

# CMS Quick Start Guide

## Introduction

This guide is intended as an introduction to creating and publishing Augmented Reality on the BUNDLAR Content Management System. This brief tutorial will walk you through accessing your account for the first time, the basics of creating and adding content to your first Bundle, and publishing your Bundle to view on the BUNDLAR app.

For more advanced techniques, see the *Further Resources* section at the end of this guide.

This guide is current as of 10 Mar 2023.

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## Account Access

To access your account for the first time, check your inbox for an email from BUNDLAR with the subject "Welcome to BUNDLAR CMS!" Follow the link to our CMS and create a new password. Your password must contain:

- 8-25 characters
- 1 number and 1 symbol

If you are resetting your password, make sure that it is not too similar to a previous password. Once you have created your new password, log in to the [BUNDLAR CMS](#).

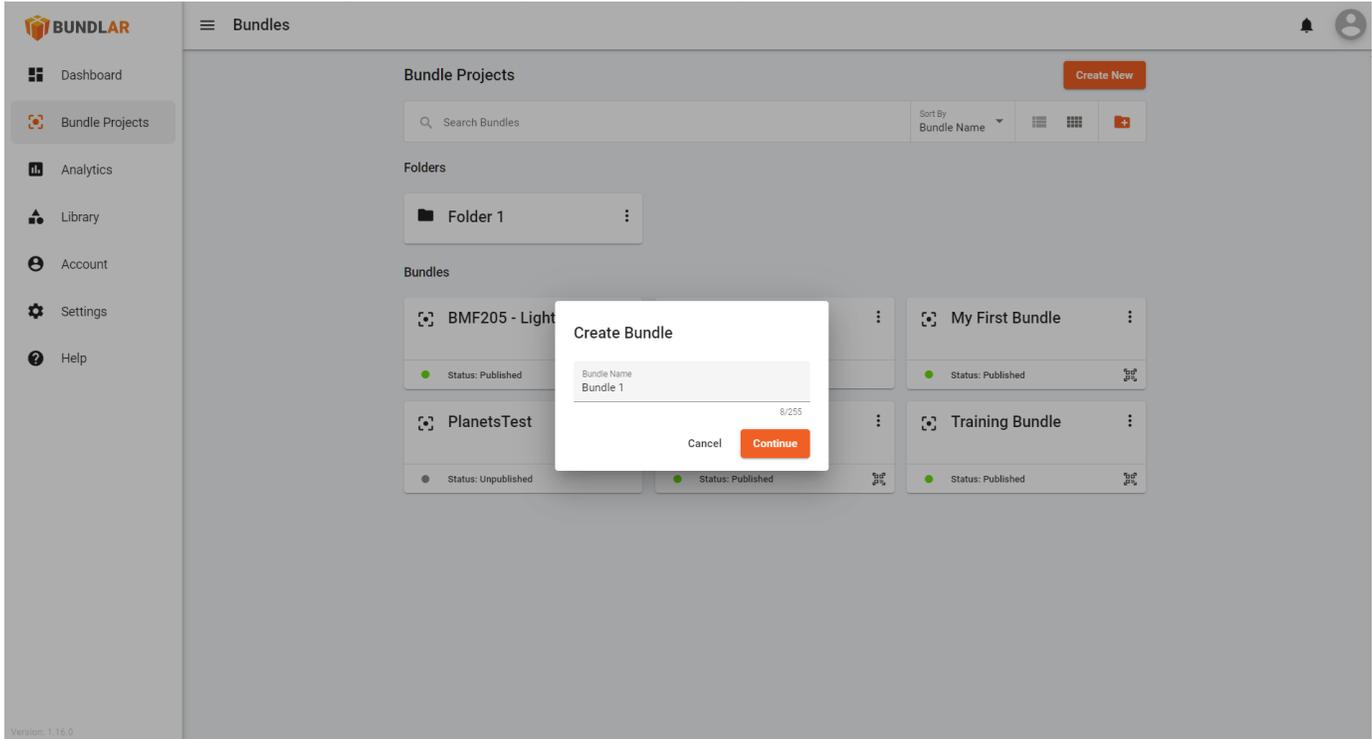
If you don't see an email about accessing your account, contact [support@bundlar.com](mailto:support@bundlar.com).

