

3D Scene Alignment Standards

It is important to properly align model meshes before uploading. Improper alignment will cause issues to the customer experience, and will delay publication. Refer to the full 3D Imaging Alignment Guide for examples of each of the alignment types.

- All models are aligned to floor, wall, or ceiling. Model “front” is determined by the 3D Imaging Alignment Style Guide, and all models must be aligned with model “front” faced toward positive Z space.
- The ‘Up’ World Axis is positive Y
- The mesh must be aligned in relation to worldspace 0,0,0 properly for its specific product type alignment: "floor", "wall", "floor mirror", or "ceiling".
 - **Floor Model Alignment**
 - All floor-aligned models must rest on the Y=0 plane, with all geometry extending into positive Y space
 - All floor-oriented models are centered at the base of the bottom surface in both the X and Z Axes. The pivot point should be at 0,0,0.
 - **Ceiling Model Alignment**
 - All ceiling-oriented models exist at or below the Y=0 plane, with all geometry extending into negative Y space.
 - All ceiling-oriented models "hang" from the base of the top surface. The pivot point should be at 0,0,0.
 - **Wall Model Alignment**
 - All wall-oriented models must have their “backside” aligned to the XY plane (Z=0), all geometry extending into the positive Z space
 - All wall-oriented models are centered around the X and Y Axes, with the pivot point at 0,0,0 in the center point of the back side surface.
 - **Floor mirror Alignment**
 - All floor mirror models must have their “backside” aligned to the XY plane (Z=0), all geometry extending into the positive Z space
 - Angle of inclination

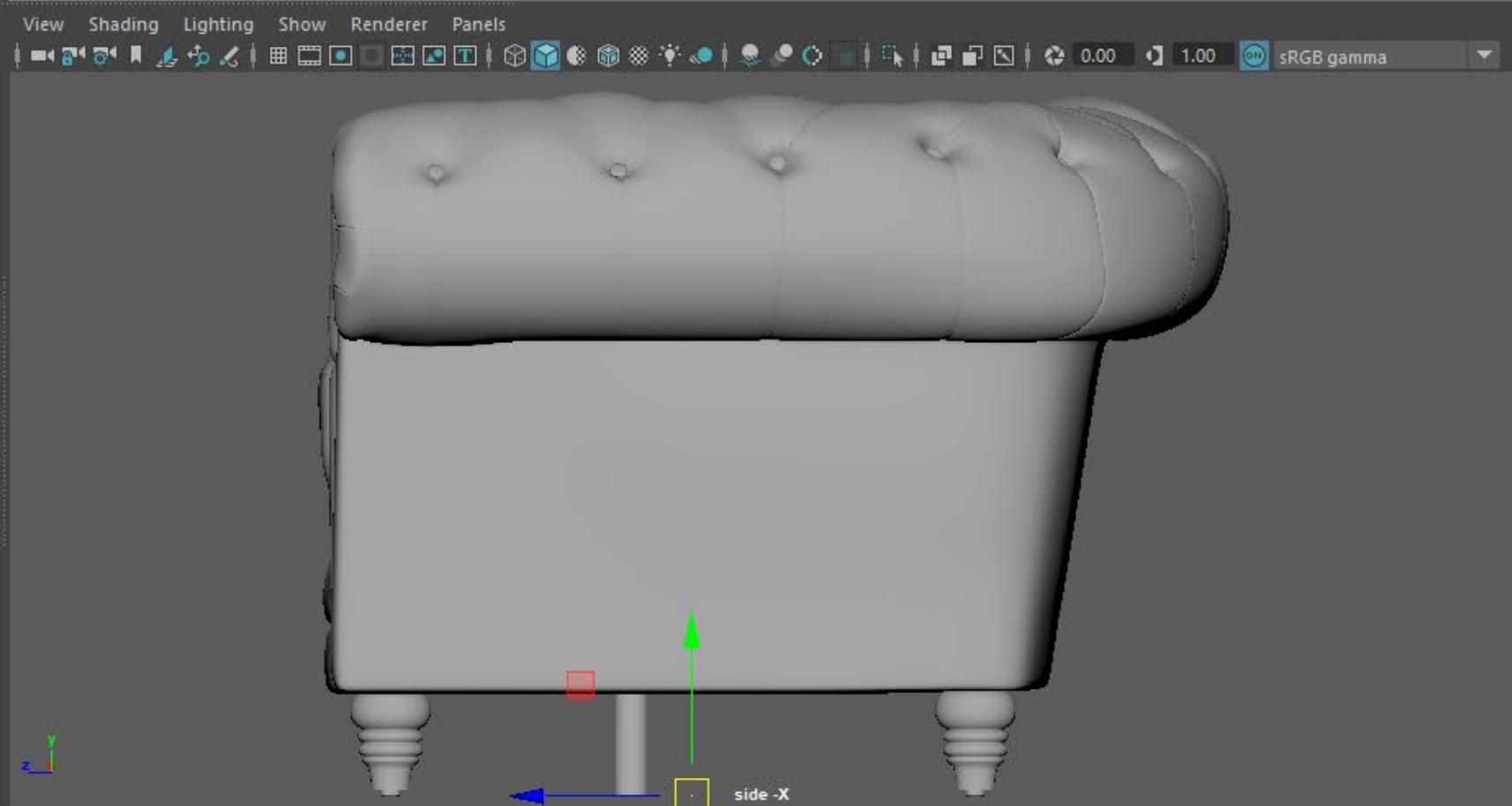
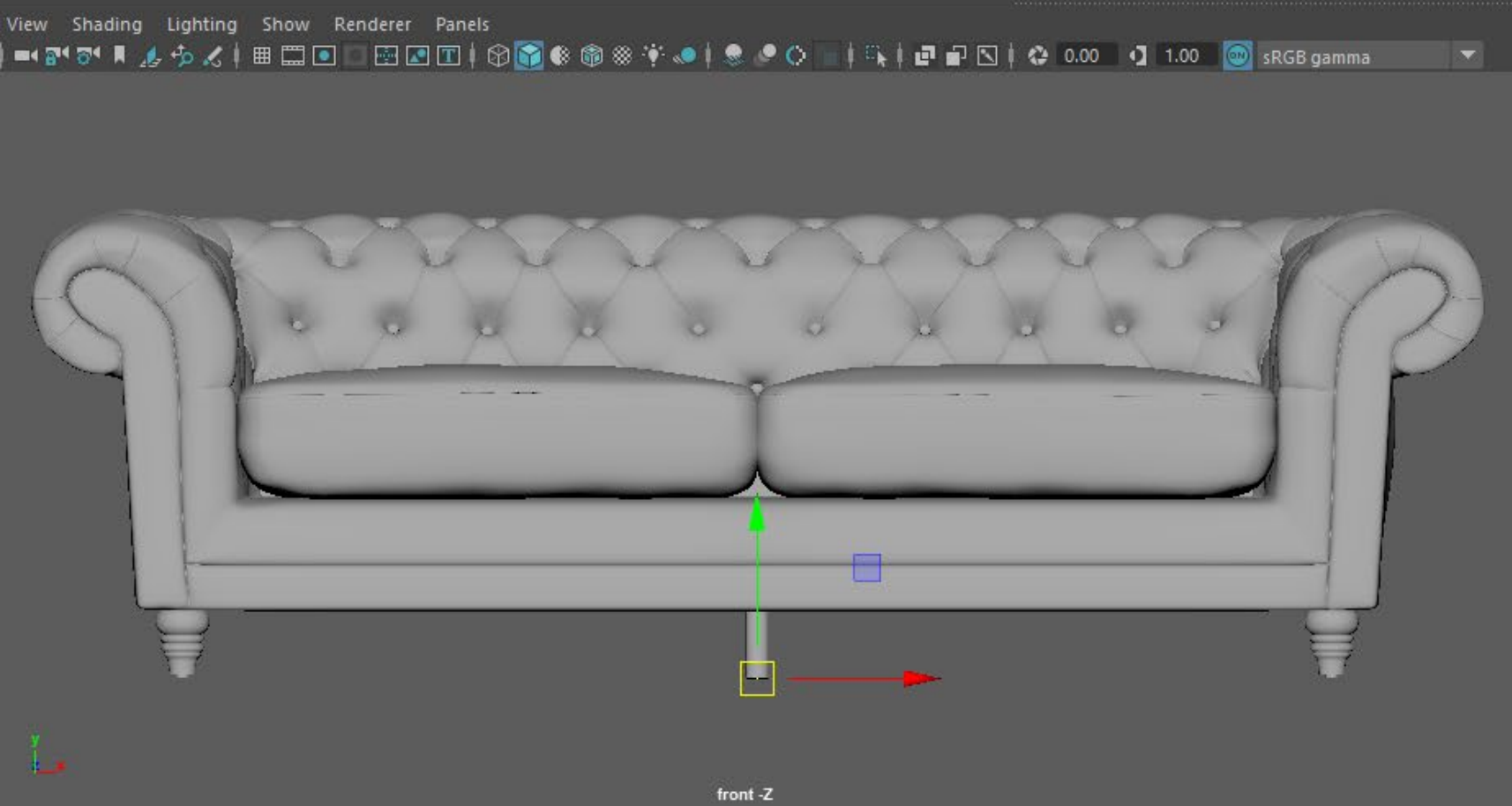
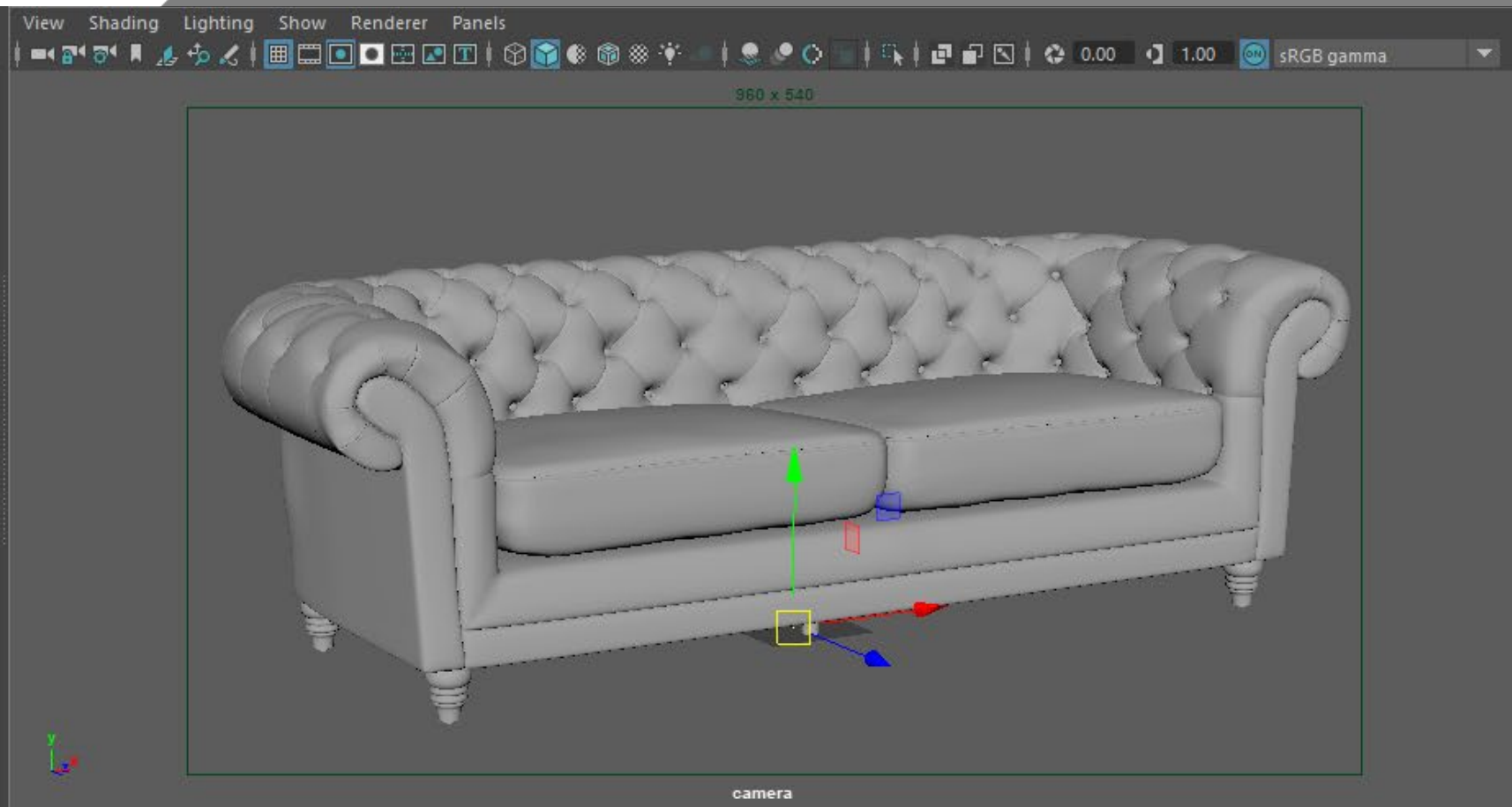
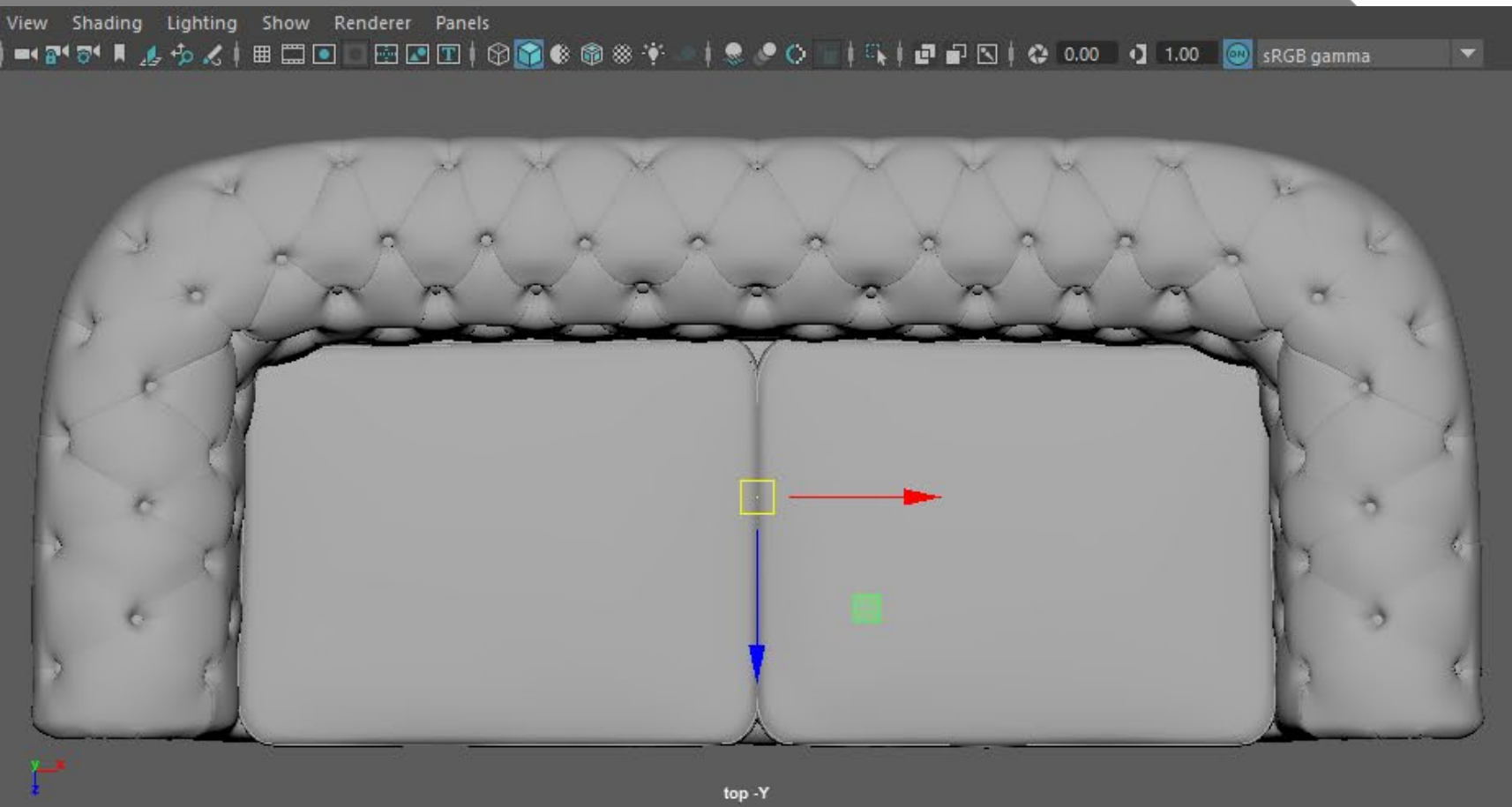
2 Seater Sofa



Viewport : Maya

Alignment : Floor

- Front Z: front of seat and seatback towards front Z



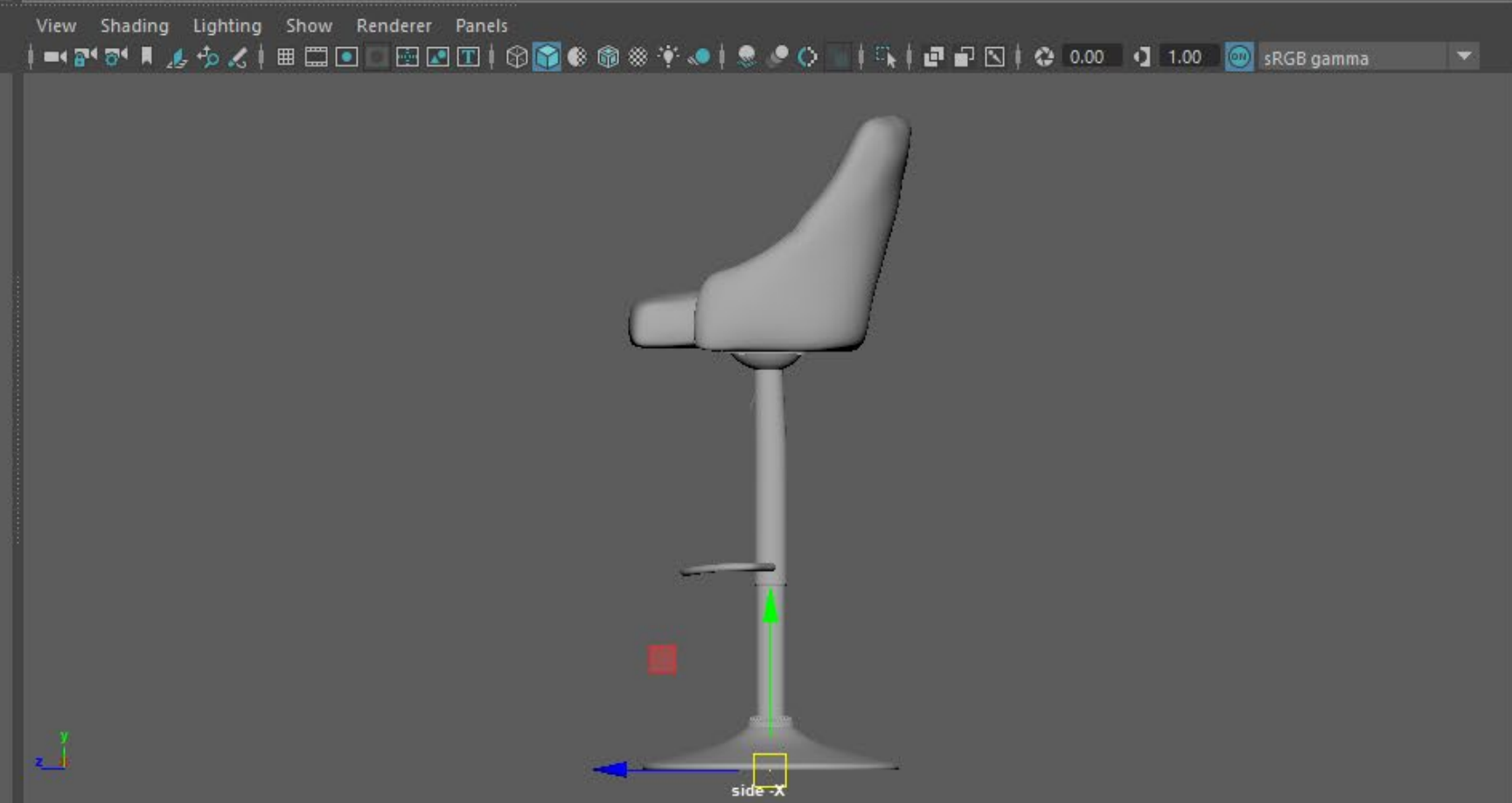
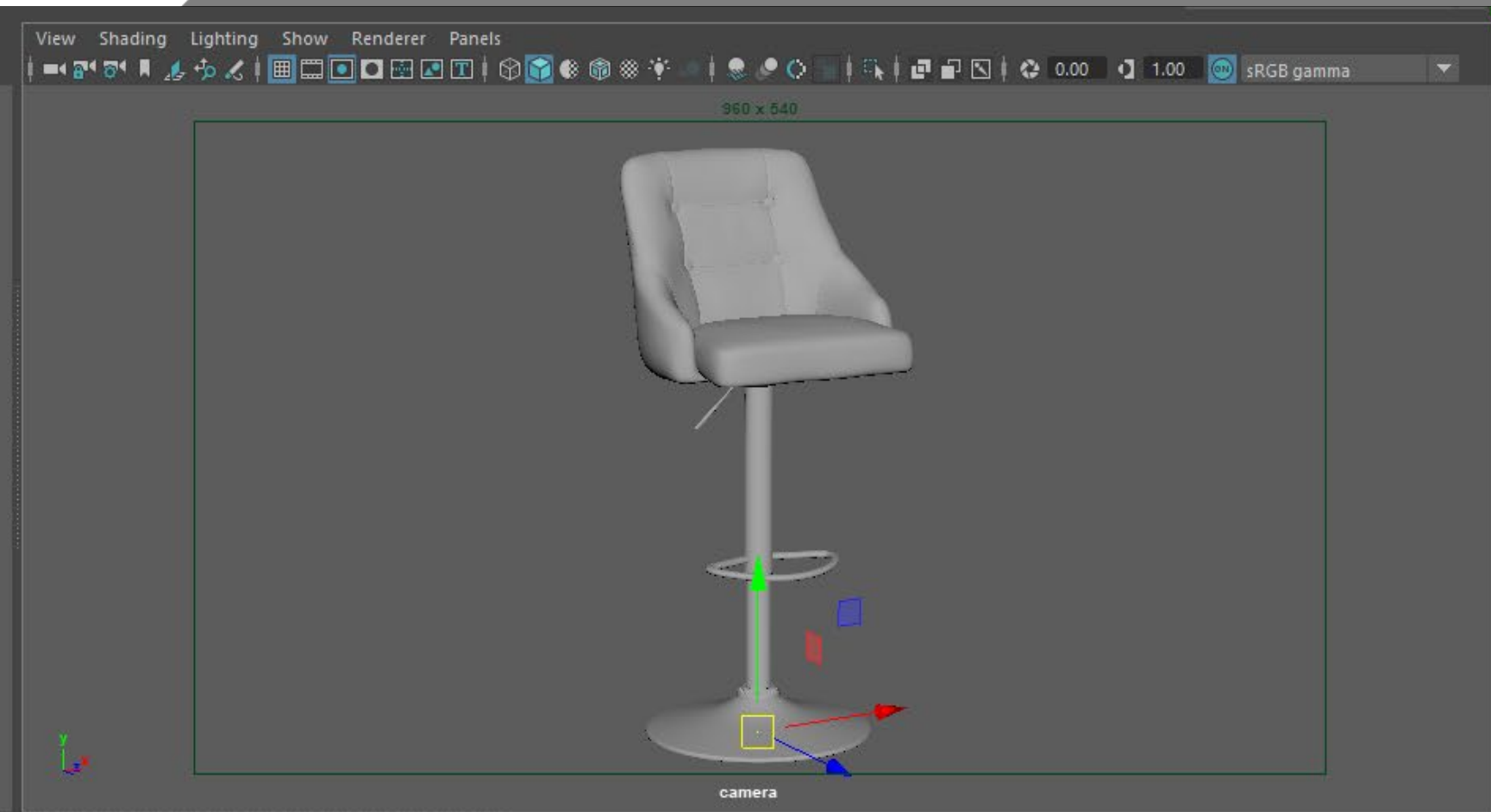
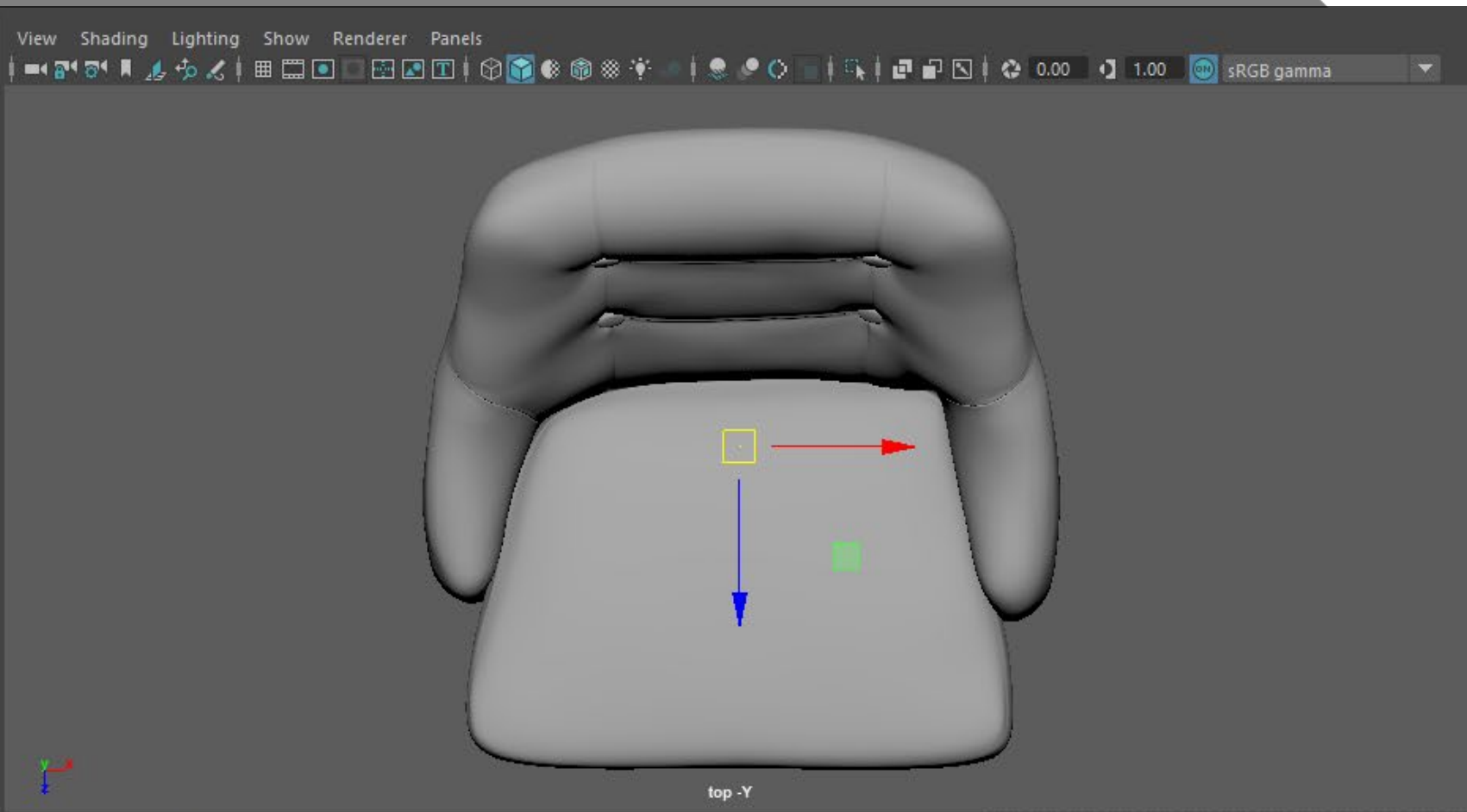
Bar Chair



Viewport : Maya

Alignment : Floor

- Front Z: front of seat and seatback towards front Z



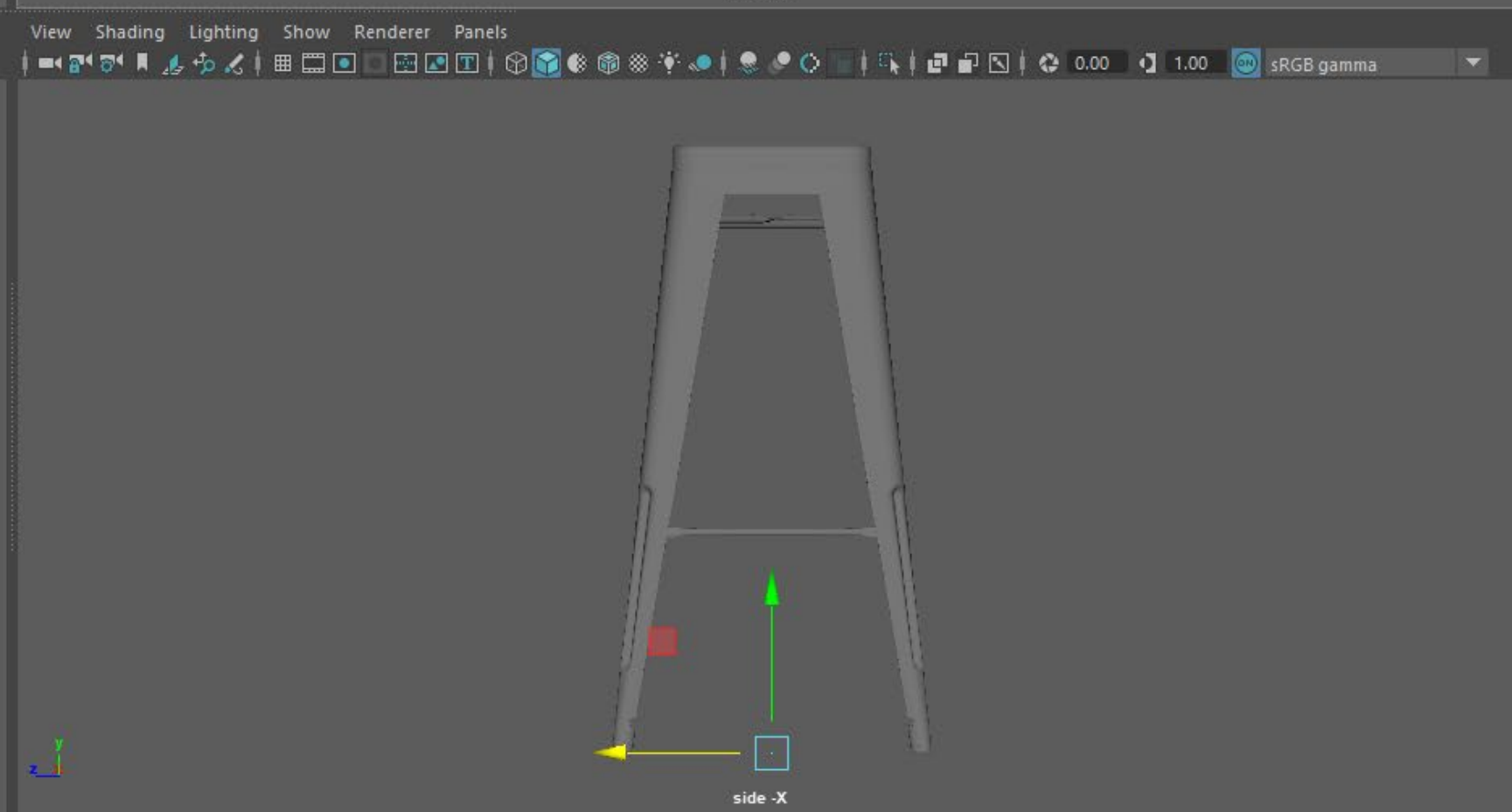
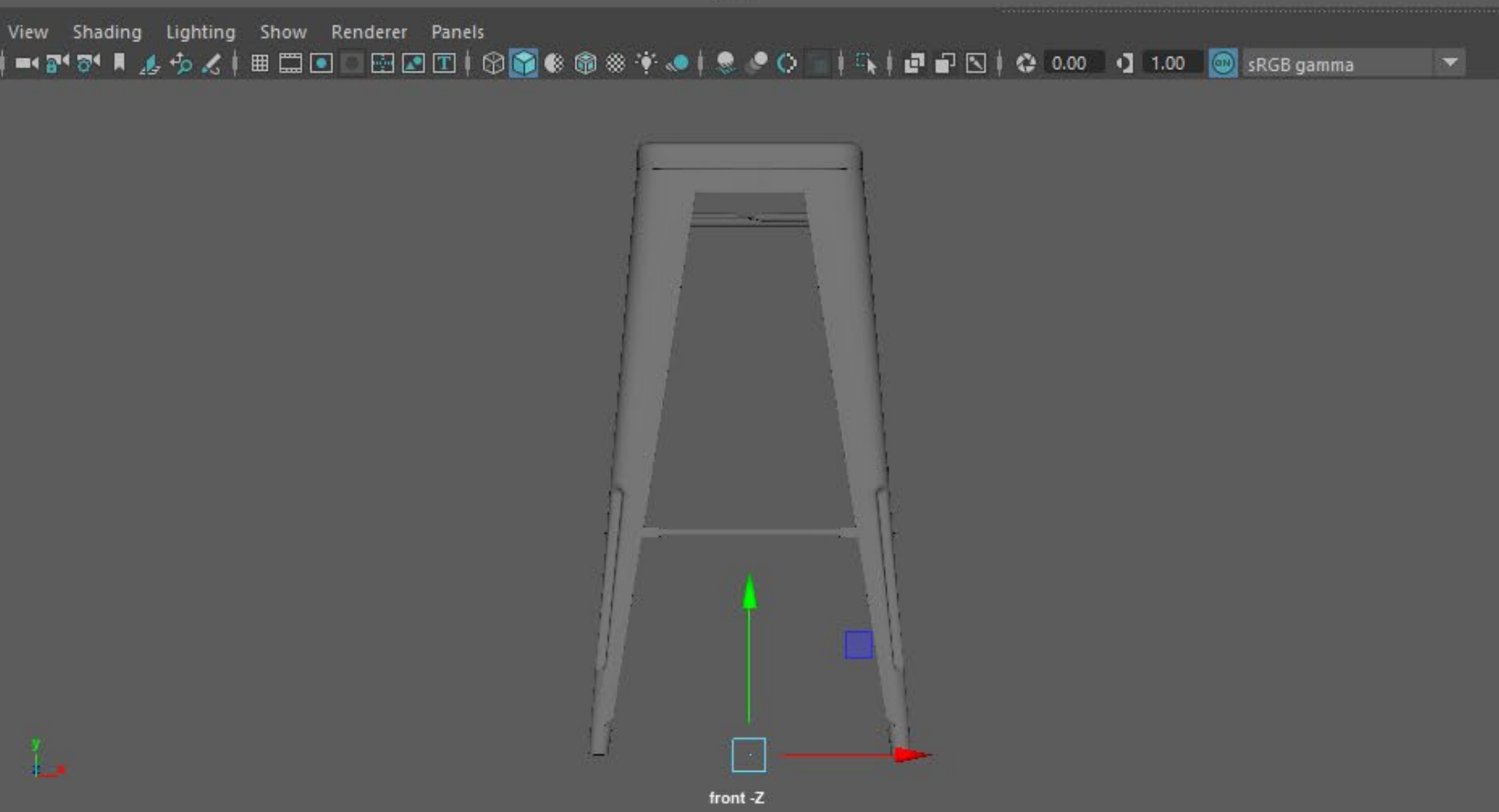
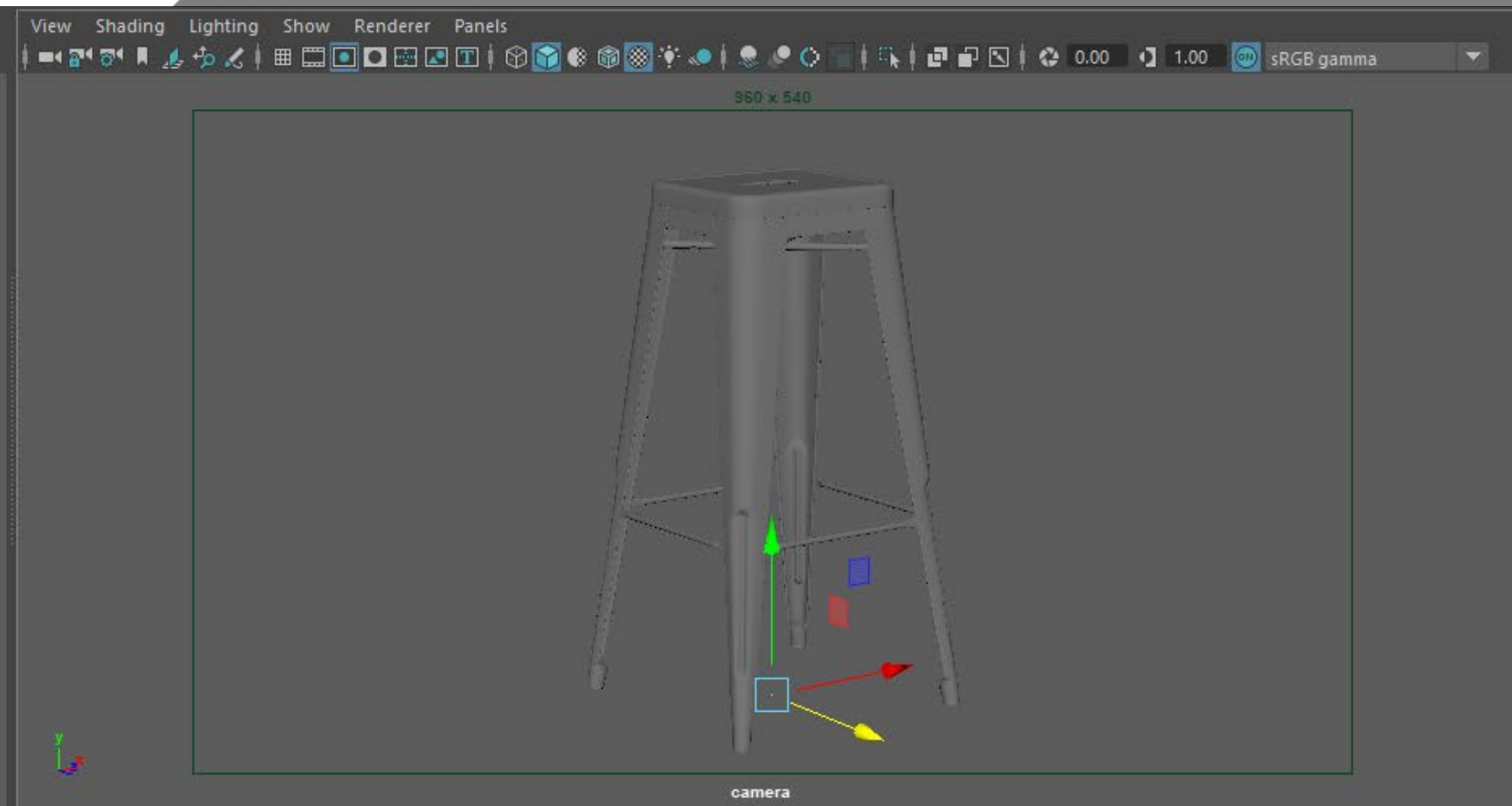
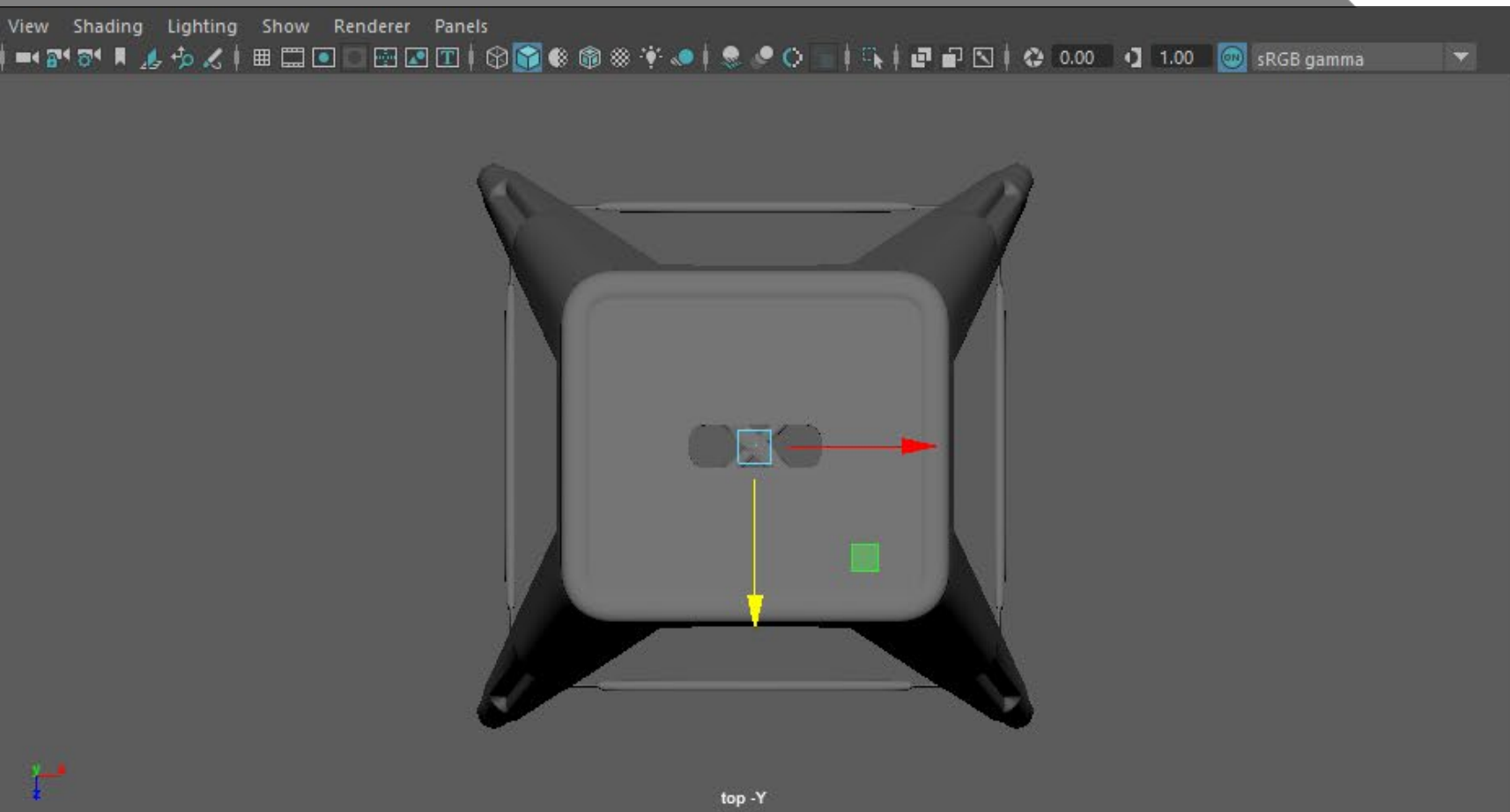
Bar Stool



Viewport : Maya

Alignment : Floor

Front Z: longest side front Z (if round or square it doesn't matter)



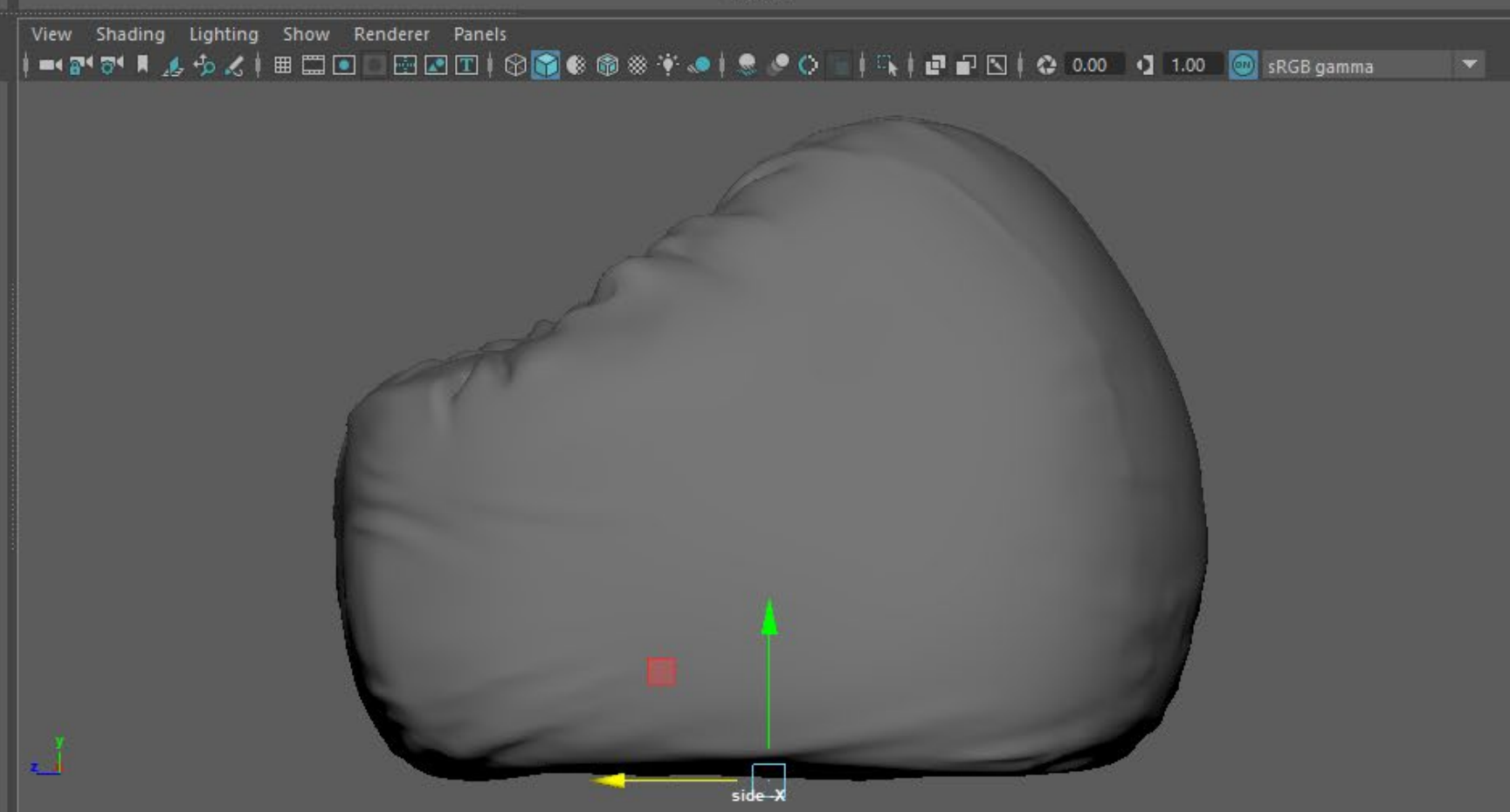
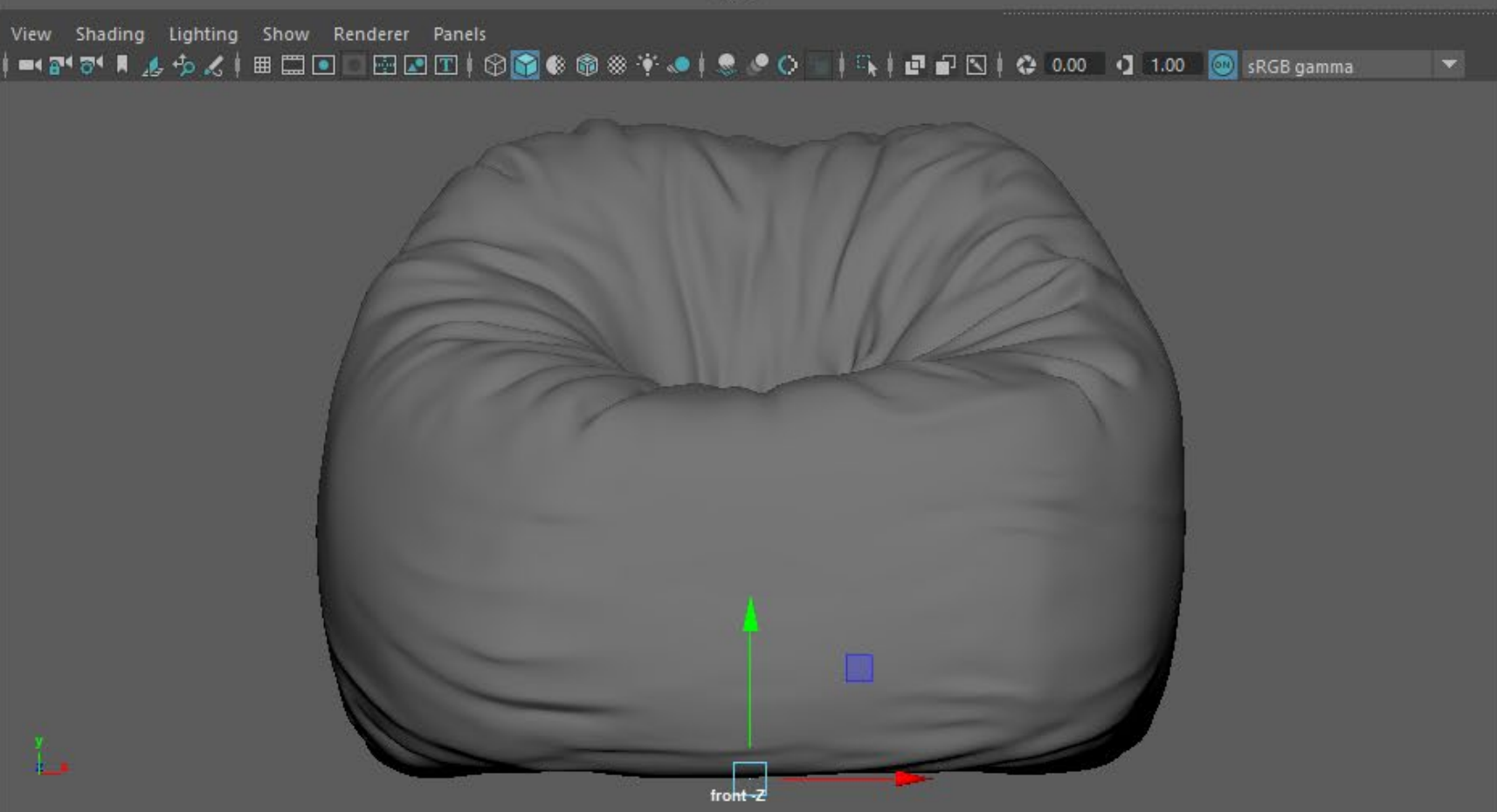
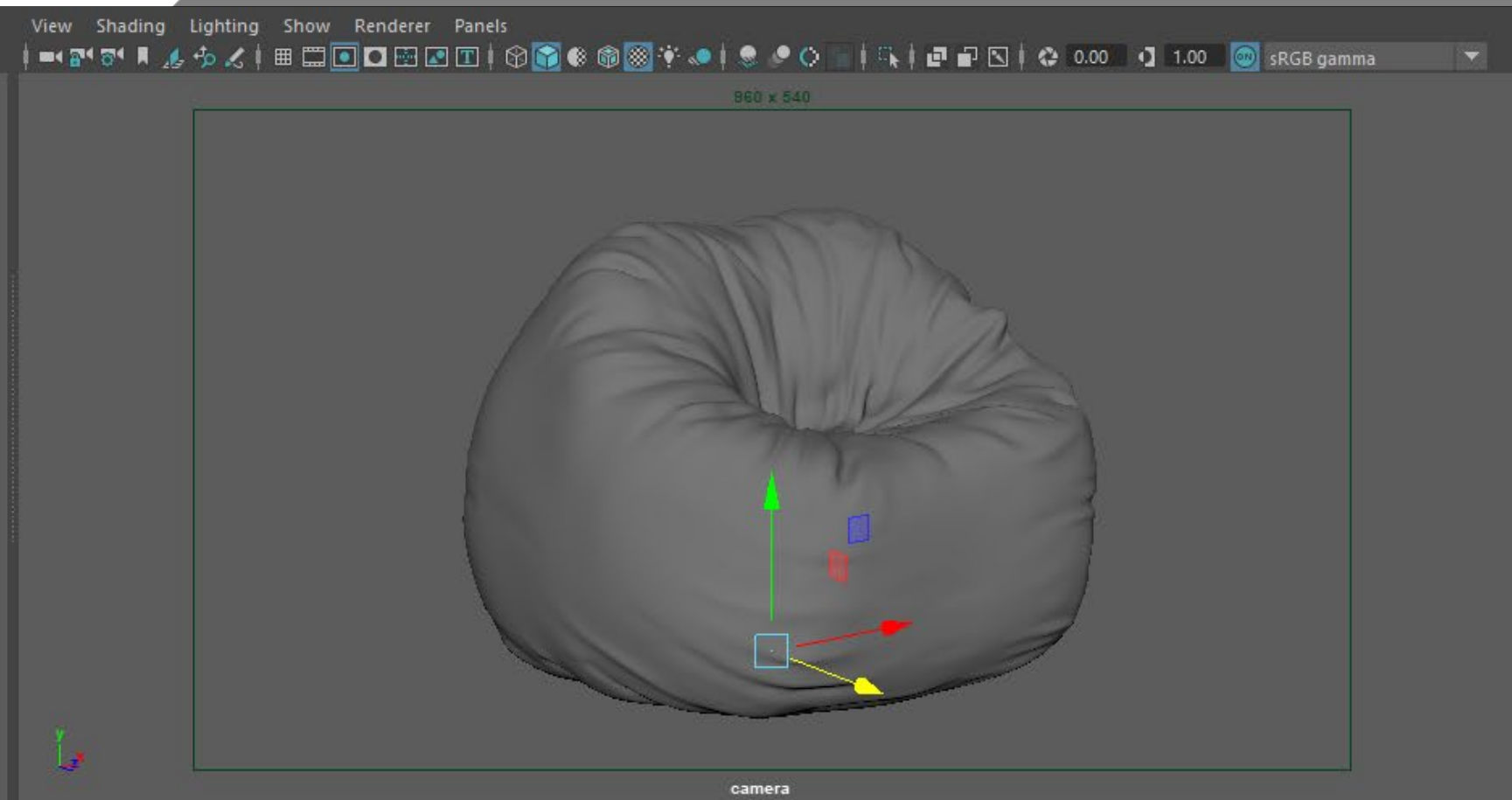
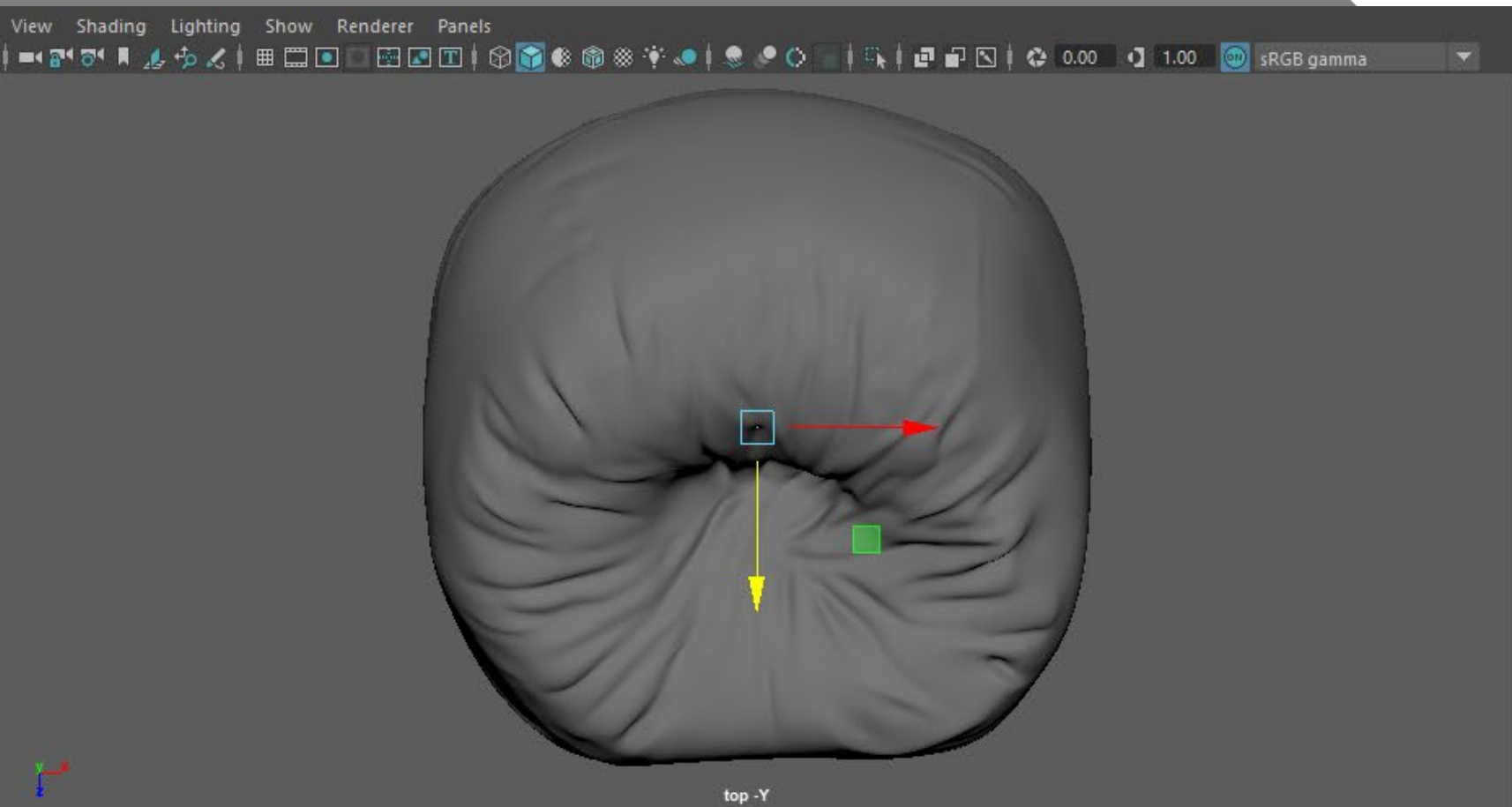
Bean Bag



Viewport : Maya

Alignment : Floor

Front Z: longest side front Z (if round or square it doesn't matter)



BED PRODUCT WITH SOFA TYPE DESIGN

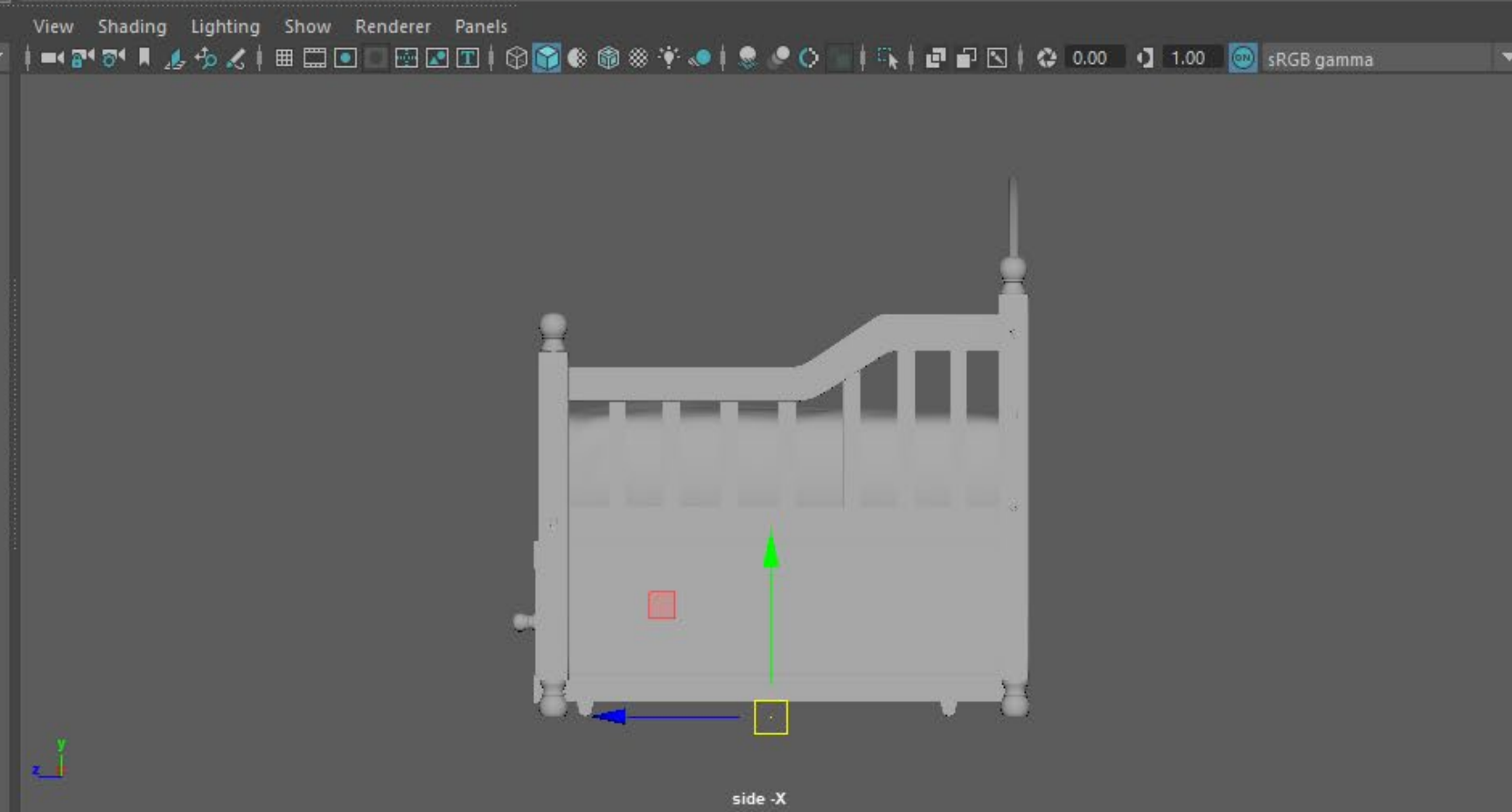
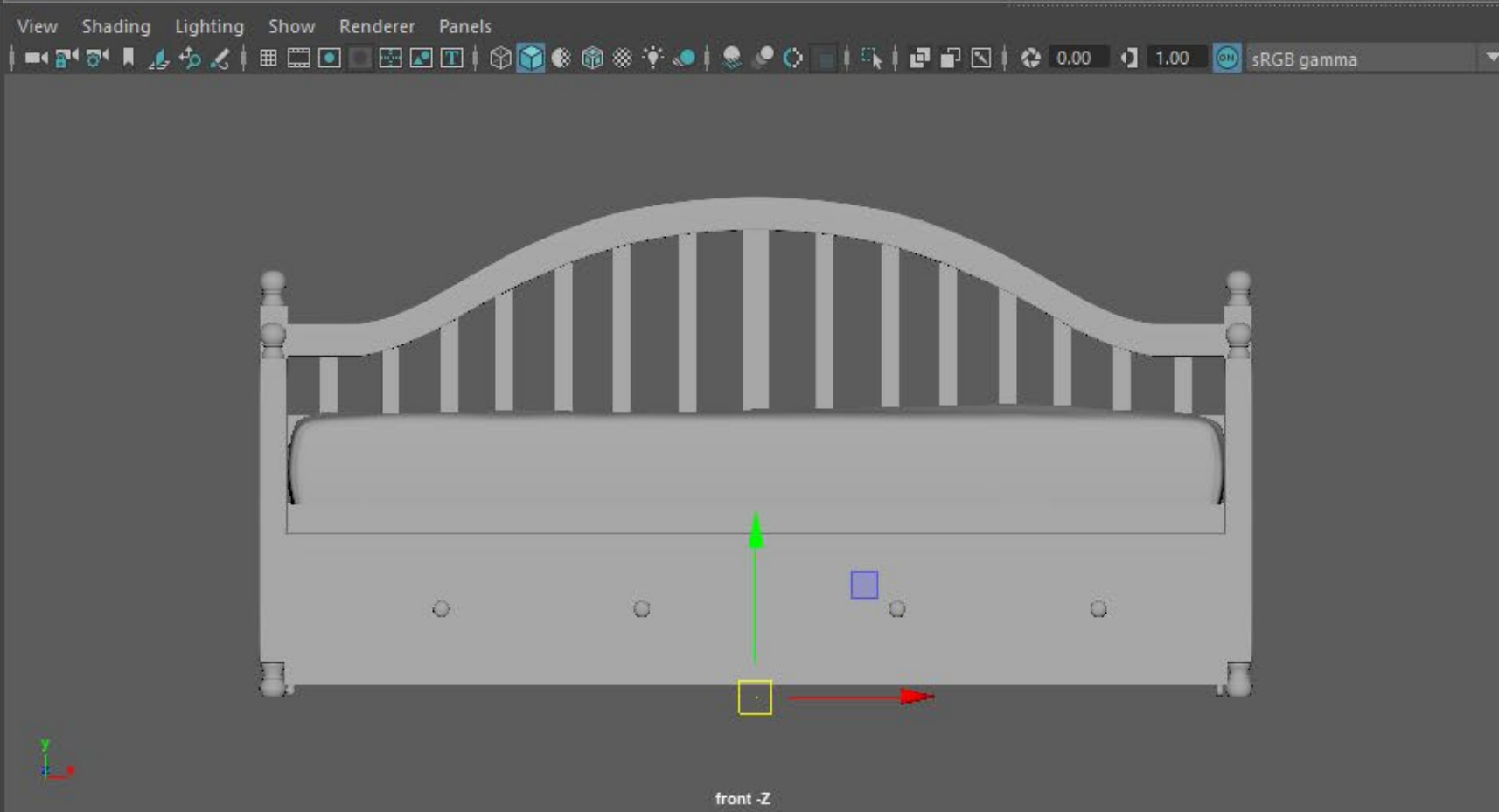
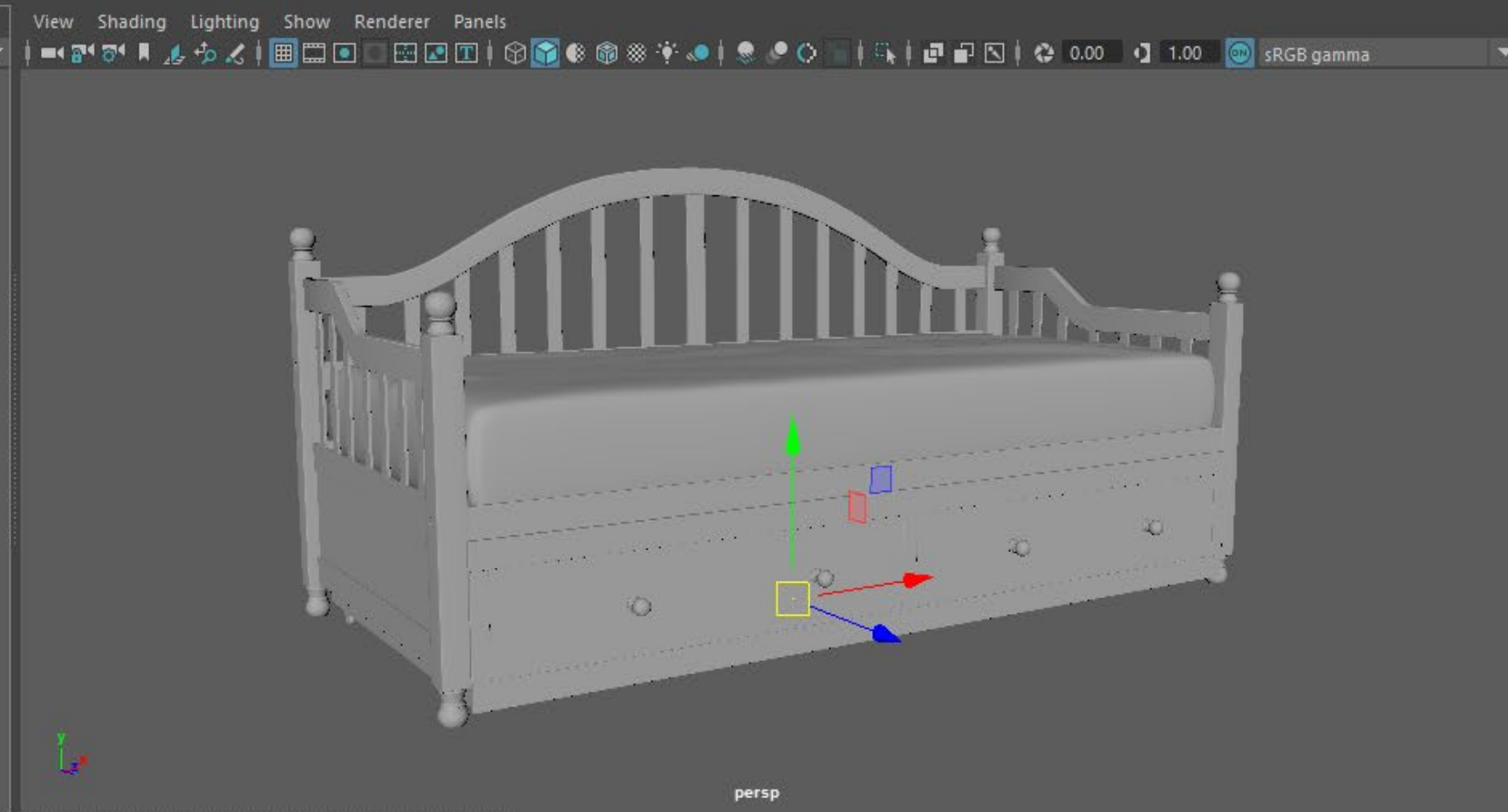
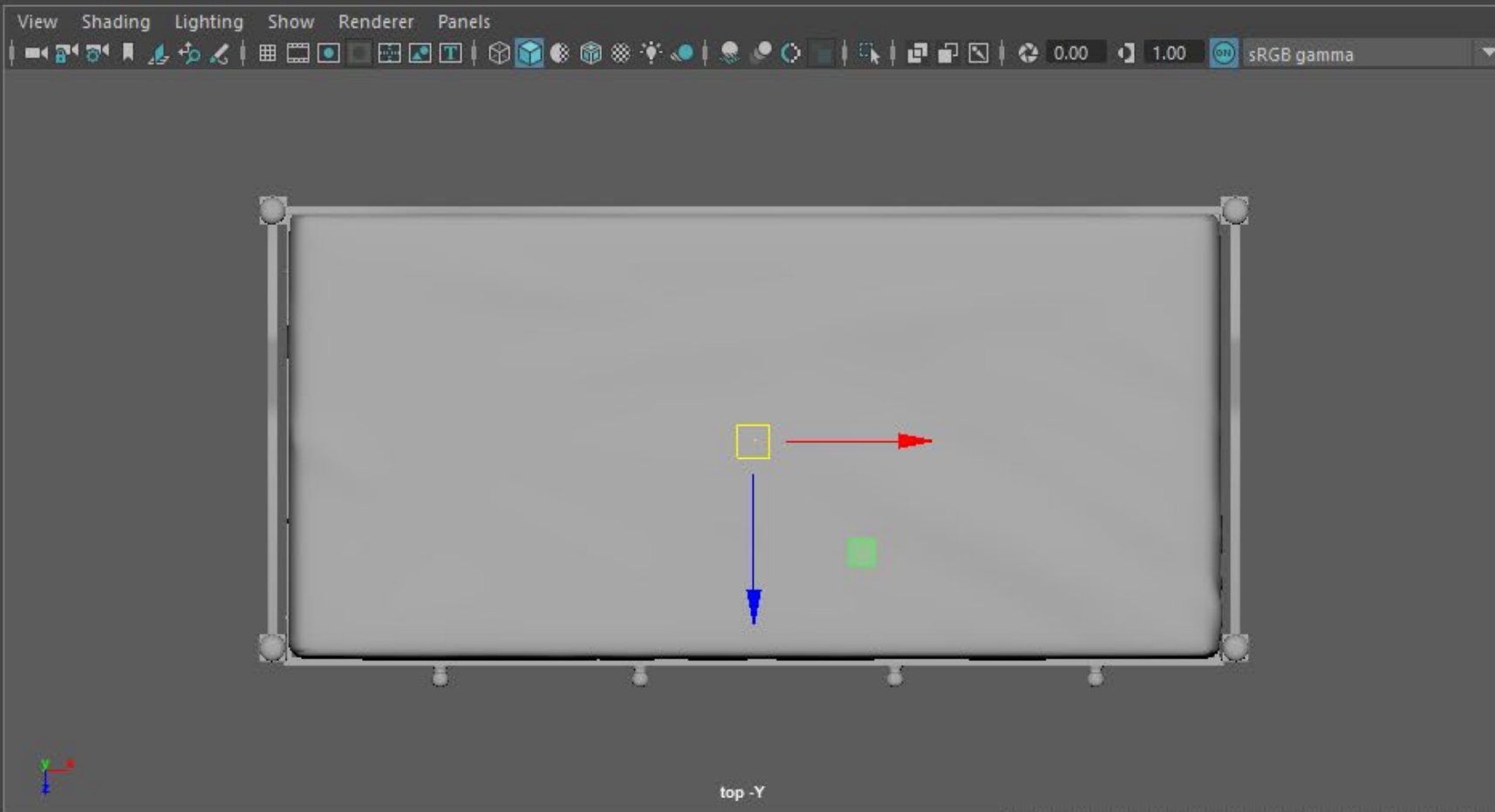


Viewport : Maya

Alignment : Floor

Front Z: longest side pointing towards front Z

Follow the same alignment for All with and with out racks sofas



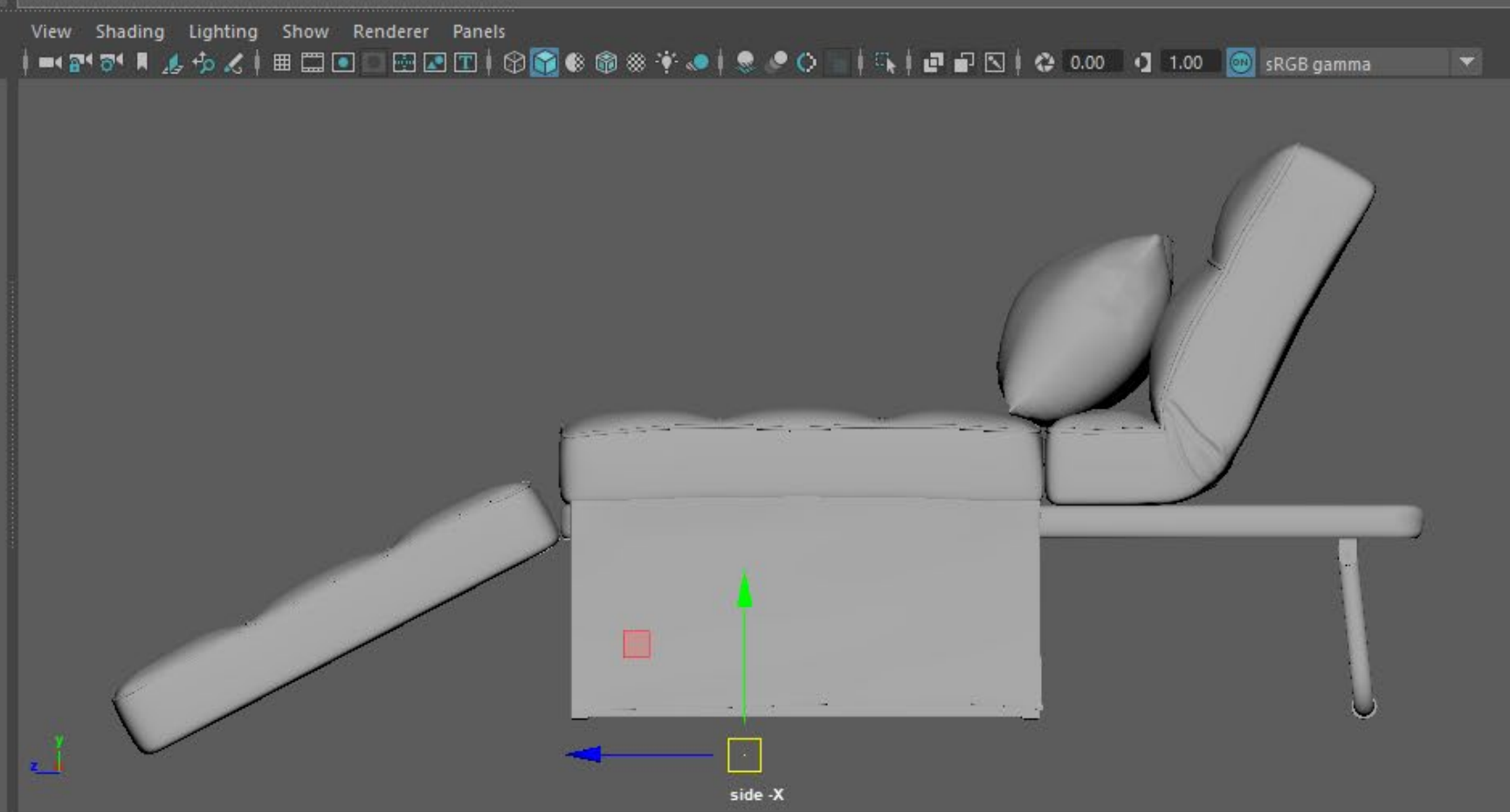
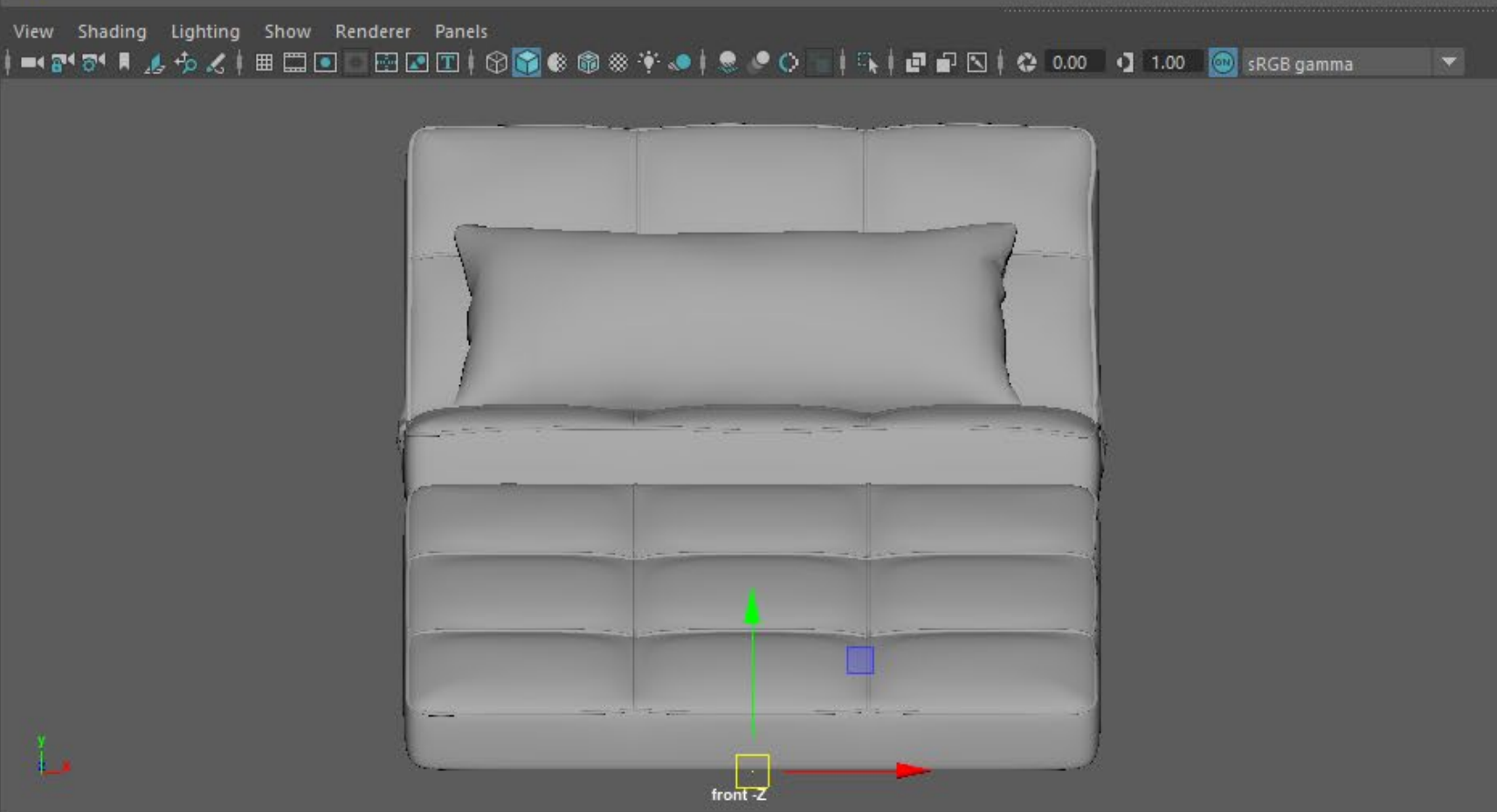
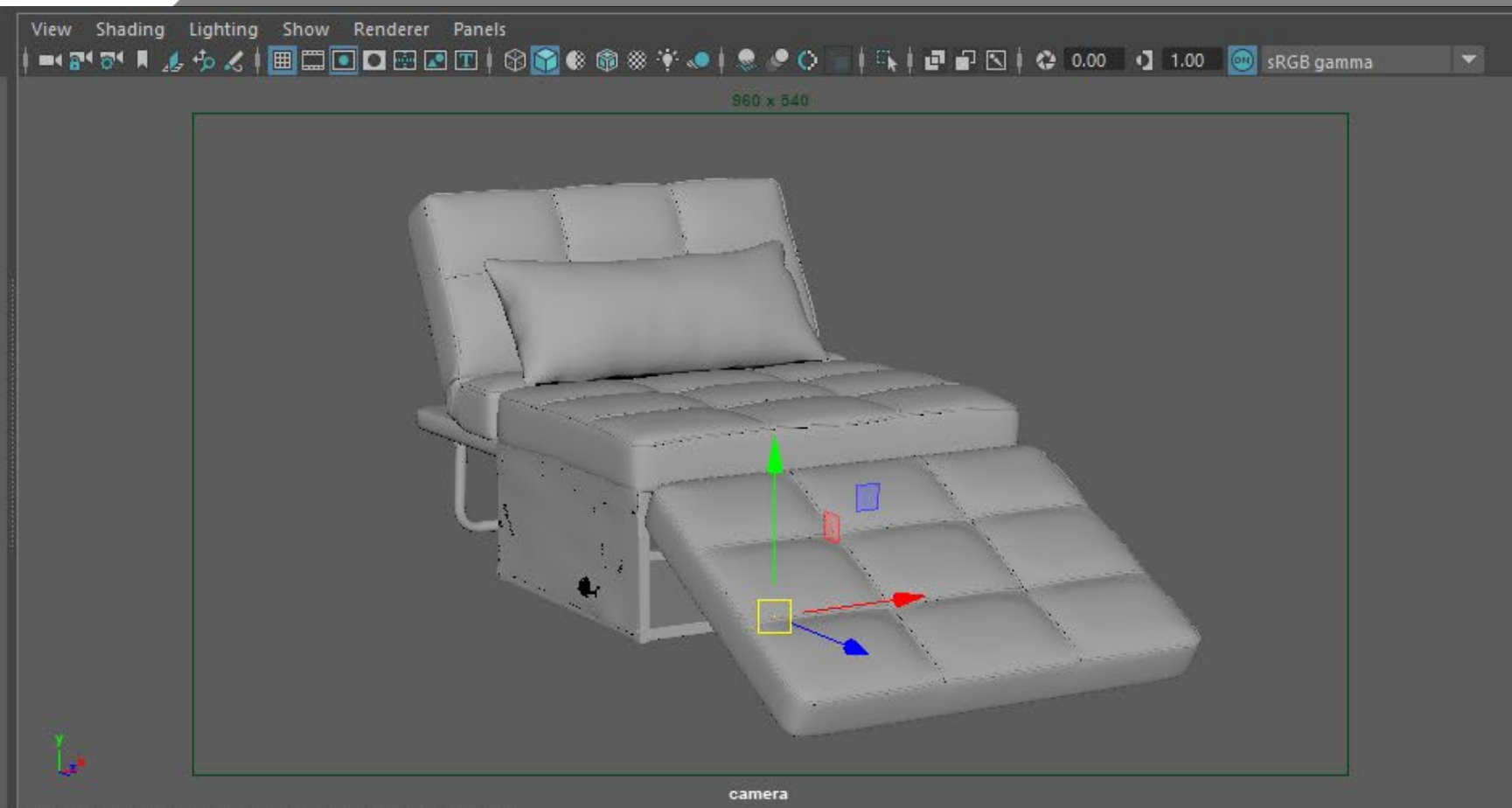
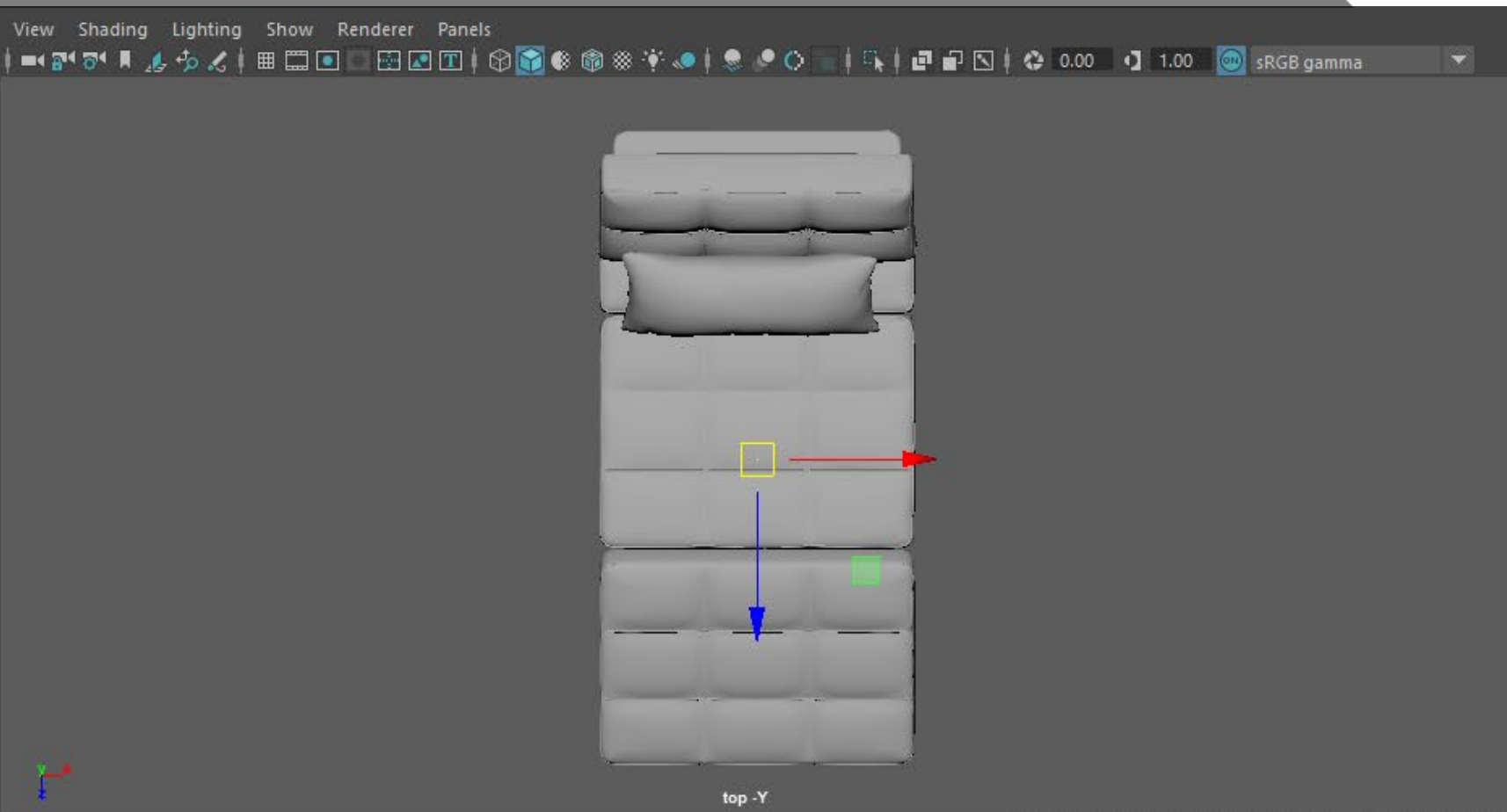
Bed_01



Viewport : Maya

Alignment : Floor

- Front Z: front of seat and seatback towards front Z



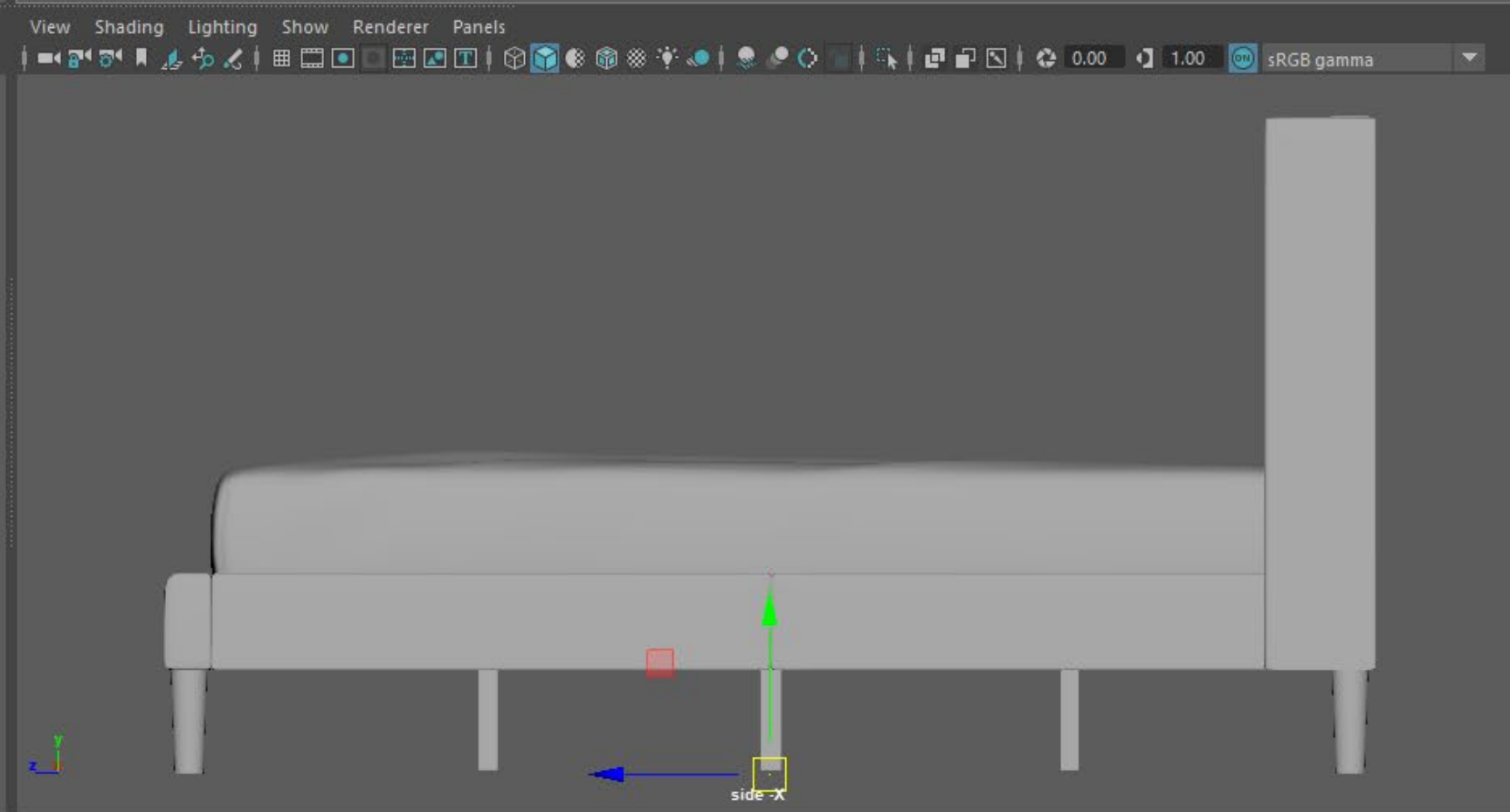
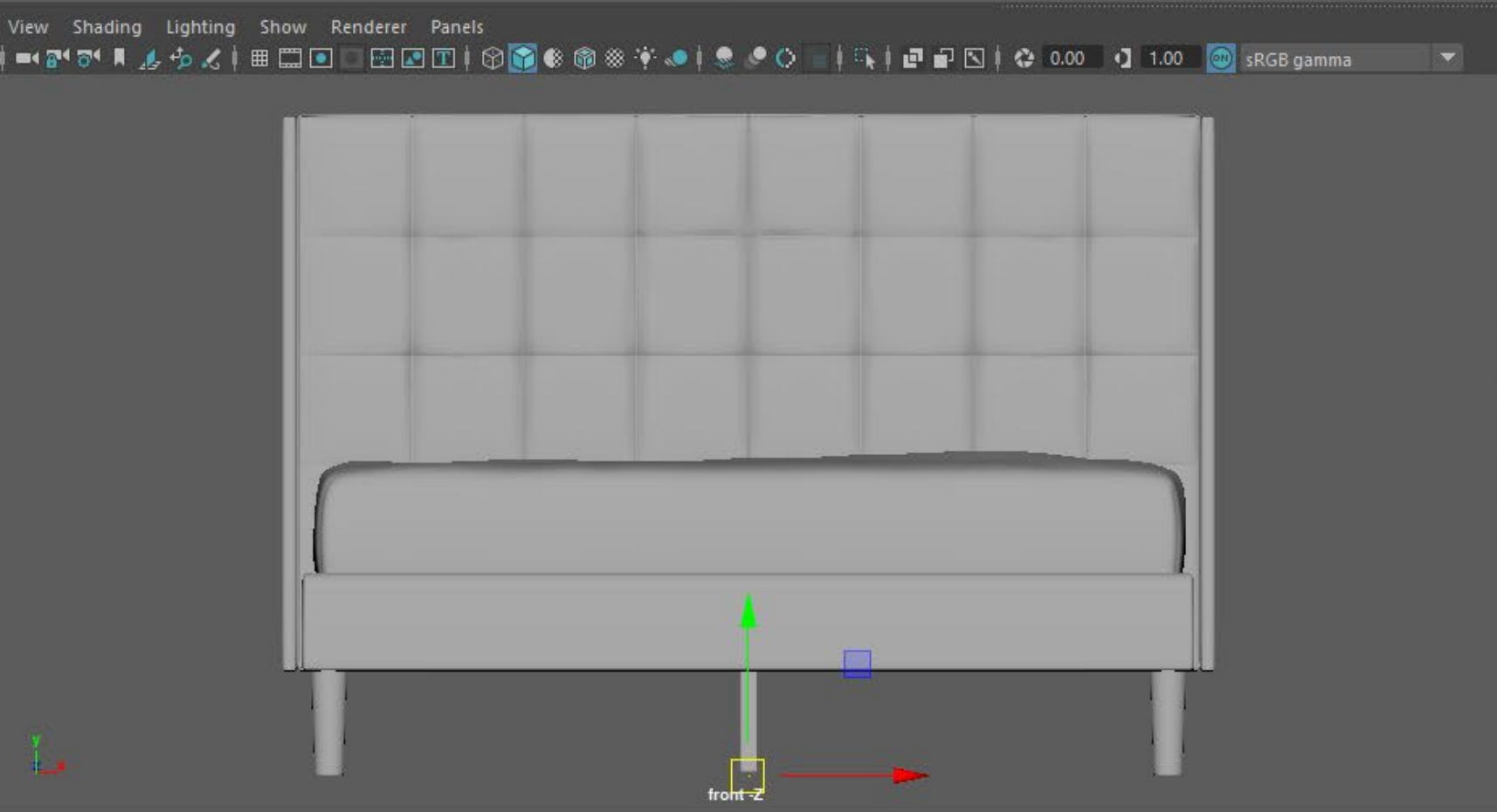
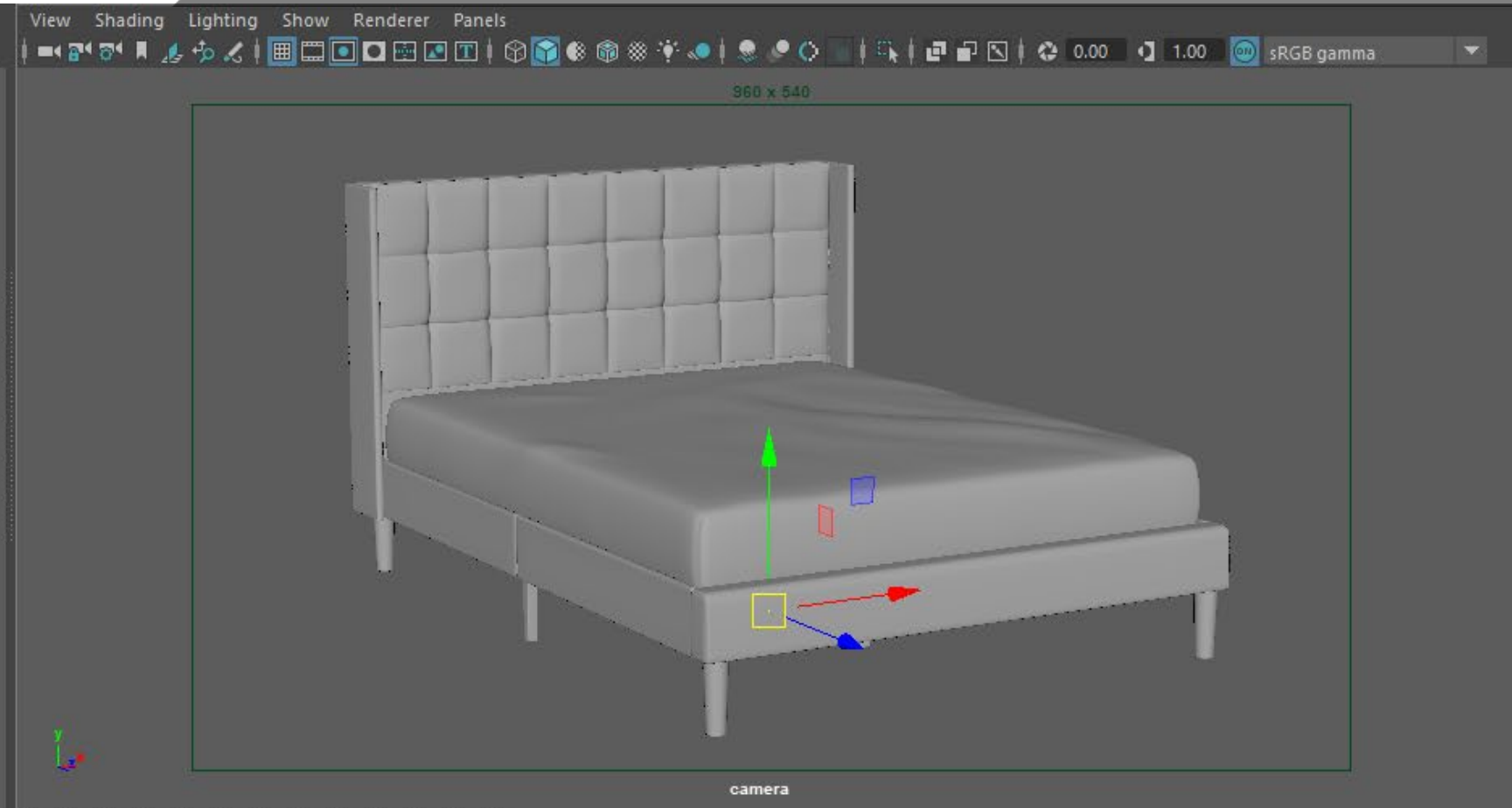
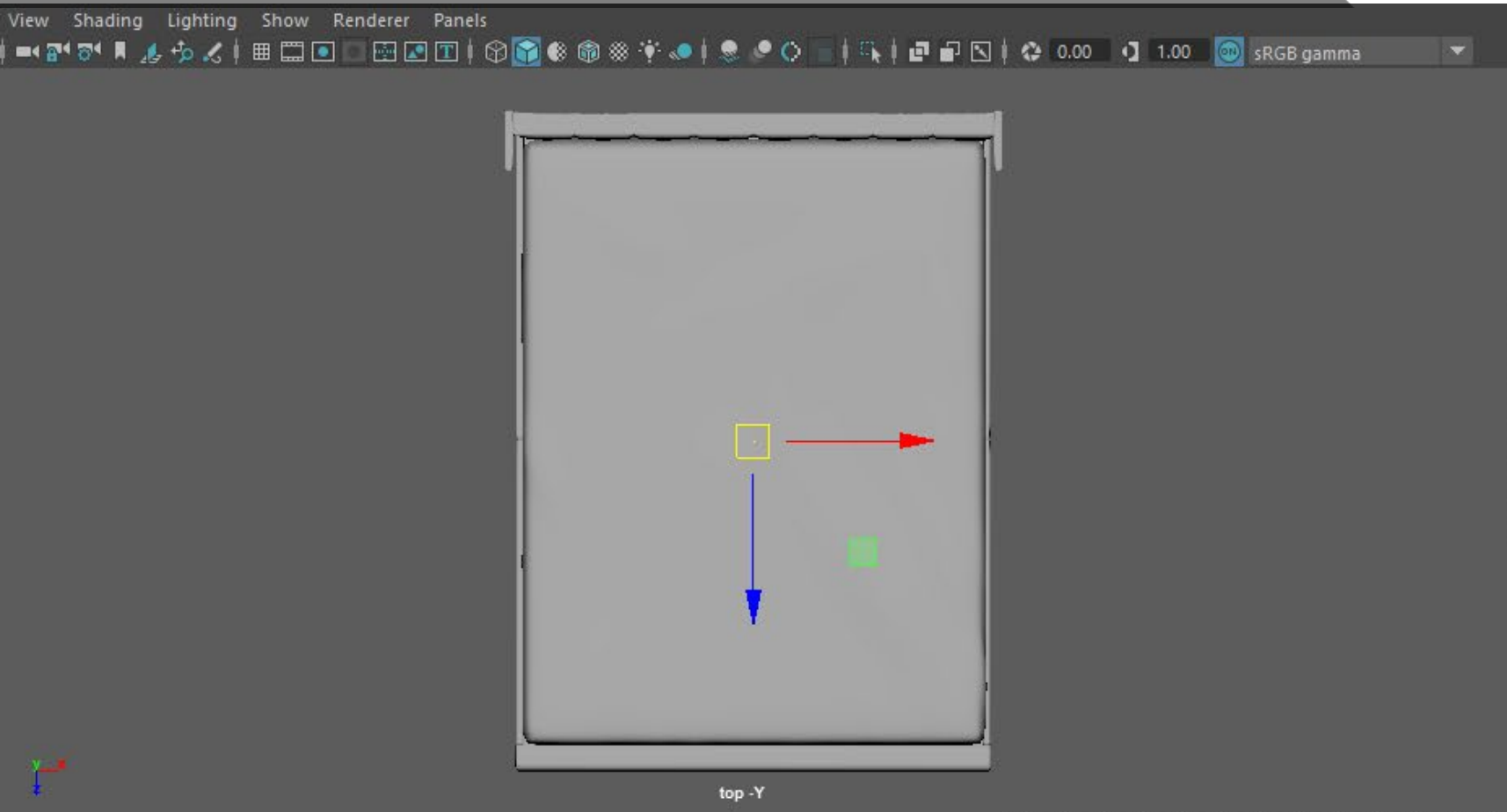
Bed_02



Viewport : Maya

Alignment : Floor

Front Z: foot of bed and headboard towards front Z



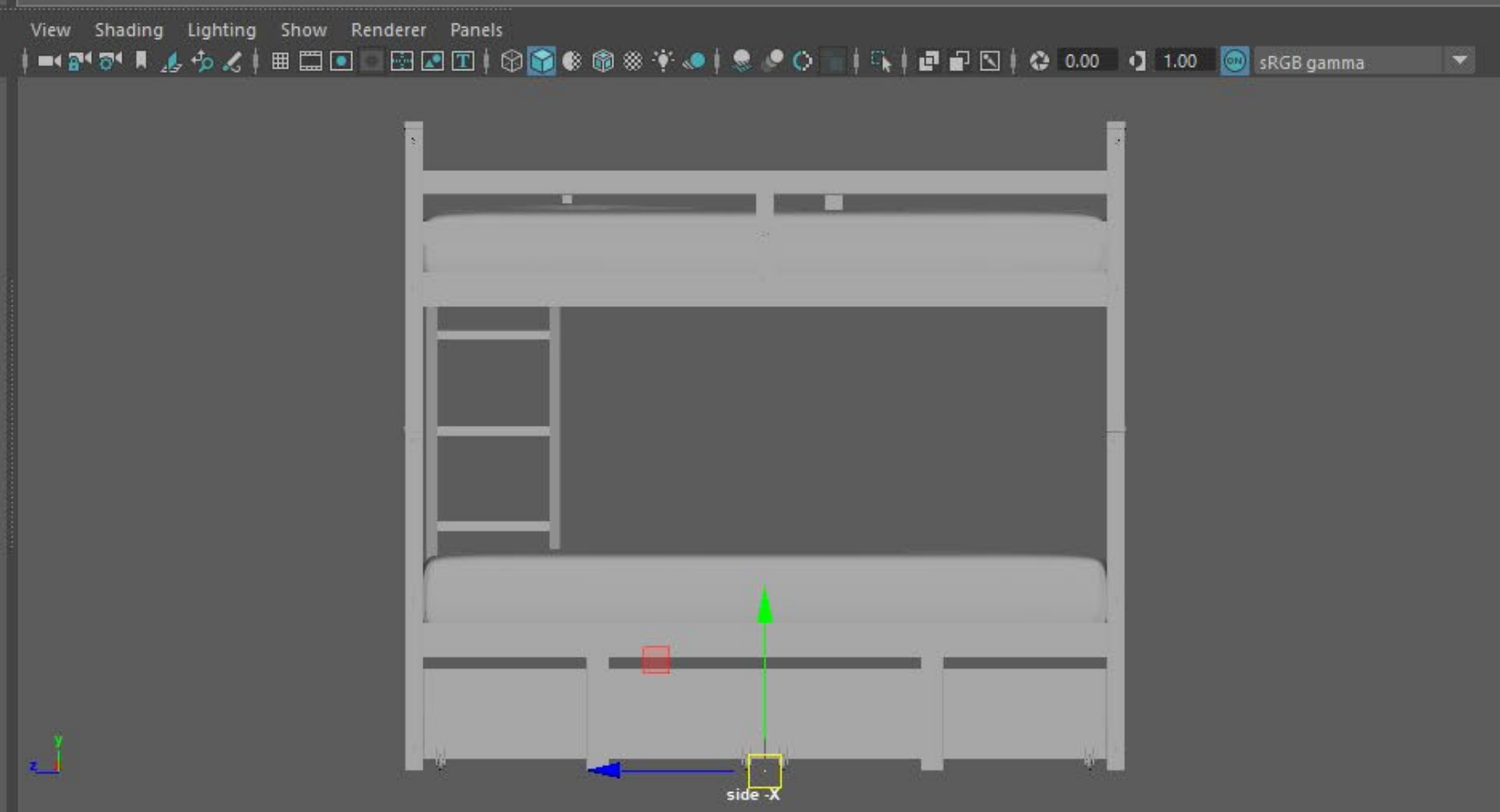
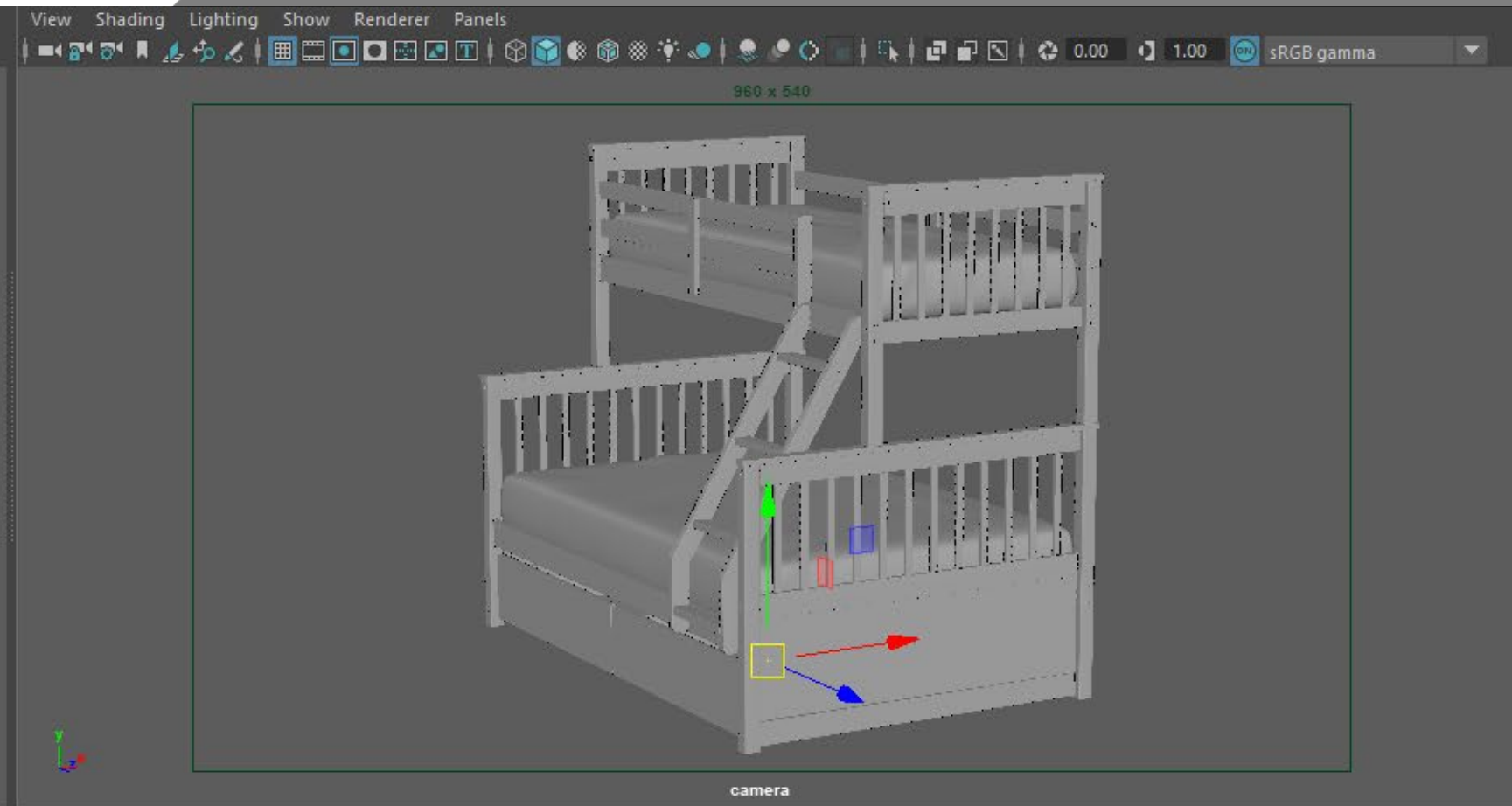
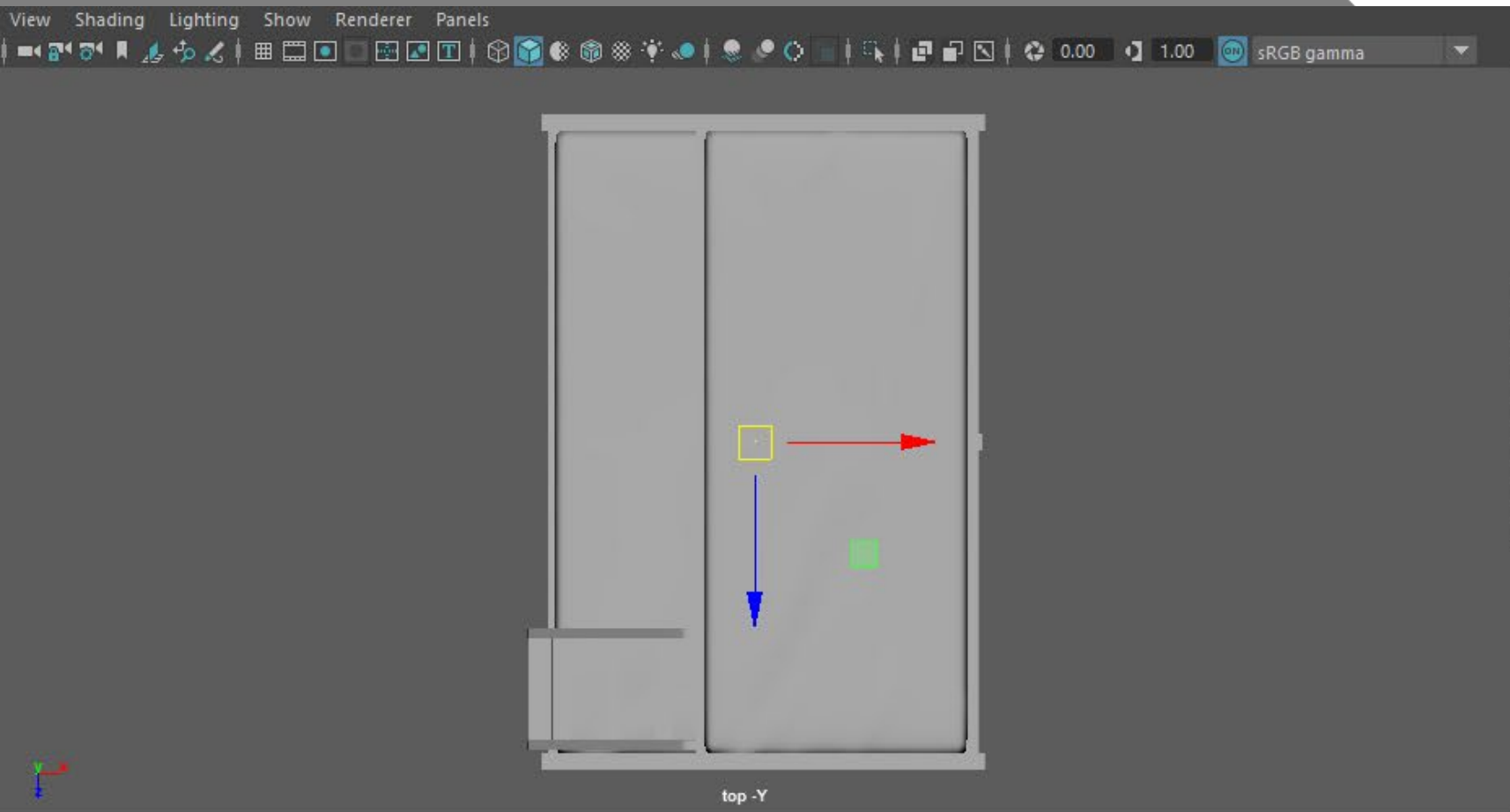
Bunker Bed



Viewport : Maya

Alignment : Floor

Front Z: foot end (short side, opposite headboard) facing towards front Z, open side towards X Axis



