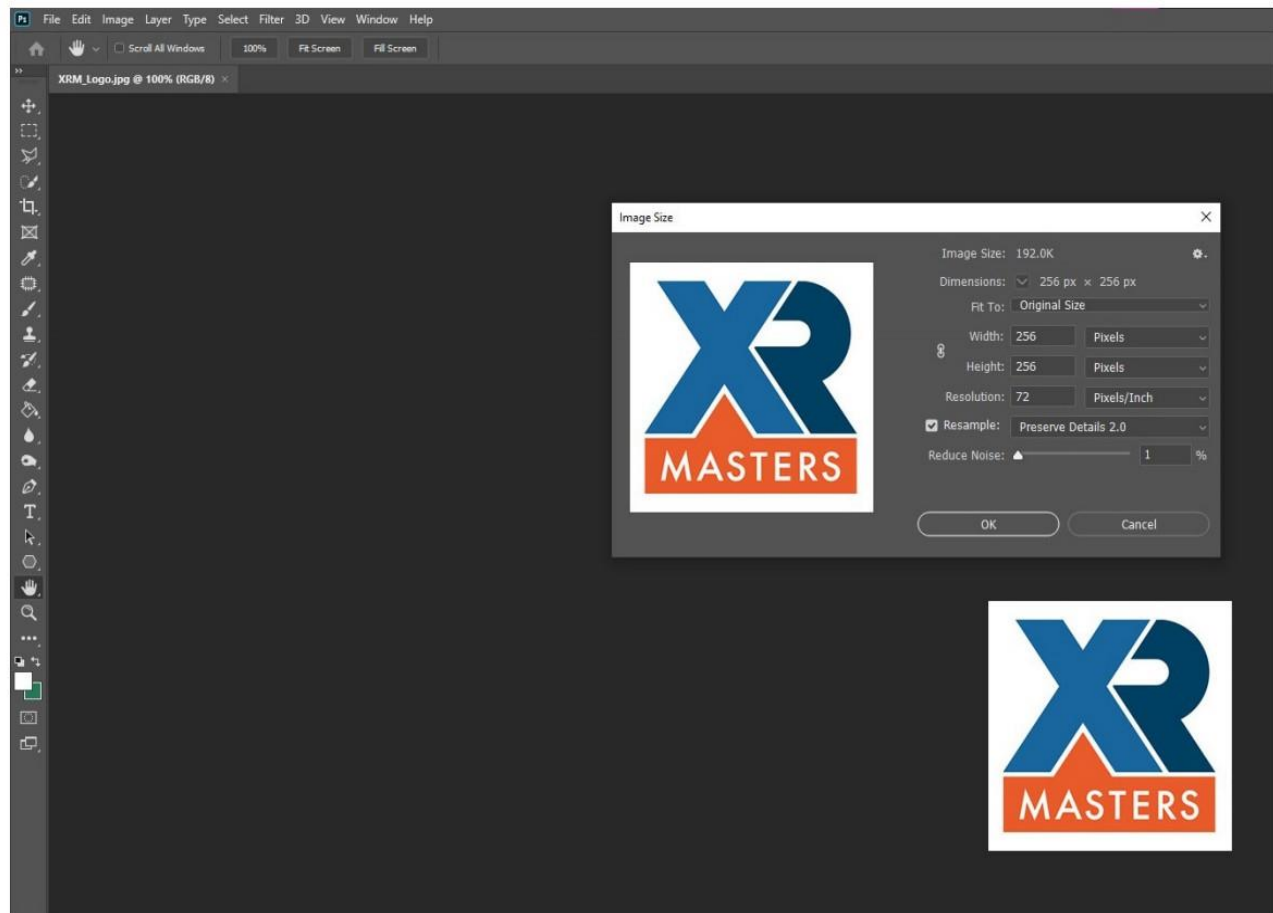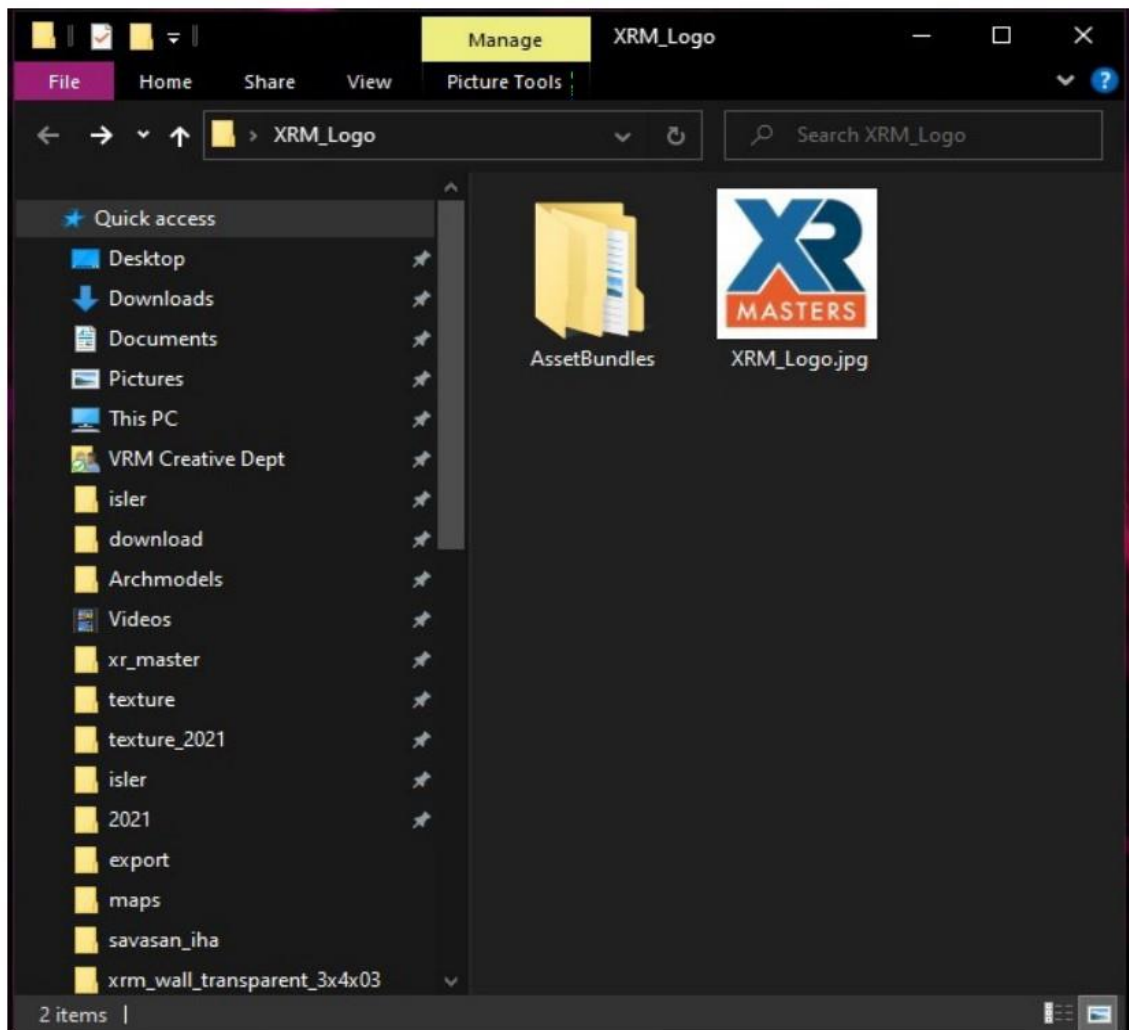1. Prepare the 2d image of the model, to be uploaded to the Augmented City platform (AC) as a thumbnail.

