MOZILLA HUBS
CHRACK LAB FOLIGNO 4D
WARSAW, 30/11/2022
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WHAT IS MOZILLA HUBS?

- **Mozilla Hubs** is a social Virtual Reality (VR) platform created by *Mozilla's Mixed Reality Team*.

- It is a tool for **communicating** and **collaborating** privately and allows you to **connect with people** and use resources available on the Internet for your virtual meetings and events.

- Mozilla Hubs works on:
- **Most Modern Browsers**;
- **Mobile**;
- **Desktop**;
- **VR Devices**.

MOZILLA HUBS ROOMS

In **Mozilla Hubs** you can **create your own virtual room or enter an existing one** to host workshops, meetings or exhibitions.

HOW TO CREATE A ROOM:

- Go to https://hubs.mozilla.com/;

- Click on "CREATE A ROOM" button;

- Enter your Name and Select your Avatar.

HOW TO ENTER A ROOM:

- Click on the link your friend/colleague sent you.

- After entering the room, you will have access to a **large number of features** that allow you to collaborate and communicate freely.
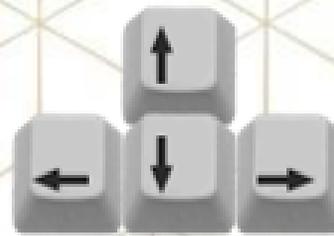
HOW TO MOVE AROUND IN THE ROOM