**i** If you don't have an account yet, [contact us](#) to get started with a trial.

## Create a Bundle

A Bundle is a collection of Augmented Experiences. Bundles are made up of Experiences, and Experiences in turn are made up of assets. If a Bundle is like a website, Experiences are the individual webpages, and assets are the content on the page.

To start making your own Augmented Reality with BUNDLAR, you will first need to make a Bundle.



## Create Your First Bundle

### Materials Needed

- A descriptive Bundle name (such as “My First Bundle” or “AR Business Cards”)

### Instructions

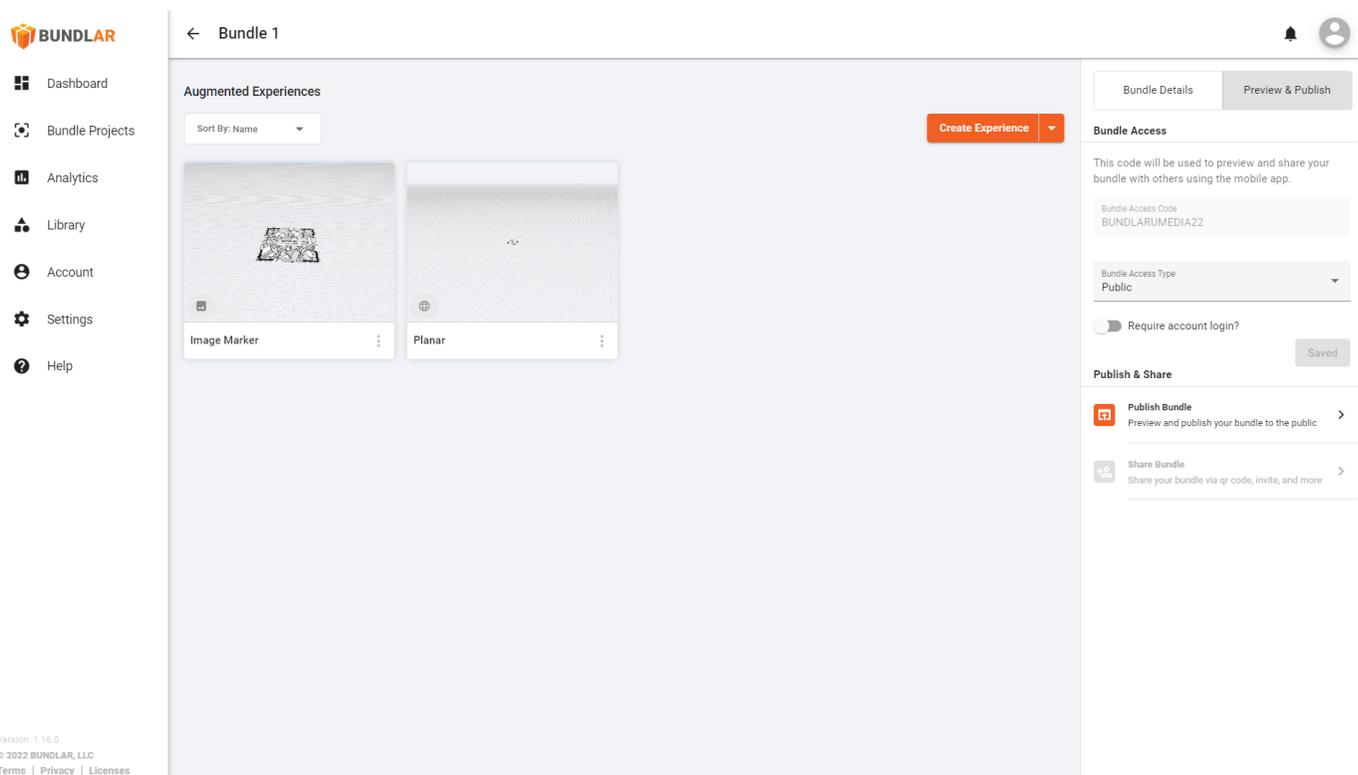
1. Click the orange “**Create New**” button.
2. Enter a descriptive name for your new Bundle.

