



# Student handbook

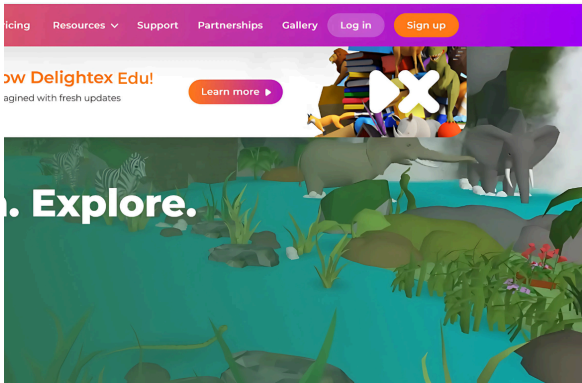


Last updated: September 2025

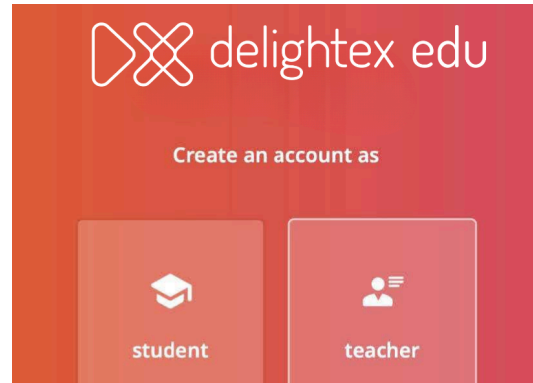
**Step-by-step guide for  
students getting started  
with Delightex Edu**

# 1. Register

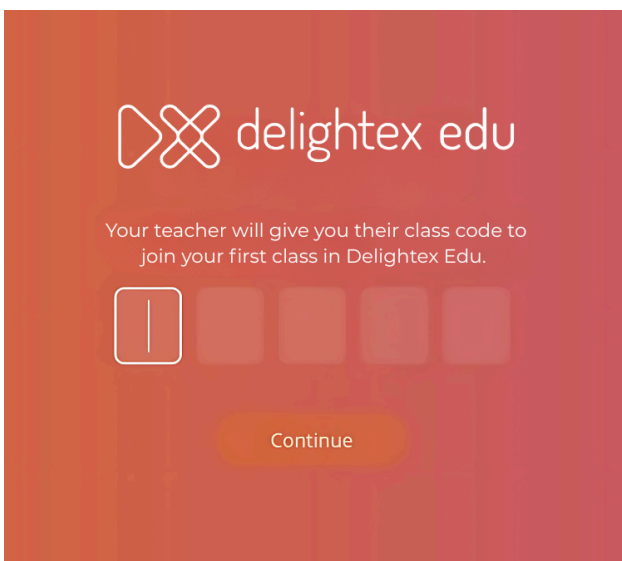
1. Go to [delightex.com/edu](https://delightex.com/edu) and click Sign up to create your account.



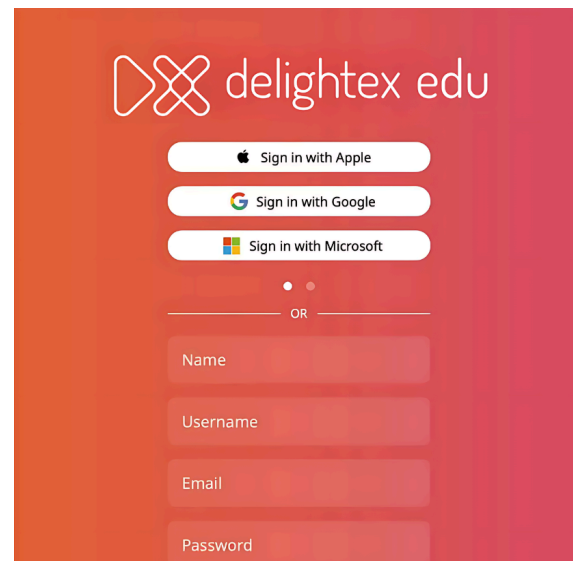
2. Create an account as a student.



