



ENGLISH DOCUMENTATION

Model Vista Create Web

User documentation for browser-based GLB+ and State authoring.

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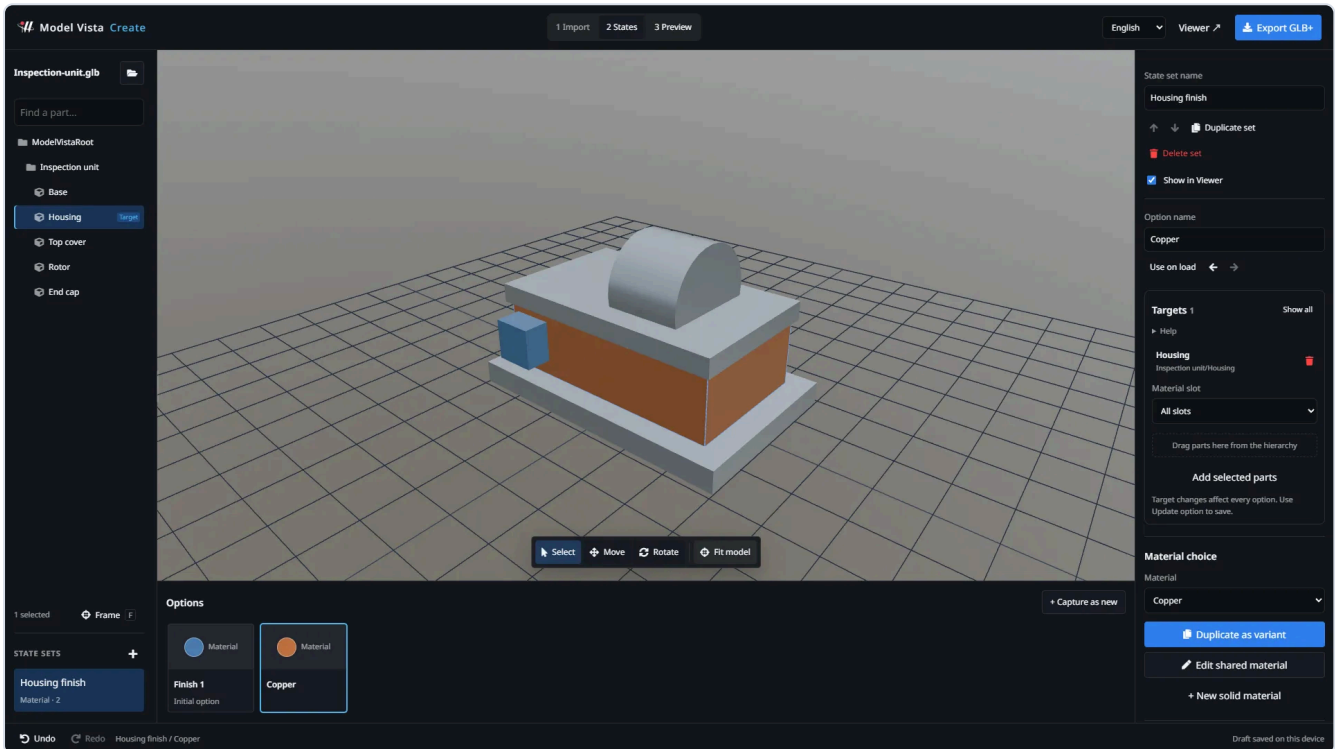
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Model Vista Create Web

Model Vista Create Web 1.0.0 is an application for adding Model Vista States to a GLB or FBX model in a browser. Import one model, create options, preview them, and download a **.glb** containing the **INNOWORKS_configurables** extension.

Files are processed on your device. No account or model-upload service is required for authoring. Download the exported GLB+ to keep a portable copy.



Begin authoring

1. Open [Model Vista Create](#).
2. Use a desktop or laptop with a mouse or trackpad.
3. Select **Import GLB / FBX**, or **Try a sample model**.
4. Follow [Quick start](#) to add an interactive finish.
5. Use **3 Preview** to test your options, then **Export GLB+** to download.