## Create an Experience

Once you have created a Bundle, you will need to make Experiences to fill it. An Experience is a single instance of Augmented Reality. Each Experience is then made up of a collection of assets such as 3D models, videos, or labels.

Experiences can have different kinds of triggers which prompt the Experience to begin. An *image marker* is a kind of trigger which launches an Augmented Experience when a user points their device camera at a distinct image. Examples of good image markers include logos, illustrations, and photographs of people, objects, or busy scenes. Gradients, repetitive patterns, and small text do not work well as image markers.

**i** For more information on what makes a good image marker, as well as required file type and size, see our [Asset Guidelines](#).



## Create an Experience with an Image Marker

### Materials Needed

- A distinct image marker in JPEG format, no larger than 800x800px and no smaller than 400x400px.
- A descriptive Experience name (such as “My First Experience” or “Elizabeth’s Business Card”)

### Instructions

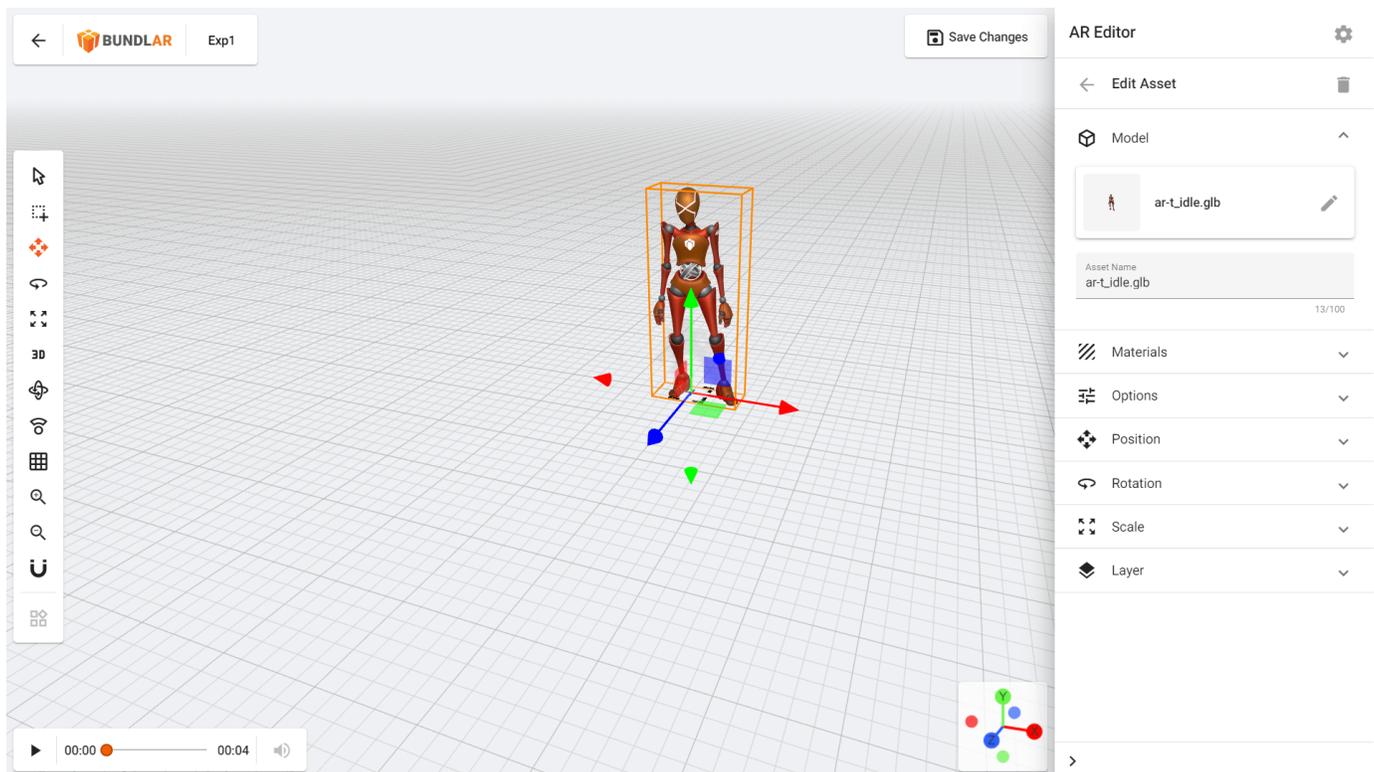
1. Inside your Bundle, click the orange **“Create Experience”** button.
2. Select **“Image Marker”** from the dropdown.
3. Enter a descriptive name for your new Experience.
4. Click **“Browse Library”** to select a previously uploaded image marker, or **drag & drop** a file from your computer.

