



## Introduction to Mozilla Hubs

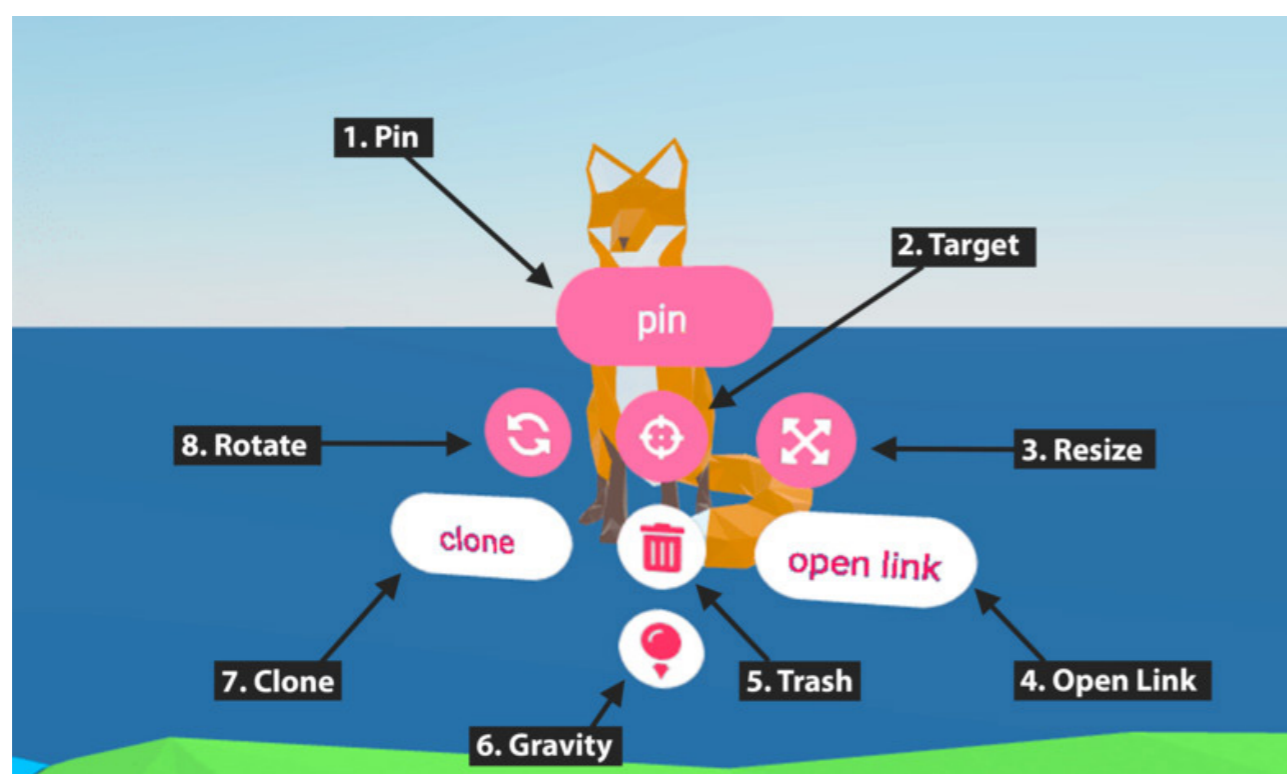
### Open a project

In Spoke you can choose to start a new project, or you can remix/edit an existing Hubs scene or Spoke project.

### Create a new project

To create a new Spoke project visit [hubs.mozilla.com/spoke](https://hubs.mozilla.com/spoke) and click Get Started and then select New Project.

To learn how to use Spoke, you can go through the Spoke tutorial or see [How to use Spoke - Toolbar](#) and [How to use Spoke - Panels and Adding Elements](#).

