

# 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 and a USDZ model whenever you want to change.

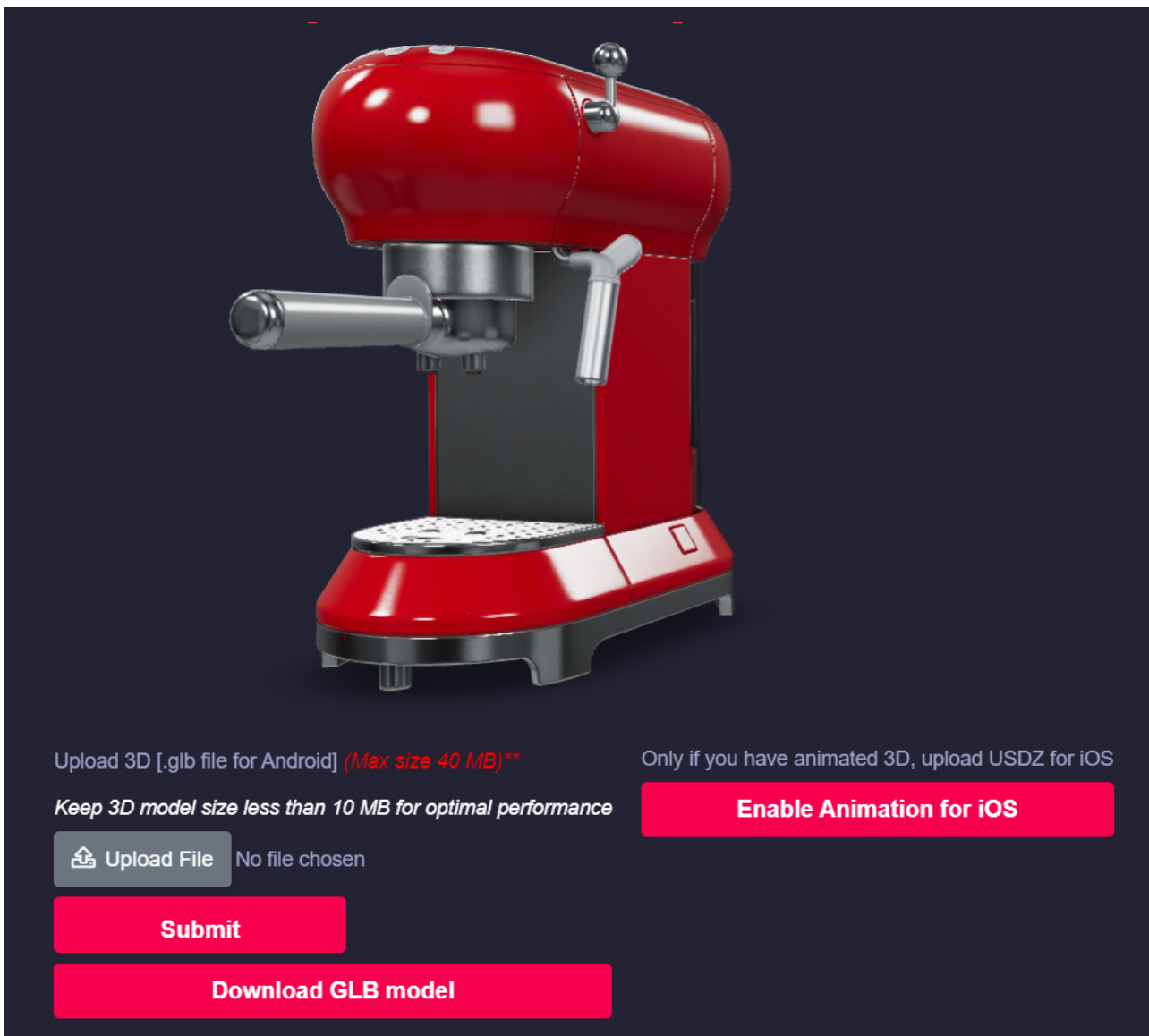
Click on the button **Enable Animation for iOS** and USDZ uploading option will show up there.

But you can only upload a GLB 3D model and skip uploading USDZ altogether.

