

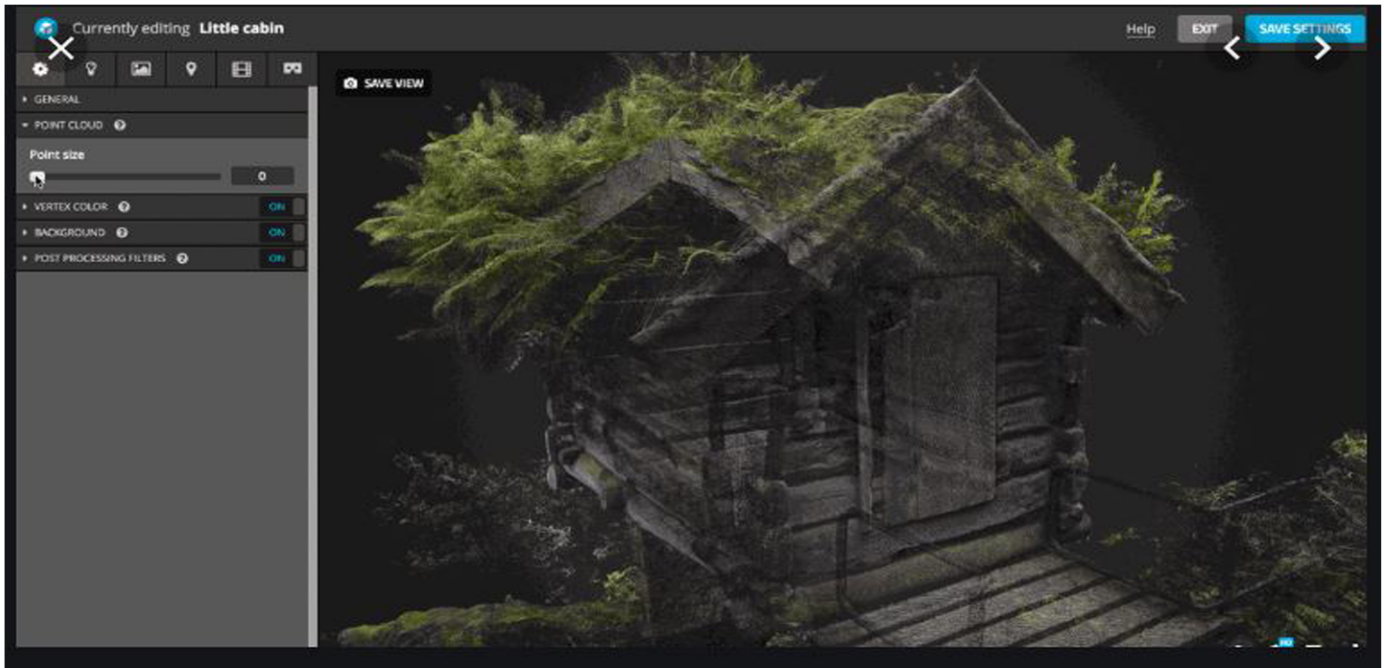
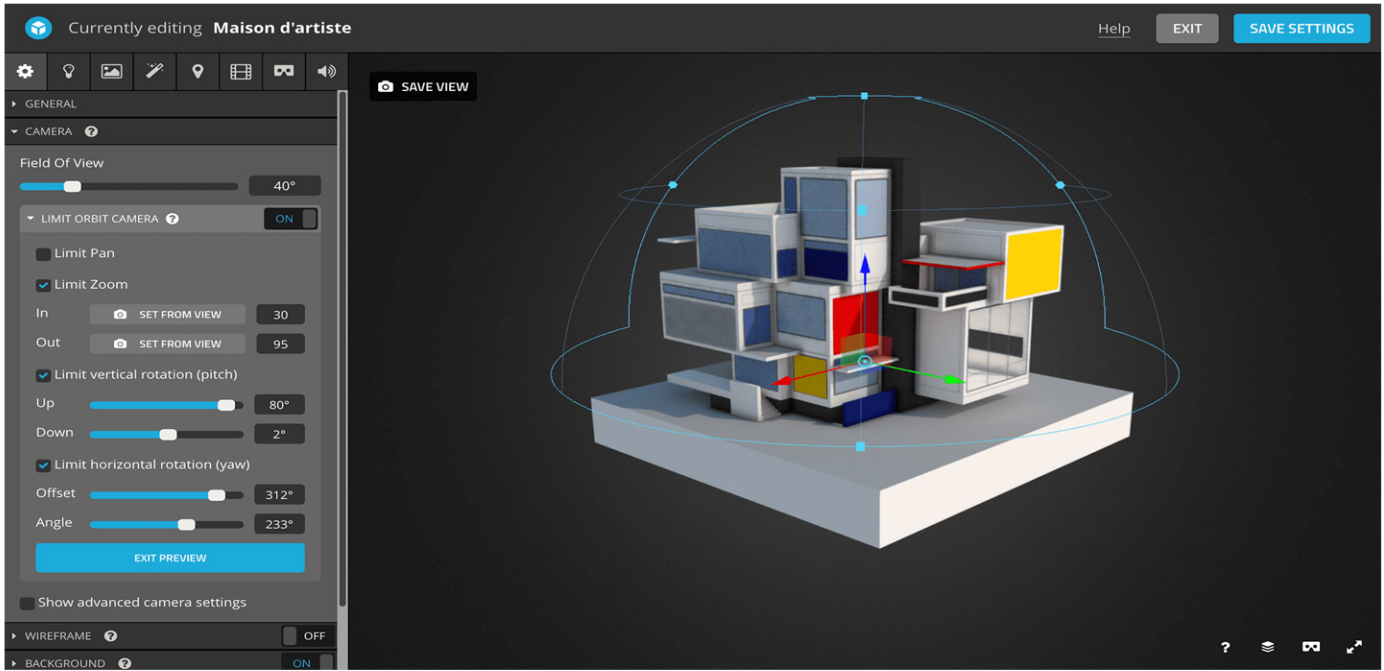
ANNOTATING DIGITAL MODELS
DOCUMENTING WITH SKETCHFAB



