



VRWARE[®]Edu StoryBuilder

VRWARE Edu StoryBuilder Manual



GLOBEPOINT

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01

Introduction

- 1.1 Registration
- 1.2 Program installation
 - 1.2.1 Installation process (PC and tablet)
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- 1.3 Log in





Scan the QR code and check out the book creation process



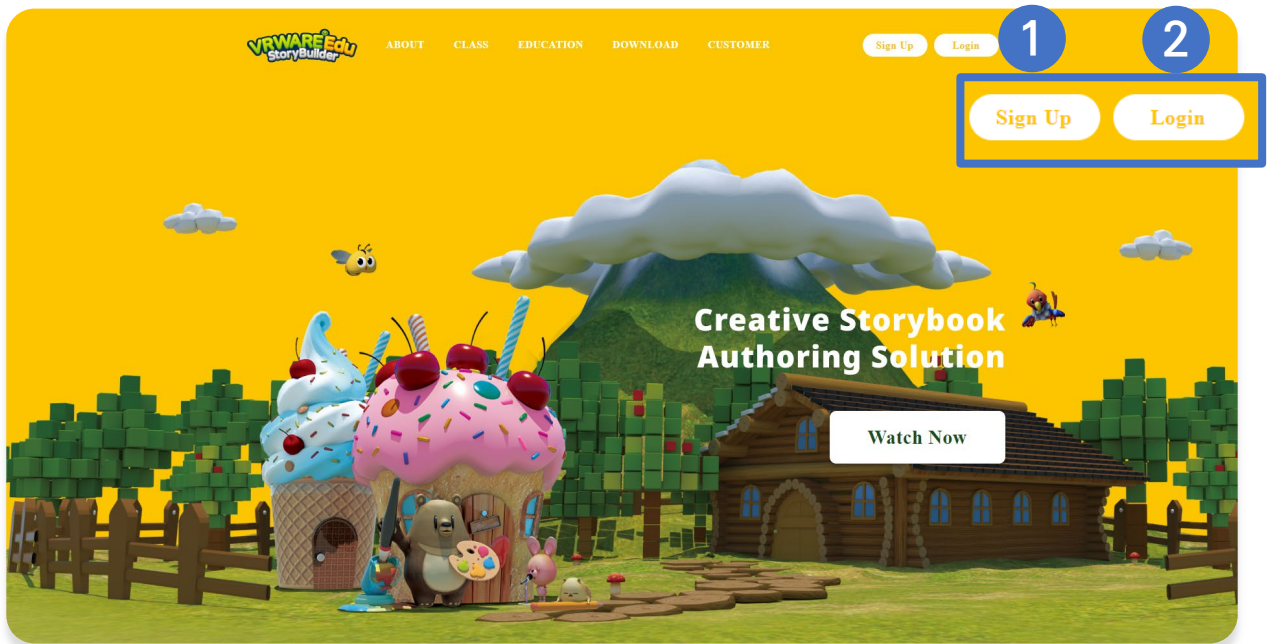
Go to StoryBuilder.vrware.us

A create-your-own storybook solution

VRWARE Edu StoryBuilder is an educational creation solution that allows you To reconstruct classic fairy tales into your own VR storybooks, based on your own unique ideas and imagination.



1.1 Registration



1. Sign Up (Account registration)

Go the website (<https://StoryBuilder.vrware.us/>) and click “Sign Up” to commence the registration process.

2. Login

After completing your registration, log in with the relevant log in information.

Recommended specifications

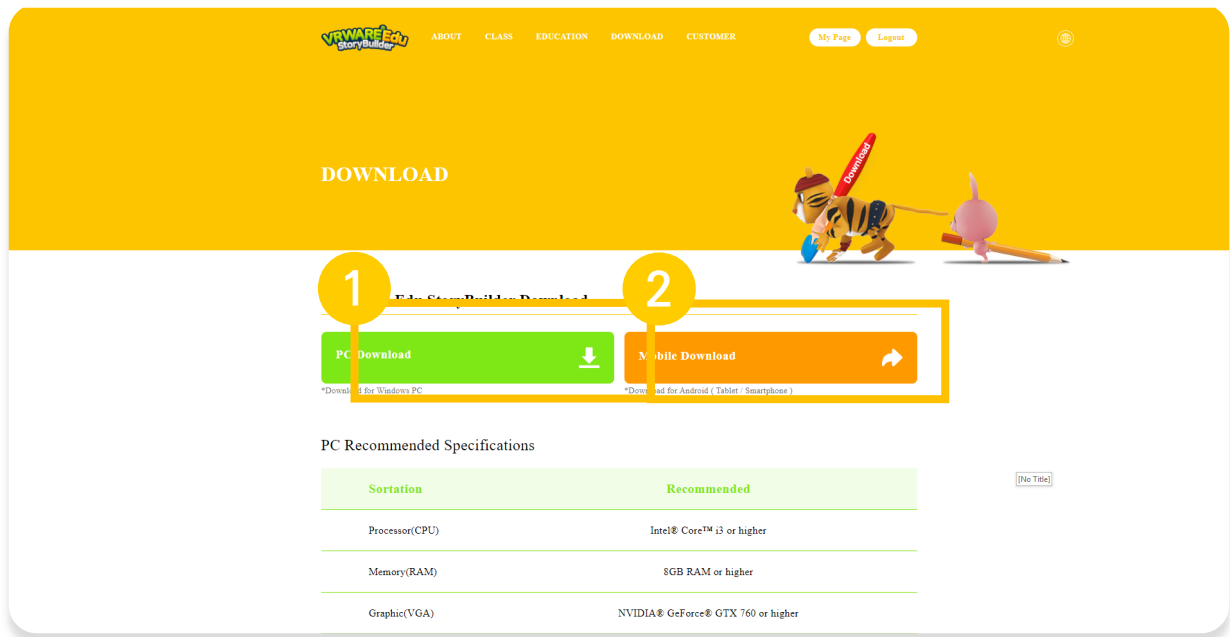
[PC Version]

Classification	Recommended specifications
CPU	Intel Core i3™ or higher
RAM	8GB RAM or more
VGA (graphics card)	NVIDIA® GeForce® GTX 760 or higher
Free storage space	20 GB or more
Operating system	Windows® 7 64-bit/ Windows® 8 64-bit/ Windows® 10 64-bit

[Mobile and Tablet version]

Classification	Recommended specifications
CPU	Qualcomm Snapdragon 660
RAM	4GB
Free storage space	64GB or more
Operating system	Android 7.0 or more

1.2 Program installation



1. PC download

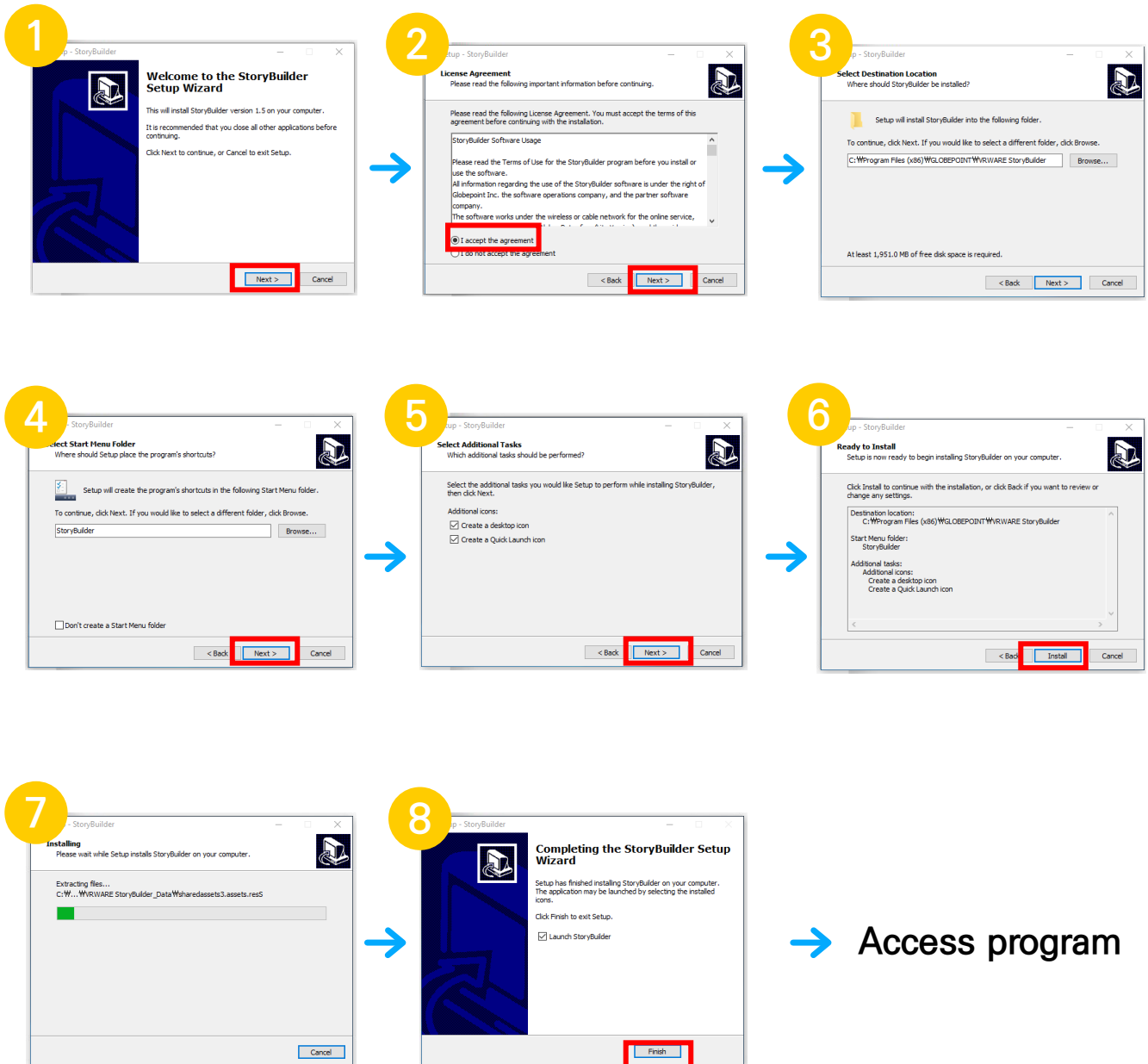
By clicking the “PC download” button, you will commence the download and begin installing the PC version of StoryBuilder.

2. Mobile download

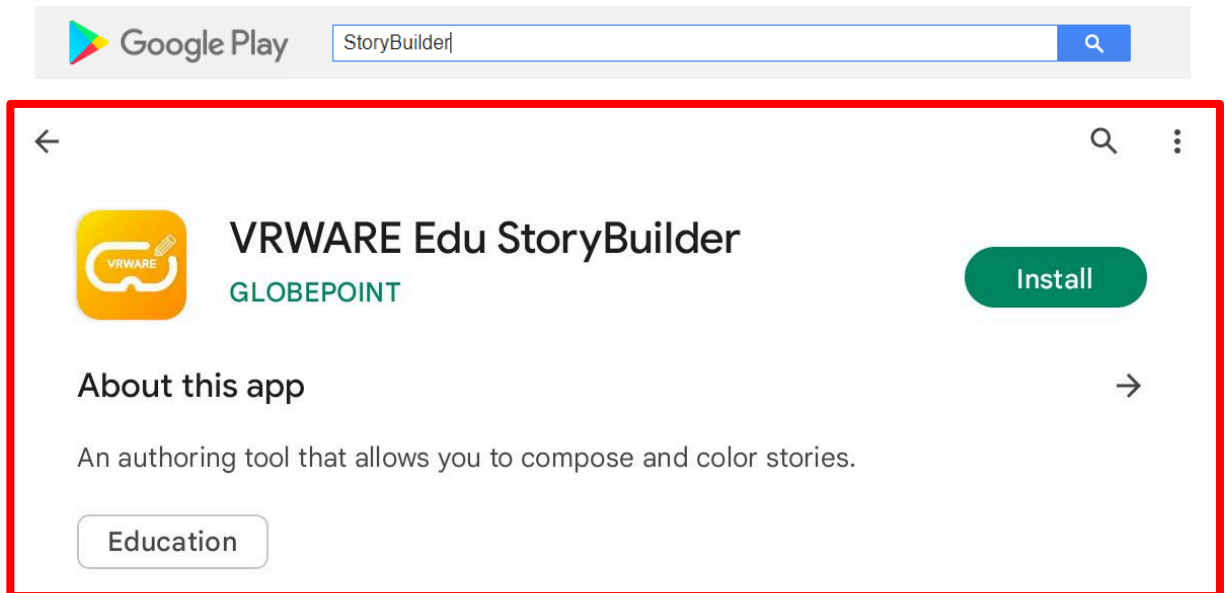
By clicking the “Mobile download” button you will commence the download and begin installing the mobile version of StoryBuilder.

1.2.1 Installation process (PC and tablet)

1. Follow the steps below to successfully install the program.



1.2.2 Installation process (Mobile)



100+
Downloads

3
Rated for 3+ ⓘ



Data safety

Ratings and reviews

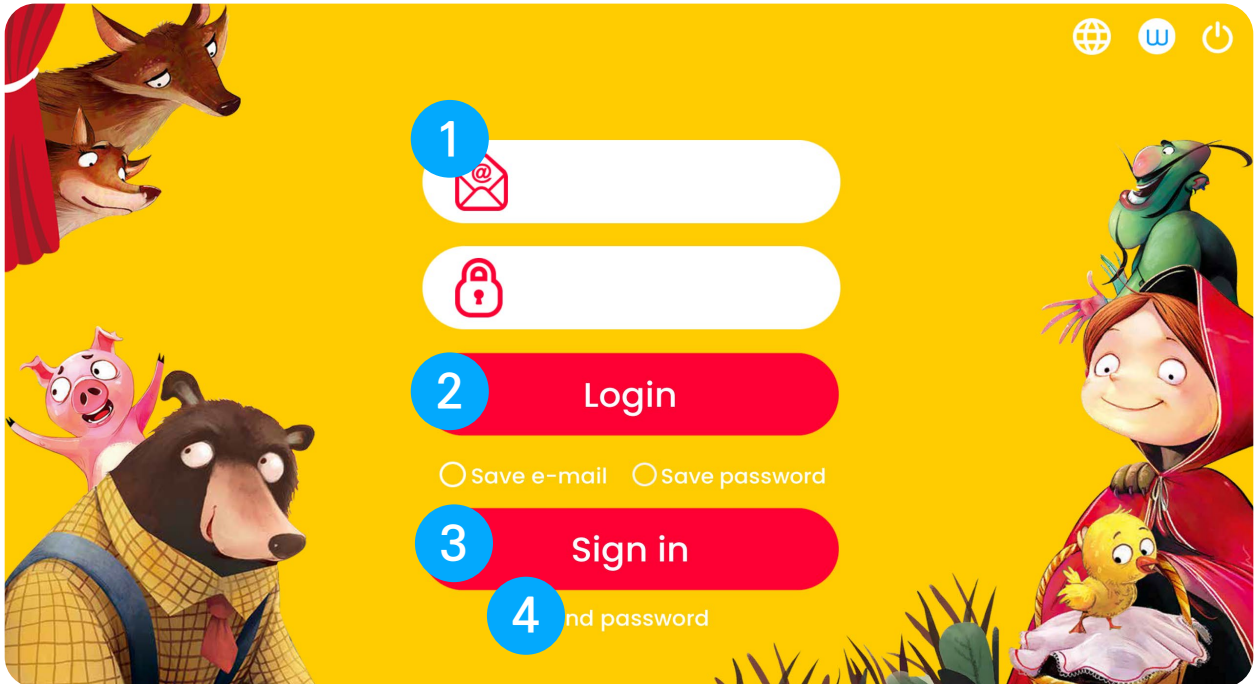
Ratings and reviews are verified and are from people who use the same type of device that you use ⓘ

No reviews yet



Only the mobile version can experience VR mode by using the DIY Cardboard.

1.3 Log in



1. ID(Email) / Password

Input related account ID and password (By clicking the “save e-mail/password” you will not be required to input your information again in the future).

2. Login

Input your log in ID, and password, you will be able to successfully log in.

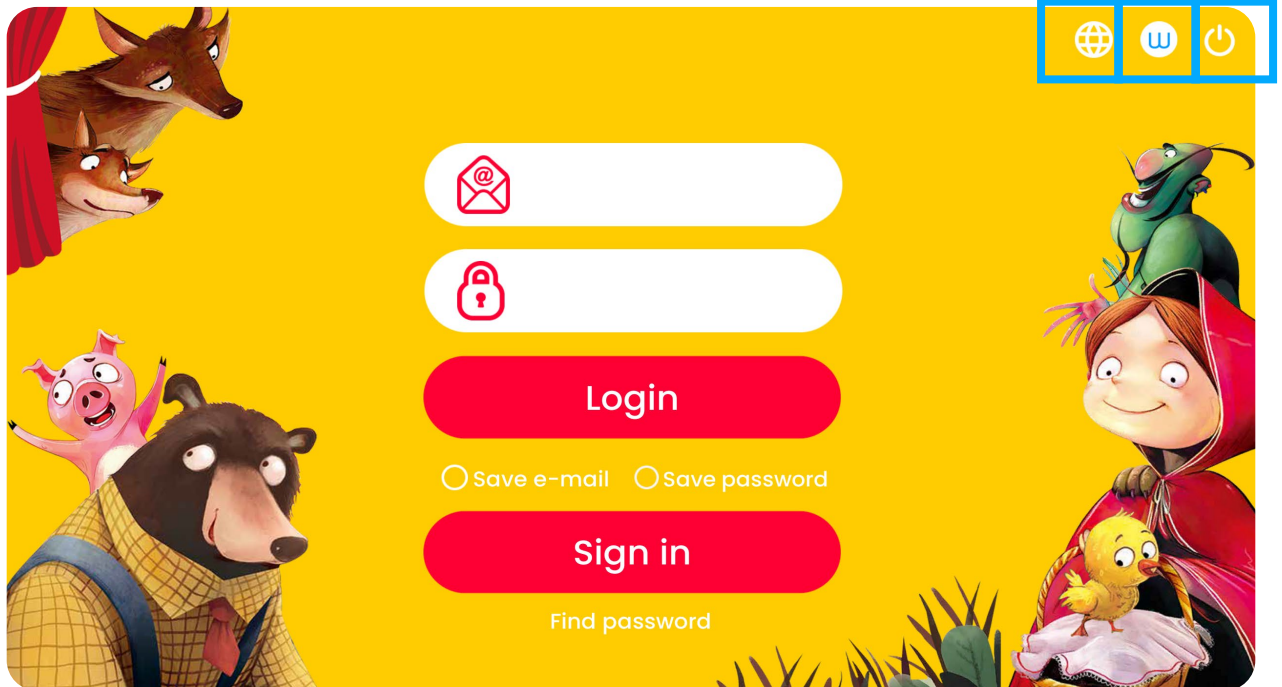
3. Sign in (Registration)

After clicking you will be moved to the “registration” page.

4. Find password

After clicking you will be moved to the “find your password” page.

1.3 Log in (continued)



5. Language selection

A total of four languages can be selected from: Korean, Japanese, English and Arabic.

6. Wacom button

Clicking on the Wacom button allows the Wacom settings pop-up to appear.

7. Exit button

Click the exit button to leave the program.

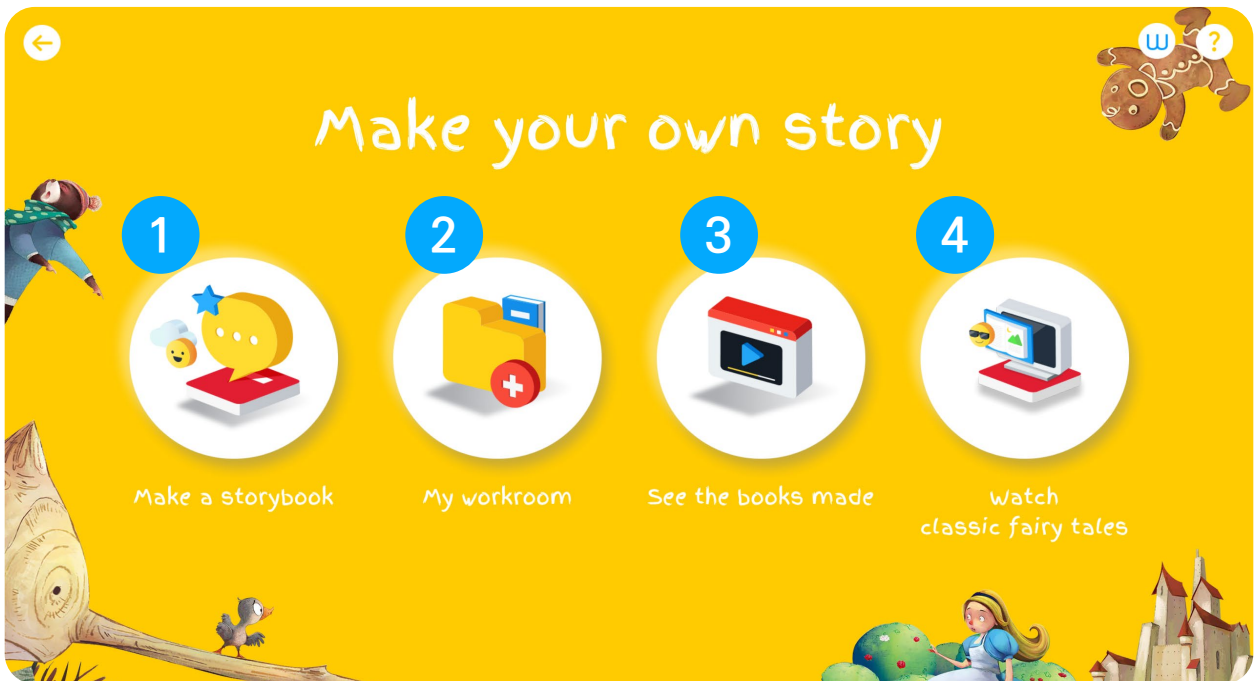
02

Main screen

- 2.1 Mode selection
- 2.2 Storybook mode
- 2.3 Sketchbook mode
- 2.4 Freestyle mode
- 2.5 My workroom
- 2.6 See the books made
- 2.7 Viewer mode
- 2.8 Watch classic fairy tales



2.1 Mode selection



1. Make a storybook

Storybook, sketchbook and Freestyle books can be created with these three different functions.

