



ENGLISH DOCUMENTATION

Model Vista for Quest

User documentation for the native Model Vista application on Meta Quest.

30 October 2026

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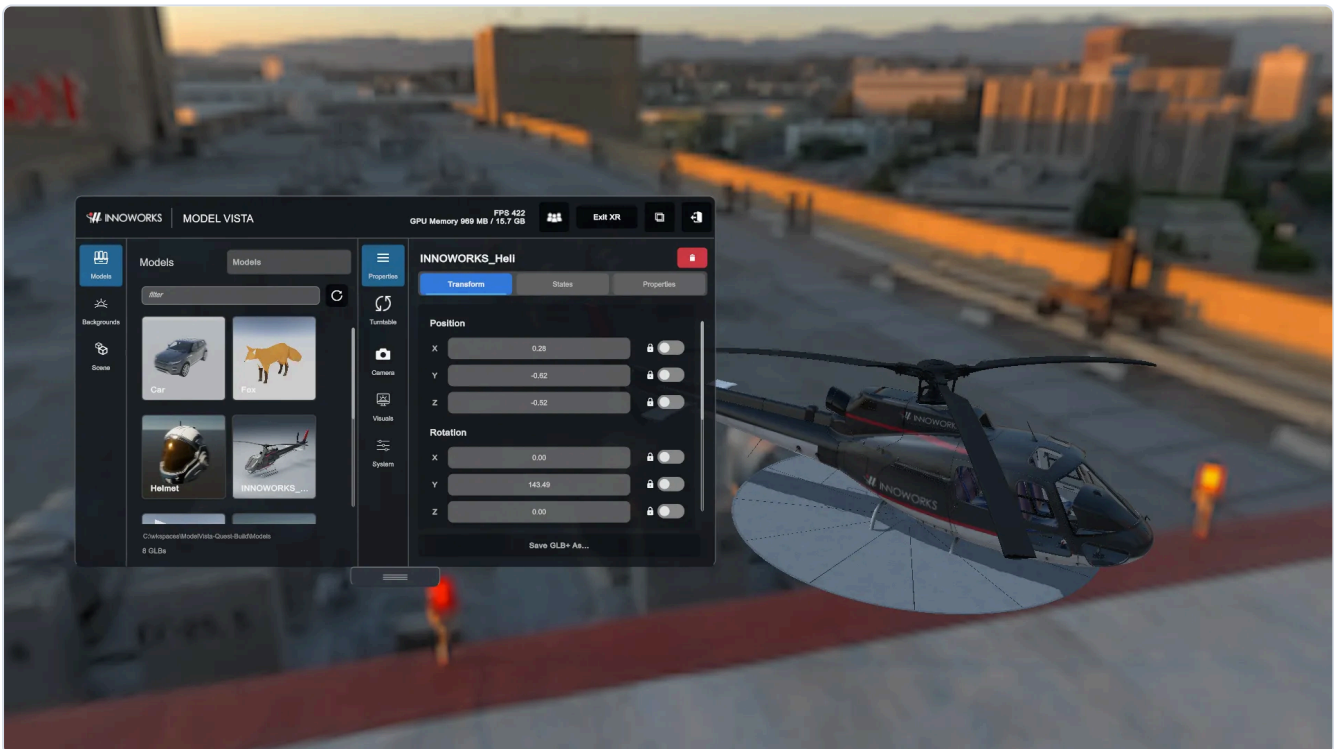
Model Vista for Quest

Model Vista for Quest 2.0.6 is an application for reviewing and configuring GLB models directly on a Meta Quest headset. The current target is the Quest 3 family. Native Quest always runs in XR and uses the **Default** interface.

