

# INSTRUCTIONS



## GETTING STARTED

1. Print out the postcard and place it on a rigid, flat surface. (For best results, print on thick, non-reflective paper.)
2. Connect a USB webcam to your computer.
3. Visit any of the links on this page. (If this is the first time you are running the newly-released MXR Web3D Player, you will be prompted to install the plug-in. You will only need to install this plug-in once.)

## TIPS

1. Rotating the postcard, you can see different angles of the 3d modeling.
2. Use your finger to tap on the marker to interact with the 3D object/character.
3. Tap the marker, rather than leaving your finger over the marker for too long.
4. Move the postcard to the bottom left corner of the screen so the marker is within the magic circle, in order to see more information. In some games, you can tap this marker again to visit the corresponding website.

## TROUBLESHOOTING

1. Ensure the MXR Web3D player has been installed successfully.
2. Ensure your USB webcam is working properly.
3. Ensure the surrounding lighting is not too dark or too bright, but somewhere in the middle.
4. Ensure the postcard is within the camera's view range, with the black square facing the camera.
5. Ensure the black square on the postcard is not being occluded.
6. If you still have problems viewing the 3D model, try running the low quality version of the software.