CenarioVR Quick Start Guide

This document assists you in getting started with CenarioVR. For more information, launch the Help within CenarioVR, check out the **Resources** such as our Articles, Case Studies, and Webinars available on https://cenariovr.com, or visit our Community Forum.

What is CenarioVR

CenarioVR is an easy-to-use, online authoring tool for creating virtual reality simulations. It allows you to create engaging and intuitive interactions, through which learners can explore and participate in a captivating 360° virtual environment designed to expand their vision and promote learning, retention, and impact to your organization.

Best Practices for CenarioVR Design and Development

As with any project, before you begin to build a scenario in CenarioVR you should first design and storyboard the basic structure and flow of the scenario. Remember, this is an experiential, interactive environment, not traditional e-learning. Your design should focus on the learner's situational or spatial awareness, and ideally minimize the use of text and text-based questions.

After you have designed your scenario, gather all of the media assets you will need. This includes all 360º videos and images that will be the scenes, as well as any additional 2D videos, images, and audio files that will be inserted within the scenes.

The CenarioVR Interface

There are two main parts to the CenarioVR interface:

- The Dashboard
- The Scenario Editor

The dashboard is what you will see when you first log in to CenarioVR.

CenarioVR Dashboard
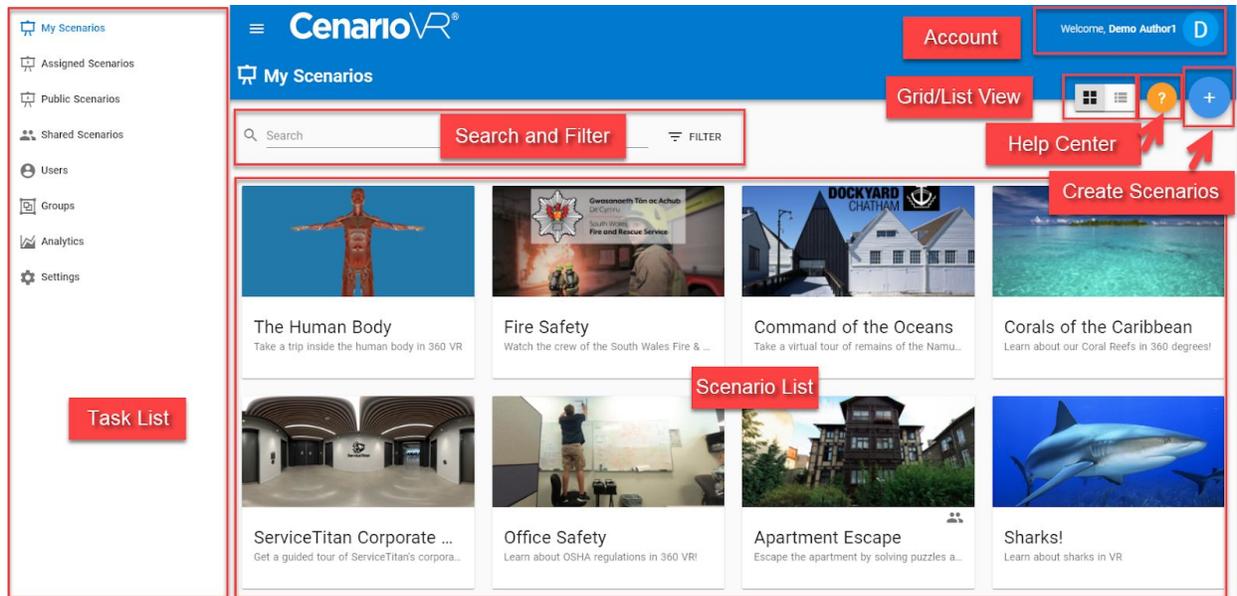
- Task List: Use and manage the tasks that you can complete using CenarioVR here.
  - My Scenarios are the scenarios that you create and share.
  - Assigned Scenarios are the scenarios that have been assigned to you.
  - Public Scenarios list dozens of free scenarios available to you that are shared by others.
  - Shared Scenarios gives you the ability to collaborate with other authors to edit scenarios.
  - From the Users tab, view and manage the list of users within your organization. Check user activity status, view roles, create groups, and more.
  - From the Groups tab, view and manage the list of user groups that you have configured.
  - Analytics gives you insights into how your users find and use your scenarios. See participant numbers, time spent and interaction averages, scores, and more.
  - Organization Admins have Settings which can affect the properties of the organization.
- Account Information: View and update your avatar, name, email address, and password.
- Help: Select the Help button to launch the Help Center. More than just answers to your CenerioVR questions, the Help Center contains links to videos, articles, and the latest news to help you get started right away.
- Create Scenarios: Select the Create Scenarios button to create new scenarios or import existing scenarios to your scenario list.
- Scenario List: Select a thumbnail to open a scenario in the scenario editor.