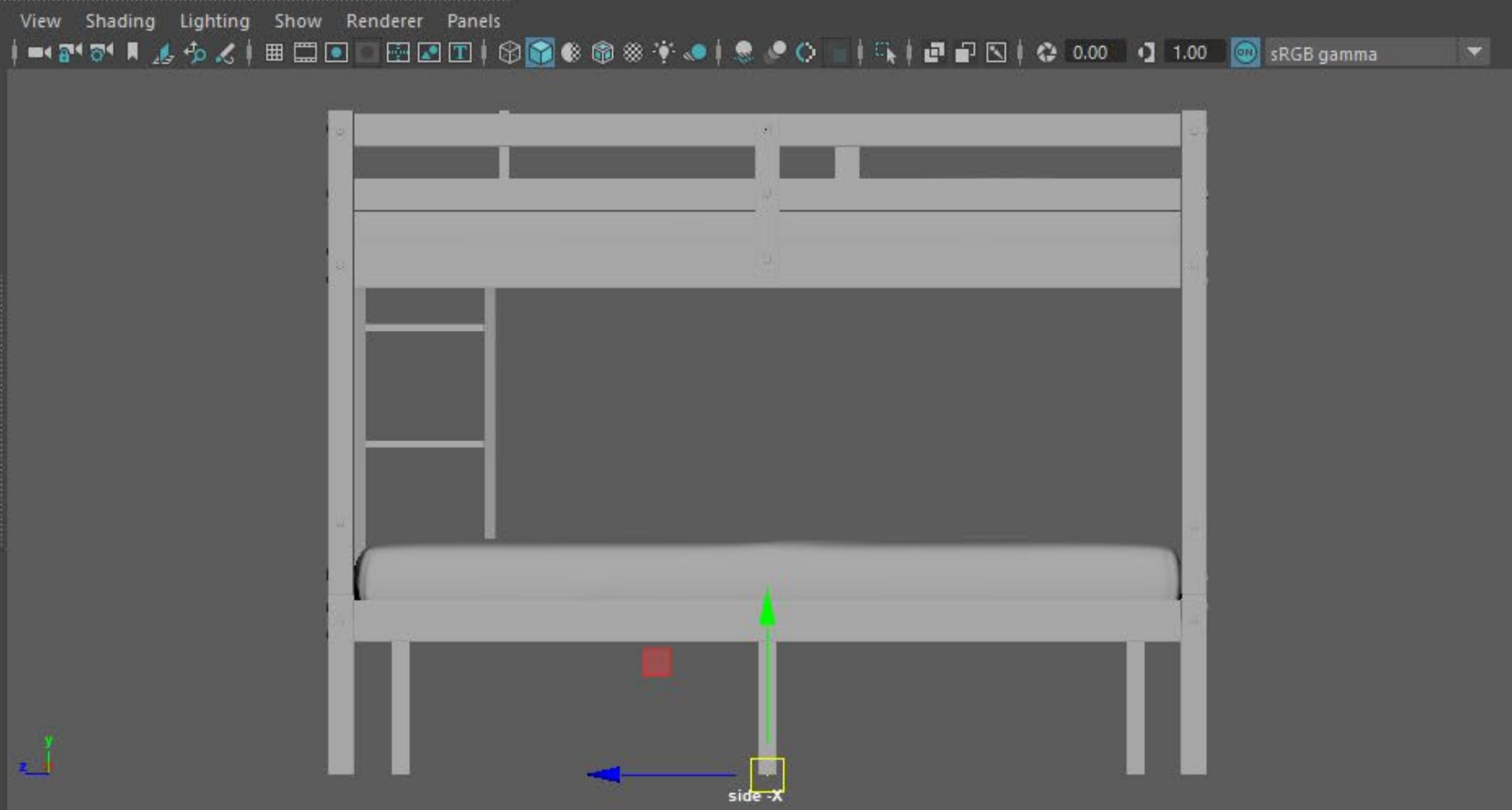
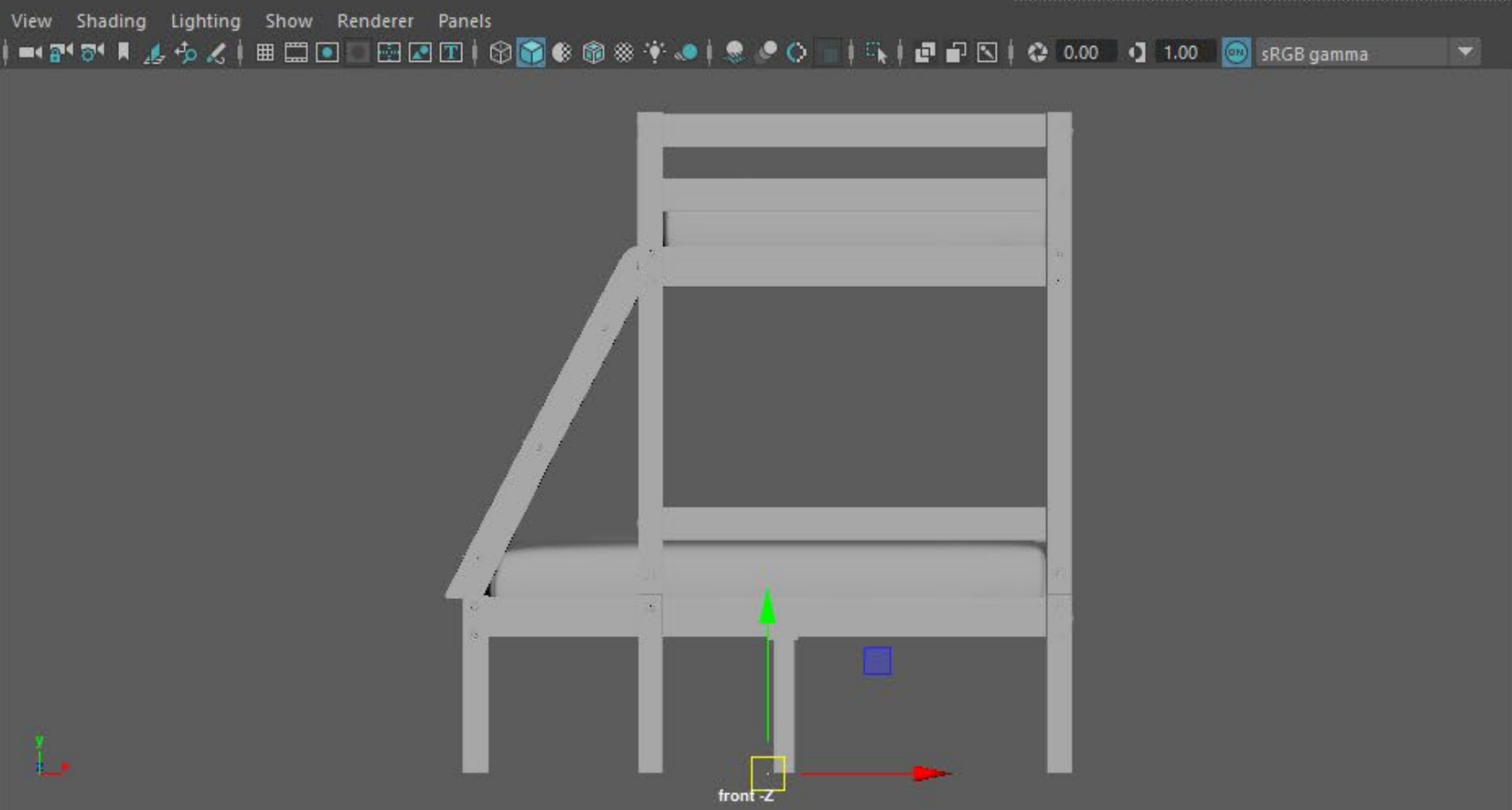
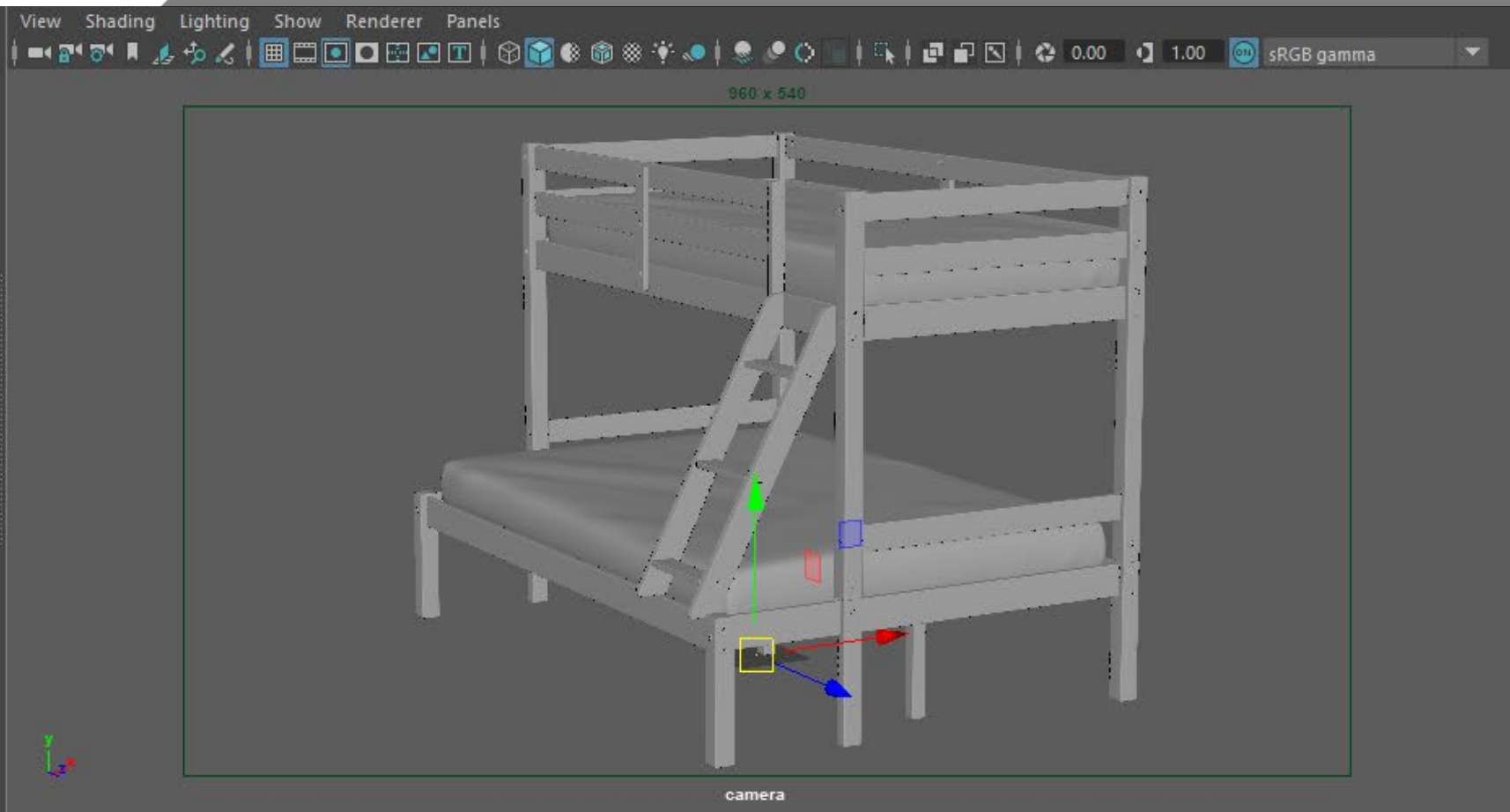
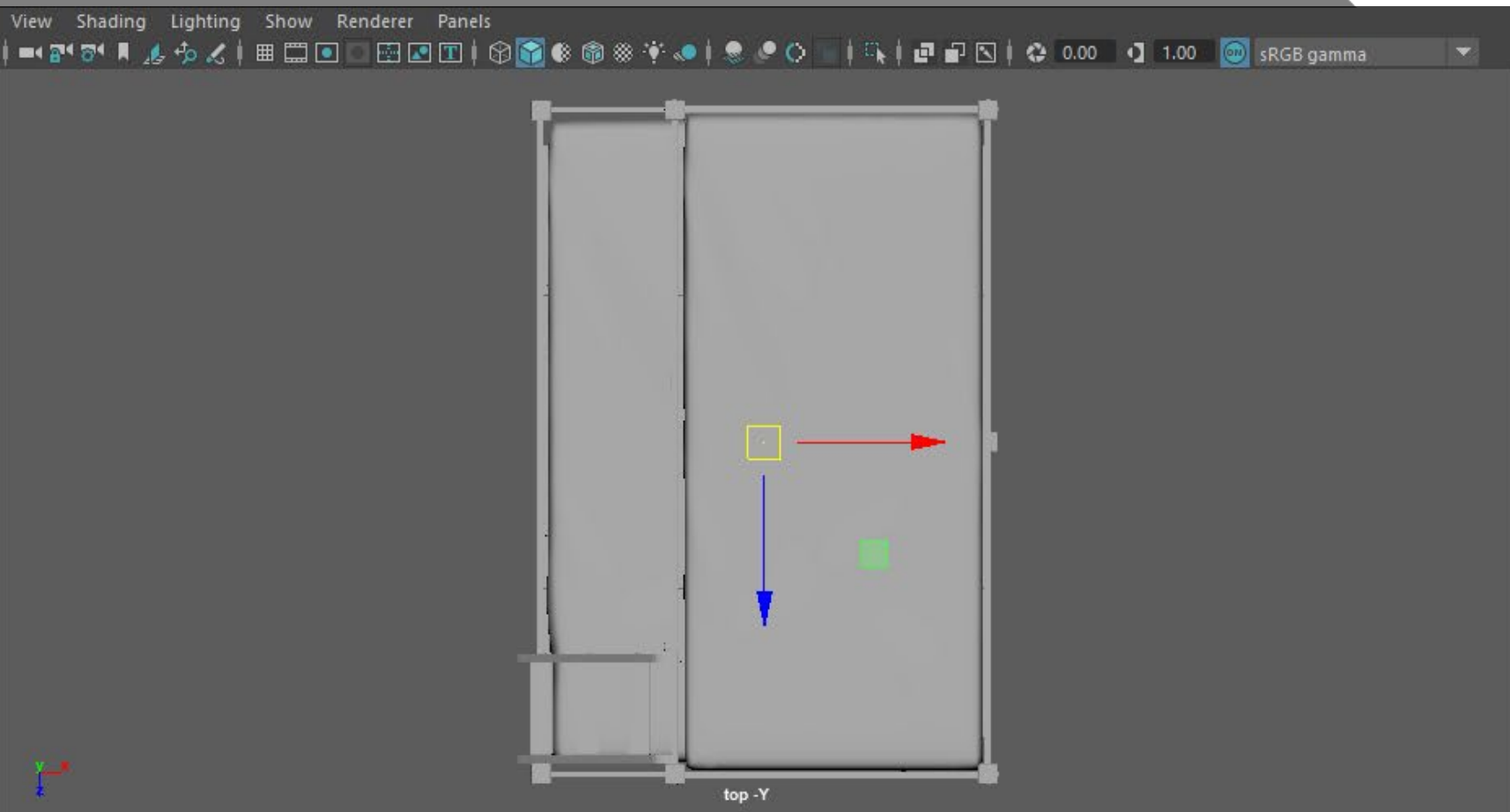
Bunker Bed



Viewport : Maya

Alignment : Floor

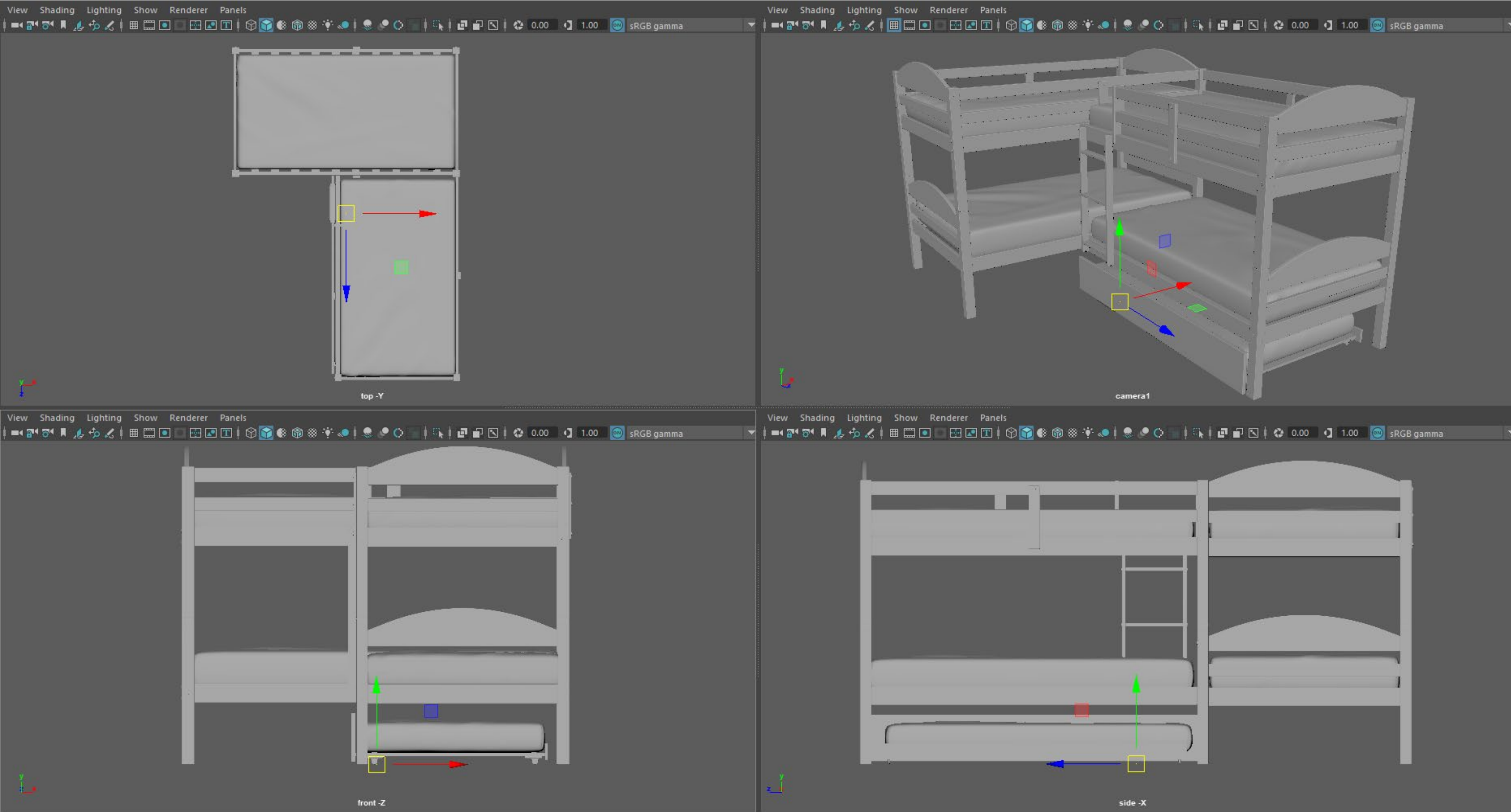
Front Z: foot end (short side, opposite headboard) facing towards front Z, open side towards X Axis



Bunker Bed



Viewport : Maya **Alignment : Floor**
Front Z: foot end (short side, opposite headboard) facing towards
front Z, open side towards X Axis



Loft Bed

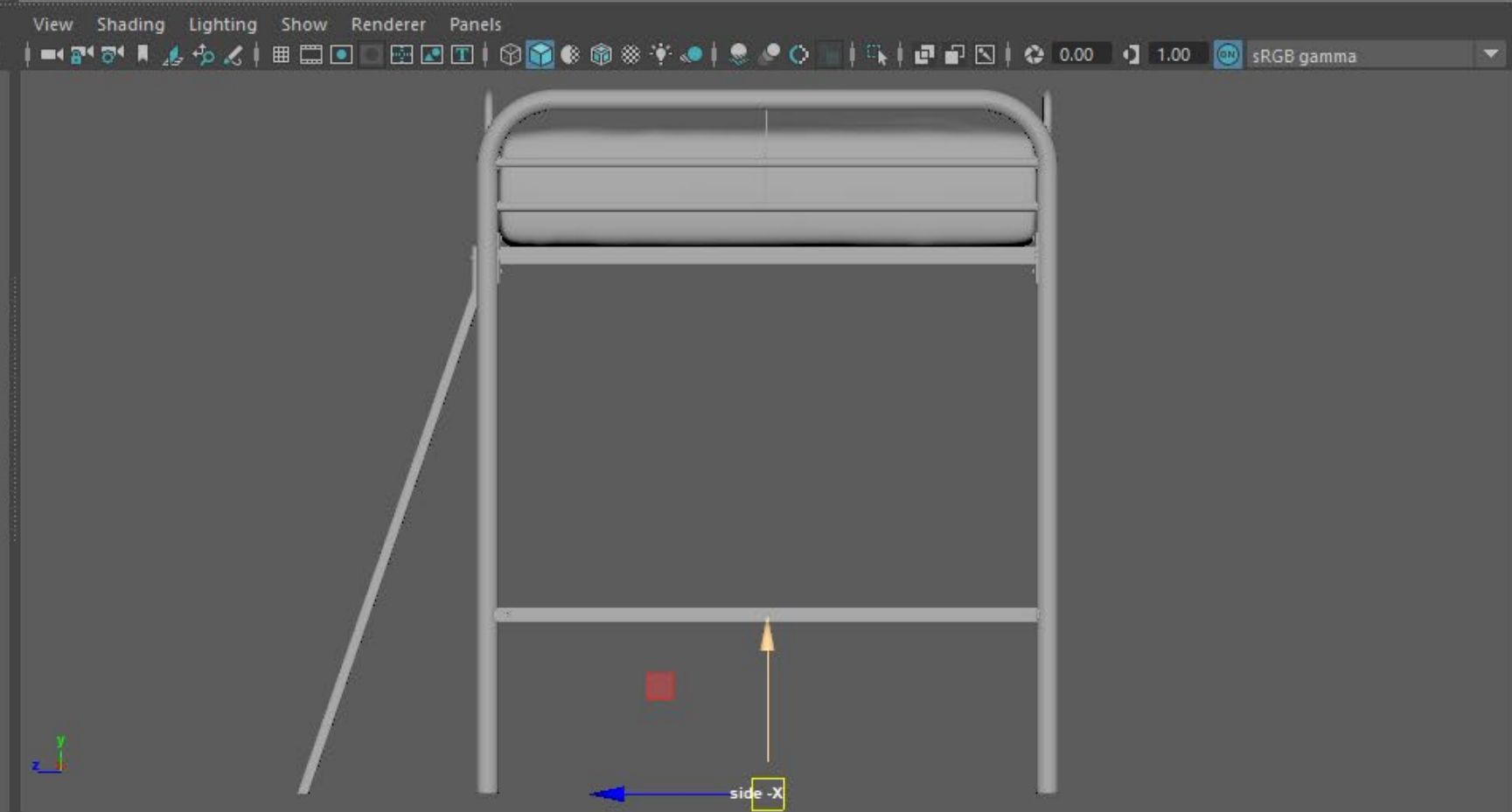
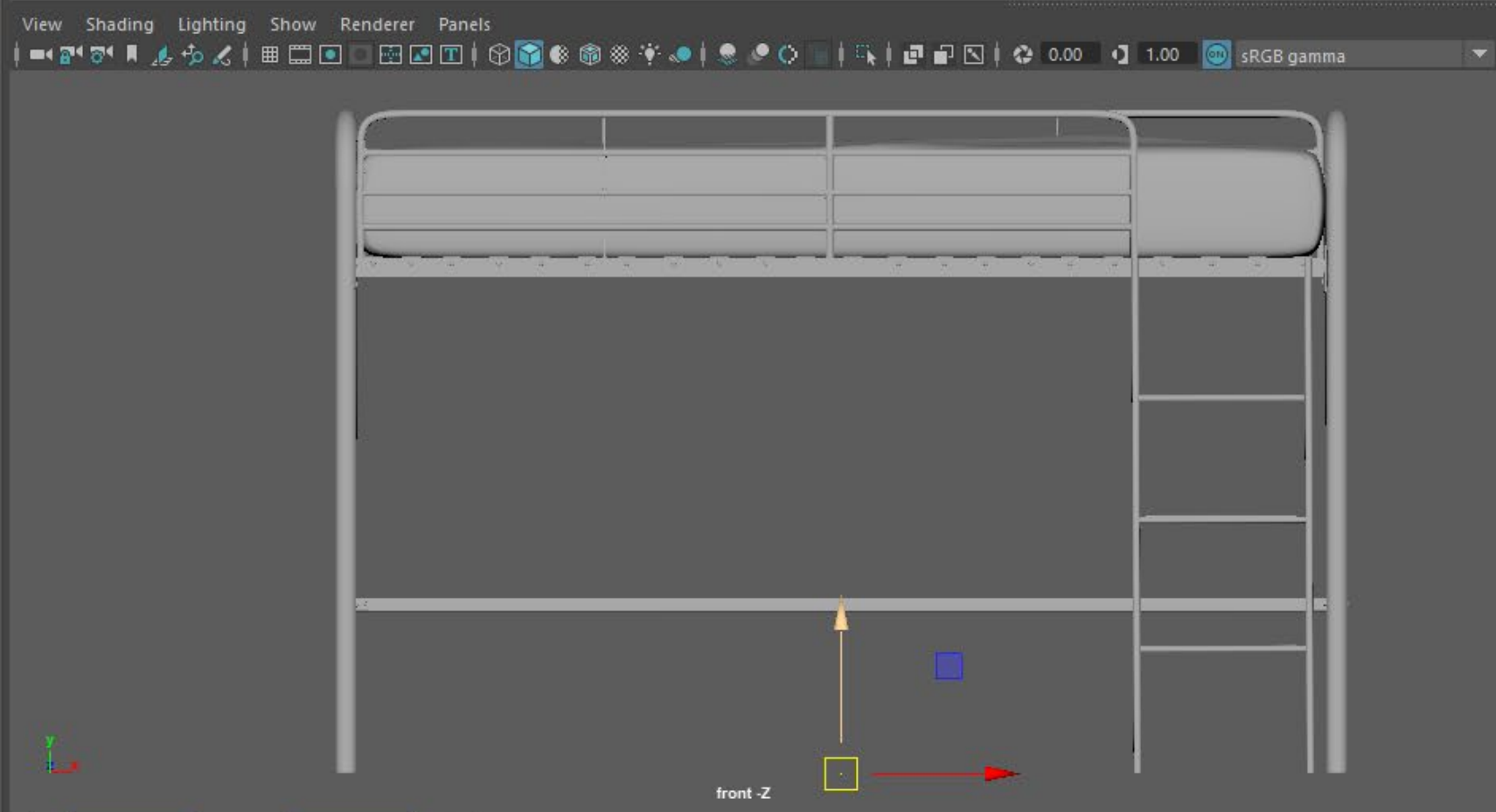
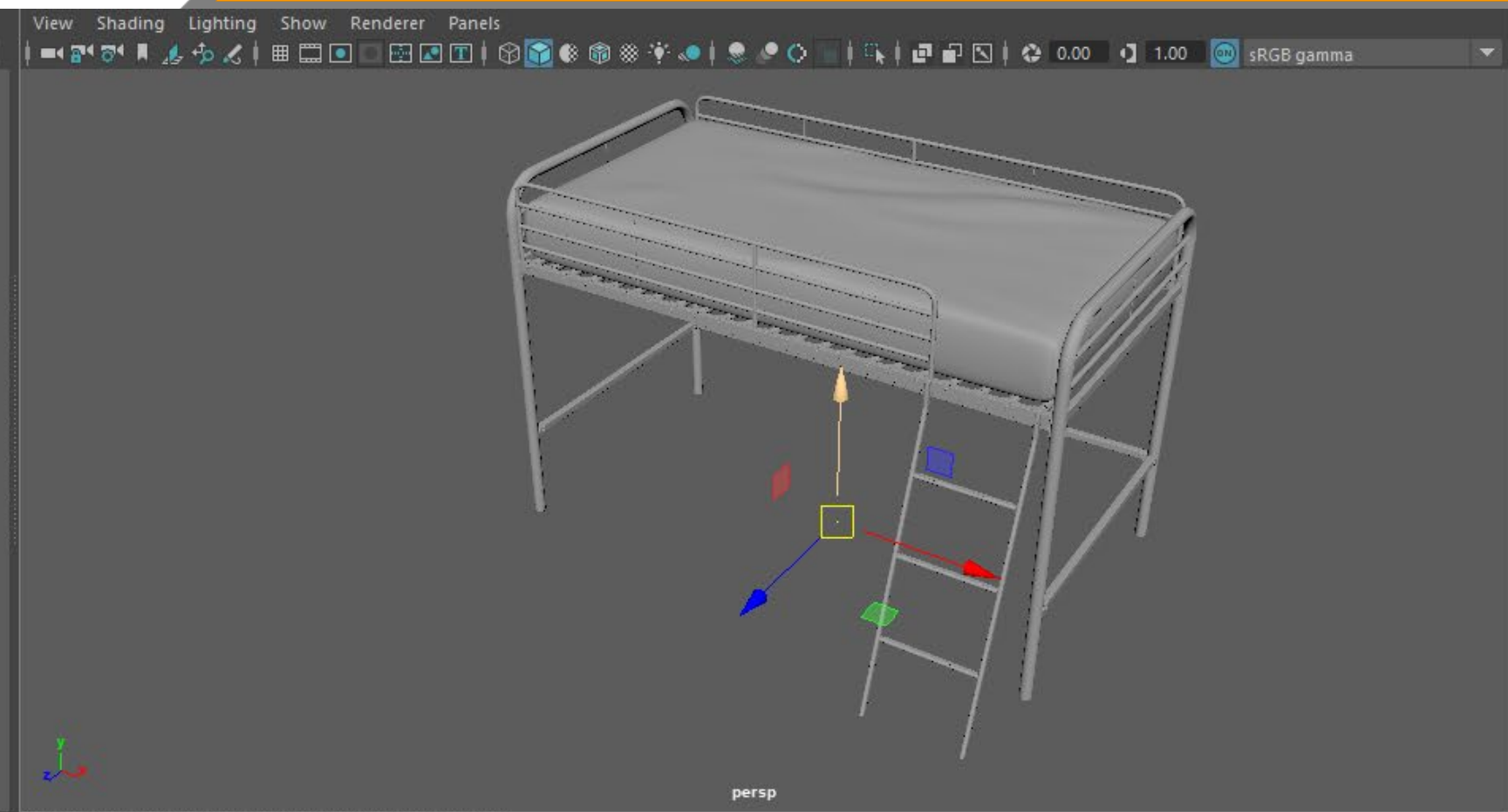
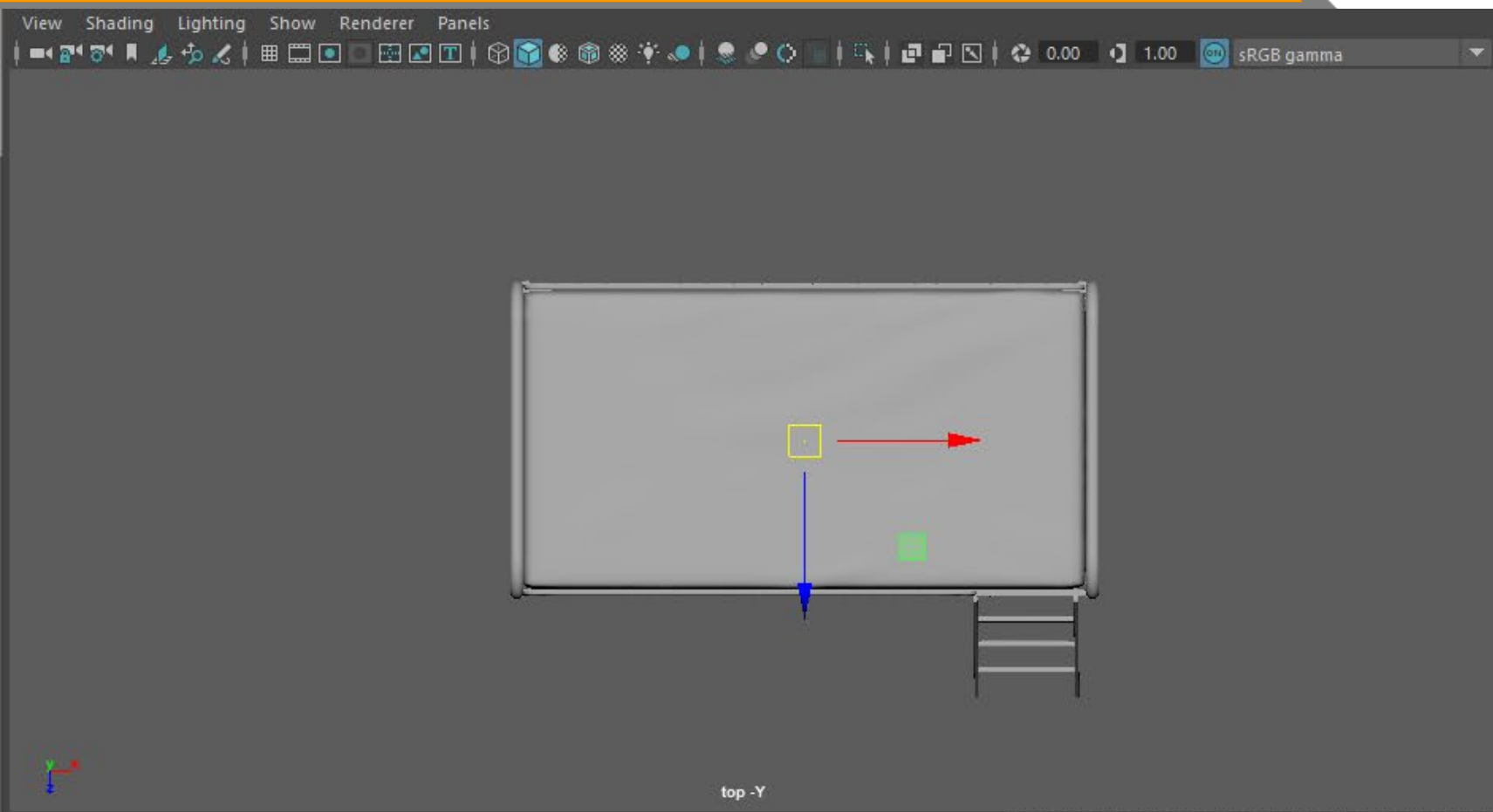
Updated on: 3/15/2022



Viewport : Maya

Alignment : Floor

Front Z: foot end (short side, opposite headboard) facing towards front Z, open side towards X Axis



Bunker bed with slide

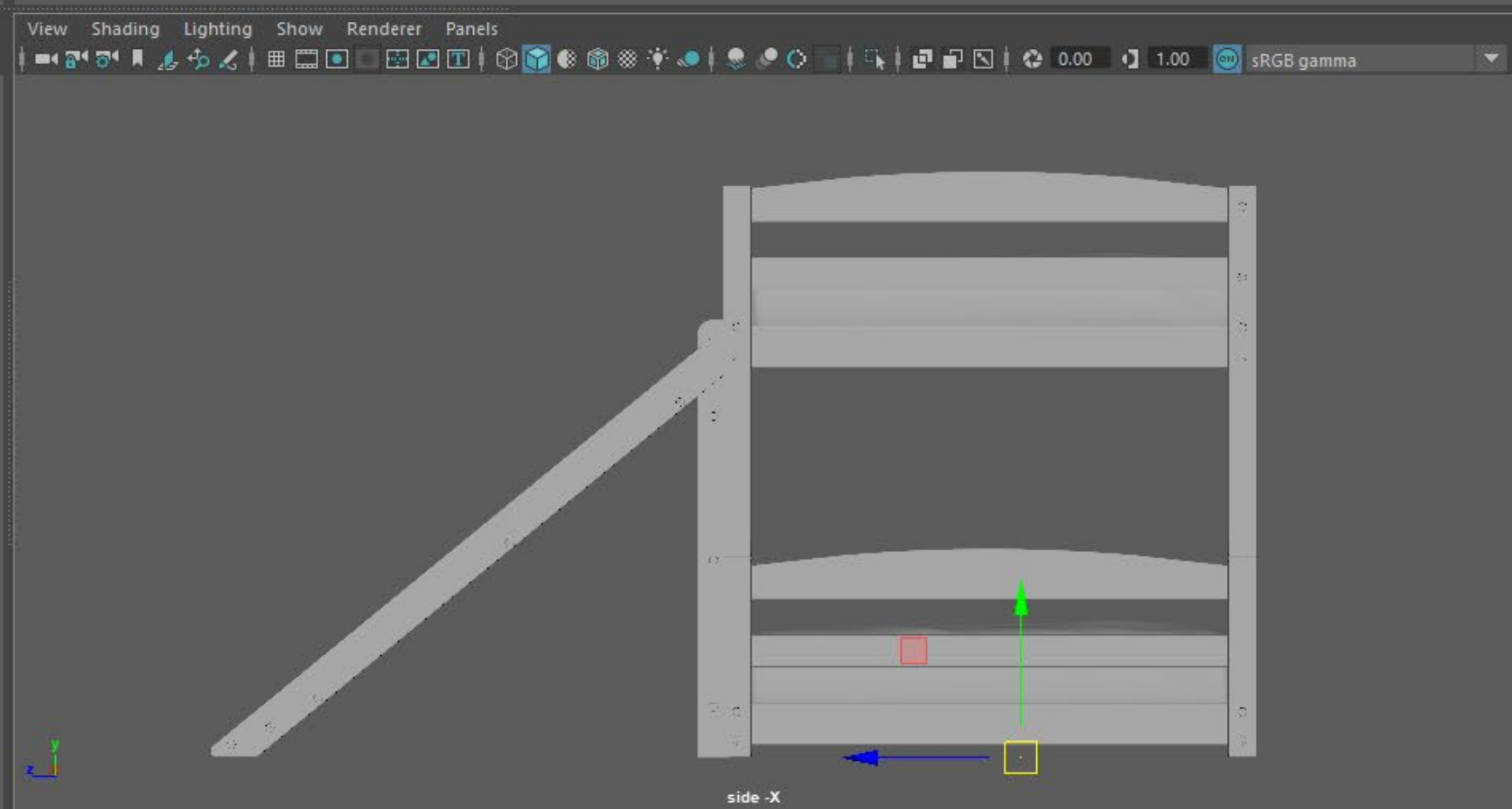
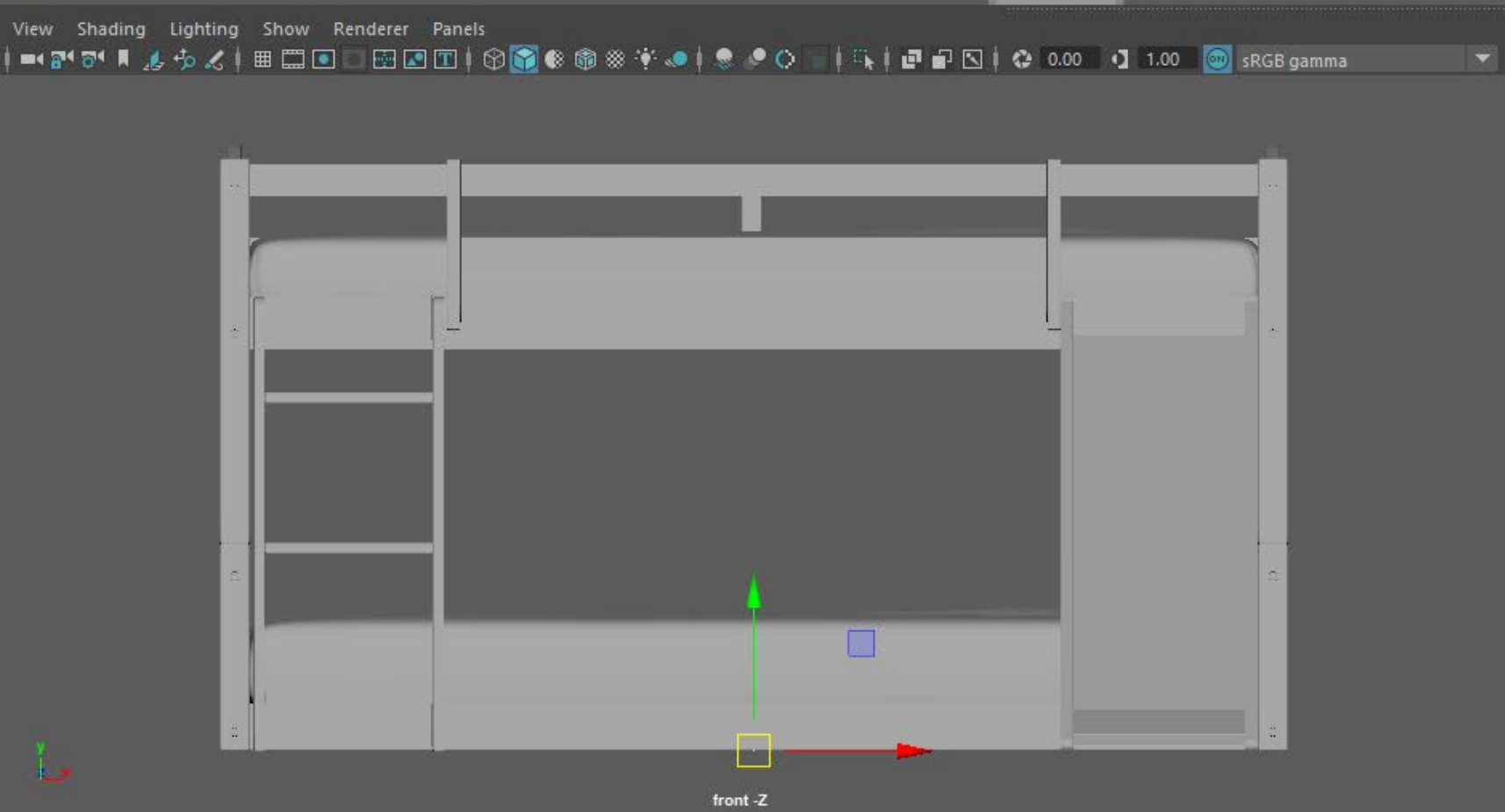
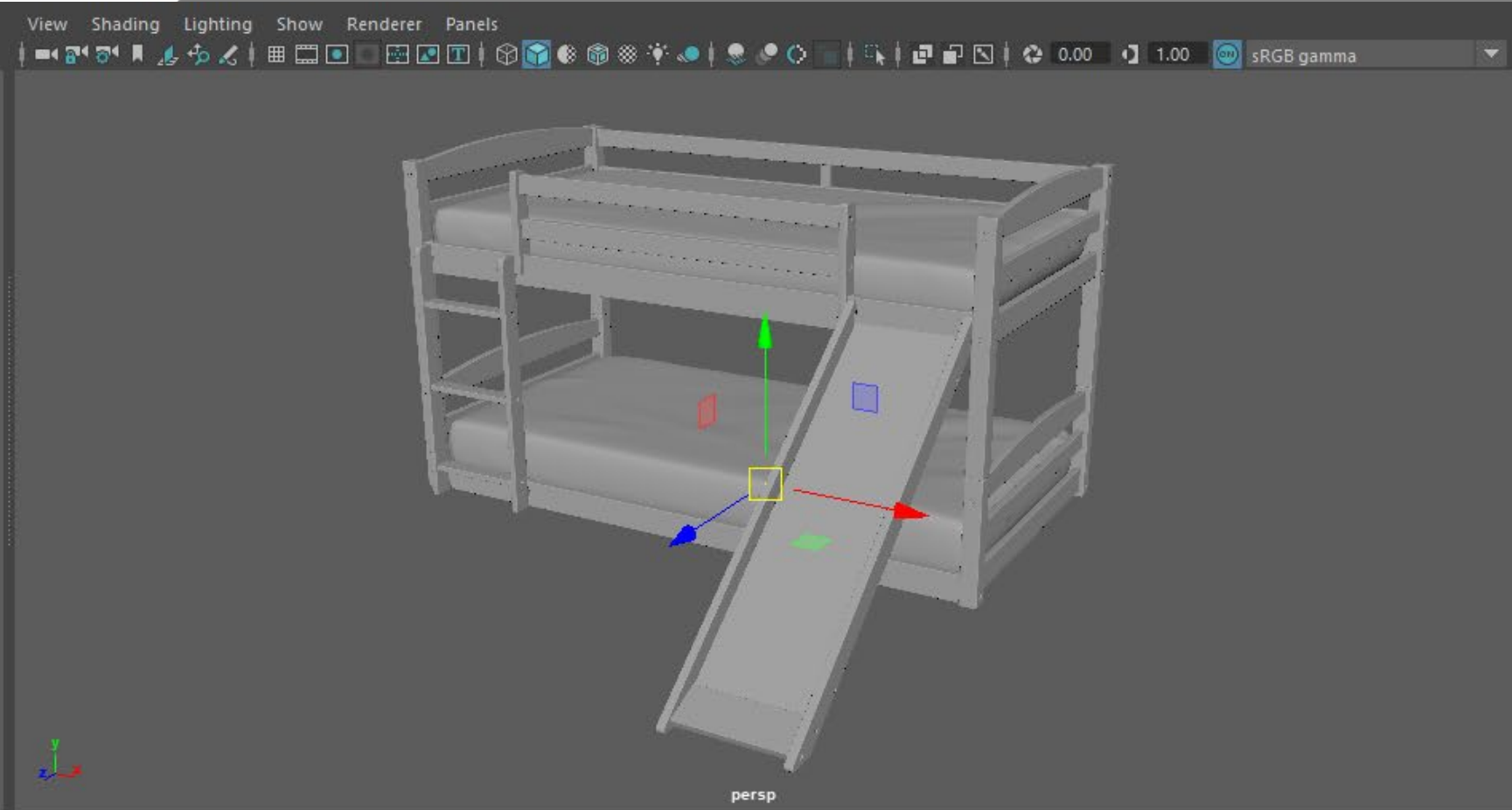
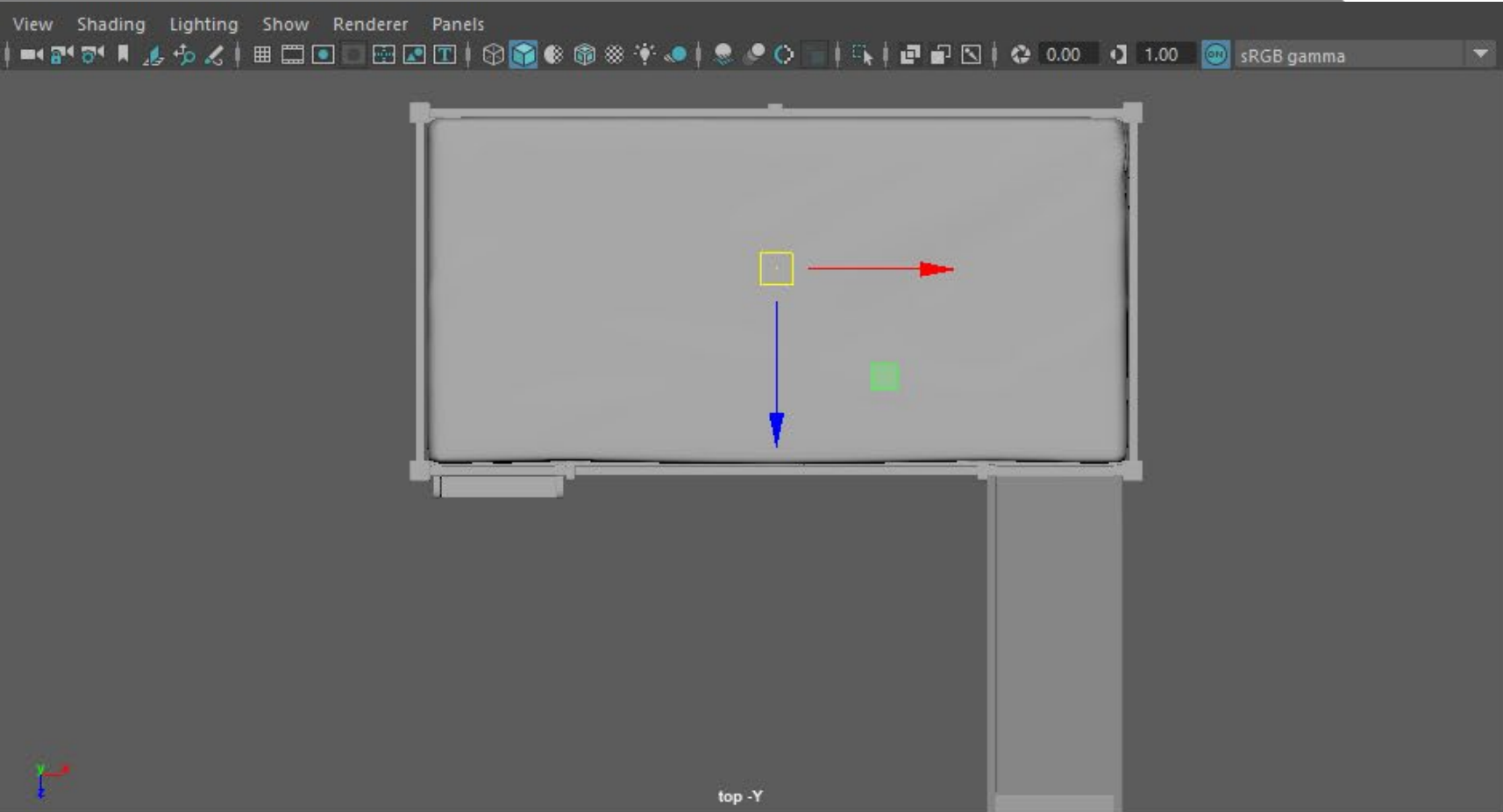
Updated on: 3/15/2022



Viewport : Maya

Alignment : Floor

Front Z: foot end (short side, opposite headboard) facing towards front Z, open side towards X Axis



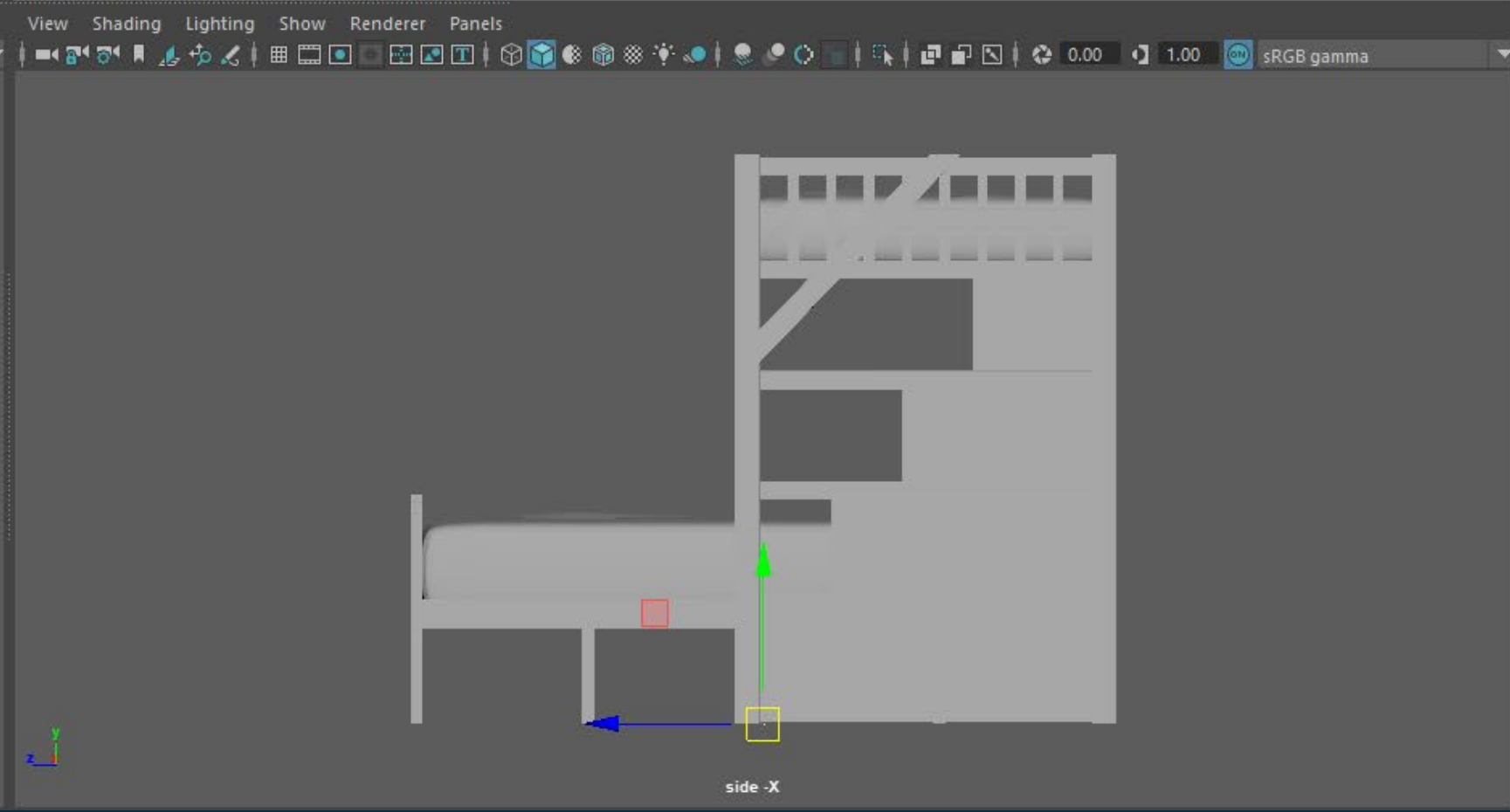
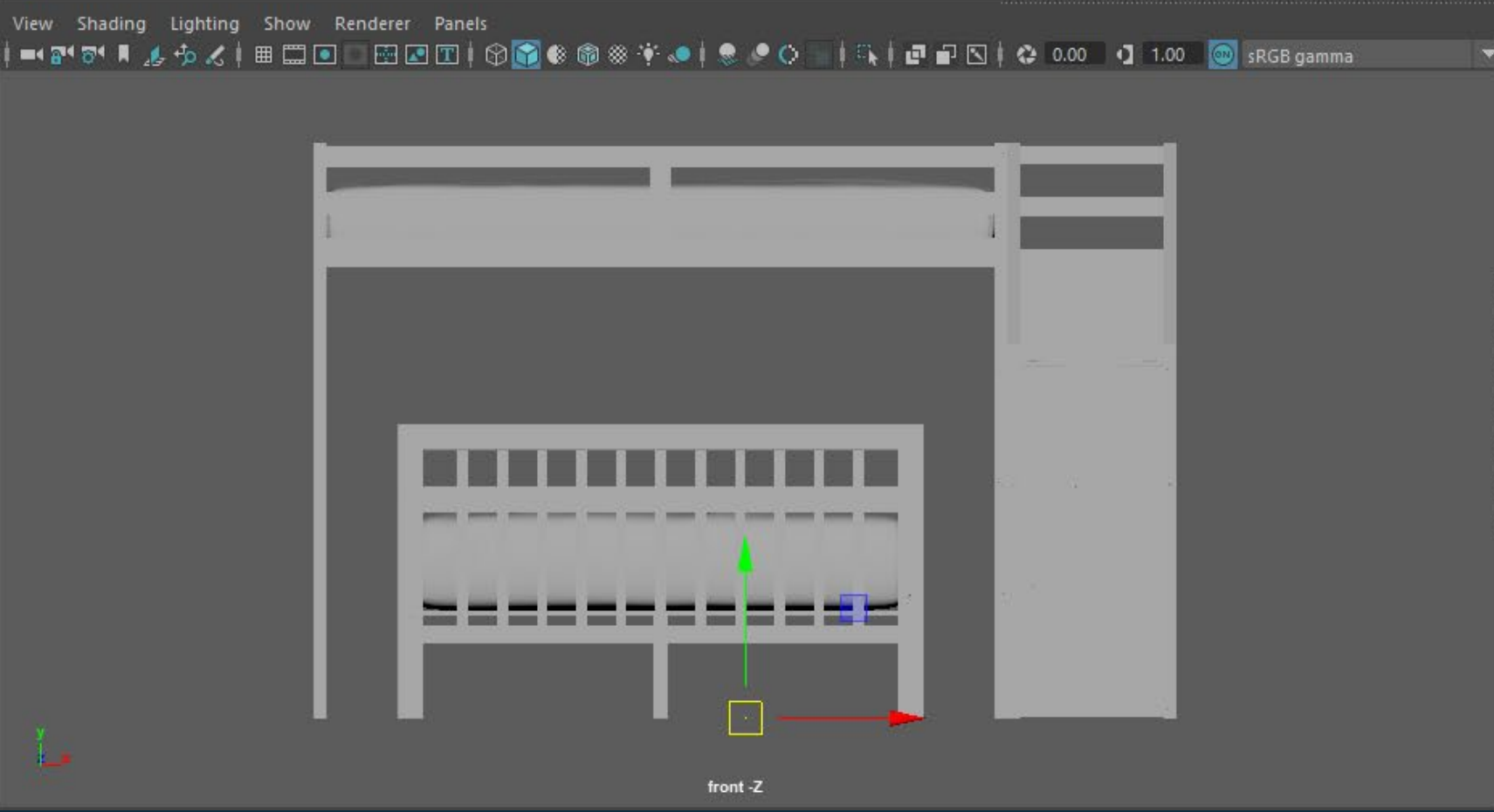
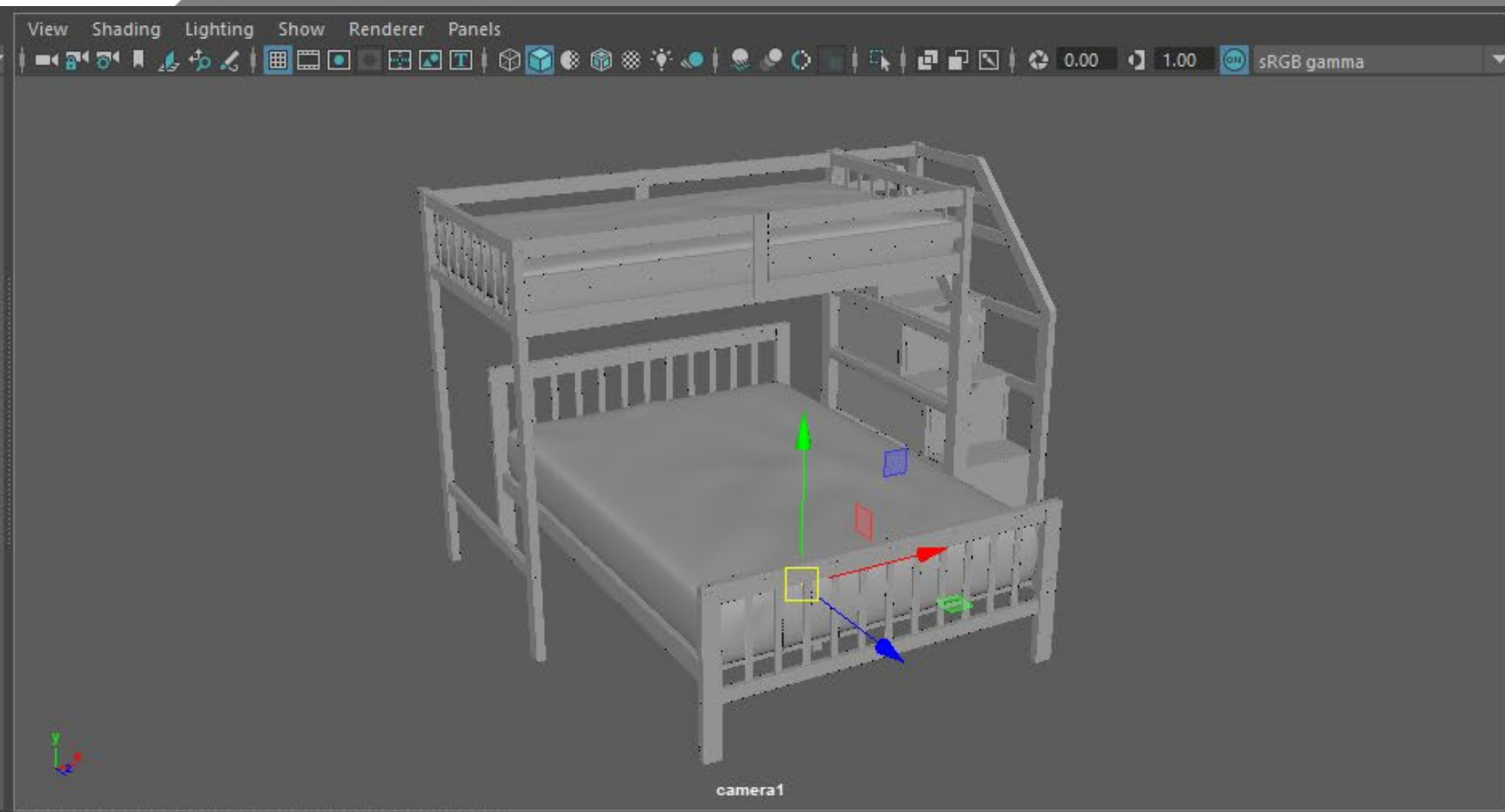
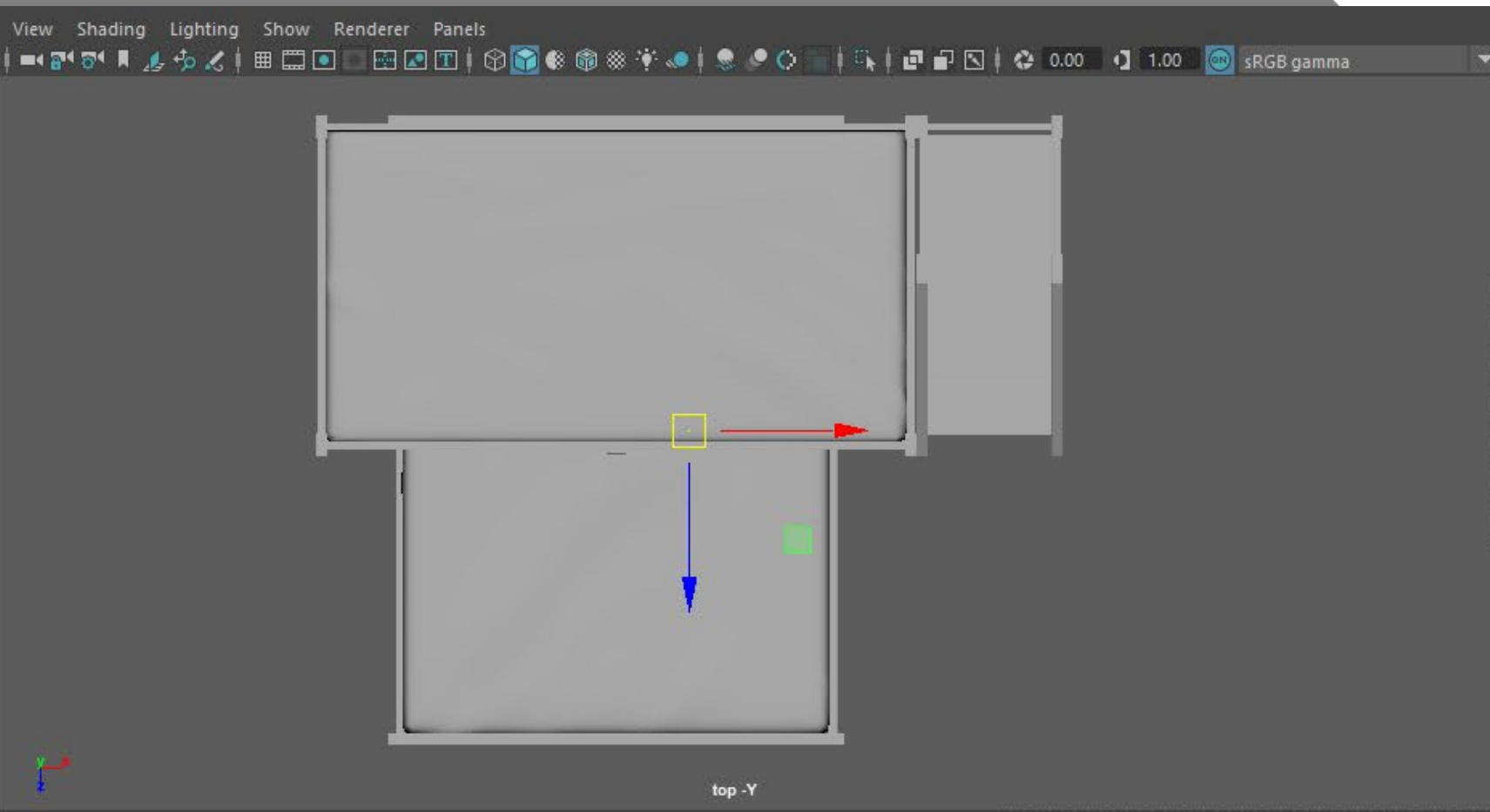
Loft Bed with separate bed



Viewport : Maya

Alignment : Floor

Front Z: foot end (short side, opposite headboard) facing towards front Z, open side towards X Axis



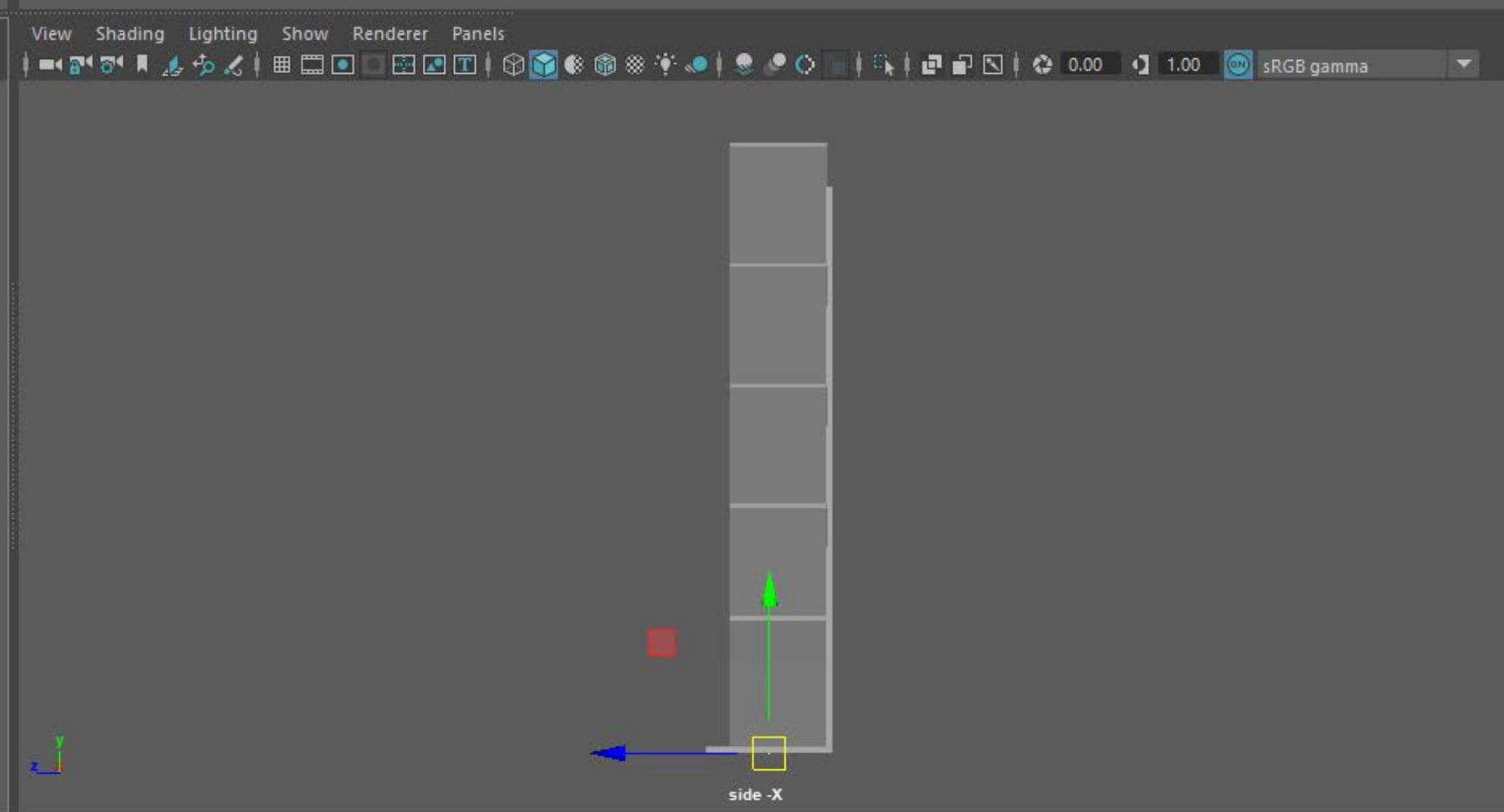
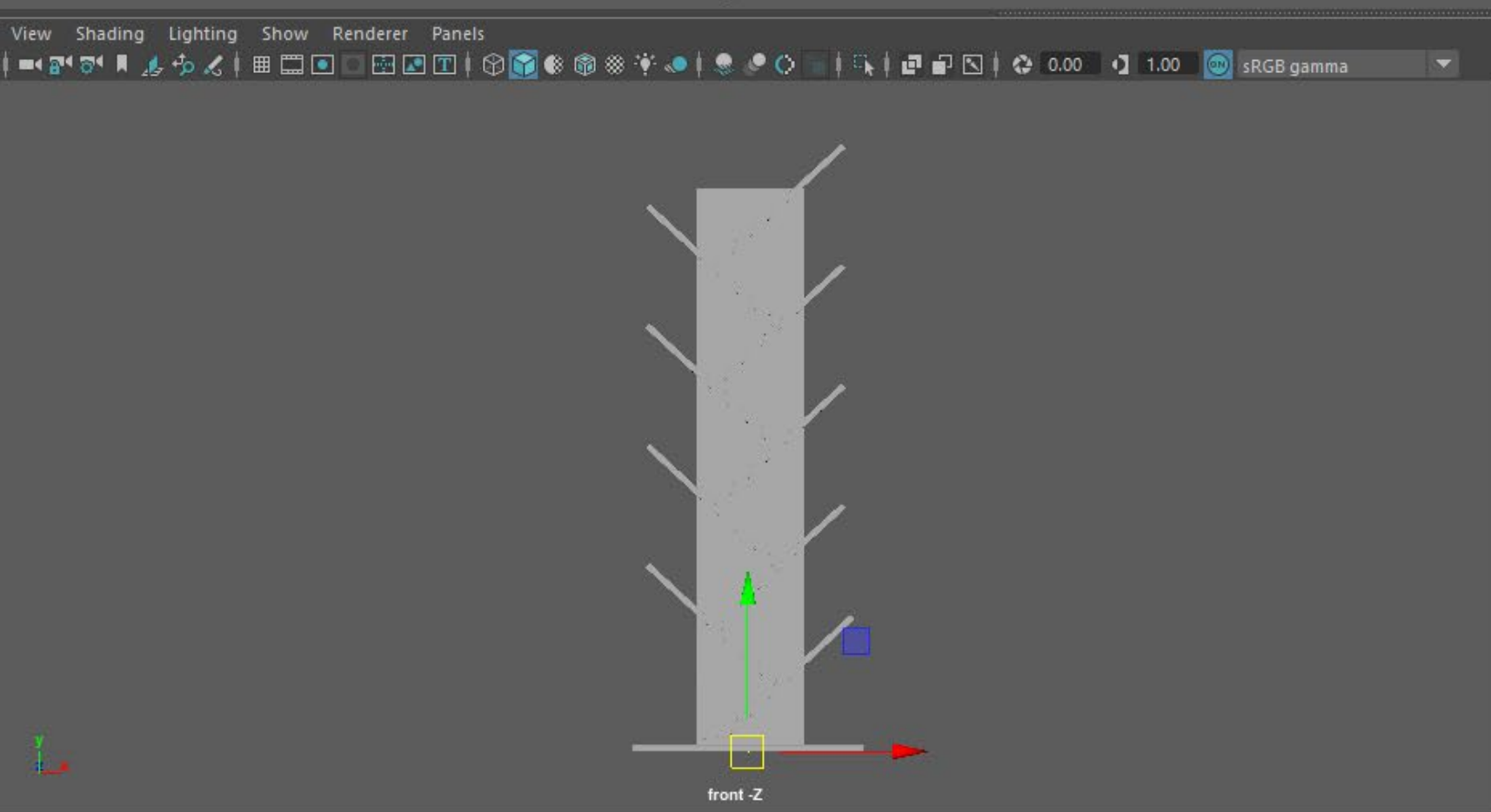
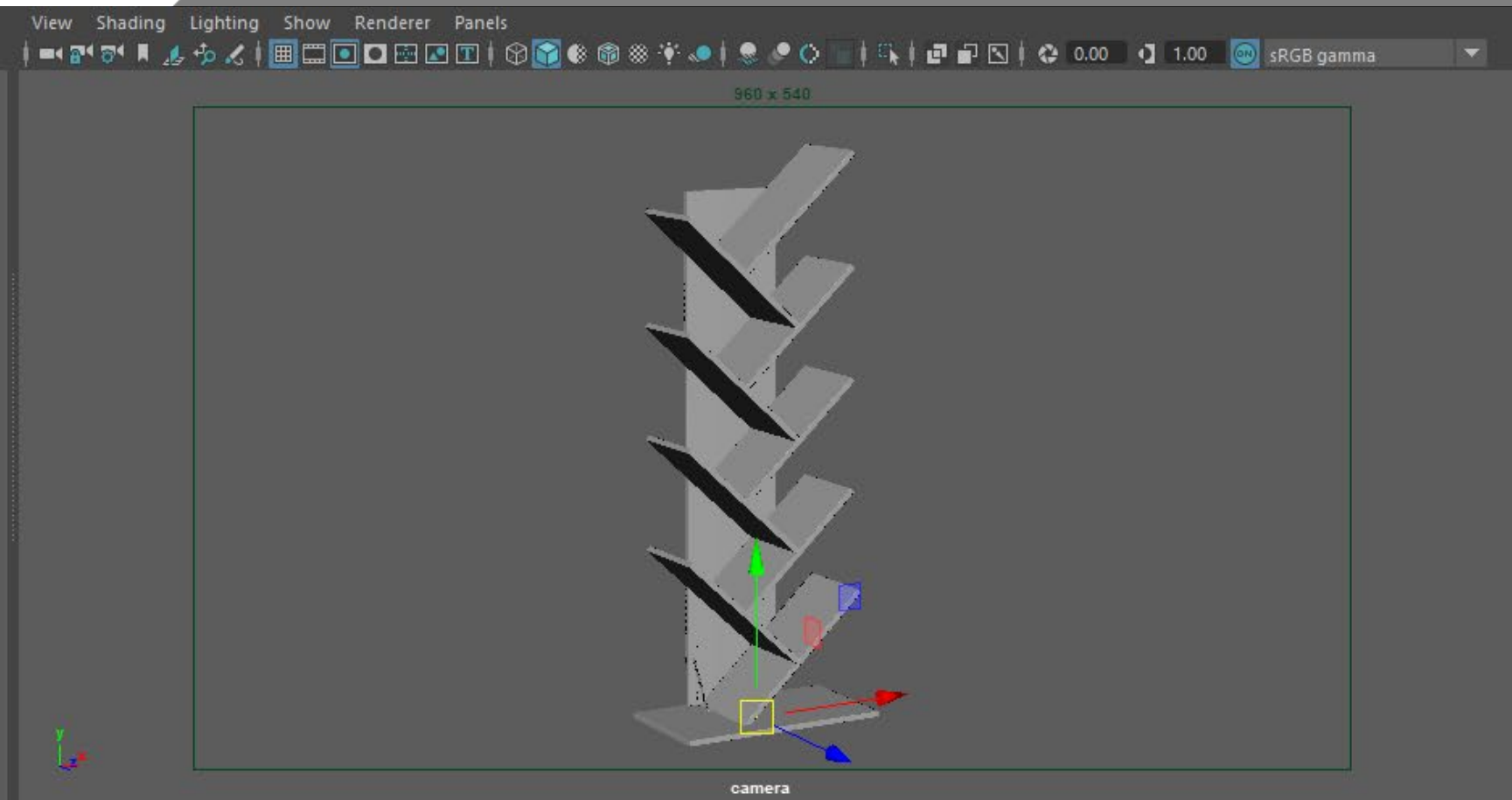
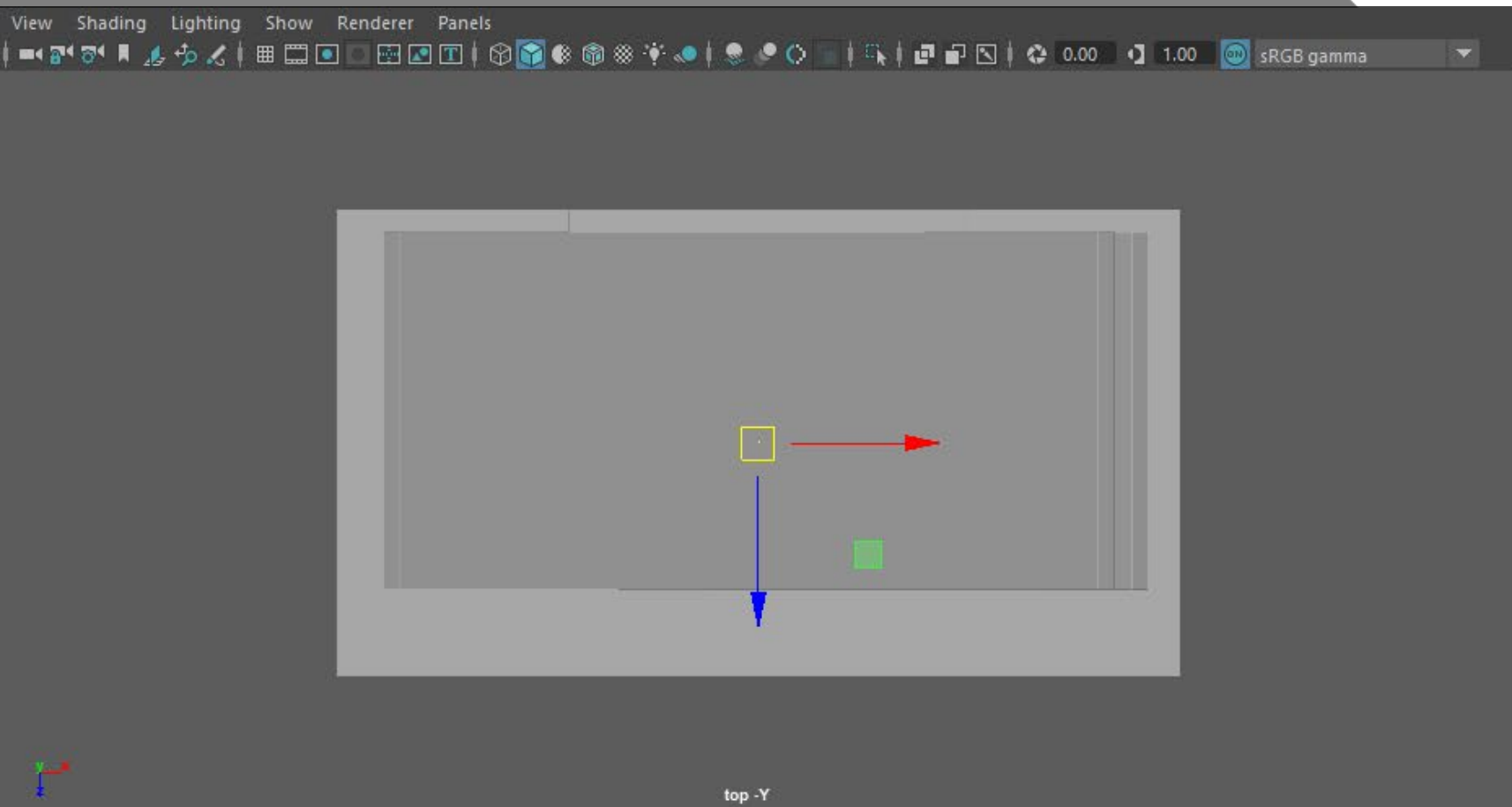
Bookshelf



Viewport : Maya

Alignment : Floor

Front Z : Book shelves facing towards front Z



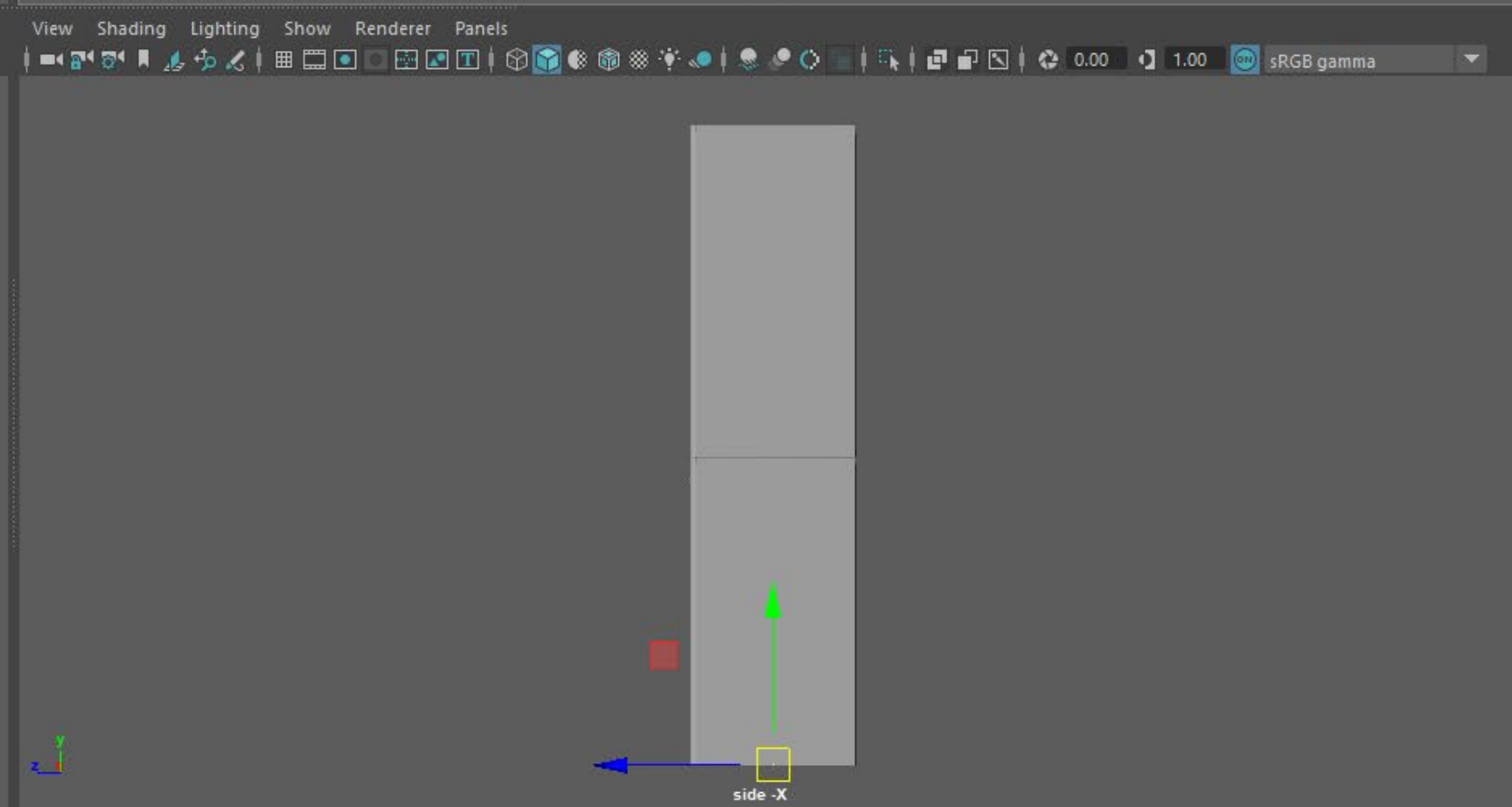
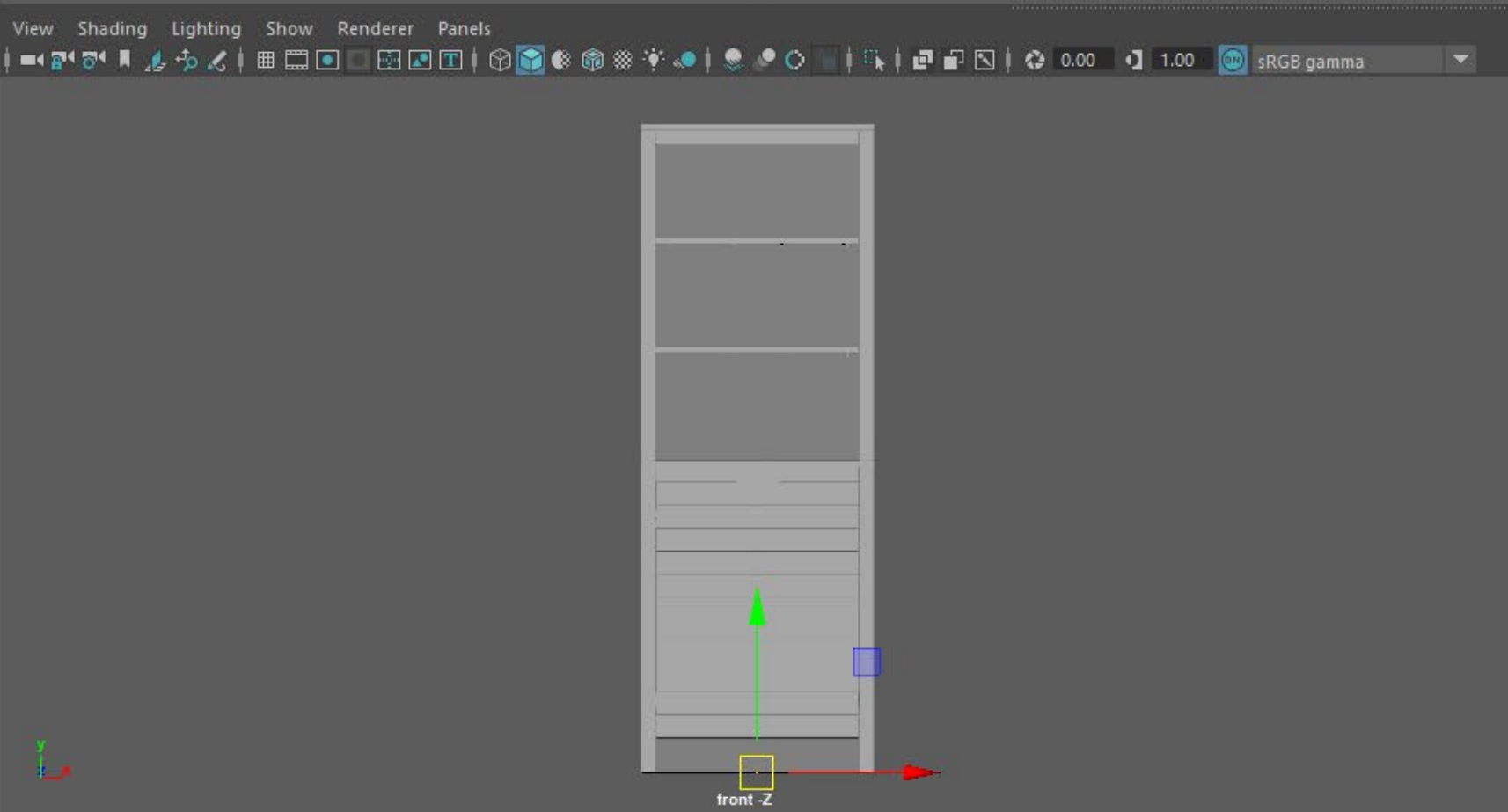
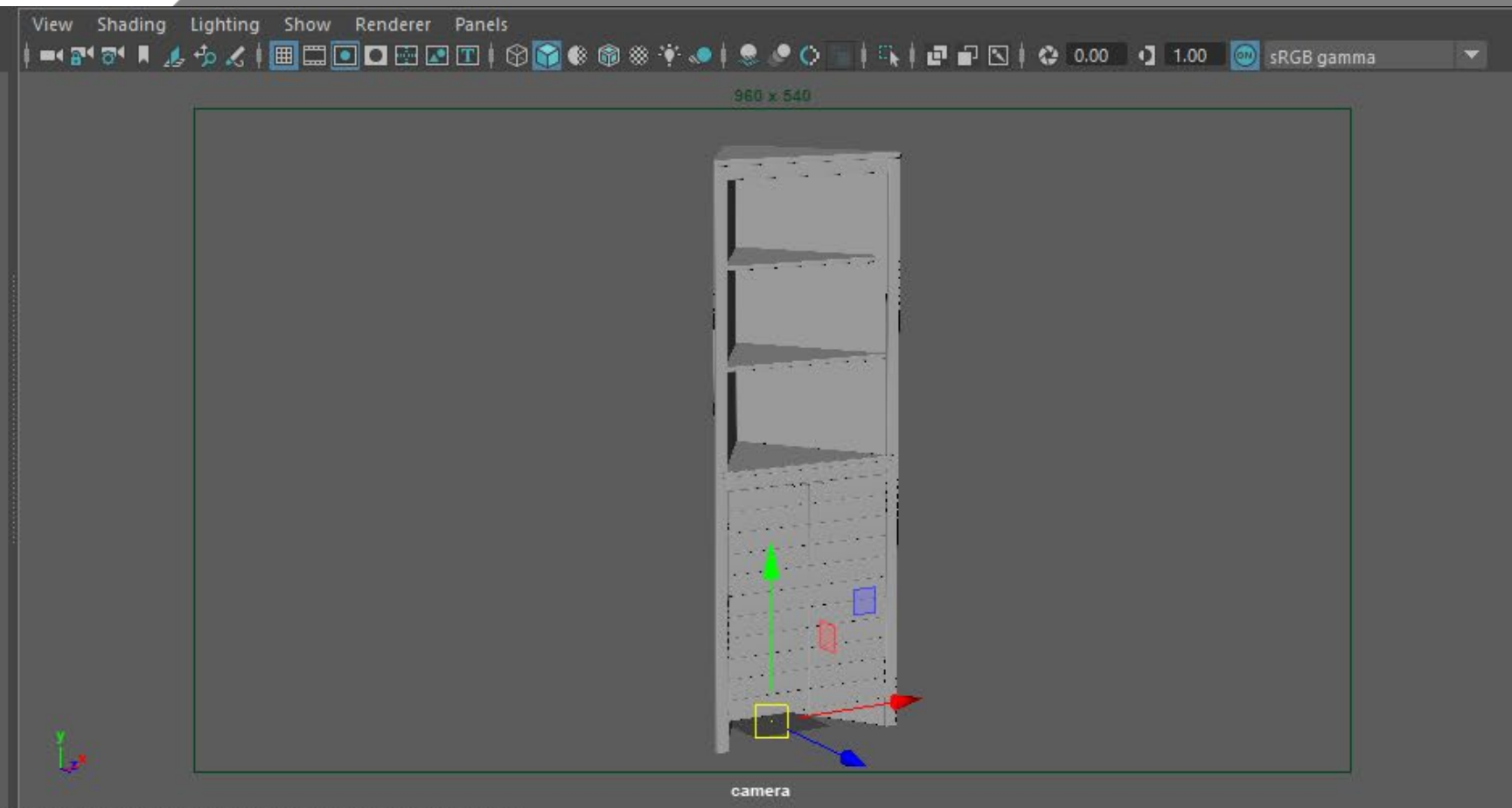
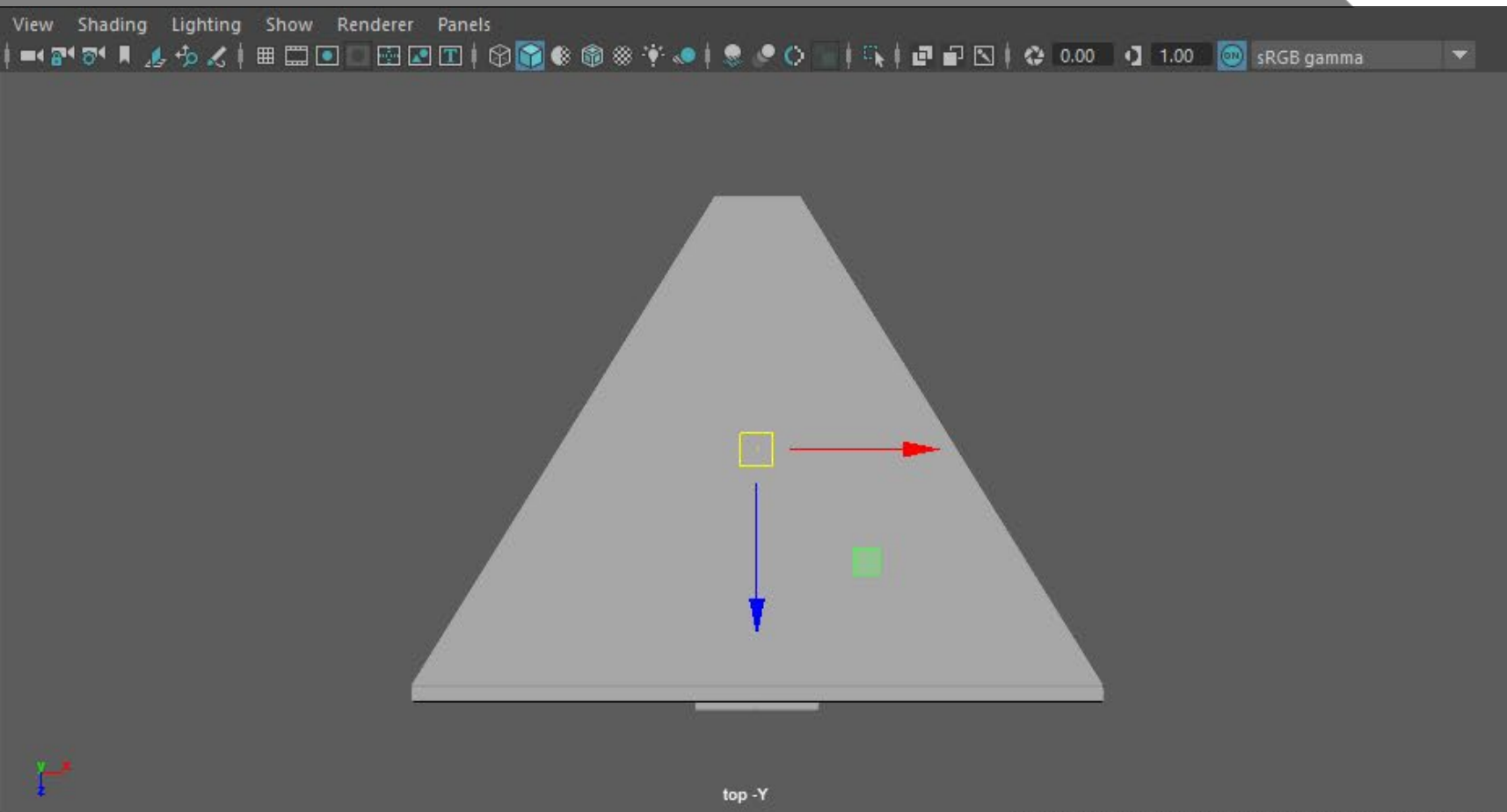
Tri-angleCabinet



Viewport : Maya

Alignment : Floor

Front Z: drawers/openings towards front Z



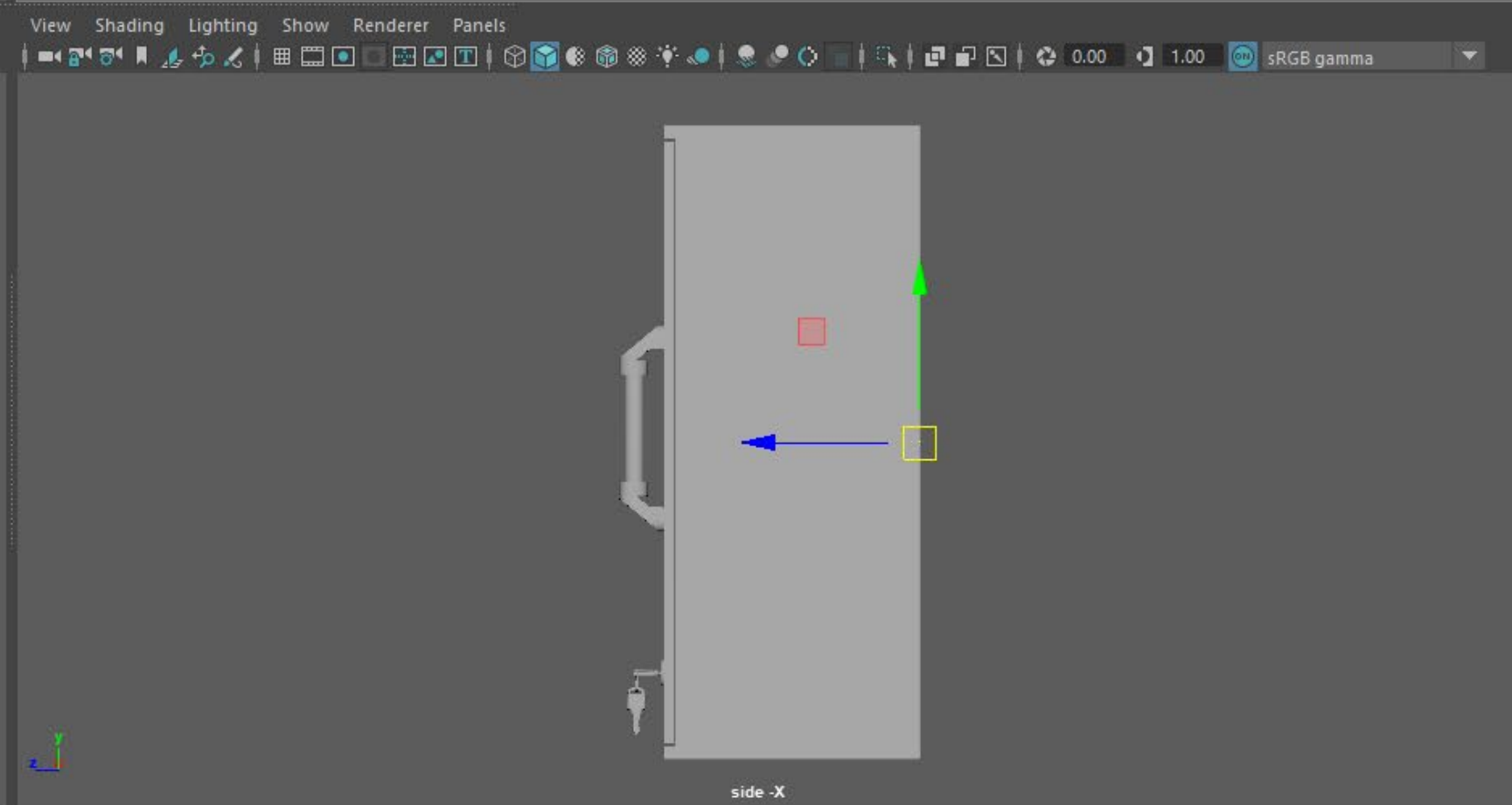
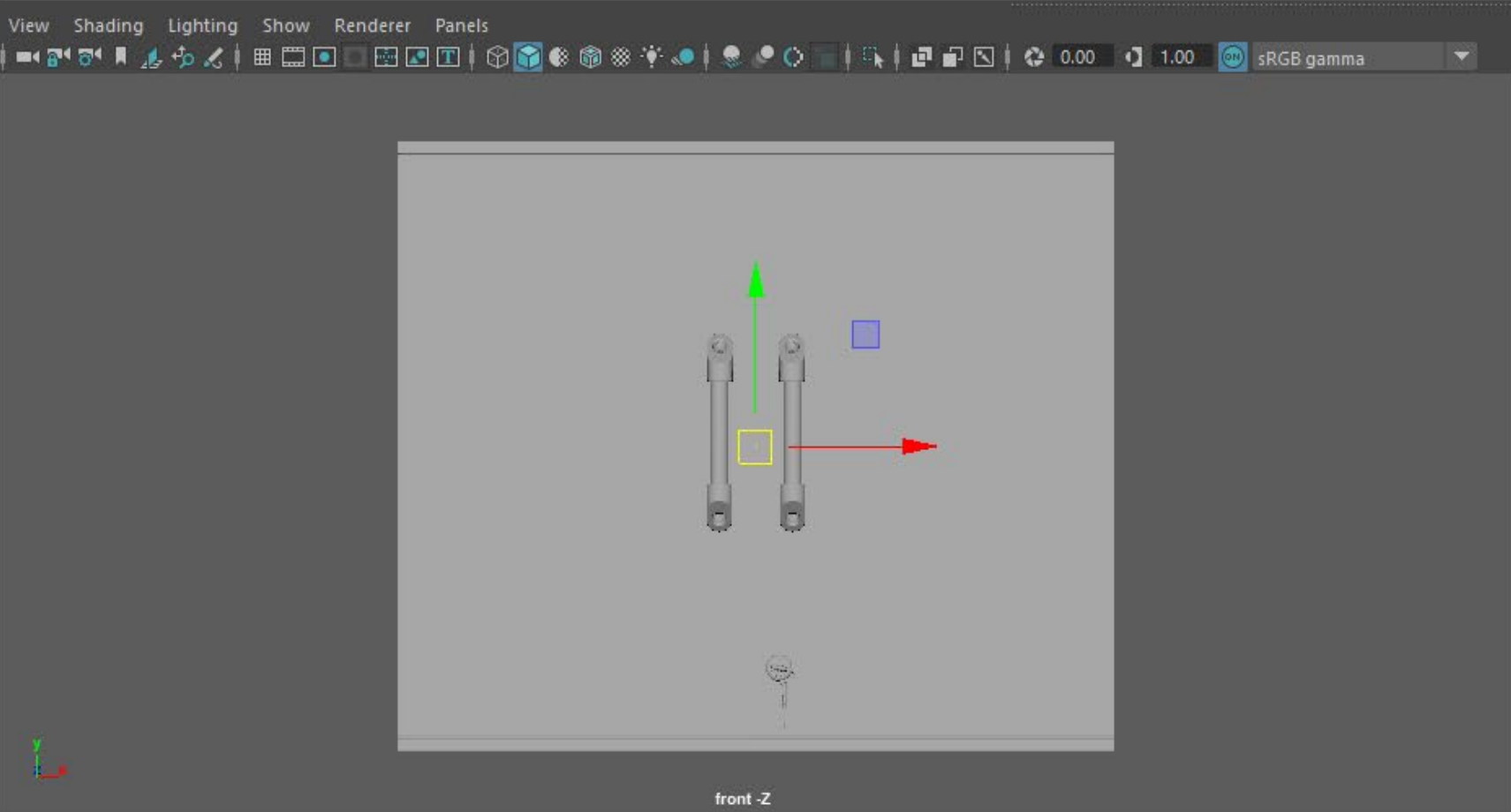
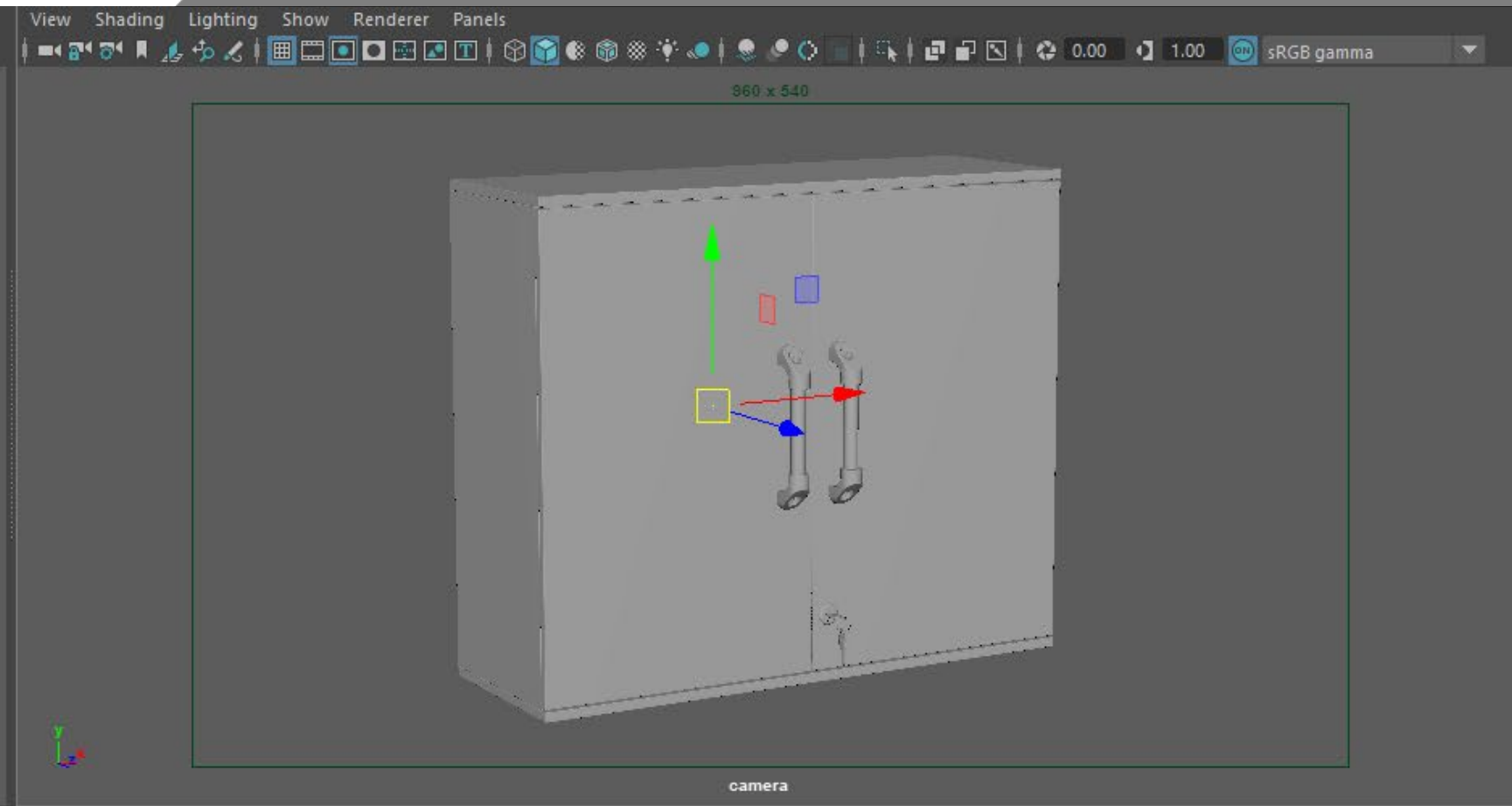
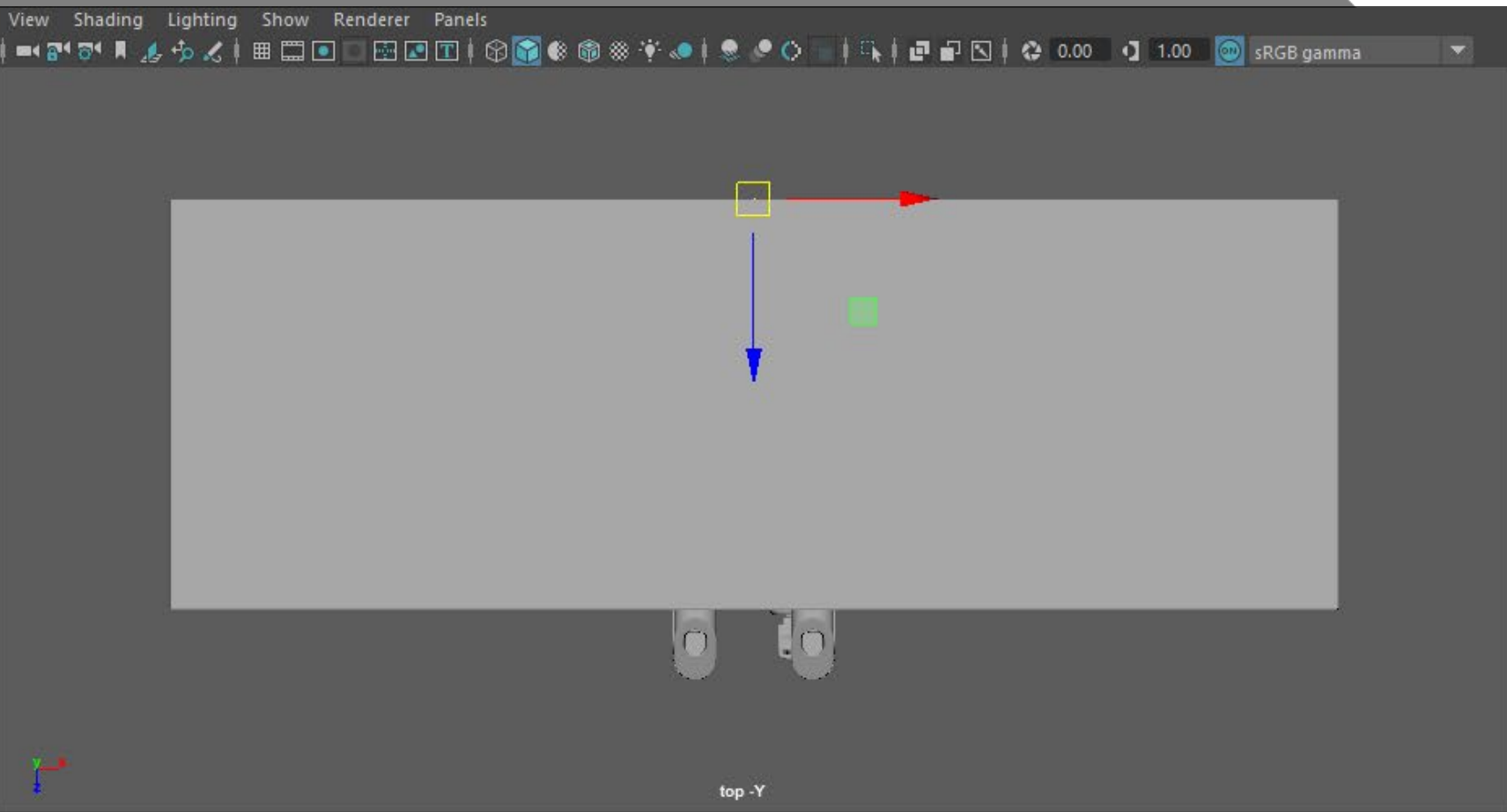
Wall Cabinet



Viewport : Maya

Alignment : Wall

Front Z: drawers/openings towards front Z



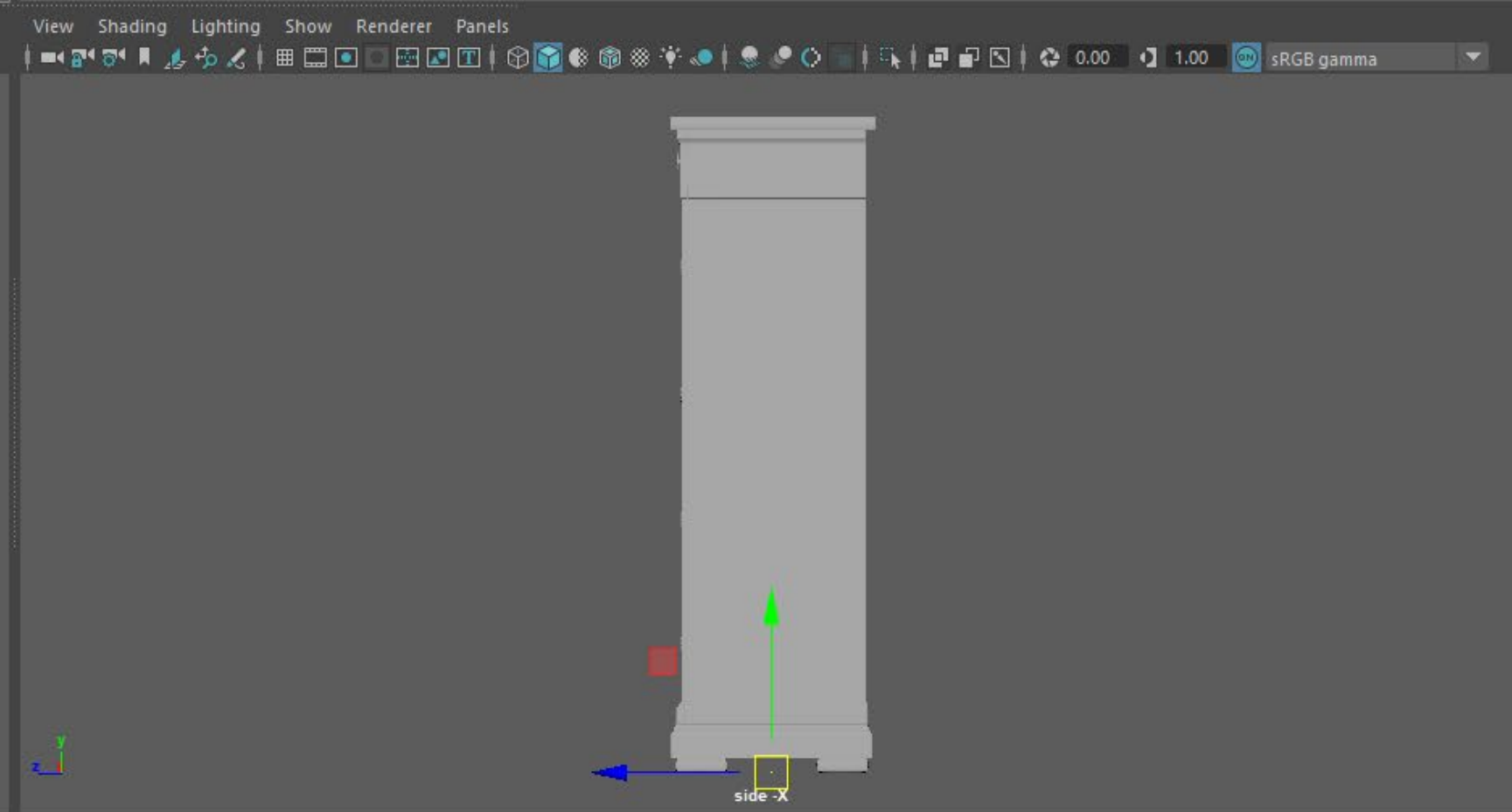
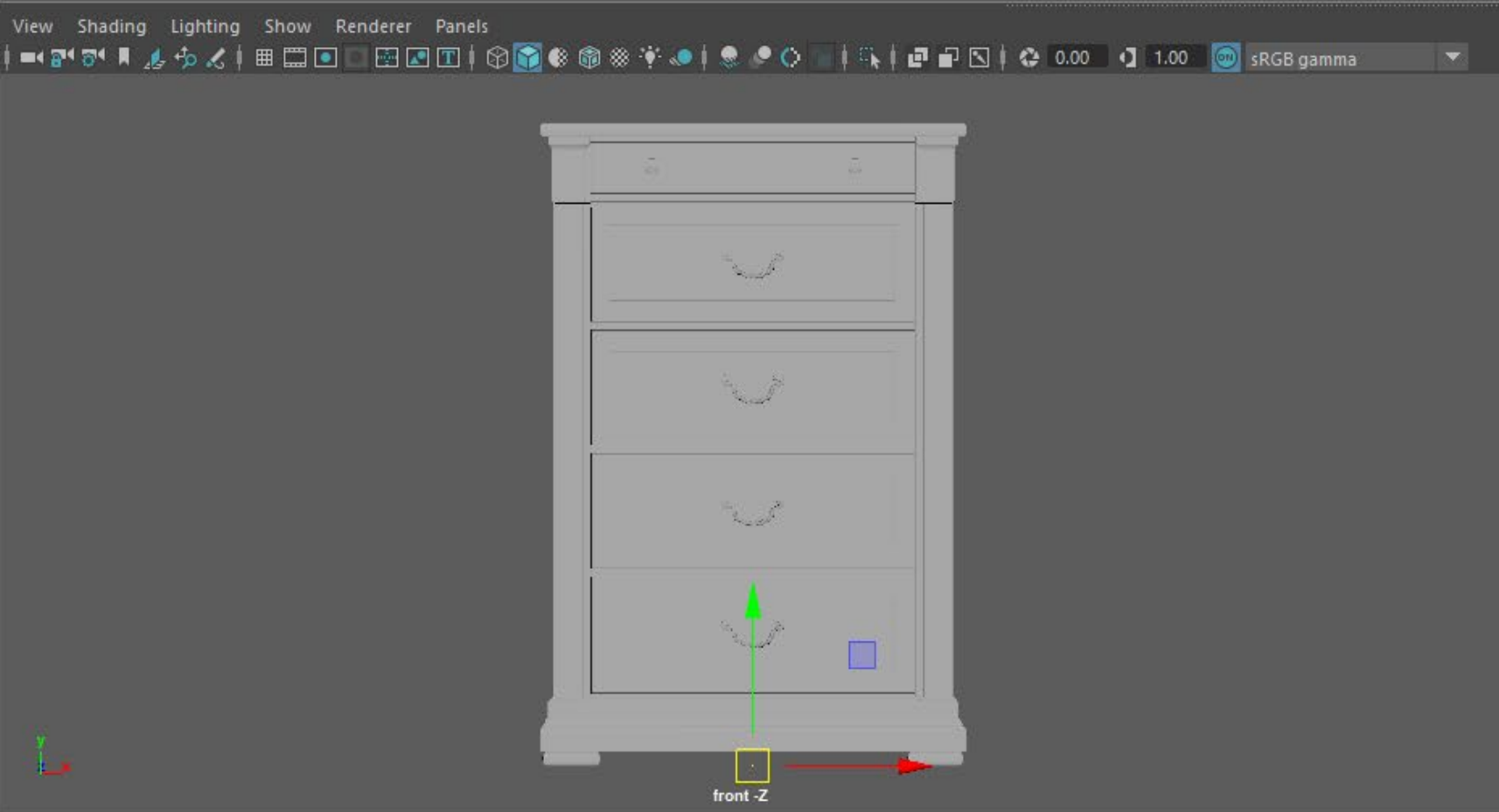
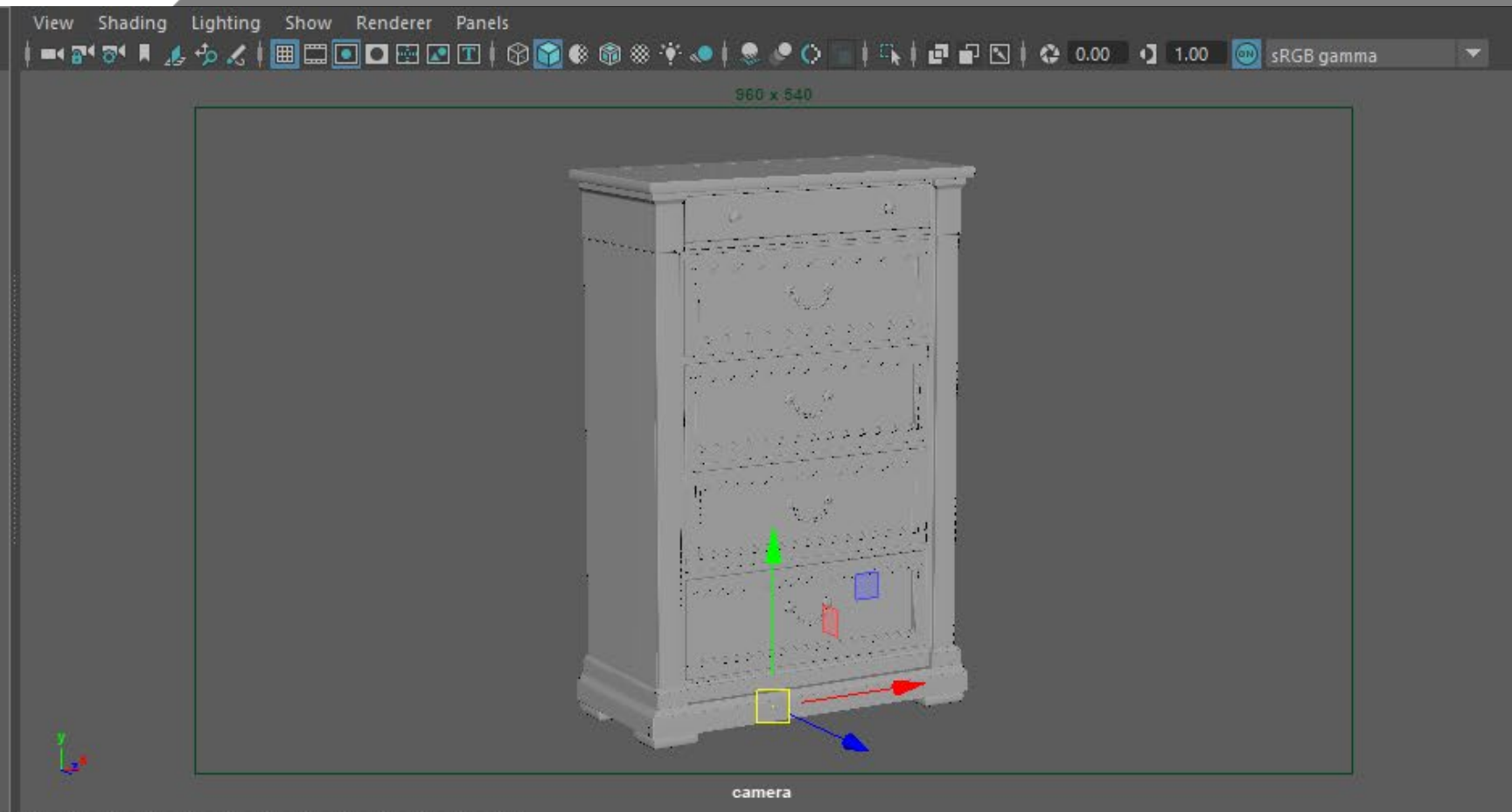
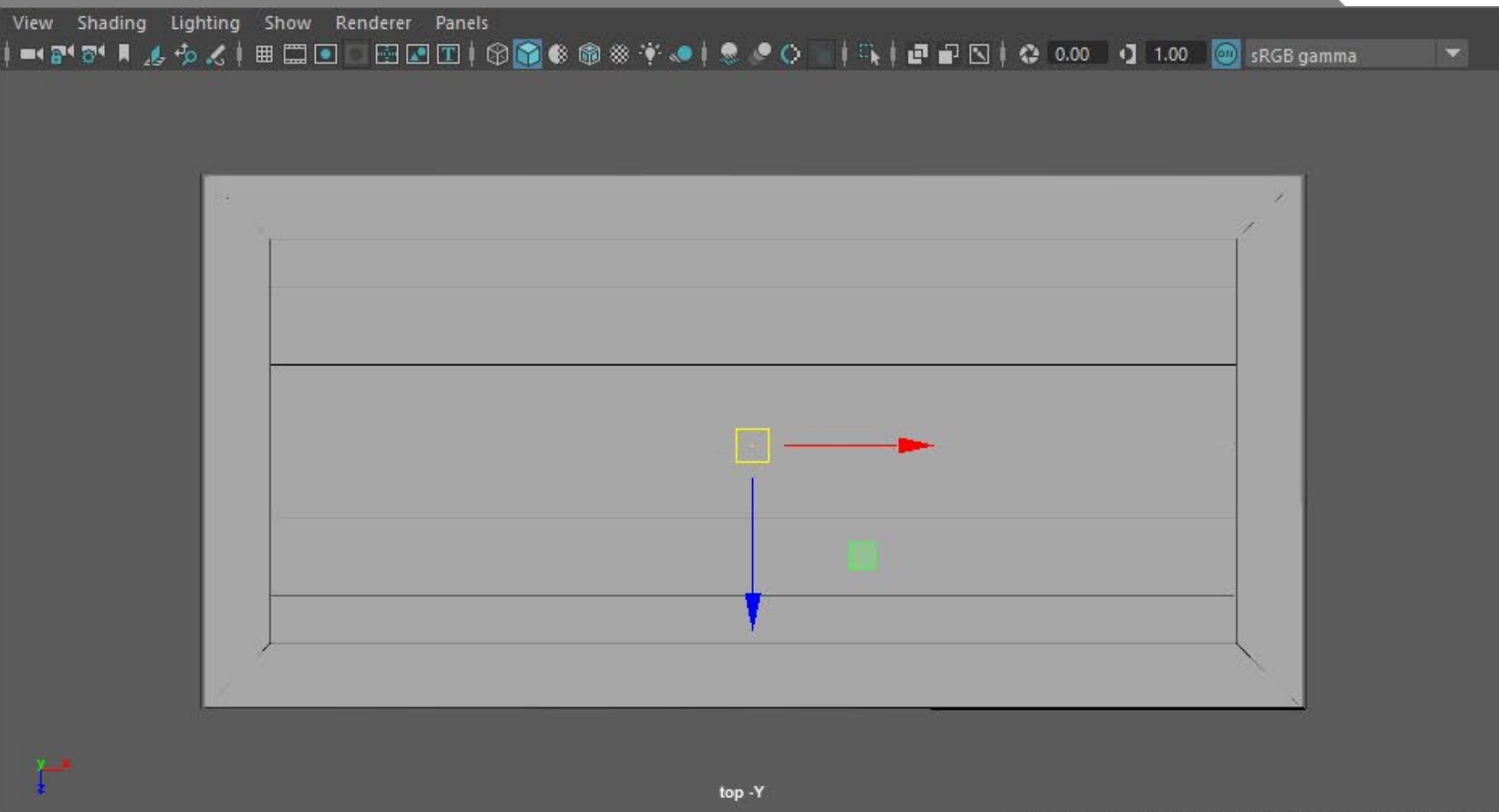
Cabinet