The authoring address is unlisted and asks search engines not to index it. Anyone with the direct URL can access it; the URL is not an access-control mechanism.

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Phones and tablets are not supported for authoring yet. The desktop recommendation does not block import or preview, but touch navigation does not imply a supported mobile editing layout.

Create your first interactive finish

Use the built-in **Inspection unit** sample to learn the authoring workflow without preparing a model.

Create two finishes

1. Open **/create/** and select **Try a sample model**.
2. In the left hierarchy, select **Housing**.
3. Select the **+** button beside **State sets**.
4. Choose **Material · choose a finish**, name the set **Housing finish**, and select **Create State set**.
5. The first option uses the selected part's current material. Click that option to apply it.
6. Select **Duplicate as variant**, name the material **Copper**, and set **Hex color** to **#bd713f**.
7. Adjust **Metallic**, **Roughness**, or **Clearcoat**, then select **Save variant**.
8. Click the **Copper** option to preview the new finish.
9. Select **Use on load** if Copper should be the initial finish.
10. Select **3 Preview** and try both choices.
11. Select **Export GLB+**, wait for validation, and choose **Download .glb**.

Save variant creates an independent material and a new option. It keeps the original material and option.

New State sets and options do not automatically apply in the authoring view. Click an option to preview it. Exported files use their configured initial options.

Keep the result

Reopen the downloaded GLB+ in Create to continue editing. A browser draft is useful for recovery on this device, but downloading the file is the portable save.

For your own model, follow [Import GLB or FBX](#), then use the same State workflow.

Import GLB or FBX

Create works with one **.glb**, GLB+ saved with a **.glb** extension, or **.fbx** at a time. Loose **.gltf** collections and external buffer/image URLs are not accepted.

Import a GLB

1. Select **Import GLB / FBX**, or drop the file onto the workspace.
2. Choose one self-contained GLB.
3. Wait for loading and inspect the hierarchy and appearance.
4. Use **Fit model** if you need to see the complete model.

Existing GLB+ State data is retained. Plain GLBs receive a stable authoring root and unique hierarchy/material names. Draco-compressed GLB geometry is supported. Files declaring a newer configurable schema than versions 1 or 2 are rejected.

Import an FBX

1. Choose an FBX with **Import GLB / FBX**.
2. In **Import FBX**, choose **Add texture files** if the model uses separate images.
3. Select any required PNG, JPEG, WebP, BMP, or TGA files.
4. Select **Import FBX** and inspect **Import notes**.
5. Check scale, orientation, transparency, and animation clips before authoring.

You can also drop an FBX together with its texture files. Texture matching uses case-insensitive filenames; duplicate image names are rejected. Embedded textures do not need separate selection. Remote texture references are not fetched.

FBX is converted locally into a self-contained GLB. Legacy files use bundled `ufbx` WebAssembly automatically; no conversion server or Blender installation is required. Units are normalized to metres, but verify orientation and scale in the viewport.

Material conversion approximates PBR appearance. Missing textures, unsupported shader maps, blend shapes, layered/procedural textures, and skinning approximations can appear in Import notes. Selecting extra images does not create texture assignments where the FBX has no active connection. Notes are retained with the browser draft and shown again at export.

Workspace and navigation

The left panel contains **Model parts** and **State sets**. The center contains the 3D viewport and **Options**. The right inspector edits the selected State option.

Navigate and select

Task	Input
Orbit	Left drag
Pan	Middle drag or Shift + left drag
Zoom	Right drag or scroll wheel
Add parts to selection	Ctrl, Command, or Shift while selecting
Frame selected parts	Frame or F
Fit the complete model	Fit model

Select a part in the viewport or hierarchy. **Find a part...** filters names. Drag the divider beside the hierarchy to resize it; double-click the divider to reset its width. **Move** and **Rotate** tools require one selected part and operate in local space.

