

## About the extension

Threekit's Connector extends the Magento Gallery by allowing users to add a 3D experience in the last position of their image gallery. The Threekit player enables Augmented Reality and product configuration via our player API.

## User Overview

### → Configuration

To configure the Threekit connection within your Magento store, you will navigate to [Stores](#) → [Configuration](#), this will take you to the Threekit form where you will need to enter the following:

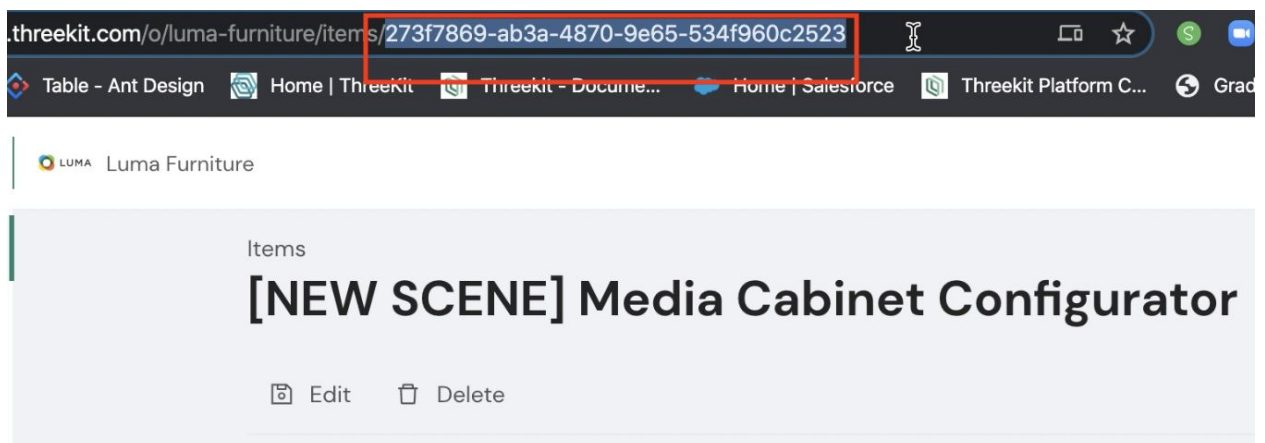
CDN - ex. [https://\[insert environment name\].threekit.com/app/js/threekit-player.js](https://[insert environment name].threekit.com/app/js/threekit-player.js)

Org Token - The Org Token is generated by navigating your Threekit Org → Settings (in left-hand navigation) → Tokens → Add Token

### → Adding Products

Once the Threekit configuration is in place on your Magento store you are able to add 3D visuals to a product in a similar way to uploading traditional photos. To access Magento products, go to [Catalog](#) → [Products](#) in the left-hand navigation panel. You can add new products by clicking the 'Add Product' button or edit existing products. Once in the product form, navigate to the 'Threekit' section and modify the following:

Threekit Item Id - navigate to the asset in Threekit and copy the asset from the URL.



AR Enabled - you can enable AR for mobile devices for this asset by toggling the 'AR Enabled' picklist between 'Yes' and 'No'. When enabled and viewed on a mobile device, a "View in your space" button will appear. Tap to view your 3D model in your





### → View Product Player

Once an asset is saved to the product, you can now view the asset in 3D and AR (if enabled and on a mobile device). Navigate to the product page. The Threekit extension extends the Magento gallery. The first image will be the thumbnail uploaded to the product (if none, it is the default Magento placeholder). By scrolling, you will see the Theekit enabled asset in the gallery and have the ability to interact with the player.

### → API Configuration

#### ◆ <https://docs.threekit.com/docs/player-api>

#### ◆ Camera

- This module is for manipulating the camera.

#### ◆ Configurator

- This module is for manipulating the configuration

#### ◆ Player

- This is the root player API.

#### ◆ Scene

- This module is a high-level scene graph manipulation and query library.
  - Either id, name, or regex can be used for node names.
  - All get functions return the value, or undefined if no match is found
  - All find functions return an id or a Path
  - All filter functions return an array of id or Path

#### ◆ Tools

- This module is for manipulating tools. The default set of tools installed will handle scene navigation (orbit, pan, zoom) for both mice and touch interfaces.

## Documentation

Product Documentation - <https://docs.threekit.com/docs>

## Policy

- [Privacy](#)
- [Data Privacy](#)
- [Terms of Use](#)

## Support

If you are a current customer with us, please contact [Customer Support](#) for any questions or issues.



## Trouble Shooting

- Do not see a 3D player on a Threekit-enabled product's page? Make sure your CDN, Token, and asset ID all are correct.