

# Handbook on LUMI H5P – Virtual Tour (360)

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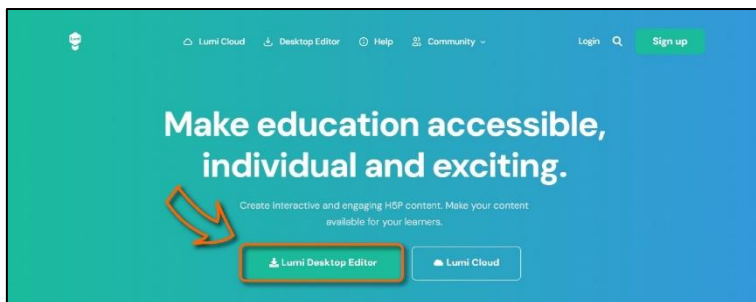
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## 6 Virtual Tours in LUMI H5P

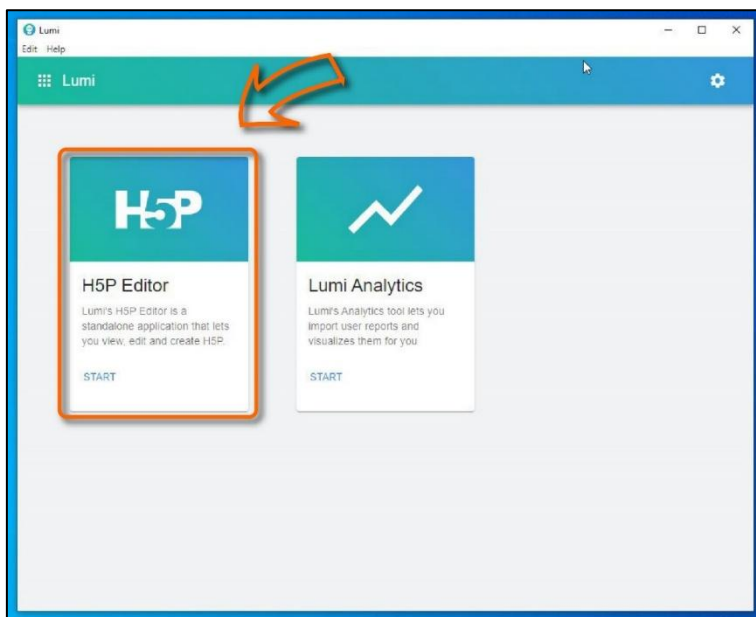
This handbook will guide you through creating your own 360° virtual tour using the LUMI application. It provides step-by-step instructions on how to download the application, set up your first scene, and customize your virtual tour experience. You will learn how to add stunning 360° images, adjust camera angles, and ensure you include proper copyright information.

Visit the [LUMI Webpage](#) and download the LUMI application.

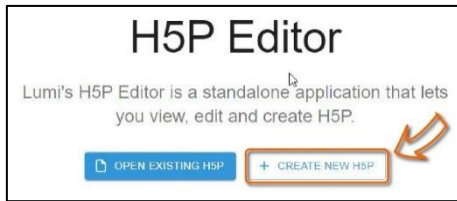


Then, install it. Open the application and select the *H5P Editor*.

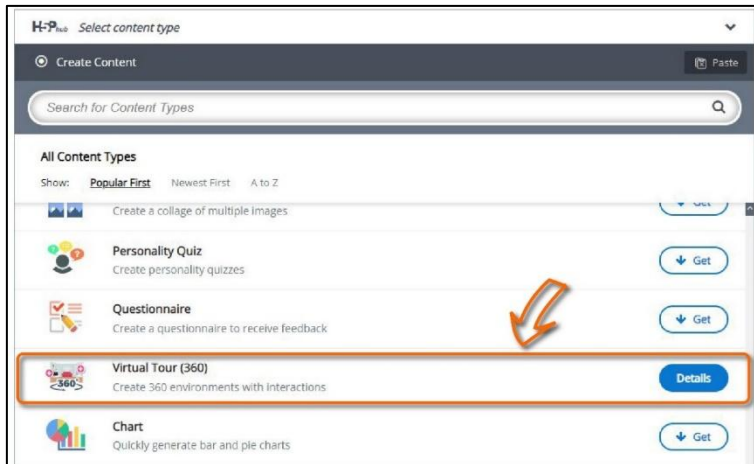
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Select *New H5P* to create a new project.