2. My workroom

Here edits and modifications can be made on books that are still in progress.

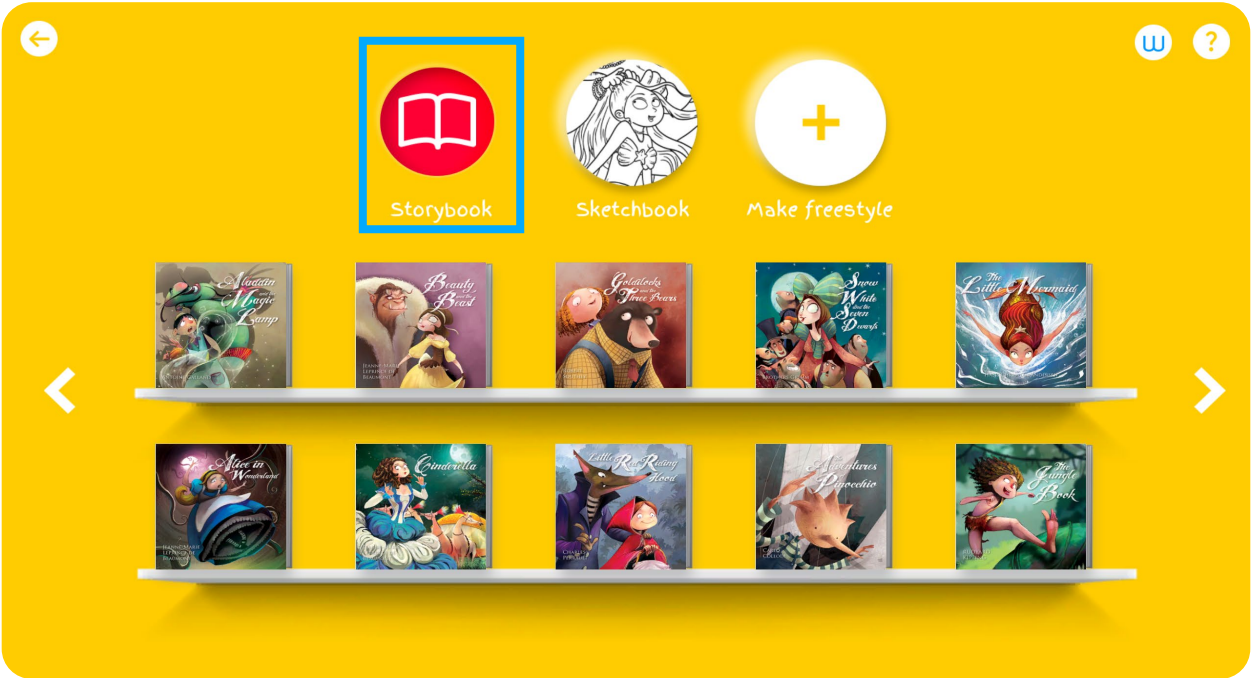
3. See the books made

View completed books in the viewer mode.

4. Watch classic fairy tales

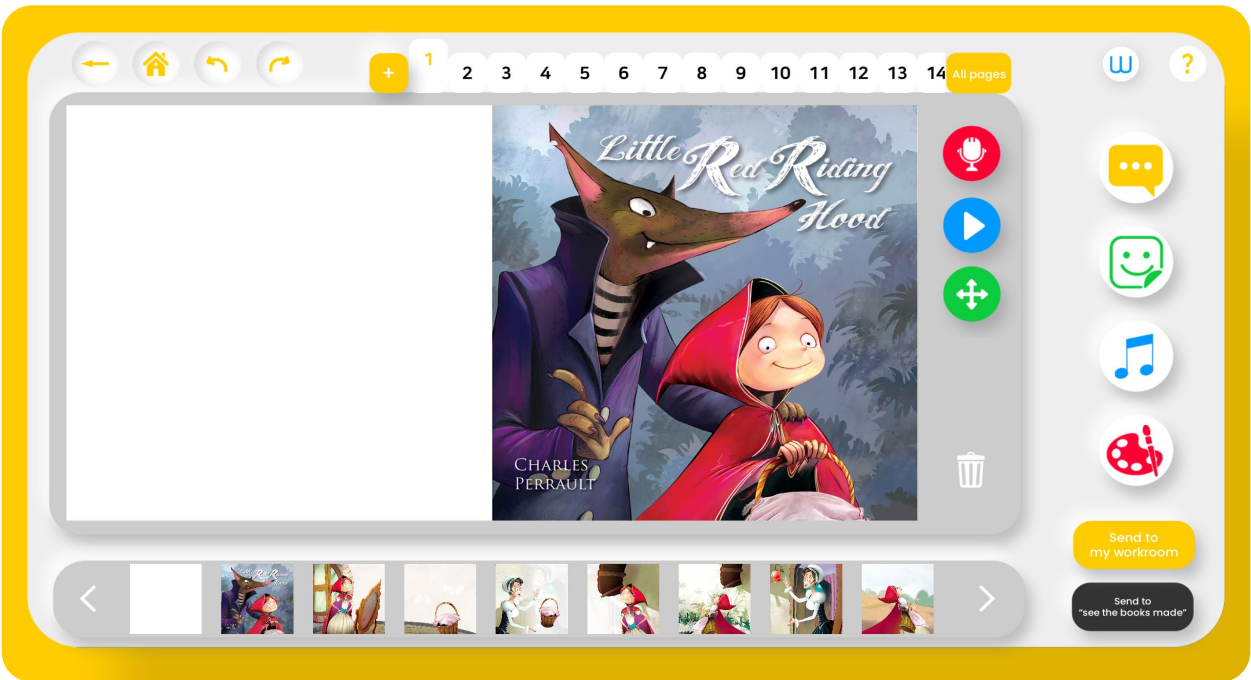
View 33 classic fairy tales in video form in both English and Korean.

2.2 Storybook mode



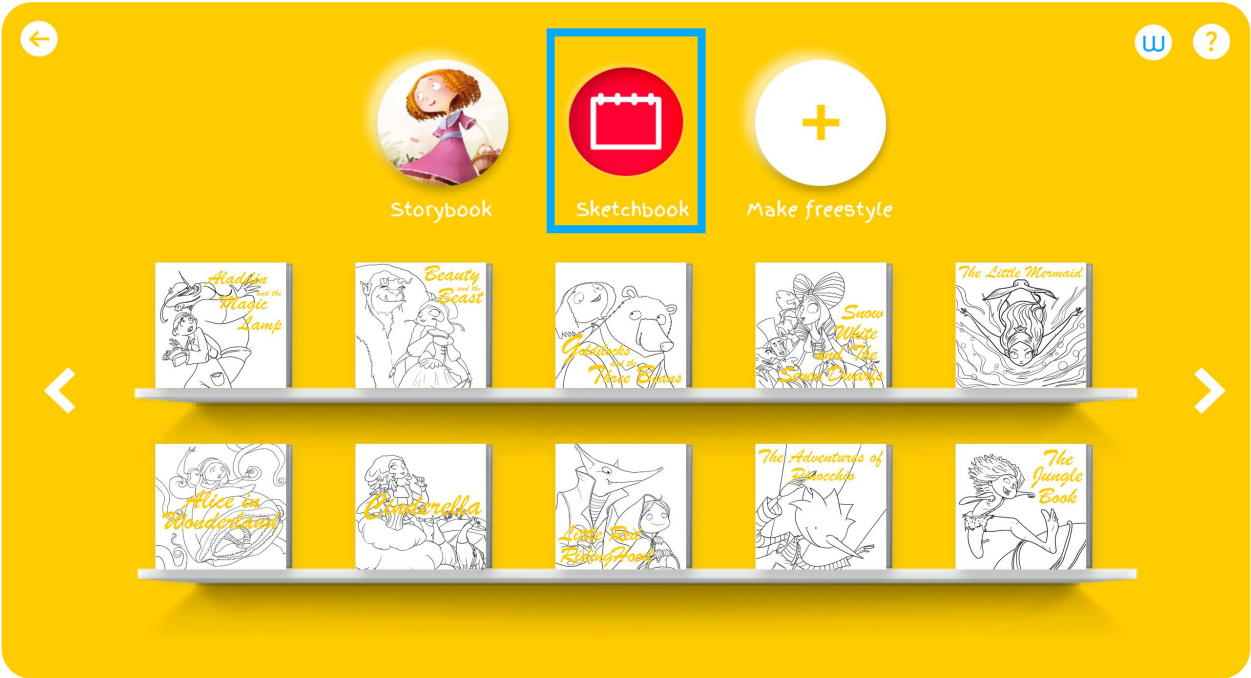
Storybook

Edit the primary 33 classic fairy take books that are provided.



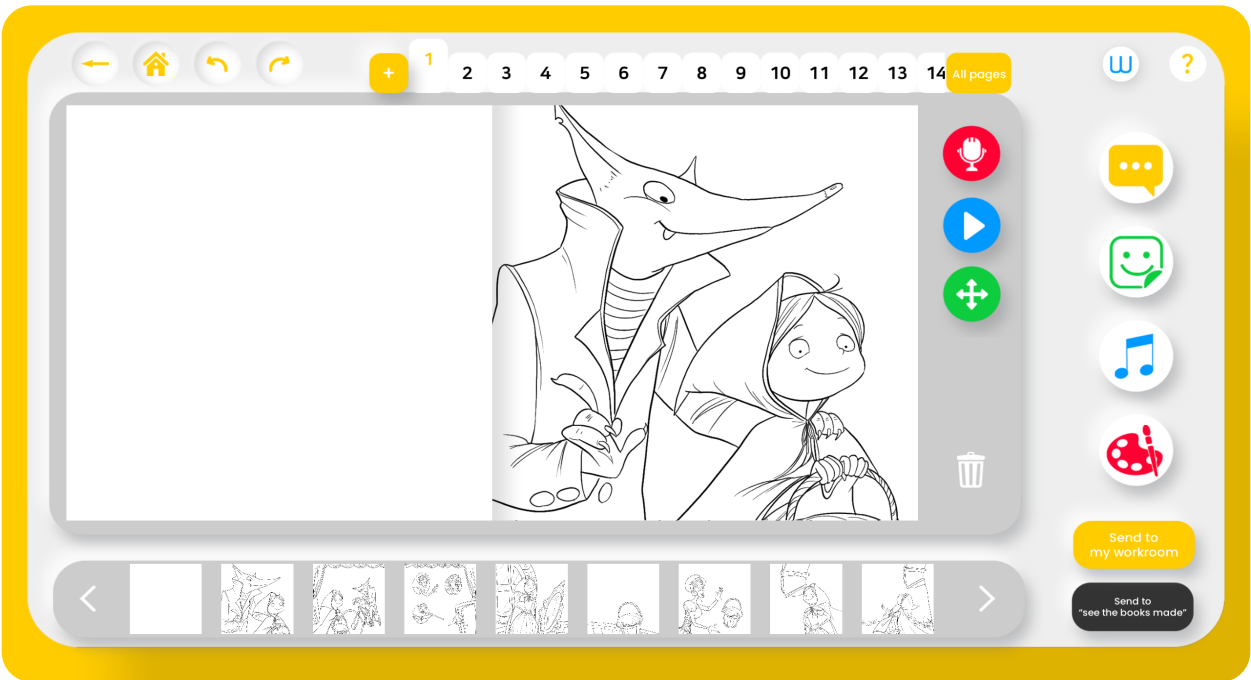
Storybook mode main function screen

2.3 Sketchbook mode



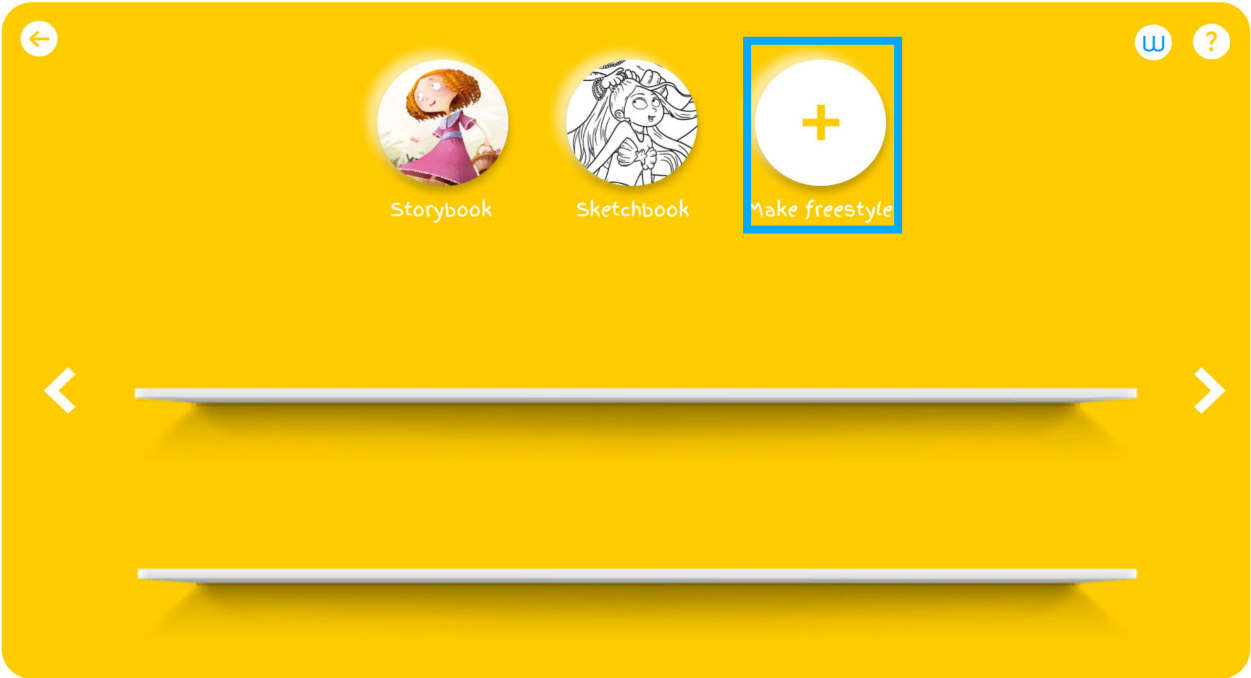
Sketchbook mode

Edit, sketch and freely color the primary 33 classic fairytales that are provided.



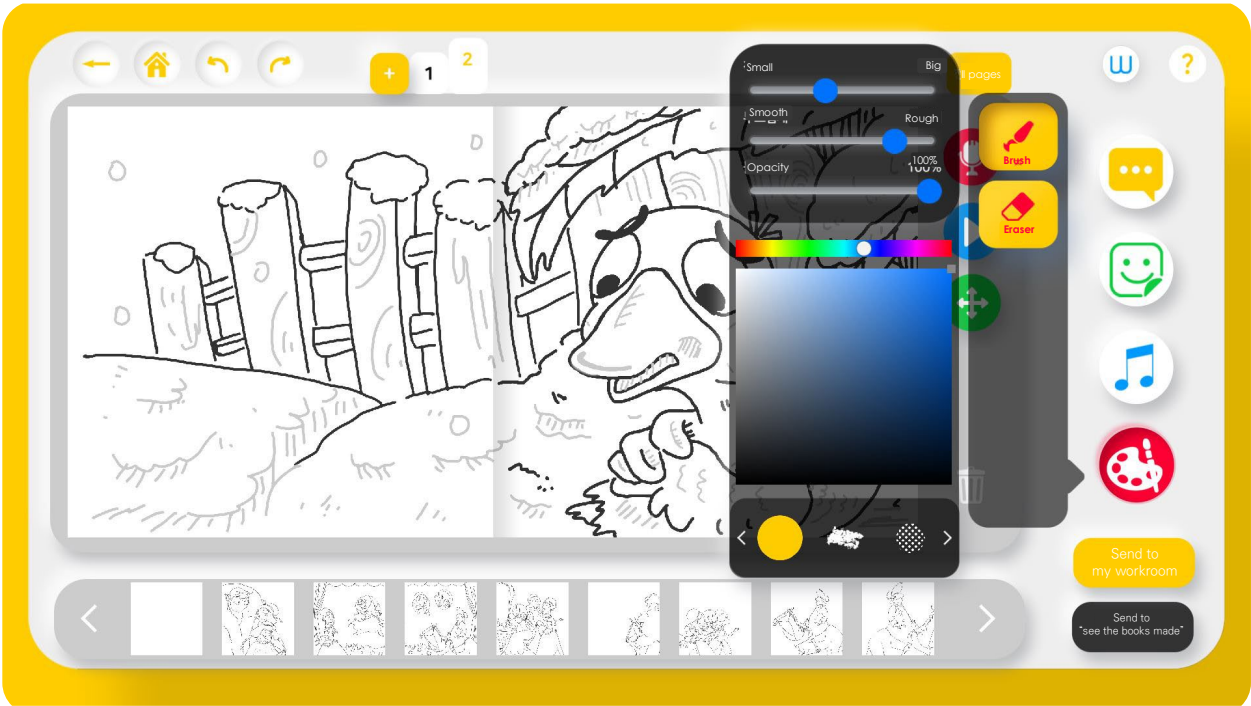
Sketchbook mode primary function screen

2.4 Freestyle mode



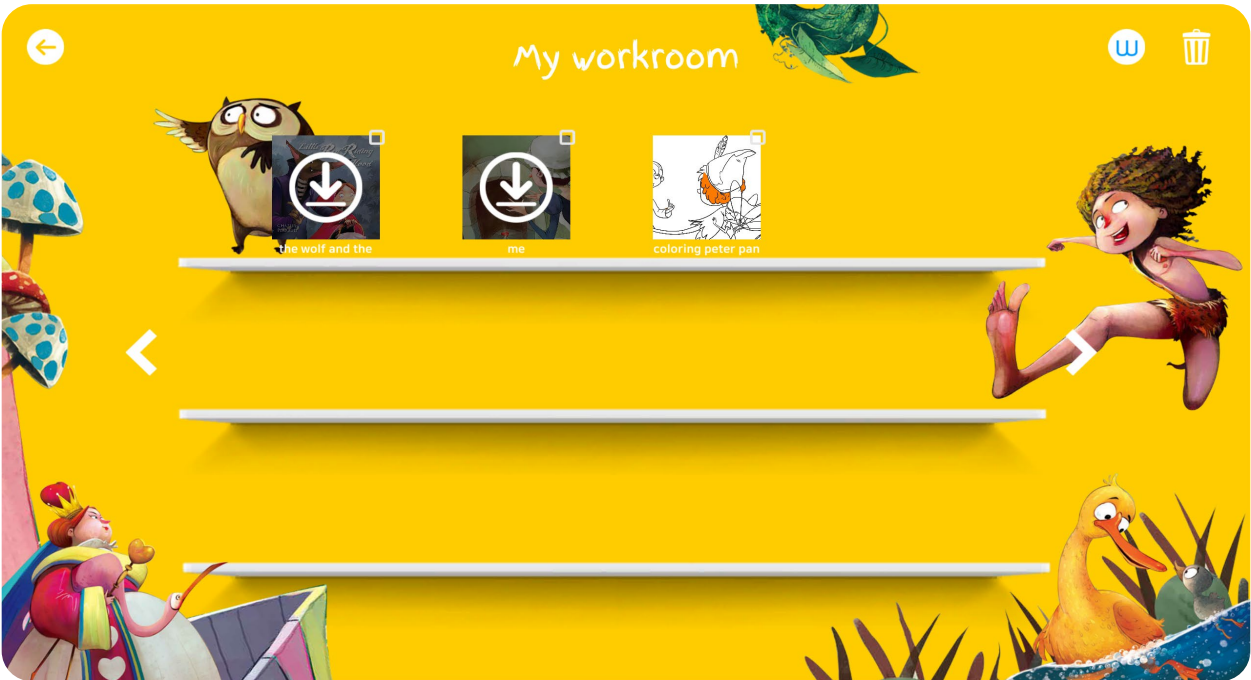
Freestyle mode

Draw your own books freely, without a fairytale book model provided.



Freestyle mode main function screen

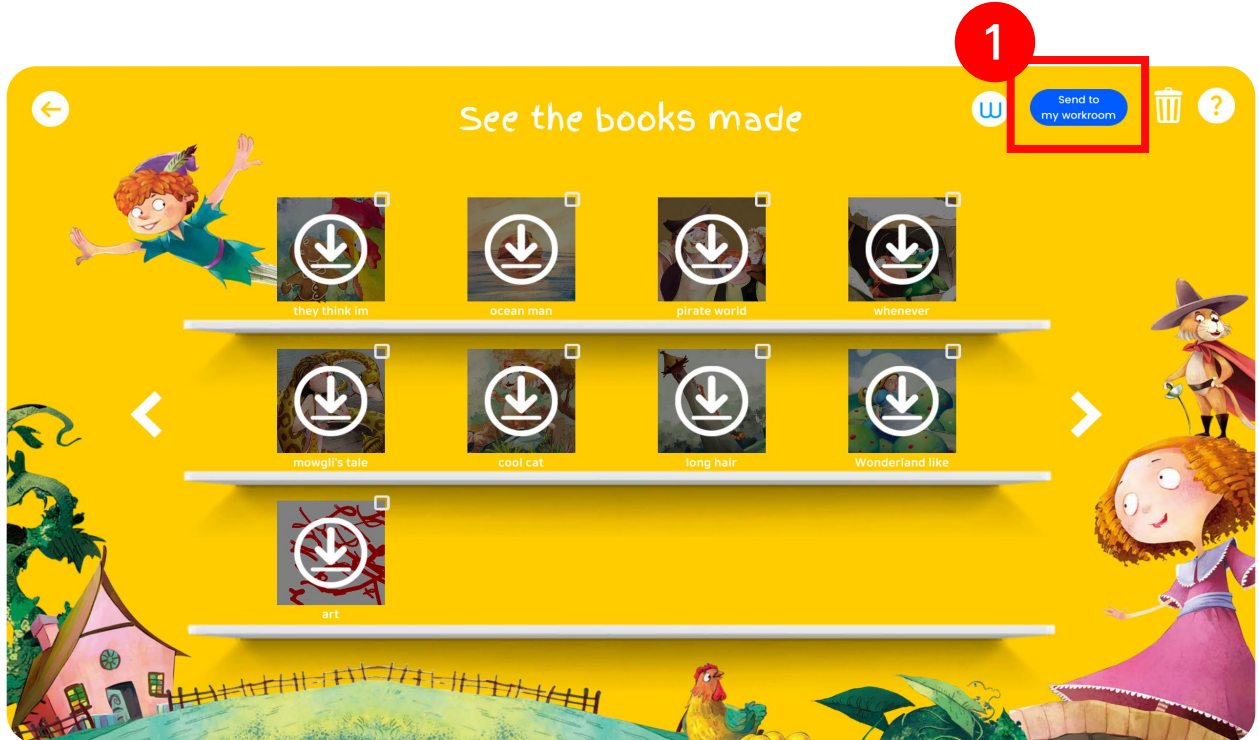
2.5 My workroom



My workroom

In the workroom you can continue to edit and modify books that are still in progress.

