3D Model

3D Model View is to help you to get an overview of the 3D model that you are using for your AR campaign. From here, you can upload a new 3D model anytime which would get reflected to the campaign immediately.

> There is no upper limit restriction to upload a 3D model of any size. But for webAR, the smaller the 3D model size, the better the campaign performance will become.

3D Model View for Surface AR

It is recommended for Surface AR to upload a GLB model whenever you want to change.

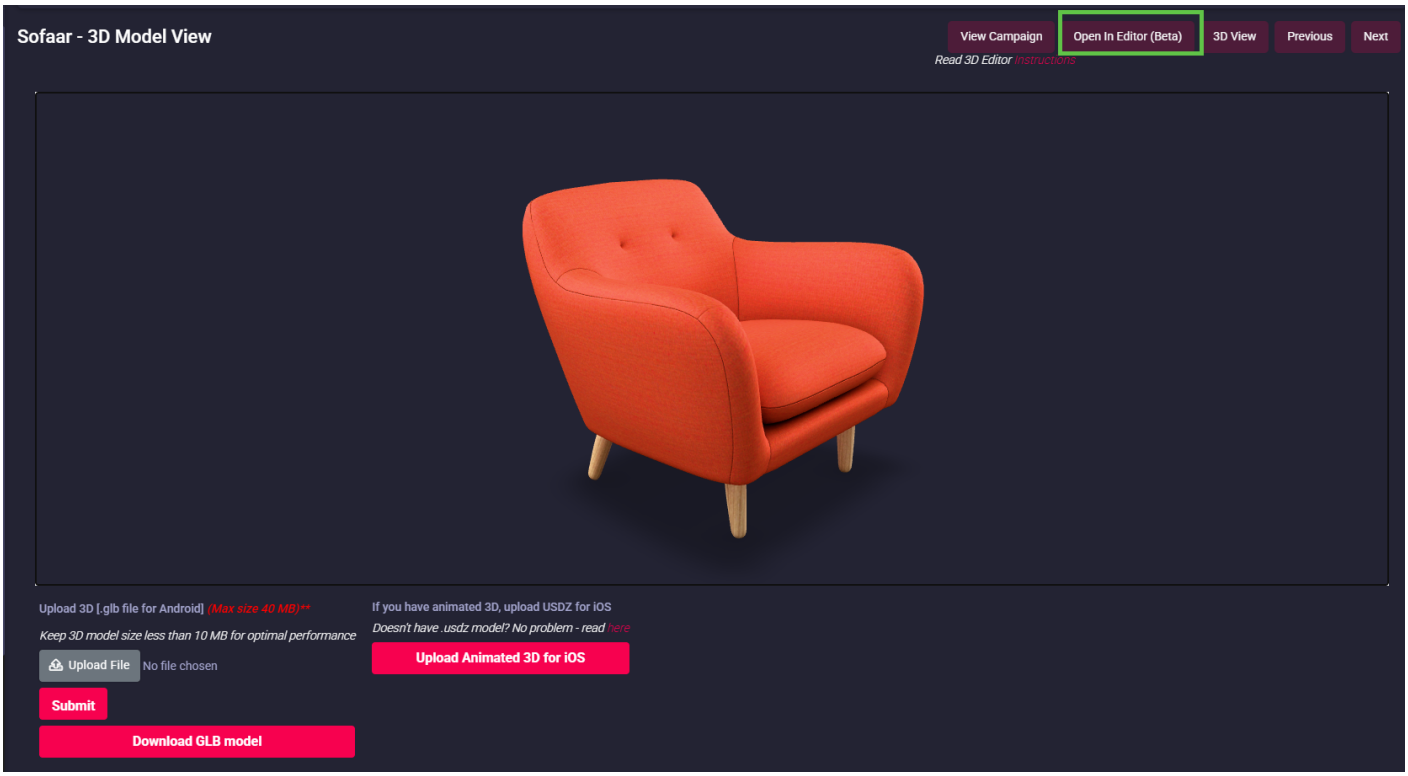
Click on **Enable Animation for iOS** if you want to update an animated 3D model - upload both GLB (**Upload File** button) and USDZ animated model (**Upload Animated 3D for iOS** button)

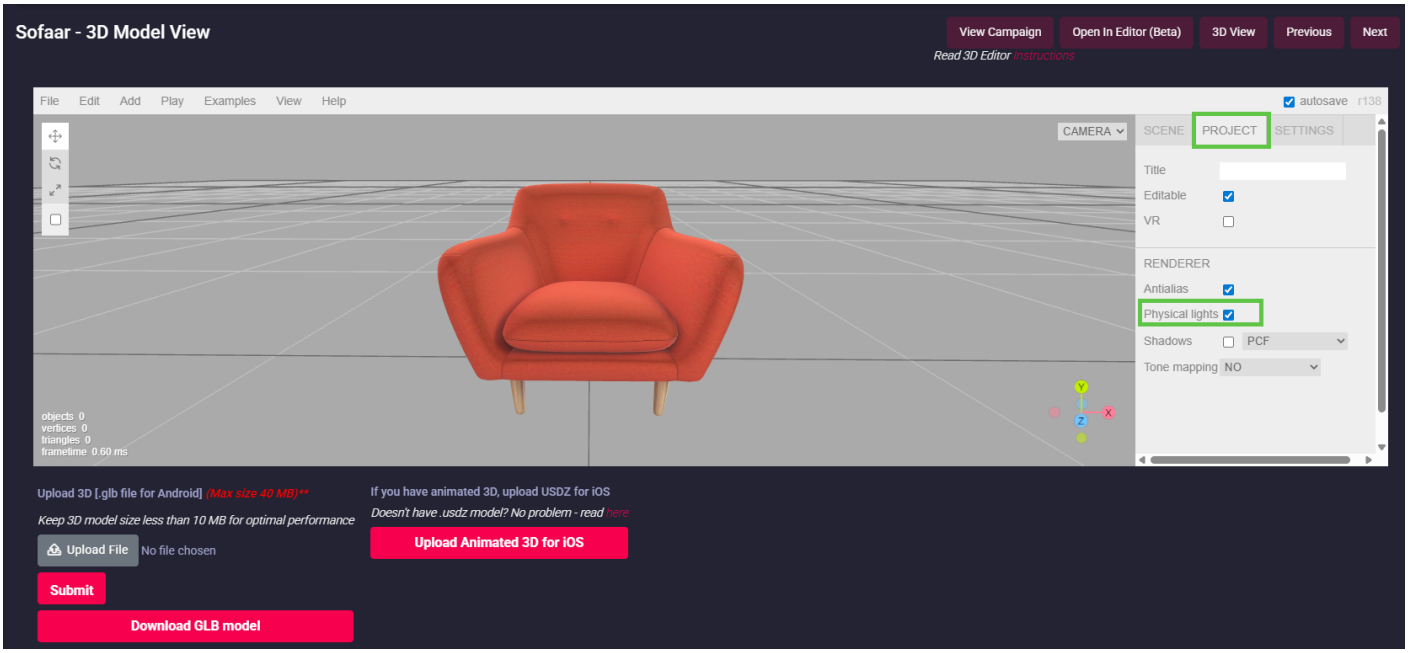
For static 3D models, you only need to upload a GLB 3D model.