hubs
moz://a

TAB W
A S D G
SPACE

WASD: Move
G Key: Fly Mode
SPACE: Show Menus
TAB: Toggle Menus

Forward

Turn left

Reverse
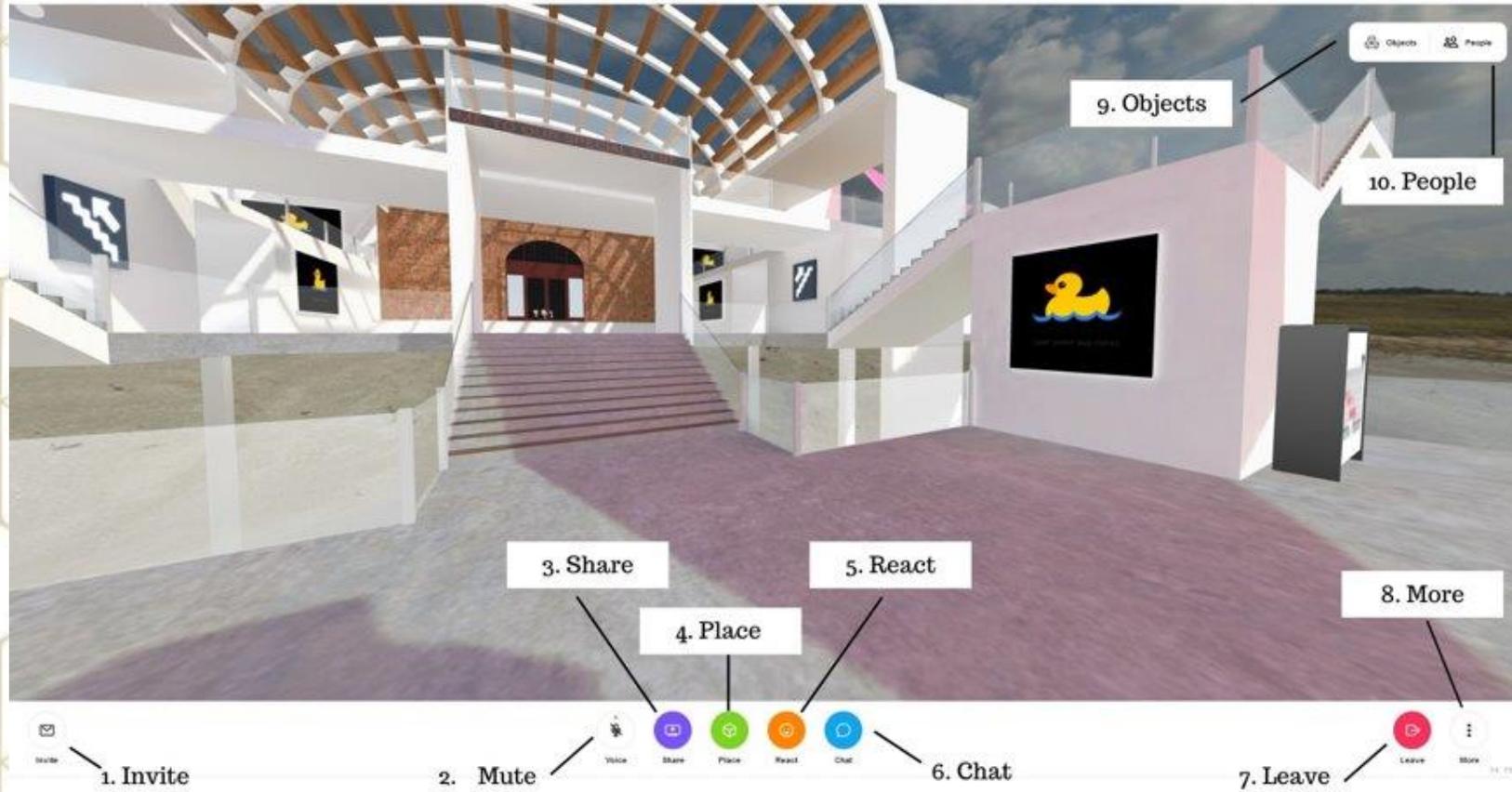
Turn right

Left Mouse Button:
Turn

Right Mouse Button:
Teleport

hubs
moz://a

ROOM FEATURES

ROOM FEATURES

- **1. INVITE:** opens a window which allows you to invite your friends/colleagues copying the room link or the embedded code.

  2. **VOICE:** allows to mute/unmute your microphone.

- **3. SHARE:** allows to share your screen or camera with room members.

- **4. PLACE:** opens a menu with different options
  - *Pen*: use the mouse cursor as if it was a pen;
  - *Camera*: places a camera to take pictures inside the room;
  - *Gif/3D Model/Avatar*: places a Gif/3D Model/Avatar inside the room;
  - *Scene*: places the link to another room;
  - *Upload*: allows to upload everything through URL.

ROOM FEATURES

- **5. REACT:** opens a menu where you can choose among 6 emojis to react.

- **6. CHAT:** opens the chat tab with other room members.

- **7. LEAVE:** allows you to leave the room.

- **8. MORE:** opens a window where you can see additional commands available.

- **9. OBJECTS:** shows the objects placed inside the room.

- **10. PEOPLE:** shows names and avatars of people inside the room.

WHY IS MOZILLA HUBS A USEFUL TOOL FOR DIDACTICAL PURPOSE?

- It **works on all devices**

- It's **totally free**

- It's **easy to use and personalize**

- It **doesn't track users behaviour**

Here's an example: https://hubs.mozilla.com/Muh4q8C

LET'S EXPLORE TOGETHER!

https://hubs.mozilla.com/SonD2co

BUILDING SCENES WITH SPOKE

BUILDING SCENES WITH SPOKE

- **Spoke (**https://hubs.mozilla.com/spoke**)** is an **online 3D scene editor** developed by Mozilla's Mixed Reality Team.

- With **Spoke**, you can **build environments** using 3D models, architecture kit pieces, lights, images, videos, and more.

- Once your scene is ready, you can **publish it to Hubs**, or export it as a 3D model.

START A NEW PROJECT

- To create a new Spoke project, head to hubs.mozilla.com/spoke and click '**Get Started**'.
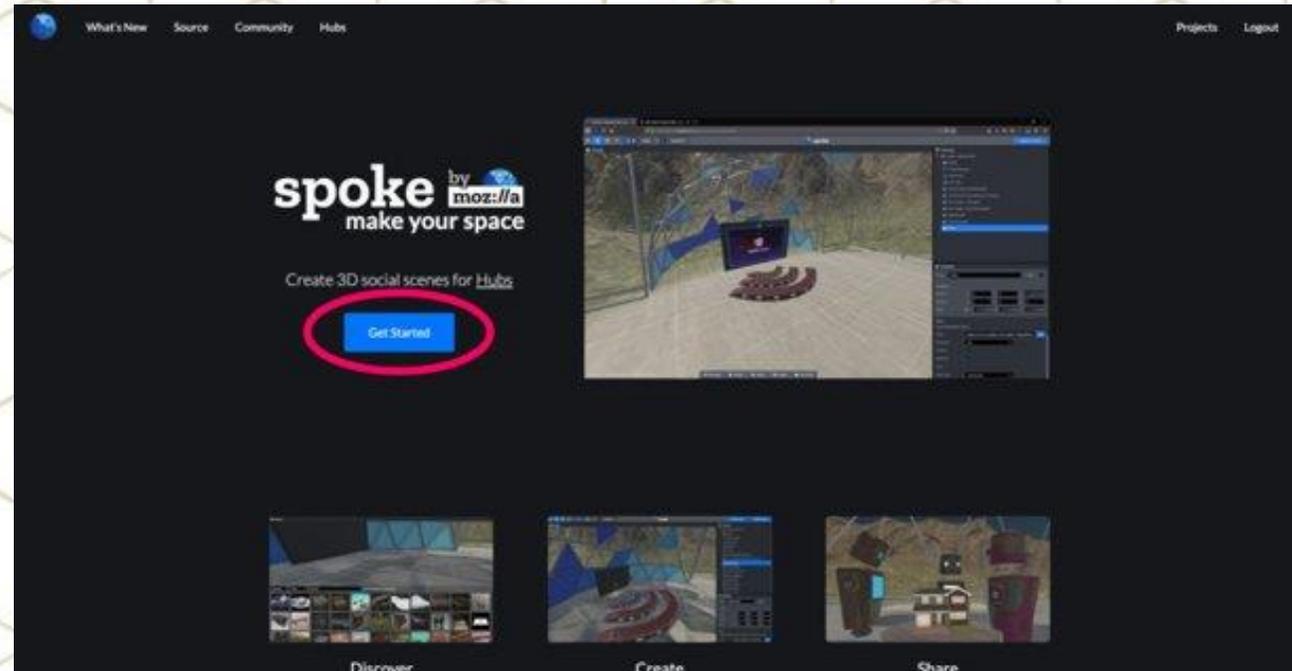
START A NEW PROJECT