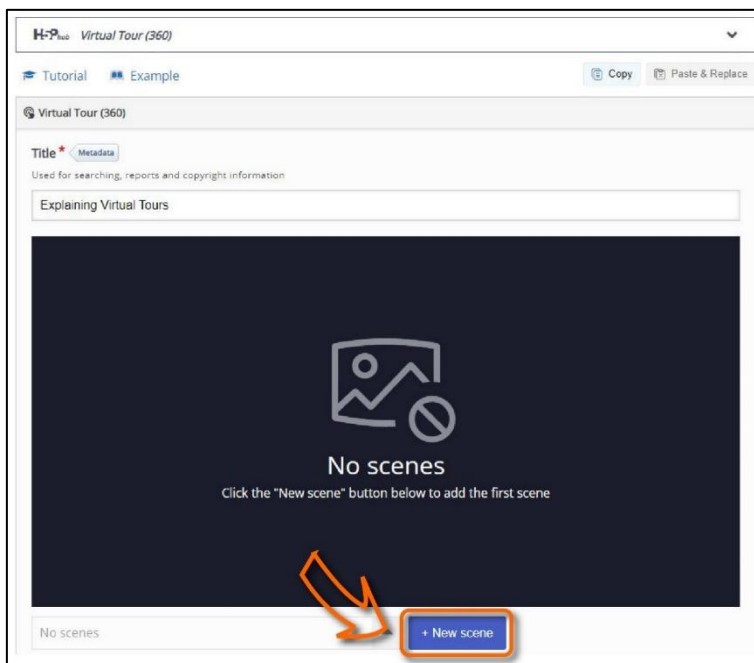


Choose the *New content* option and select *Virtual Tour (360)* from the list of content types.



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The Virtual Tour (360) editor should now appear. Add a title, for example *Explaining Virtual Tours*.





## 6.1 Adding a 360° Scene

We are now going to add our first 360° scene. First, we need to download a background image. This is the image we will use in our example:

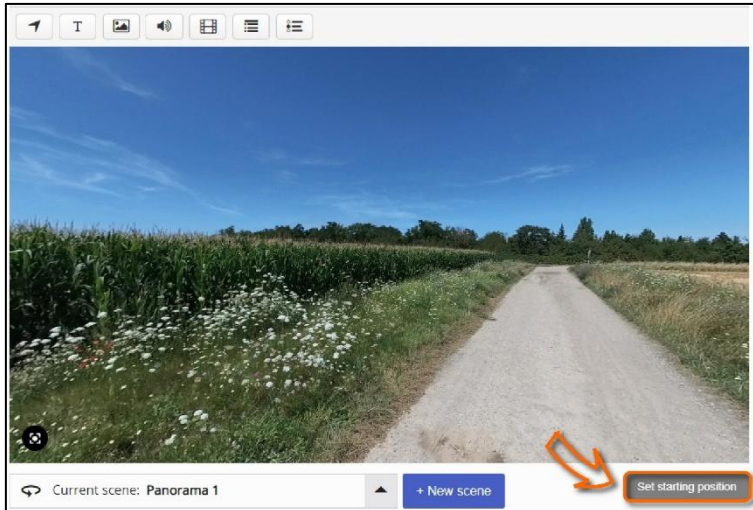


To add a scene click the *New scene* button. Type in the title of your choice, for example *Panorama 1* and upload the background image. The scene popup should look like this.

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Click *Done*. You have added your first scene. Remember to include copyright information for the image. The editor should now resemble the following:





The starting camera angle is set by default. If you want to change the camera angle you can move the scene by dragging it with your mouse. Once you have set the view to your preferred starting angle, press the *Set starting position* button in the bottom right corner. Now, your scene will always start with this camera angle.

## 6.2 Adding Additional Scenes

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This is the image we will use for our second scene:



To add a second scene, follow the same steps as in the first scene. Click *Done* when you are ready.

Following these steps, we can add another scene, scene #3. If you want to add a **static scene**, ensure you choose the appropriate type of image.



Don't forget to fill in the copyright information.

