

# REALITÉ AUGMENTÉE

## BLIPPAR

### EXEMPLE DE CRÉATION

## Proposition de scénario Réalité Augmentée

A partir d'une image de bateau, permettre le visionnage d'une vidéo concernant la fabrication de bateaux en bois puis afficher des informations concernant Christophe Colomb (ajout d'un fond sonore).

		Description	Action	Emplacement des fichiers	
<b>BLIPP</b>	Maker	Une photo d'un navire	Faire apparaître les Layers	Blippar	
	Layers	Scène 1	Texte (effet d'apparition)	Aucune	Blippar
			Widget youtube (effet d'apparition) : fabrication de bateaux en bois	Vidéo youtube	<a href="https://www.youtube.com/watch?v=b9NkZWLIQIA">https://www.youtube.com/watch?v=b9NkZWLIQIA</a>
			Image d'une flèche	Passer à la scène suivante	Blippar
	Scène 2	Fichier pdf biographie Christophe Colomb	Ouvrir le fichier pdf	Blippar	
		Widget website Christophe Colomb	Ouvrir l'URL	<a href="https://www.larousse.fr/encyclopedie/images/Le_premier_voyage_de_Christophe_Colomb_1492-1493/1313435">https://www.larousse.fr/encyclopedie/images/Le_premier_voyage_de_Christophe_Colomb_1492-1493/1313435</a>	

Télécharger des contenus sur internet impose le respect des droits d'auteur et des licences apposés. Quelques exemples de site proposant des contenus libre de droit	
Musique	<a href="http://www.auboutdufil.com/">http://www.auboutdufil.com/</a>
Fichiers sonores et bruitages	<a href="http://www.sound-fishing.net/">http://www.sound-fishing.net/</a>
	<a href="http://www.universal-soundbank.com/">http://www.universal-soundbank.com/</a>
Images	<a href="https://pixabay.com/">https://pixabay.com/</a>
Vidéos	<a href="https://www.reseau-canope.fr/lesfondamentaux">https://www.reseau-canope.fr/lesfondamentaux</a>
	<a href="http://www.edutheque.fr">http://www.edutheque.fr</a>

