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Qt Design Studio Manual 3.8.0
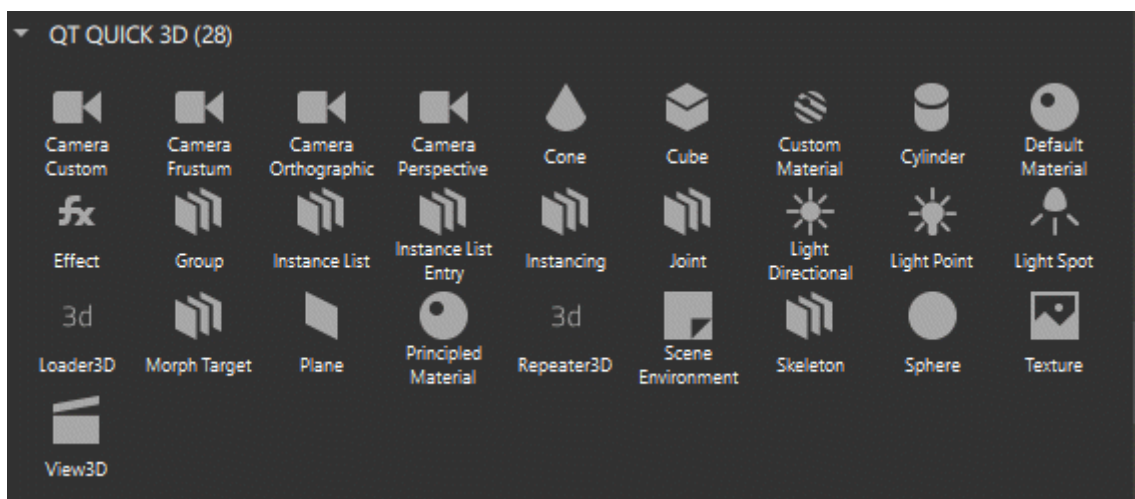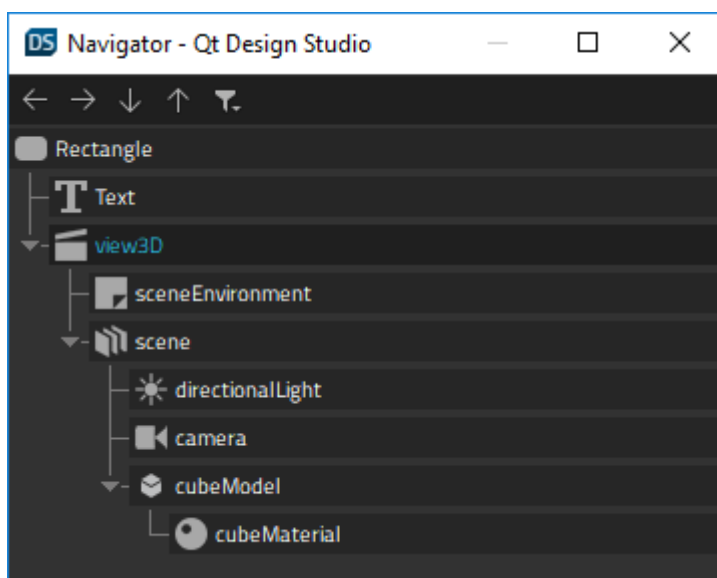
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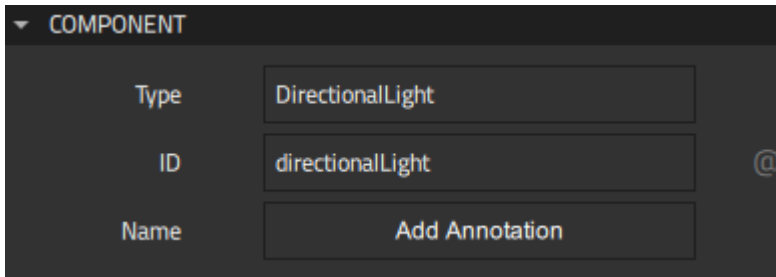
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3D Views

To create a Qt Quick 3D UI project, we recommend using a **Qt Quick 3D Application** wizard template that adds the Qt Quick 3D components to **Components** and contains a 3D view. A 3D view component includes a scene environment as well as a scene light, camera, and model. A default material is attached to the model. You can attach textures to materials. For more information about creating projects, see Creating Projects.

To add a 3D view to some other kind of a project, you first need to add the **Qt Quick 3D** module to **Components**, as described in Adding and Removing Modules.
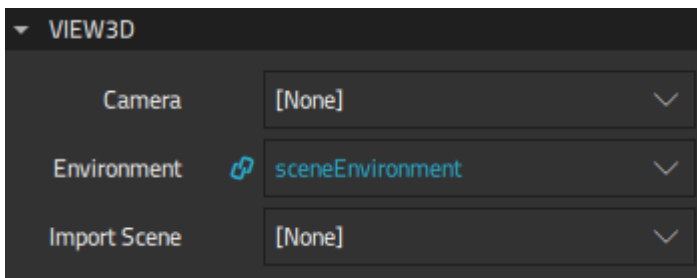

You can now drag-and-drop a **View3D** component to the Navigator or 2D view.

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Similarly to other components, you can select a 3D view in **Navigator** or the **3D** view and modify its property values in the **Properties** view. Use the properties in the **View3D** tab to set properties specific to a 3D view component.

The **Camera** property defines which camera is used to render the scene to the **2D** view. If this property is not defined, the first enabled camera in the scene will be used.

The **Environment** property specifies the **Scene Environment** used to render the scene. By default, the first **Scene Environment** in the scene is set as the property value.

The **Import Scene** property defines the ID of the component to render to the **2D** view. The component does not have to be a child of a 3D view component. This referenced component becomes a sibling to child items of a 3D view, if there are any. You can use this property, for example, to create a split screen view showing your scene from multiple cameras. For more information on how to to use a 3D view to show a scene from multiple cameras, see Qt Quick 3D – View3D Example.

> **Note:** The **Import Scene** property can only be set once. Subsequent changes will have no effect.

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