”.



Then select the From Color button and click on the color in the video window on the left that you would like to attach your object to.

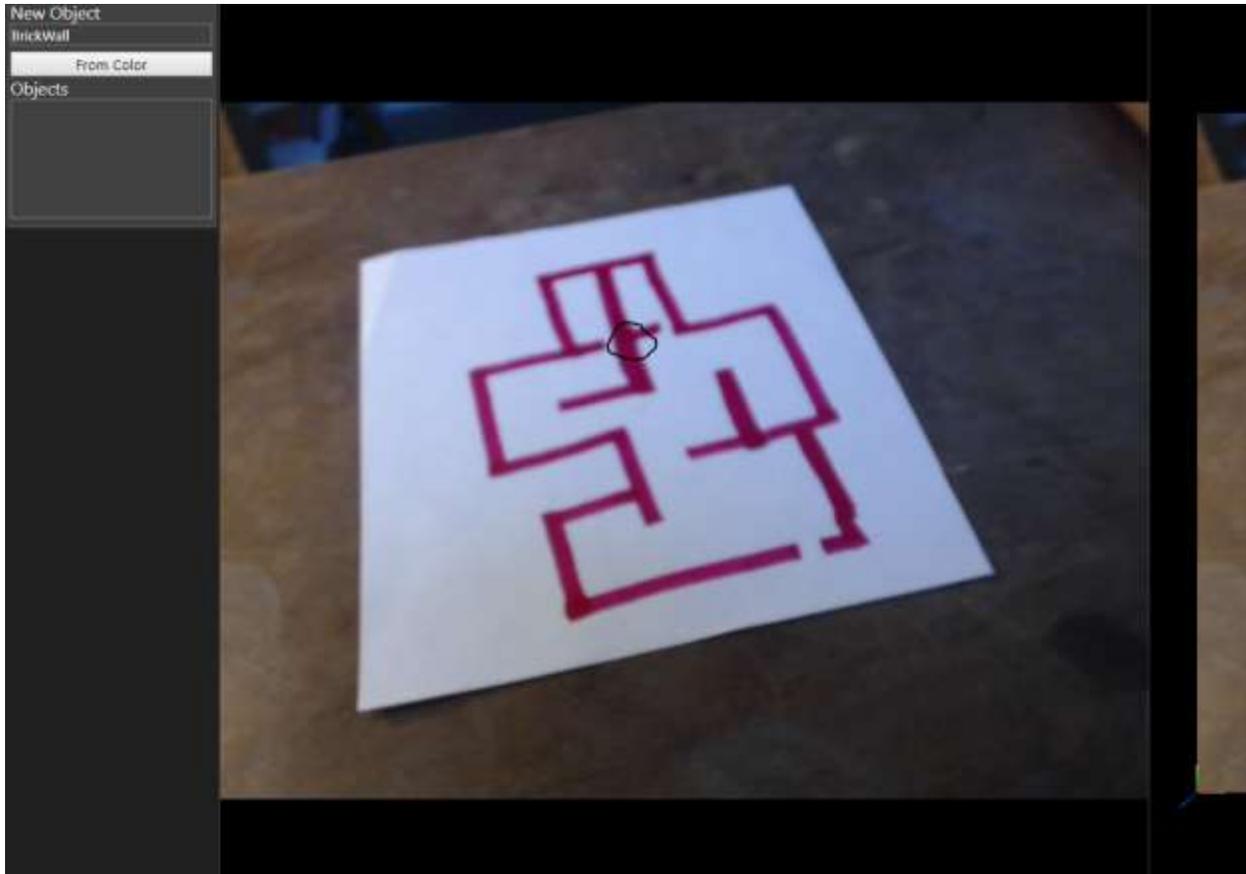
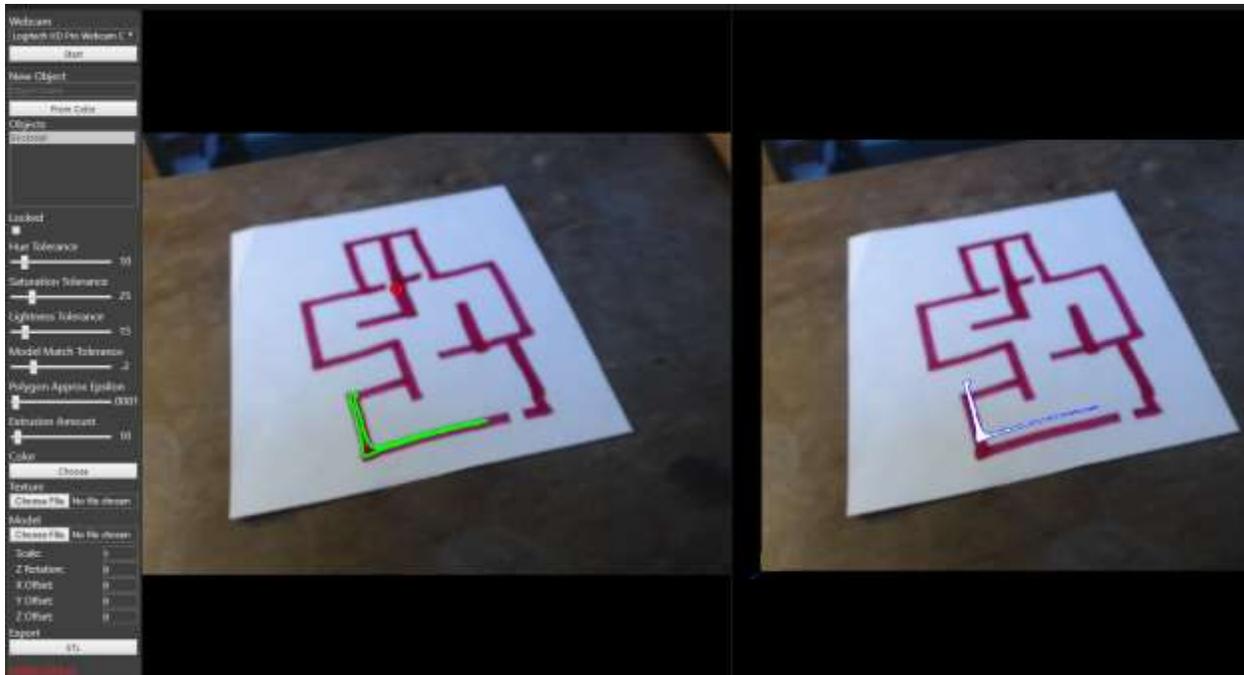
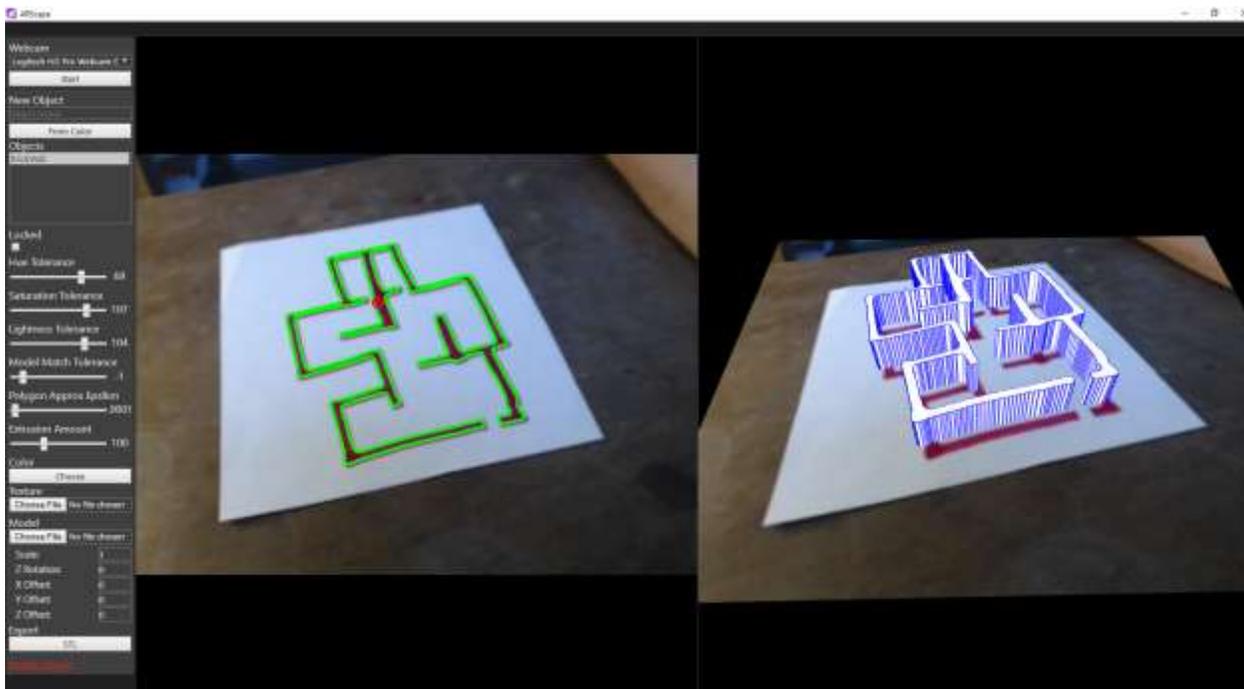


