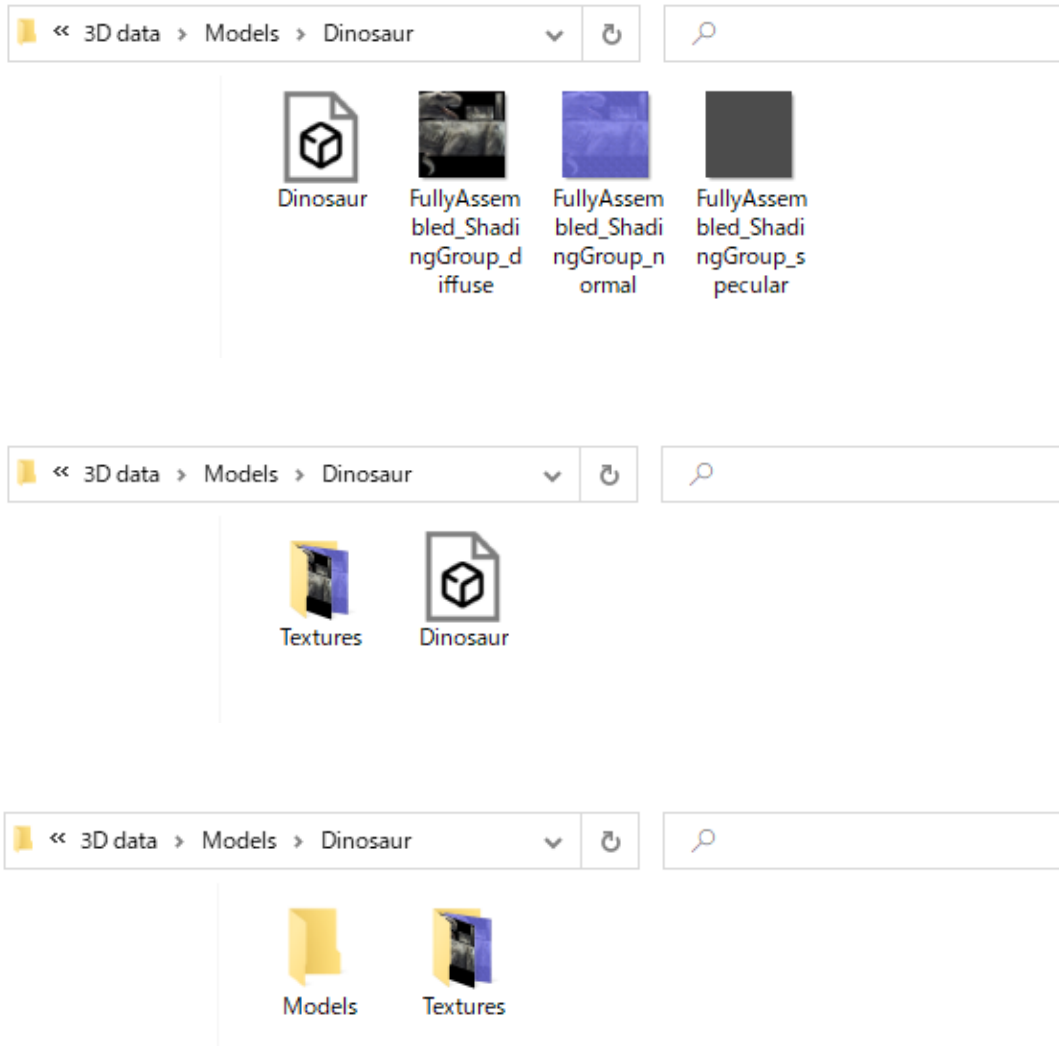


Preparing the 3D Model for import

There are many ways to successfully import a 3D model into the app and there are no hard restrictions on file hierarchy. One and only requirement is that a selected folder should contain an .fbx file and textures. Examples of good hierarchies assuming that “Dinosaur” is selected folder:



Supported formats

The app will automatically detect all the child folders and separate the 3D model from the textures. Please do not include thumbnail into the same model folder. Currently supported features by the app:

- **.fbx** 3D model format
- **.png, .jpg, .jpeg** texture format
- There are no restrictions on file size. Please note that larger files will take longer time to import.

Technical Guidelines

Due to the fact that **.fbx, .obj, .stl**, etc. formats do not include textures during the export there are couple guidelines to follow. Many 3D applications support these conventions by default. In the case of inaccurate naming, for the best user experience and correct display of the textures, we recommend to stick to some naming conventions.

The app is supplied with an algorithm that automatically matches texture with its material and object. The algorithm looks for different texture maps. Currently only Diffuse (or BaseColor or Albedo) and Normal are supported. There are different ways of naming textures that 3D artists usually adhere to:

- **ObjectName_TextureType** (example Dinosaur_Diffuse, Dinosaur_Normal)
- **MaterialName_TextureType** (example FullyAssembled_ShadingGroup_Diffuse, FullyAssembled_ShadingGroup_Normal)
- **TextureType** (example Diffuse, Normal)


Naming conventions


Our current algorithm supports current keywords:

Diffuse (Color map): "Albedo", "BaseColor", "Diffuse", "Albd", "Base_Color", "Color", "Tex", "Diff"


Normal map: "Normal", "NRM", "NormalMap", "Norm"


Below is a good example of naming conventions:


 FullyAssembled_ShadingGroup_diffuse


 FullyAssembled_ShadingGroup_normal

Other examples:


 Vehicle_Material_AlbedoTranspar

 Vehicle_Material_Normal

 Animal_Material_BasicColor

 Animal_Material_Normal

 Color

 Norm

Thumbnail Import

A thumbnail image is an image of any graphical format. Common supported formats are: **.png**, and **.jpg**. The recommended aspect ratio is **4:3** due to the square look of the tiles in the catalogue. A good thumbnail image can have a resolution of 256x256px or 512x512px and more. There is no restriction on file size.

Examples



720 x 540px