ADK
MINI TERM

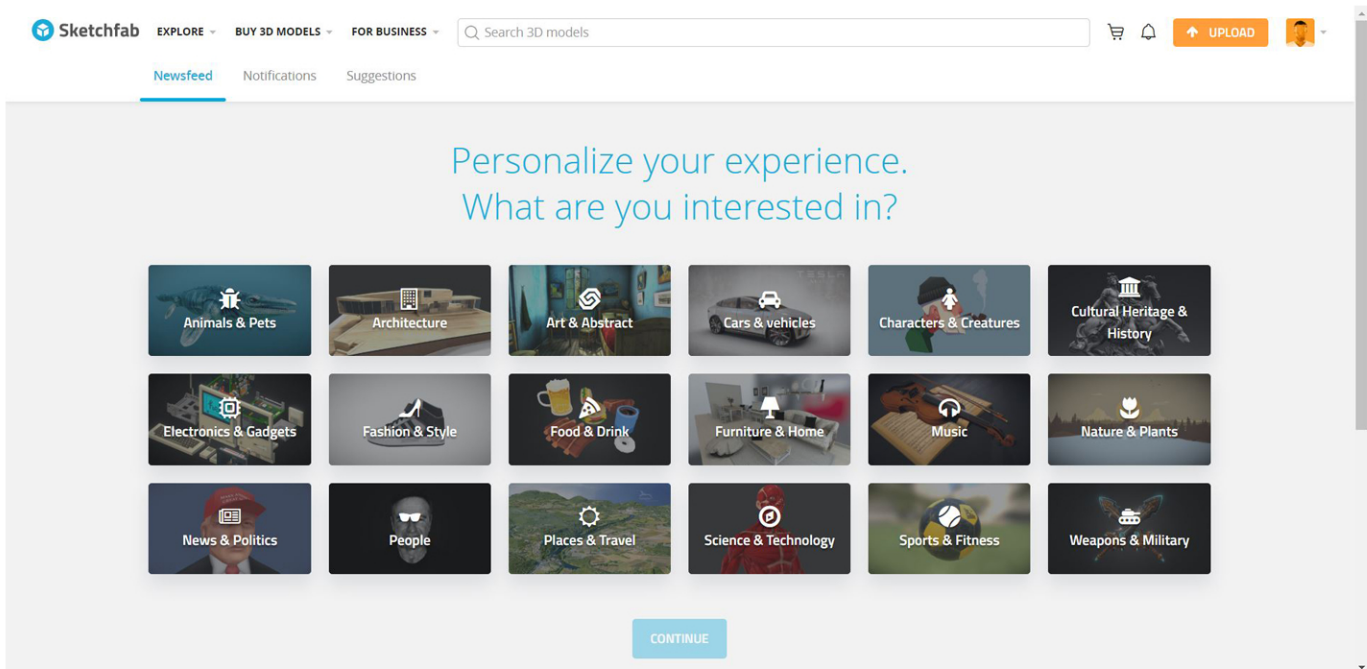
SKETCHFAB BASICS

GETTING STARTED

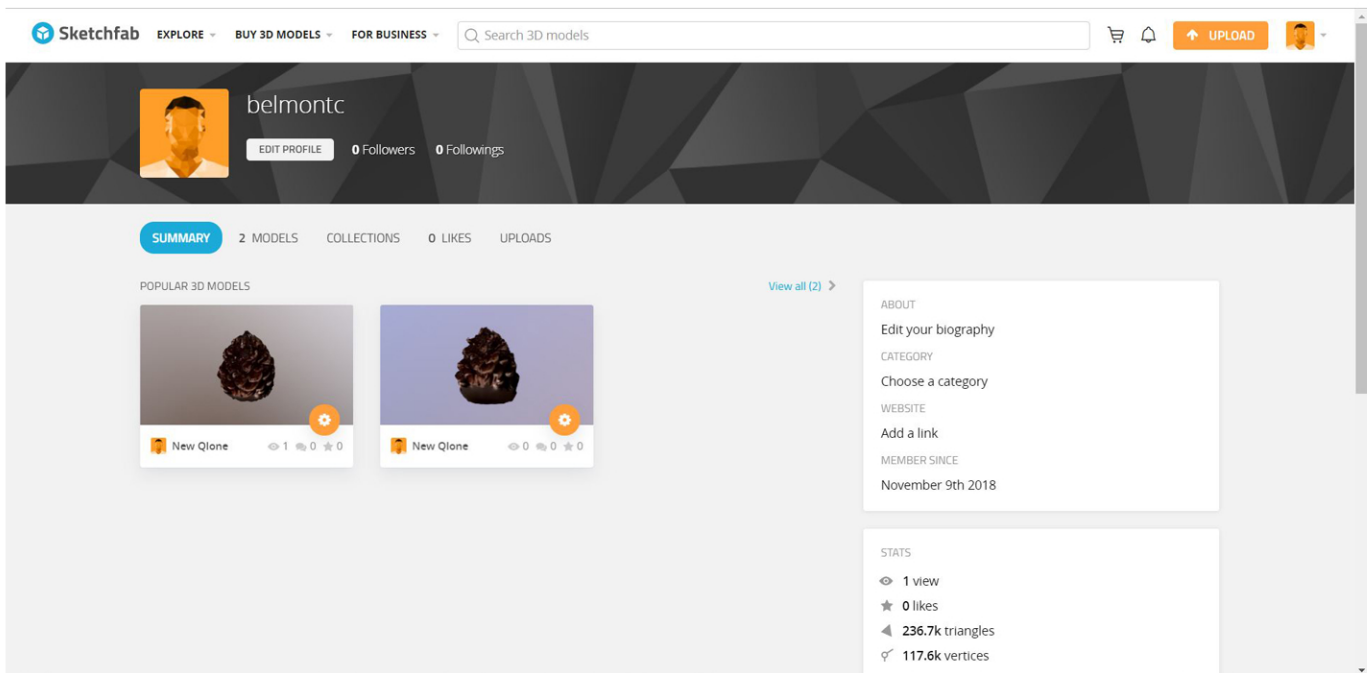


SKETCHFAB BASICS

GETTING STARTED



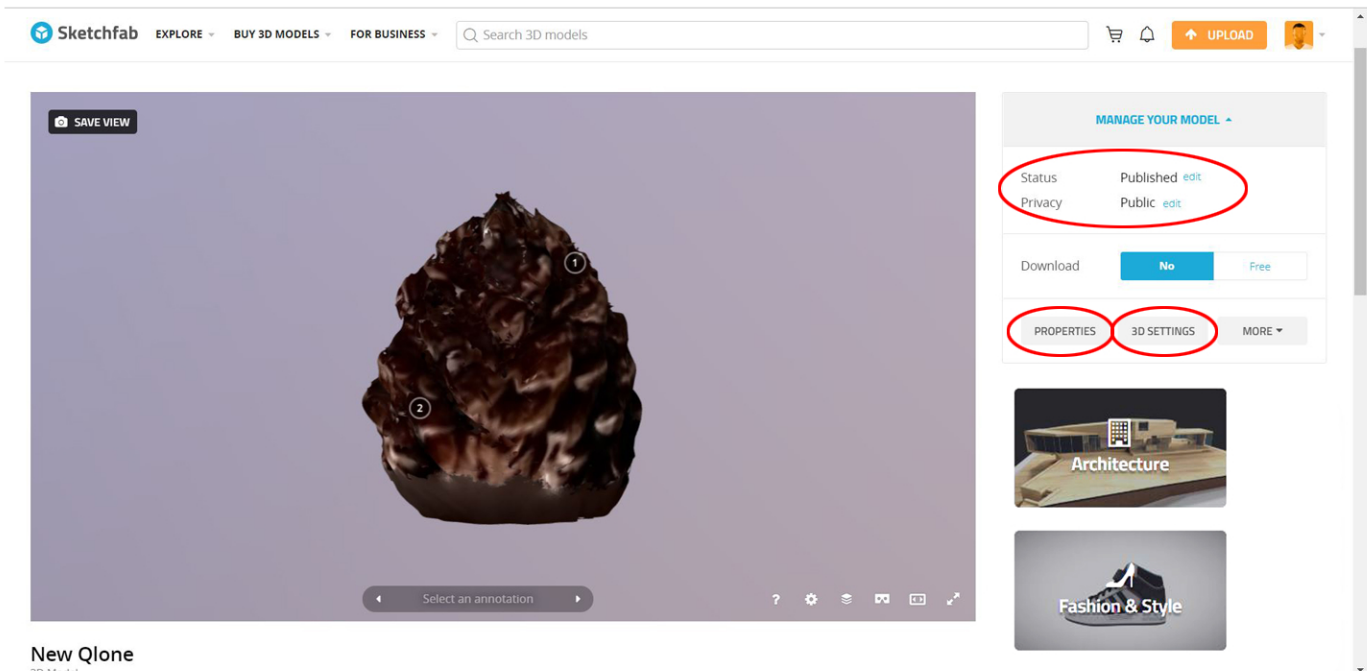
Sketchfab is a cloud based host for 3D models. It is possible to view models and upload your own models. Some models can also be downloaded. One can add annotations including links, text and images to models. Sketchfab also has a built in VR viewer so you can easily experience models in an immersive VR environment. You can start an account for free to host models.



