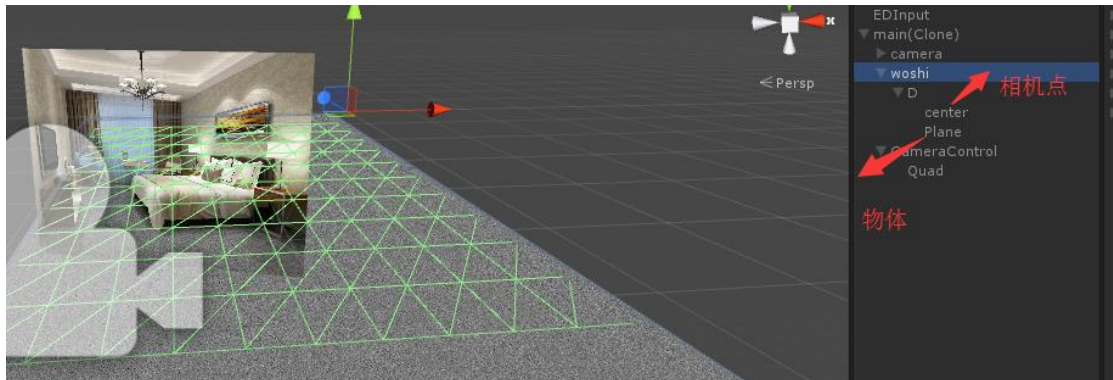# Bstone 3D Display System

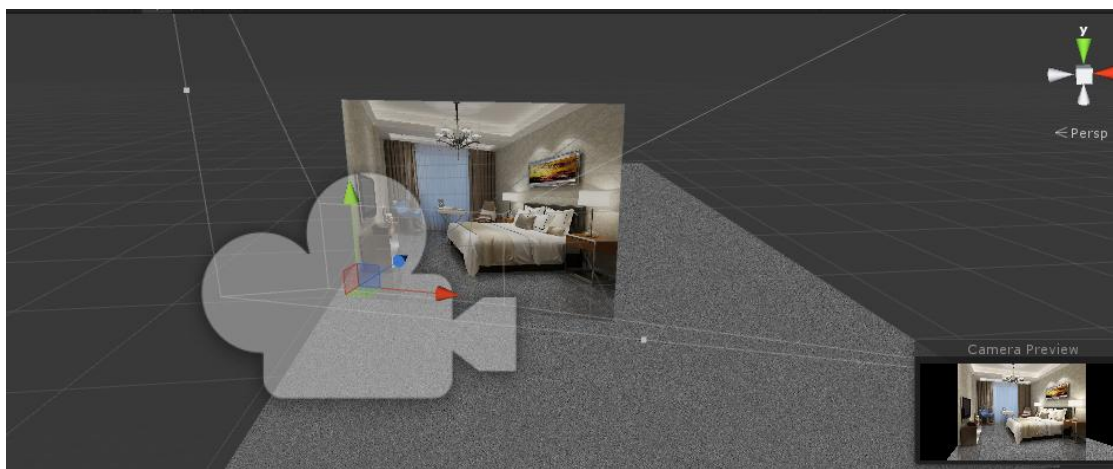# Instructions for Customizing Your Own 3D Scene

In addition to the preset scenes, you can also customize your own.

The production process for Bstone 3D Display System single lens reflex scenes is as follows:

1. Use .fbx files for the lens point as well as tiled placements such as walls, floors, and columns.   Objects are all rendered upon rendering except where it needs to be tiled.   Make sure there are no overlapping tiled objects, especially in corners.   Note: A 500px * 500px image is equal to 1m*1m in the model scene.   Paste it to objects to check if the model matches the ratio of the actual room.

2. Rendering .PNG files allows for transparent areas (see below image).   All of the objects need to be rendered upon final rendering except tiled objects that are hidden from it.   This includes shadows and inverted images.

3. The work flow is as so: First is the rendering; second is the .fbx scene file, and last is using the model to fully display the tiled scene.

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