# CONCEPTION D'UN BLIPP

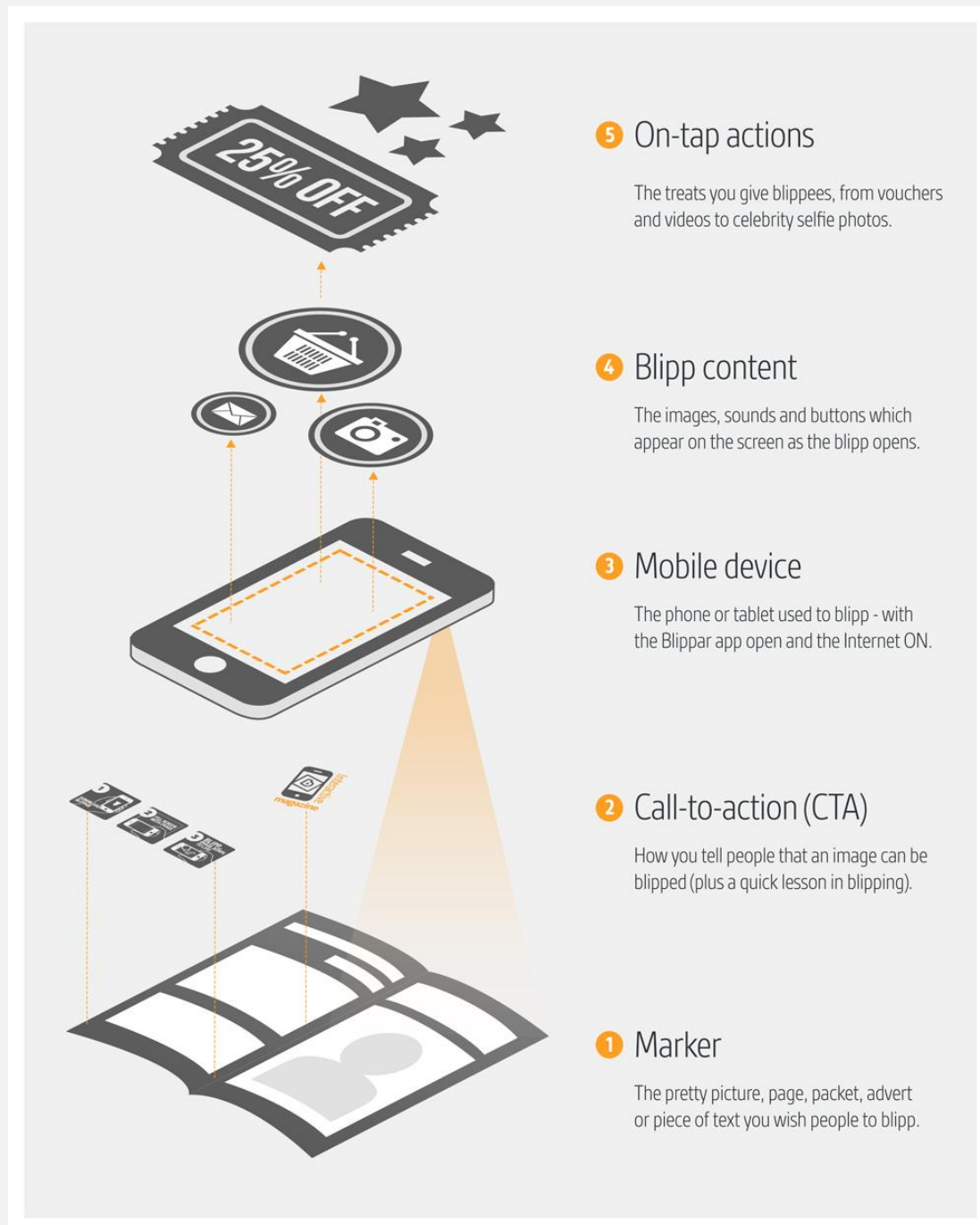
## Termes utilisés sur la plate-forme BLIPPAR:

**Marker** : image qui déclenche l'apparition de la couche (layer)

**Layer** : couche

**Blipp** : marker(s) + layer(s) : réalité augmentée

### « Anatomie d'un blipp »



Source : <https://support.blippar.com>

Se rendre sur le site : <https://www.blippar.com/>

Créer un compte ou s'identifier

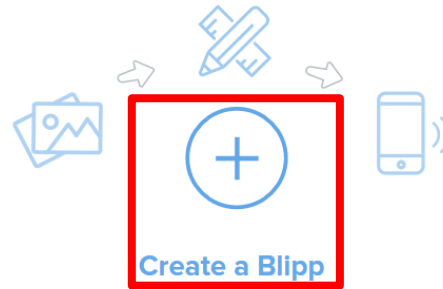
**Créer un Blipp**

The screenshot shows the Blippar website interface. At the top left is the 'blippar' logo. To the right are search and help icons, and a user profile 'PB Pat B2'. Below the logo is a 'My Blipps' dropdown menu. On the right side, a '+ New Project' button is highlighted with a red box. A blue arrow points from this button to a 'Create' button in a modal dialog. The modal dialog has a text input field containing 'Formation', a 'Cancel' button, and a blue 'Create' button. In the center of the page, there is a 'Create a Blipp' section with icons for image, pencil, and mobile phone, and the text 'Get started with creating your augmented reality blipp.'

Possibilité de créer un dossier contenant plusieurs Blipps.



## Formation



Get started with creating your augmented reality blipp.

### Choose Your Creation Tool



NEW!