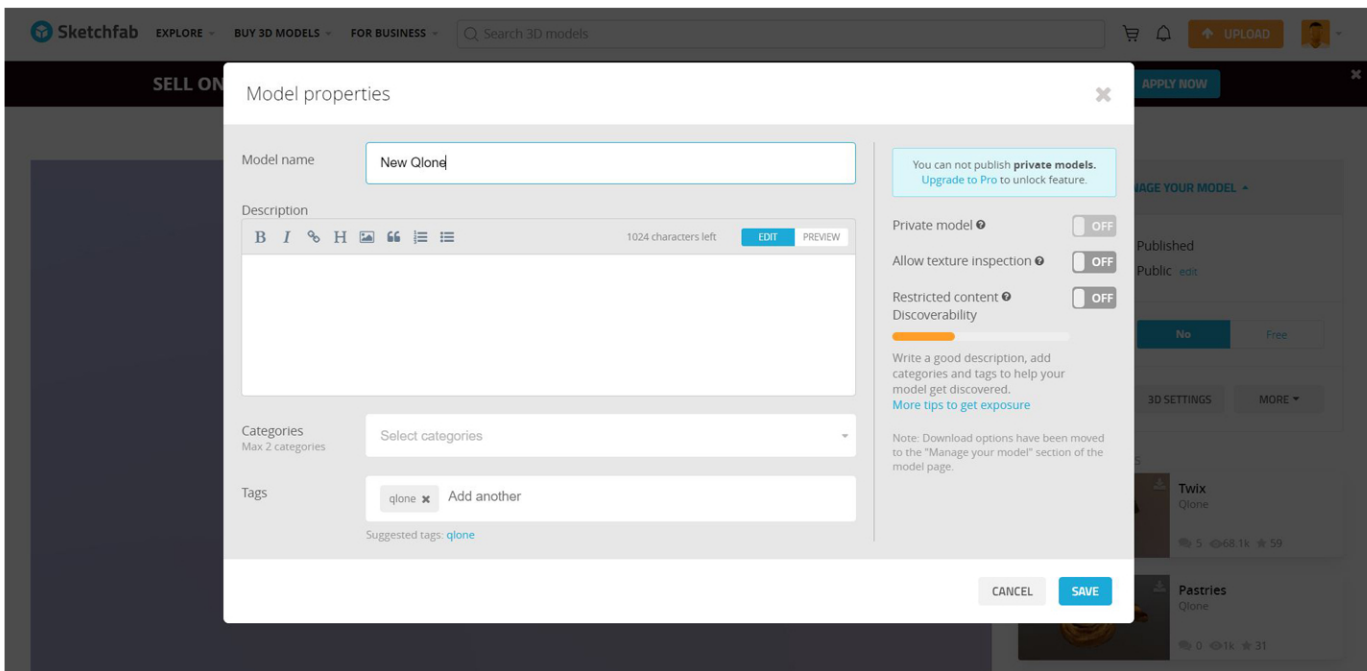
Once you start an account you can quickly upload models and begin sharing them by making them public.