The scenario editor is where you build your learner's experience.
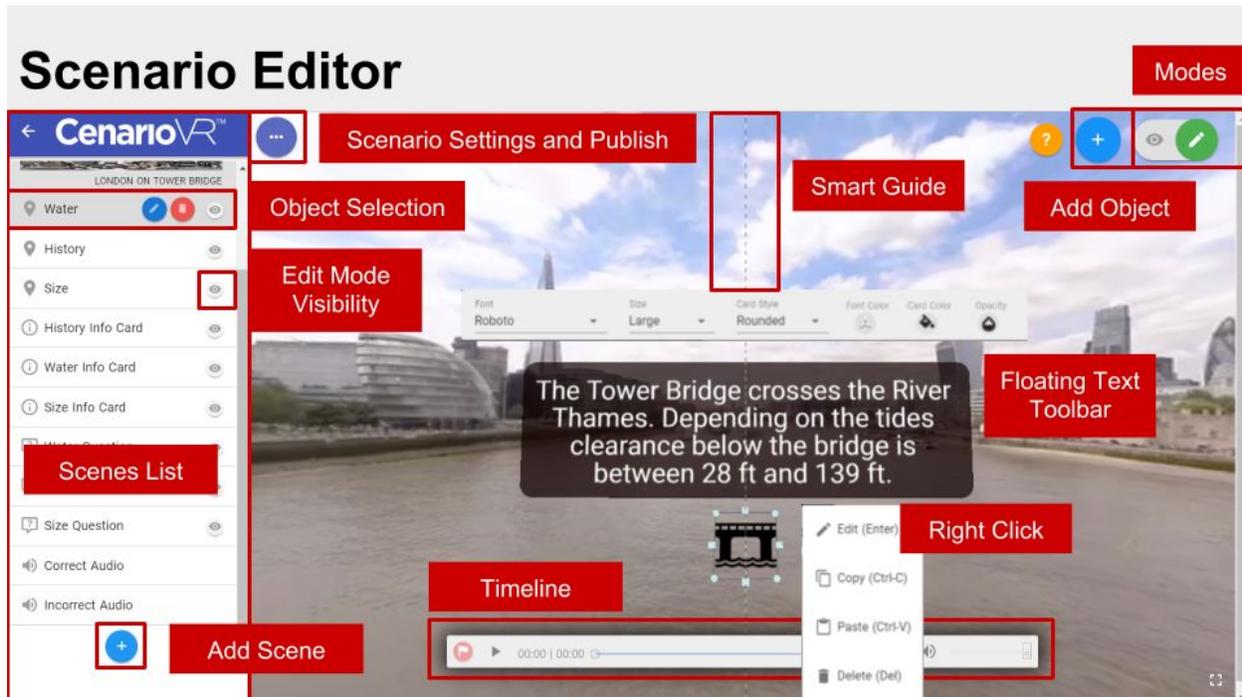
- Scenes List: The scenes you add to your scenario are listed in this column. Scenes are modules that contain your interactivity elements. A scene can use either 360° video or equirectangular image.
- Add Scene: Use the Add Scene button to add a new scene to your scenario. Just drop in the image or video for the scene.
- Scenario Settings and Publish: Select the Scenario Settings and Publish button to view and change the scenario settings and to publish and assign the scenario. Select from various publishing packages to streamline the publishing process.
- Timeline: Use the timeline to place timed actions into the scene. The timeline will equal the length of a video-based scene, or the duration you specify for an image-based scene.
- Add Object: Select the Add Object button to add interactive actions to the scene, such as a Hotspot, Question Card or image.
- Modes: Use Modes toggle to switch between Edit mode and Preview mode. The preview plays the scenario from the user's perspective.
- Object Selection: Selecting an object in the Scenes List gives you the ability to edit or delete the object.

