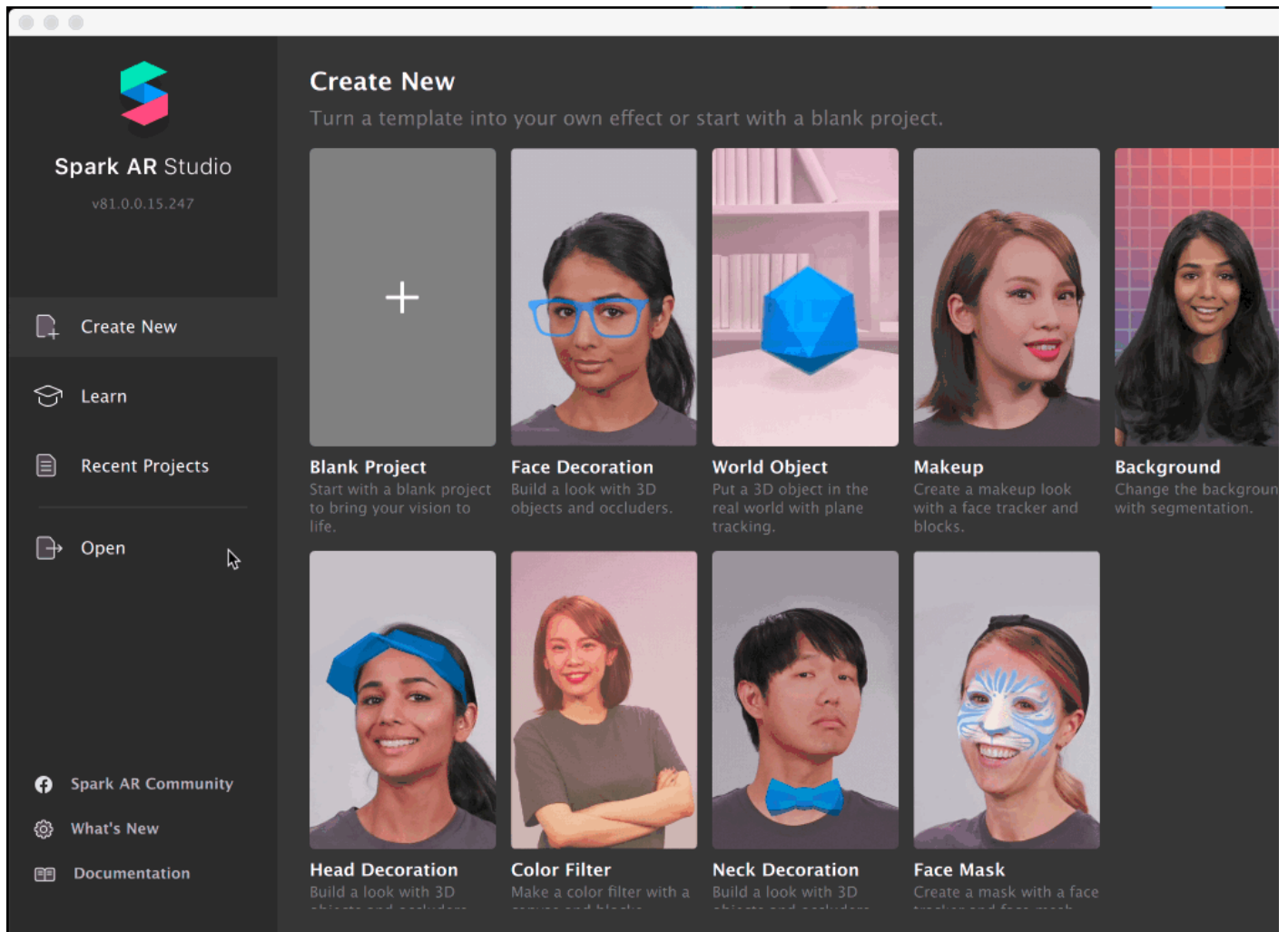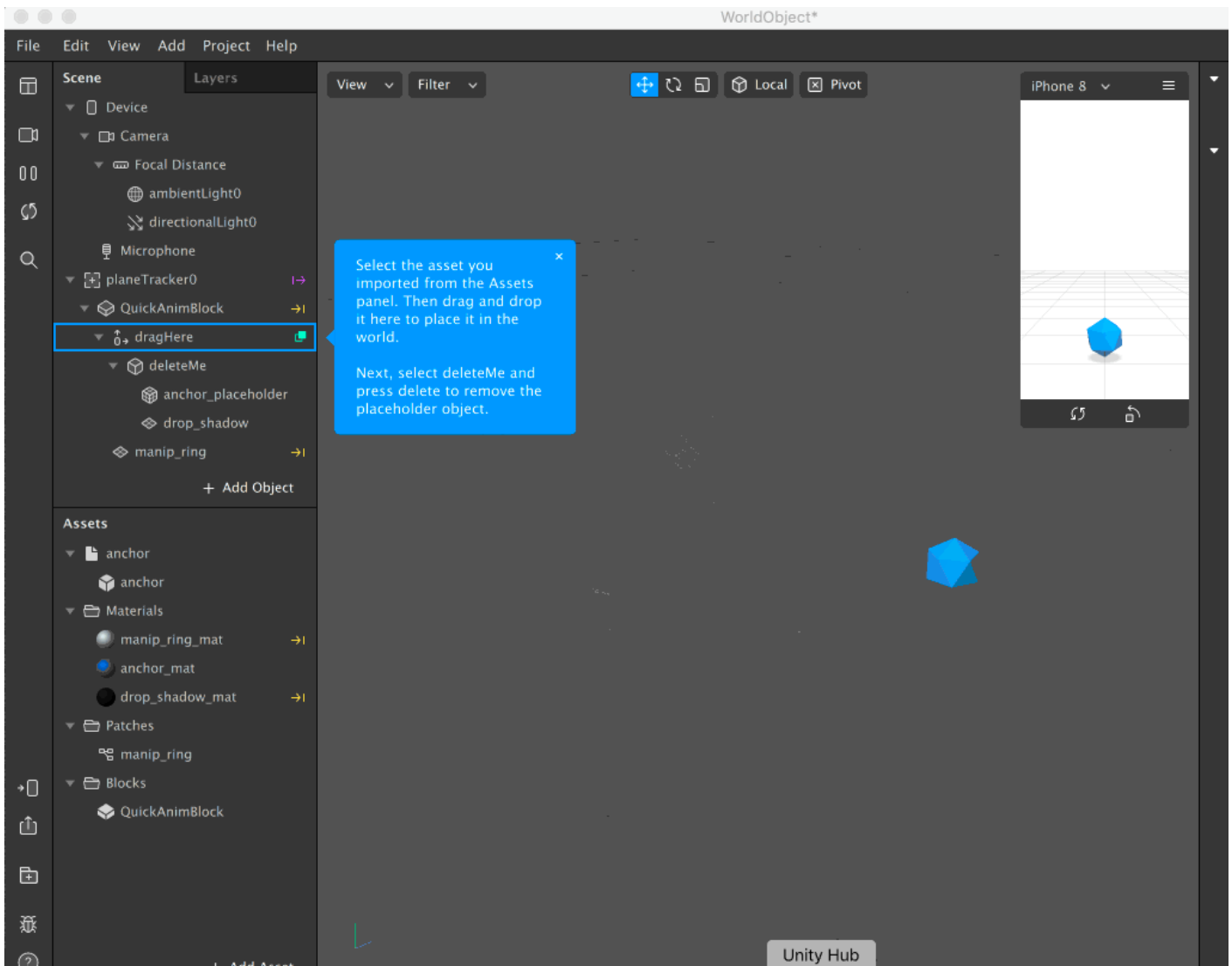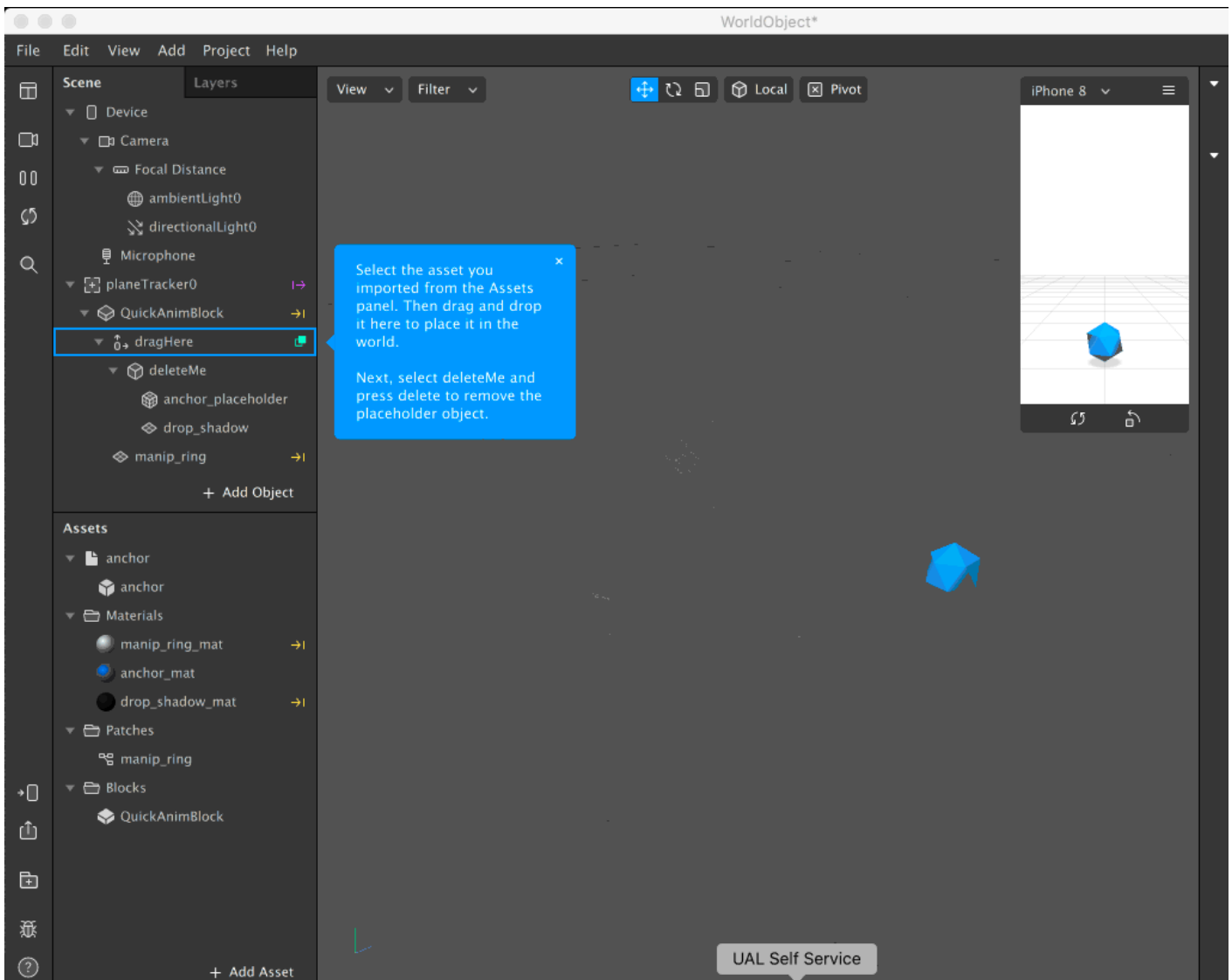# Object in the space AR

- Spark AR provides a number