SKETCHFAB BASICS

GETTING STARTED



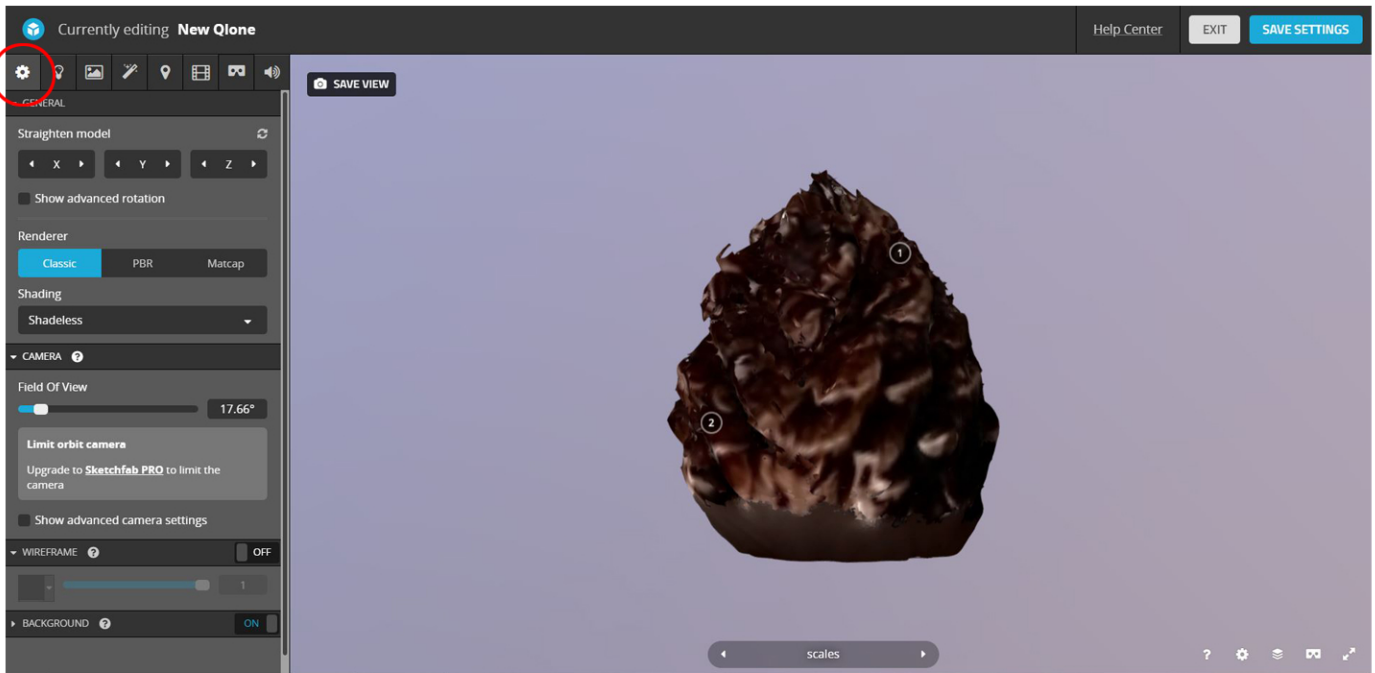
Once you are viewing a model you can change the privacy settings and begin editing the model by opening the 3D settings.



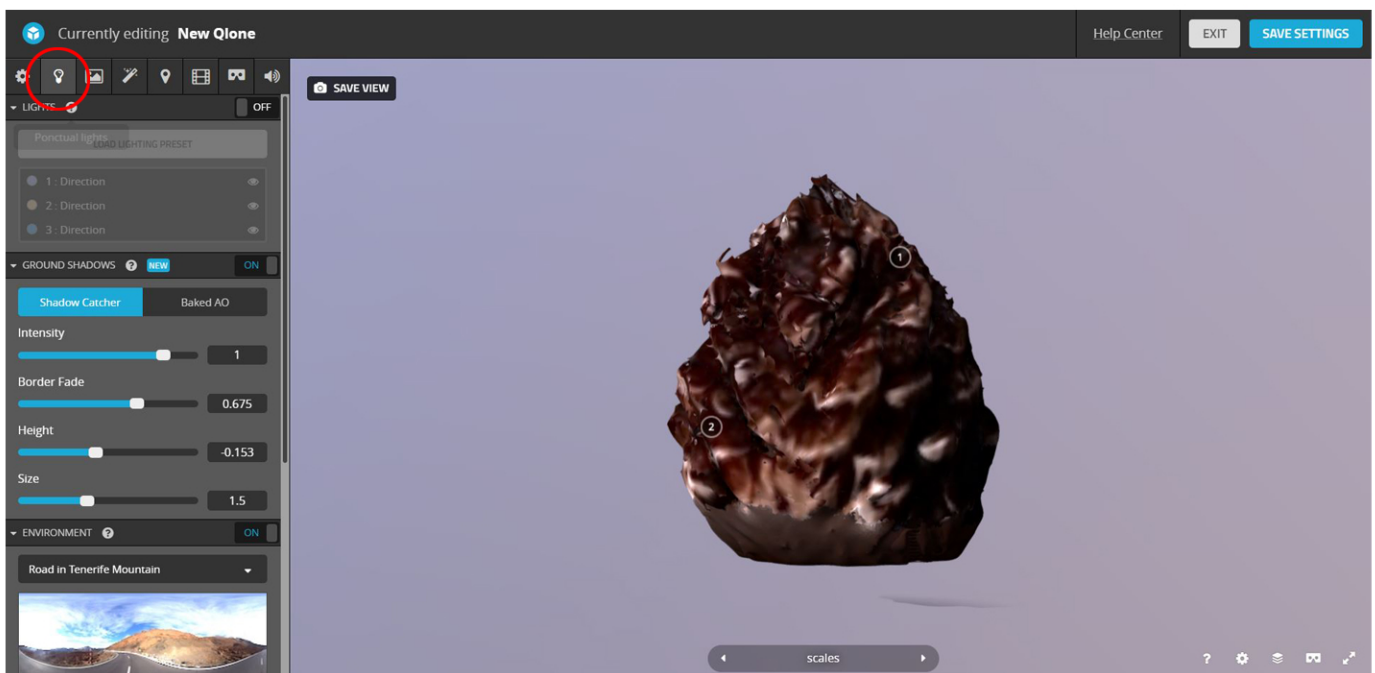
First you can open the properties dialog box and name the model and give it a brief description. Once you have made the appropriate notes and adjusted the desired property settings you can save your settings.