Viewport : Maya

Alignment : Floor

Front Z: drawers/openings towards front Z



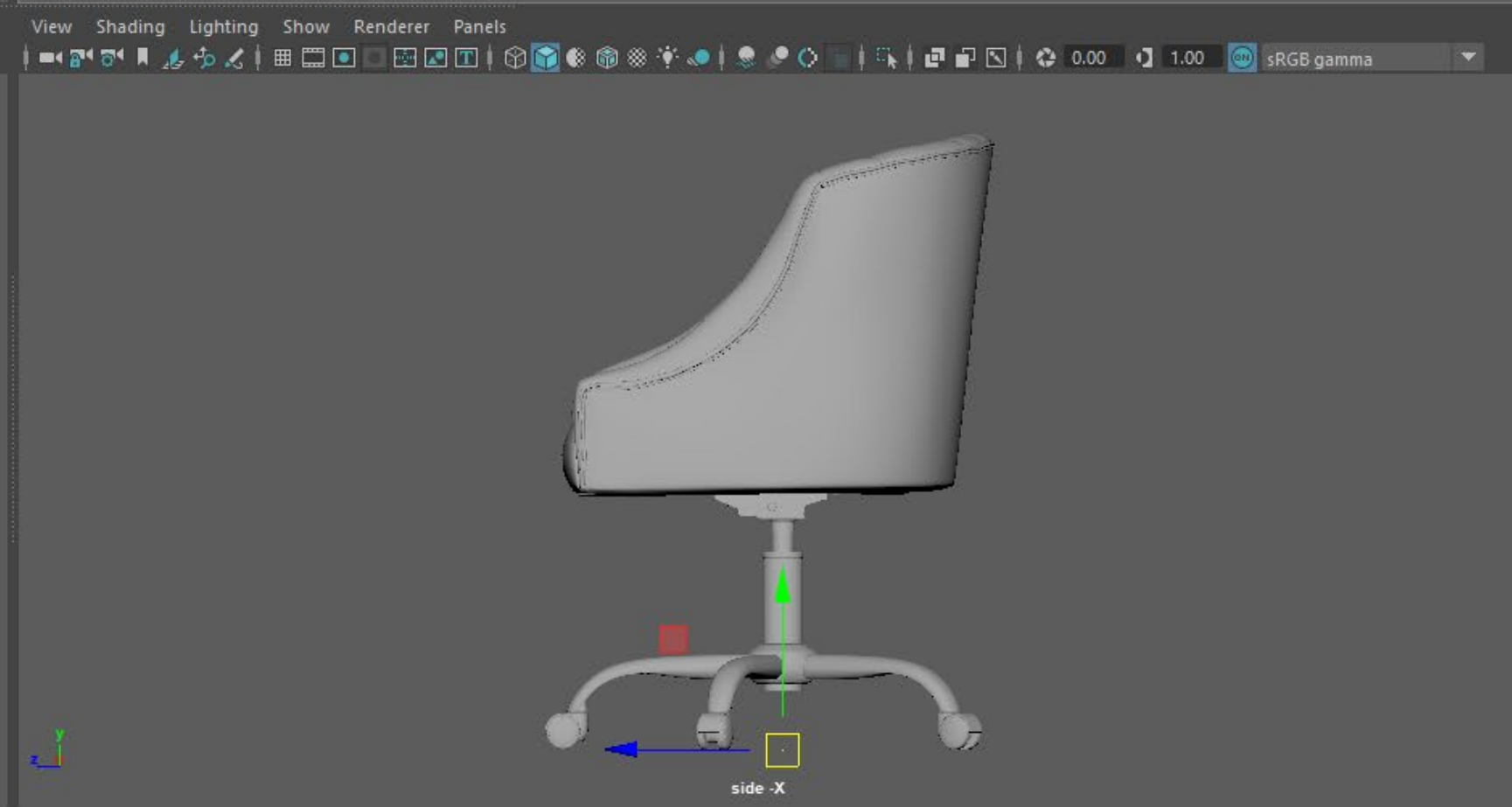
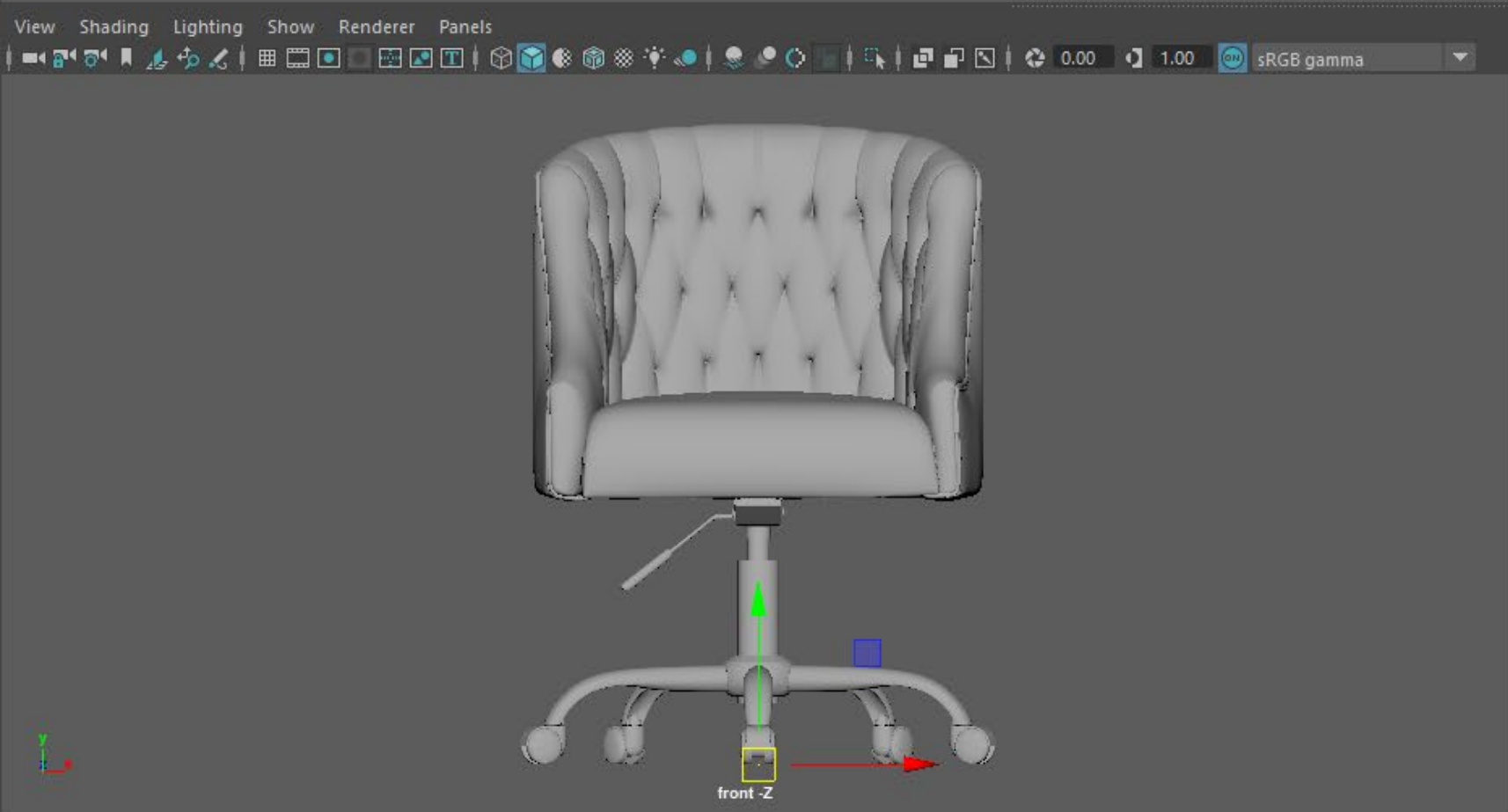
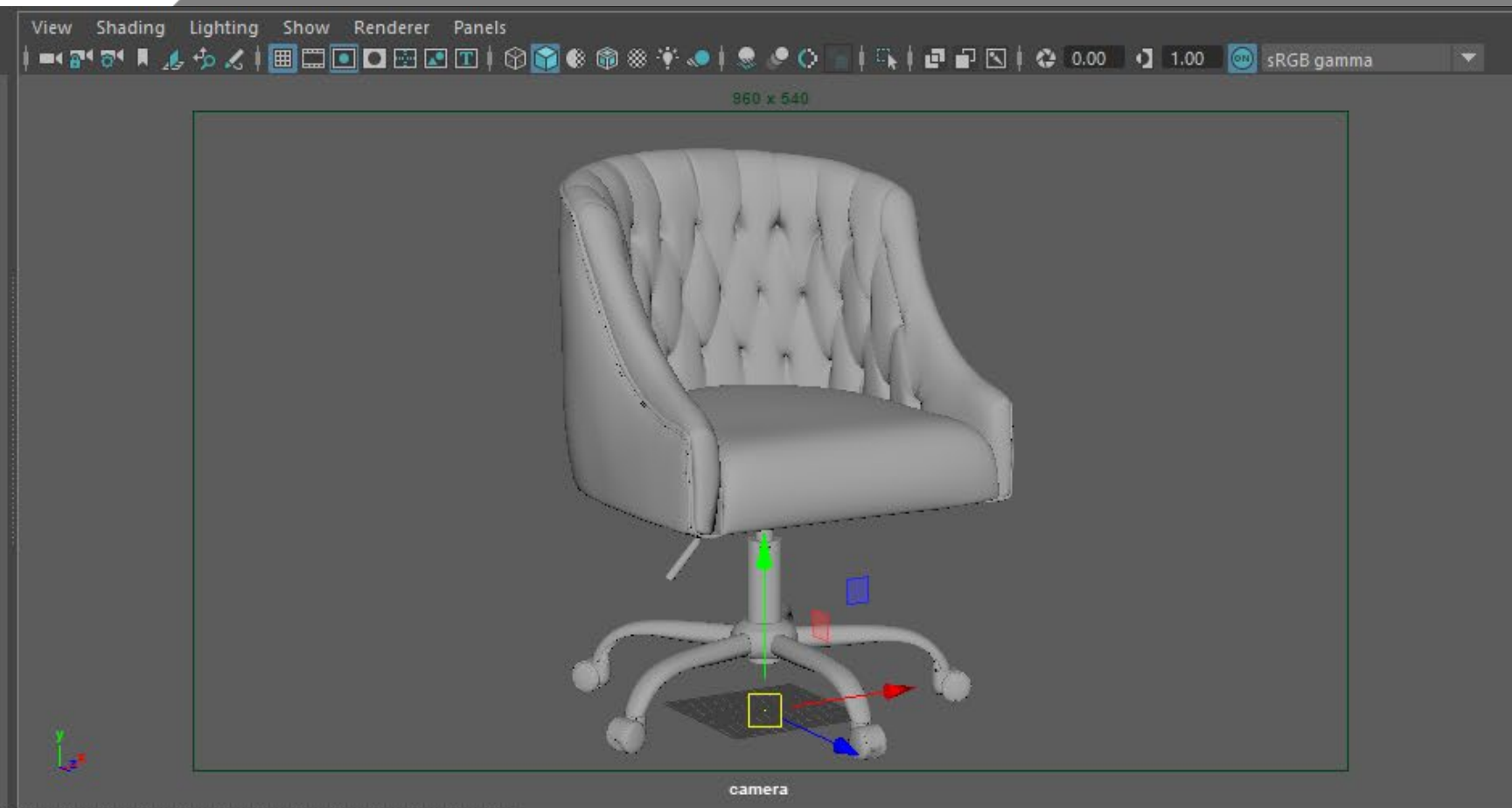
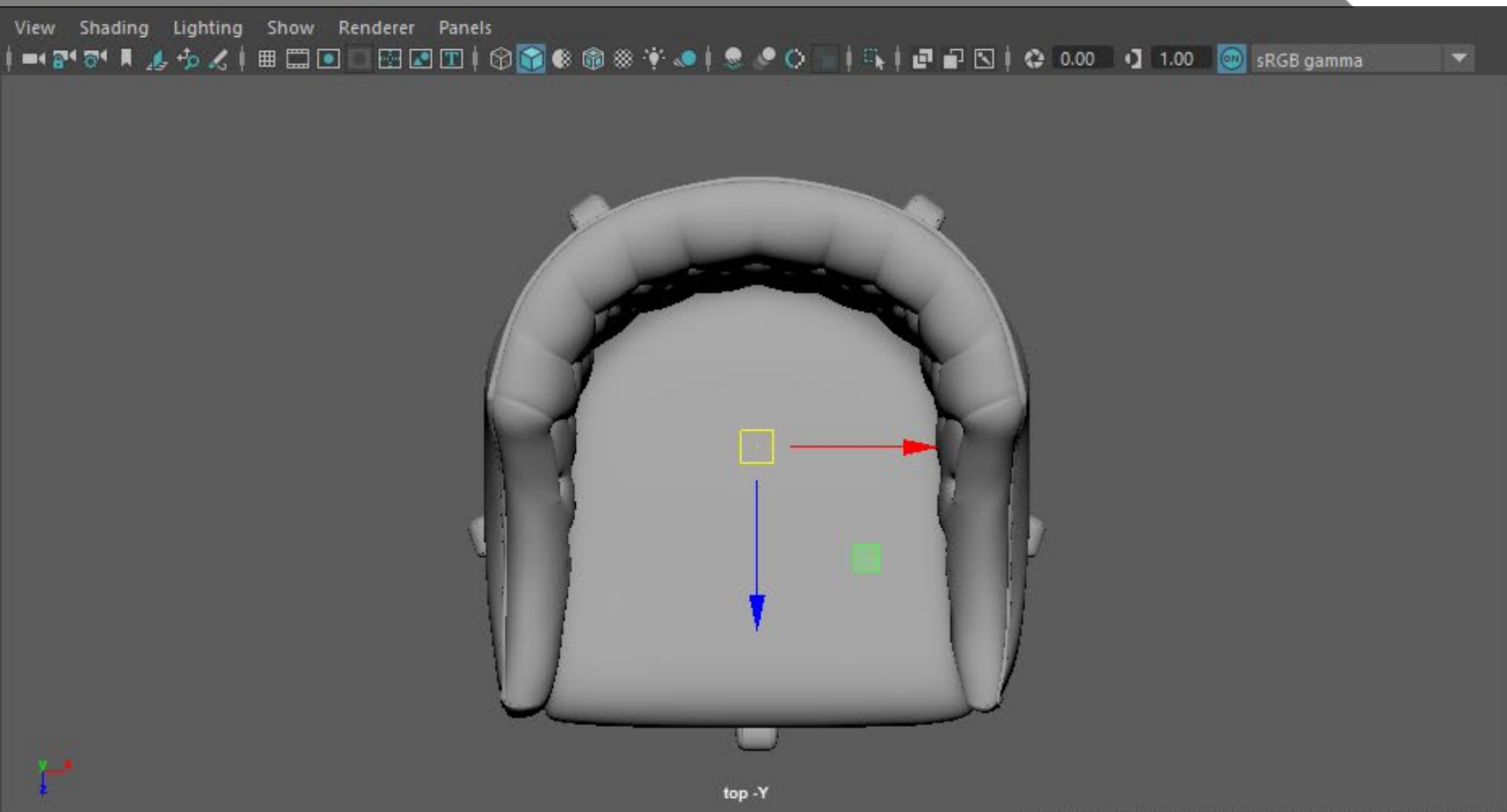
Chair



Viewport : Maya

Alignment : Floor

Front Z: Single leg towards front Z or opposite to front



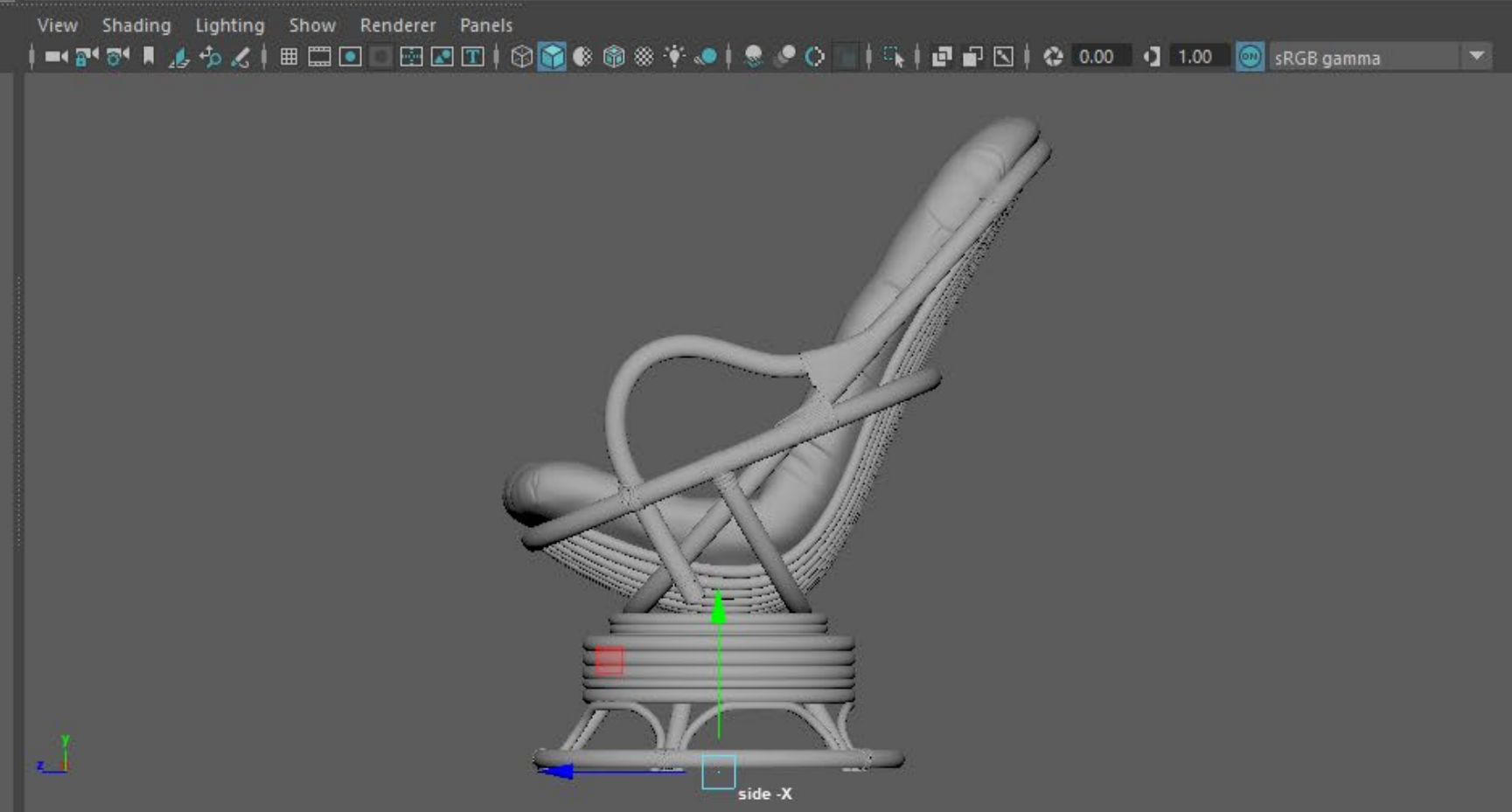
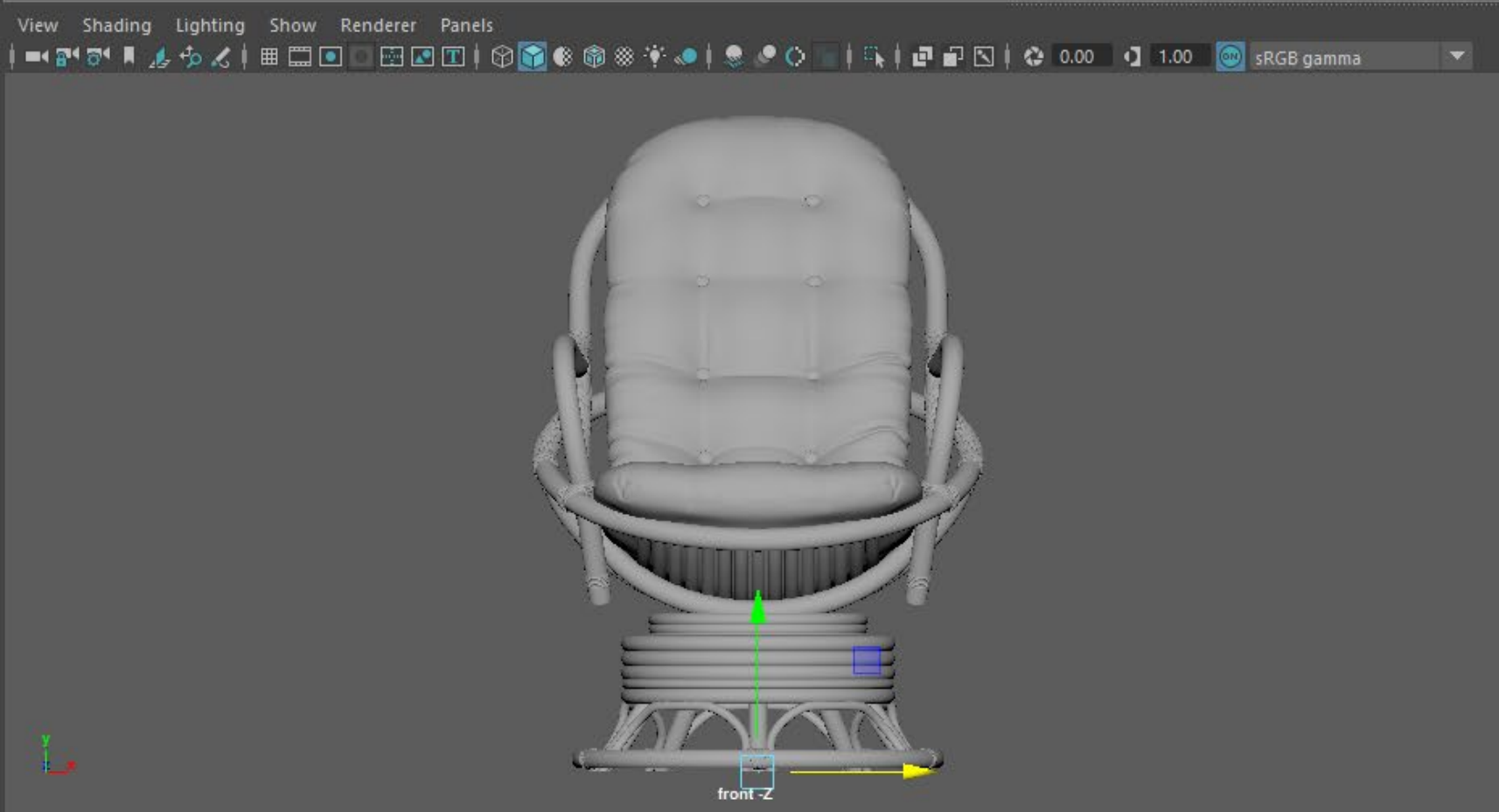
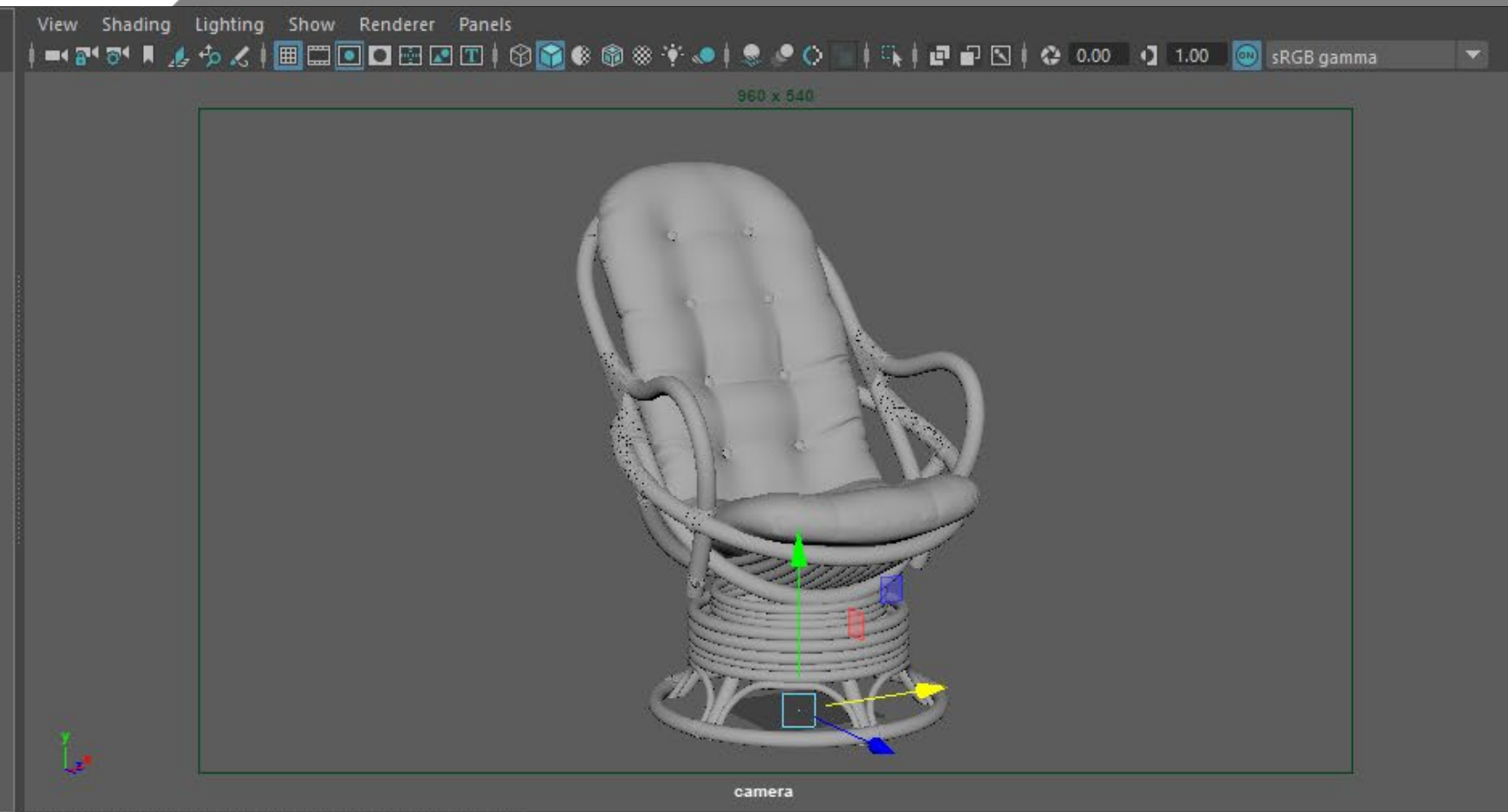
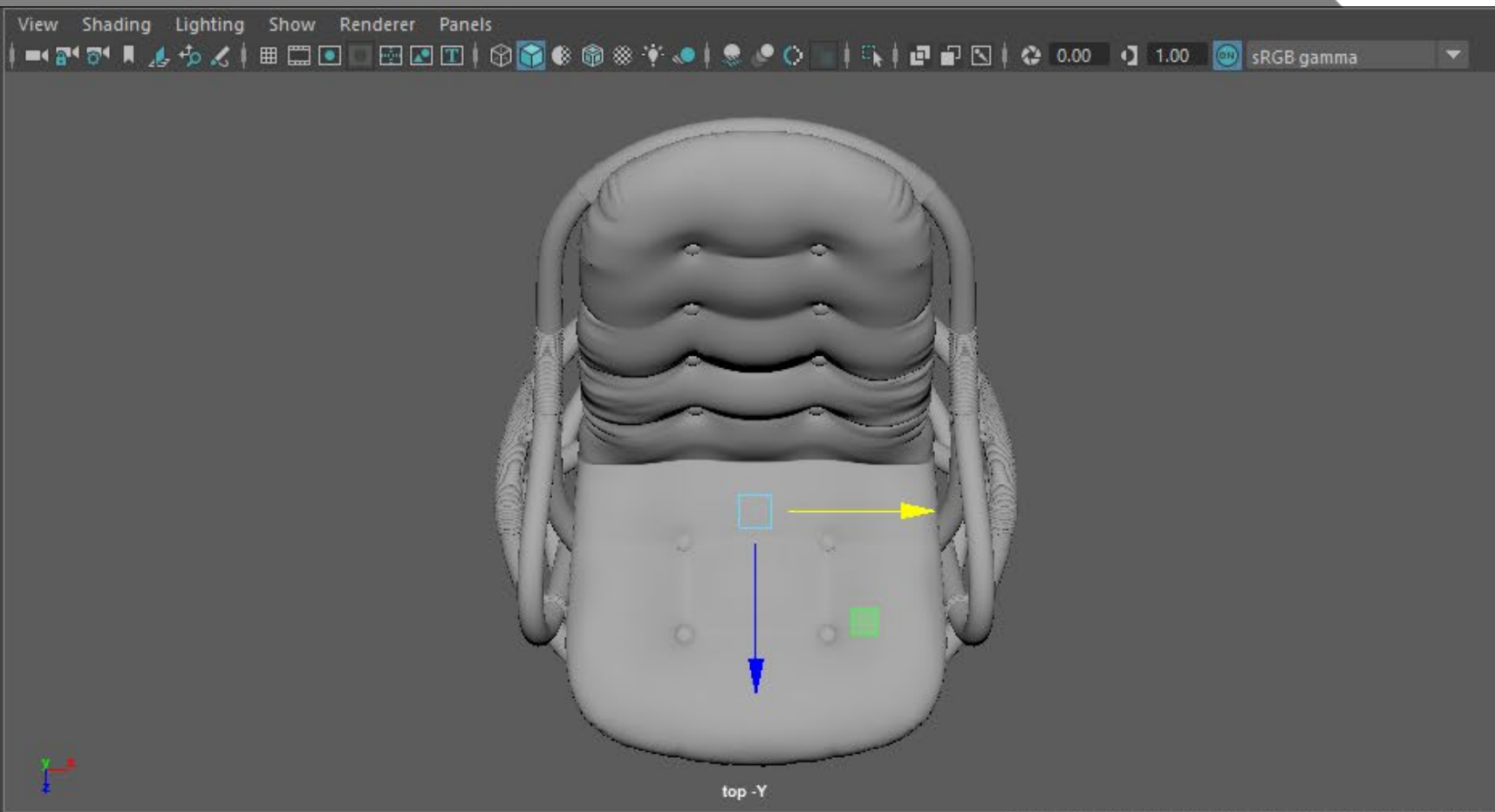
Chair



Viewport : Maya

Alignment : Floor

Front Z: front of seat and seatback towards front Z



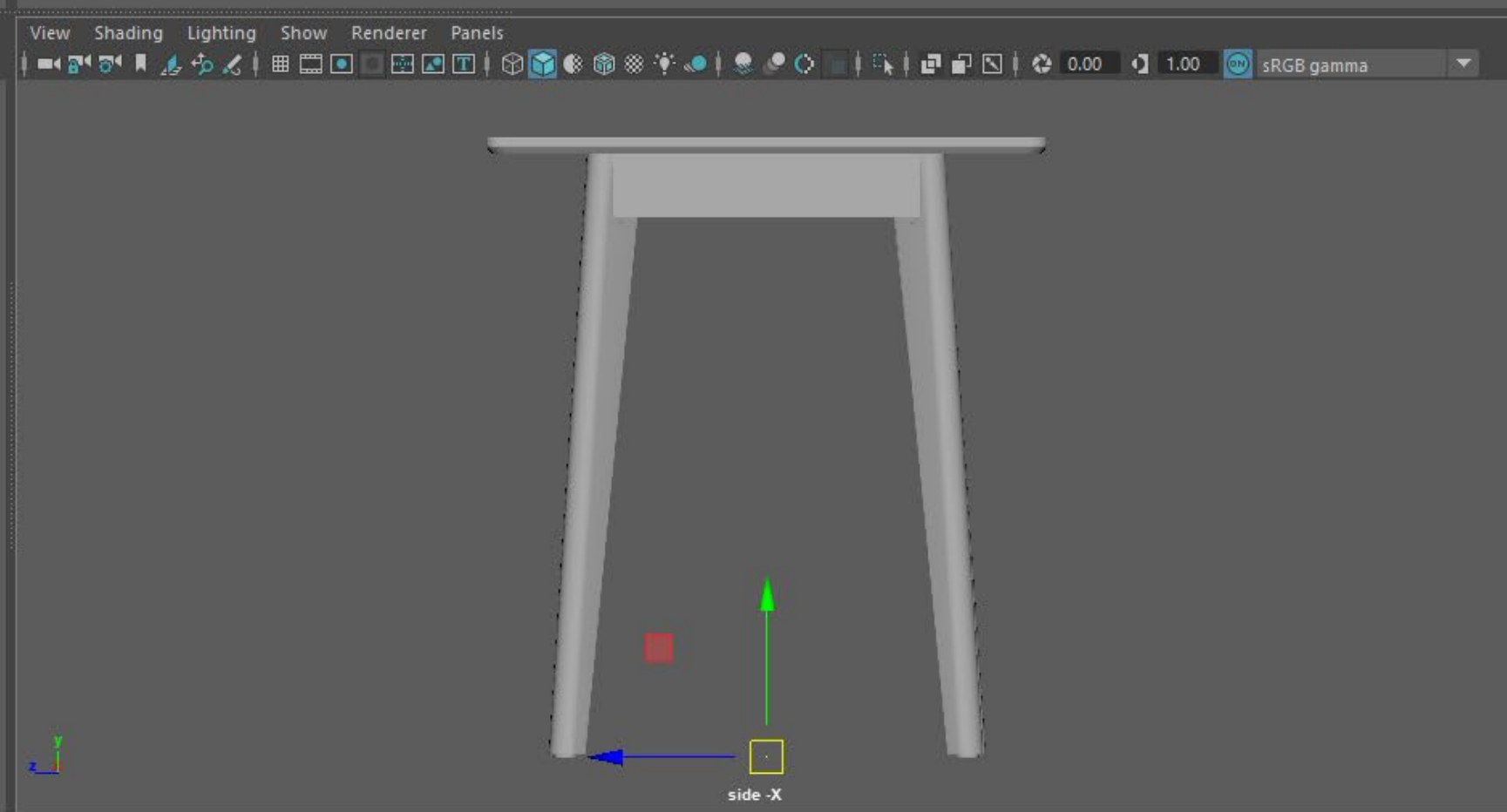
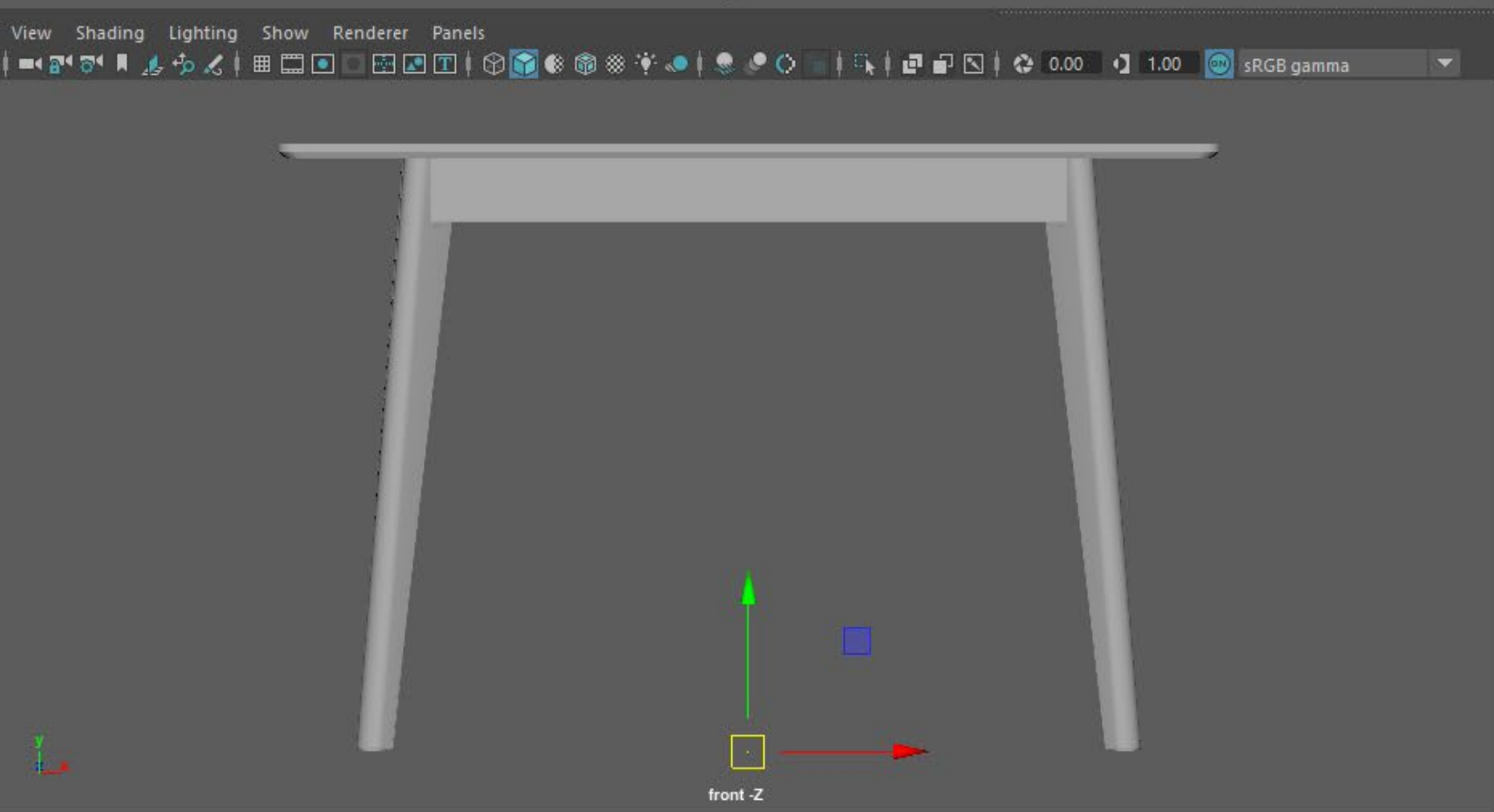
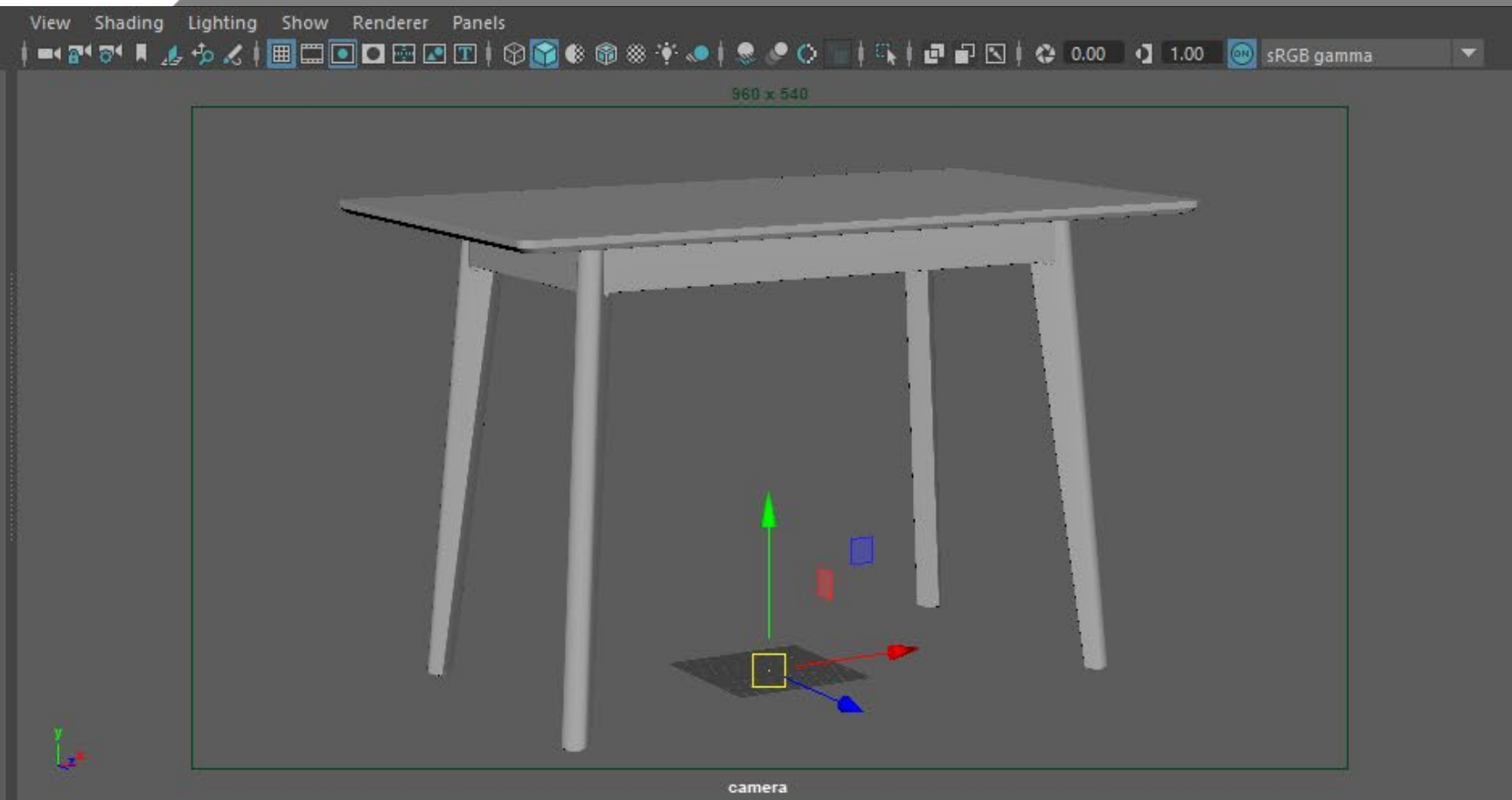
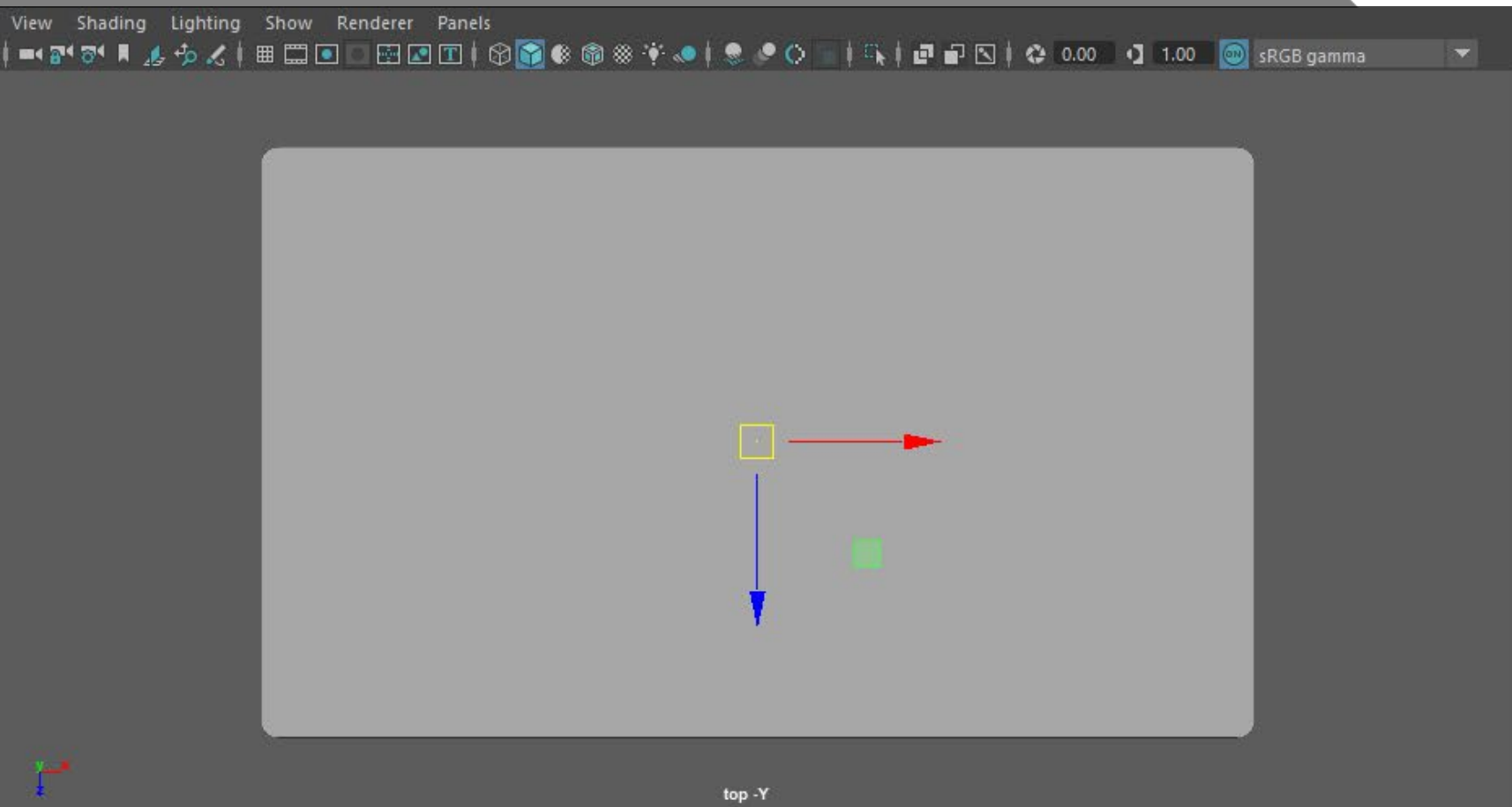
Coffee Table



Viewport : Maya

Alignment : Floor

Front Z: longest side parallel to front Z



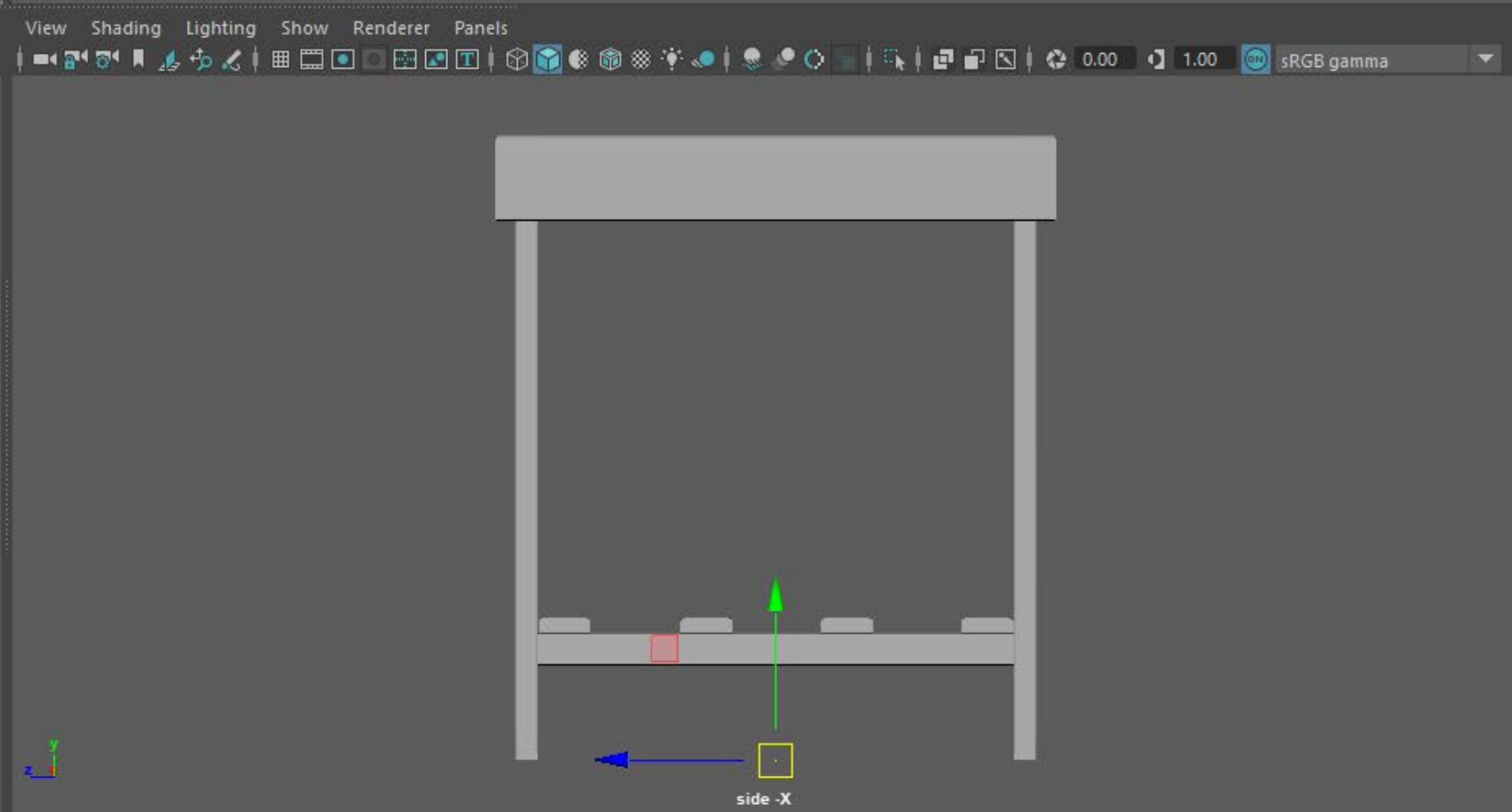
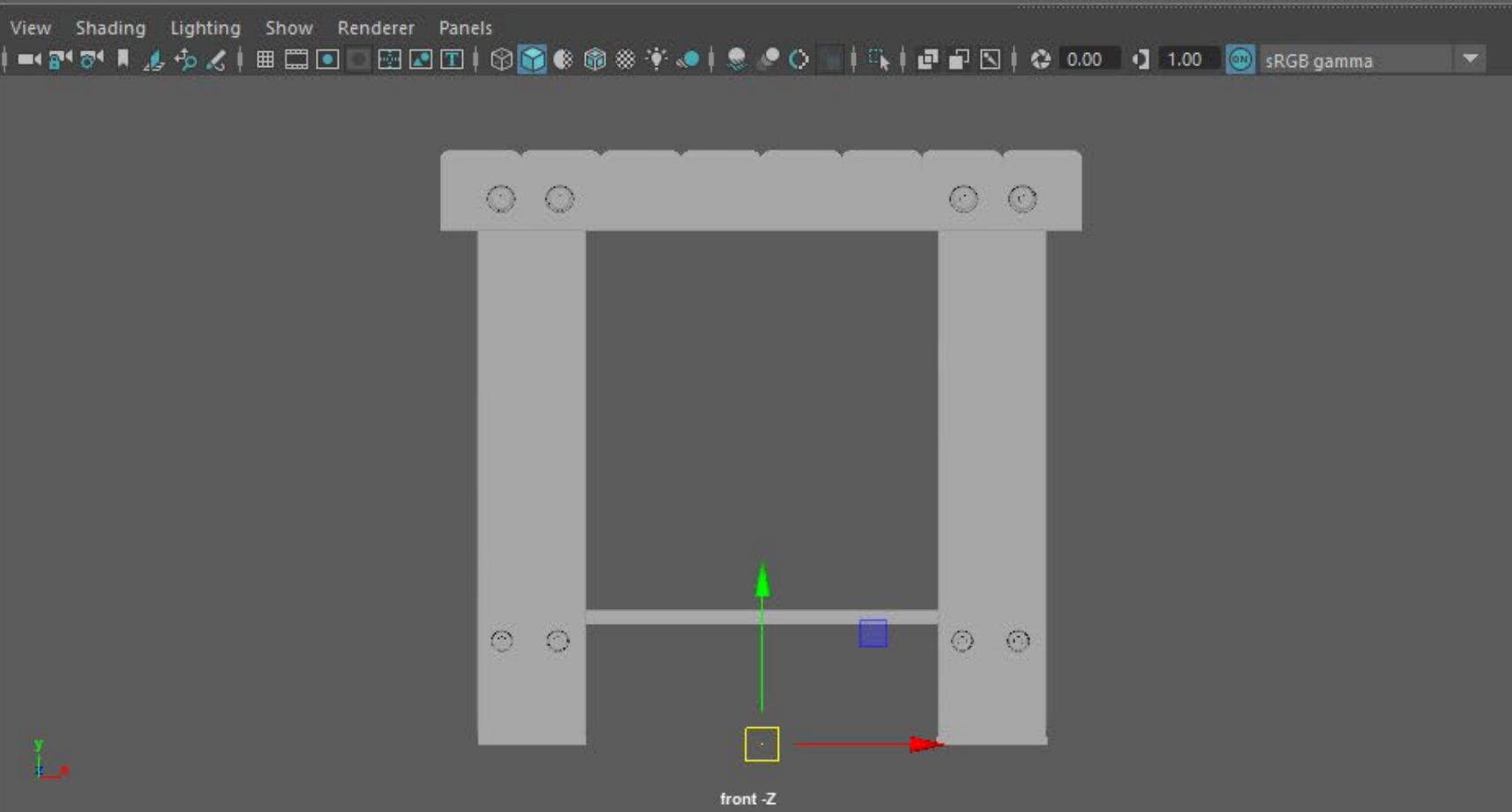
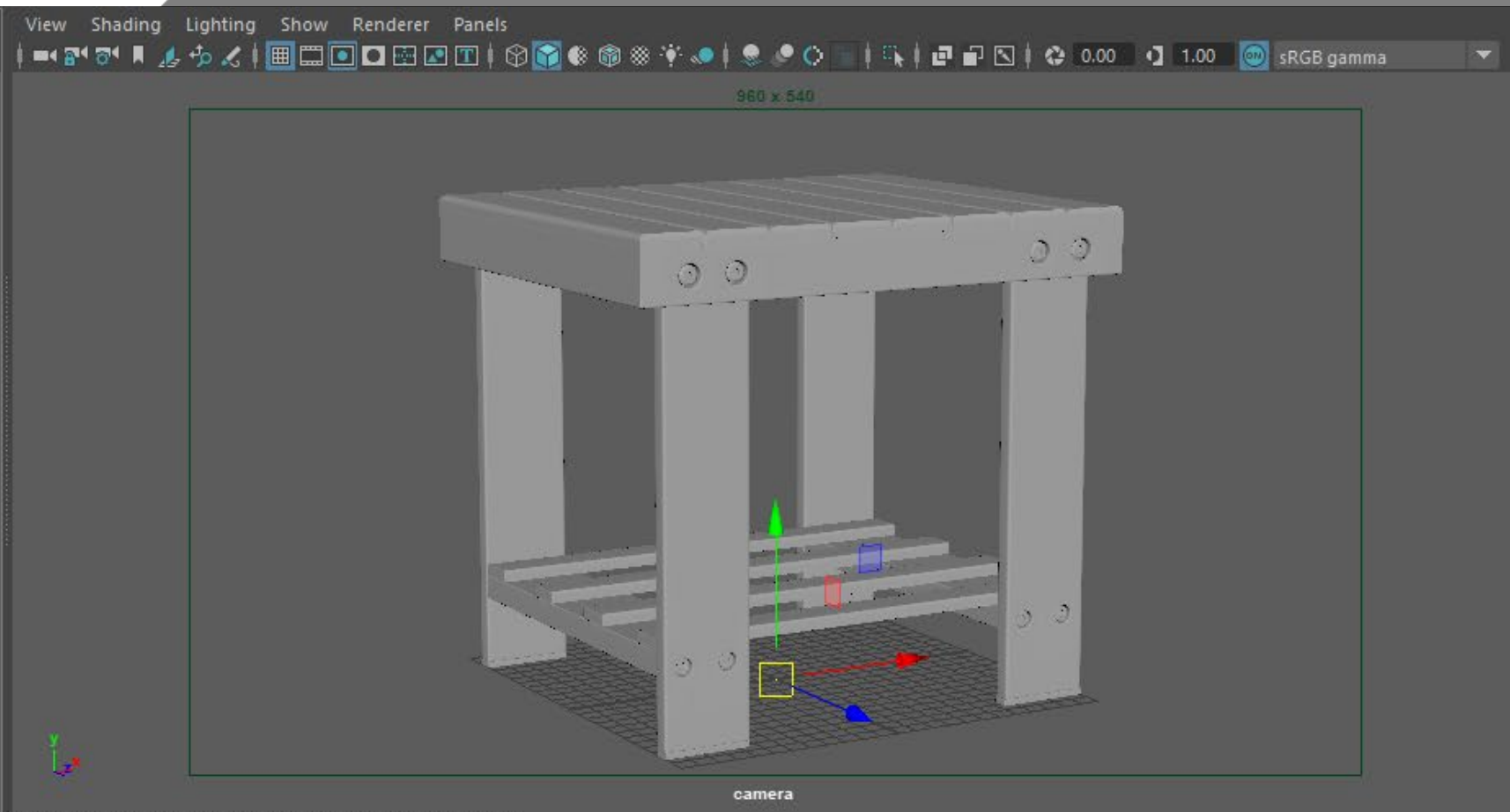
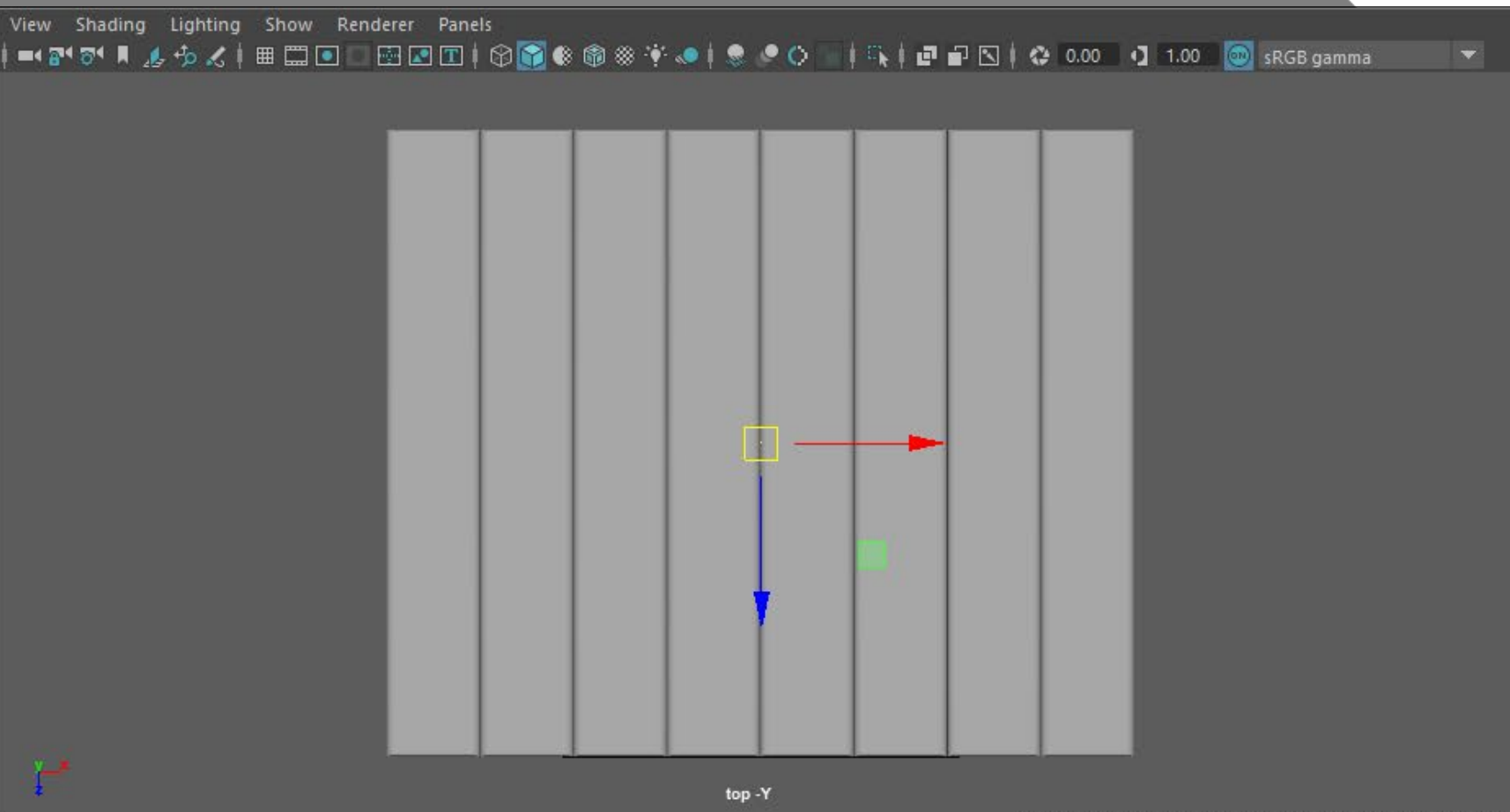
Coffee Table



Viewport : Maya

Alignment : Floor

Front Z: longest side parallel to front Z



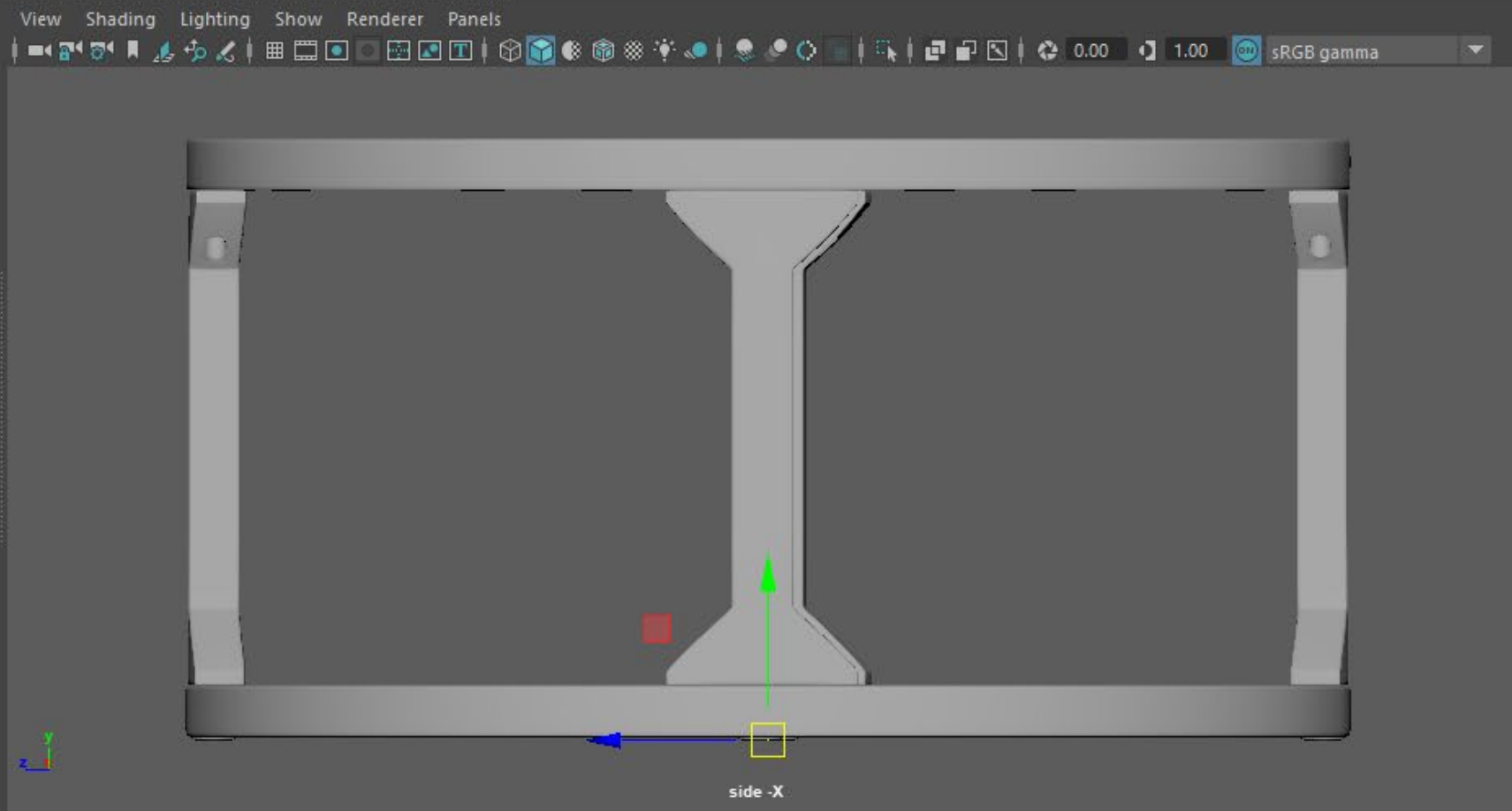
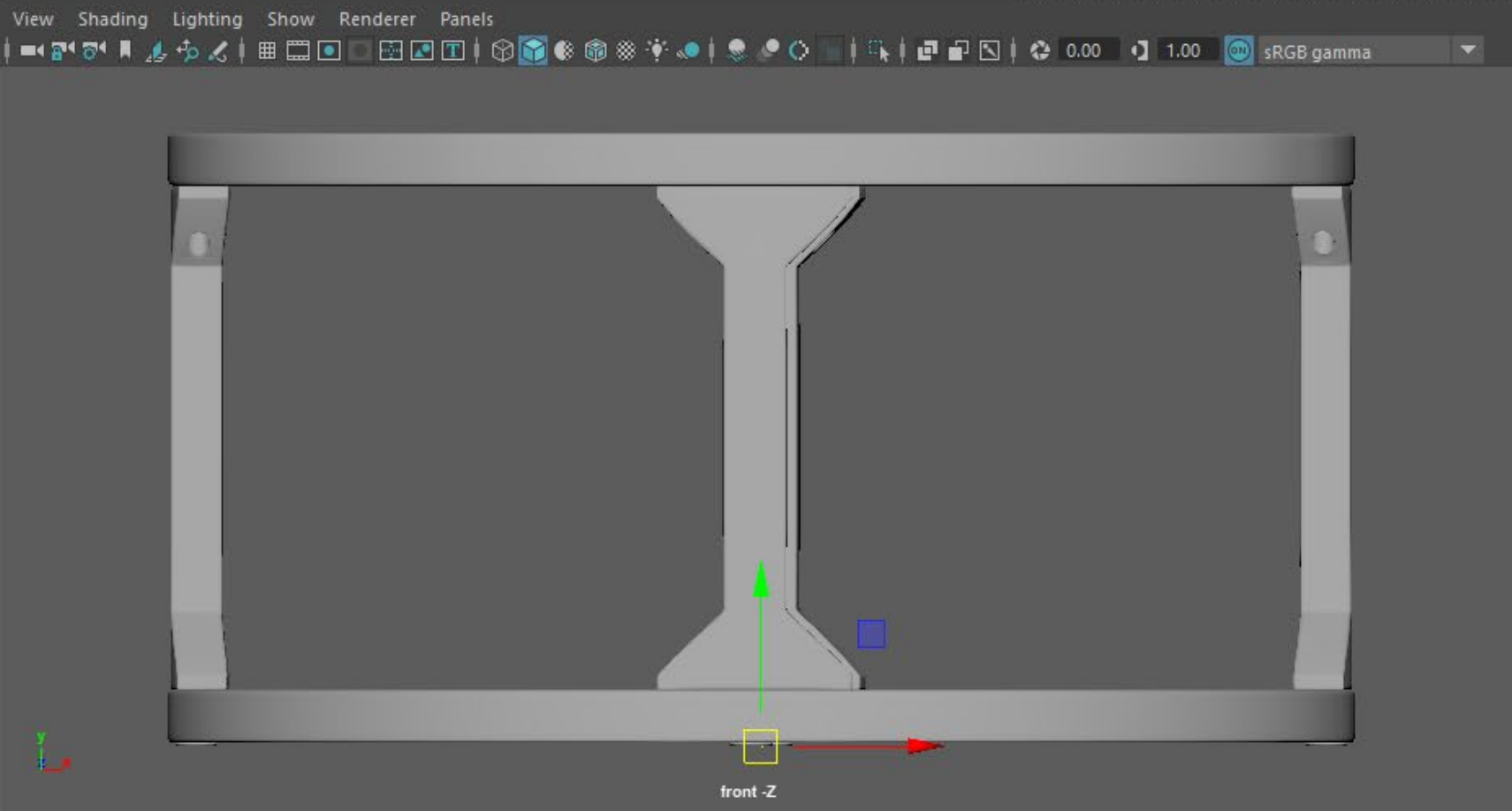
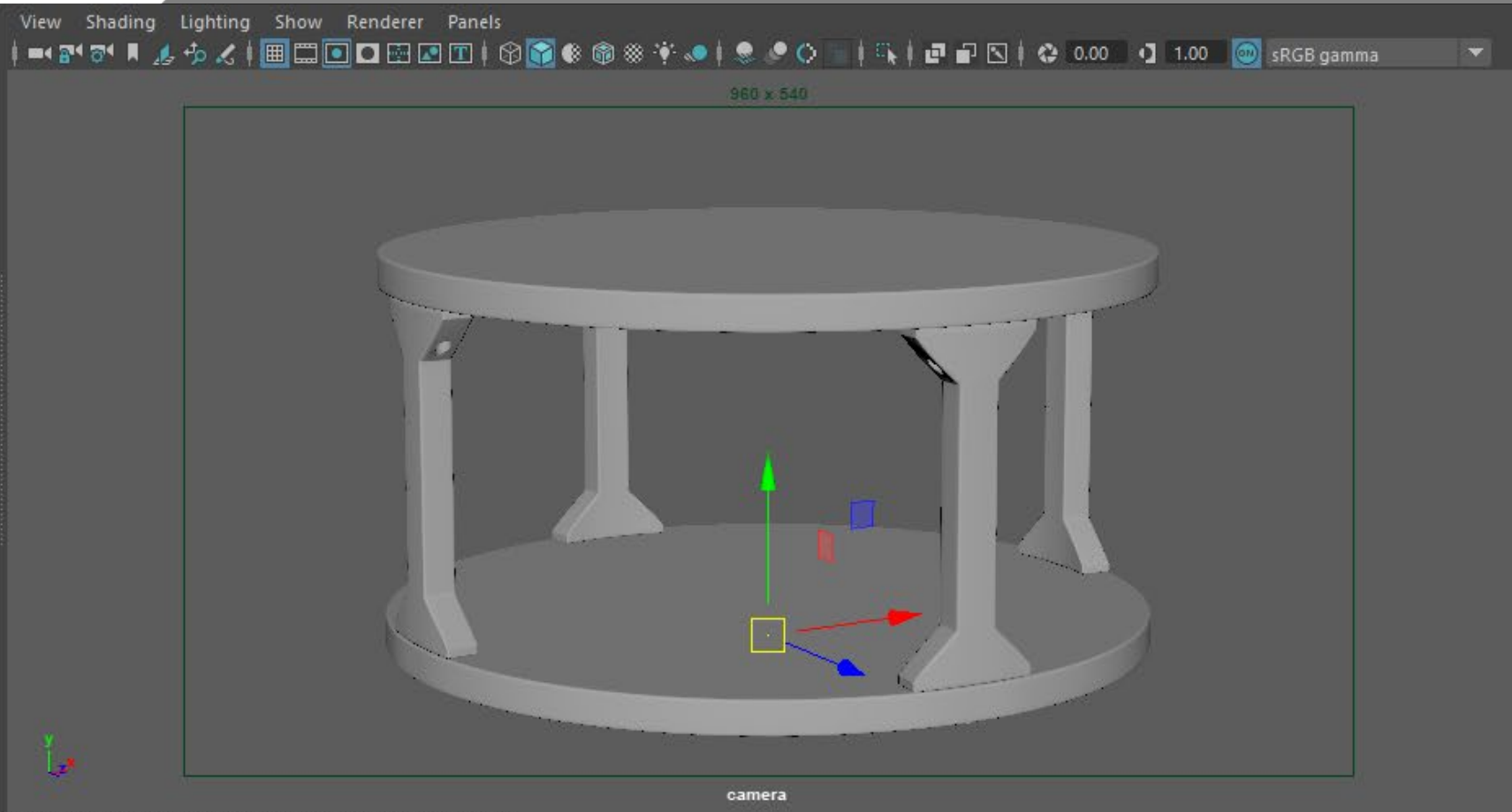
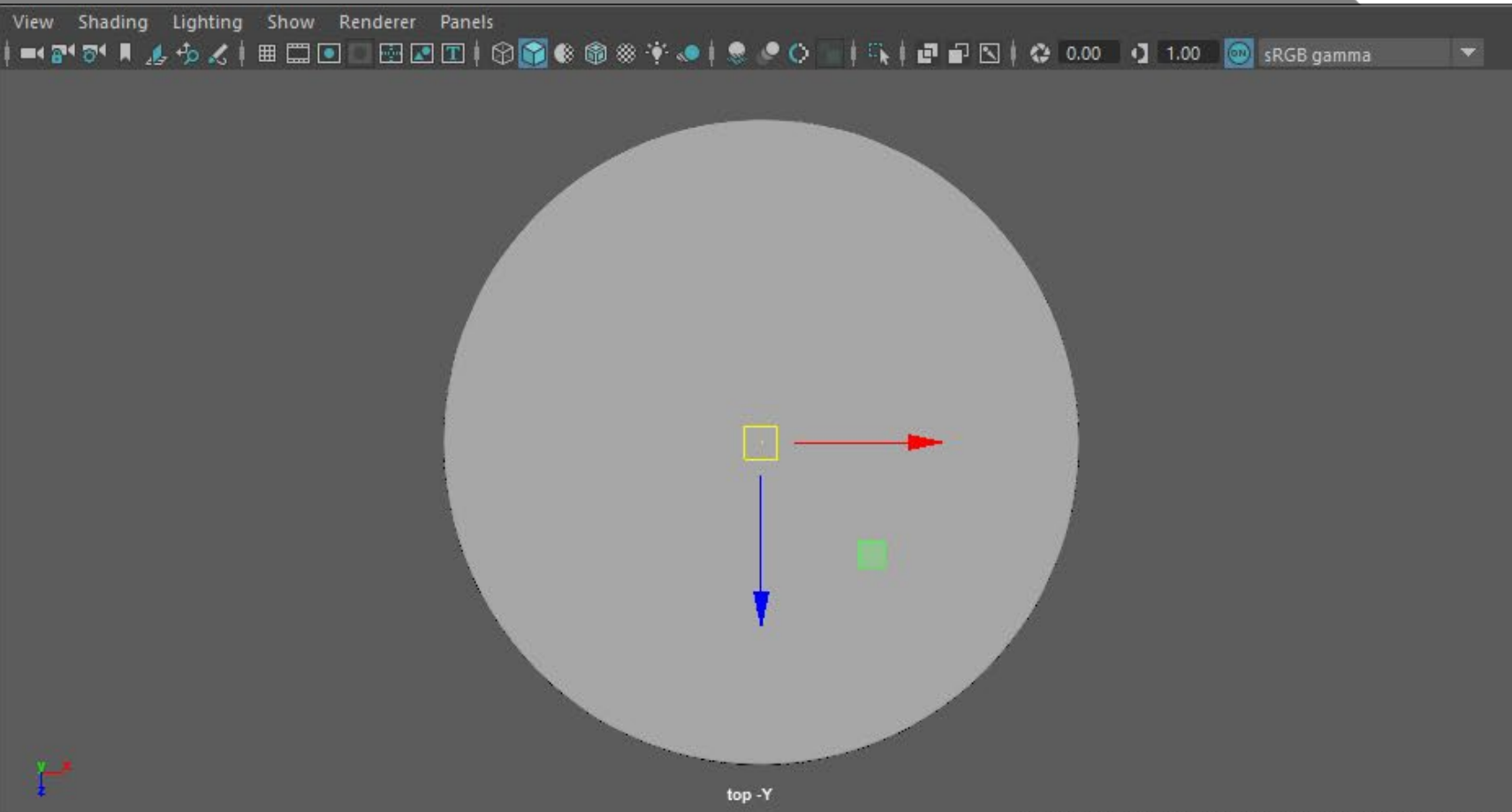
Coffee Table



Viewport : Maya

Alignment : Floor

Front Z: longest side front Z (if round or square it doesn't matter)



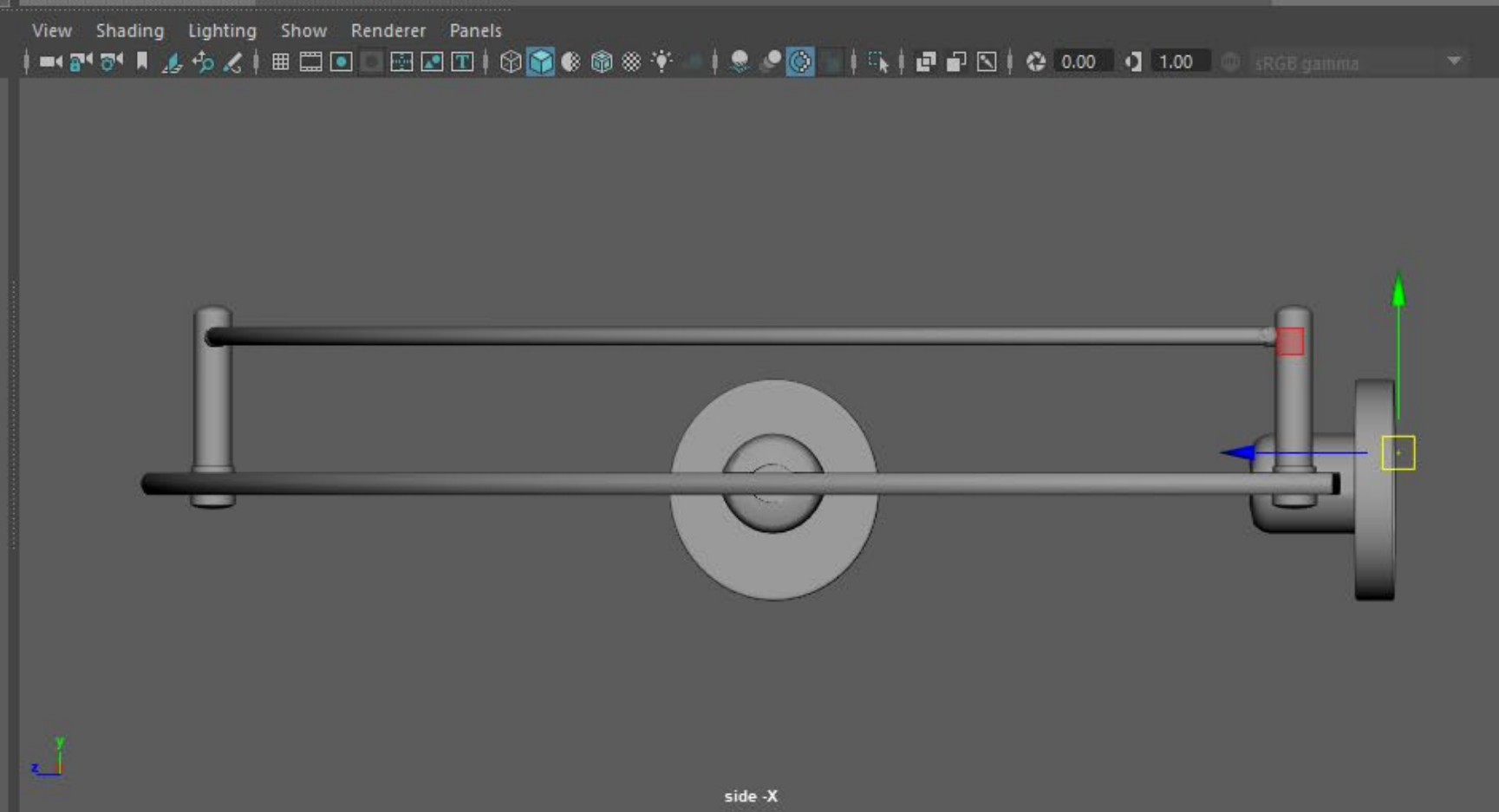
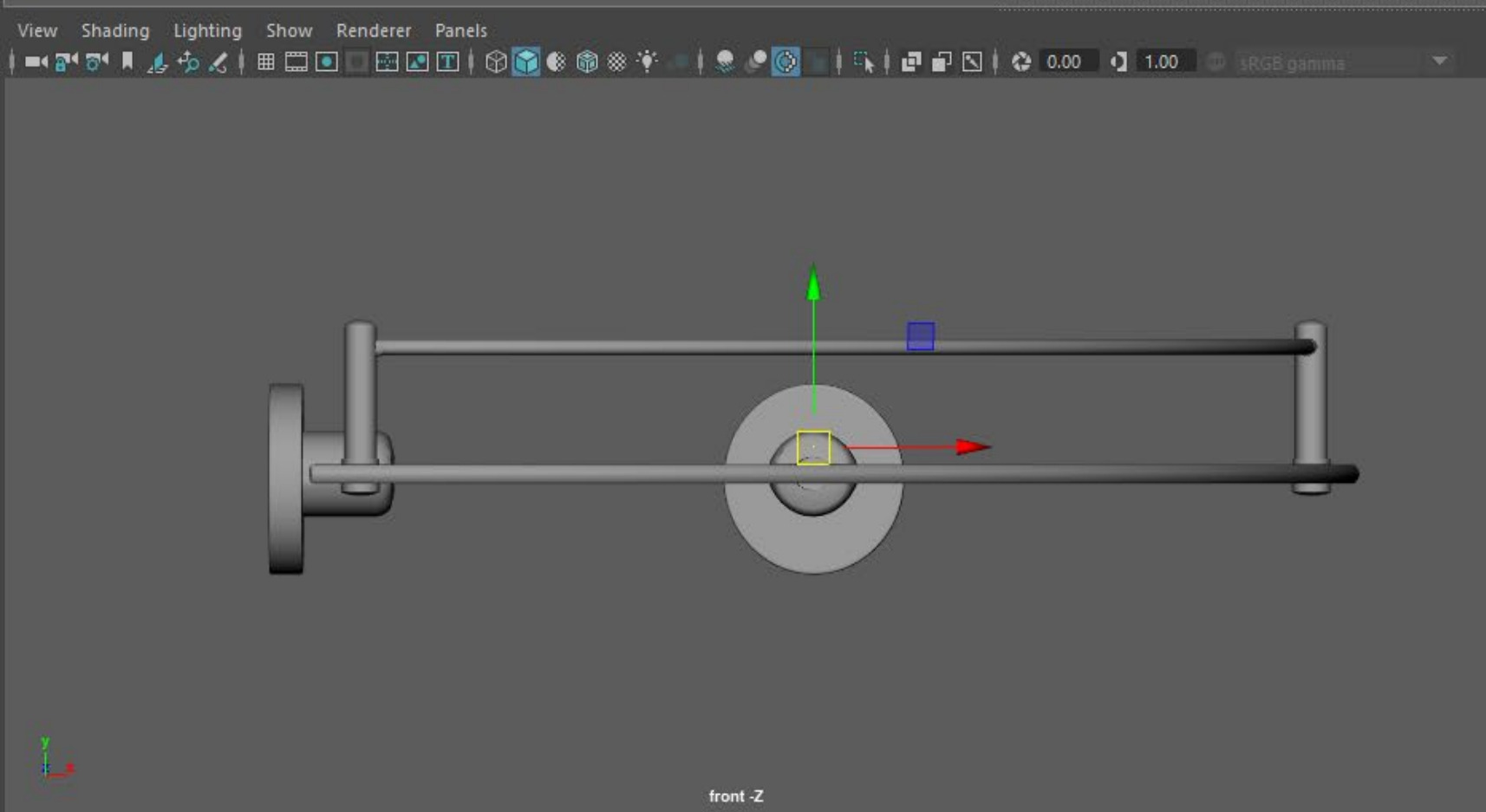
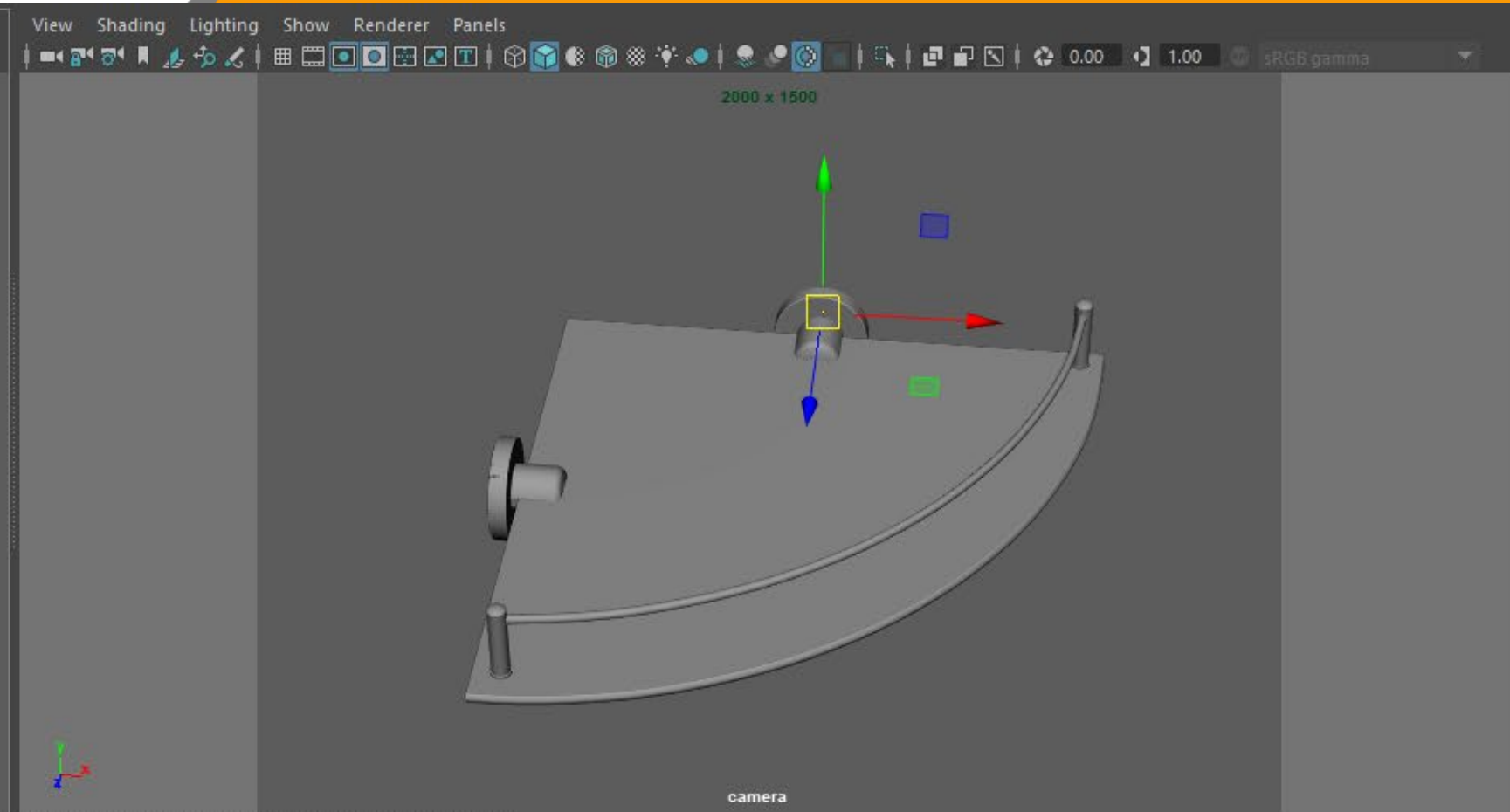
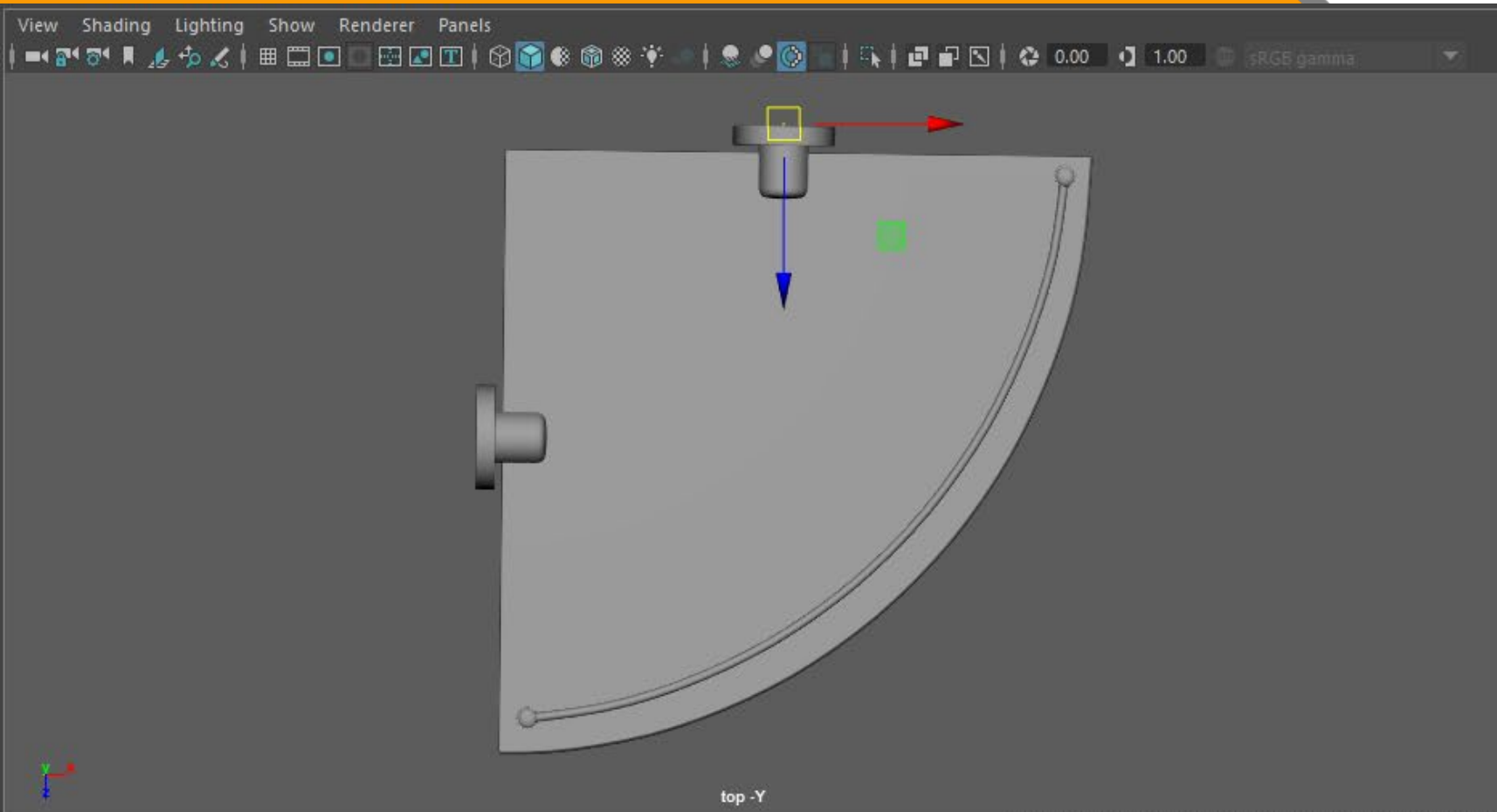
Corner Rack



Viewport : Maya

Alignment : Wall

Front Z: open corner towards front Z and pointing towards the right of the front camera, structural corners aligned into the corners of the top Y viewport, open side towards front Z



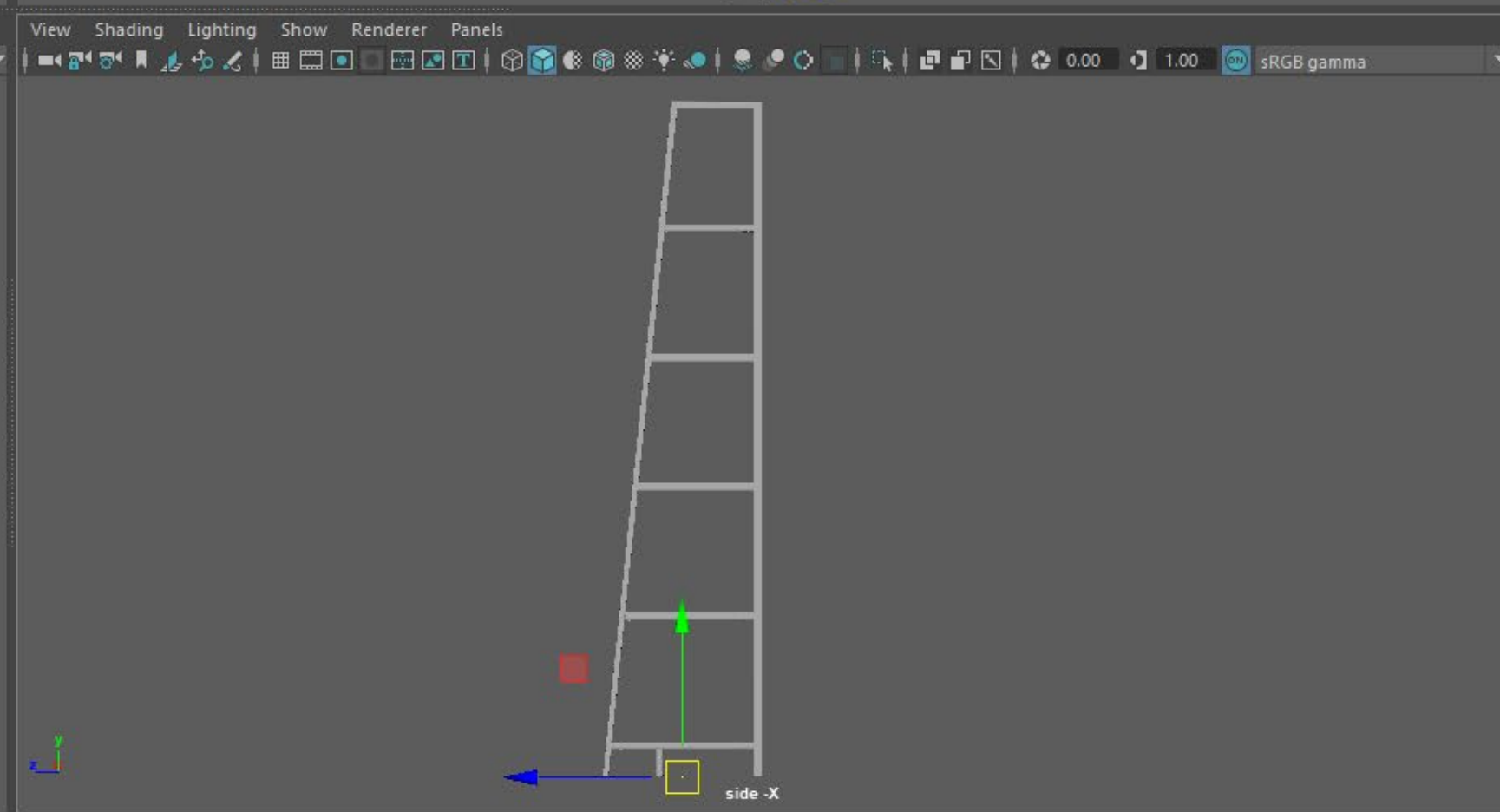
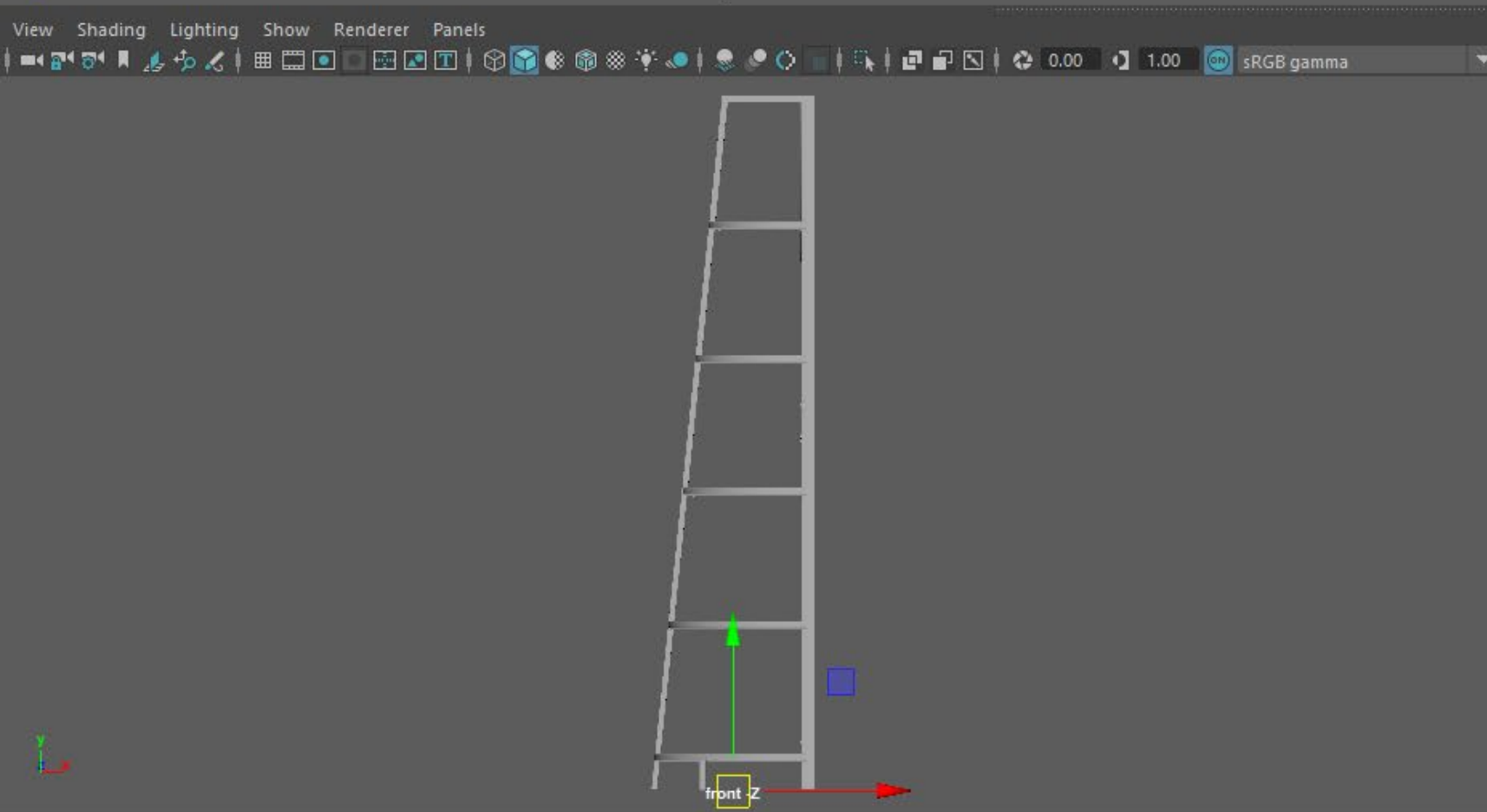
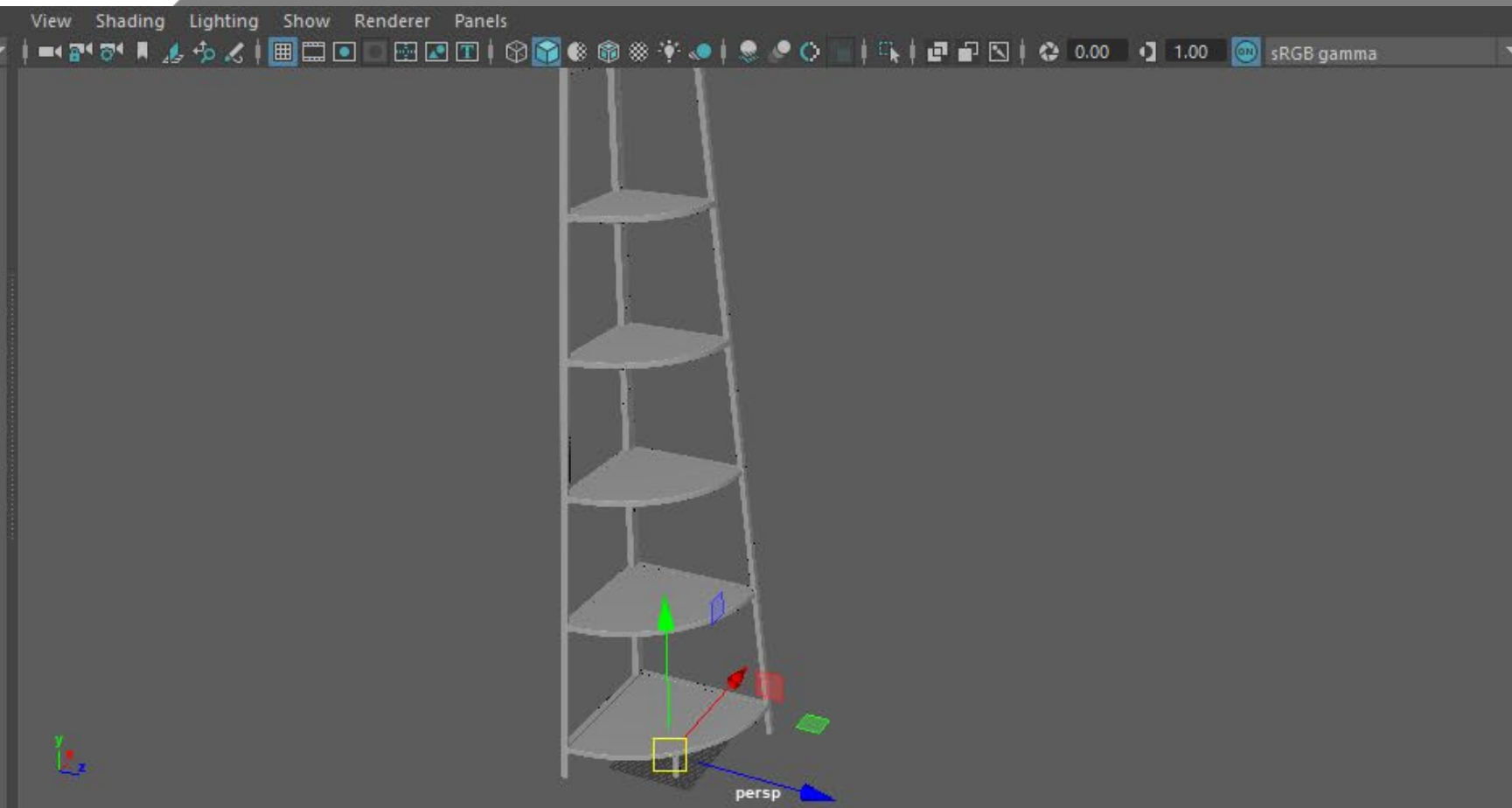
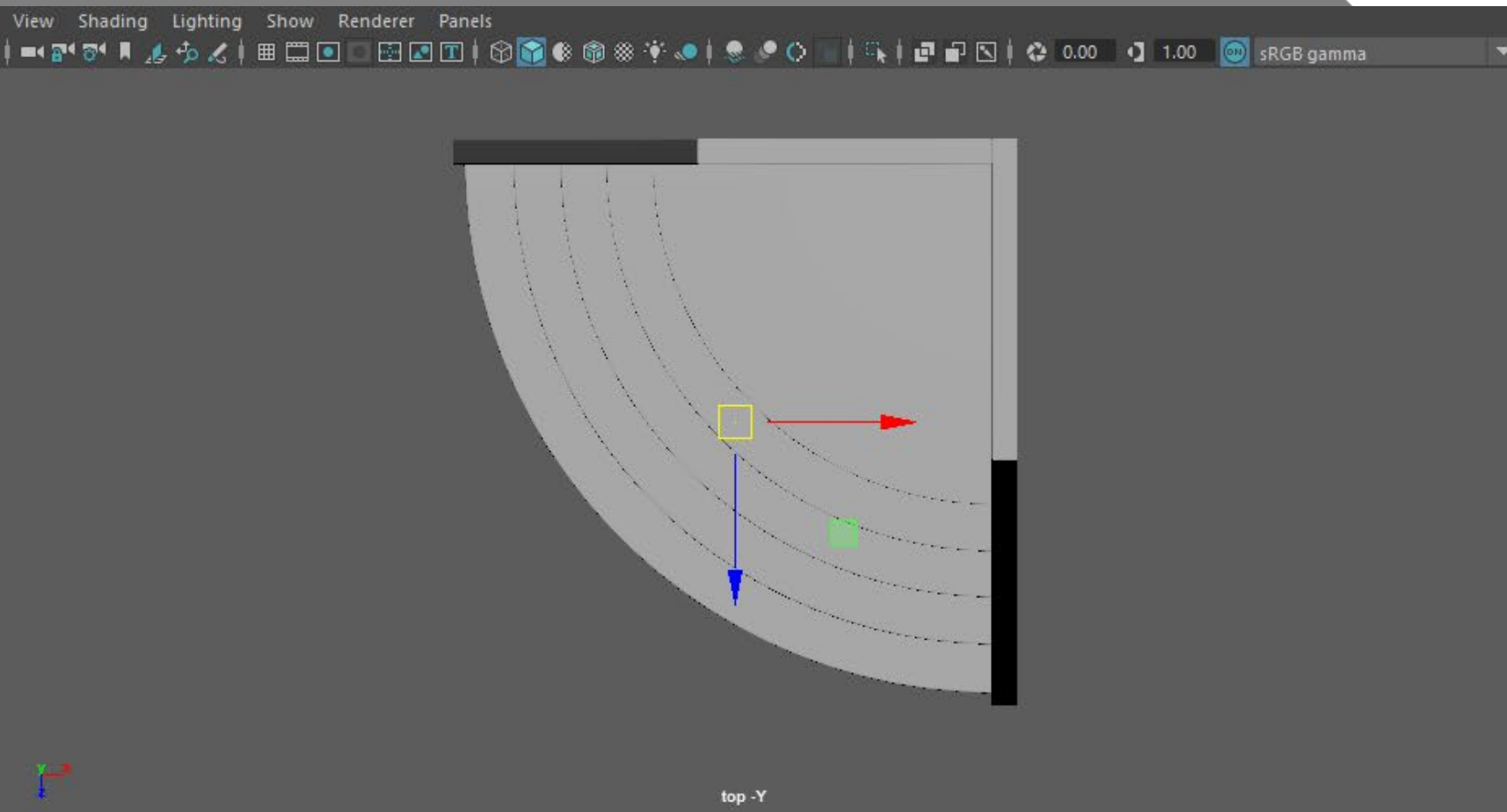
Corner Bookcase



Viewport : Maya

Alignment : Floor

Front Z: open corner towards front Z and pointing towards the right of the front camera, structural corners aligned into the corners of the top Y viewport, open side towards front Z



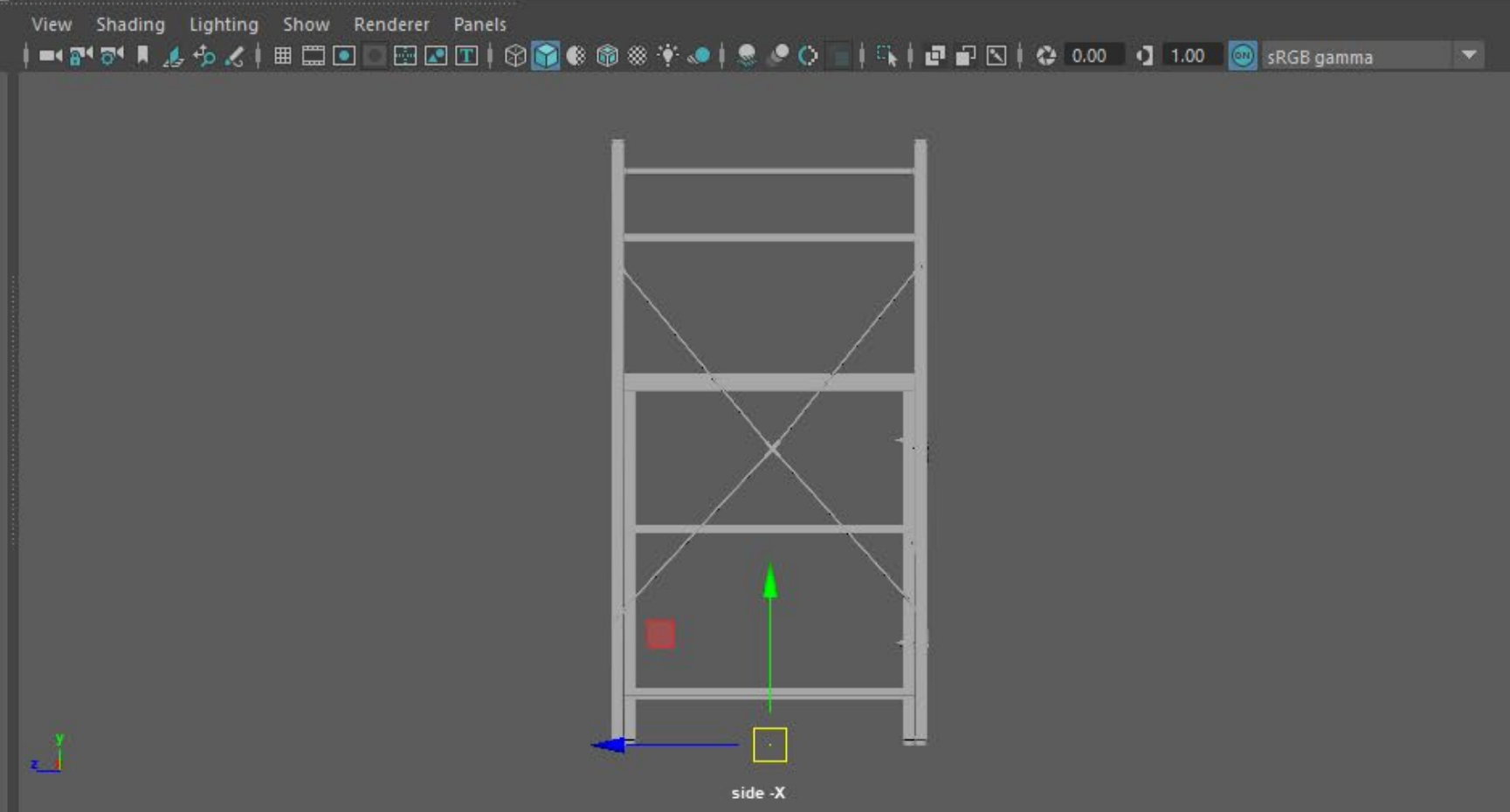
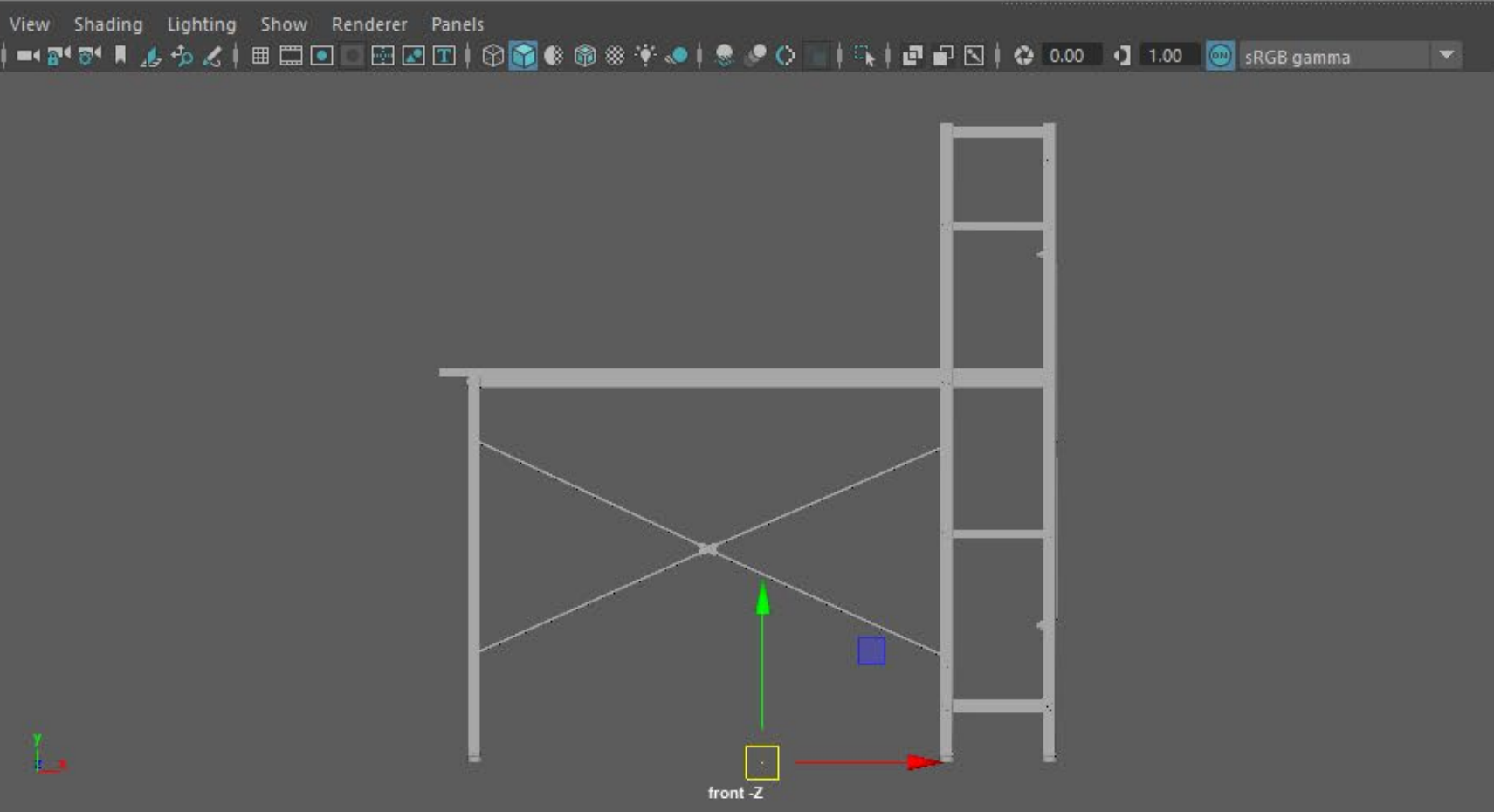
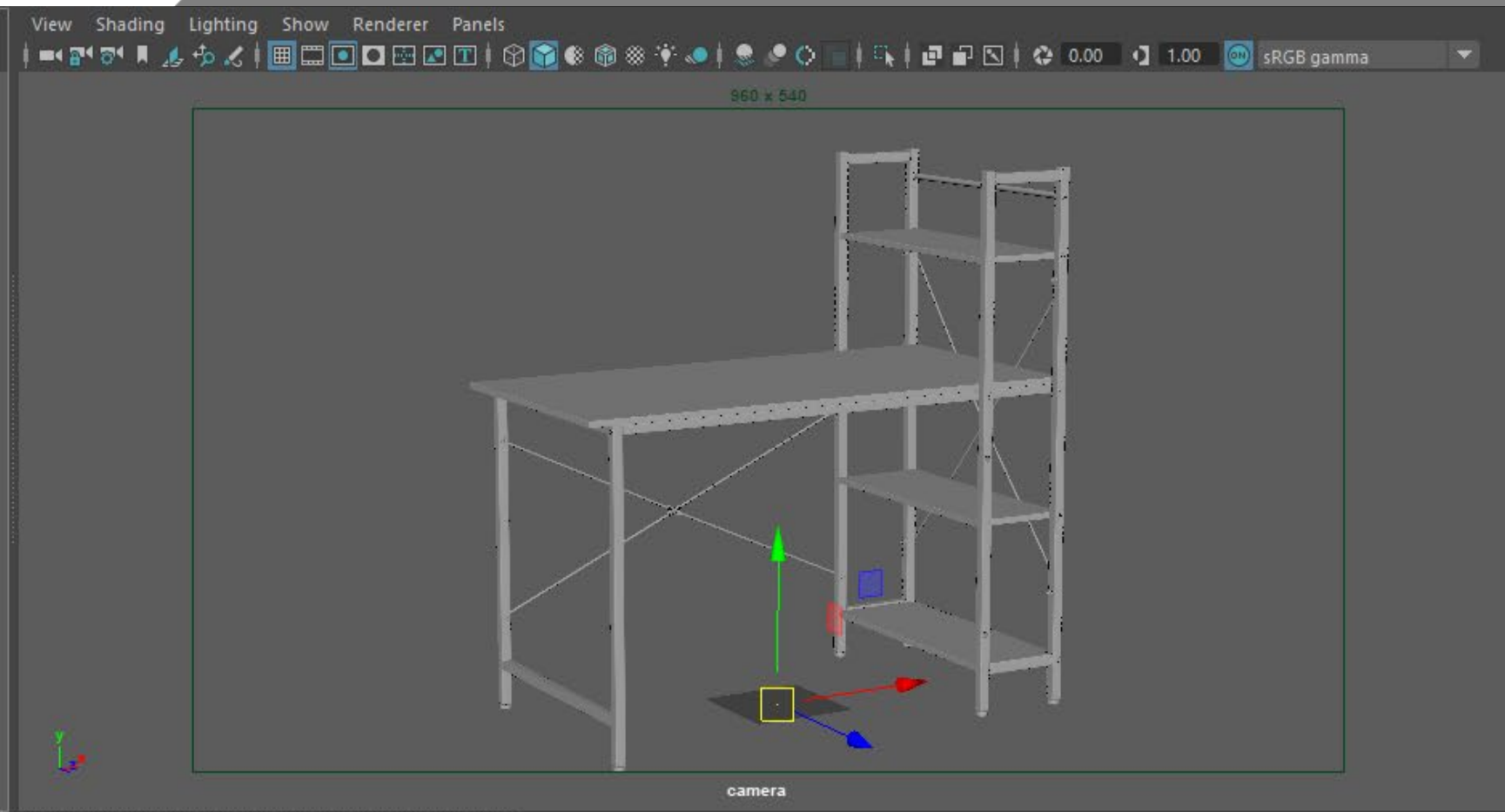
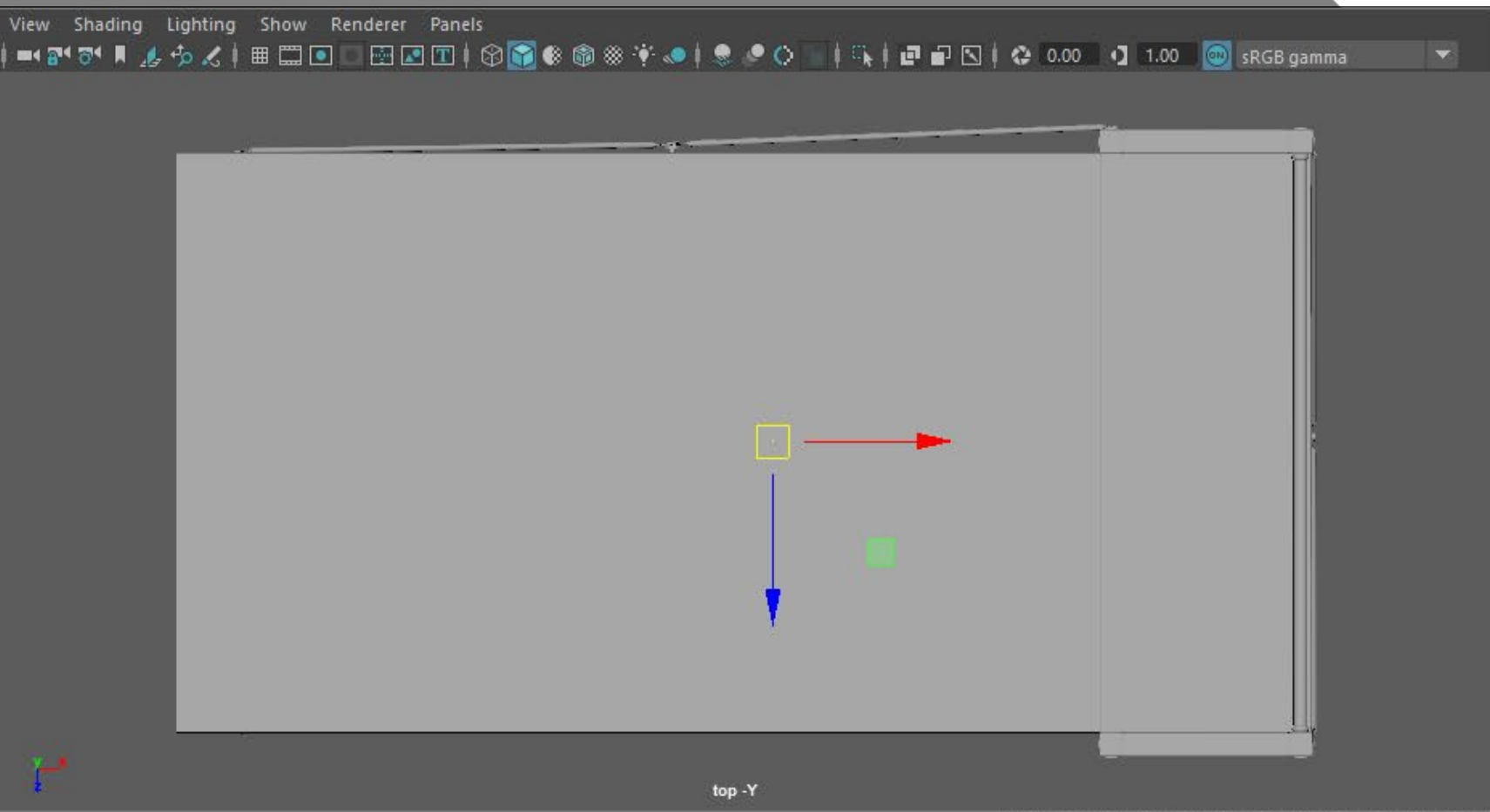
Computer Table



