



Cloud service for creating classic and interactive mockups from 3D-models

User guide

Technical support

E-mail: info@site3d.site

Telegram: [@site3d_support](https://t.me/site3d_support)

Table of contents

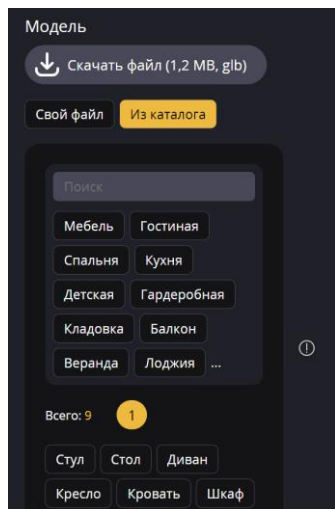
- [Uploading a 3D-model from a catalog or your own file and configuring the view](#)
- [Superimposing images on 3D-models](#)
- [Mockup export](#)
- [Our support](#)

Uploading a 3D-model from a catalog
or your own file and configuring
the view

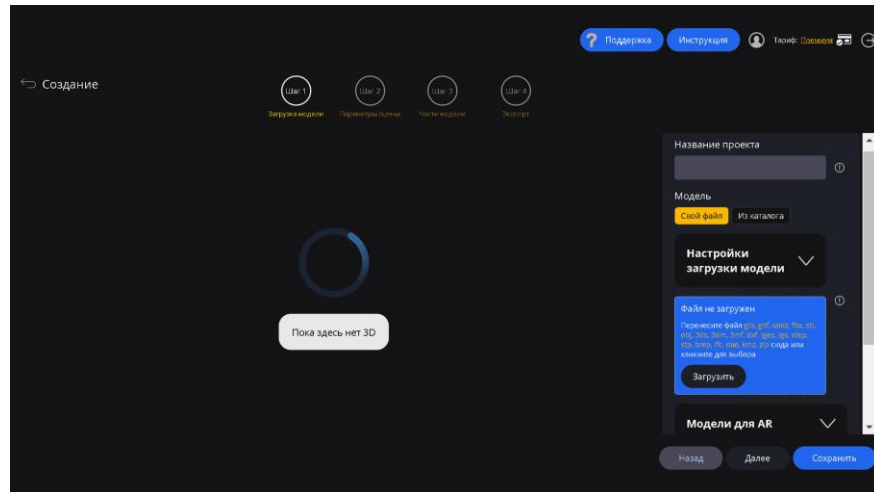
Step 1

Uploading a 3D-model from a catalog or your own file

You can upload either a single file or a zip-archive if the model has separate texture files or other data. **There should be no directories in the archive** (only files).



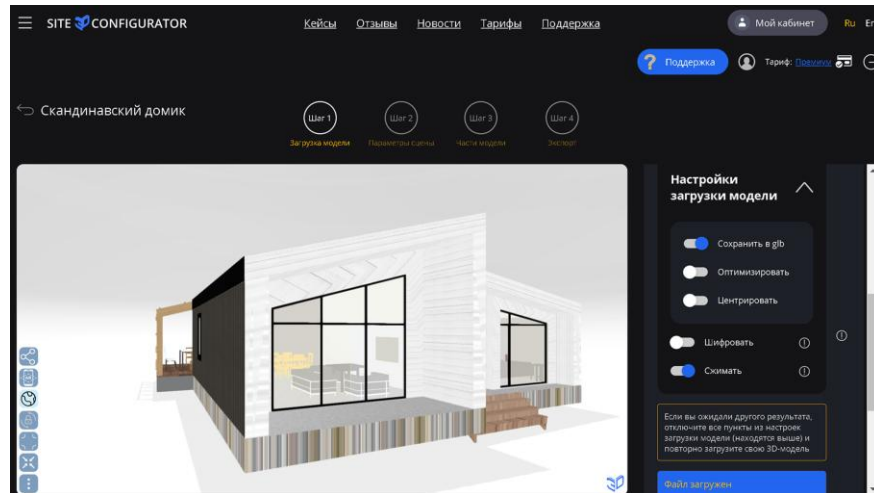
You can also use the catalog of ready-made models, and if you do not find the right option, then we can add it for free upon request [to support](#).



Step 1

Errors in loading the 3D-model

If you expected a different result after loading your own 3D-model (for example, textures shifted or parts of the model disappeared), try **disabling all items from the model loading settings** (located above the model loading window) and re-loading your 3D model.



