

## Bringing molecules to life (augmented reality)

**This help guide covers the main steps you should take to view objects on the Merge Cube or to view objects in “world” mode:**

- Downloading Object Viewer
- Browsing Collections of Digital Teaching Aids
- Viewing an Object on the Merge Cube

Here's how to get started holding a digital object:

### **Step 1**

Download the Merge Object Viewer app on your handheld digital device (The Merge Cube works with most iOS and Android phones or tablets, as well as some Chromebook devices. View the compatibility guide [here](#)).

### **Step 2**

To view the molecules in the AR mode there are two main options

1. Visualizing it on the cube.

To visualize objects on a handheld Cube you can either buy a cube from ([Buy one now](#)) or print and make a paper cube ([download a free paper version](#)). When you are ready, scan the QR code from the OMM page and let the object download on the app. After it has downloaded use the dropdown menu at the top to Cube. When directed, point your device's camera at the Merge Cube and enjoy looking at the proteins.

1. Visualizing it in the world view without a cube

To visualize objects in the worldview, after scanning the QR code and downloading the object use the dropdown menu at the top to switch to world view. When directed, scan a flat surface, then tap in the middle of the circle and enjoy looking at the proteins.

## **Interacting with Objects**

### **Movement Controls**

There are a few ways to move your 3D object once you have placed it in the world. Read about them below:

- **Move**

Tap the object you wish to move to select it (it will be highlighted in white when selected). Then, use one finger to move the object along the X or Z axis (back-and-forth or side-to-side).

- **Rotate**

With the object selected, place two fingers on either side of the object, then turn them clockwise or counterclockwise to rotate the object on the Y axis.

- **Altitude**

With the object selected, place two fingers on the object, then slide them up or down to move the object along the Y axis.

- **Scale**

With the object selected, place two fingers on the object, then pinch them together to scale the object down or spread them apart to scale the object up.

## **Comparing two or more Objects in Object Viewer**

### Stamping Objects

Now that you've learned how to stamp objects in your environment, you are free to walk around the object and view it from all angles!

1. To Stamp objects , after downloading the object, tap the "Stamp" icon at the bottom-right corner of the screen to stamp an instance of the 3D object in place.
2. Stamp several different objects next to each other to compare and contrast different digital teaching aids.
3. Tap the 3D object to scale and adjust the positioning of your stamped object.