   This image will appear in the AC placement menu and will make it easier for the user to find the right model to place.

   The image needs to be 256x256px and 72dpi resolution.

2. Create an asset bundle in Unity, using your 3D model. Then on your computer, place your thumbnail image file in the same folder as your AssetBundles folder.

3. Open up your web browser and go to:
https://developer.augmented.city/upload_3d_models

4. In the *Name* field, type in the name of your model

   Make sure the name of your model is the same as your thumbnail image's file name.
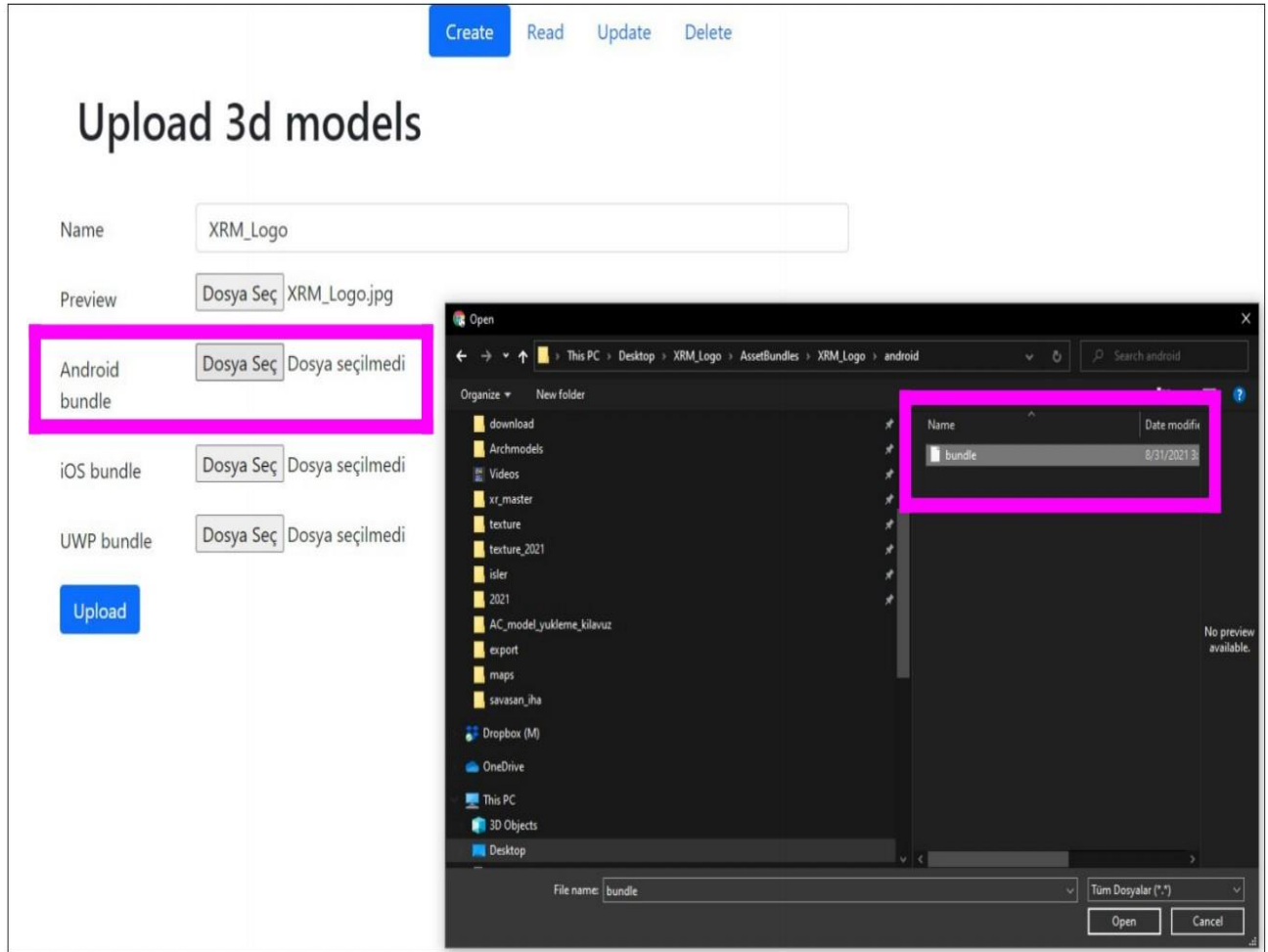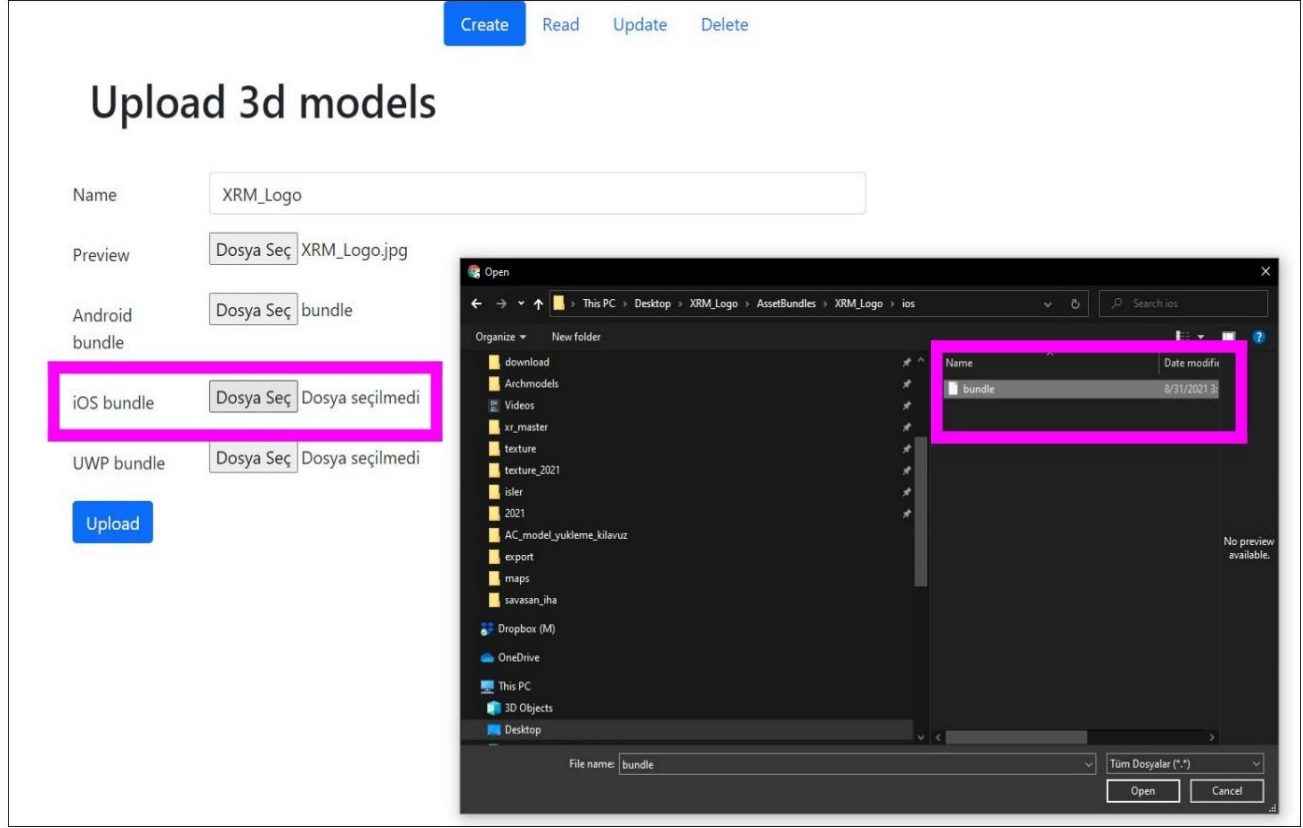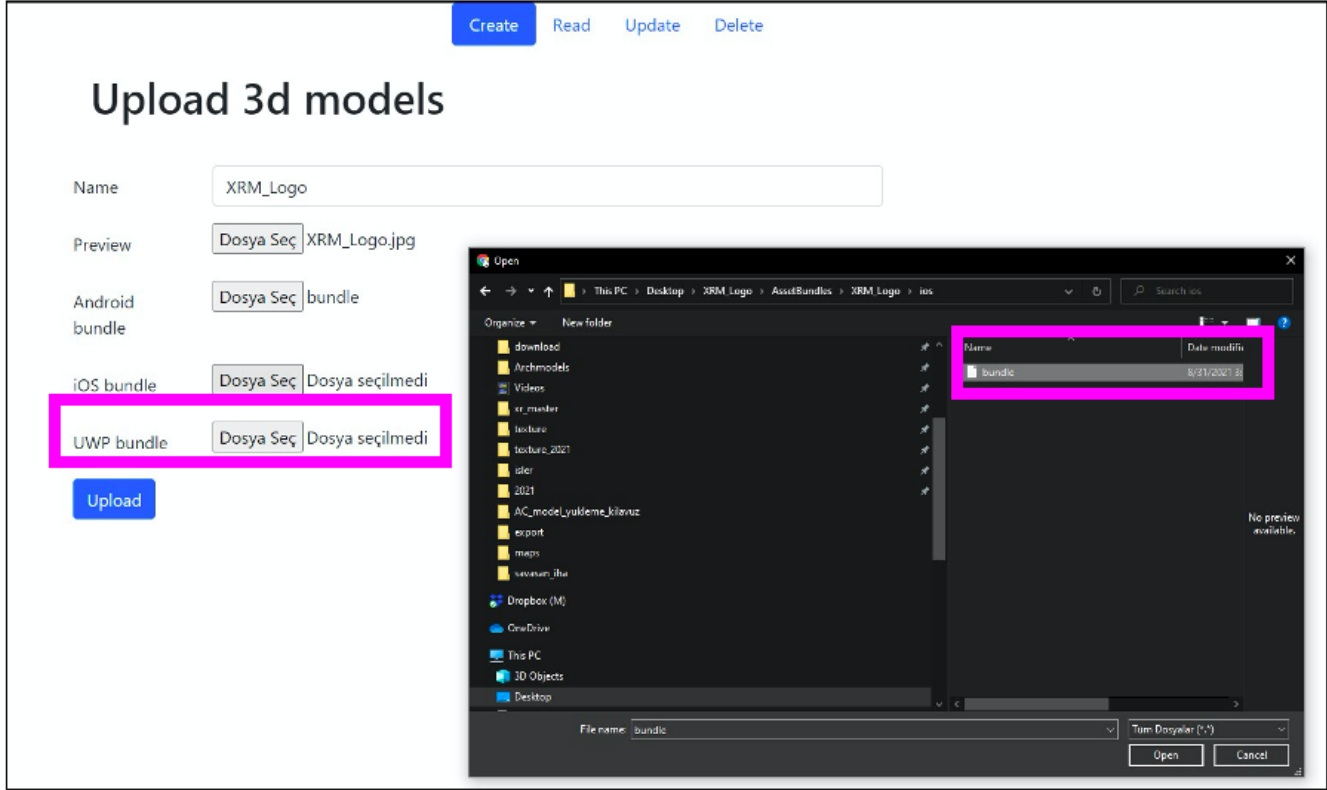