- If it's your first time, you will have the option to follow a tutorial to get familiar with the features.

- If you've created scenes in Spoke before and are signed in, you will see your previous projects listed here.
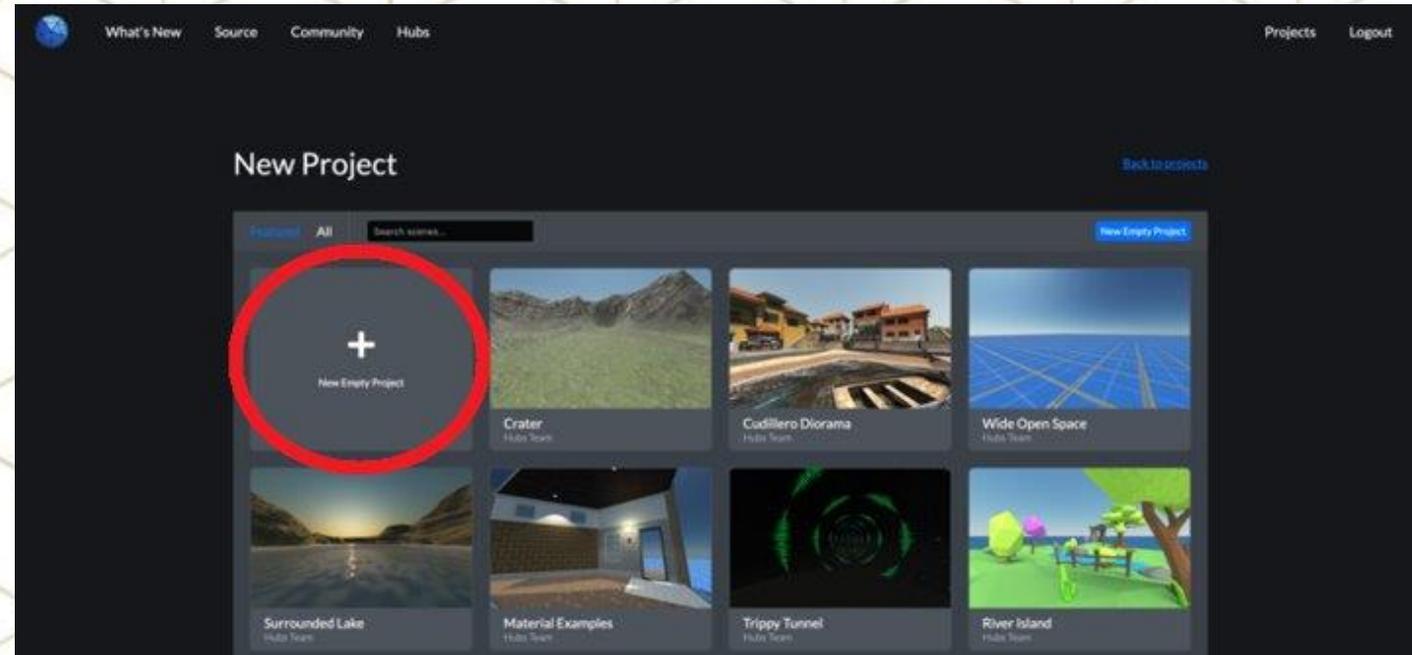
- Select "**New Project**".
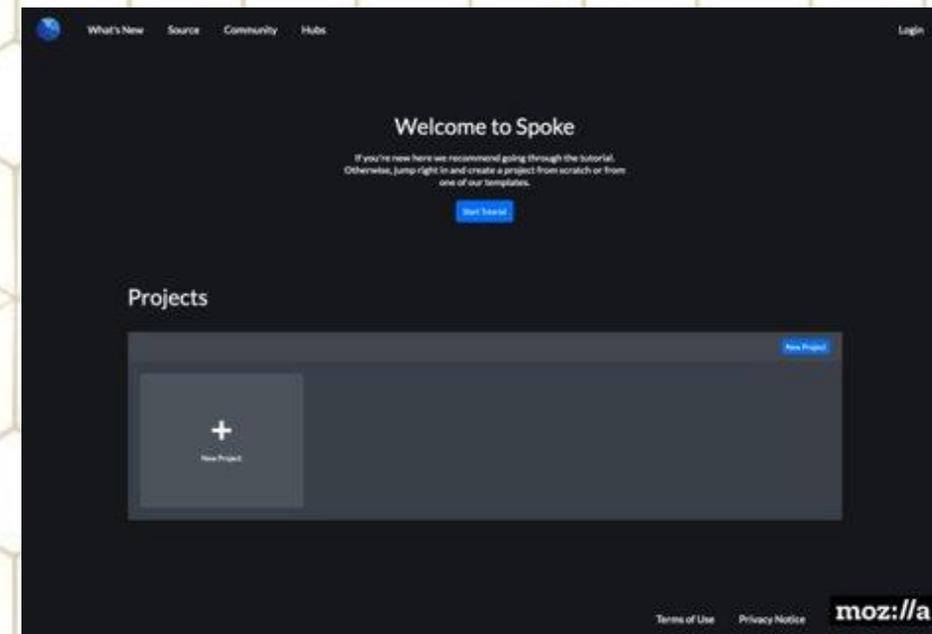
CREATE PROJECT

