CUSTOMER DOCUMENTATION

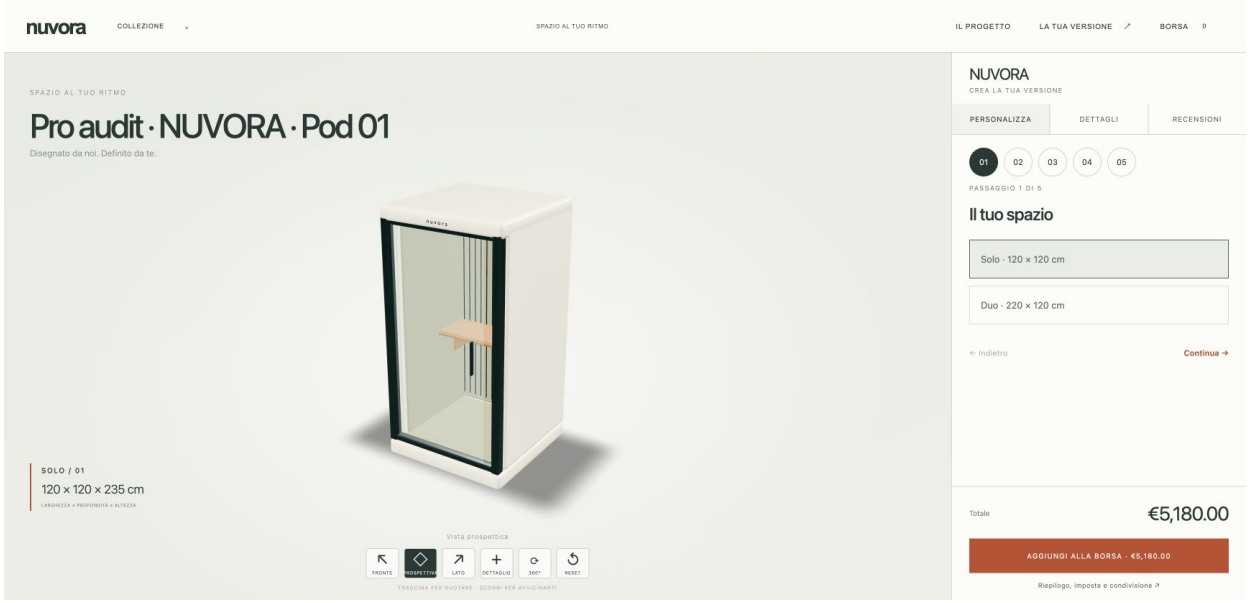
ConfigCraft Pro / 3D

A practical guide to ConfigCraft Pro 3D: choose a layout, prepare your model and connect customer choices to materials, variants and components.

Scene Studio / GLB / Materials / Variants

Pro 0.2.15 | 01.11.2026

Updated for commercial release Pro 0.2.15. 3D is included in Pro.



NUVORA / Scene Studio

Start with the right foundation.

Component	What to check
WordPress and PHP	WordPress 6.2 or later and PHP 8.0 or later, as declared by the inspected package.
WooCommerce and Free	Active WooCommerce and Free core 0.9.28.3 or later. Current Free release: 0.9.28.5; keep it active alongside Pro.
ConfigCraft Pro	Pro 0.2.15, downloadable from ConfigCraftSuite.com > My account > Downloads after payment confirmation. Install the ZIP from Plugins > Add New > Upload Plugin.
License	Open ConfigCraft > Options > License, enter the key and verify the active Pro entitlement. A Quote-only license does not enable 3D.
Assets	A prepared GLB, fallback image, material and variant inventory, and permission to use all assets.

Pro requires the Free core and adds 3D and advanced tools to the configurator. Quote and Production are separate modules; Suite includes Pro, Quote and Production.

From project to product page.

1. Open ConfigCraft > Scene Studio and choose a starter or an existing project. Use Crea una copia (Create a copy) to preserve the original.

2. In Prodotto (Product), set the name, description and base price. Replace demo names and illustrative prices with your actual catalog information.

3. In Opzioni (Options), define groups, values, required fields and surcharges. Use clear customer labels while keeping already-mapped identifiers stable.

4. In Pagina e 3D (Page and 3D), choose the mode, model and style. Adjust colours, arrangement and width using the project controls.

5. Map model materials or variants to option groups. Inspect the preview, then use Salva scena e prodotto (Save scene and product).