2.6 See the books made



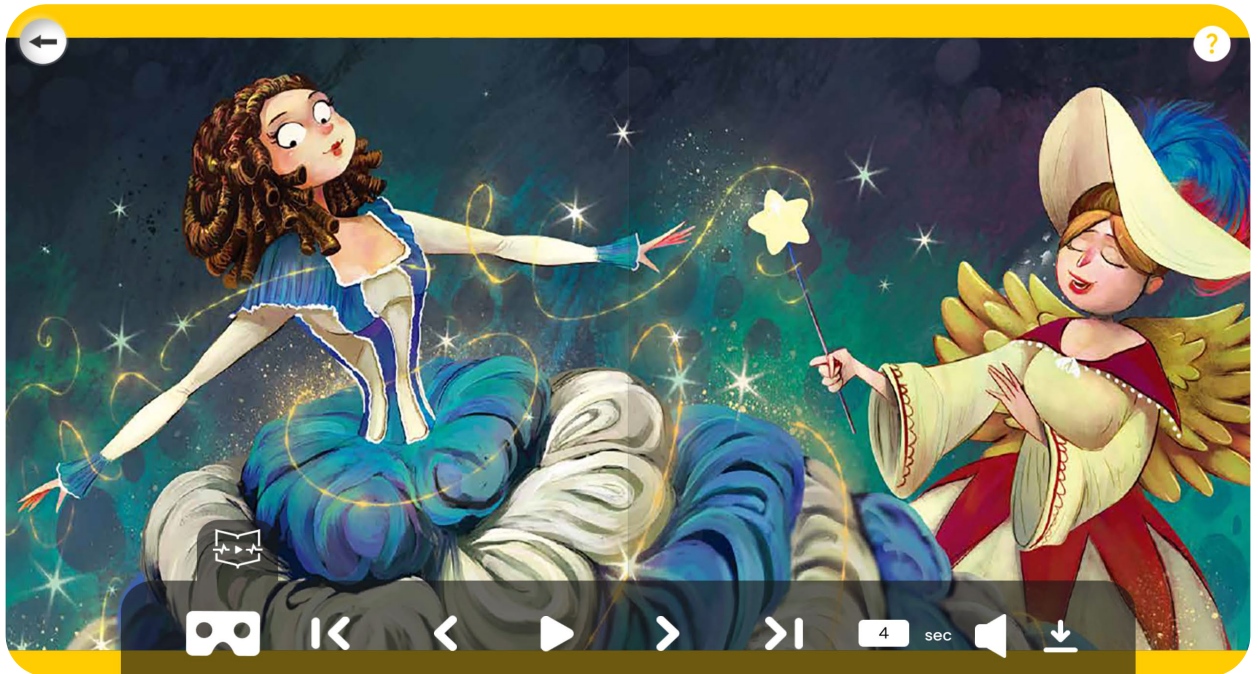
See the books made

After saving a book in “make a storybook” mode, the saved book can be viewed in the “see the books made” window.

1. Send to my workroom

Saved books that were sent to “see the books made” mode can be sent back to the work room for further edits and modifications.

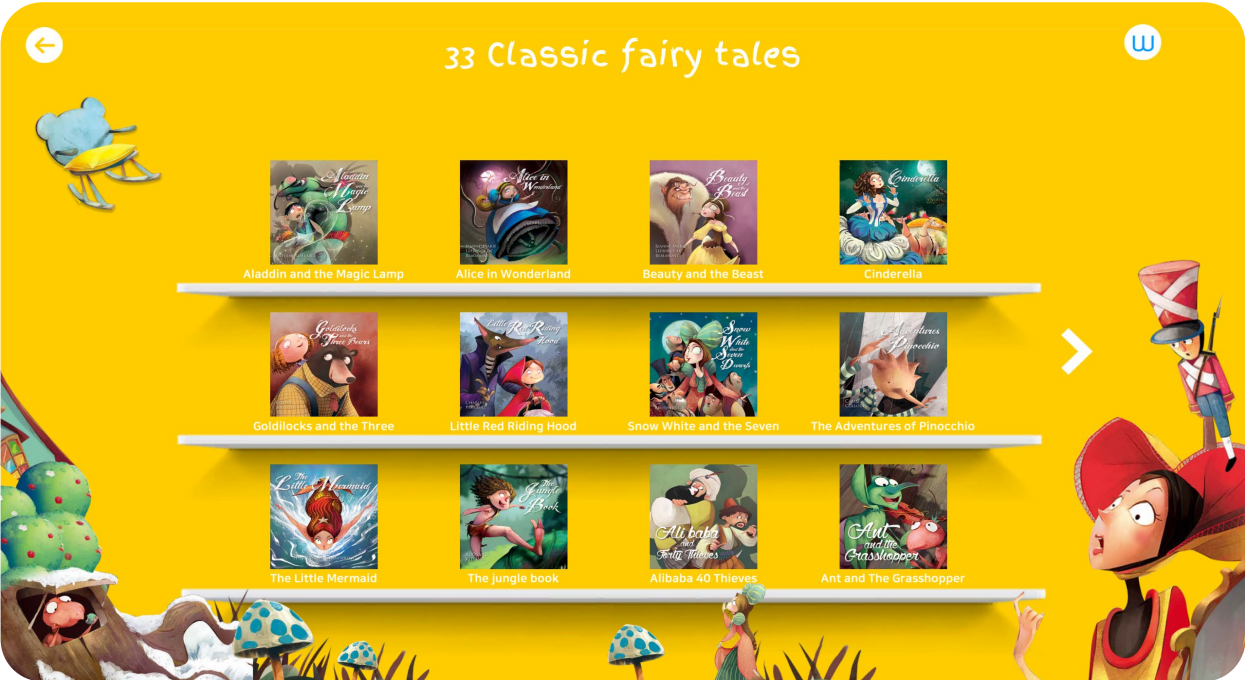
2.7 Viewer mode



Viewer mode

While viewing your book in viewer mode, you can download the book. Once the book is downloaded on the software, it can also be saved and viewed in PDF form.

2.8 Watch classic fairy tales



Watch classic fairy tales

Fairy tales can be viewed and enjoyed in both Korean and English settings by changing language setting.



Watch classic fairy tales main function screen

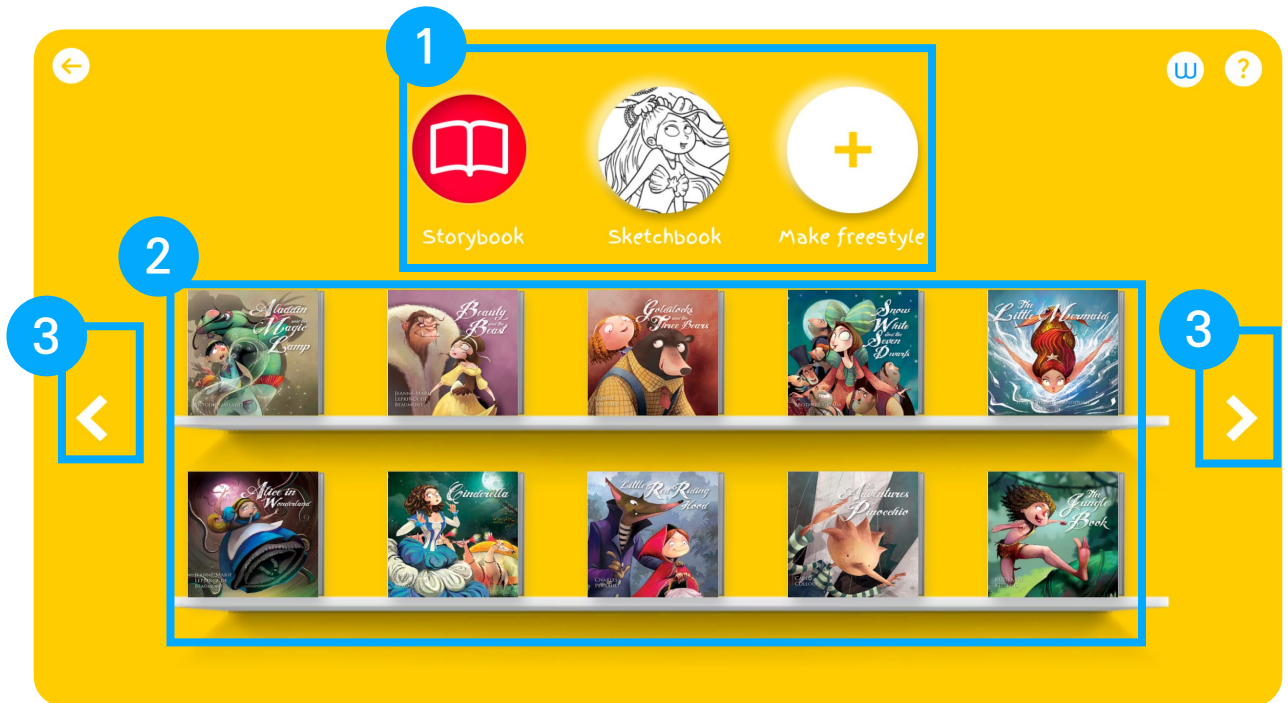
03

Navigating editing screen

- 3.1 Bookshelf
- 3.2 Editing menu (Storybook, Sketchbook)
- 3.3 Editing menu (Freestyle mode)



3.1 Bookshelf



1. Storybook creation selection

Select the desired mode of operation between Storybook, Sketchbook, Freestyle mode.

2. Fairytale selection

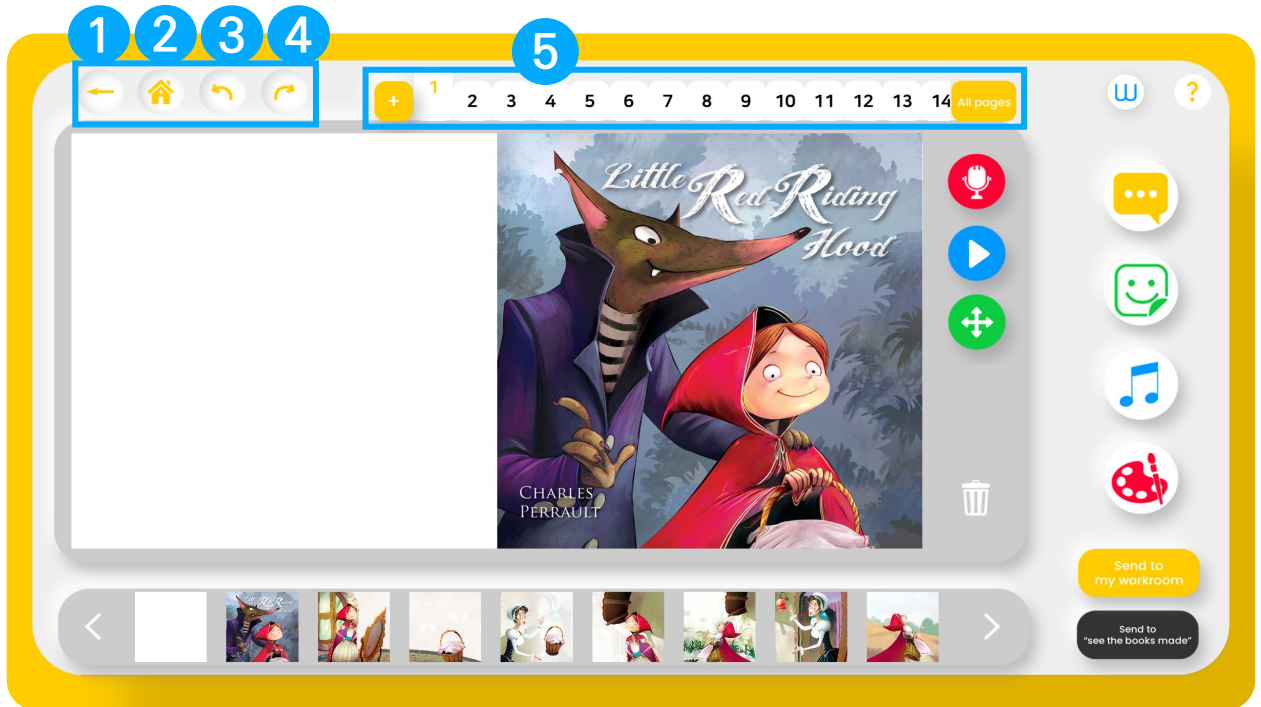
Choose the desired fairy tale you want from the selection of 33 timeless classic stories.

– Excluding freestyle mode

3. Scroll through book list

If you press the arrow button(s), you can scroll through to navigate the selection of books.

3.2 Editing menu (Storybook, Sketchbook)



1. Return to book selection

A save prompt will be provided, then return to book selection.

2. Return to mode selection

Return to main mode selection screen.

3. Revert the previously applied change

Return to the previous state of work.

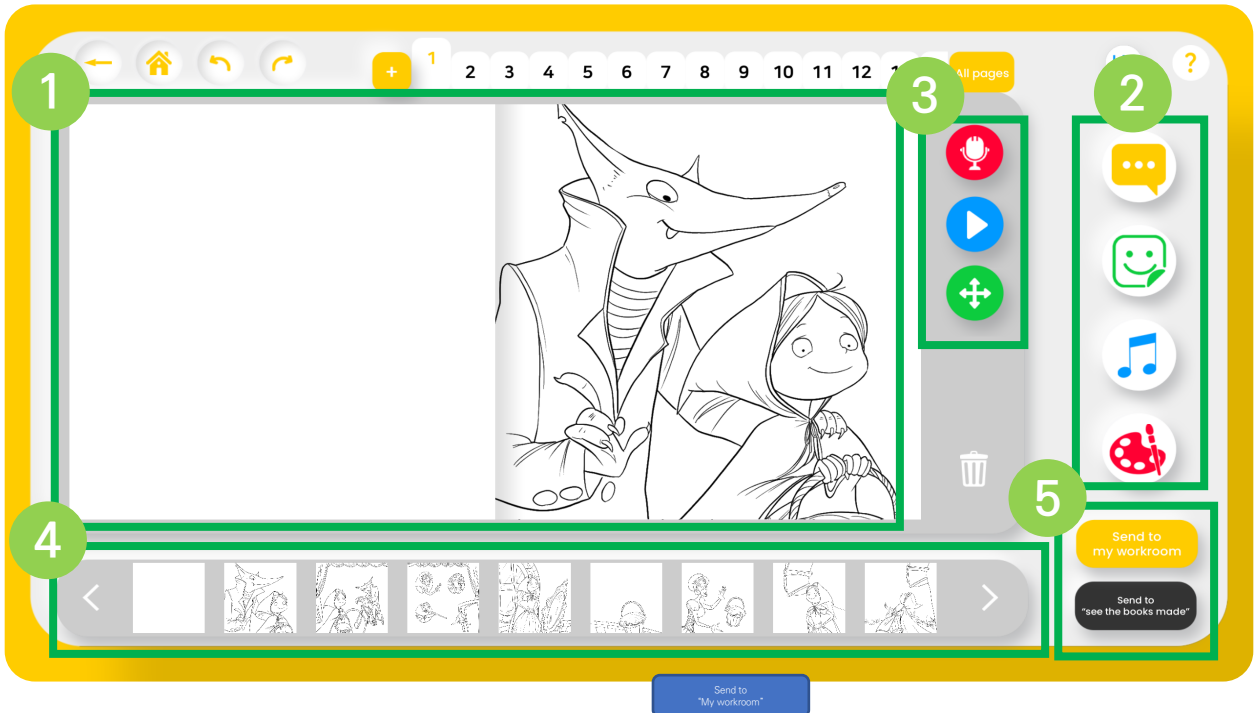
4. Revert the previously reverted change

Return to the state prior to reverting the previous change.

5. Page configuration

1. Slide the mouse horizontally with left click on the page selection to reveal the pages.
2. By pressing the + button you can add additional pages.
3. Click on the “all pages” button to view all pages at a glance.

3.2 Editing menu (Storybook, Sketchbook)



1. Customization screen

Overall display of the story that is currently being edited.

2. Additional customization tools

You can decorate your story with various functions such as: Speech bubbles, stickers, background music, coloring.

3. Voice recording, Voice playback, Moving the display

Here you can use the voice recording, voice playback, screen movement functions.

4. Page selection

The sequence of the book as it will appear. You can click and change the scene by selecting with the mouse.

5. Send to “My workroom”/“See the books made”

Send the book to “My workroom” if you want to work on it later. Send to “See the books made” if you want to view the book.

3.3 Editing menu (Freestyle mode)



1. Return to book selection

A save prompt will be provided, then will return to book selection.

2. Return to mode selection

Return to main mode selection screen.

3. Revert the previously applied change

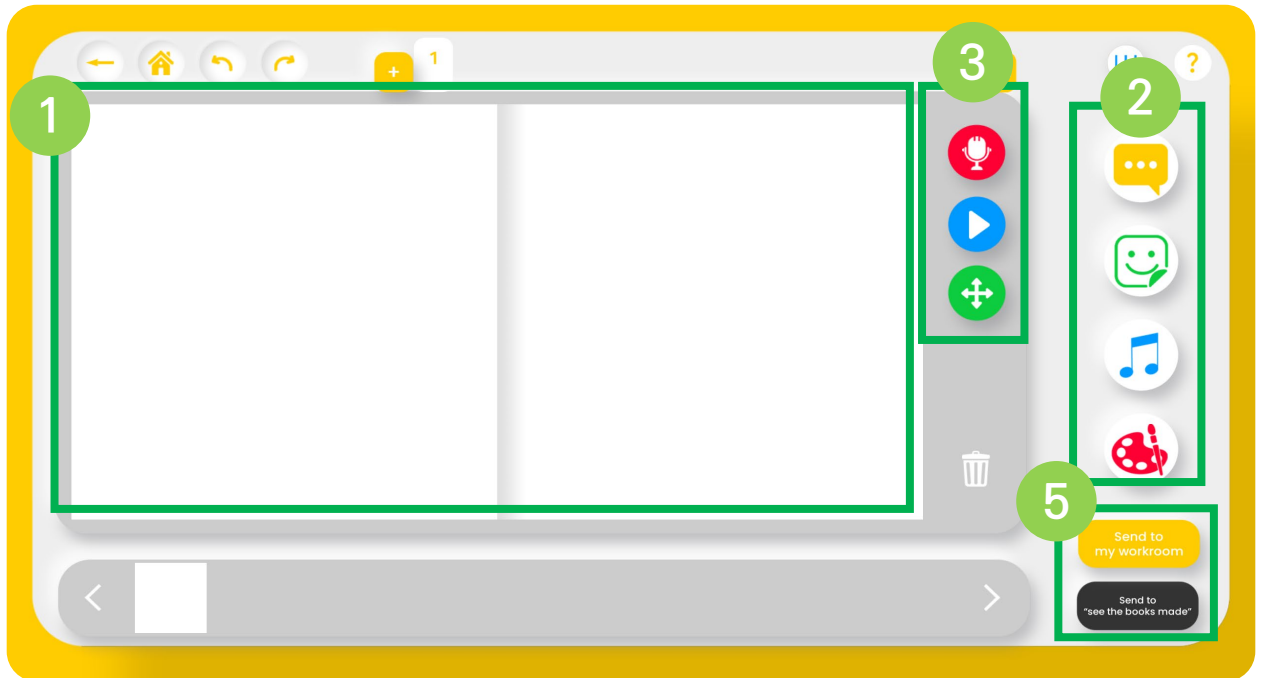
Return to the previous state of work.

4. Revert the previously reverted change

Return to the state prior to reverting the previous change.