Quick start

1. [Install Model Vista](#) from the Meta store.
2. Launch **Model Vista** and wait for startup and sample-library preparation.
3. Open **Models**, choose **Samples**, select a GLB tile, and confirm the load dialog.
4. Open **Scene**, select the loaded model, and use **Properties** to inspect **Transform**, **States**, or **Properties**.
5. Use the controller ray to operate the floating panels. Click the right thumbstick to show or hide the menu.
6. Choose a background under **Backgrounds**, or enable passthrough to review the model in your room.
7. Save a named scene from the **Scene** footer when you want to return to the layout.

Start with a small model and check its scale and position before loading larger content.



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Install and launch

Download Model Vista for Quest from the [Model Vista listing in the Meta store](#).

Before you begin

- Use a Meta Quest 3-family headset and the Meta account you will use to get the app from the store.
- Keep sufficient free headset storage for the app, its installed samples, and your models.
- Use a network connection for account checks, cloud content, and shared sessions.

Install and start

1. Open the [Model Vista store page](#).
2. Sign in with the Meta account used on your headset and follow the store instructions to get the app.
3. On your headset, download and install **Model Vista** from your app library.
4. Launch **Model Vista** and wait for startup to finish. Samples are prepared in writable app storage on native Quest.
5. Follow [Quick start](#) to load a model. Native Quest has no **Enter XR** or **Exit XR** button.

Meta entitlement is checked before the main interface opens. If startup quits, confirm that you are signed in with the account used to get the app from the store, then see [Troubleshooting](#).

Updates and app data

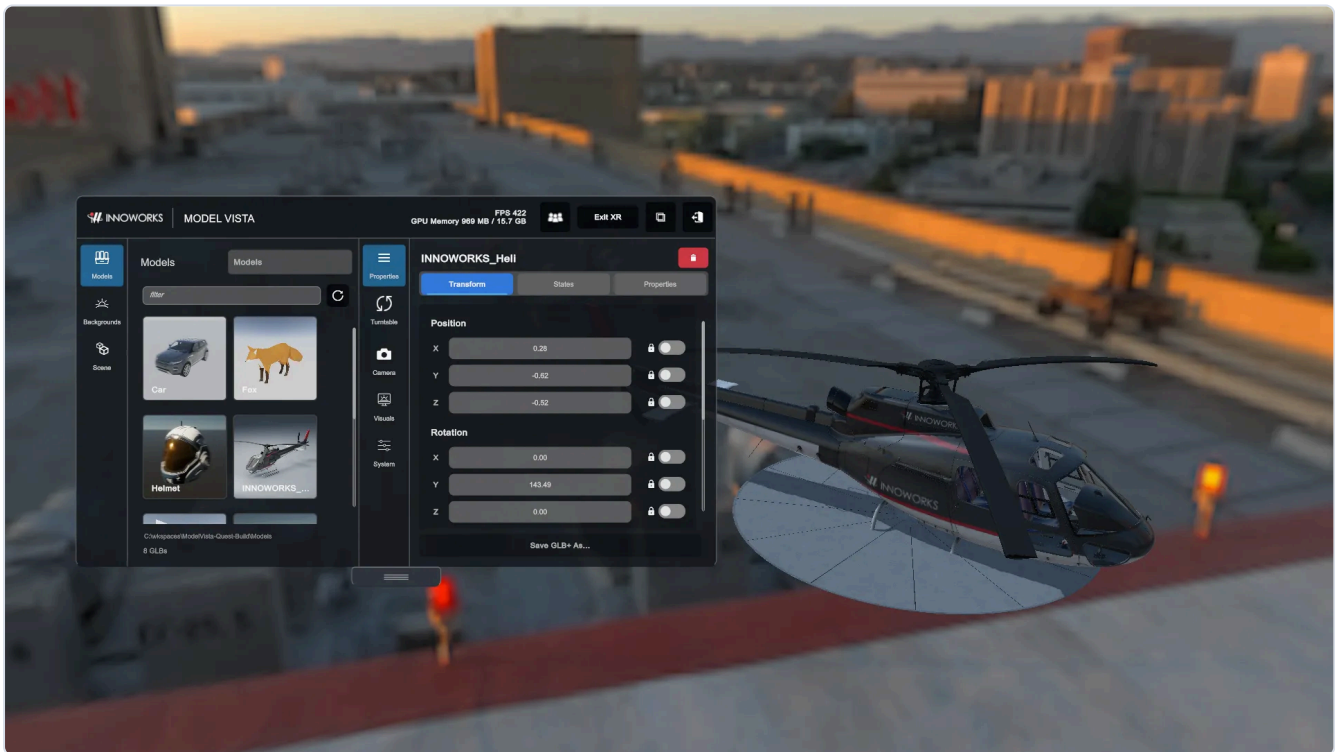
Use the Meta store for app updates. Uninstalling or clearing app data can remove local scenes, settings, and content.