Viewport : Maya

Alignment : Floor

Front Z: longest side parallel to front Z



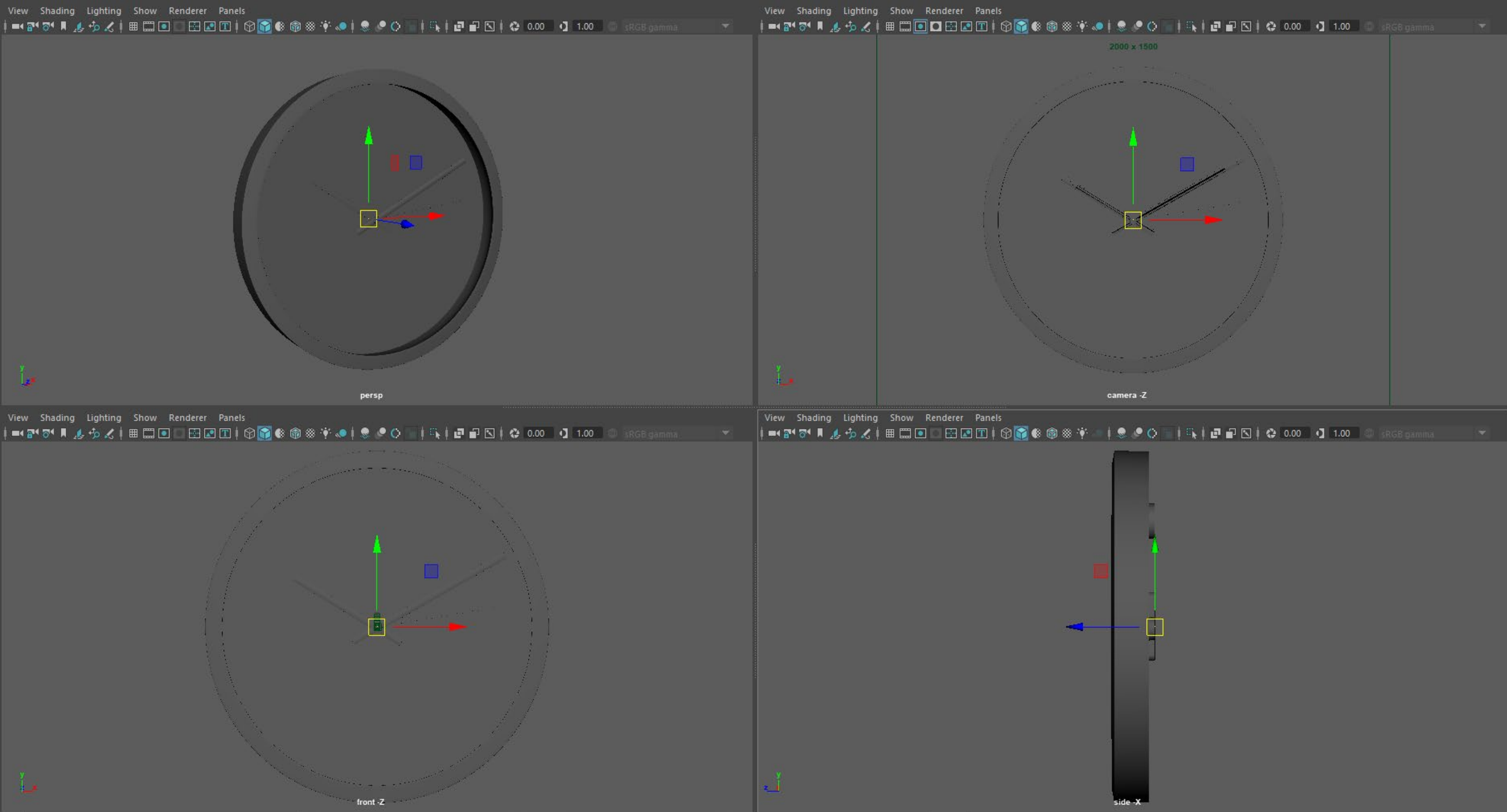
Clock



Viewport : Maya

Alignment : Wall

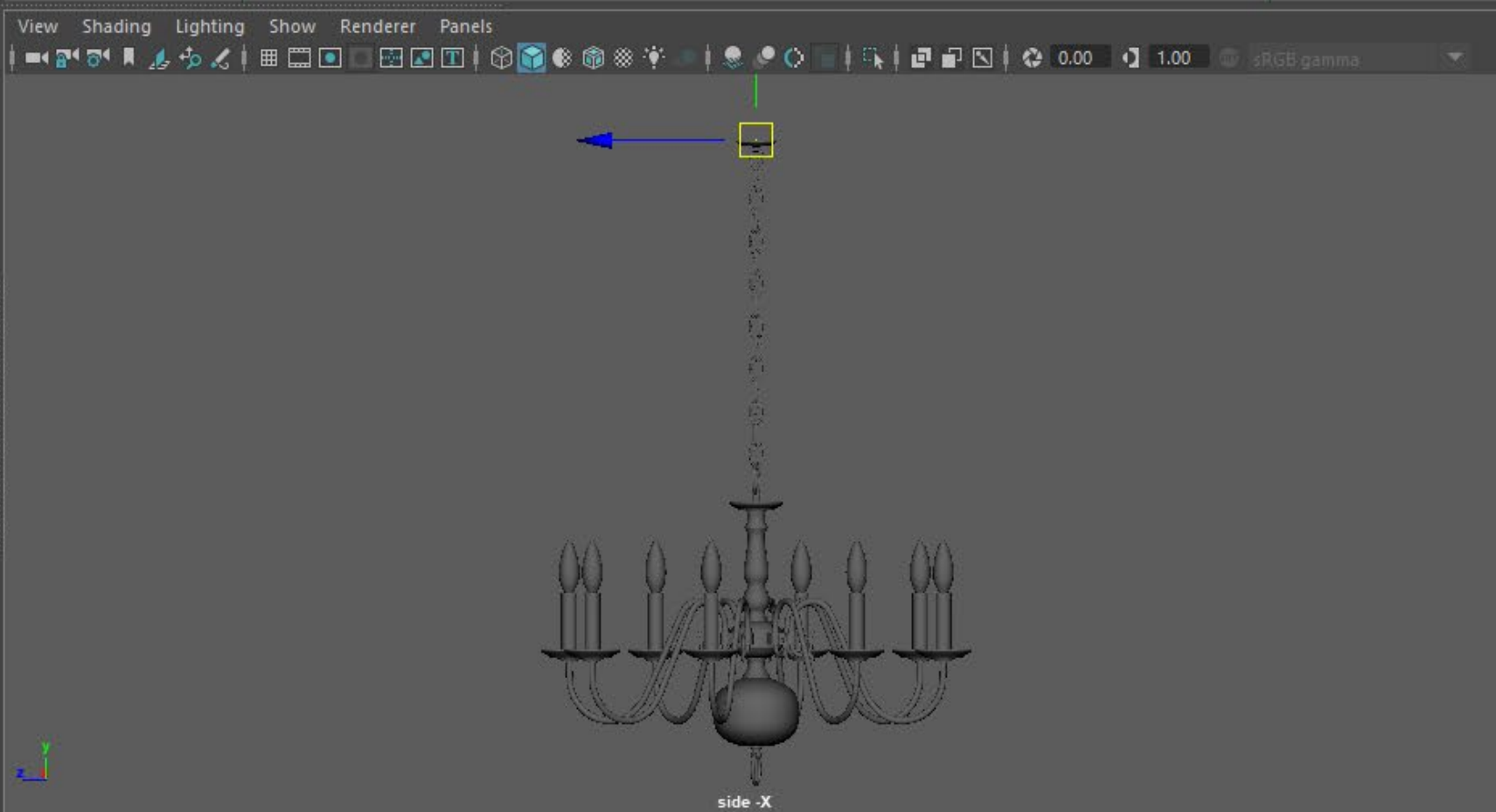
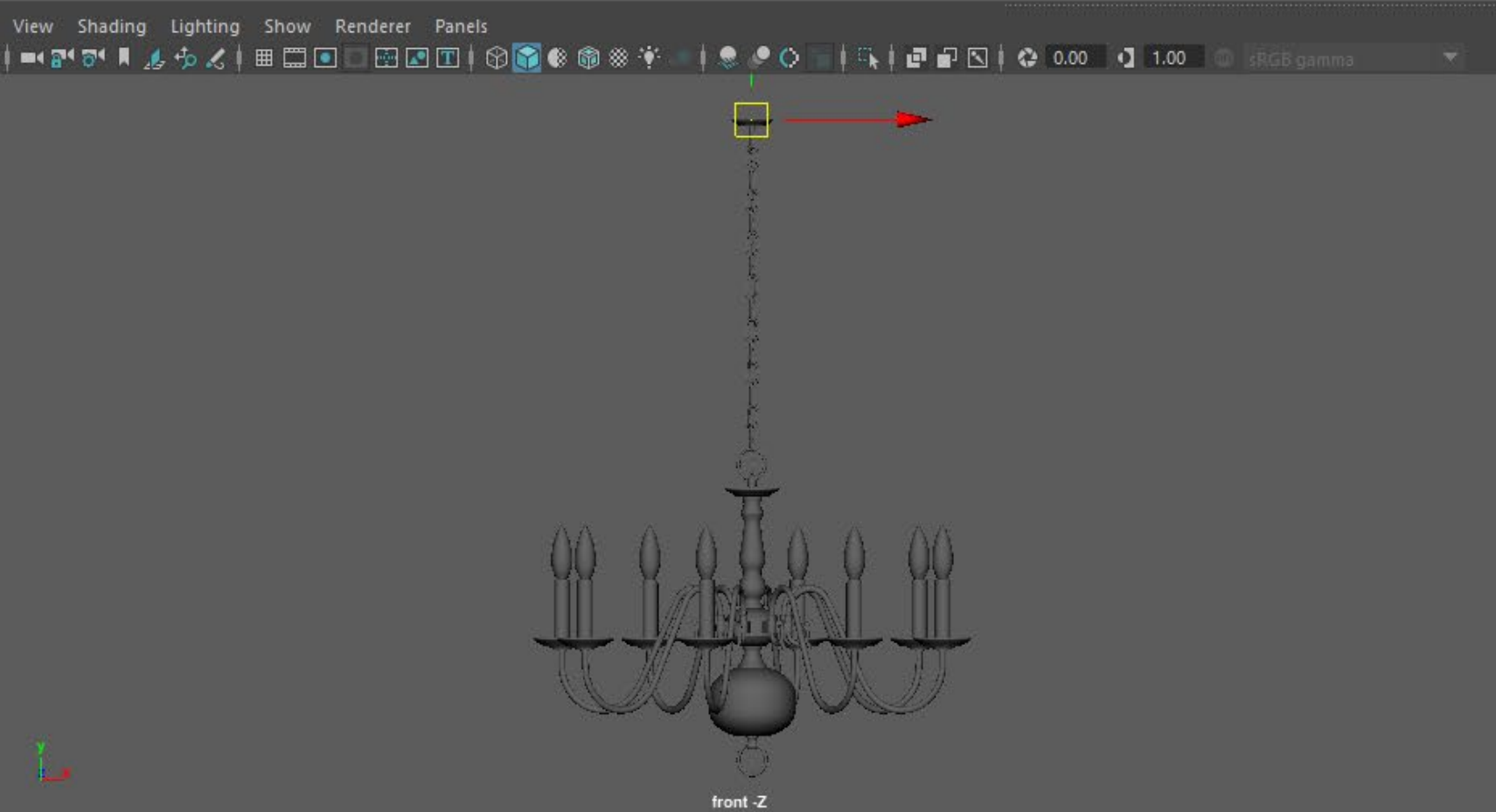
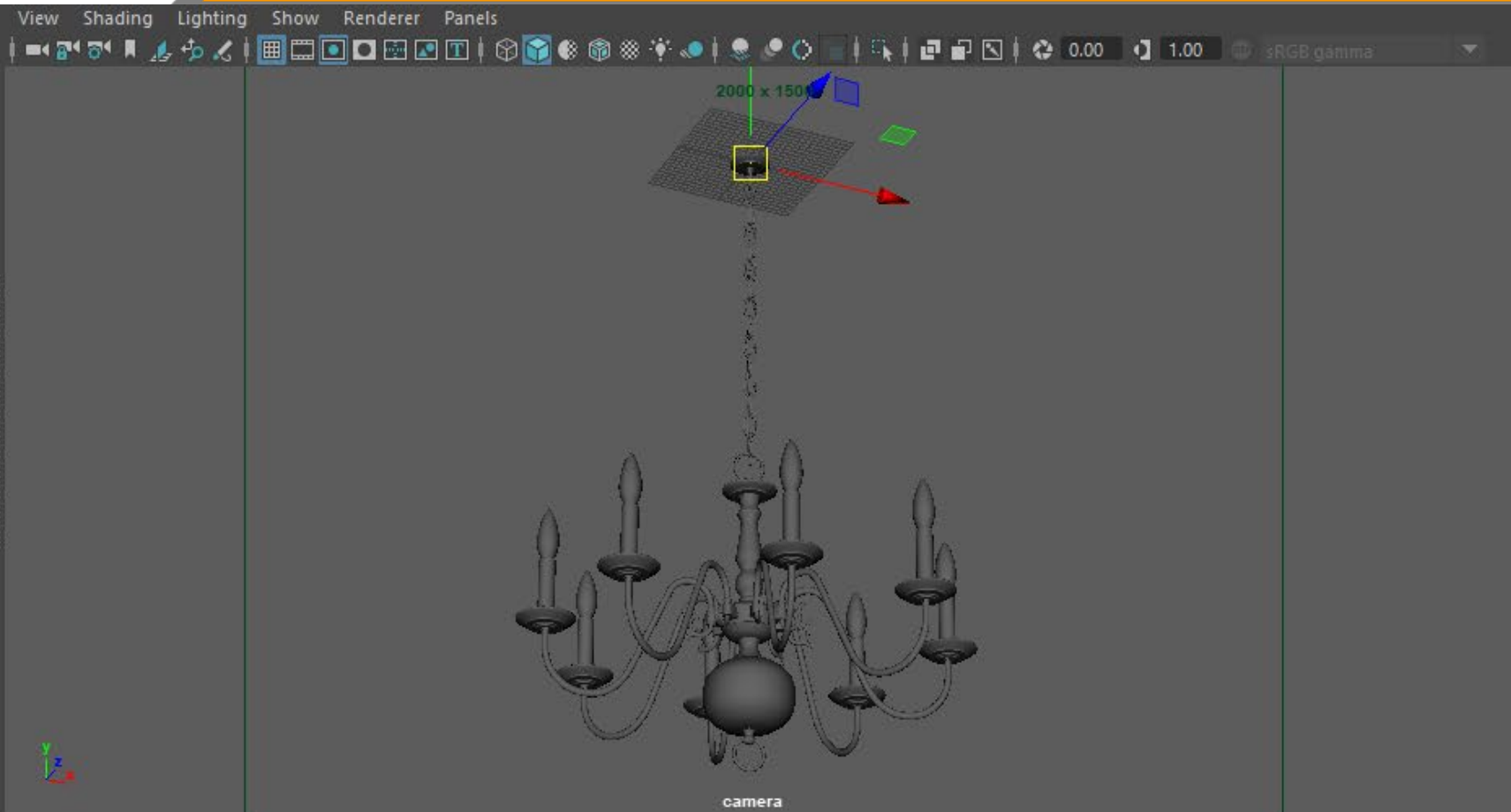
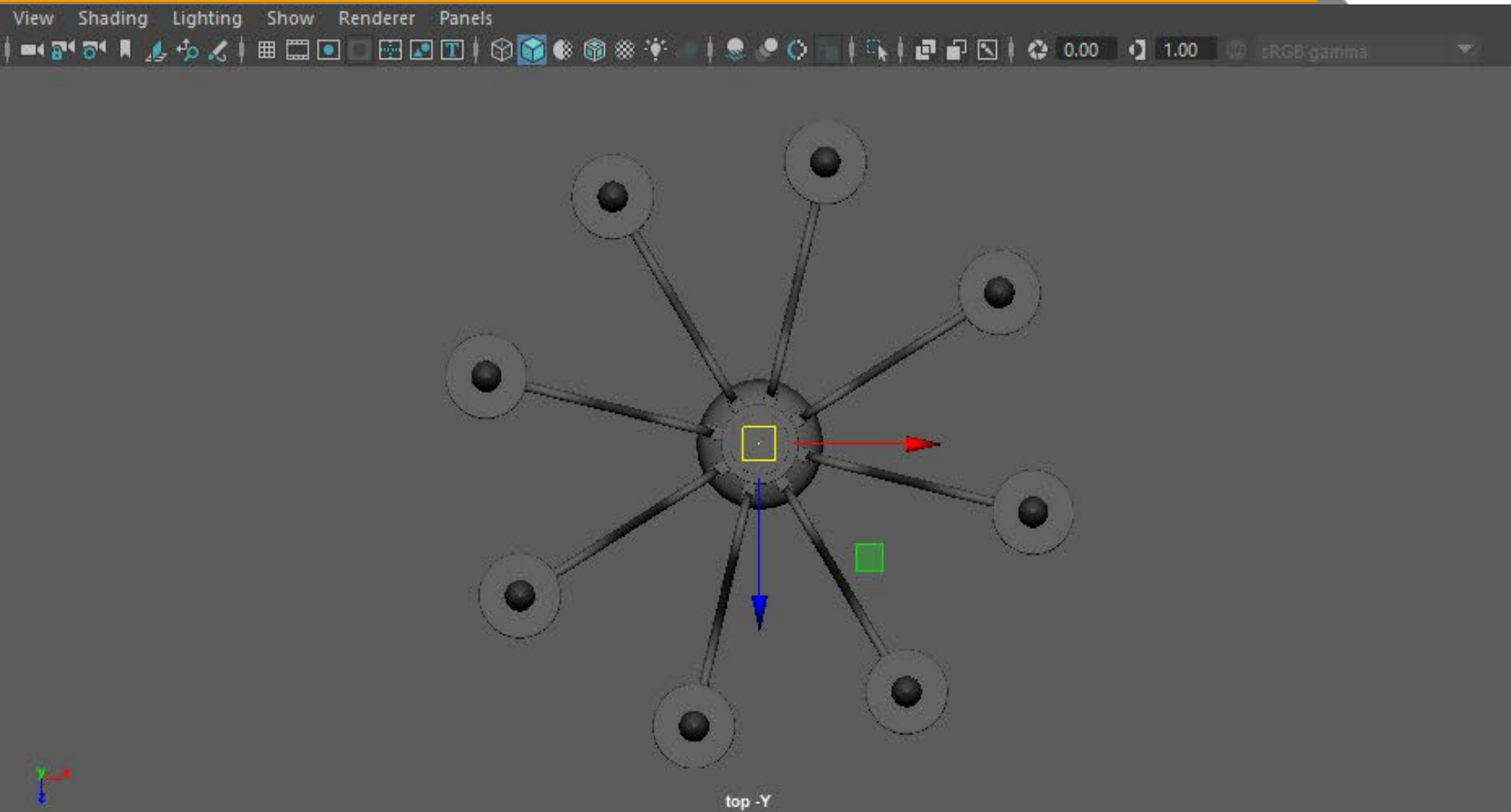
Front Z: Face and hands towards front Z



Chandelier



Viewport : Maya **Alignment : Ceiling**
Front Z: Longest side front Z (if round or square it doesn't matter)



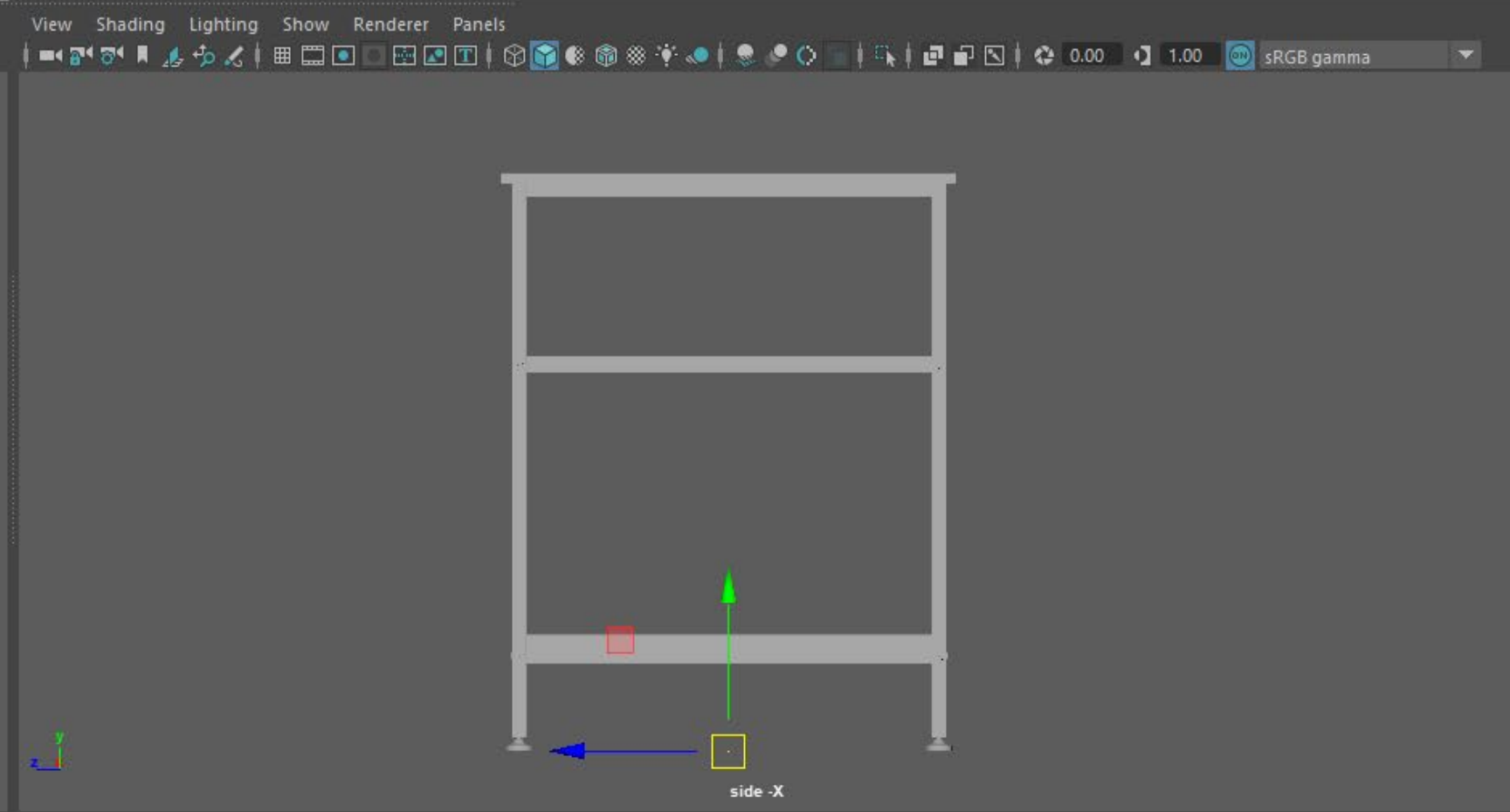
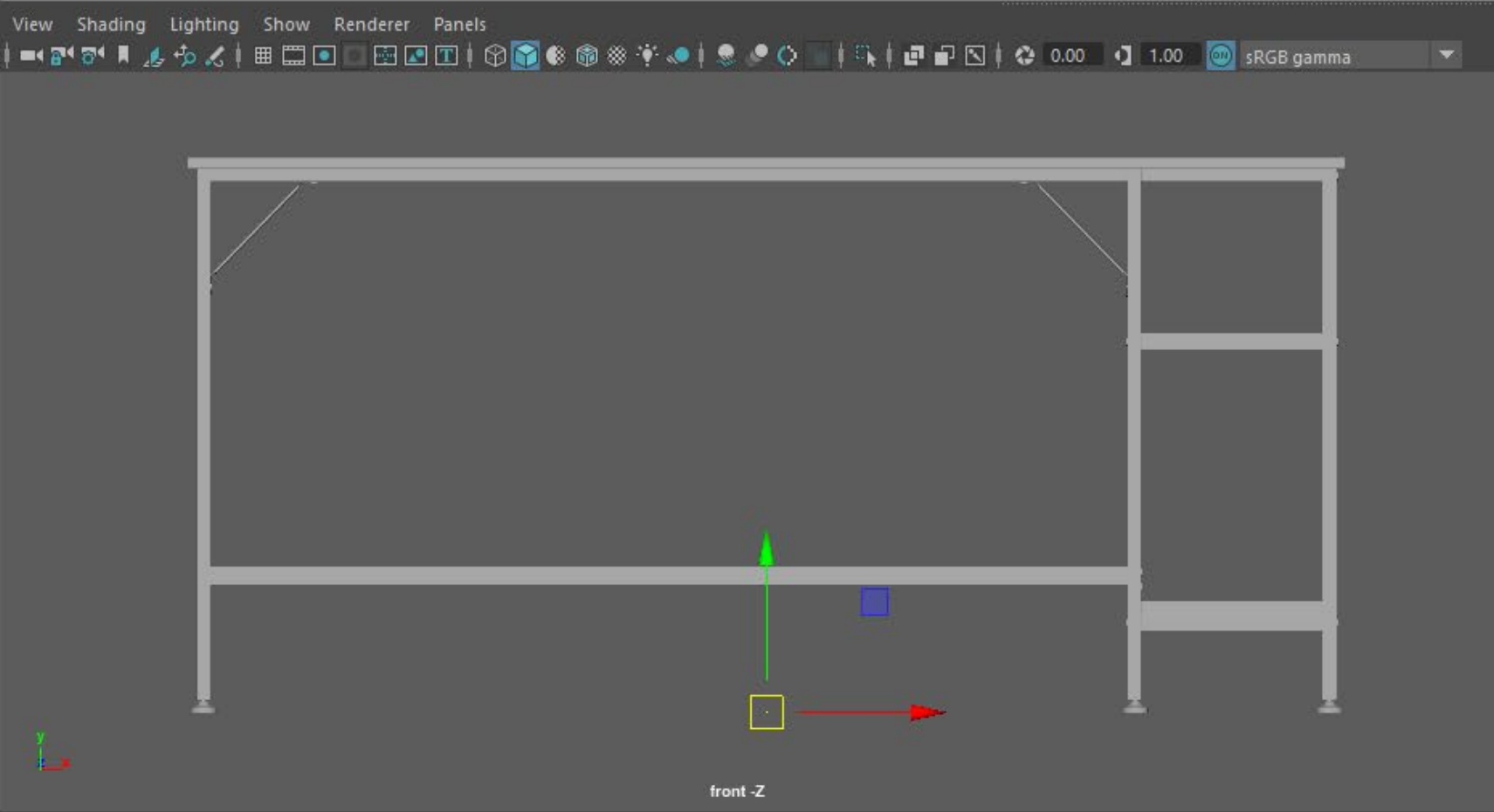
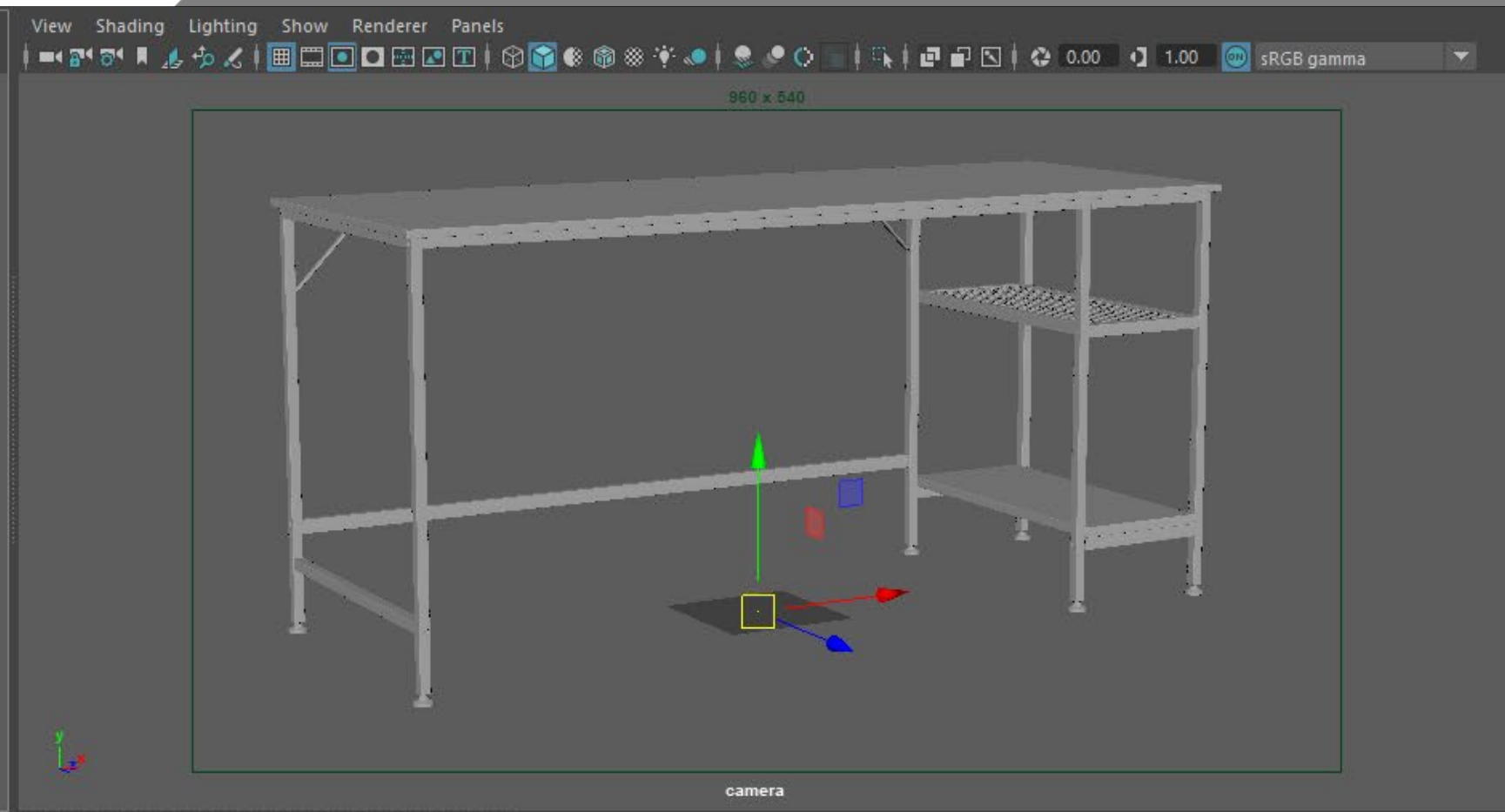
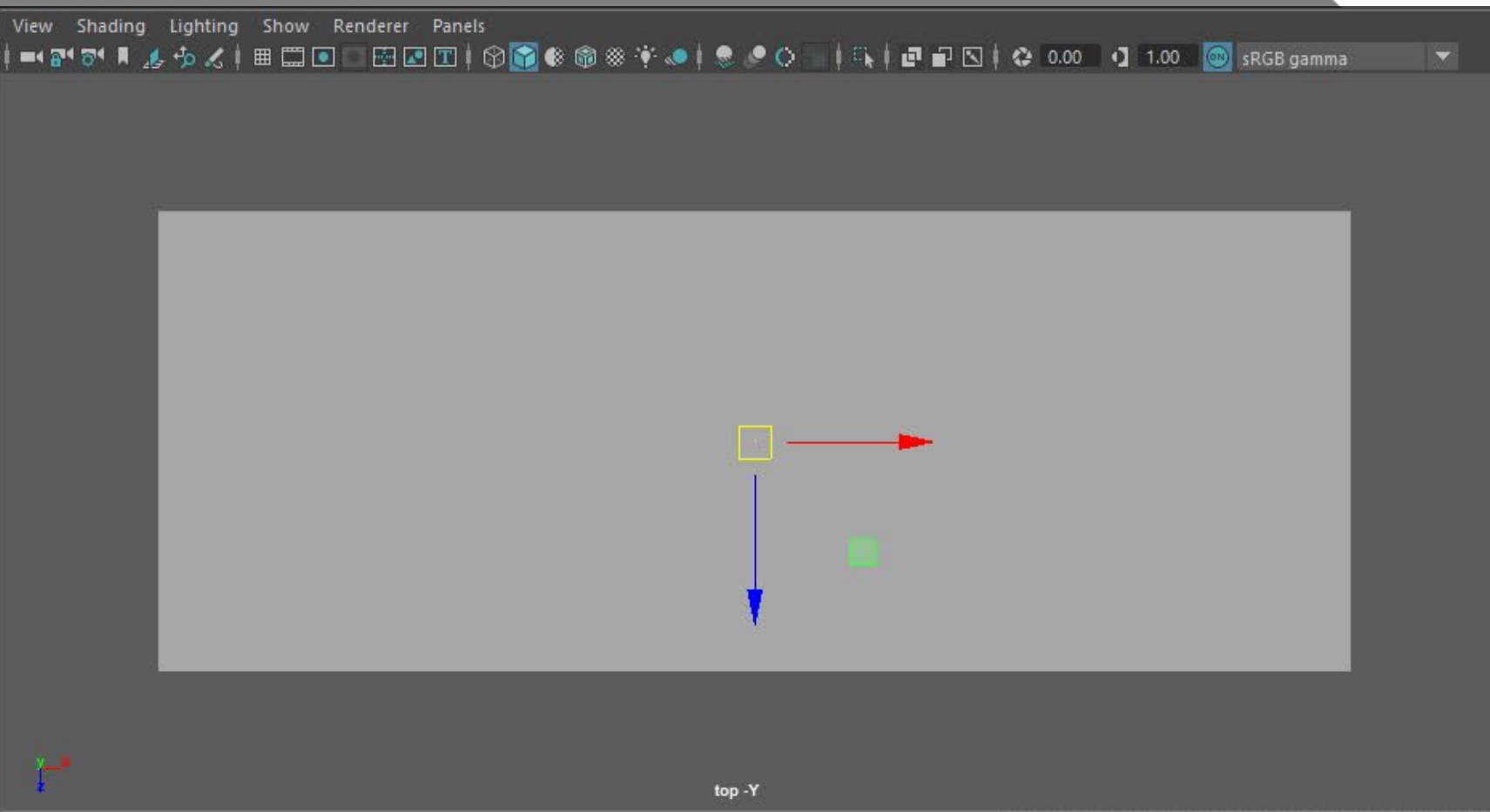
Table



Viewport : Maya

Alignment : Floor

Front Z: longest side parallel to front Z



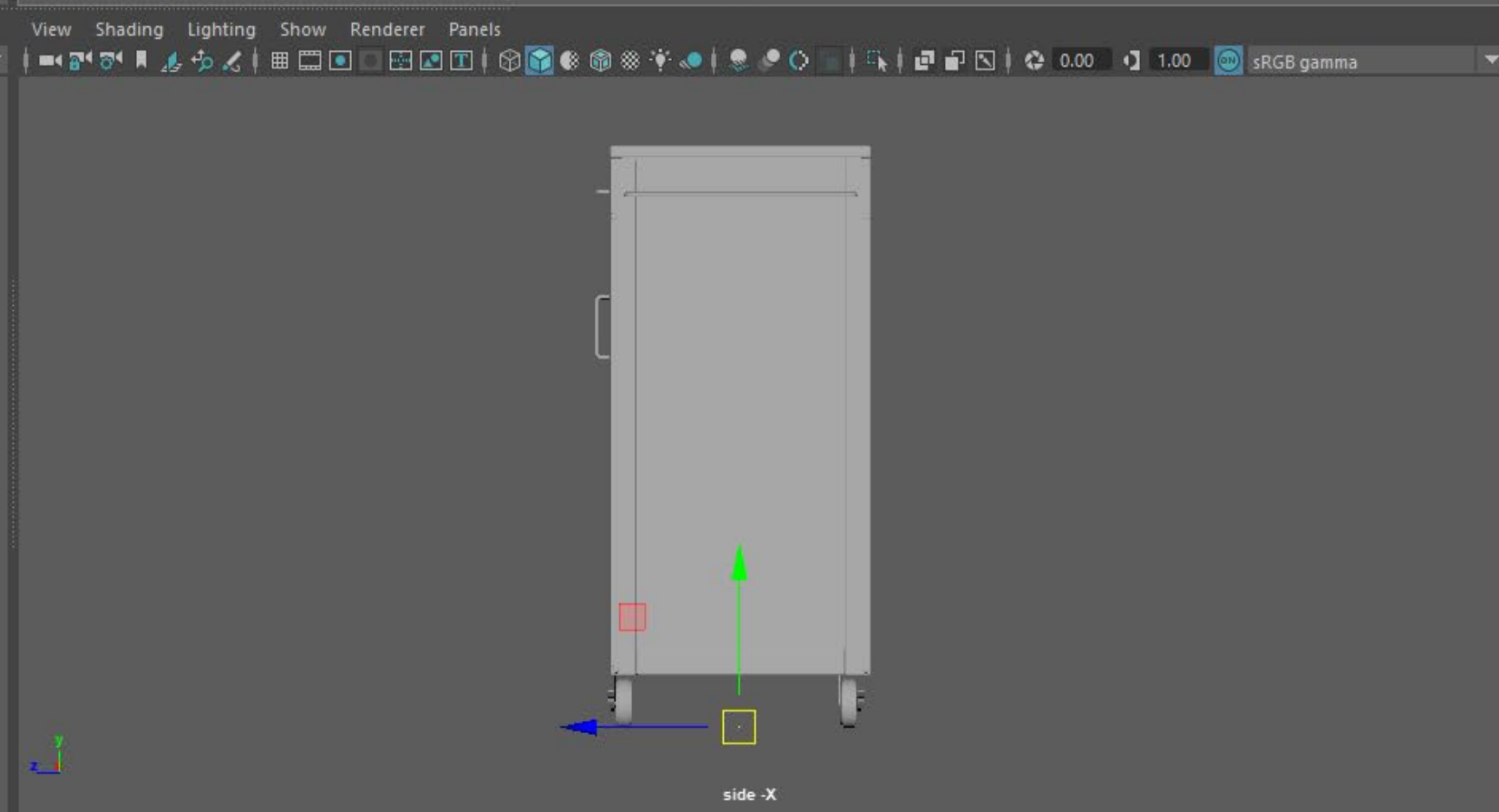
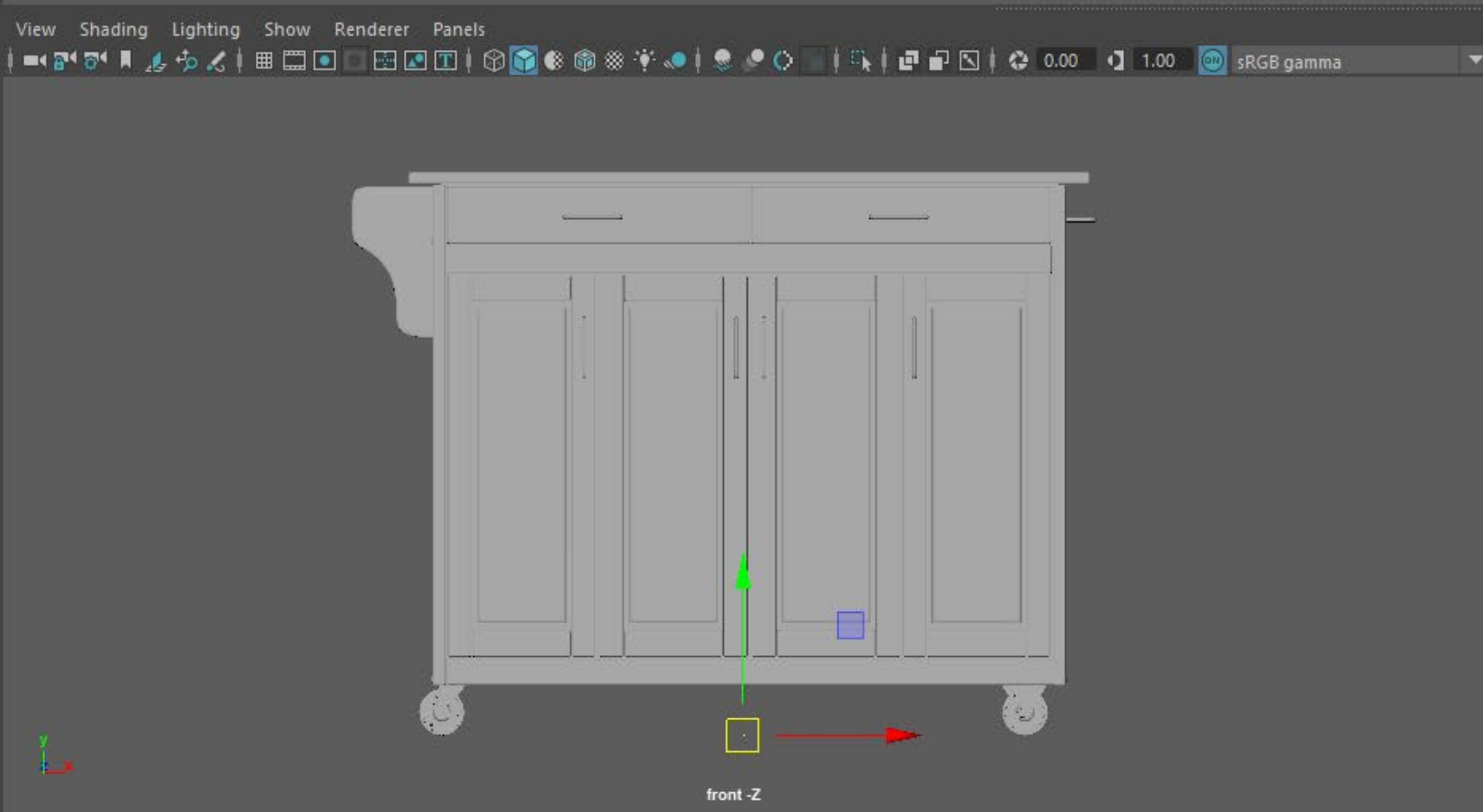
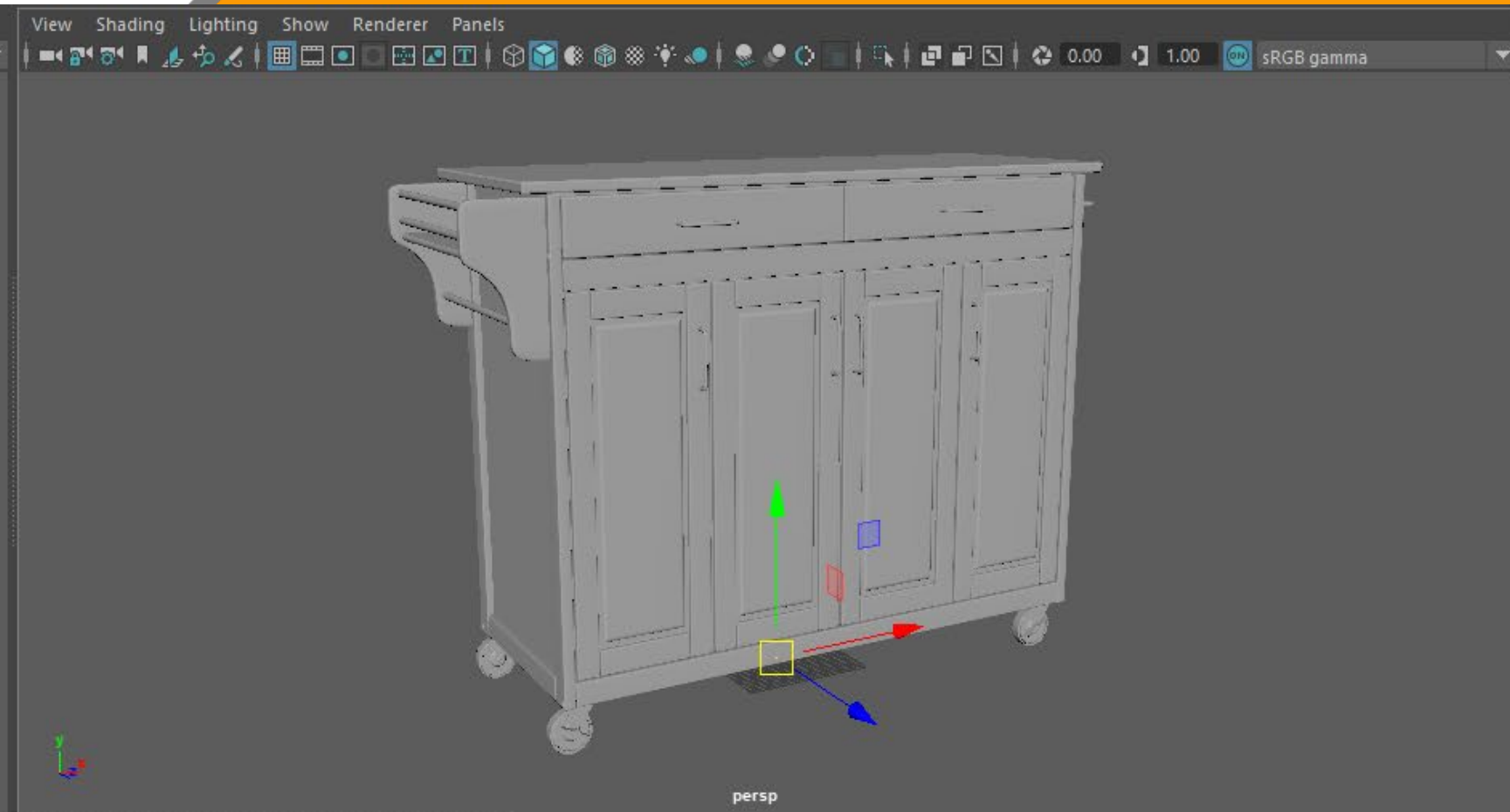
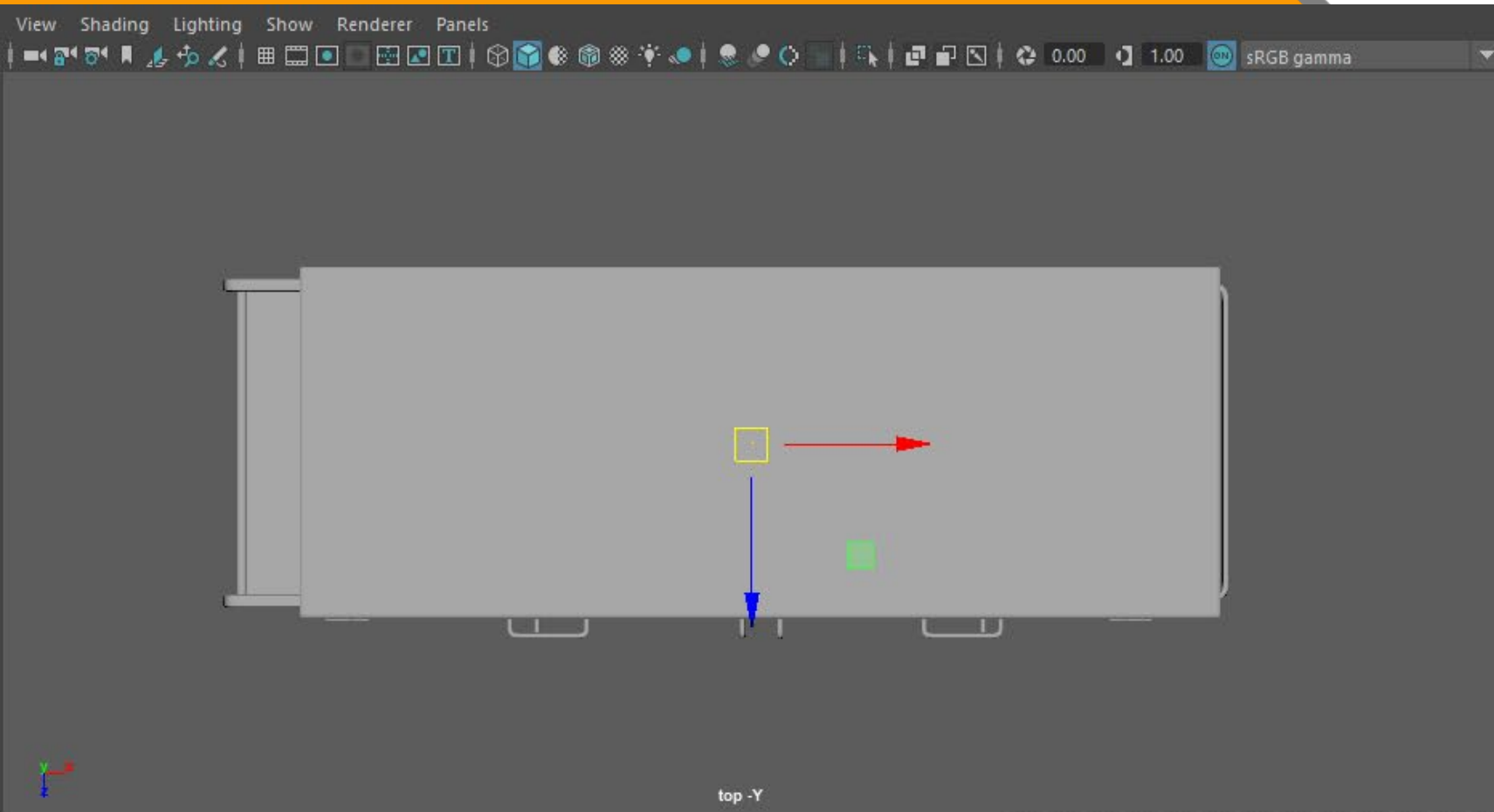
Long Sided table



Viewport : Maya

Alignment : Floor

Front Z: The long side should face front Z axis



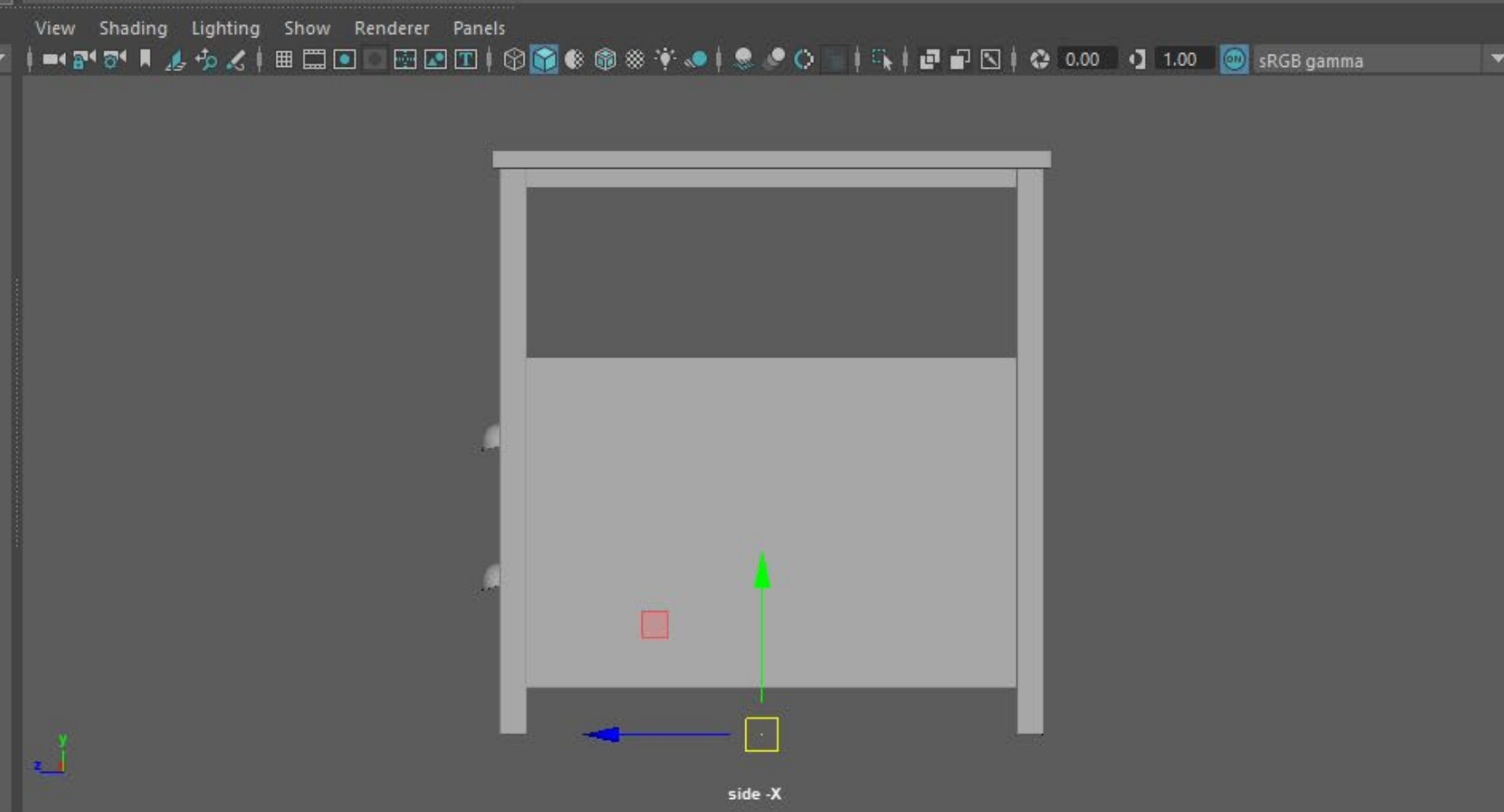
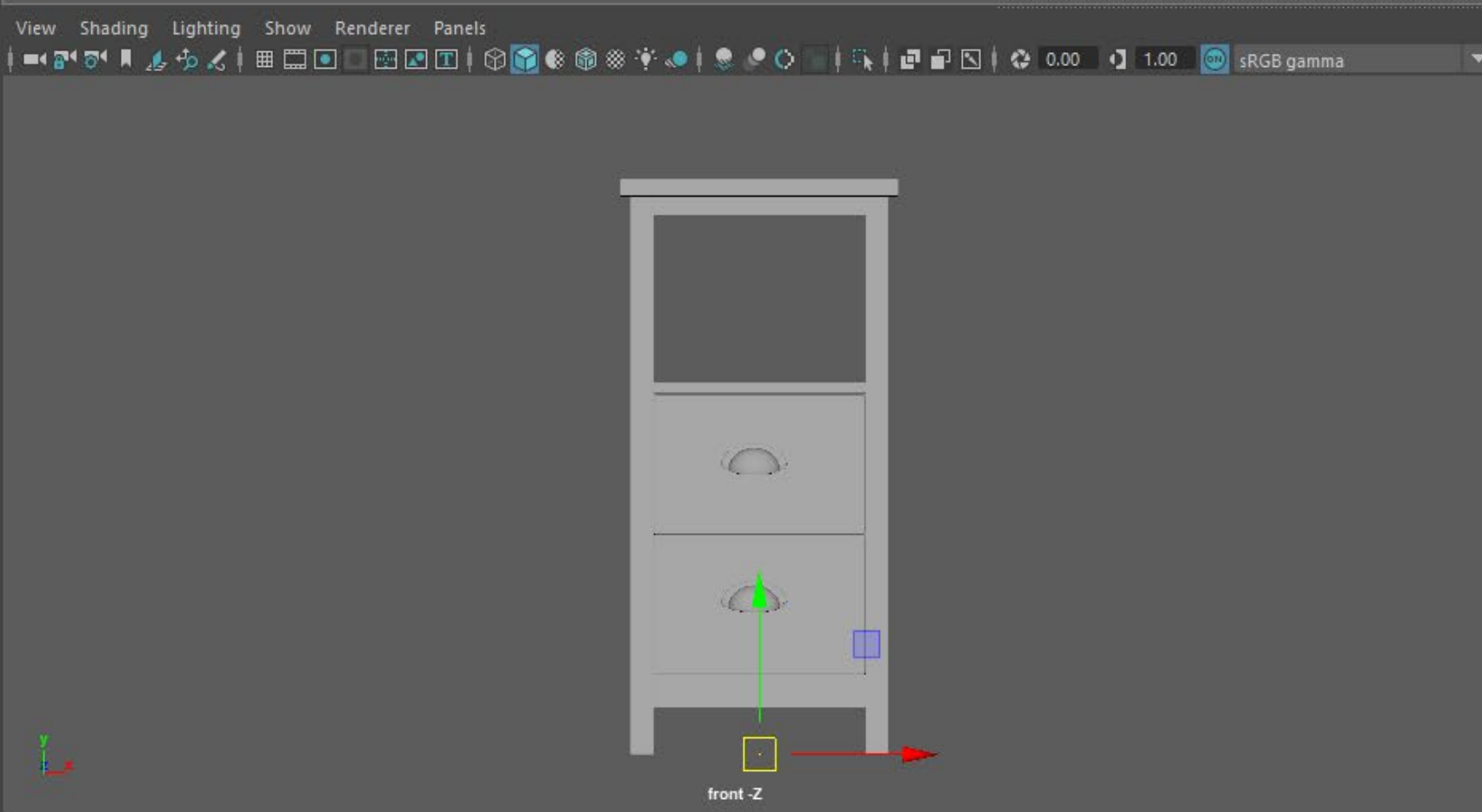
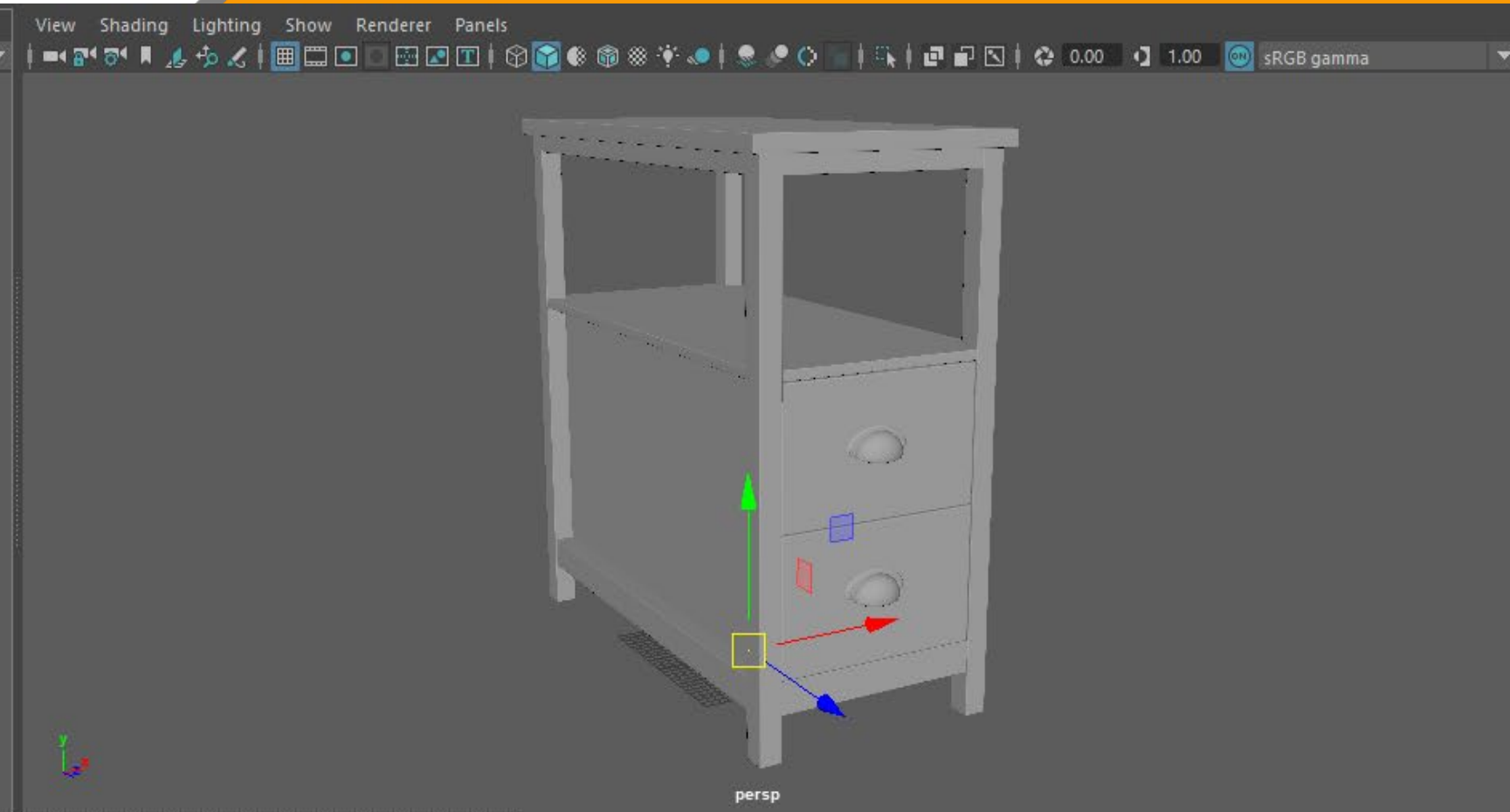
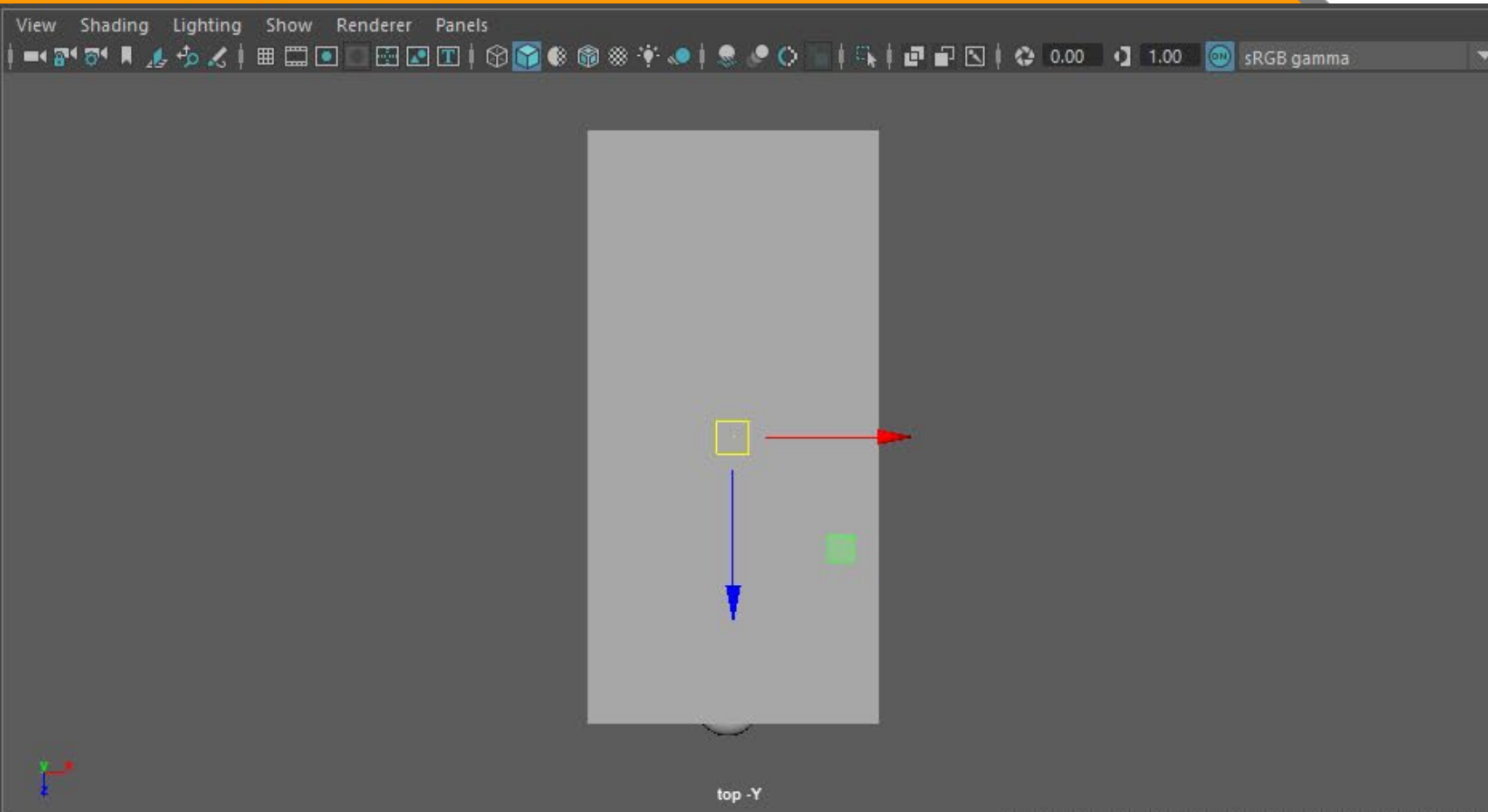
Short Sided Table with drawer



Viewport : Maya

Alignment : Floor

Front Z: The short side should face front Z axis



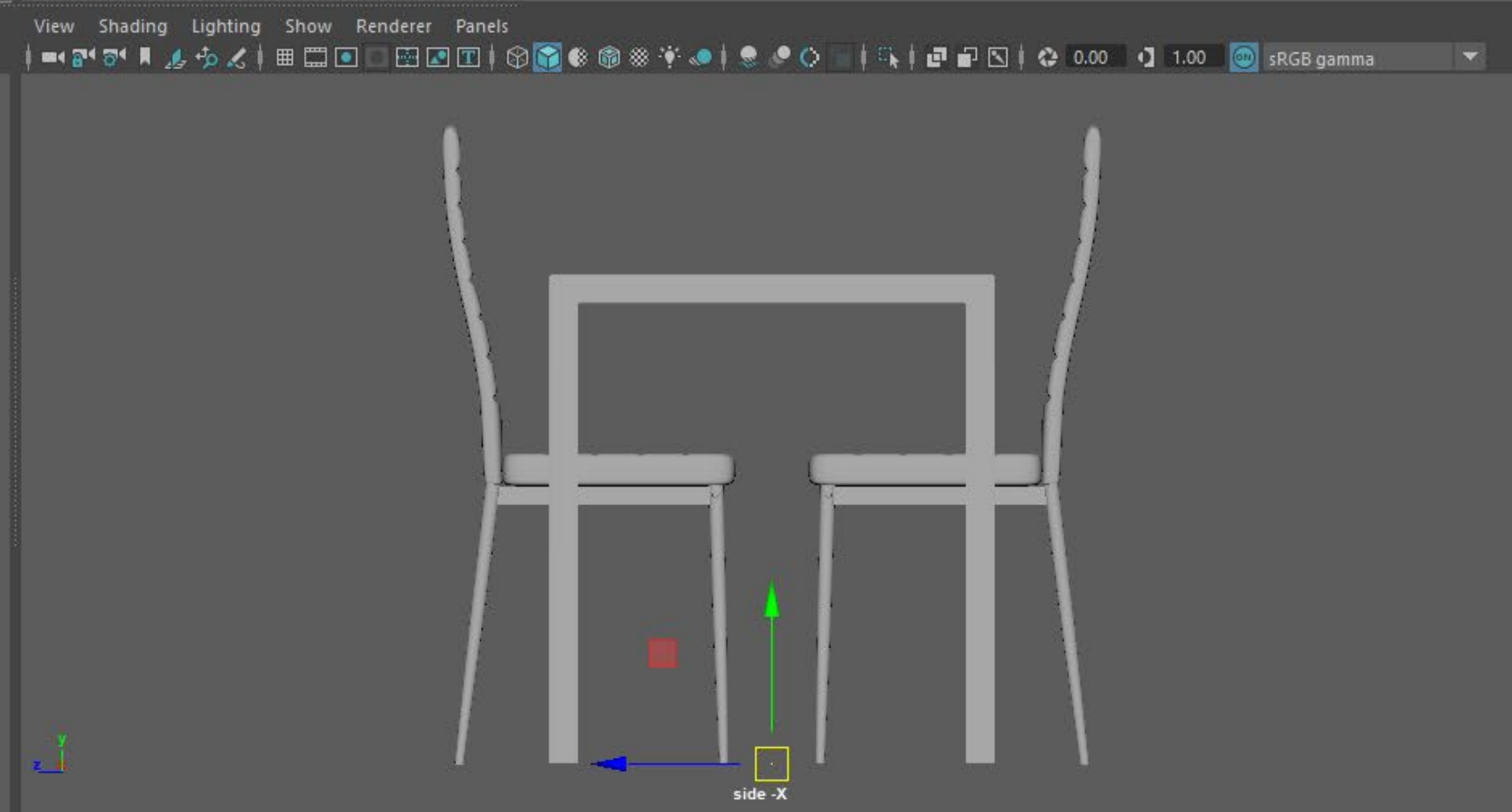
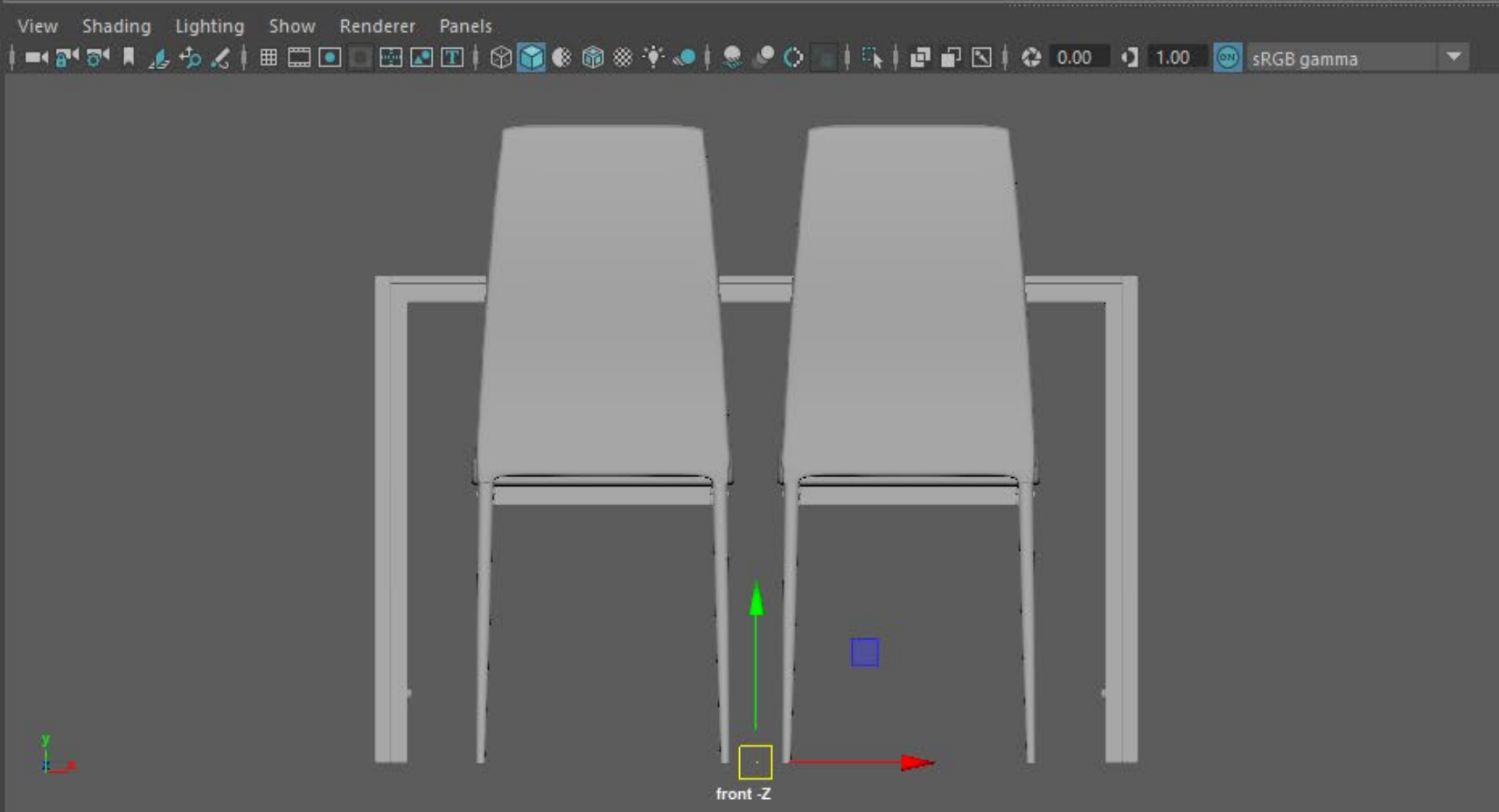
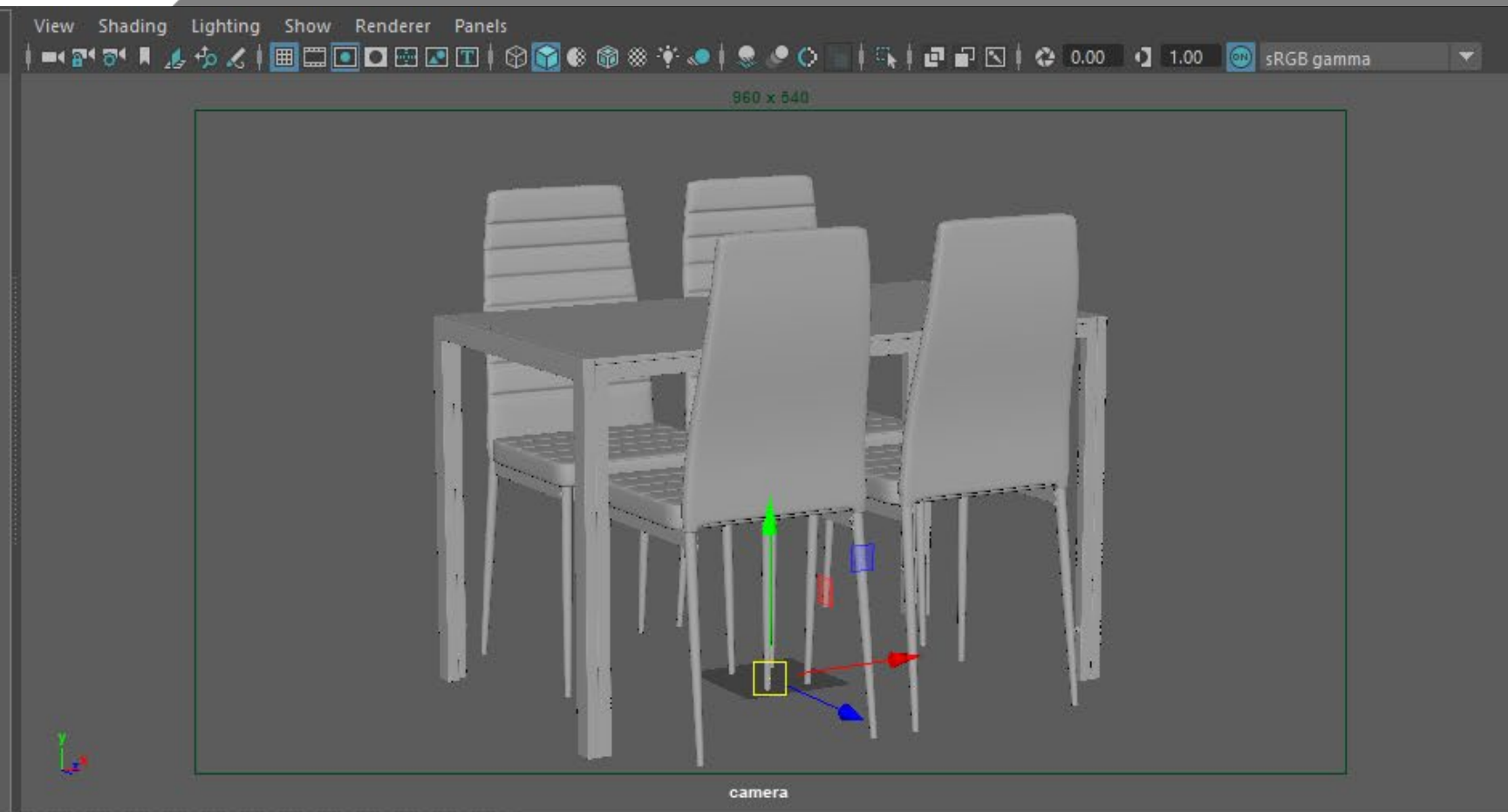
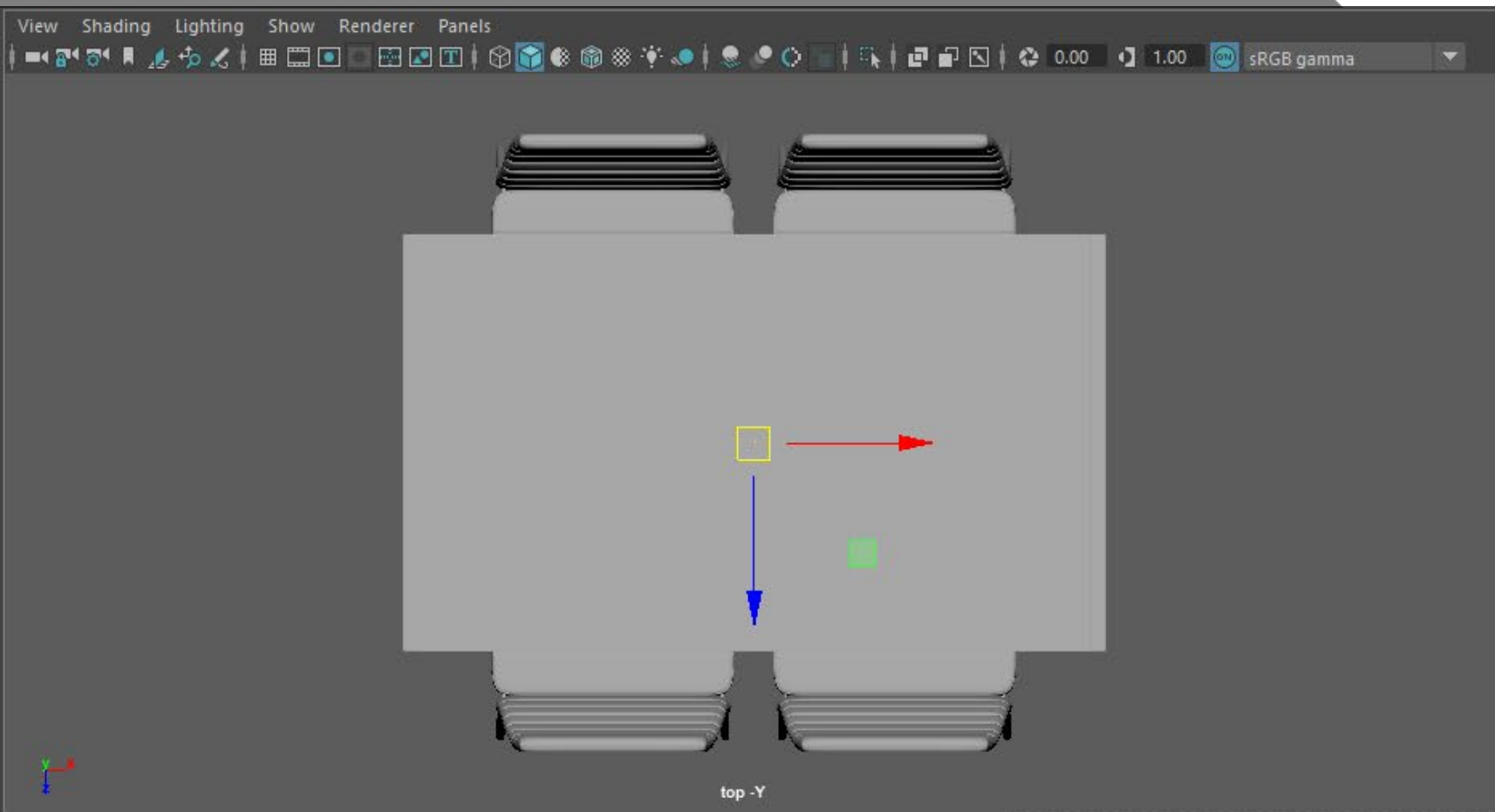
Dining Table



Viewport : Maya

Alignment : Floor

Front Z: longest side parallel to front Z



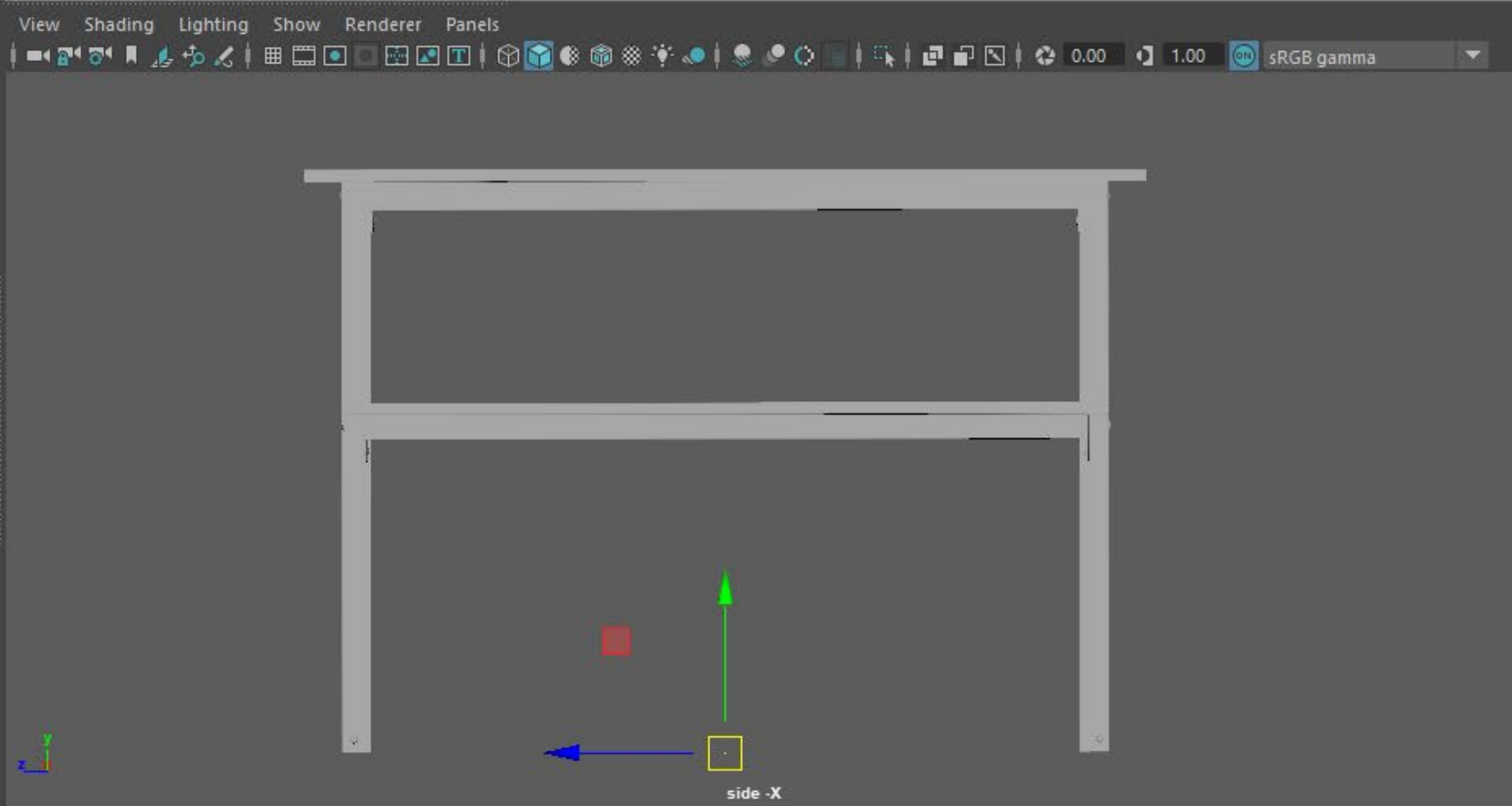
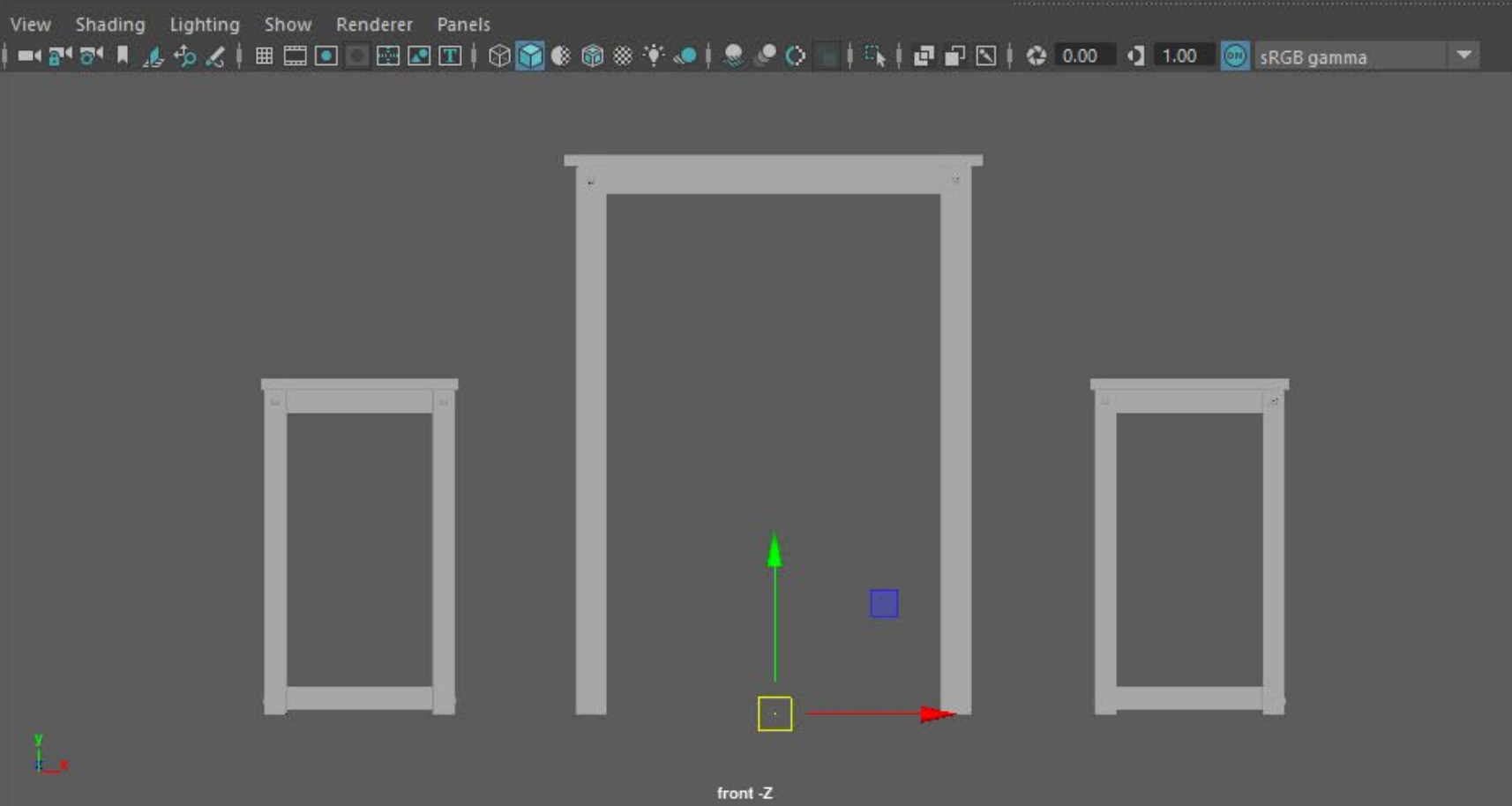
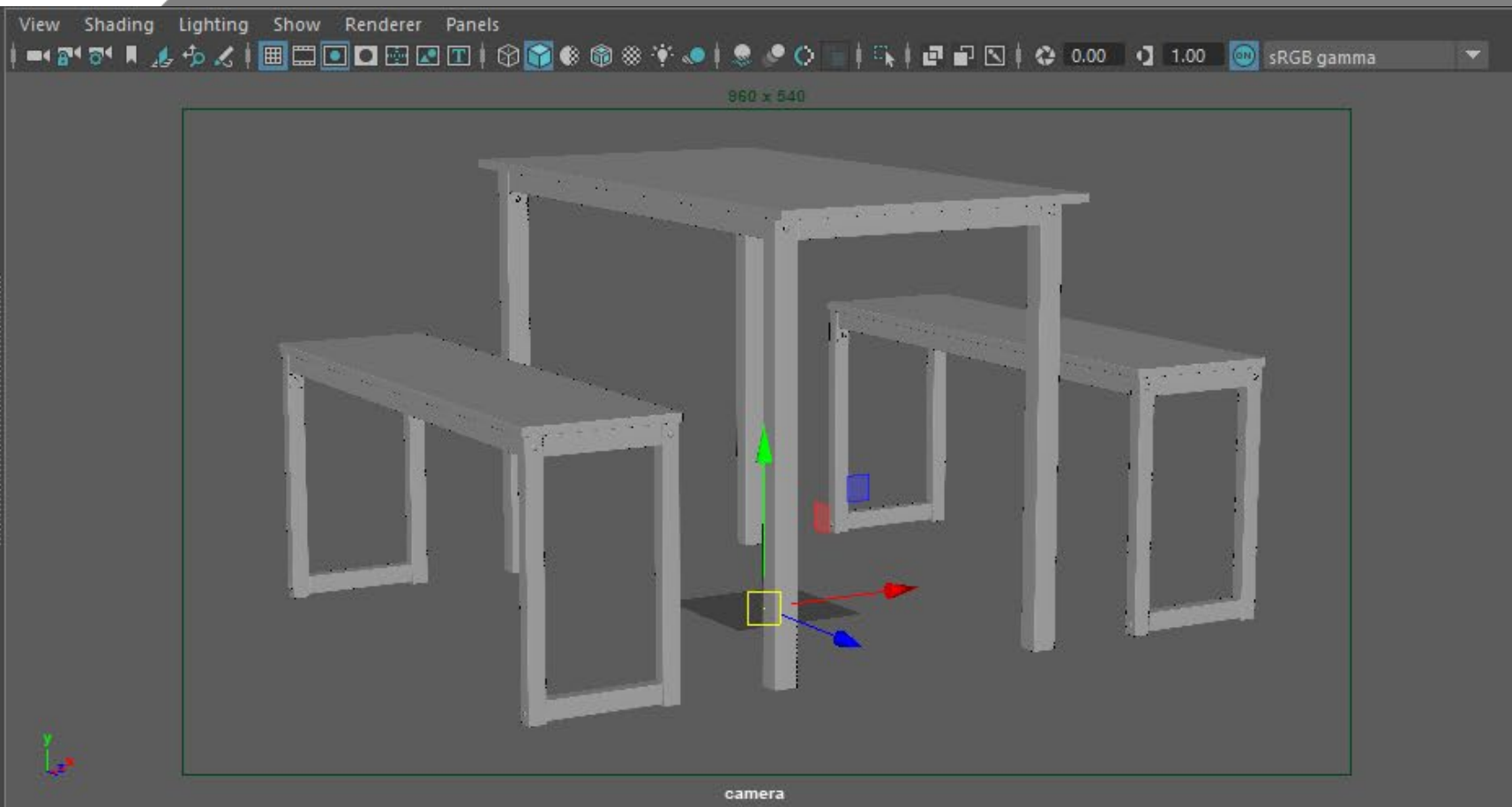
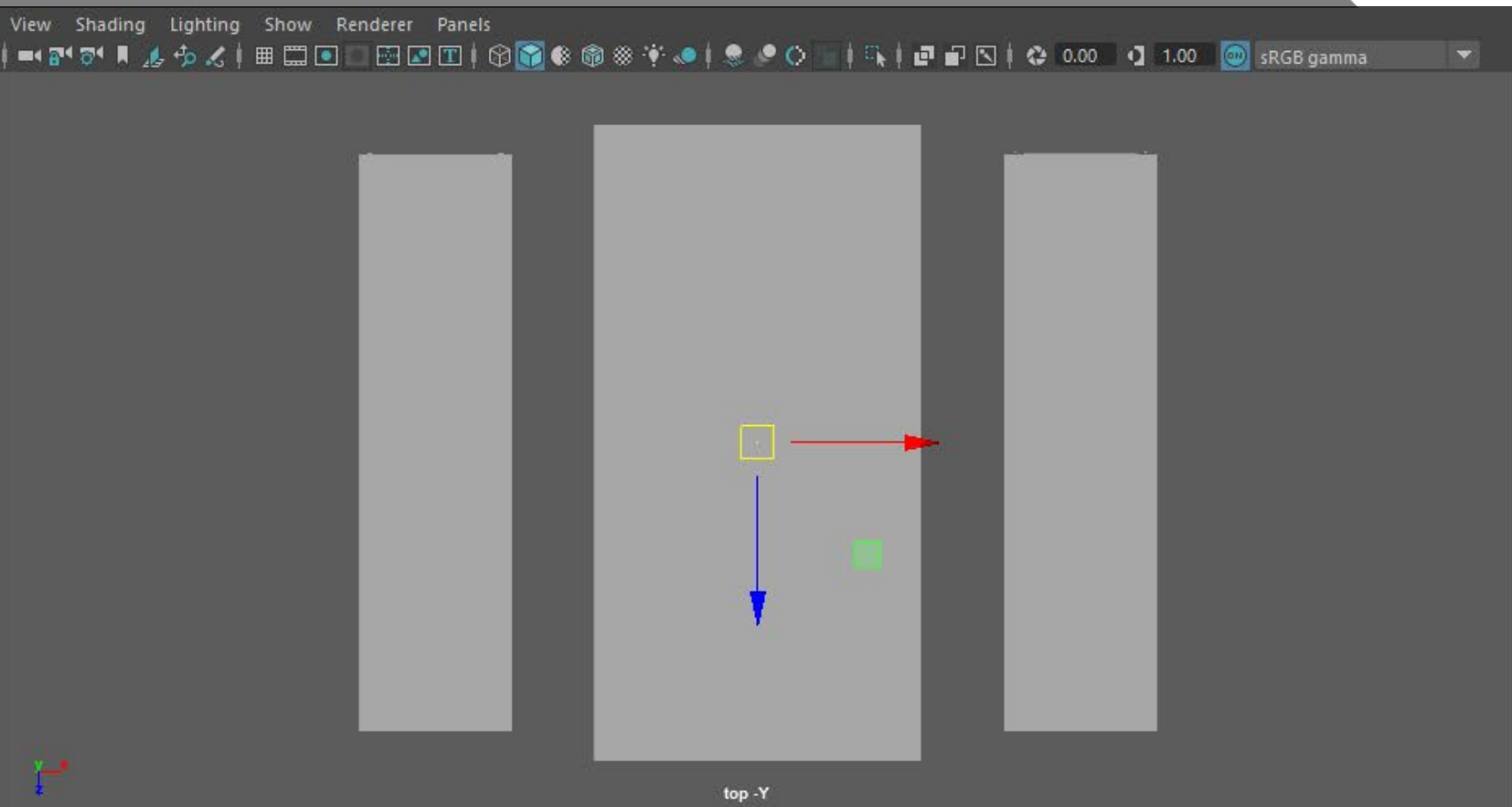
Dining Table



Viewport : Maya

Alignment : Floor

Front Z: longest side perpendicular to front Z



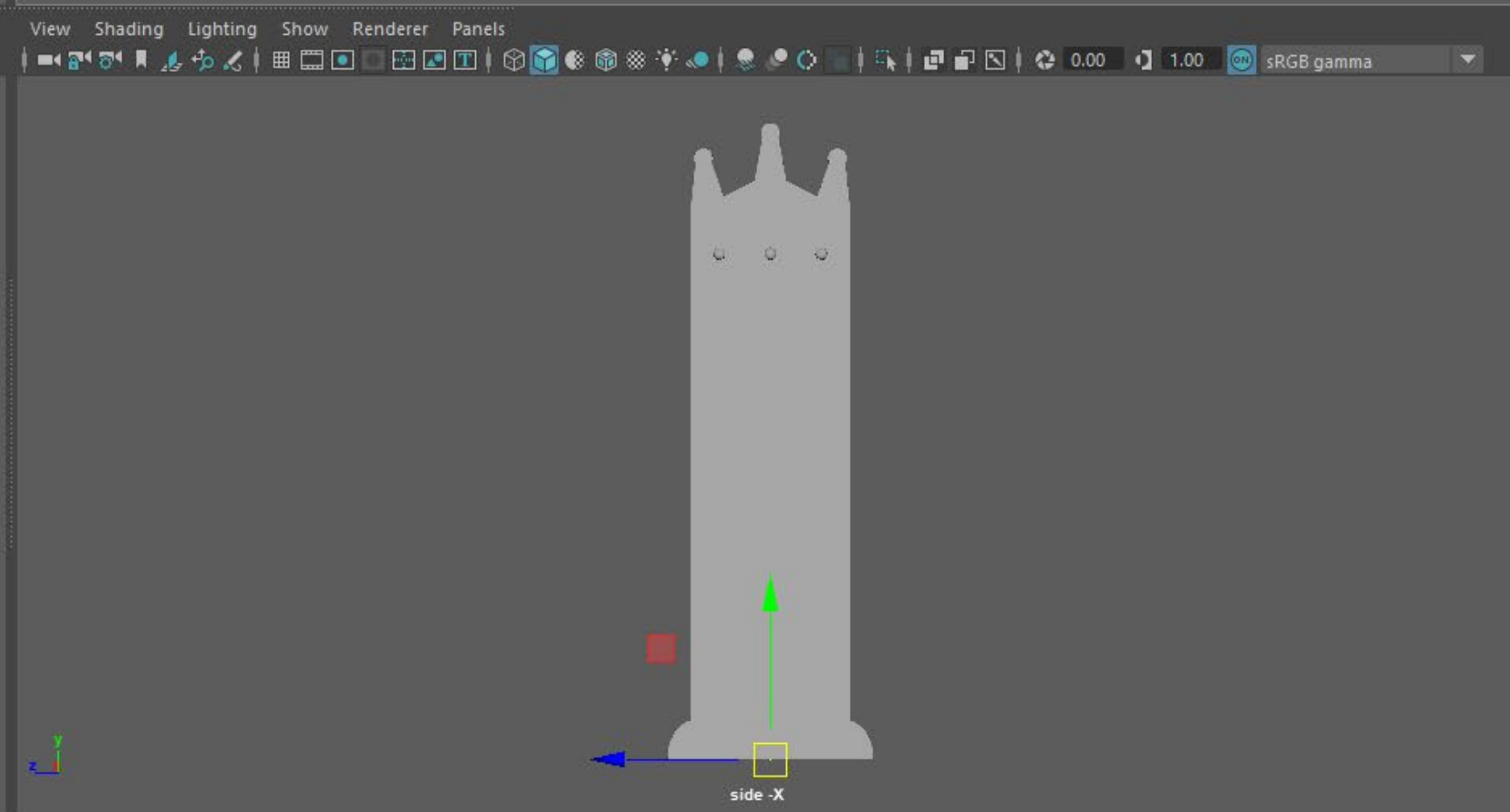
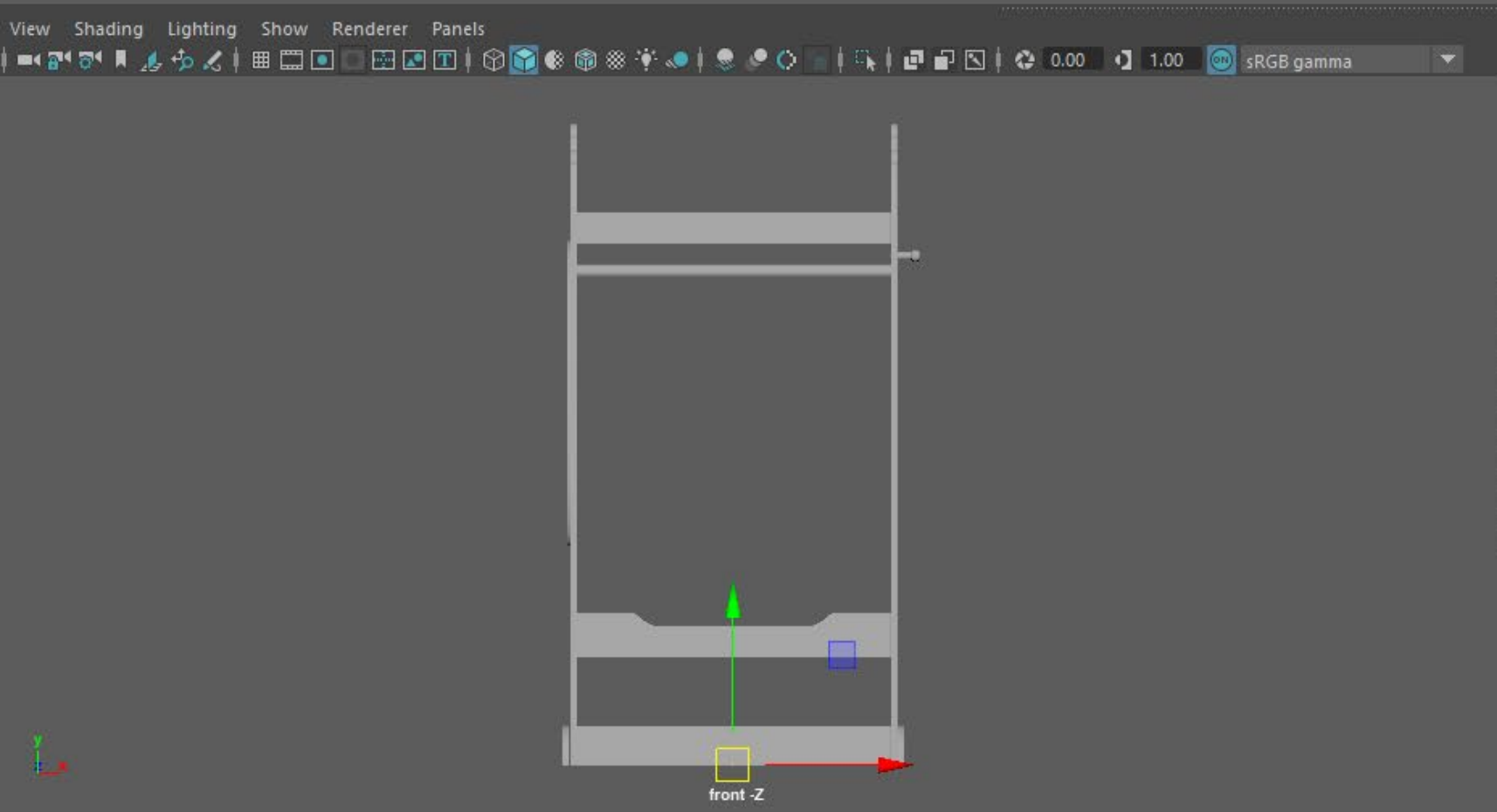
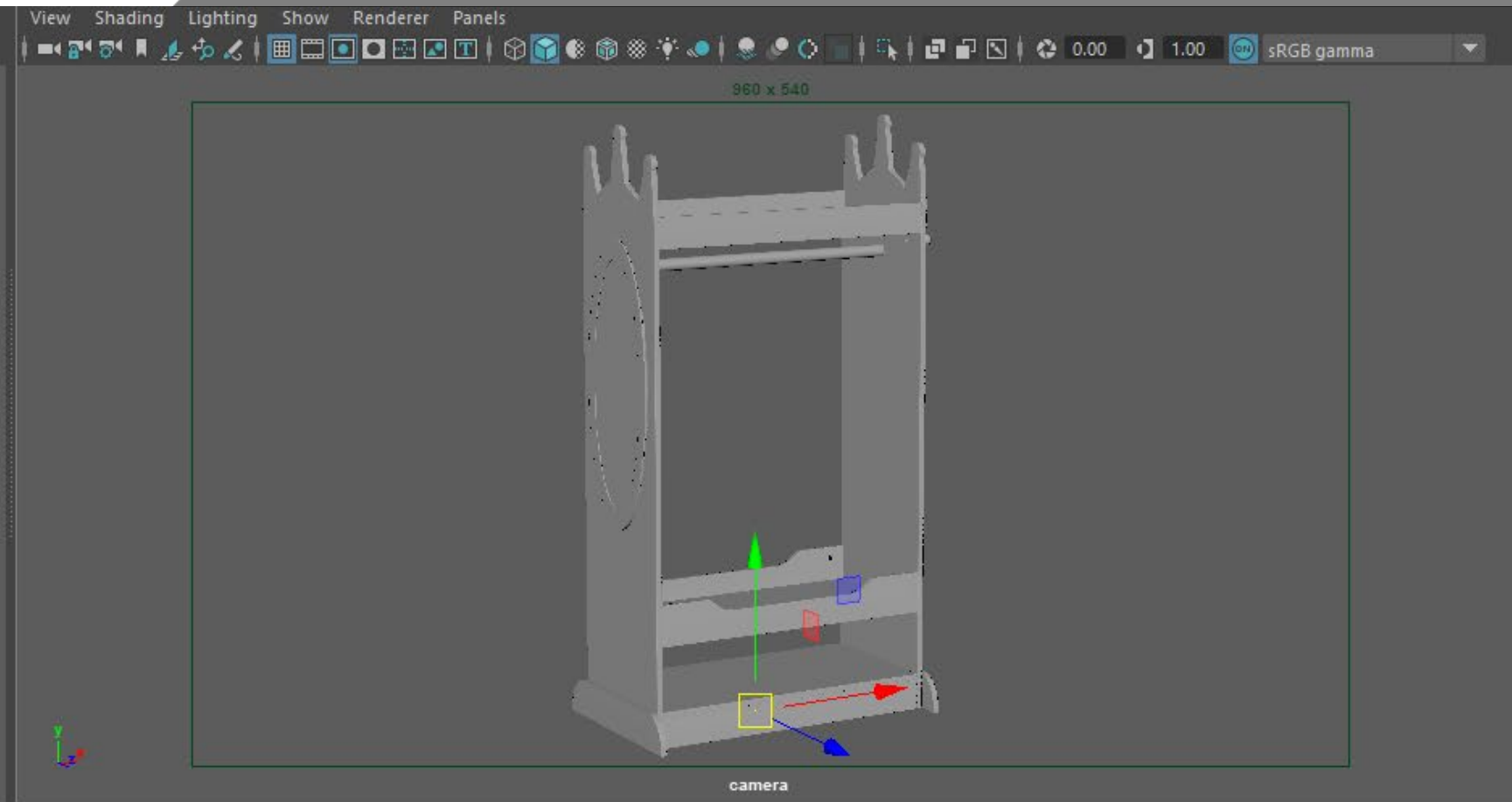
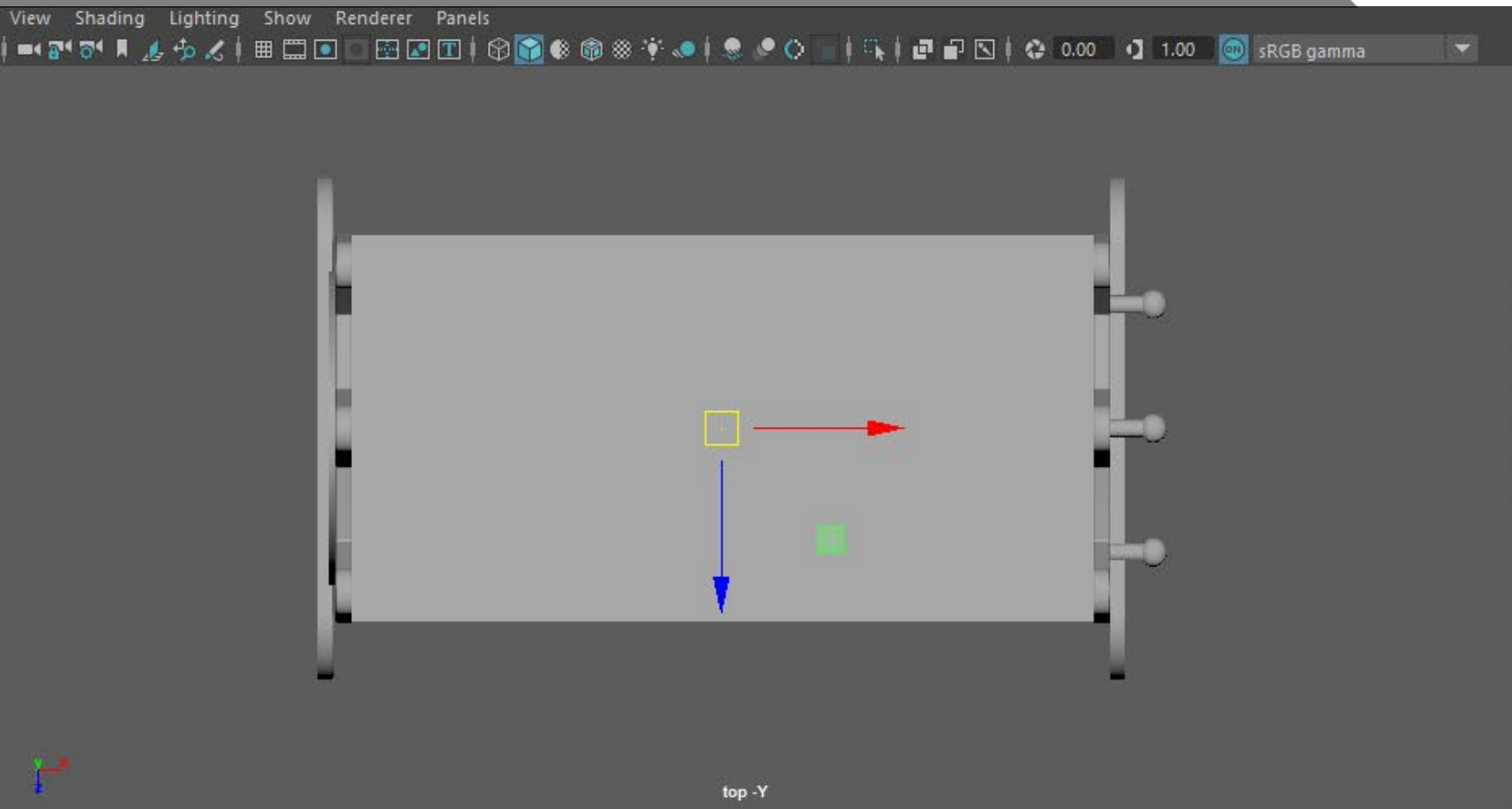
Dressing Table



