

BUILDING 3D WORLDS IN



DELIGHTEX EDU

A COMPLETE GUIDE FOR CREATING AND IMPORTING 3D OBJECTS

EDITED BY INTELLIGENT SYSTEMS LABORATORY
OF THE UNIVERSITY OF THESSALY



CLIMATE CHANGE AND NATURAL DISASTERS AWARENESS RAISING USING VIRTUAL WORLDS



www.vr4clima.eu

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Building 3D Worlds in Delightex Edu: A Complete Guide to Creating and Importing 3D Objects

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Athanasios Kakarountas, University of Thessaly, Greece

Reviewers

Jovana Jankov, Center for Promotion of Science, Serbia

Manolis Voutsakis, National Technical University of Athens, Greece

Sonal Ahuja, VRAcademi Limited, Ireland

Maria Zarkada, 16th Experimental Primary School of Lamia, Greece

Natalia Budinski, Petro Kuzmjak School, Serbia

Design and layout

University of Thessaly, Greece

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PREFACE

In today's classrooms and creative studios, imagination meets technology through the power of immersive 3D spaces. Delightex (formerly CoSpaces Edu) provides an intuitive, engaging platform where anyone—students, teachers, or digital artists—can build, explore and share their own interactive 3D worlds.

This eBook was designed to help students and teachers create meaningful and sustainable school playgrounds, as part of the VR4Clima Erasmus+ project. It focuses on two essential skills: creating places and importing 3D objects. This guide aims to give you the knowledge and confidence to bring your ideas to life.

This book can be also used by:

- Teachers and educators who want to integrate 3D and coding into their lessons.
- Students who enjoy building, designing or coding interactive scenes.
- Makers and creators who want to explore VR and AR storytelling.

No prior experience in 3D modeling or coding is required — you'll start from the basics and progress step by step.

This guide has been developed using the Pro licence plan of Delightex Edu. The Pro version includes several features that are not available in the free edition.

Key Pro-only features not available in the Free Version

- **Class Management Tools:** In the Pro plan, teachers can create classes, add students, distribute assignments and monitor student projects.
- **Full Asset Library Access:** The Pro license unlocks the complete 3D asset library (characters, animals, science objects, buildings, etc.) and many advanced items. The free version offers only a limited set of assets, which restricts the complexity of student creations.
- **AR/VR Export Tools:** Pro users can experience and publish scenes with full VR/AR functionalities. The free version supports only basic viewing features.

Because this guide is intended to help teachers fully integrate Delightex Edu into project-based learning, coding, and VR creation activities, it was developed using the Pro version. Teachers using the free edition may still follow the guide, but certain steps, tools, or assets may not appear in their interface.



PART 1

INTRODUCTION TO DELIGHTEX

Formerly CoSpaces Edu

1.1 What is Delightex Edu?

Delightex Edu is a creative, browser-based platform that allows users to build, explore, and code interactive 3D environments. It's used widely in education to promote digital storytelling, spatial thinking and computational skills.

1.2 Educational and creative uses

Delightex Edu brings abstract ideas to life. It supports STEAM (Science, Technology, Engineering, Art, and Mathematics) education by encouraging exploration, storytelling, and experimentation.

With Delightex Edu, users can:

- Create immersive 3D scenes using an intuitive drag-and-drop interface.
- Add interactivity through visual block-based coding.
- Experience their creations in virtual reality (VR) or augmented reality (AR).
- Collaborate and share projects online in a secure educational environment.

For educators, Delightex Edu provides a versatile tool to teach across subjects — from language arts and history to STEM and art — making abstract ideas tangible through 3D visualization and interaction.

1.3 Accessing the Platform

Open a web browser and go to



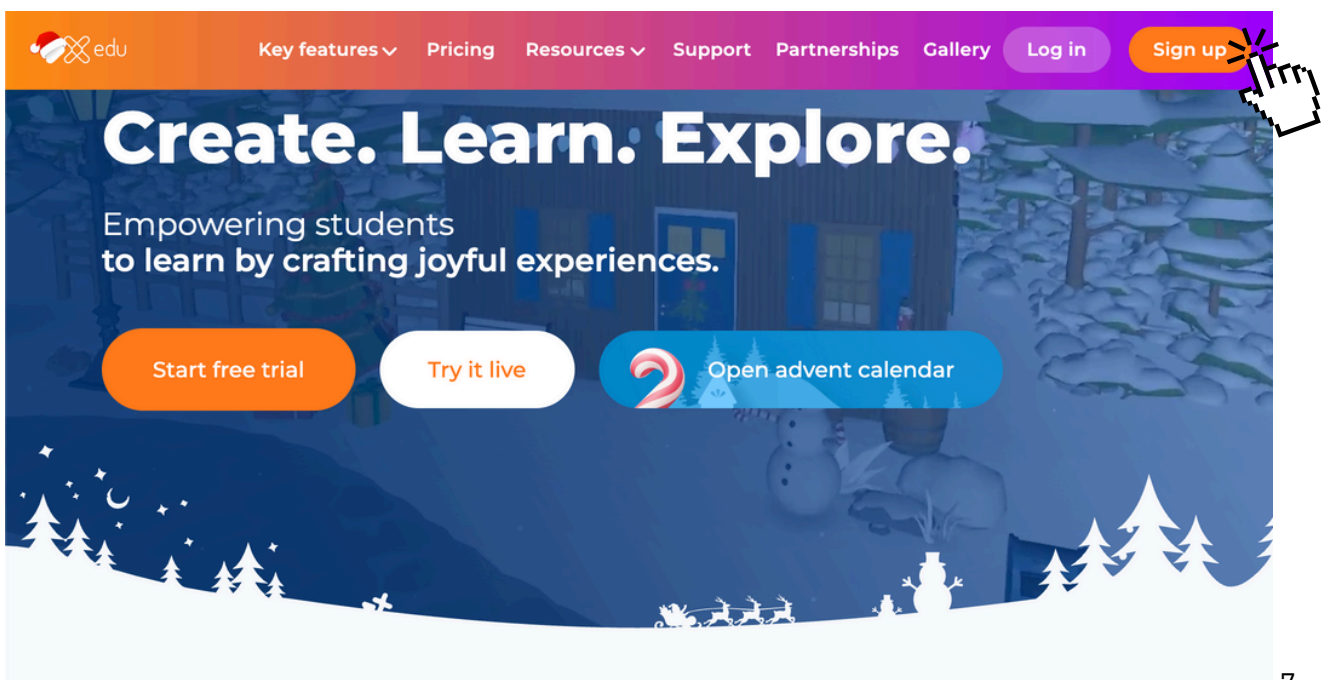
Note: If you go to www.delightex.com - scroll down to find two options: Delightex edu and Delightex nova. Click on **Delightex edu**.



You can also download the Delightex Edu app on tablets or smartphones (available for iOS and Android).

Before creating or exploring 3D worlds in Delightex Edu, each user needs to log in or sign up for an account. The process is simple and slightly different for teachers and students, depending on how the platform will be used in the classroom.

Click [Log in](#) or [Sign up](#) in the upper right corner of the page.



1.3.1 Steps to log in or sign up (teacher vs. student account).

Creating a Teacher Account

Teachers should create an Educator account to manage classes, assign projects, and monitor student progress.

Steps:

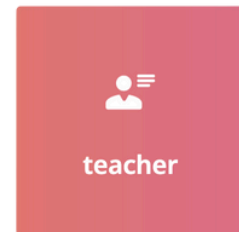
- Click “Sign up” → Create account as “Teacher.”
- Choose a sign-up method — via email, Google, Microsoft, Apple ID Clever. Etc.
- Fill in your name, email, and password (if not using a single sign-on method).
- Verify your email (if prompted).