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- Edit Mode Visibility: Using the eyeball you can turn on or off the visibility of the object in Edit mode only. The object will still publish and be visible in the scenario.
- Right Click: Right-clicking on an object in the editor opens up a menu with additional options. If you prefer, you can also use keyboard shortcuts.
- Floating Text Toolbar: Whenever an Info Card or Question Card is selected a toolbar will appear giving you the ability to quickly edit the style of the card and text.
- Smart Guides: Easily align objects using the guides provided within the system.

Building a Scenario

1. Create the Scenario
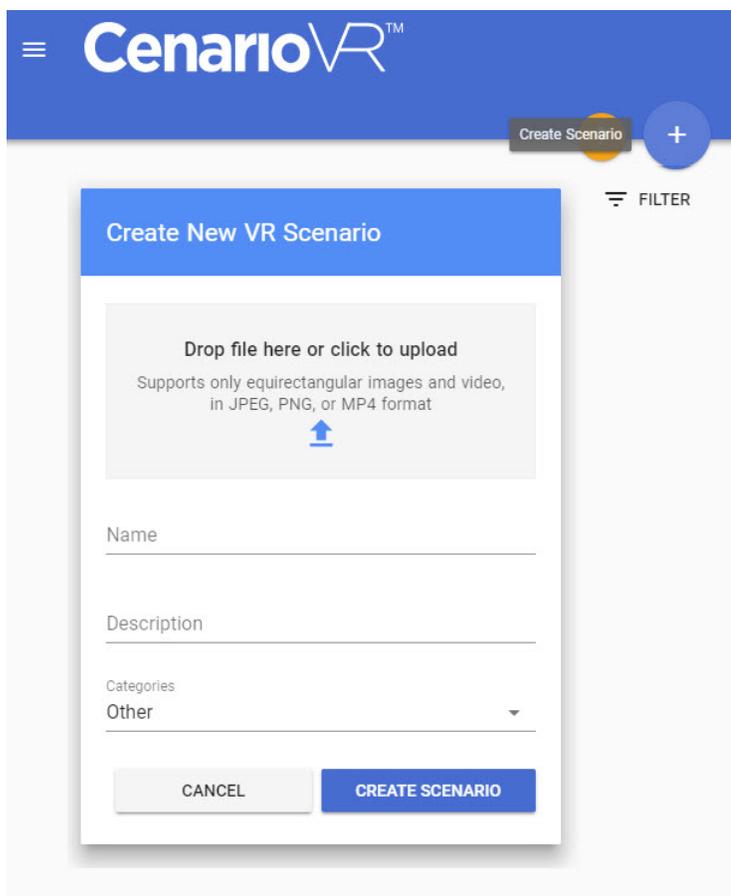
- On the CenarioVR dashboard select the blue (+) Create Scenario button, then drag and drop the 360º video or equirectangular image that will be the first scene in your scenario onto the Create New VR Scenario dialog.
Optional: Enter a name, description, and category for the scenario.
- Select Create Scenario. The scenario will open to the first scene.