of different templates to start with, for the purposes of this brief/project we will be using the World Object Template
- Launch Spark AR and create a new project from a template (File > New Project from template > World Object)
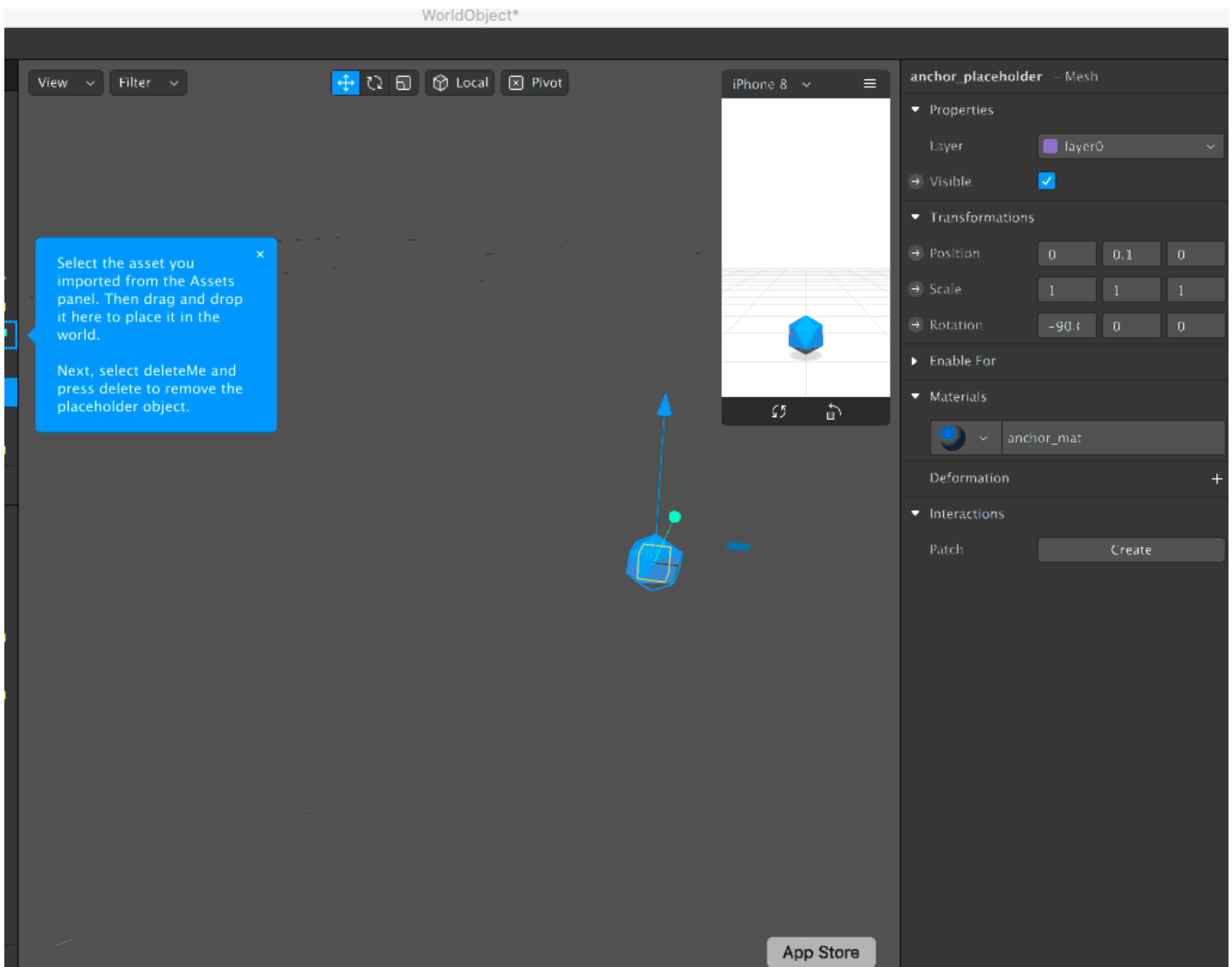

- You should now see in your Spark AR project window something like this:

Select the asset you imported from the Assets panel. Then drag and drop it here to place it in the world.

Next, select deleteMe and press delete to remove the placeholder object.
