UtopiaVr megaverse overview
The center of the utopiaverse in UtopiaVR is Infinite City outpost
around the center radiating out are sectors of space to link worlds to made by Utopians
Utopian world building is composed of:
1.   Sector of space – where it is located from the center of utopiaverse
2.   Universe goes into that – Named but the Utopian
3.   World(s) inside of the universe
4.   Plots of land – There are nine plots for each world. (in most metaverses these are called worlds in UtopiaVR they are only part of a world).
1.   a. each land has four connecting walls that allow a Utopian to walk around each of the worlds more on this later.

World building In UtopiaVR
go to website https://www.infiniteworldgames.com/login.php
log into your account
Under Universe controls go to universe/world building link
In Universe controls go to Add a Universe
type in a name choice type of universe
select a sector you want your universe to be in
create a universe and add it to your sector
create a world and link it to your universe you wish to have it linked to
then you will need an environment you aka you a default one for in app world building or upload from Unity a custom world - see detail description on environments.
If your going to upload a environment from unity type in the name you wish to use and save it.
Then you need to make a plot land and link the environment - see detail description on plots of lands.

Building worlds using 3d party applications and Unity

Important warning
In case you need to alter something or we update the unity version
always backup and keep a copy of your files and scenes you upload to UtopiaVR.
notice we are currently using unity version 2019.4.31f URP for world building

Environments
these are the worlds you either uploaded from 3d party application such as blender or the default template
Unity UtopiaVR uploader
setup
http://www.infiniteworldgames.com/setupworldbuilding.pdf
World templates
create a new scene in unity menu: file/create scene or import unity scene from another proejct.
add your 3d objects, etc to the scene, remember to place mesh or box colliders any object you want to stop walk thru or fall thru.

place them where you want and scale, rotate.

Make sure you save your scene

on the menu bar click on the UtopiaVR tab

select the UtopiaVR uploader

click setup world

four premade objects will show up

north, east, south and west walls

these are used so the plots of land that are linked to your world can be entered into by walking, you can delete the ones you don't need

you can scale, position and rotate them to fit where you need them

Spawn Point

you can place this where you want the player to spawn

Click lock in walls

make sure the android and windows boxes are clicked

select environment from the database selection

click upload and wait until it reads finished in the comment lines

the time it takes will vary based on the size and textures

For safety **save scenes** in the unity project folder "scenes"

also save the project however you wish to store and save your projects on your drive

To transfer ownership to another Utopian:

Go to the website:

login

click on transfer environment to another Utopian

To let access for one more Utopian and yourself to an Environment

Go to the website:

login

click on allow access to the environment to all Utopians or select a group

Lands

go to website https://www.infiniteworldgames.com/login.php

Under Universe controls go to universe/world building link

In Land Controls click on add land

Select a land name

add an environment you wish to be used as the base of your world

link it to a universe and world

select your categories

link to infinite city land (not currently available)

select fly or not fly

In Application

Inside of a world where you are an owner or an associate world-builder (associate world-builder not available at this time) , click the world building button on the main menu

selecting an object

PC click with mouse on the object or VR point and pull grab button

using menu select

click on the world building panel

on the list of current items

Click on the hand with the finger up to select that item

To Add items
      click on world building panel
            click my items or UtopiaVR items
            click on which pack of items you want to add
            (please wait, some items have more vertices and polygons than others)

Moving/Rotating/Scaling of items
      click/grab on the item or use the panel to select
      then on the main world building menu select position, rotation and scale buttons
      to change out the gizmos
      click on the gizmo part you want to move, scale or rotate
      Move the hand or mouse until you get the desired effect
      Release the grab or mouse click, it will automatically save the item information

Change colors
      instructions coming soon.

Change textures
      instructions coming soon.