Once logged in, you’ll see the teacher dashboard, where you can create a new class and invite students with a join code.

Note:

Teachers get access to Class Management Tools, including class creation, assignment settings, and project monitoring features. All the above will be explained in Part 6.

delighttex edu

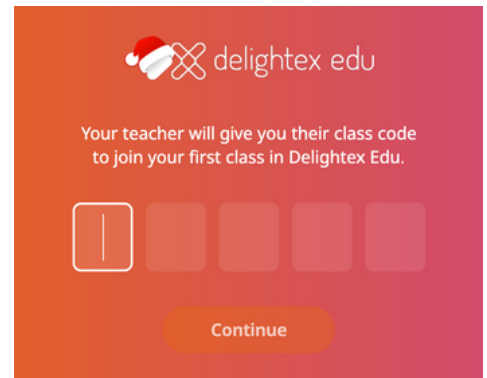
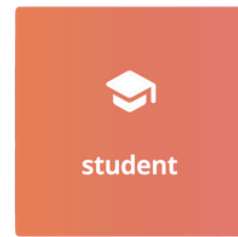
A screenshot of the Delighttex Edu sign-up interface. At the top, it says "delighttex edu" with a logo. Below that is "Your school" and two buttons: "Sign up" and "Log in". There are two main sign-up options: "Sign up with Google" and "Sign up with Microsoft". A hand cursor is pointing at the "Sign up with Microsoft" button. Below these are five dots, an "OR" separator, and four input fields: "Name", "Username", "Email", and "Password" (with an eye icon for visibility). At the bottom is a "Sign up" button.

Creating a Student Account

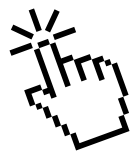
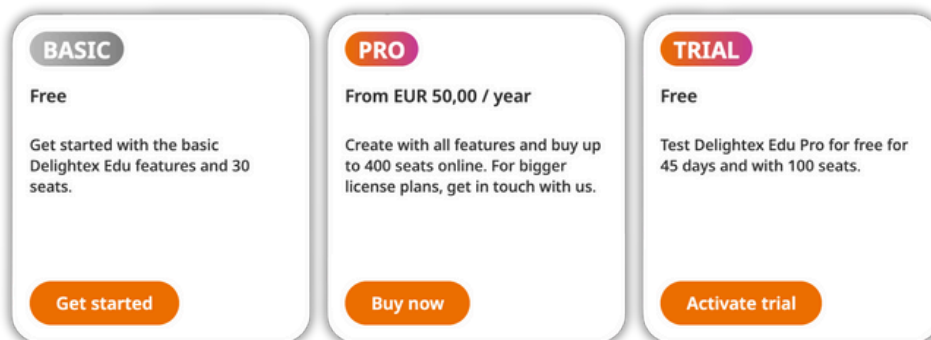
Students join using a class code provided by their teacher.

Steps:

- Click “Sign up” → “Create account as Student.”
- Choose how to sign up – email, Google, Microsoft, or Clever login.
- Enter the class code from the teacher to join their class.



Once logged in, the student sees their assigned projects and can start creating or editing spaces. Visuals of this process are contained in a later chapter.



Logging In After Registration

Once an account has been created:

- Click “Log in” on the Delightex Edu homepage.
- Select your login method (Google, Microsoft, etc.).

The system automatically redirects you to your Dashboard – teachers to their classes, students to their assigned spaces.

1.3.2 Description of dashboard layout (projects, classes, settings, etc.)

When you log into Delightex Edu, the first screen you see is the Dashboard — the main control center where you can manage all your projects, classes, and account settings. The dashboard is designed for simplicity and quick access, making it easy for both teachers and students to navigate.

Projects Tab: This area shows all the 3D spaces (projects) you have created or that have been shared with you. You can create a new space by clicking “Create Space” and selecting a template or a blank world, open existing projects to edit or explore them, duplicate, rename, or delete projects using the three-dot menu on each project thumbnail and organize your projects into folders for better management. Teachers can also view student projects here if they are linked through a class.

Classes Tab: This section is available for teachers and educators. It allows you to create a class and generate a join code that students can use to access it, assign activities (specific Delightex projects) to students, monitor student progress — teachers can view, comment on, or grade student creations and collaborate with other teachers by sharing class spaces or templates. For students, the Classes tab shows all the classes they have joined, along with assigned activities and due dates.

Gallery: The Gallery is where you can browse public projects from other creators for inspiration.

1.4 Exploring the interface and workspace

When you open Delightex Edu, you'll see a clean and easy-to-navigate interface designed for both beginners and advanced users.

Main Areas of the Workspace:

Dashboard (A): Where all your projects are listed. You can create new ones, duplicate, or share with others.

3D Editor (B): The canvas where you design your virtual space.

Asset Library (C): A rich collection of 3D models, characters, animals, buildings and environments.

Inspector Panel (D): Adjusts an object's properties (size, color, position, rotation, etc.).

Play Mode (E): Allows you to preview and explore your world in 3D or VR mode.

Code Panel (F): Opens the coding environment for block-based or JavaScript programming.