6. Open the saved product to check its final layout and WooCommerce pricing. The builder canvas does not reproduce every storefront panel and effect for FERRO, SÉLVE and NUVORA.

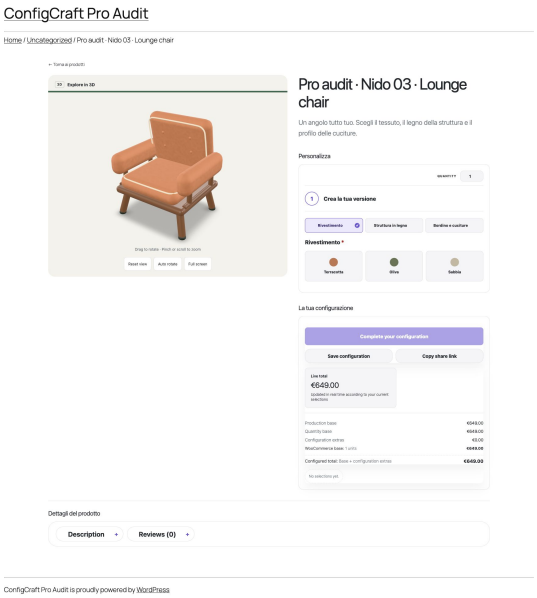
7. Use the admin preview to inspect the draft. In Free core 0.9.28.5 it is read-only: cart, uploads and saving are unavailable. Publish the product in a test environment for the full workflow test; publish on the store when ready.

Changing Disposizione (Arrangement) or Larghezza (Width) in a dedicated showcase returns the scene to the free module layout. Save a copy before experimenting. Italian labels are retained here where the current editor uses them.

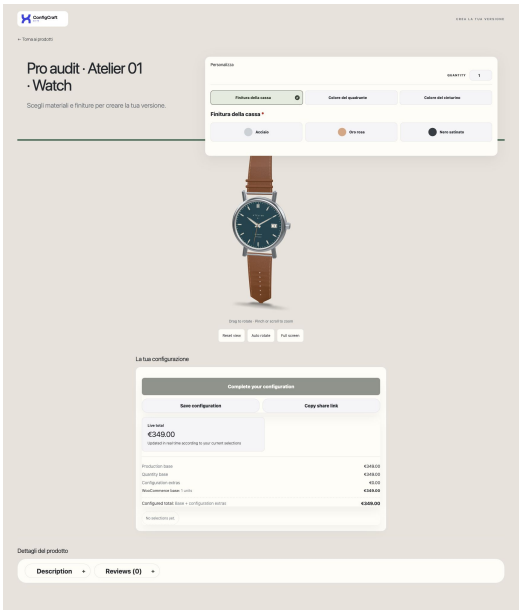
Seven presets. Four structures.

Presets combine composition, colours and presentation. The base structures are Split, Stacked, Immersive and Floating. A preset does not add a separate pricing engine.

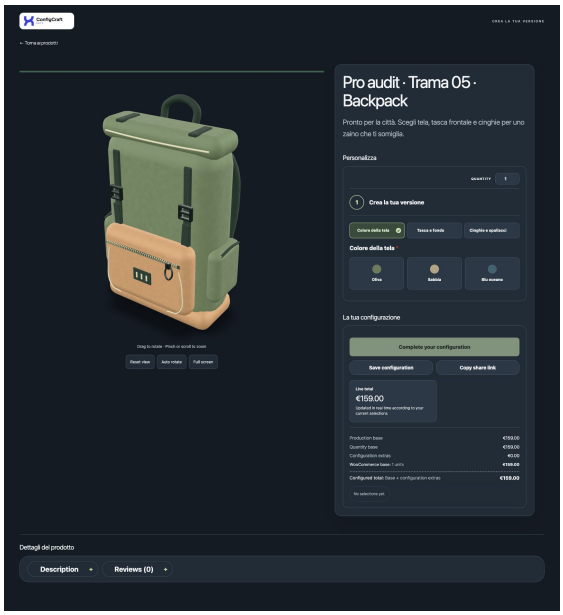
Preset	Where it fits
Light Studio	Model and choices side by side, with light panels. Example: Nido.
Immersive	Large visual with an overlaid options panel. Examples: Atelier and Forma.
Night	Dark scene with a floating panel. Example: Trama.
Editorial	Visual first, followed by choices and purchase controls. Also works in 2D: the tote example is 2D.
FERRO · Workshop	Dark showcase with camera views and a collapsible side panel.
SÉLVE · Maison	Light showcase with fine frames and lower-right customization.
NUVORA · Modular	Guided choices and optional components. The demo model contains the prepared Solo and Duo sizes.