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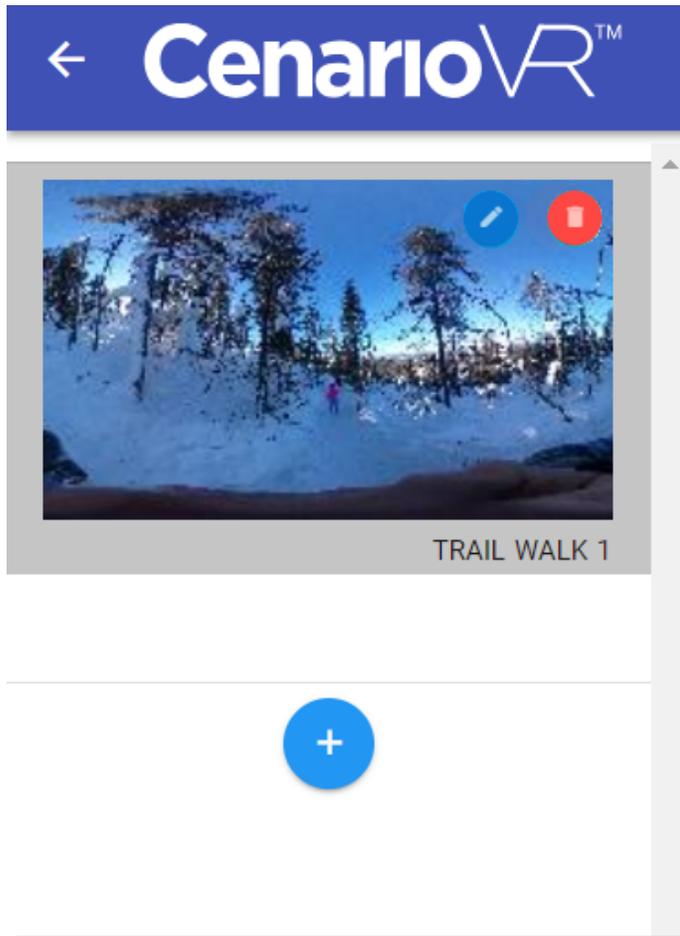
2. Add Scenes

- In Edit mode, select the blue (+) Add Scene button within the left-side scene organizer and select the 360° video or equirectangular image that will be the second scene in your scenario. You may name the scene if desired.
  Note: Optionally, you can drag and drop the 360° video or image into the scene organizer.
- Repeat this to add any remaining scenes of your scenario, if more than one.

At any time you can hover the mouse over a scene in the scene organizer and select the blue pencil Edit Scene button to modify the scene, or the red trash can button to delete the scene from the scenario.

3. Add Objects
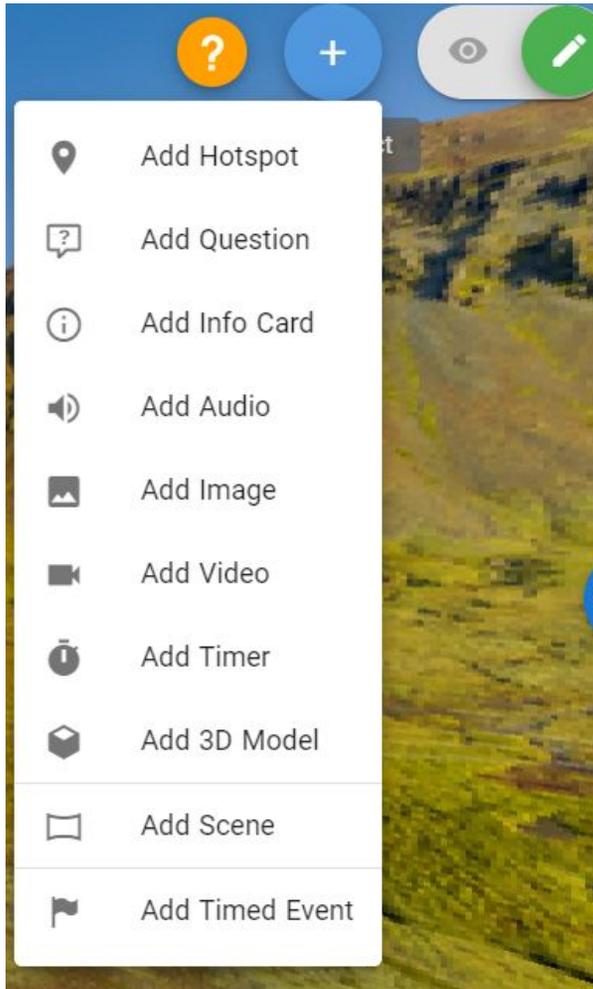
- In Edit mode with a scene selected, use the blue (+) Insert Object button on the right to add other elements within the scene, including Hotspots, Question Cards, Info Cards, MP3 Audio files, JPEG/PNG Images, and 2D MP4 Video files.
- For Hotspots, select from the list of icons provided or upload your own images.
- For Images, 2D Videos, Hotspots and Question Cards, determine if the object should be hidden initially in the scene, and set the Visibility slider on the properties accordingly.
- For each Question Card, determine if it should automatically hide itself once it has been attempted, and set the Hide On Answer slider on the properties accordingly.
- For Info Cards and Question Cards, use the styling options to select the desired font, text size, text color, question choice color and background, and the style, color, and opacity of the card.