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1. Customization screen

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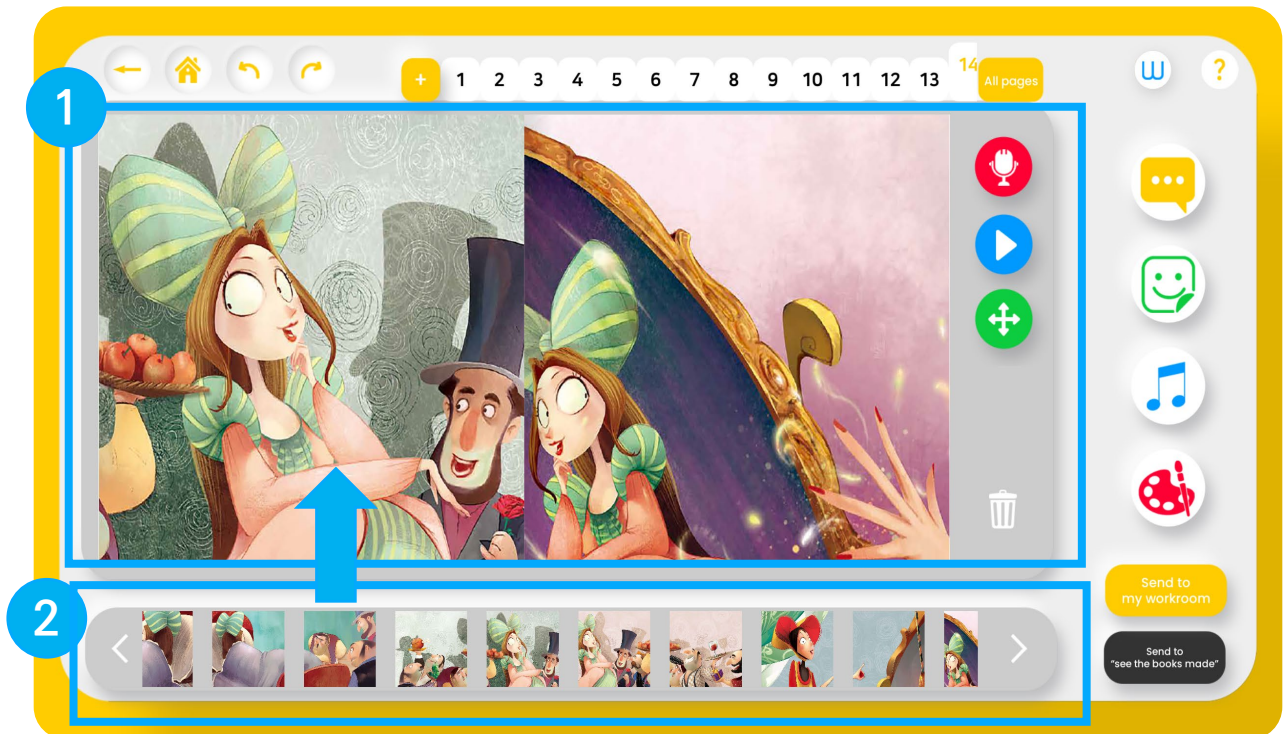
04

Main functions

- 4.1 Changing page scene
- 4.2 Coloring
- 4.3 Types of brushes
- 4.4 Placing speech bubbles
- 4.5 Speech bubble settings
- 4.6 Placing stickers
- 4.7 Sticker adjustment
- 4.8 Background music
- 4.9 Recording
- 4.10 Mic connection
- 4.11 Start recording
- 4.12 Viewer mode
- 4.13 Viewer mode functions
- 4.14 VR mode (Mobile)



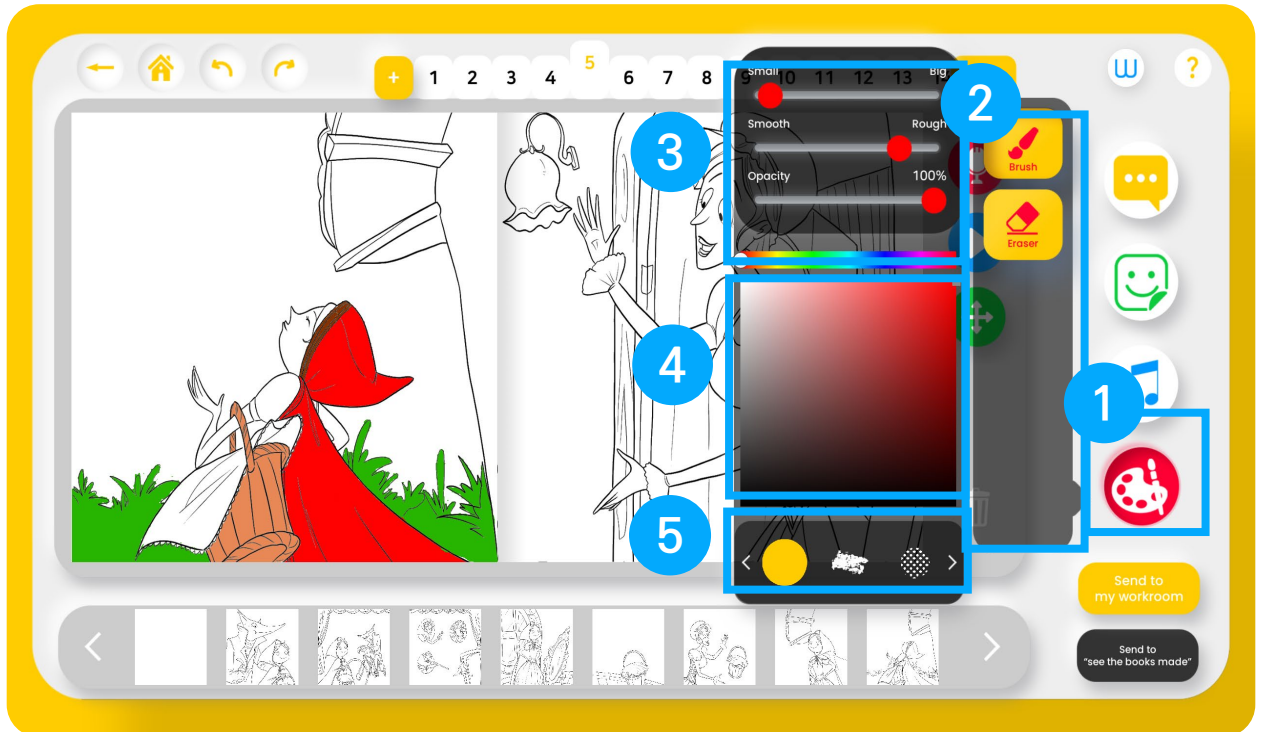
4.1 Changing page scene



1. Change scene by page

Change the currently viewed scene by selecting the desired image from the bar with the mouse left click.

4.2 Coloring



1. Drawing button

Toggles the drawing function.

2. Brush/eraser selection

Use both the brush and eraser functions.

3. Brush settings

The brush's size, texture, opacity can all be adjusted to your desired setting.

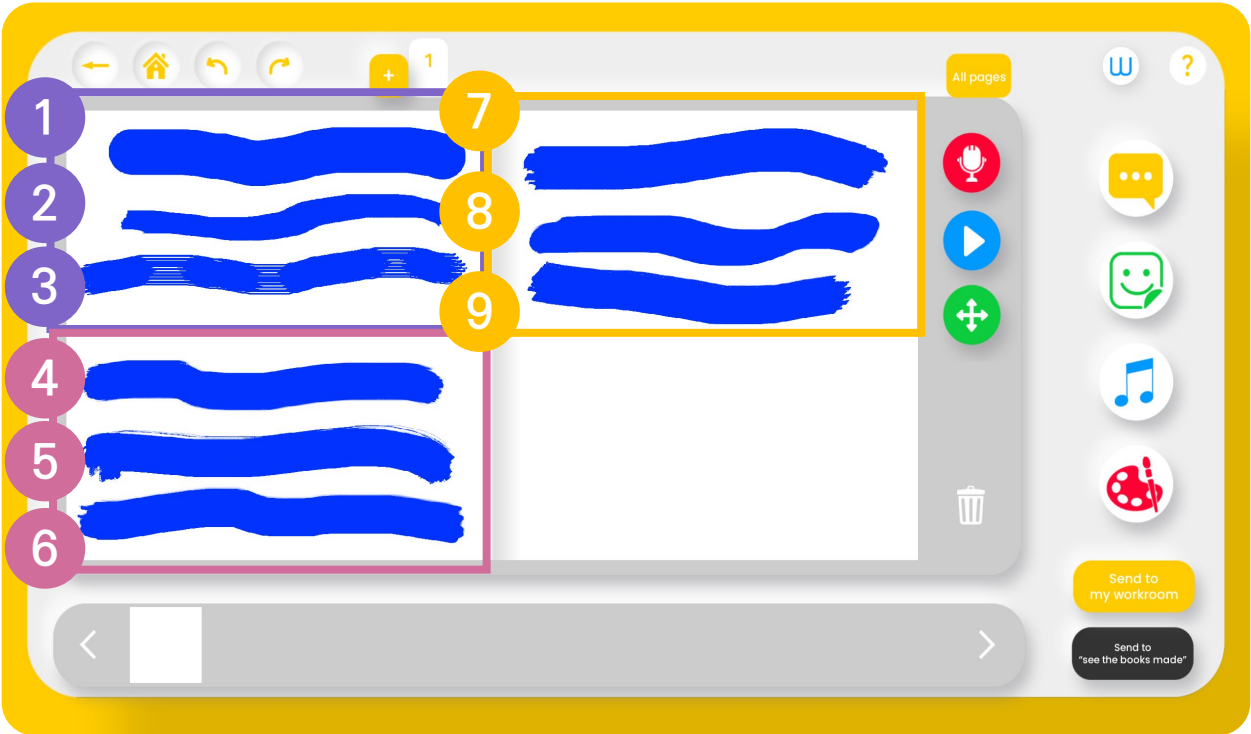
4. Color selection

Any desired paint color can be selected using the color settings.

5. Brush type

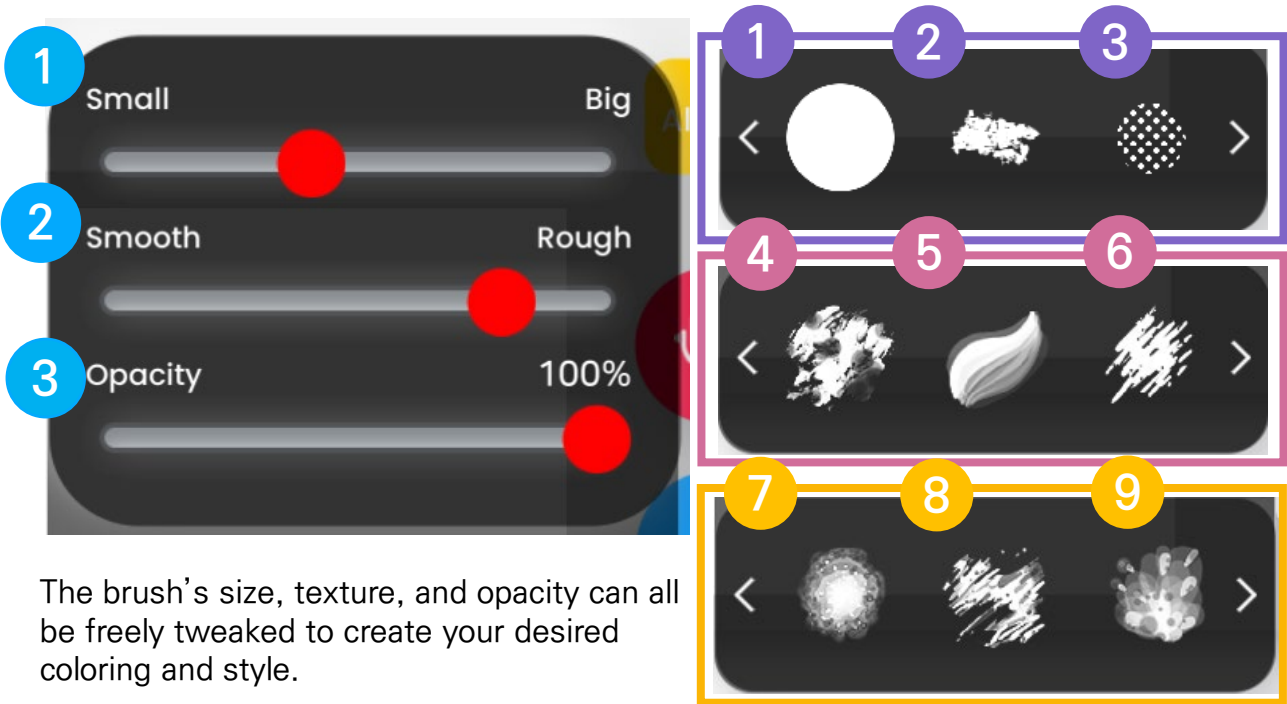
Change the brush type that you wish to use when coloring.

4.3 Types of brushes



1. Brush settings (9 types in total)

Draw and color with a variety of distinct brush types and textures.



The brush's size, texture, and opacity can all be freely tweaked to create your desired coloring and style.

4.4 Placing speech bubbles



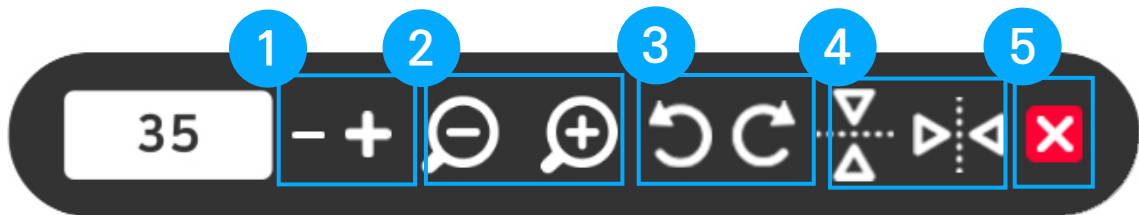
1. Speech bubble button

Use the function to put speech bubbles into your fairy tale story.

2. Speech bubble selection

Select from various unique styles of speech bubbles.

4.5 Speech bubble settings



1. Set the font size

Change the font size of the text within the speech bubble.

2. Set the speech bubble size

You can resize the speech bubble.

3. Speech bubble orientation

Adjust the speech bubble orientation on a basis of 90 ° degrees rotation.

4. Flipping the speech bubble (across axis)

Flip the speech bubble across the horizontal, or vertical axis.

5. Delete function

The speech bubble can also be deleted (Delete by pressing the X or selecting the garbage bin on the main screen).

4.6 Placing stickers



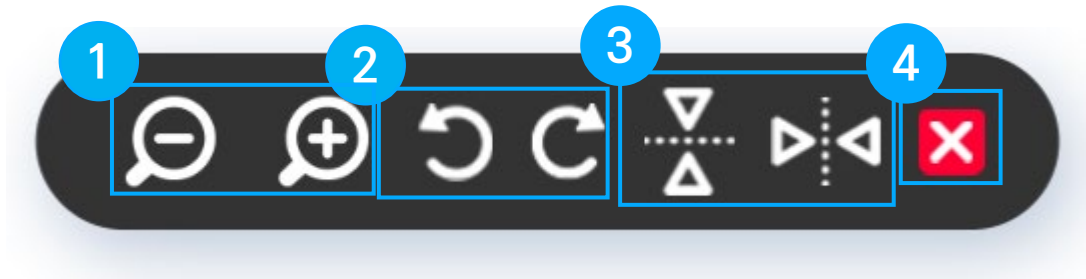
1. Sticker button

Stickers can be freely placed over each fairy tale book however you'd like.

2. Selecting stickers

Scroll through each menu to discover various stickers that can be selected.

4.7 Sticker adjustment



1. Sticker size setting

The sticker size can be adjusted.

2. Sticker orientation

Adjust the sticker orientation on a basis of 90 ° degrees rotation.

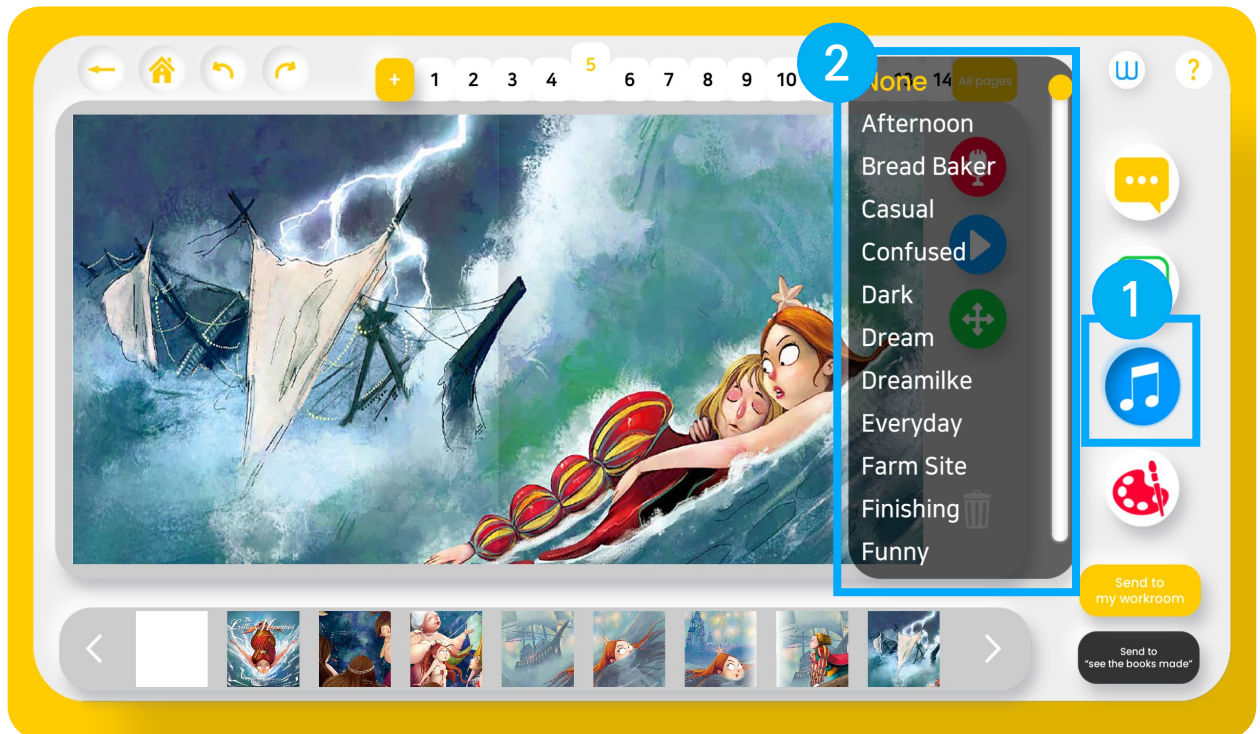
3. Flipping the sticker (across axis)

Flip the speech bubble across the horizontal or vertical axis.

4. Delete function

The speech bubble can also be deleted (Delete by pressing the X or selecting the garbage bin on the main screen).

4.8 Background music



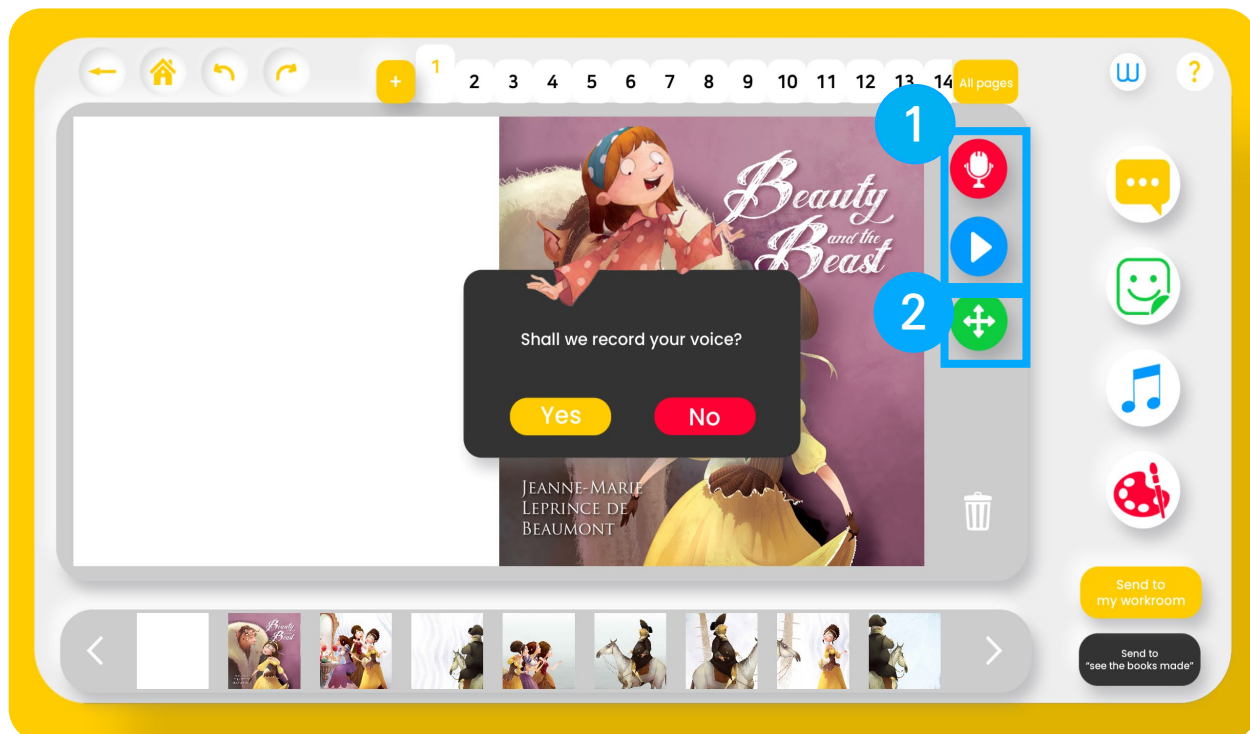
1. Background music button

elevate your fairy tale story by placing background music over your story.

2. Background music selection (22 types in total)

Various unique background music options can be selected.

4.9 Recording



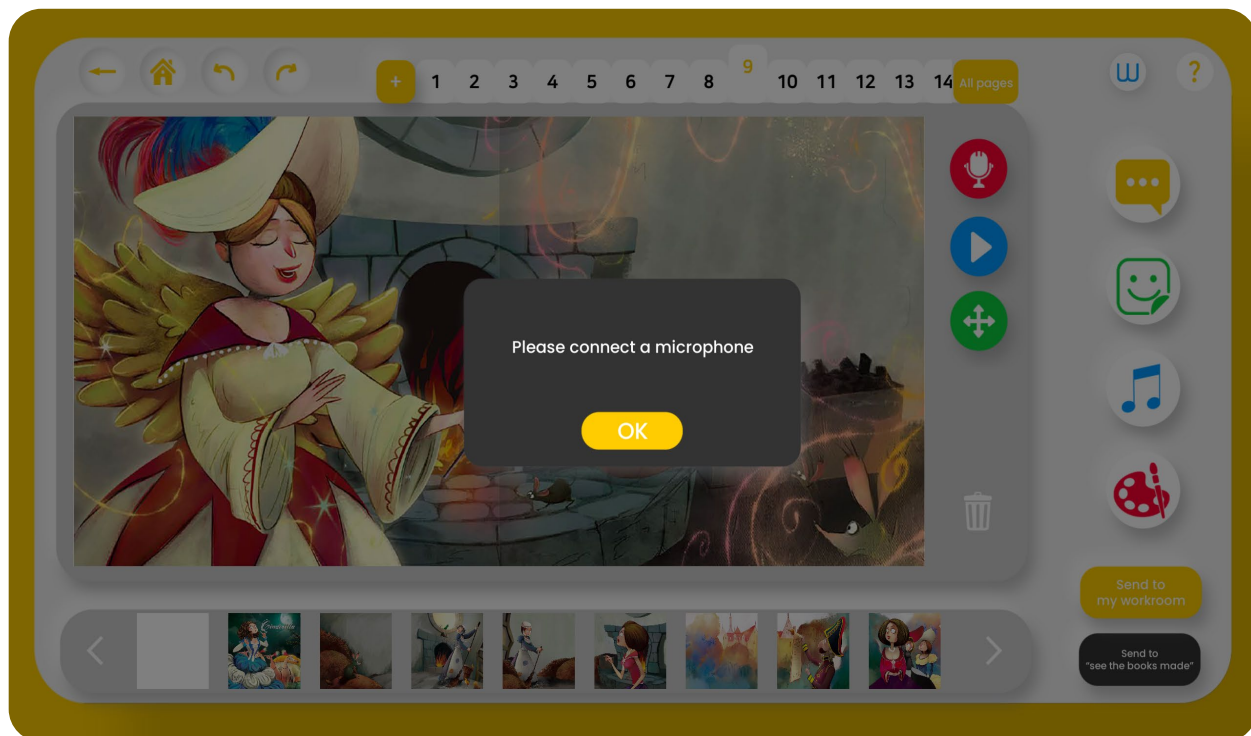
1. Recording and playback button

Record and place your voice over your fairy tale book, afterwards press the playback button to hear the recorded audio.

