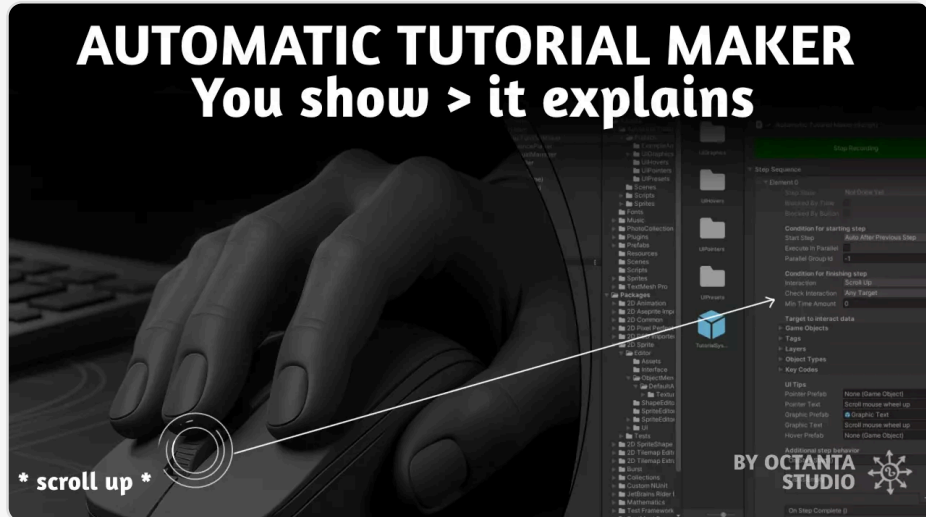




AUTOMATIC TUTORIAL MAKER


Quick start guide for students as part of the educational program | Octanta Studio


What you get



 Unity asset (worth \$40) for free, with publisher license

 Full LTS version, updates available for a year (while the school is a partner)

 For PC, mobile, gamepads

 Cannot be gifted or resold

Getting the asset (< 1 min)

- 1 **Get a coupon**
 - ✓ Get a coupon from your instructor
 - ✓ Coupon format: XXXXXXXX
- 2 **Activate on the website**
 - ✓ Visit [\[octantastudio.com\]](https://octantastudio.com)
 - ✓ Find the Automatic Tutorial Maker for students form
 - ✓ Click "Get by coupon"
 - ✓ Enter email and coupon
 - ✓ Complete the process (order amount \$0)
- 3 **Download files**
 - ✓ Check your email (possibly in the Spam folder)
 - ✓ Download from the link in the email:
 - * AutomaticTutorialMaker.unitypackage (779 KB)
 - * PDF documentation and EULA license

AI assistance

- ✓ Insert ATM_docs_compressed and ATM_helper files to GPT / Claude chat
- ✓ Ask: "Explain how Automatic Tutorial Maker works"
- ✓ Get instructions adapted to your needs

Publisher support



Documentation



Discord



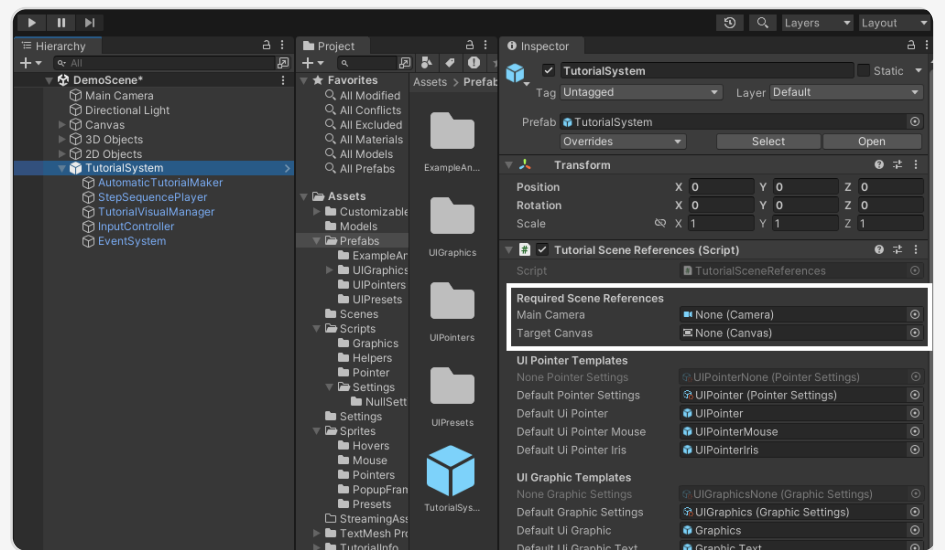
Email

For example, start with...

"Hello, I'm studying at [name of educational institution] and I'm using Automatic Tutorial Maker through the educational program. I'm writing to find out [your question]..."

Unity installation (< 1 min)

- 1 **Import into project**
 - ✓ Open your Unity project
 - ✓ Assets → Import Package → Custom Package
 - ✓ Select AutomaticTutorialMaker.unitypackage
 - ✓ Click Import
- 2 **Setup in scene**
 - ✓ Add the TutorialSystem prefab to your scene
 - ✓ Right click → Prefab → Unpack
 - ✓ Select TutorialSystem → TutorialSceneReferences
 - ✓ Assign Main Camera and Target Canvas



Creating tutorial for scene (< 5 min)

- 1 **Recording**
 - ✓ Start Play Mode
 - ✓ Select AutomaticTutorialMaker
 - ✓ Click Start Recording
 - ✓ Perform the necessary actions (clicks, swipes, typing - what the player should do)
 - ✓ Track tutorial steps being created in the Step Sequence list in real time
 - ✓ Click Stop Recording
- 2 **Verification and configuration**
 - ✓ If needed, edit in ATM (remove unnecessary steps, search for objects by tag, change visuals)
 - ✓ Start Play mode again
 - ✓ Check how the hints work
 - ✓ If needed, reset tutorial progress. Select StepSequencePlayer → Reset Tutor Progress



[Official asset page in Unity Asset Store →](#)