## Add an Asset

All content in an Experience is made of different assets. Examples of assets include 3D models, images, videos, labels, buttons, and more. When a user triggers your Experience, the assets you have added will display in 3D space.

Once you upload an asset, you can easily reposition it by selecting one of the Position, Rotation, or Scale tools on the left panel and using the red, green, and blue manipulators to adjust it.

 For more information on specific kinds of assets, see our [Asset Guidelines](#).



### Add a 3D Model

#### Materials Needed

- A 3D Model in FBX or glTF format. You can find sample 3D models [here](#).

#### Instructions

1. Click **“Edit Experience”** in the top right corner.
2. Click **“Add Asset,”** then select **“3D Model”** from the list of asset types.
3. Click **“Browse Library”** to select a previously uploaded model, or **drag & drop** a file from your computer.

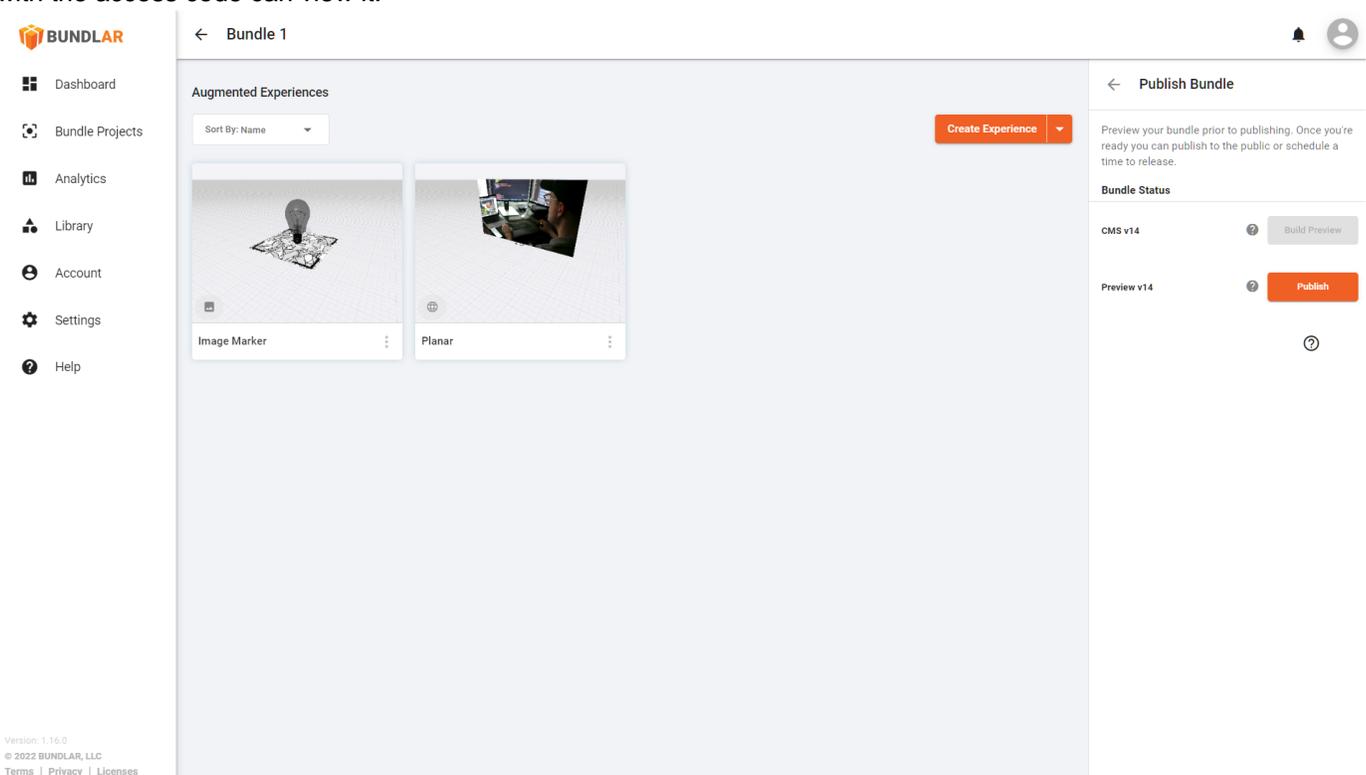