2. Move button

You can select the task screen to resize and move the task screen.

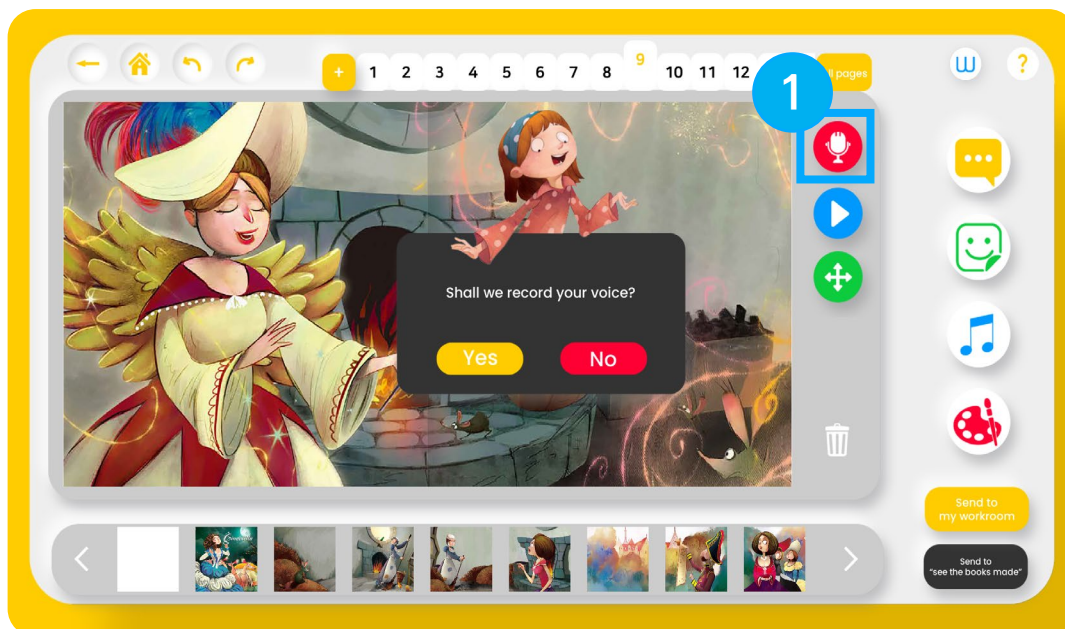
4.10 Mic connection



1. Microphone not being detected

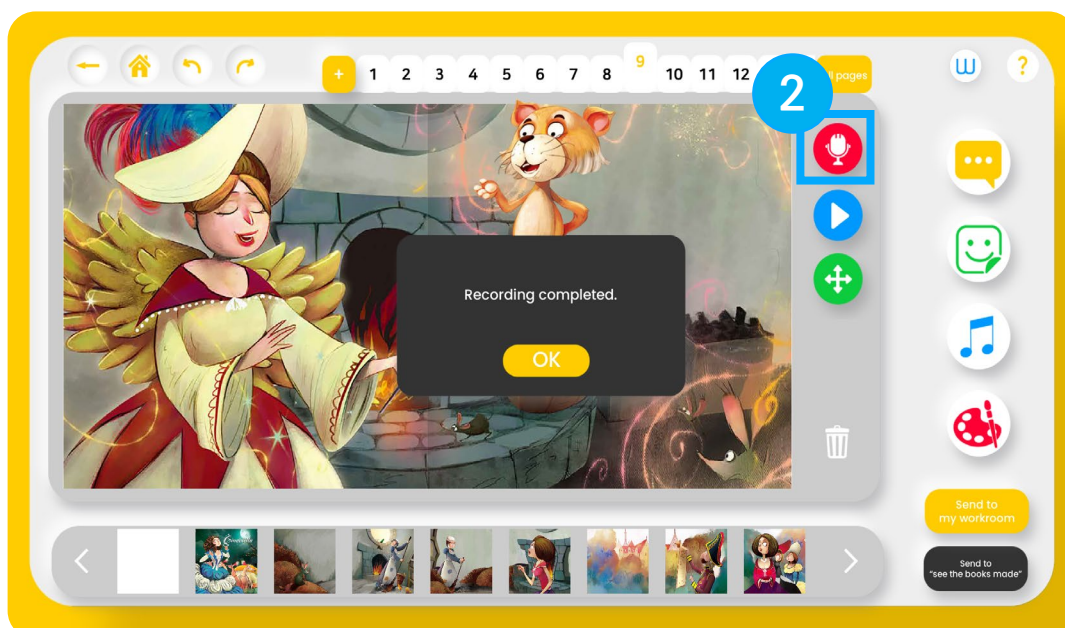
If the microphone is not being detected, this pop-up window will be shown. In this case the microphone should be reconnected.

4.11 Start recording



1. Start recording

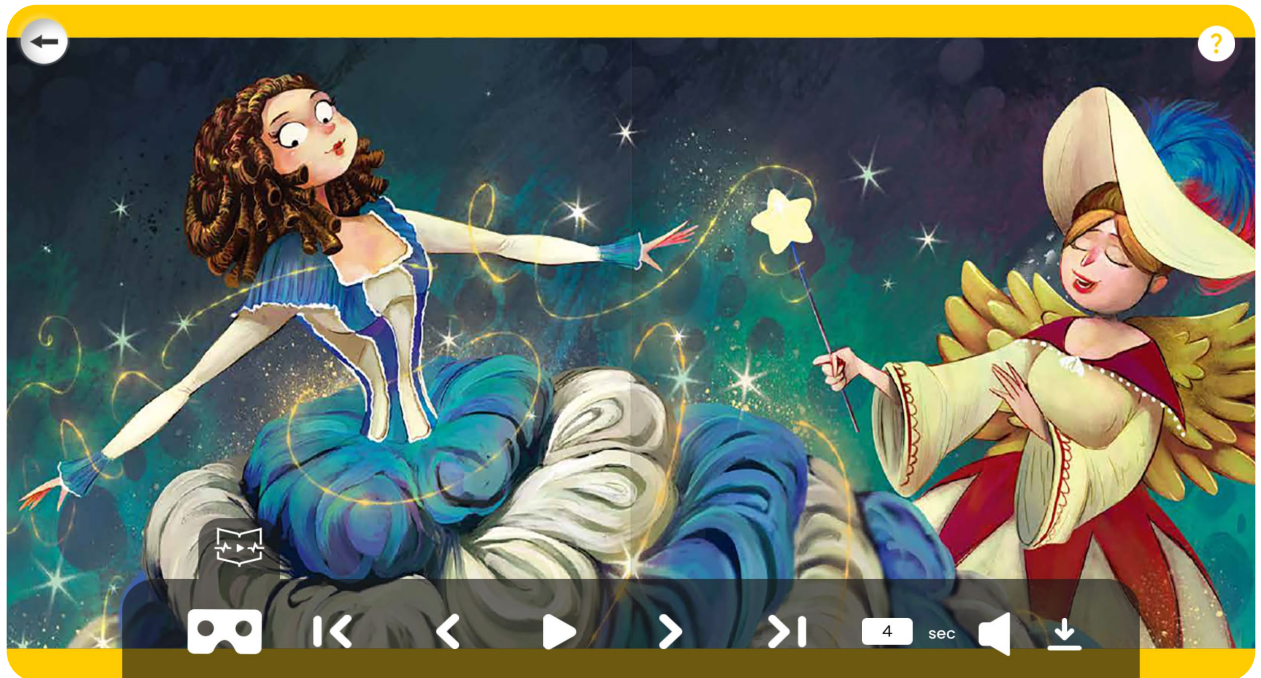
Once you click the record button, a pop-up window will be created in which you should click yes in order to start the recording.



2. Stop recording

In order to stop the recording, Click the recording button again.

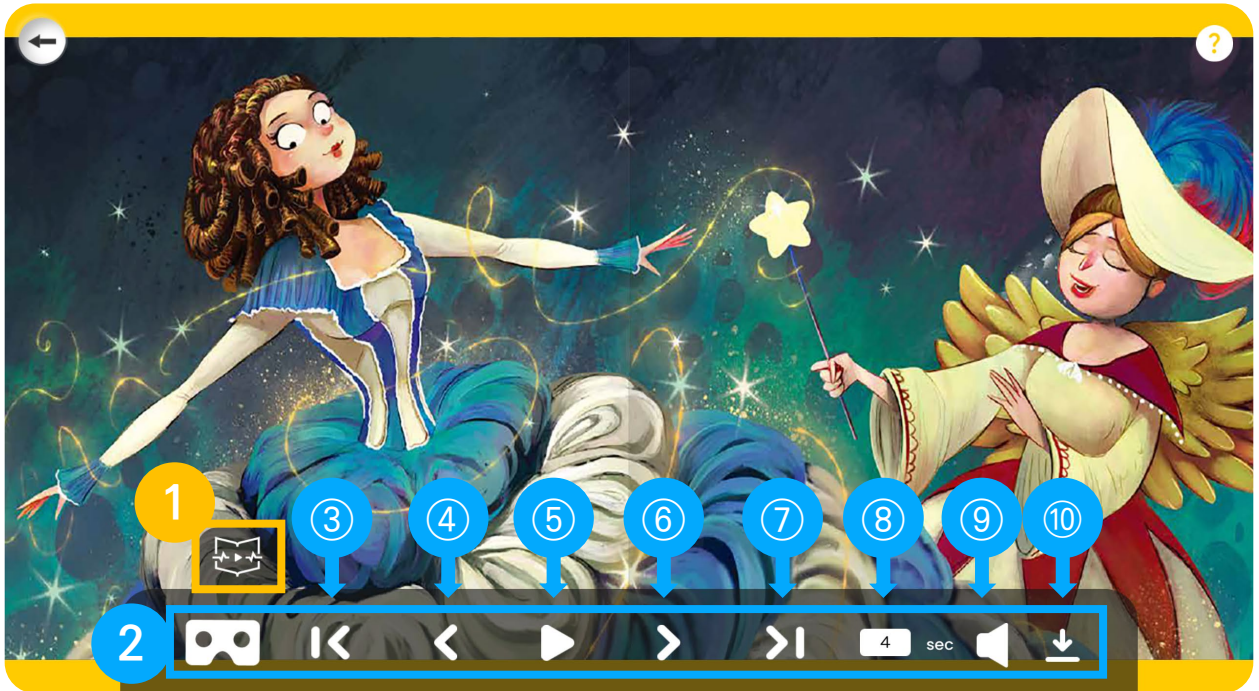
4.12 Viewer mode



1. Viewer mode

The self created book can be viewed in the view mode. While in viewer mode the book can also be downloaded as a PDF file.

4.13 Viewer mode functions



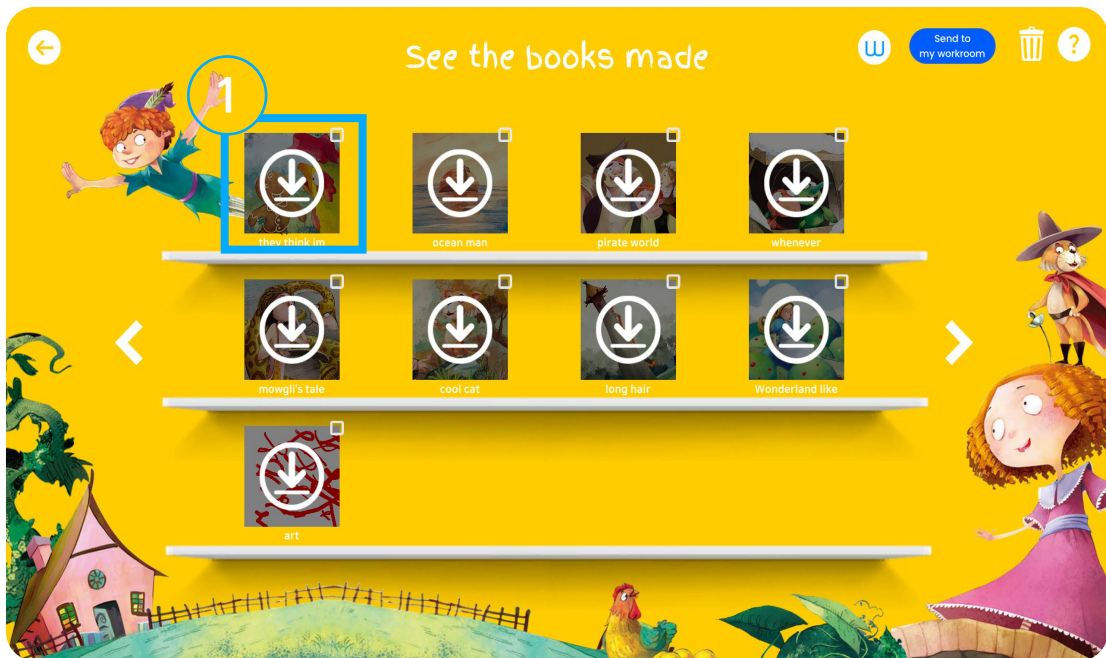
1. Taskbar icon

Icon for opening and closing viewer mode settings taskbar.

2. Viewer mode settings

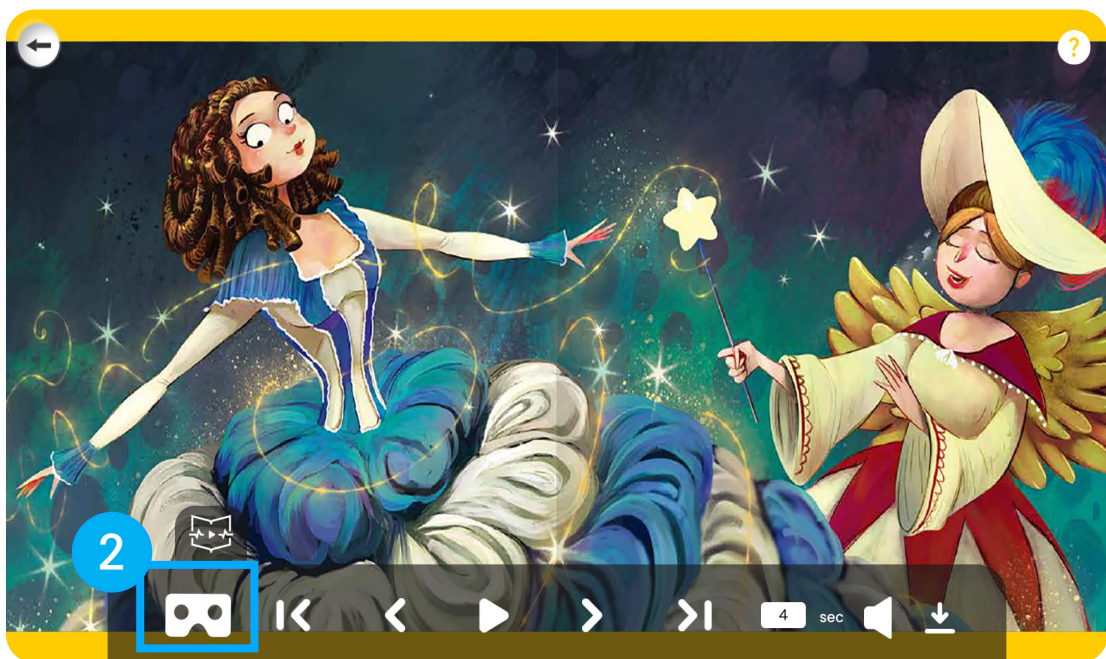
- ② Enjoy the created book in immersive VR mode
- ③ Move to the first page in the book
- ④ Button to go back one page
- ⑤ Stop and play button
- ⑥ Button to go forward one page
- ⑦ Move to the last page in the book
- ⑧ Time duration to change to the next page
- ⑨ Toggle background music or recording sound on or off
- ⑩ Function to download the currently viewed book as a PDF file

4.14 VR mode (Mobile)



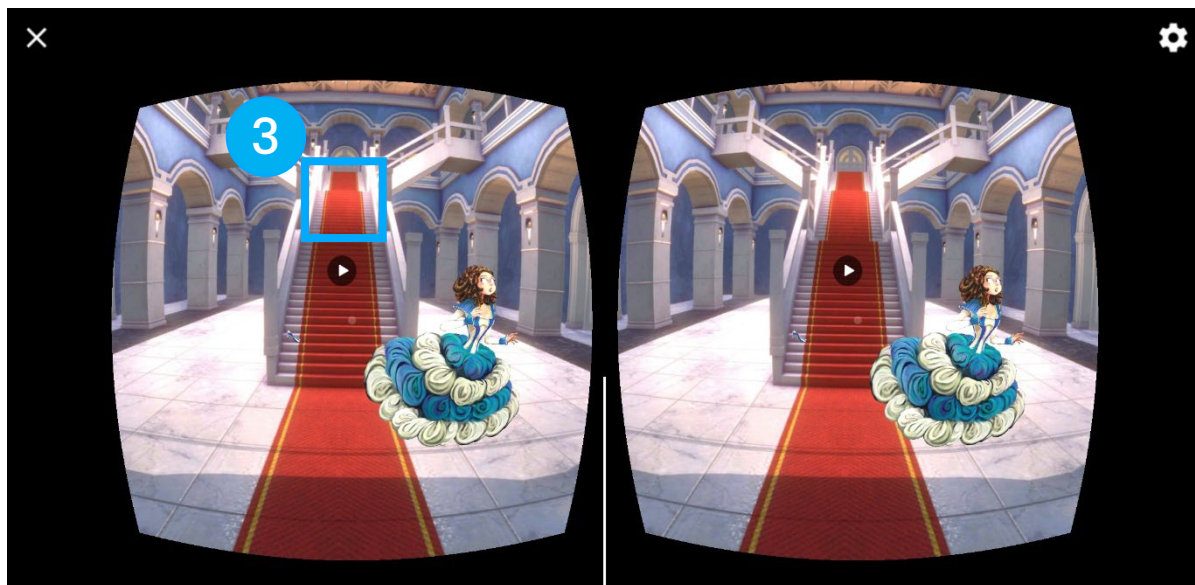
1. Firstly click on the created fairy tale to open the book in viewer mode

In the “see the books made” menu click on the book you wish to view.



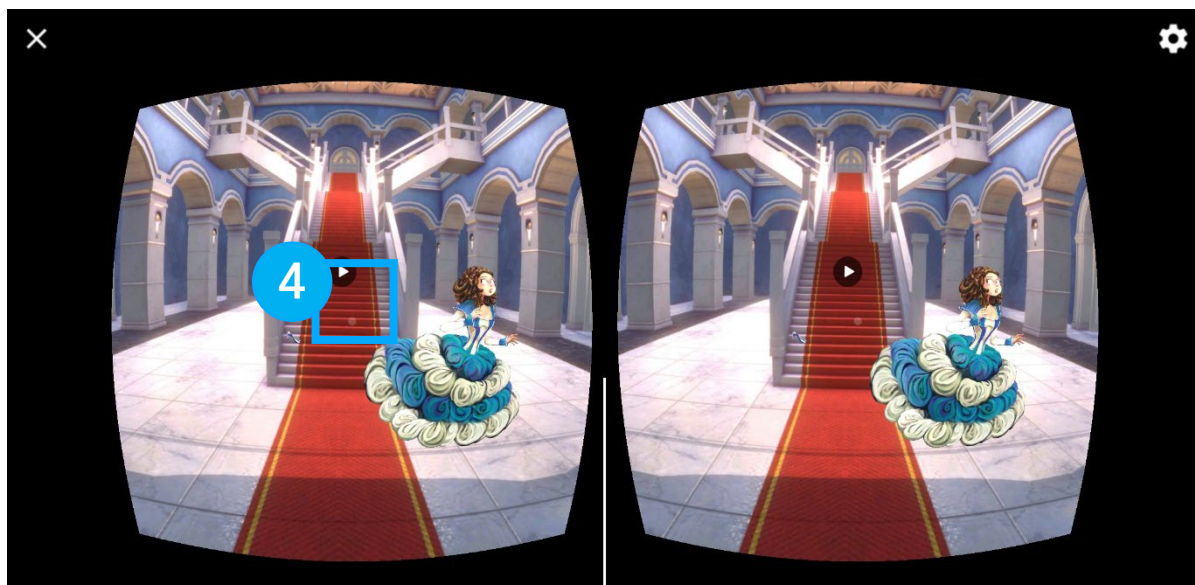
2. Click on the VR mode icon

While in viewer mode click on the cardboard icon, to open the book in VR mode.



3. Look directly at the play button in order to start the fairy tale

While wearing the DIY cardboard, stare at the play button for 3 seconds in order to start the story playback.