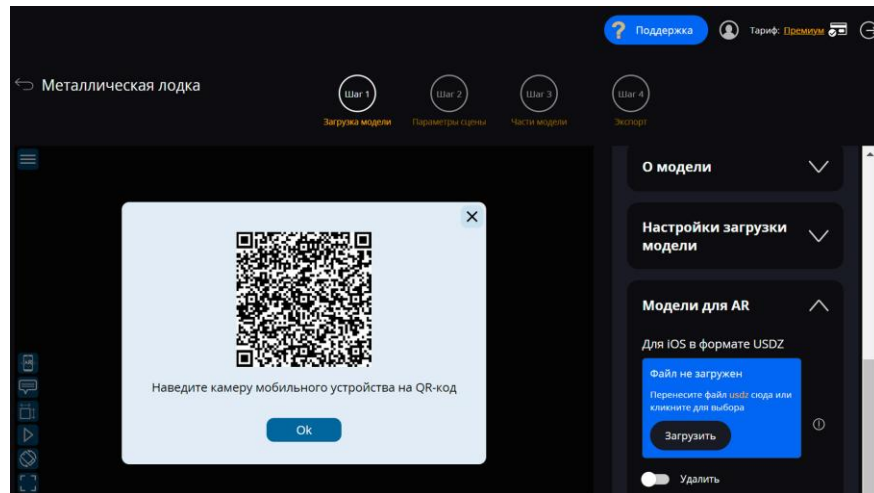
Step 1

Uploading versions of the 3D-model for AR

At the first step of the project creation wizard, it is possible to download a separate model file in USDZ format to demonstrate augmented reality mode for iOS.

This function will be useful if the automatic generation of this file does not occur properly.

If you have an implementation of augmented reality through other services or a mobile application, then in the second step there is an Augmented Reality tab where you can insert the URL of a third-party implementation of AR-mode.



Step 2

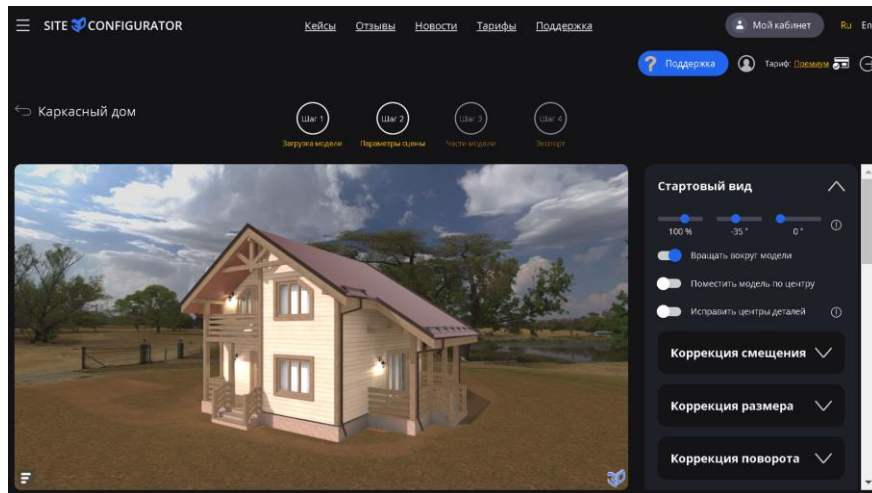
Start view

To start working with a 3D-model, we recommend setting up the basic parameters of the initial display:

- Position in 3D-space
- Centering the model
- Automatic loading of the model or by click

If required, you can also configure:

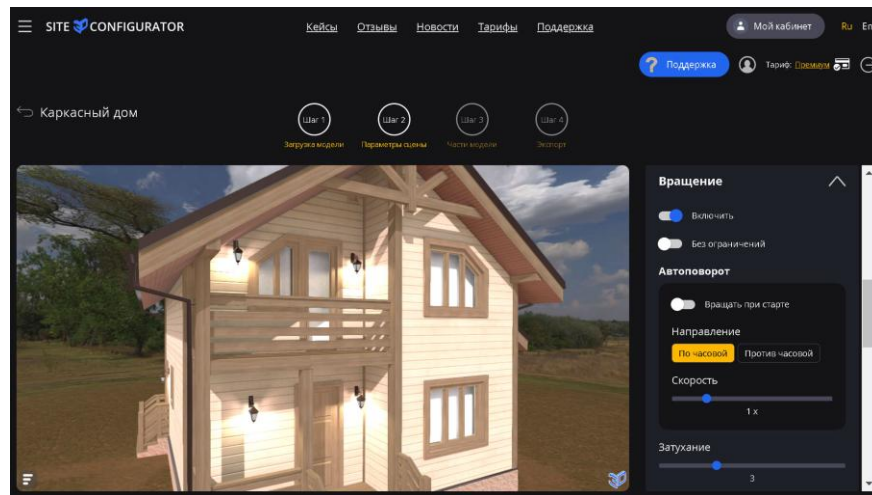
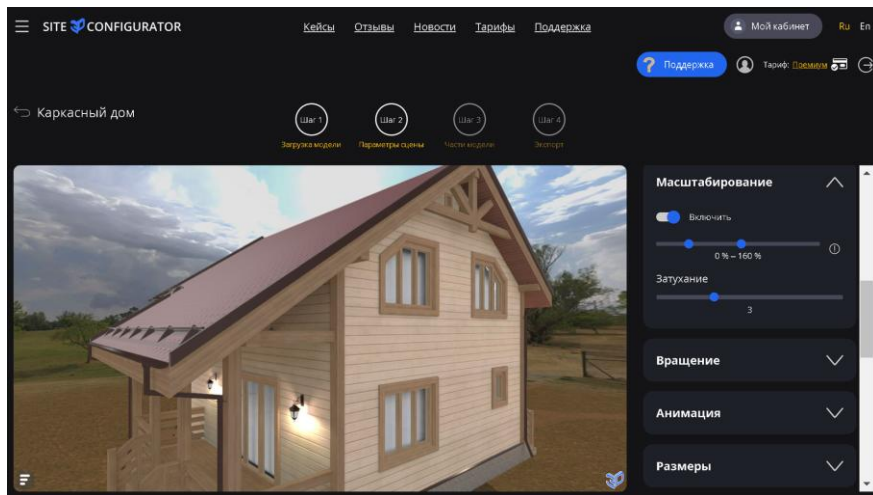
- Correction of the centers of the model parts
- Correction by location, size and rotation
- Single rotation of the model around its axis
- Animated icons at startup



Step 2

Scaling and rotation

It is often necessary to adjust the zoom and rotation settings.



Step 2

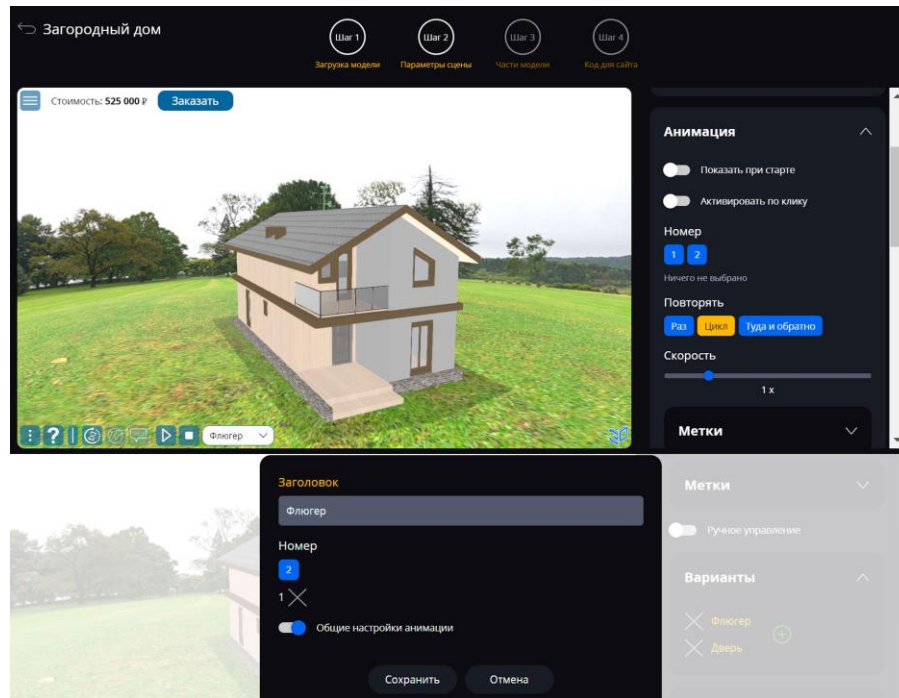
Animation

Animation tracks only work in GDB format and must be embedded in the model itself.