Touch navigation offers one-finger orbit, two-finger pan, and pinch zoom. Desktop authoring remains the supported workflow.

Editing controls

- **Preview changes** tries unsaved inspector values.
- **Update option** commits values and target changes to the document.
- **Revert changes** discards the current option edits.
- **Capture thumbnail** updates the option draft; use Update option to save it.
- **+ Capture as new** adds another option using the current capture workflow.

A thumbnail capture keeps the current camera position, projection, orbit pivot, and zoom. Selecting a saved Camera option explicitly moves the camera.

The header language selector switches English/Japanese and shares the Viewer's saved preference. Model, clip, and authored State names remain unchanged. Labels in this guide use the English interface; switch to English when matching them directly.

Create States and edit targets

A **State set** holds alternative **options** for one configuration. A **target** identifies the part or material controlled by that set.

Create a State set

1. Select the relevant model parts when the State type requires targets.
2. Select **+** beside **State sets**.
3. Choose a type, enter a name, and select **Create State set**.
4. Click an option to apply it in the authoring preview.
5. Edit **Option name** and values, then select **Update option**.
6. Select **Use on load** for the initial choice.
7. Set **Show in Viewer** to control whether the set appears in playback controls.

Type	New authoring scope
Visibility	Show/hide one or more target parts.
Transform	Move/rotate one target part.
Camera	Capture a view relative to the model.
Material	Assign a finish to mesh targets.
Animation	Configure embedded clip playback.
Group	Combine existing options into a preset.

Imported Shader and Light sets can be retained, played, named, reordered, duplicated, and linked from Groups. Their specialized properties and bindings need desktop Create. Unknown State types remain preserved.

Edit targets

The inspector lists names and full hierarchy paths. Click a target or **Show all** to select and frame it. Add parts using **Add selected parts** or drag them from the hierarchy into **Targets**. Transform uses **Use selected part** and accepts one target; Material targets must be mesh parts.

Target changes affect every option in the set and remain drafts until **Update option**. Removing a target removes it from the set, not the model. Required targets must be replaced before saving. Missing or ambiguous hierarchy paths must be resolved before export.

Use the reorder arrows or **Duplicate set/Duplicate** to organize choices. Remove Group links before deleting referenced sets or options. Circular Group links are rejected.

Create Visibility and Transform options

Use Visibility for alternatives such as a cover shown/hidden. Use Transform for poses such as a door closed/open.

Visibility

1. Select the parts to control.
2. Create a **Visibility · show or hide parts** State set.
3. Click an option, name it, and use the **Targets** checkboxes to choose visible parts.
4. Select **Update option**.
5. Use **Duplicate** to make another choice, change its checkboxes, and update it.
6. Click both options to verify the intended parts change.

Visibility is an immediate change; its Duration control is disabled.

Transform

1. Select one part, such as **Top cover** in the built-in sample.
2. Create a **Transform · move and rotate a part** State set.
3. Apply and name the first option for the original pose.
4. Duplicate it for the alternative pose.
5. Use **Move** or **Rotate** in the viewport, then **Capture current transform**; alternatively edit the local Position/Rotation fields.
6. Enable **Position** and/or **Rotation (degrees)** for the values to apply.
7. Select **Update option** and switch between the options.

Transform options store local position and rotation. This authoring UI does not provide Transform State scale editing.

Transition and save

Set **Duration (seconds)** and **Easing** when available. Imported distance/angle timing is preserved and can disable the duration field; this editor does not convert that timing automatically.

Viewport manipulation needs capture before it becomes a saved option. **Preview changes** tests the current inspector draft; **Revert changes** discards it. Finish with Update option before previewing or exporting.

Save camera views

A Camera State stores a view relative to its model reference. Use it for overview and inspection views.