4. The fairy tale will be played, while the direction of the camera can be adjusted according to where you are facing.



5. Playback taskbar settings

You can enjoy and control the fairy tale books in VR mode

- ① Move to the first page in the book
- ② Button to move back one page
- ③ Stop and play button
- ④ Button to move forward one page
- ⑤ Move towards the last page in the book
- ⑥ Time duration to change to the next page (Select from 2,4,6,8 seconds)

6



6. End viewing experience

If you want to end the VR experience, take off the DIY cardboard and click the X in the top left corner of your phone in order to exit the VR viewing mode.

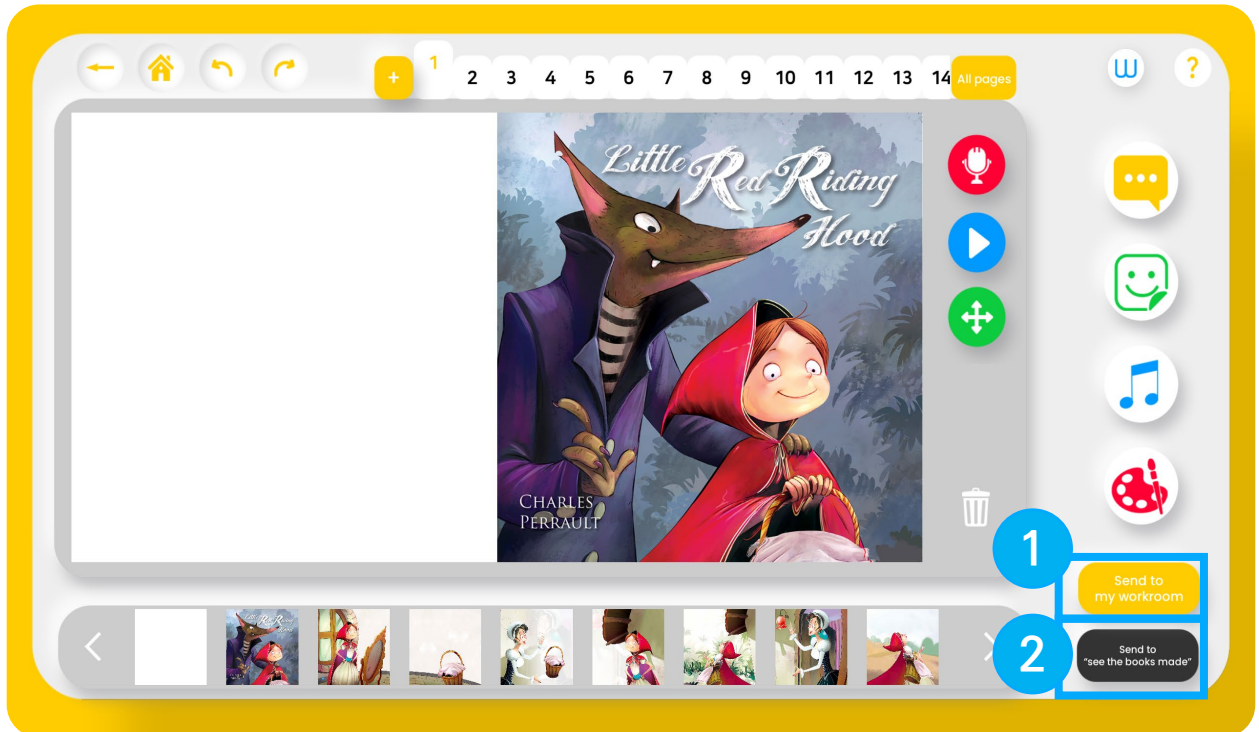
05

Saving editing progress

- 5.1 Saving book
- 5.2 Setting your book cover
- 5.3 Send to my workroom



5.1 Saving book

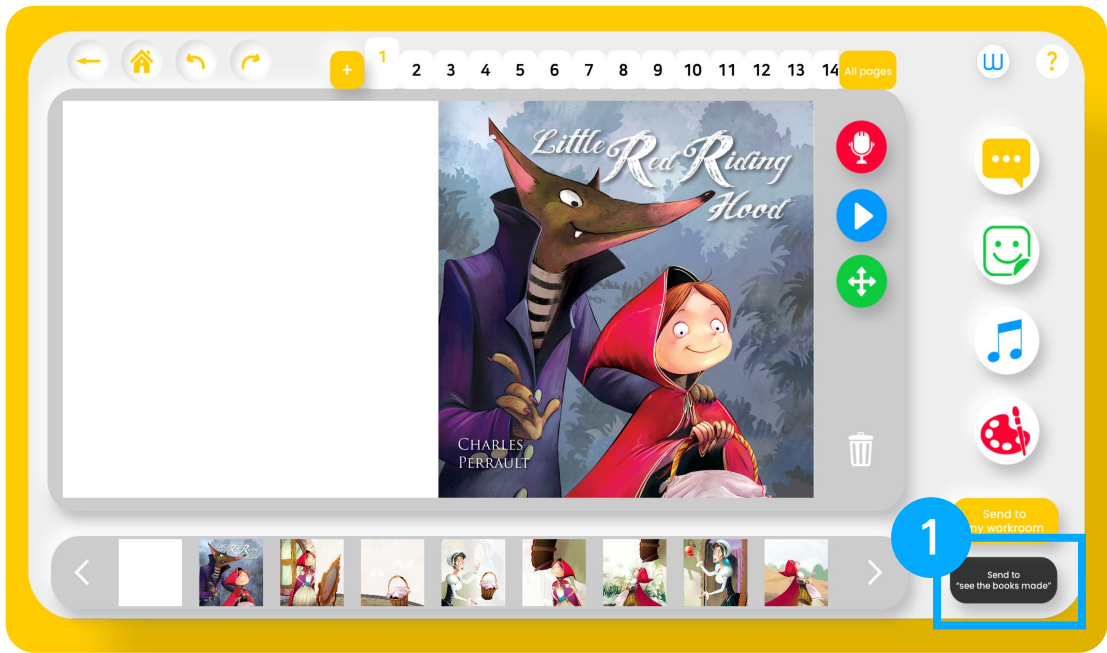


1. Send to “My workroom”

If you click the “send to my workroom” button, then the book will move to “My workroom”. This is where you should put books that are still in editing progress.

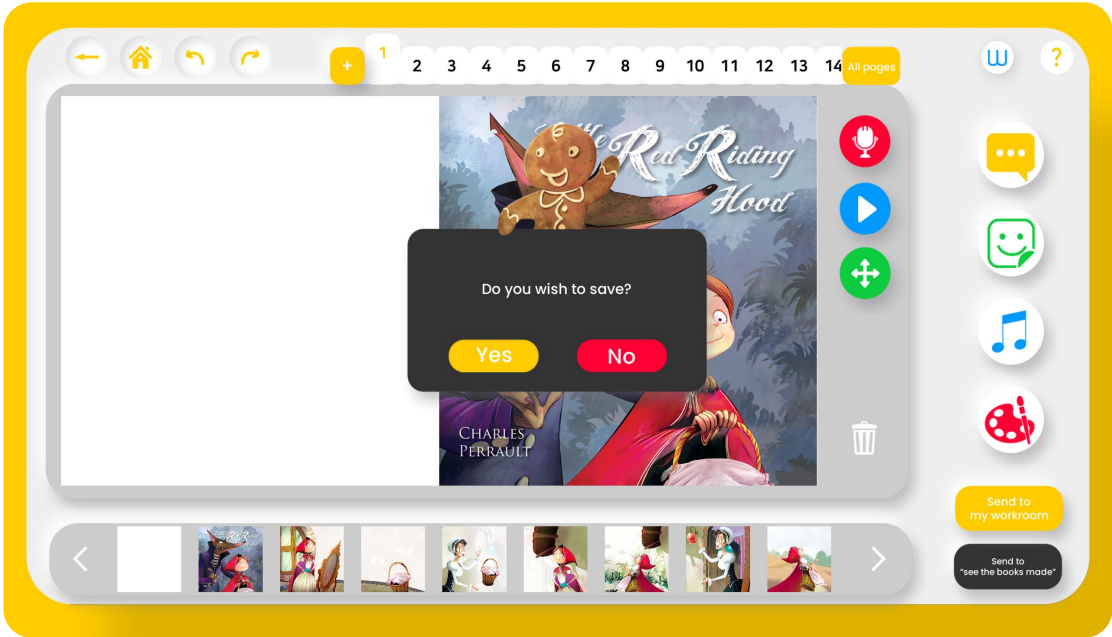
2. Send to “See the books made”

When you click the “send to see the books made” button the book will be saved under the “See the books made” section where the book can be experienced in the viewing mode.



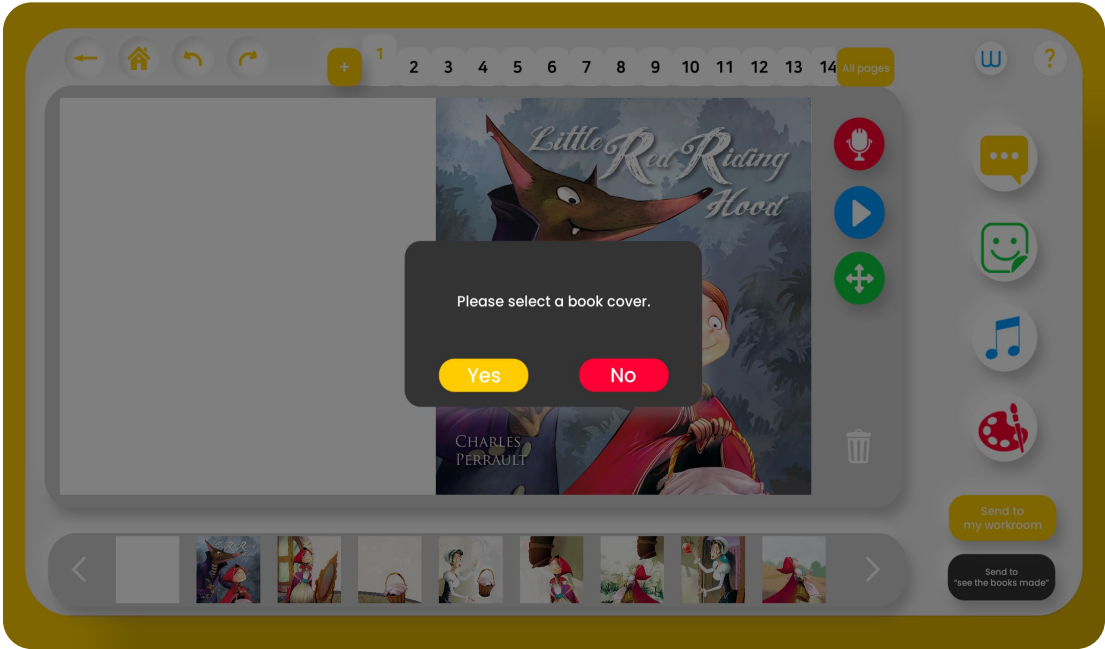
1. Click the send to “See the books made” button

When you click the ‘Send to “see the books made”’ button, a pop-up window appears asking “do you wish to save?”



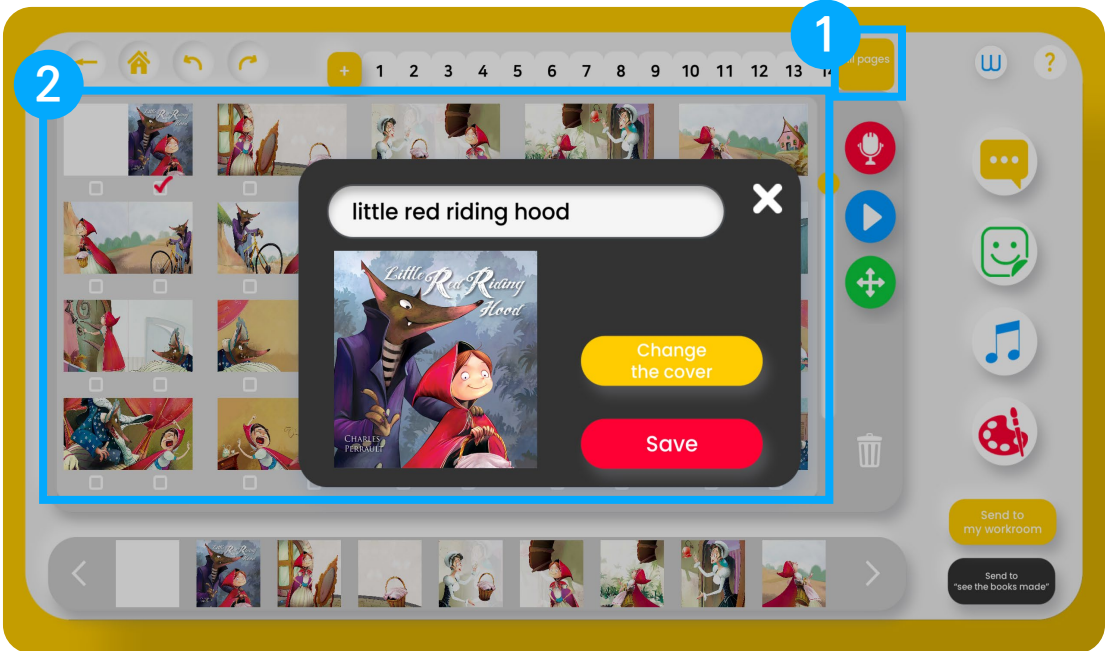
How the pop-up window will appear

5.2 Setting your book cover



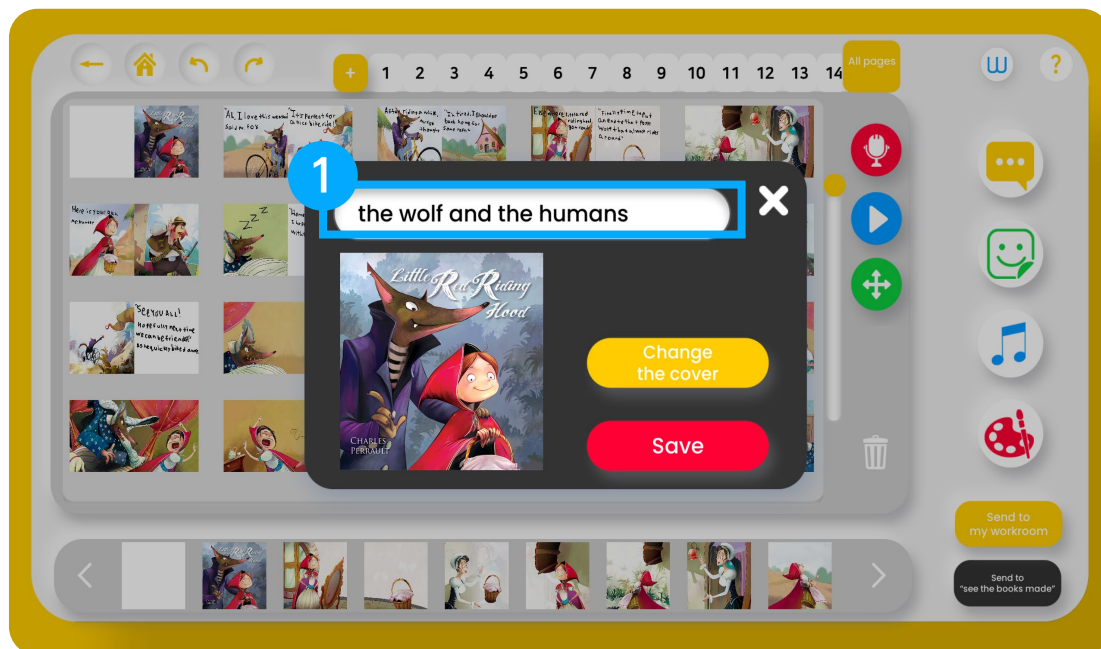
1. “Please select a book cover” pop-up

When saving a pop-up window asking, “Please select a book cover.” will appear.



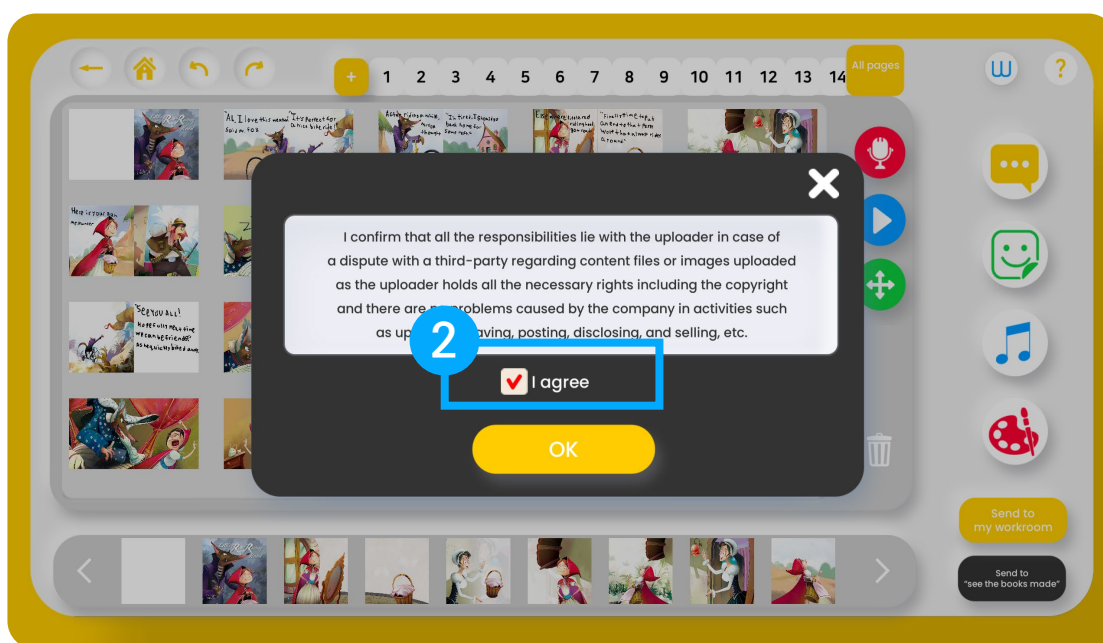
2. Setting the book cover

When the pop-up window appears select “yes” on the pop-up window and select your desired book cover from your creation.



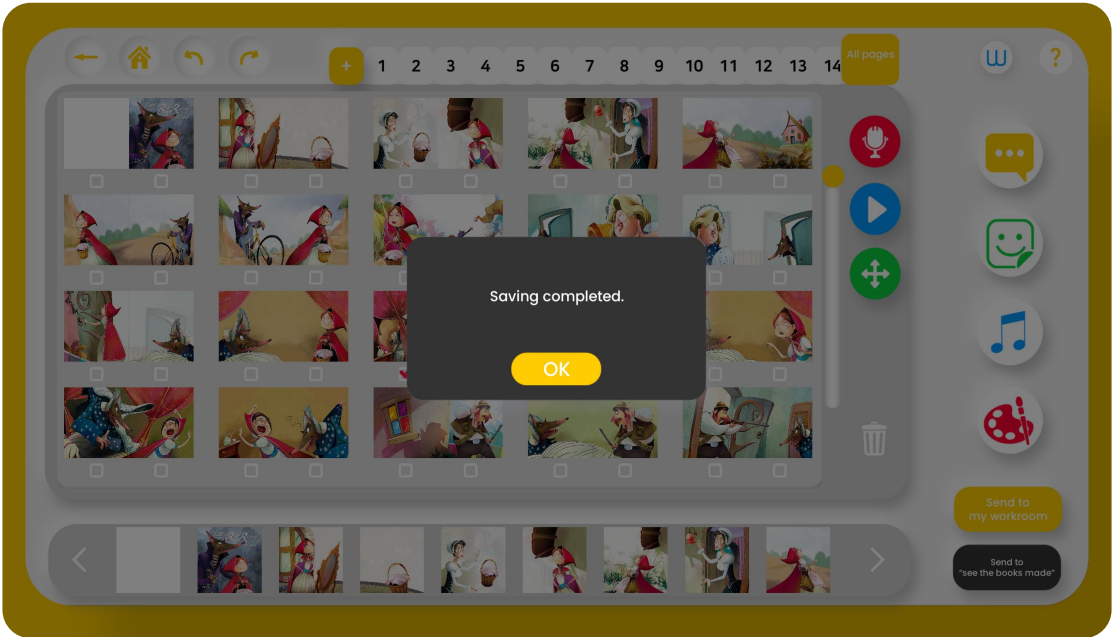
1. Input a title

After setting your book cover you will also be asked to give your book a title. Write the desired title for the fairy tale book in this box.



2. Accepting copyright

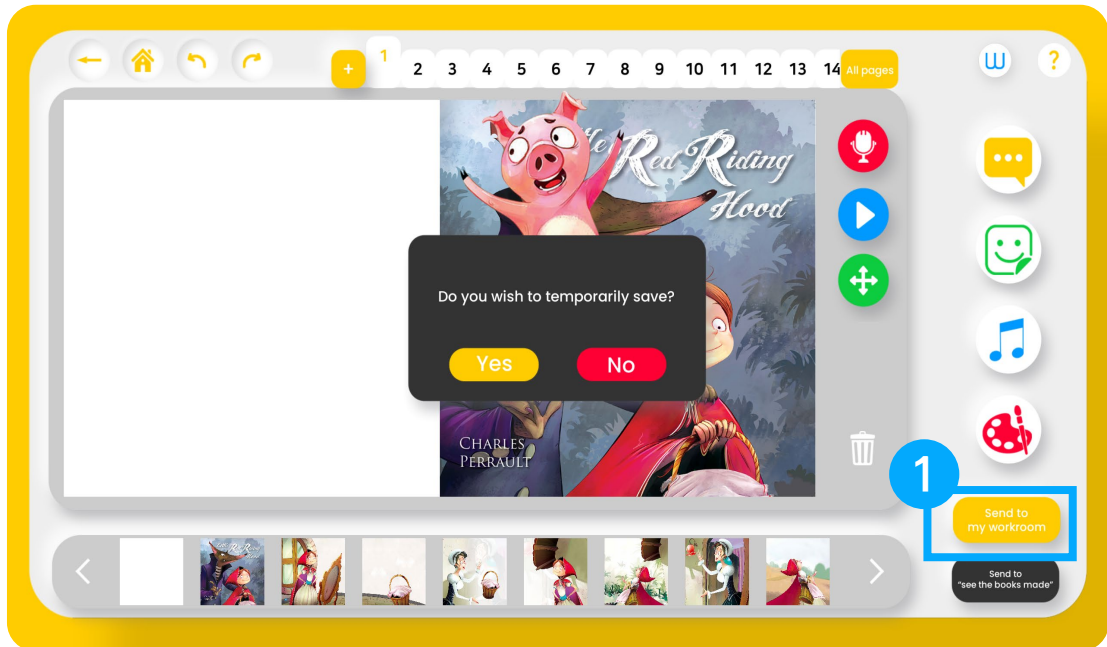
Read and accept the copyright disclaimer.