Find the main controls

Native Quest uses the **Default** split-panel interface. The **Interface Design** selector is hidden on the headset. Editor captures can show desktop controls that are absent on native Quest.

Control	Use
Models	Choose a library and load GLB content.
Backgrounds	Choose an HDR or GLB background.
Scene	Select loaded model instances and access scene files.
Properties	Inspect the selected model using Transform , States , and Properties .
Camera	Access the camera controls available to the active runtime.
Visuals	Adjust rendering and environment options available on Quest.
System	Access application settings, including libraries and external connections.

The guide uses settings category names such as **Settings > Libraries**. In the Default interface, select **System** or **Visuals** to reach the corresponding settings panel.



Operate the panels

1. Point a tracked controller ray at a control.
2. Select the control and wait for the requested operation to finish.
3. Use **Hide** on a panel to collapse it.
4. Click the right thumbstick to hide or show the menu.

Use the headset keyboard when a scene-name or missing-asset text field requests input. Confirm the keyboard text before completing the dialog.

Model names, library names, and filenames identify your content. Switching the application language does not rename those files or authored State options.

Use controllers and align content

XR Alignment moves the content space relative to your room. A model's **Transform** changes that individual model within the content space.

Controller controls

Task	Input
Point at UI	Tracked controller ray
Grab an object	Select / grip
Show or hide the menu	Right thumbstick click
Toggle XR Alignment Mode	Left thumbstick click
Move alignment	Left thumbstick
Rotate alignment	Right thumbstick
Move alignment down / up	Right primary / secondary buttons
Adjust alignment move speed	Grip
Reset alignment position / rotation	Left primary / secondary buttons

The alignment inputs apply while **XR Alignment Mode** is active. On Quest Touch controllers, the right primary/secondary buttons correspond to A/B and the left buttons to X/Y.

Align a review

1. Load a small model and keep the menu visible.
2. Click the left thumbstick to enable **XR Alignment Mode**.
3. Move, rotate, or change the height of the content space using the controls above.
4. Click the left thumbstick again when alignment is complete.
5. Select the model in **Scene** to adjust its individual **Transform**.

Loaded models support XR grabbing and two-hand scaling. Check the resulting scale after manipulation. Desktop transform gizmos are disabled in XR.

Hand tracking supplies ray/poke interactions when tracking is available. Controller bindings in the table do not imply equivalent hand gestures. If a hand interaction becomes unavailable, restore hand tracking or use tracked controllers.

Scene files do not save XR room alignment. Recheck alignment when starting another headset session.

Set up model libraries

Native Quest prepares writable libraries in app storage. Desktop drive letters and network-share paths are not headset folders.

Library	Configured path
Model Samples	{PersistentDataPath}/ContentPacks/Samples/Models
My Models	{PersistentDataPath}/UserContent/Models
Background Samples	{PersistentDataPath}/ContentPacks/Samples/Backgrounds
My Backgrounds	{PersistentDataPath}/UserContent/Backgrounds

{PersistentDataPath} is resolved by the application on the headset. It is a configuration token, not a literal folder to create.

