# <u>Instructions</u>

# Seven Grams

An AR experience for Android & IOS

(The version submitted to the festival is an .apk file which is only compatible with Android phones, however the final version will be available on both Android & IOS)

Length: around 22 minutes
Space required: standard 2x2m
User position: Standing (then seated, if the user chooses to sit)

## <u>Hardware required</u>

The experience will run on any Android phone compatible with Google Play Services for AR (previously AR Core). We recommend using an Android phone as powerful or more powerful than a Samsung Galaxy S8 (2017).

## <u>Installation Guide</u>

**Put your Android phone in developer mode**
1. Go to Settings
2. Go to "about phone" / "about device"
3. Go to software information
4. Tap five times on "Build" number

WARNING : This may vary according to the phone model.

**From a computer:**
1.1 Plug in your Android Phone to your computer.
1.2 From your phone, allow transfers from the computer. If you're on Mac, you'll need Android File Transfer
1.3 Copy and paste the .apk file to any folder of the phone

**From a phone:**
1.A Download the .apk from the platform.

2. From the phone, access the .apk from your "Folders" or "Files" application and click on it
3. This will install an application named "Seven Grams" on your phone. Click on this application to launch the Seven Grams prototype
4. In the "Languages" menu, select the "English" and "Samsung" option. The application will not function correctly otherwise
5. Start the experience

## <u>Inside the experience</u>

- Follow the instructions to scan the room and start the experience.

## This version of the experience is a work in progress

- **Although three different versions of the experience are available (one for Samsung, one for Huawei and one iPhone), we highly recommend viewing the Samsung version which is currently the most polished version.** This can be checked in the "Language" menu, which can be accessed in the opening menu of the experience.

- The experience is not optimized yet. A few visual and sound bugs can occur, and there might be a few stretches of time where nothing seems to happen (which means the experience is loading).

- The audio mix has yet to be finished.

- During the animated film, users must make sure to turn their phones sideways, or the film adapts to the vertical aspect ratio.