Qt **DOCUMENTATION**

≡

🔍 Search

Topics ›

Qt Design Studio Manual › Preset Components

Preset Components

To use preset components, add the modules that contain them to your project by selecting **Components** > + . For more information, see Adding and Removing Modules. You can then create instances of the components by dragging-and-dropping them from **Components** to the 2D, 3D , or Navigator view.

To edit the appearance of a component instance, select it in the **2D**, **3D**, or **Navigator** view and set its properties in the Properties view.

For more information about creating your own components, see Creating Custom Components.

2D Components

> Shapes

> Text

> Images

> User Interaction Methods

> UI Controls

> Lists and Other Data Models

> 2D Effects

> Logic Helpers

> Animations

3D Components

You can use the 3D view in the **Design** mode to edit files you created using 3D graphics applications and stored in one of the supported formats. You cannot create 3D models or other assets in the editor, but you can import the assets you need and work with them to create scenes and states, as well as the transitions between them.

> 3D Views

> Node

> Group

> Instanced Rendering

> Skeletal Animation

> 3D Models

When you import 3D scenes from files that you exported from 3D graphics tools, you also import the camera, light, model, and materials as 3D components. If your scene did not contain them, you can add predefined 3D components to it and edit their properties to fit your needs.

Note: Using 3D components will affect the performance of your UI. Do not use 3D components if the same results can be achieved using 2D components.

Videos About 3D Components

The following video shows you how to add the components included in the **Qt Quick 3D** module, such as 3D models, cameras, and lights, to your scene:

The following video shows you how to use the custom shader utilities, 3D effects, and materials:

Qt DOCUMENTATION

The following video shows you how to combine 2D and 3D components:

‹ Using Components   Shapes ›

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