CLASSVR

CREATING CONTENT TO USE WITH CLASSVR

With ClassVR, you have access to over 1000 different resources; however we know that creativity is always at the heart of teaching. That is why we have made it easy to upload your own created content using the ClassVR portal.

3D Modelling

Paint 3D – Only with Windows 10, free with the Creators Update. Very simple to use and exports models directly into .glb format. A step-by-step guide to Paint 3D and ClassVR can be found HERE.

Vectary - www.vectary.com Advanced online 3D modelling tool. Creates detailed models but can be complex to use. Can only export models on a paid plan.

SketchUp - www.sketchup.com Requires paid account to export 3D models.

CoSpaces- www.cospaces.io Our CoSpaces integration provides a platform which allows teachers and students to create and code their own 3D worlds and explore them on your ClassVR headsets.

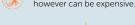## Other sources of 3D models

Sketchfab - www.sketchfab.com Thousands of free 3D models with Creative Commons Attribution licences. Some paid models.

Thingiverse – www.thingiverse.com One of the largest collections of STL files for 3D printing.

Turbosquid – www.turbosquid.com High quality 3D models, however can be expensive.

360 Photography

ThingLink - www.classvr.com/thinglink-and-classvr Our Thinglink integration provides a free platform which allows you to seamlessly create interactive images and videos with labels, hotspots, tours and much more.

Flickr – www.flickr.com Requires an account, most photos are reserved by copyright.

360Cities – www.360cities.net Requires licencing, only suitable for large organisations.

Pixexid – www.pixexid.com Some 360 images are available for free, though you need to check carefully for copyright agreement if using commercially.

Sites for converting to GLB

Blackthread.io - www.blackthread.io/gltf-converter Useful tool for converting some files to .glb for free. Uses a drag and drop function and can convert textures.

Editing 360 images/videos

Full guide to editing 360 images and videos using Windows 10 can be found here: www.classvr.com/editing-your-own-360-content

Helpful support guides

Click here for a useful article on:
Uploading 360 images and videos

Click here for a useful article on:
Using your 3D models with the ARCube

Click here for a useful article on:
Converting and uploading 3D models

Click here for a useful article on:
Clearing the cache (useful if you are using a lot of large files)