- In Spoke, you can:

    1. **Create a new project from scratch;**

    2. **Remix an existing scene;**

    3. **Import a Spoke project someone sent you**.

# 1. CREATE A NEW PROJECT FROM SCRATCH

- Select "**New Empty Project**".

1. CREATE A NEW PROJECT FROM SCRATCH

- From here you can **customize your scene** entirely to your liking!
- Try adding content to your scene, or building a house with Spoke architecture kit.
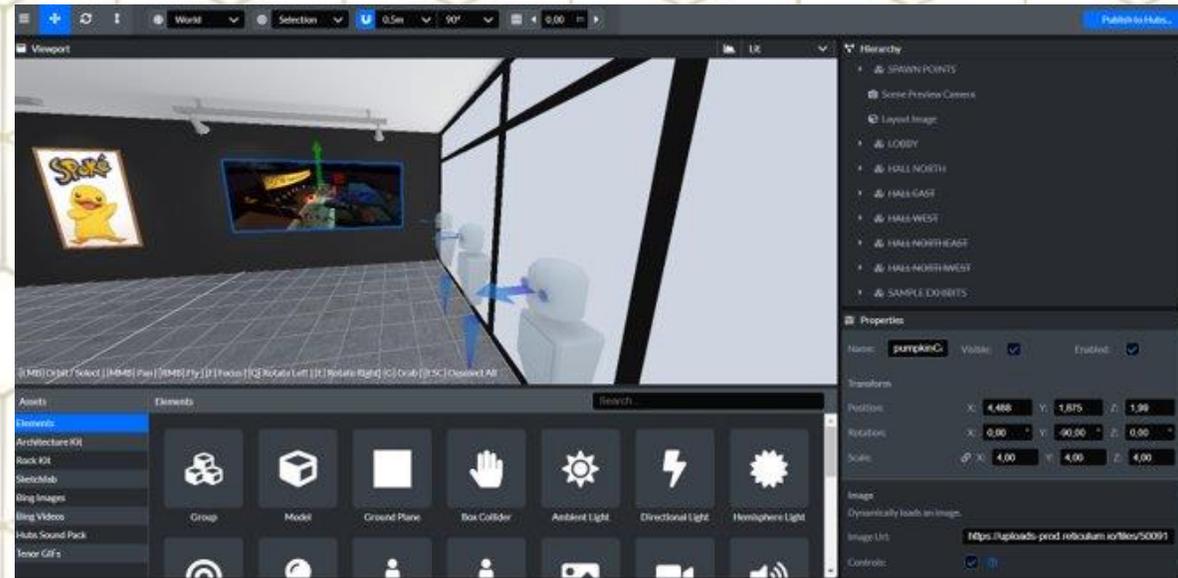
2. REMIX AN EXISTING SCENE