Viewport : Maya

Alignment : Floor

Front Z: longest side parallel to front Z



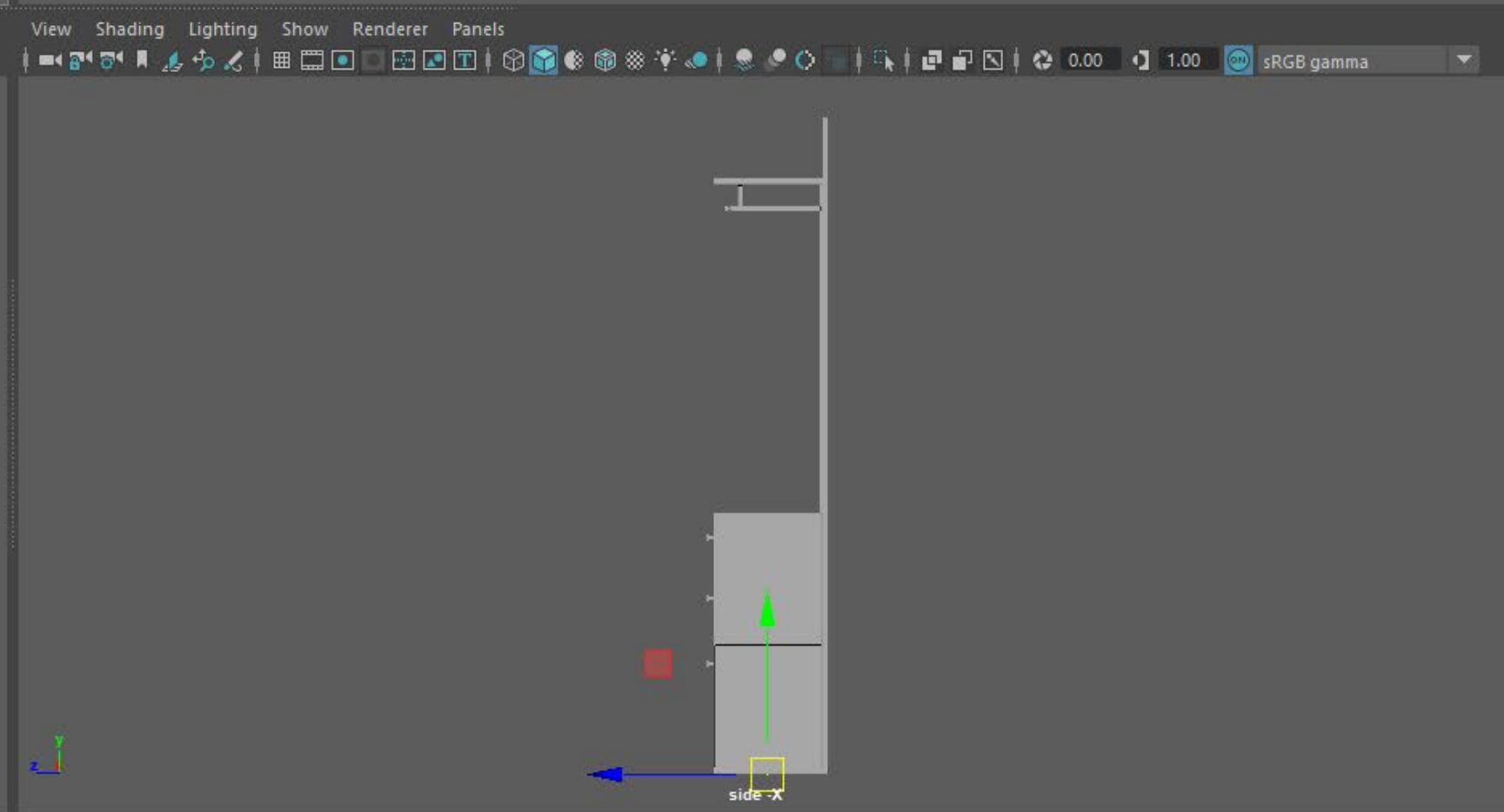
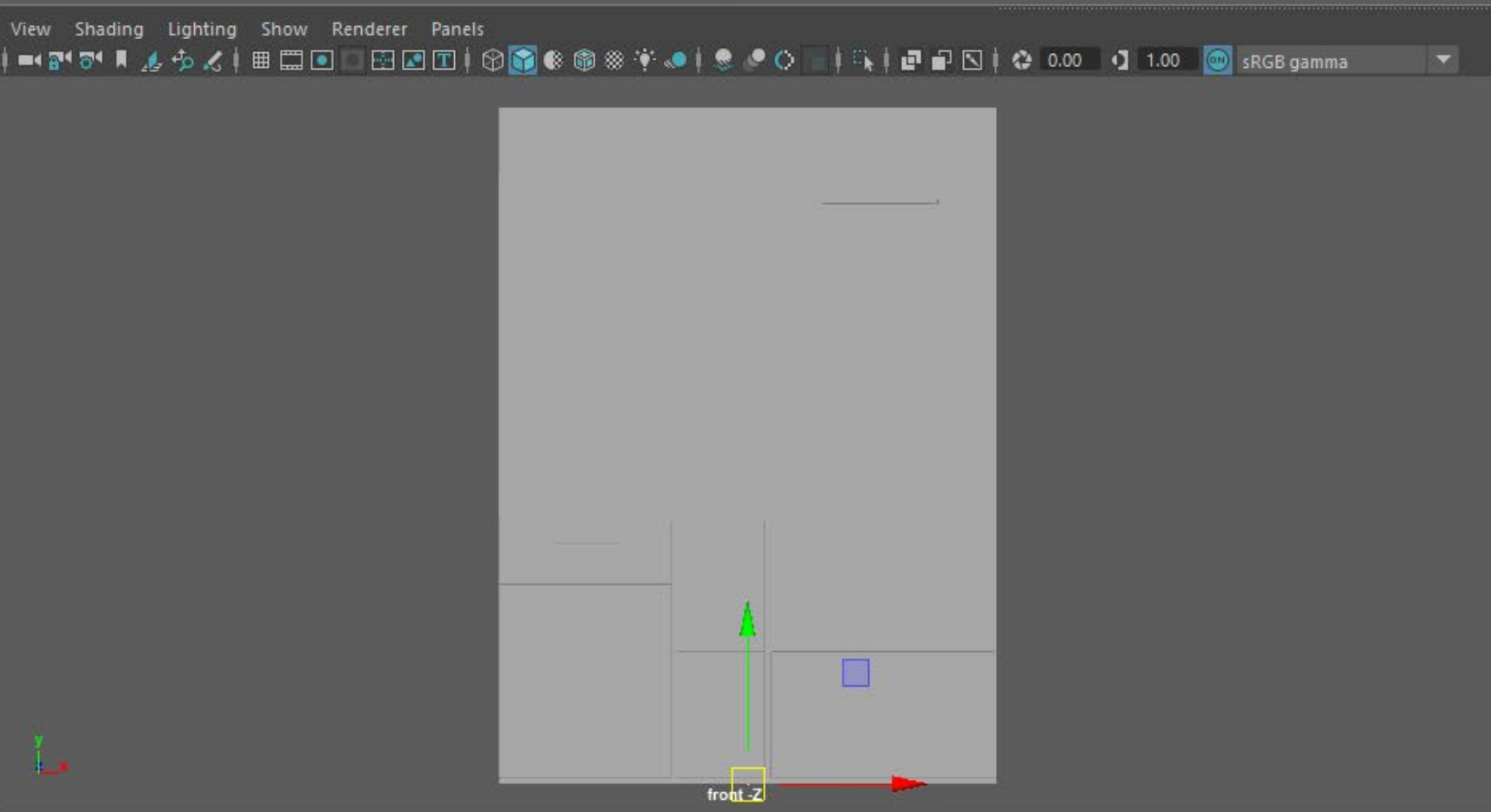
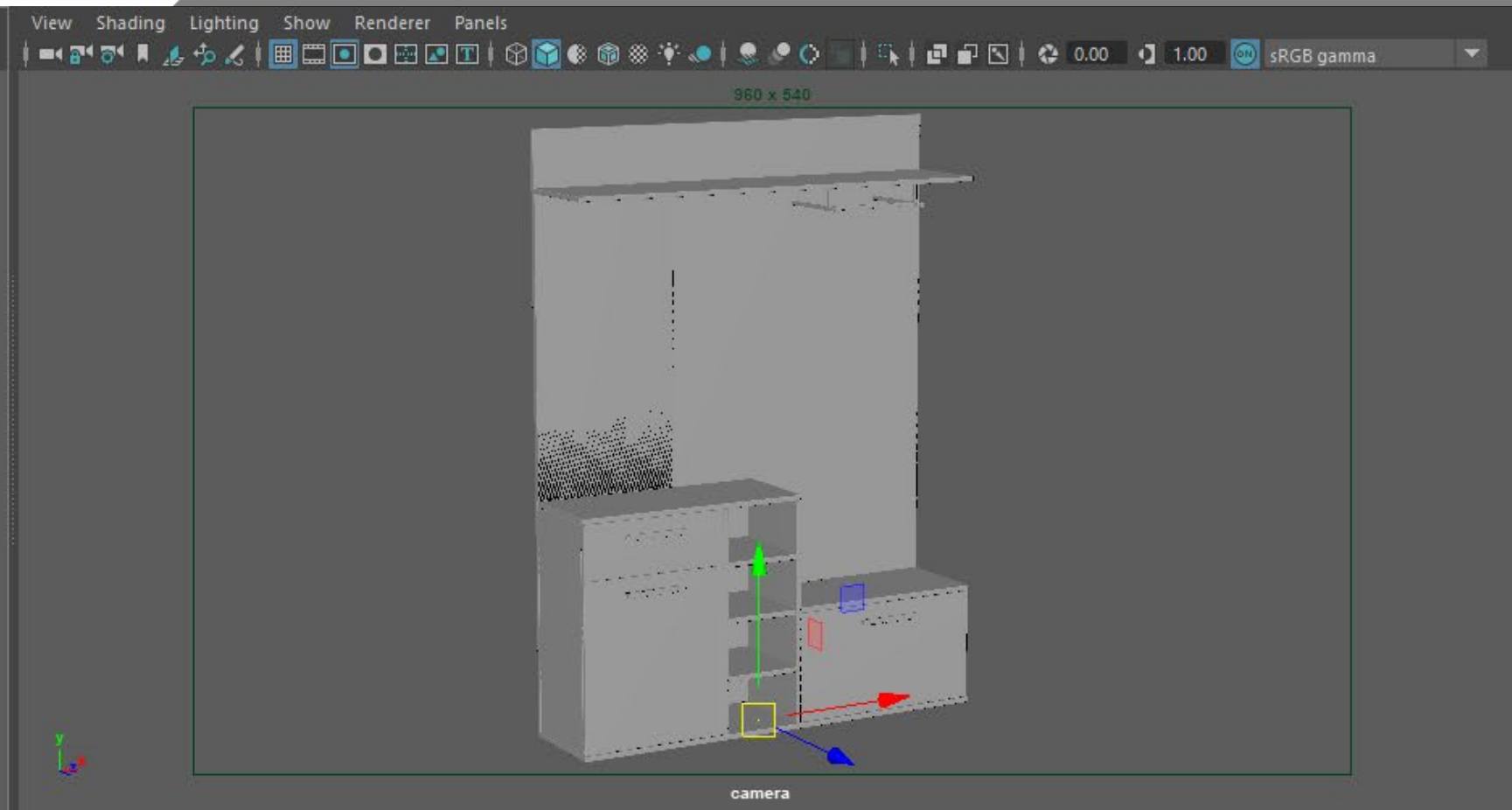
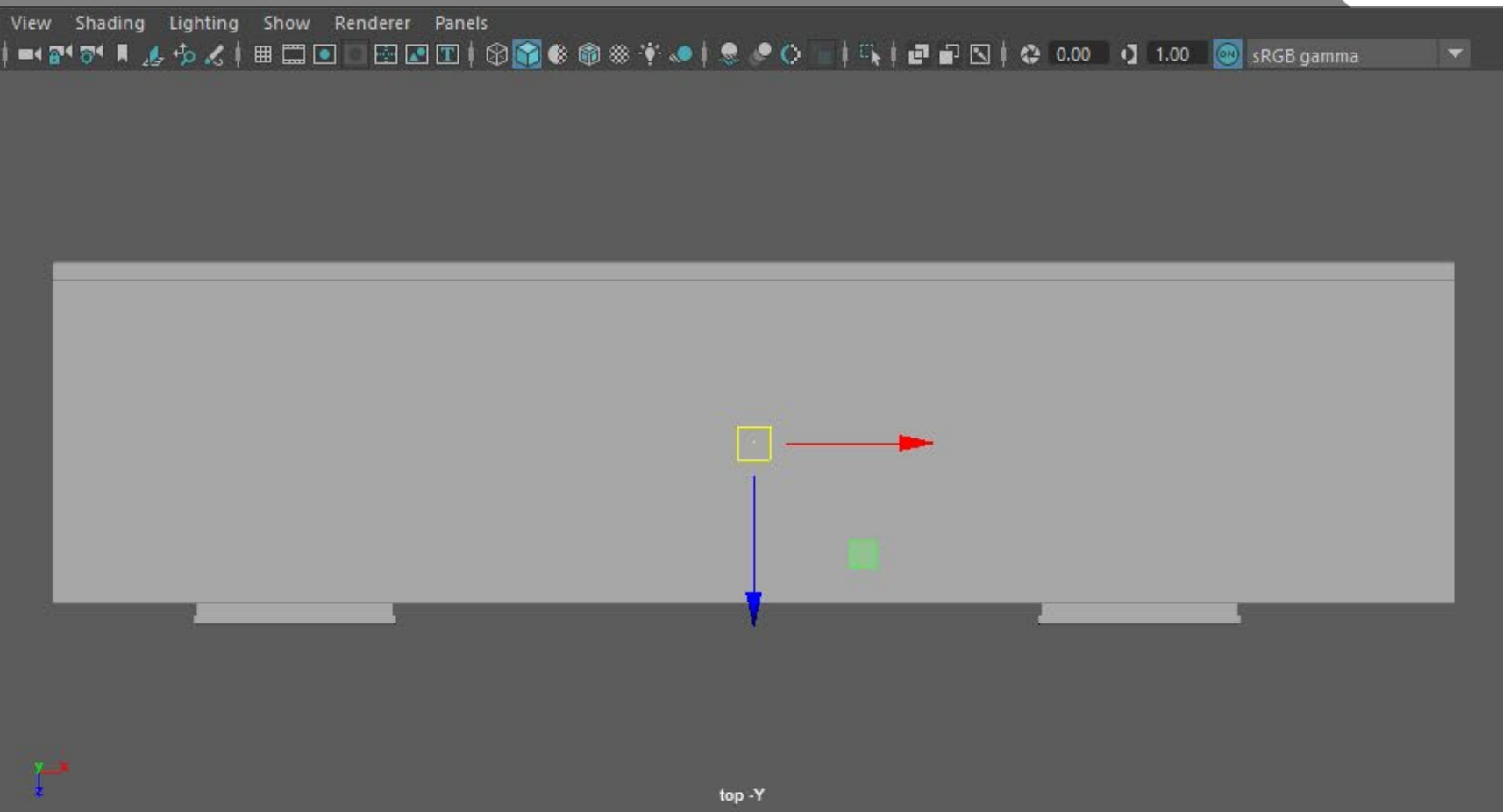
Dressing Table



Viewport : Maya

Alignment : Floor

Front Z: drawers/openings towards front Z



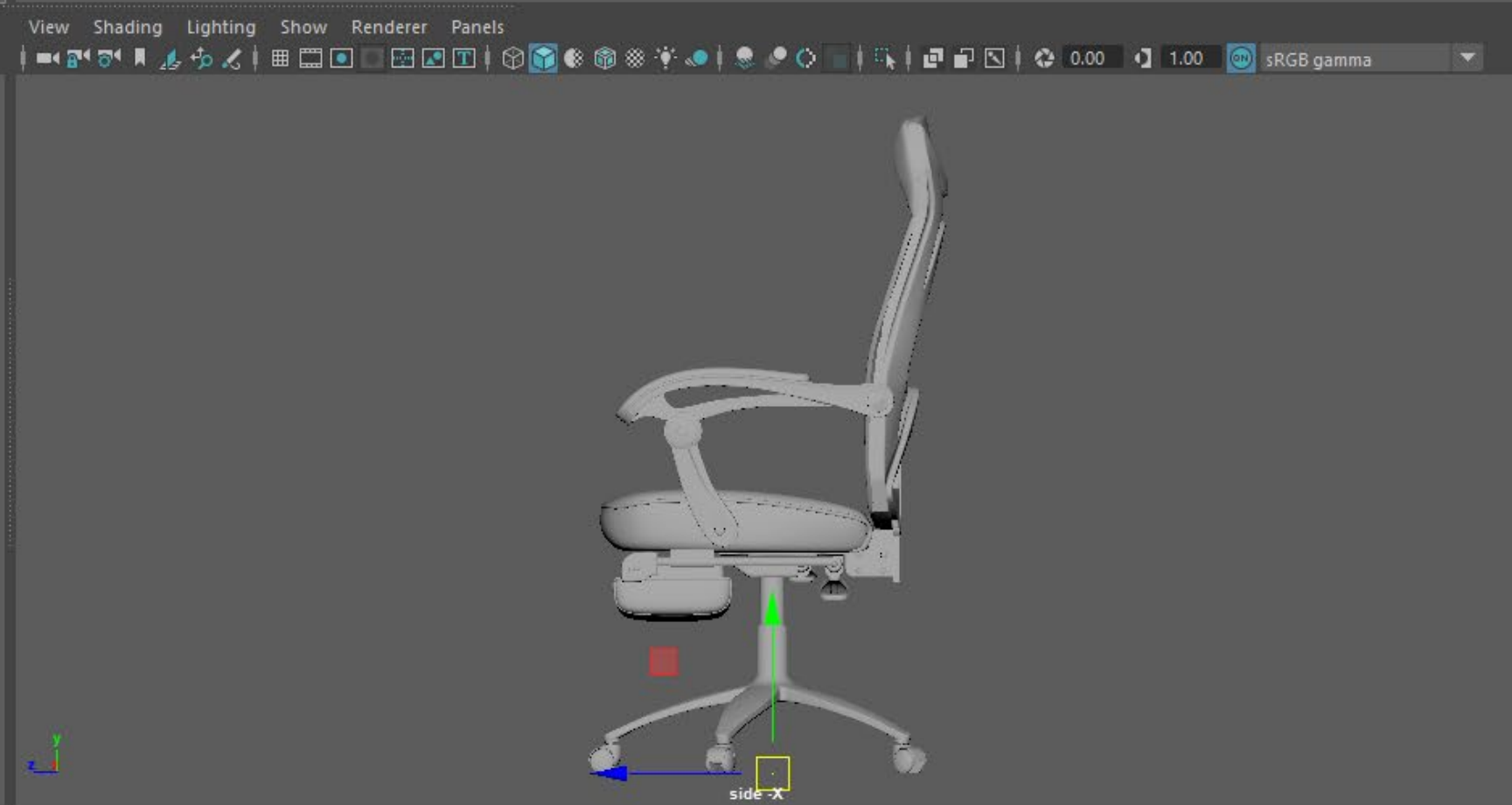
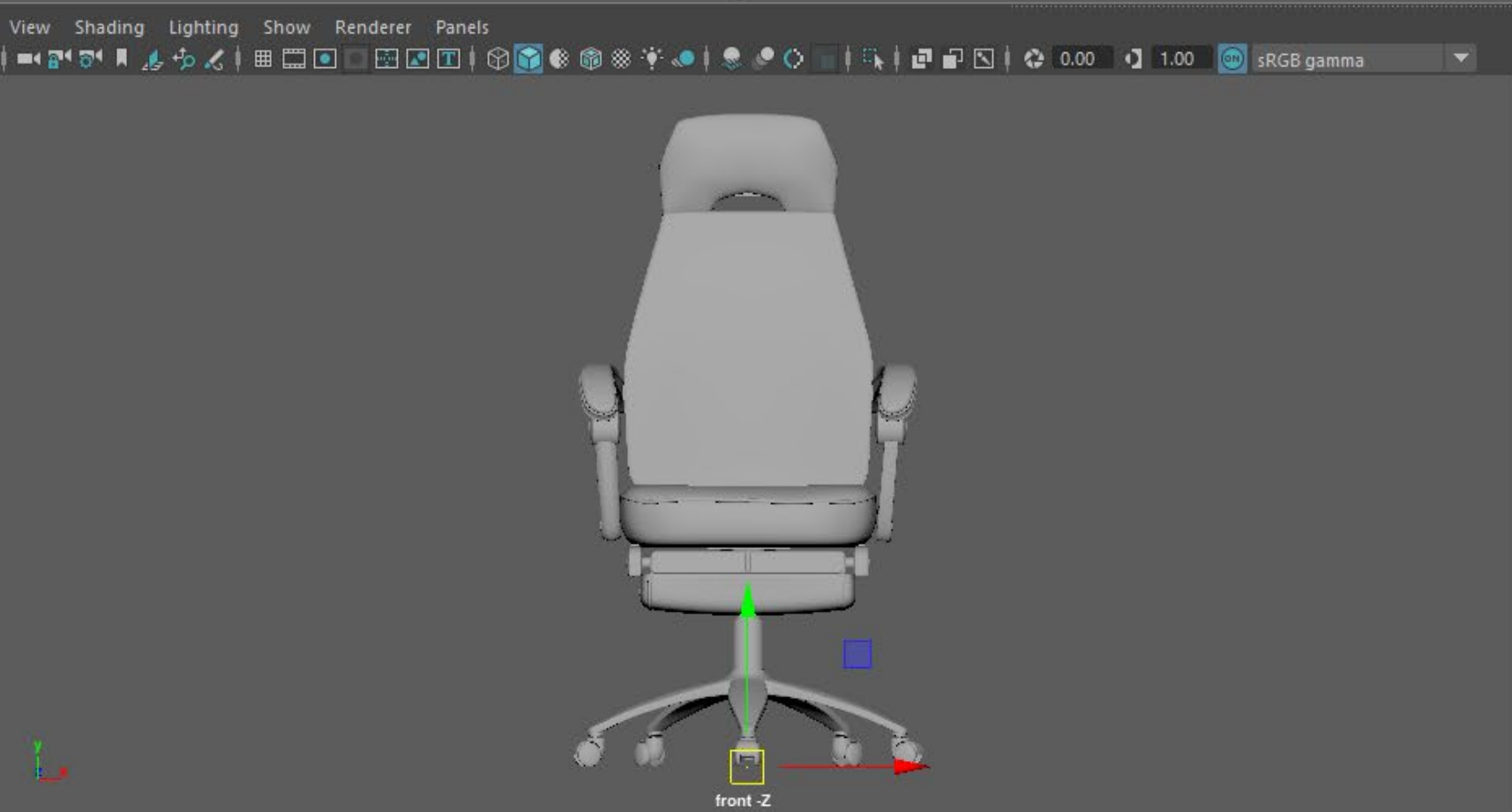
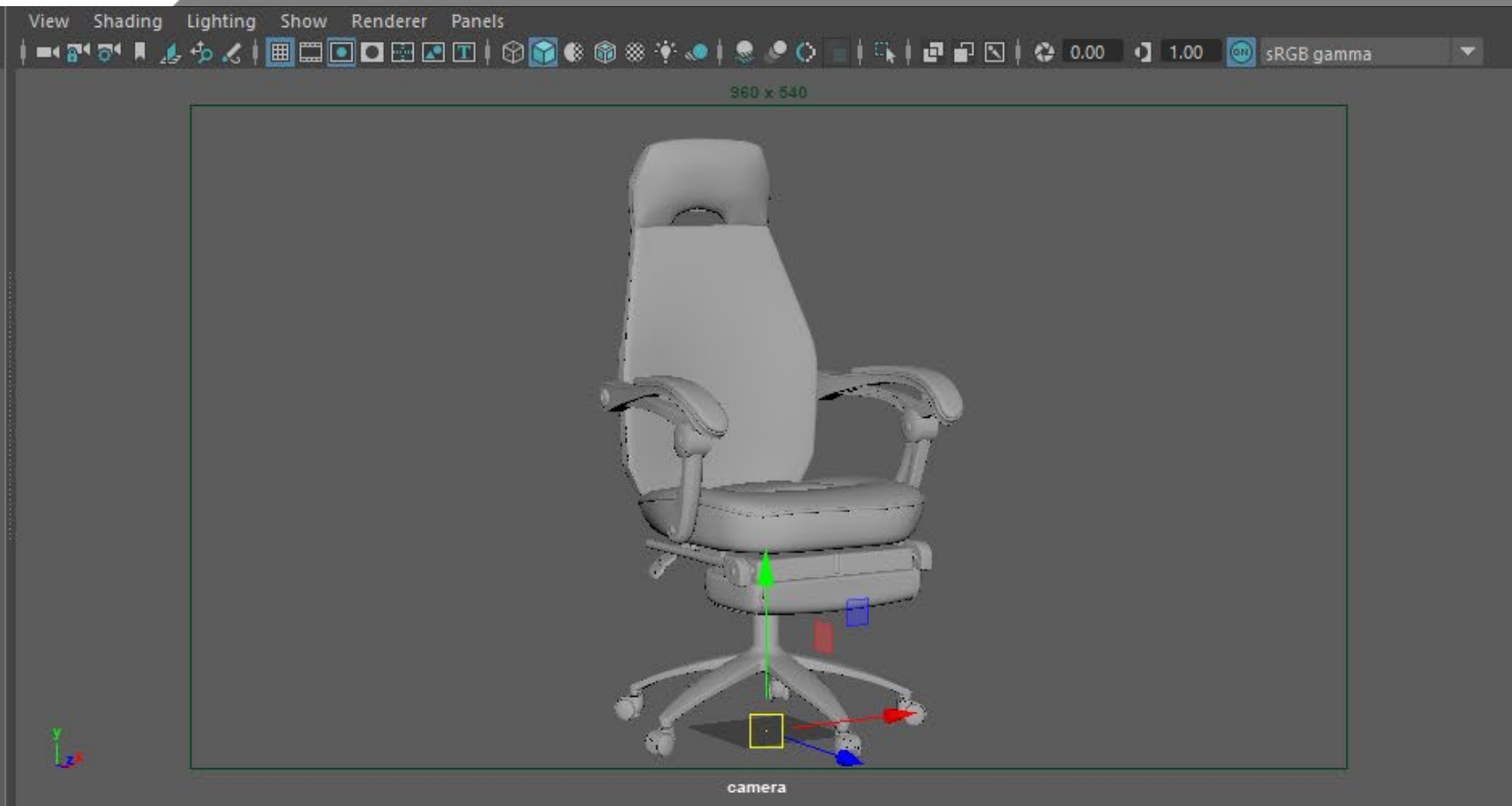
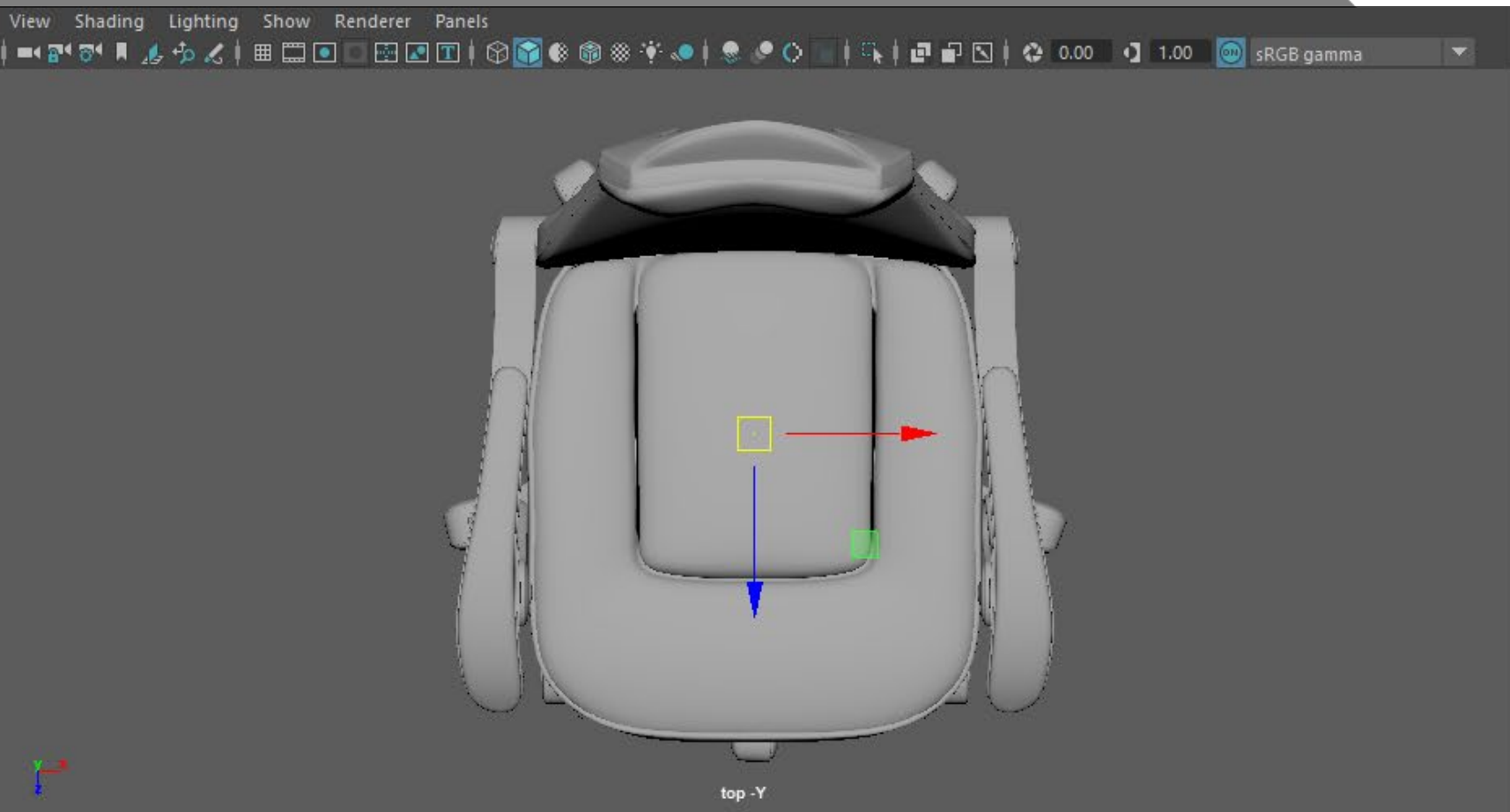
Executive Chair



Viewport : Maya

Alignment : Floor

Front Z: Single leg towards front Z or opposite to front



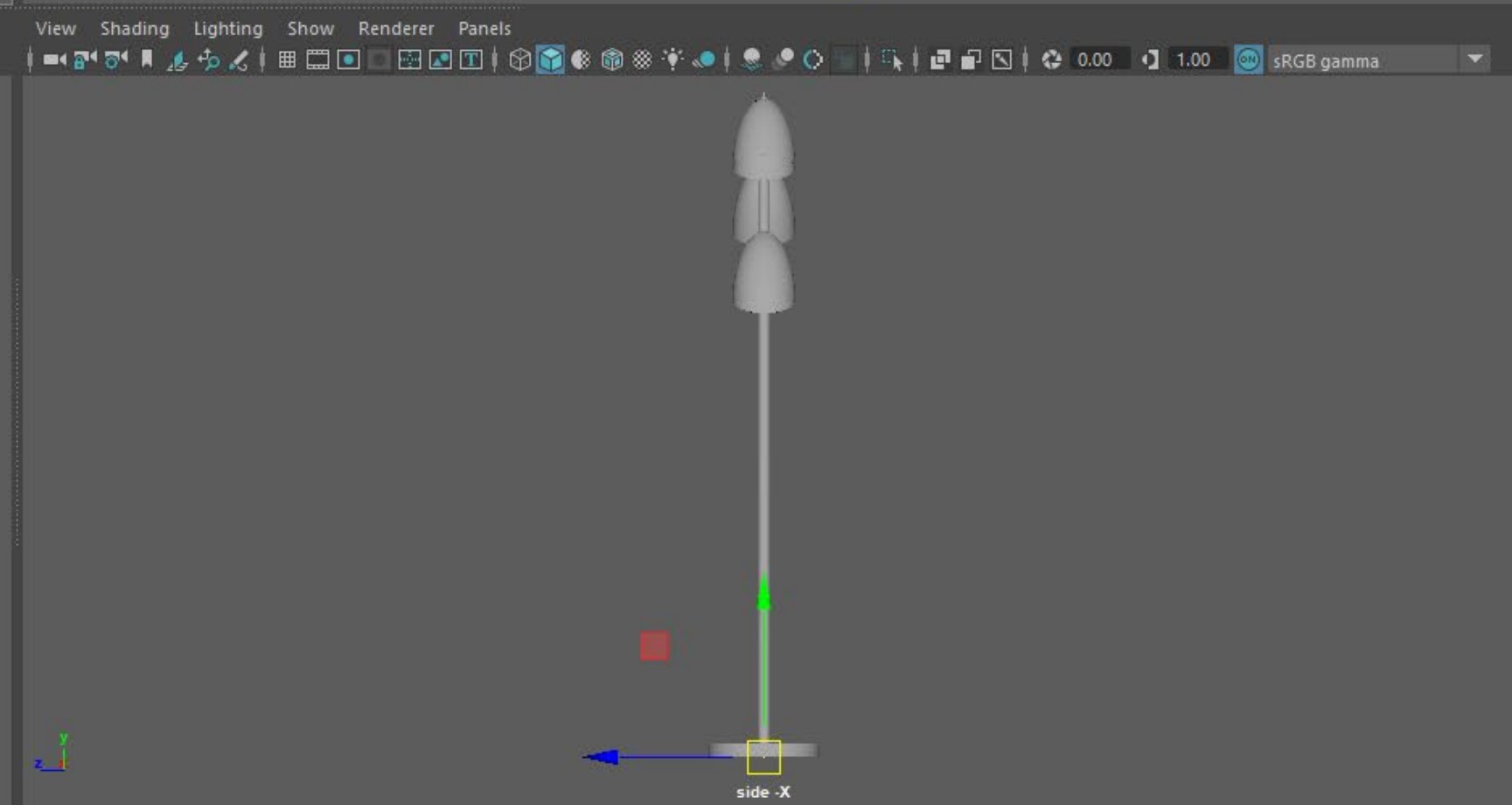
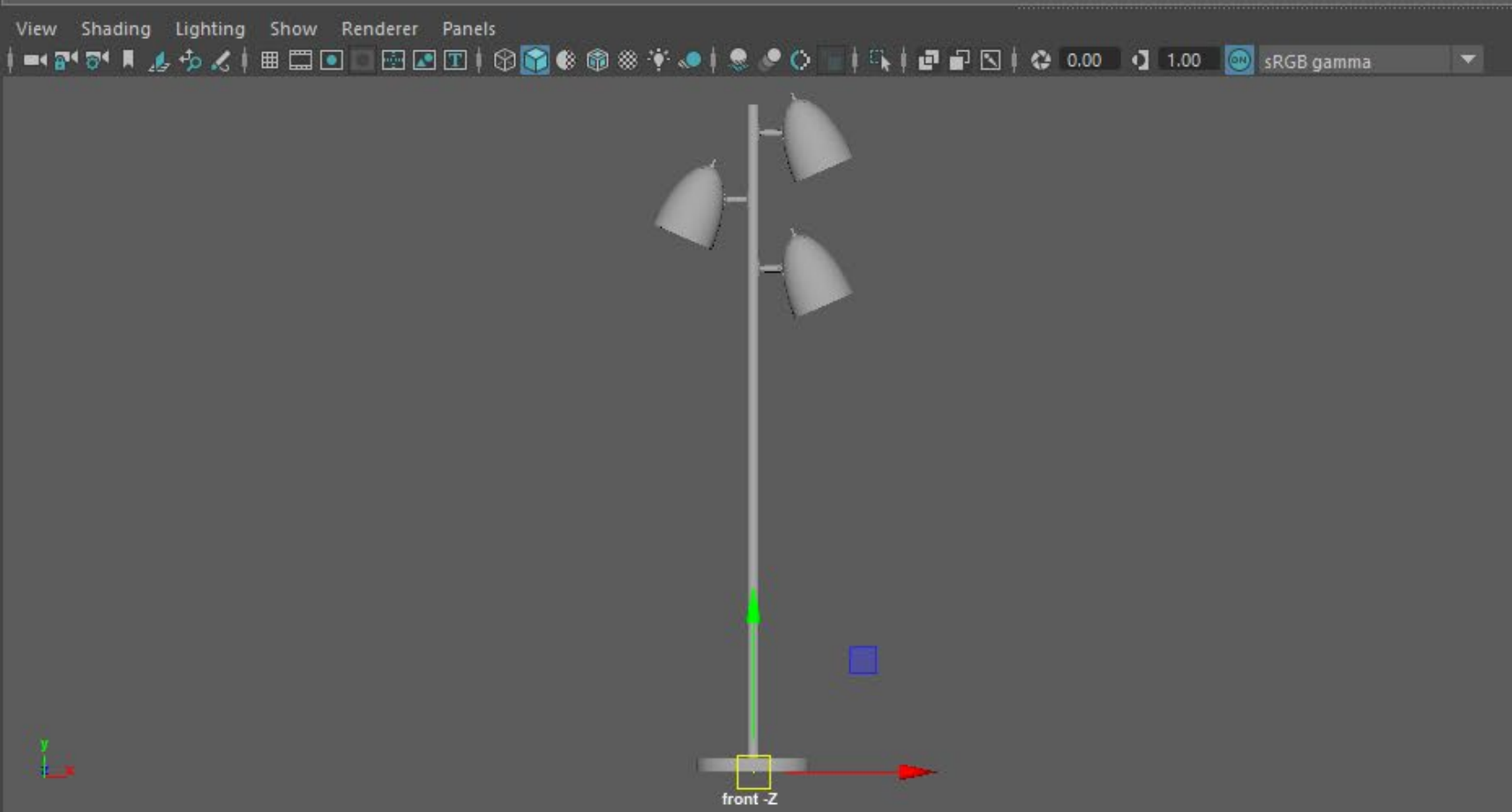
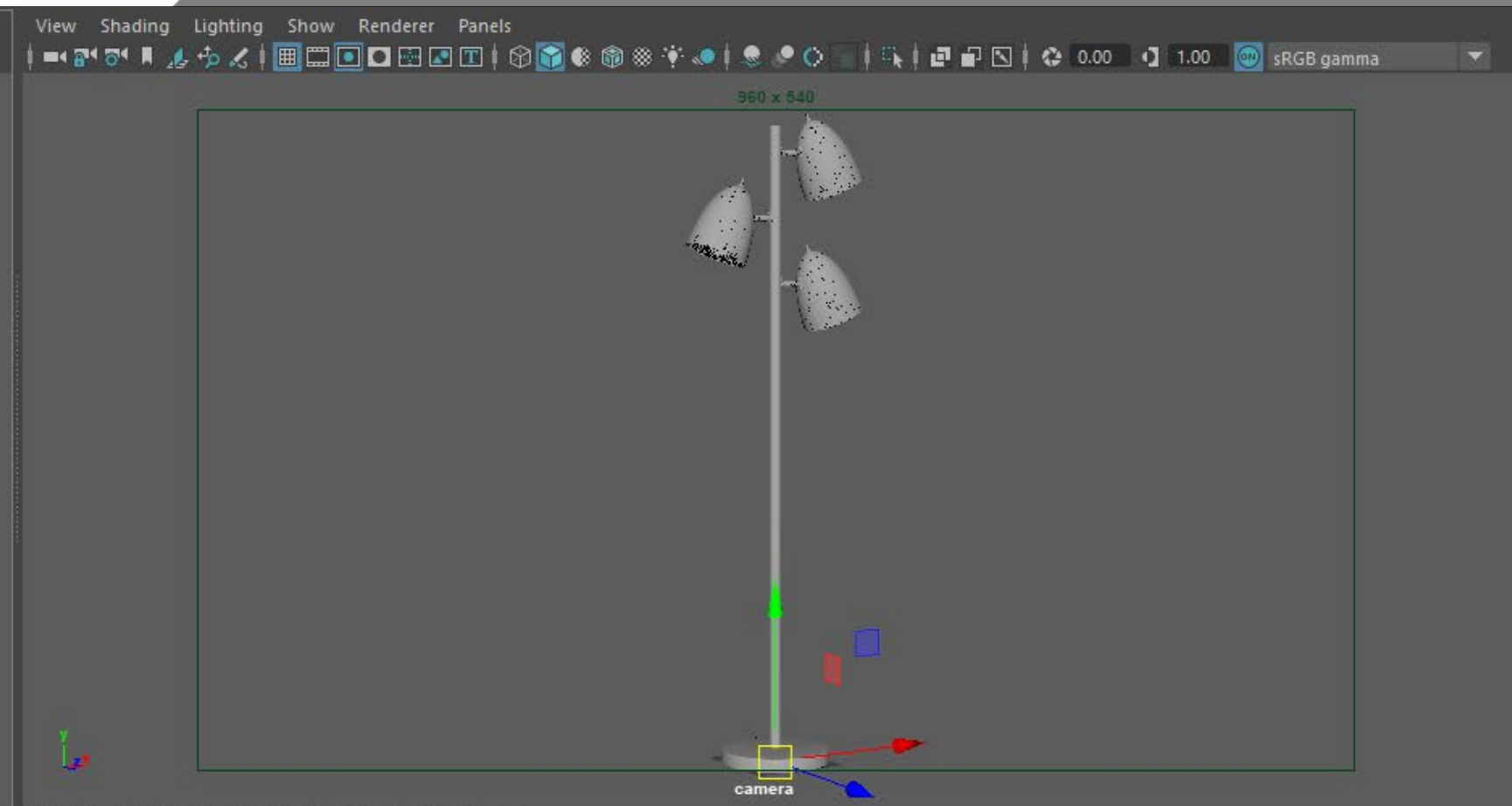
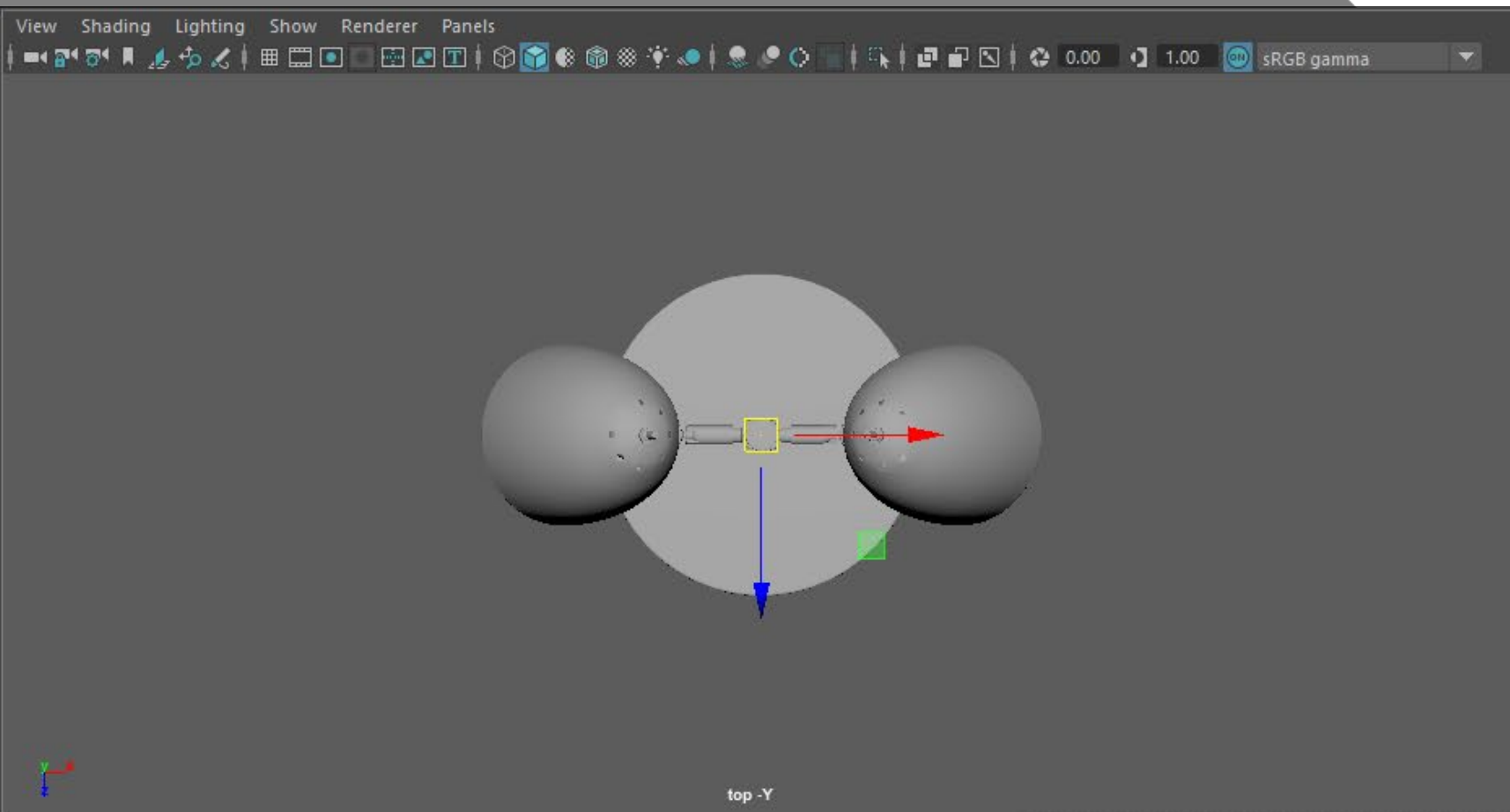
Floor Lamp



Viewport : Maya

Alignment : Floor

Front Z: Longest side front Z (if round or square it doesn't matter)



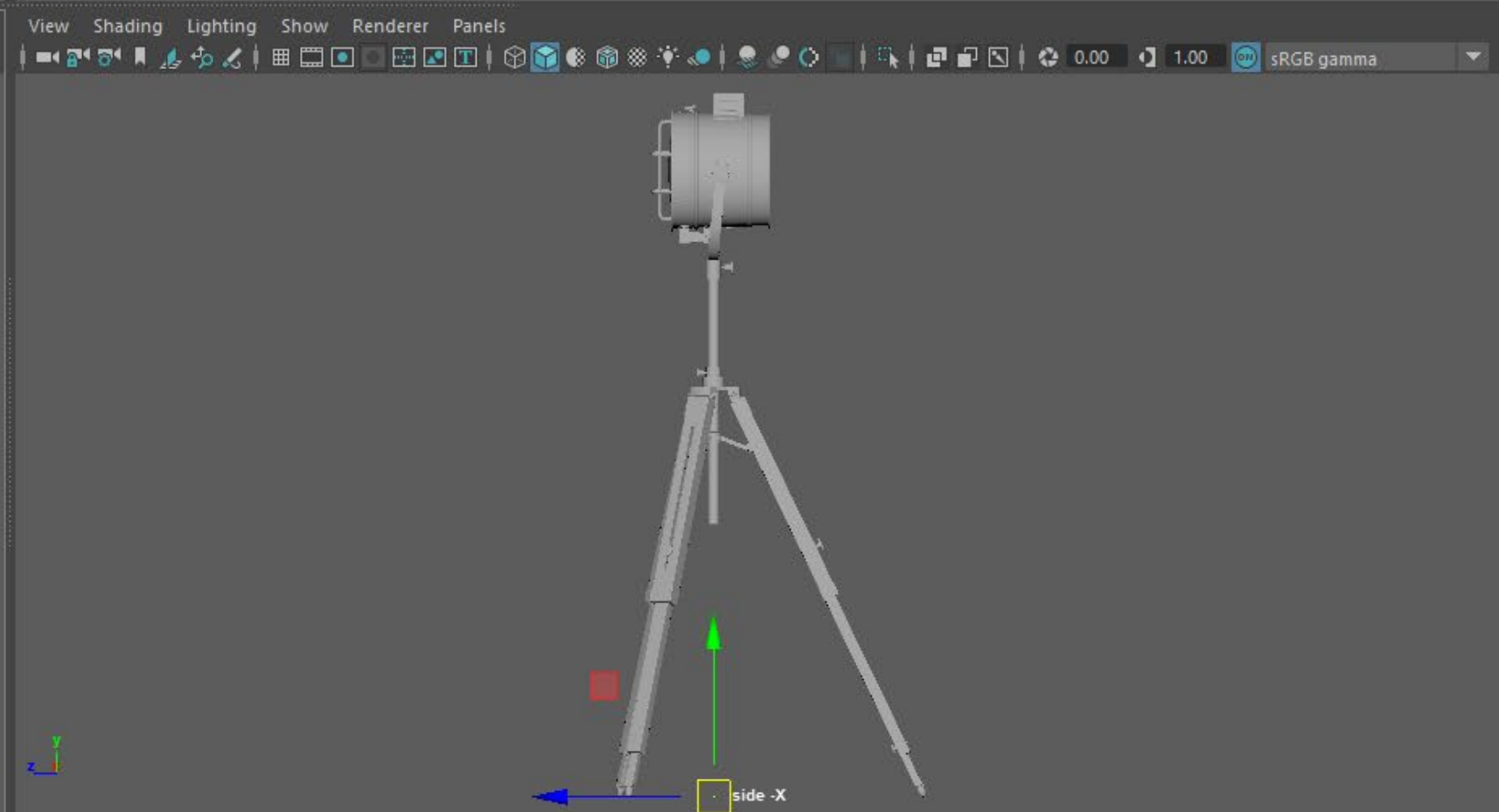
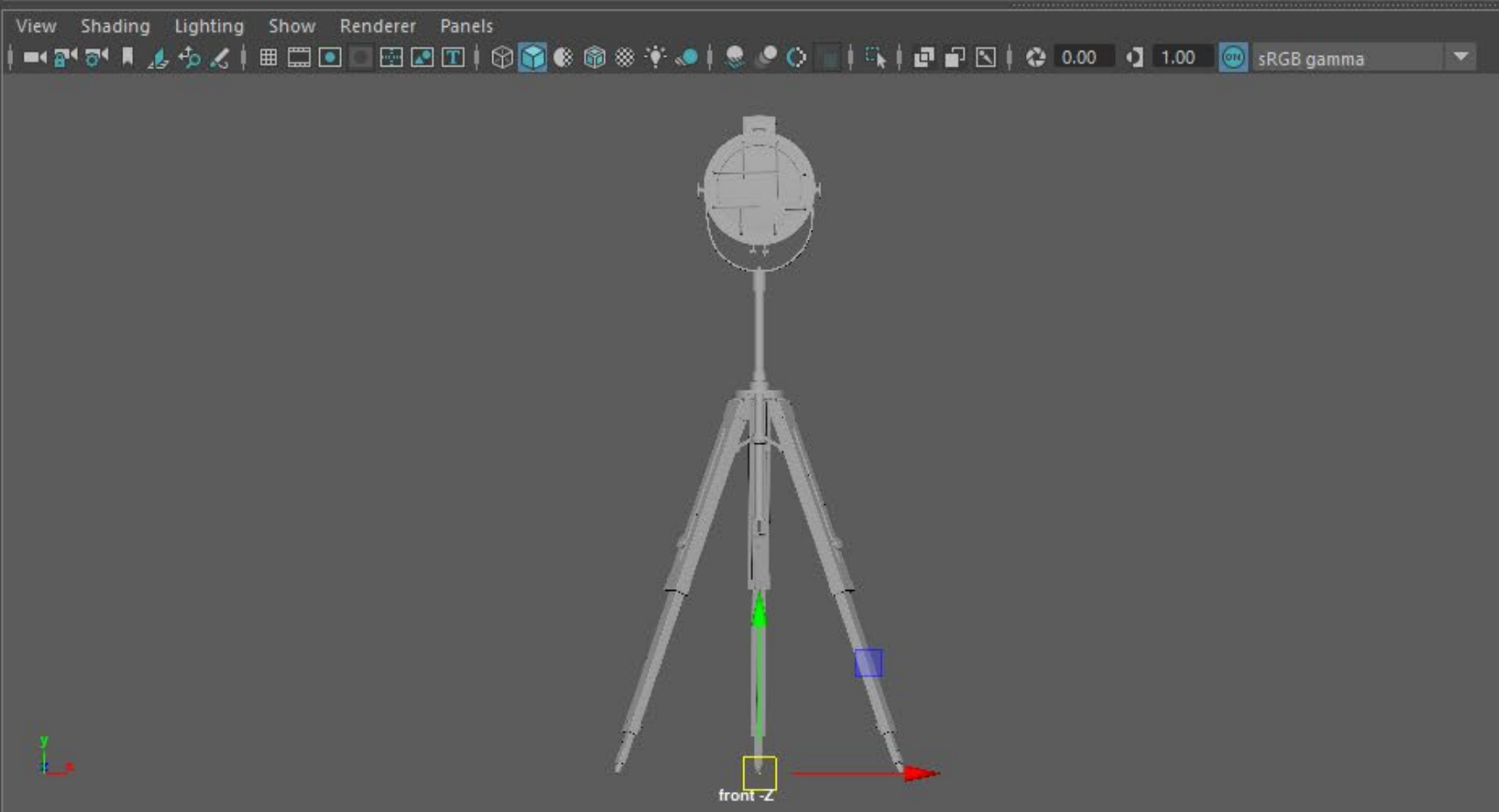
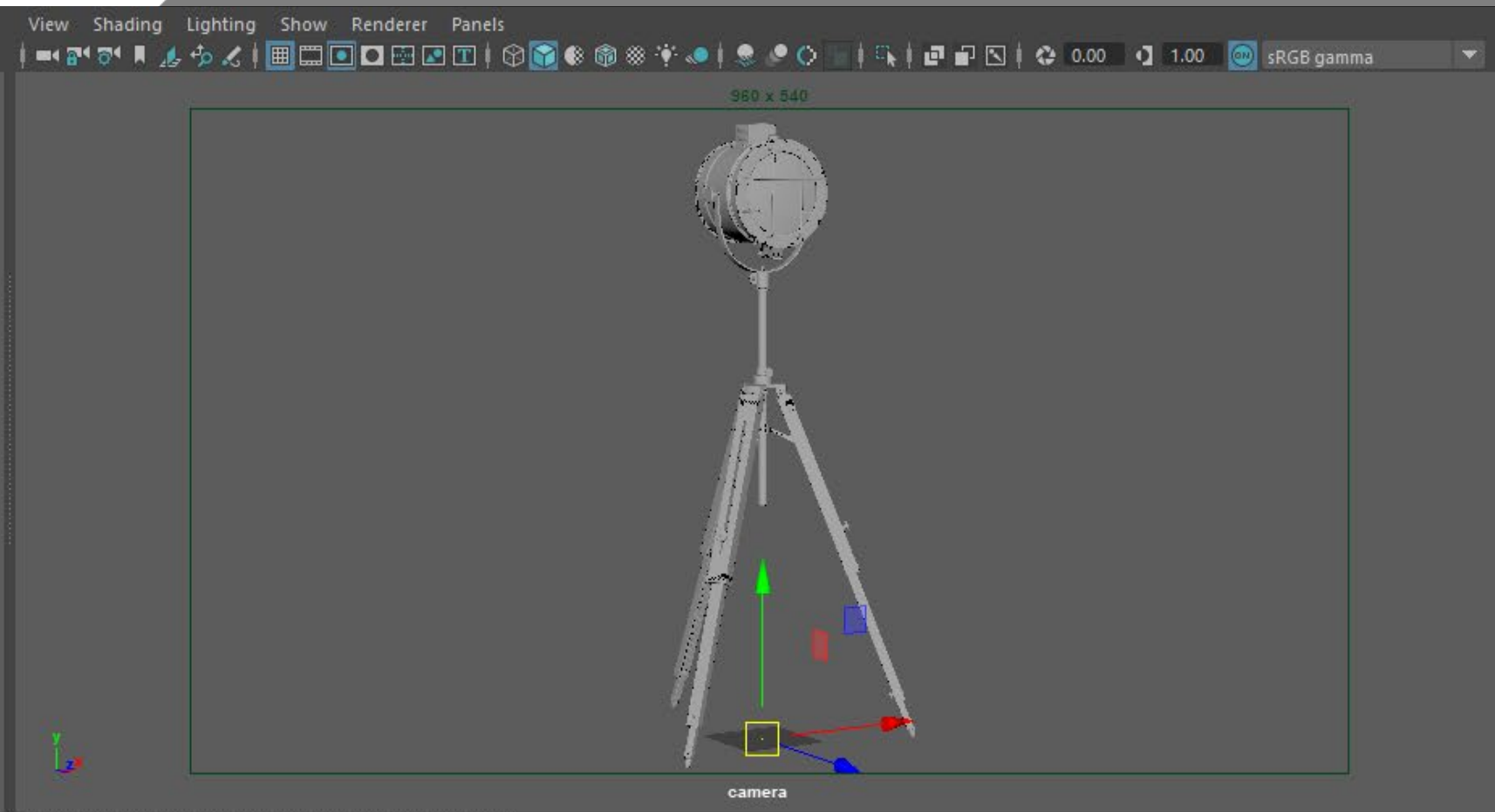
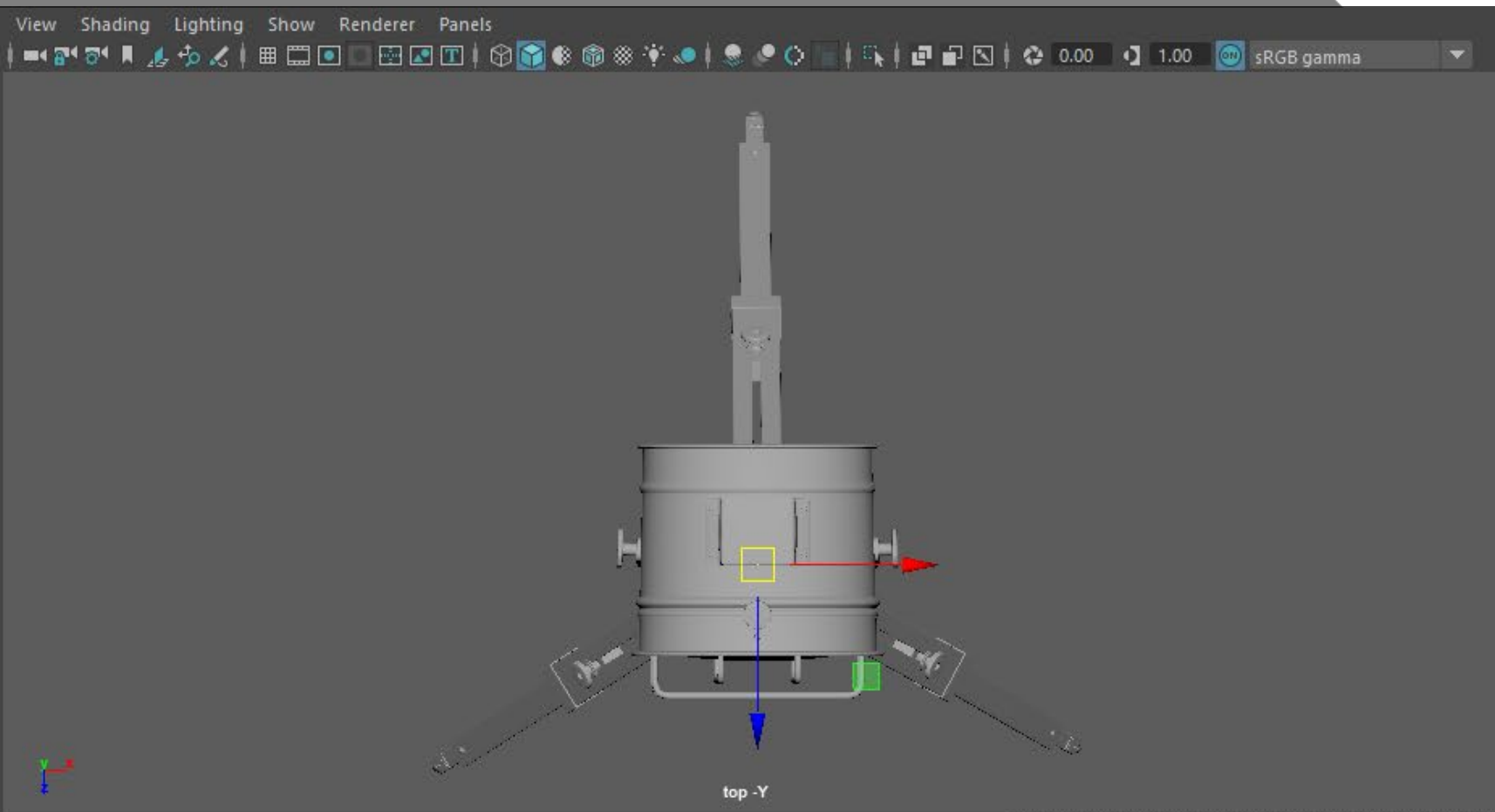
Floor Lamp



Viewport : Maya

Alignment : Floor

Front Z: Single leg towards front Z or opposite to front.
Both sides are acceptable as shown above



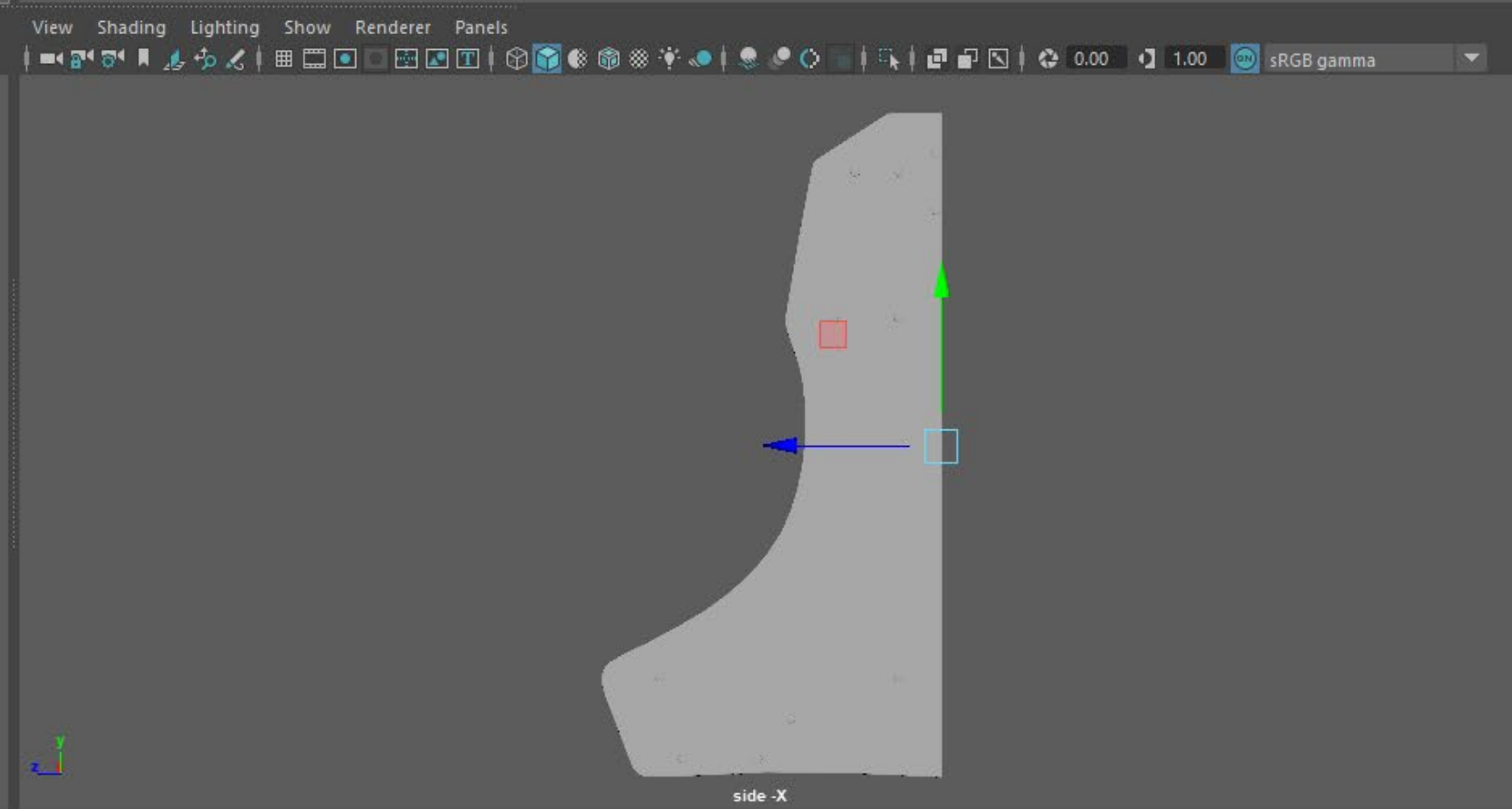
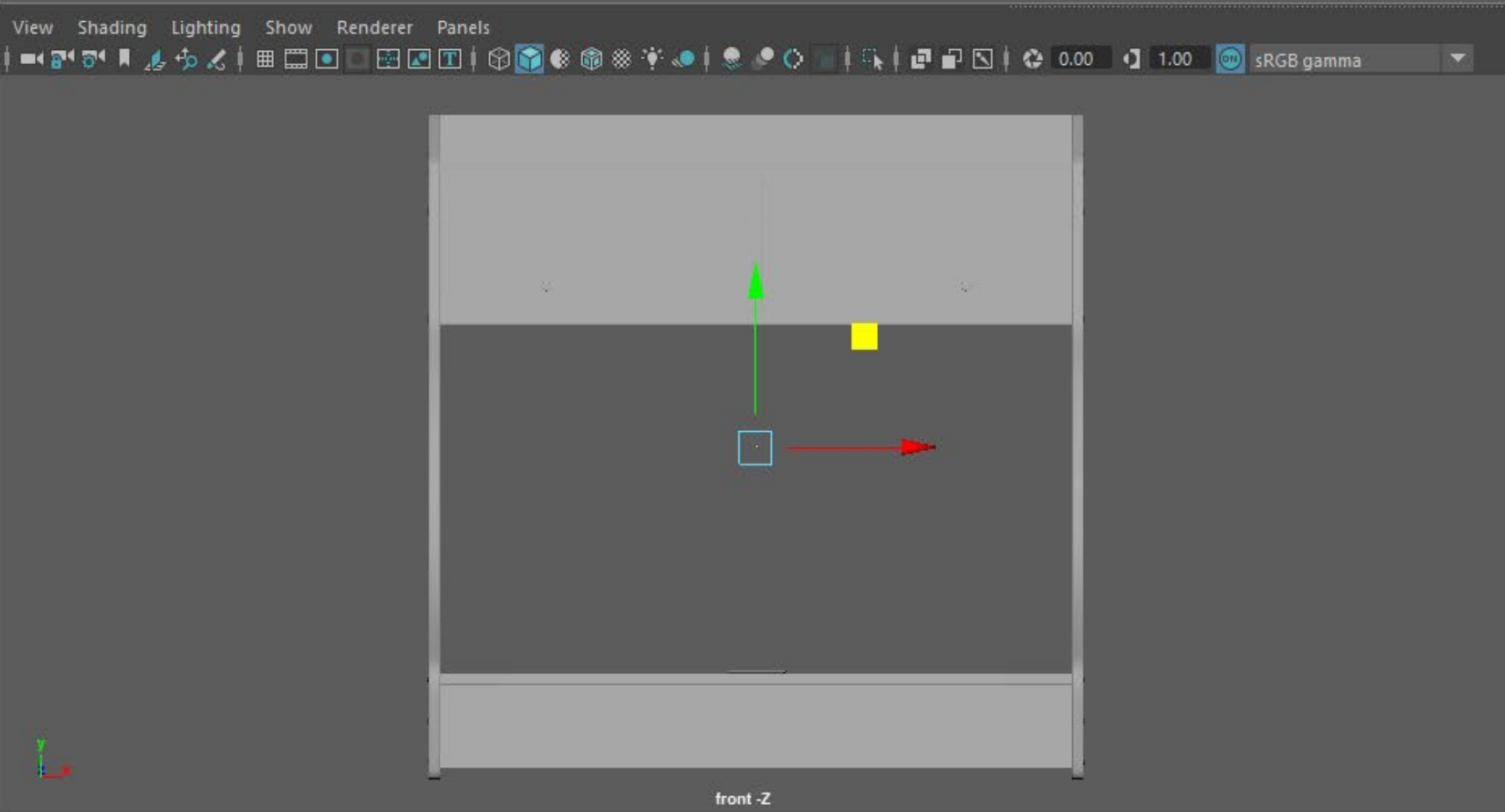
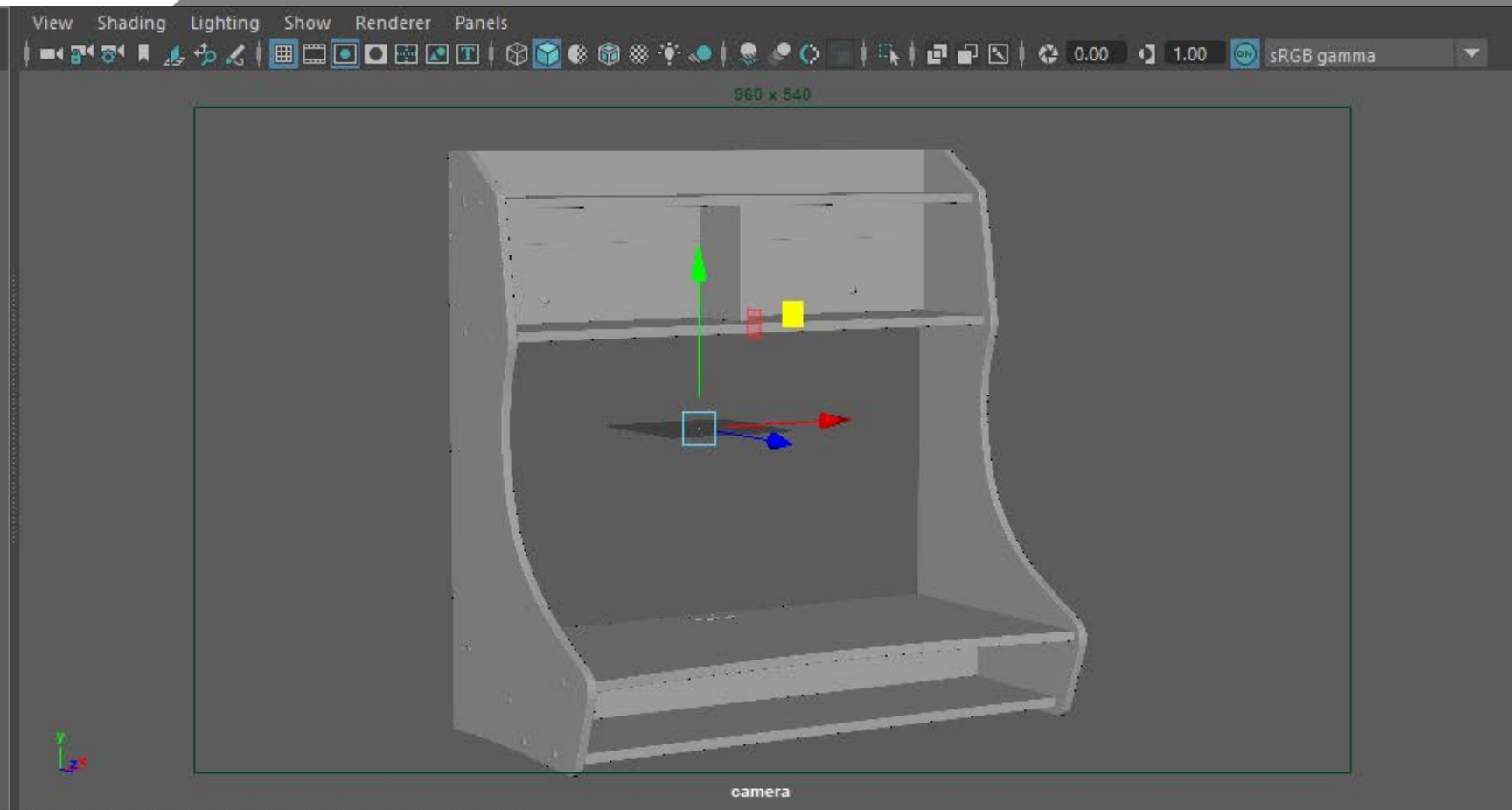
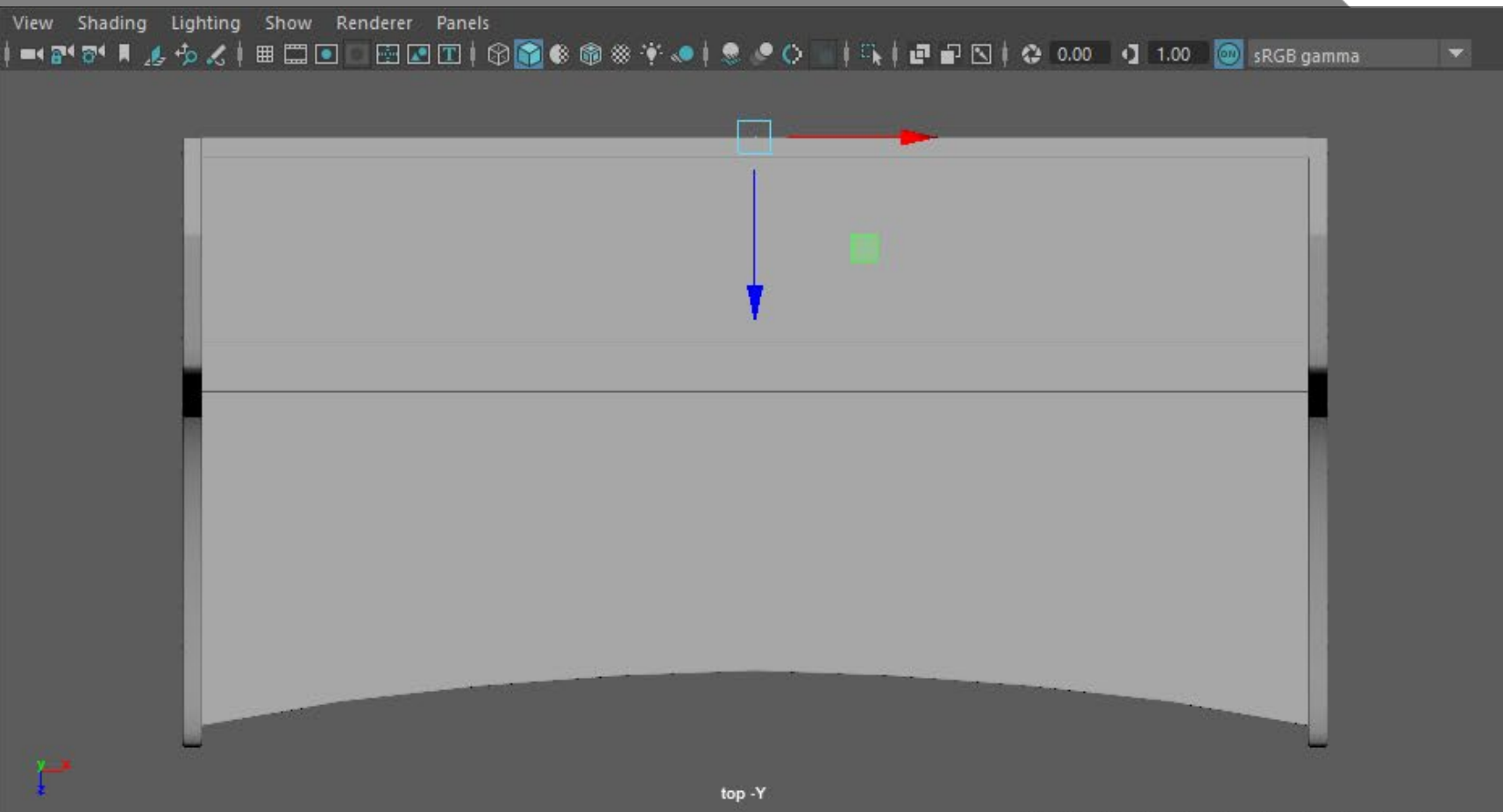
Hanging Desk



Viewport : Maya

Alignment : Wall

Front Z: drawers/openings towards front Z



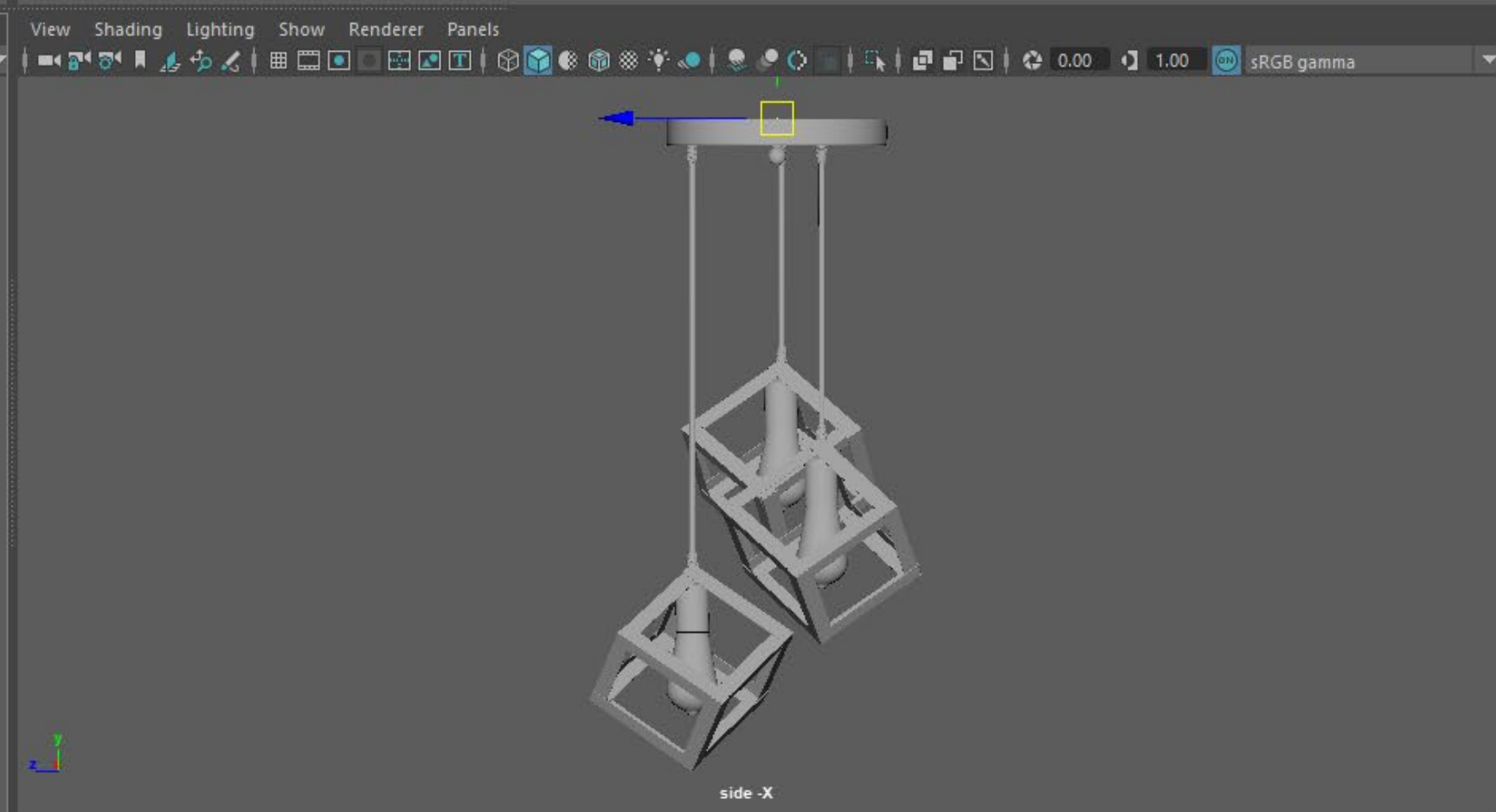
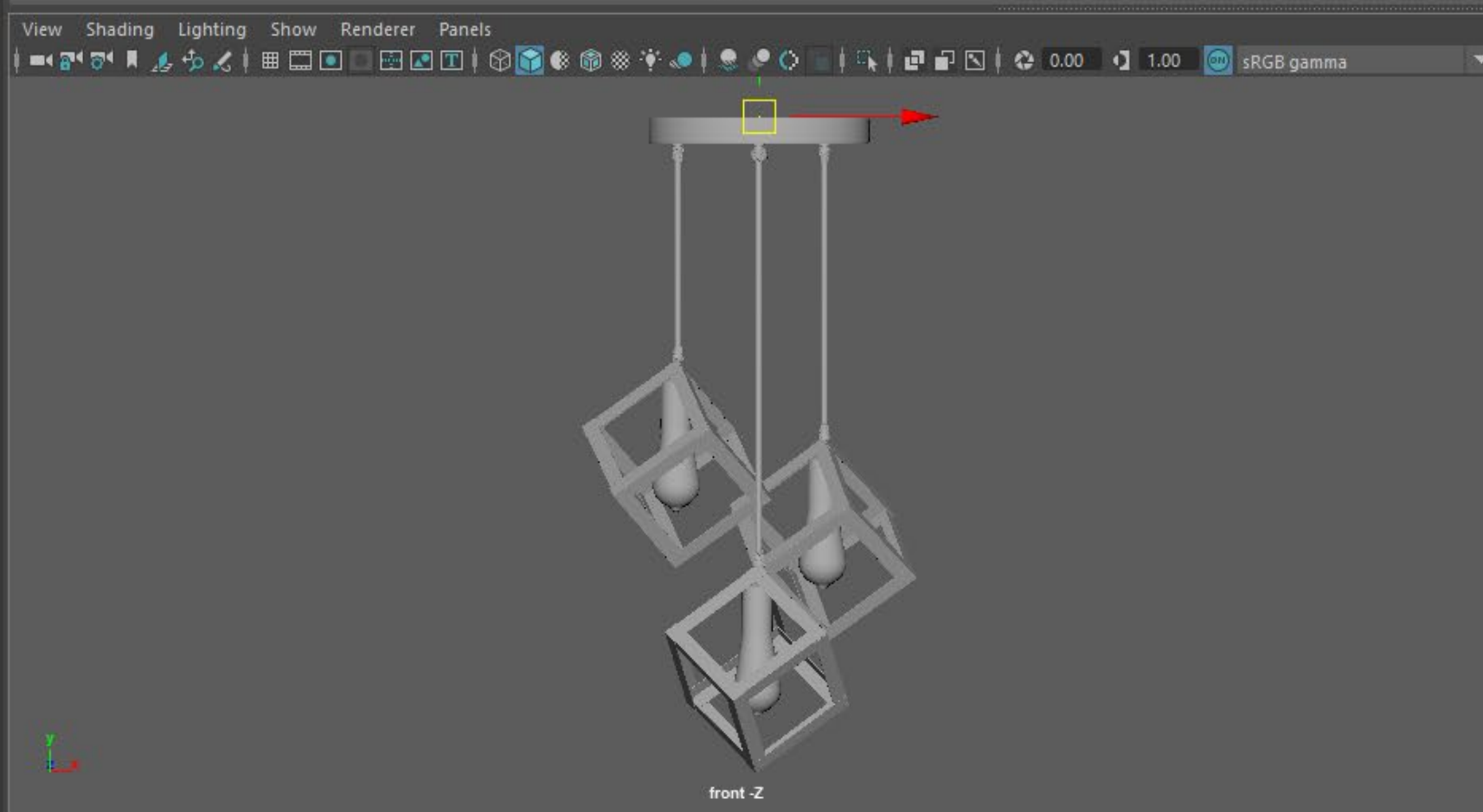
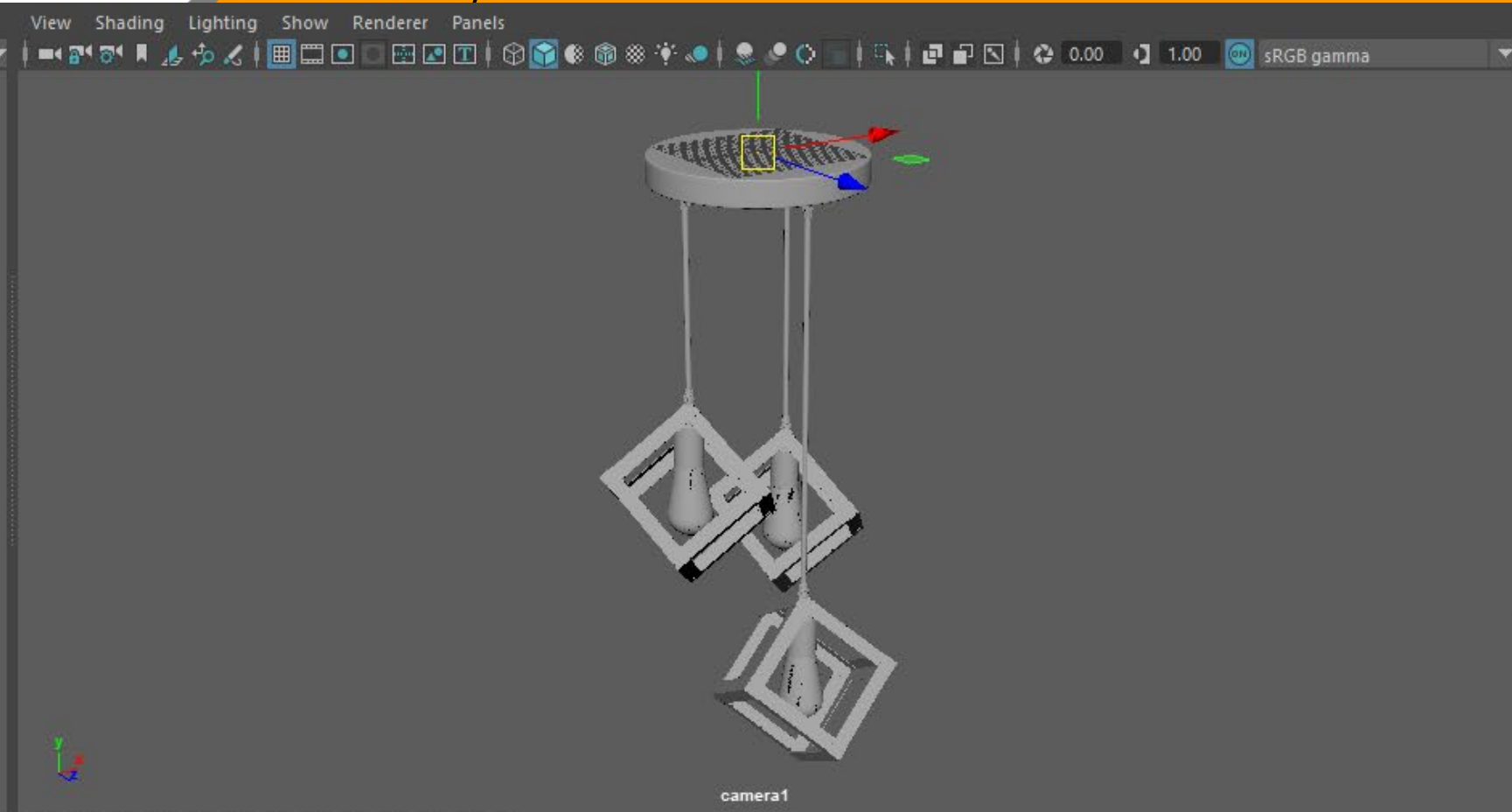
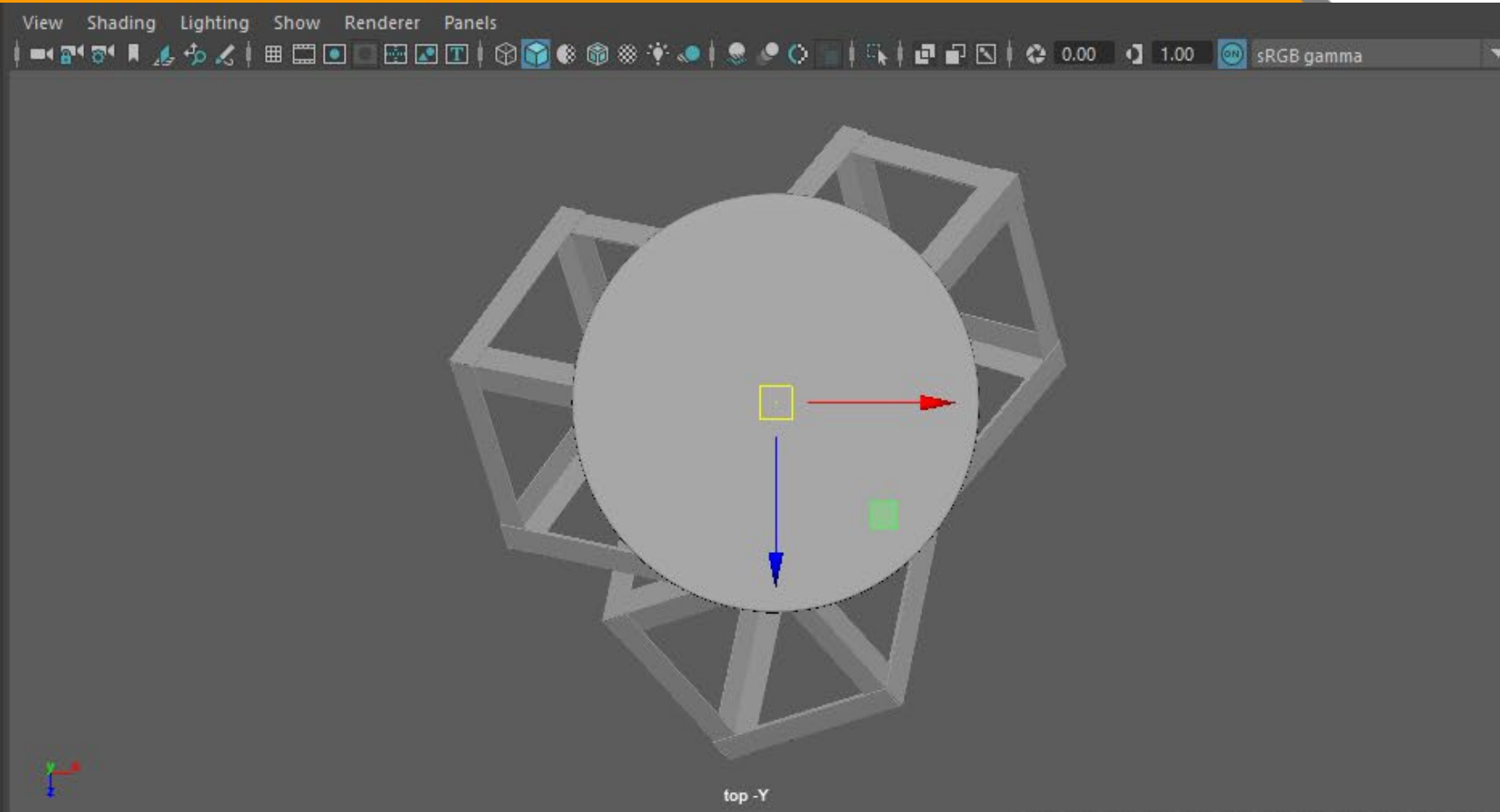
Hanging Lights



Viewport : Maya

Alignment : Ceiling

Front Z: longest side front Z (if round or square it doesn't matter)



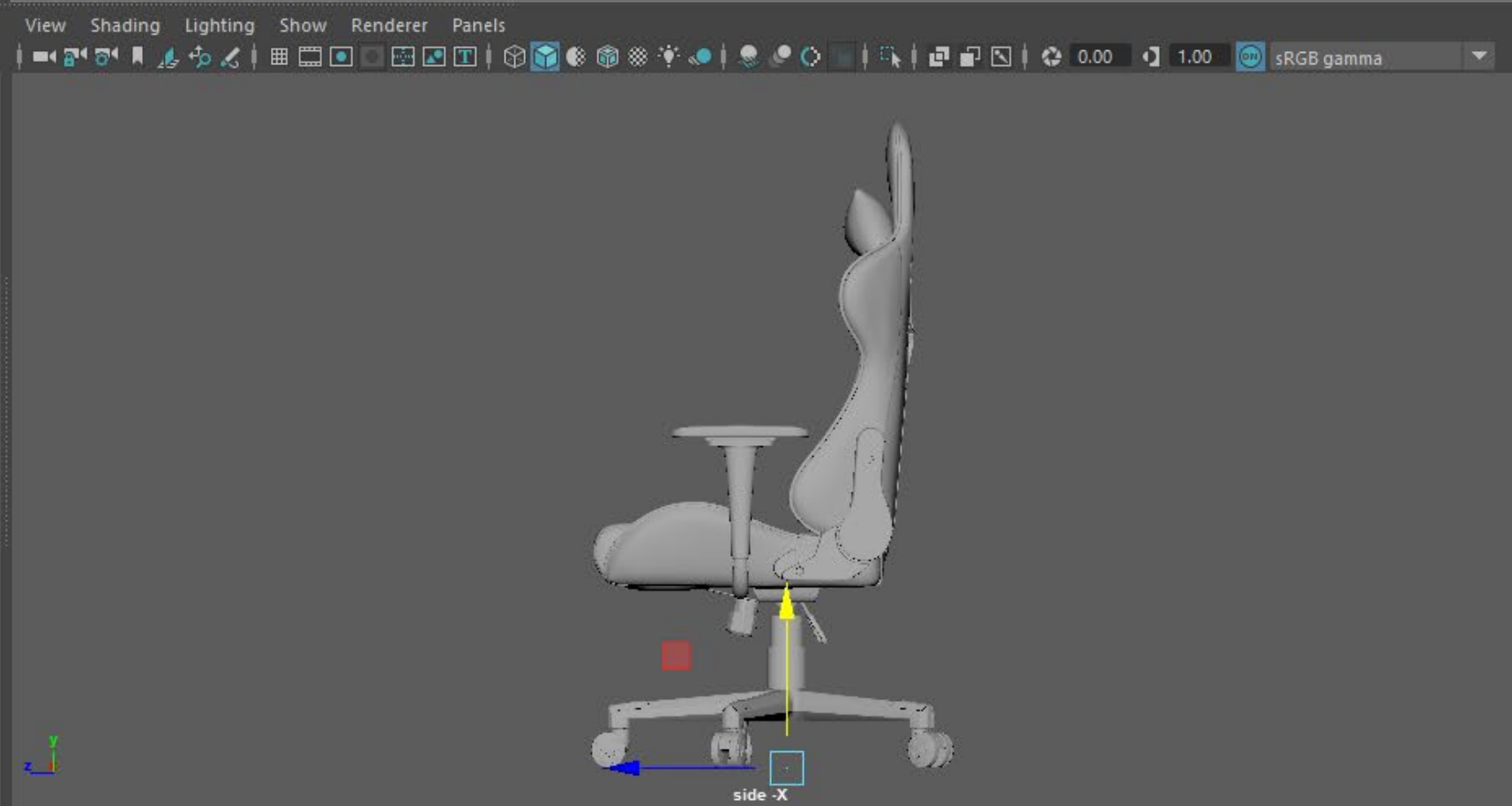
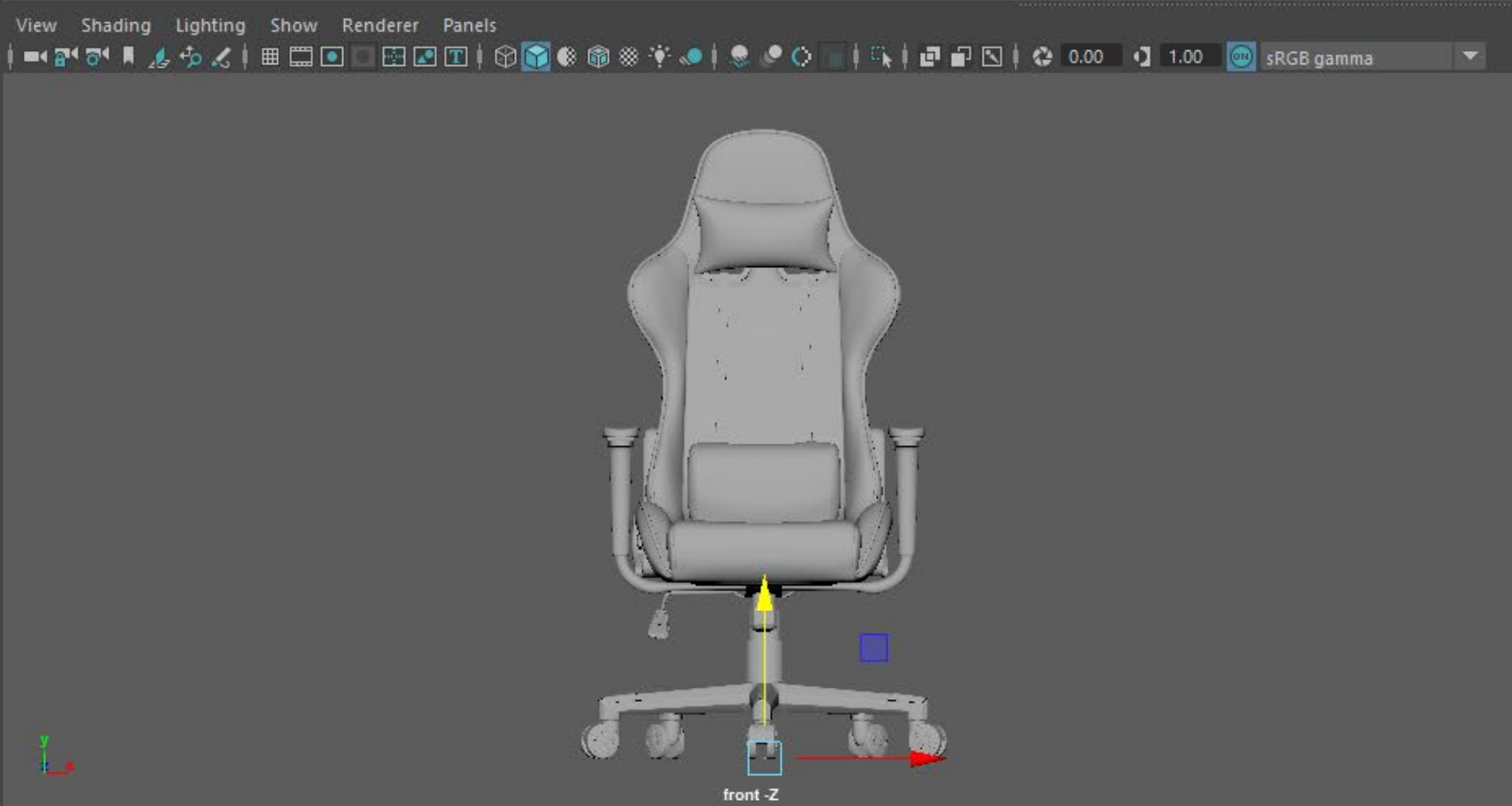
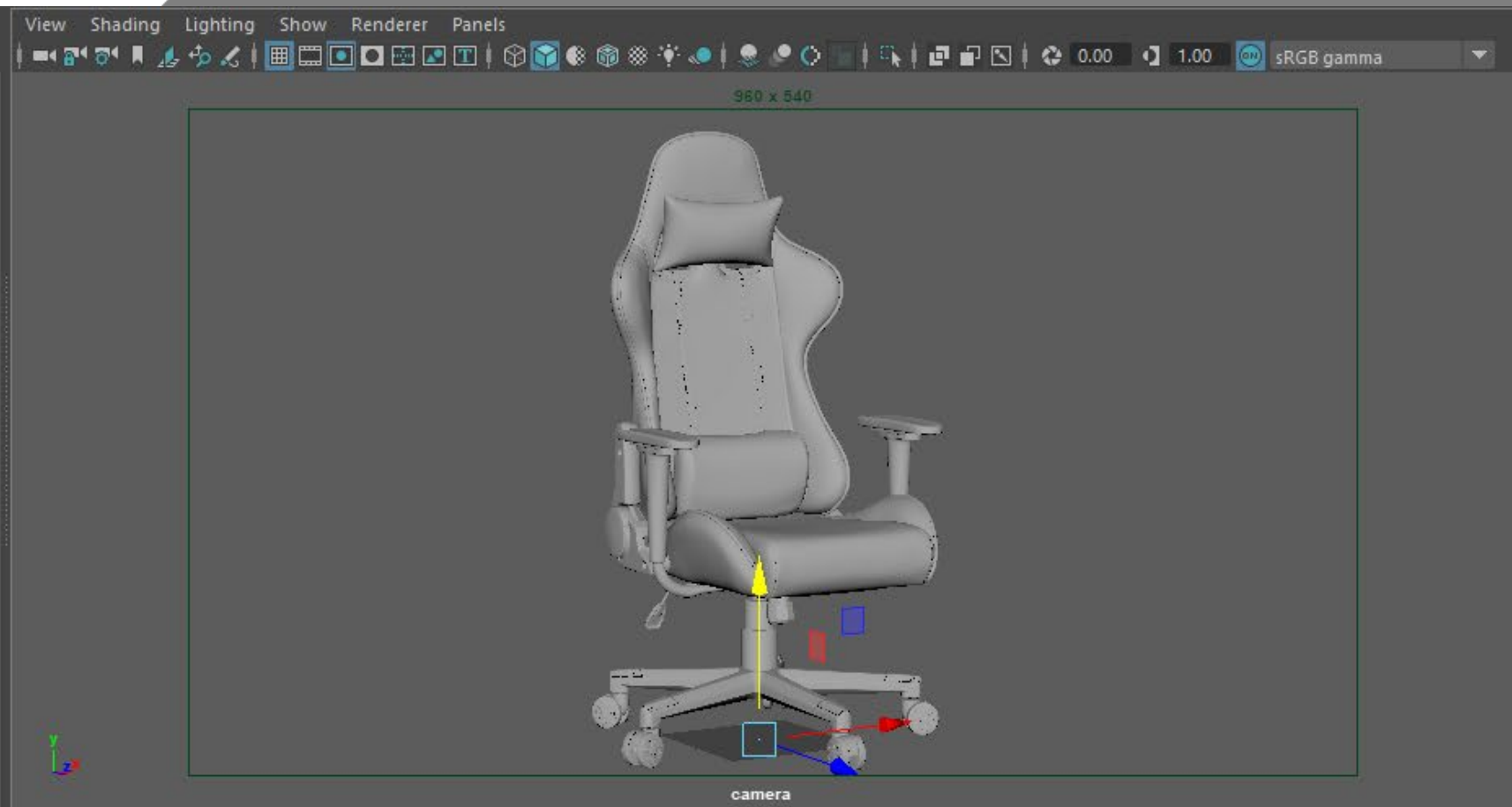
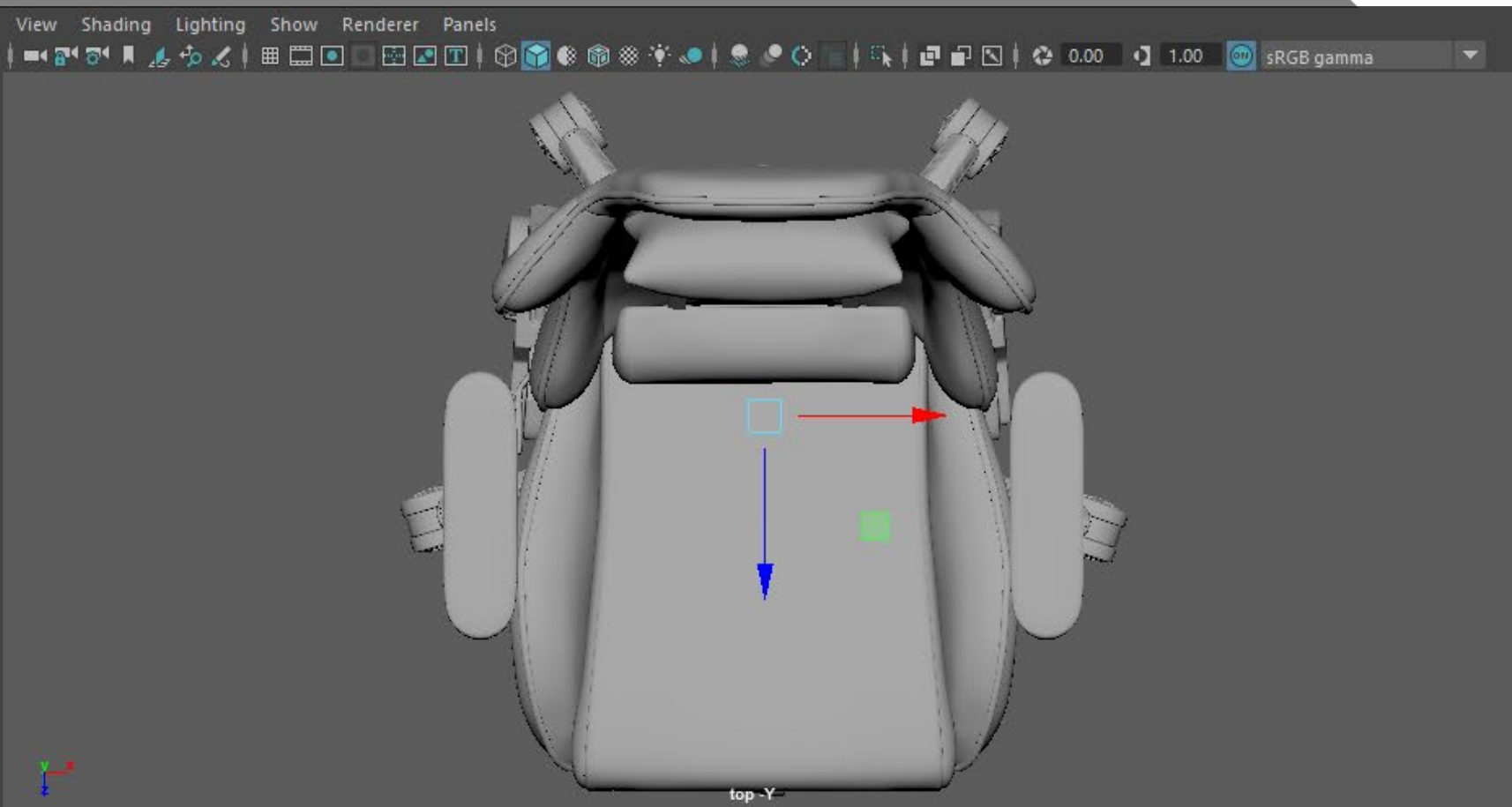
Gaming Chair



Viewport : Maya

Alignment : Floor

Front Z: Single leg towards front Z or opposite to front



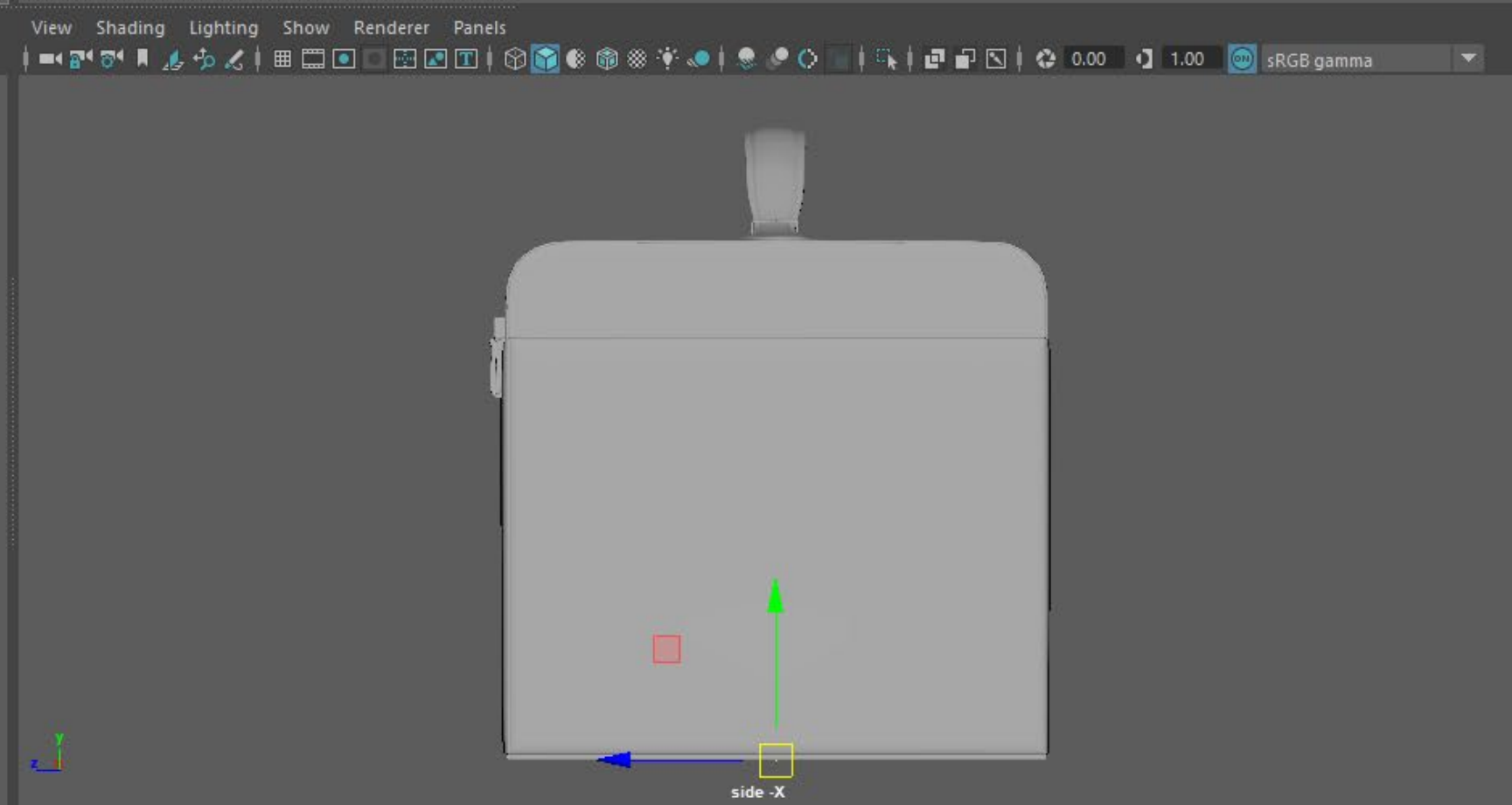
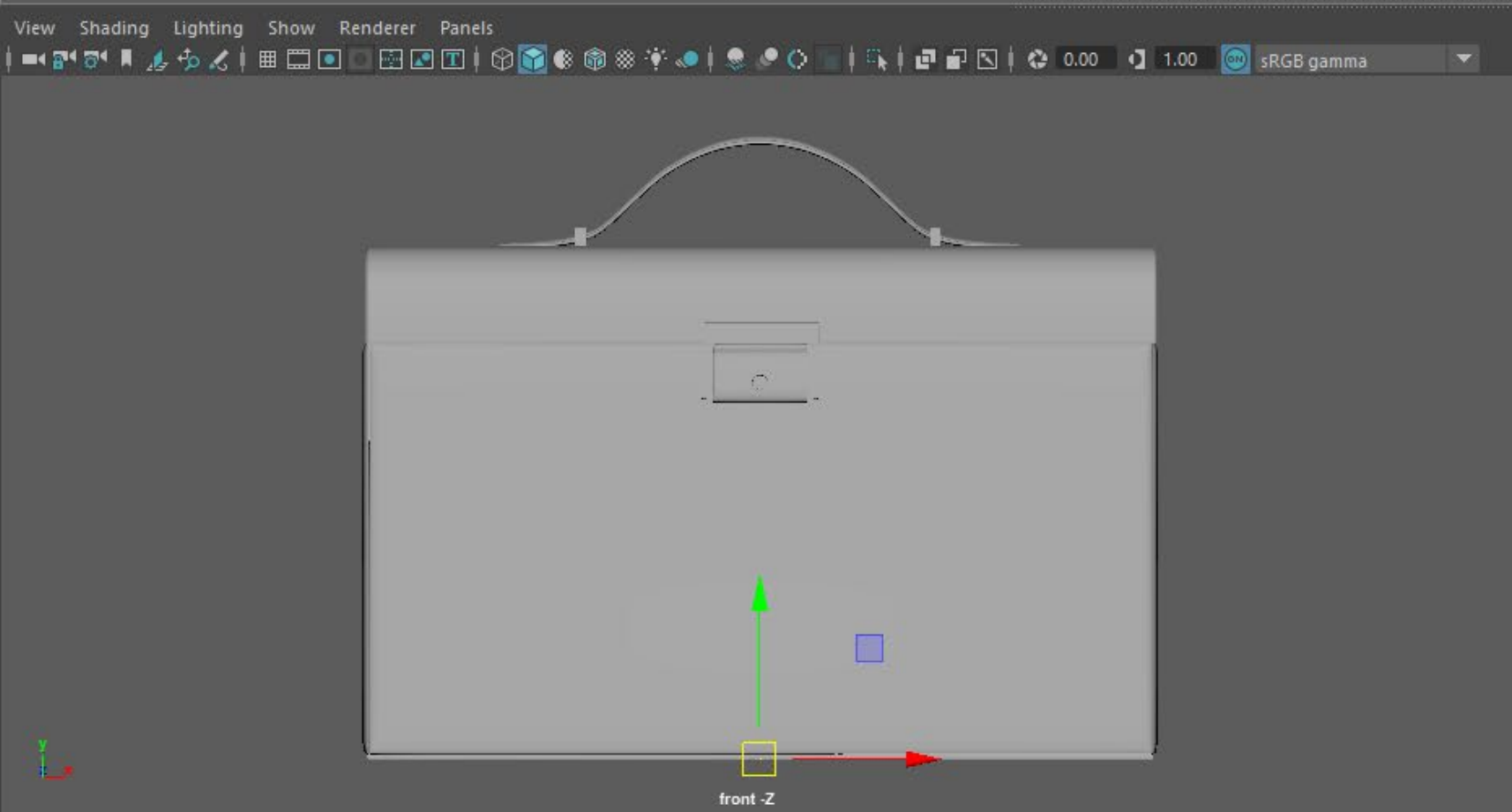
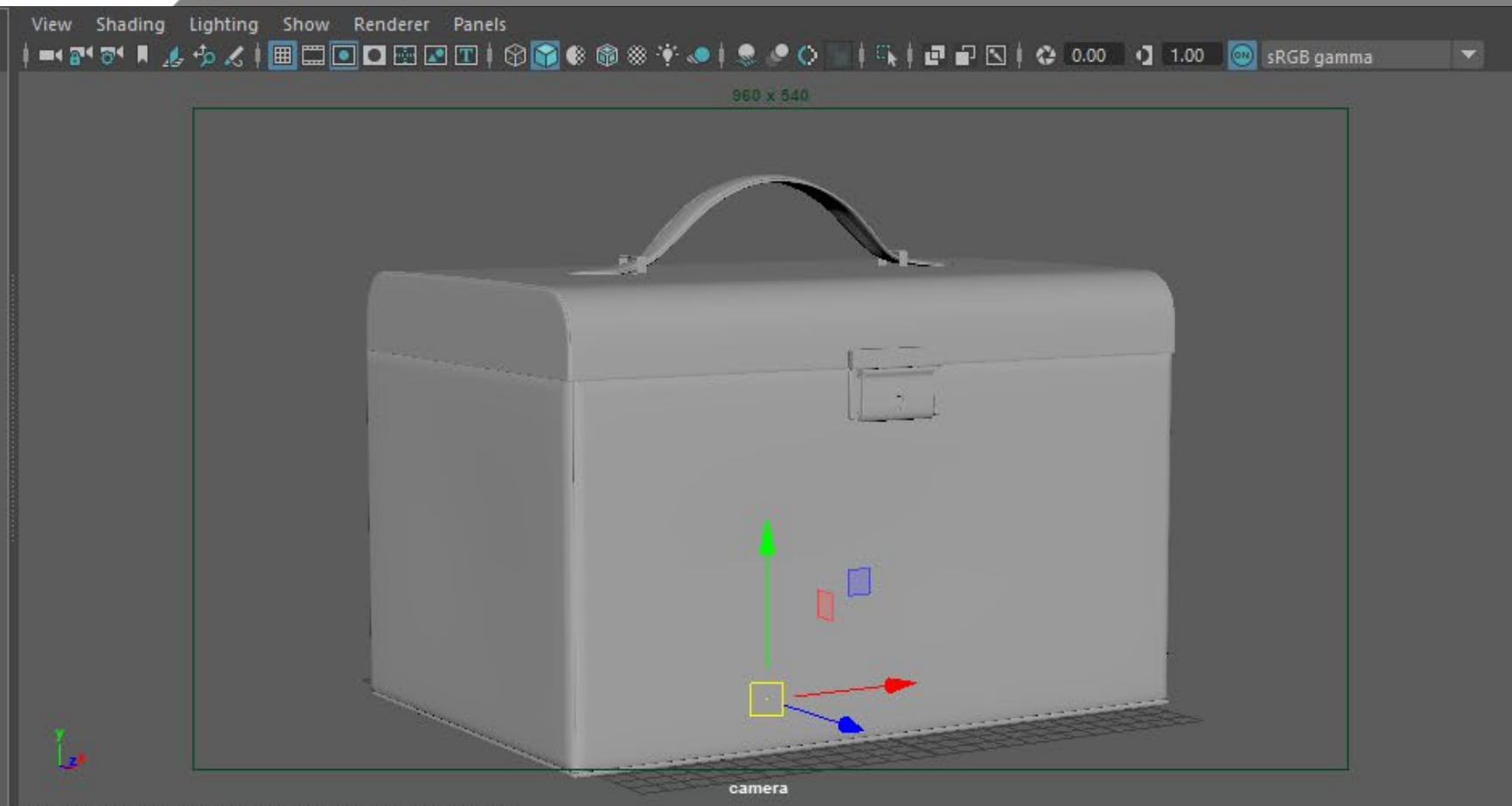
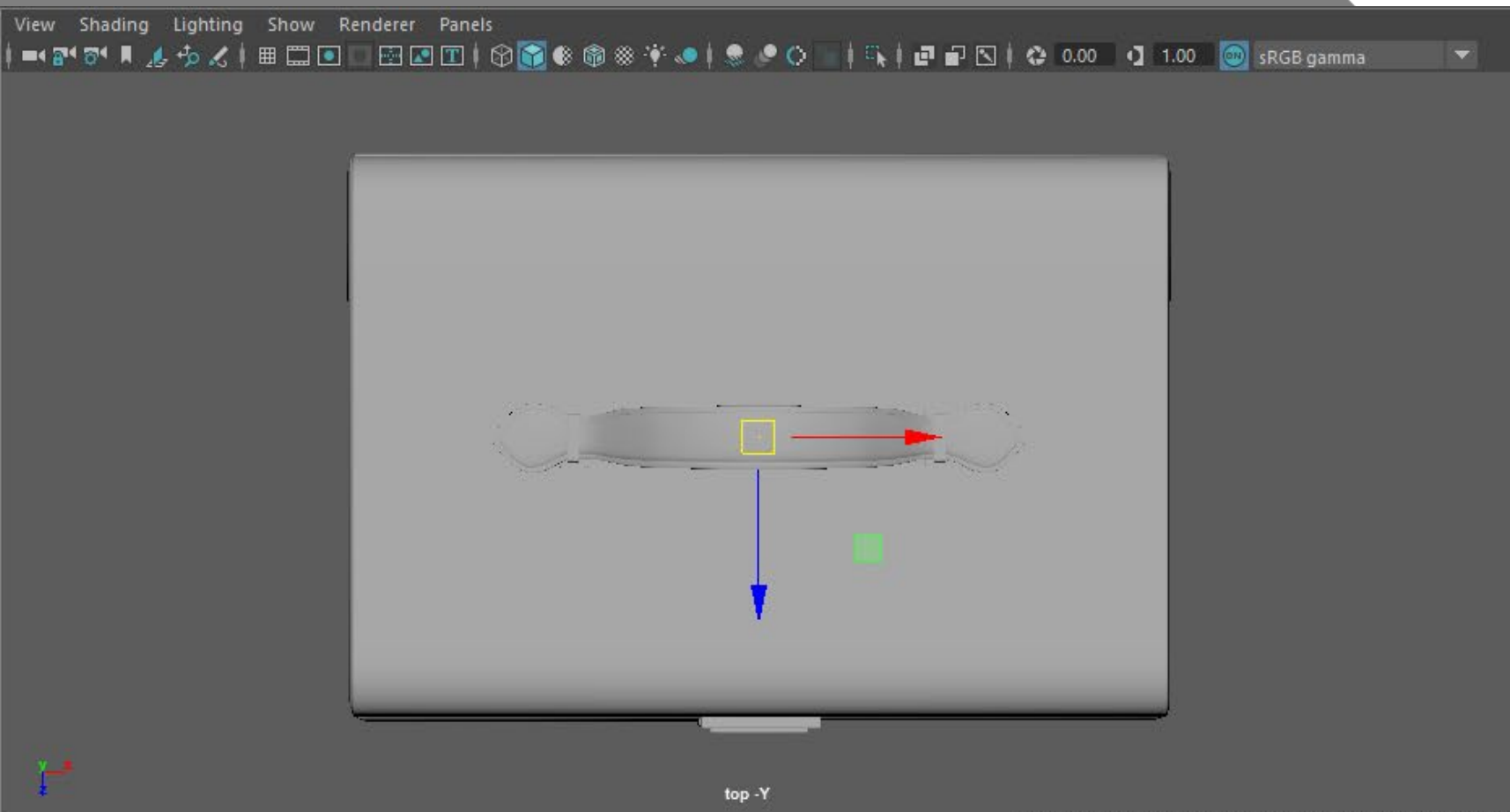
Jewelry Box