Add your content

1. Prepare a self-contained GLB and give it a recognizable filename.
2. Have the administrator copy it into **My Models** using the headset's supported deployment method, or configure an accessible Unity Cloud library.
3. Open **Settings > Libraries** to check the source and configured path.
4. Return to **Models**, choose the library, and refresh its content if needed.
5. Load one model and verify its materials, scale, and interaction.

For Unity Cloud, use **Sign In** and select the organization, project, and collection available to your account. Cloud content needs network access and the relevant permissions.

Restore library defaults

Open **Settings > Libraries**, choose **Reset Default**, and read the confirmation before accepting it. On Quest this restores the bundled sample files and resets library entries to **Samples**, **My Models**, and **My Backgrounds**.

Changes to sample files and their adjacent settings can be overwritten. Custom library entries are removed; their underlying content is not deleted. Re-add custom sources after resetting. Keep personal models in **My Models**, rather than editing the managed Samples folders.

Inspect models and States

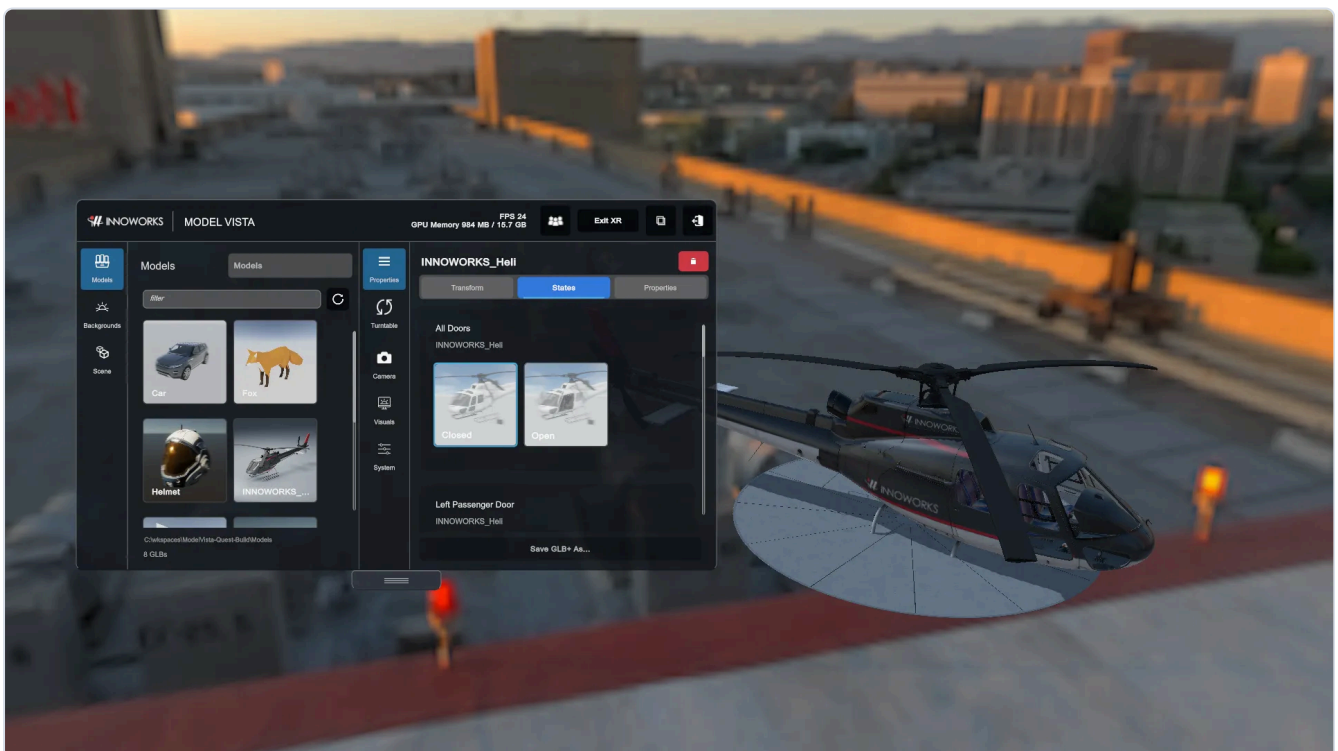
Use a GLB prepared for the headset. The native Quest application does not provide licensed CAD/source-format import.

