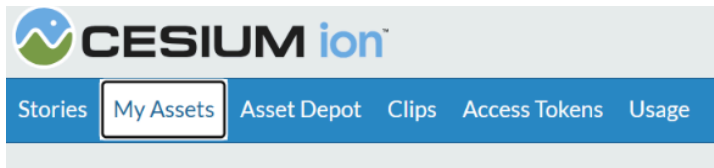


Add 3D Assets to Your Cesium Story

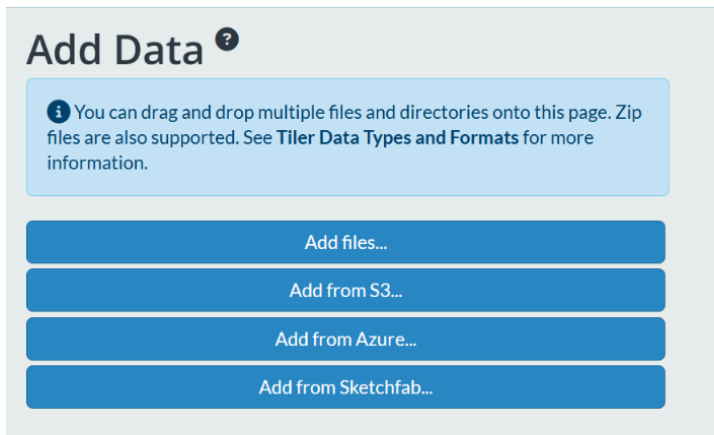
You can find 3D models through Sketchfab and add them to your Cesium Story. This handout will show you how to use the Sketchfab integration within Cesium ion.

Part 1: Find a 3D Model

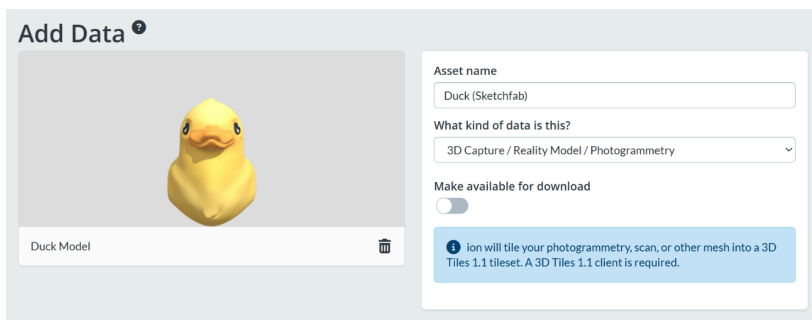
1. Log into Cesium ion and go to the **My Assets** tab.



2. Click on **Add Data**, and then select **Add from Sketchfab...**



3. If this is the first time you're using Sketchfab in your ion account, follow the prompts to log in and link your accounts.
4. Once in, scroll through different 3D asset options, or search for a specific asset or creator from the search bar. If you search for "**CreateAccess**," you can find free assets created by our community!
5. Once you find an asset you like, click on **Import**. In the new window, name the asset if you wish, and set the "What kind of data is this?" dropdown to **3D Model (tile as 3D Tiles)**. Then select **Upload**.



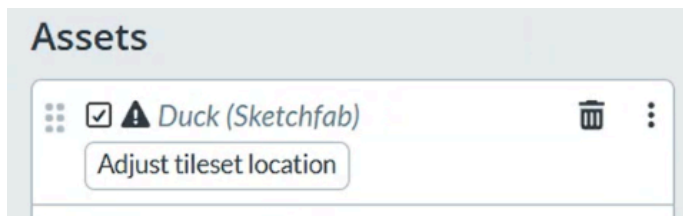
6. The asset will now appear in your Asset Library in Cesium ion.

Part 2: Add a 3D Model to Your Story

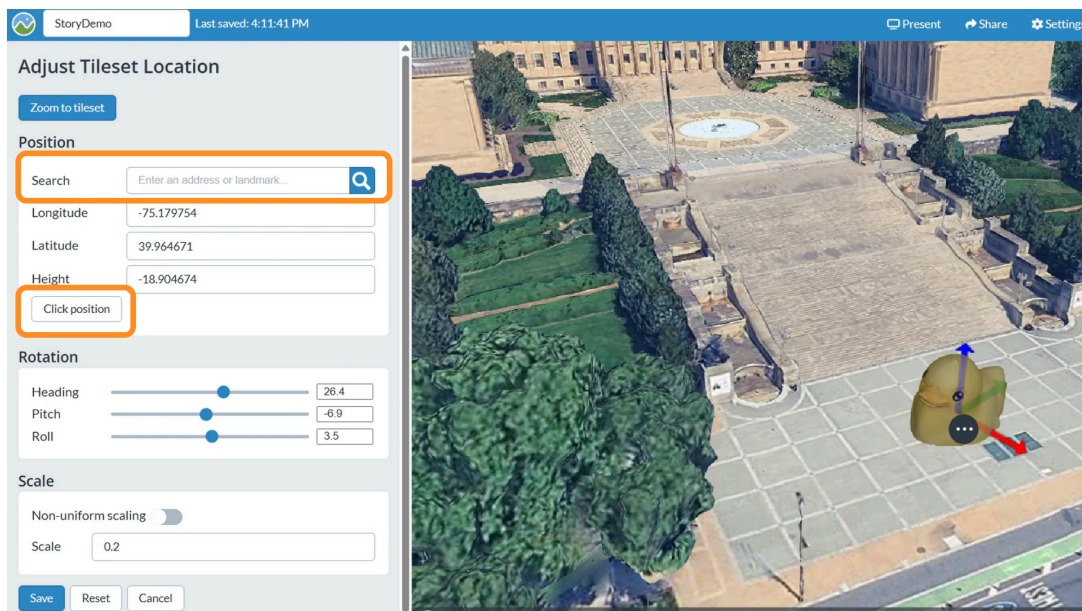
- From the **Assets** panel on the left, click on **+Add asset...**



- Find the 3D model you want to add from the list and click **Add**.
- The asset will be added to your Story but its location is not set yet. Select the **Adjust tileset location** button under your asset.



- Enter a location in the **search bar**, or use the **Click position** button to click on your map and adjust the asset location. Keep in mind that Click position may only work when “Cesium World Terrain” is enabled.



- You can use the red, green, and blue arrows on your asset to move it more precisely in your Story. If you can't see your asset, it might be **under** the terrain, or **too small** to see.
- Use the rotation and scale sliders on the left panel to adjust the angle and size of your 3D model. Once you're happy with the outcome, click **Save**.