SKETCHFAB BASICS

GETTING STARTED



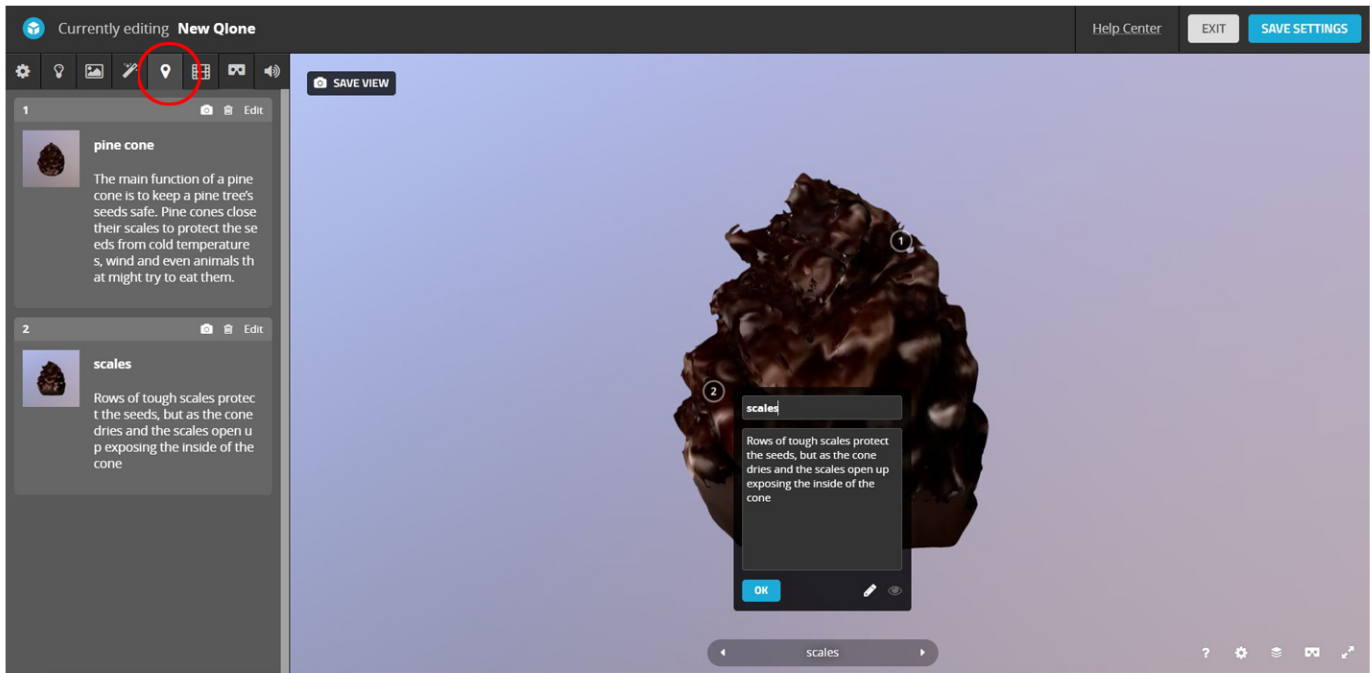
First adjust the global setting including correctly orienting the model and deciding if you want to adjust the lighting. Click on the XYZ buttons to reorient the model as necessary. It is possible to turn shading on with the pull down menu if you want to adjust the lighting. This is not necessary but might enhance the view.