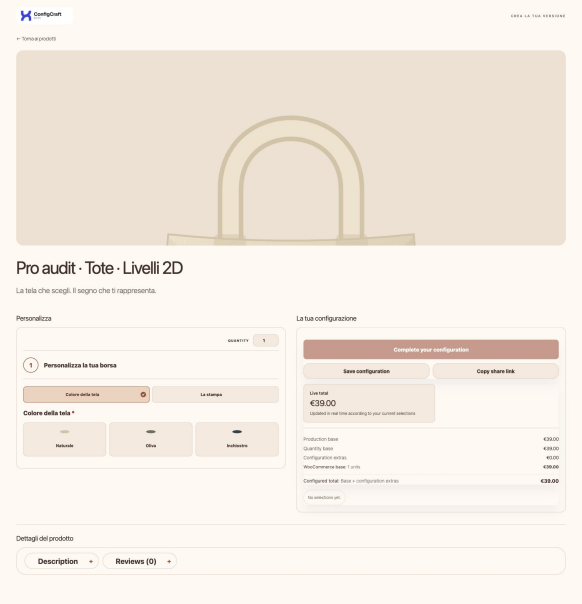
Light Studio



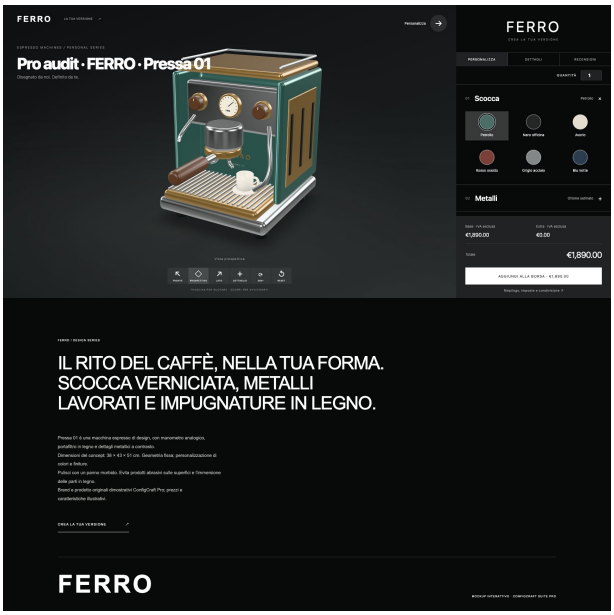
Immersive



Night



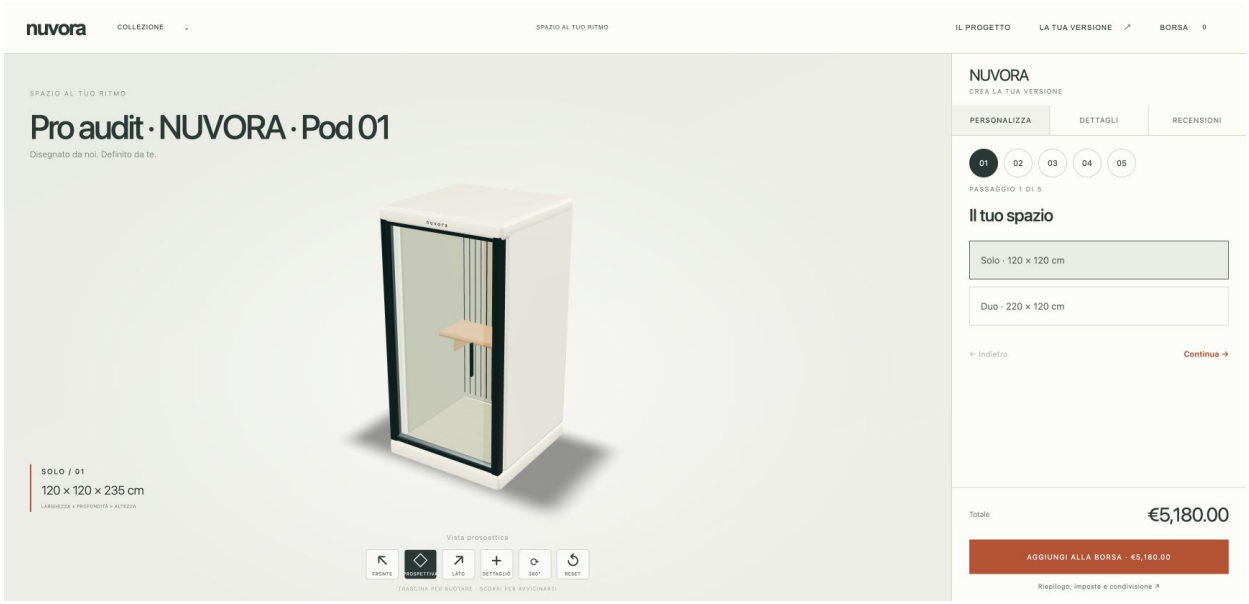
Editorial / 2D



FERRO / Workshop



SÉLVE / Maison



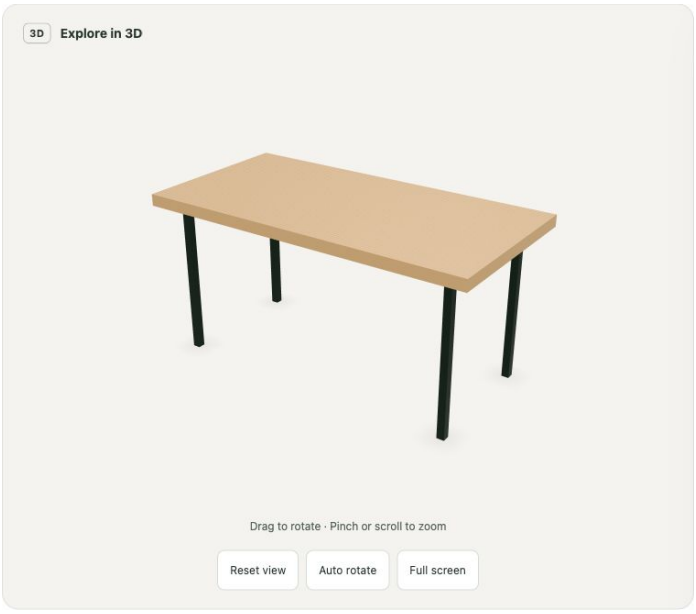
NUVORA / Modular

Six layouts for templates.

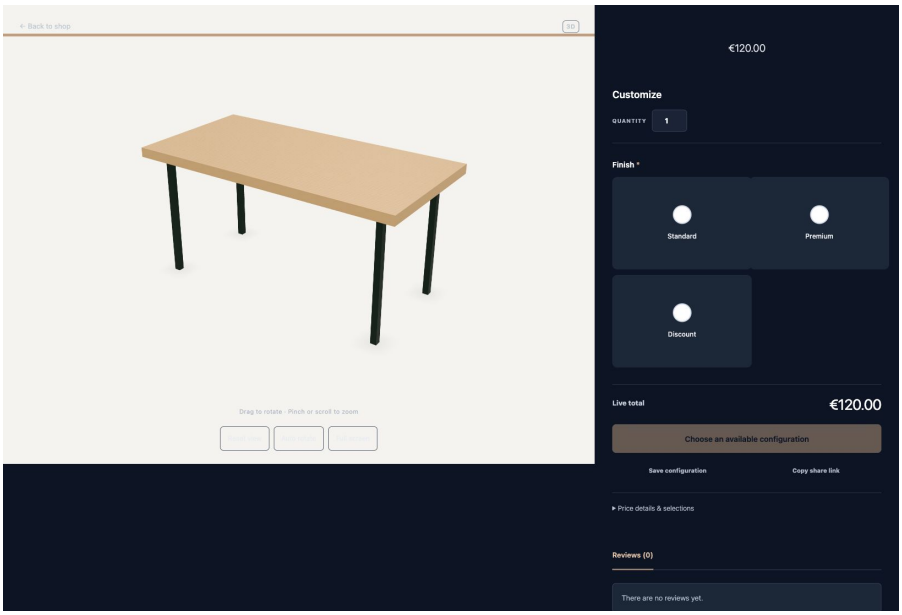
To add a viewer to an existing template, open the 3D tab, enable the preview and choose Product layout. These layouts are separate from the Scene Studio presets.

