CREAMS

Scaffolding Creativity of Arts Students: Framework, Toolchain, and Educational Material on how to Create their Own Virtual Exhibitions

Guide for Setting up the CREAMS Mixed Reality Application in a Development Environment *(PR4-T4.3: Material for ICT specialists and Software Engineers)*

Version 1.0

CREAMS Project Consortium

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Executive Summary

CREAMS stands for *"Scaffolding Creativity of Arts Students: Framework, Toolchain, and Educational Material on how to Create their Own Virtual Exhibitions"*, a project aiming to educate and create awareness of various stakeholders in the Higher Education domain with regards to scaffolding creativity of arts students and deploying a robust and innovative framework and open-source tools for virtual exhibition creation.

This document provides the steps that an administrator needs to follow in order to set up the CREAMS mixed reality application in their organization's development environment.

Build CREAMS Mixed Reality application locally

Steps for importing the CREAMS Project:

1) Extract the file you have downloaded.

2) Open Unity Hub

3) Select "Add project from disk" and select the folder you have just extracted.
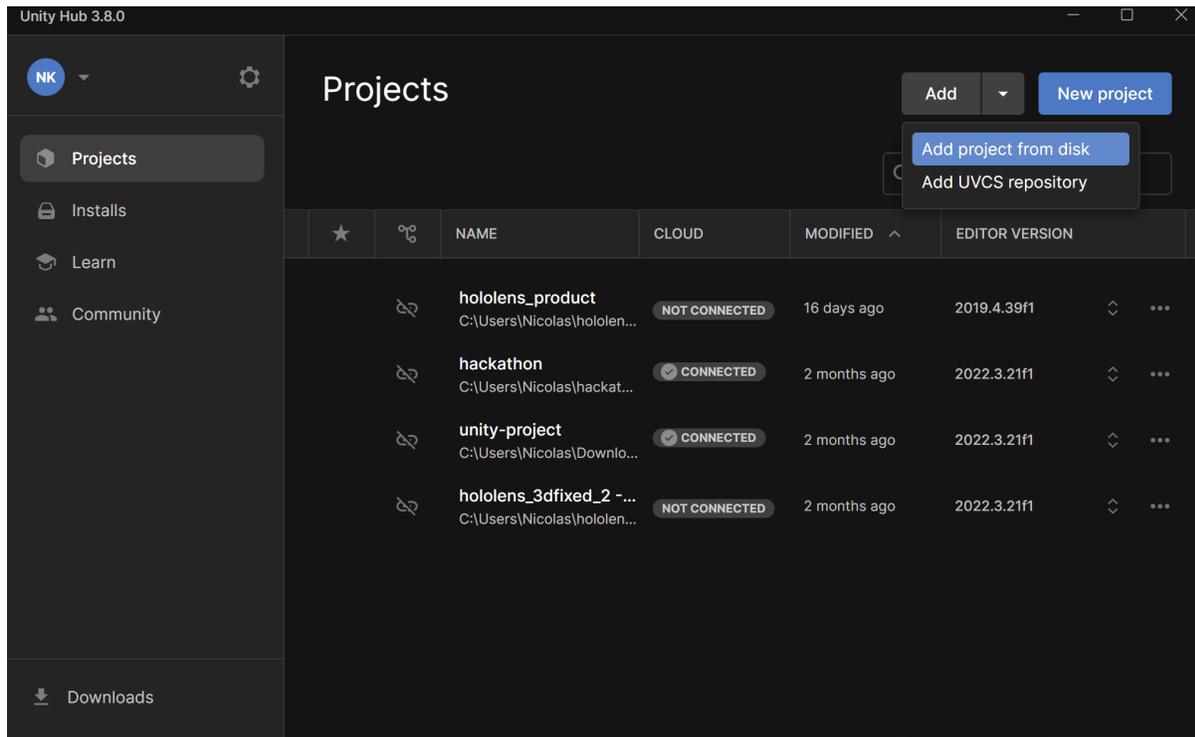
The imported project should appear in the list.
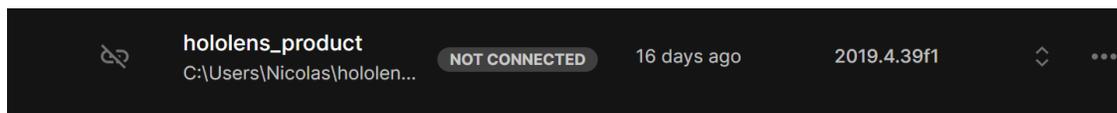
The required editor version is 2019.4.39f1. If you do not have it installed, then Unity Hub will display you a notice message where you will have the ability to install it.

Steps for deploying the application to Microsoft HoloLens v1.

1) Select File->Build Settings

The build settings of the project will be displayed. Building it is required to deploy it to the HoloLens machine.
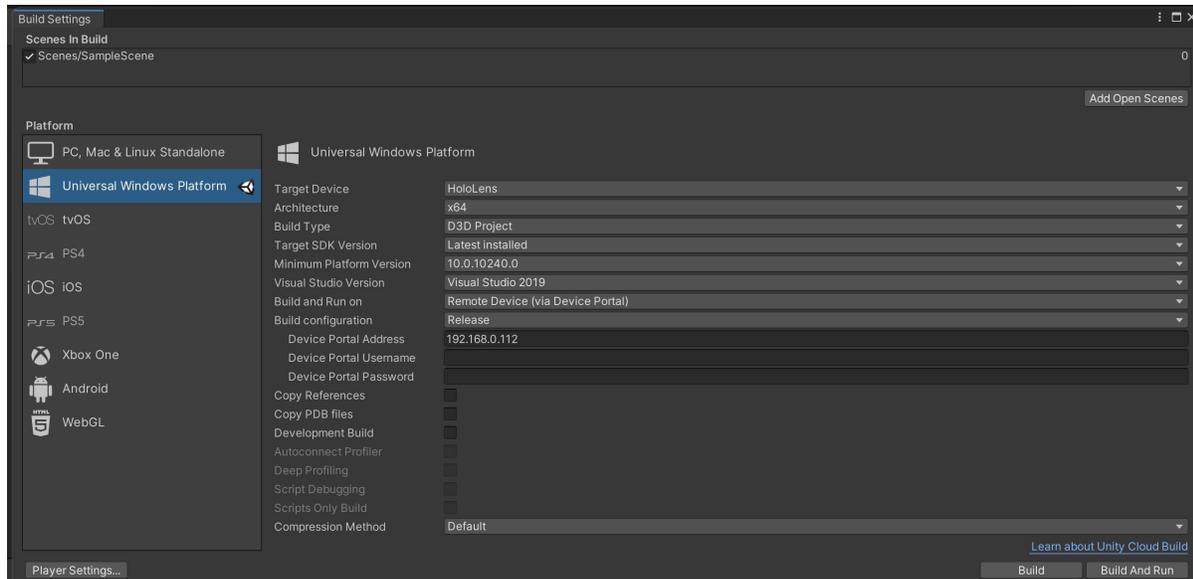
2) Select Universal Windows Platform and enter the same options except for Device Portal Address, Device Portal Username, Device Portal Password. These three fields are filled by your devices' data.

3) Create anywhere a folder where the building of the existing project will occur.

4) Click the build button and select the folder that you have just created. Wait for the building to be done.

5) Navigate to the building folder and open the *.sln file which exists in Visual Studio. We recommend using Visual Studio 2022 (the version that was used during development of the final version of the CREAMS mixed reality application).

6) Select Build-> Deploy PROJECT_NAME from the upper menu and wait until the deploy will be done. Note, your device should be turned on and connected to the same network.