- **Browse through the page** and choose the existing scene which better suits your project.
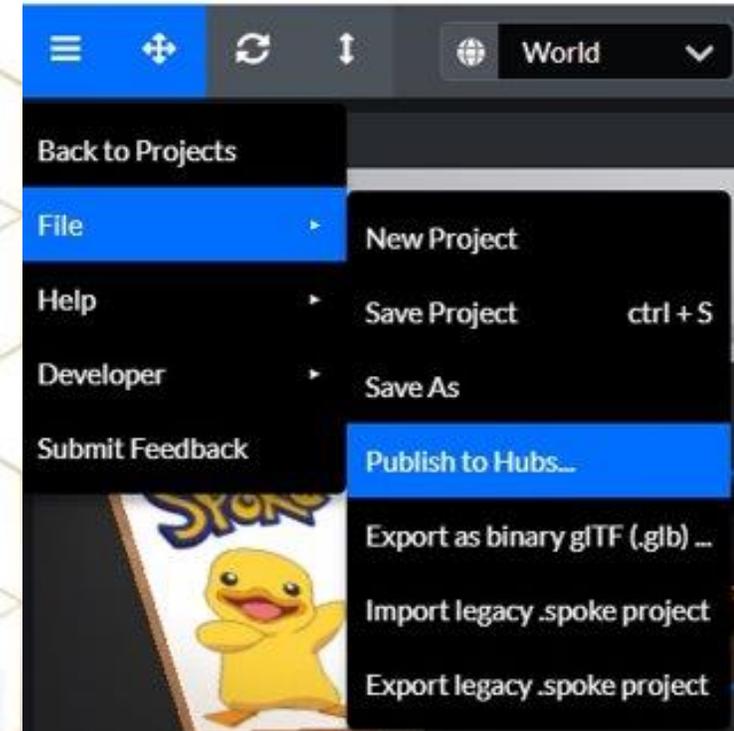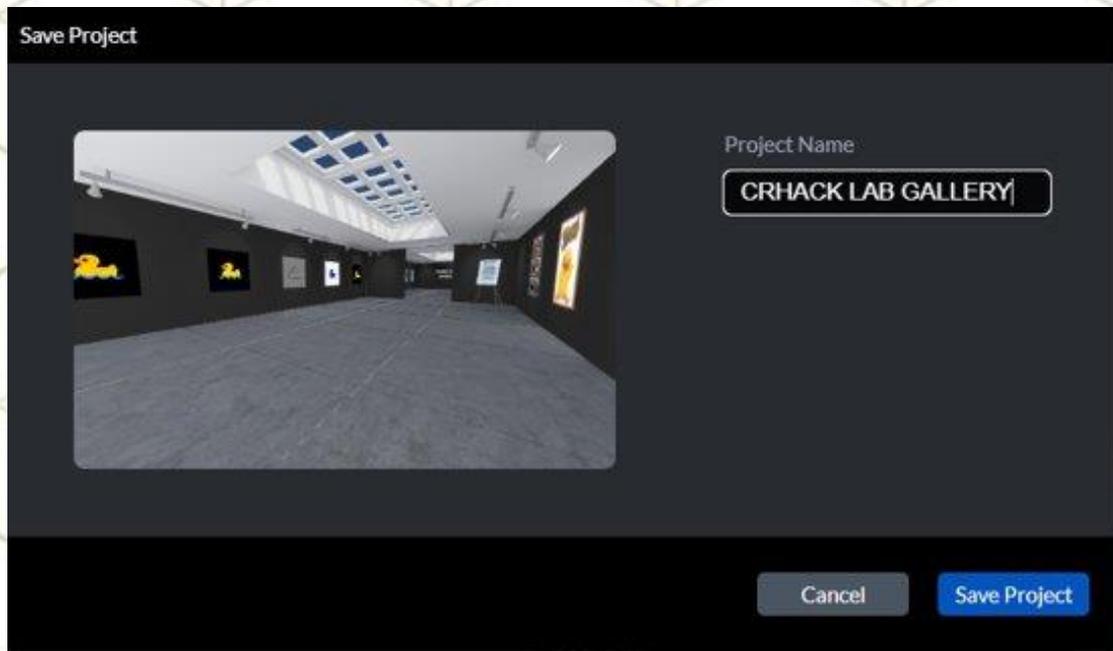- You can **type keywords in the search bar** to narrow the research.
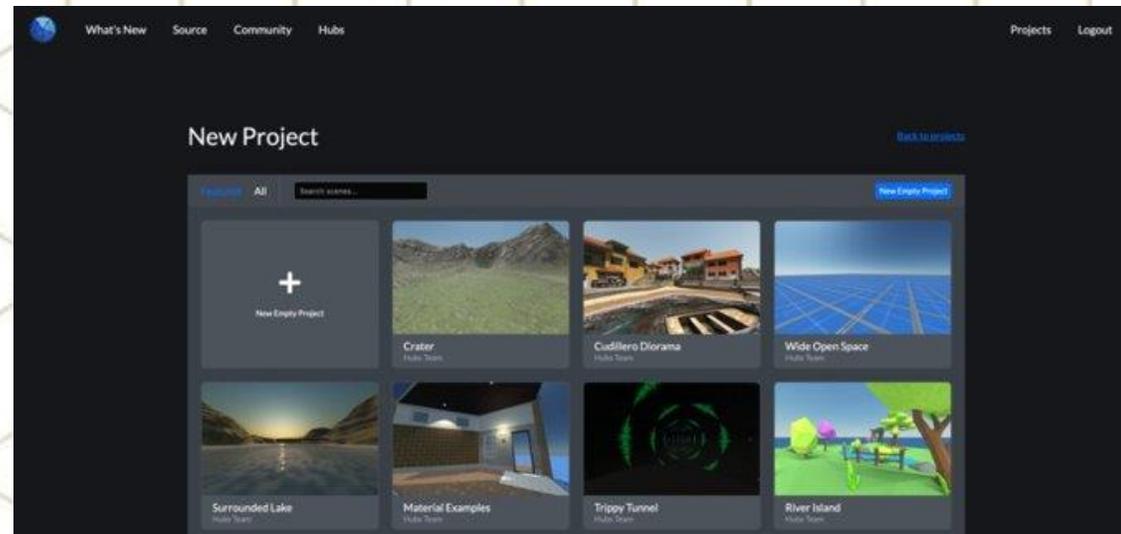
2. REMIX AN EXISTING SCENE

