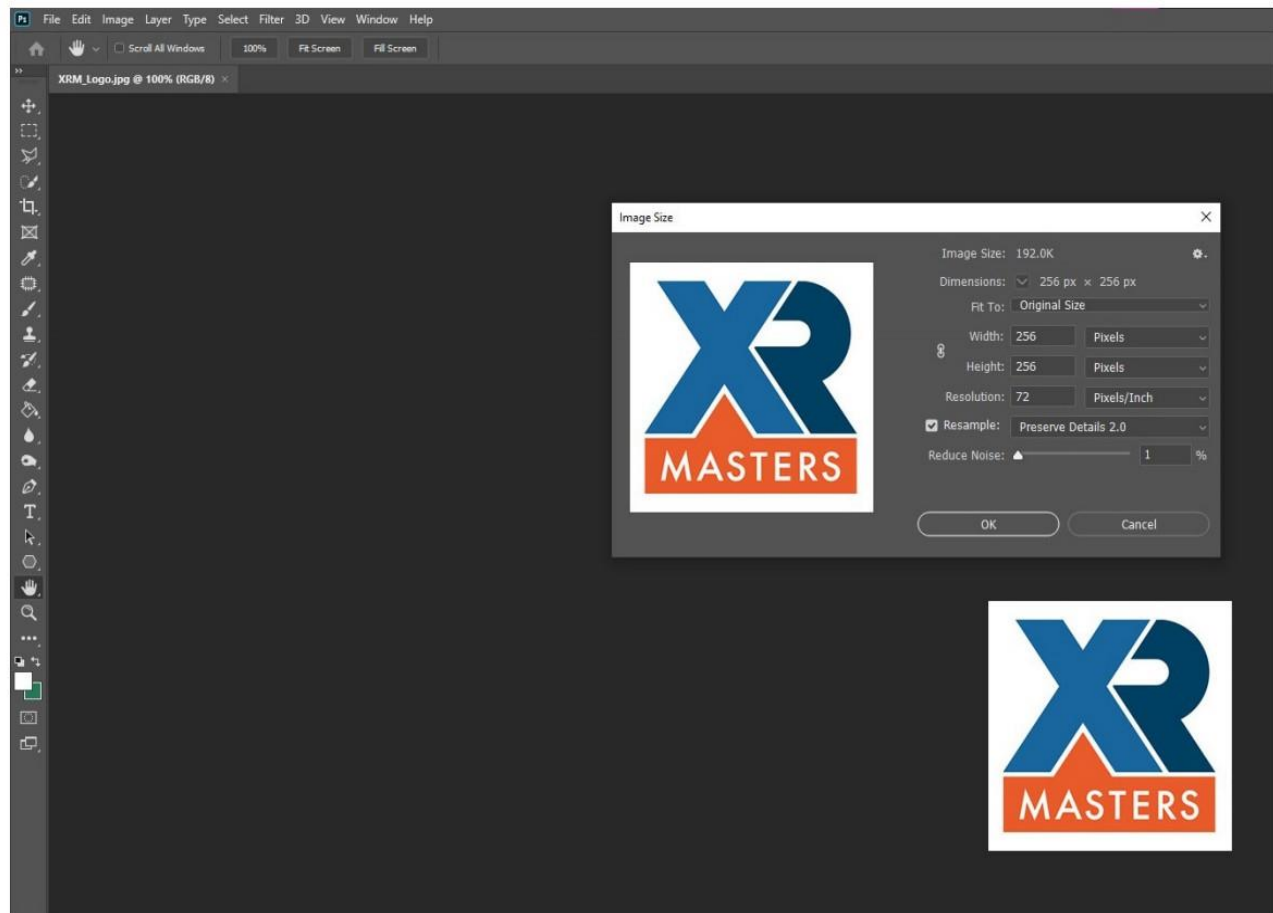


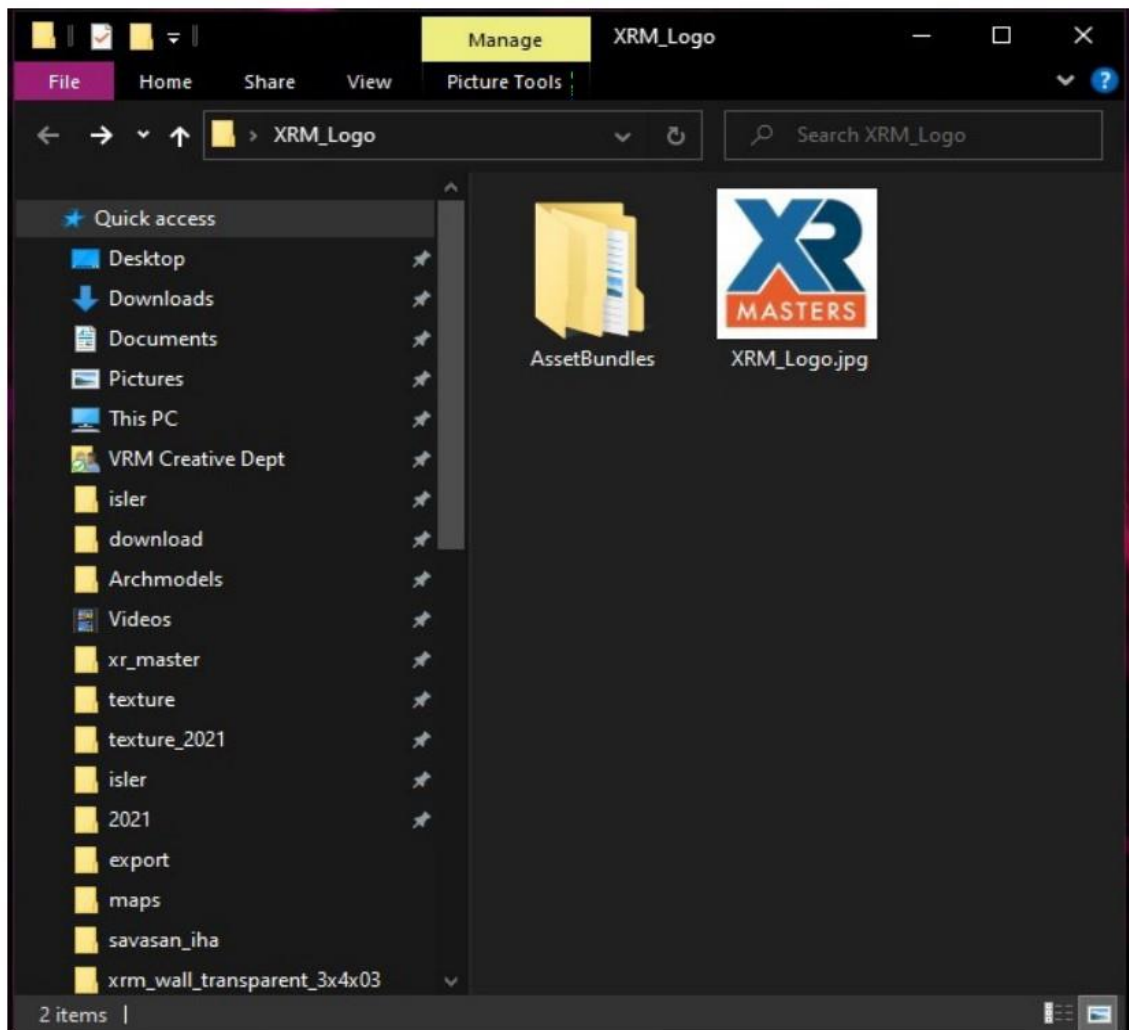
1. Prepare the 2d image of the model, to be uploaded to the Augmented City platform (AC) as a thumbnail.