**Blippbuilder**

3D Editor & Animation



**Blippar**

Script

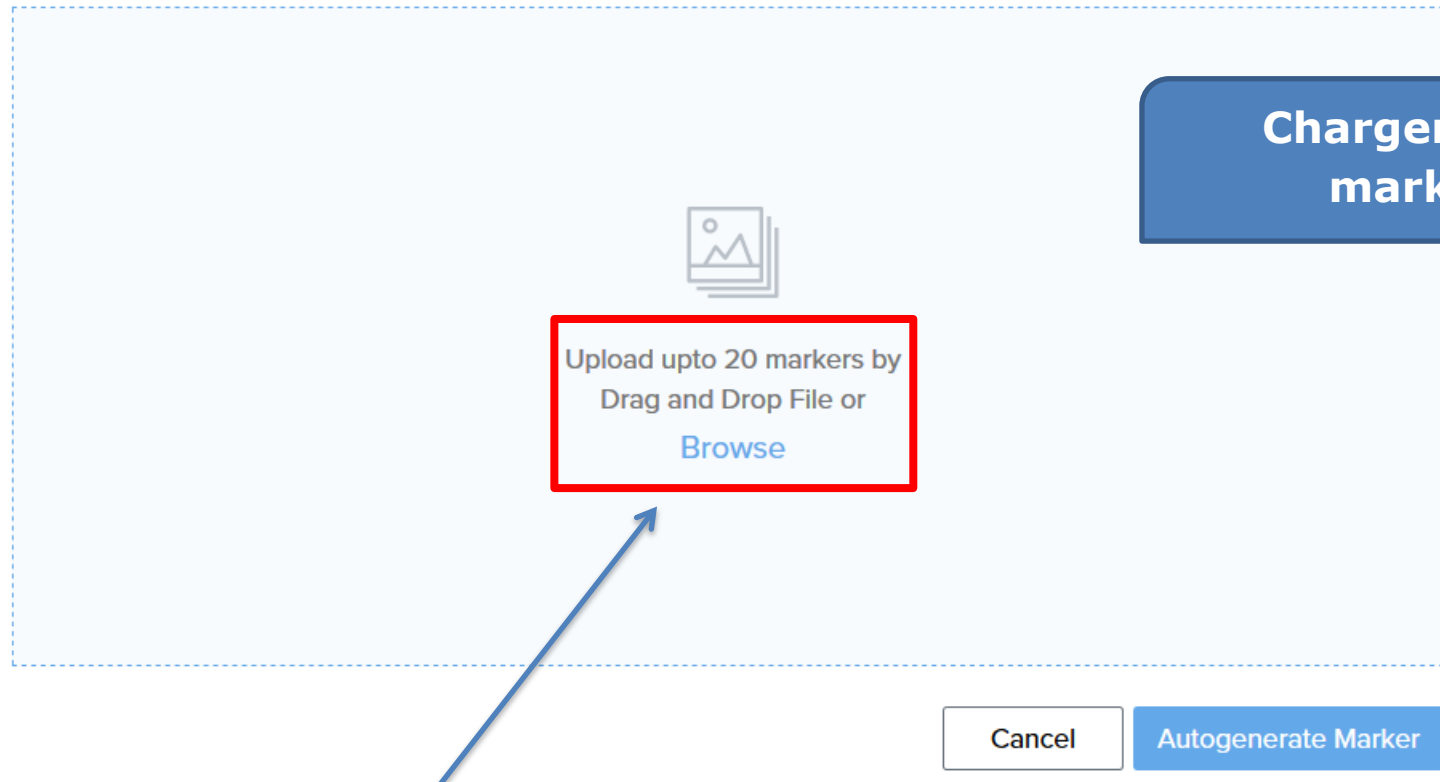
Javascript

Cancel

## Create Blipp

Upload a marker for your Blipp

Hint: For best results, marker format should be JPEG, RGB, and between 300-800 pixels in width and height.



Upload upto 20 markers by  
Drag and Drop File or  
[Browse](#)

Cancel Autogenerate Marker

Charger le (les)  
marker(s)

Possibilité d'utiliser **plusieurs makers** qui  
déclencheront **la même réalité virtuelle**

Conseils :

- PNG ou JPEG
- Moins de 0.5 MB
- Entre 300-800 pixels de hauteur et largeur
- Pas de transparence

## Create Blipp

Give your Blipp a name

You are creating a Blipp with 1 marker. Select the images you would like to use.