Figure 1 Pick a thick line if possible to get a good representation of the color

You will now see new options appear on the left side. The white extrusion may not match your color very well yet- that is okay. You can use the sliders on the left to adjust until they match adequately.

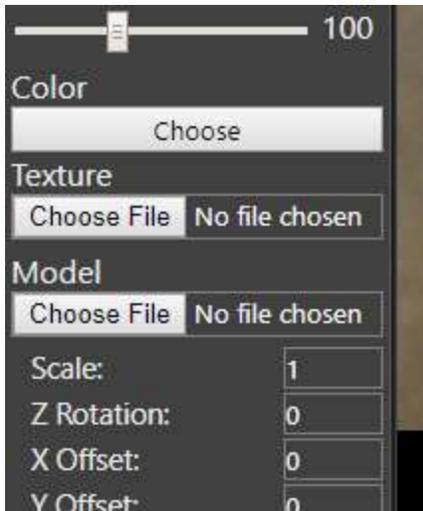


Play around with Hue, Saturation and Lightness Tolerance until you are satisfied with the match. You can also explore the other sliders as well.

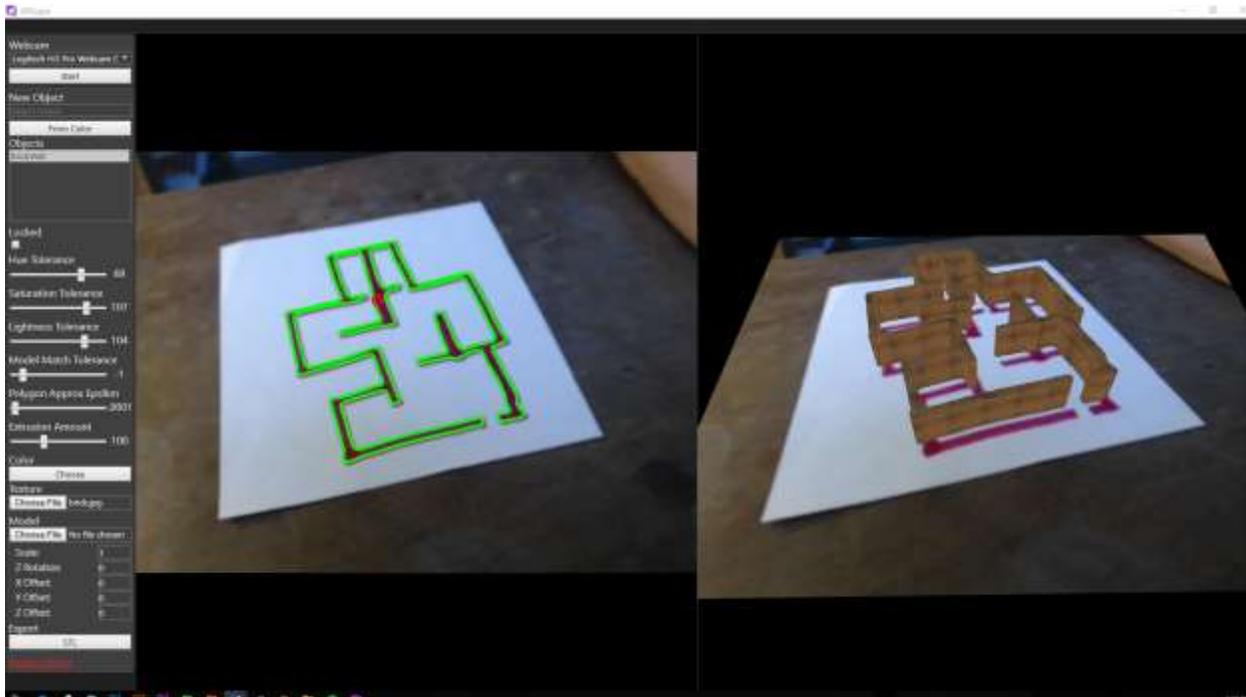


Now raise the extrusion so that the walls are visible. Make sure the view (the right hand window) is adjusted to your liking (by grabbing the image in the right window with your left mouse click).

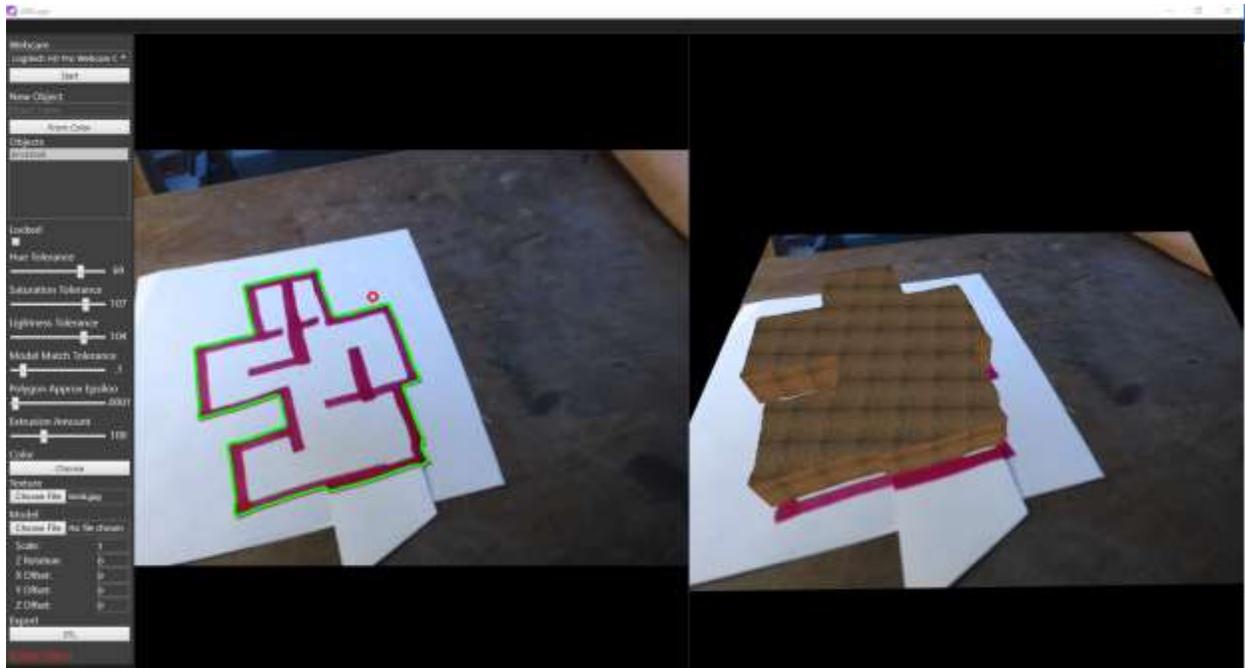
Let's add some texture. Grab a PNG or JPEG image from the web, and upload it using the Choose File button under Texture on the bottom left.



Once you upload your image give it a second to appear.