Capture a view

1. Navigate to the desired view.
2. Create **Camera · save a view**, or select an existing Camera set and option.
3. In **Current camera**, choose perspective or **Current orthographic projection**.
4. For perspective, adjust **Current field of view (degrees)** within 1–179°. For orthographic, set **Current orthographic half-height (m)**.
5. Select **Capture current camera**.
6. Name the option and select **Update option**.
7. Capture additional views with **+ Capture as new**, or duplicate and recapture an option.
8. Click each saved view to check framing and transitions.

The Current camera readout follows navigation. Position is in metres and XYZ Euler rotation is in degrees, relative to the Camera State reference and its saved +Z-forward convention.

Edit saved settings

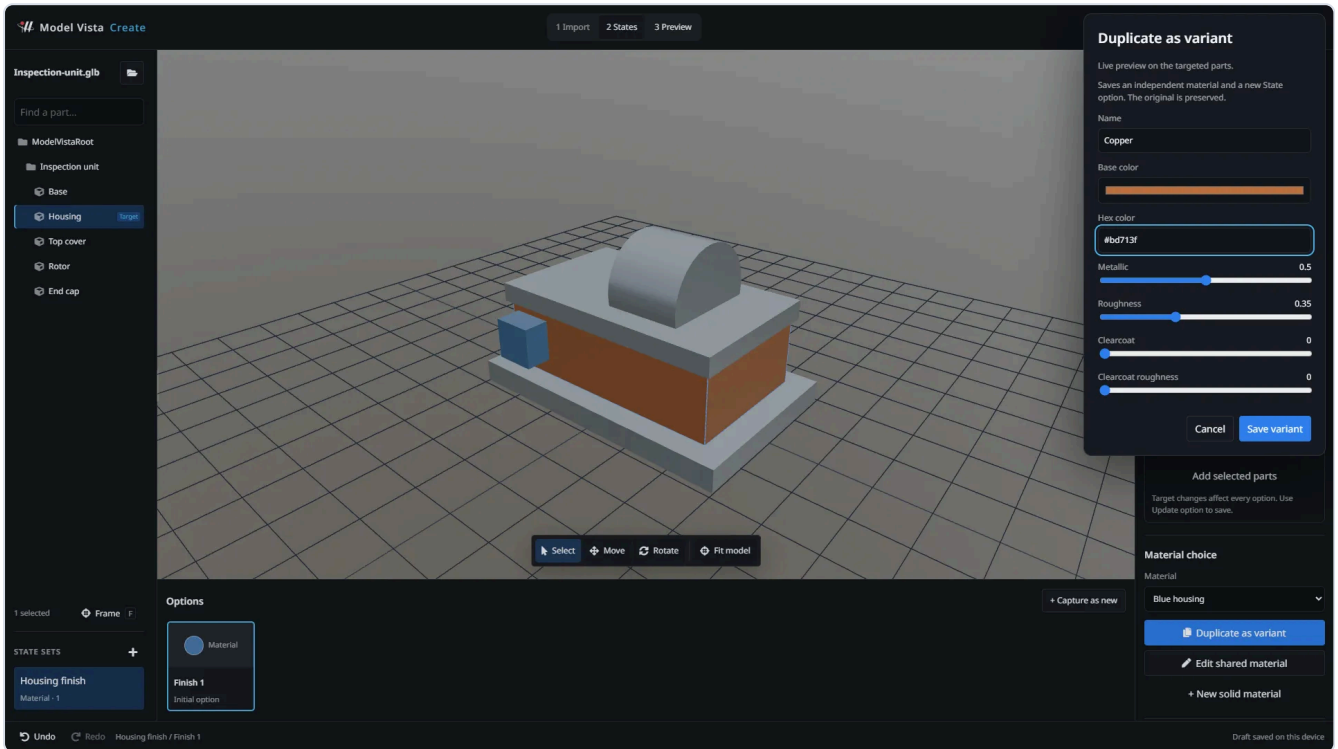
Expand **Saved view settings** to edit projection and lens values in the option draft. Use **Preview changes** to inspect those values, then Update option to commit them.

Initial loading and entering Preview recenter the orbit pivot on visible model geometry while retaining the camera position and lens. Recheck the resulting framing in Preview.

Thumbnail capture preserves the current camera view. It does not select another Camera option automatically. Camera-reference binding edits for imported sets remain a desktop Create task.

Create material variants

A Material State applies a finish to its mesh targets. Choose **Duplicate as variant** to create an alternative while retaining the original.



Create an independent finish

1. Select mesh parts and create a **Material • choose a finish** State set.
2. Apply an option and choose its source **Material**.
3. Select **Duplicate as variant**.
4. Enter **Name** and adjust **Base color** or **Base color / tint**, **Metallic**, **Roughness**, **Clearcoat**, and **Clearcoat roughness**.
5. Select **Save variant**, then click the new option to apply it.

The variant has an independent material record and State option. Texture images are shared, while textures, UV settings, transparency, and other retained material data remain intact.

When a base-color texture exists, tint multiplies its color, including baked-in decals. Unlit materials are not paint-editable. Texture replacement, opacity/glass editing, and custom shaders are outside this paint editor.

Shared materials and slots

Edit shared material changes every use of the selected material. Read the listed references before saving; Cancel restores the preview. + **New solid material** creates a new PBR finish.

In **Targets**, choose **All slots** or a named **Material slot**. Slot selection affects every option in the set. The serialized **MaterialSlot** is a zero-based index.

Slot targeting requires the current web Viewer. Current Unity Create and older web Viewers may ignore it and replace all slots on a renderer. For those consumers, use separate paint-only renderers and validate the exported result.

Recapture thumbnails after changing a finish. Select **Capture thumbnail**, then **Update option** to save the thumbnail.

Animation and Group presets

Create an Animation State

Animation States play clips already embedded in the imported GLB, or retained during FBX conversion. Create Web does not record a new animation clip.

1. Import a model with animation clips.
2. Select **Create State set**, choose **Animation**, and enter a name.
3. Create the set. It contains **Stop** plus one option for each available clip.
4. Select an option and choose its clip in the inspector.
5. Adjust **Playback speed**, looping, and the crossfade duration where available.
6. Use **Play / restart** and **Pause / Resume** to inspect the result.
7. Select **Update option** to commit the settings.
8. Select **Use on load** if this clip should play initially.

A speed of **1** plays at the original rate, **0.5** plays at half speed, and **0** holds playback. With looping disabled, the clip plays once and holds its final pose.

Embedded glTF clips support crossfade. Imported legacy Unity curve clips switch directly. All Animation sets share the model's clip player; separate sets do not provide independent animation layers.

If no clips are available, use a [Transform State](#) for a transition between authored positions, or add animation in the source application before importing again.

Combine choices with a Group

A Group option applies linked options from other State sets. For example, a "Service" preset can open a cover, choose a finish, and select an inspection view together.

1. Create the individual State sets and options first.
2. Create a **Group** State set.
3. Select a Group option.
4. Under **Linked choices**, choose one option from each relevant set.
5. Leave a set at **Leave unchanged** when the preset should preserve its current choice.
6. Select **Update option**.
7. Open **3 Preview** and apply the Group.

Group links survive reordering of sets and options. Before deleting a linked set or option, remove its Group reference. Circular Group links are rejected.