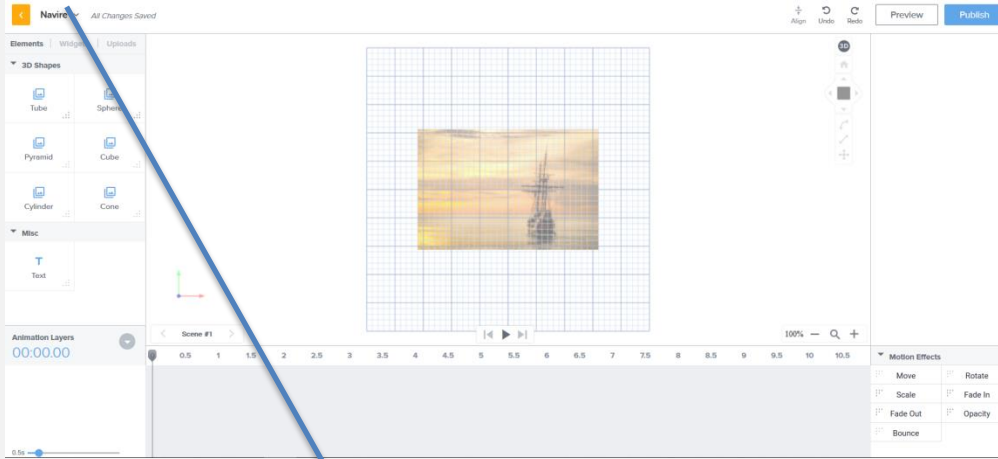


**Nommer le Blipp**

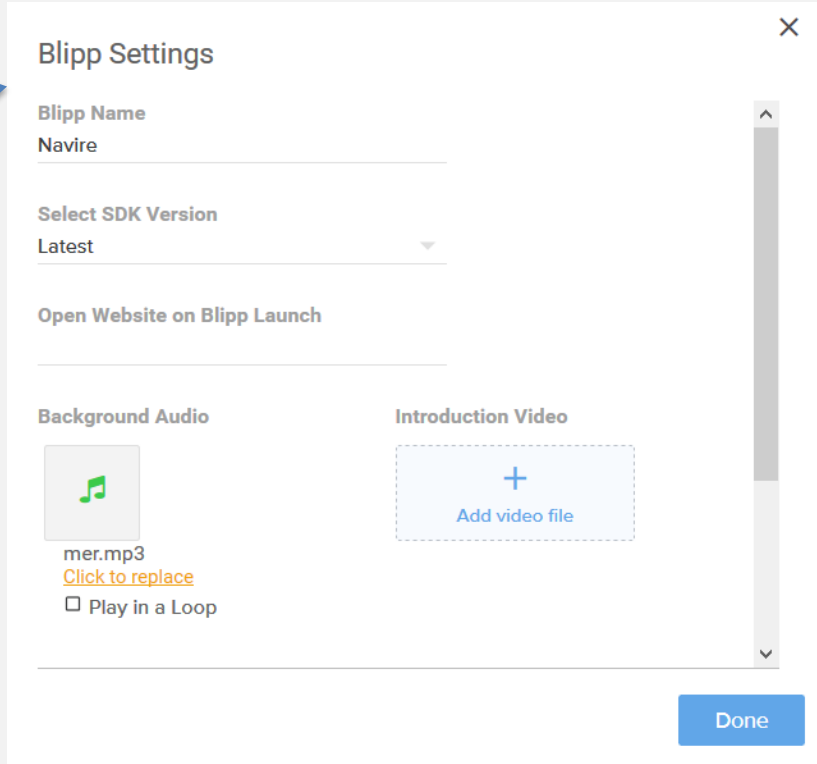
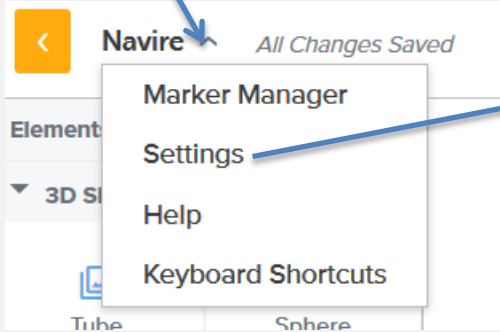
< Back

