

## How to Use these Paddle Printouts

1. There are three pages of paddles below this page. Print this document by clicking the print button above. Set "Page Scaling" to "None".
2. Check that black areas print as solid black - if the printer leaves light streaks or prints too light, Imaginality™ may not recognise them.
3. These paddles should be flat in order for Imaginality™ to recognise them. It is recommended that you stick the pages onto the back of cereal boxes. Make sure that there is some glue under each paddle.
4. Cut away the grey areas and the lines between the paddles.

## QuickStart User Guide: How to Run Your First Module

### Run a Module

- Select a module of interest. Either click "Run" or double-click on it.
- If this is your first use, follow the instructions to login and purchase (note, some modules are free).
- Once complete, the module automatically downloads and installs.

### Camera Framing and Environment

- Point the webcam at the paddles (on the tabletop or on your body).
- Avoid dark tabletops (lay down white paper), dark walls (light them) or dark clothing.
- The other option is to manually adjust the webcam driver settings. Go to the Imaginality Help tab and see "Advanced Lighting and Camera" for more details.

### Check Lighting (this can make a big difference)

- Aim for high contrast (i.e. whites that are as white as possible, and blacks that are as black as possible).
- Avoid spotlights and direct sunlight. Aim for diffuse (soft, spread out) light.
- The camera should not be able to see the light sources (including bright windows).

### Using the Paddles

The main rule to remember here is that Imaginality™ has to see the entire black square on the paddle in order to recognise it and display virtual 3D objects over it.

- Don't cover a square with you finger or another paddle.
- Don't let the edge or corner of the paddle disappear out of view of the webcam.
- Don't move too fast, and stay close to the camera (under about 1.5 meters or 4.5 feet).

For more details, refer to the "Detailed User Guide" or the Help tab in Imaginality™.

## Detailed User Guide

### Run a Module

- Click on the "Modules" tab (along the top), then select a module of interest. You can either click the "Run" button or simply double-click on any module to run it.
- If this is the first time this module has been run in your account, you will be taken to the purchase page. Enter you payment details, or if the module is free, click "Continue".
- Once you have done this, the module automatically downloads and installs. You can continue to use Imaginality™ while it is doing this.

### Camera Framing and Environment

If you are using a 'Mirror' activity, point the webcam up so that the upper bodies of the users are in view. For other activities, point the camera down at the surface of the table so that all of the paddles are in view.

Note that some webcams can get confused by dark backgrounds - they react by making the image too bright for Imaginality™ to process it properly. If this is the case, we suggest lightening the background. Some possible solutions include:

- Place white paper on the table top
- Increase lighting of the back wall
- Remove dark clothing (e.g. jackets)
- The other option is to manually adjust the webcam driver settings to reduce this effect. See "Advanced Lighting and Camera" for more details.

### Check Lighting

Lighting can make a huge difference to the quality of your experience. Imaginality™ wants to see blacks that are as black as possible while keeping whites that are as white as possible (i.e high contrast). Below are some quick hints.

- Avoid spotlights and direct sunlight. Aim for diffuse (soft, spread out) light sources that are behind the camera.
- Glare from spotlights (or sunlight) can make the black square appear to be white, so that Imaginality™ cannot recognise it.
- Avoid dark backgrounds or wearing dark clothing (if they are in view). Some webcams react by making the image far too bright.
- You can also try manually adjusting the webcam driver settings.

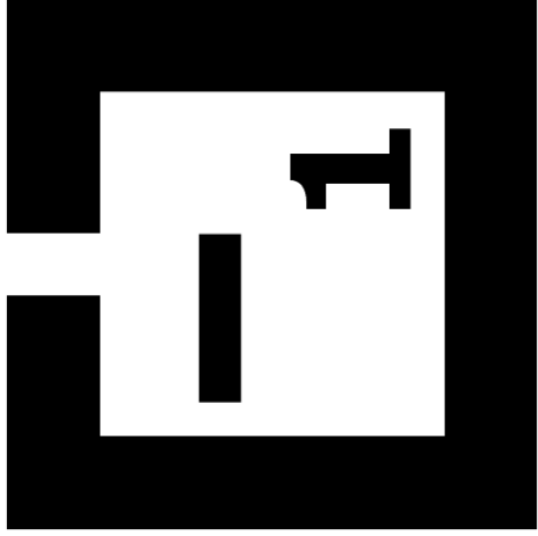
### Using the Paddles

The main rule to remember here is that Imaginality™ has to see the entire black square on the paddle in order to recognise it and display virtual 3D objects over it. Try the guidelines below:

- When you are holding the paddle, don't let your fingers cover any edge of the square.
- Don't let the edge or corner of the paddle disappear out of view of the webcam.
- Don't let one paddle overlap another paddle.
- Don't move the paddles too fast - this can cause motion blur, which Imaginality™ cannot recognise.
- If the paddles get too far away from the camera (about 1.5m away), Imaginality™ may no longer recognise them.

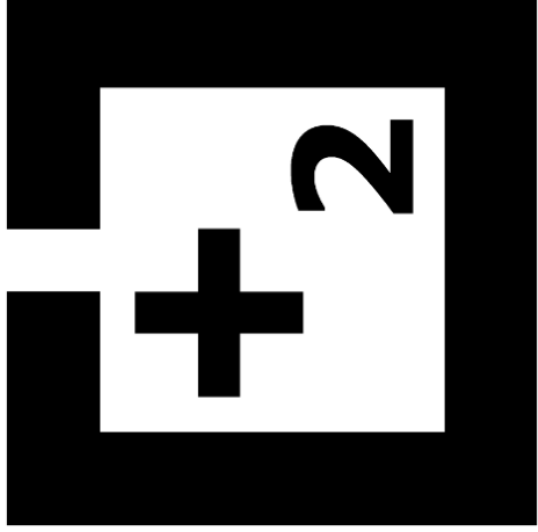
Imaginality™ includes extensive help, which includes:

- Ways to enhance your use of Imaginality™.
- Extra features of Imaginality™ that can be very useful.
- Increase the quality of video that your webcam captures. Take a look at this if virtual 3D content is not staying anchored constantly (i.e. flickers in and out) and stably (i.e. jitters from side to side) to the paddle.