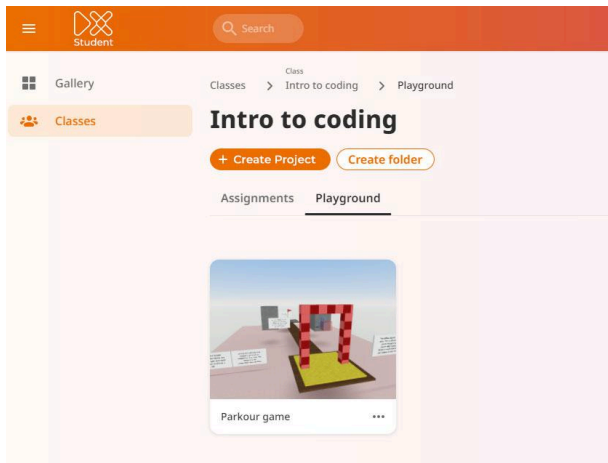
3. Enter the class code that you received from your teacher and click Continue.



4. Choose the appropriate login option and click Create my account.



## 2. Create

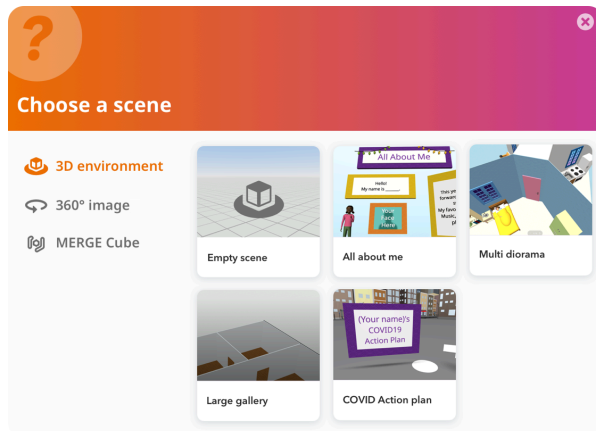


Click **Classes** and enter your class to view your assignments.

If your teacher allowed it, you can create your own Projects in a **Playground**.

Start by exploring the welcome Project to get familiar with the basics.

To create a Project, click **Create Project**.

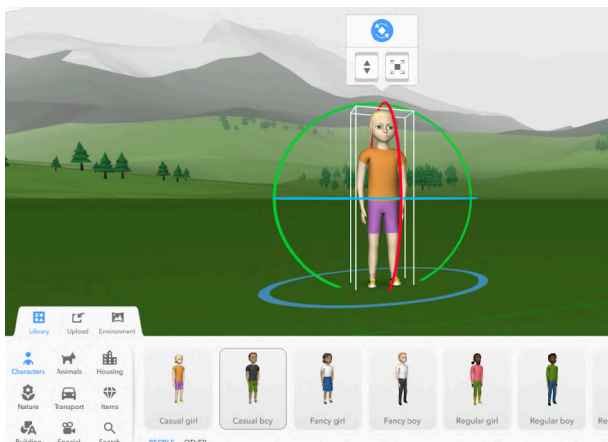


To start with, you can choose the first scene to build in.

You can create inside of a **3D environment** of your choice and view it in VR and AR.

You can also build upon a **360° image** that you choose and view it in VR.

If you're lucky to have this extra option, you can even build for the **MERGE Cube**!



Drag and drop 3D objects from the **Library** to add them to your scene.

You can even build your own using building blocks under **Building**.

Go to **Upload** to add 3D models, images and GIFs, videos, and even sounds!

## 3. Explore

The magic is that you can explore your Projects in many ways!



### Play mode

The **Play mode** lets you easily explore a Project and move around it on any device. Simply open a Project and click **Play**.



### Gyro mode

You can explore a Project with the Gyro mode using a **tablet** or a **smartphone** and the **Delightex Edu mobile app**. This lets you move your device to look around your Project through the screen.