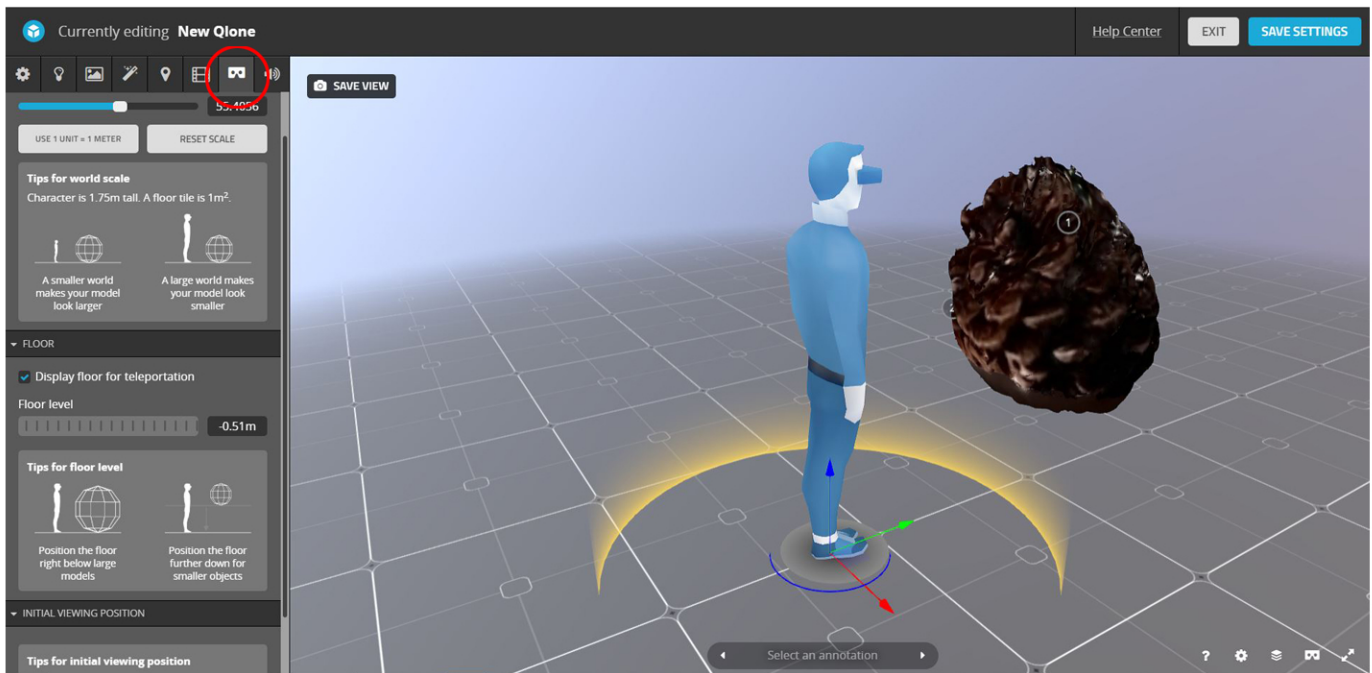
While it is not necessary to adjust the lighting advanced users may find it useful with more complex models or to make the viewing more atmospheric. To adjust the lighting settings open the lighting tab. You can then begin moving the sliders and tweaking effects.

SKETCHFAB BASICS

GETTING STARTED



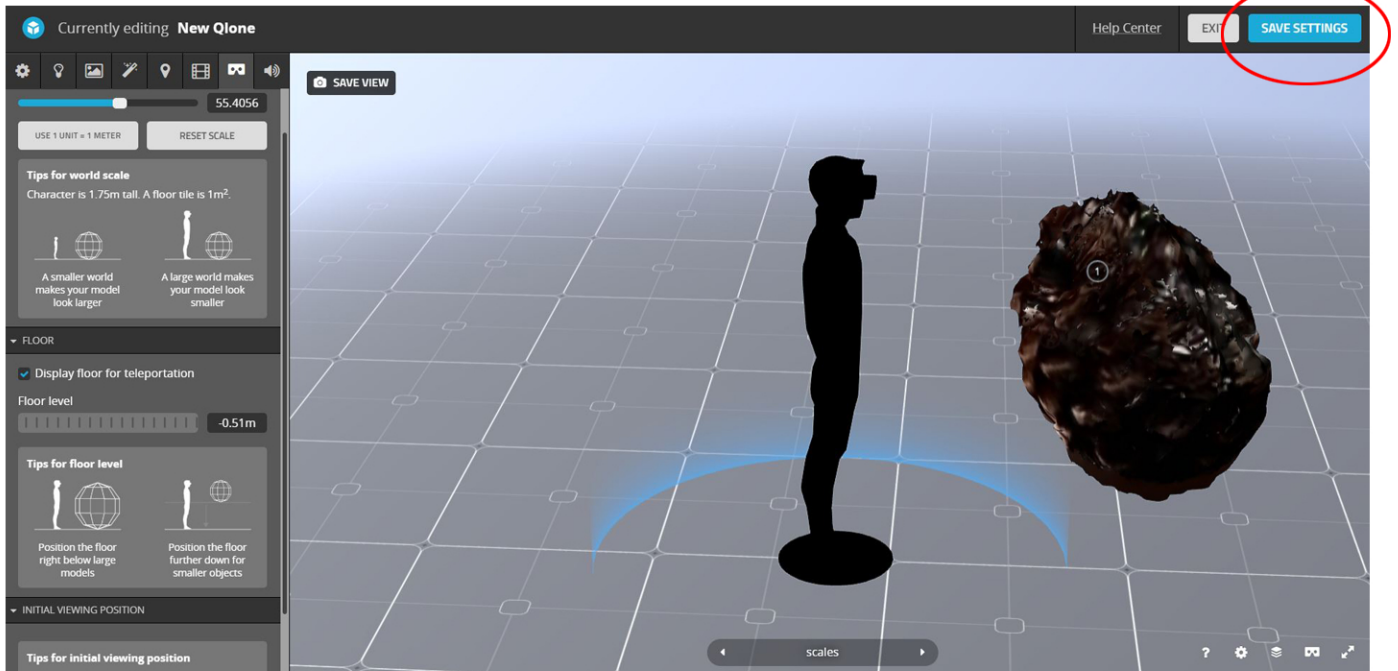
You can use the Annotations tab to add multiple numbered notes to a model. Simply double click on a model to add a title of the note and the text itself. It is possible to add text, links and images.