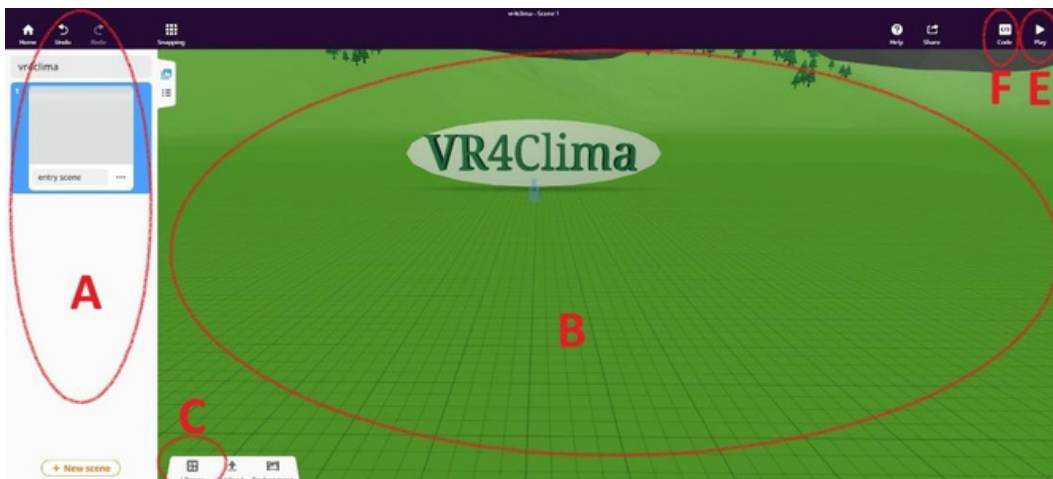


Image 1 Delightex Edu Interface

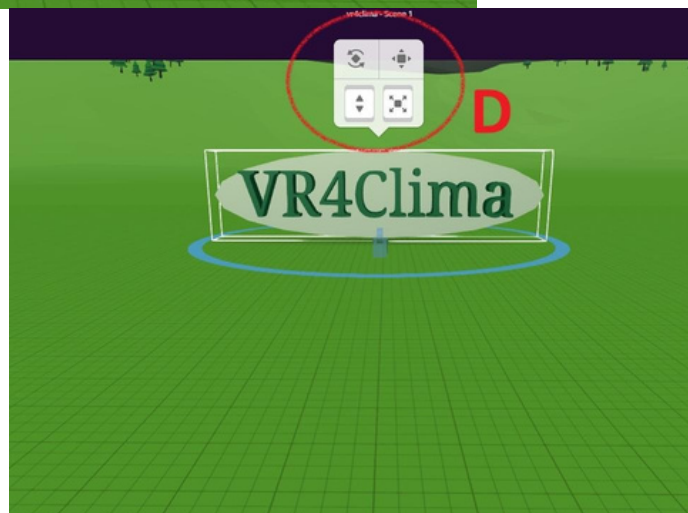


Image 2 Delightex Edu Inspector Panel

PART 2

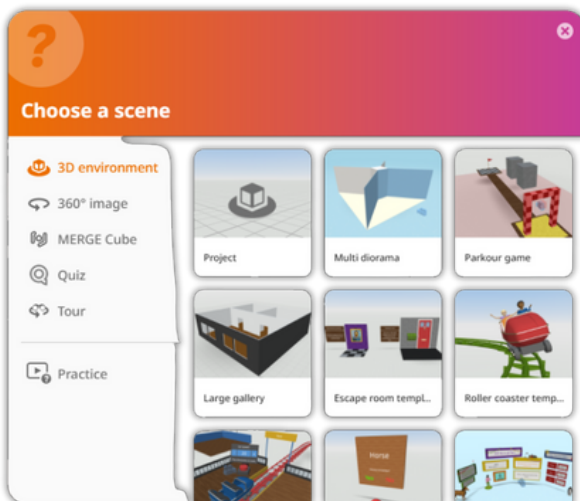
GETTING STARTED: CREATING YOUR FIRST SCENE

2.1 Projects and scenes

In the Delightex Edu menu select **Projects**

[+ Create Project](#)

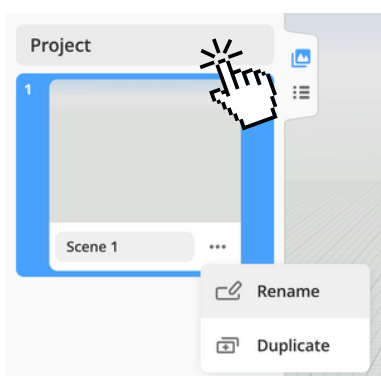
And then select **3D environment**, and select a scene.



A scene is like a stage in a play. It contains all the 3D elements that make up your experience. Each project can include multiple scenes, allowing you to create different chapters, locations, or levels. You can switch between scenes using coding (CoBlocks) or scene navigation buttons.

In this guide we will use just one scene.

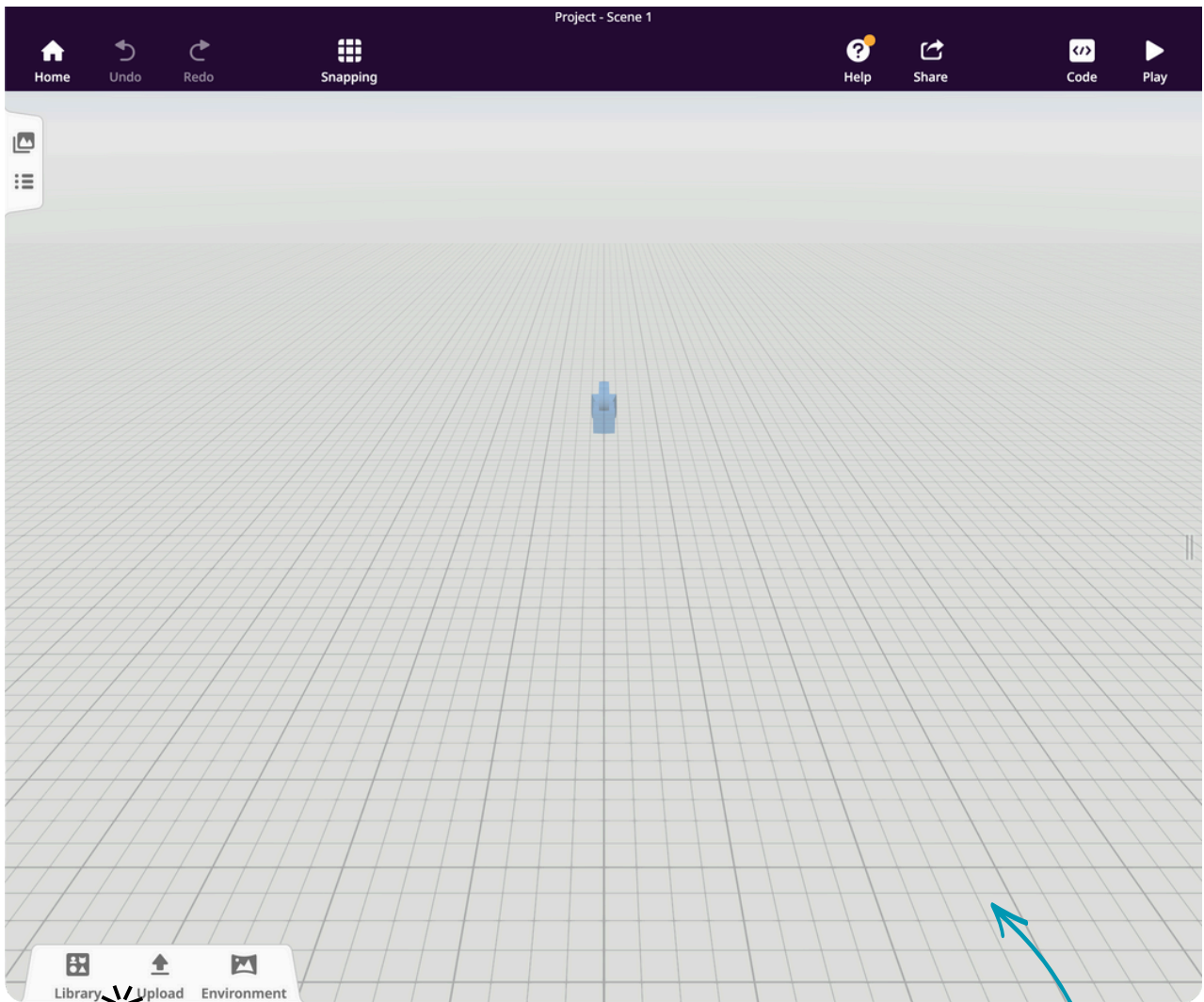
Once you are in the project, you can also rename it.



Let's start with a blank space.