Load and select a model

1. Open **Models** and choose a library.
2. Select a GLB tile and confirm the load dialog.
3. Wait for loading to finish before starting another operation.
4. Open **Scene** and select the model instance.
5. Open **Properties** and choose the required tab.

Tab	Use
Transform	Adjust the model instance's position, rotation, and scale.
States	Apply the configuration options authored into the GLB+.
Properties	Inspect model metadata, geometry and texture statistics, and texture-quality controls.

A standard GLB can render without Model Vista States. State controls appear only when supported configuration data exists in the asset. Applying a State previews an authored choice; it does not create a new State set.



Interaction and colliders

Models begin with box colliders for interaction. Generate complex colliders only when the interaction needs more precise geometry. Collider generation can take time and use additional memory on a headset. Test with one model before increasing the scene size.

Use XR grabbing or the **Transform** fields to position content. Remove unused model instances to reduce rendering and memory cost.

Check the result

Inspect transparent surfaces, embedded textures, and State transitions on the actual headset. URP rendering can differ from desktop HDRP materials. Missing licensed features are not resolved by loading a model made on another platform.

Save the layout using [scene files](#). Scene saves reference the original asset and selected State options; they are not a model export.

Save and open scenes

A **.mvscene** file stores a layout that references models and backgrounds. It does not embed their bytes, textures, or credentials.

Save a layout

1. Arrange the models and choose the desired States and background.
2. Open **Scene**.
3. Use the footer **Save** icon, or **Save As** to keep a separate layout.
4. Enter a scene name with the headset keyboard and confirm.
5. Confirm overwrite only when you intend to replace an existing named scene.

Quest saves named scenes under `{PersistentDataPath}/Scenes`. Replacing a saved scene retains its previous contents in a **.bak** file.

Open a layout

1. Use **Open** in the Scene footer and choose a named scene.
2. If the current layout has changes, choose **Save**, **Discard changes**, or **Cancel**.
3. Resolve missing model or background references in the **Locate** dialog.
4. Choose **Skip** only when you want to omit that asset. A skipped background uses the procedural fallback.
5. Check the completion summary and the remaining models before saving.

Cancel during asset resolution retains the current scene. A partial load is treated as unsaved; **Save As** keeps the original layout available. The Open picker also offers a trash icon and deletion confirmation. Deleting a scene file does not delete its referenced models.

What is retained

Model instance transforms, visibility, transform locks, selected State options, and supported environment values are saved. Camera position, XR room alignment, live sessions, device graphics quality, freeform material edits, and turntable assignment/animation are outside scene version 1.

Only the host can use scene files during a shared session. Other participants still need access to the assets. Opening a scene stages replacement content while the old content remains, so peak memory can increase during loading.

Use backgrounds and passthrough

Use **Backgrounds** for a virtual environment and **XR Passthrough** for the headset's room view.

Choose a background

1. Open **Backgrounds** and select a configured library.
2. Select an HDR image or GLB environment and confirm the load dialog.
3. Adjust the available sky exposure, rotation, Sun, clouds, or fog controls as needed.
4. Inspect the result with a representative model before saving the scene.



A GLB background can have a linked **HDR Background**; an HDR entry can have a linked **Model Background**. Choosing a companion keeps the primary entry selected. Companion links do not chain. If a linked HDR is missing, the model background can still load with procedural sky and report the unavailable HDR.

Review with passthrough

1. Open the **XR Passthrough** settings section and enable passthrough.
2. Grant any spatial-data access requested by the headset when you want tracked-plane alignment or shadows.
3. Recheck model height and room alignment.