The following features are available:

- Adding labels - text explanations that appear during animation playback
- Adding a list of animation options
- Manual control by scrolling with the mouse wheel or gesture on the touch screen

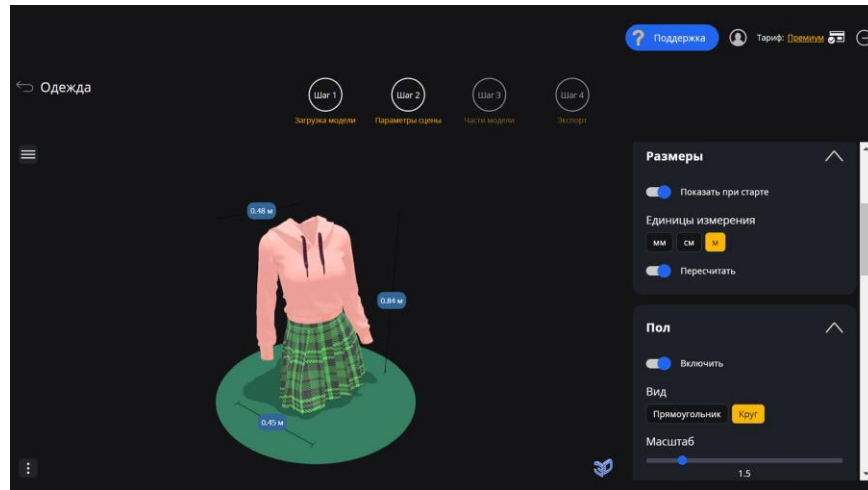
Multiple selection of tracks for playback for the model as a whole and for variants is supported.



Step 2

Dimensions and floor

You can enable the display of the overall dimensions of the model, as well as the display of the floor of the desired shape, size, shape and color.

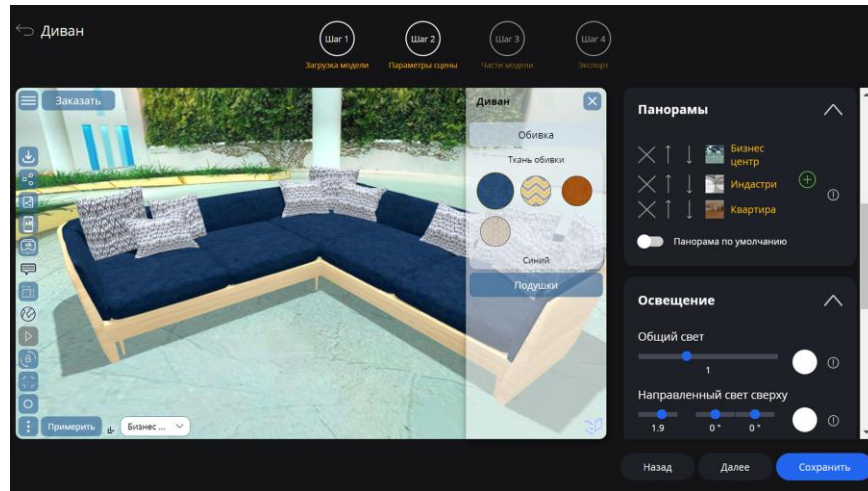


Step 2

Panorama and lighting

The model often looks more impressive together with a panorama that fits the meaning. There may be several of them, then the user will be able to choose the appropriate one when viewing from the list.

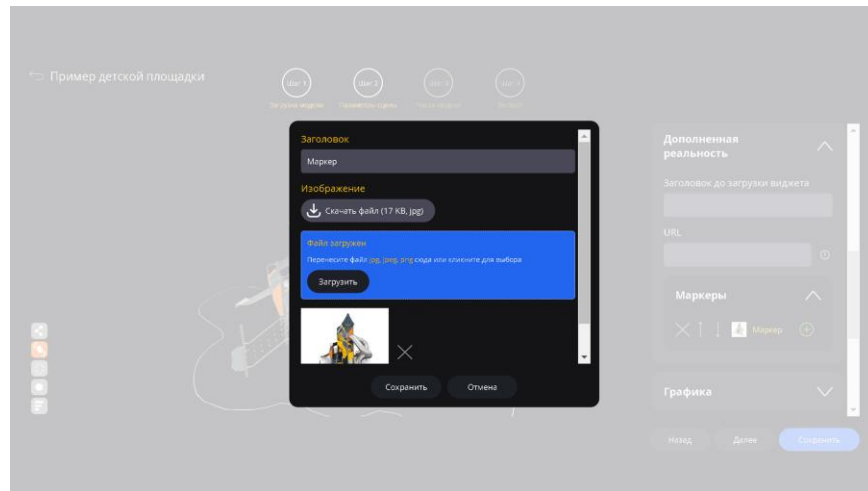
Lighting is also of great importance for the visual display of the model. You can adjust the color and power of the general lighting, as well as the color, power and direction for the directional light coming from above and below.