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4. Add Actions and Conditions
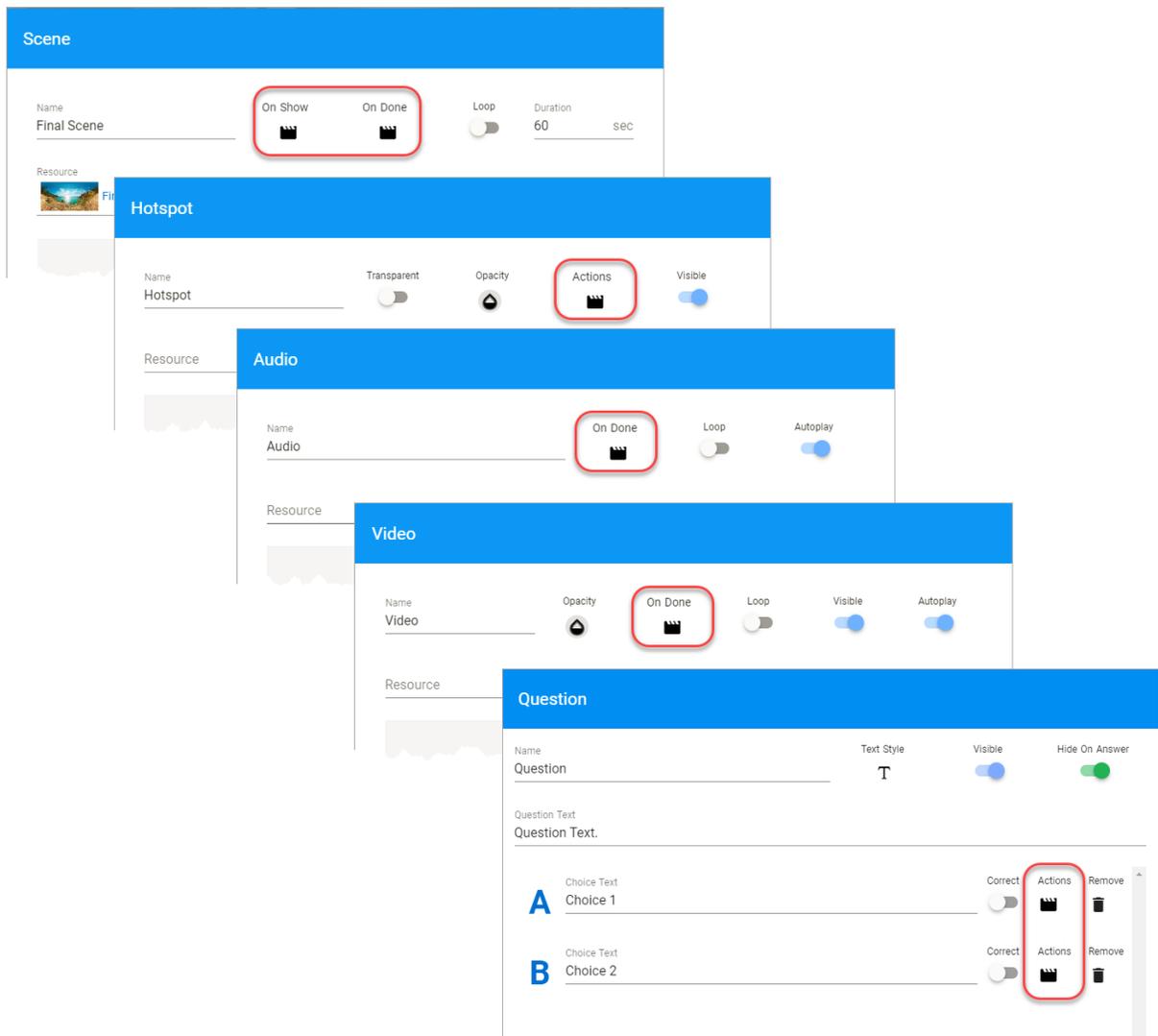
- Use the Action ▮ icons on the Edit Scene, Hotspot, Audio, and Video dialogs, as well as the Question Card answer choices and scene Timeline to add interactivity to each scene.
- With the Hide action and Show action, you can set a Duration of how many seconds the object should remain hidden before it automatically appears again, or remains visible before it automatically hides again.
- Use the "Link" Action to branch from one scene to another to create the scenario as designed.

