

Creating 3D model content in ThingLink – v1

MaFEA – Making Future Education Accessible

PR2 – Guiding successful adoption

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Introduction

This guide is designed to help you understand how to create 3D content. With 3D content, you can add text, pictures, audio, video, and links to your 3D models, and embed them to your website or LMS.

You also learn how to change the background color of the content; For example, you can choose a darker background to make the lighter pattern stand out from the crowd.

Only GLB 3D-models are supported on the ThingLink platform.

How to Navigate

An additional inform Additional **Good to know!** information has also been added to guide that you may need in the future.

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How to Create Interactive 3D Models

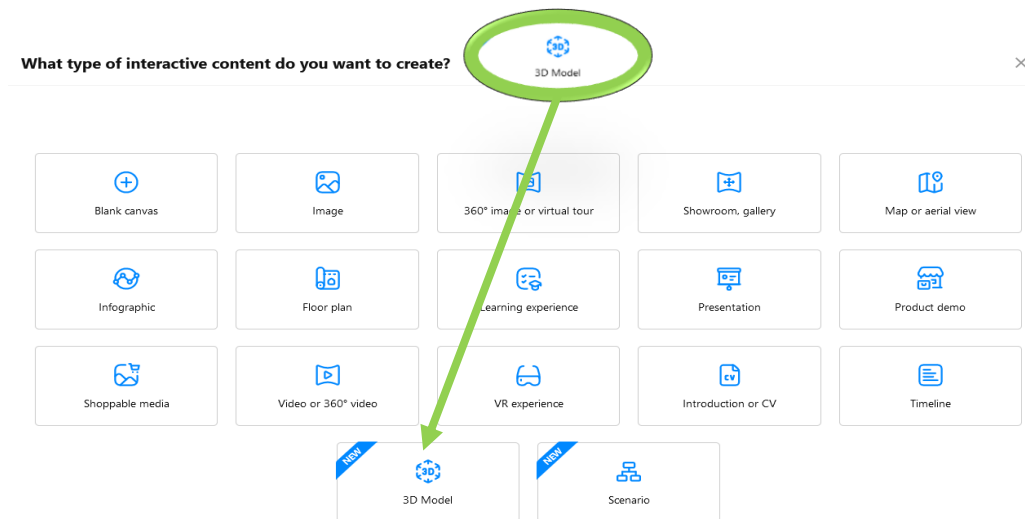
There are many ways to create a 3D model. You can download a free model from a website, or you can make a 3D model yourself, for example, using Polycam. A free app for smartphones.

In this guide, we won't cover creating 3D models. For more information, please read ThingLink's guide, [How to Create Interactive 3D Models for ThingLink with your Phone](#)

However, what you need to remember is that **GLB** is currently the only **supported format** for 3D models used in ThingLink. For more information on GLB 3D models, I recommend this article, [Everything You Need to Know About Using GLB Files](#)

How to create 3D content in ThingLink

1. First click the Create button.
2. Select 3D model.



3. Upload your 3D model.
4. Click continue.

The 3D model can be found in your folder or My content -folder.

< Upload files



samurai sword

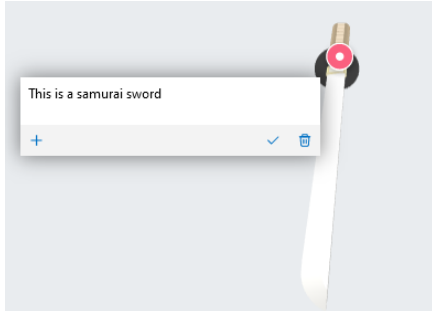


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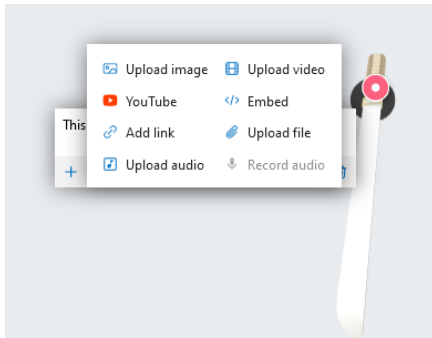
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Adding tags to a 3D model in ThingLink

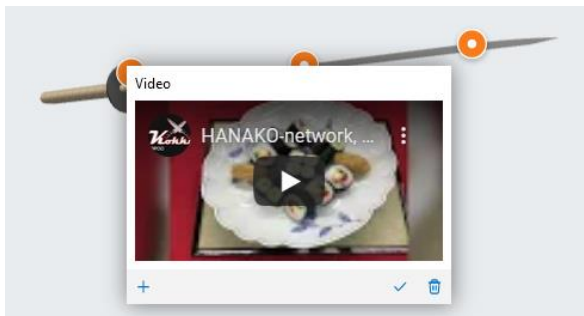
1. Open the 3D-model.
2. Click the "Edit" button.
3. Click anywhere on the 3D model to add a tag.
4. Add some text. After this, you could add, pictures, videos, links and more.



5. To add more content to the tag, Click the + -button, and a menu opens for you.



6. Select a content type e.g., YouTube video.



Good to know! You can also change scene background colour and what icon is used for all the tags.

1. Open the 3D-model.
2. Click the edit -button and then click the customize -button.
3. Optionally change the background colour, the icon type, and the icon colours.
4. Click the Save -button to save your changes.

Below is an example of a 3D model with changes made



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Icon



Scene background



Cancel Save

