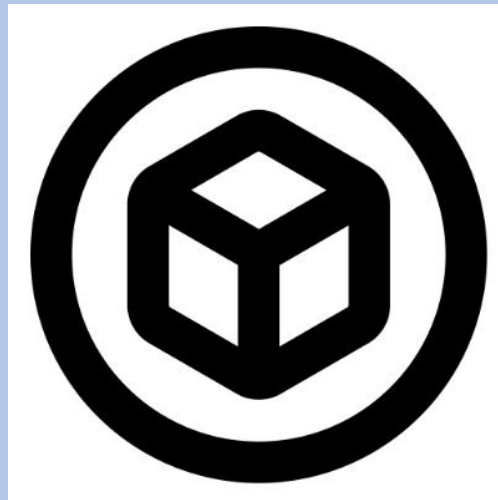


MODELVIEWER INSTRUCTIONS FOR WEB



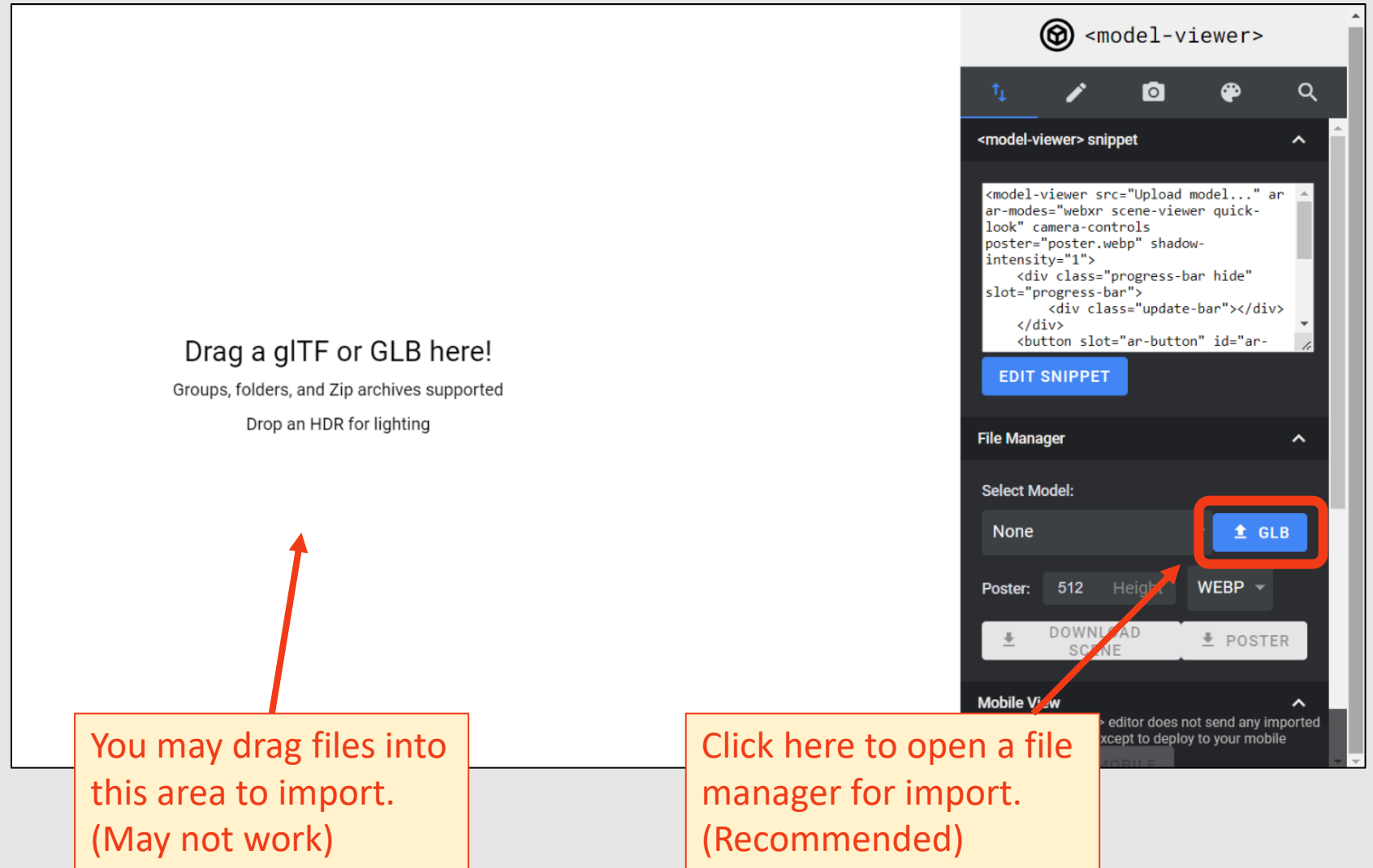
August 23, 2022

Anya Nazarova
Cupertino Historical Society & Museum



FILE IMPORT:

1. Open your favorite browser and go to: <https://modelviewer.dev/editor/>
2. Select and import the file you want to view.