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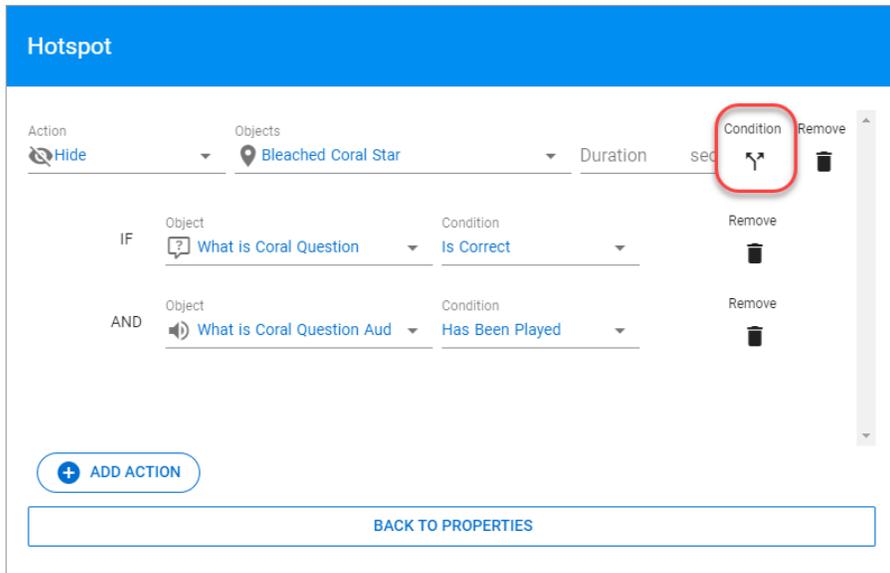
- If an action is conditional, use the Condition ⅄ icon next to the action to select the condition. If multiple conditions are required, click the Condition icon again as needed. All of the conditions must be met for the action to execute. Note: If an "or" situation is needed as the condition, simply add the same action multiple times, each with one of the possible conditions.

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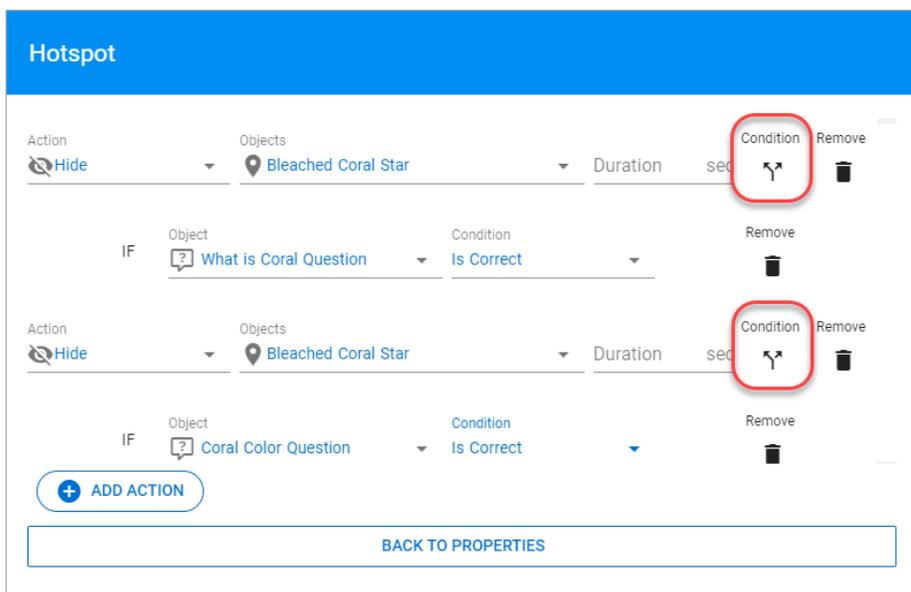
5. Preview the Scenario

● At any time, you can preview your scenario. Simply toggle the Edit and Preview icons in the upper right-hand corner of the screen. Use your mouse to navigate through the scenes, select hotspots, play media, and more.