3. Complete saving process

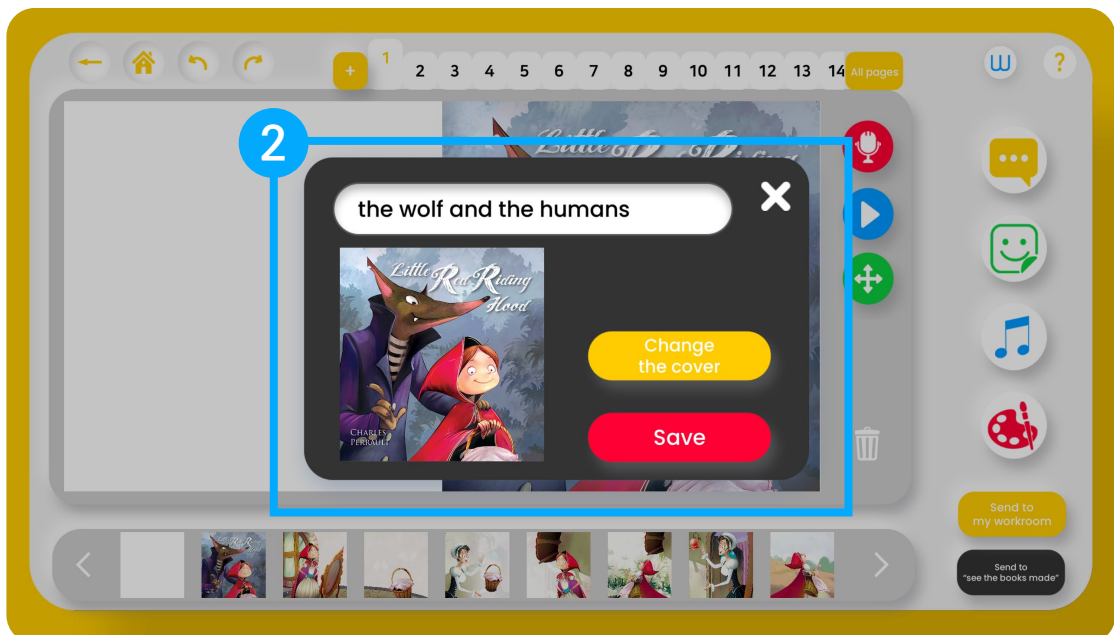
Once you’ve agreed to the Copyright disclaimer, the book saving process is complete.

5.3 Send to my workroom



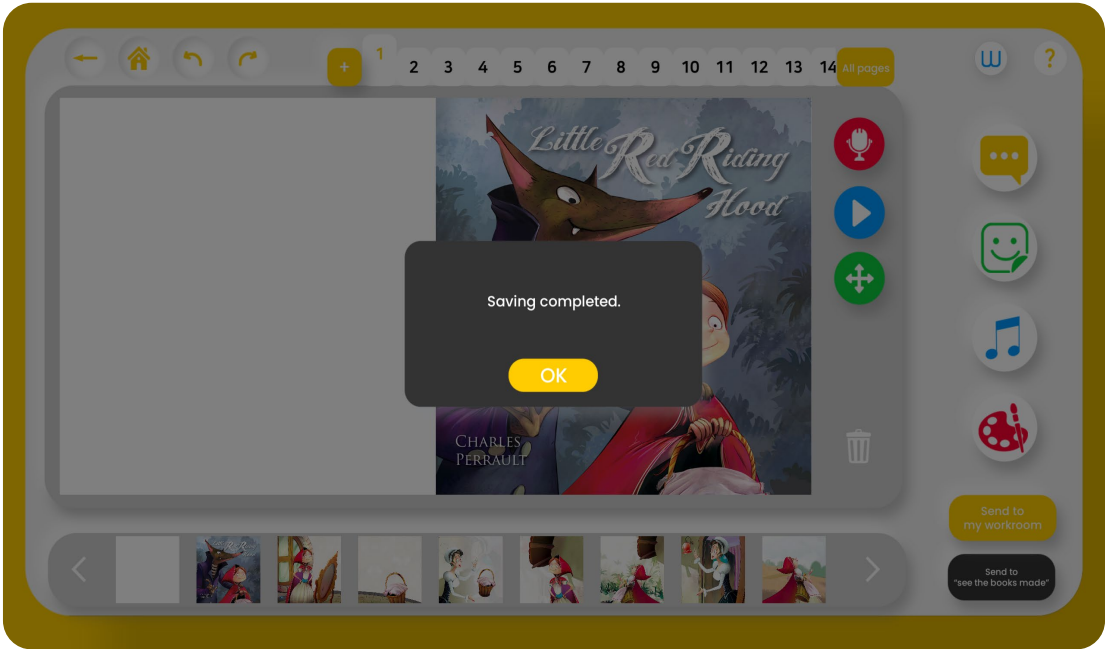
1. After clicking the “send to my workroom” button

A ‘Do you wish to temporarily save?’ Pop-up window will appear.



2. Setting the book cover

Select your book cover and input your desired title and then click the save button to send it to “My workroom”.



Successfully sent to “My workroom” popup

06

Compatible devices

- 6.1 Compatible device list
- 6.2 Wacom settings



6.1 Compatible device list

StoryBuilder is a multimedia e-book creation tool, You can draw and write more conveniently while working with compatible devices.



Essential

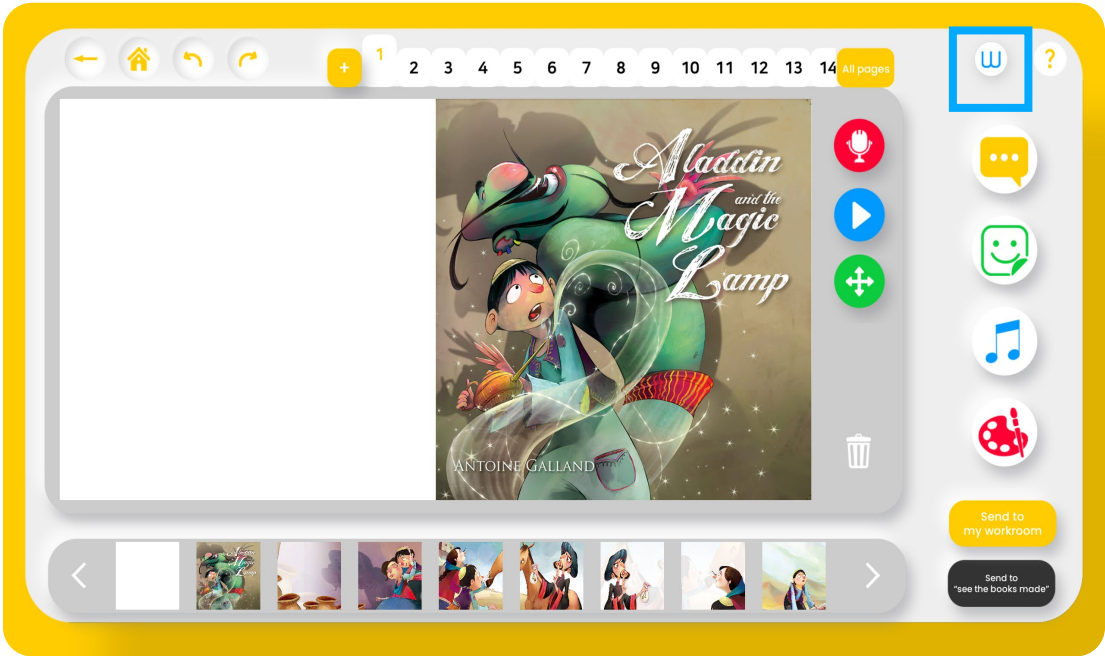
Galaxy Tab (Android)



Recommended

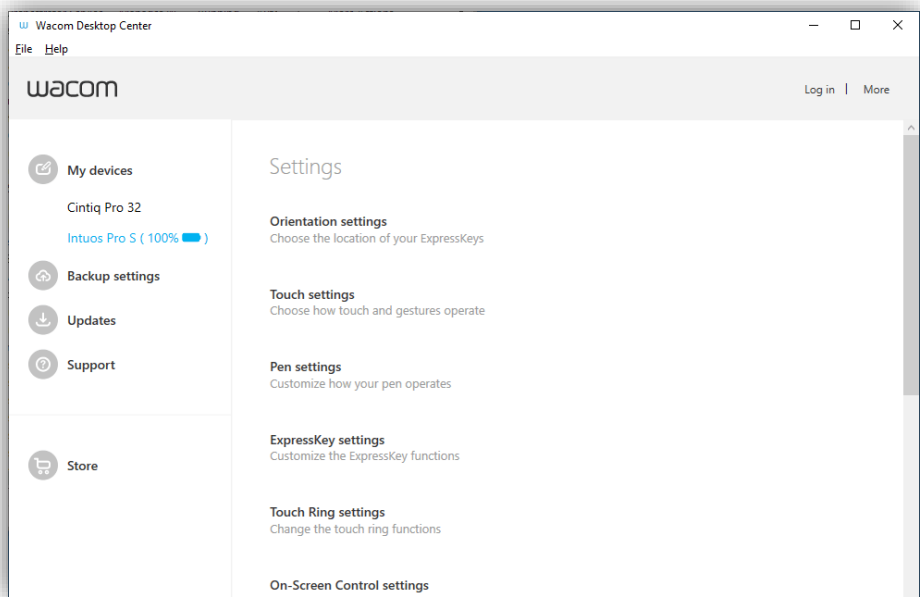
Wacom one (DTC133)

6.2 Wacom settings



1. Clicking the Wacom settings button

Clicking the Wacom settings button will bring up the Wacom device manager.



Wacom tablet settings pop-up window

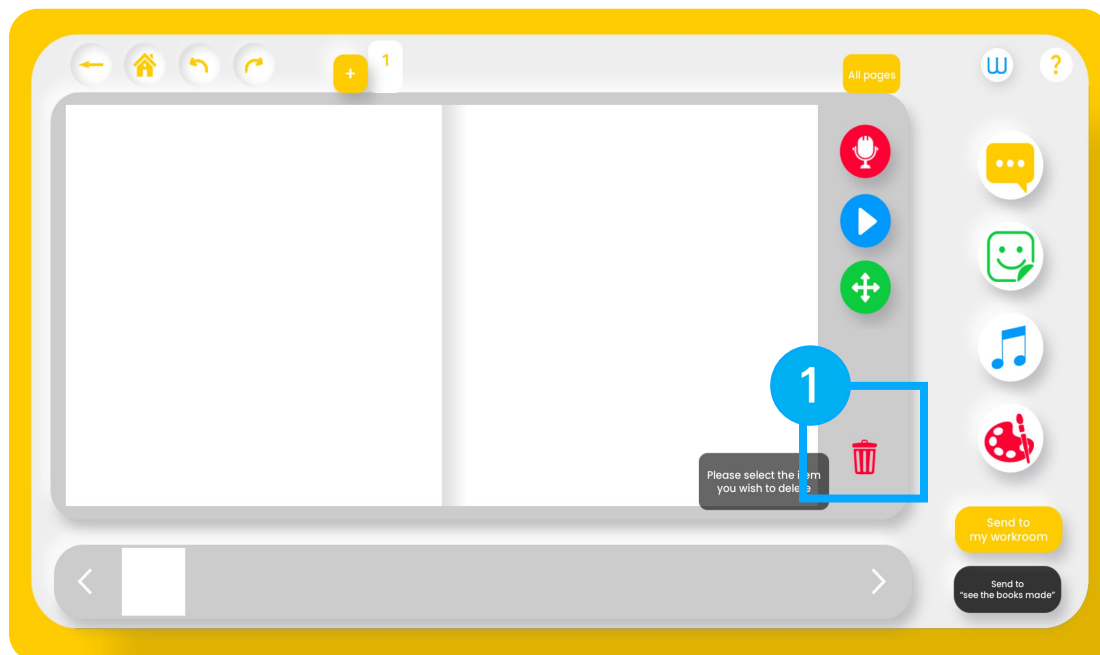
07

Deleting/Uninstalling program

- 7.1 Deleting work
- 7.2 Uninstalling program (Mobile version)
- 7.3 Uninstalling program (PC version)

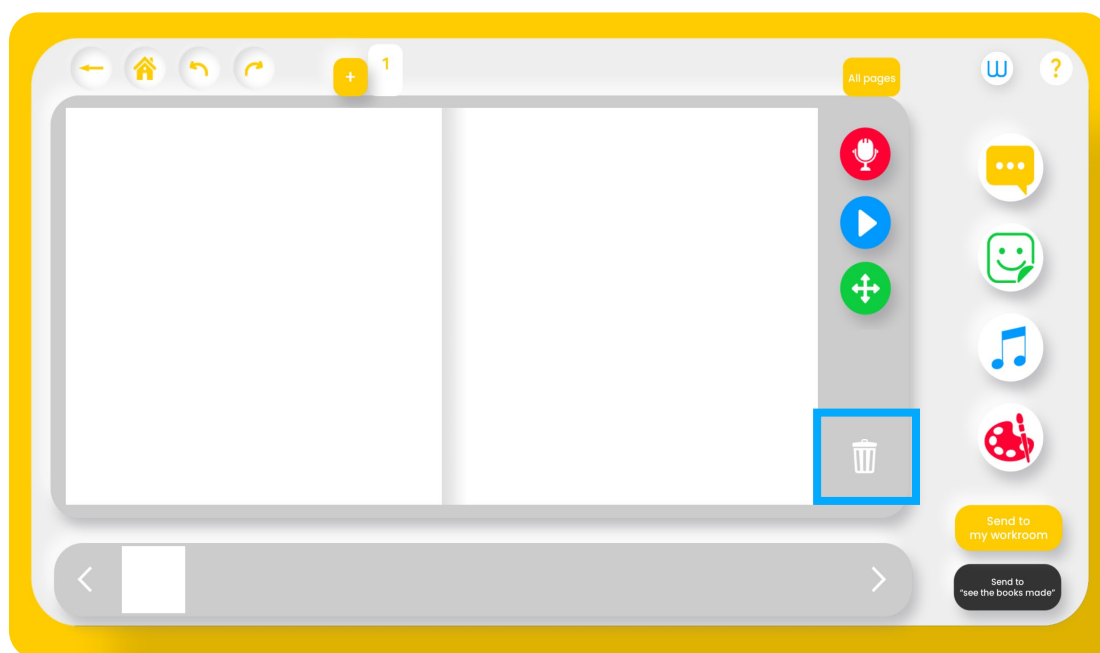


7.1 Deleting work



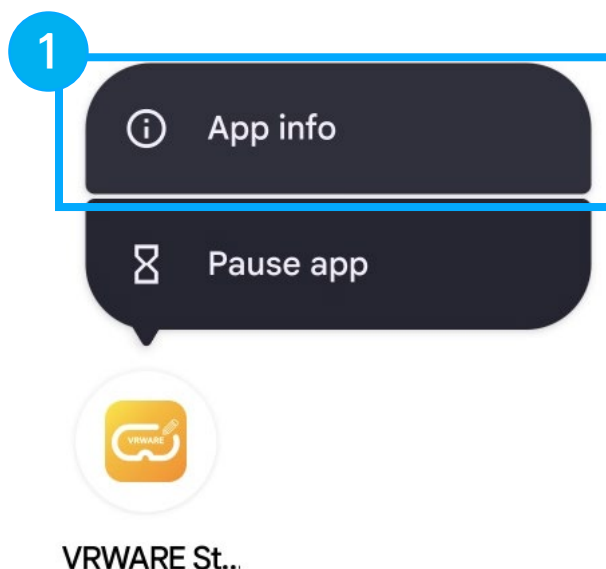
1. Click garbage bin icon

Click this icon to toggle and click on any undesired speech bubbles or stickers.
(Things drawn with the brush will have to be deleted using the eraser.)



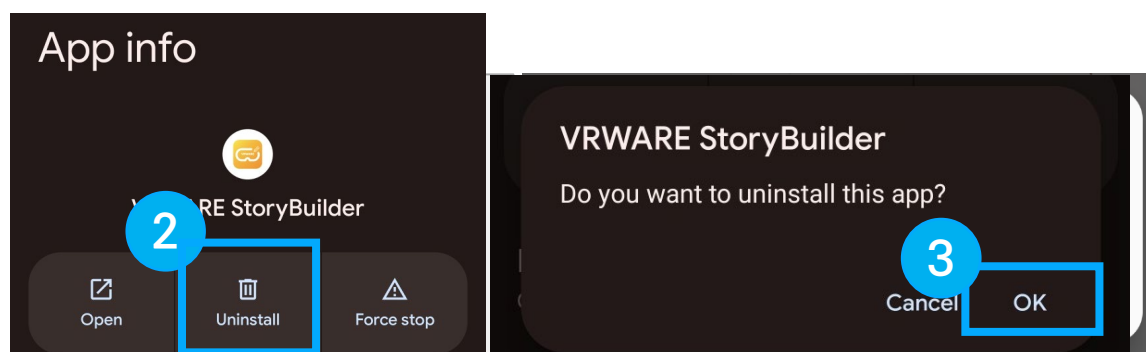
Appearance of garbage bin before toggle ON

7.2 Uninstalling program (Mobile version)



1. Click on VRWARE Edu StoryBuilder app

Click and hold the StoryBuilder application to retrieve app information.



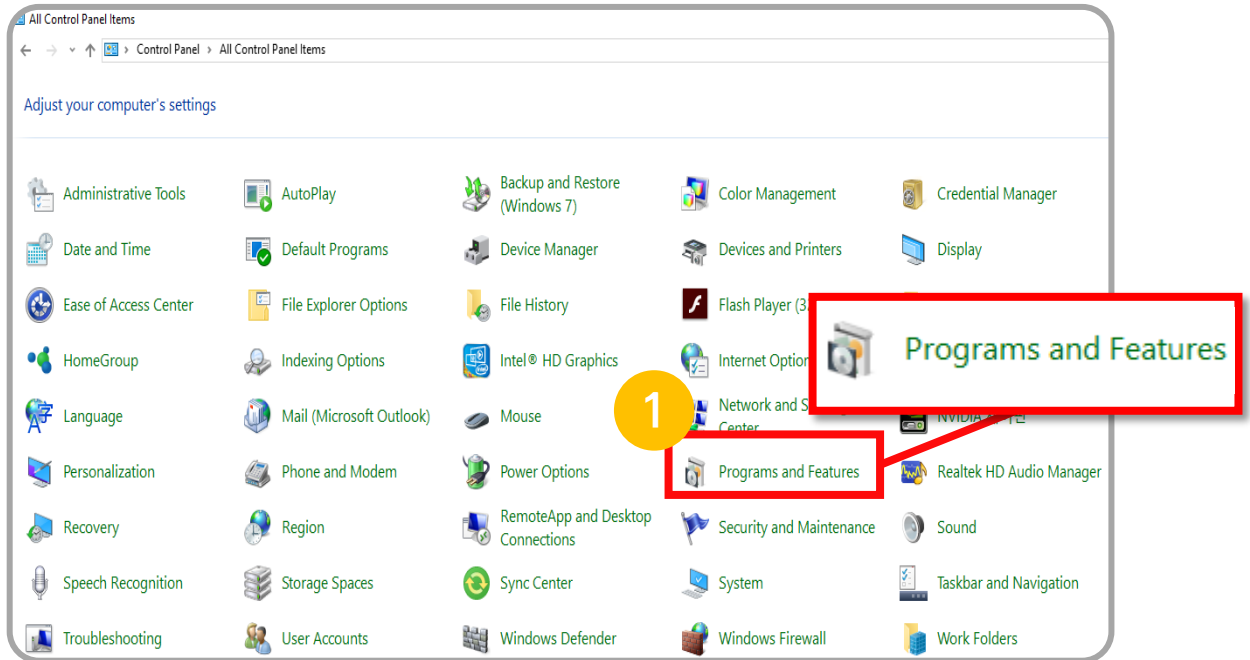
2. Remove app data

Click Uninstall to completely remove StoryBuilder App data.

3.VRWARE Edu StoryBuilder removal

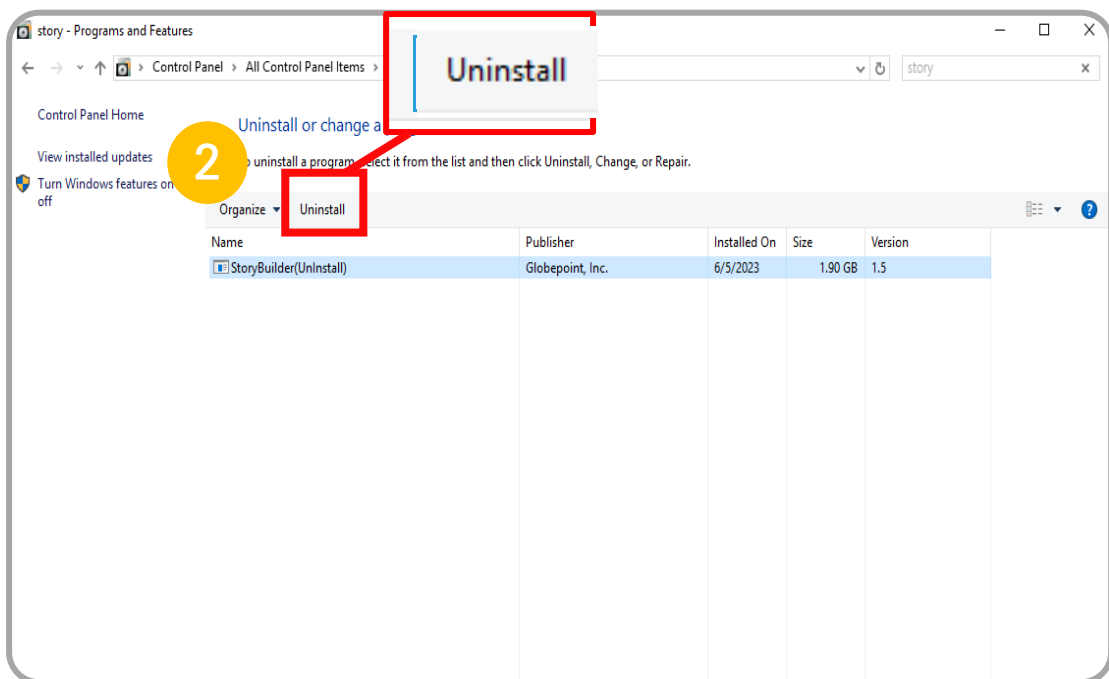
Click “OK” on the pop-up confirming the deletion of the app.