5. In the *Preview* field select your thumbnail image.
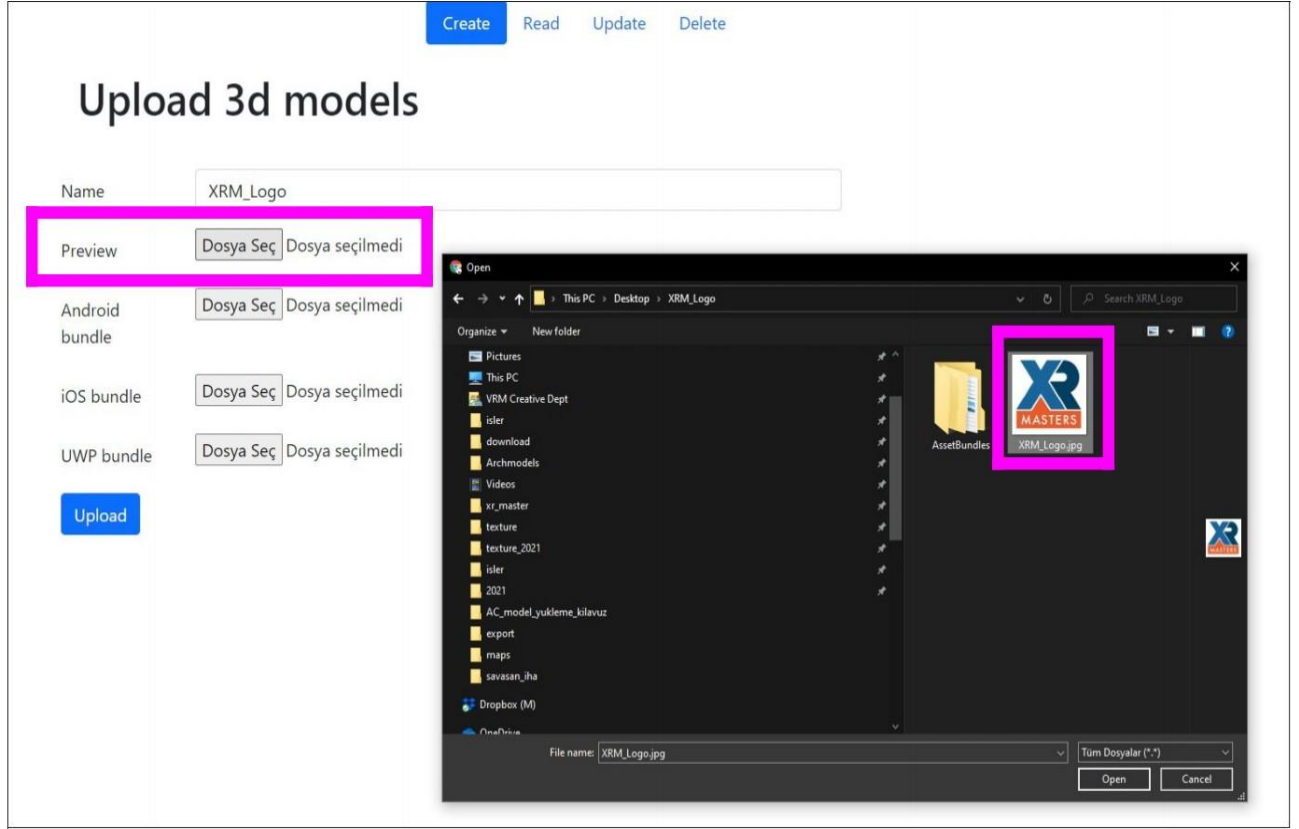
6. In the *Android bundle* field select your Android bundle file.

7. In the *iOS bundle* field select your iOS bundle file.

8. In the *UWP bundle* field select your UWP bundle file.

9. Click on the *Upload* button.

The duration of the upload process varies depending on the size of your model.

When the uploading process is completed a code appears on the page. This is the model ID of your model in AC. You will need this code in order to perform edits on your model such as, name change, thumbnail change or delete.