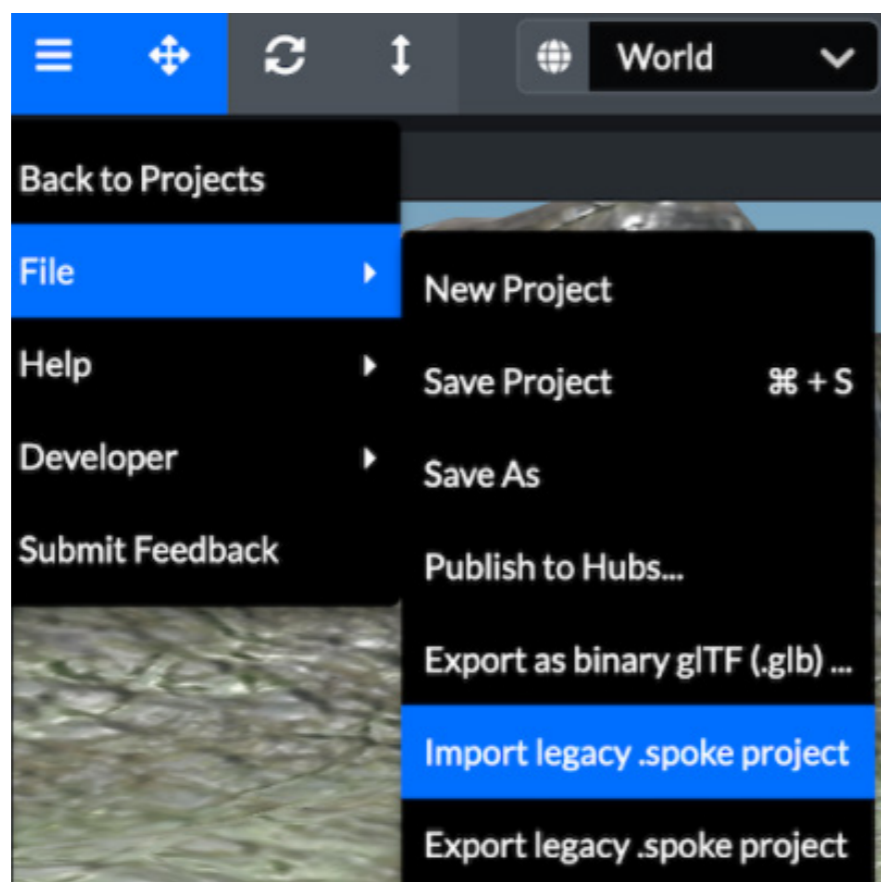


## What is Spoke?

Spoke runs in your web browser, you don't need to download any tools or have any experience to get started with creating your first scene. Inside of Spoke you can browse images, videos, and 3D models from all around the web that people have created.

### Important Information

\* Use Firefox for optimal usage, some features will be laggy and buggy when using other web browsers



Import an existing Spoke scene  
Spoke scenes can be exported without publishing it to Hubs as a .spoke file.

To import an existing .spoke file:

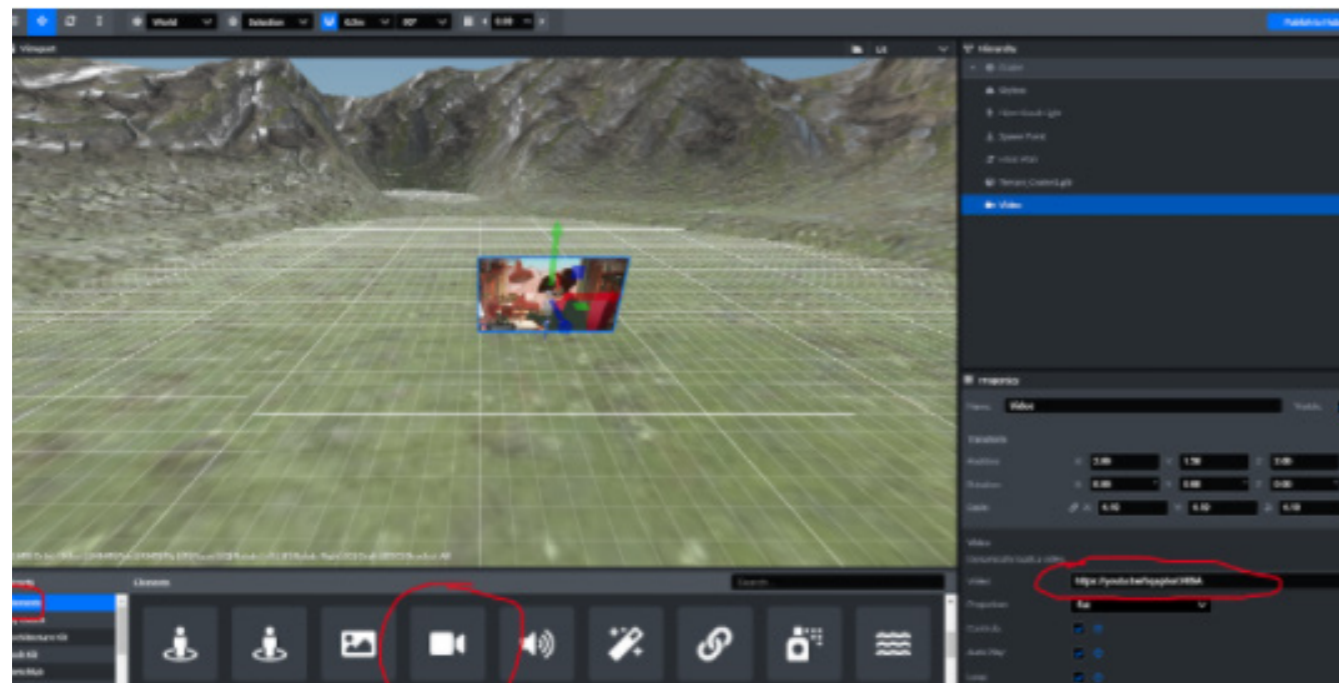
1. Visit the Spoke project page.
2. Select New Project then New Empty Project
3. This will bring you to the Spoke editor. Click on the menu in the top left corner of the Toolbar.
4. Go to File > Import legacy .spoke project.

