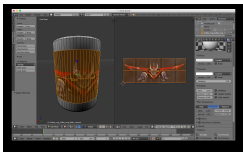


VR Models Manager Quick Users Guide

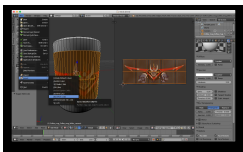
Using **VR Models Manager** you can load and visualize all your 3D models (created for example with Blender, FingerCAD, Finger3D, etc...) in virtual reality (using the monitor of the device or a commercial VR VISOR).

First of all you have to create the 3D models, in this example with **Blender**:

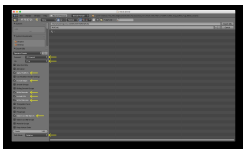


Use UV mapping to add textures to your model as shown in the picture (copy the texture file in the same path of blender project file).

Once the model is complete press on: **File -> Export -> Wavefront (.obj)**:



Follow the yellow arrows to set right OBJ + MTL file format:



The **Path Mode** must be set to "**Relative**" (this will set the right texture path in the MTL file).

Press **Export OBJ** (up right) to save the MUG.obj file in the same path of blender project file (in the same path where you have saved the texture)...

If You have many textures use a subfolder to save all the texture's files (subfolder of the path of blender project file) and save the MUG.obj file in the same path of blender project file (so You will have the file MUG.obj and the folder containing all the textures in the same path).

Connect your iPad or iPhone to Your MAC or PC (USB cable) and open iTunes:

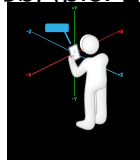


- Choose your iPad / iPhone (pic. 1)
- Choose file sharing (pic. 2)
- Select **VR Models Manager** app (pic. 3)
- The **Documents** folder of VR Models Manager will be displayed on the right (pic. 4)
- Select the file .OBJ + .MTL and all the textures or the folder of the texture; drag and drop all the file/folders in the *Documents of VR Models Manager* (pic. 5)

Open VR Models Manager app on your iPad or iPhone and press the **button with the folder icon** ; the list of the 3D models stored in the archive of VR Models Manager will be displayed:



From the file filter choose **OBJ** to visualize only the .obj models in the list (pic. 1)
The **3D MODEL** will be displayed...



example of cumulative VA was obtained via BOA



2 Model: Vector Field on a Surface