Augmented Reality

Here you can:

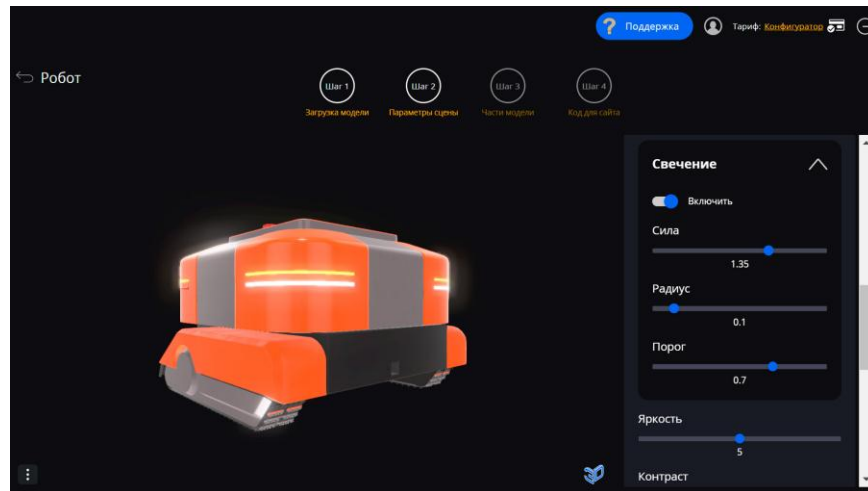
- Change the title of the AR launch button before loading the widget (the button appears if automatic widget loading is disabled and models for AR are loaded)
- Specify a link to an external augmented reality launch service
- Load markers to launch AR when pointing the smartphone camera at a similar product image



Graphics and optimization settings

You can configure:

- Graphics quality
- Volume, reflection, and glow enhancement effects
- Color balance
- Brightness and Contrast settings
- Presence of shadows
- General material
- Facets
- Performance optimization
- Hiding small details
- Auto correction mode

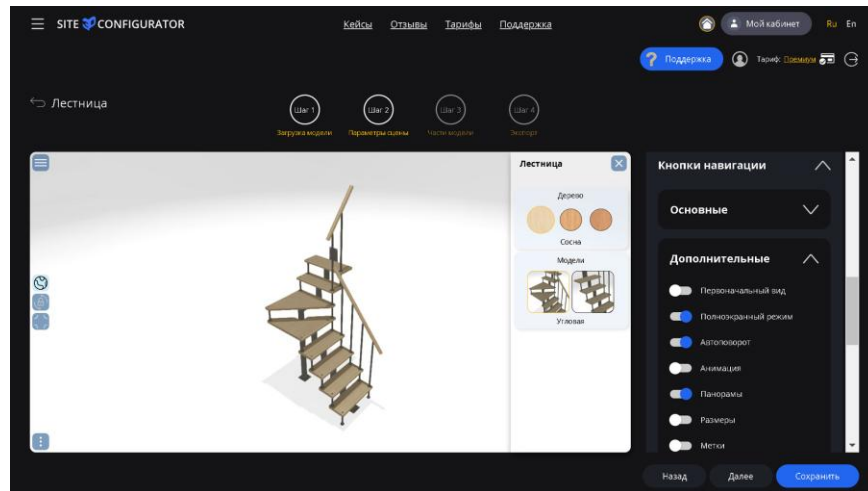


Step 2

Navigation and help window

Next, we configure the navigation buttons and, if necessary, the content and the moment when the help window appears.

The navigation buttons are divided into the main ones that appear in the main menu, and additional ones. The second group of buttons is always visible until the main menu is open.

