3D Editor Documentation

Modules and Functions

(Front-end Side)

# Module 1 (Container)

* creatElement: Creates a new element with preset default attributes.
* getElement : Gets all attributes of an element
* updateElement: Update element’s attributes
* deleteElement: Delete Element

# Module 2 (Primitive)

* importModel: Import a pre designed 3d model
* createModel: create a new basic model (Cube – Cylinder – Sphere)
* changePosition: Change Model’s Position on (X – Y – Z)
* changeRotation: Change Rotation on 3 Axis
* changeScale: Change Scale on 3 Axis (X – Y – Z)
* changeColour: Change Model Color by Picking a color from hexa-pallet
* changeTexture: Select a Texture to Apply on the 3d Model

# SubModule 2-a (Position)

* translateX: Set Position Value for X
* translateY: Set Position Value for Y
* translateZ: Set Position Value for Z
* translateAll: Set Position Value for X – Y – Z

# SubModule 2-b (Scale)

* scaleX: Set Scale Value for X
* scaleY: Set Scale Value for Y
* scaleZ: Set Scale Value for Z
* scaleAll: Set Scale Value for X – Y – Z

# SubModule 2-c (Rotation)

* rotateX: Set Rotation Degree for X
* rotateY: Set Rotation Degree for Y
* rotateZ: Set Rotation Degree for Z
* rotateAll: Set Rotation Degree for X – Y – Z

# Module 3 (Texture)

* upload: Upload a Texture File (.jpg)
* apply: Apply Uploaded Texture on the Model
* remove: Remove Applied Texture
* applyColour: Apply Color on the 3d Model

# Module 4 (Light)

* changeIntensity: Set Intensity Degree of the Light Source
* changePosition: Set Position of the Light Source on X – Y – Z
* changeRotation: Set Rotation Degree of the Light Source on X – Y – Z
* changeColor: Change Light Source Color form a hexa-Pallet

# Module 5 (editorCamera)

* takeMouseInput(Rotation): Takes Analog Mouse Input from Mouse to change view while Editing the Scene
* takeWheelInput(Zoom): Takes Analog Mouse Input from Mouse’s Wheel to change zoom degree while editing the scene.
* takeMouseInput(Pan): Panning the whole scene by picking it up using mouse click

# Module 6 (VRCamera)

* buildScene: Building the Whole scene in an external web view to check how the scene would look in the VR Experience
* takePosition and rotation from webVR

# Module 7 (SkyBox)

* changeColor: Set a solid color for the skybox from a hexa-Pallet
* selectMode(BinaryFunction: Day - Night): swap the sky box between two predesigned modes, day and night
* upload360Photo: upload your 360-degree photo and that will disable other 3d editing functionalities

# Module 8 (Animation)

* selectModel: select the model to apply animation on it
* timeLoop: set value of looping by seconds
* applyAnimation\_onPremetiveParameter: apply specific change on a parameter which is a child of a 3d model

# Module 9 (Music)

* upload: upload music track (.mp3)
* start: start music
* stop: stop music
* loop: loop music (1 time, 3 times, infinite, etc…)