Editor User Interface

- Importing Exhibitions into the Editor

Importing Exhibitions into the Editor

In order to import an exhibition into the VR-All-Art Editor make sure you have completed the creation process in the VR-All-Art Dashboard first.
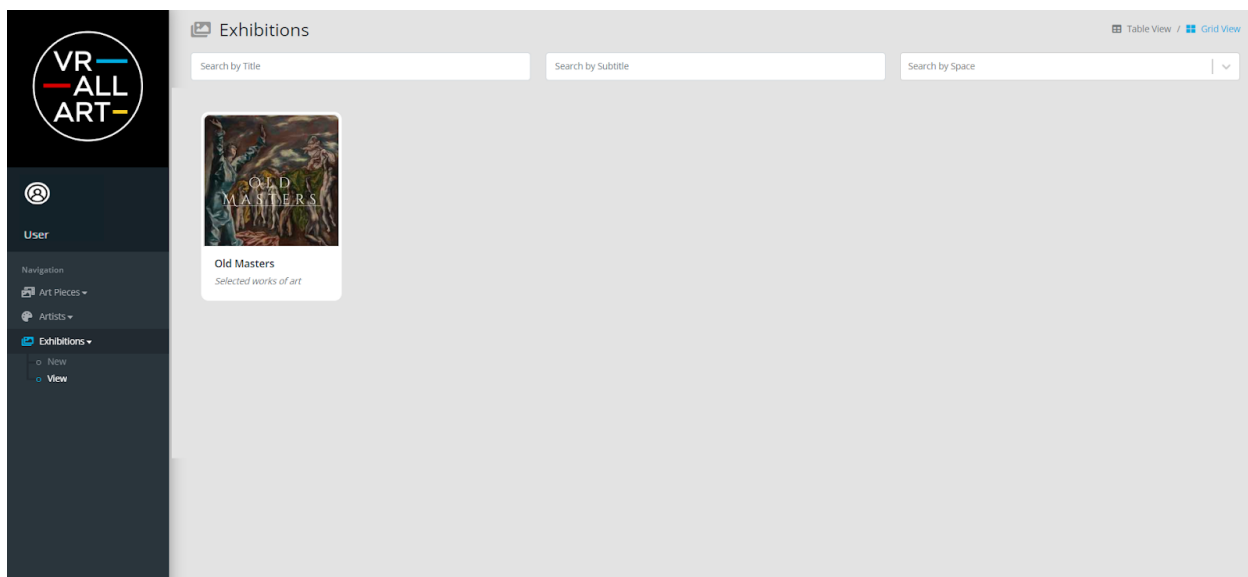
Instructions

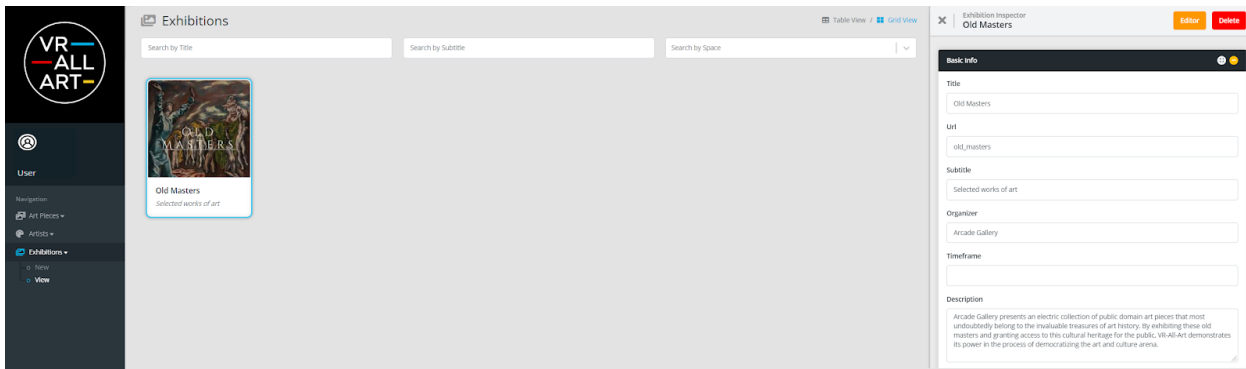Log into the VR-All-Art Dashboard.

Step 1

In the left side panel select Exhibitions > View.

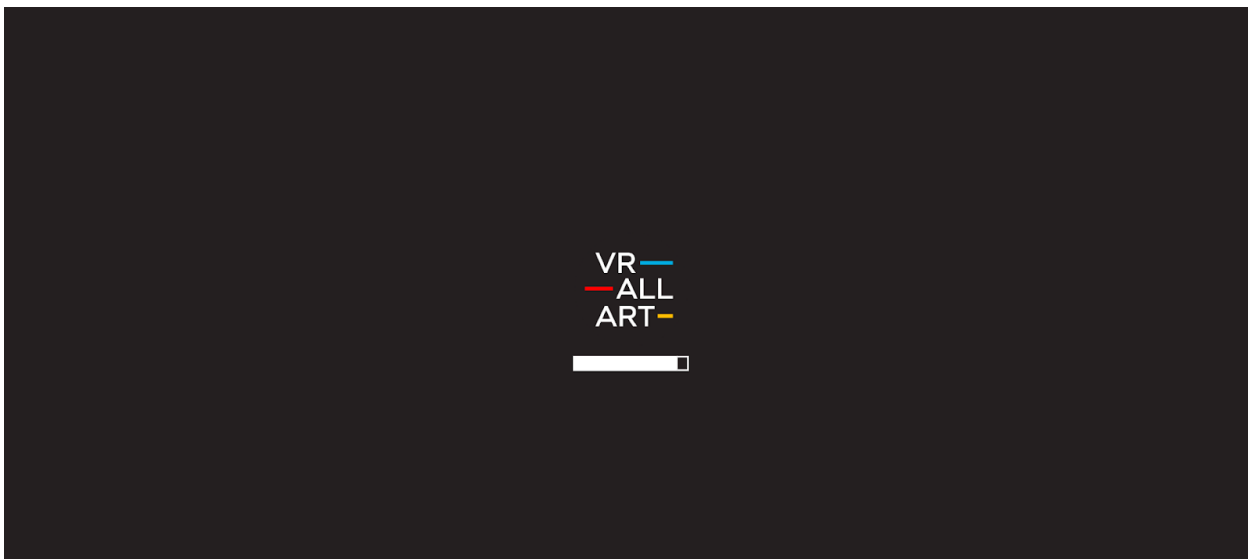Next, select the exhibition you want to import into the Editor.

Step 2

By clicking on the exhibition, its icon will be highlighted blue and an information panel will appear on the right side of your screen. There you will see all details of the exhibition which you have previously inputted.

Click on the button "Editor" in the top-right corner of the page.

A new window will open up with a loading screen.

Step 3

Once the VR-All-Art Editor is fully loaded, a login panel will appear.

Enter you email and password.

Step 4

In the options bar at the top of the screen select Exhibition > Open Exhibition.

A box with your exhibitions will open. Select the exhibition you want to set up and click "Load Exhibition".

Step 5

Once the exhibition is loaded into the Editor, you will be placed in the middle of the VR Space/Gallery.

Now you are ready to start setting up your VR exhibition inside the virtual space.