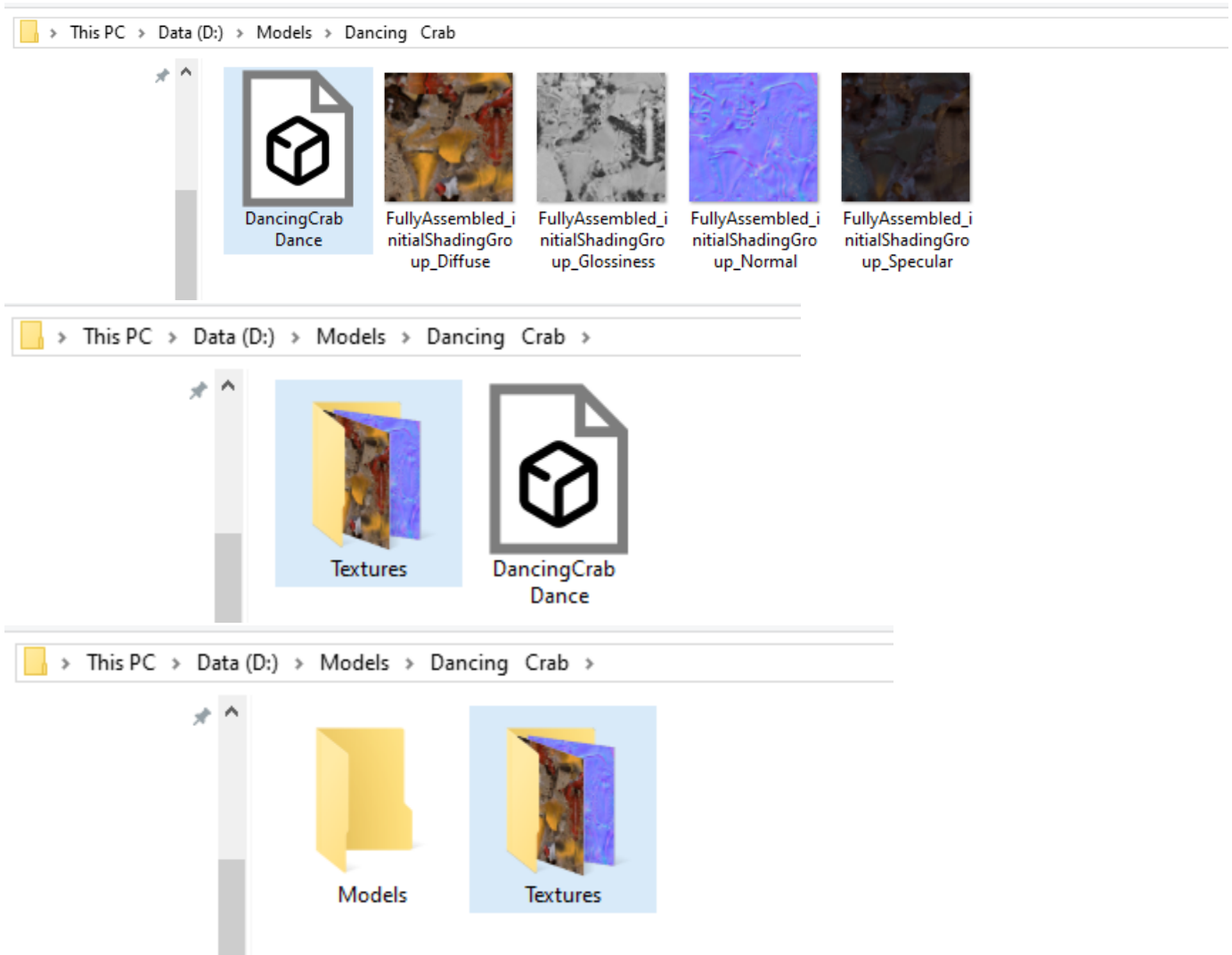


## Documentation

- 3D Model Import
  - Supported formats
- Thumbnail Import
  - Examples
- Hardware Requirements
  - Recommended system specification
- Technical Guidelines
  - Naming conventions

### 3D Model 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 "Dancing Crab" 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, .tga, .jpg, .jpeg** texture format
- There are no restrictions on file size. Please note that larger files will take longer time to upload (depending on internet connection)

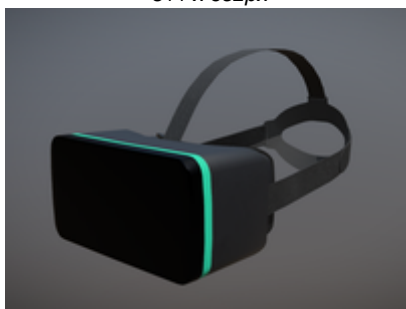
## Thumbnail Import

A thumbnail image is an image of any graphical format. Mostly 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



811 x 652px



878 x 656px

## Hardware Requirements

### Recommended system specification

Item	Spec
OS	Windows 10 (64-bit)
CPU	Intel Core i5 or i7 generation (preferable 8 cores)
GPU	Preferably GTX 1070 but may work on low-end devices
RAM	8.00GB is recommended
Storage	Content-dependent
Internet Connection	For downloads we recommend at least 30mbps For uploads at least 20mbps

HDMI cable and USB3.1 cable are required to connect PC and ELFD display. The required specifications change depending on the content.

## Technical Guidelines

Due to the fact that **.fbx**, **.obj**, **.stl**, **etc.** formats do not include textures during the export there are couple guidelines that we would like to provide. 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. The are different ways of naming textures that 3d artists should stick to:

- **ObjectName\_TextureType** (example DancingCrab\_Diffuse, DancingCrab\_Normal)
- **MaterialName\_TextureType** (example FullyAssembled\_initialShadingGroup\_Diffuse, FullyAssembled\_initialShadingGroup\_Normal)
- **TextureType** (example Diffuse, Normal)

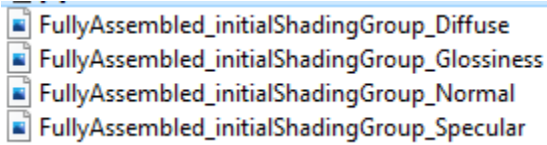
### Naming conventions

Our current algorithm supports current keywords:

**Diffuse (Color map):** "Albedo", "BaseColor", "Diffuse", "Albd", "Base\_Color", "Color", "Tex", "Diff"

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

A crab is a good example of naming conventions that were respected by the author:



Other examples:

