

Insert 3D & 2D Objects

How to Insert 3D Objects

1. Click the **3D Objects** menu.
2. Inside the library, you will see various 3D objects with different categories, ready to use for your projects!
3. To insert the objects, just click on the object of your choice.
4. Your object will appear on the Editor, and you can modify them later.

How to Import 3D Objects

1. First up, click the **3D Objects** menu.
2. On the library, click **Your 3D**, and choose **Import 3D**.

⚠ Before you do this step, make sure you already have your custom 3D objects in hand. Currently, we only support **GLB format**. However, we're now developing the feature, so you can upload any formats soon enough!

1. Import the file from your computer's library. Then, click **Open**.
2. Don't forget to insert the name, set the object scale, and add your object's category.
3. If your object includes an animation, you can choose the default animation.
4. To make it more aesthetic, you can also choose how it appears by setting the object thumbnail. You can set the angle and capture the object, or customize the thumbnail by uploading it from your own computer's library.
5. If you choose to capture the thumbnail, you can also set the pose configurator. Choose the animation that you want, and set the exact frame for the pose.
6. Lastly, time to set the 3D preview! This will be very useful if you sell the object on the marketplace—since this will be the first thing people see before they decide to purchase.

• • •

How to Insert 2D Objects

1. Click on the **Image** menu.
2. Here, you can see different categories of 2D images. To find the object that you want, simply click on each category!

3. Now, if you've picked a category, just click on the object.
4. Ta-da! Your 2D object will appear on the Editor.

How to Import 2D Objects

1. To import 2D objects, click **Image**.
2. Then, pick the file from your computer's library. Please note that you can only upload images with **.jpg, .jpeg, and .png formats** into your 2D library.
3. That's all! Your images will now show up on your editor.

Killer shortcut!

Alternatively, you can also import 2D objects—as simple as **dragging the files from your computer's library into the Editor!**