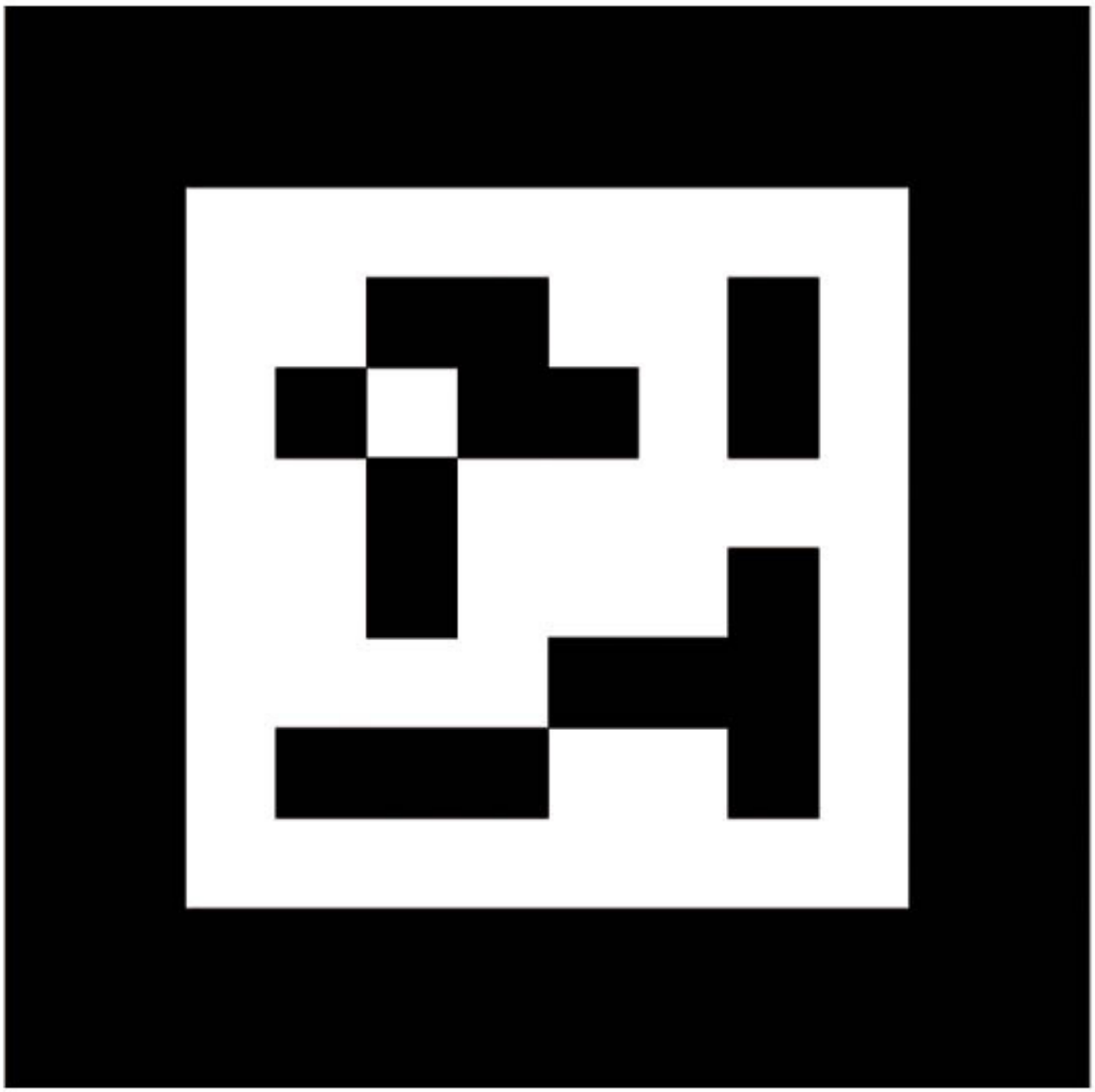
To Camera

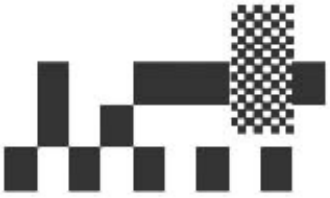
YOUreality™
3D VISUALIZATION SOFTWARE



15cm

To Camera

NOTE: when printing this Marker, make sure it prints at 100% size. See Photo Instructions.



YOUReality™
3D VISUALIZATION SOFTWARE

TAKING PHOTOS

GET THE BEST DIGITAL PHOTOS FOR YOUREALITY

YOUReality *works by inserting 3D models "into" a digital photo of an actual space so you can see how objects would look in their intended environment. As you can imagine, then, the photo itself – the right lighting, angles, and Marker placement – is extremely important. While we have developed the software such that customers can take photos of their own spaces with their own digital cameras, there are certain steps that we recommend to be followed to achieve optimal results.*

- The photos must be in JPG format (no GIF, TIF, PNG, or RAW). Photos can be either portrait or landscape mode.
- You will need a digital camera with a resolution of at least 2 Megapixels (4 Megapixels recommended). Photos taken with camera phones generally do not yield good results, so they are not recommended.
- Pay attention to lighting; good contrast is vital for the Marker to be recognized by YOUReality. Try to avoid taking photos where the sun is in your face, as this will often result in the Marker being "washed-out" and therefore unrecognizable by the software.
- Use the best/highest camera resolution and detail settings of your camera.
- For optimal results, place the Marker so it appears in the bottom third of the image.
- As a general rule, place the Marker no more than 10 feet from the camera.
- Use a stepladder or stepstool when you take the photos. Higher angles allow you to get further away from the Marker while still ensuring that it is recognized by the software.
- Print more than one Marker, in case the first one gets dirty, folded, or crumpled. This is especially advisable in humid climates, as paper left out for long periods of time tends to curl up and crumple. Along these lines, we recommend attaching the marker to a flat rigid object such as a file folder or piece of cardboard, to help avoid curling or crumpling.
- If it is windy outside, use rocks or other heavy (but small) objects to hold the Marker down, but make sure that the weights do not block the square or the dot pattern in the middle of the Marker.
- Print the Marker on the thickest paper you can. 100lb cardstock works well, if your printer can print on it. We advise against using standard copy paper (20-24lb). If you cannot get cardstock, then use 32lb paper. (Glossy photo paper can work as well, but the glossy surface can reflect the sunlight more, which creates a higher chance the Marker will appear washed out.
- Take several pictures of the space with varying camera settings (with/without flash light, different distance etc.). That way you have enough pictures to use in the software.
- Take photos from several different angles, keeping the Marker in one place – just make sure the "To Camera" arrows are not pointing away from you. This gives you the opportunity to see how the 3D models will look in your space at different angles. We recommend 5-10 photos: straight-on, and various angles on each side.
- When printing the Marker, make sure that the Print dialog box has Scaling (sometimes called Shrink To Fit or Shrink to Page) set to 100% or Off. The thick black outline around the box pattern of the Marker should measure 15cm per side.

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