Viewport : Maya

Alignment : Floor

Front Z: drawers/openings towards front Z



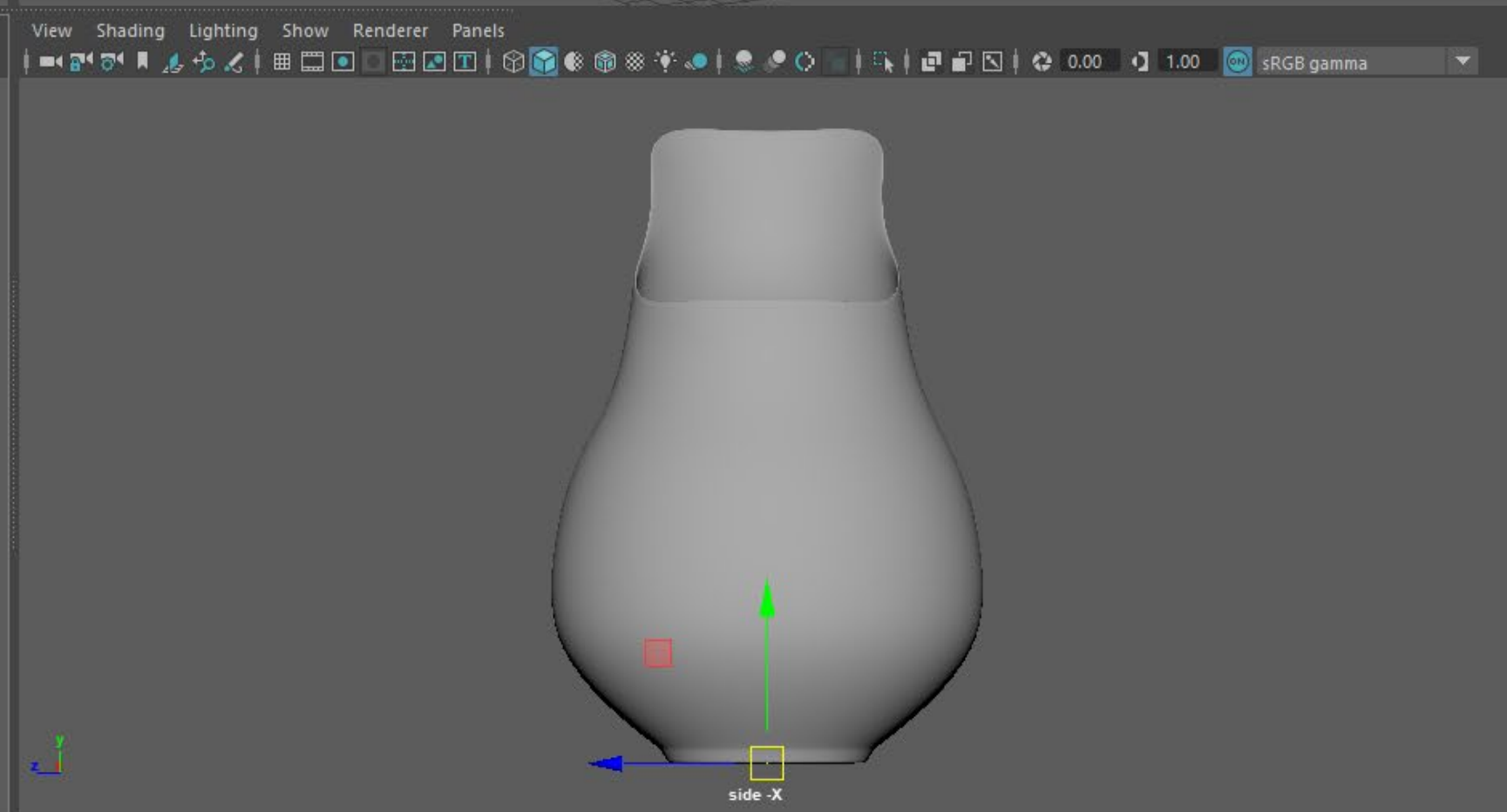
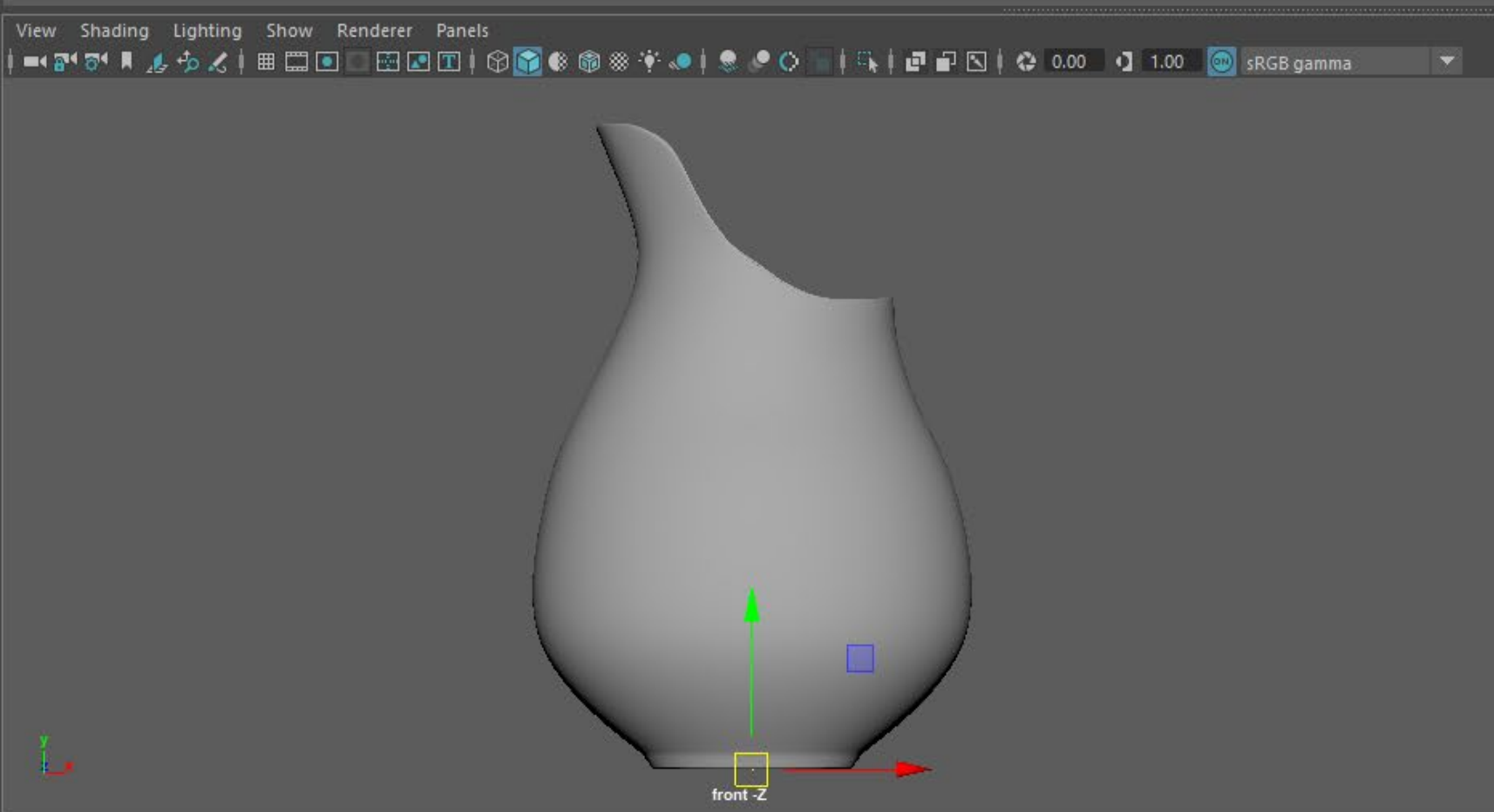
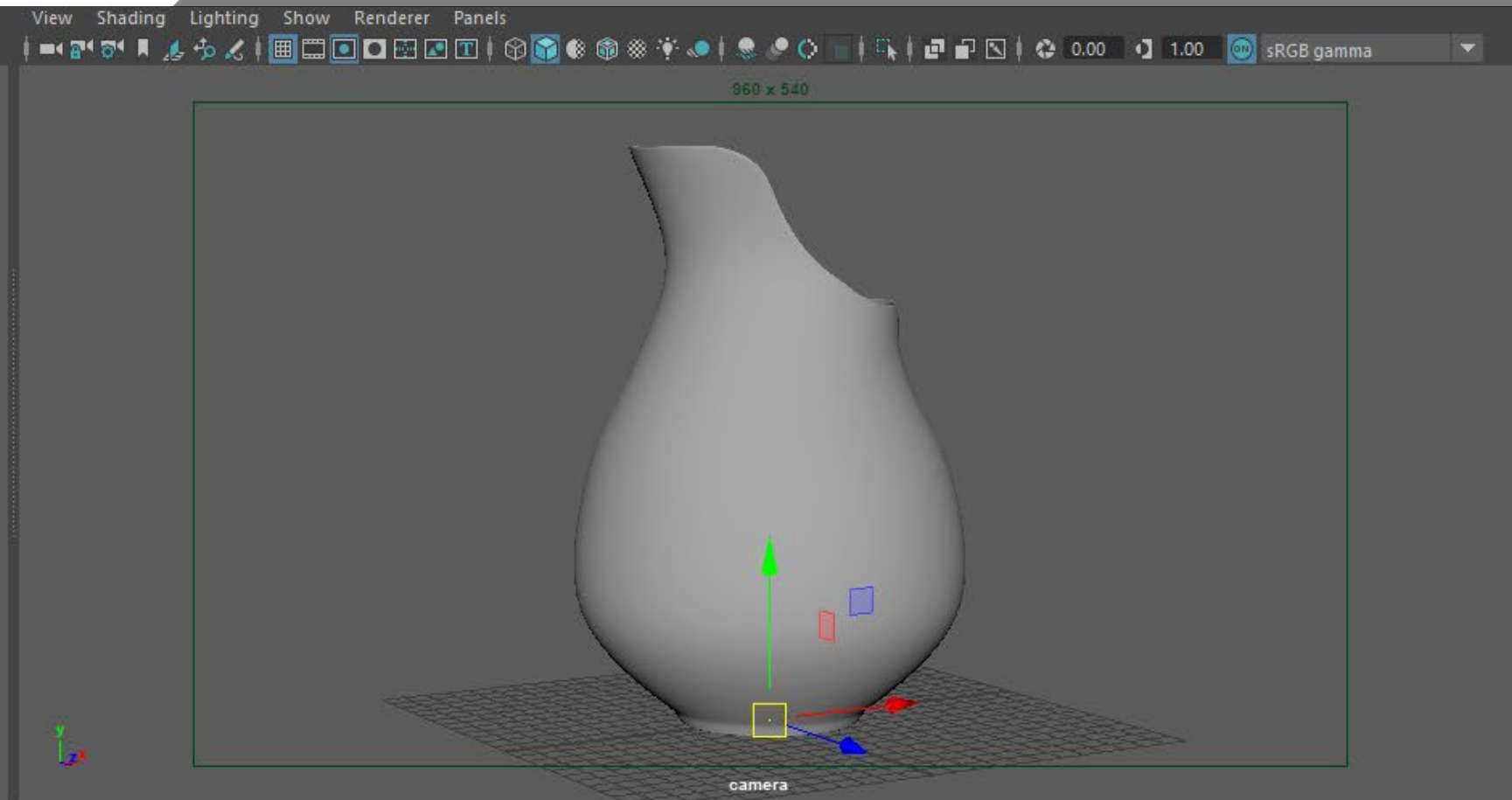
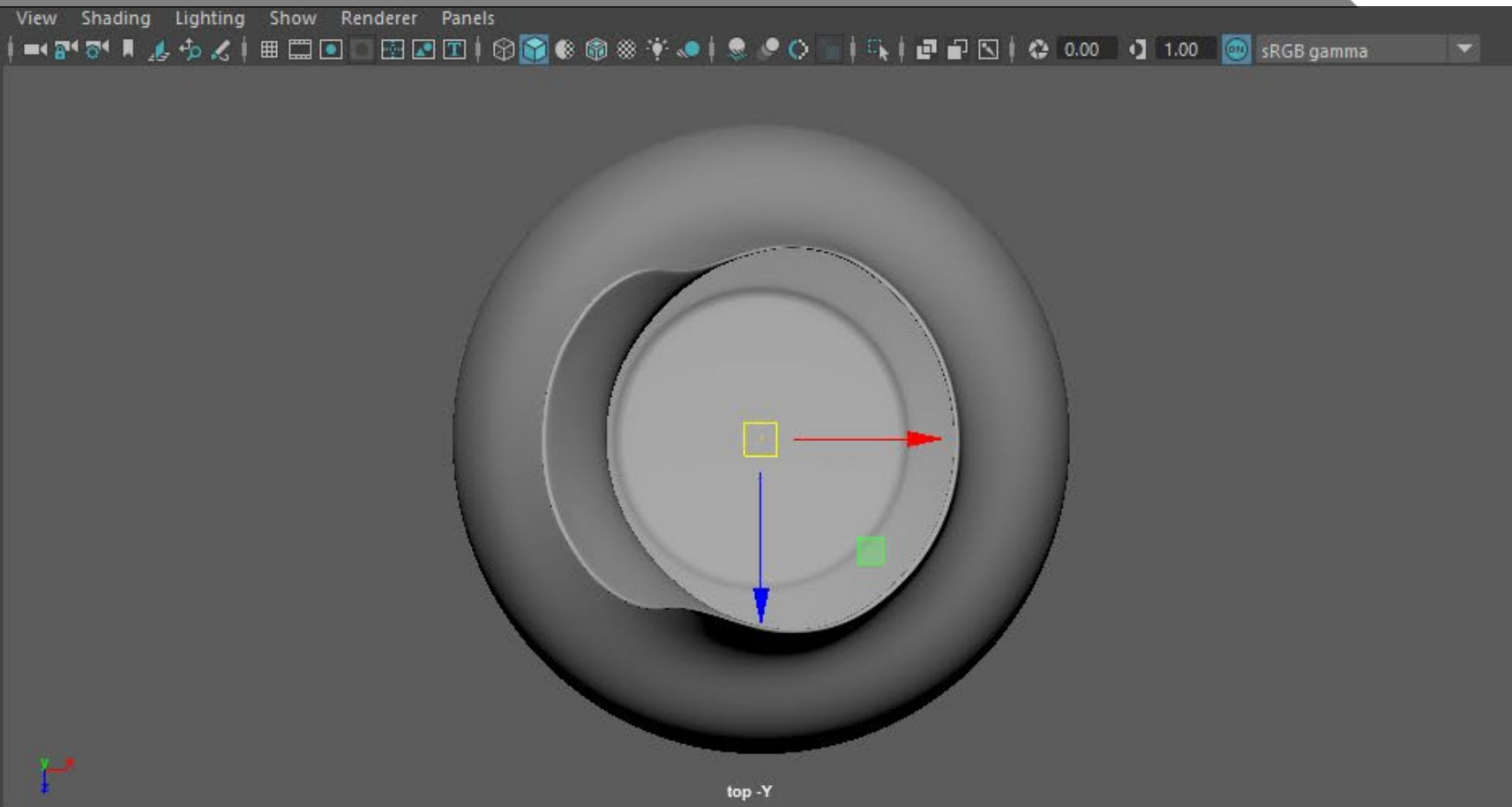
Jug



Viewport : Maya

Alignment : Floor

Front Z: longest side parallel to front Z (Pouring side on left)



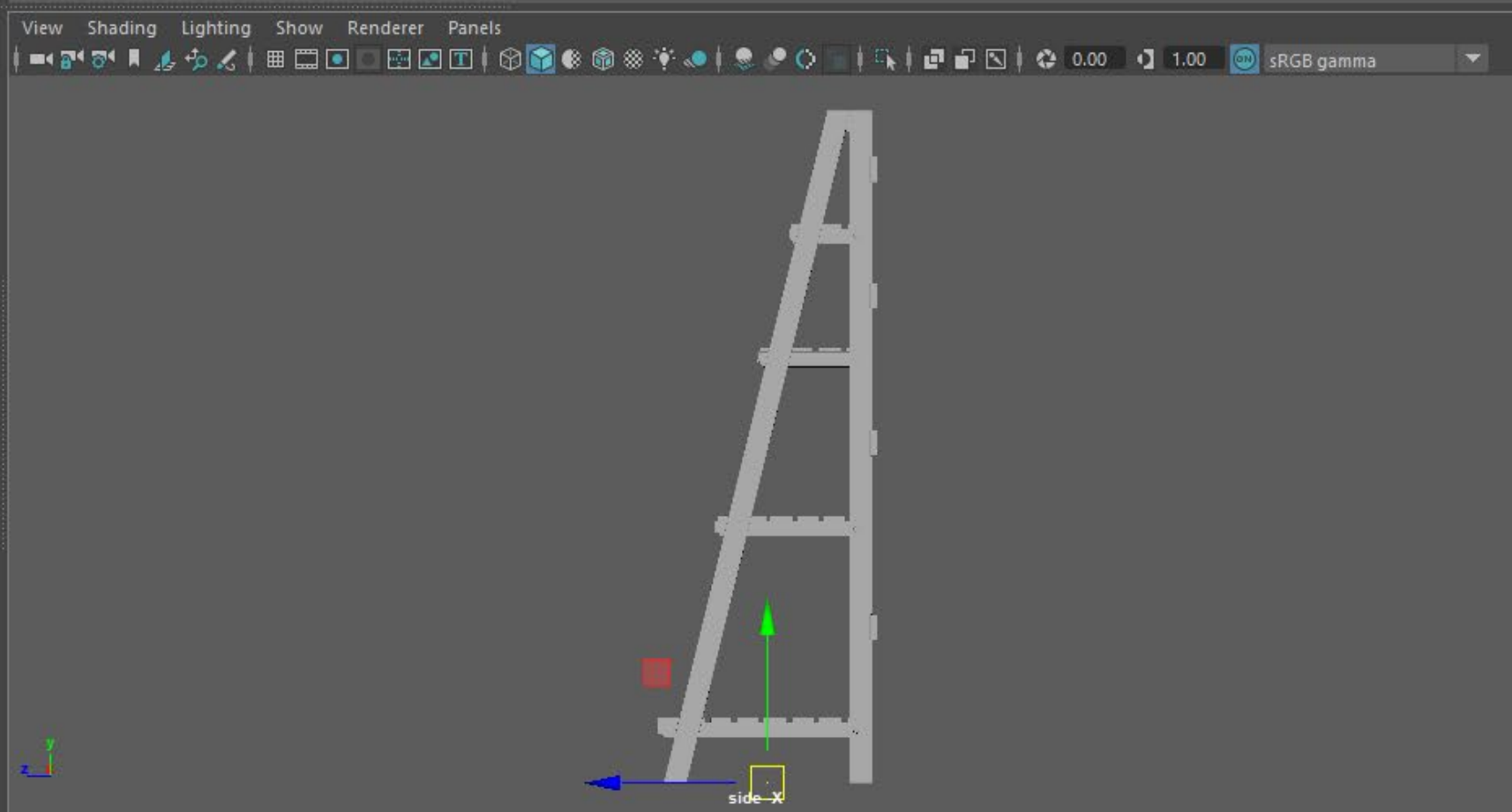
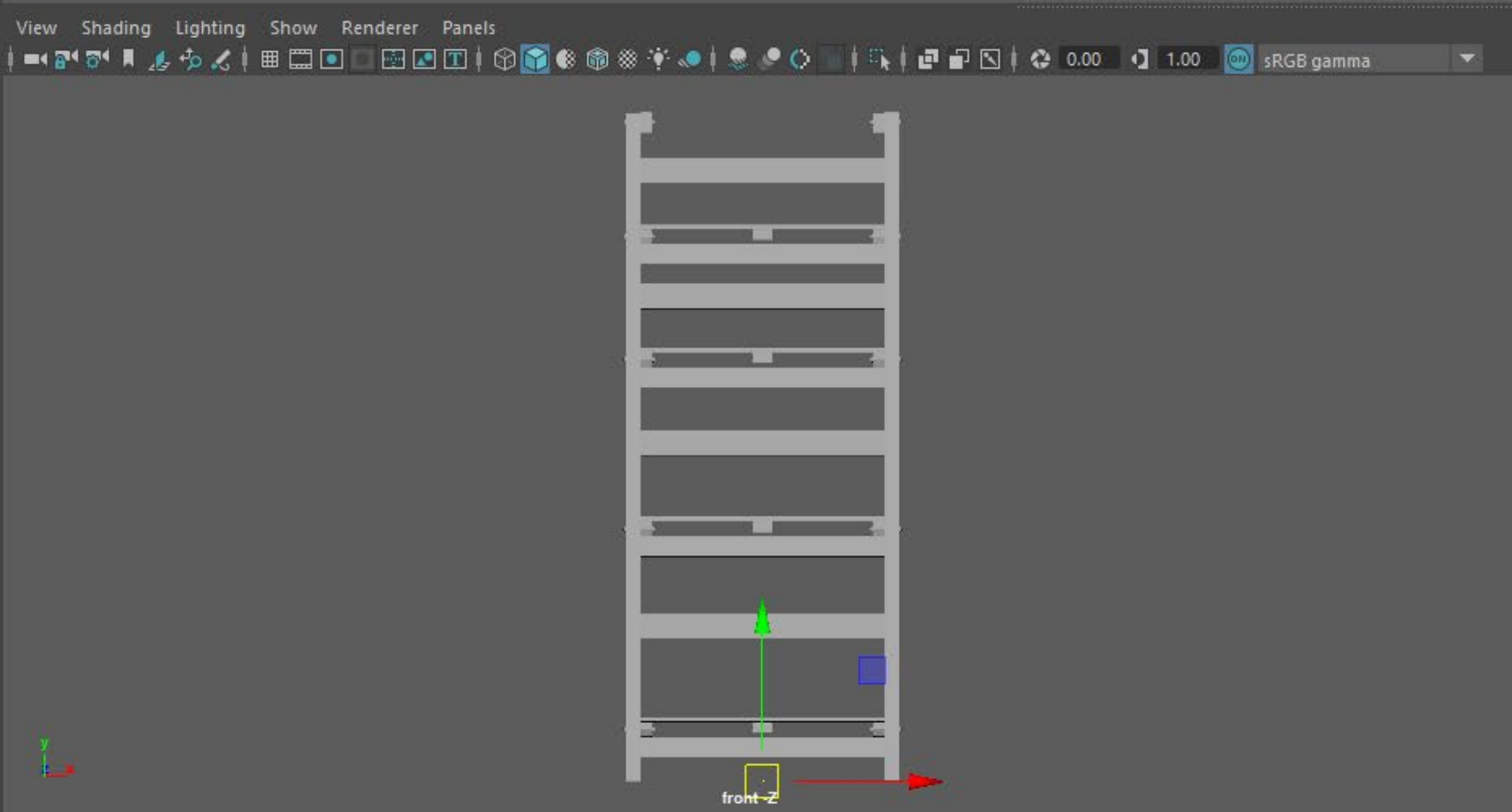
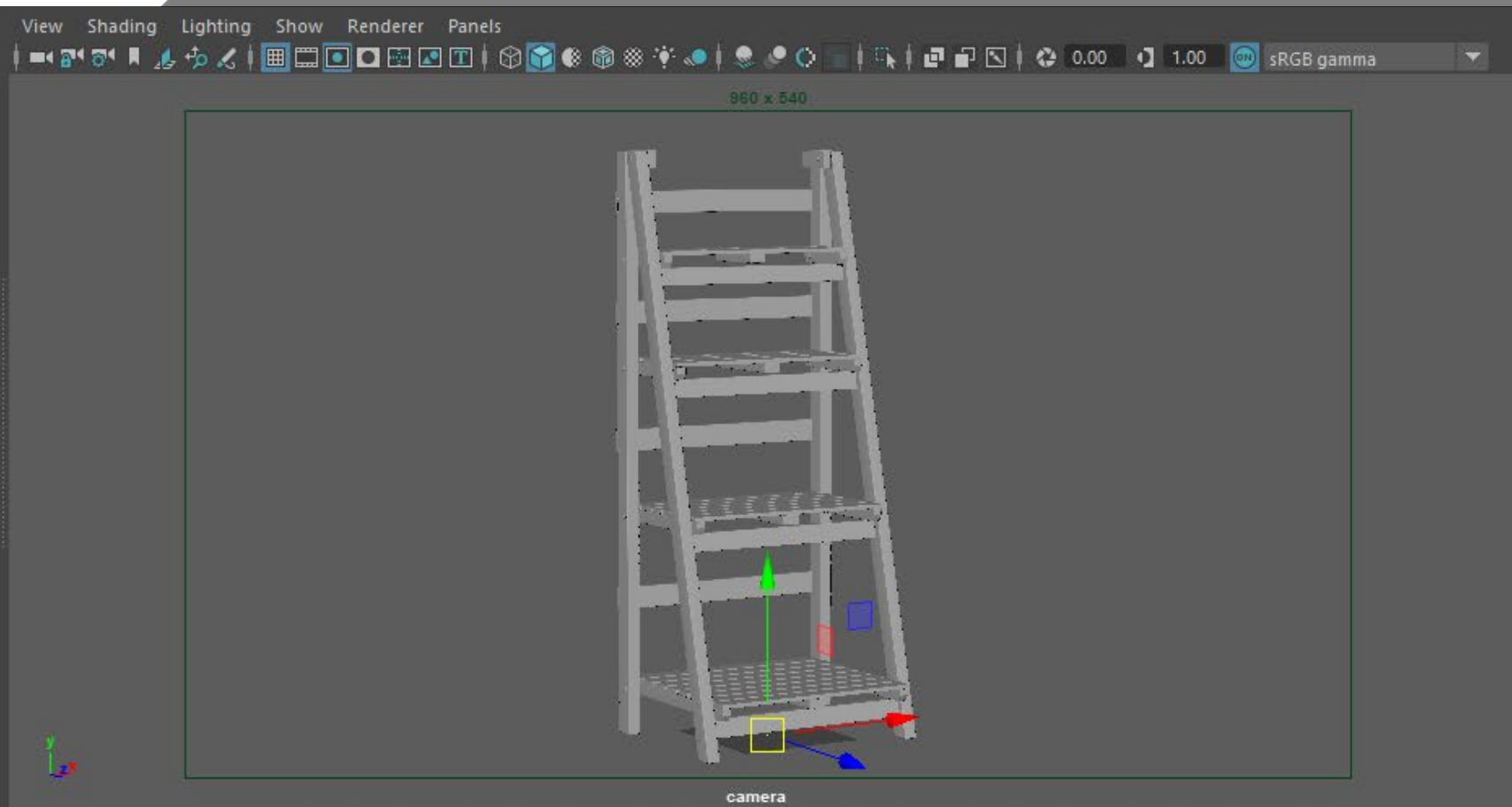
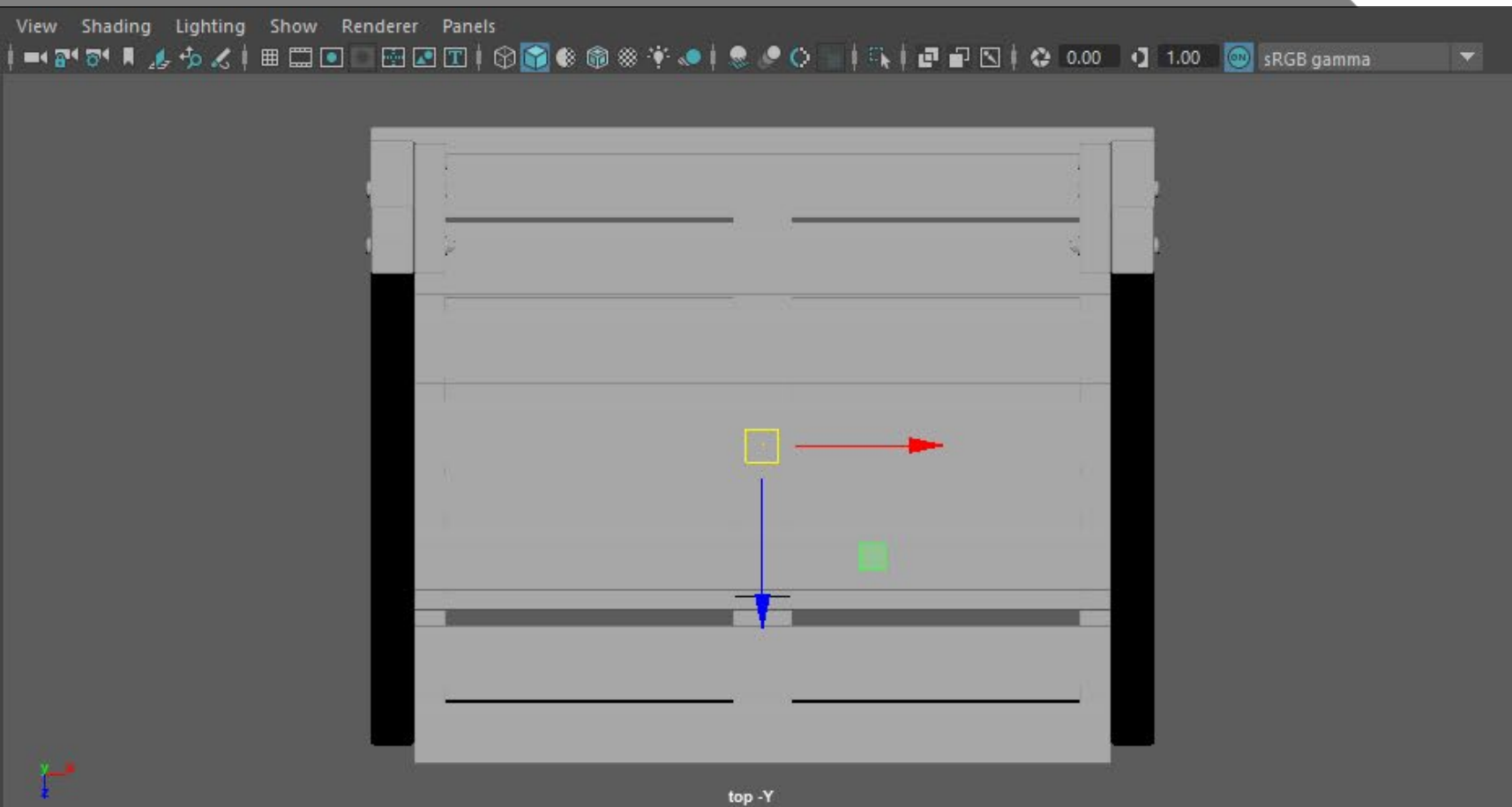
Ladder



Viewport : Maya

Alignment : Floor

Front Z: longest side parallel to front Z



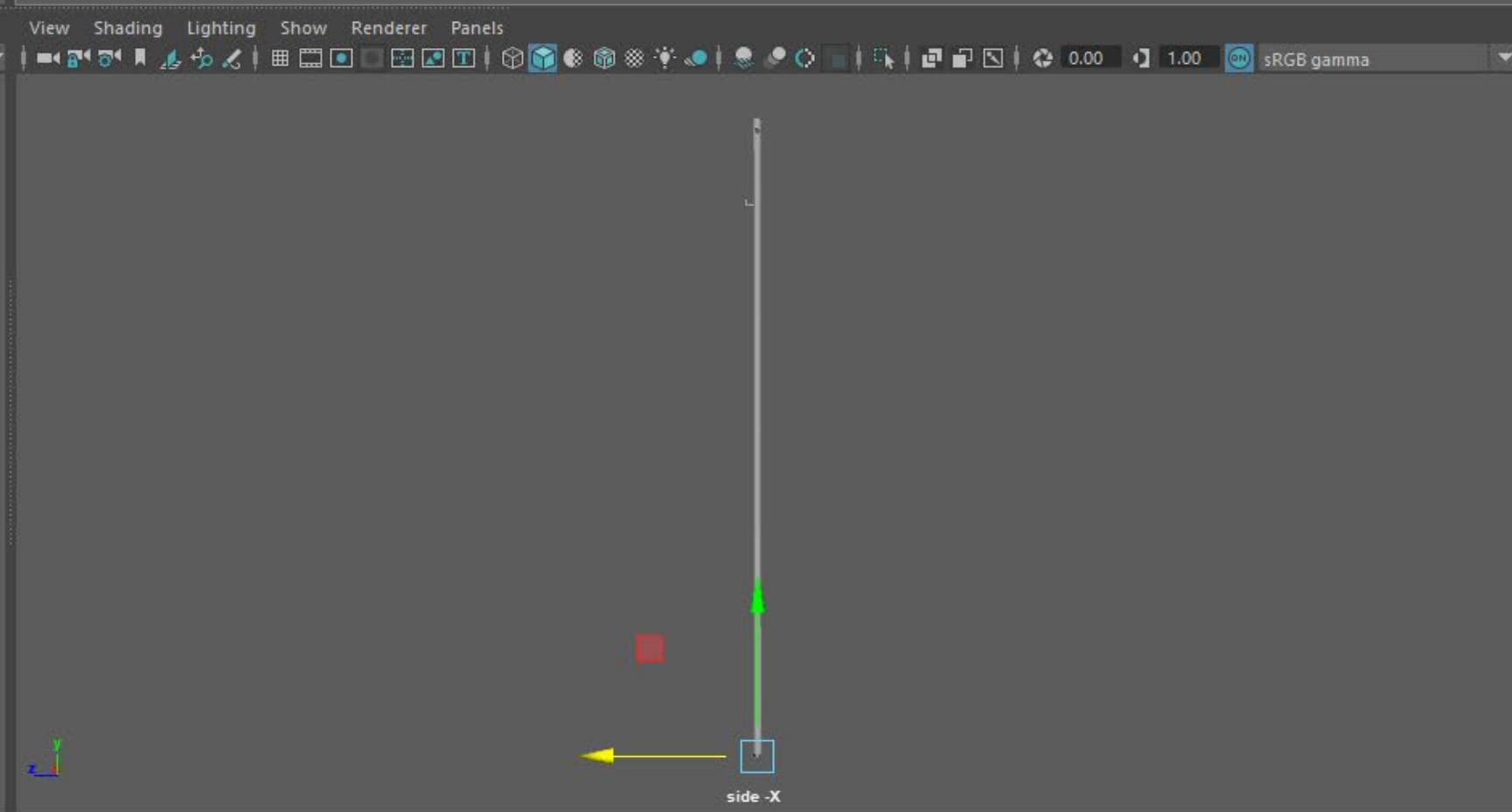
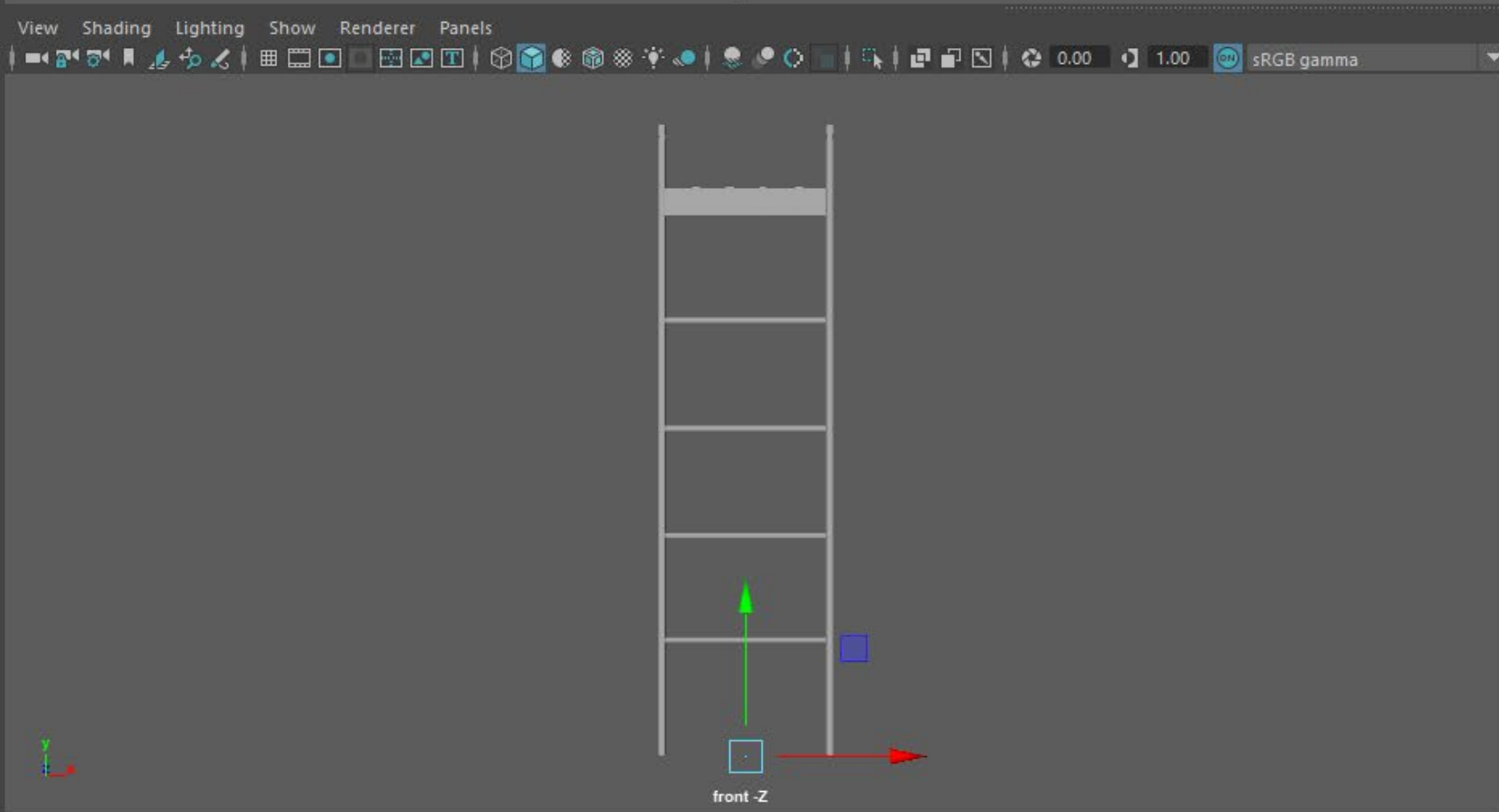
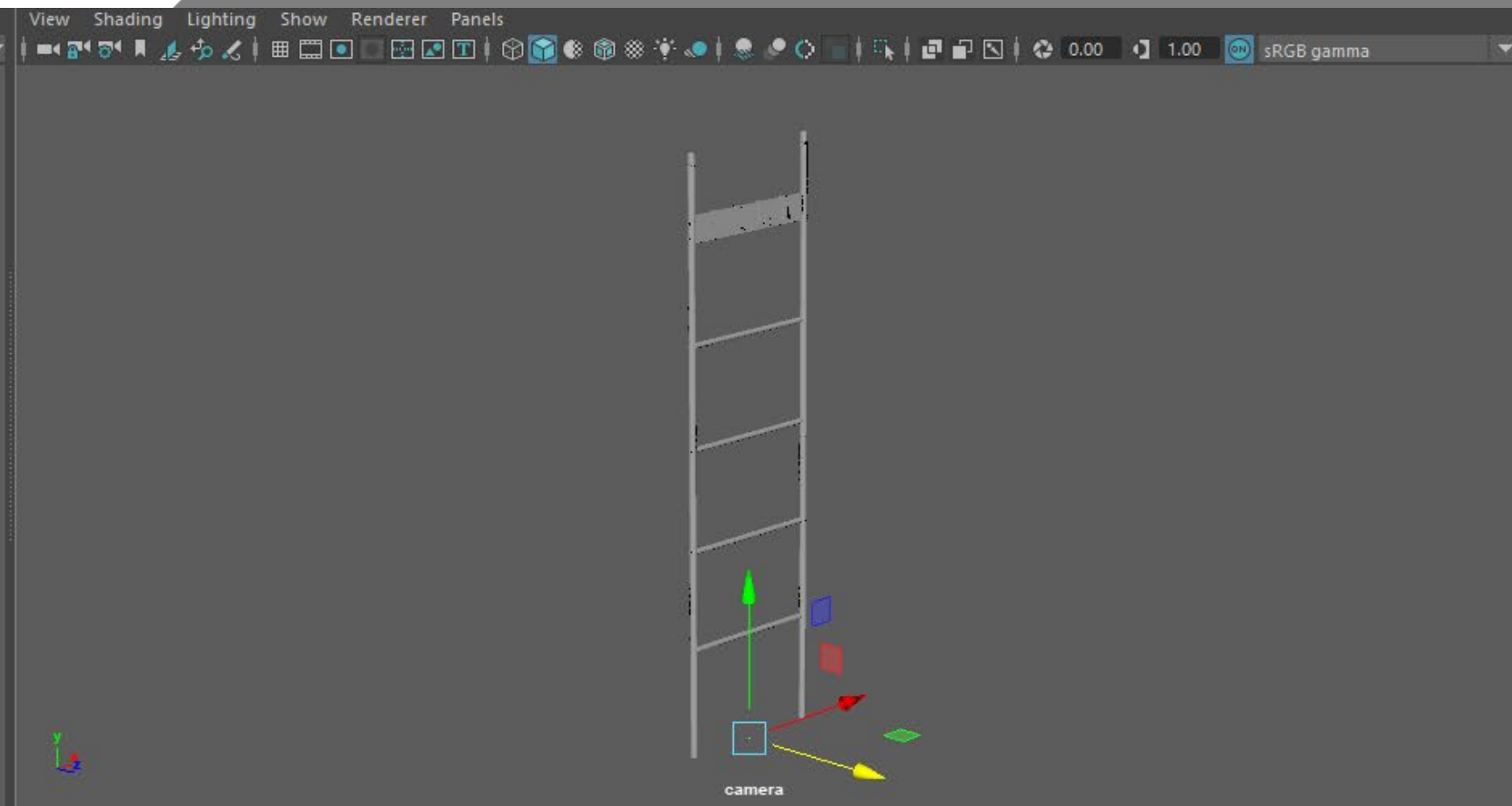
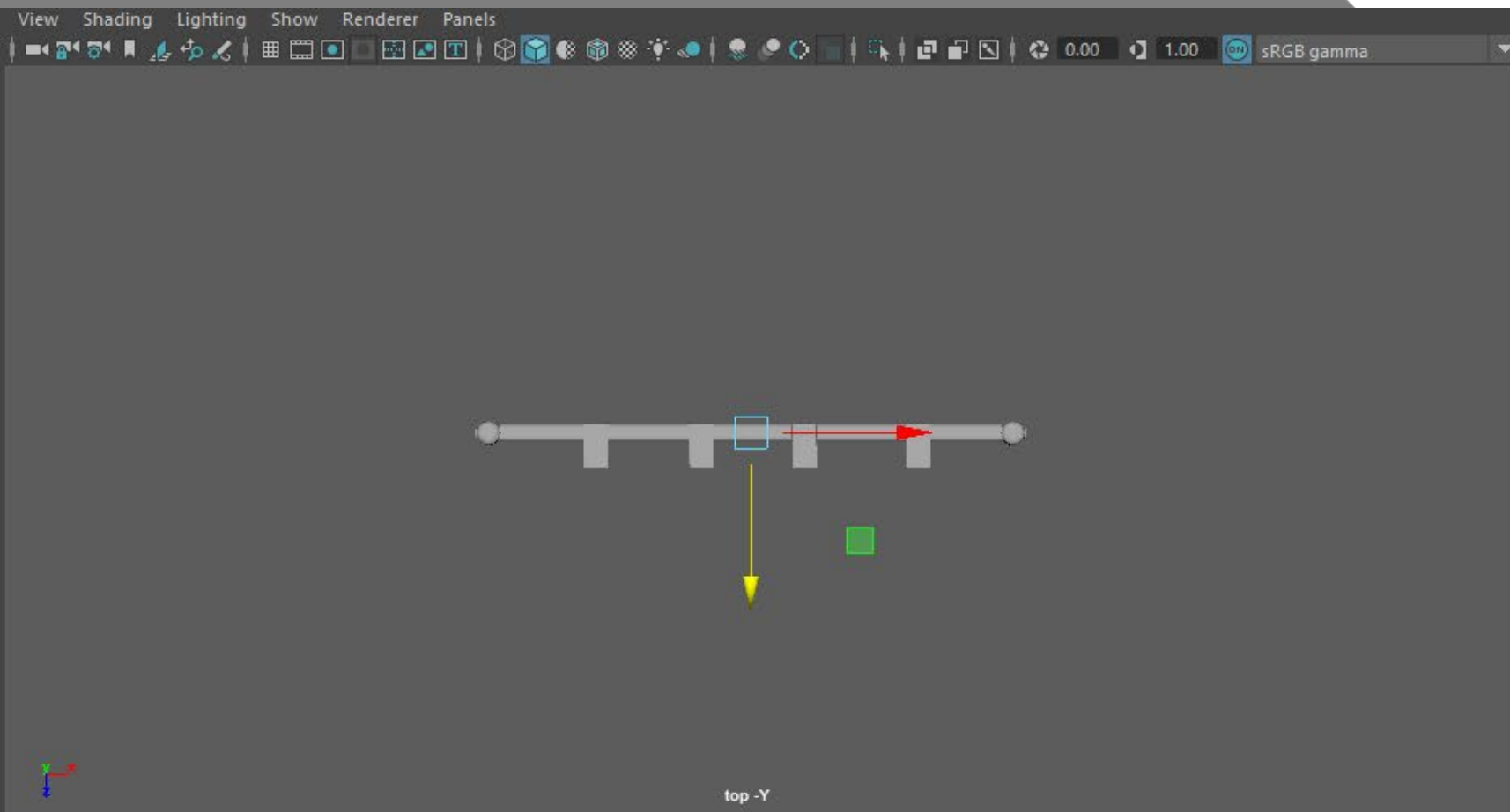
Ladder



Viewport : Maya

Alignment : Floor

Front Z: longest side parallel to front Z



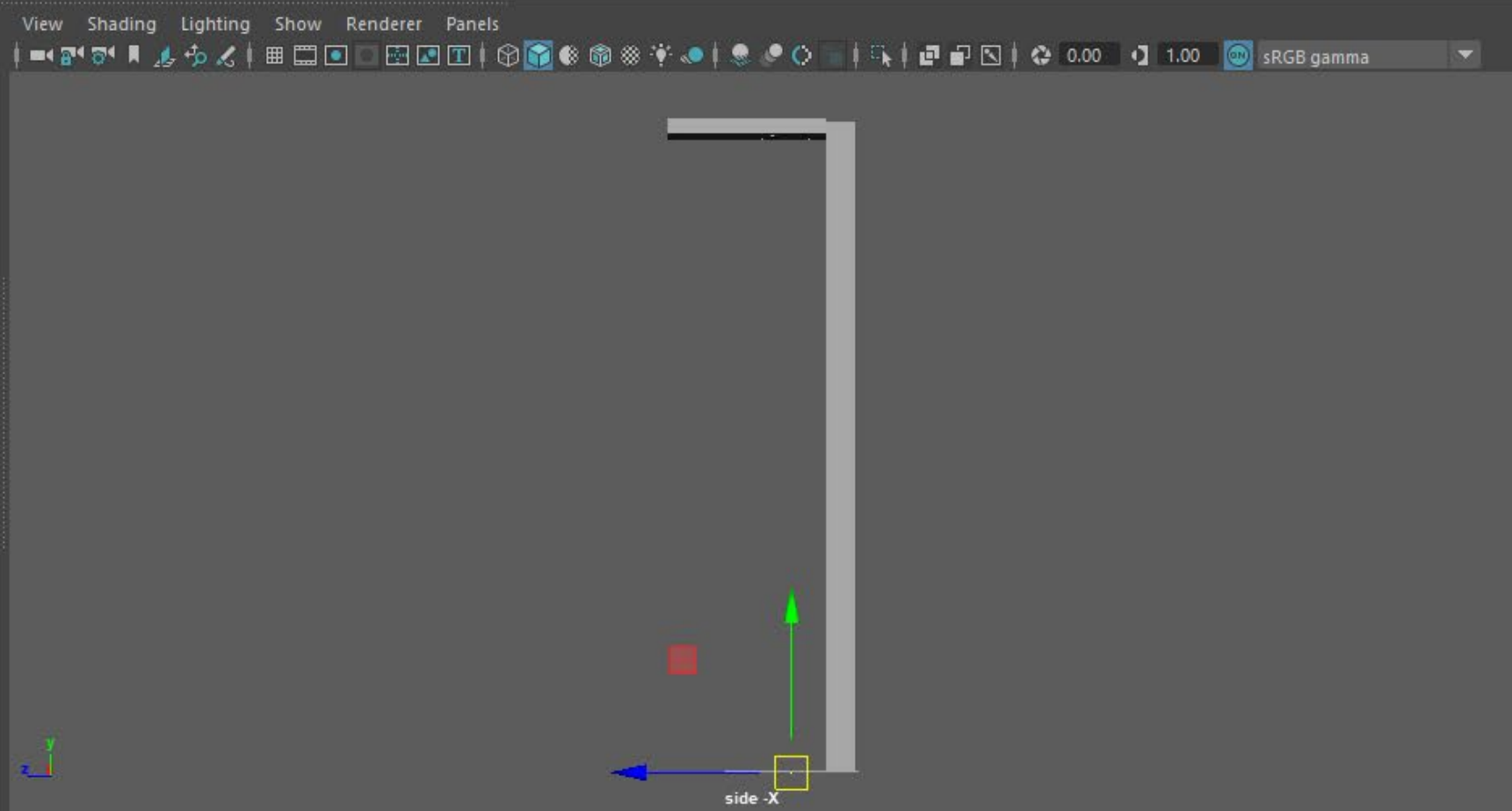
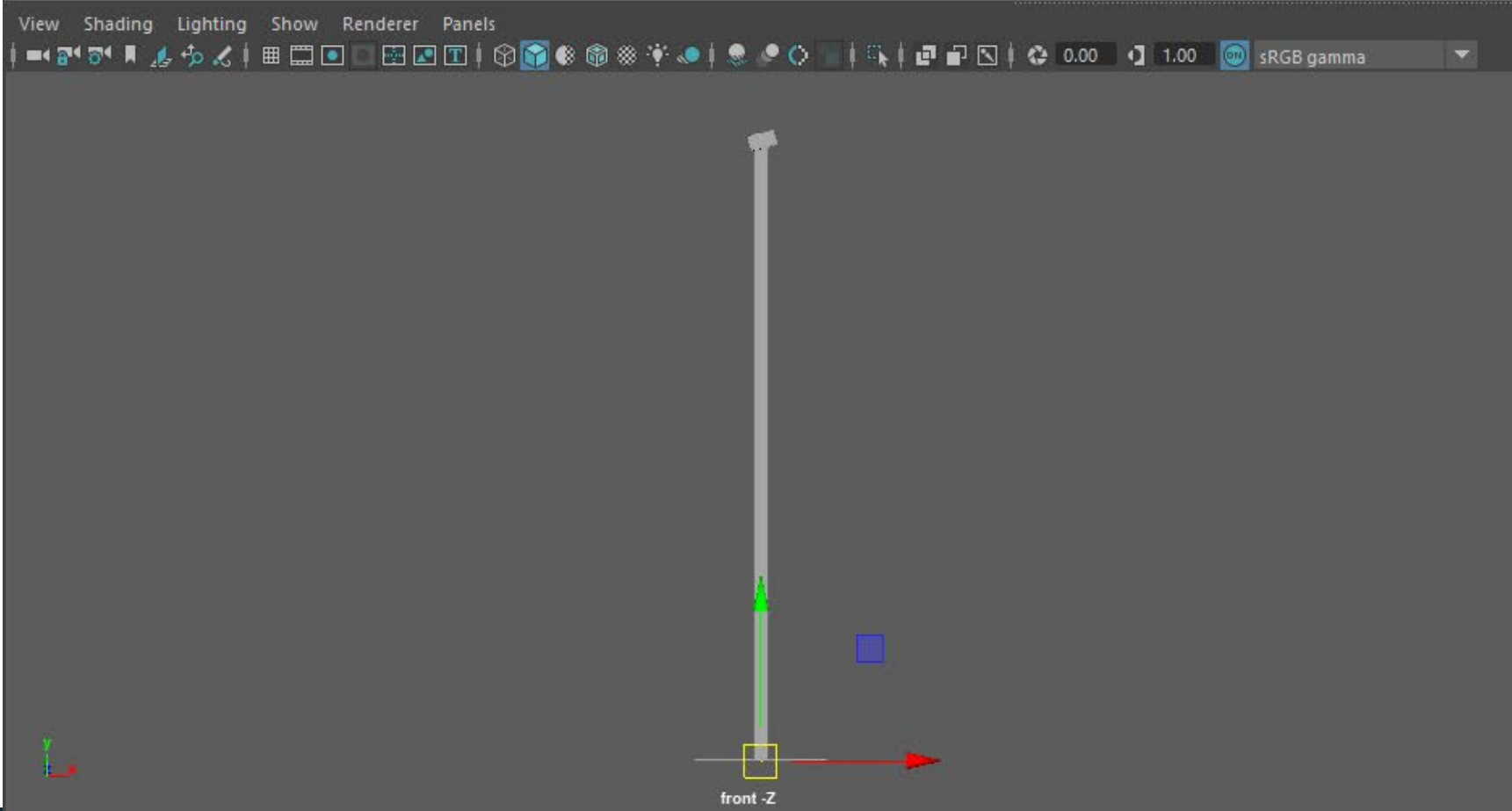
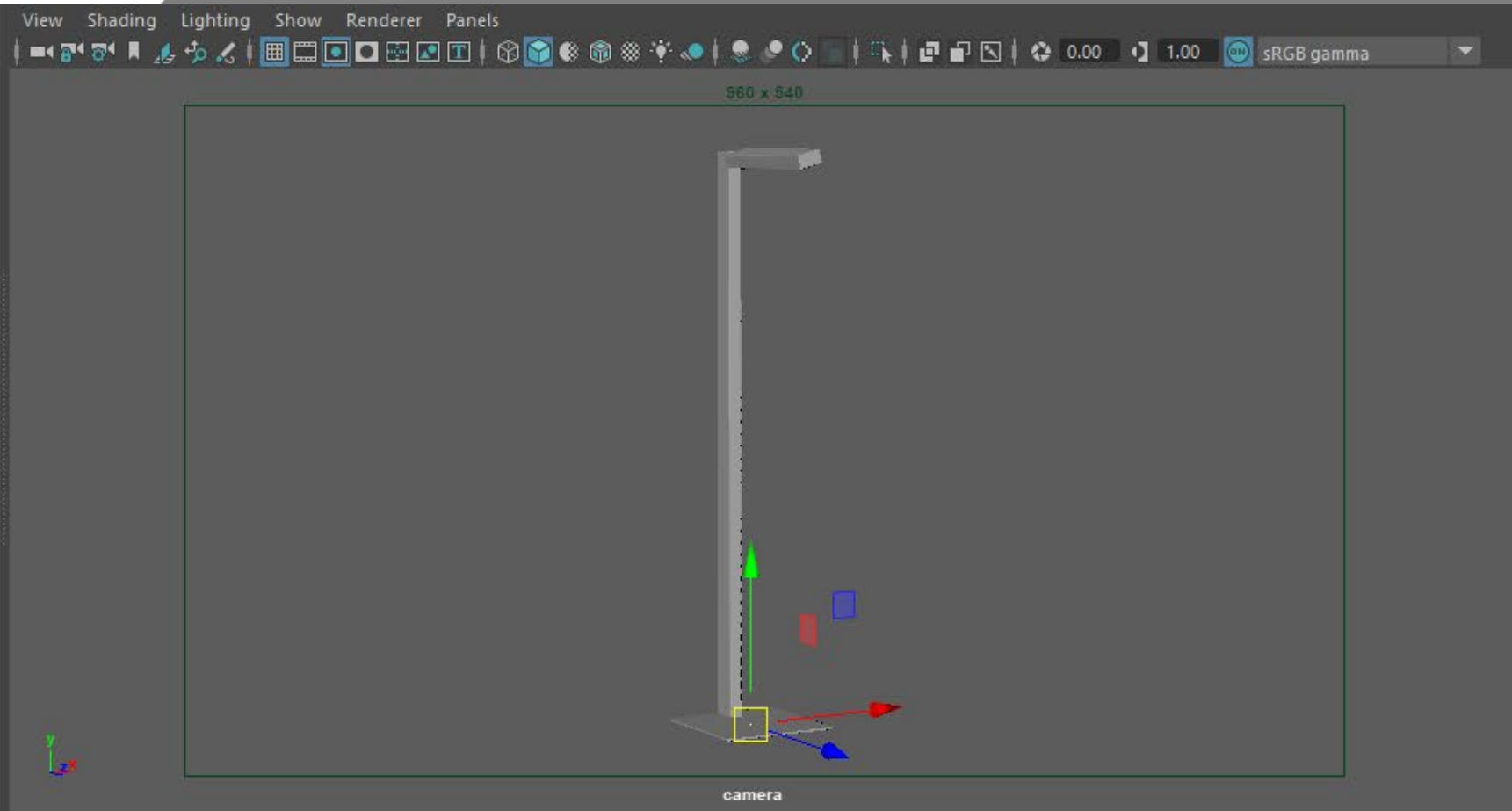
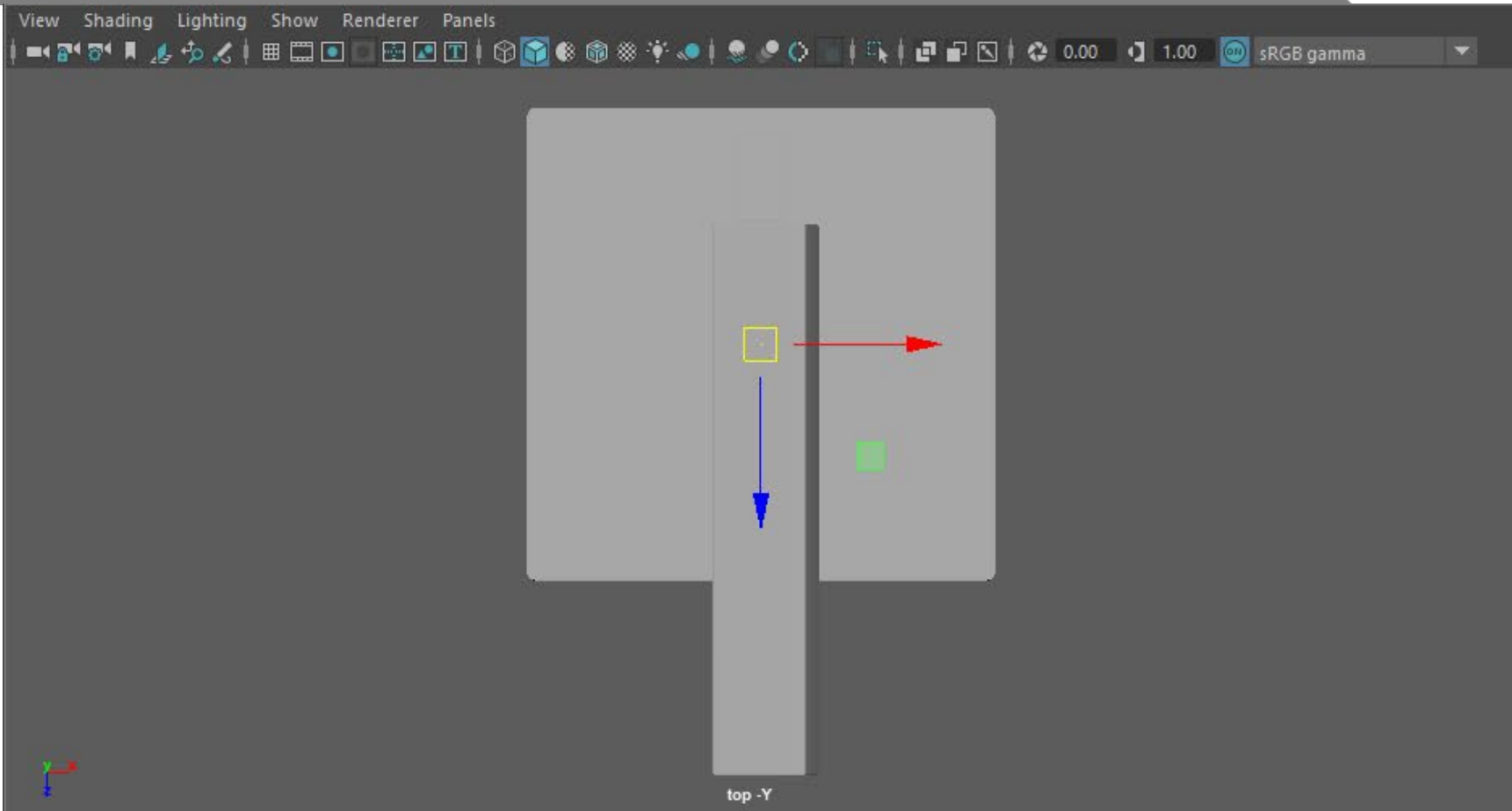
Floor Lamp



Viewport : Maya

Alignment : Floor

Front Z: arc coming forward towards front Z



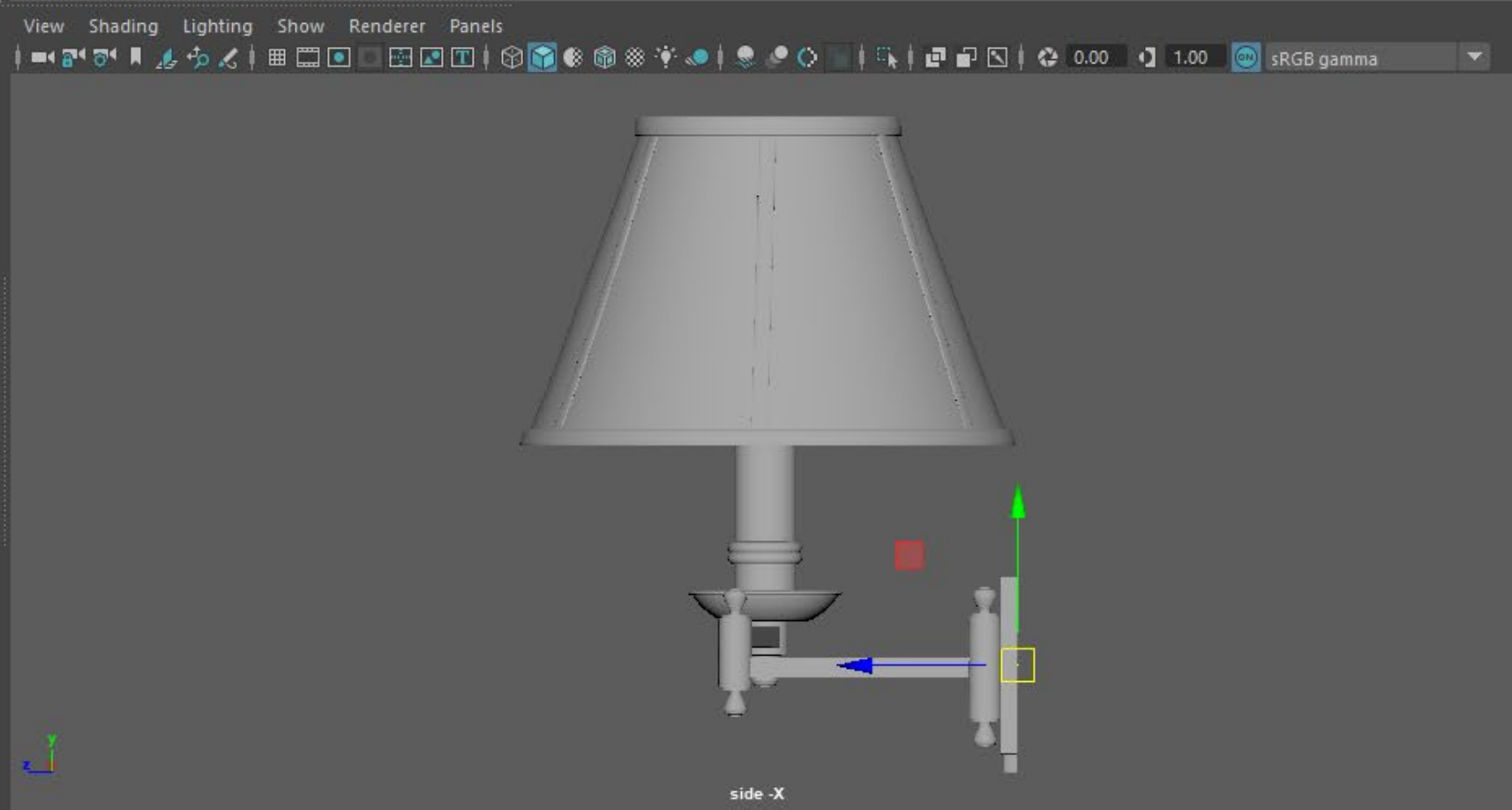
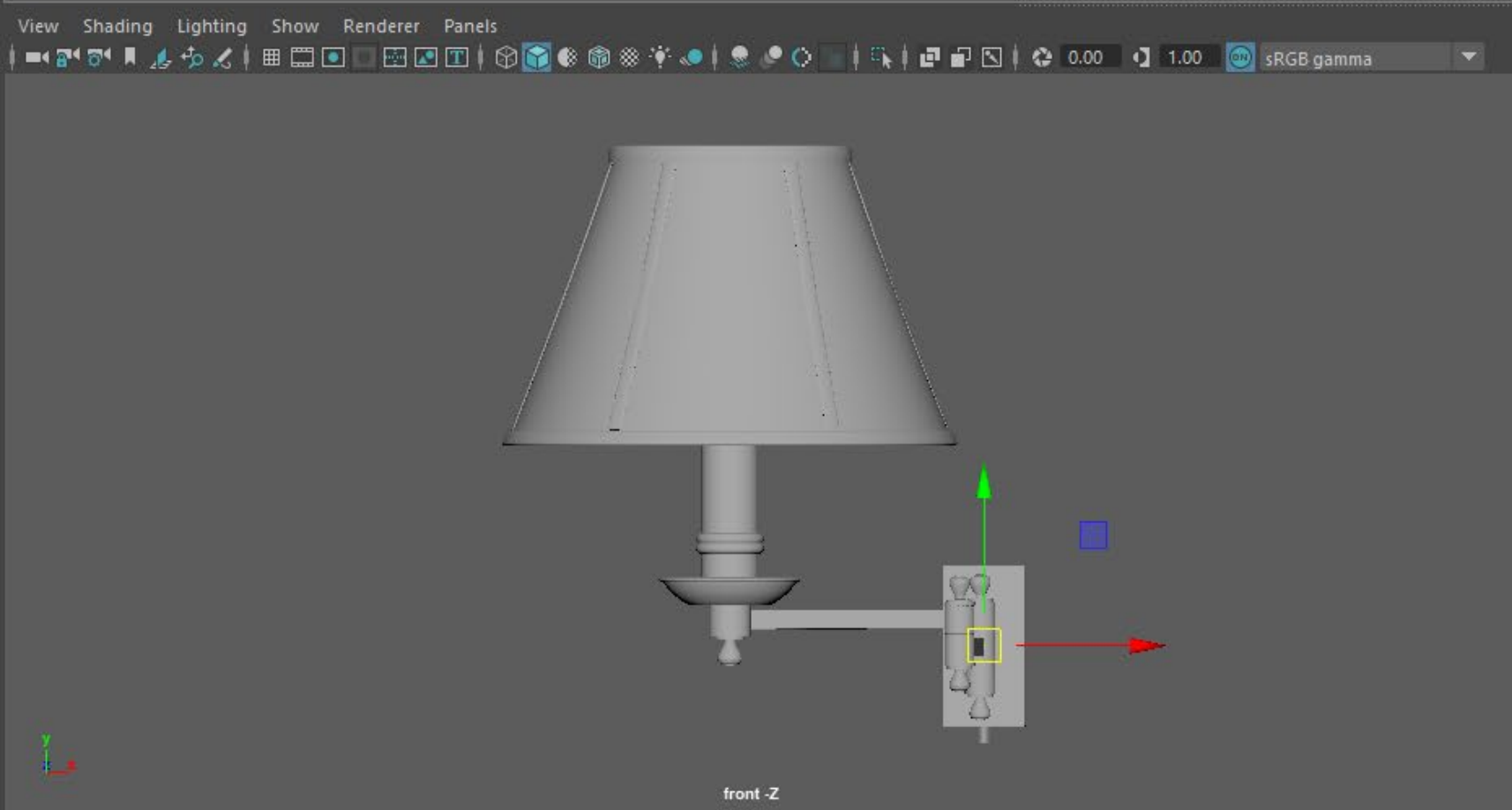
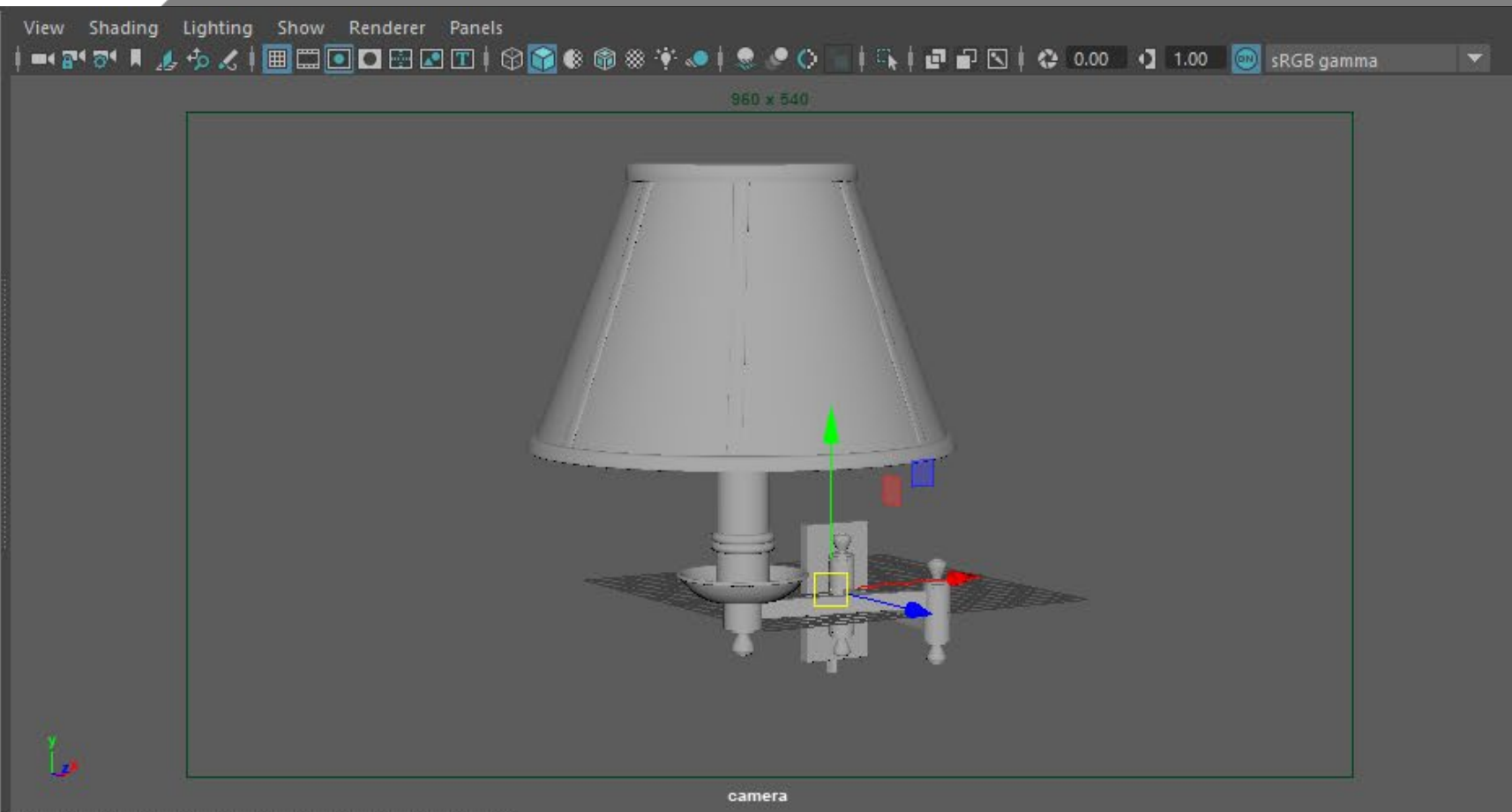
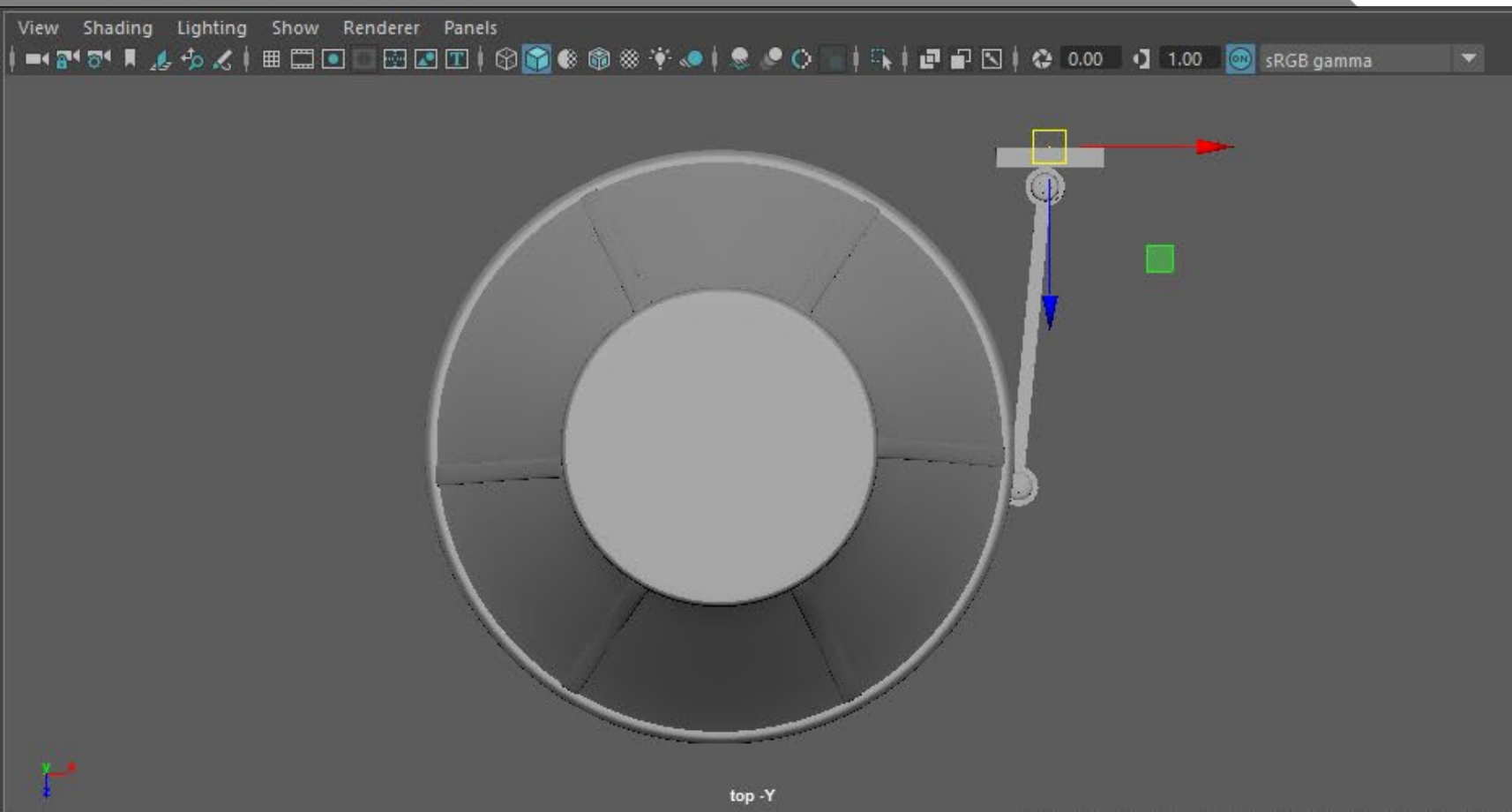
Wall Lamp



Viewport : Maya

Alignment : Wall

Front Z: arc coming forward towards front Z



L-Shaped Desk

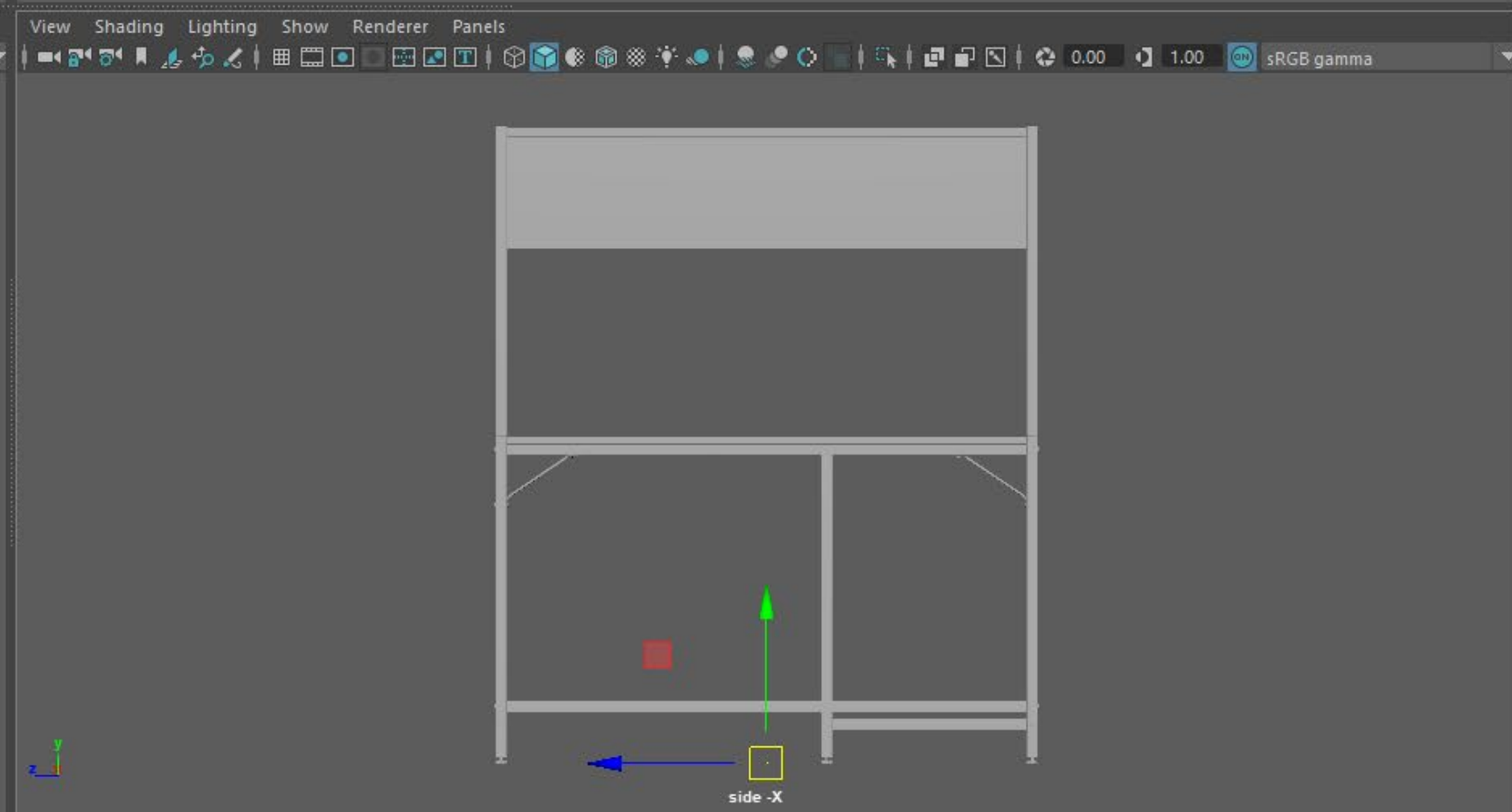
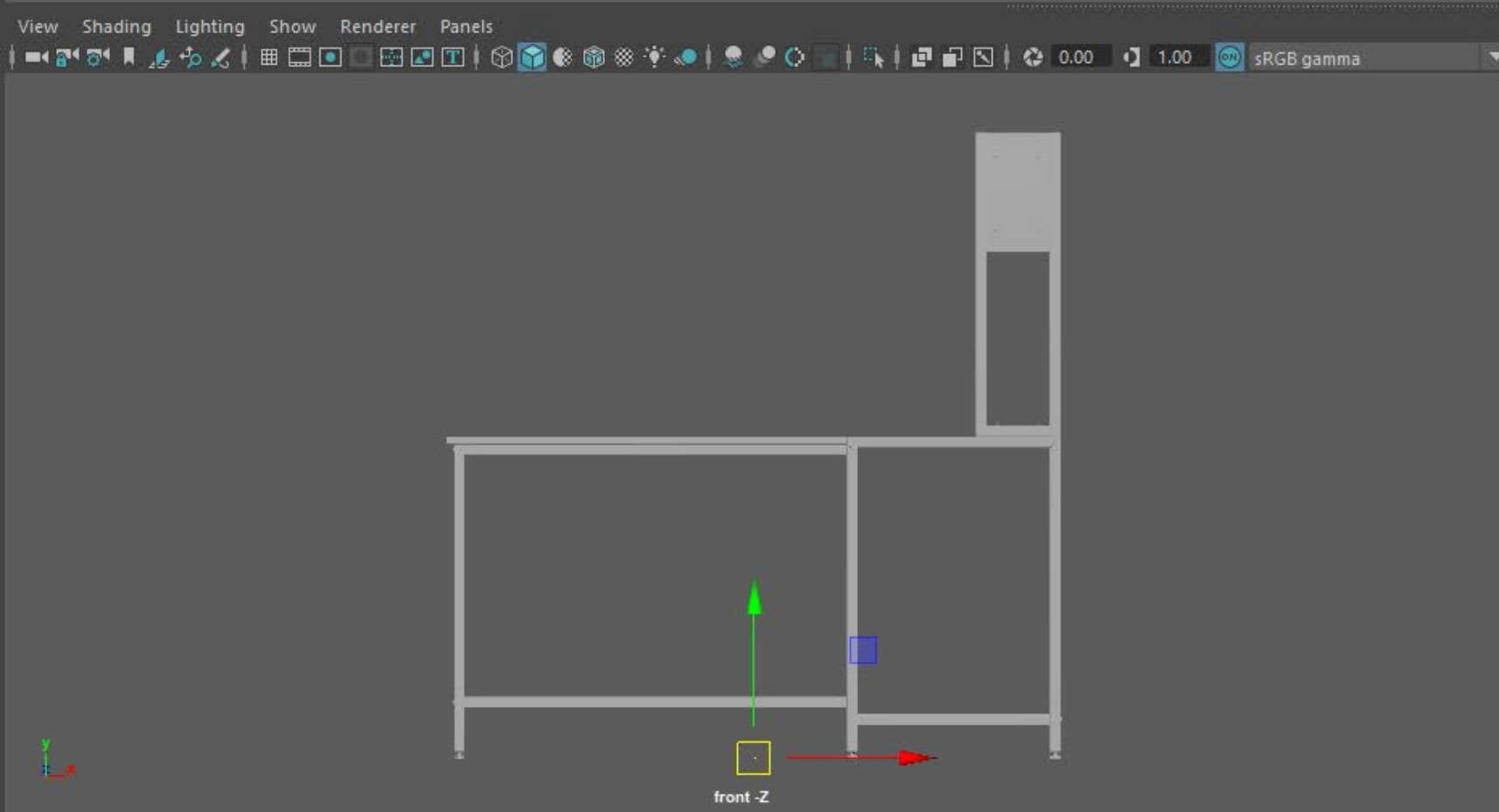
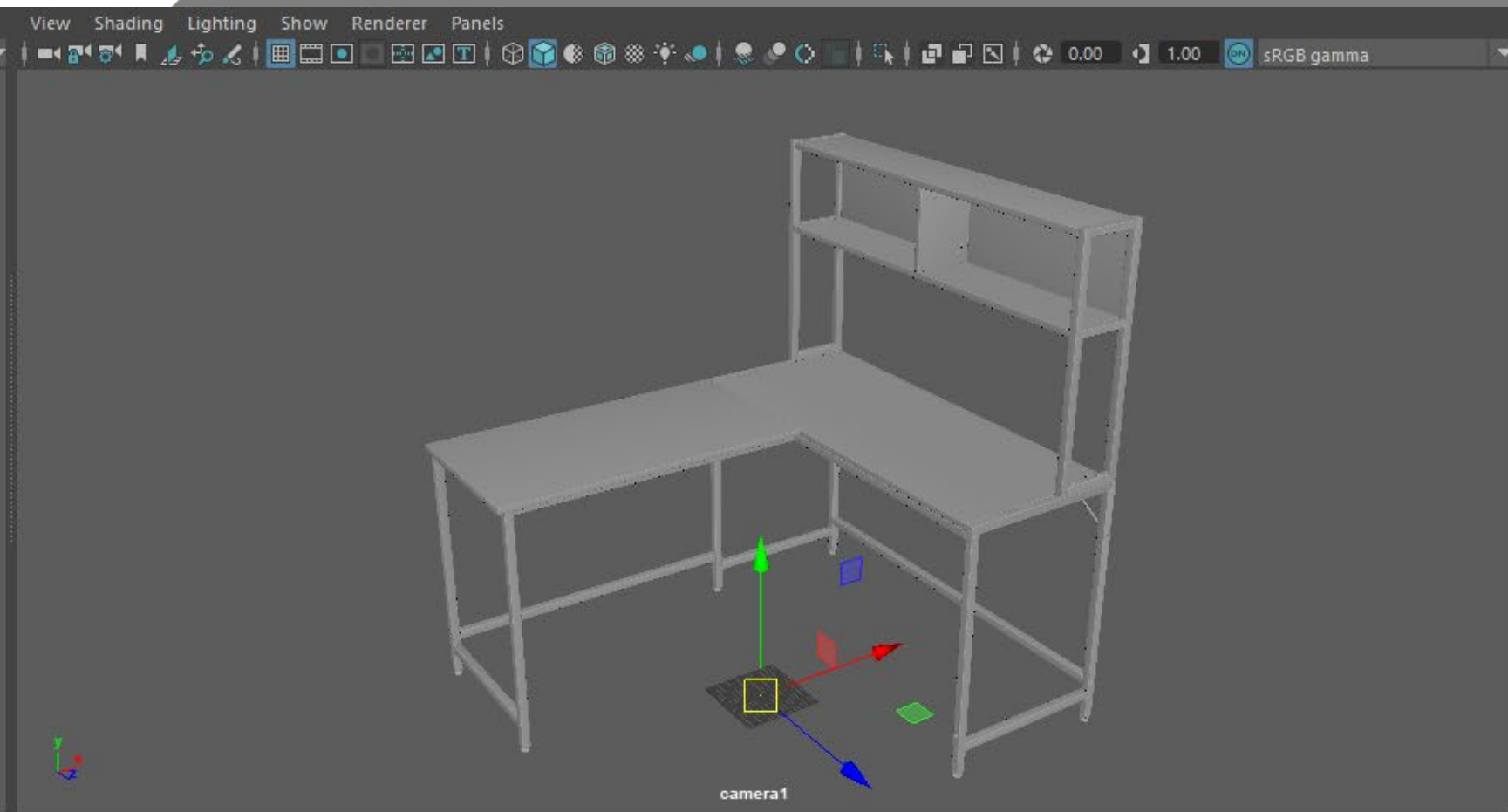
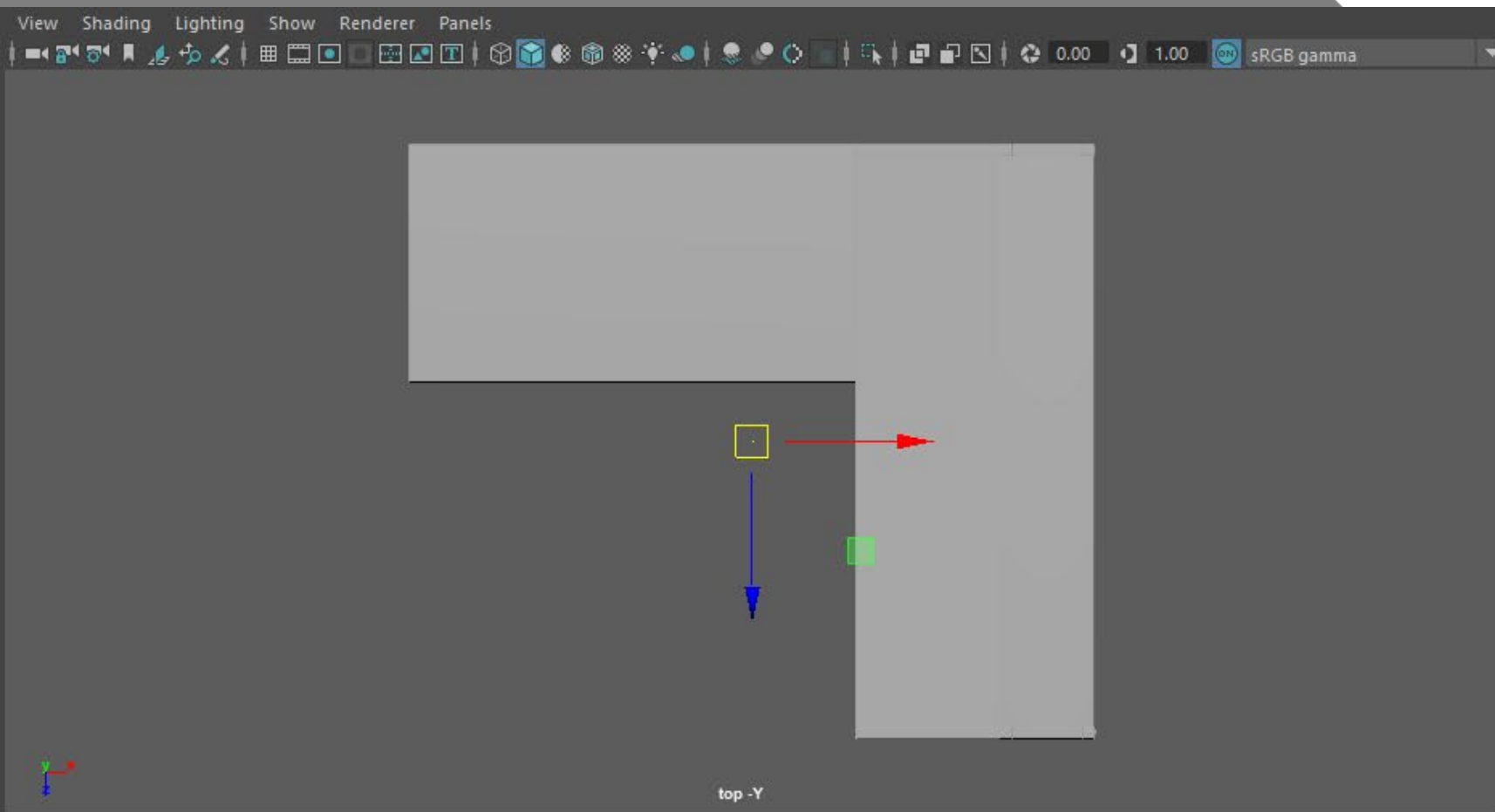
(Functional seating area only present on one side)



Viewport : Maya

Alignment : Floor

Front Z : Functional side parallel to frontZ, other side (not functional for seating) towards front Z



L-Shaped Desk

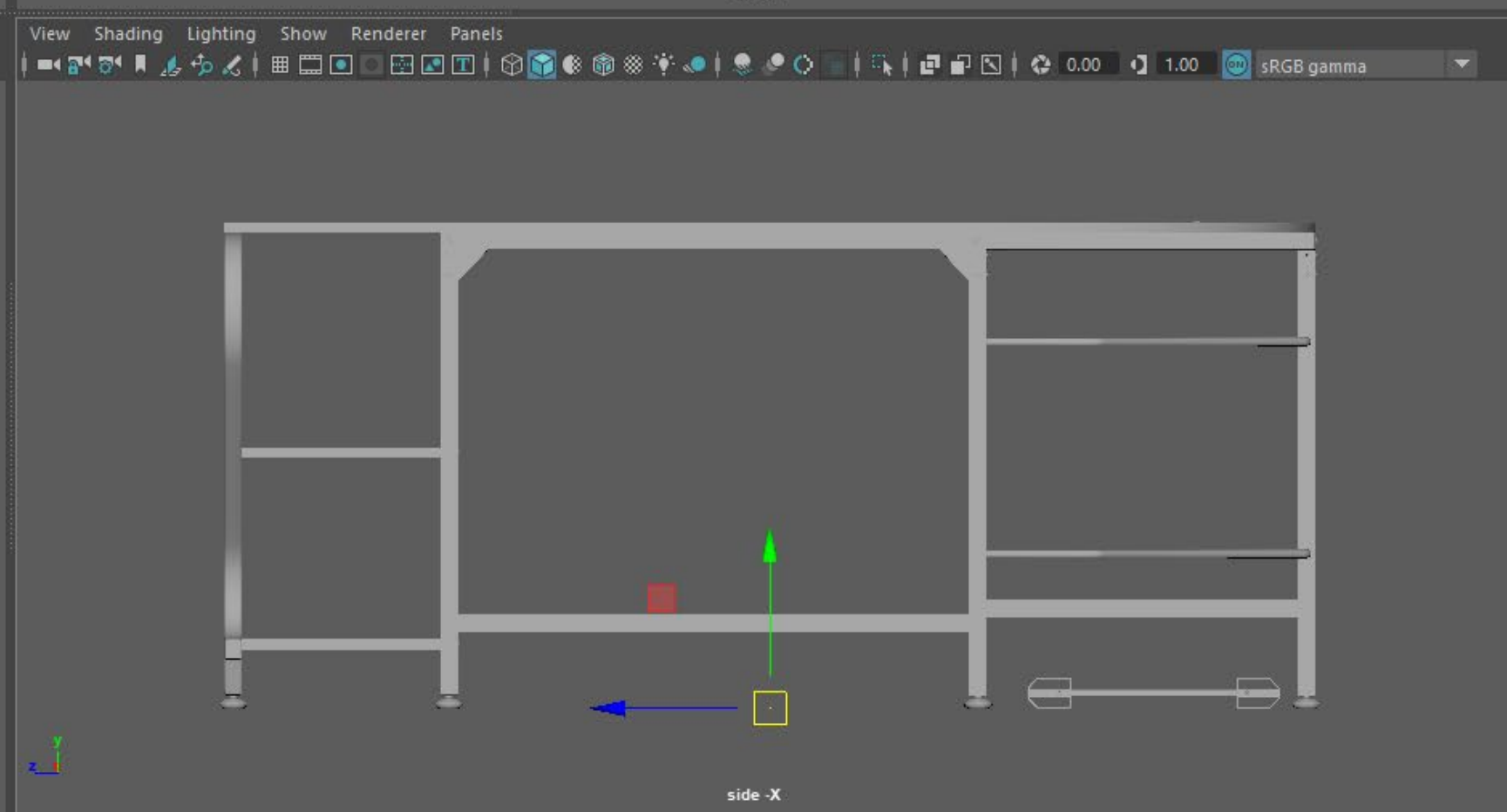
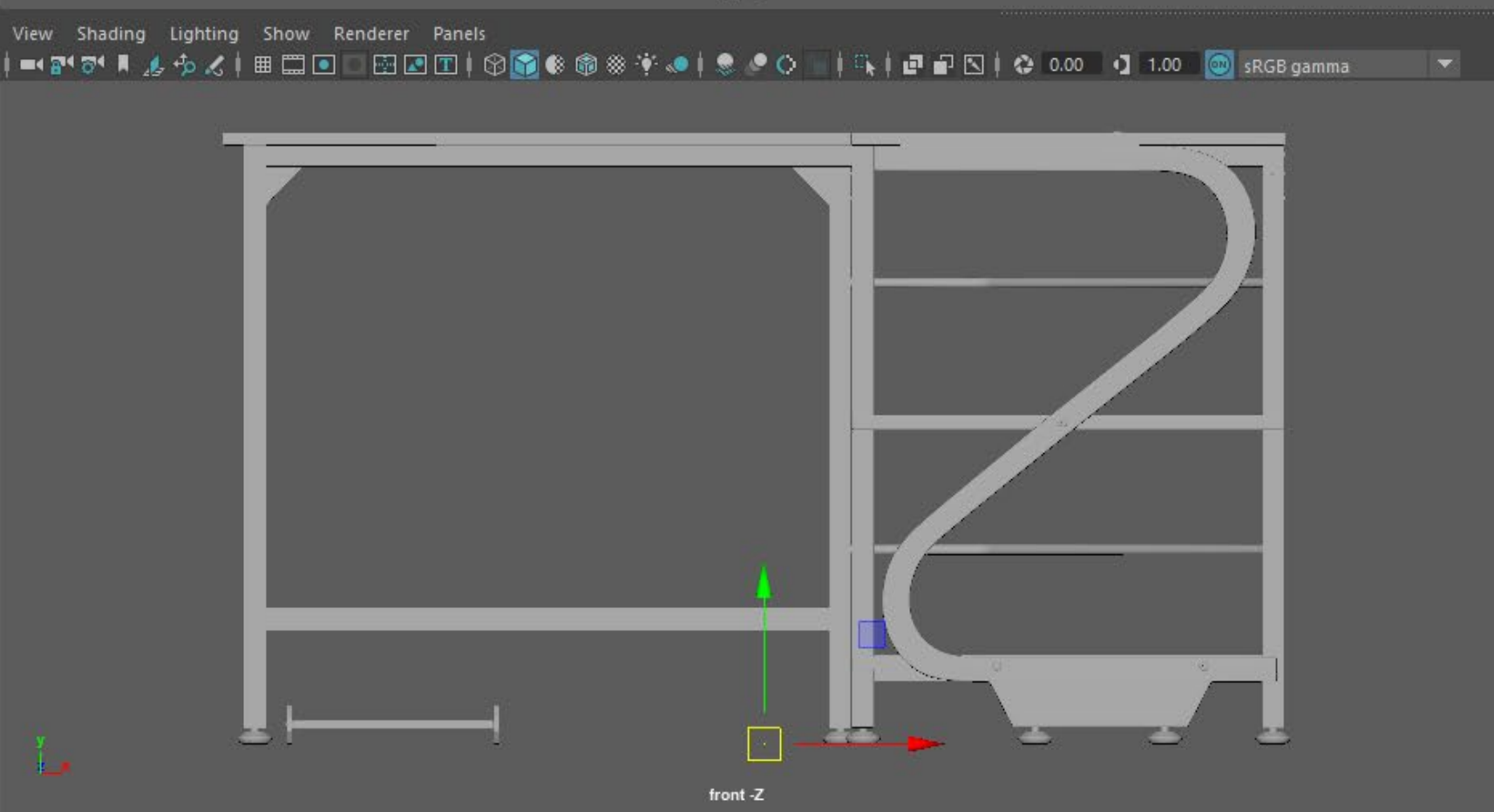
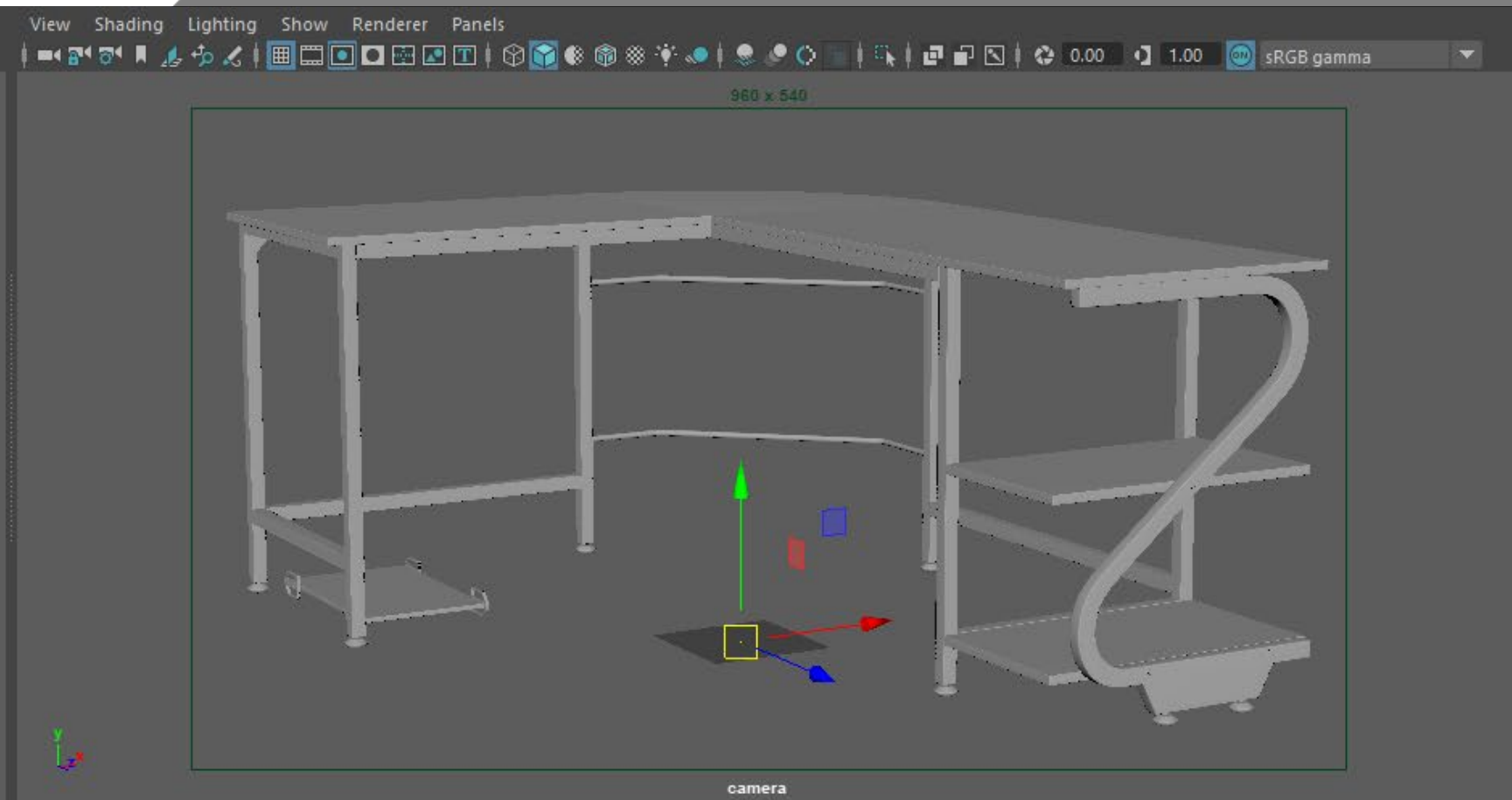
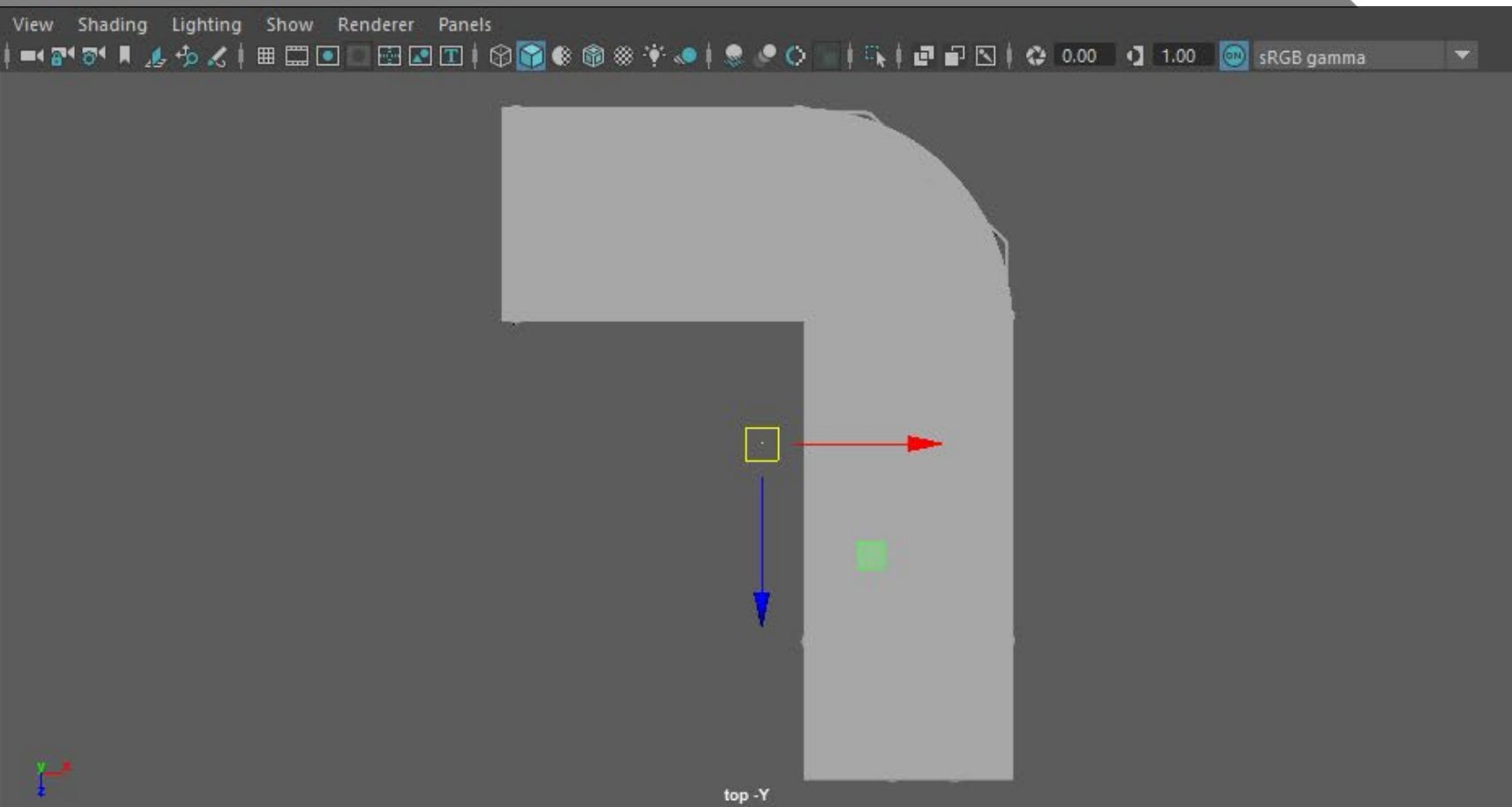
(Seating area present on both sides)



Viewport : Maya

Alignment : Floor

Front Z : Longest side pointing towards frontZ,
open side towards frontZ



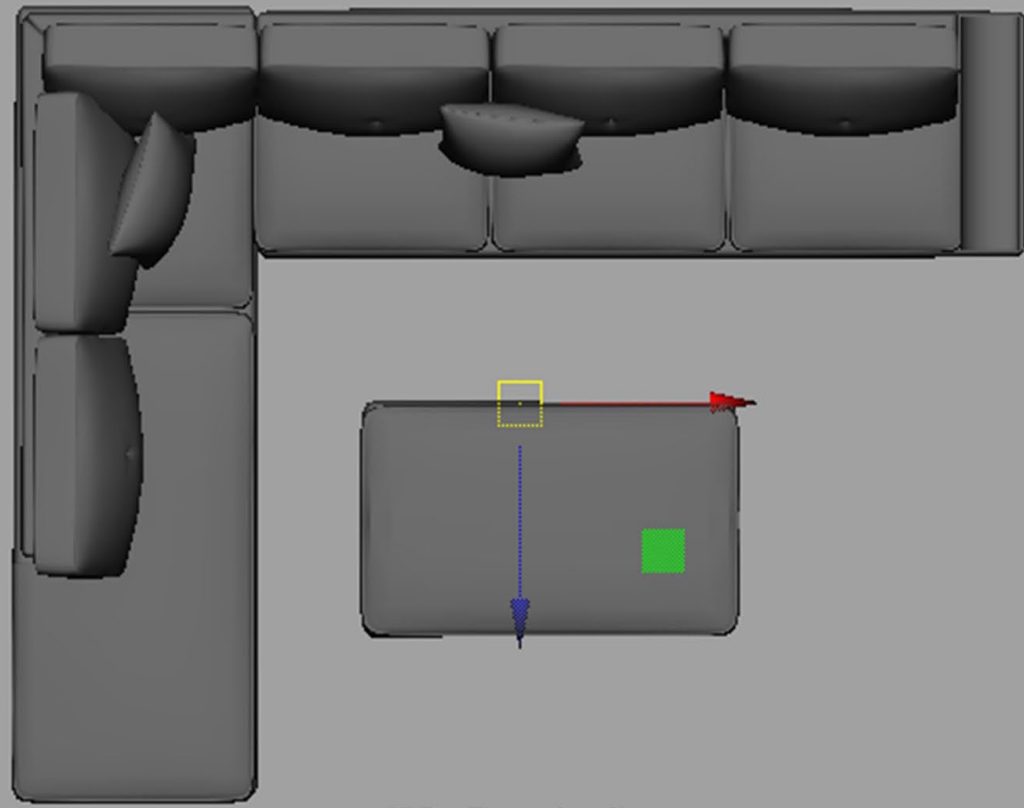
L-Shape Couch



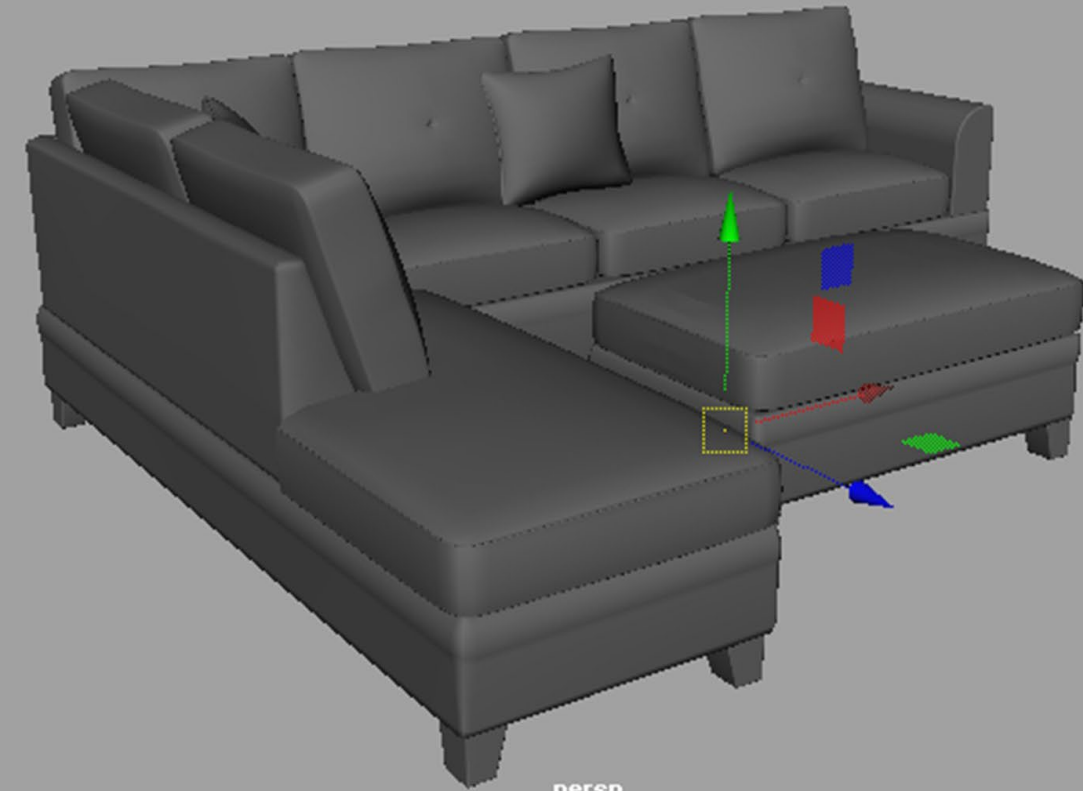
Viewport : Maya

Alignment : Floor

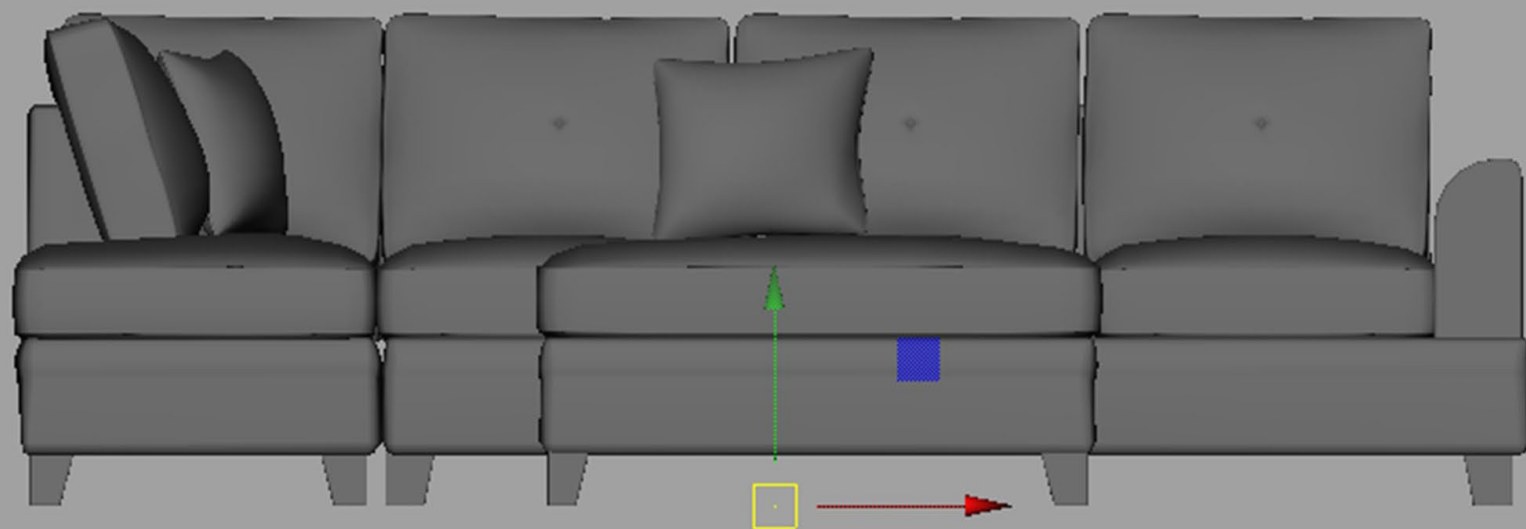
Front Z : longest side perpendicular to front Z (if round or square it doesn't matter)



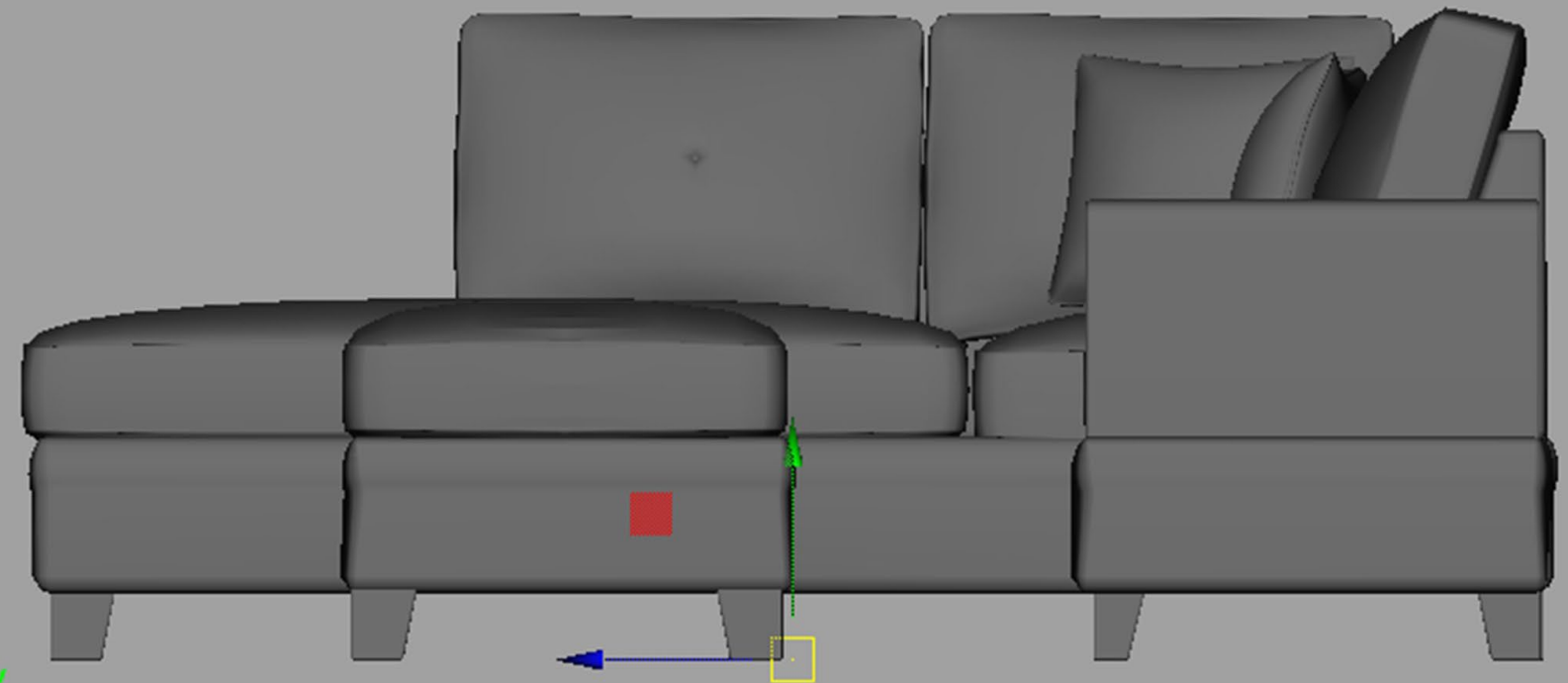
2D Pan/Zoom : top -Y



persp



front -Z



side -X

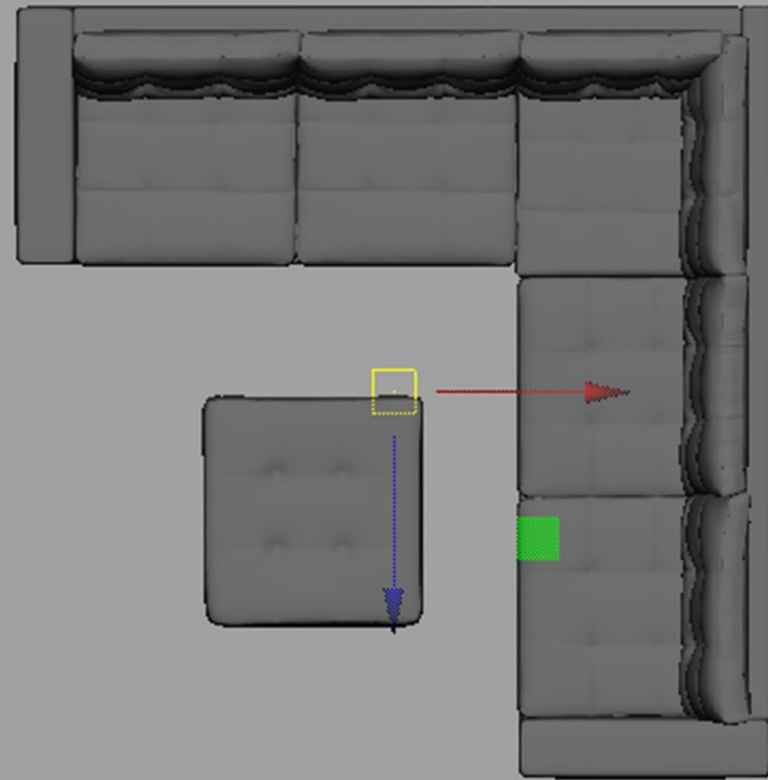
L-Shape Couch



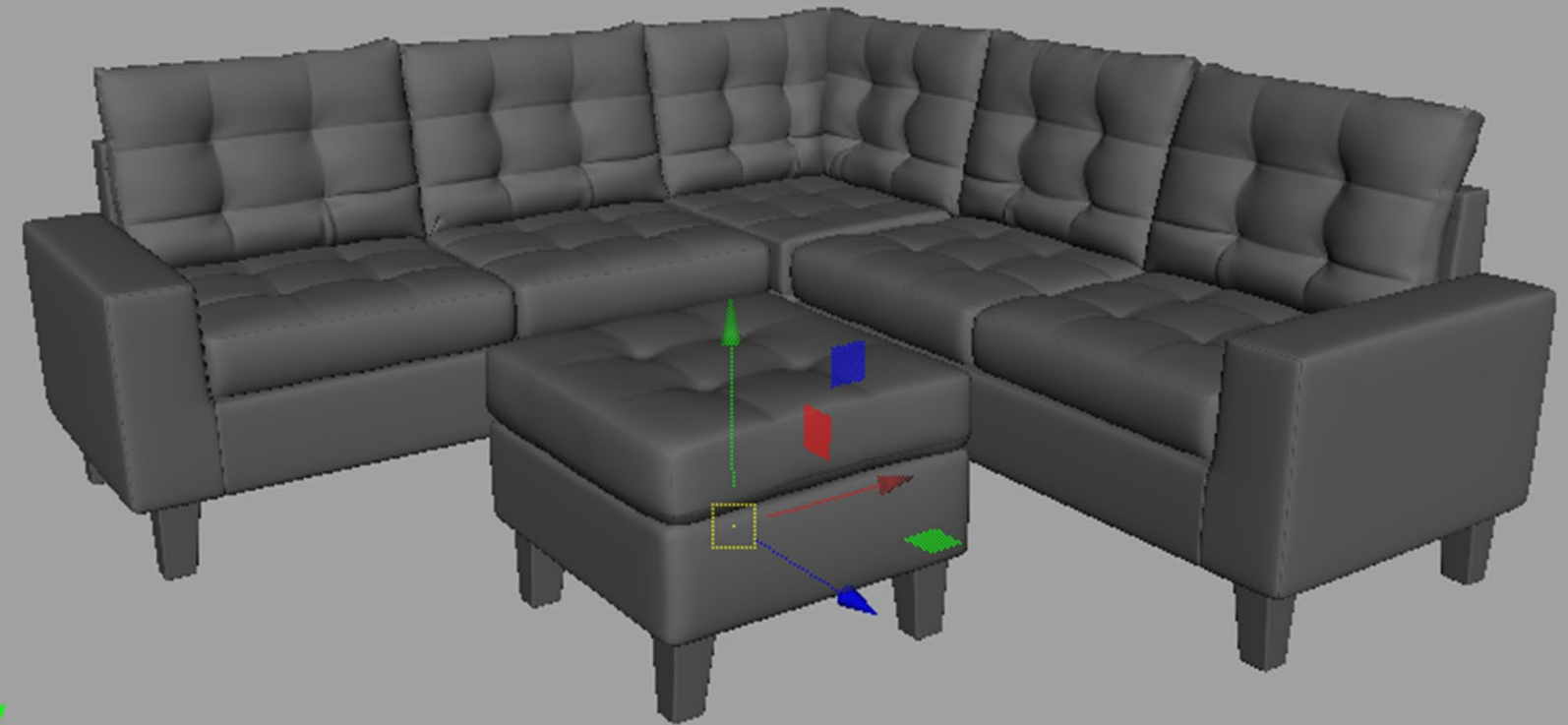
Viewport : Maya

Alignment : Floor

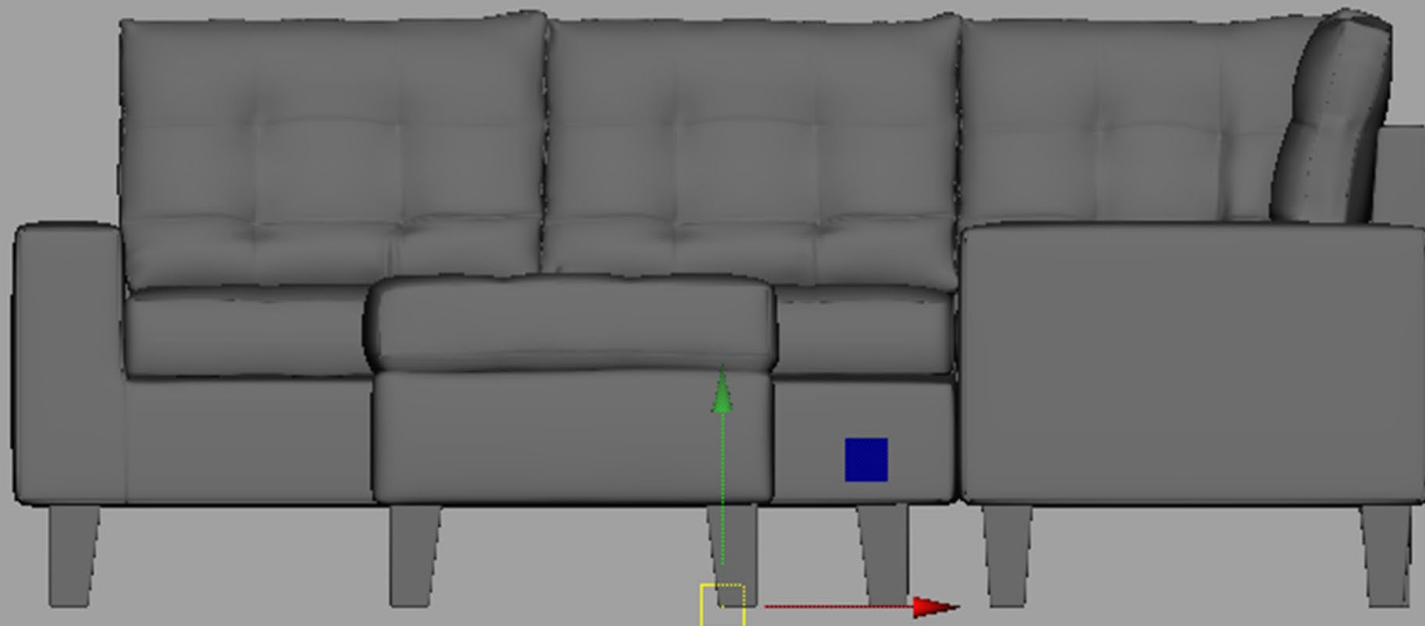
Front Z : longest side perpendicular to front Z (if round or square it doesn't matter)



