AUGMENTED REALITY USER MANUAL

This feature can now be viewed on iOS or Android devices that have the proper requirements.

iOS instructions
pages 1 & 2

Android instructions
pages 3 & 4

ios

TECHNICAL REQUIREMENTS

- Apple iPhone or iPad running iOS 11 or higher
- iOS device with an A9, A10, or A11 processor

TO START THE AR EXPERIENCE

SCAN THE QR CODE
Every QR code has a unique pattern that can store information. In this case, we are storing a website link.

The link is: qr.marketscale.com/championchair-alo-ar

- You don't need a special app to read a QR code.
- Using the built-in camera feature of the Apple device, point your camera at the QR code.
- The device will automatically recognize the QR code, and a prompt will appear with a web address link.
- Pressing the prompt window will launch that web address link and start the AR experience.

WEB LINK
While on an iPhone or iPad, it is also possible to copy and paste the link above in a web browser to directly start the AR experience.

INTERACTING DURING THE AR EXPERIENCE

AFTER YOU SCAN THE QR CODE OR GO TO THE WEB LINK
- The Apple device will take a moment to download the file (this time will vary based on device speed and internet connection).
- The AR experience will automatically launch when it is finished downloading.
- The AR experience will prompt you to move your device around and will map your environment, figuring out flat surfaces suitable for the chair to appear on.
- **NOTE:** Make sure you are scanning the floor area and walls of your space for the most accurate experience as the AR cannot differentiate between flat-surface objects such as tables from the floor.
- The chair will appear once there is enough mapping information.

MOVING THE CHAIR
After the chair appears, its location can be changed.
- Using one finger, continuously touch the chair while dragging your finger to move the chair.
- Once you release your finger, the new location will be fixed.

ROTATING THE CHAIR
After the chair appears, rotation can be changed.
- Using two fingers, continuously touch the chair and rotate your fingers to rotate the chair.
- Once you release your fingers, the new rotation will be fixed.
- **NOTE:** Scale might be affected while using two fingers. However, once your fingers are released, the chair will automatically pop back to the correct scale.
- **NOTE:** Using two fingers to drag upward can move the chair upward vertically. The chair can easily be put back on the ground by using the same method in reverse.

STARTING THE DEMO
- A single finger tap on the chair will start the demo.
- Once started, it will continue until finished.
- **NOTE:** You cannot pause or stop the demo.
- **NOTE:** The demo has a voiceover. In order to hear sound, ensure that the volume is at a suitable level and that silent mode is turned off on the device.

PDF BROCHURE
- A single finger tap on the bottom Champion banner will stop the AR experience and load the Alō Recliner PDF brochure.

TAKING PHOTOS
- This built-in functionality can be accessed with a single finger tap anywhere on the screen except for the chair or banner areas.
- **NOTE:** If the single tap is too close to the chair or banner, it might trigger other functions inadvertently. A good tip is to momentarily move the device so the camera isn't looking directly at the chair, then tap on the larger, open area. Once correctly activated, you should see options to close out of the experience, switch to object view, and take a photo with the camera button.
- Use the camera button to take a snapshot of the chair in your environment. The photo will be accessible in the device's photos app.
- **NOTE:** If the device has many other apps running in the background, using the camera button may cause the AR experience to end.

OBJECT VIEW
- In object view, the chair can be viewed in a blank environment by using the object button.
- This built-in functionality can be accessed with a single finger tap anywhere on the screen except for chair or banner areas.
- The demo can be activated in object view as well.
- **NOTE:** If the single finger tap is too close to the chair or banner, it might trigger other functions inadvertently. A good tip is to momentarily move the device so the camera isn't looking directly at the chair, then tap on the larger, open area. Once correctly activated, you should see options to close out of the experience, switch to object view, and take a photo with the camera button.
- **NOTE:** There is no way to start in object view. You must be in the AR view first in order to access object view.

EXITING THE AR EXPERIENCE
There are two ways to exit.
- The first way is for the user to press the home button on the device to exit the AR experience.
- The second way can be accessed by a single finger tap anywhere on the screen except for the chair or banner areas, then press the X button to end the AR experience.

TECHNICAL REQUIREMENTS

- An ARCore supported device running Android 7.0 Nougat (API Level 24) or later
- An up to date version of Google Play Services for AR
- An up to date version of the Google app

TO START THE AR EXPERIENCE

SCAN THE QR CODE
Every QR code has a unique pattern that can store information. In this case, we are storing a website link.

The link is: qr.marketscale.com/championchair-alo-ar

- You don't need a special app to read a QR code.
- Using the built-in camera feature of the Android device, point your camera at the QR code.
- The device will automatically recognize the QR code, and a prompt will appear with a web address link.
- Pressing the prompt window will launch that web address link and start the AR experience.

WEB LINK
While on an Android, it is also possible to copy and paste the link above in a web browser to directly start the AR experience.

INTERACTING DURING THE AR EXPERIENCE

AFTER YOU SCAN THE QR CODE OR GO TO THE WEB LINK
- You will be sent to an intermediate site. Once there, press "Tap Here to Activate AR".
- **NOTE:** The Alō Recliner PDF brochure can be opened by using the "View Alō Options" link on this page.
- **NOTE:** If the device isn't capable of AR due to not meeting the technical requirements, this button will not be there.
- **NOTE:** While on this page, the chair will animate and you can move the chair around and look at it from different angles.

AFTER YOU PRESS "TAP HERE TO ACTIVATE AR"
- The Android device will take a moment to download the file (this time will vary based on device speed and internet connection).
- The AR experience will automatically launch when it is finished downloading.
- **NOTE:** If this is the first time using the AR experience, you will be asked if its ok to use the camera function.
- The AR experience will prompt you to move your device around and will map your environment, figuring out flat surfaces suitable for the chair to appear on.
- **NOTE:** Make sure you are scanning the floor area and walls of your space for the most accurate experience as the AR cannot differentiate between flat-surface objects such as tables from the floor.
- The chair will appear once there is enough mapping information.

MOVING THE CHAIR
After the chair appears, its location can be changed.
- Using one finger, continuously touch the chair while dragging your finger to move the chair.
- Once you release your finger, the new location will be fixed.

ROTATING THE CHAIR
After the chair appears, rotation can be changed.
- Using one finger, continuously touch an area outside the chair and move your finger.
- Once you release your finger, the new rotation will be fixed.
- **NOTE:** Scale might be affected while using two fingers. However, once your fingers are released, the chair will automatically pop back to the correct scale.

STARTING THE DEMO
On Android the demo will start automatically and loop.
- **NOTE:** You cannot pause or stop the demo.
- **NOTE:** The demo has a voiceover. In order to hear sound, ensure that the volume is at a suitable level and that silent mode is turned off on the device.

TAKING PHOTOS
You can take photos at any time by single pressing the round outline icon. To take videos, press and hold that round icon.

EXITING THE AR EXPERIENCE
There are two ways to exit.
- The first way is for the user to press the back or home button on the device to exit the AR experience.
- The second way can be accessed by a single finger tap to the X icon in the top right of the screen.

If you have any questions regarding the Alō AR Experience, please contact your local Champion representative, or visit championchair.com/contact-champion.