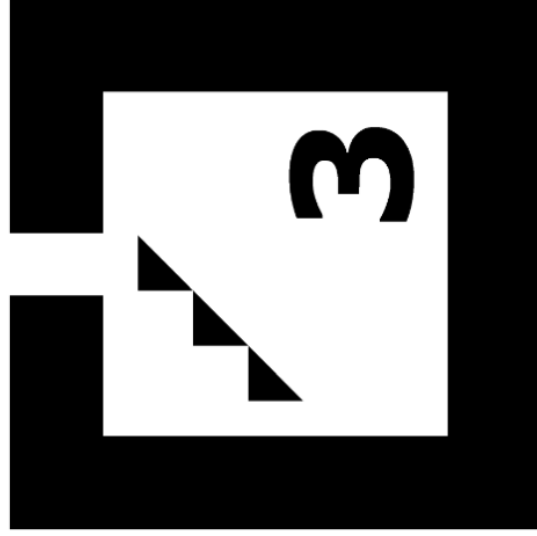
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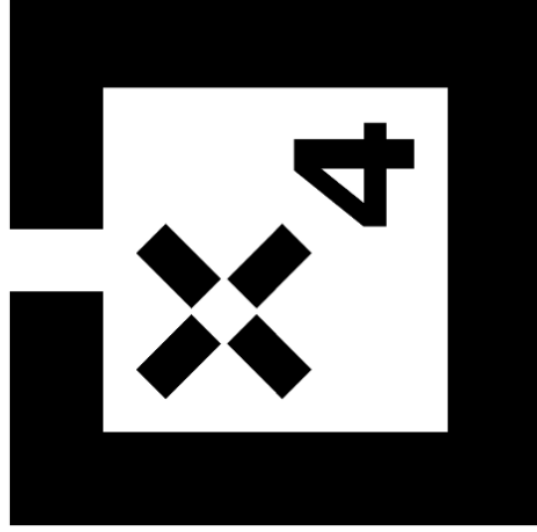
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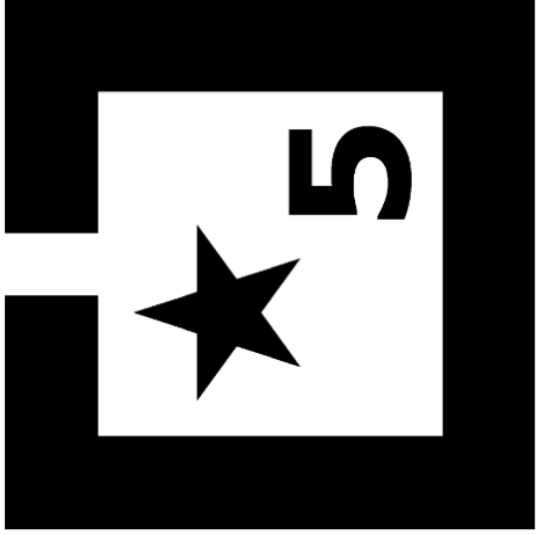
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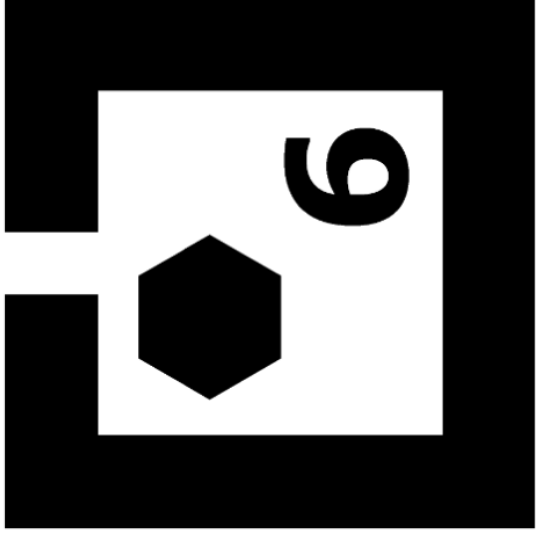
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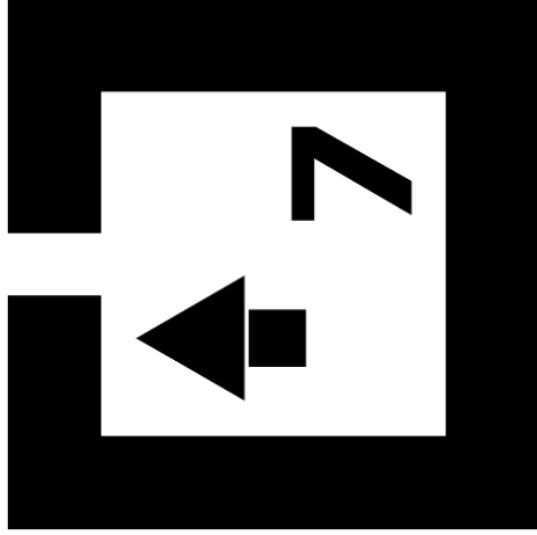
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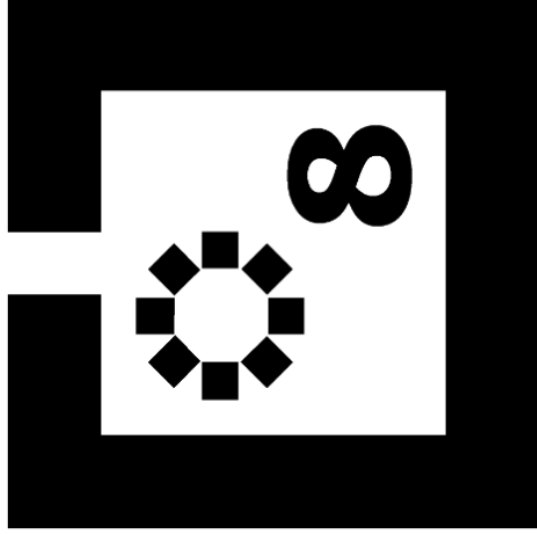