## 6.3 Comparison Between Static Images and 360° Images

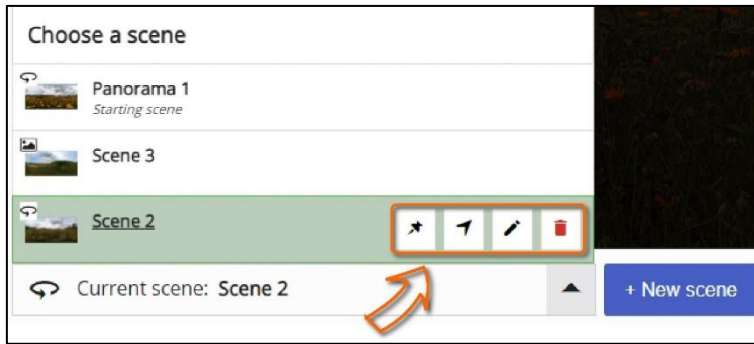
	Static	360°
<b>Perspective and Viewing Experience</b>	Fixed perspective, directing focus and ideal for controlled presentations	Exploration from all angles, creating a sense of presence
<b>Interaction</b>	No interaction; viewers observe passively	Active navigation using a mouse, touchscreen, or VR headset
<b>Technical Requirements</b>	<ul style="list-style-type: none"> <li>- Easy to capture with standard cameras</li> <li>- Require less processing power and storage</li> <li>- Accessible for beginners</li> </ul>	<ul style="list-style-type: none"> <li>- Require specialized equipment</li> <li>- Require more storage and processing power</li> <li>- More complex to produce</li> </ul>
<b>Emotional Impact</b>	Can evoke strong emotions through specific focus and composition	Creates a sense of exploration and connection with the scene
<b>Scientific Perspective</b>	Support learning by keeping text and images close together	Enhances learning through physical interaction and provides authentic contexts

To conclude, static images excel in simplicity and artistic focus, while 360° images offer interactivity and immersion. The choice depends on the purpose, audience, and desired engagement level.







## 6.4 Navigation Between Scenes

We currently have three scenes set up. To move between scenes, click on the dropdown menu located in the bottom left corner that displays *Current scene*. This will open the *Scene Selector*, where you can view all the scenes you have created so far. Here is what it looks like:





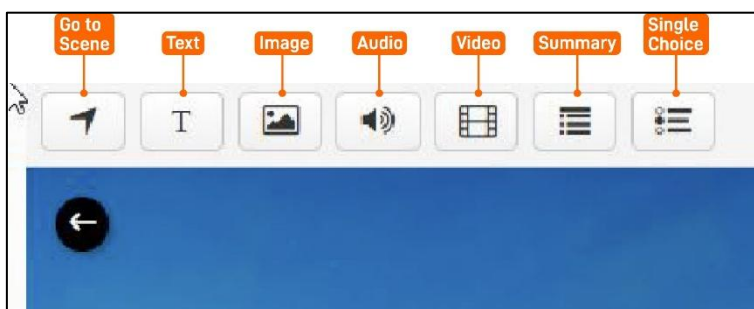
We will explain each part of a scene selector:


	Icons above the image	This icon indicates whether the scene is static  or 360° panorama 
	Green outline and green background	This is how we mark the currently selected scene (the one we are working on now)
	Set as starting scene button	Click here to set this scene as the starting scene for your content. The Starting scene is the first scene which an end user sees
	Go to scene button	Click this to open the scene
	Edit button	Click this to edit the scene (background, title, description, etc.)
	Delete button	Click this to delete the scene

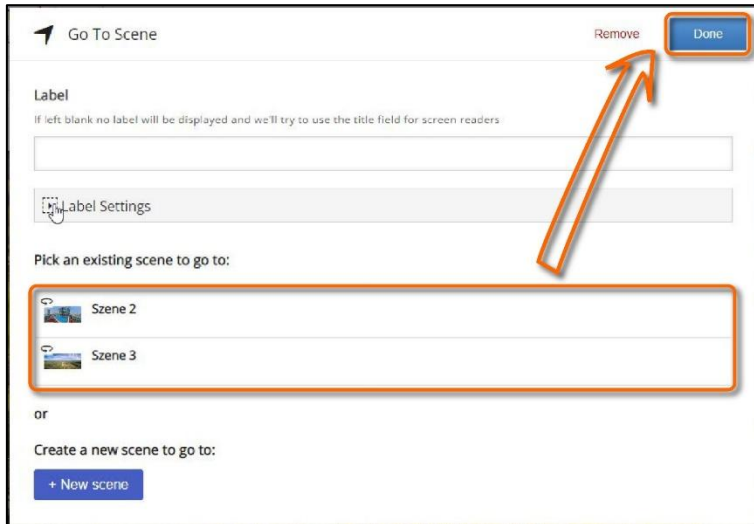
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## 6.5 Connecting Scenes Together