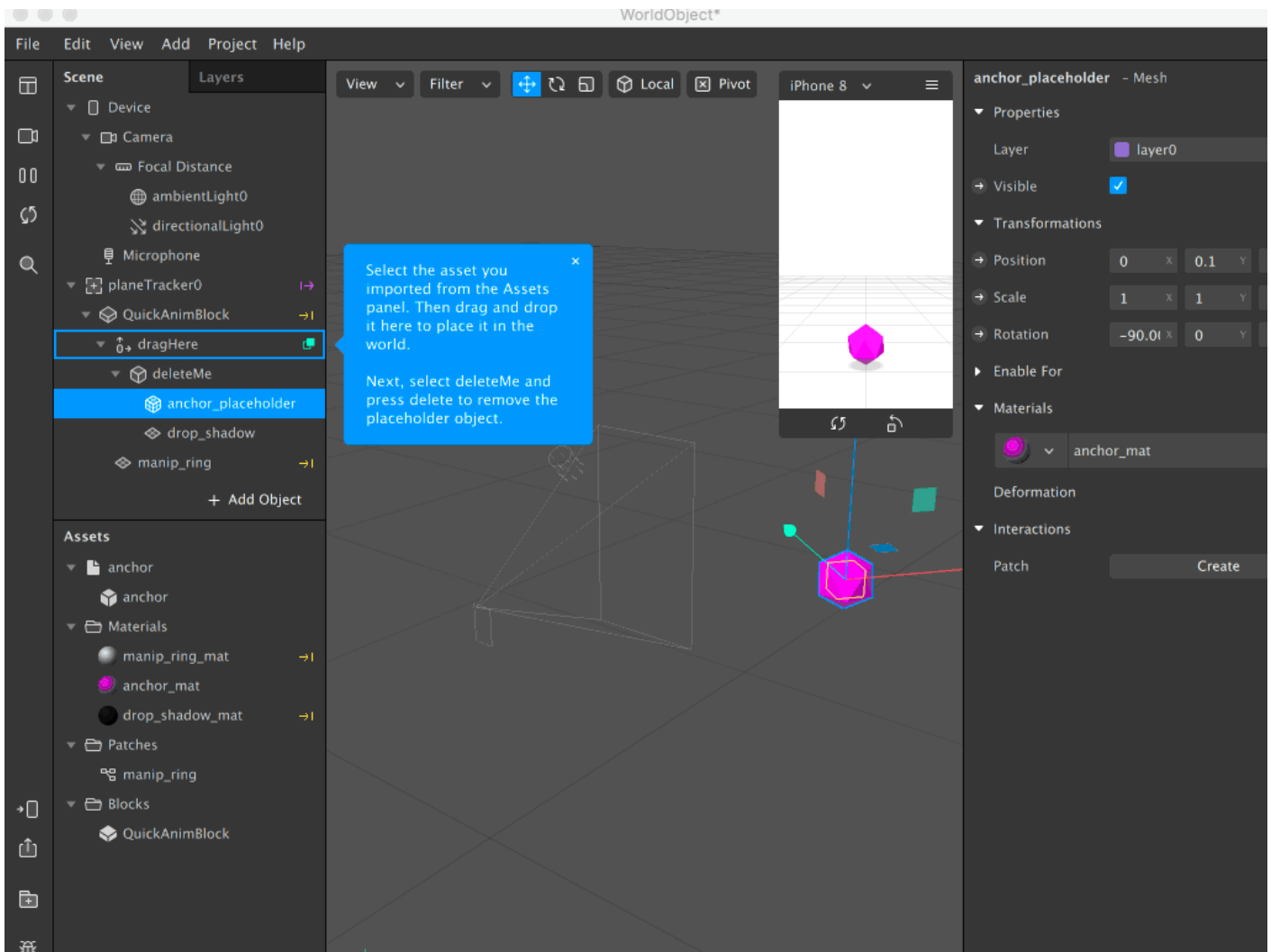
- There is a preview of what your project will look like on a mobile device in the project window. You can select from the drop down the device that you will be viewing your AR experience on:
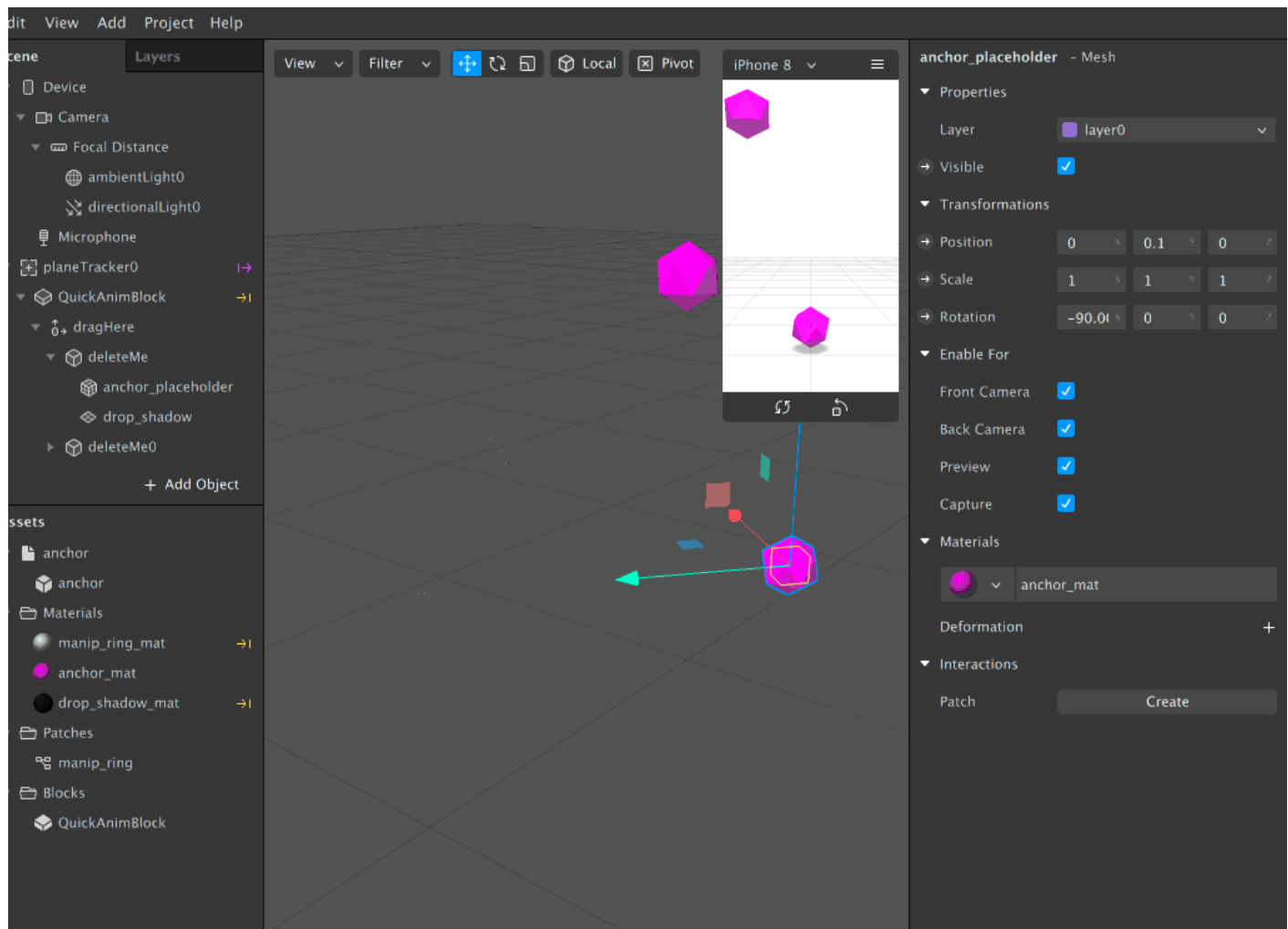
- From here you can start to edit your object, for example properties such as colour and texture by double clicking in the materials box:

- You can also duplicate the object in the scene by going to Edit > Duplicate and dragging it somewhere else on the scene:

- You can also edit the object size, and rotation in the properties menu. Make sure you select the object you want to edit:

Revision #8
Created 5 February 2020 17:41:46 by Alejandro Escobar
Updated 14 November 2023 12:32:07 by Alejandro Escobar