Layout	Presentation
Inline preview	A preview within the normal product page flow.
Studio	Model on the left and configuration on the right on desktop.
Full / Product showcase	A large model with option cards to the side.
Stepper	Guided choices with navigation and purchase controls.
Popup vertical	Full-screen configuration dialog with options to the side.
Popup horizontal	Model above a horizontal option tray.

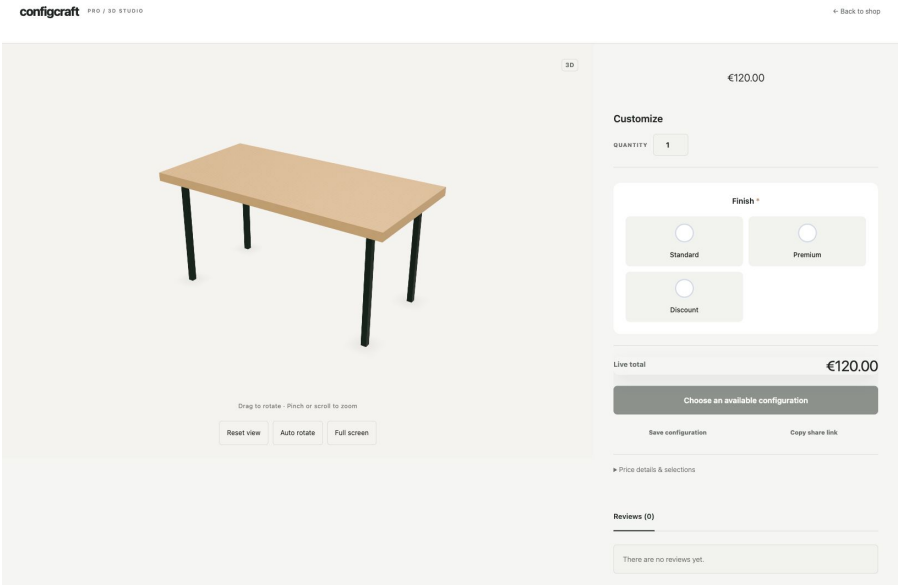
1. Choose an included model or Model URL; for your own file use Choose / upload GLB.
2. Set the fallback image, accessible description, background, exposure and initial rotation.
3. Use Load / refresh preview to inspect material and variant names.
4. In Option mappings, connect an existing field and option to the intended material, variant or visibility rule.
5. Save the template, assign it to the product and test the customer page with the actual theme.