- Once you chose thescene, you can **customize it as you prefer**: deleting what you don't need and adding your photos, documents, links etc.
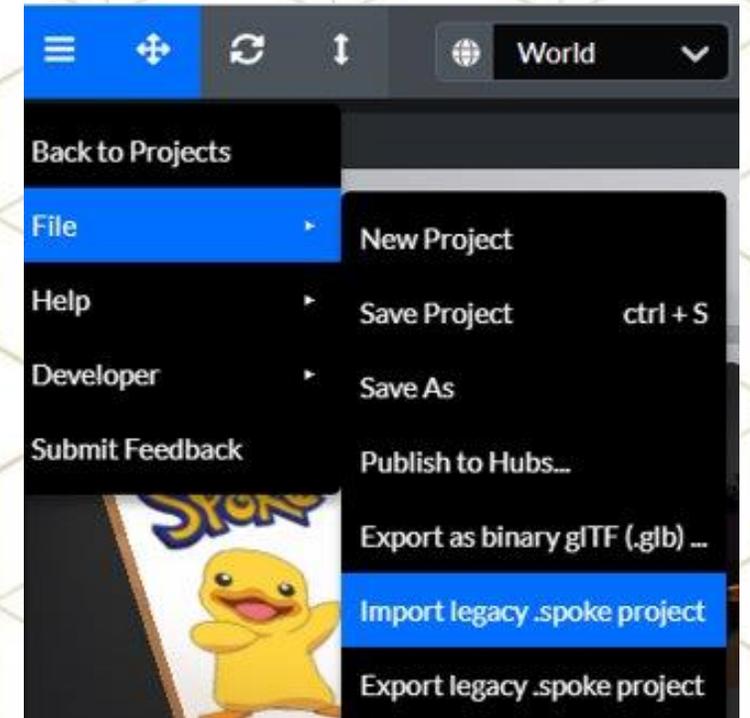
2. REMIX AN EXISTING SCENE