You can connect scenes together by using the scene selector. To allow users to navigate from scene to scene, you need to add navigational elements. These elements can be created using the *Go to scene* tool in the top menu.



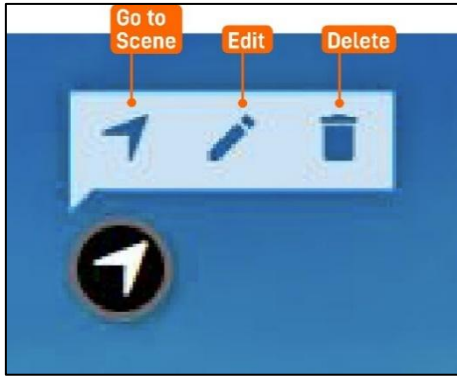
Click on the scene selector and go to your scene #1. We want to create navigation from this scene to scene #2. Click on the *Go to scene*  icon in the top menu. A dialog will appear:



Click on the scene you want to connect to, name it if you want and click *Done*. The navigation arrow will now appear in your panorama:





The user will click this button to transition from scene #1 to scene #2. You can move this element by dragging it within the scene. When you click on it, a context menu with three options will appear.



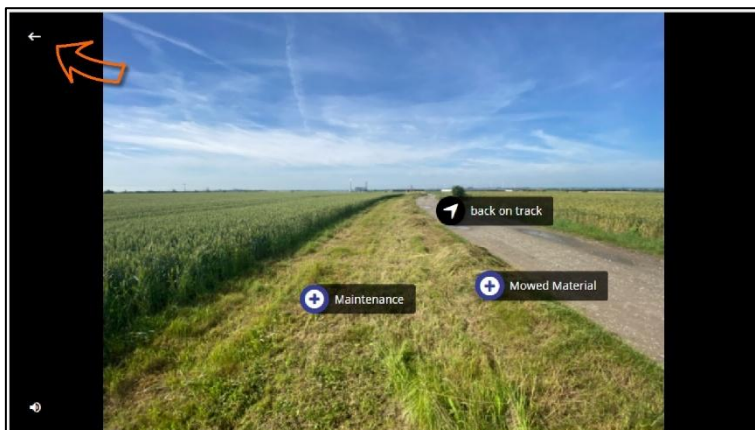
1. *Go to scene* will navigate (open) the scene that the "Go to" object leads to.
2. *Edit* will edit the "Go to" object.
3. *Delete* will delete the "Go to" object.

### 6.5.1 Optional: Re-linking of the other scenes

Now we want to create navigation from scene #2 back to scene #1. Click on the scene selector and go to scene #2. Click on the *Go to scene*  icon in the top menu, select your scene #1 and click *Done*. Now we have navigation both from scene #1 to scene #2 and vice versa. The last navigation element we want to add is from scene #1 to scene #3 (static scene). Click on the Scene selector and pick scene #1. Click on the *Go to scene*  icon in the top menu, select scene #3 and click done. We've got one additional *Go to scene* element in our scene #1.

### 6.5.2 Optional: Picture with two Navigation arrows

As you can see below, this scene has a *Back* button in the top left corner. It is possible to turn it off and create a *Go to scene* element by yourself instead.






