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# 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*)

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Version 1.0

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## CREAMS Project Consortium

#### **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.

Build Settings			: 🗆 ×
Scenes In Build			
<ul> <li>Scenes/SampleScene</li> </ul>			
			Add Open Scenes
Platform			
DC Mac & Linux Standalana		latform	
📲 Universal Windows Platform 🔫	Target Device		
		x64	
tvos tvos		D3D Project	
Pra PS4	Target SDK Version	Latest installed	
	Minimum Platform Version	10.0.10240.0	<b>•</b>
jOS ios	Visual Studio Version	Visual Studio 2019	
	Build and Run on	Remote Device (via Device Portal)	
	Build configuration	Release	
🔊 Xbox One	Device Portal Address	192.106.0.112	
	Device Portal Deseword		
💼 Android	Copy References		
HTHL	Copy PDB files		
5 WebGL	Development Build		
	Compression Method	Default	
			Learn about Unity Cloud Build
Player Settings			Build Build And Run

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.