Publishing a Scenario

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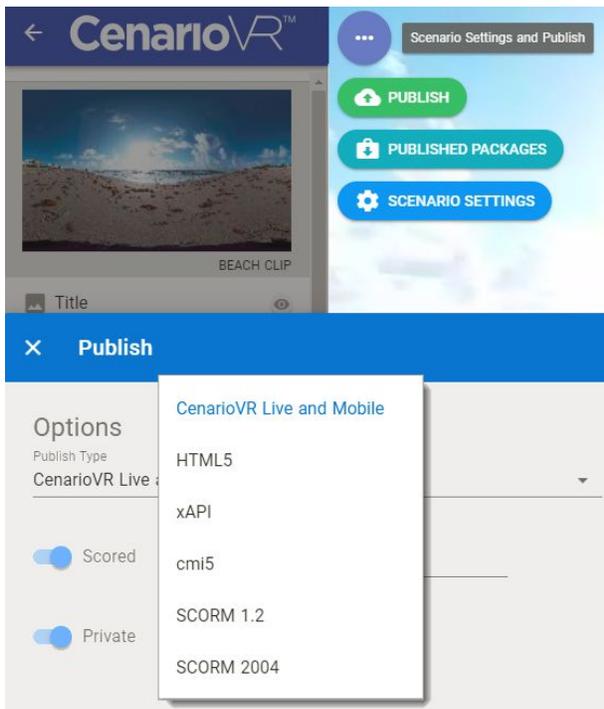
Scenarios can be published to a number of formats:
- HTML5: Produces an HTML5 file. Download the Zip file and import into any web server.
- xAPI or cmi5: Tracks all navigation within the scenario. Download the published package and import into your LMS/LRS.
- SCORM 1.2 or SCORM 2004: Tracks score and completion status. Download the published package and import into your LMS.
- CenarioVR Live and Mobile (xAPI): You have the option of hosting the published content on CenarioVR Live, where it can be delivered through the CenarioVR mobile app. You can also choose to make the content public. To track and report on navigation within the scenario, you can track xAPI statements in an external LRS.

Other Tips:

- All media must be created and edited outside of CenarioVR using the appropriate software. This includes adding any border, shadow, or cropping to images, and adjusting the volume and fade in/out of audio and video files.
- Your 360 degree rendered content:
    - Shoot the scenes for your scenario with a 360º camera or render the 360º content using a VR development platform.
    - Compress the content as small as possible. Remember, space is at a premium when content is downloaded to phones for viewing on the CenarioVR app.
    - CenarioVR supports only equirectangular images and video in JPEG, PNG, or MP4 format.
- Within each scene, include an "escape" for the viewer, for example, a Link action to go back to the previous scene (if appropriate), Pause the scene, restart the scene (Link to current scene), restart the scenario (Link to scene 1), and/or exit the scenario.
- When adding audio or 2D video to a scene, remember to provide a way to start the media (or use Autoplay) and a way to Stop the media. Don't forget, you can add timed actions to the audio or video.
- Save time and improve consistency by using copy/paste. In Edit mode, you can use the right-click menu on an object or use standard keyboard commands (Ctrl+C, Ctrl+V) to copy/paste objects within a scene, or an entire scene.
- If publishing to SCORM, remember to include the "Complete Scenario" action. This action tells the Learning Management System that the viewer has completed the scenario, and will pass "completed" to the LMS along with the viewer's score (if any).
- To view scenarios in VR, a Google Cardboard compatible headset is required.

Exporting source:

To export your CenarioVR source files, go to My Scenarios page, hover over the desired scenario, then click on the 3 dots to open the menu. Select Export.

Expired accounts:

- When an account expires, content is held for 90 days, then deleted.
- If a renewal occurs within 90 days, access to all content will be restored.