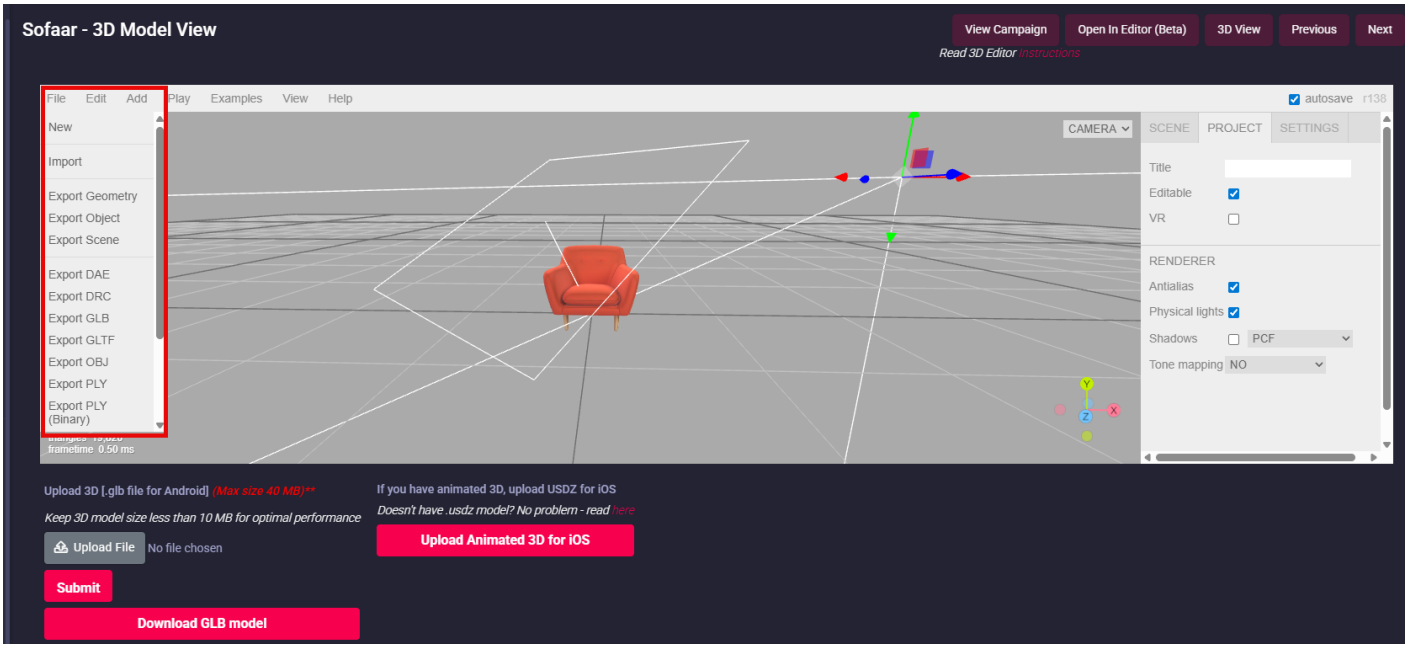
Marvin XR can auto convert the 3D model for iOS usage.

Please follow the steps here for achieving that.

> Please note that for animated 3D models, the above steps will not work


Sofaar - 3D Model View
View Campaign
Open In Editor (Beta)
3D View
Previous
Next
Read 3D Editor instructions
Upload 3D [.glb file for Android] (Max size 40 MB)**
Keep 3D model size less than 10 MB for optimal performance
Upload File
No file chosen
Submit
Download GLB model
If you have animated 3D, upload USDZ for iOS
Doesn't have .usdz model? No problem - read here
Upload Animated 3D for iOS


Sofaar - 3D Model View
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Editable
VR
RENDERER
Antialias
Physical lights
Shadows
PCF
Tone mapping
NO
objects 0
vertices 0
triangles 0
frametime 0.60 ms
Upload 3D [.glb file for Android] (Max size 40 MB)**
Keep 3D model size less than 10 MB for optimal performance
Upload File
No file chosen
Submit
Download GLB model
If you have animated 3D, upload USDZ for iOS
Doesn't have .usdz model? No problem - read here
Upload Animated 3D for iOS



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