



Workflow | remix assets in browser

1. Go to Glitch (<https://glitch.com/e4youth>). Select pinned project “vrremix-starter”
2. You’ll see a view of the project.
3. Choose to **Remix This** (lower right hand corner).
4. Go to **Assets** over on the left-hand side of the screen. If you have assets you’d like add (images or audio), you can drag and drop them here.
5. Once you’ve uploaded files, mouse over them and click. You’ll see a thumbnail of the image/file. Click **Copy Url** button. This is the Url of the asset that you’ll be pasting into the **index.html** file.
6. Go to **index.html** file (upper left side of the screen).
7. Find **<a-assets>** tag. You’ll see an **** tags and **<audio>** tag. The one with the id **scene_01** represents the 360 image that is currently being used in the project. The Urls within the **src** tags are the ones you’ll want to replace with your own. Select the Url for the image you’d like to replace and paste your own into it.
8. If you have an audio file, copy the Url from within the assets folder and locate the **<audio>** tag within the **index.html** file. Replace its Url with that of yours.
9. To see what your remix looks like, click the **Show Live** button. Your project will open in a new tab of the browser.
10. The content will load in a new tab on the browser. View Live