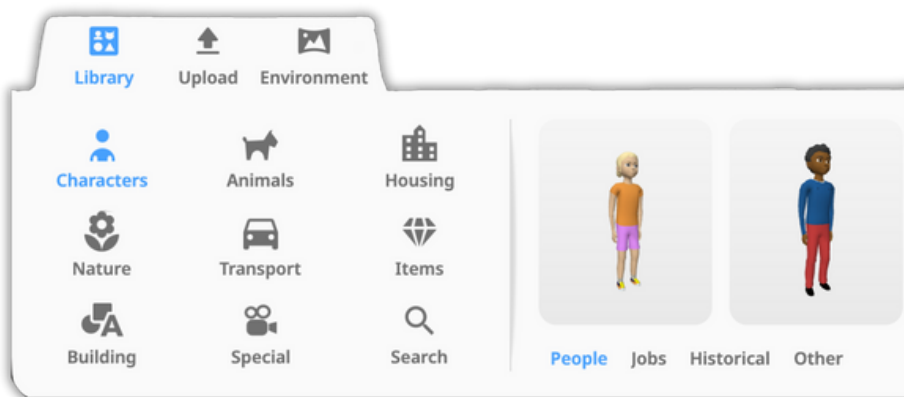
functions

scene tab



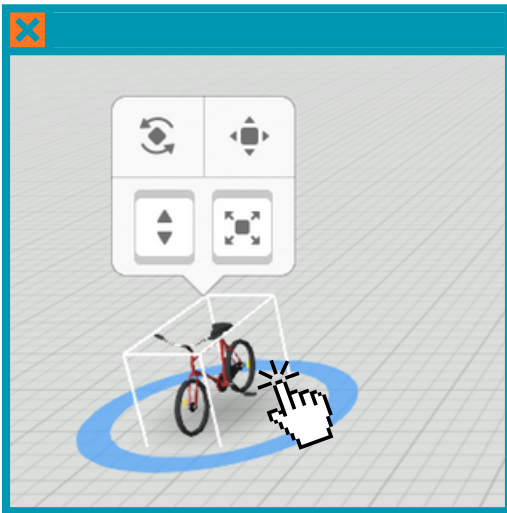
library of objects





workplane or grid



In the bottom left menu, in the library tab you can find many readymade assets, divided into categories (characters, animals, housing, nature, transport, items, building, special). Each category contains a variety of assets divided into groups of similar functionality (eg. Transport → Land → Bike). You can drag and drop the asset you wish inside your scene.

Once inside the scene, you have several options for the asset:



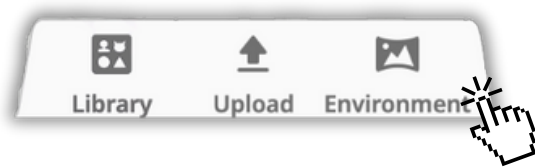
Modes of a 3D object		
Rotation mode		controls how you can rotate or spin a 3D object within the scene
Translation mode		you can drag the 3D object along specific axes (X, Y, and Z) to change its location within the scene
Drag to lift		moves a 3D object vertically
Drag to scale		changes the size of a 3D object proportionally

2.2 Navigating the 3D environment

Navigating the 3D environment in Delightex Edu allows users to explore, build and interact with their virtual scenes from different perspectives. You can move around the workspace using the mouse-drag to look around, scroll to zoom in or out and hold left mouse button and keyboard arrows to move around the scene. The navigation tools help you position objects accurately, view your project from multiple angles and understand spatial relationships between assets.

2.3 Setting scenes, backgrounds, and environments

You can set the background of your scene, or change it if you selected one when creating the scene



In the Environment panel, you can customize:

- Filters: Change from daylight to sunset, night or indoor lighting.
- Weather effects: Add rain, snow, fog, flying leaves etc.
- Floor image: add image of grass, sand, snow or any other image you wish.

Background sound: You can add a sound that will be heard when you enter the scene

2.4 Working with camera perspectives

The camera tool allows you to define what users see when the scene starts, create cinematic movements or switch between different viewpoints using coding or triggers. Place your camera in the exact spot you wish to spawn once inside your virtual world.

If you delete your camera by mistake, you can add a new one from the category “Special” of the Library. You can use multiple cameras to guide attention or tell a story from various angles.

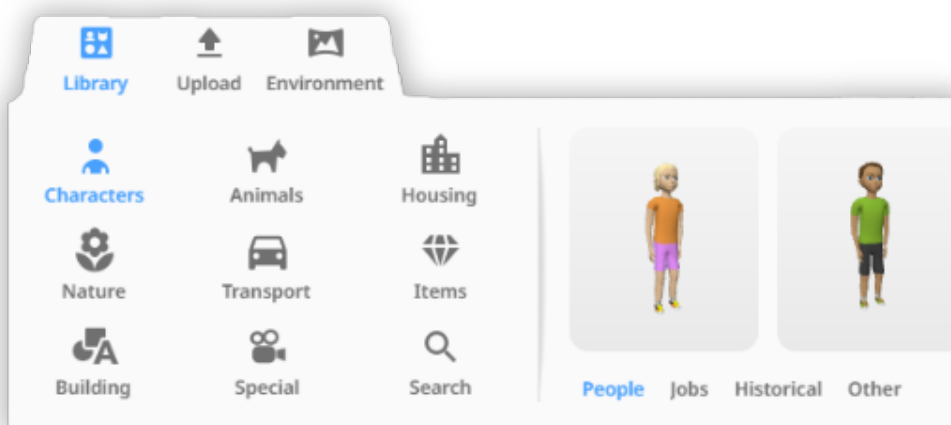
In that case you have to program your cameras with CoBlocks.

PART 3

EXPLORING THE DELIGHTEX LIBRARY

3.1 Built-in 3D objects and characters

Delightex Edu provides a rich built-in 3D Library that allows users to easily create immersive and interactive scenes without needing external 3D design software. The library is organized into categories that make it simple to find and add ready-made assets to your project.



Categories of Objects

- Characters: male and female avatars, children, historical characters and more.
- Animals: of land, water and air.
- Housing: houses, landmarks, living room, bedroom, bathroom, doors & windows etc.
- Nature: botany objects, trees, rocks, plants etc.
- Transport: vehicles of land, water and air.
- Items: props, decorations, food, accessories and symbols.
- Building: flat and 3 dimensional elements
- Special: camera, particle effects and paths.

Many Delightex Edu characters are fully animated and can perform preset actions such as walking, running, jumping, sitting, or waving.

You can customize:

- Appearance (e.g., skin tone, outfit, hairstyle)
- Animations (using the “Animate” or “Code” options)
- Behavior (through CoBlocks or scripting)

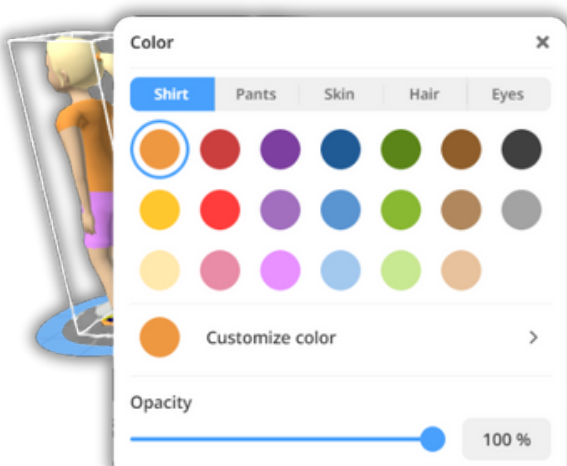
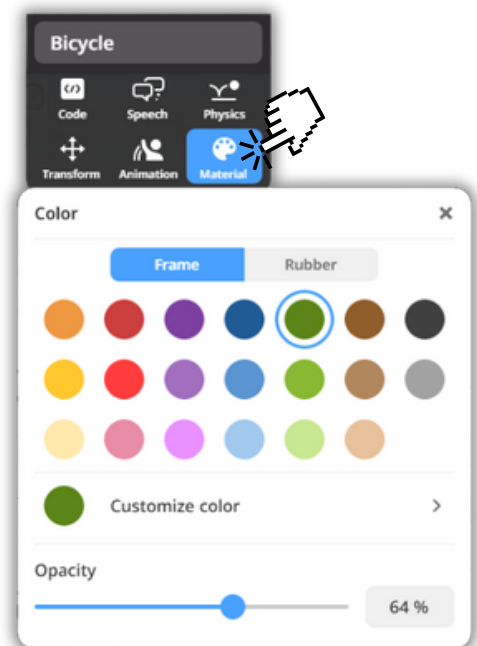
These features make the library ideal for storytelling, role-playing or simulation-based learning.