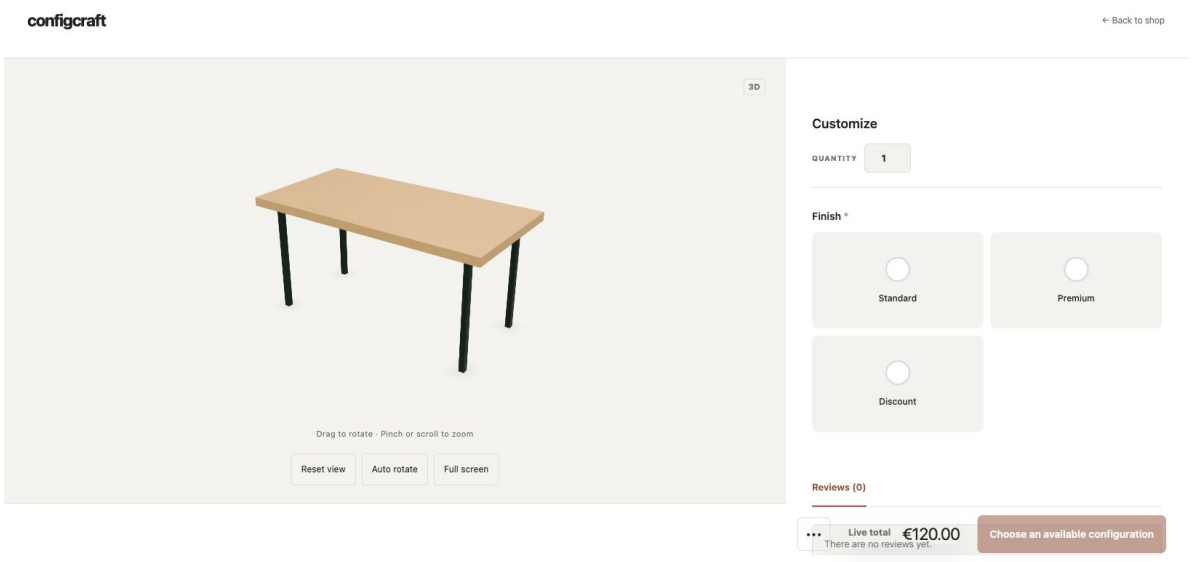
Inline preview



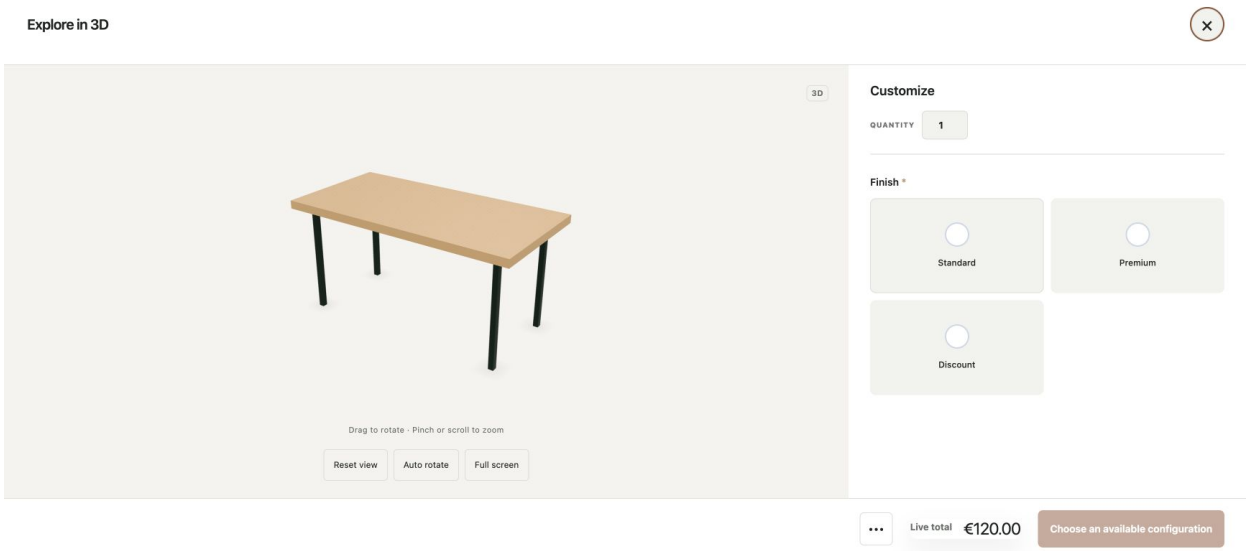
Studio



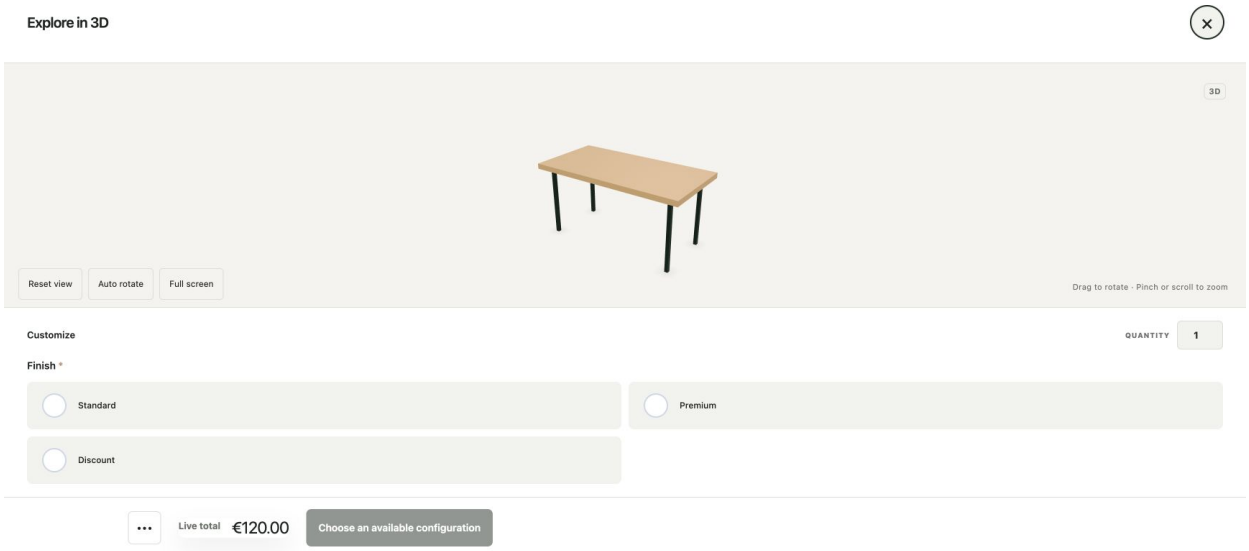
Full / Product showcase



Stepper



Popup vertical



Popup horizontal

What to deliver

The recommended workflow uses **one .glb file per product**, exported as glTF 2.0 with geometry and textures embedded. Scene Studio uses one main model per project. Create separate projects for different products; prepare materials or components within the same model for alternatives of one product.