## Importing Video and Image Files

You can drag out Video from the Elements tab and assign a video link to it, these can be from Youtube, Vimeo and Twitch

This may not work for some people, so another method is to download the video in mp.4 format and upload it to spoke by dragging the file straight into it. Uploading videos do not affect the overall file size nor does linking it to a youtube video, and both methods should work exactly the same way.

This also applies to importing images onto spoke.





## Optimizing Images & Videos

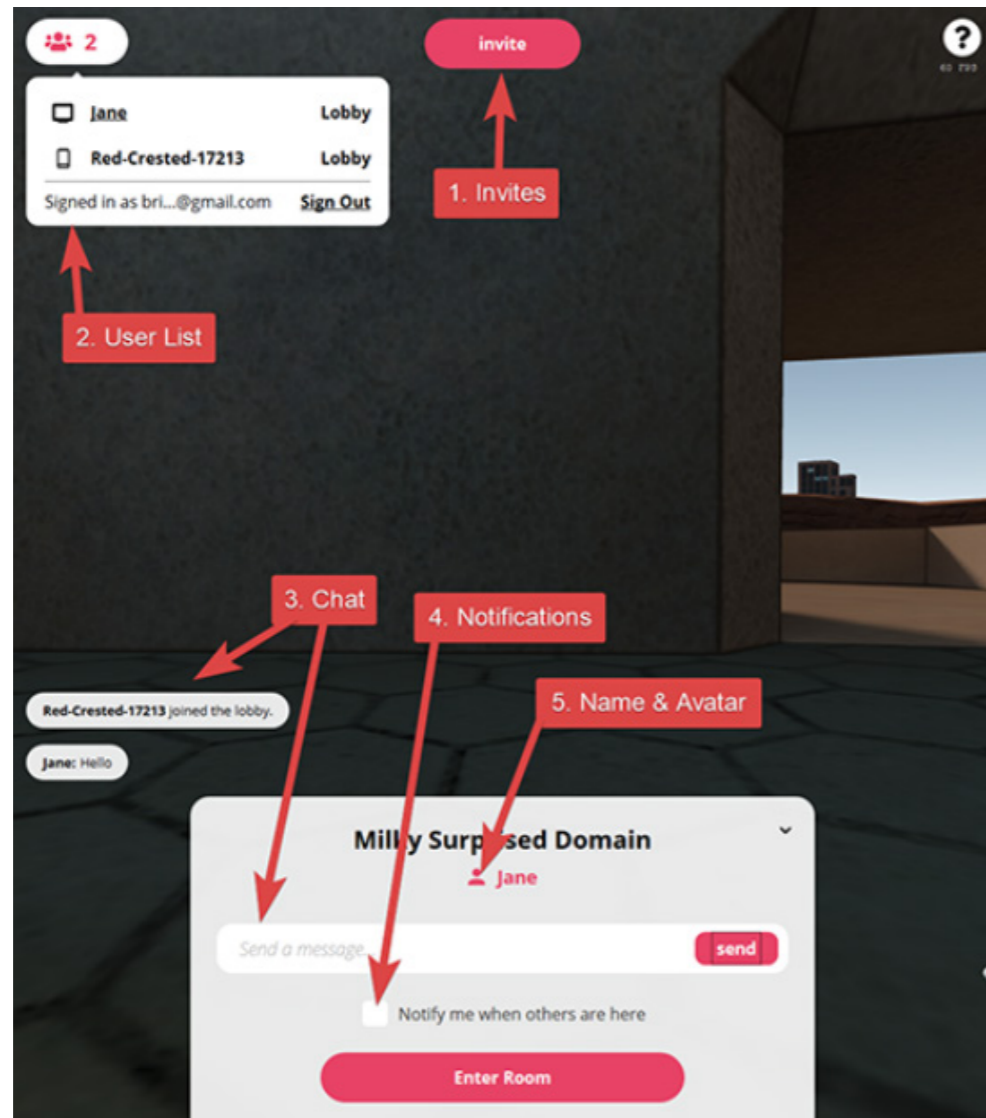
Very large, detailed images and videos can reduce performance on the web. If you are including a lot of this type of media in your scene, you can do the following to maintain good performance.