3.1.1 Scaling Items

Scaling allows you to make an object larger or smaller:
Select the object → drag to scale

3.1.2 Customising appearance

Many library items support custom color and texture changes:
Select the object and right click it and select Material.



Change the color of clothes, surfaces, or parts of the model.
Some objects have multiple color zones (e.g., shirt, pants, skin).

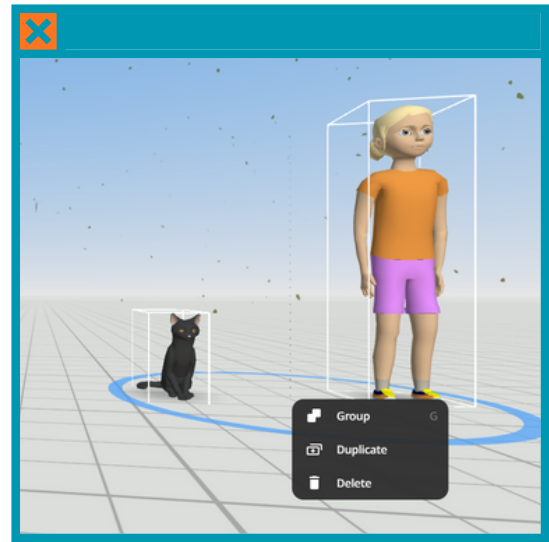
3.1.3 Adjusting Object Hierarchy

Objects can be grouped or combined:

Hold Shift and left click on the items you wish to select. Another way to make a selection is right click and move the mouse to select the desired objects. Then → right-click → Group. This allows you to scale or move them together (e.g., a car + driver).

To ungroup, right-click again
→ Ungroup.

Grouping is useful for building complex structures like buildings, robots, or ecosystems.



3.1.4 Copying and Duplicating

In order to duplicate an item you right click on it and select Duplicate.

Use Ctrl + D (Windows) or Cmd + D (Mac).

Duplicates keep all the same settings (size, color, orientation).

If you want to copy an object, use Ctrl + C or Cmd + C (Mac).

When you paste it by using Ctrl + V or Cmd + V (Mac), one object will be above the other. You can realize the pasted object when you move it from the original.



3.1.5 Adding animations and interactions

One of the most powerful features of Delightex Edu is the ability to make 3D objects come alive through animations and interactions. These tools allow creators to transform static scenes into dynamic, engaging experiences that respond to user actions.

3.1.6 Adding Animations

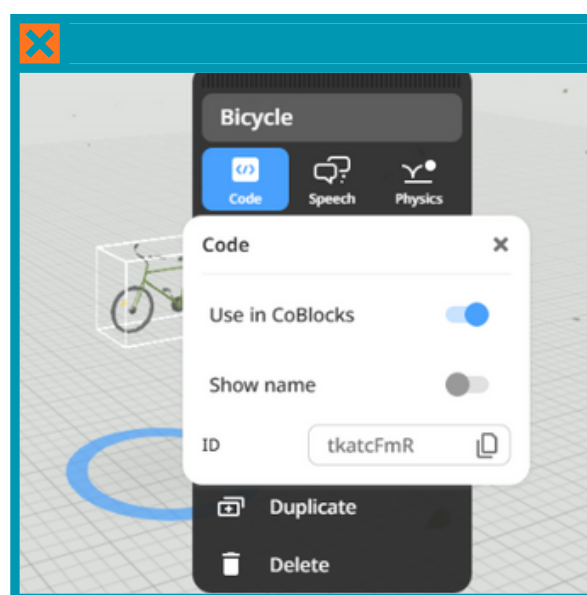
Most 3D objects and characters in the Delightex Edu Library include built-in animations. To add or edit animations: Select the object in your scene, right click it and select the “Animation” icon from the object menu.

For characters, animations are often contextual—for example, humanoid avatars may include walking, talking or dancing animations, while vehicles might have moving wheels or propellers.

3.1.7 Adding Interactions

Interactions define how users can engage with objects in the 3D scene. These can include clicking, colliding, or approaching an object to trigger an event.

To create an interaction: Select your object, right click it and enable “use in CoBlocks”.



Use event blocks such as: “When this object is clicked”, “When this object is looked at”, “When this object collides with another” etc. and define the action you want to follow, such as start or stop an animation, play a sound or show a message etc.

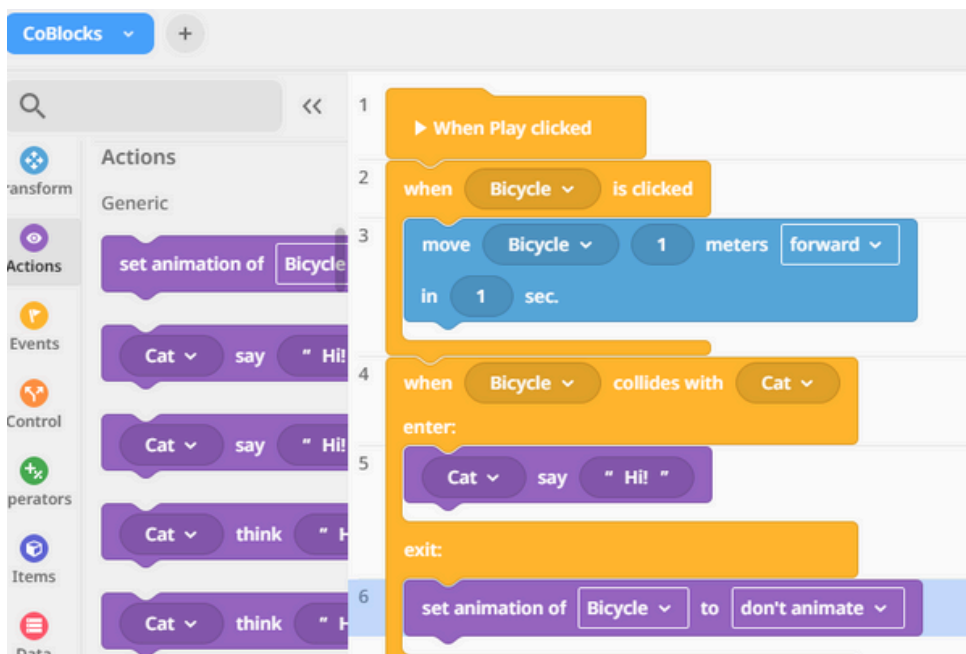
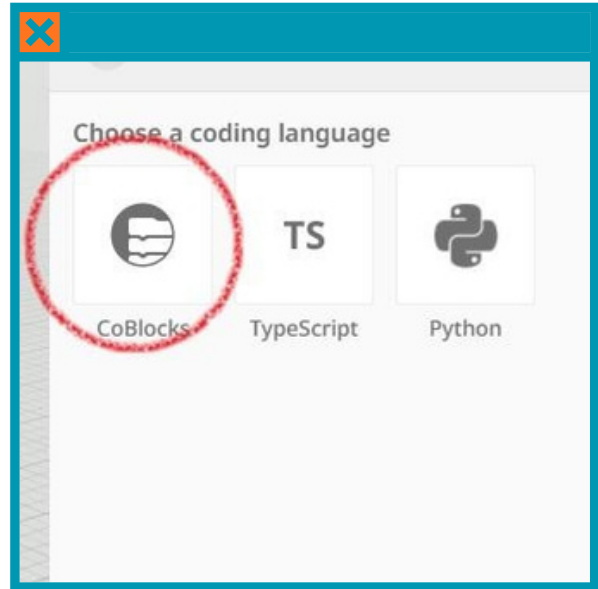
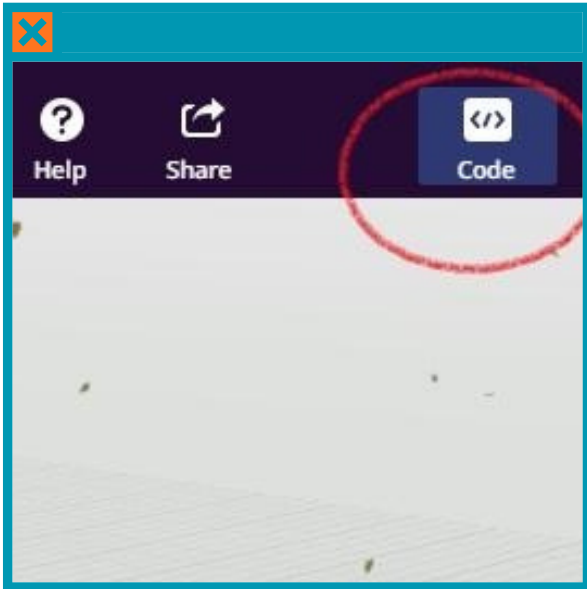


