

iLRN 2026 Virtual Campus Canva Projects - Infrastructure

iLRN 2026 Virtual Campus

Canva Project Architecture

Working document — Charlene Hardin, Volunteer Coordinator & Campus Builder • April 2026

SPREADSHEET CONTAINING LINKS TO CANVA:

<https://docs.google.com/spreadsheets/d/1dTTY6wOXBb71phRYVhTxZ6nOpveb-wEbZyVvq216lCQ/edit?gid=0#gid=0>

Purpose

This document defines the Canva project structure for iLRN 2026 campus infrastructure assets. Projects are organised by output type, not by room, so that all assets of a given type share consistent dimensions, brand settings, and naming conventions regardless of which volunteer produces them.

Dimensions in this document are working assumptions derived from in-world measurement of existing FrameVR frames and are subject to revision following in-world testing.

1. Canva Projects

Four projects cover all current infrastructure asset types:

Project Name	Canvas Size	Aspect Ratio	Asset Type
Wayfinding Banners	1920 × 320 px	6:1	Overhead/corridor ID strips
Large Boards	2560 × 1024 px	5:2	Main wall display / presentations
Square Posters	1080 × 1080 px	1:1	Branch House artwork, general posters

Project Name	Canvas Size	Aspect Ratio	Asset Type
Buttons & Icons	512 × 512 px	1:1	Nav buttons, GOTO menu identifiers

△ Dimensions are working assumptions from in-world screenshots, April 2026. Confirm via in-world testing before producing large batches.

2. Project Setup in Canva

When creating each project in the iLRN 2026 Greece workspace:

Setup checklist for each new Canva project

1. Create project with the exact pixel dimensions from the table above (Custom size).
2. Name the project using the convention: iLRN2026_[AssetType] — e.g. iLRN2026_WayfindingBanners
3. Apply brand colours as Canva colour palette swatches (manual entry — Brand Kit admin access pending).
4. Add Cinzel, Raleway, and Lato as project fonts.
5. Name each page within the project by room or context — e.g. House01_Foundations, House02_Assessment.
6. Do not use Canva's background remover or AI image tools without checking output against brand guidelines.

△ Jonathon holds admin access to the Canva Brand Kit. Until the Brand Kit is populated, colours and fonts must be set manually per project. Flag this to Jonathon.

3. File Naming Convention

All assets exported from Canva and uploaded to FrameVR must follow this naming convention. This keeps the campus spreadsheet, Codex pages, and FrameVR asset libraries reconcilable.

Field	Convention	Example
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Project prefix	iLRN2026_	iLRN2026_
Asset type	Banner / Board / Poster / Button / Icon	Banner_
Room/context	House01 through House10, or context name	House02_
Descriptor	Brief description, no spaces	WayfindingStrip
Full example	—	iLRN2026_Banner_House02_WayfindingStrip

For presenter content placed in Branch Houses via the Tally opt-in form, the existing convention applies:

FirstInitialLastName_PaperFirstTwoWords

Infrastructure assets (produced by Team A or Canva Champions) use the iLRN2026_ prefix convention above to distinguish them from presenter content.

4. Brand Reference

Apply these values consistently across all Canva projects. Do not use Canva's default palette or theme colours.

Element	Value	Notes
Primary	#1B3B6F — Aegean Deep	Backgrounds, headers, text on light
Secondary	#36BAE7 — Athens Cyan	Accents, highlights
Accent	#E07840 — Agora Orange	Calls to action, warnings, emphasis
Display font	Cinzel	Titles only — decorative
Heading font	Raleway	Section headers, labels
Body font	Lato	All body copy, captions

△ The Brand Kit lives in the 2026 Greece Canva workspace but requires Jonathon's admin access to populate fully. Until then, enter hex values manually.

5. Performance Rules

FrameVR performance is the constraint that governs all asset decisions. The April 10 real-world test demonstrated that 19 uncompressed images dropped average FPS from 60 to 10. Every image uploaded to a Frame must go through the compression pipeline below.

Rule	Detail
Compress before upload	All images must be processed through squoosh.app before uploading to FrameVR
2K texture ceiling	Maximum 2048px on longest side for mobile iOS compatibility
Format	Export from Canva as PNG; compress via squoosh to WebP or optimised PNG
File size target	Under 500KB per image after compression where possible
No smoke/particles	Do not design assets that imply particle effects in-world

✓ Design at full resolution in Canva. Export as PNG. Compress via squoosh.app before every FrameVR upload. Never upload raw Canva exports directly.

6. Access & Permissions

Access to Canva projects should follow the principle of minimum necessary permissions. The table below reflects current working assignments.

Role	Canva Access Level	Notes
Charlene (Coordinator)	Editor — all projects	Primary builder and quality control
Canva Champion (per asset type)	Editor — assigned project only	One champion per project recommended
Jonathon (CEO)	Admin — workspace	Brand Kit population pending

Role	Canva Access Level	Notes
General volunteers	Viewer or no access	Receive exported files, do not edit source

△ Canva Champion assignments are not yet confirmed. Coordinate with Charlene before granting editor access to any project.

7. Open Items

Item	Owner	Status
Confirm in-world dimensions via testing	Charlene / Team A	<input type="checkbox"/> Pending
Populate Brand Kit in Canva 2026 Greece workspace	Jonathon	<input type="checkbox"/> Pending
Assign Canva Champions per project	Charlene	<input type="checkbox"/> Pending
Confirm poster dimensions for poster hall Frames (Aliane)	Jonathon / Aliane	<input type="checkbox"/> Pending
Create iLRN2026_WayfindingBanners project	Charlene	<input type="checkbox"/> Pending
Create iLRN2026_LargeBoards project	Charlene	<input type="checkbox"/> Pending
Create iLRN2026_SquarePosters project	Charlene	<input type="checkbox"/> Pending
Create iLRN2026_ButtonsIcons project	Charlene	<input type="checkbox"/> Pending

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