Item	ConfigCraft requirement
WordPress upload	Valid GLB, maximum **50 MiB (52,428,800 bytes)**, displayed as 50 MB in the interface. A lower server upload limit takes precedence.
Custom URL	HTTP(S), with a .glb or .gltf path. Separate glTF assets also need accessible buffers and textures. Analysis of the main file has the same 50 MiB ceiling; this is not a budget for all external resources.
Source formats	Export .blend, FBX, OBJ, STL and CAD to glTF 2.0. Renaming an extension does not convert a file. GLB upload requires WooCommerce management and file upload permissions.
Complete handover	GLB, preview image, exact part/material/variant names, a table of intended customer options, credits/license and an editable source kept separately.

The reference format is the Khronos glTF 2.0 specification. Use consistent scale in metres and check orientation and dimensions after export.

Recognisable parts, independent materials

Before modelling, list everything the customer should be able to change. Scene Studio reads the file structure: it does not recognise objects visually or split geometry that has already been merged.

Give objects descriptive names and assign **a distinctly named material to every independently configurable area**. Separate objects sharing a material change together. Different materials with the same name are also ambiguous for mappings: rename them in the source.

Product	Example objects	Distinct materials
Shoe	Upper, Sole, Laces	`Upper`, `Sole`, `Laces`
Armchair	Seat, Back, Legs	`SeatFabric`, `BackFabric`, `LegWood`
Watch	Case, Dial, Strap	`Case`, `Dial`, `Strap`

If the seat and back must always change together, they can share one `Fabric` material. Optional components that show or hide need materials used exclusively by those components; configure their visibility rules in the advanced editor.

Use unique, stable material and variant names, up to 160 characters. Prefer letters, numbers and underscores. Avoid leading/trailing or repeated spaces, tabs, line breaks, HTML and sequences such as `%20`. If names change after mapping, update the configurator mappings too.

Colours, textures and finishes

In glTF, the base colour combines with the colour texture. A blue tint applied to a green texture does not replace that texture with a uniform blue. See the material specification.

For a configurable solid colour: prepare a PBR material without a base colour texture, starting from a neutral base. To retain grain and detail, design a neutral texture and test extreme tints. Use normal and roughness maps for surface detail and finish; avoid baking heavy shadows into the colour.

For graphics, logos or complete colour schemes, prepare material variants. Scene Studio does not automatically remove textures or rebuild product details. Viewer lighting affects appearance: a HEX swatch does not guarantee a physical material colour match.

Complete looks for the same product

Export alternatives using `KHR_materials_variants`: each variant assigns a set of materials to surfaces. It does not add geometry or change size. Give variants unique names, such as `midnight`, `sand` and `coral`. Reference: Khronos extension.

1. Create a single-choice group in Scene Studio: cards, colour swatches or a dropdown.

2. Open **Options > Detected model parts > Map variants**. In the current Italian UI: **Opzioni > Parti rilevate nel modello > Abbina varianti**, or Gestisci varianti within the group.

3. Choose the exact file variant for each option. New mappings are never selected automatically.

4. Review the changes, confirm, then save the scene and product. Test the customer page afterwards.

Use one group for global variants: the model can show one variant at a time. Multiple controlling groups may conflict; the renderer applies the last active mapping. Any mapped material colours are applied after the variant. Set prices and surcharges in configurator options, not inside the GLB.

Export and file weight

In Blender, use **File > Export > glTF 2.0** and choose GLB. Check that the intended objects, materials and variants are exported. Not every authoring material transfers: use compatible PBR materials and bake procedural textures to images when needed. Consult the Blender exporter manual for your version’s controls.

Before export, remove unnecessary hidden geometry, unused textures and duplicates. Check normals, UVs, transforms and framing. Keep the original source and optimise a copy.