Image: Example of code in CoBlocks

PART 4

IMPORTING 3D OBJECTS FROM EXTERNAL SOURCES

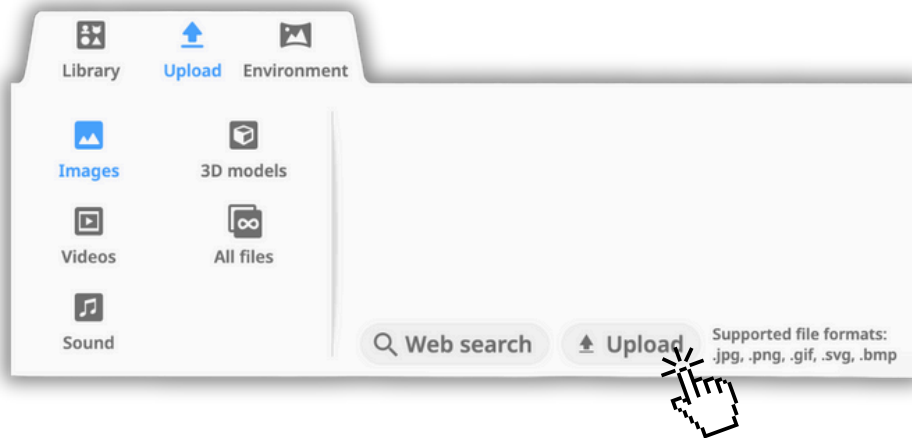
4.1 Supported 3D file formats

Delightex Edu allows users to import their own 3D models into scenes, expanding creative possibilities beyond the built-in library. By using supported 3D file formats, educators and students can design unique characters, buildings or learning environments created in other 3D software or downloaded from trusted online repositories.

Delightex Edu supports several of the most common 3D model file types

File Type	Extension	Description / Notes
.GLTF / .GLB	GL Transmission Format	Preferred modern format; compact, fast to load, keeps textures and animations in one file.
.OBJ	Wavefront Object File	Widely used; may need separate .MTL file for materials/textures.
.FBX	Autodesk Filmbox	Supported for most models, especially those exported from 3D software like Blender or Maya.
.MTL	Material Template Library	Contains the materials of an OBJ file (how the surface looks: color, shininess, texture maps, etc.).
.ZIP	Zipped model package	Can include multiple files (e.g., OBJ + MTL + textures) – ideal for grouped imports.

4.2 How to upload and place imported objects



To import a 3D model:

1. Open your Delightex Edu project.
2. Click Upload → 3D model.
3. Select the file from your computer (GLB, OBJ, FBX, MTL or ZIP).
4. Wait for it to upload and appear in your Uploads Library.
5. Drag and drop the model into your scene.

If your model doesn't appear correctly, check:

- File size (Delightex Edu recommends models under 15 MB for smooth performance).
- Missing textures (ensure materials are properly packed in a GLB or ZIP).
- Polygon count, Fewer polygons equals to better performance on tablets and browsers.

4.3 Optimizing object size, texture, and performance

While Delightex Edu allows rich and detailed 3D scenes, every model, texture, and animation affects the overall performance, especially when projects are viewed on tablets or in VR. Optimizing 3D assets ensures smoother interactions, faster loading times, and better user experiences for both teachers and students.

Poorly optimized scenes can cause slow loading or lag during use, crashes on mobile devices, low frame rates in VR mode and delays in executing code blocks or animations. Efficient design keeps the experience engaging and accessible to all students, regardless of their device's power.

To reduce object size and complexity:

- Simplify geometry: Use models with fewer polygons (triangles). Avoid overly detailed meshes.
- Limit object count: Group similar items (e.g., many identical trees) into fewer combined objects.
- Use scaling wisely: Resize objects in Delightex Edu rather than importing massive models.
- Reuse models: Duplicate existing objects instead of importing new ones every time.

To optimize the texture meaning how a 3D surface looks, you can use the following best practices:

- Use compressed images (JPG, PNG) at reasonable resolutions (e.g., 1024×1024 instead of 4096×4096).
- Avoid using many separate texture files; one texture atlas per model works best.
- Convert transparent textures only when necessary – they require more processing.
- Check that colors and materials are simple, especially for background or distant objects.

To ensure optimal performance:

- Preview the Delightex Edu on different devices (desktop, tablet, VR).
- Measure loading time and animation smoothness.
- Simplify or remove non-essential models if lag appears.
- Split complex worlds into smaller scenes linked by teleport buttons.

Optimization in Delightex Edu is about balance in the sense of keeping your worlds visually rich but lightweight enough to perform smoothly. By controlling object size, texture detail and animation load, creators can ensure that their VR/AR lessons remain accessible, immersive and fun for every student.

PART 5

SHARING, PRESENTING, AND EXPORTING YOUR WORK

5.1 How to share your place online

Once you've finished creating your scene or interactive space, Delightex Edu allows you to easily share your project with others online.

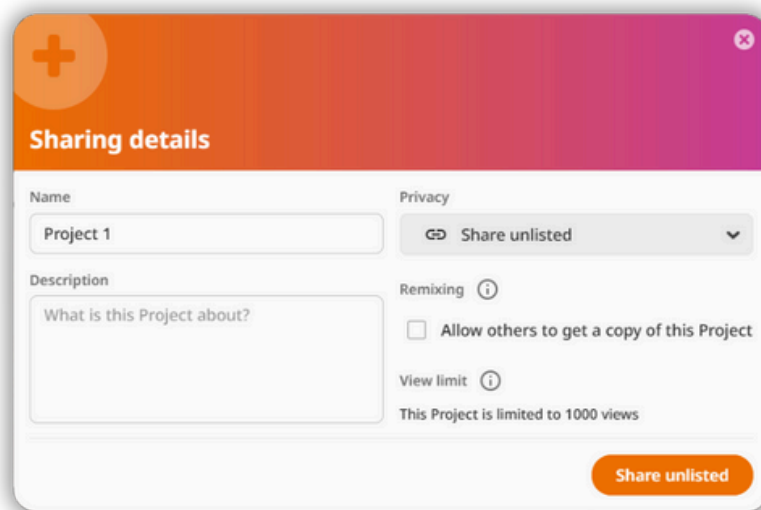
Open Your Project: Go to your Delightex Edu Dashboard and open the project you want to share.

Click the "Share Button": On the top-right corner of the screen, click "Share". This opens the sharing options panel.