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

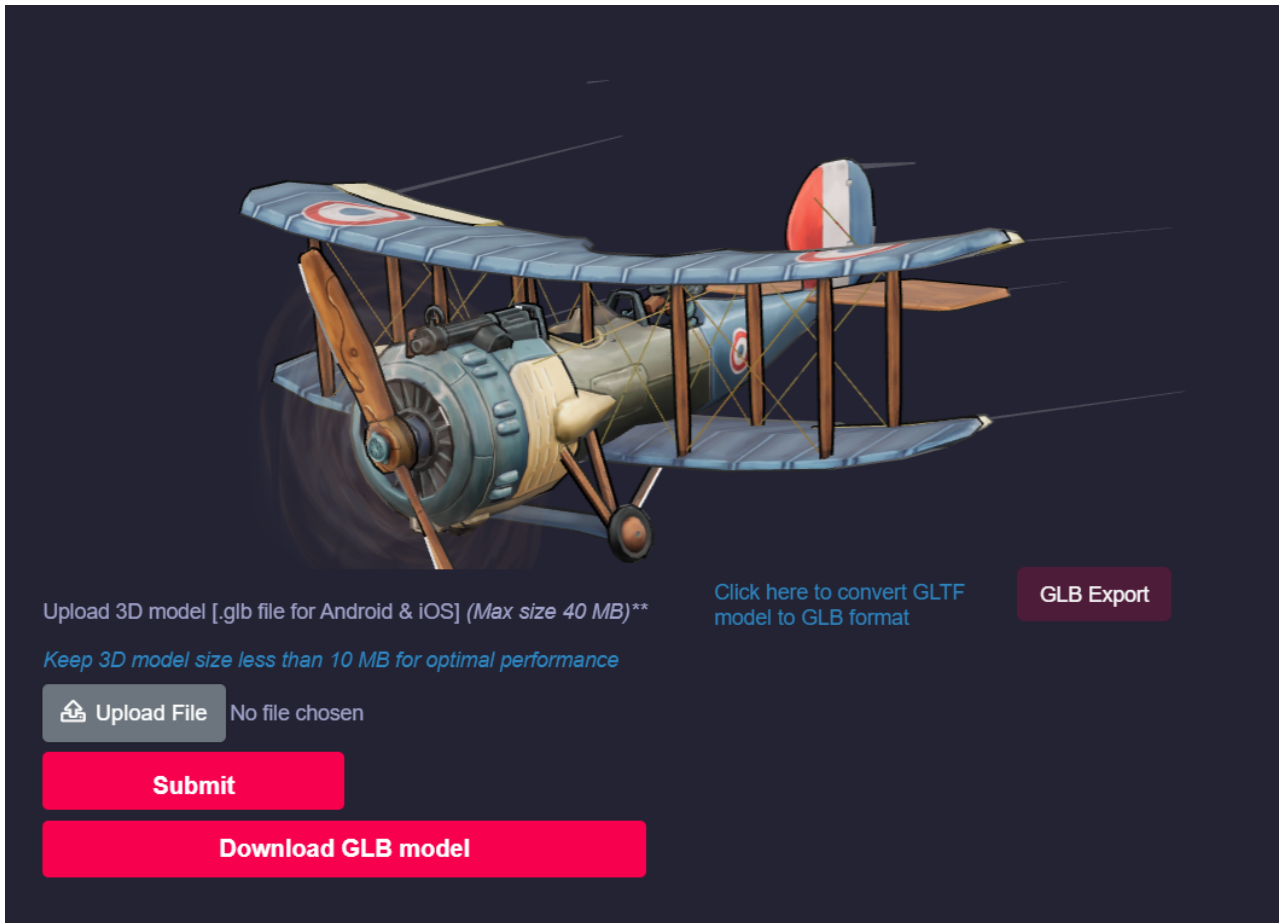


## 3D Model View for Image-based AR and Marker-based AR

For image-based and marker-based AR, you need to upload GLB 3D model only.

No other 3D model format is necessary there unlike Surface AR.

It includes static or animated 3D models.



## 3D Model View for Eye Tracking AR

For Eye tracking AR, you need to upload **GLTF** model.

GLTF works for Android, iOS and Windows (desktop mode).



Upload 3D model for eye tracking (*Max size 20 MB*)\*\*

*Keep 3D model size less than 10 MB for optimal performance*



Upload File

No file chosen

**Submit**

**Download 3D model**

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