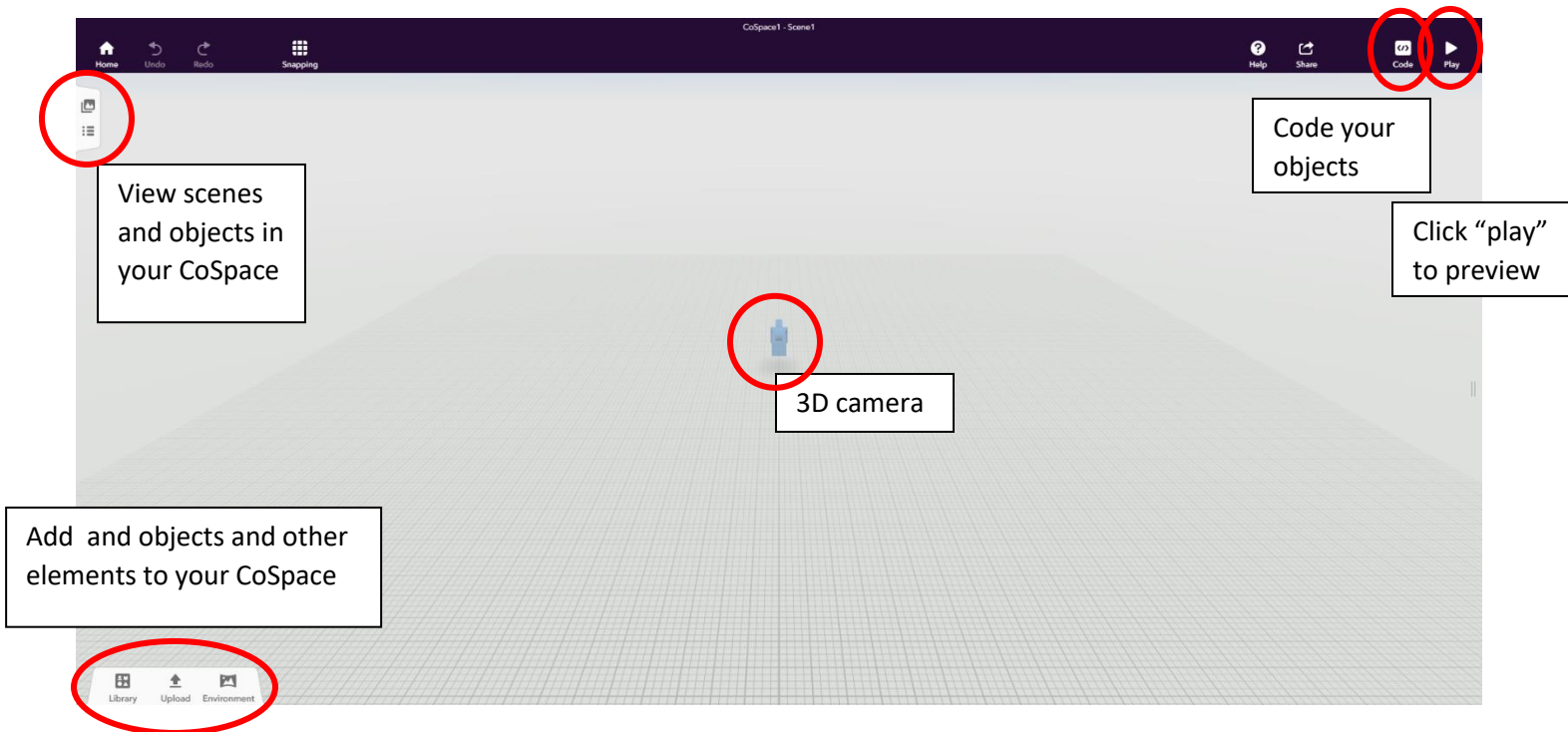


## Intro Co-Spaces: Creating a basic CoSpace

CoSpaces offers many pre-planned lesson plans to use for programs: <https://cospaces.io/edu/lesson-plans.html> We will be learning the basics to create the Lion and Mouse fable (<https://edu.cospaces.io/Universe/Space/3WNS71iJ5wIQHf310KCIR>)