Choose Visibility Settings:

- **Unlisted:** Anyone with the link can view your project, but it won't appear publicly in the gallery.
- **Publish to Gallery:** Your project is visible to all Delightex users and can appear in the Delightex Gallery.

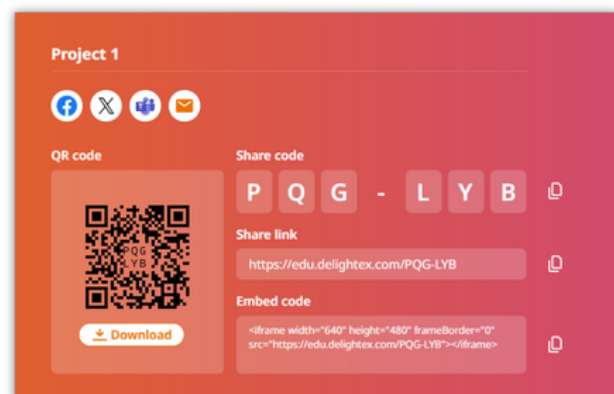
Then the following window appears, where you select your choices:



It is important to give a proper name to your project so that everybody understands what it is about and a proper short description.

Once you've finished the sharing process, you have a list of options for sharing:

- Copy the Link or Embed Code: Delightex Edu generates a shareable link and an embed code (for websites, blogs, or LMS platforms like Google Classroom or Moodle).
- Sharing with a Class: If your project is part of a class, you can assign it directly to students or collaborators. Teachers can also share a project for students to remix (make their own editable copy), using the Share code.
- The project can also be shared in Social Media Platforms.



Optional – VR Sharing

- You can share the project for VR viewing. The same share link works in the CoSpaces mobile app or VR headset (Google Cardboard, Meta Quest, etc.).

5.2 Collaborating with others

CoSpaces Edu allows teachers and students to work together in shared virtual spaces, promoting teamwork, creativity, and peer learning. Collaboration features make it easy to co-create, edit, and review projects in real time or asynchronously.

- **Teachers:**

Collaboration is managed through Classes. Teachers can invite students to join a class by sharing a class code or link. Once students join, the teacher can assign projects for group work.

- **Students:**

Students in the same class can collaborate on a project when the teacher enables co-editing. This feature allows multiple users to work on the same scene simultaneously.

PART 6


CREATING CLASSES IN DELIGHTEX EDU

Classes is a key feature for Educators. By using this option, students do not need to create personal accounts in Delighex and teachers can have an overview of the work of their students, publish assignments etc.

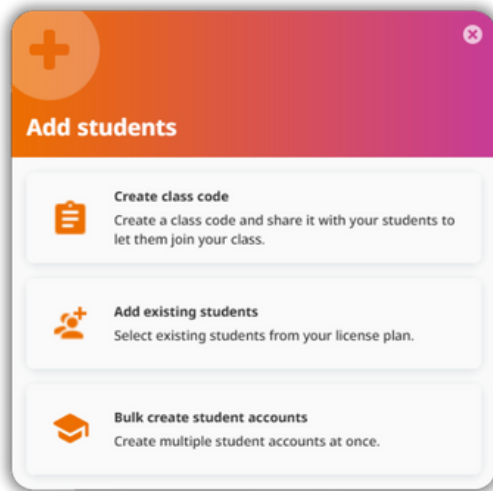
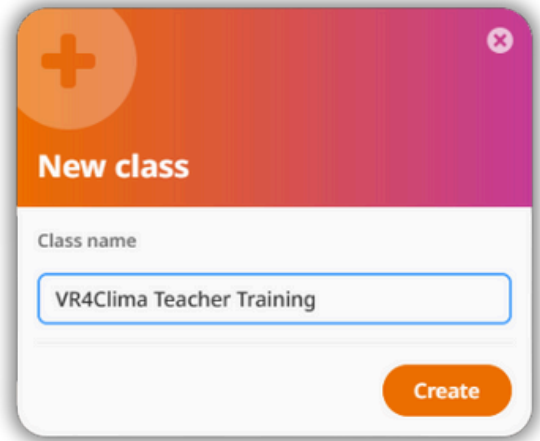
Delightex Edu allows teachers to view and manage student projects, but it provides only limited options for exporting class data directly from the platform. Teachers can download individual student projects (e.g., as share links, QR codes, or exported scene files), which can be used for assessment, documentation, or Erasmus+ project reporting. However, the platform does not currently offer a full “export class data” feature (e.g., downloading all student results, progress reports, or grades in one file). If teachers wish to keep records for evaluation or reporting, they can manually save project links, take screenshots, or download final project files for each student or group.

6.1 Teacher’s class creation

To create a class, you have to be logged in Delightex Edu as a Teacher.

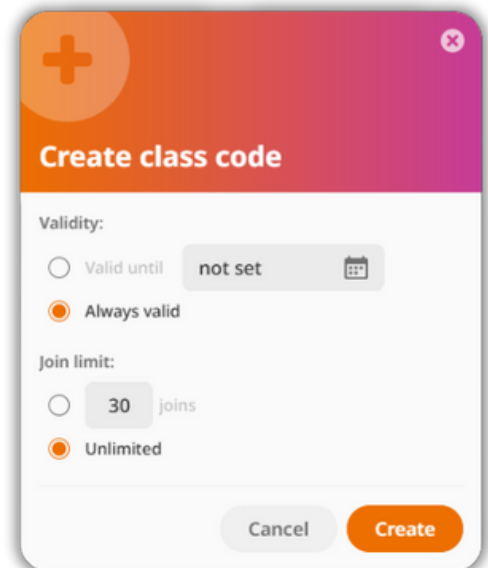
Select the “Classes” tab, then click on 

Give a name to your class, eg. "Geometry 8th Grade".



Select the way to add students in your class.

The most efficient way is to create a class code.



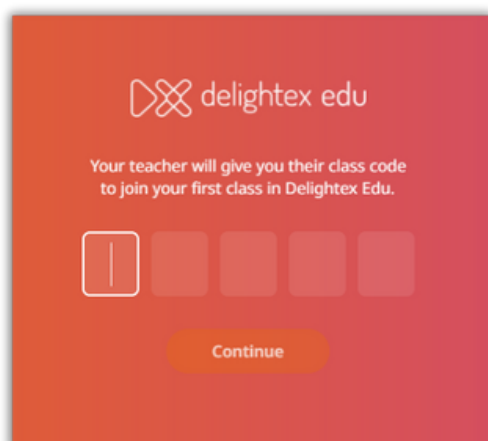
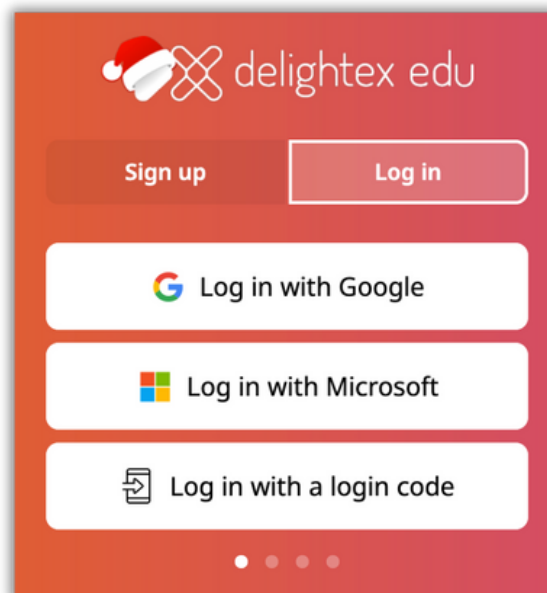
And you get your class code.