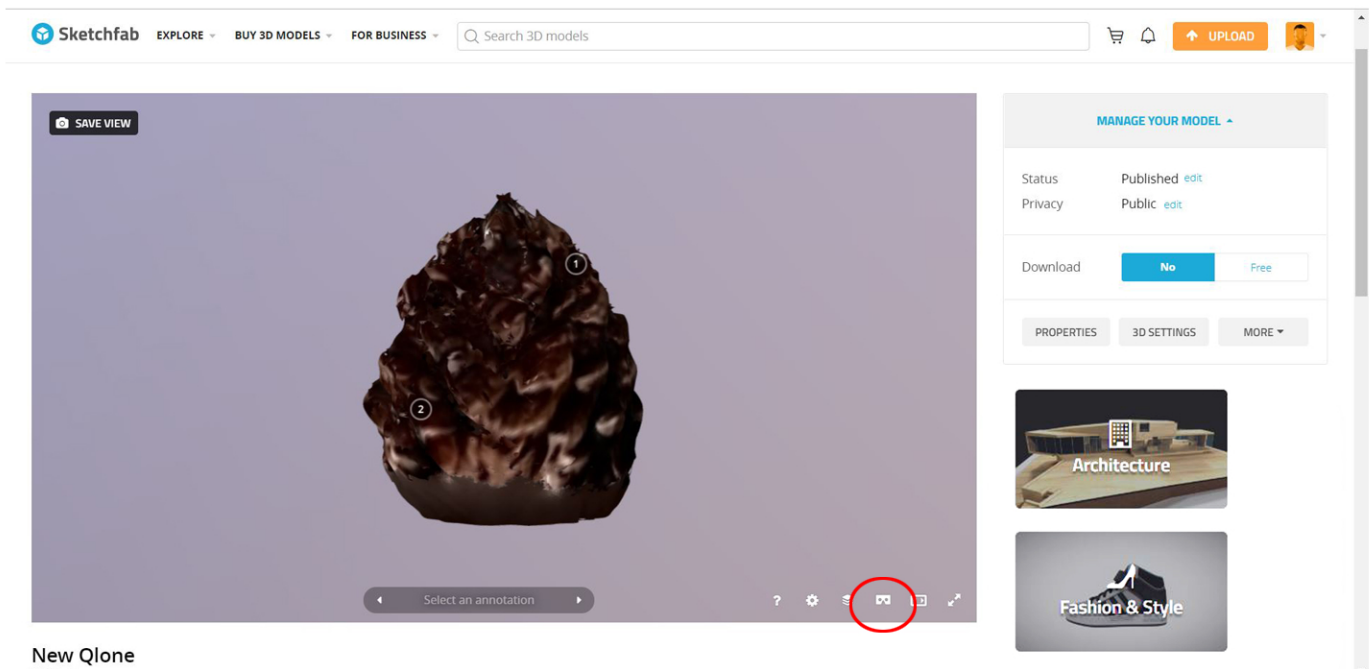
It is also possible to view the model using VR goggles. Using the VR tab allows you to scale a virtual person which scales the VR environment. You can also change the floor level to adjust the experience perspective as desired.

SKETCHFAB BASICS

GETTING STARTED



Once you have adjusted all of the desired settings just save them by clicking the tab in the upper right. Your model is now ready to view and share.



Once your model is public you can embed the link anywhere to share it. Viewers can click on the VR mode to see the model in a 3D environment. This can be done on a phone or on a computer with the correct browser.