## 6.6 Adding Interactions

Now, we will add more interactions to our static scene #3:

- Image for specifying information
- Text element with information
- Related video

### 6.6.1 Adding images




Navigate to scene #3 and click on the  icon. Now you can upload your image by the *Add* button. Fill out the license information for the picture. To do so, click the *Metadata* button. Click *Done*. You have added your first interaction. You can change its position by dragging it around with your mouse:



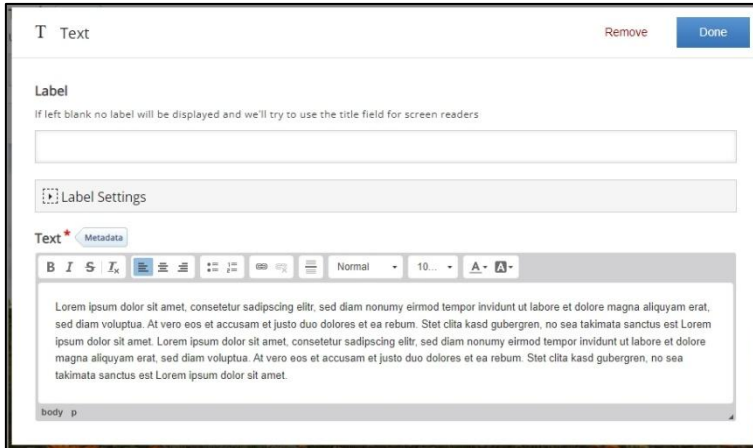
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### 6.6.2 Adding text elements



Click on the  icon in the top menu. A dialogue will appear. Paste the text of your choice into the dialogue.






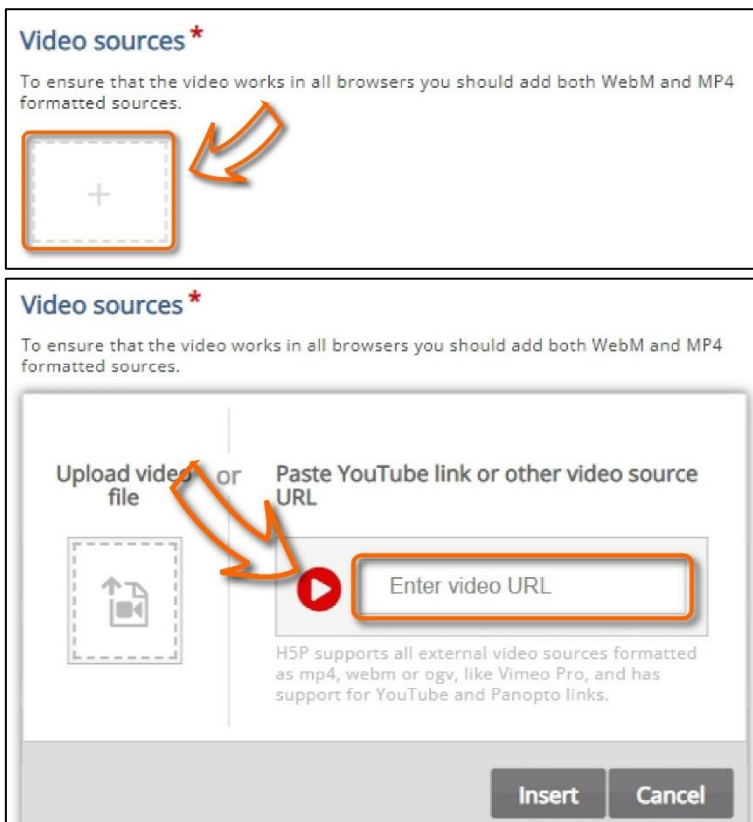
After clicking *Done* the interaction button should appear in the middle of the scene. Drag it to your desired position.

### 6.6.3 Adding videos



To add a video to your tour, click on the  button in the upper menu. In the appearing dialogue title the video and add the source.

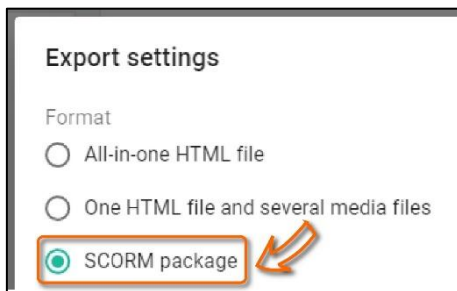
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Drag the button to its position. To ensure the video works in all browsers you should use the mp4 format. To avoid long loading time take care that the video is not too big.

## 6.7 Finishing Your Virtual Tour

Save your Virtual tour to your computer by clicking the *File* menu and selecting *Save as* button in the top menu. To export your h5p file to SCORM use the *Export* function in the same menu. Choose *SCORM package* and click *Export now*.



Now you can use the finished tour in a Learning Management System of your choice.