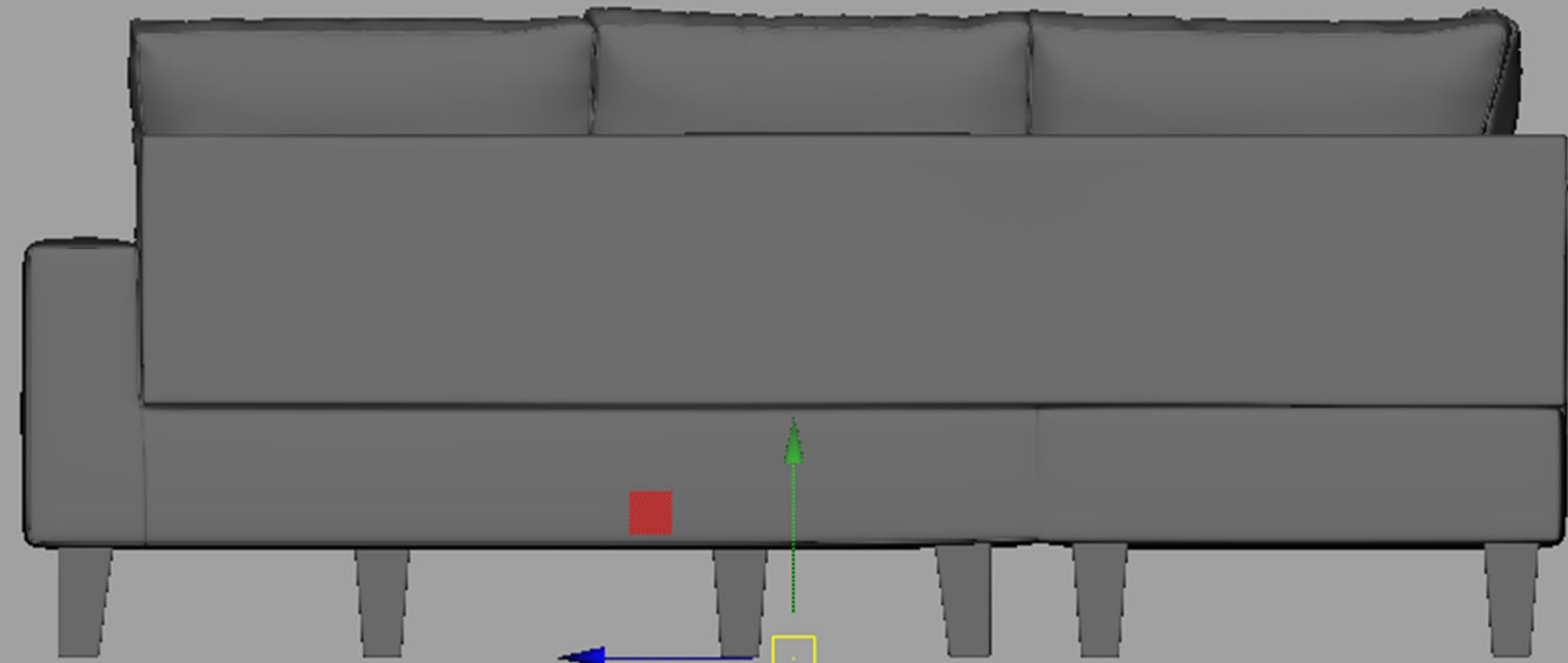
2D Pan/Zoom : top -Y



persp



front -Z



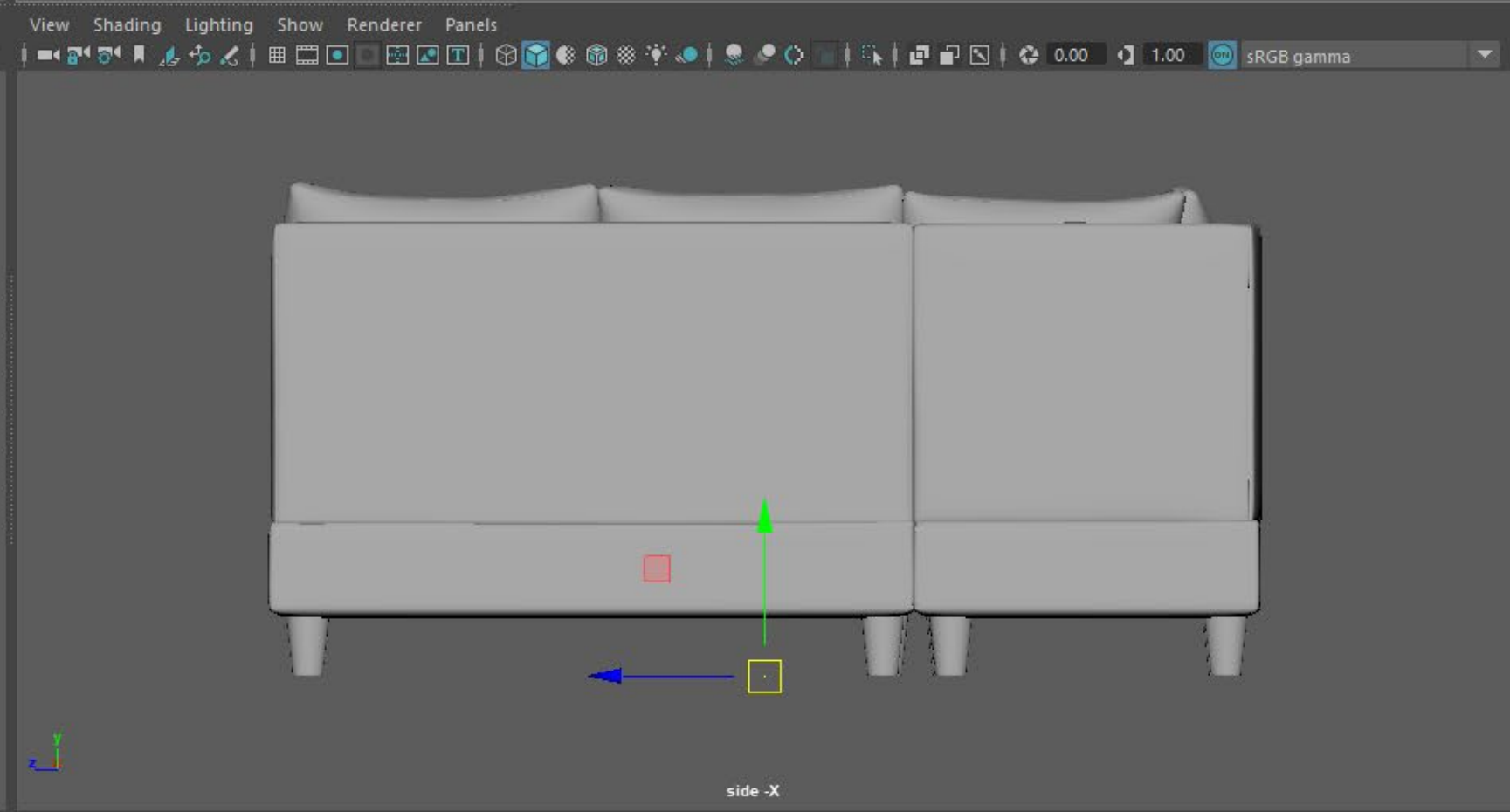
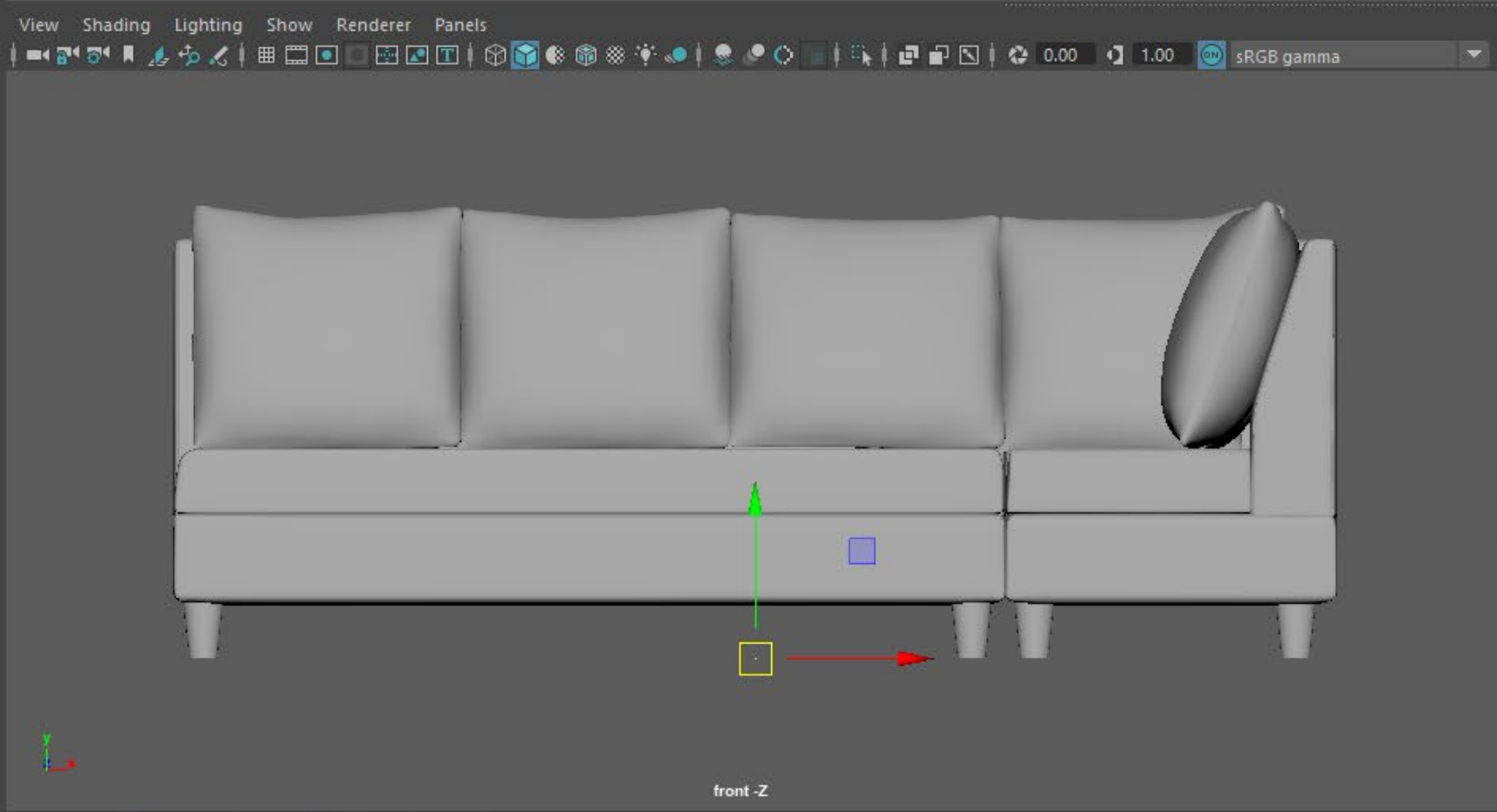
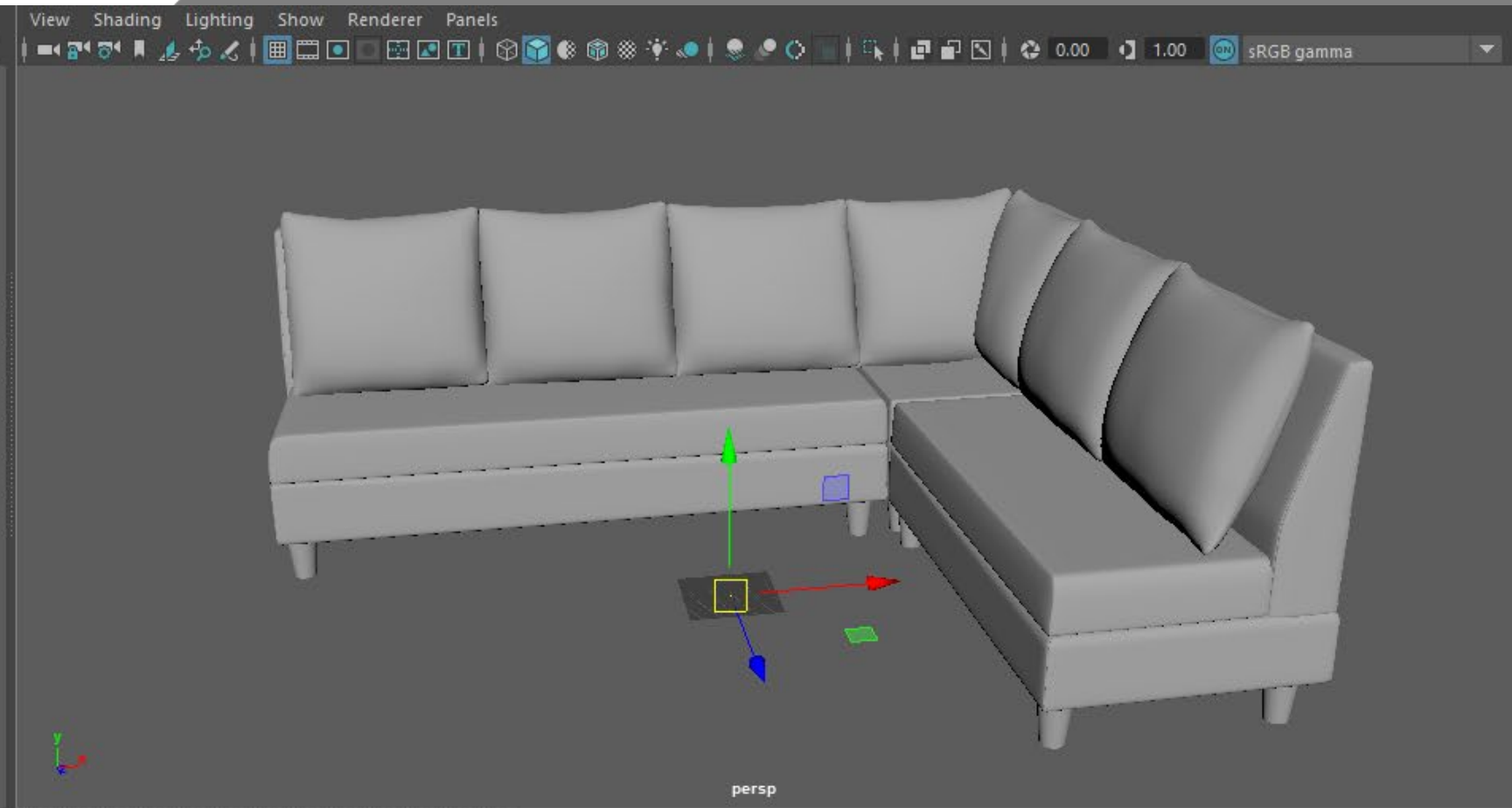
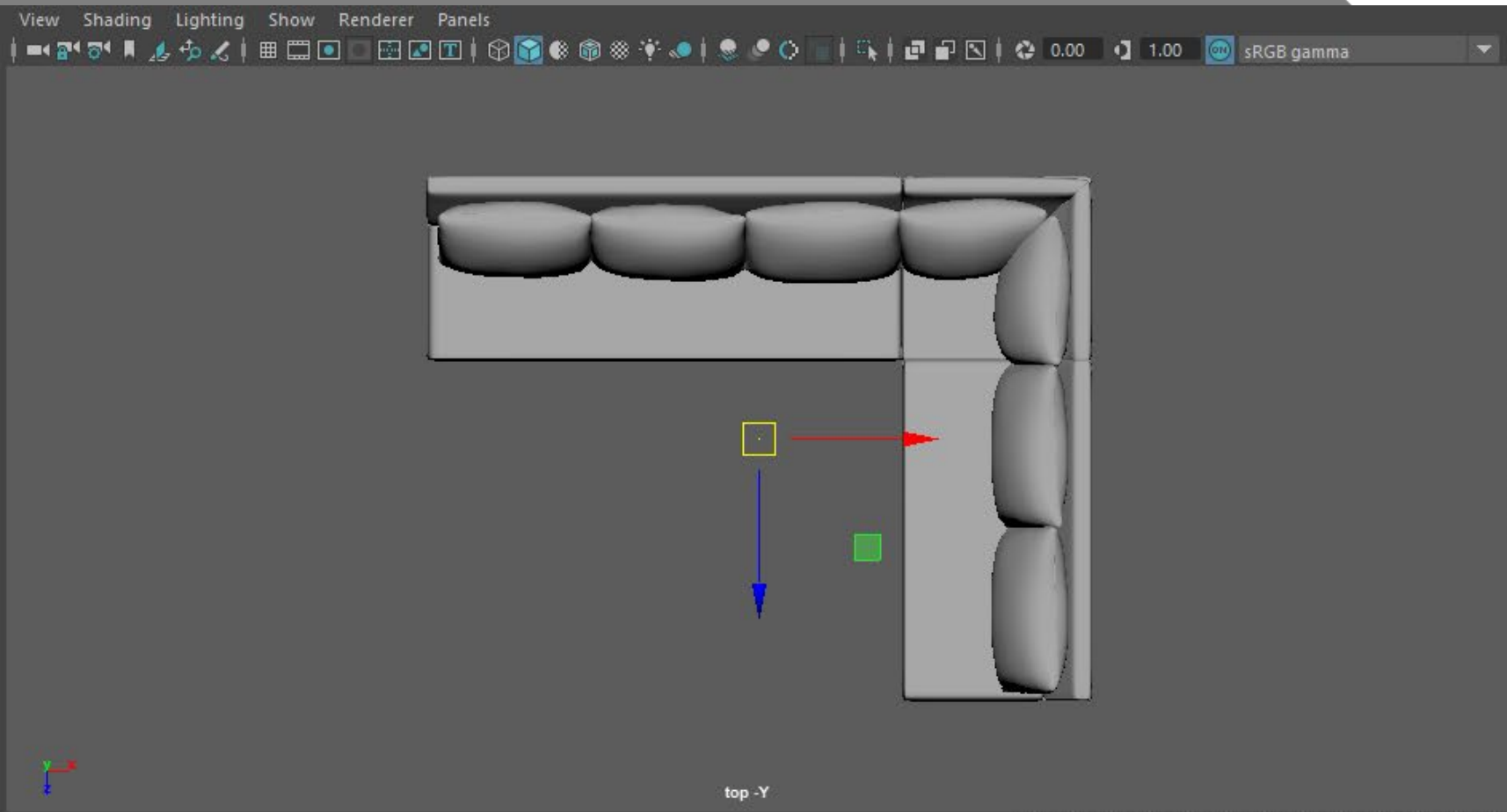
side -X

L-Shape Couch

Right Side Longer



Viewport : Maya **Alignment : Floor**
Front Z : Longest side parallel to front z with open side facing toward front z



L-Shape Couch

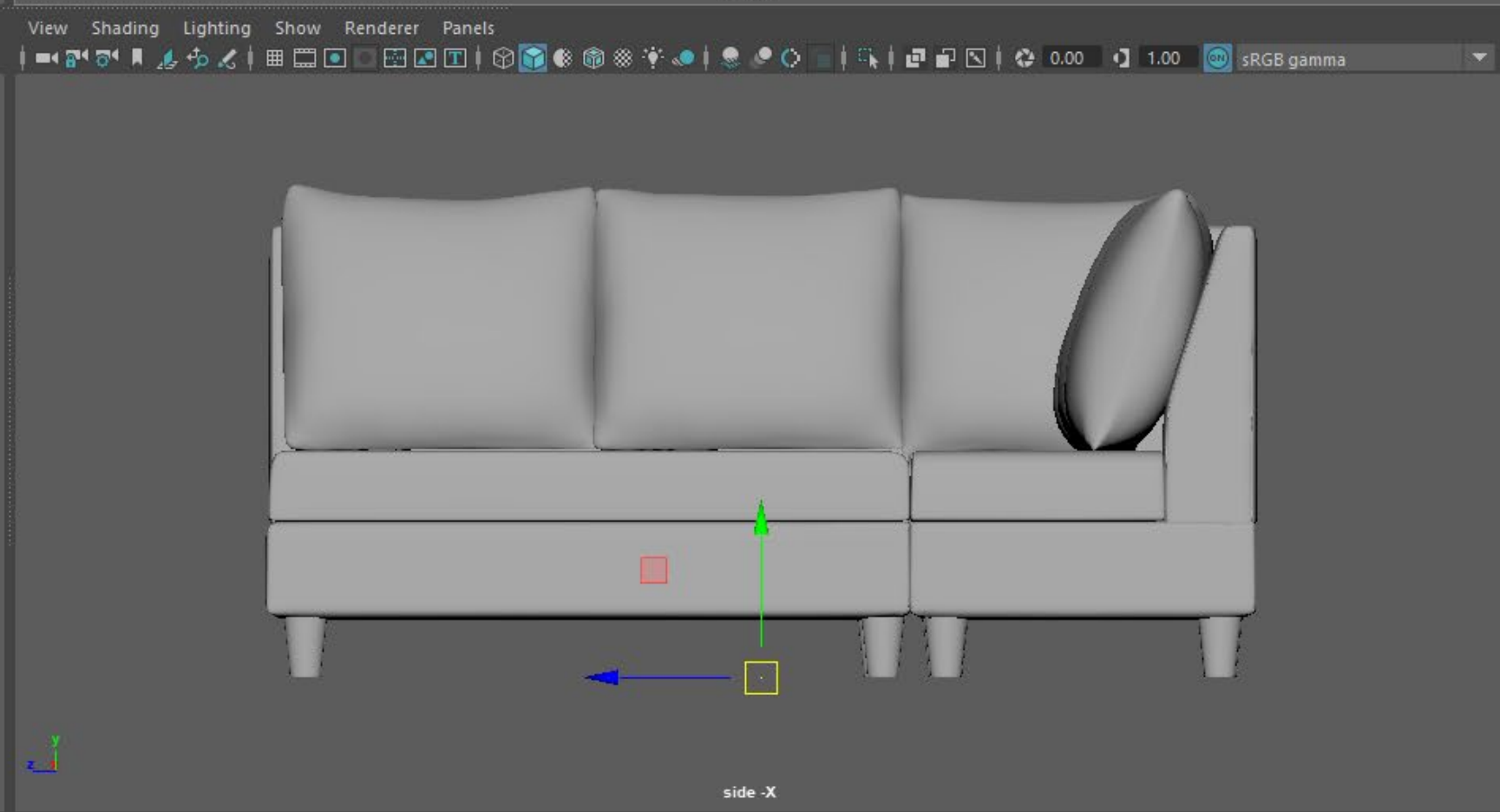
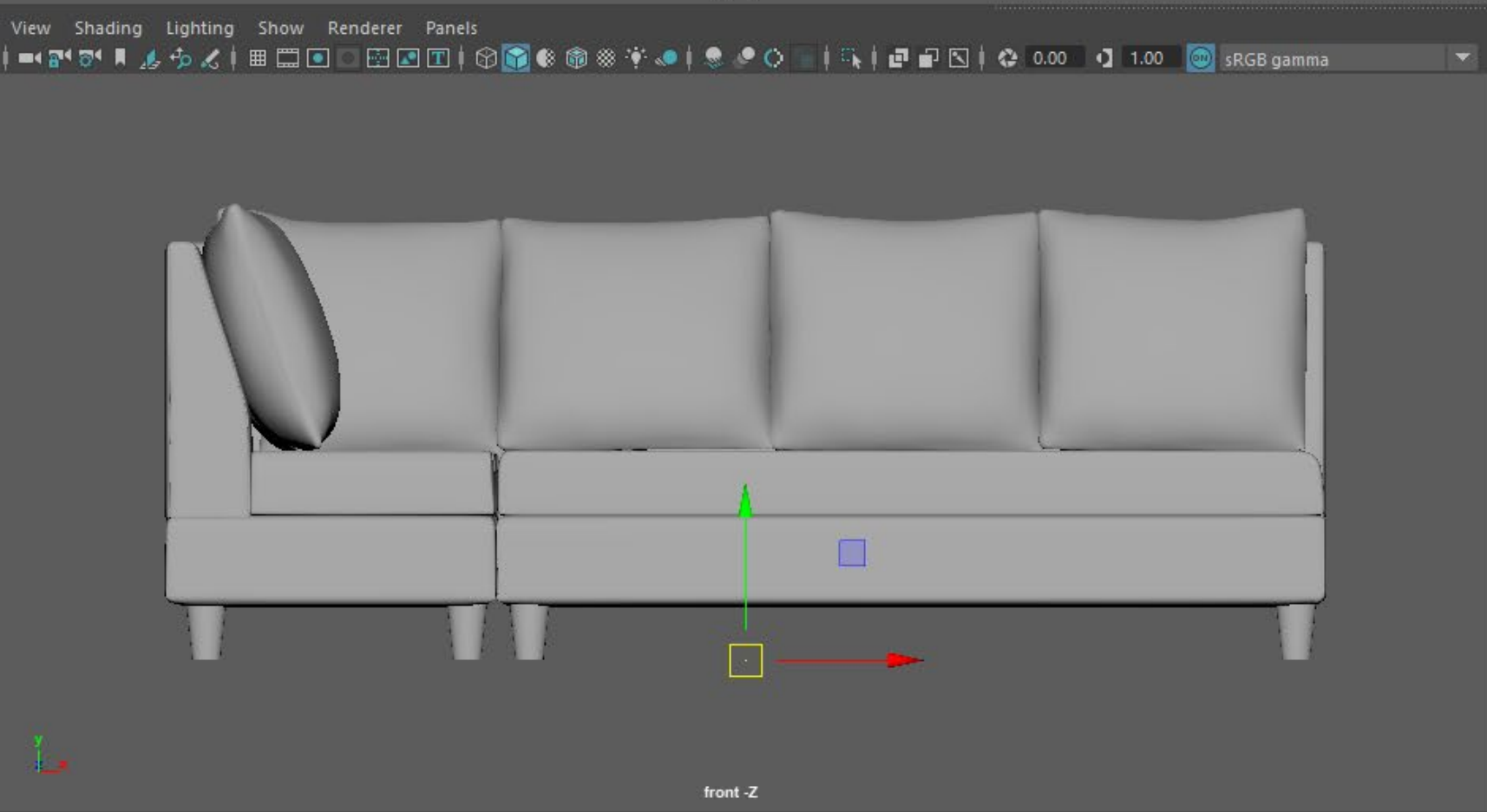
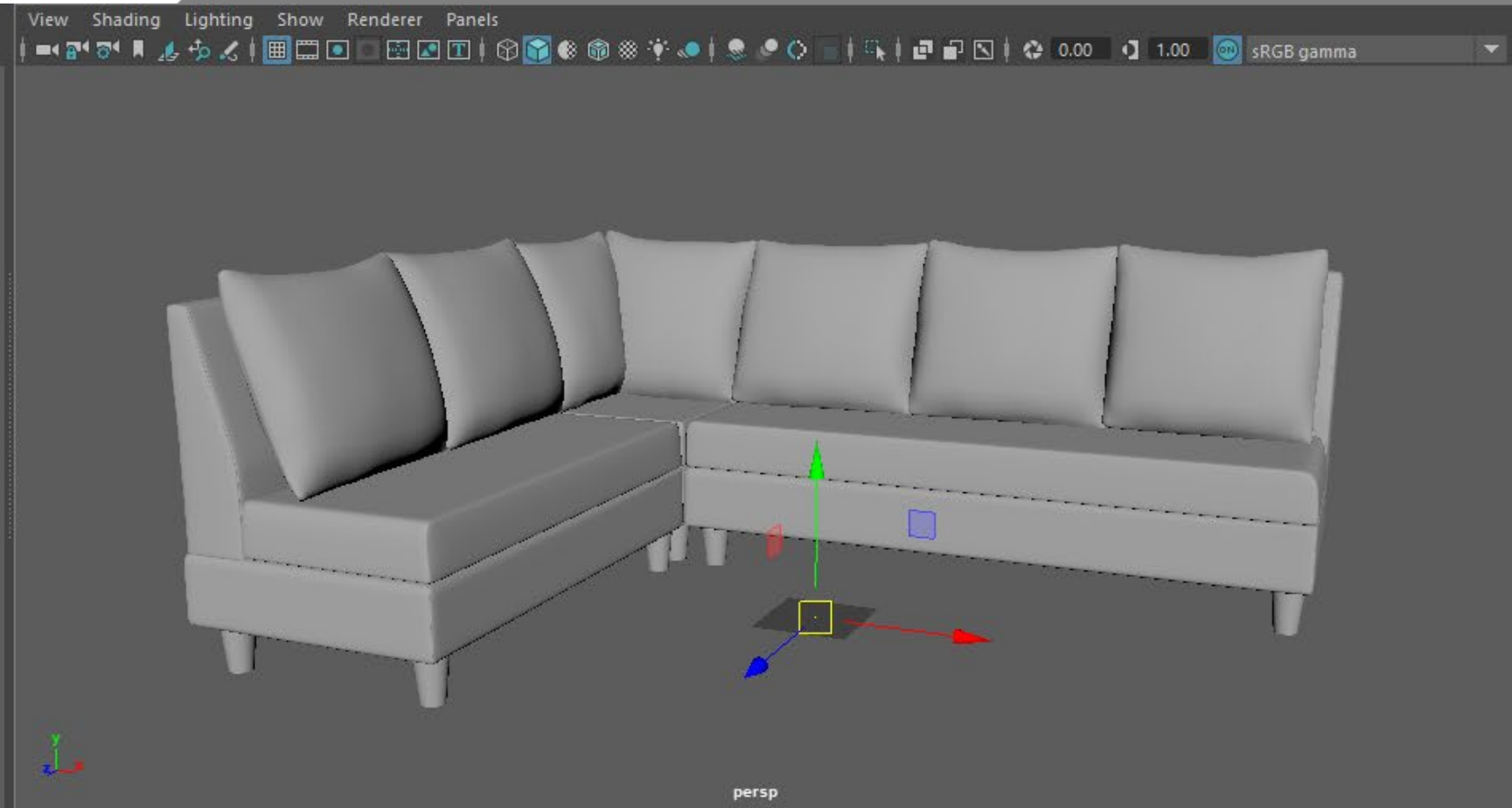
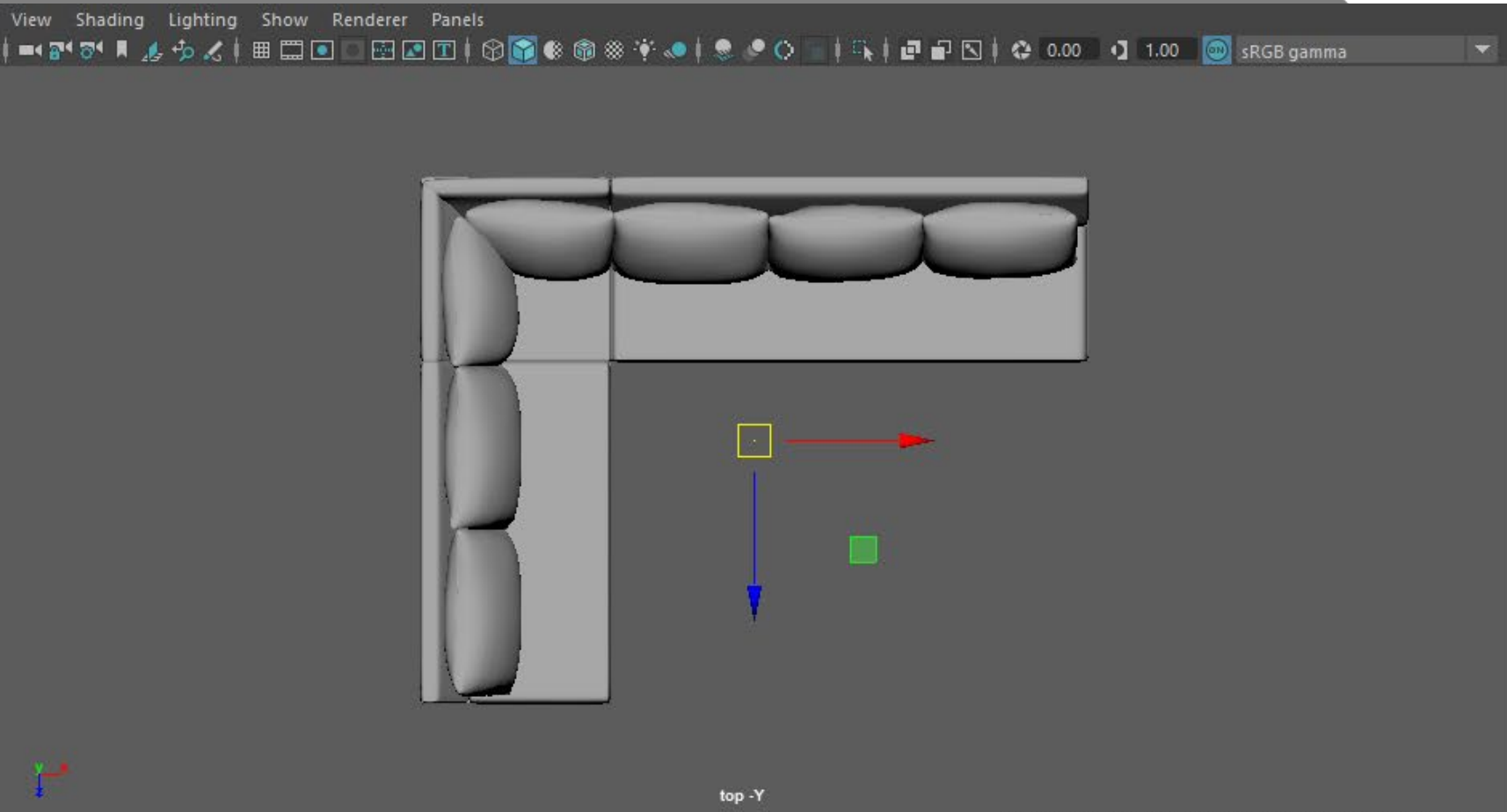
Left Side Longer



Viewport : Maya

Alignment : Floor

Front Z : Longest side parallel to front z with open side facing toward front z



Chaise Lounge

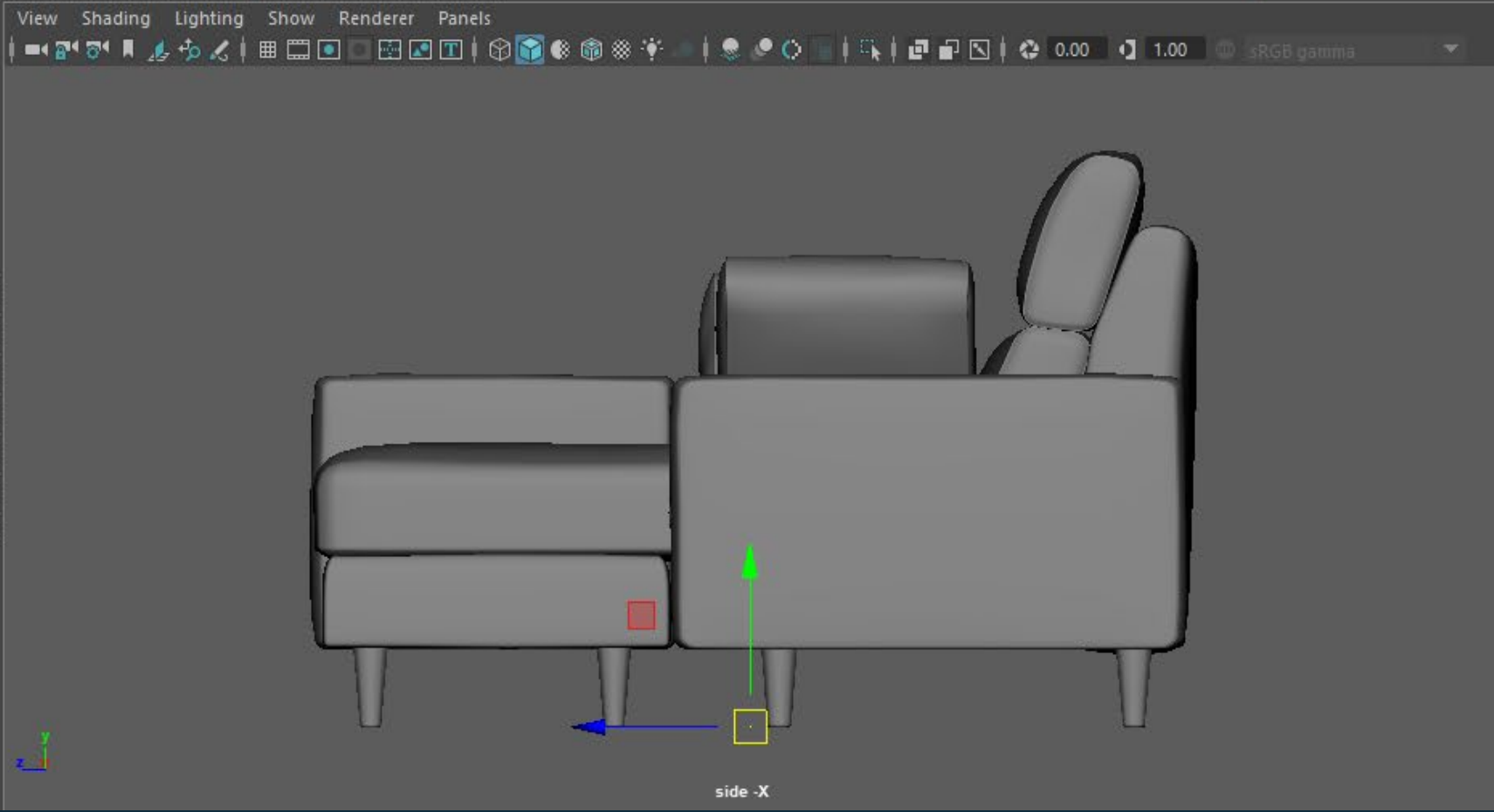
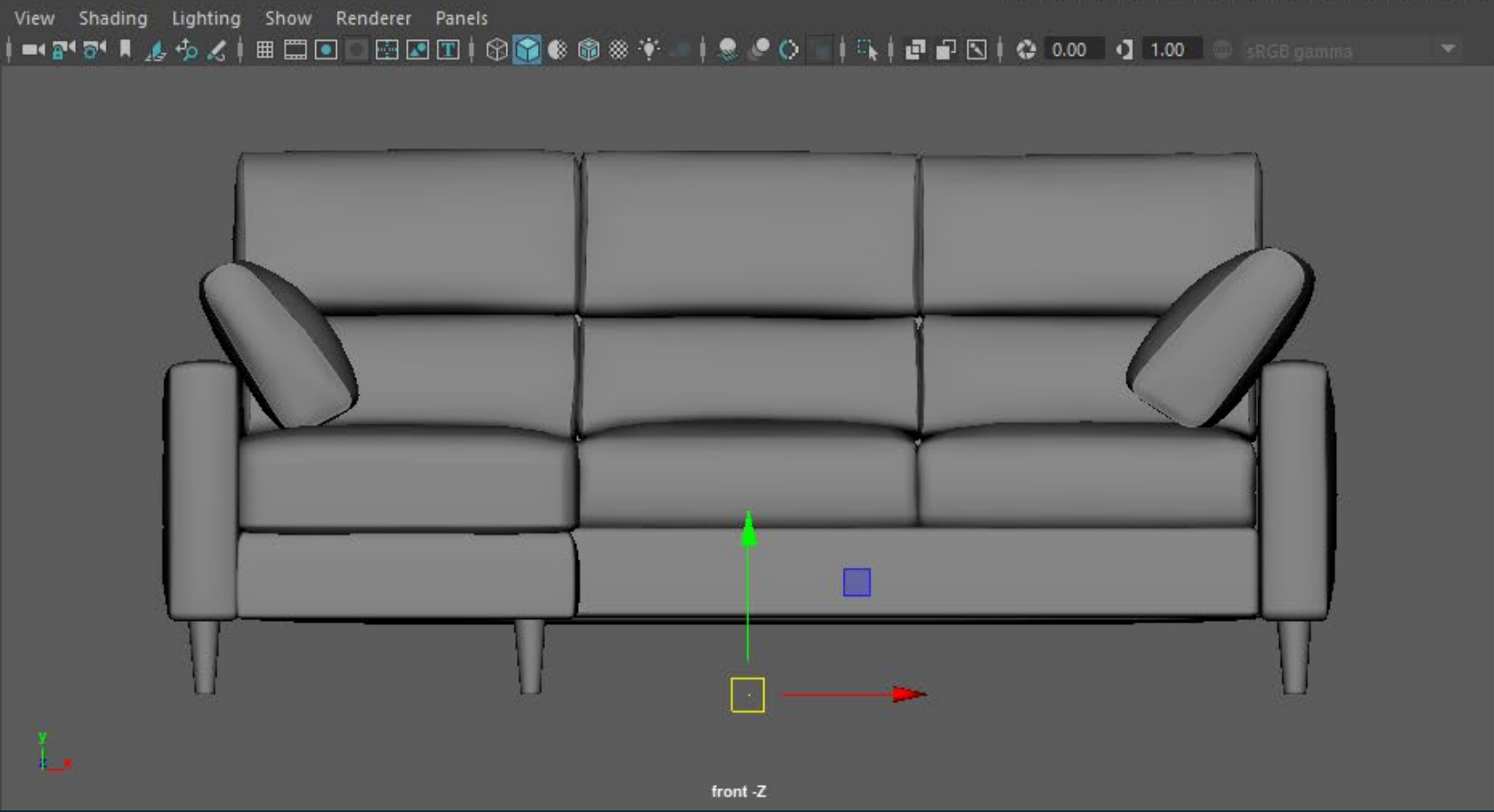
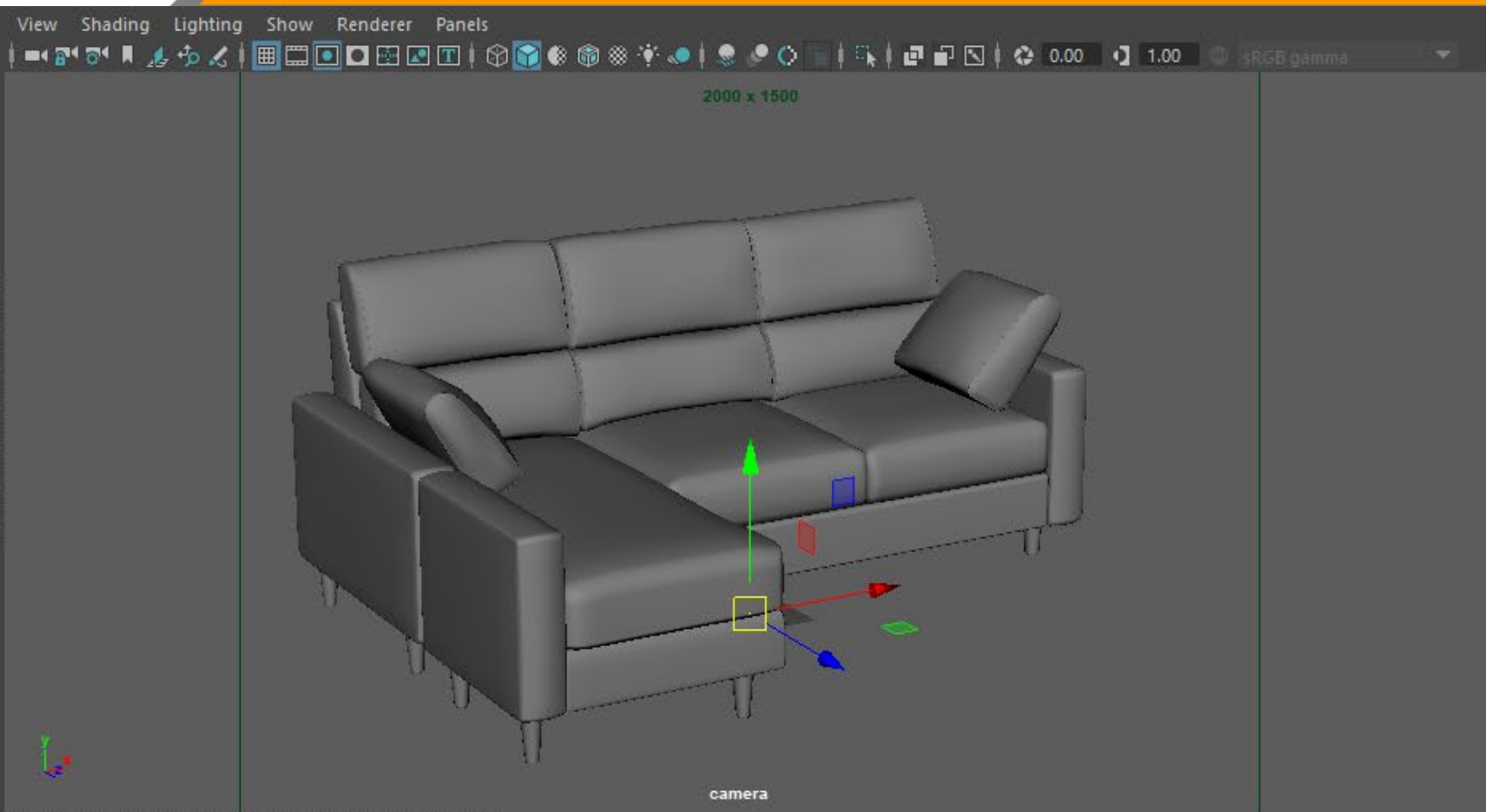
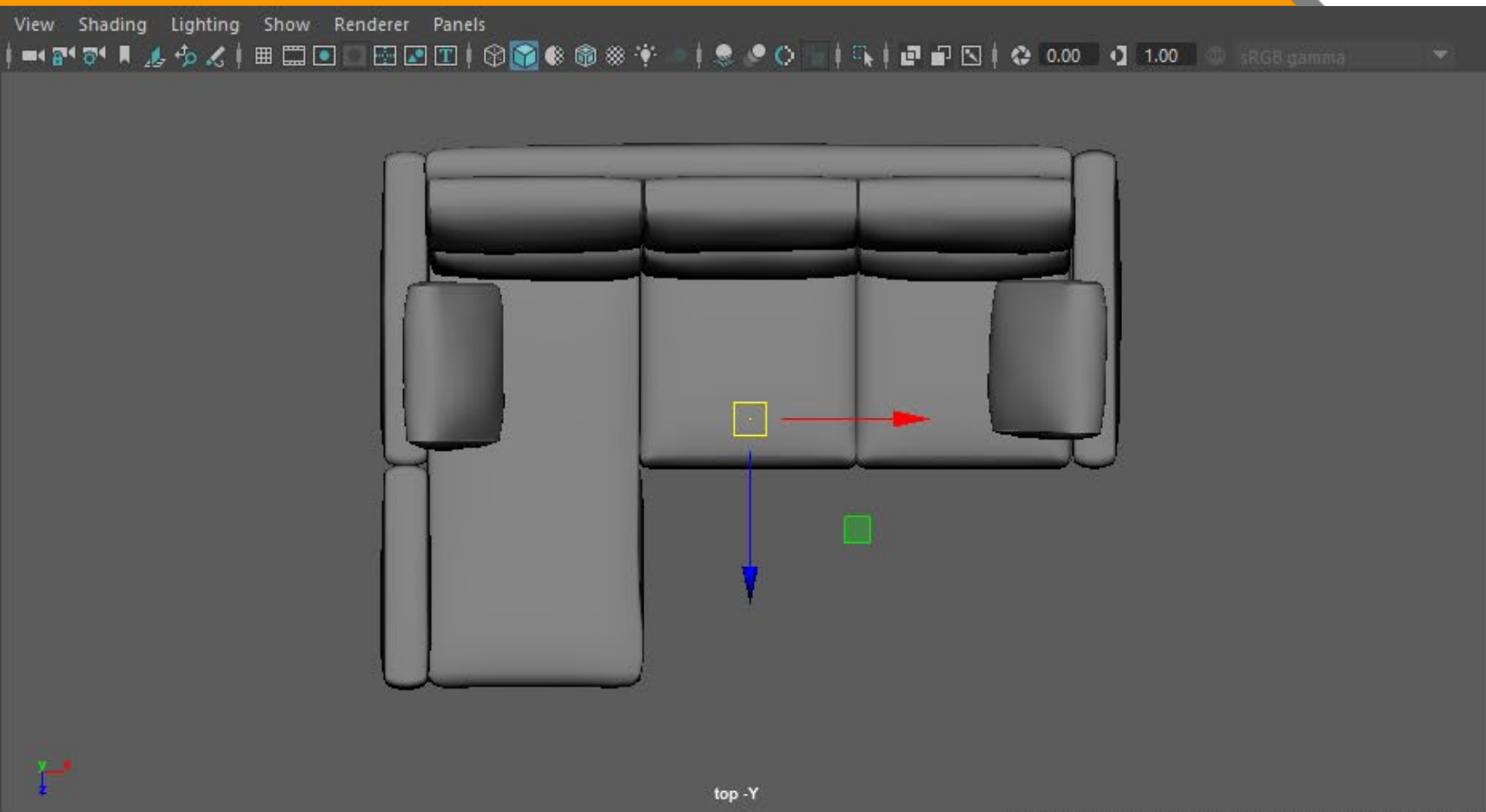
Left Side Longer



Viewport : Maya

Alignment : Floor

Front Z : longest side parallel to front Z



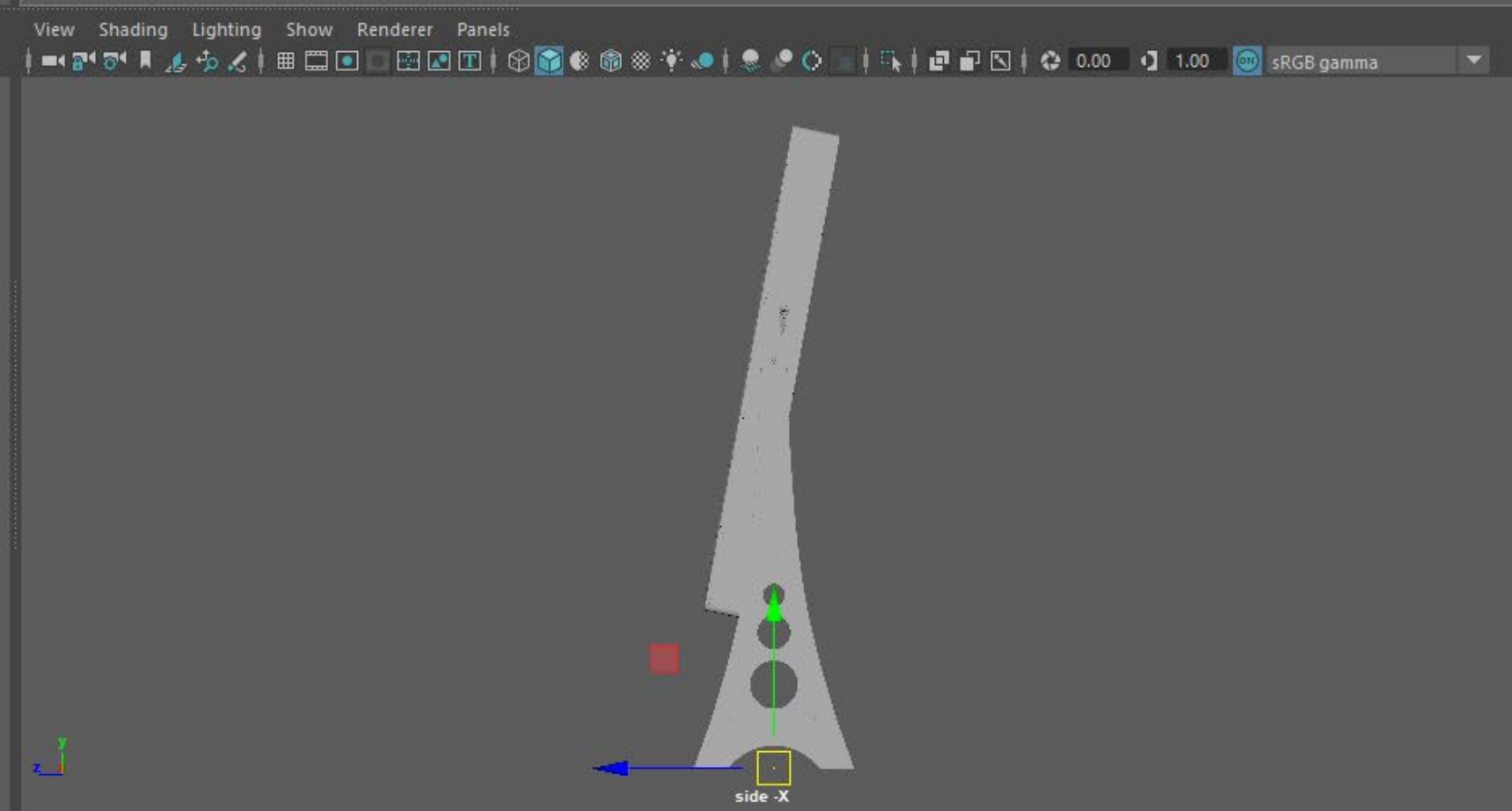
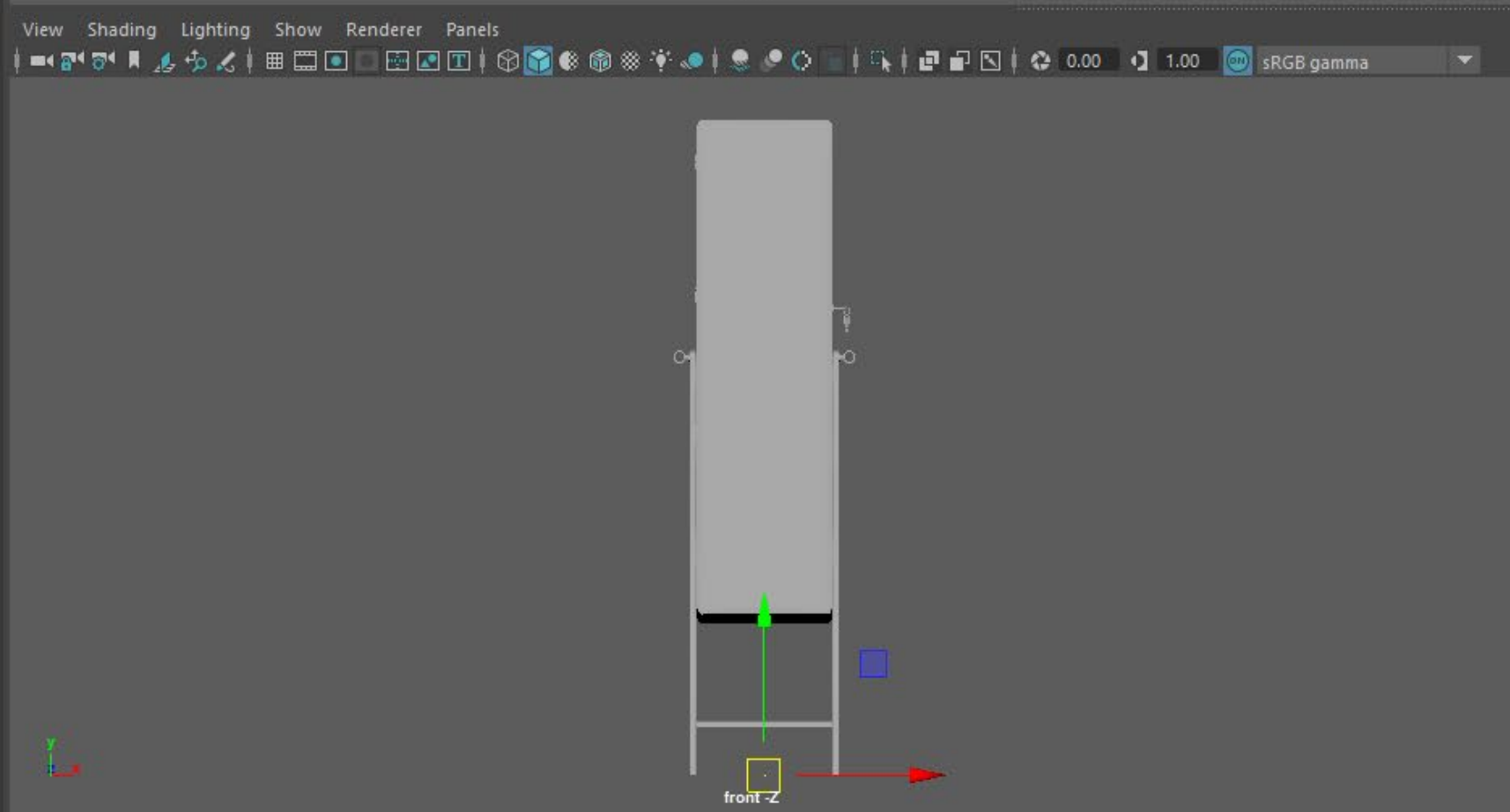
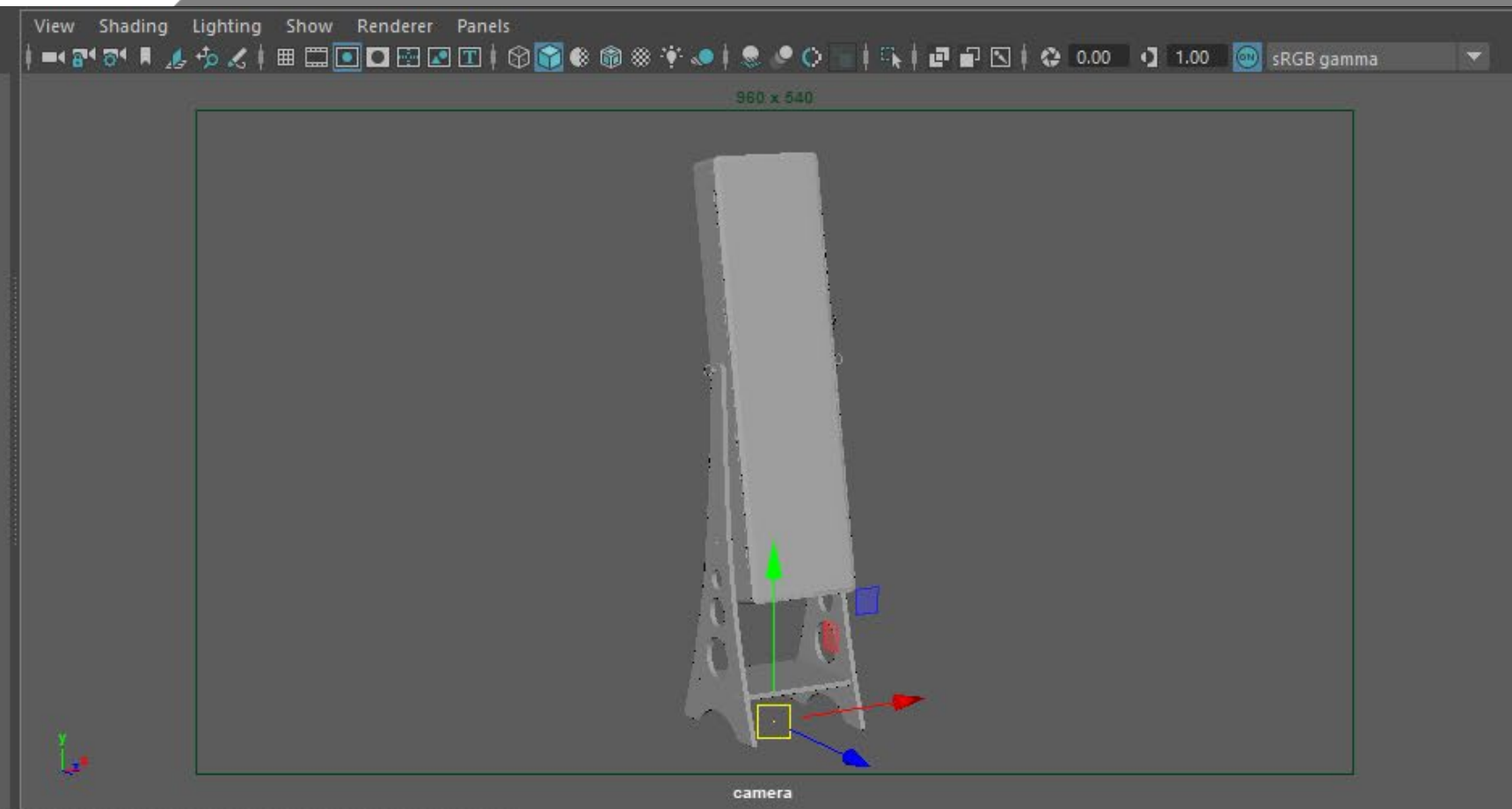
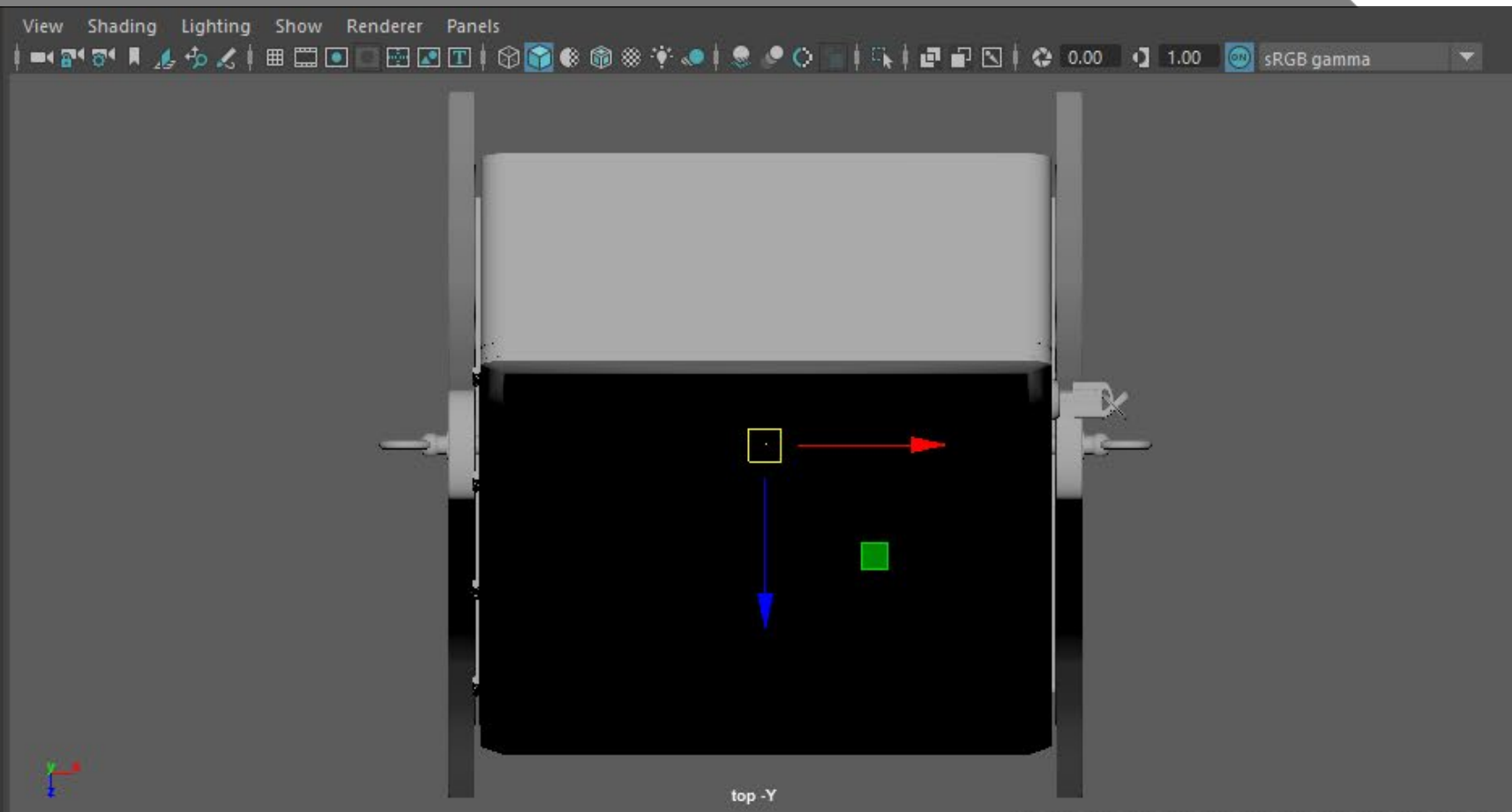
Mirror



Viewport : Maya

Alignment : Floor

Front Z: front faces to front Z



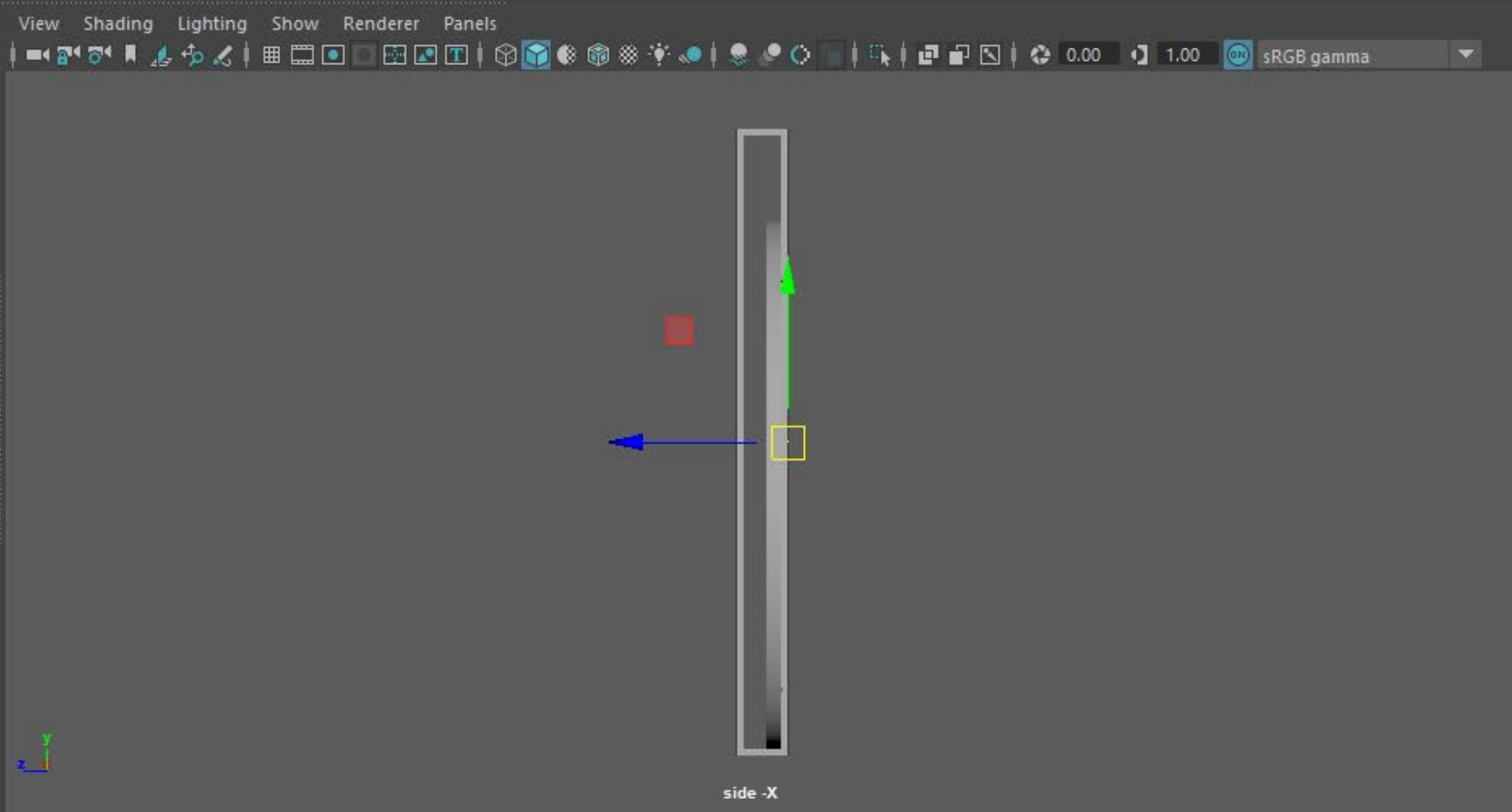
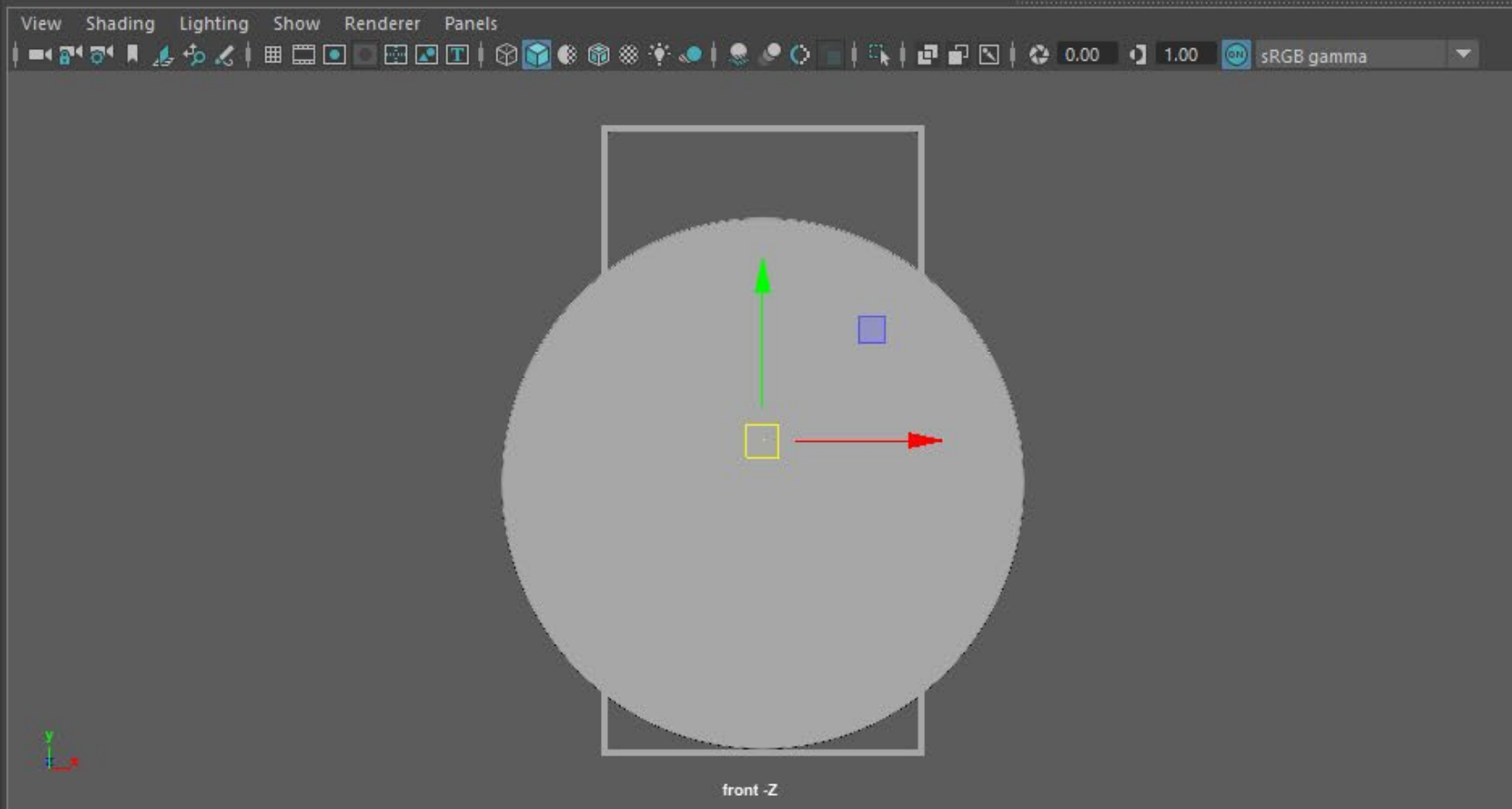
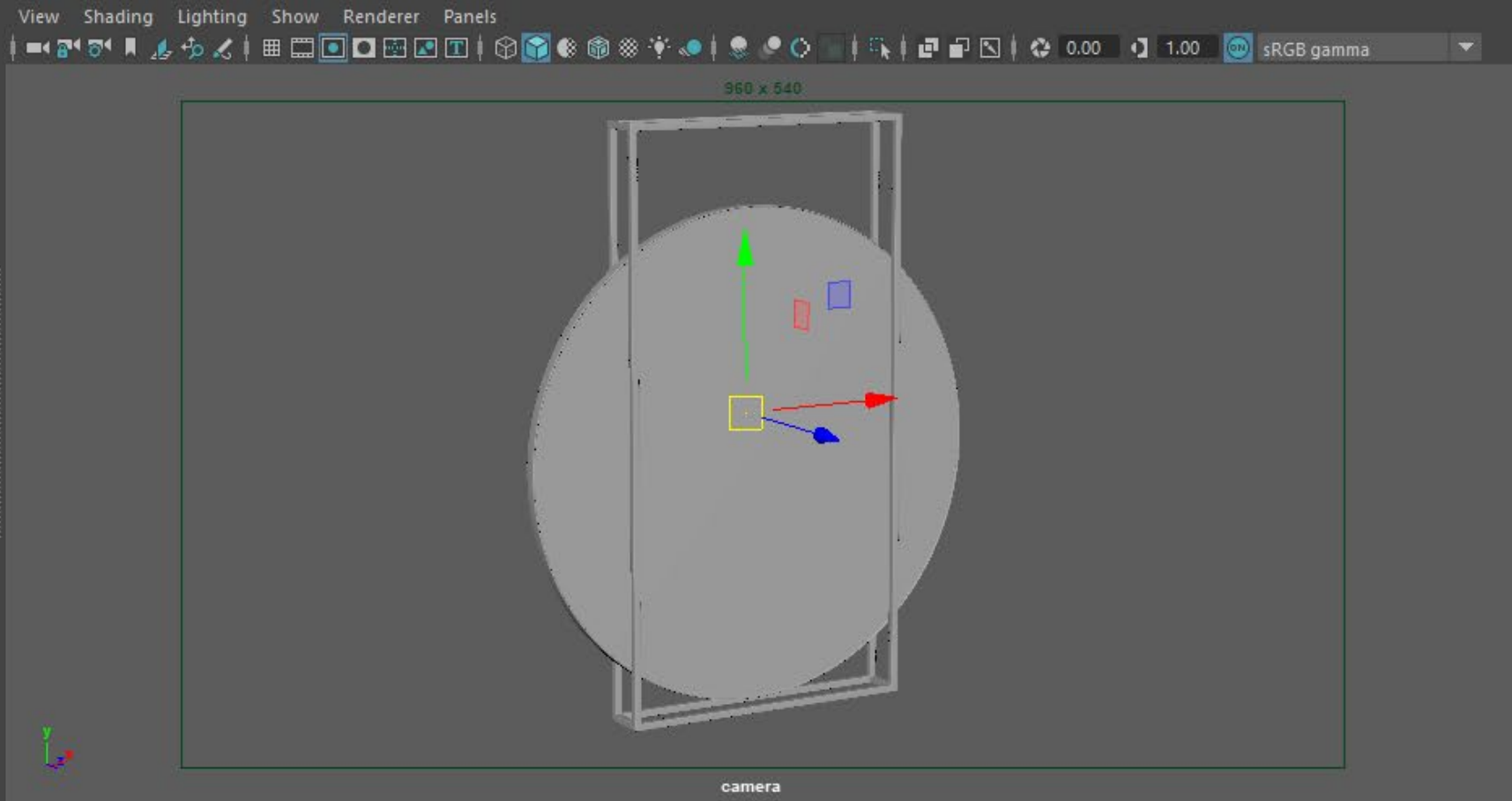
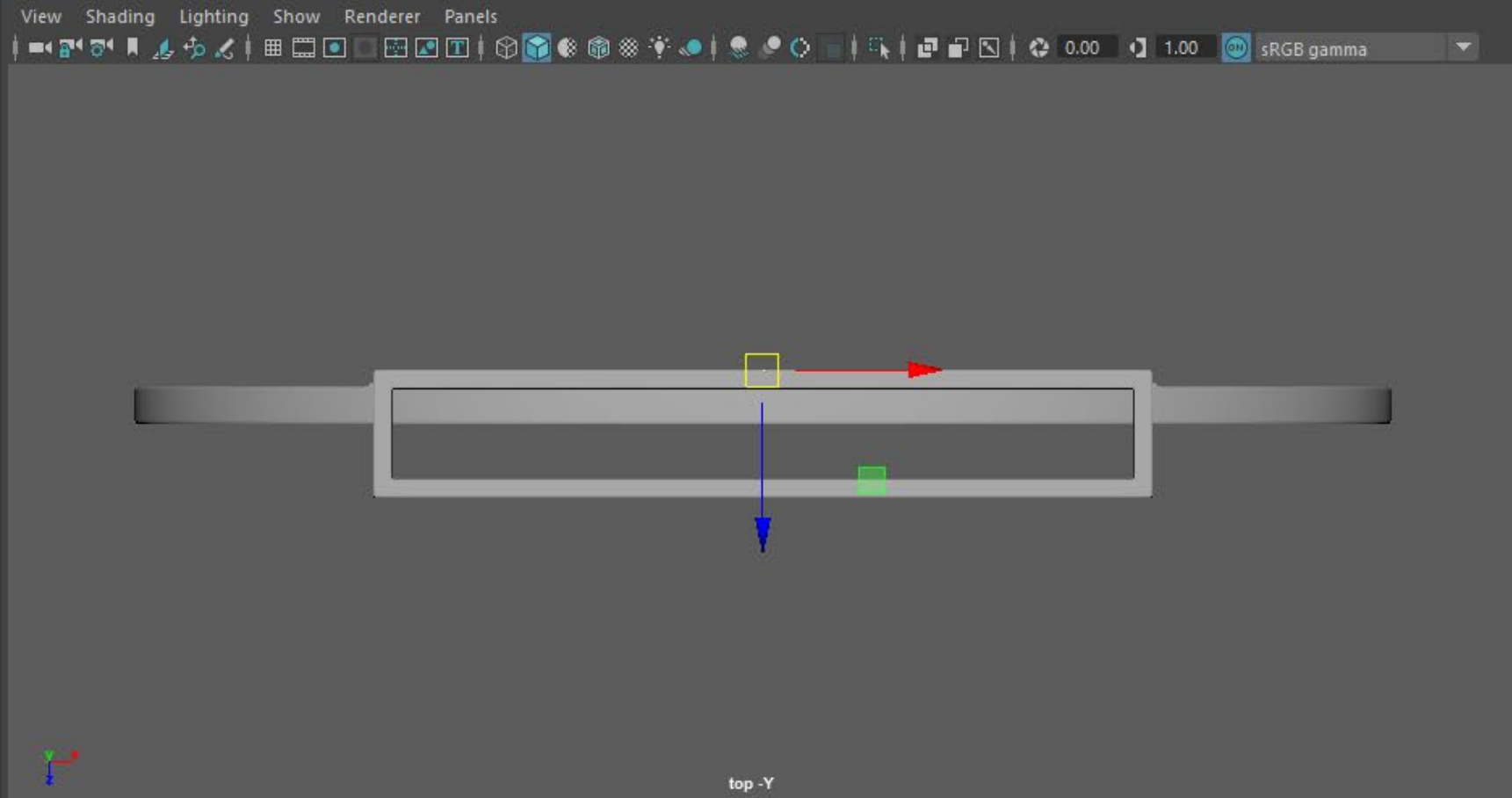
Wall Mirror



Viewport : Maya

Alignment : Wall

Front Z: front faces to front Z



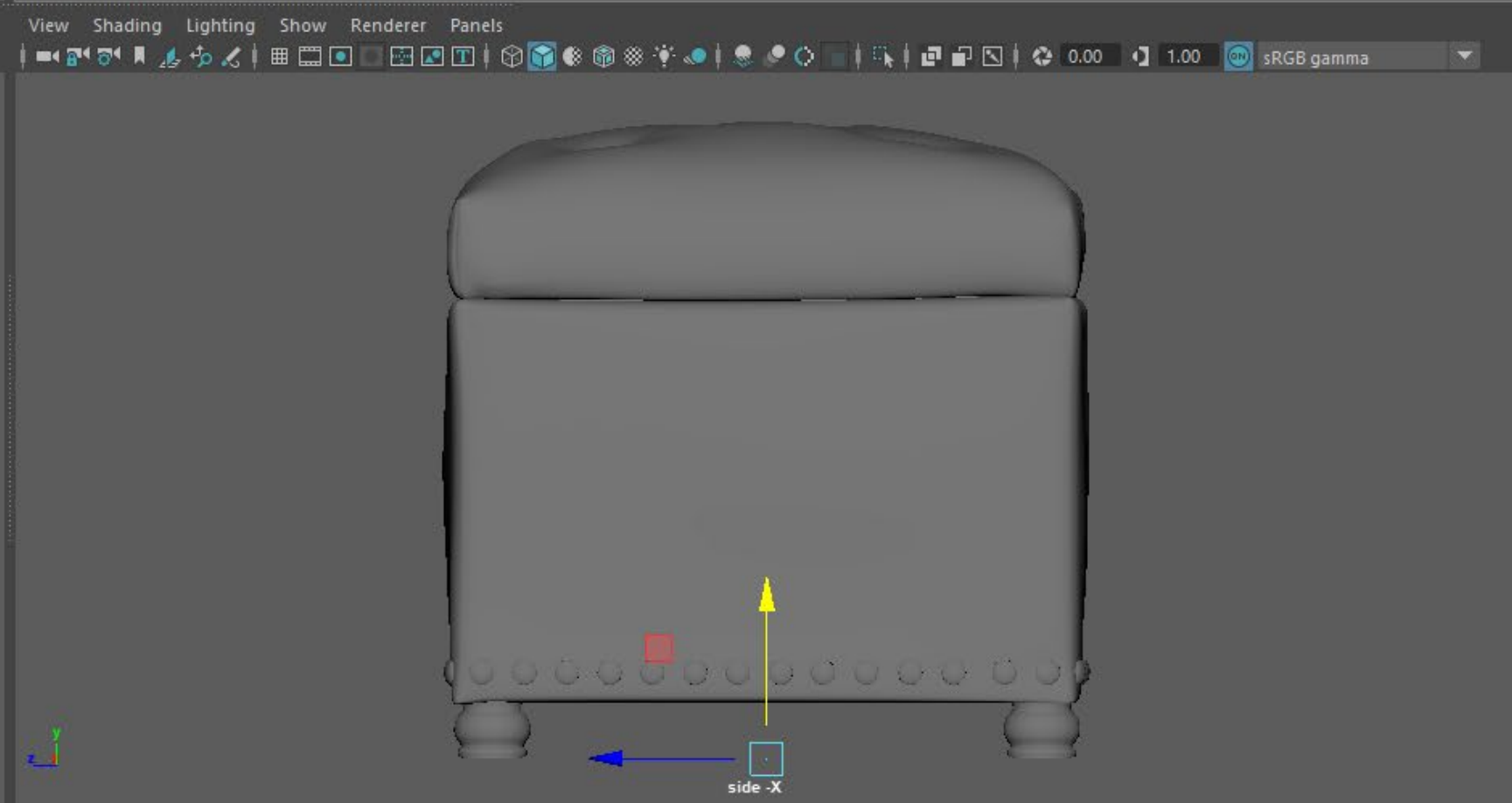
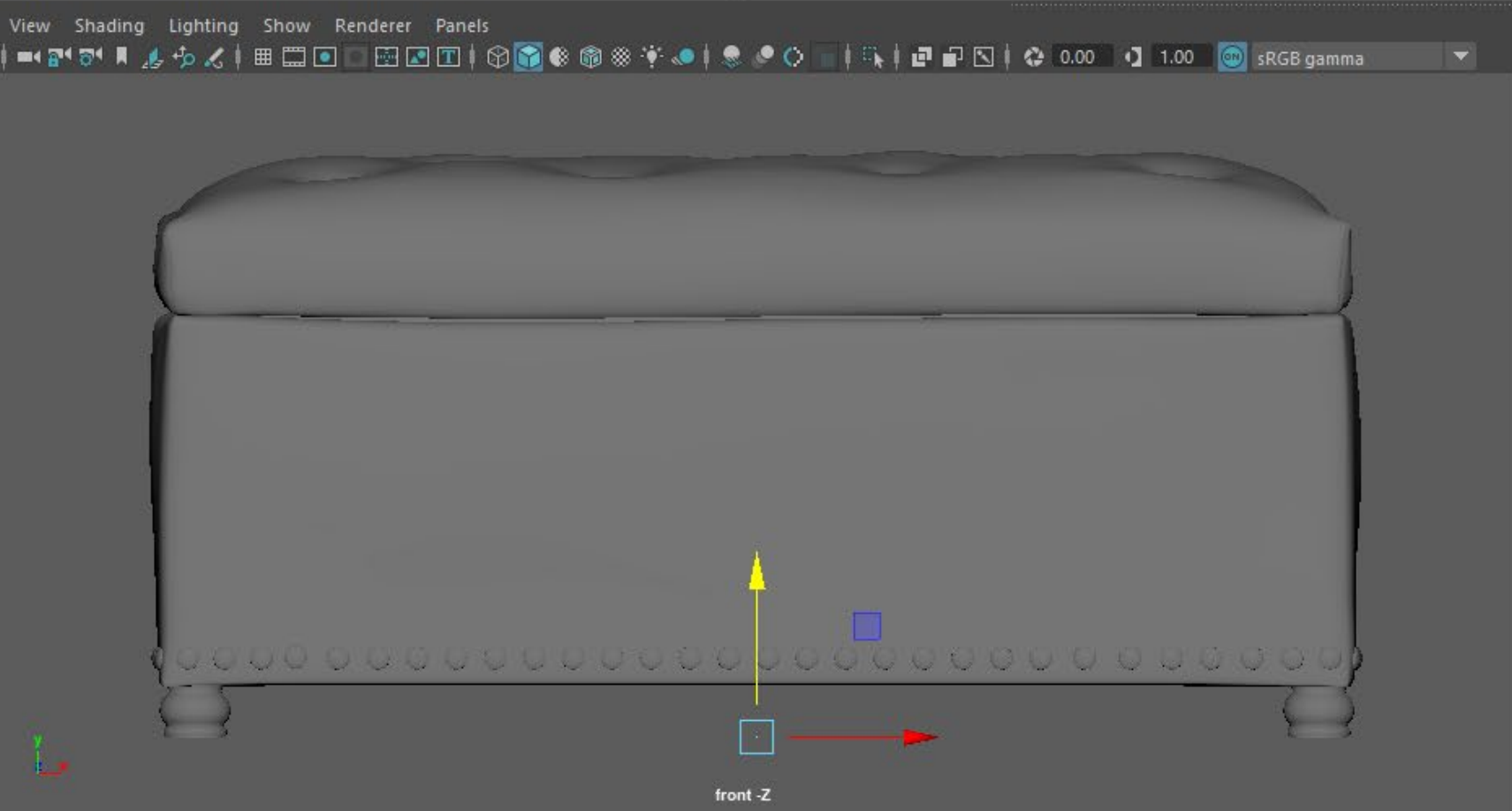
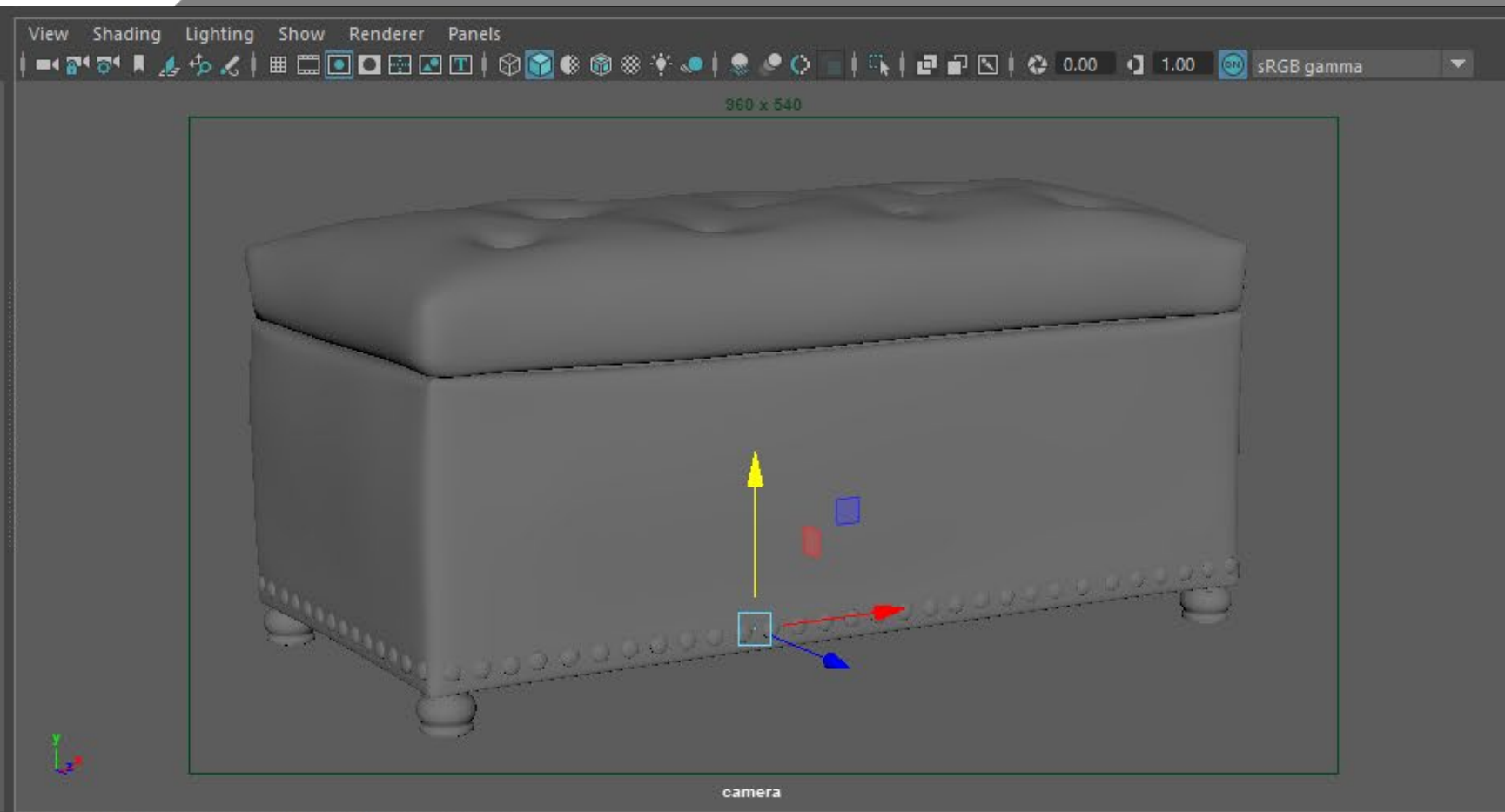
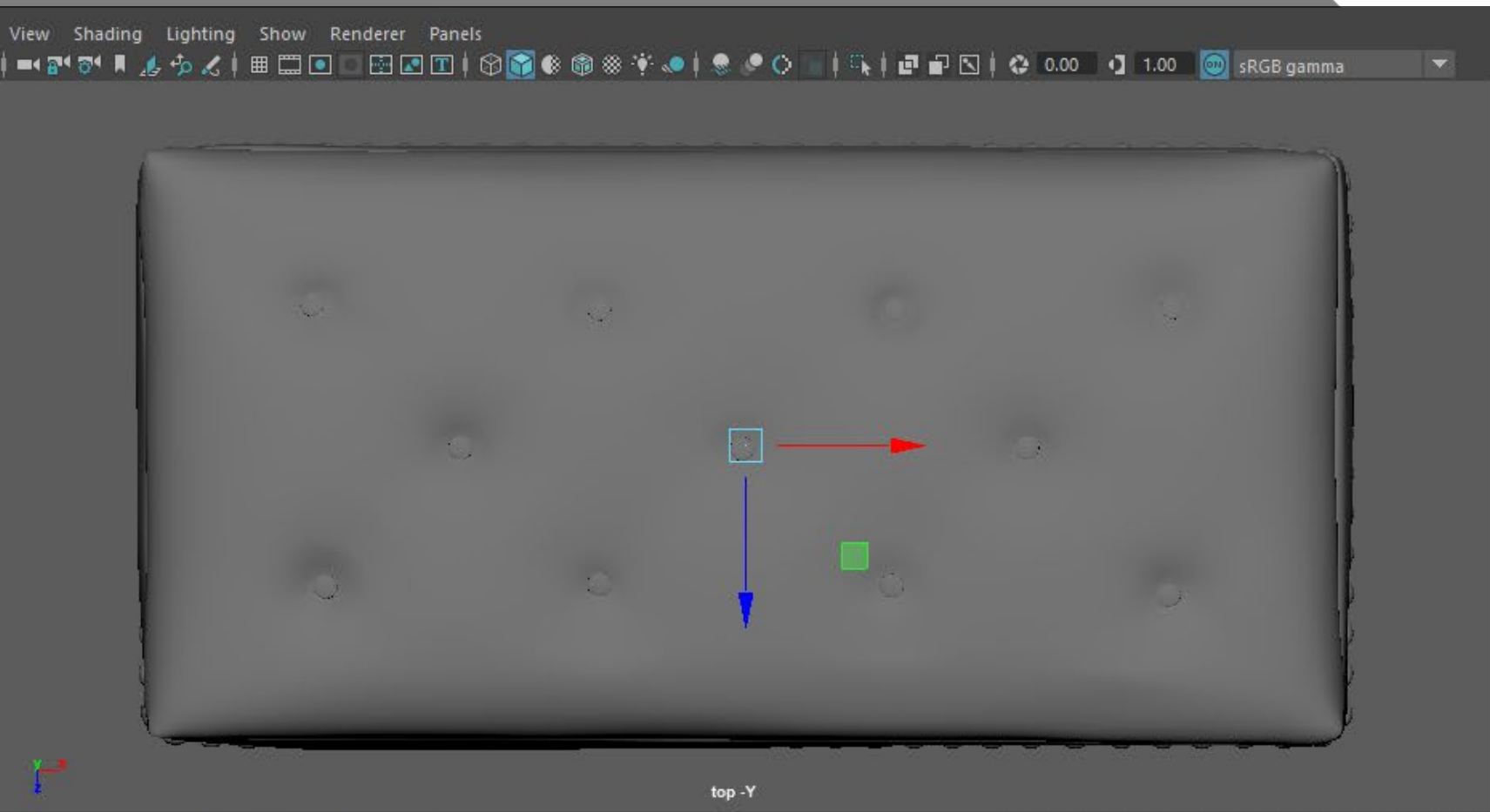
Ottoman



Viewport : Maya

Alignment : Floor

Front Z: longest side Parallel to front Z



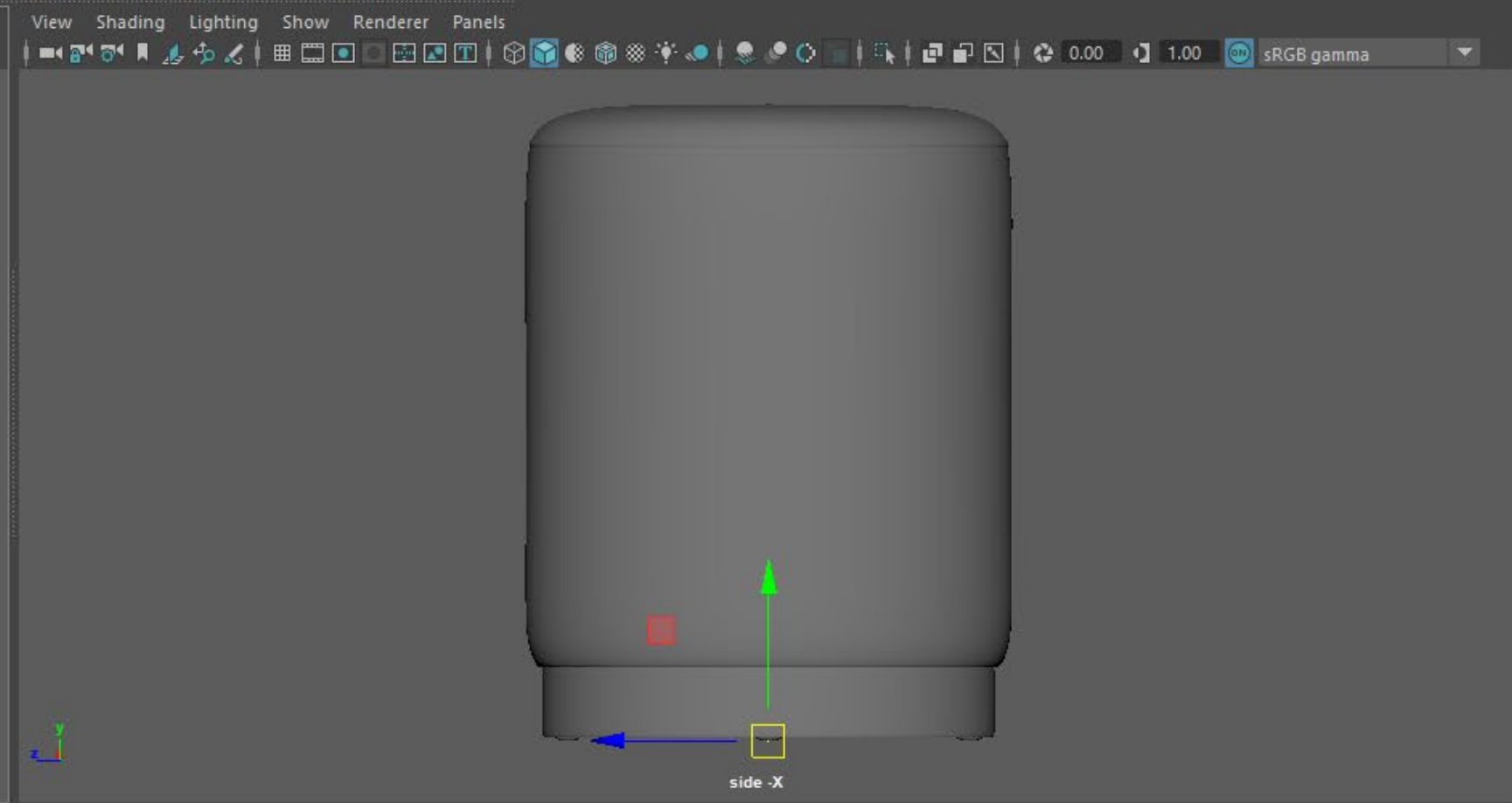
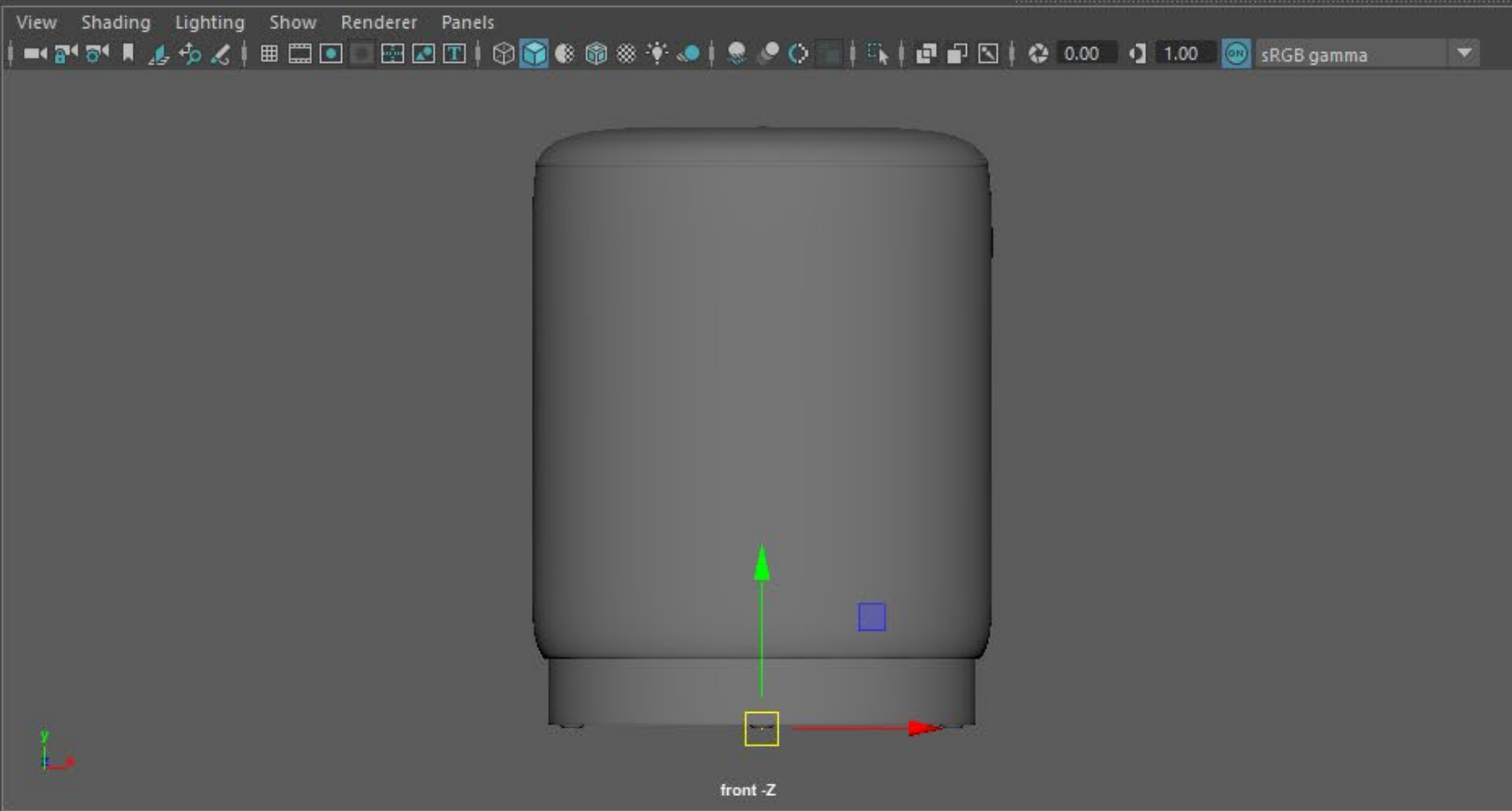
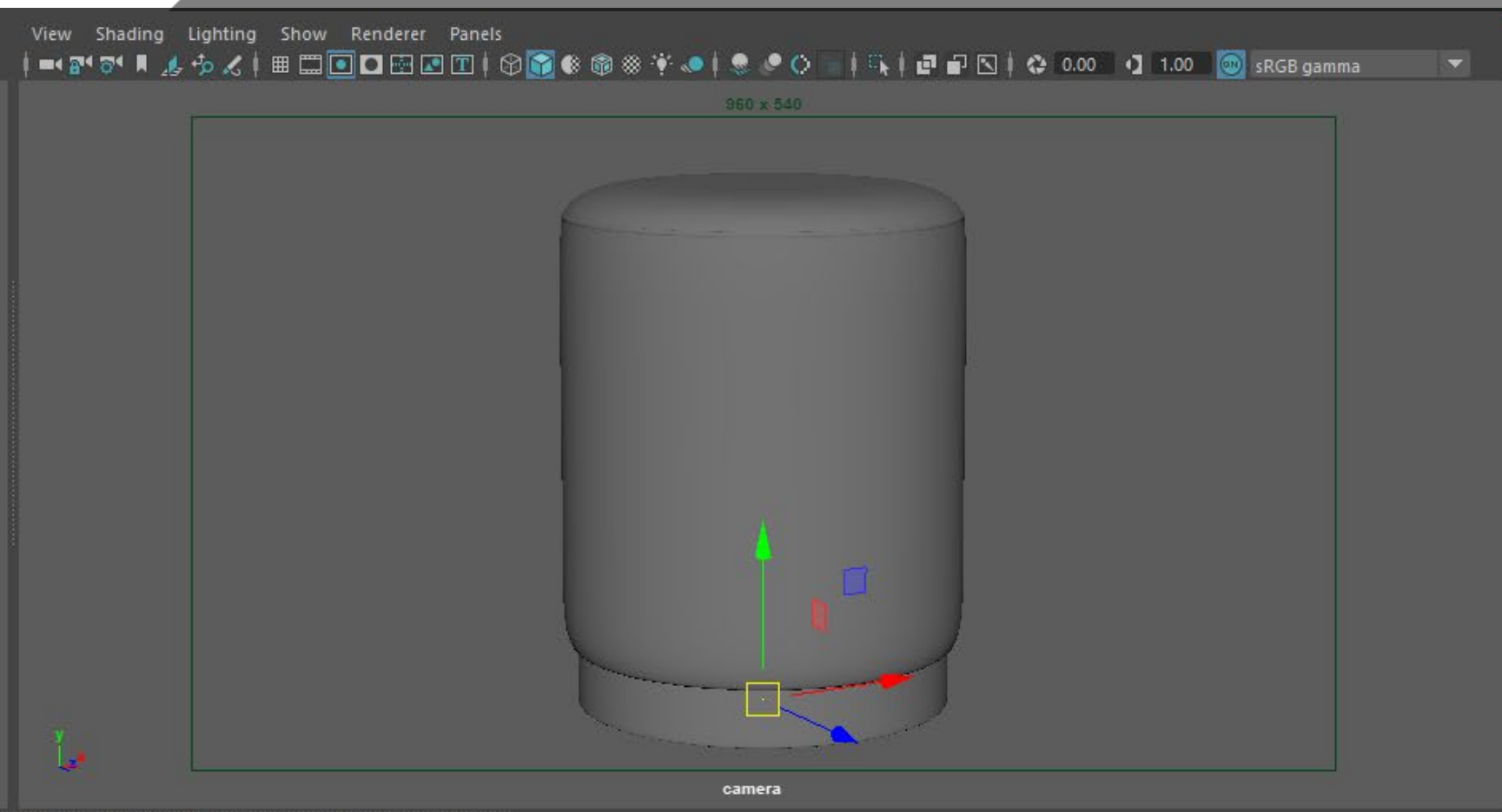
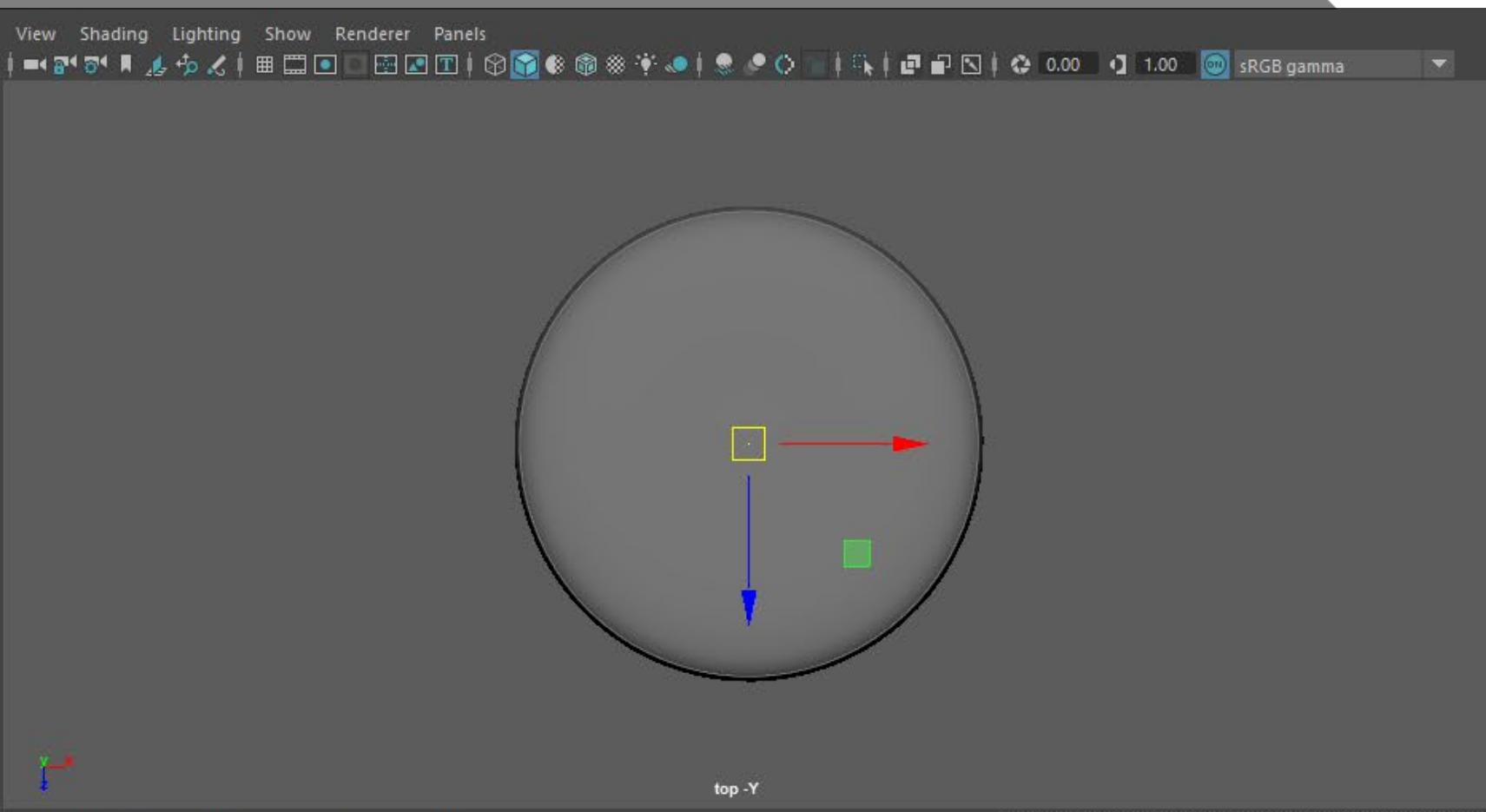
Ottoman



Viewport : Maya

Alignment : Floor

Front Z: longest side Parallel to front Z (if round or square it doesn't matter)



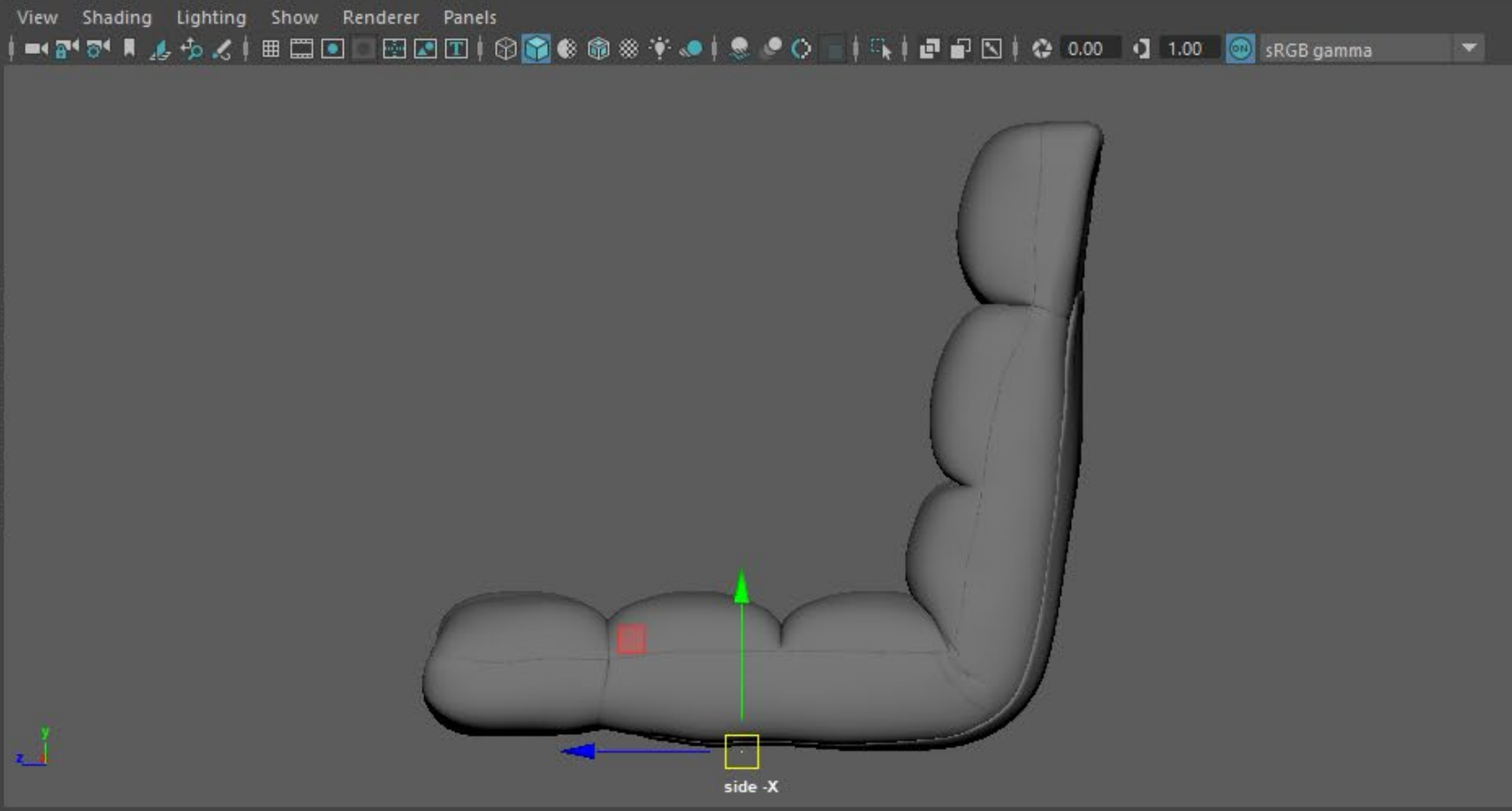
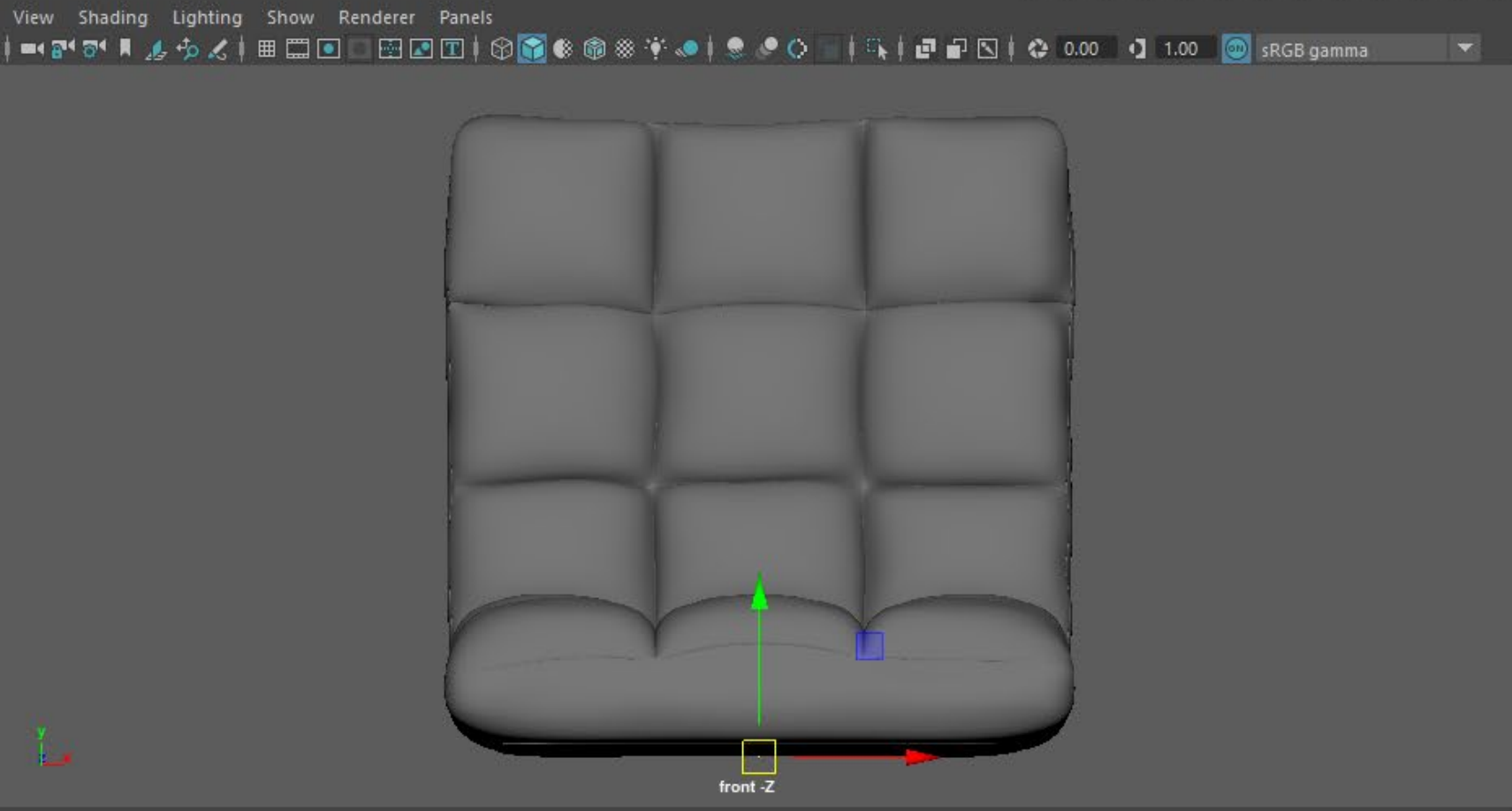
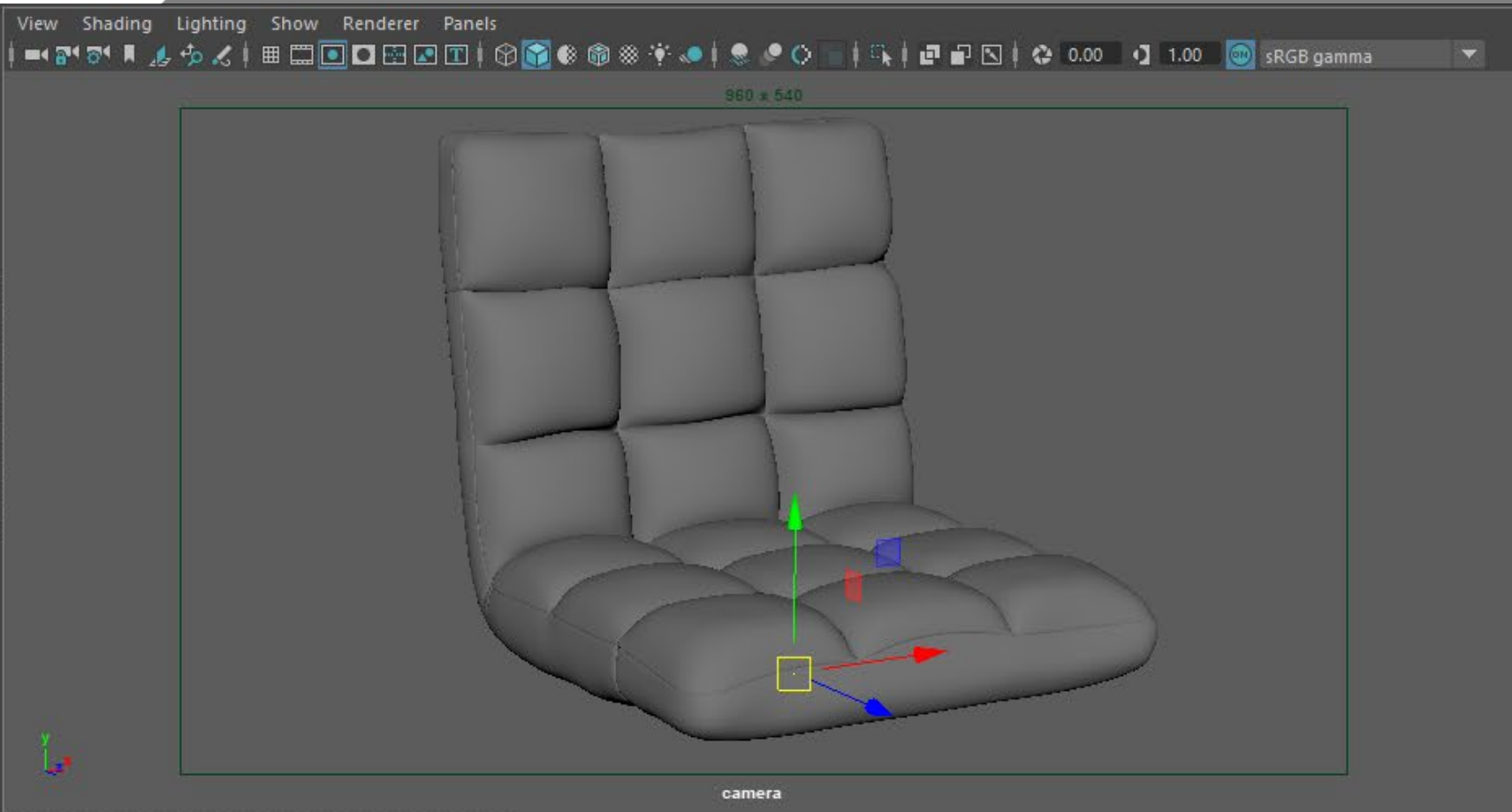
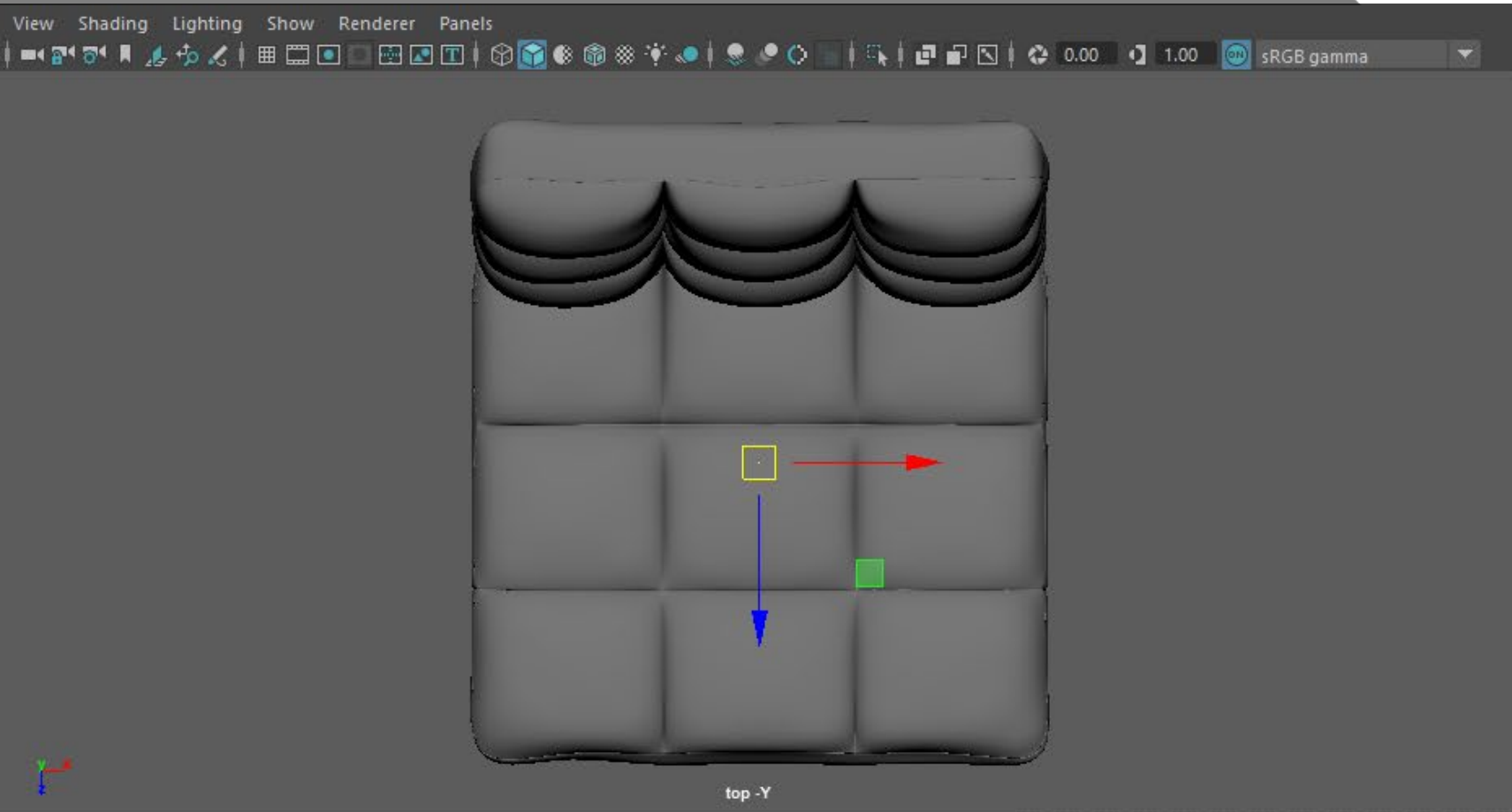
Ottoman