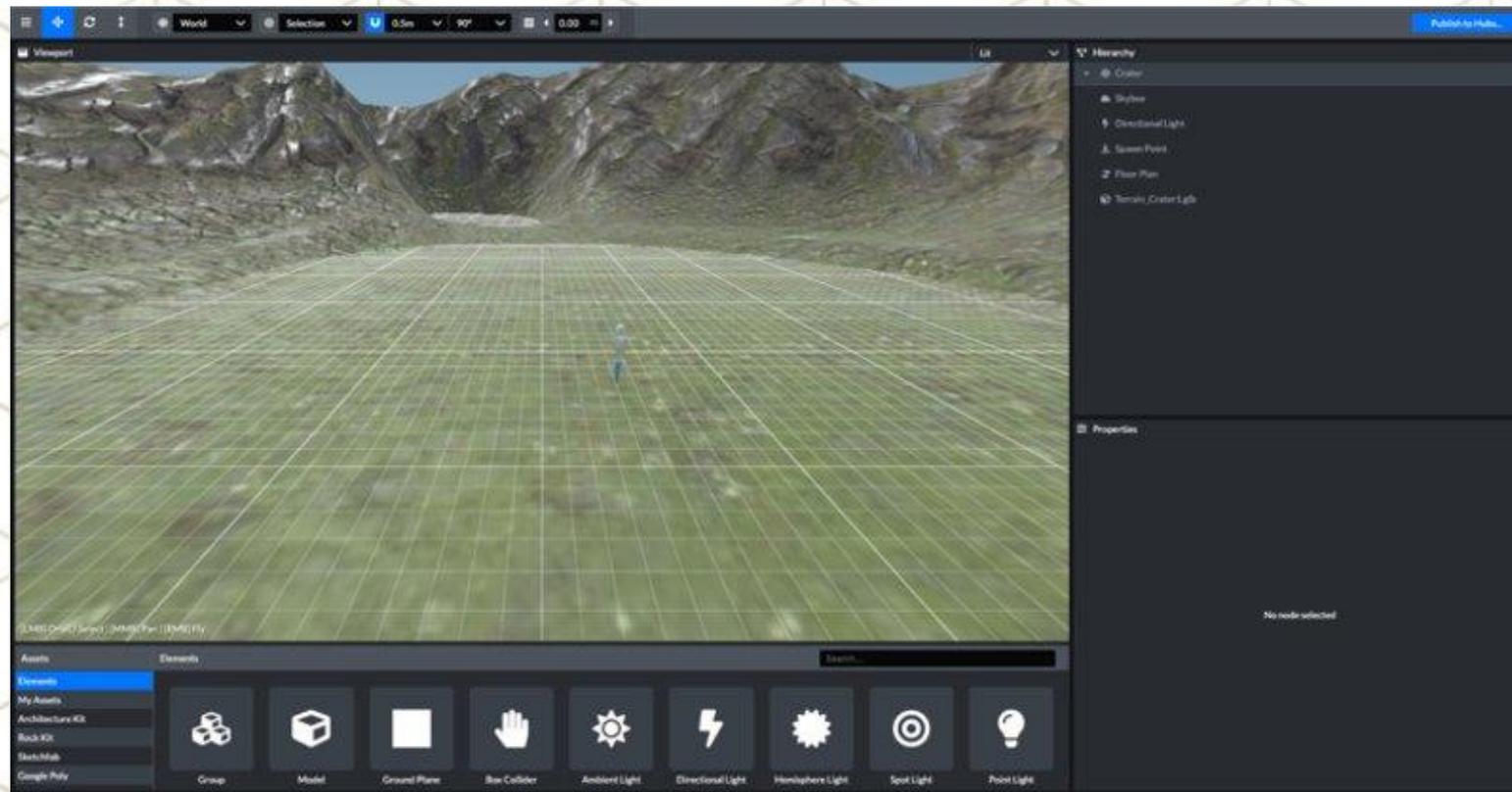- Once your scene is complete, you can **name it** and **publish it to Mozilla Hubs**.

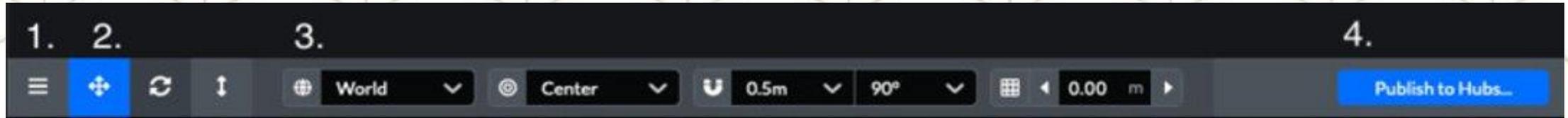# 3. IMPORT A SPOKE PROJECT SOMEONE SENDS YOU

- If someone wants to share their **Spoke scene** with you without publishing it to Hubs, they can **export it as a .spoke file**.

- It is also a useful methodology to cooperate on the same scene.