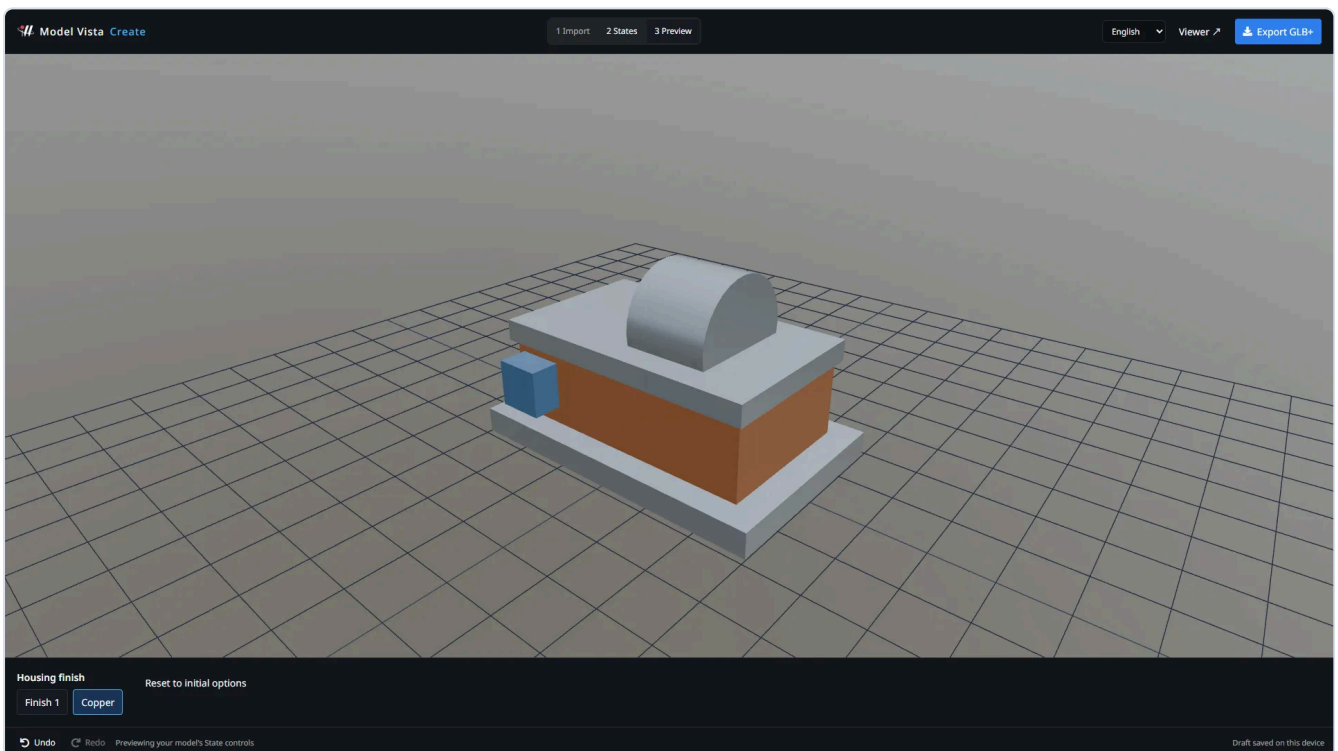
Use **Reset to initial options** in Preview to check the complete startup configuration, including Group presets. A Group that leaves a choice unchanged depends on the selection already active at the time it is applied.

Preview and export GLB+

Check the playback controls

1. Commit pending inspector edits with **Update option**.
2. Open **3 Preview**.
3. Apply each visible State option and check its targets.
4. Check Groups, animations, camera changes, and transitions.
5. Select **Reset to initial options** to verify the startup configuration.
6. Return to **2 States** to make corrections.

Show in Viewer controls whether a set appears in playback controls. **Use on load** chooses its initial option. Newly created sets can remain unapplied while authoring; clicking an option previews it.

