

# 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



Upload 3D [.glb file for Android] (Max size 40 MB)\*\*

Only if you have animated 3D, upload USDZ for iOS

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

**Enable Animation for iOS**

 Upload File No file chosen

**Submit**

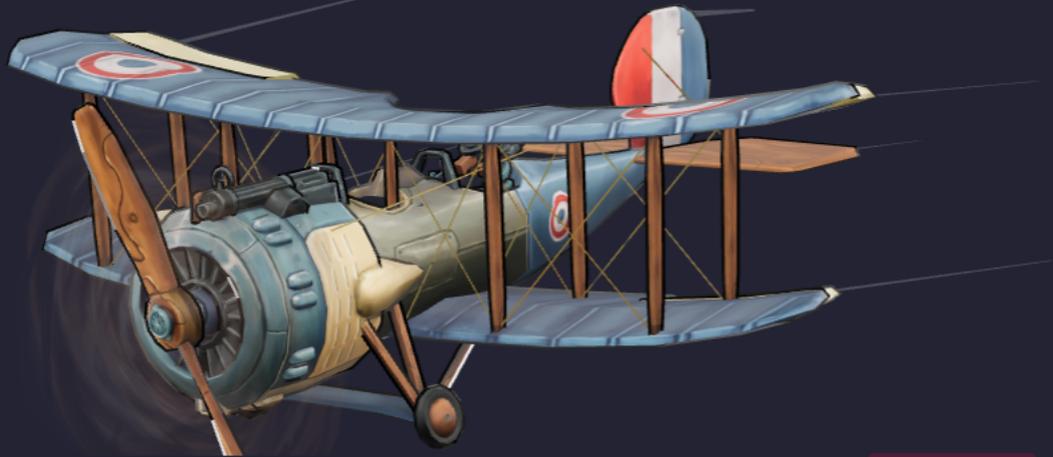
**Download GLB model**

## 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.



Upload 3D model [.glb file for Android & iOS] (Max size 40 MB)\*\*

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

 Upload File No file chosen

Submit

Download GLB model

[Click here to convert GLTF model to GLB format](#)

GLB Export

## 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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