Cancel

Continue



Insérer un fond sonore



Ajout d'un fichier son au format **mp3**

# Insérer du texte avec une animation

## Layers

**Elements** : objets 3D et texte

**Widgets** : composants d'interface graphique

**Uploads** : fichiers téléchargés

Zone de paramétrage des layers utilisés

The screenshot shows a 3D scene editor with a grid background. A text layer labeled "L'aventure..." is placed on a background image of a sailboat. The interface includes a top navigation bar with "Navire" and "All Changes Saved", and buttons for "Align", "Undo", "Redo", "Preview", and "Publish". On the left, there are panels for "Elements", "Widgets", and "Uploads". The "Elements" panel shows "3D Shapes" (Tube, Sphere, Pyramid, Cube, Cylinder, Cone) and "Misc" (Text). The "Animation Layers" panel at the bottom left shows a timeline for "Scene #1" with a duration of 00:03.00 and a "Move" animation for the text layer. The "Settings" panel on the right is open, showing options for "No Action", "Style" (Label: L'aventure..., Font: Roboto Slab, Color: #000000), "Layout" (Opacity: 100%), and "Motion Effects" (Move, Rotate, Scale, Fade In, Fade Out, Opacity, Bounce). Five numbered annotations with arrows point to specific parts of the interface: 1. "1 / cliquer-glisser" points to the "Text" widget in the Elements panel. 2. "2 / renseigner" points to the text label in the Settings panel. 3. "3 / Indiquer l'action" points to the "No Action" dropdown in the Settings panel. 4. "4/ Choisir une animation" points to the "Motion Effects" section in the Settings panel. 5. "5/ Tester" points to the play button in the timeline.

Layers utilisés

Durée (modifiable) de l'animation du layer

Type d'animations des layers possibles



# Insérer un widget youtube avec une animation

The screenshot shows a design tool interface with a central canvas and several panels. The 'Widgets' panel on the left contains various social media and utility widgets, with the 'YouTube' widget highlighted. The central canvas displays a video player with a thumbnail of a sailboat and the text 'L'aventure...'. A red YouTube icon is positioned above the video. The 'Settings' panel on the right is open, showing the 'Settings' section with a text input field containing a YouTube URL and a 'Test Link' button. The 'Style' section shows the label 'Youtube' and the font 'Open Sans'. The 'Layout' section shows 'Opacity' at 100%. The 'Motion Effects' section is expanded, showing 'Bounce Settings' with a 'Duration' of 3 and a 'Start Time' of 3. The 'Animation Layers' panel at the bottom left shows a timeline with a 'Move' animation for the video and a 'Bounce' animation for the YouTube widget. The 'Timeline' at the bottom shows a scale from 0 to 10.5 seconds.

**1 / cliquer-glisser**

**2 / renseigner l'URL de la vidéo**

**3 / tester le lien**

**4 / Choisir une animation**

Insérer l'image d'une flèche pour passer à la seconde scène

1 /charger l'image (Browse)

The screenshot shows the BlippBuilder interface with several key elements and annotations:

- Uploads Panel:** Located at the top left, it contains the text "Browse or simply drag and drop your files here." and a "mer.mp3" file. A red box highlights the "Uploads" tab, with an arrow pointing to the "Browse" text.
- 3D Viewport:** The central area shows a 3D scene with a grid background. An image of a sailboat with the text "L'aventure..." is placed on the grid. A red "Youtube" icon is above it. A blue box with a mouse cursor icon is on the image, with an arrow pointing to it from the "2 / cliquer-glisser" label.
- Scene Management:** At the bottom, a "BlippBuilder Scenes (2)" panel shows two scenes: "Scene #1" and "Scene #2". "Scene #2" is selected and highlighted with an orange box, with an arrow pointing to it from the "3 / cliquer sur scène et ajouter une scène" label.
- Settings Panel:** On the right, the "Settings" panel is open, showing "Go to scene" set to "Scene 2". An arrow points from the "4 / Indiquer l'action" label to the "Go to scene" dropdown.
- Animation Layers:** On the left, the "Animation Layers" panel shows a timeline with a "Move" action and a "Bounce" action.
- Navigation:** At the top right, there are "Align", "Undo", and "Redo" buttons, along with "Preview" and "Publish" buttons.