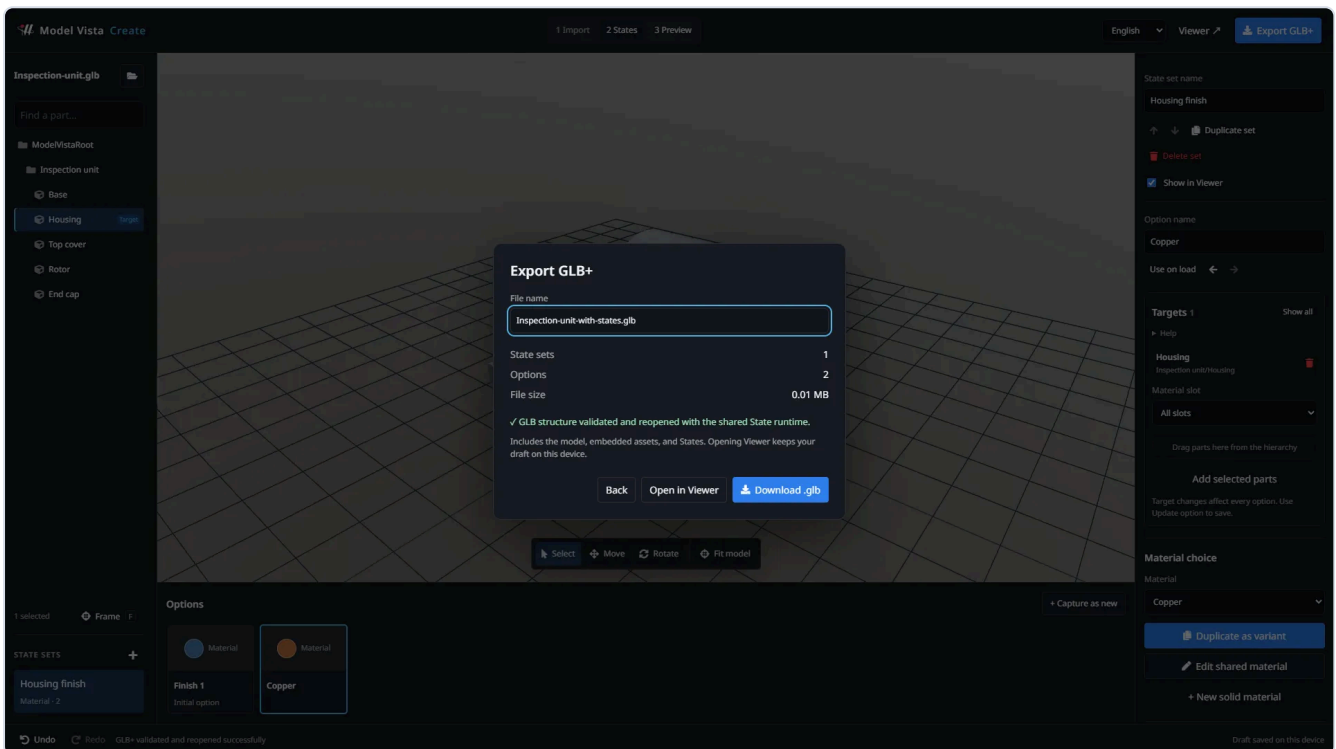


Preview uses the bundled Viewer environment and the rendering preferences saved on this device when Create opens. Without saved preferences, the environment defaults to **Cannon Exterior**. A custom library HDR falls back to the bundled environment; the viewport caption identifies the active HDR and any fallback.

This lighting is for preview and does not change the exported model. Viewer postprocessing and shadows can affect its appearance. Check newly authored files in the intended playback application before delivery.

Download the model

1. Select **Export GLB+**.
2. Wait for validation and reopening with the shared State runtime.
3. Review warnings and the reported State and option counts.
4. Enter a filename.
5. Select **Download .glb**.
6. Keep the downloaded file and verify that it reopens with the expected States.



The download contains the model, embedded assets, and Model Vista configuration data. GLB+ uses the **.glb** extension; it is not a separate file format selected in the browser.

For a GLB import, export patches the original file and retains its geometry, textures, and unrelated extension data. FBX imports export the GLB created by the conversion step.

If validation fails, return to authoring and correct missing or ambiguous targets, invalid values, and broken Group references before exporting again.

Open the export in Viewer

Open in Viewer saves the committed draft locally, transfers the export, and opens Viewer in the same tab. This requires working local browser storage and the same site origin.

The transfer is temporary: Viewer consumes it once, and an unused transfer expires after 24 hours. It is not a shareable link or a backup. Download the GLB+ when you need a file to keep or share.

If transfer storage is unavailable, use **Download .glb** and open that file directly.

Drafts and undo/redo

Create Web keeps one committed draft in this device's browser storage. A draft belongs to the browser profile and site origin where you created it.