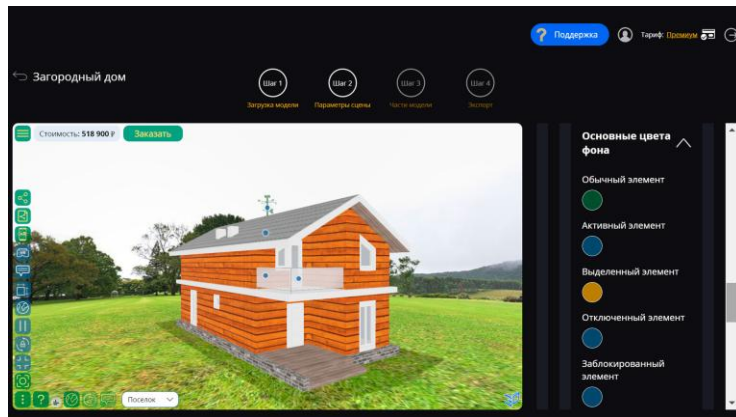
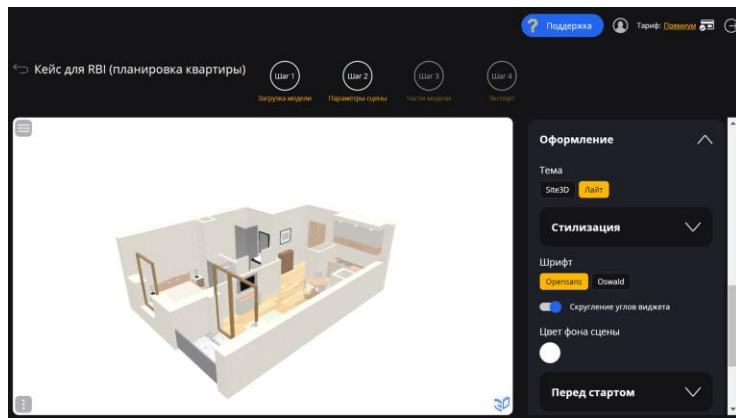


Step 2

Design

Here you can customize the appearance of the widget interface to match the style of your brand. There is a reason for this:

- Design themes
- Additional styling of interface colors and shapes
- Fonts
- The design of the screensaver
- Watermark Overlay
- And much more



Superimposing images on 3D-models

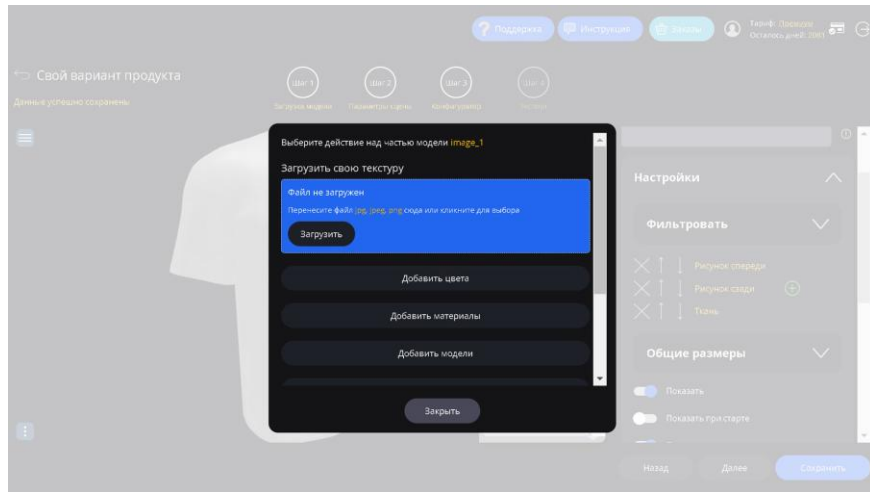
Step 3

Selecting a part of the model and quickly applying images

At the third step of creating a project, you can click on the desired part of the model and select the desired setting.

To quickly overlay your image on the desired part of the model, just select the image on your device in the dialog box that appears.

Any setting has a field for the name of a part of the model, where you can specify only part of the name so that the setting applies to several elements of the model that have this part of the name.



Названия частей модели

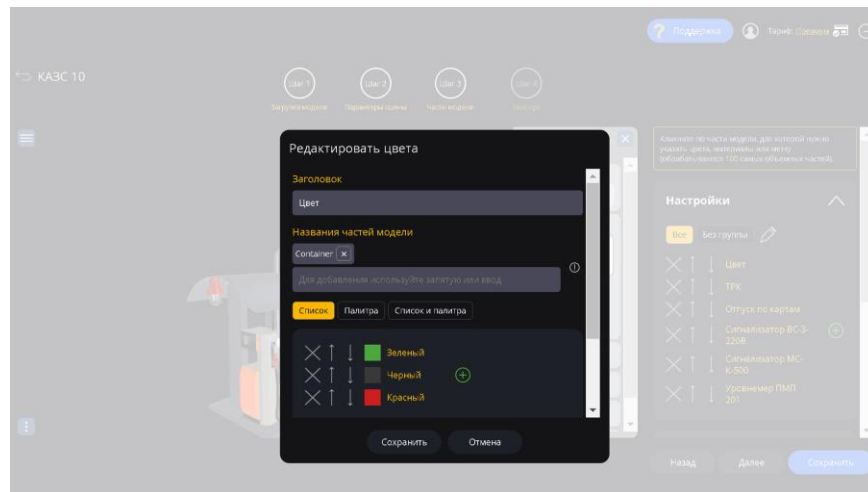
pillows x

Для добавления используйте запятую или ввод

Step 3

Color settings

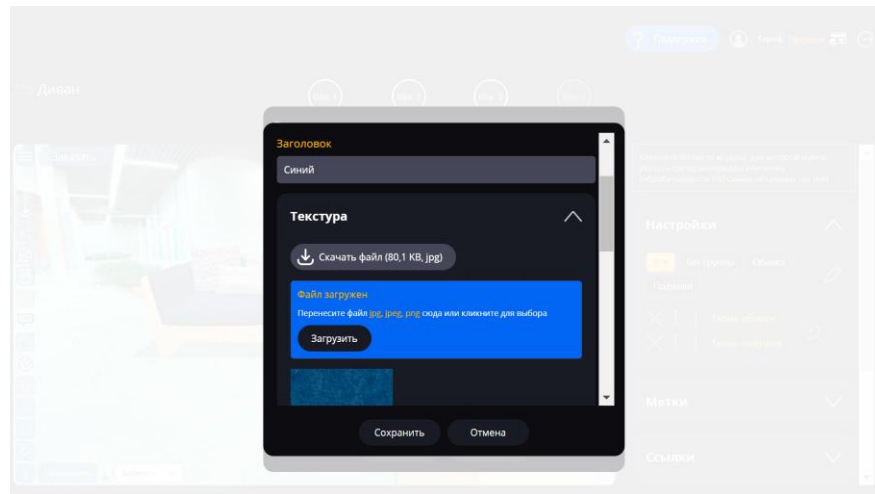
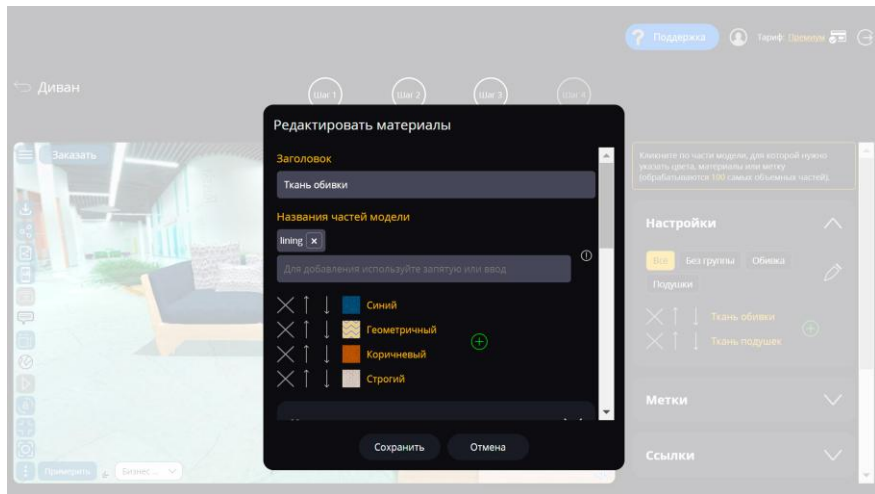
You can adjust the color change for any part of the model.
You can specify a list of your own colors, a palette for choosing any color, or both at the same time.