2 / cliquer-glisser

3 / cliquer sur scène et ajouter une scène

4 / Indiquer l'action

# Insérer un widget pdf

The screenshot displays the BlippBuilder software interface. On the left, a 'Widgets' panel is visible, with the 'PDF' widget icon highlighted. A blue arrow labeled '1 / cliquer-glisser' points from this icon to a central grid workspace. In the workspace, a PDF widget titled 'Christophe colomb' is placed over a background image of a ship. A second blue arrow labeled '2 / Ajouter le fichier pdf' points from the 'PDF' widget icon to the 'Add a background image' button in the 'Style' panel on the right. Below the workspace, a timeline shows 'Scene 2' selected. A 'BlippBuilder Scenes (2)' dialog box is open, showing 'Scene 2' selected with a radio button and a trash icon. The 'Animation Layers' panel at the bottom left shows a PDF layer for 'Christophe colomb' starting at 0.5s.

**1 / cliquer-glisser**

**2 / Ajouter le fichier pdf**

BlippBuilder Scenes (2)

- Scene #1
- Scene 2

Add New Scene

# Insérer un widget Website

**1 / cliquer-glisser**

**2 / renseigner l'URL du site**

**3 / tester le lien**

Navire *All Changes Saved*

Align Undo Redo Preview Publish

Elements **Widgets** Uploads

LinkedIn PDF

Take a Selfie Pinterest

Go To Scene SMS

SoundCloud Spotify

Twitter Video

Website YouTube

Animation Layers

00:00.00

Scene 2

0.5 1 1.5 2 2.5 3 3.5 4 4.5 5 5.5 6 6.5 7 7.5 8 8.5 9 9.5 10 10.5

100% - 🔍 +

0.5s

Settings

Site URL

<https://www.larousse.fr/encycopedie> [Test Link](#)

Style

Label

Ses voyages

Font

Open Sans

Color

#616161ff

Layout

Opacity

100 %

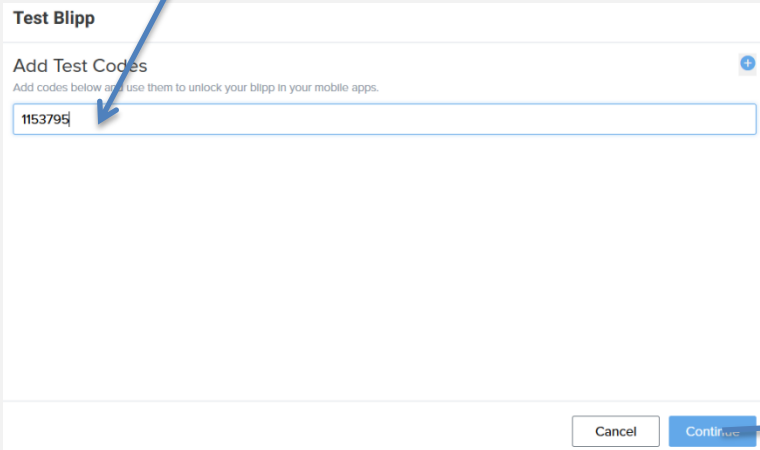
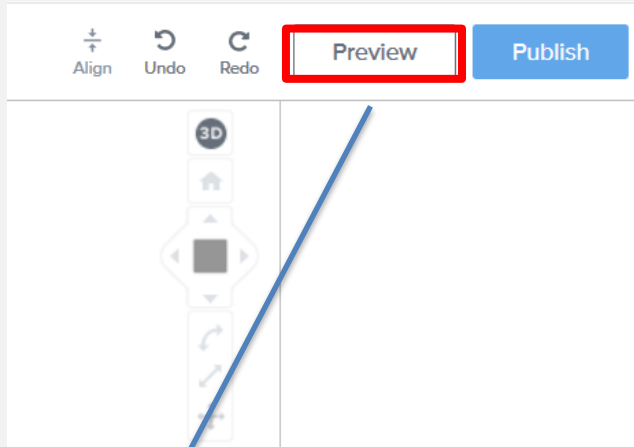
Scale