What is saved

Change	How to keep it
State sets, options, names, order, and initial choices	Commit the edit; the local draft saves automatically.
Inspector values and target changes	Select Update option .
A pose changed with Move/Rotate	Capture it into a Transform option and update the option.
A camera view changed by navigation	Select Capture current camera , then Update option .
A thumbnail capture	Update the option to commit the draft thumbnail.
A portable copy of the model and States	Export and select Download .glb .

Unsaved inspector fields and uncaptured viewport changes are not included in the local draft. **Preview changes** tries values without committing them. **Revert changes** restores the saved option.

Check the footer for the draft-save status. If local storage is unavailable or saving fails, export the model to retain committed work.

Resume a draft

When you return to Create in the same browser profile and site, choose **Resume** to reopen the saved draft or **Discard** to remove it.

The draft is not synchronized across devices. A different browser, private session, changed site address, or cleared site data may not have the same draft. Export before replacing the model when you need to retain multiple projects.

The application warns before leaving with pending work. A warning is not a backup; download the model before closing a session you need to preserve.

Undo and redo

Undo and **Redo** restore committed document edits and option activations. Undoing an option activation can also change the current preview selection.

Use **Revert changes** for pending inspector edits. Free viewport navigation is not a substitute for committing a Camera or Transform option, and cannot be recovered as an authored option until captured.

Keep downloaded milestones for work that must survive loss of browser storage.

Compatibility and troubleshooting

Verify the exported file in the application where it will be used.

Format and editing scope

Content	Support
Visibility, Transform, Camera, Material, Animation, Group States	Create and edit supported properties.
Imported Shader and Light States	Retain, play, rename, reorder, duplicate, and link from Groups; specialized properties require desktop Create.
Unknown State types	Retain without property editing.
Existing metadata and input-action records	Preserve on export; no dedicated authoring editor here.
Configuration schema 1 and 2	Read; new documents use schema 2. Newer schemas are rejected.
Native Unity playback of newly authored files	Requires an integration check; shared browser playback does not verify native compatibility.
Material-slot targeting	Test in the intended player; older or native players may not honor the exported slot field.

Original GLB imports retain their binary geometry, textures, and unknown chunks. New thumbnails append data without shifting existing binary offsets. Plain GLBs receive an identity root and unique names for deterministic State references; an existing GLB+ hierarchy is retained.

Resolve common problems

Symptom	Action
The file cannot be imported	Use one self-contained GLB/GLB+ or FBX. Loose .gltf collections and external .bin/image URLs are not accepted.
FBX textures are missing	Select companion images in Import FBX , or drop them with the FBX. Check Import notes and resolve duplicate filenames. Remote texture URLs are not fetched.
A new State does not appear to apply	Click an option. New sets can remain unapplied during authoring. Check the target hierarchy paths and commit target edits.
An edit disappears after reopening	Use Update option after changing inspector values, targets, or captured views. Check the footer's draft-save status.
A Group prevents deletion	Remove the Group link before deleting the referenced set or option.
Export reports ambiguous targets	Replace the target with a uniquely identified hierarchy path.
A material looks different in Preview	Check the active environment, material targets, and material slot. The material-edit dialog and State playback are separate stages; verify the saved option after closing the dialog.
The exported model looks different in its player	Check that player's lighting, shadows, postprocessing, render pipeline, and supported State fields.
Viewer transfer fails or expires	Export again, or download the GLB and open it directly. Transfer requires same-origin local storage and is consumed once.
The viewport cannot start	Use a desktop browser with working WebGL and inspect browser graphics settings.

For repeatable failures, record the imported filename, browser, failing State type, relevant target path, and export warnings. Keep the original model and a downloaded export so the result can be reproduced.

Before sharing

Test initial options, every authored choice, Group presets, animations, transparency, and camera transitions. Keep the original source model alongside the exported GLB+. Browser draft storage is convenient recovery, not a portable delivery.