

Virtual Gallery Guide

1. EXTERIOR SPACE

- Export your SketchUp file as STL to import to Adobe Dimension
- Use the same STL file to take into:
<https://anyconv.com/glb-converter/>
Convert to OBJ, download - then upload the OBJ to convert to GLB
- If you have a space with multiple visible 3D objects, you need to recreate that in MeshMixer, select all your models' layers from the object browser, and combine as a single layer before you export in OBJ format. Don't forget you need to convert this to GLB using the above link.

2. INTERIOR SPACE

- In Adobe Dimension arrange your artworks (2D and 3D) in the form of a gallery exhibition.
- Add materials to your objects and environmental lighting to your scene
- Render 6 images from different angles looking at your installation and showing the various artworks you have included.

3. ONLINE SUBMISSION

- Two records of your documentations are required:
 - i. First on this [DRIVE](https://github.com/uglykiki/art75-2020-exhibition) where you drag and drop the exhibition folder after you've made changes to the files by adding your own. Find repository here:
<https://github.com/uglykiki/art75-2020-exhibition>
 - ii. Second, after your submission is approved, commit your changes directly to the mentioned repository.