USER INTERFACE

TOOLBAR

1. Dropdown Menu: options to *save*, *save as*, *export your file*, as well as find *help* on how to use Spoke.
2. Transformation Tools: m*ove*, *rotate* and *scale* the object you select.
3. Grid Tools: determines *how precisely* your transformation tools are applied
4. Publish To Hubs: open the publish window where you can edit your scene's information before publishing it to *Hubs*.
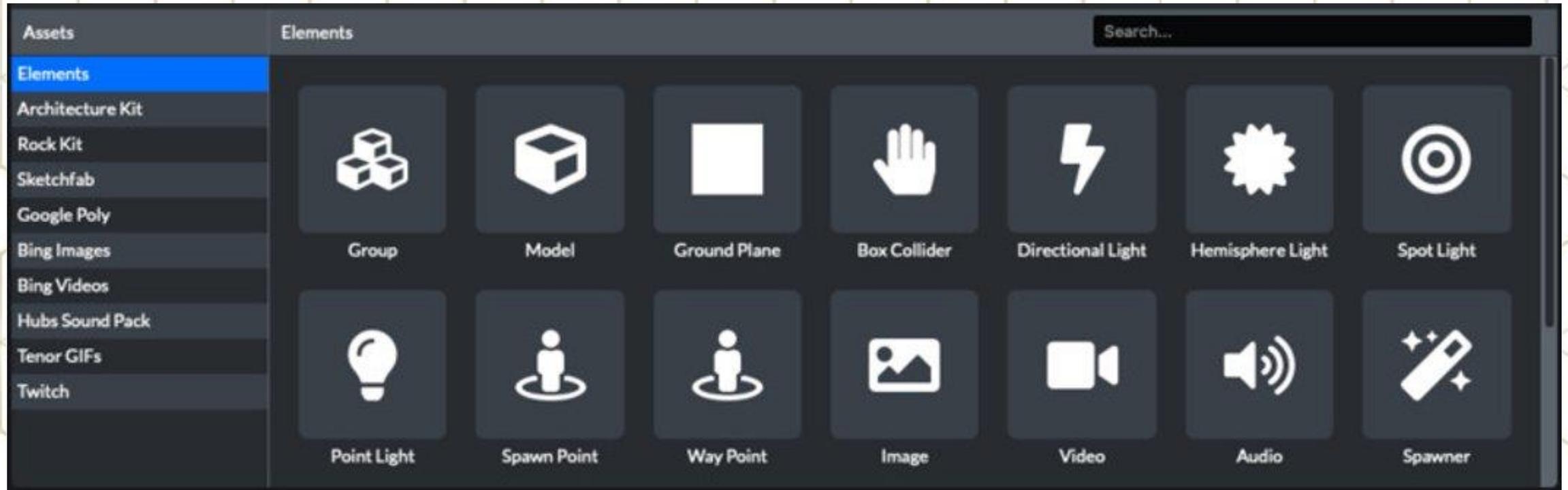
HIERARCHY PANEL

- Objects you add to the scene show up in the hierarchy panel.

- Double click the object focus it in the viewport.

- You can drag objects inside the hierarchy panel to reorder or reparent them.

- You can also drag drop items from the assets panel and files from your computer into the hierarchy panel to add them to your scene.
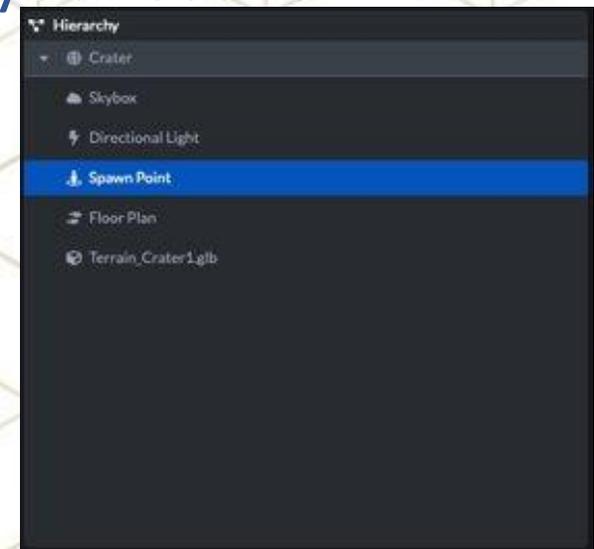
ASSETS PANEL

ASSETS PANEL

- **1. Elements:** Elements are the basic building blocks in Spoke. You'll find lights, media, spawn points, and every other type of object here.

- **2. My Assets:** Upload and search your own 3D models, images, videos, and audio.

- 3. **Architecture Kit:** The Architecture Kit contains pieces that can be put together to construct a wide variety of structures. This kit contains floors, walls, stairs, and more.

- 4. **Rock Kit:** The Rock Kit contains a collection of realistic rock models that can be used to add detail to terrain, construct platforms, or anything else you might need a rock for.

- 5. **Sketchfab:** Sketchfab is an online marketplace for 3D models. It contains a wide variety of high quality models to help you fill out your scene.

ASSETS PANEL

- 6. **Google Poly:** Google Poly is another source for 3D models. Most models are in a flat low poly style.

- 7. **Bing Images:** Search Bing for images from around the web.

- 8. **Bing Videos:** Search Bing for videos from around the web.

- 9. **Hubs Sound Pack:** Add Sounds to your scene with a vast choice for each place.

- 10. **Tenor Gifs:** Find animated gifs to add to your scene on Tenor.