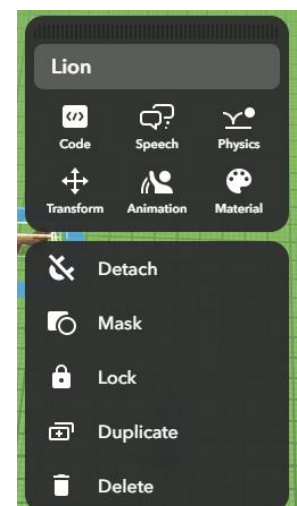
- You will learn how to place and download objects, manipulate and group objects, animate objects, and basic pathing and coding
- Click on “Freeplay” then “+Create CoSpace” to start a new space
- Choose AR/VR CoSpace > 3D Environment

### The CoSpaces workspace:

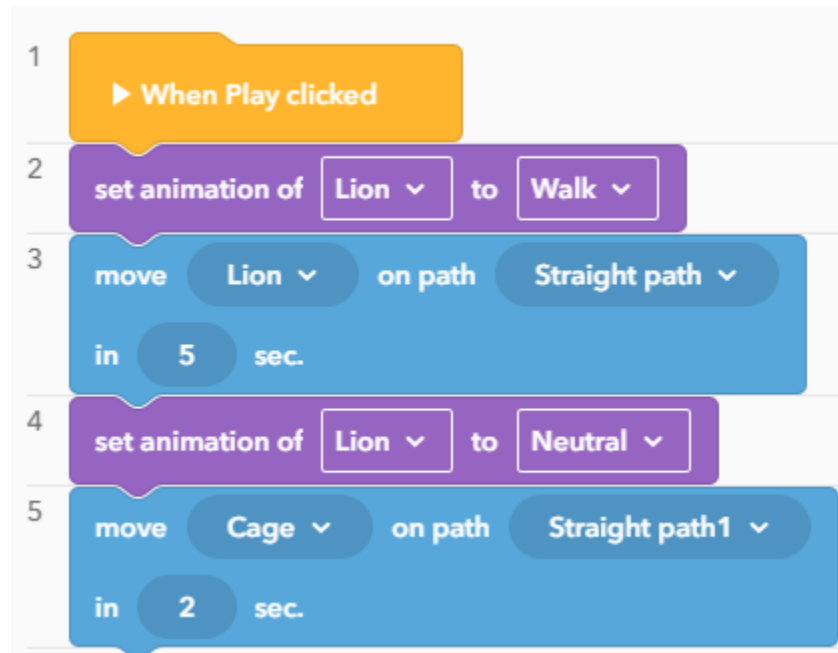


### Building up your CoSpace

- Add an Environment:
  - o Click on “Environment” and choose the Jungle environment.
  - o Note: Environments cannot be edited.
- Add Objects:
  - o From the Library, choose “Animals.” Place *Lion* on the workspace.
    - Single click on the object to rotate, resize, etc.
    - Double or Right click to customize. The customize options will vary based on the object.



- Create a path:
  - o From the Library, choose “special” > *Straight path*. Adjust the path as needed.
  - o Note the arrows on the path should pointing in the direction that you want your lion to move.
  - o Select your Lion > Double or Right click > Choose “attach” to attach your lion to the path.
- Continue creating your scene by adding other objects.
- Upload a 3D model
  - o From Upload, choose 3D models.
  - o The built in Web Search feature searches objects in Google Poly. 3D objects can be downloaded from sites like Thingiverse.
  - o Use the Web Search to find a *cage*. Drag the cage on to your workspace.
  - o Resize, rotate, and raise the cage so it can fall down on the lion.
  - o Add another straight path. Use the Translation mode to make the path vertical. Double or Right click on the cage > choose attach to attach the cage to the vertical path.
- Code the scene:
  - o Double or Right click on each object > click on “Code” > turn on “Use in CoBlocks.”
  - o Click on `</>` Code icon in the upper right hand corner of the workspace to begin coding.



- o Click Play to preview your scene.