Open a Project in **Play** mode and click the **Gyro** icon.



### VR (Virtual Reality) mode

Your creations can be experienced in VR using the ClassVR headsets or with a mobile VR headset. To explore with mobile VR, open the **Delightex Edu mobile app** on a VR-compatible smartphone, **Play** your Project and click the **VR** icon.



### AR (Augmented Reality) mode

Using an AR-compatible tablet or smartphone, open the **Delightex Edu mobile app**, **Play** your Project and click the **AR** icon.





# Student checklist

Simply follow the steps below to start using Delightex Edu.



## ☐ Create your Delightex Edu account

- From a computer, go to [delightex.com/edu](https://delightex.com/edu) and click **Sign up**.  
From a phone or tablet, install the Delightex Edu app.
- Create an account as a **student**.
- Enter the **class code** that you received from your teacher.
- Choose your login details. Use something you're sure that you'll remember later on!
- Let your teacher know if you need help to join Delightex Edu.

## ☐ Enter your class

- On the left menu, go to **Classes** and enter your class.
- Let your teacher know if you can't find your class in Delightex Edu.

## ☐ Open your assignment

- When your teacher gives you an assignment, you'll find it in your class.
- Make sure to read the assignments' instructions before getting to work!

# Key application videos

These tutorials explore some of the key applications of Delightex Edu!  
Scan the QR codes below or click the links to watch the videos.



## 360° tours

Learn how to build your own 360° tour

[youtu.be/Mi5MYVpAmuU](https://youtu.be/Mi5MYVpAmuU)



## Virtual exhibitions

Learn how to design a virtual exhibition

[youtu.be/xQU60KryO2E](https://youtu.be/xQU60KryO2E)



## Storytelling

Learn how to create an interactive story

[youtu.be/SAaLoXmpUig](https://youtu.be/SAaLoXmpUig)



## Games

Learn how to program and play your own game

[youtu.be/uzbVklWZAUc](https://youtu.be/uzbVklWZAUc)



## Simulations











Learn how to visualize or simulate anything in 3D

[youtu.be/vtclENCImGo](https://youtu.be/vtclENCImGo)















# Desktop shortcuts

## EDITOR








### Navigation:

	= Rotate camera view		= Center in on selected object
	= Zoom in/ out		= View whole scene
 + 	= Move camera view		= Zoom in
 + 	= Zoom camera to mouse position		= Zoom out

### Building:





	= Rotation mode	 + 	= Select all objects
	= Turn grid snapping on/ off	 + 	= Copy selected object(s)
 / 	= Group/ ungroup selected objects	 + 	= Paste object(s)
 + 	= Duplicate and move	 + 	= Deselect object(s)

### CoBlocks:

 + 	= Copy selected CoBlock(s)
 + 	= Paste CoBlocks
 +  + 	= Copy all CoBlocks from the current workspace




## PLAY MODE

### Flying camera:

 **W** = Move forward  
 **A** = Move left  
 **S** = Move backward  
 **D** = Move right




**Q** = Move up  
**E** = Move down

### Walking camera:

 **W** = Move forward  
 **A** = Move left  
 **S** = Move backward  
 **D** = Move right

**SPACE** = Jump

### Orbit camera:

 = Rotate camera view  
**SPACE** +  = Move camera view  
 = Zoom in/ out



**+** = Zoom in



**-** = Zoom out

# Mobile shortcuts



## EDITOR



### Navigation:

-  = Rotate camera view left/ right
-  = Tilt camera view up/ down

-  = Zoom in/ out
-  = Move camera view

### Building:

-  = Select object
-  = Move object

-  = Scale object
-  = Open object inspector





## PLAY MODE

-  = Object interaction

### Walking/ Flying/ Fixed camera:

-  = Turn camera
-  = Move forward

### Orbit camera:

-  = Rotate camera view left/ right
-  = Tilt camera view up/ down
-  = Zoom in/ out
-  = Move camera view