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

The screenshot shows a web browser window with the address bar displaying 'developer.augmented.city/upload_3d_models'. The page has a dark header with a 'Create' button and links for 'Read', 'Update', and 'Delete'. The main content area is titled 'Upload 3d models' and contains a form with the following fields:

- Name:** A text input field with the placeholder text 'Please, input model name'.
- Preview:** A file selection button labeled 'Dosya Seç' followed by the text 'Dosya seçilmedi'.
- Android bundle:** A file selection button labeled 'Dosya Seç' followed by the text 'Dosya seçilmedi'.
- iOS bundle:** A file selection button labeled 'Dosya Seç' followed by the text 'Dosya seçilmedi'.
- UWP bundle:** A file selection button labeled 'Dosya Seç' followed by the text 'Dosya seçilmedi'.

At the bottom of the form is a blue 'Upload' button.

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.

[Create](#) [Read](#) [Update](#) [Delete](#)

Upload 3d models

Name	XRM_Logo	
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Preview

Dosya Seç

Dosya seçilmedi

Android bundle

Dosya Seç

Dosya seçilmedi

iOS bundle

Dosya Seç

Dosya seçilmedi

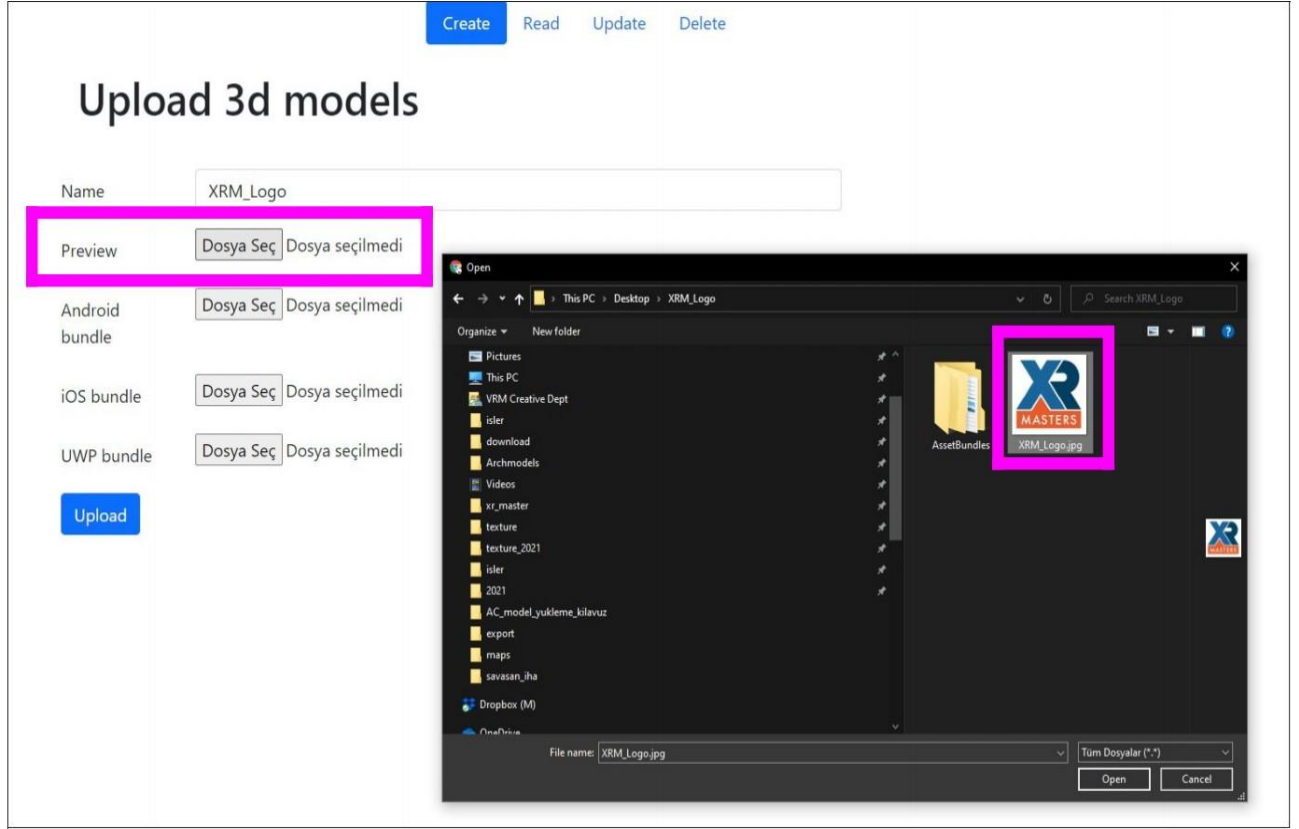
UWP bundle

Dosya Seç

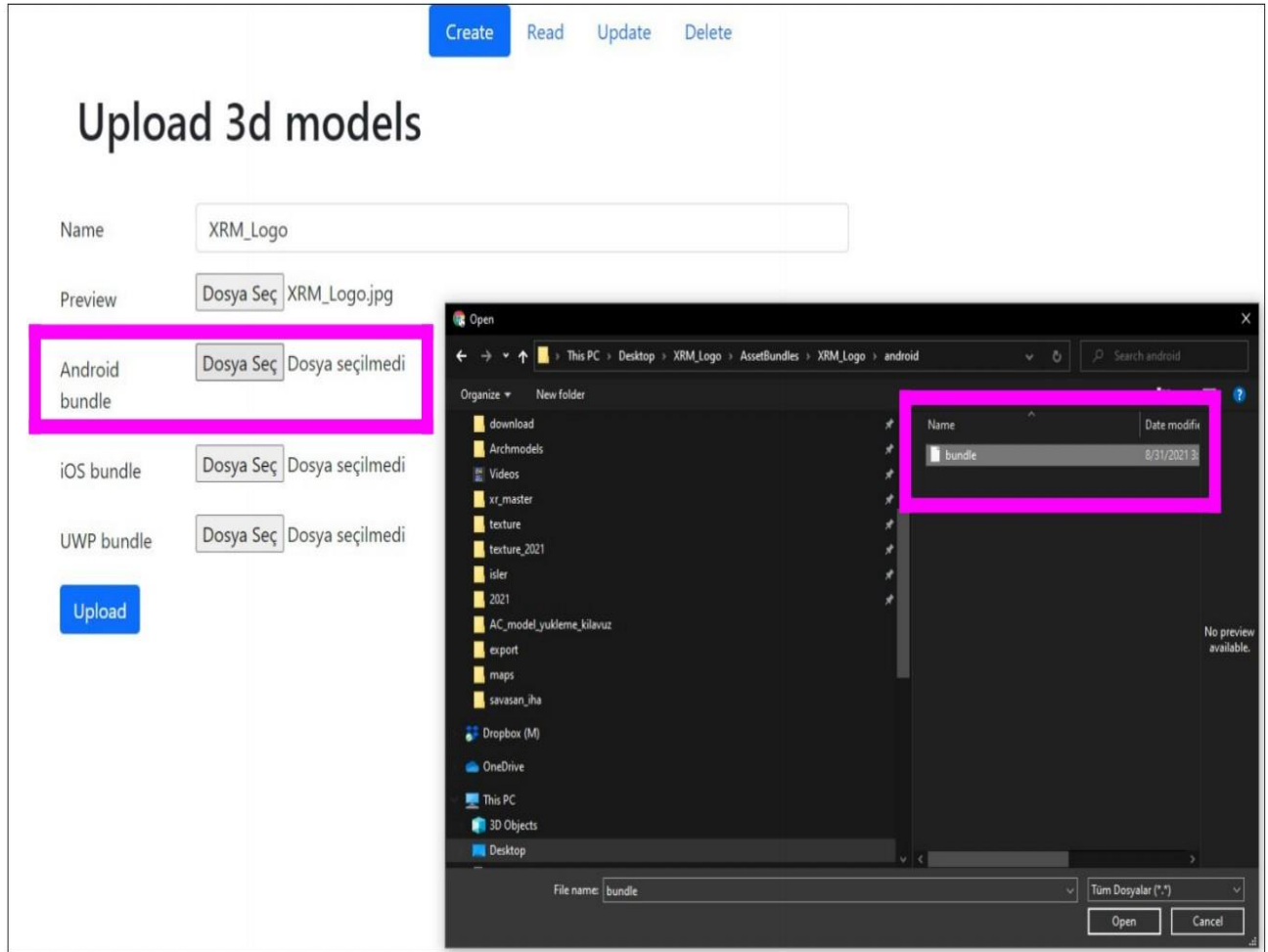
Dosya seçilmedi

Upload

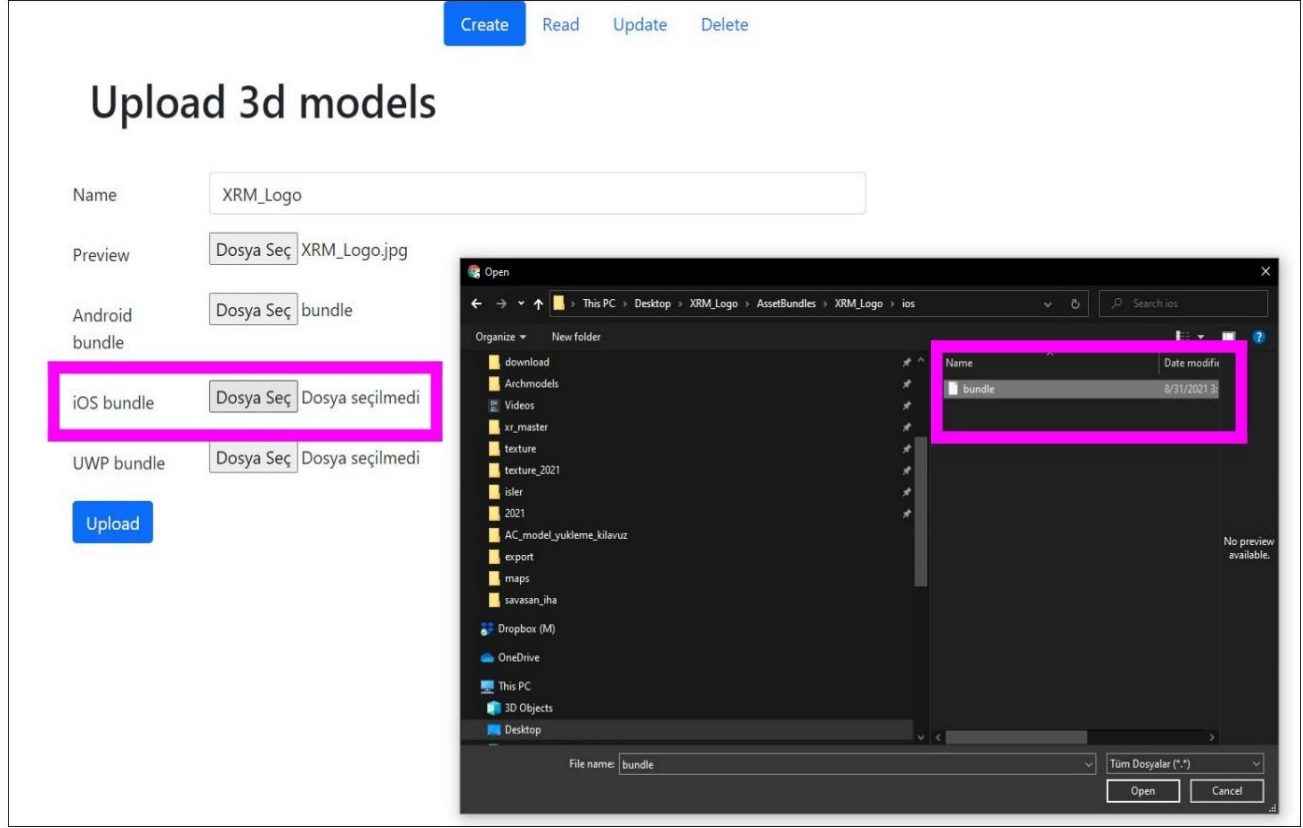
5. In the **Preview** field select your thumbnail image.