> **Suggested starting budget, not a hard requirement:** aim for 5-10 MB per product, roughly 50-100 thousand visible triangles and 1K-2K textures where sufficient. Complex products may need more; measure on real devices before increasing the budget.

50 MB is an acceptance limit, not a smoothness guarantee. Material count, transparency, decoded textures and device capabilities also matter. The plugin includes Draco and KTX2/Basis decoders; test compressed exports in the viewer before delivery. Do not assume every glTF extension is supported.

Upload and acceptance test

1. Create a project, choose 3D mode and **Pagina e 3D > Il mio modello GLB / glTF** (Page and 3D > My GLB / glTF model).

2. Upload through the media library or enter the URL. Add an accessible description with the product name and features.

3. Check parts, shared materials, duplicate names and texture warnings. Use the parts explorer to identify areas.

4. For tints, use Abbina ai gruppi (Map to groups), choose the group for each material and confirm the review. For variants, use Abbina varianti.

5. Save, reopen and test every option, checking that unrelated parts remain correct. Verify prices, preview and selected options in the cart.

6. Test at least one Android phone and one iPhone, portrait layout, zoom and rapid option changes. Repeat on mobile data with an empty cache.

External hosting must allow CORS for the model, buffers and textures. Use HTTPS for an HTTPS store and keep URLs accessible to customers; avoid expiring links. Detection has a 20-second timeout and structural limits (10,000 items per main list, depth 128). It is not a complete validator or a performance benchmark.

Troubleshooting

Symptom	Check
Several parts change together	Shared material or duplicate names. Assign distinct materials/names in the source.
Colour differs from the swatch	Colour texture, finish and lighting. Use a neutral base or an authored variant.
Variant missing from the list	Extension export, empty/duplicate name, updated file and cache. Read the model again.
Upload rejected	Effective GLB size limit, file integrity and version. Compress or export again; do not rename other formats.
Invisible or incomplete model	URL, CORS, missing textures/buffers, normals, scale and extension compatibility.
Stuttering on a phone	Reduce textures, triangles, materials and transparency. Retest on the affected device.

Artist handover checklist

- Self-contained glTF 2.0 GLB below the site’s effective size limit.
- Named objects and distinct materials for independently configurable areas.
- Unique, stable and compatible material and variant names.
- Solid colours, textures and variants tested with the actual customer choices.
- Dedicated materials for optional components, where needed.
- Export reopened and also checked with a glTF validator.
- Preview image, mapping table and credits/license supplied.
- Desktop, mobile and cart acceptance tests completed on the destination site.

Example handover: `shoe.glb`, `shoe-preview.webp`, a table saying “Upper > Upper material > Upper colour group; Look > midnight/sand/coral”, plus editable 3D source and asset licenses.

Appearance and price must agree.

The GLB describes the visual. Configure the base price, surcharges, quantity rules and matrix pricing in WooCommerce and the configurator. A finish that changes appearance will not change the price unless you configure its charge.

Illustrative example: base price €100, Premium finish +€20. At quantity 1, the total before tax and shipping should be €120. If the surcharge is per unit and quantity is 2, verify €240; a one-time charge produces a different result.

For optional components, prepare them in the model with dedicated materials. Visibility mappings show or hide those materials; they do not generate new objects. NUVORA offers two already-modelled sizes, not arbitrary dimensions that rebuild the geometry.

Check selections, quantities and totals in the cart after each change. 3D snapshots in orders or documents also require compatible versions of the modules involved and a full workflow test.

> The verified workflow does not generate models from photos, automatically project artwork onto surfaces, provide AR, or freely resize geometry. An order file upload is not a visual artwork editor for the model.

Check before launch.

1. Open the product as a visitor: the model loads, the fallback image is correct, and assets do not require login.

2. Test all choices, conditions, Previous/Next, and popup close/reopen. Selections must remain consistent.

3. Check required fields, prices, quantities, cart, order summary and restoration of saved configurations.

4. Compare desktop and mobile: readable text, no horizontal overflow, reachable options and buttons. A 390 px viewport test does not replace a real iPhone or Android device.

5. Check keyboard navigation, focus, Escape in dialogs, accessible descriptions and reduced-motion preferences.

6. Test an unavailable model: customers must still be able to use the available choices and receive a clear message.

7. Test with the final theme, cache plugins and optimization settings. Repeat after relevant updates.

Resources and support

Layout gallery and Pro requirements | All manuals