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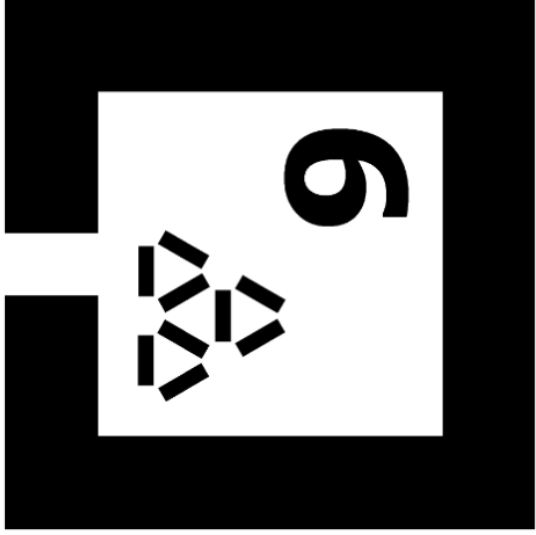
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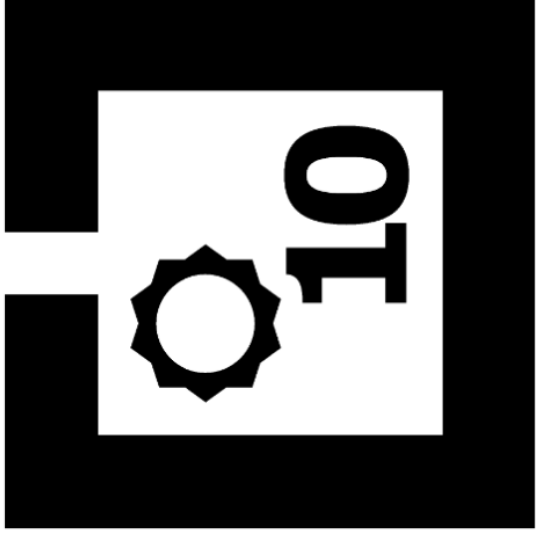
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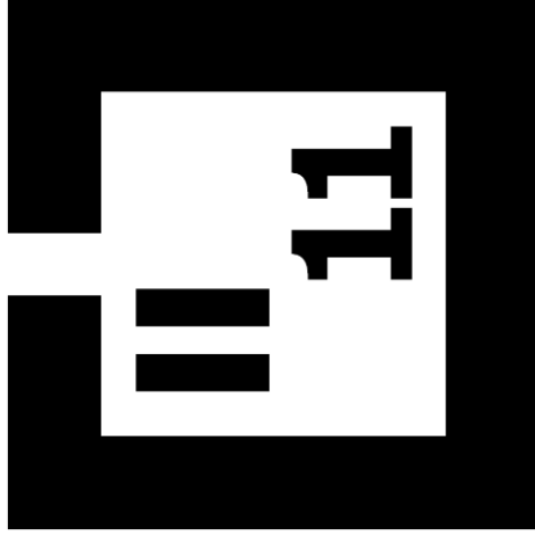
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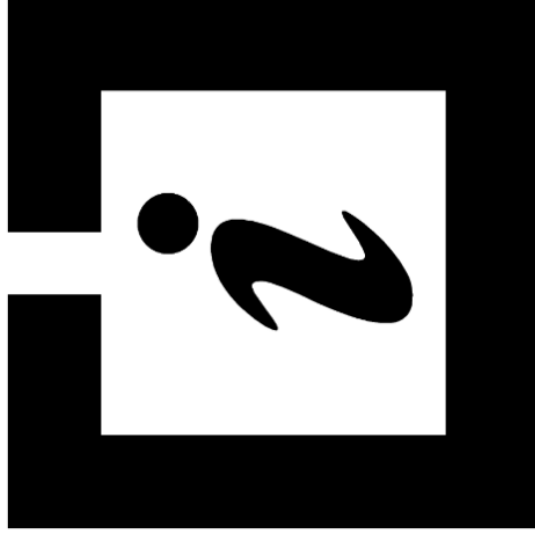
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