Step 3

Customizing your materials

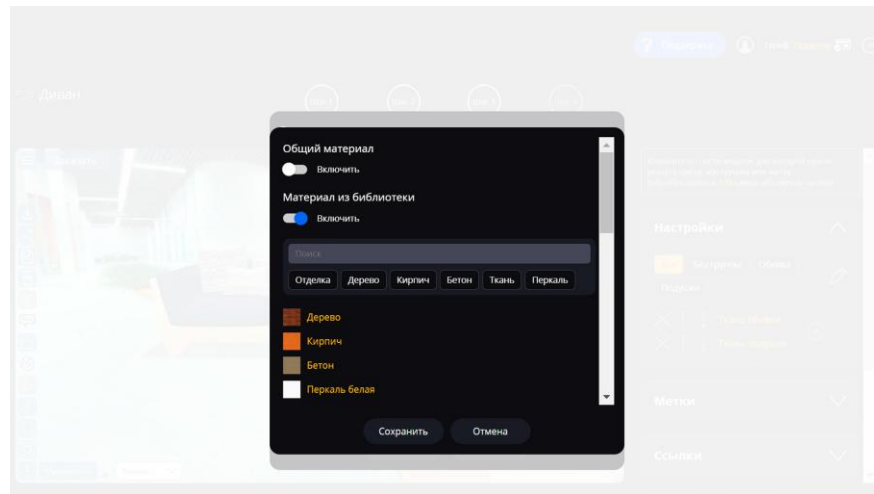
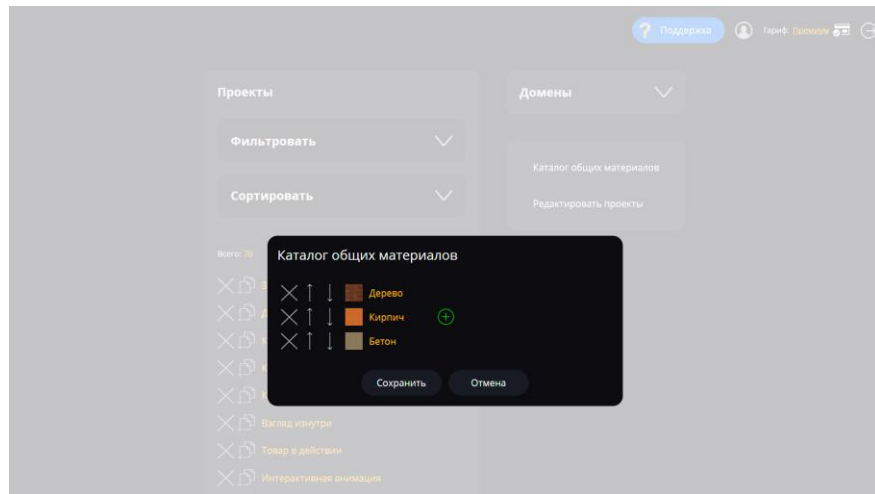
You can set up simultaneous texture and color changes for any part of the model. To do this, select the material setting. If you want to use additional texture maps for a more realistic view of the model, you can load them both for all options at once or load them separately for each user's choice.



Step 3

General catalog of materials

For each material setting, it is possible to add both your own materials and select the appropriate material from the general catalog, which is edited on the main page of your personal account. You can also select material from the library of the service.

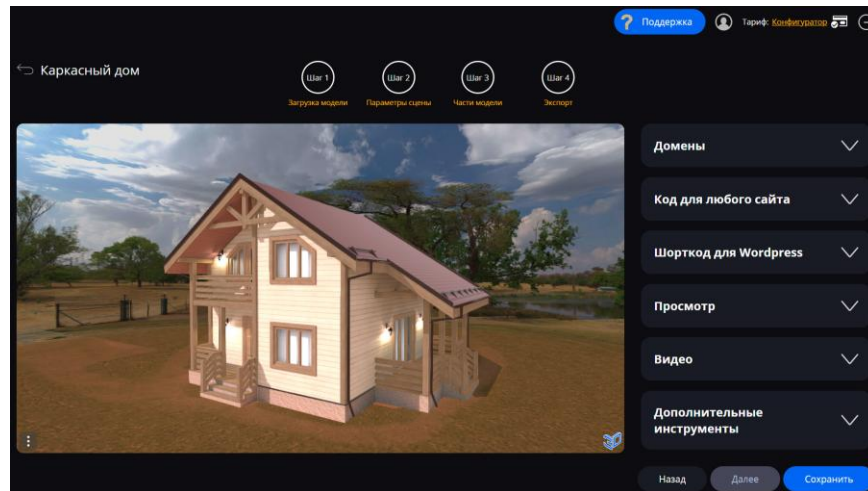


Step 4

Mockup export

There are several options for exporting a project:

- Creating a link to view in a separate browser tab
- Export as a 2D-image
- Creating a video review



Interactive 3D-mockups right in the browser

More on the website
<https://mockup3d.ru>



 info@site3d.site

 [@site3d_support](https://t.me/site3d_support)