## Preview & Publish

To view your Bundle on a mobile device, you must first create an access code, build the preview, and publish the Bundle publicly.

A Bundle access code is a unique code which users will enter on their device to download your Bundle. Once you assign a Bundle access code, it cannot be changed.

Before publicly publishing your Bundle, you will always have the option to preview it. Previews are only viewable by users you have added (see *Share Bundle*). This function allows you to test your Experiences before they are publicly available, and is especially helpful as a staging area when pushing updates to existing Bundles. You will always need to build the preview of a Bundle before publishing it.

Finally, when you are ready to share your Bundle publicly, simply publish it. Once a Bundle is published, anyone with the access code can view it.



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## Publish Your Bundle

### Materials Needed

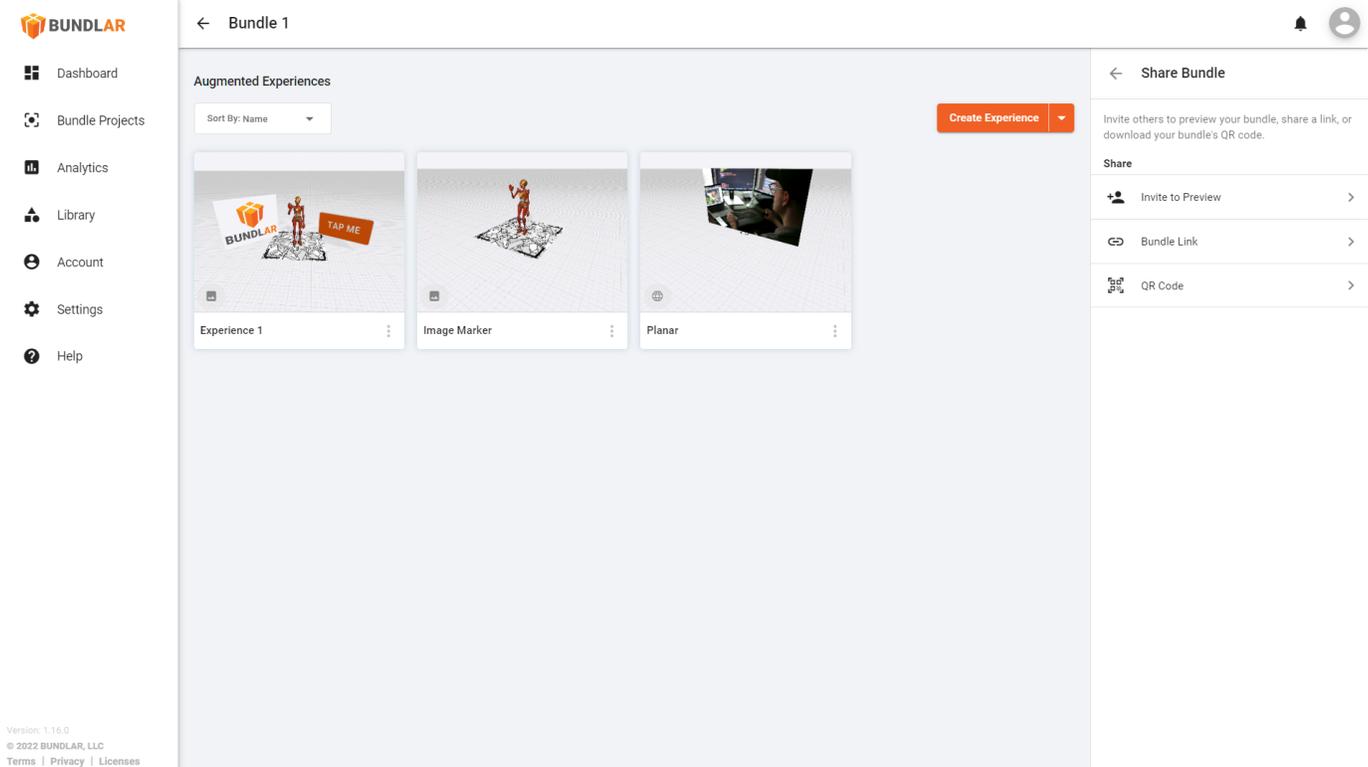
- A unique Bundle access code at least 6 characters in length (such as “BUNDLARCARD”)