4. Adjust **Passthrough Shadow Opacity** when available.
5. Use **Passthrough Hand Occlusion** to mask virtual objects with tracked hand meshes.

Hand occlusion approximates the local hands. It does not provide environment-depth occlusion for furniture, people, or other moving objects. Plane shadows and spatial-data behavior require native headset review.

If spatial data is unavailable, the app can display an information dialog. **Do Not Show Again** disables **Show XR Spatial Data Warning**; it does not grant the missing permission or restore tracking.

Adjust Quest settings

Choose graphics settings while viewing a representative model. Confirm clarity and performance on the native headset; Editor frame rates do not describe Quest performance.

Render quality and resolution

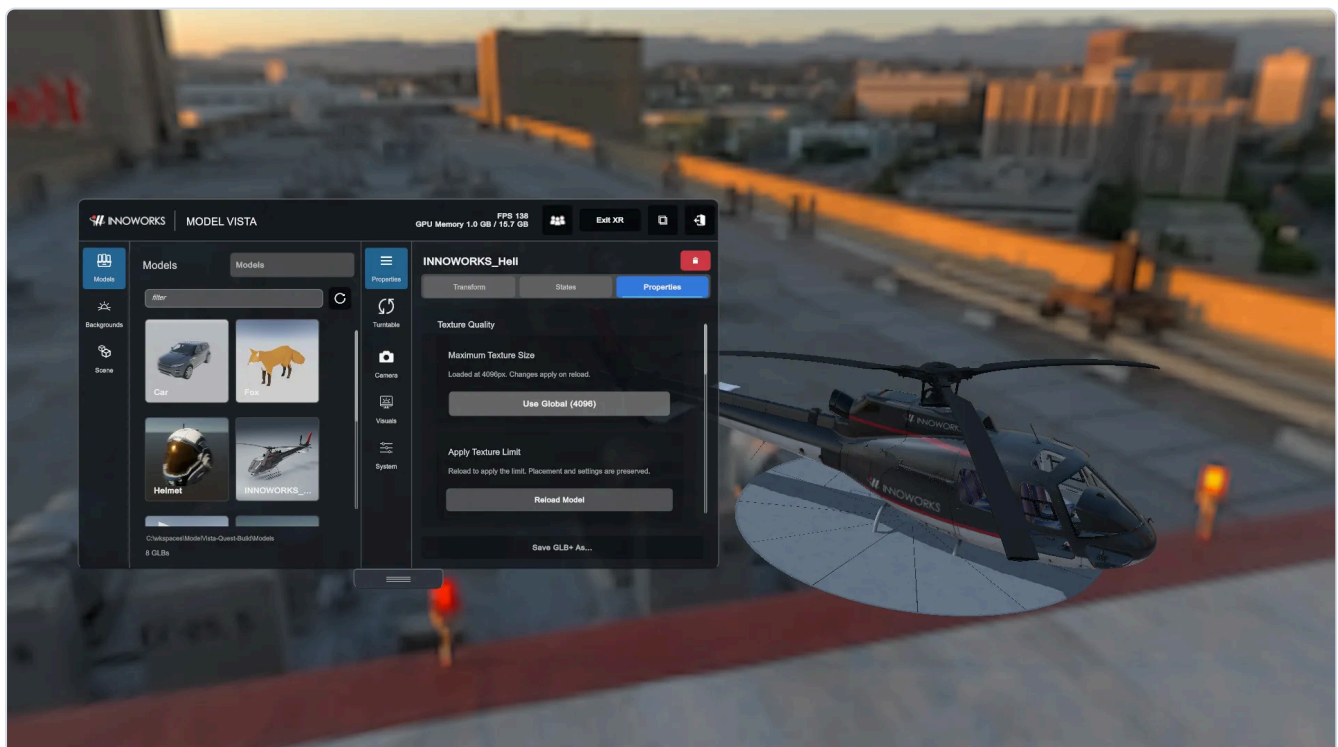
Open **Settings > Render Quality** to adjust resolution.