The screenshot displays the Model Viewer editor interface. The main workspace is a large white area with the text "Drag a glTF or GLB here!" and "Groups, folders, and Zip archives supported". Below this, it says "Drop an HDR for lighting". A red arrow points from a text box at the bottom left to this workspace. On the right side, there is a sidebar with a dark theme. At the top of the sidebar is a header with a logo and the text "<model-viewer>". Below this is a "File Manager" section. It has a "Select Model:" dropdown menu currently set to "None". To the right of the dropdown is a blue button with an upload icon and the text "GLB", which is highlighted with a red rectangle. Below the dropdown are fields for "Poster:" (set to "512") and "Height:" (set to "WEBP"). At the bottom of the sidebar, there are buttons for "DOWNLOAD SCENE" and "POSTER". A red arrow points from a text box at the bottom right to the "GLB" button.

Drag a glTF or GLB here!
Groups, folders, and Zip archives supported
Drop an HDR for lighting

You may drag files into this area to import.
(May not work)

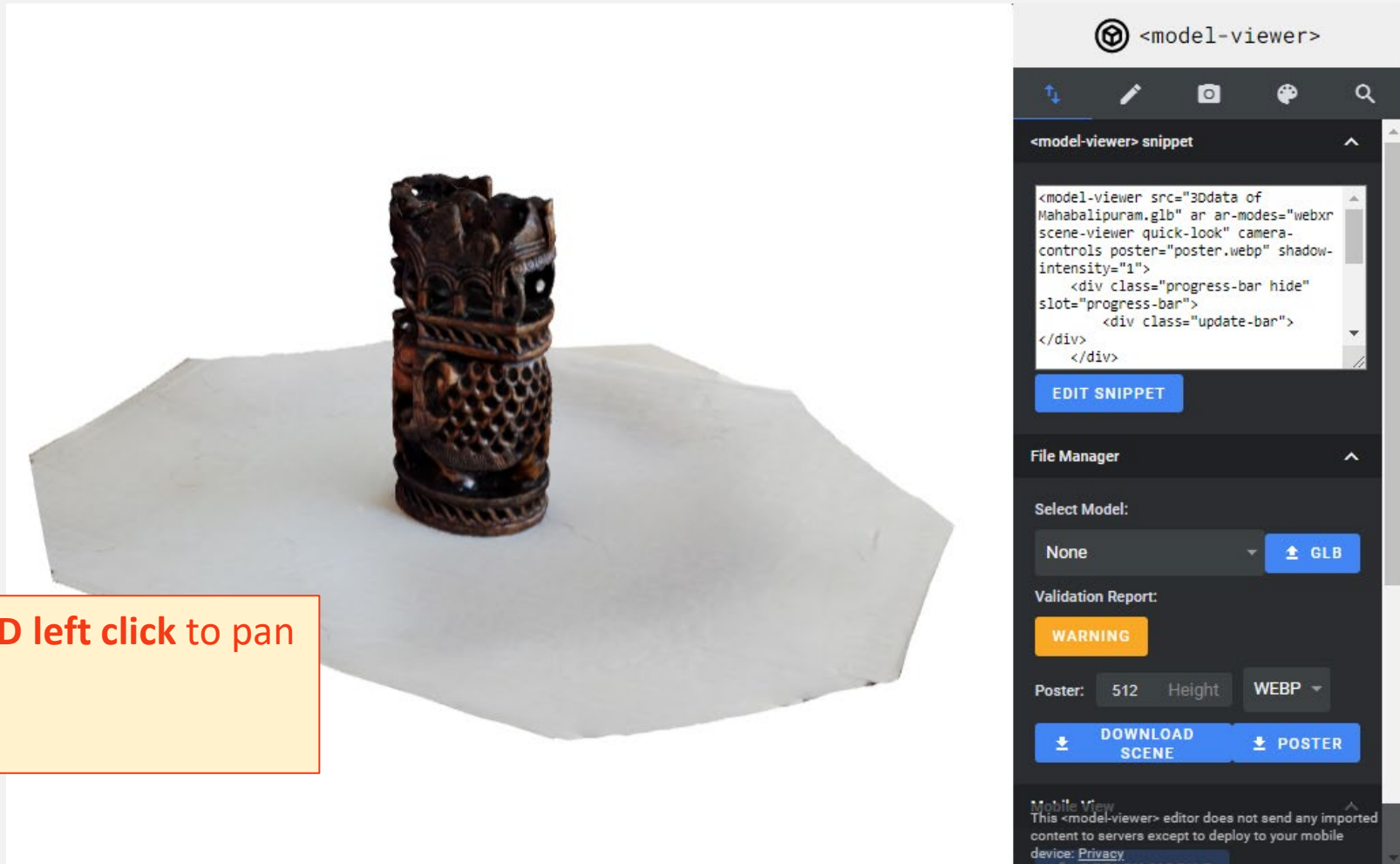
Click here to open a file manager for import.
(Recommended)

MODEL VIEWING:

If you cannot see your model:
zoom out as far as possible
pan around until you find your model

The model often loads above where the view is initially set. In this case, panning down after zooming out may help.

Right click or CTRL/CMD left click to pan
Left click to tilt
Scroll wheel to zoom



FILE EXPORT:

3. When you are ready to export (for GitHub), press “Download Scene”

This will create a .zip file in your downloads folder.

It will contain 8 files that can then be imported into GitHub for sharing your model.