Reduce the dimensions of large images/video

Compress the files, use the “save for web” feature in Photoshop for images, or use an online image or video compression tool to reduce the file size

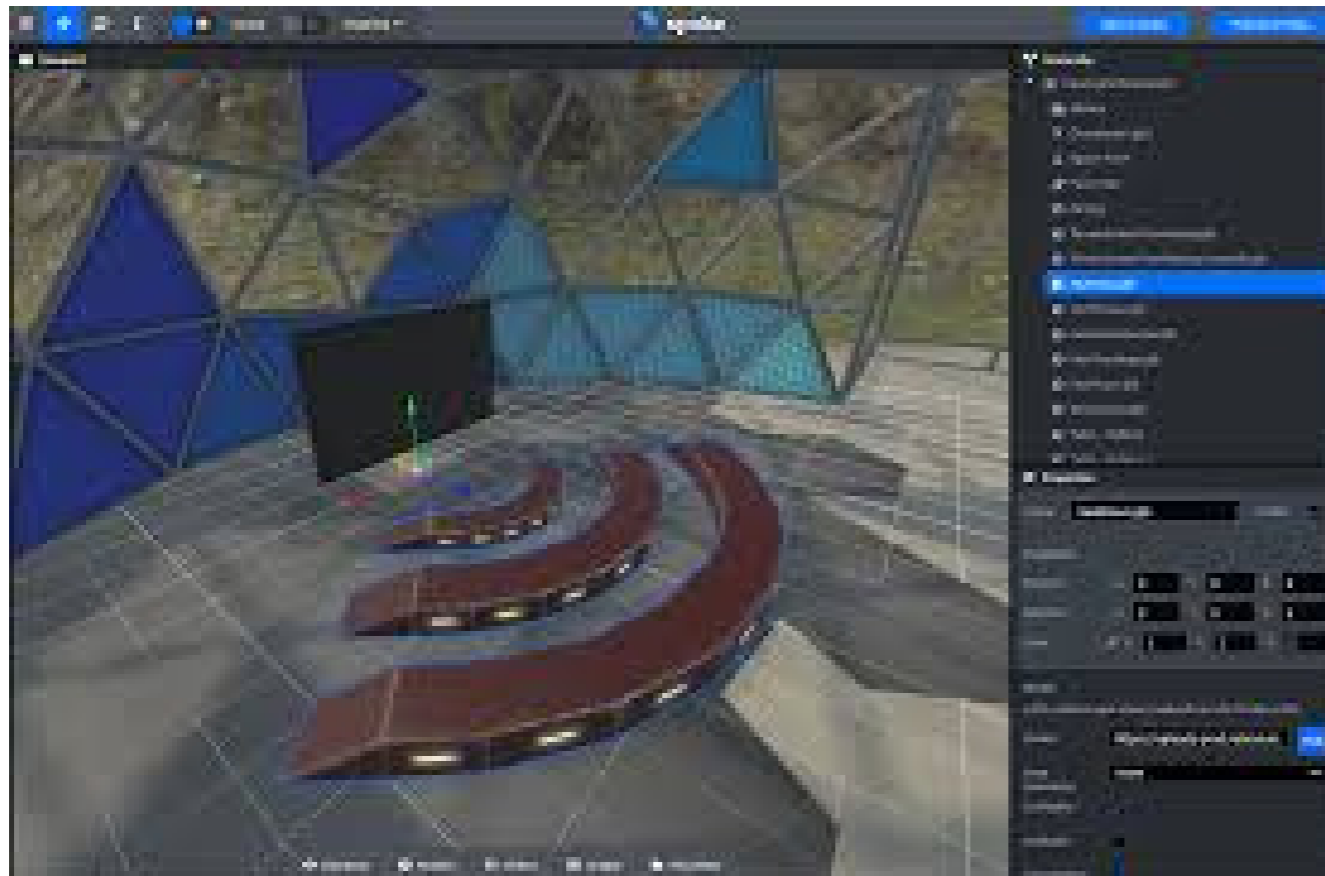
Try converting .png images to .jpeg, as these often have smaller file sizes

Convert GIFs to video format, as they run more efficiently in Hubs



## Making Clone rooms

Once you create a room, you'll be placed in the room's lobby. The lobby allows you to preview the room and any users who might already be in the room. For additional information, see the [Get started with Hubs by Mozilla](#) article.



### Problems you may Encounter

Imported objects cannot be walked or teleported on. This may depend on the scale of your model so make sure the walkable spaces are wide enough and smooth. (alternatively you can add “way points” for people to teleport to) This may also be due to another problem where you do not have the asset floor plan turned on or its incorrectly generated. You can regenerate these floor plans or adjust its settings and the spoke will recalculate it for you.



## Problems you may Encounter

Sometimes your model can be quite big and complex and adjusting floor plans will not fix this problem. The final solution to this is separating objects that are walkable and those that are not, this would make generating the floor plan much more accurate.

Shadows do not work even though Cast Shadow and Receive Shadow are ticked for your imported objects. This may be a bug in spoke but this could be fixed by changing your view from lit to shadow and then publishing the model straight away