7.3 Uninstalling program (PC Version)



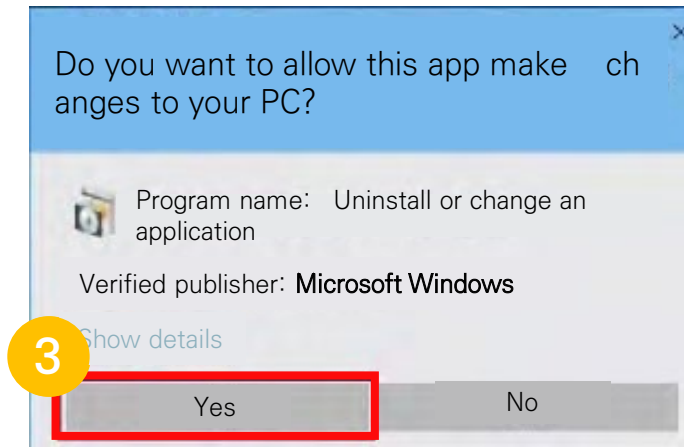
1. Go to “Programs and features” in the control panel

Navigate the program (VRWARE Edu StoryBuilder) that you wish to delete.



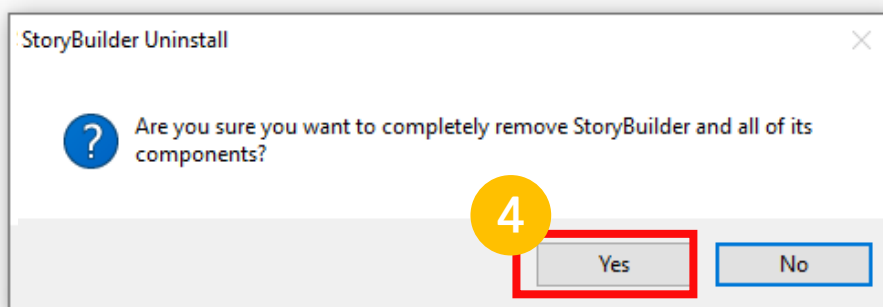
2. Removal of VRWARE Edu StoryBuilder

After right clicking StoryBuilder press “Uninstall” button at the top of the control panel.



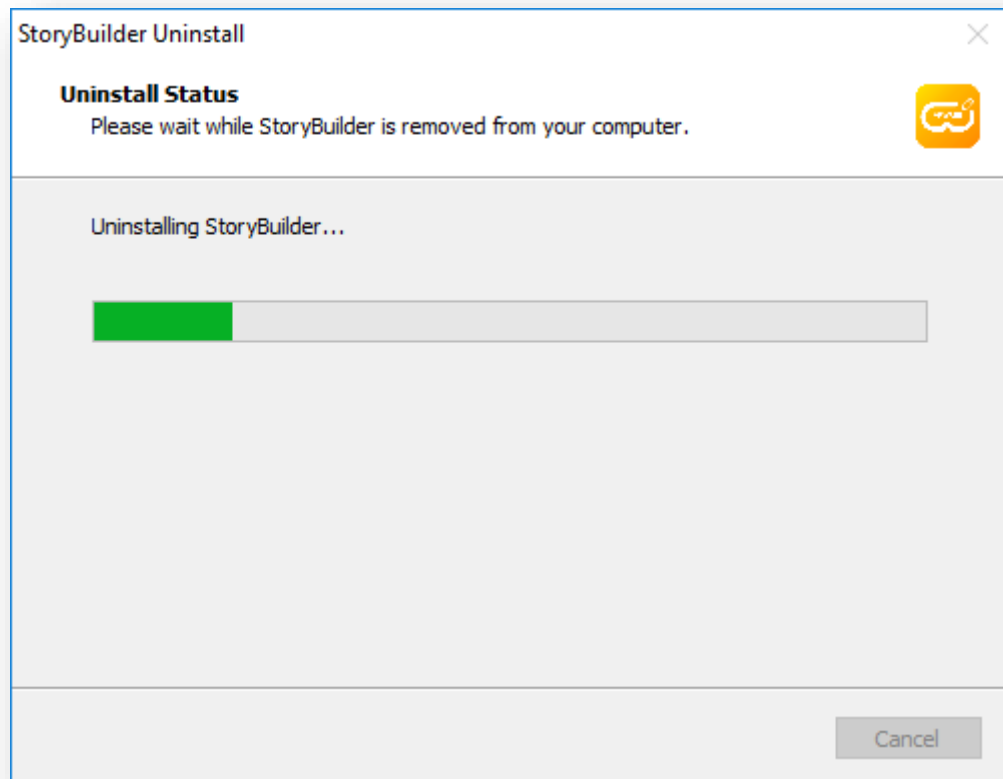
3. Application removal pop-up window

On the “Are you sure you want to allow this app to make changes to your device” window click “yes”.



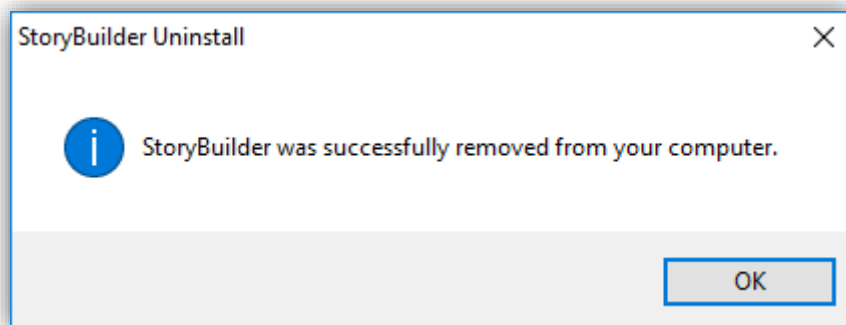
4. VRWARE Edu StoryBuilder removal

A pop-up window asking, “Are you sure you want to delete this app and all of it’s contents?” will appear, click “yes” on this window to commence the uninstall process.



5. VRWARE Edu StoryBuilder uninstall progress status

StoryBuilder is being uninstalled...



Application uninstall successfully completed

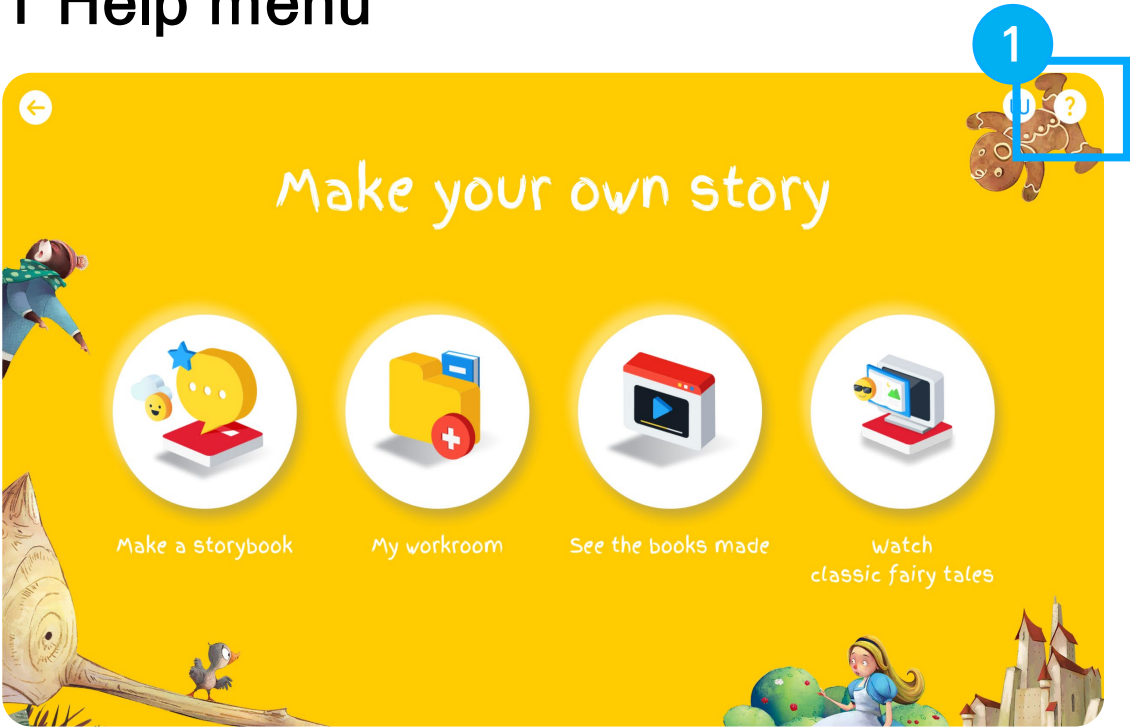
08

View Help screen

- 8.1 Help menu

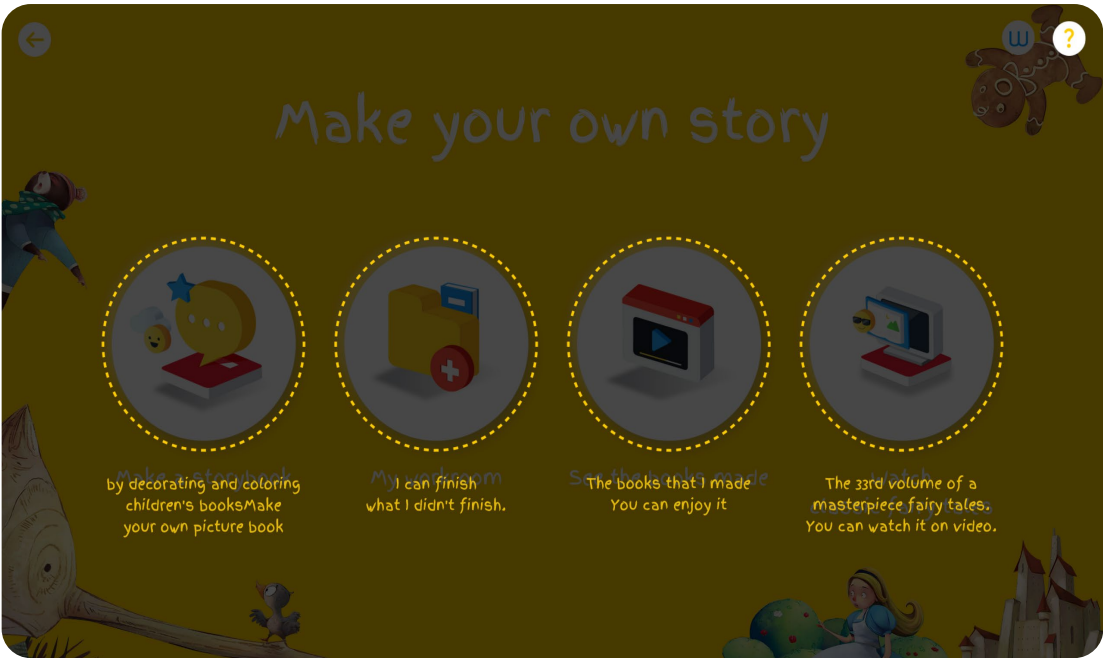


8.1 Help menu

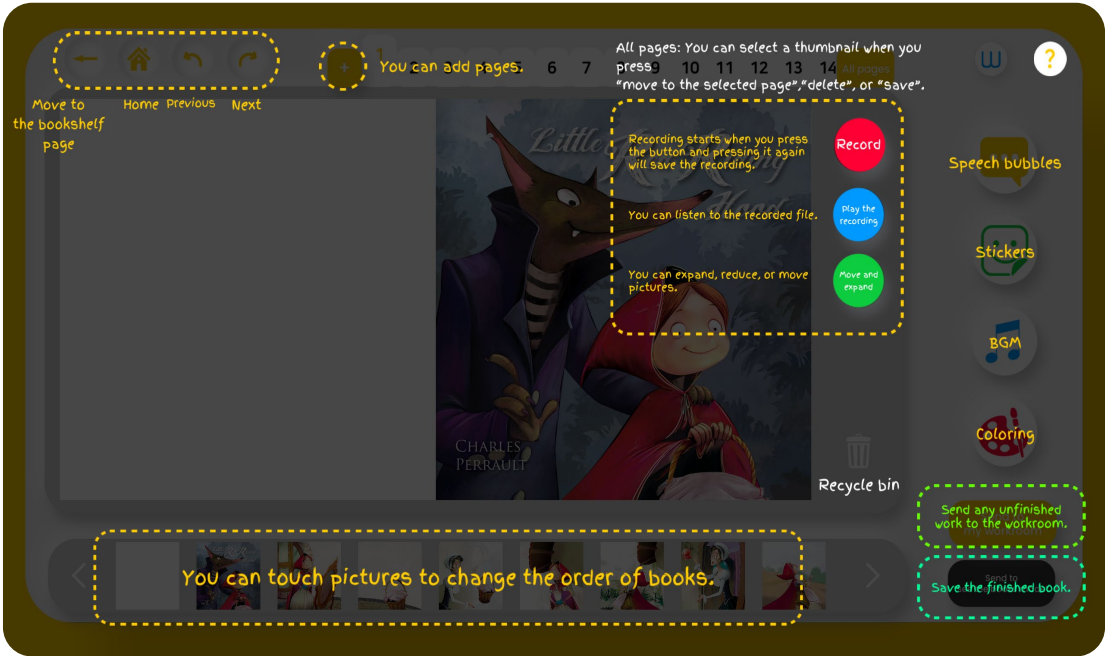


1. When clicking the help button

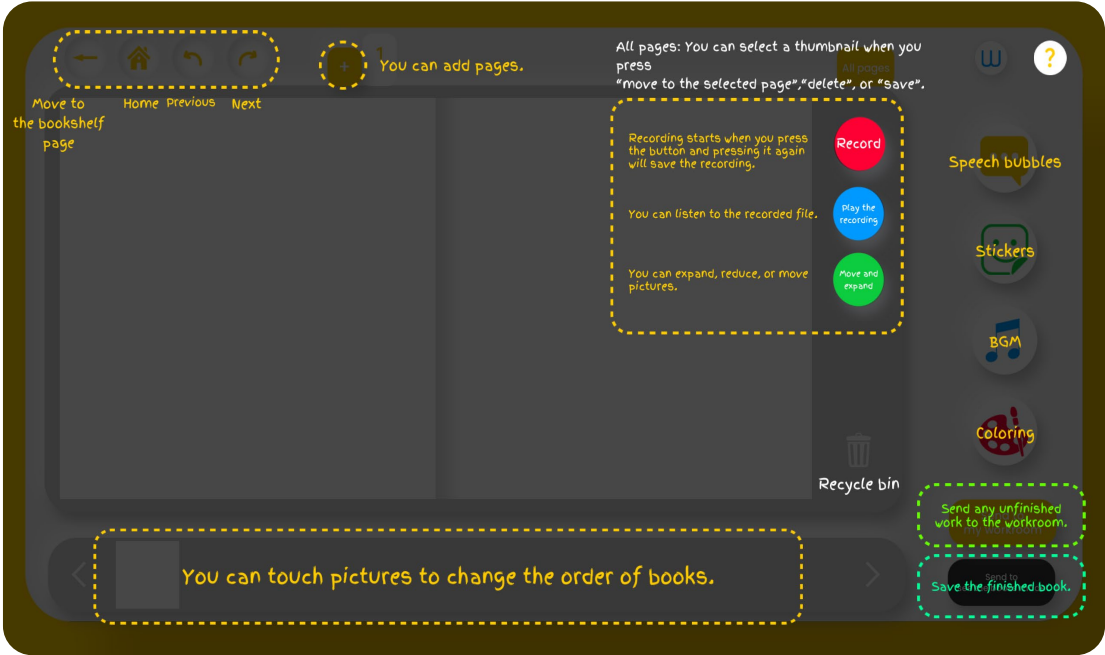
It will overlay the help menu over the screen.



Mode selection help menu appearance



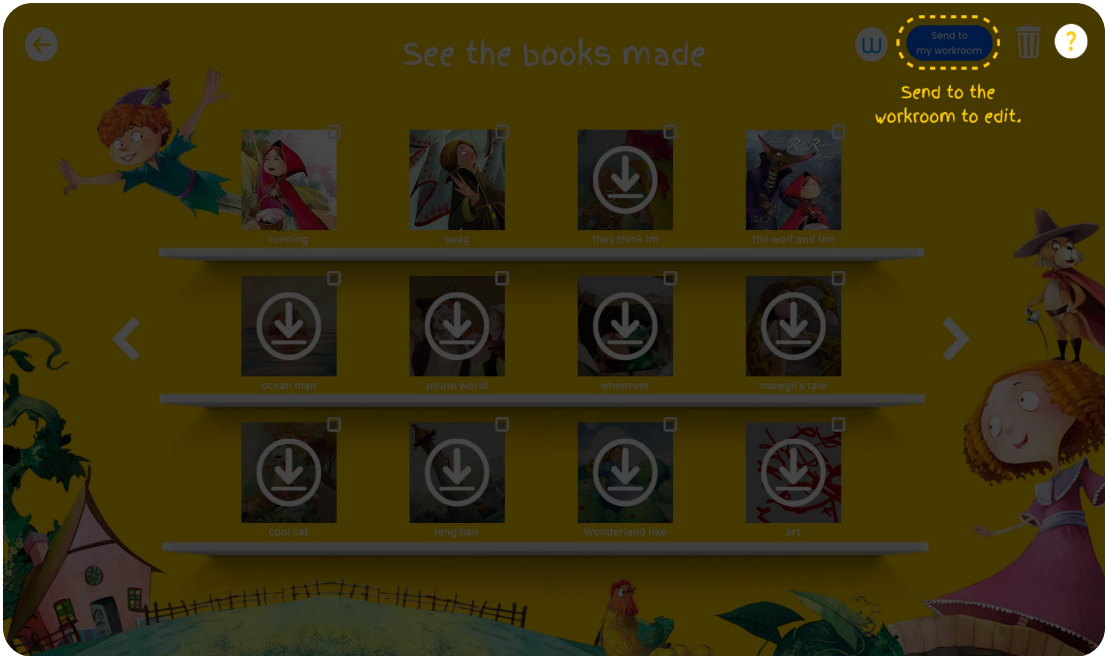
Storybook and Sketchbook help menu appearance



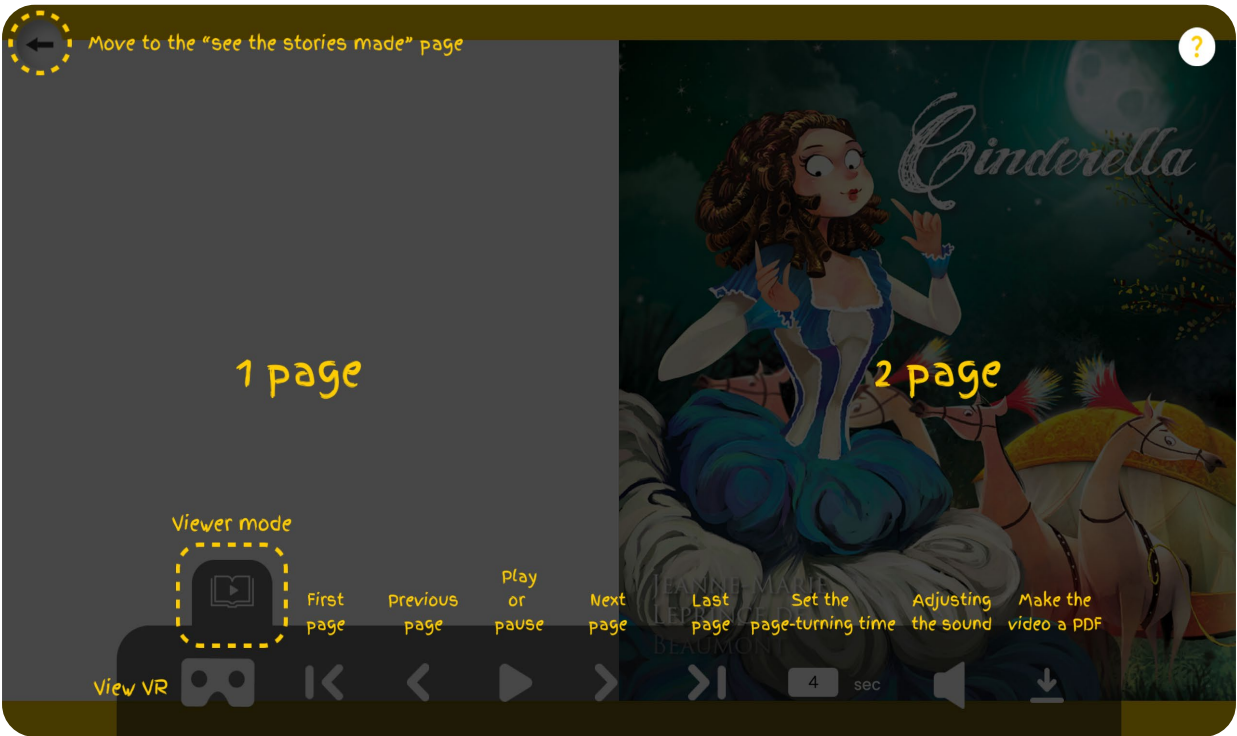
Freestyle help menu appearance



“Make a storybook” help menu appearance




“See the books made” help menu appearance



“Viewer mode” help menu appearance

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