

**ARVETI4.0 –**  
Project partner:



IES POLITECNICO de VIGO

LTTA1: 3DBear app



The exercise introduced the use of the free version of the program.

We went through the menus found in the application.

Think about the possibilities of use in your field

[Link to 3DBear](#)

1. Take a picture of the place where you want to add augmented reality
2. Add the desired element to the image, for example a tree
3. Scale the element to the appropriate size
4. Try duplicating the element and make a forest out of trees
5. Add a dinosaur to the forest
6. Try animating the element you added
7. Save your project



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