

# ARCHITECTURAL AR RESOURCES

**NEW!**



**Create Your Own 4C Mailbox**

## AUGMENTED REALITY

**Wall Installation**

- 1) Download the Adobe® Aero® app onto your desktop, tablet and/or mobile device**  
(For optimal experience, recommend installing and creating content within desktop version)  
Free software link: <https://helpx.adobe.com/aero/get-started.html>  
Software tutorial link: <https://helpx.adobe.com/aero/tutorials.html>
- 2) Download the "AR Model File" of your preferred 4C product line, found at the below url**  
(Go to "Create Your Own 4C Mailbox AR Wall Installation" section of the webpage)
- 3) Open file - Delete units not required, copy required units, move/align units side-by-side**  
(For optimal representation of an actual Salisbury 4C mailbox wall installation, keep gaps between units to a minimum\*)
- 4) Select all units in project and center them on the canvas - Your model is ready to be shared!**  
(See next page for instructions on how to export, save and use your Salisbury 4C mailbox augmented reality wall installation)

To view and download augmented reality models of our products,  
visit: [www.mailboxes.com/architectural-resources/augmented-reality](http://www.mailboxes.com/architectural-resources/augmented-reality)



\* Maximum number of units user can place within installation file  
will vary depending on product line used to create AR Model





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If multimedia does  
not play in window,  
[click here](#)

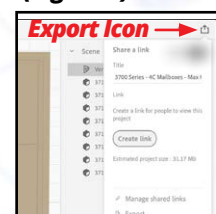
**View your mailbox wall creation in**

# AUGMENTED REALITY

**in 5 easy steps:**

- 1) Export and save a QR code from the file you created (Figure 1)
- 2) Scan your QR code using your mobile device's camera
- 3) Download the Adobe® Aero® app (if prompted)
- 4) While model loads in app, place a flat object upright on the floor & against desired wall (Figure 2 - Place in center of wall)
- 5) After model loads, app will prompt you to look for vertical surfaces. Using your flat object as the anchor, place mobile device's bottom edge on floor and tap screen to anchor the model to the wall (Figure 3)

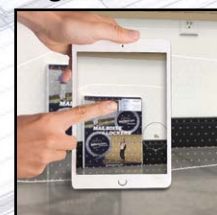
(Figure 1)



(Figure 2)



(Figure 3)



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