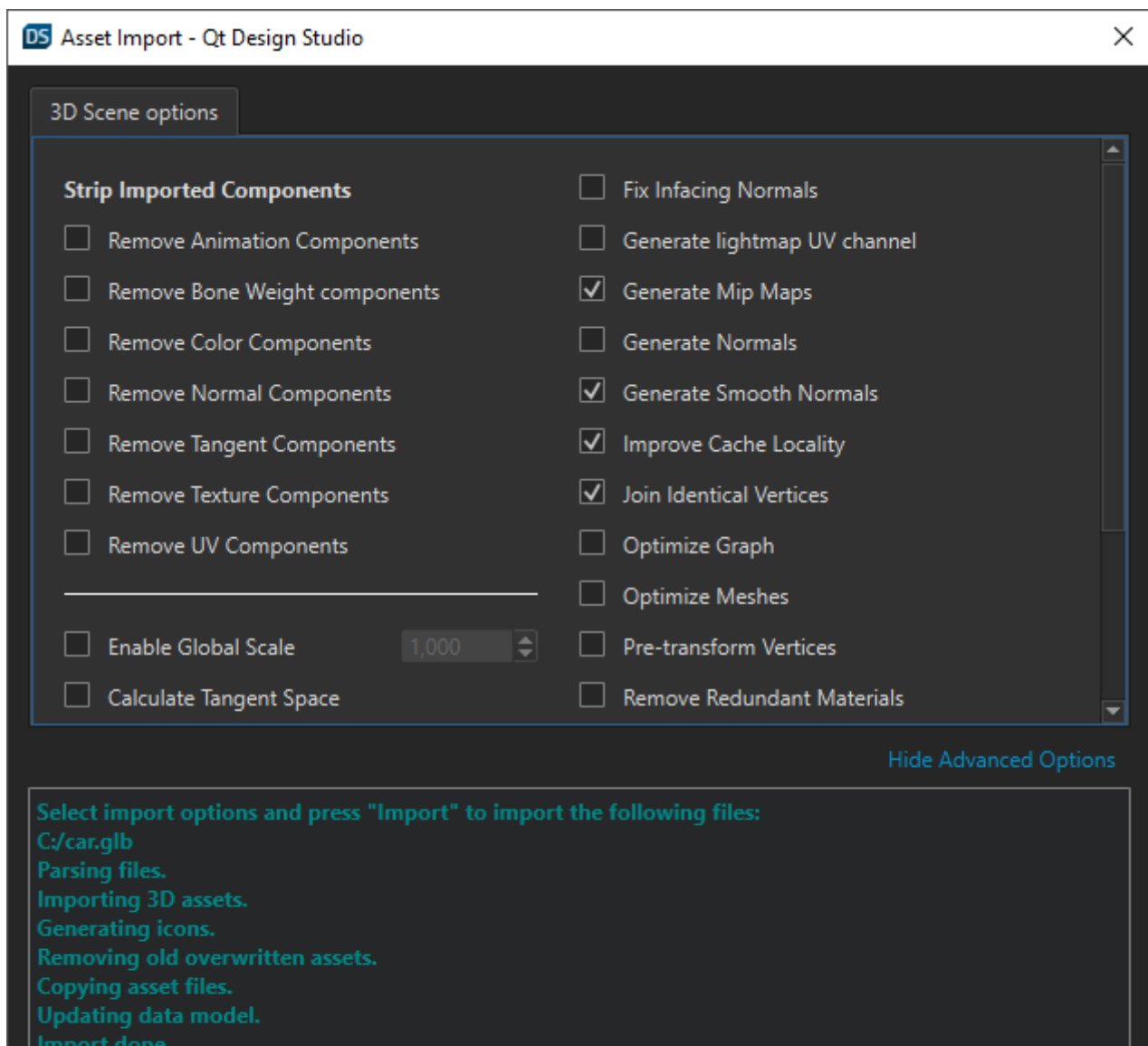


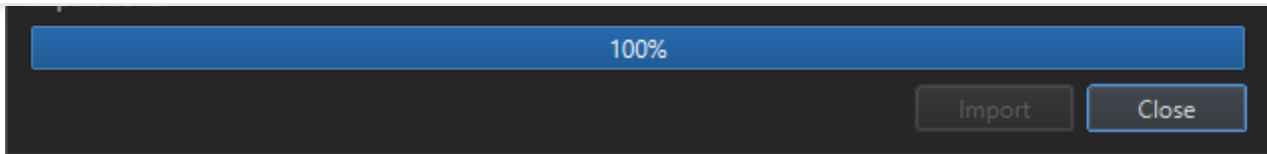
Importing 3D Assets

In Qt Design Studio, you can import 3D assets in formats such as .stl, .dae, .fbx, .glb, .gltf, .obj, .uia, and .uip. For a list of formats supported by each [Qt Quick 3D](#) version, see the module documentation.

During the import, you can optimize the files for Qt Design Studio. You can remove components from meshes to reduce the cache size, find and fix issues in the files, optimize graphs and meshes, and so on. The available options depend on whether you are importing files that you created with Qt 3D Studio or with other 3D graphics tools. See the tooltips in the options dialog for more information about a particular option.

For more information about exporting 3D graphics, see [Exporting 3D Assets](#).





Importing a 3D Asset

To import a 3D asset to a Qt Design Studio project:

1. Drag-and-drop an external file containing the 3D asset from, for example, File Explorer (on Windows), to the **3D** view.
2. In the **3D Scene Options** tab, select options for importing the file.

Note: To see all options, select **Show All Options**.

3. Select **Import** to import the 3D asset.

The 3D asset is now added to your scene, and you can see it in the **3D** and **Navigator** views. It is also available in **Components > My 3D Components**.

Alternatively, you can initiate the import dialog from the **Assets** view:

1. Select **Assets > +**.
2. Select **3D Assets** in the dropdown menu to filter 3D graphics files.
3. Select a file to import, and then select **Open**.
4. In the **3D Scene Options** tab, select options for importing the file.

Note: To see all options, select **Show All Options**.

5. Select **Import** to import the 3D asset.

The 3D asset now appears in **Components > My 3D Components**. You can add it to the scene by drag-and-dropping it to the **3D** view.

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