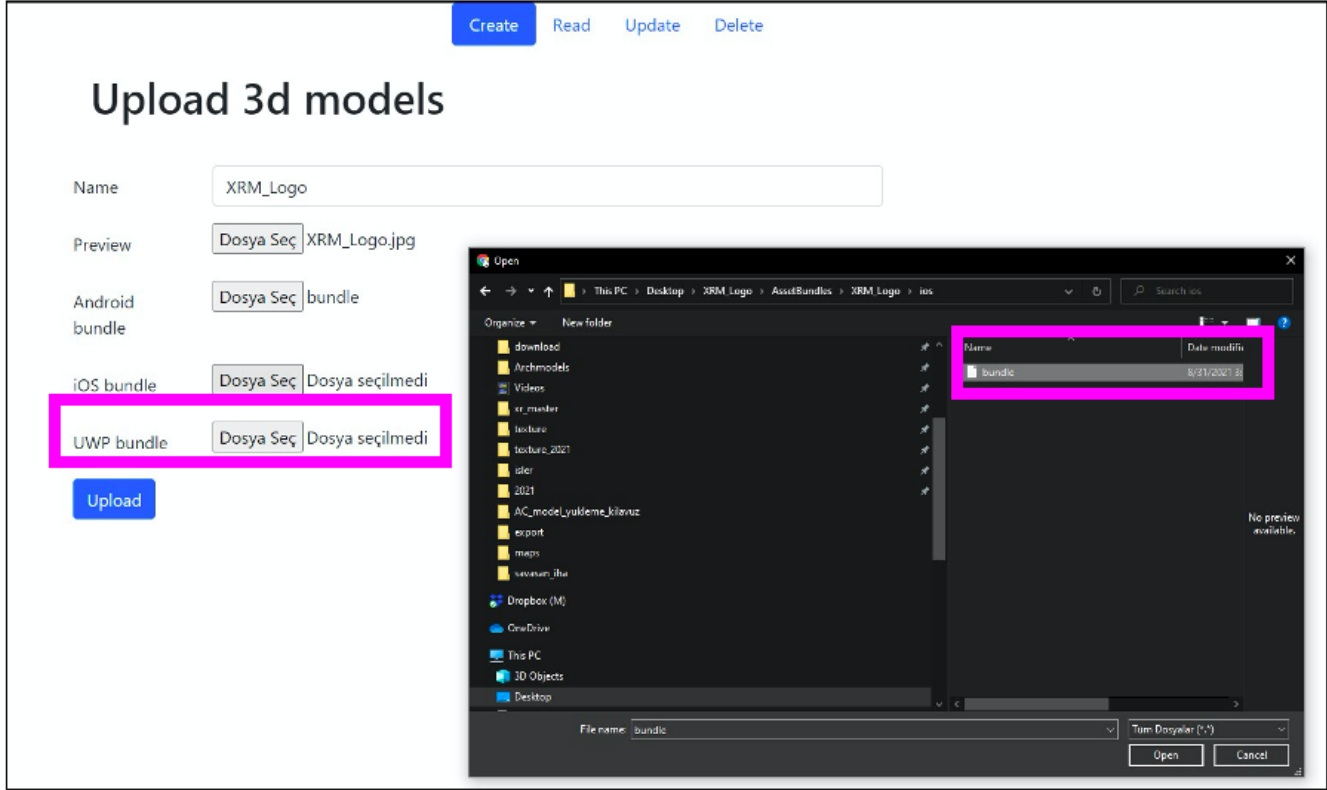
6. In the **Android bundle** field select your Android bundle file.



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.

[Create](#) [Read](#) [Update](#) [Delete](#)

Upload 3d models

Name	<input type="text" value="XRM_Logo"/>
Preview	<input type="button" value="Dosya Seç"/> XRM_Logo.jpg
Android bundle	<input type="button" value="Dosya Seç"/> bundle
iOS bundle	<input type="button" value="Dosya Seç"/> bundle
UWP bundle	<input type="button" value="Dosya Seç"/> Dosya seçilmedi

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.