

Importing 3D Objects into Oculus Home

The purpose of this document is to explain how to import 3D objects that have already been converted and resized for compatibility with Oculus Home, such as the ones I have available on my web site:

<http://cscottdavis.com/Oculus3D/>

For information on converting and resizing 3D objects, you might want to check out this document instead:

[http://cscottdavis.com/Oculus3D/Adapting 3D Objects for Oculus Home.pdf](http://cscottdavis.com/Oculus3D/Adapting%203D%20Objects%20for%20Oculus%20Home.pdf)

Importing into Oculus Home

Open your “Documents” folder, then open the “Oculus Home” folder that is inside it. Inside that folder should be an “_Import” folder (if there isn’t one there, create one). Any GLB files located within this folder will show up as imported items in your item Inventory. You can also create subfolders, if you’d like to organise your imported items (by type, source, or some other method).

To import your 3D object, simply drag a copy of the final GLB file into the “_Import” folder (or a subfolder).

Credits

IS301

Other than what I worked out for myself, the vast majority of info came from this excellent video about importing and resizing existing 3D objects: <https://youtu.be/EN31ATtbwe8>

I have since discovered this companion blog entry, that goes into a bit more detail:

<https://is301.com/2018/10/importing-3d-models-into-oculus-home-from-sketchfab/>

I am quite sure that I would never have been able to convert and resize 3D objects without the information that IS301 posted.

Contacting Me

If you have any questions or can offer any additional information about dynamic physics or 3D objects in general, please feel free to email me at: oculus@cscottdavis.com