Setting	Behavior
Resolution Mode	Manual or Automatic when supported by the active native XR runtime.
Render Scale	Manual 75–150%; defaults to 100%. Higher values increase GPU cost.

Automatic resolution requires native Quest XR, Vulkan, URP Render Graph, and runtime support. If unavailable, use Manual. Finish dragging the Render Scale slider before evaluating the result; resolution is committed after the interaction.

Texture quality

Select the model in **Scene**, then open **Properties > Properties**. Inspect **Maximum Texture Size** and the model's texture statistics. A changed texture limit applies when the model reloads; use **Reload Model** to apply it while retaining placement and settings.



XR options

Passthrough Hand Occlusion defaults on. **Application SpaceWarp** is experimental and defaults off. Its availability depends on the graphics configuration and negotiated XR support. Check transparent models and floating UI before using it in a review. Experimental foveation controls may be unavailable in builds without their required support.

Quest hides desktop HDRP upscalers and screen-space ambient occlusion controls. The native interface also hides desktop camera move-speed and layout selectors.

Recover a usable configuration

Unload unused models, reduce model complexity or Render Scale, and compare with the bundled samples. Treat memory readouts as diagnostic indicators, not a guaranteed maximum model size. Opening a saved scene can temporarily hold both old and new content.

Reset Default applies to the selected settings category. Read its confirmation; **Libraries** has additional sample-restoration consequences described in [model libraries](#).

Connect a review session or Web Remote

Shared review and Web Remote are separate connections.

Shared review

1. Connect participating devices to the same local network.
2. Open **Multi User**.
3. Create a room, or select an available room to join.
4. Load a small model and check shared transforms and State selections.
5. Confirm that each participant can resolve the required content sources.

Scene-file operations are host-only. A desktop host's InnoWorks licenses do not enable licensed features on Quest; do not choose unsupported licensed environments for the headset participant.

If a room is not discovered, check network isolation and the host's network/firewall configuration with the administrator.

Web Remote

Web Remote defaults to disabled on native Quest.

1. Open **Settings > External Connections** and enable **Web Remote**.
2. Read the headset's displayed **Control Page** address.
3. On another device on the same LAN, open `http://<headset-ip>:8730/Control/`, substituting the actual address and configured port.
4. Keep Model Vista active on the headset while using the browser controls.
5. Disable Web Remote before changing its TCP port.

Opening the headset's own browser can suspend Model Vista. Return to the application before expecting remote commands to work. If no LAN address is available, the Control Page button remains unavailable with a network message.

Troubleshooting and limitations

Symptom	Check
App quits before the interface opens	Sign in with the Meta account used to get the app from the store. If the problem continues, include the startup error and application version when reporting the issue.
No Enter/Exit XR button	Native Quest always runs in XR. This is expected.
No model tiles	Check the selected library, app storage, and cloud permissions; compare with Samples.
Samples are missing	Read the consequences of Settings > Libraries > Reset Default before restoring them.
No State controls	The GLB may not contain Model Vista configuration data. Test a known GLB+ sample.
No menu	Click the right thumbstick; check controller tracking.
A saved layout cannot find a model	Reconnect its library or use Locate. Scene files do not embed assets.
Slow loading or unstable performance	Try one small GLB; unload unused instances and reduce rendering cost.
Missing desktop effect or licensed control	Check the native Quest feature scope; desktop licenses do not enable these features.
Web Remote stops when opening the headset browser	Resume Model Vista on the headset and use a second device for the Control Page.

Report an issue

Record the application version, headset model, Horizon OS version, model/background filenames, exact steps, and whether the issue followed sleep, the system menu, or an app switch. Include a native screenshot or diagnostic log when available.