### Instructions

1. Open your Bundle. Under General Information in the right side panel, click **“Preview & Publish.”**
2. Enter a custom Bundle access code and click **“Save.”**
3. At the top of the side panel, click **“Publish Bundle.”**
4. Click **“Build Preview.”** It may take up to 30 minutes to build your Bundle.
5. Once your preview is ready, click **“Publish.”**

## Share Bundle

Under the Preview & Publish panel, there are also several options to share your Bundle, including QR Code and Invite to Preview.



The screenshot displays the BUNDLAR web interface. On the left is a navigation sidebar with the BUNDLAR logo and menu items: Dashboard, Bundle Projects, Analytics, Library, Account, Settings, and Help. The main content area is titled 'Bundle 1' and shows 'Augmented Experiences' with a 'Sort By: Name' dropdown and a 'Create Experience' button. Three experience thumbnails are visible: 'Experience 1', 'Image Marker', and 'Planar'. On the right, a 'Share Bundle' panel is open, containing the text 'Invite others to preview your bundle, share a link, or download your bundle's QR code.' and a 'Share' section with three options: 'Invite to Preview', 'Bundle Link', and 'QR Code', each with a right-pointing arrow.

The **QR Code** allows users to access your Bundle by scanning it with their camera. A unique QR code is automatically generated for your Bundle when you set the access code.

Use the **Invite to Preview** function to share your Bundle preview with other email addresses. Invited previewers will be able to access your preview Bundle by making an account in the BUNDLAR app. Please note that a CMS account is different from an app account.

For more information on sharing preview Bundles, see our [guides](#).

## View on App

Now that you have created and shared your Bundle, it can be viewed on the BUNDLAR app. All Bundles must be downloaded using a Bundle access code or QR code. Once downloaded, you can access your Bundle at any time--with or without an internet connection.

In order to view an image marker Experience, you will need access to the image marker. Markerless Experiences (formerly planar), which can be placed on any flat surface, only need the associated Bundle access code or QR code to be viewed.

For more information about placing markerless Experiences, see our [guide](#).

## View Your Image Marker Experience

### Materials Needed

- A published Bundle access code
- Your Bundle's image marker

### Instructions

1. Install the BUNDLAR app for iOS or Android. Open the app.
2. Type in your Bundle access code.
3. Tap "Download Bundle."
4. Point your device camera at the Experience image marker.
5. View your Experience and enjoy.



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## Further Resources

For further information on the Bundle building process, advanced techniques, or BUNDLAR support, please see the resources below.

### BUNDLAR University

For thorough step-by-step instructions on how to use the CMS and app, visit the [BUNDLAR University](#) on our [website](#).

### Asset Support

See the resources below for additional information about asset specifications, optimization, and best practices.

- [Asset Guidelines](#)
- 3D File Size Reduction Guide
- Video File Size Reduction
- Bundle Creation Best Practices
- Bundle Ideation Process
- Converting CAD to Mesh

### Contact Customer Success

To schedule a training session or request additional support, contact [support@bundlar.com](mailto:support@bundlar.com).