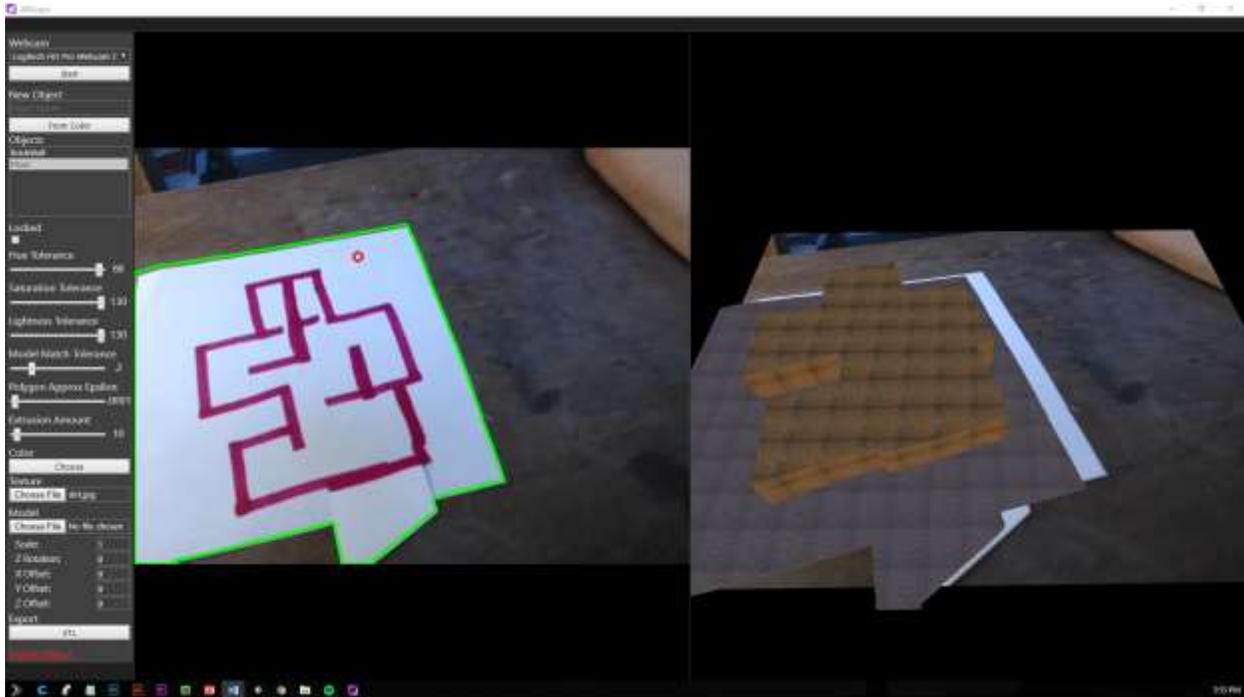
If you would like to close off the space from view you can do so by closing the outline of the object with a line or tab of the same color.



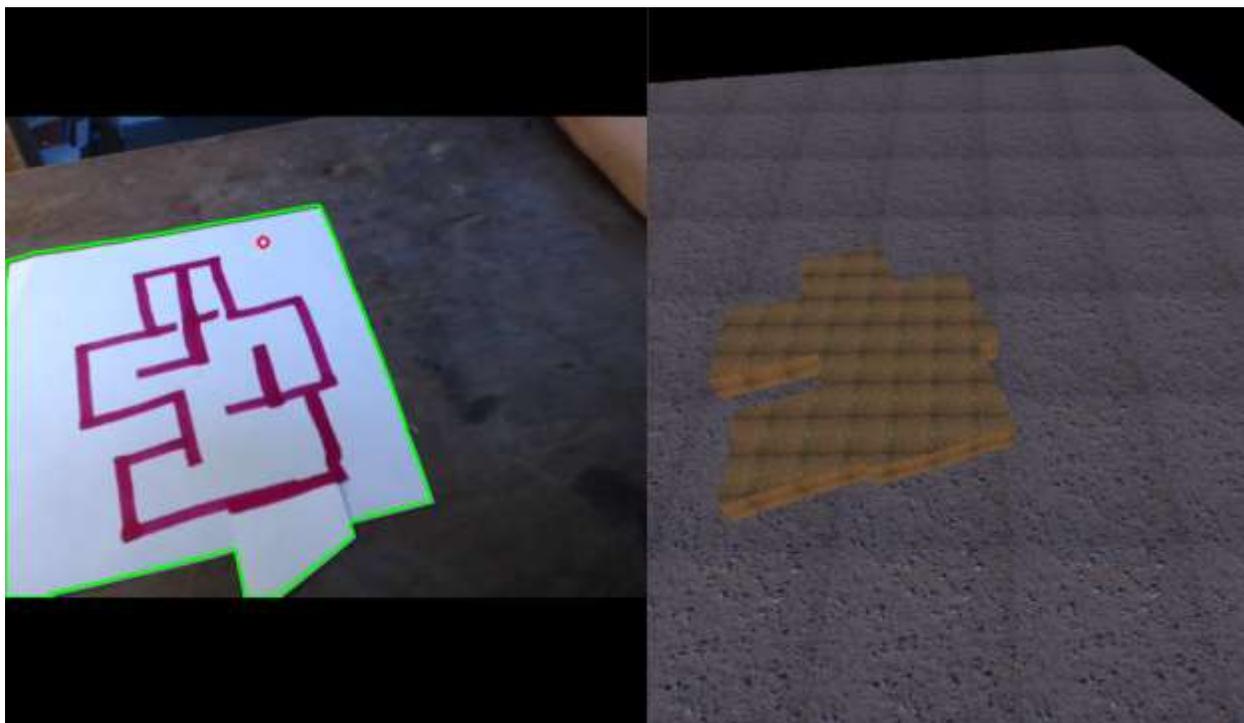
You now have your walls!