0.6

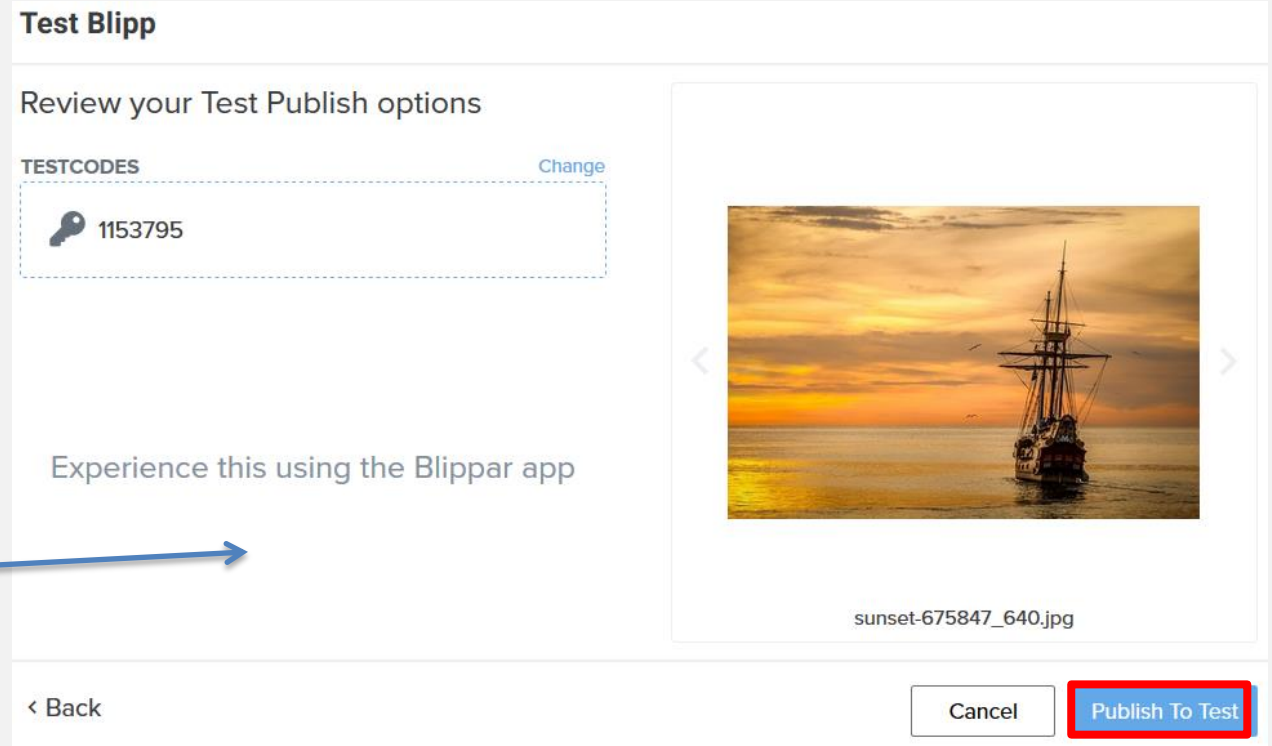
Motion Effects

Move	Rotate
Scale	Fade In
Fade Out	Opacity
Bounce	

Prévisualiser / publier



Code modifiable



## Test Blipp

### Your Blipp is in Test

Unlock this blipp's experience by using one of the codes below

#### TESTCODES

 1153795

Experience this using the Blippar app



sunset-675847\_640.jpg

Close

Continue Editing

## Navire



V7 May 29, 2019 16:31 by Pat B2  
● In-Test (1153795)



**Historique des modifications:  
possibilités de restaurer une ancienne version**

V6 May 29, 2019 16:30 by Pat B2  
● Saved



V5 May 29, 2019 14:32 by Pat B2  
● Saved





# EXPÉRIMENTER SON PROJET

Installer l'application sur une tablette ou smartphone.

