

**Gather Exhibition Contents Rules
And Objects Setting Manual
Tohoku University Alumni Year-End Online Event
December 17th, 2021**

Tohoku University will provide a free exhibition space during the event for Alumni who are willing to share their current activity (work, research, hobby, etc.), promote their start-up company, or to those who are trying to look for teammates. Please inform us on the registration forms if you are interested to be an exhibitor, read the rules and manual below about how to build, erase, and view the exhibition objects.

1. Exhibition Contents Rules:

- 1.1 Exhibition must not contain hate speech, discrimination, or explicit contents.
- 1.2 Please choose one from three available interactions that are allowed for the exhibition (see page 5 and page 6 about object interactions)
- 1.3 Exhibitor only allowed to represent their information in one sheet A4/ A3 size of JPG/ PNG/ GIF format.
- 1.4 Please create and simplified the information you have as creative as you can in one sheet, such as posters, photo collages, research summaries etc.

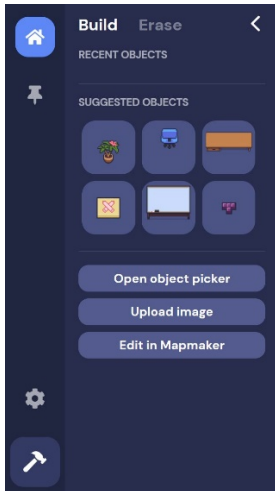
2. Build, Erase, and View the Objects

2.1 Build the Objects.

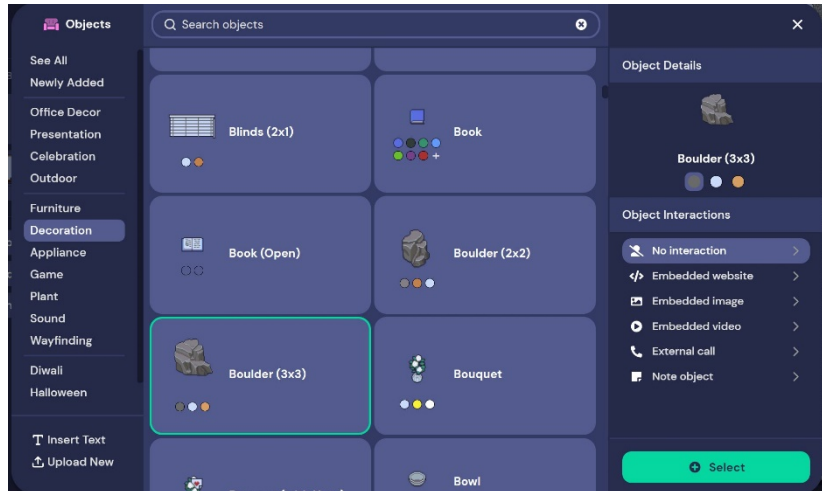
Objects are the images you can place in your Space, on top of your Space's background image. They can be uploaded as custom object images, or selected from the large variety of pre-generated objects inside of our Object Picker. Objects can be almost any size but are often scaled to match your avatar's size and can be moved, edited, and deleted without affecting the main background image. You can get to the Object Picker in your Space or in the Mapmaker. In your Space, select **Build** (hammer icon) in the **Left Nav Menu**. You can quickly search for an object or place a recent or suggested object, or you can select **Open object picker**. All categories are listed in the **Left Nav Menu** of the Object Picker (**Picture 10**).

In the right panel when an object is selected, the **Object Details** section shows the object, as well as any additional colors that are available for that object. Select the color to preview the object in that color. Use the rotational arrows to turn the object

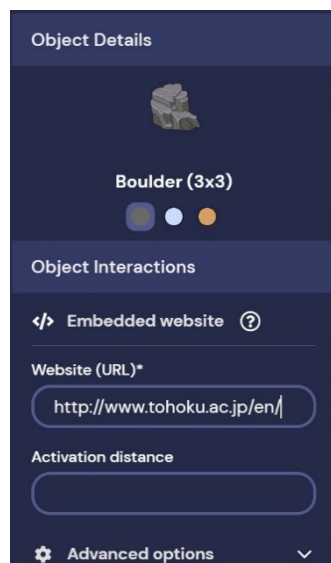
clockwise (right arrow or keyboard shortcut **R**) or counterclockwise (left arrow or keyboard shortcut **Shift+R**) (**Picture 11**).



Picture 10



Picture 11



Picture 12



Picture 13

By default, most objects do not have interactions added, with the exception of Games, Sound, and a few special objects like the whiteboard. When you select an object, you can select from the available interactions and put it on Exhibition room:

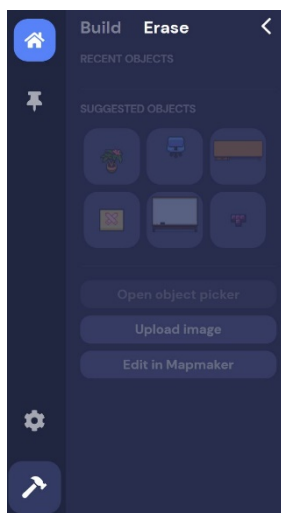
- Embedded Website: Link to any embeddable website directly inside a Gather iframe (**Picture 12**)

- Embedded Image: Upload image (.png, .jpeg, .gif) to display inside a Gather iframe (**Picture 13**)
- Embedded Video: In order to ensure a comfortable operating environment for Gather, please do not use it in this event.
- External Call: In order to ensure a comfortable operating environment for Gather, please do not use it in this event.
- Note Object: Display lines of text or provide links for users to open in a new window.

***) to prevent troubleshoot, please use only embedded website, embedded image, and note object for Exhibition**

2.2 Erase the object

When you click the **Erase** button on build menu (**Picture 14**), there will be little red box on the edge of your cursor. Once you left click the cursor on the object that you want to erase, the object will disappear. After you erased on object, click < button next to the **Erase** button.

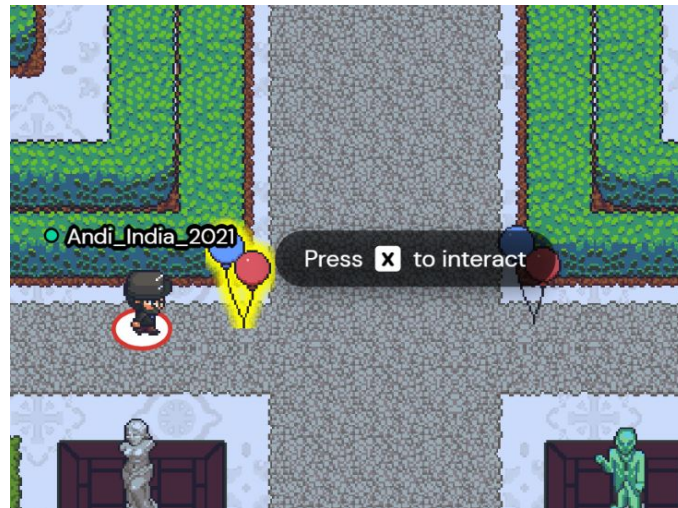


Picture 14

2.3 View the object.

Approaching the object with embedded website, image, or note object will show you a yellow highlight on the object. If you would like to view the entire poster, press X button. This will make it full screen. Once you are finished viewing embedded contents, press X again to exit. Presenters will be with their embedded contents and available to answer your questions (**Picture 15**).

***) to exhibitor, please stand next to your objects so that people can find you and interact with you.**



Picture 15