6.2 Students join in classes

Students do not need to create accounts in Delightex Edu in order to join a class.

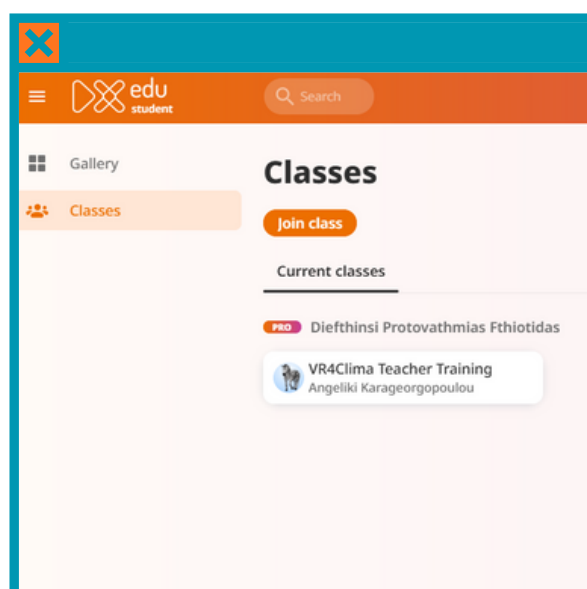
Here's how they can join a class:

They select "Login with a login code"



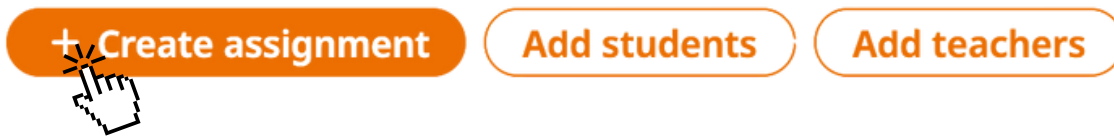
They enter the login code given by their teachers. And complete the Name, Username and Password in following fields.

They select the class they want to join and get inside the class.

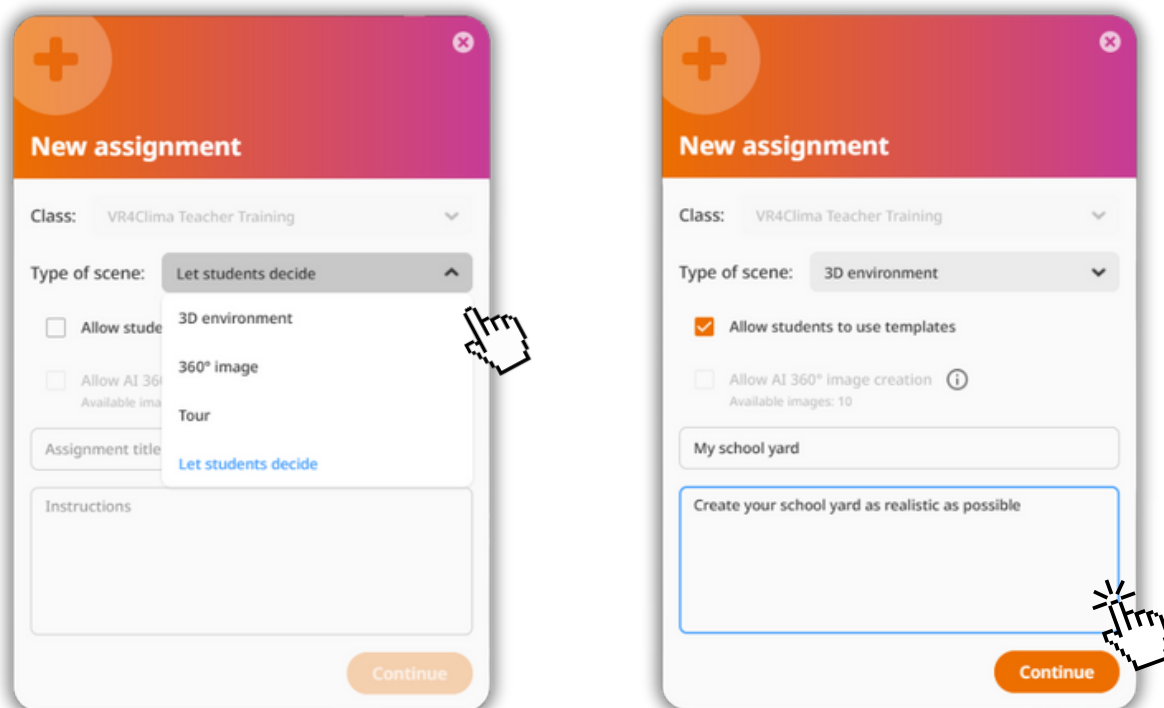


6.3 Teachers create assignments

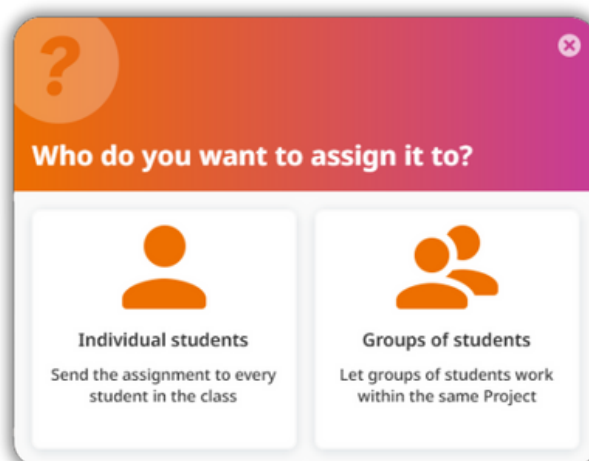
After choosing class, Click on Create to create an assignment.



Select the type of scene. Then describe the assignment.



Select the classes or individual students to assign the project.



After that you can access your students' work.

APPENDICES

Glossary

- **3D Modeling:** The process of creating three-dimensional digital objects that can be viewed and manipulated in virtual space
- **Animation:** The process of making objects or characters move or change over time within a 3D scene
- **AR: (Augmented Reality)** A technology that overlays digital 3D objects or scenes onto the real world through a device's camera
- **Camera tool:** A feature in Delightex Edu that defines the viewer's perspective within a scene. The camera controls what users see when exploring the virtual environment.
- **Dashboard:** The main interface in Delightex Edu where users manage their projects, classes, and account settings.
- **Drag to lift:** A building action in Delightex Edu that allows users to move objects vertically (up or down) within a scene
- **Drag to scale:** A manipulation feature in CoSpaces Edu that allows users to change the size of a 3D object by dragging control points or handles
- **Interaction:** It refers to the way users can make 3D objects respond to actions, events, or user input
- **Optimisation:** It refers to adjusting 3D objects, textures, and scene elements to ensure smooth performance and fast loading
- **Perspective:** It refers to the visual point of view from which a scene is observed
- **Polygon:** A flat, two-dimensional shape with straight sides that can be used as a building block in 3D modeling. Polygons form the surfaces of 3D objects, and combining multiple polygons creates complex shapes. The number of polygons in a model affects its detail and performance within a scene.

- Rotation mode: It allows you to turn or spin an object around its axes (X, Y, or Z) to change its orientation within the 3D scene
- Scaling: changing the size of an object in the 3D scene
- Scene: the virtual 3D environment where you build and organize your project
- Texture: the surface appearance or visual detail applied to a 3D object
- Translation mode: a tool that allows users to move or reposition a 3D object along the X, Y, and Z axes within the scene
- VR: the immersive mode that allows users to explore and interact with their 3D creations using a virtual reality headset

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