Disponibilité : [IOS](#) et [Android](#)

Application nécessitant une connexion internet



## **Préalable :**

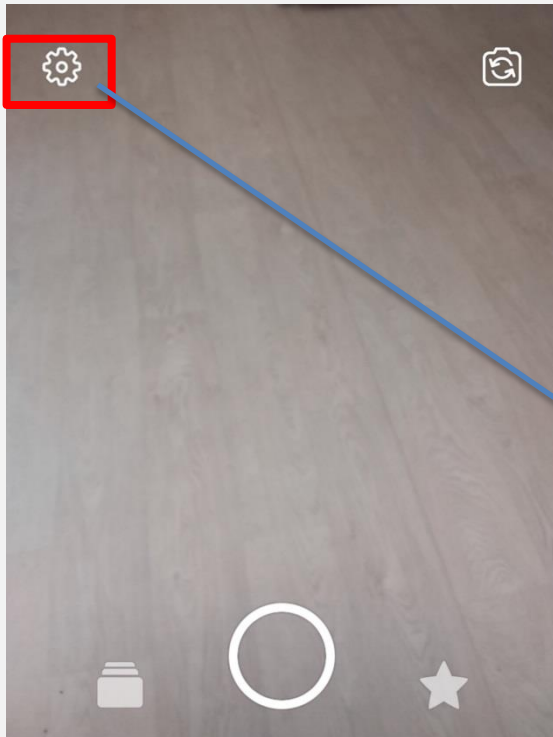
Le maker est imprimé (il peut aussi s'agir d'un objet).

Il faut penser aussi à préciser l'application utilisée pour profiter de cette réalité augmentée.

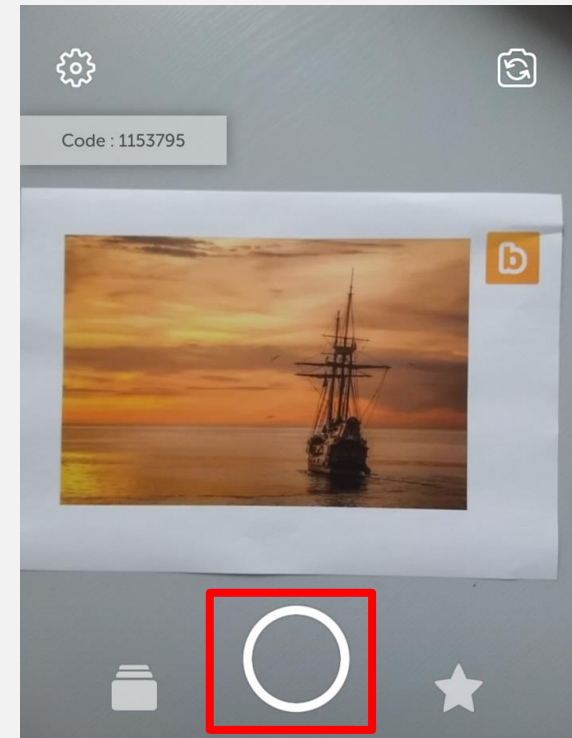
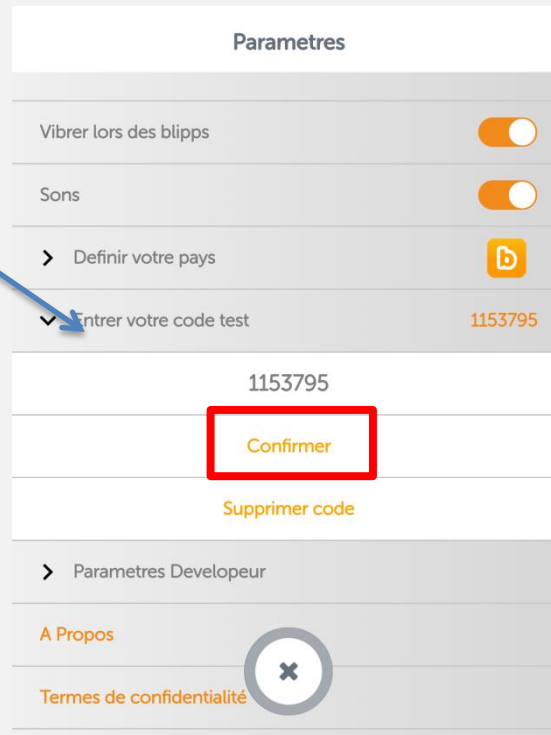
Exemple : apposer le logo de l'application.



## Lancer l'application



## Dans paramètre, entrer le code test



## Maintenir appuyé et scanner le maker