Add a Floor or Map:

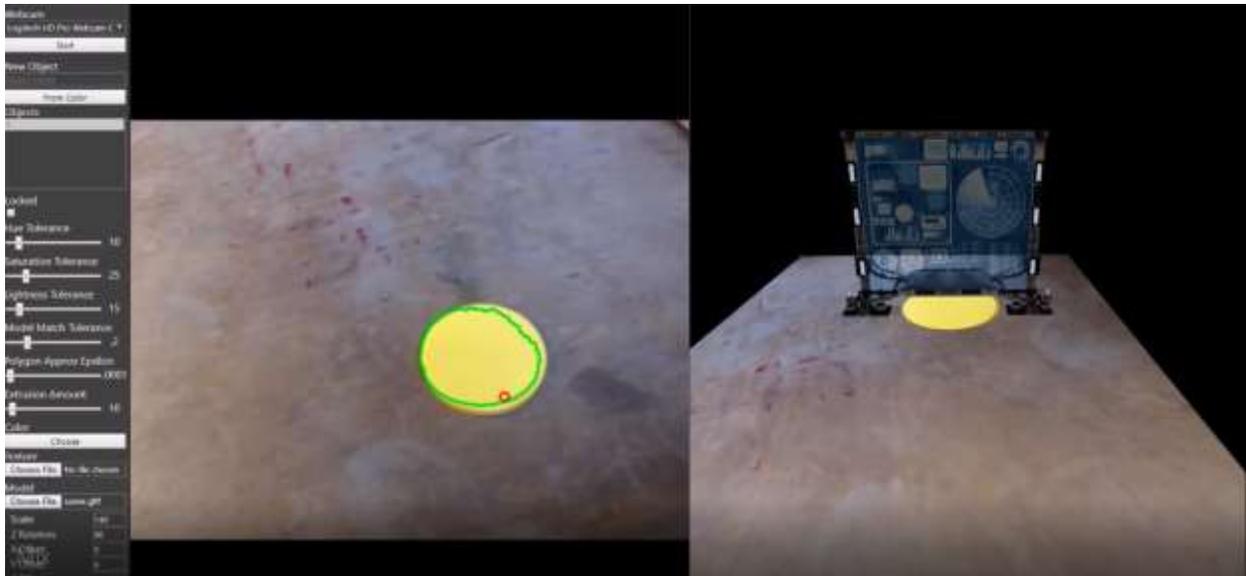
If you would like to add a floor or map, simply create a new object and select a homogenous base color under the walls (in this case, I will use the white paper the building is drawn on) and upload an image to it. Then set the extrusion slider to 1. Upload the image you want for your floor.



You can upload maps using this method as well, and enter a larger number in the Scale section under Model to zoom in and out.



Now if we want to add an object to the scene all we have to do is select yet another color and create a third object. For this example I am using a GLTF file from SketchFab. The model name is HoloBoard, created by TooManyDemons at <https://sketchfab.com/3d-models/holoboard-0644f1b2450543e2a96d5eae496798b6>



These are the basics of ARscape, but feel free to explore the program further. If you would like to export your scene to an STL file, click the button at the bottom of the left hand panel that says Export STL.

For more documentation check out the official ARscape wiki at <https://github.com/Alaeron/ARscape-Public/wiki>