Viewport : Maya

Alignment : Floor

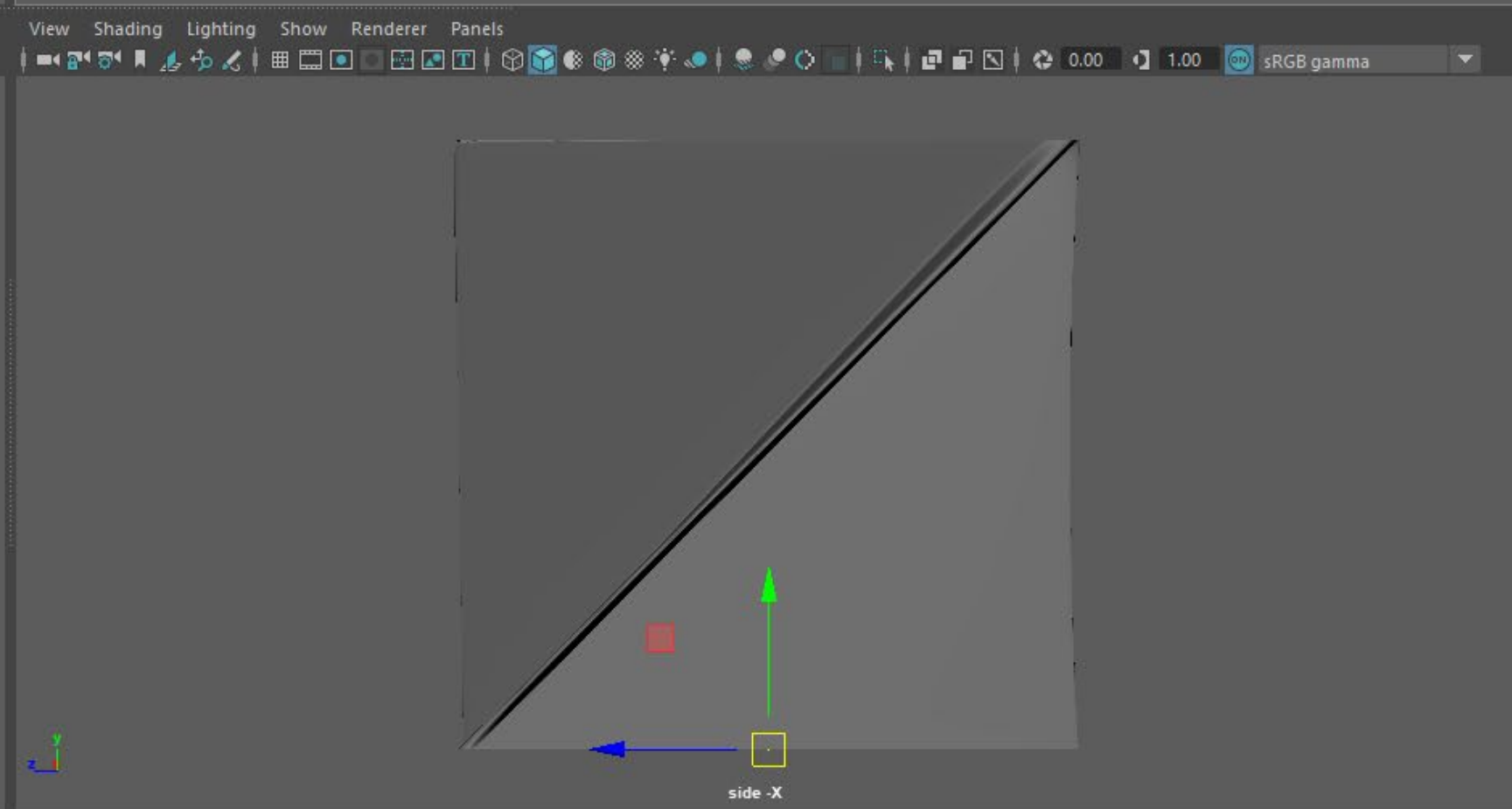
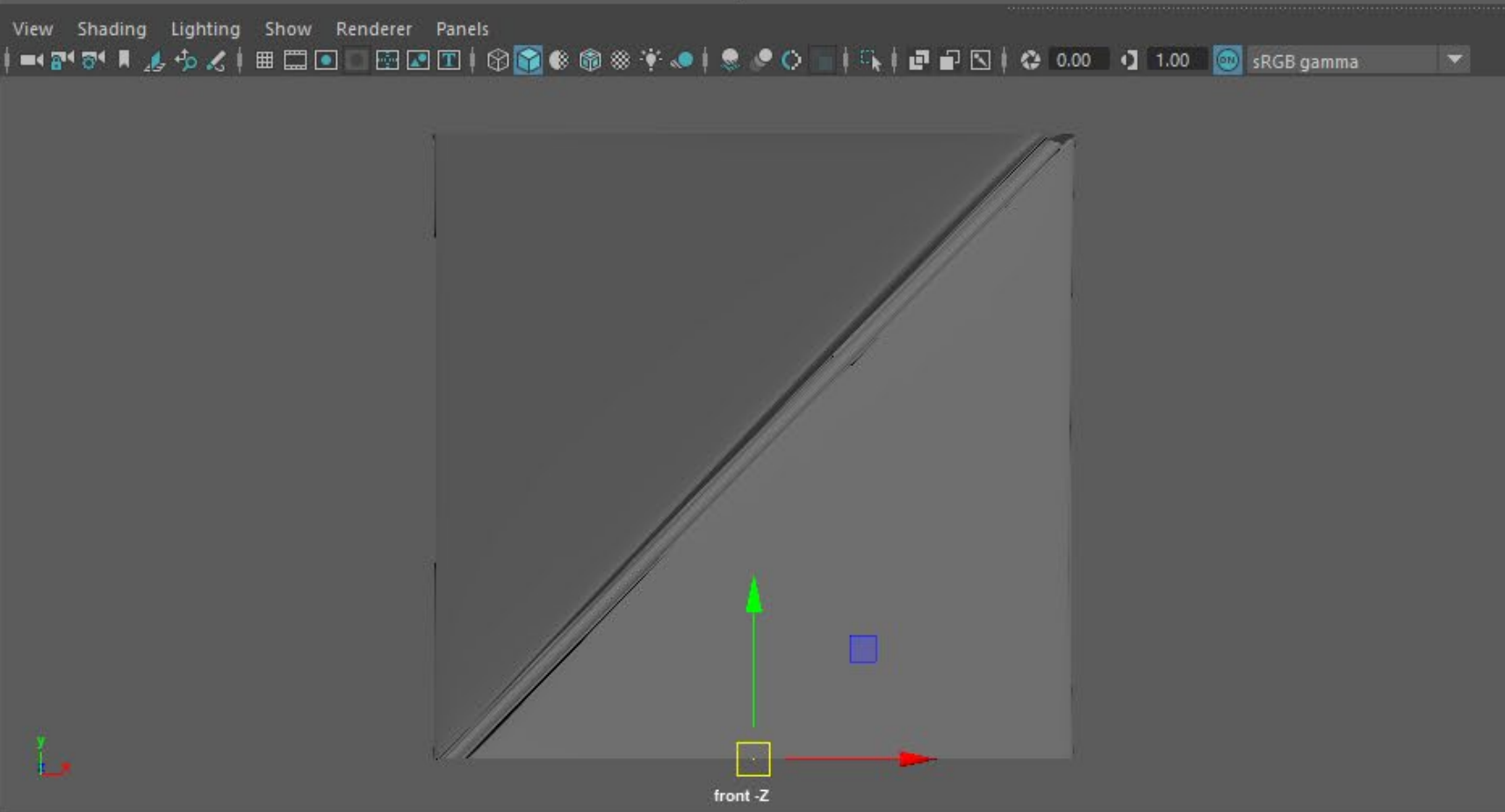
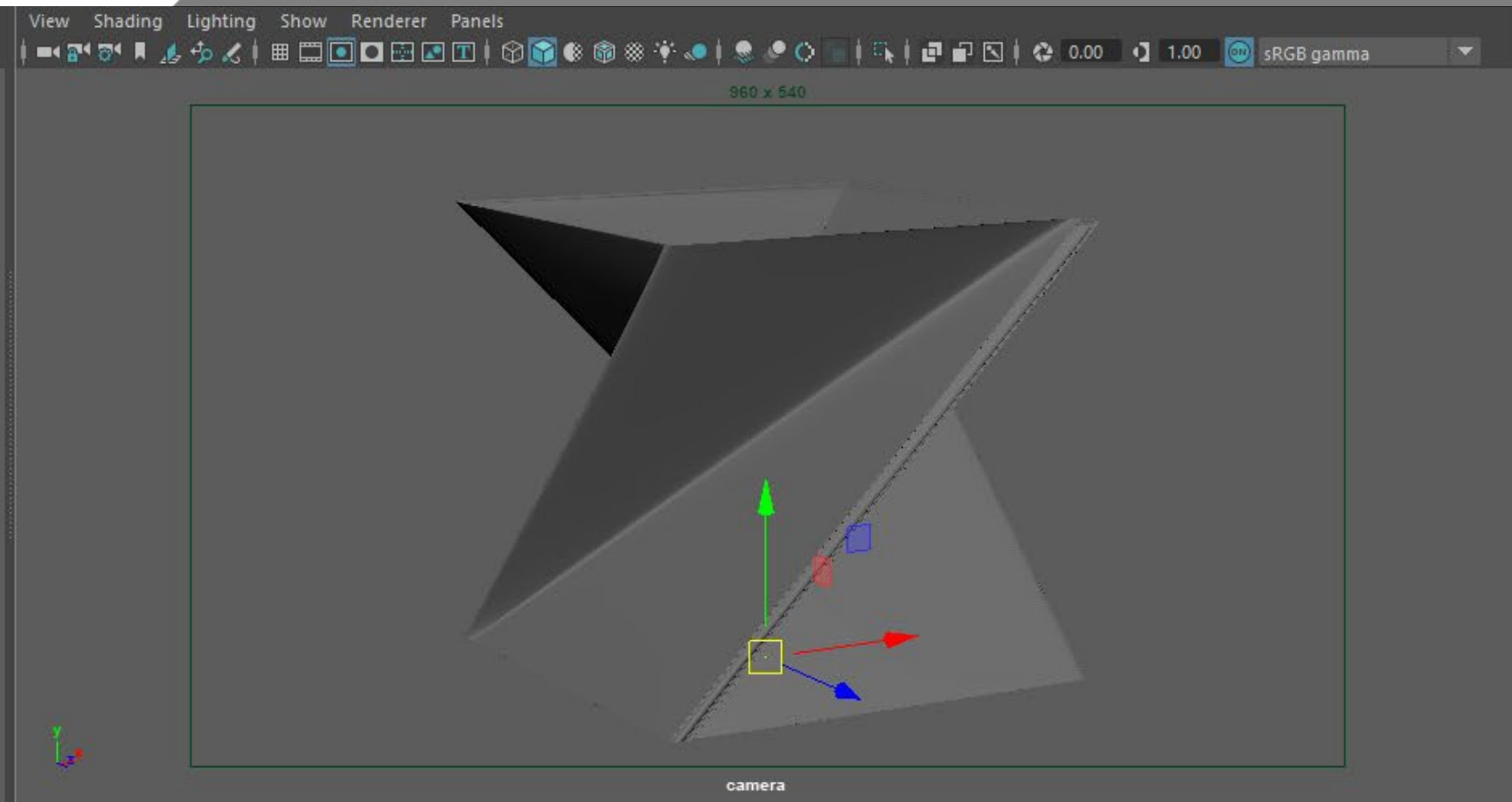
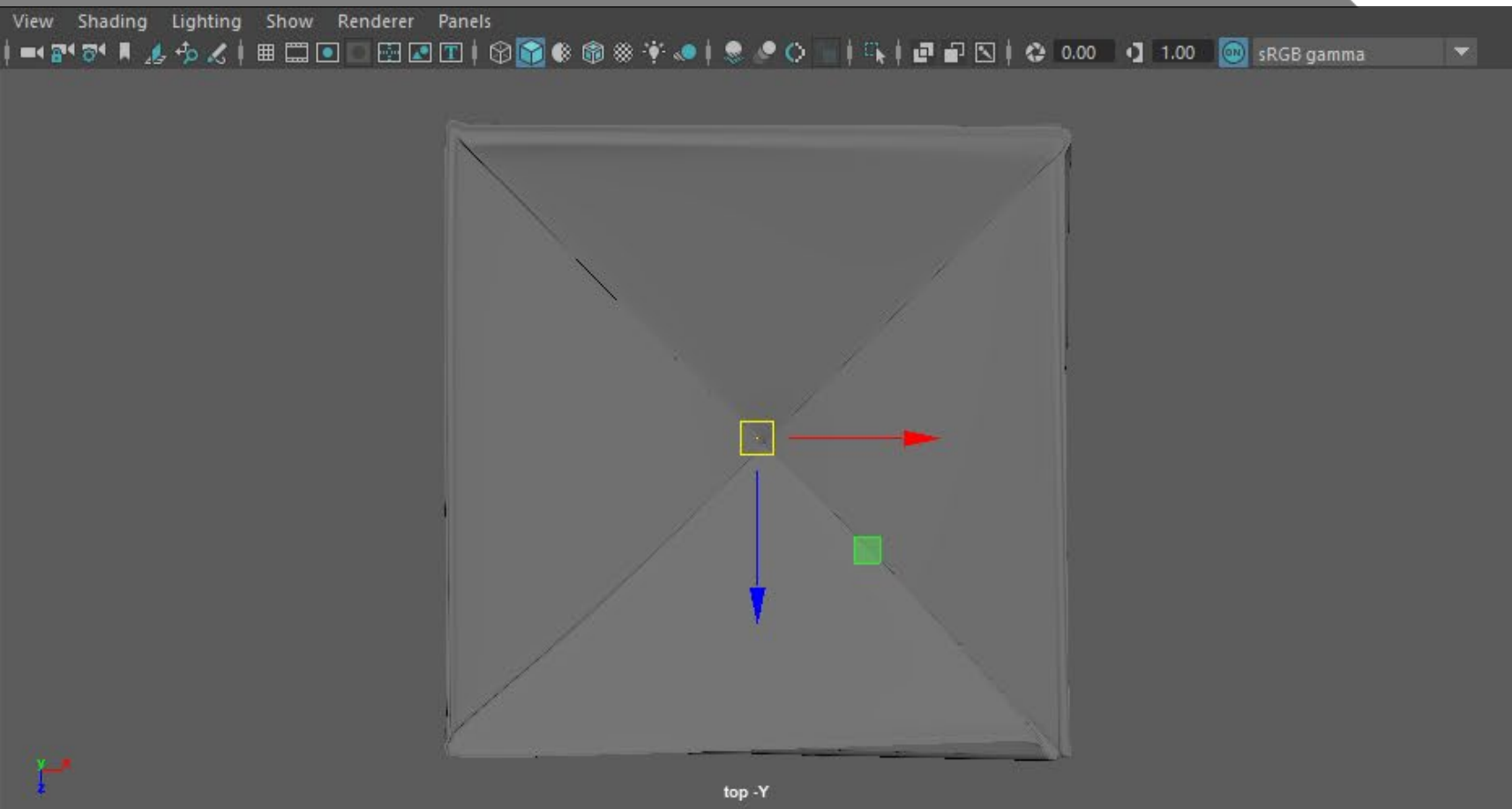
Front Z: front of seat and seatback towards front Z



Paper Bag



Viewport : Maya **Alignment : Floor**
Front Z: longest side front Z (if round or square it doesn't matter)



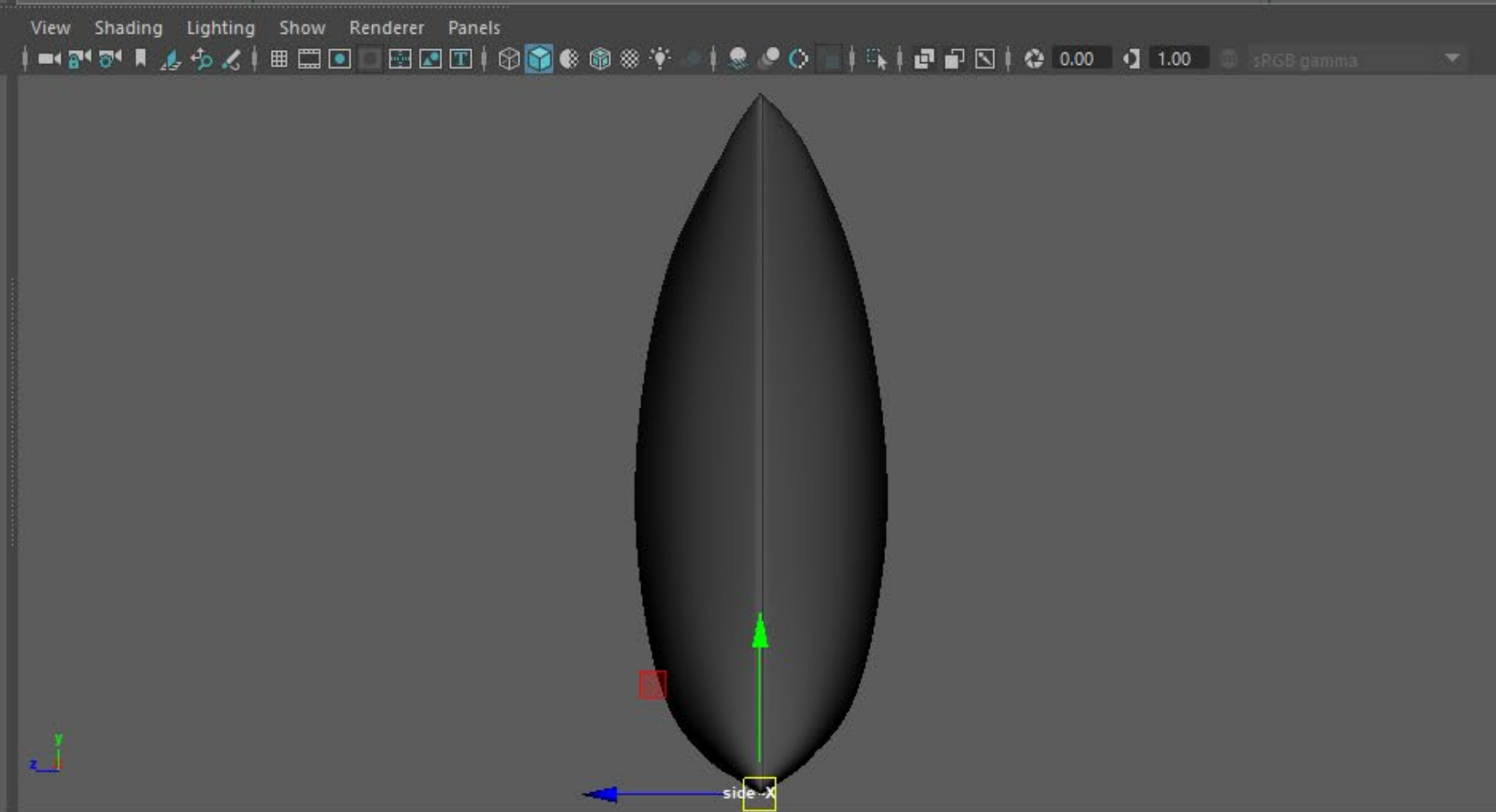
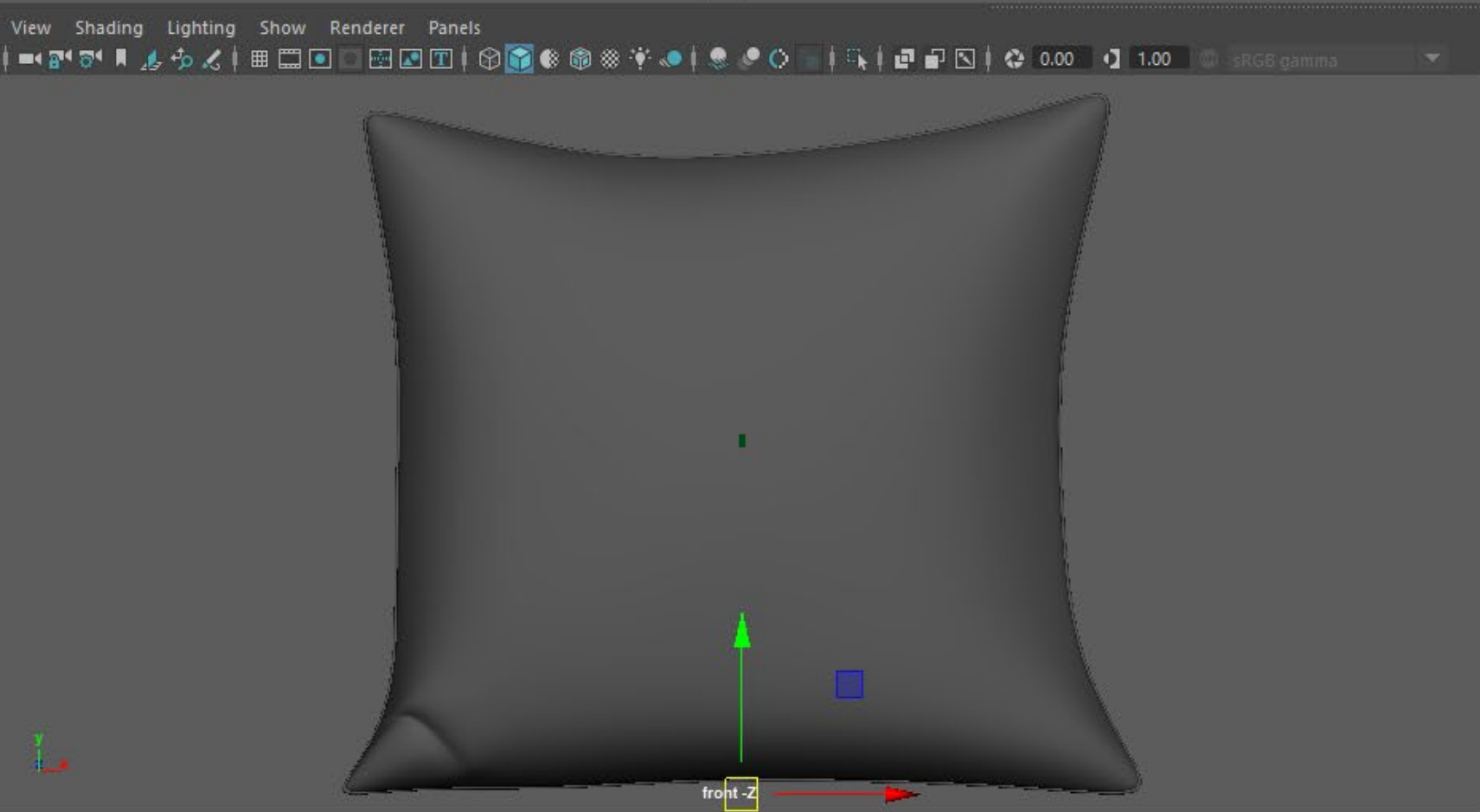
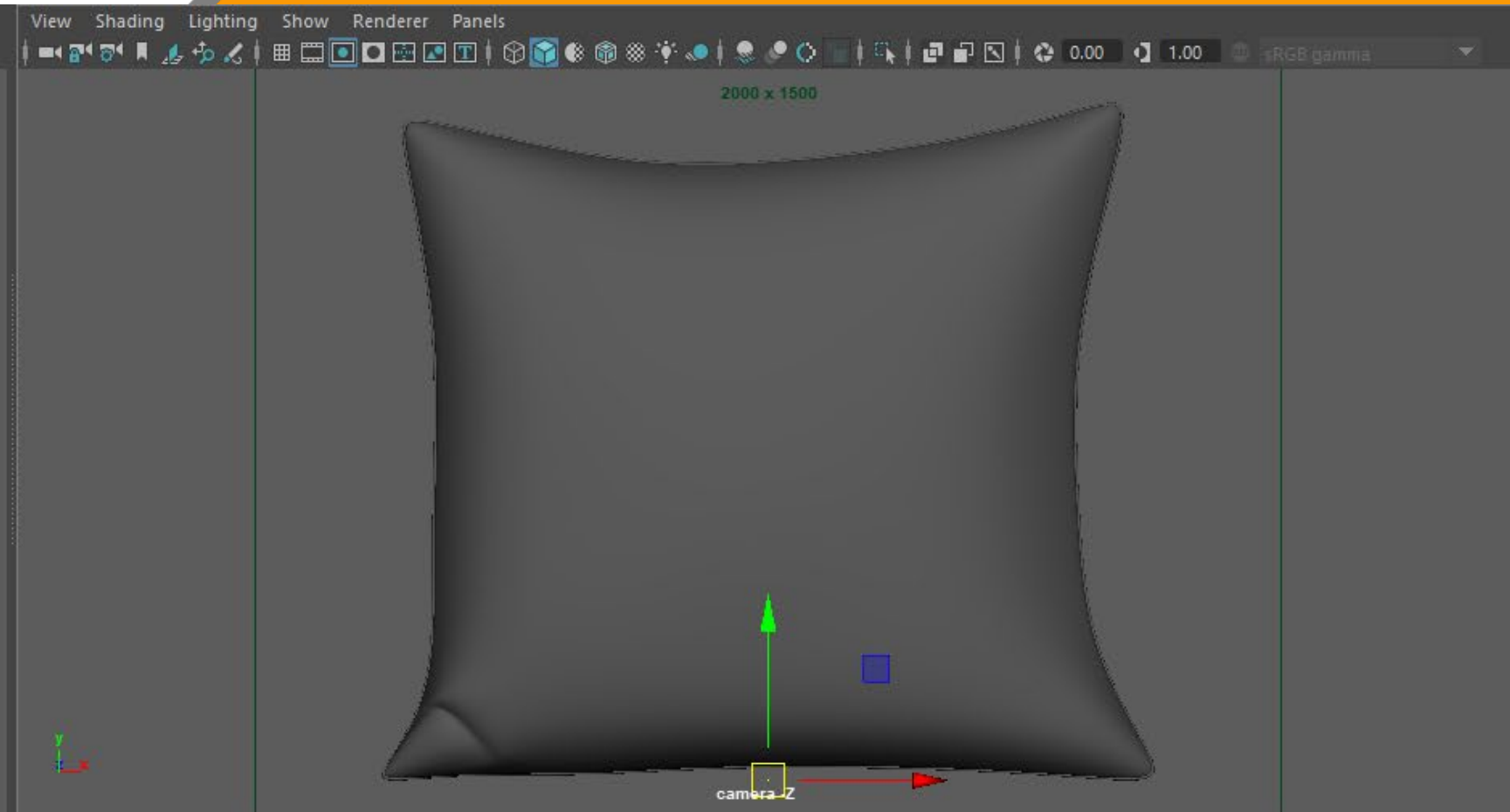
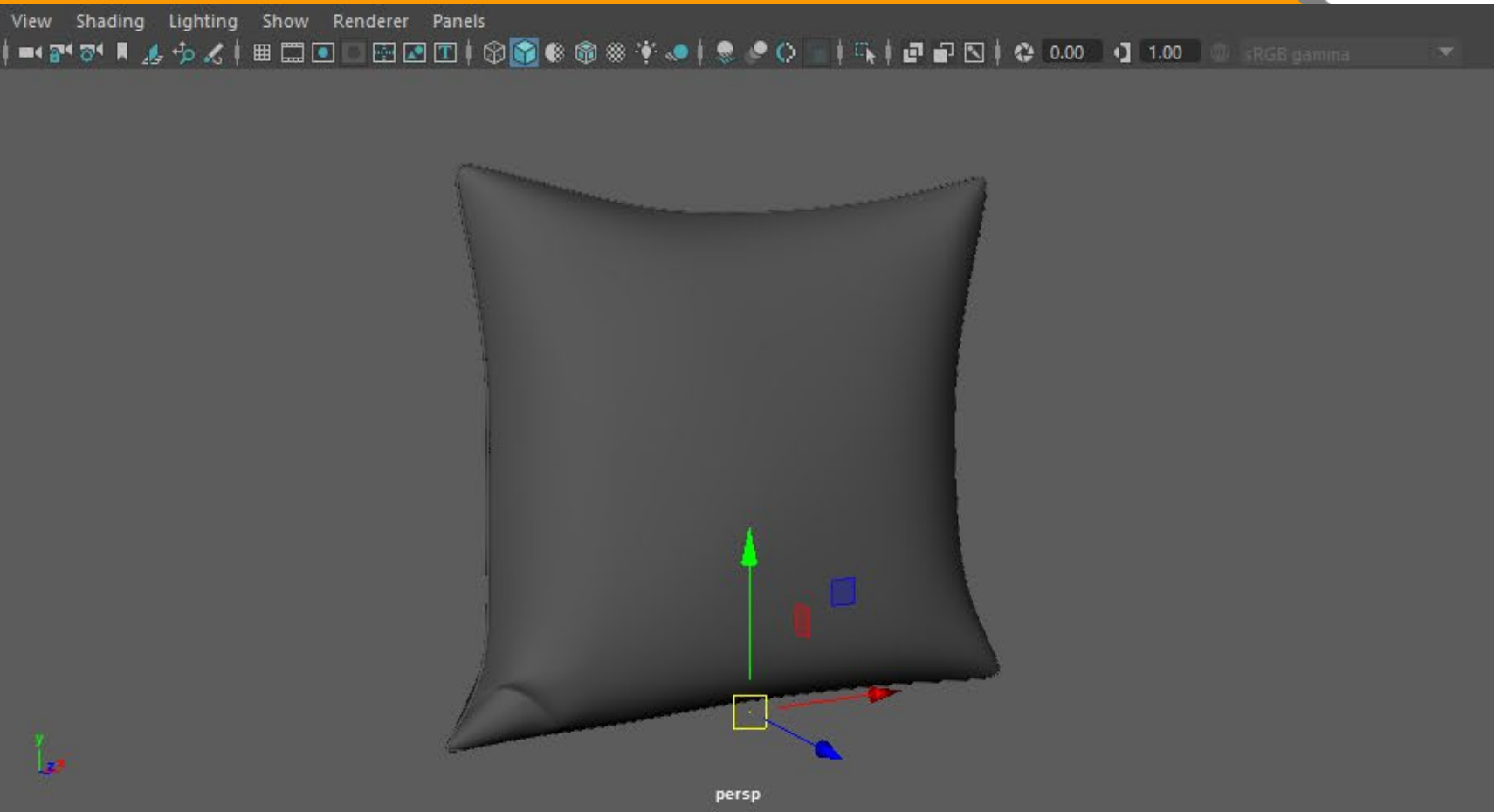
Pillow



Viewport : Maya

Alignment : Floor

Front Z: Front face to front z.(to help with 360 render quality)



Pendant or Track Lighting



Viewport : Maya Alignment : Ceiling

Front Z: Longest side parallel to front Z

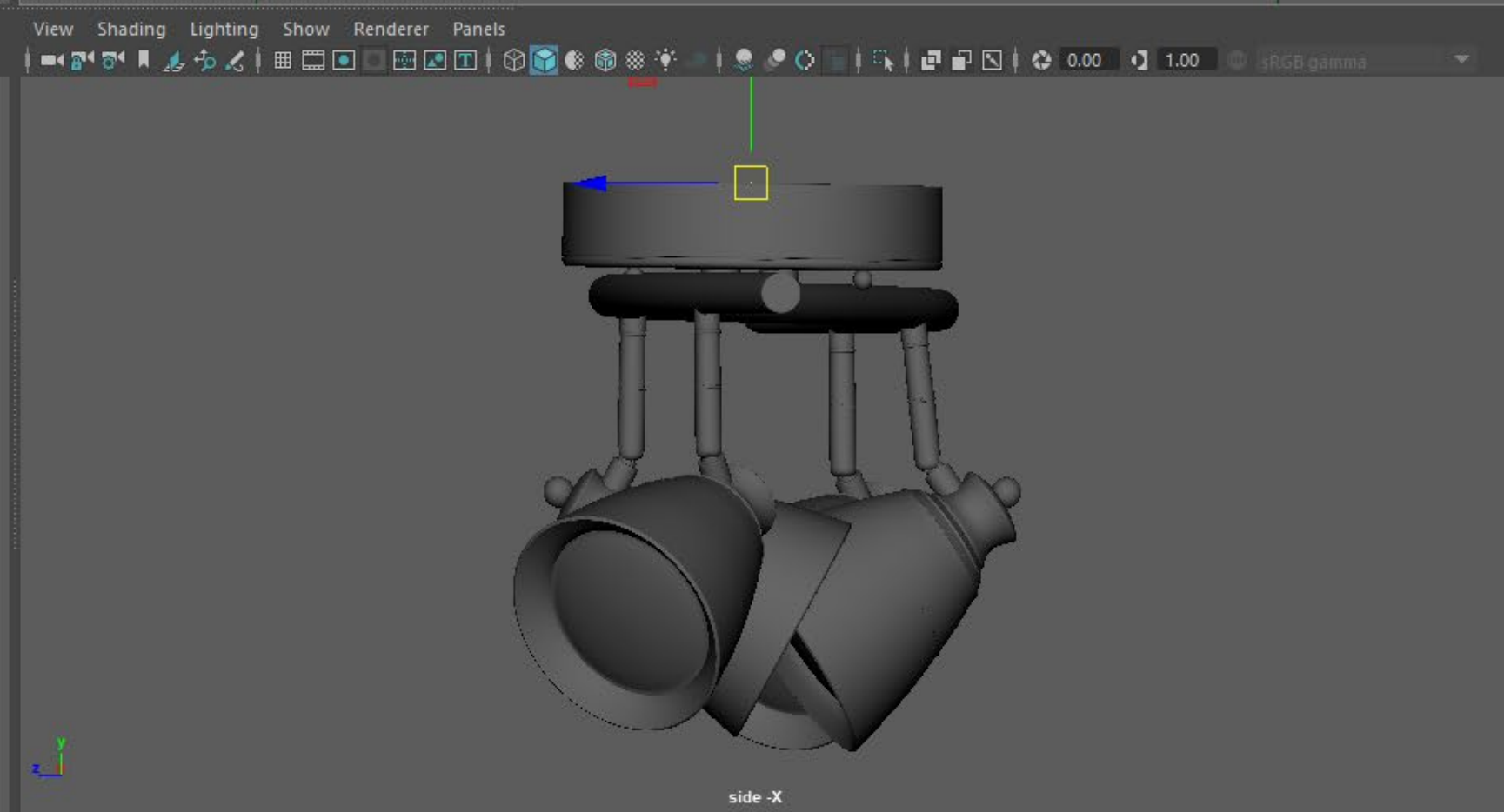
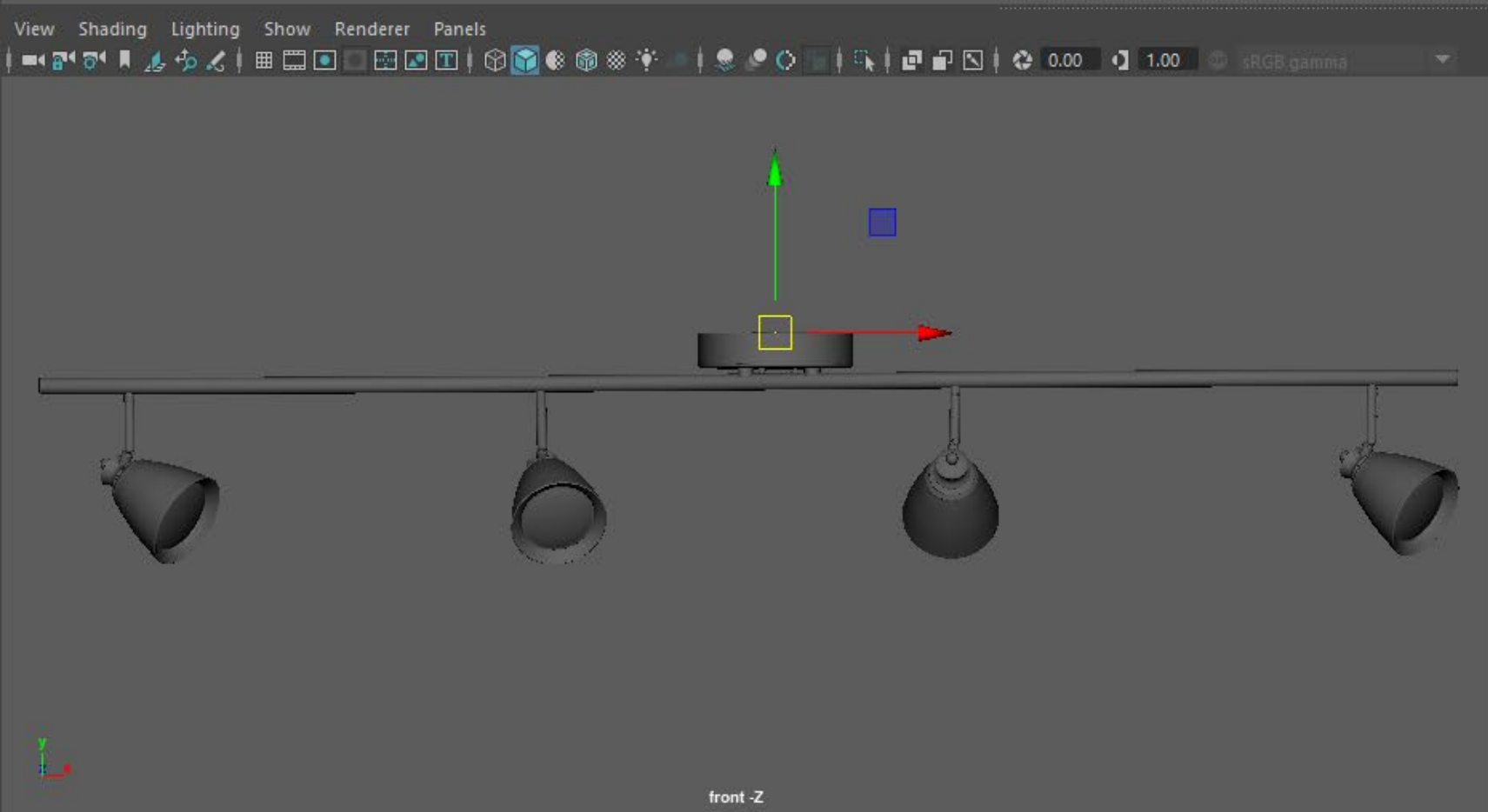
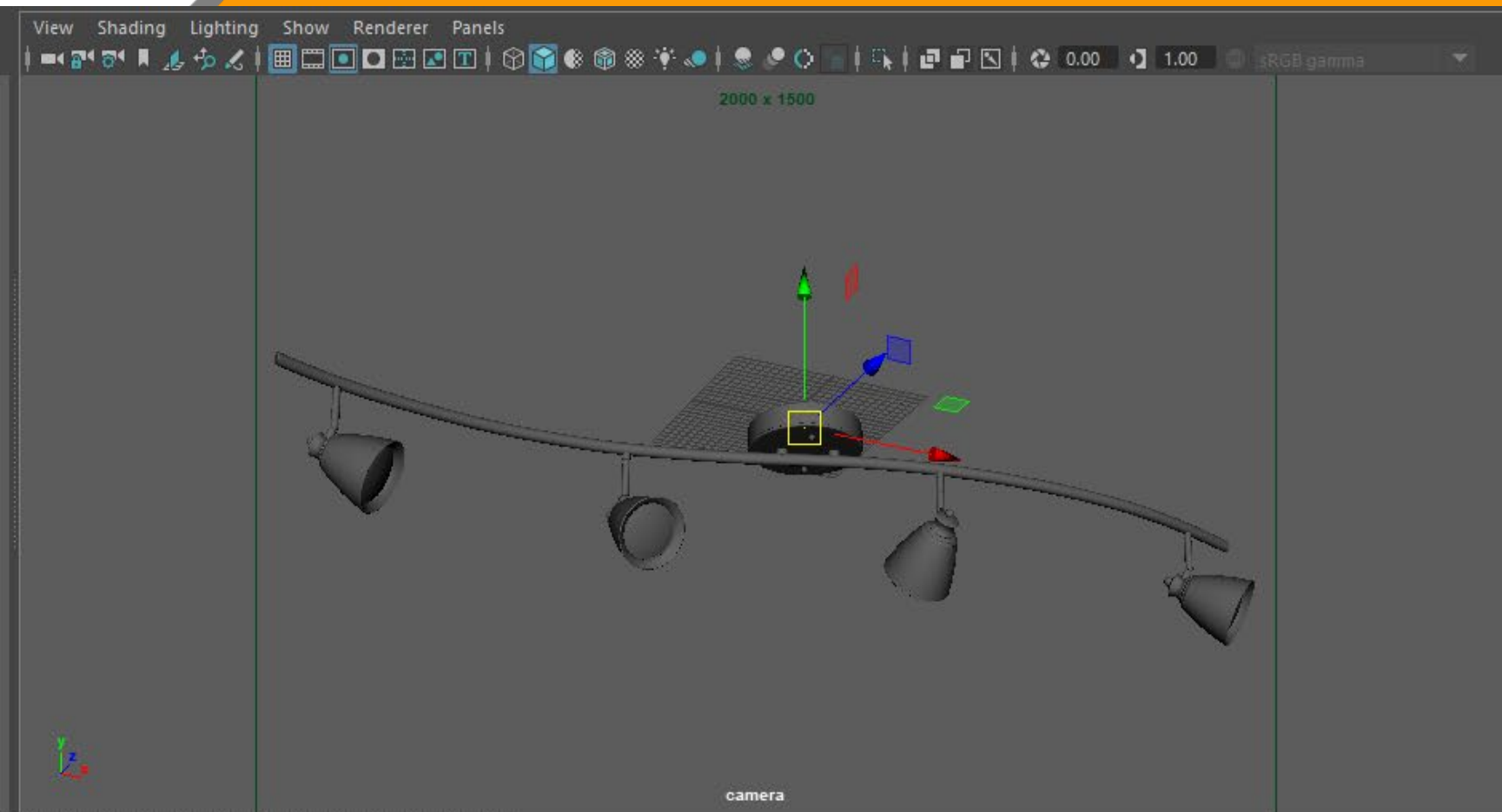
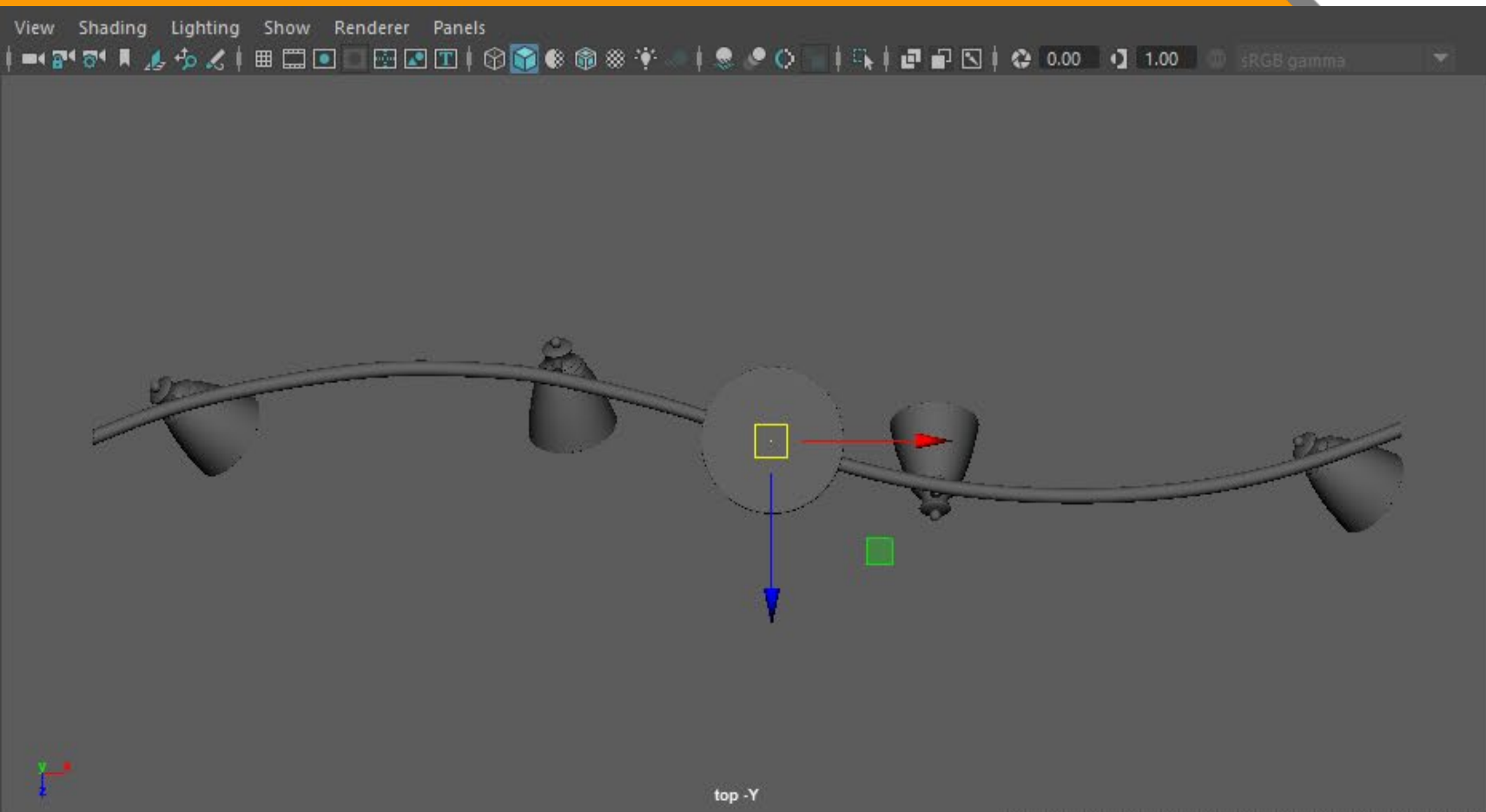


Table top Photo Frame



Viewport : Maya **Alignment : Floor**
Front Z: When back support is a fixed structure
front faces to front Z

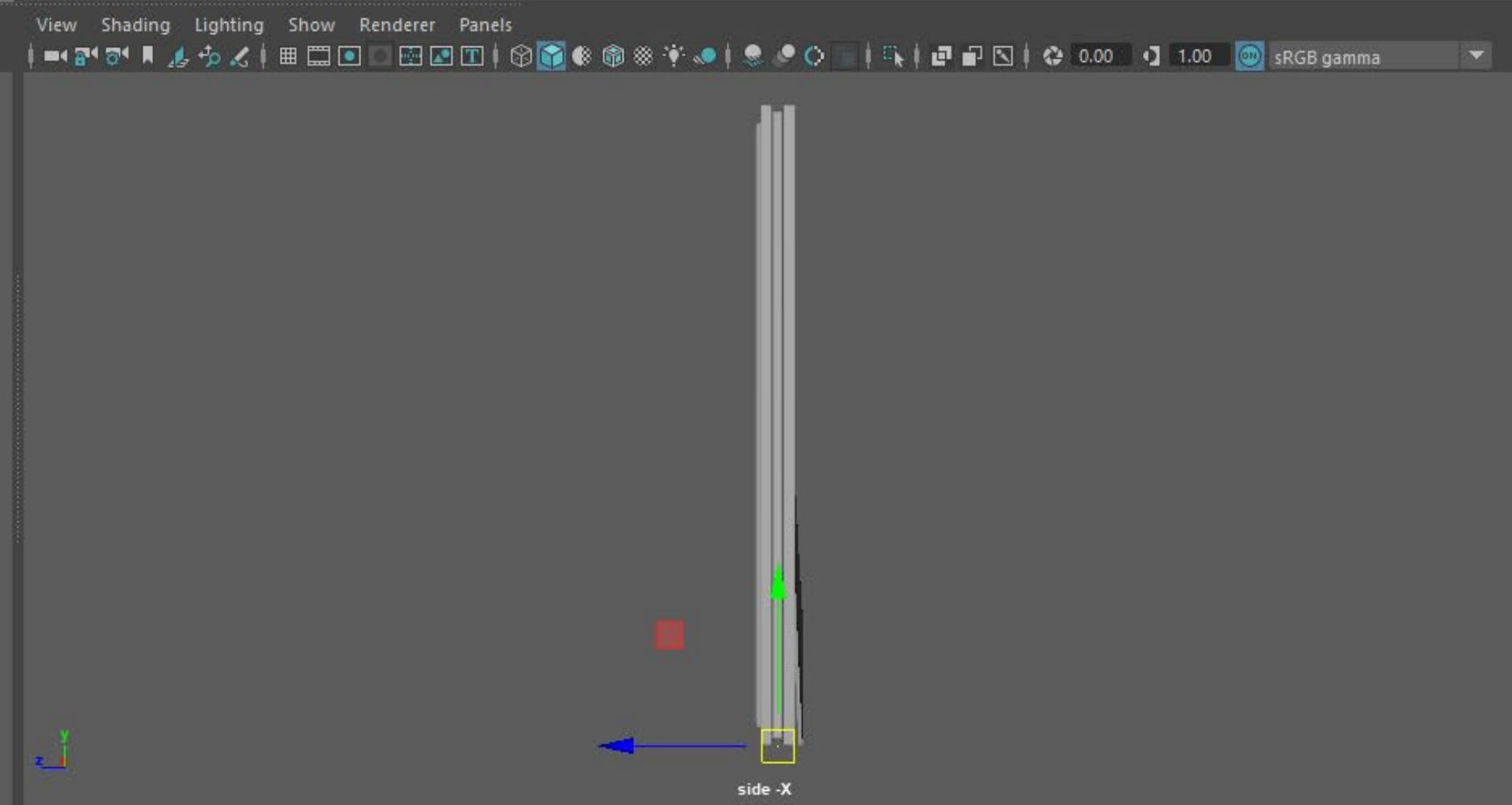
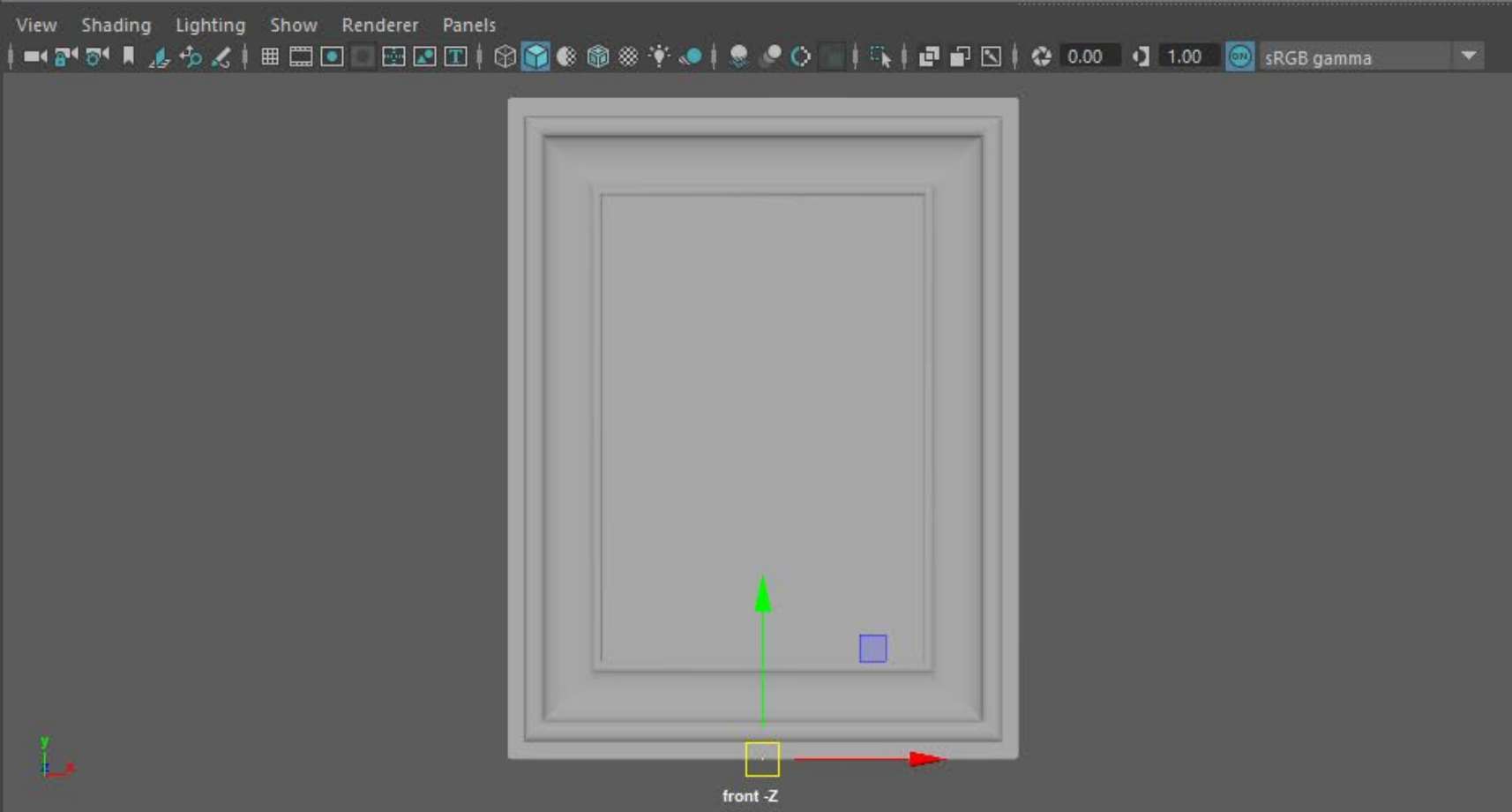
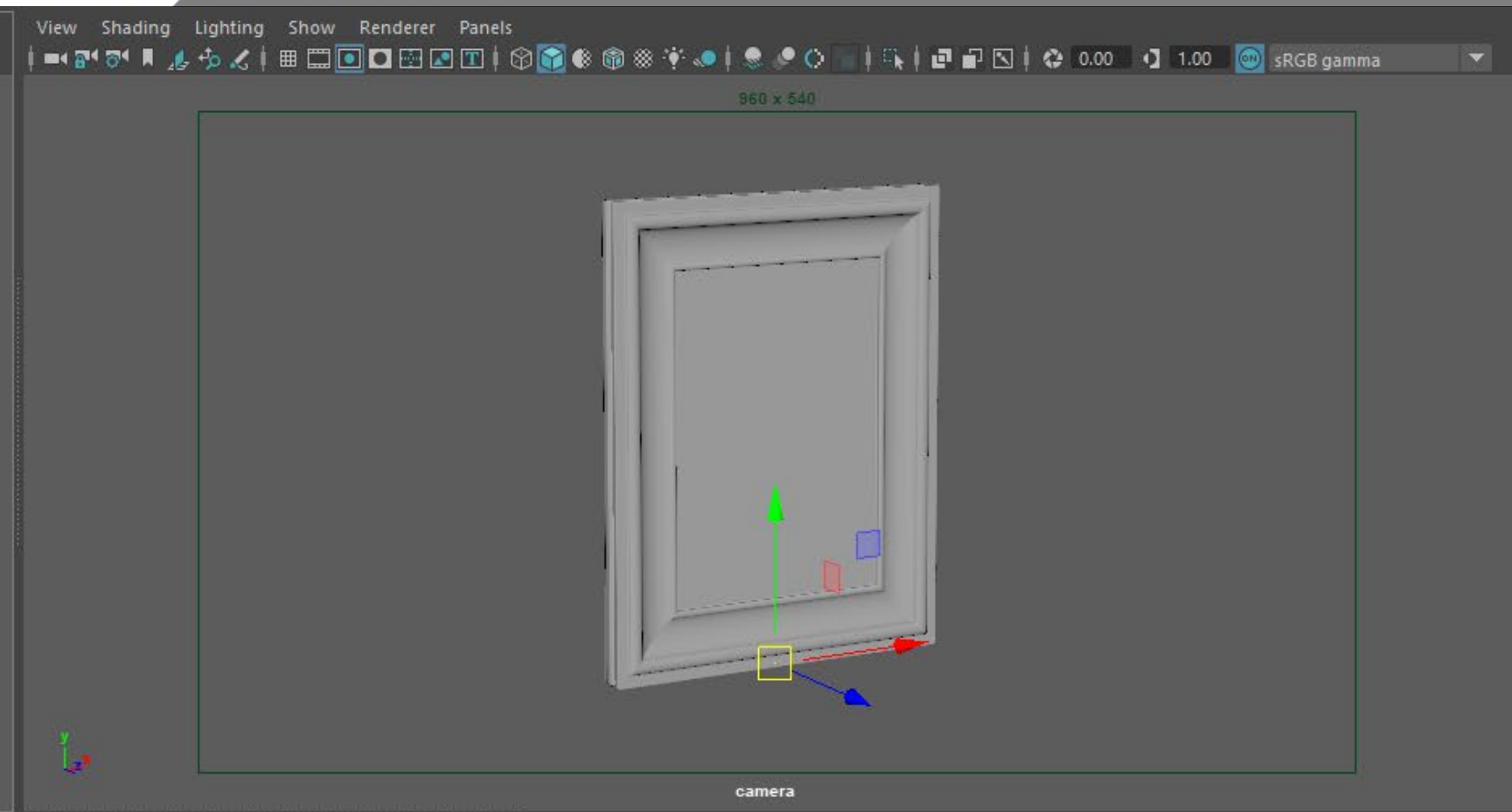
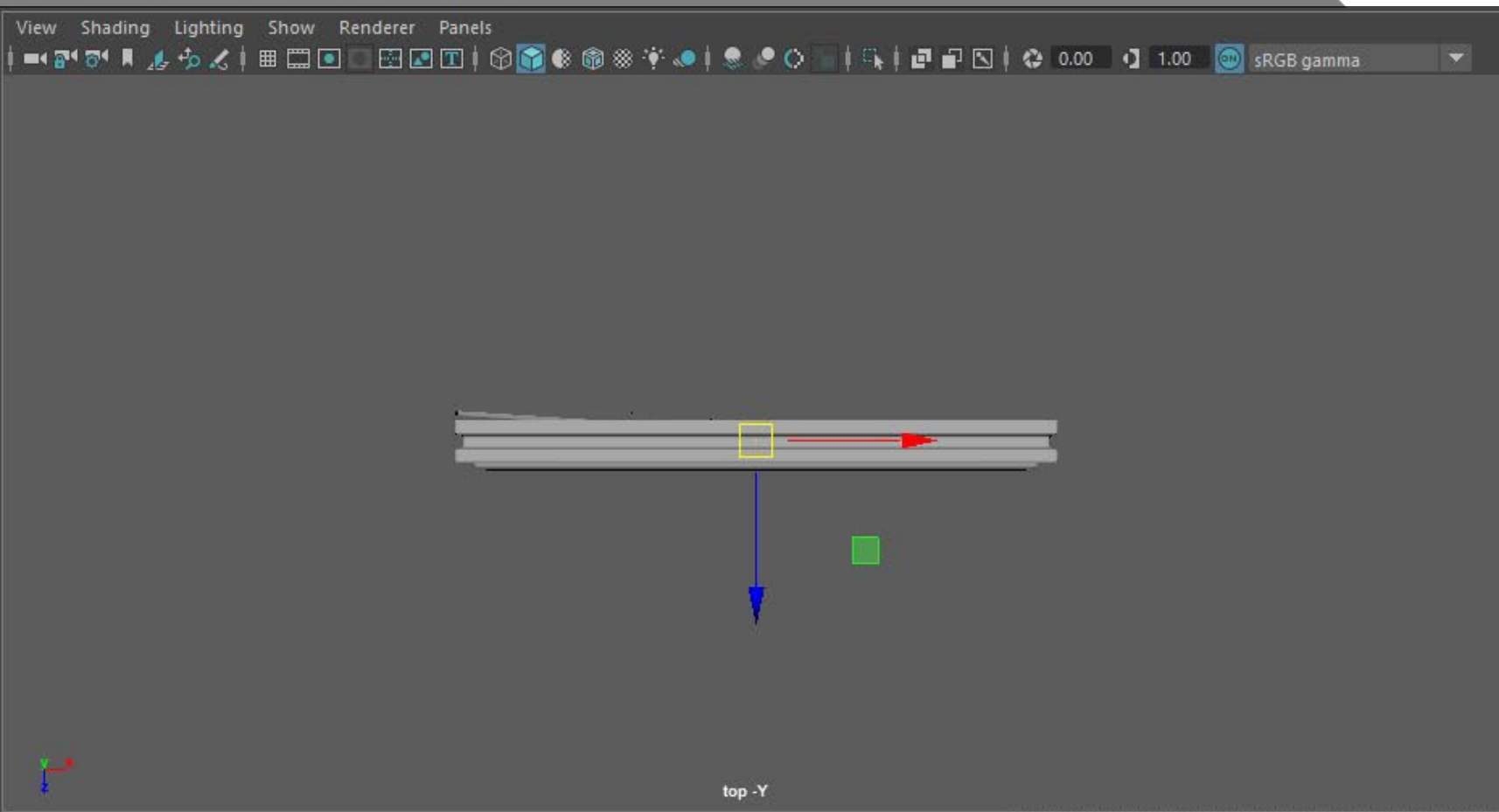


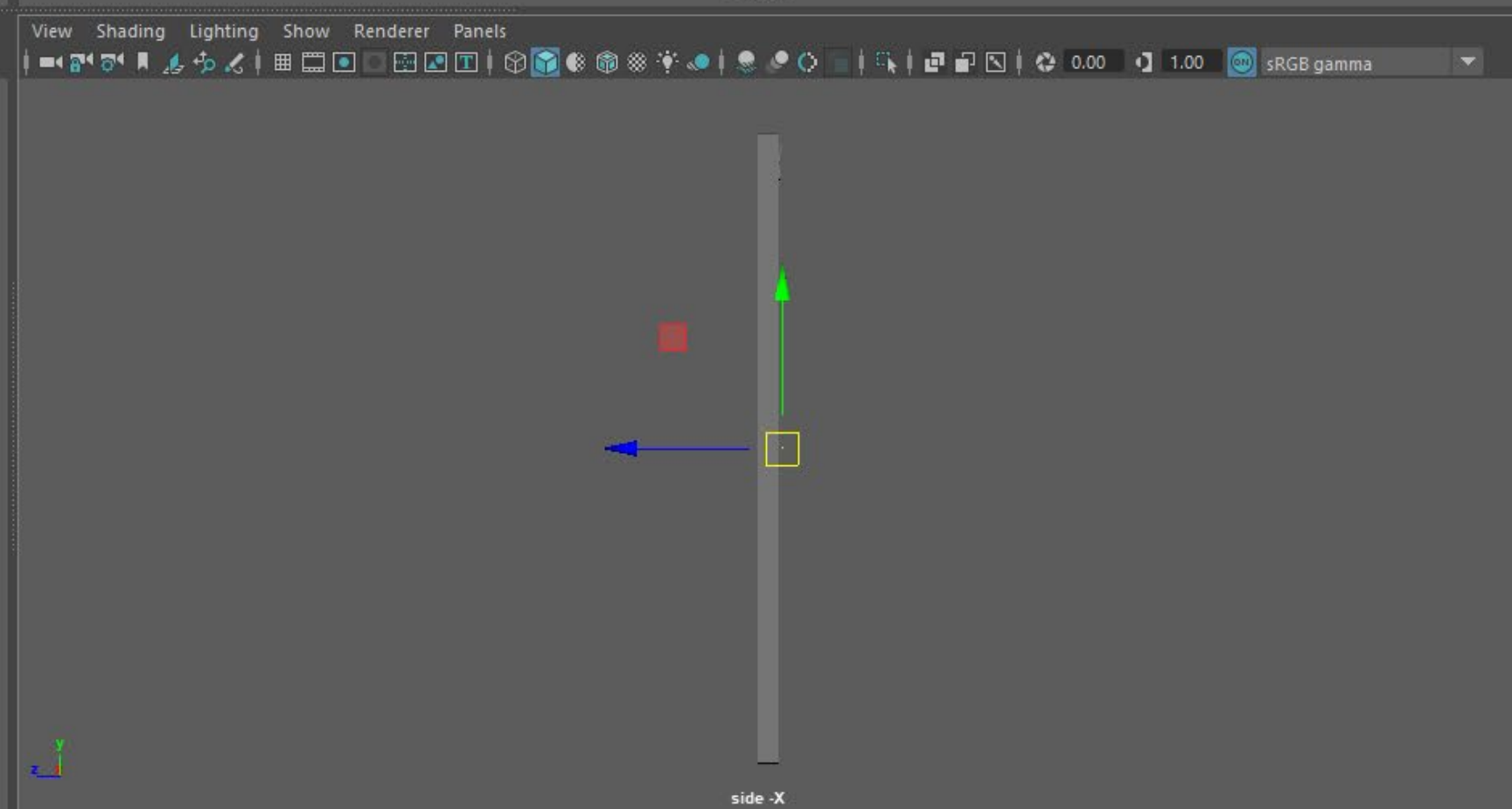
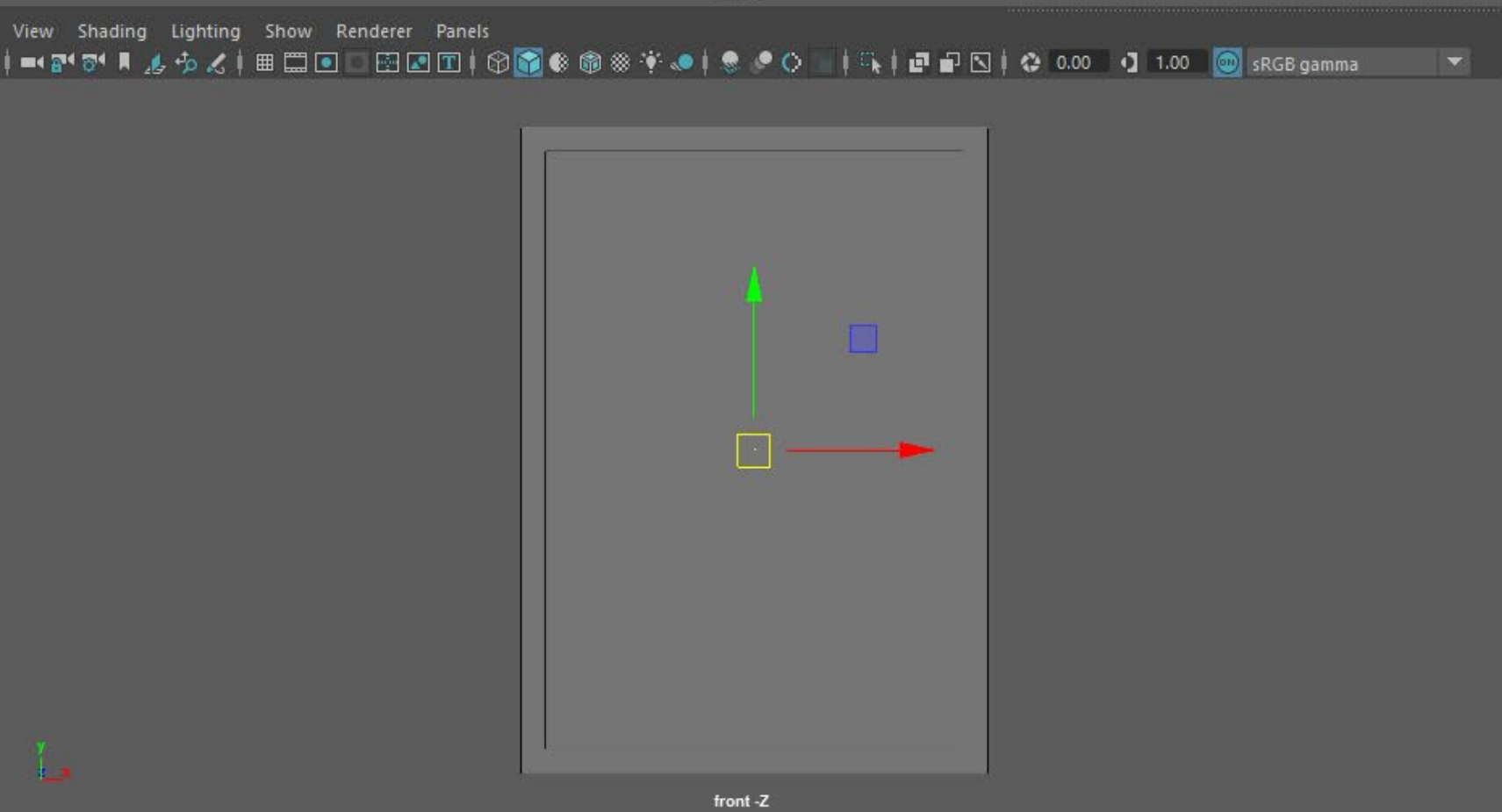
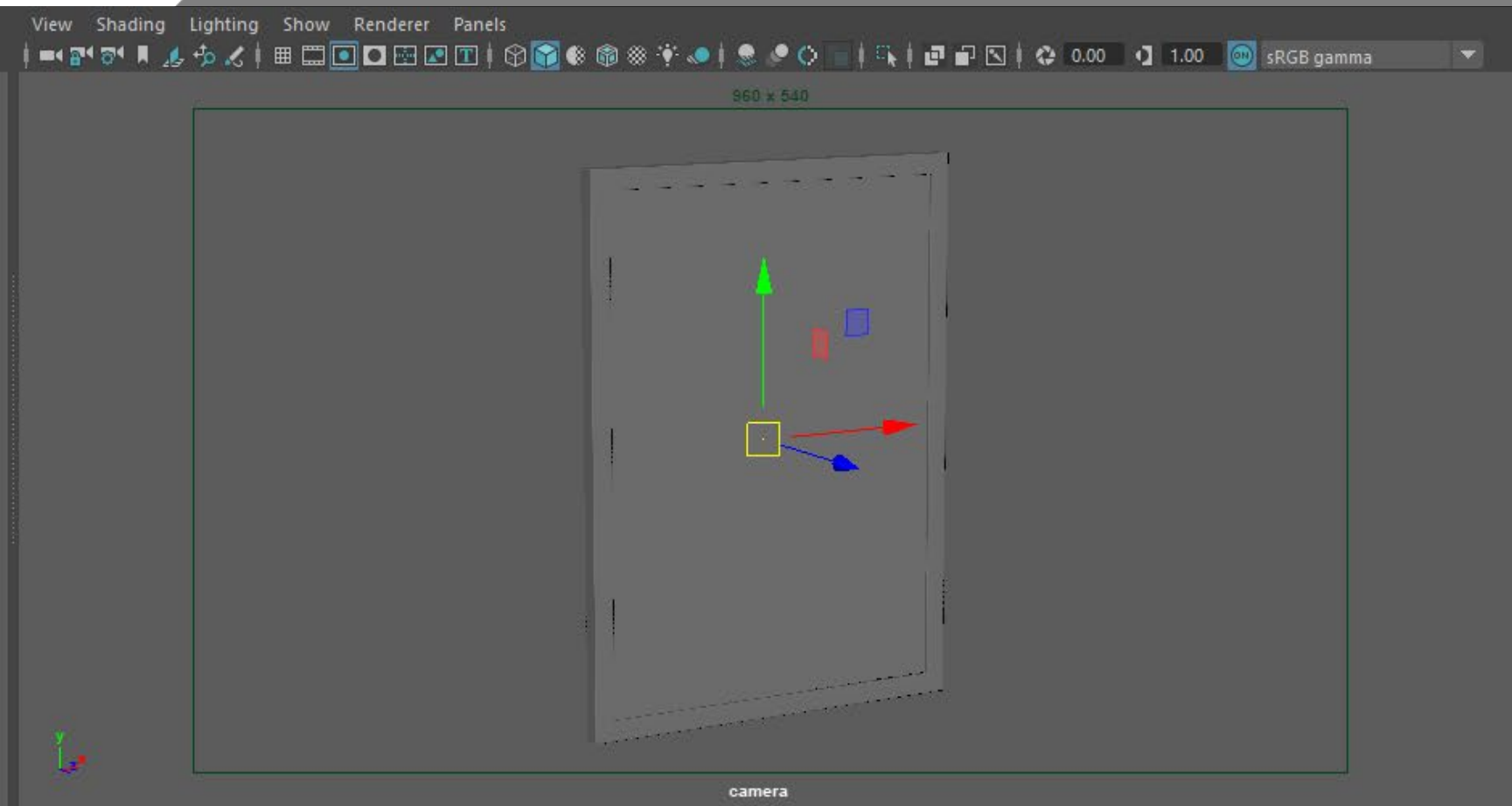
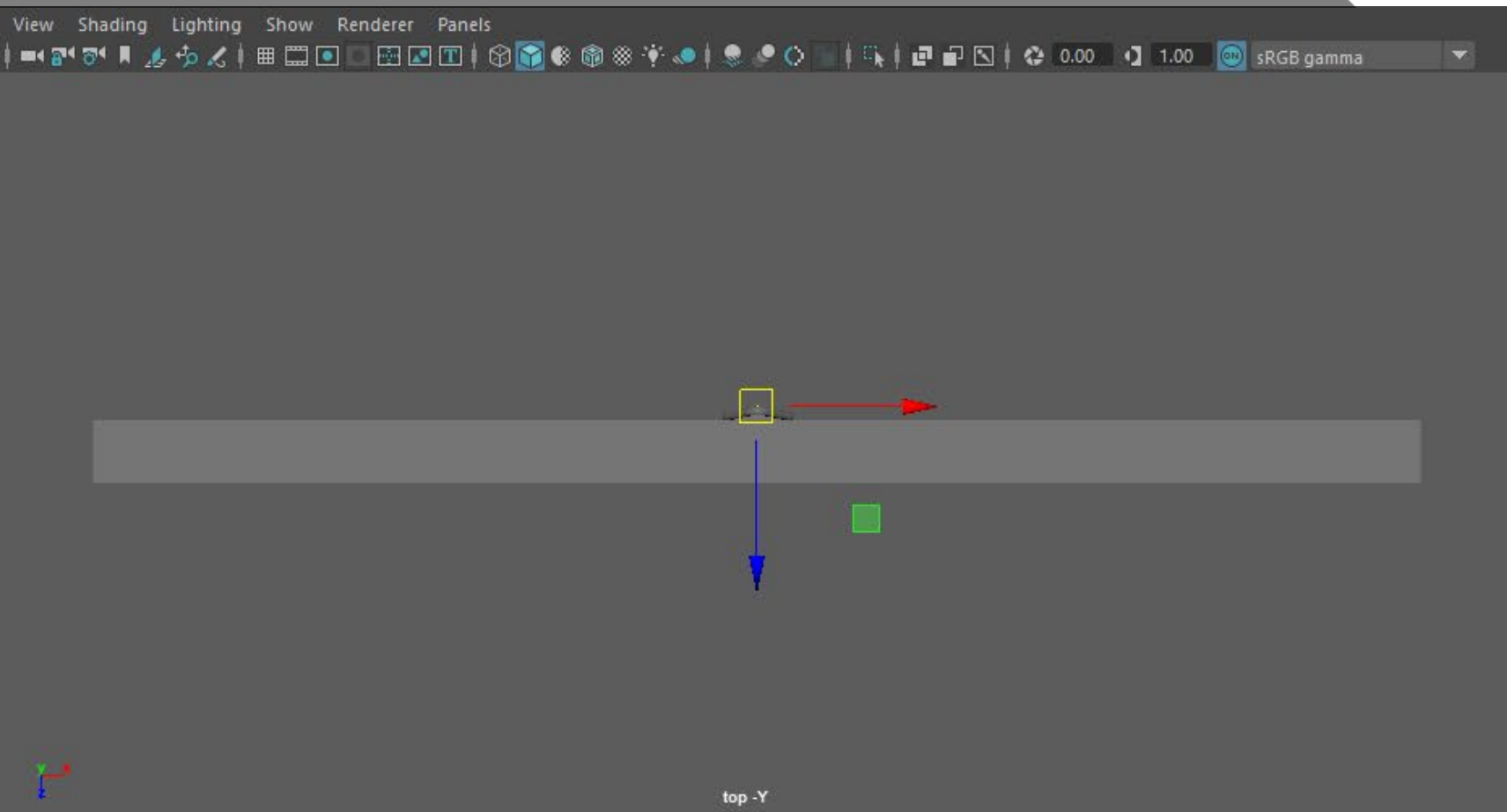
Photo Frame



Viewport : Maya

Alignment : Wall

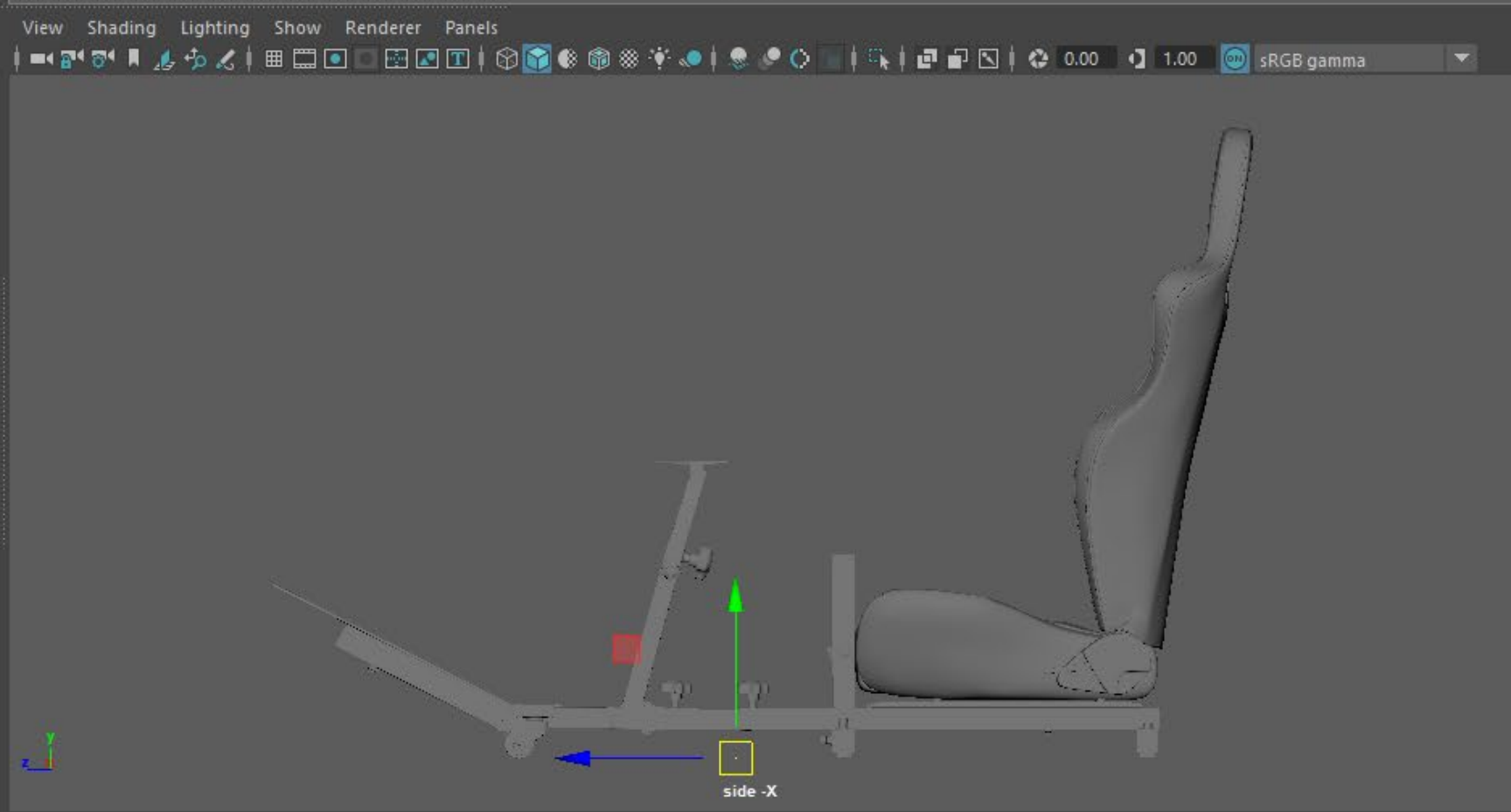
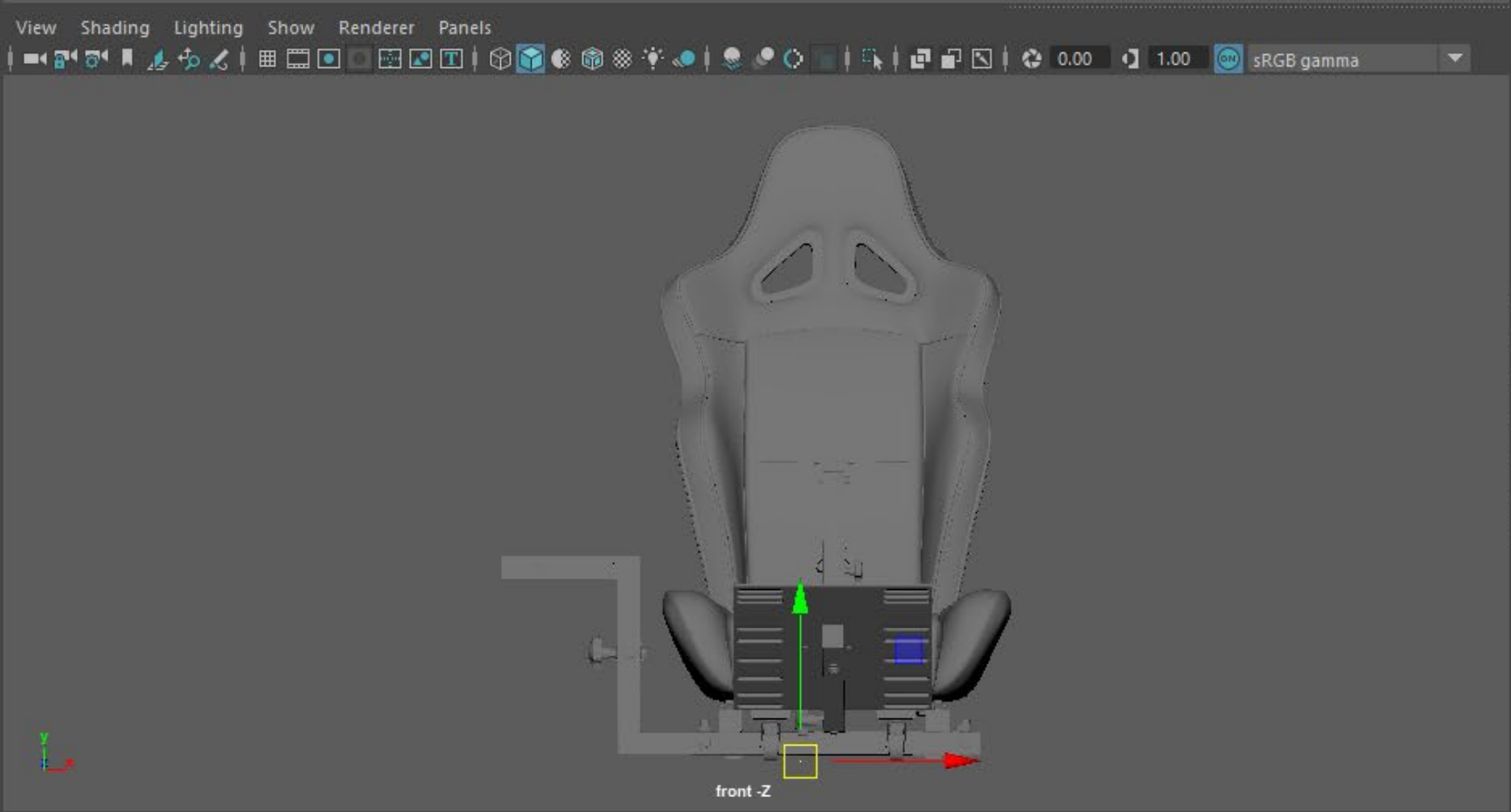
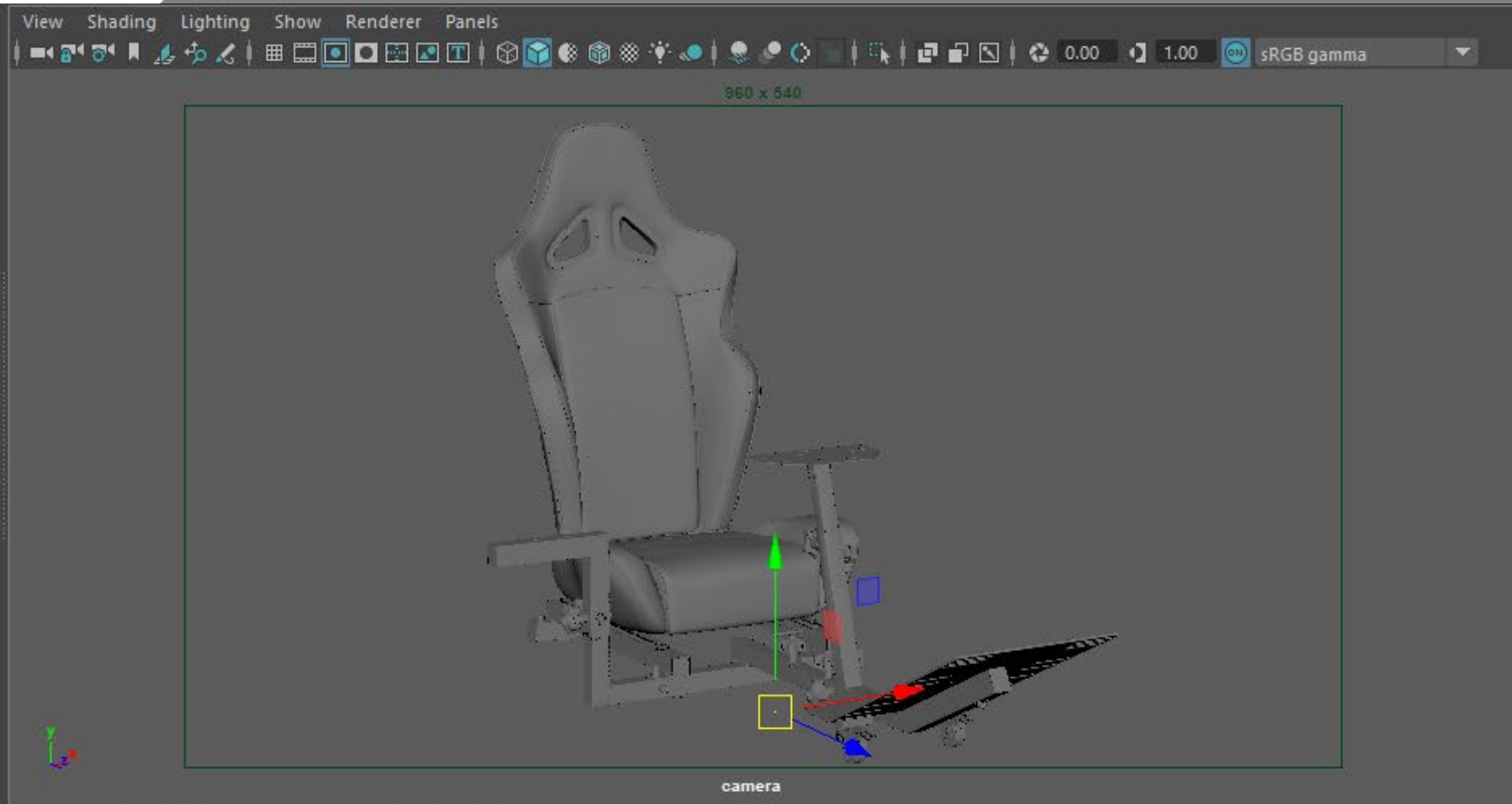
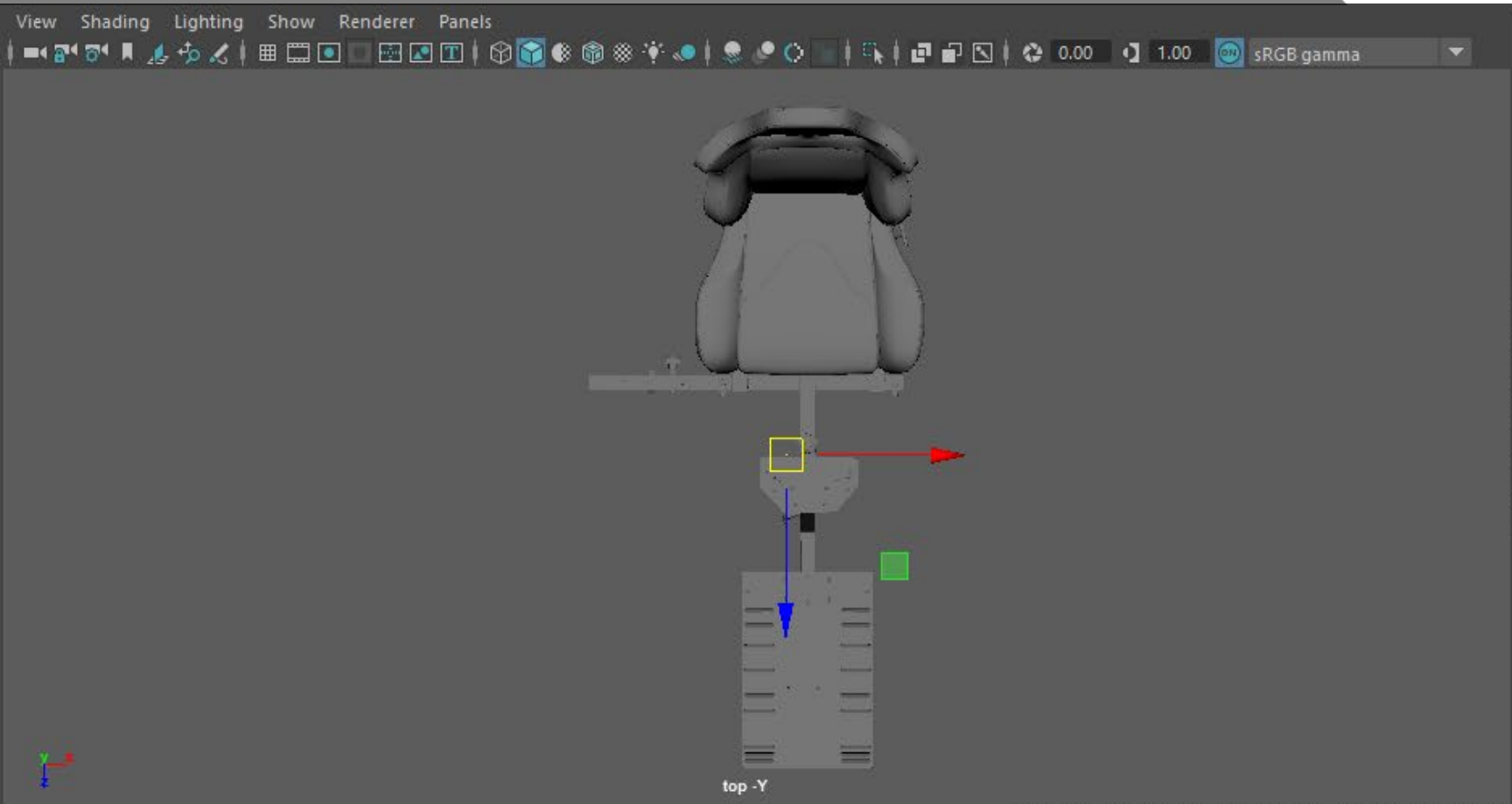
Front Z: front faces to front Z



Racing Wheel Stand



Viewport : Maya Alignment : Floor
Front Z: front of seat and seatback towards front Z



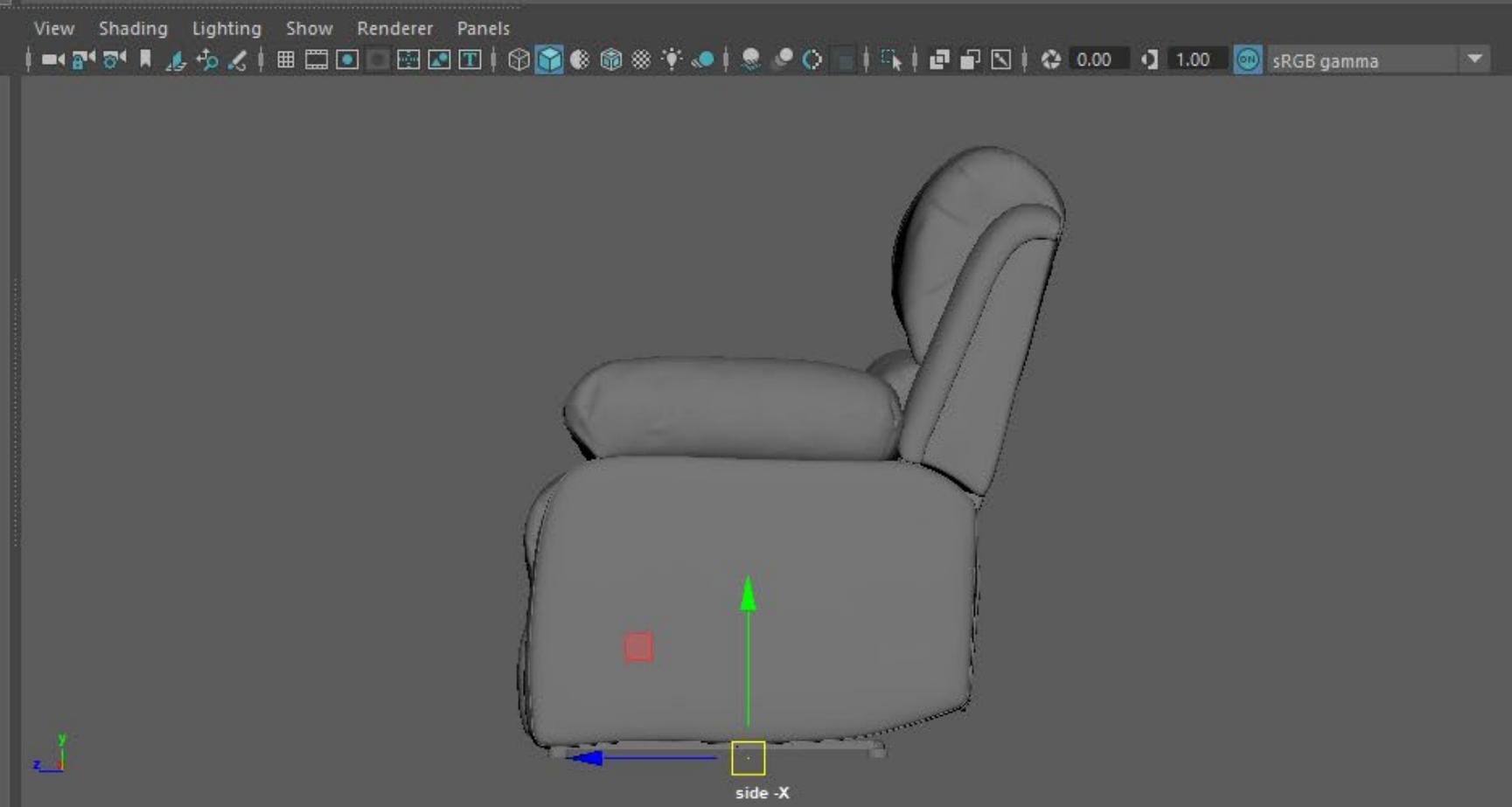
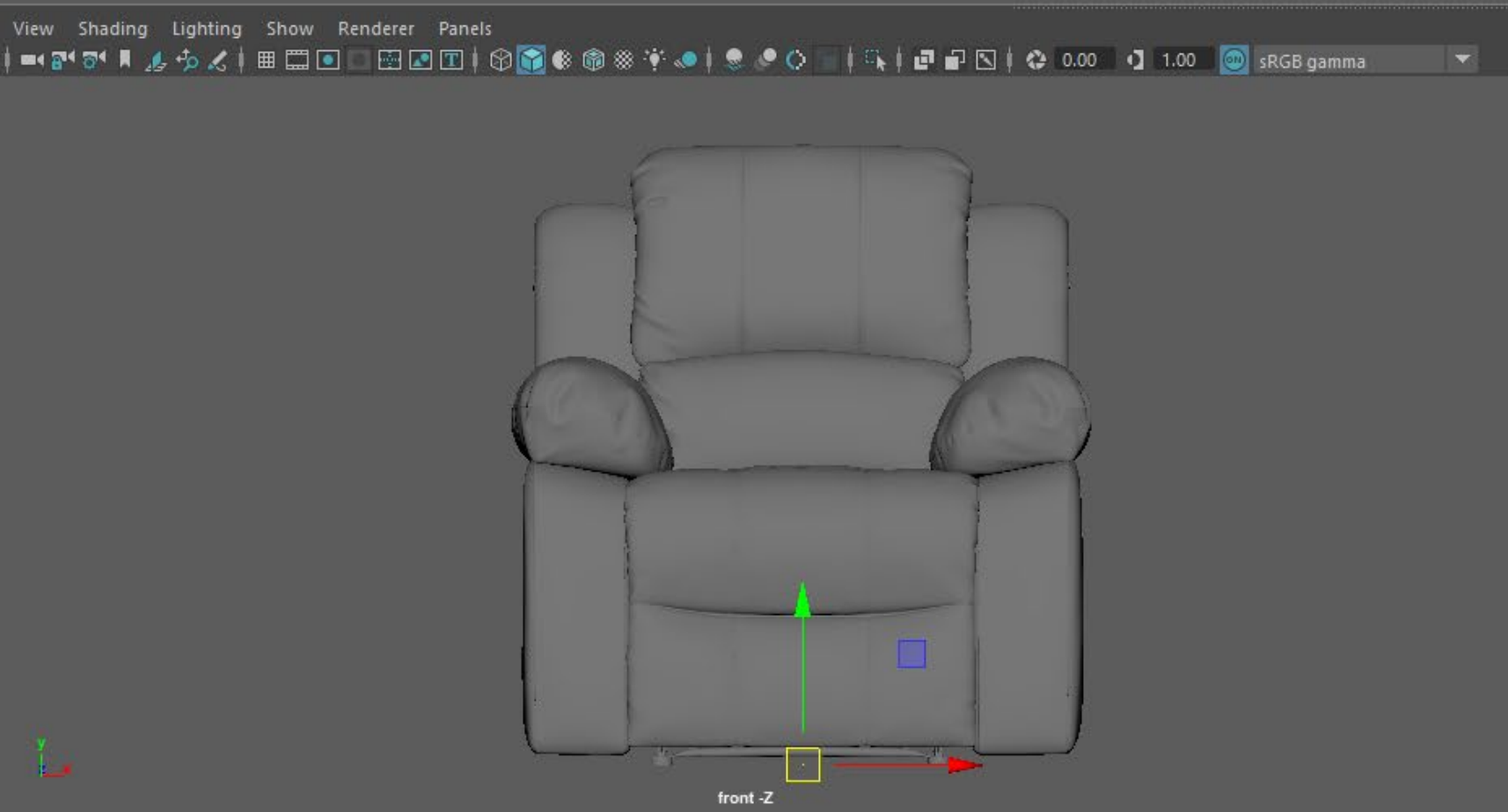
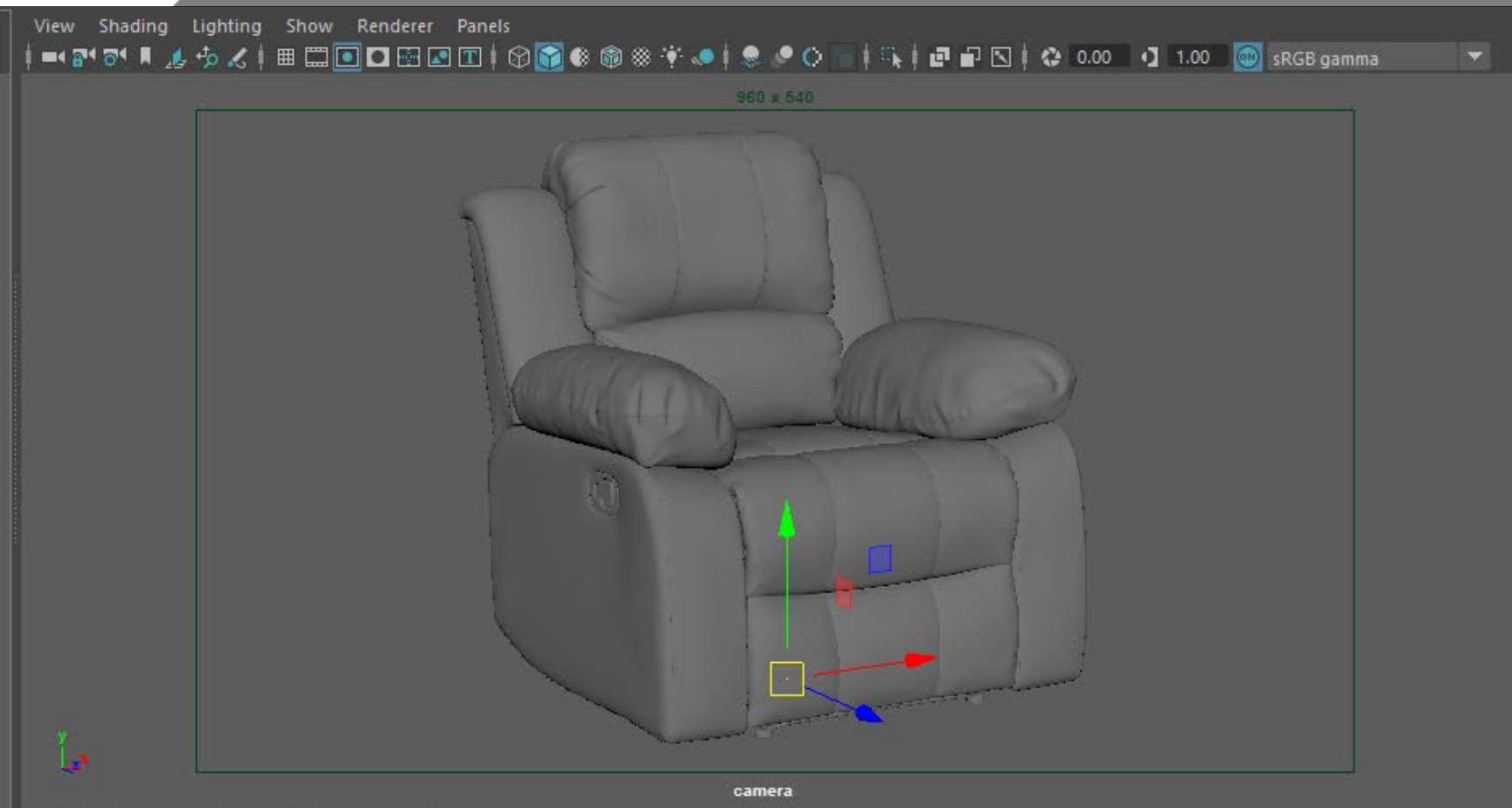
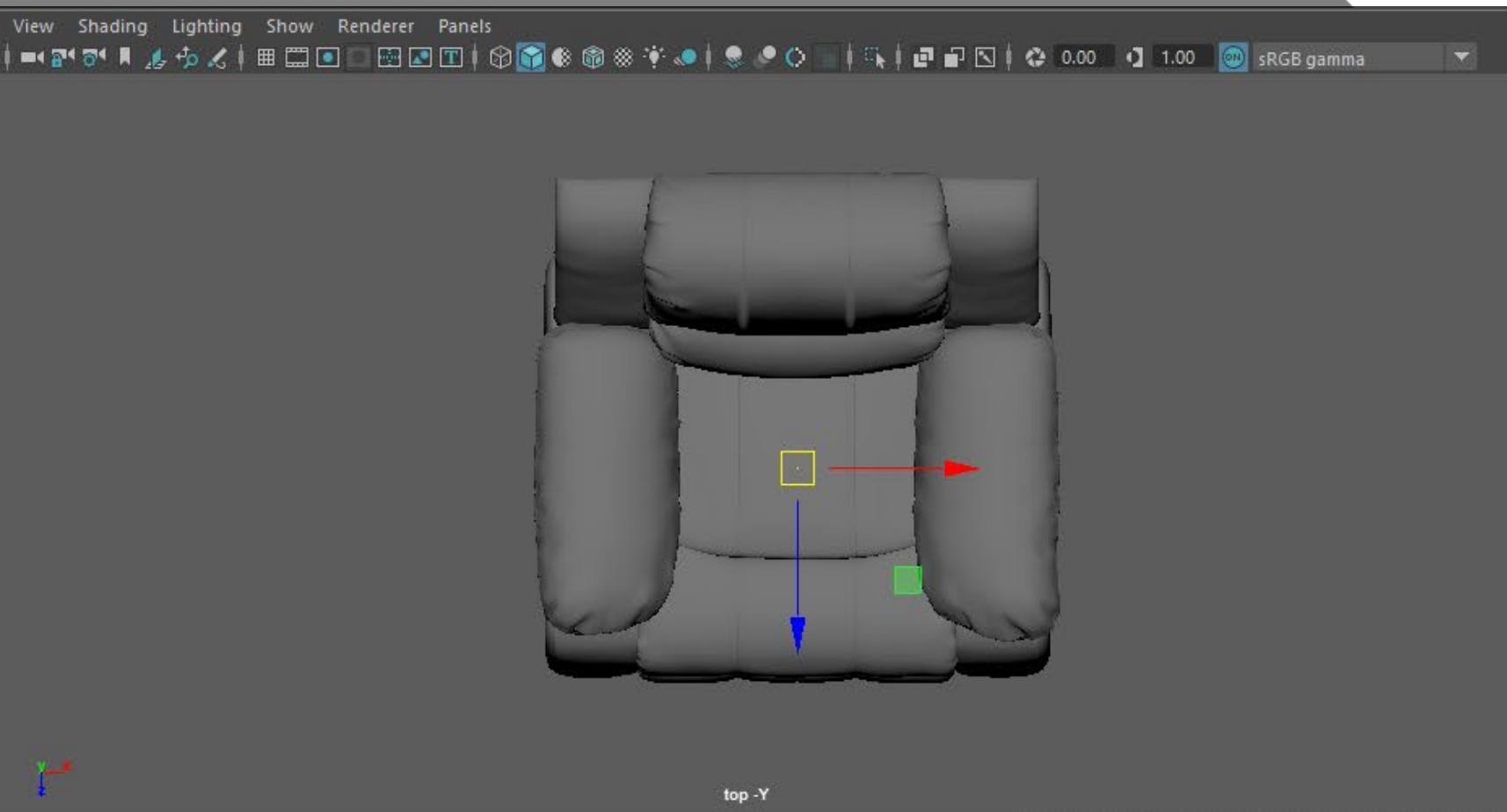
Recliner



Viewport : Maya

Alignment : Floor

Front Z: front of seat and seatback towards front Z



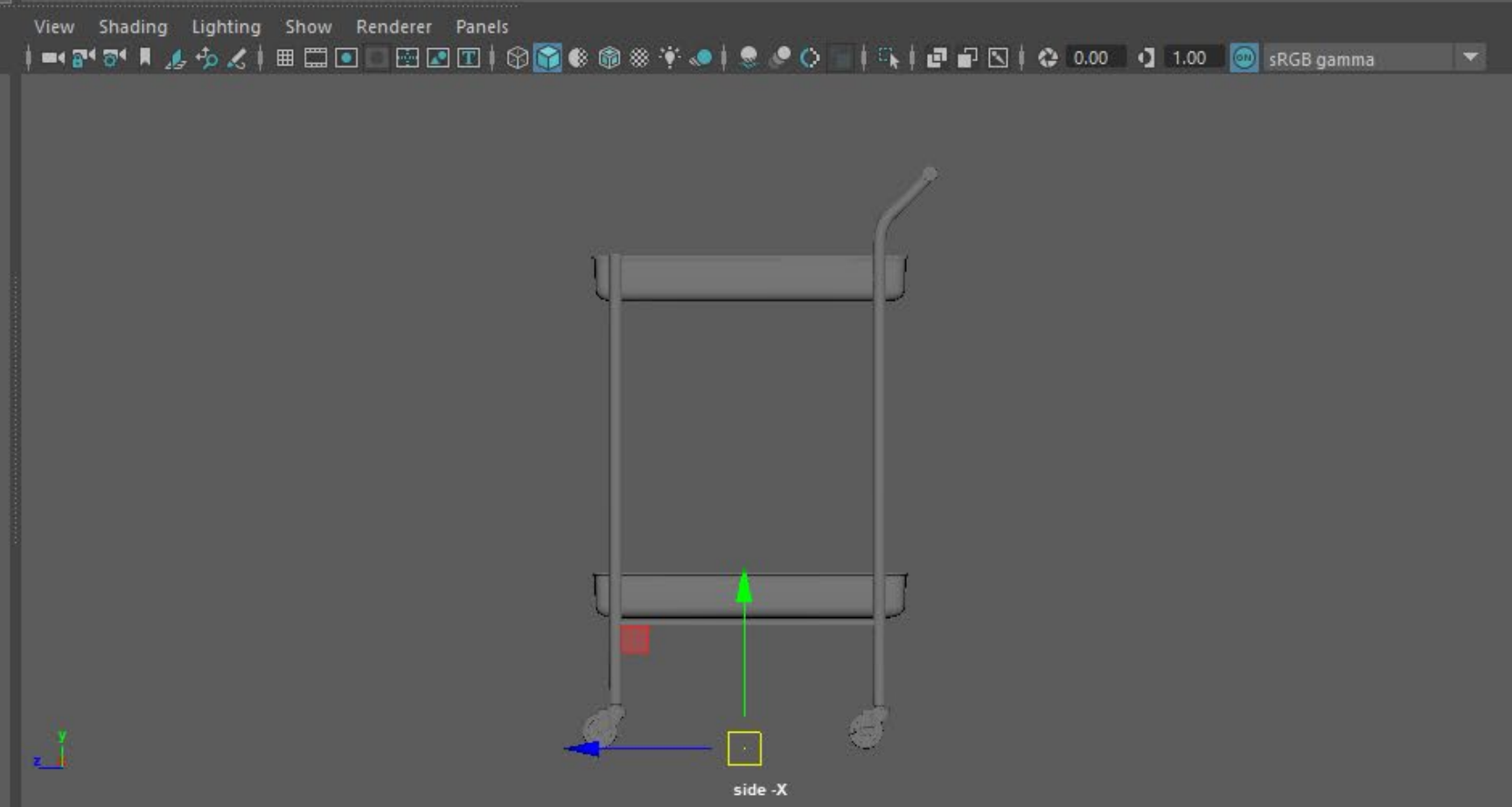
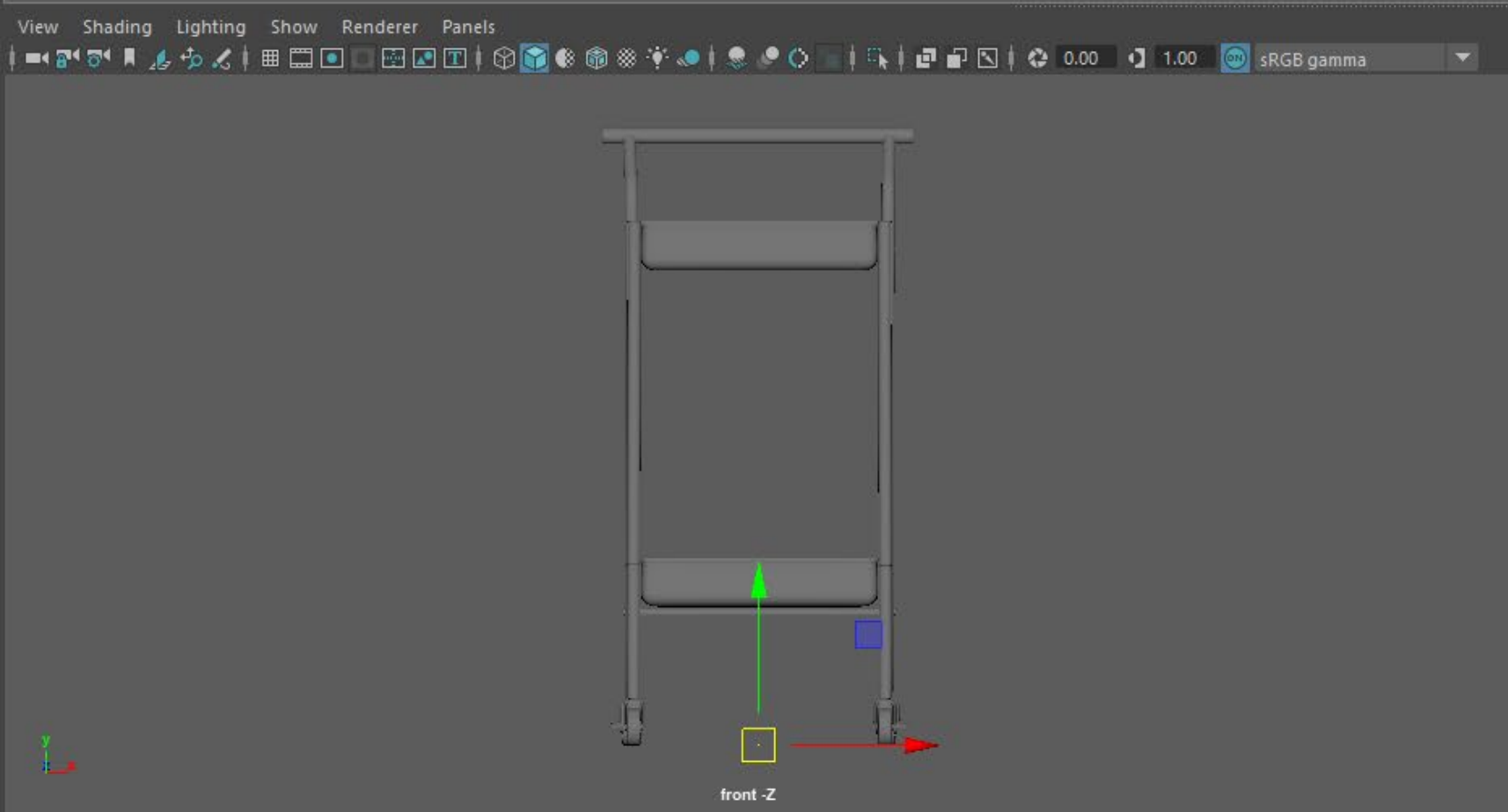
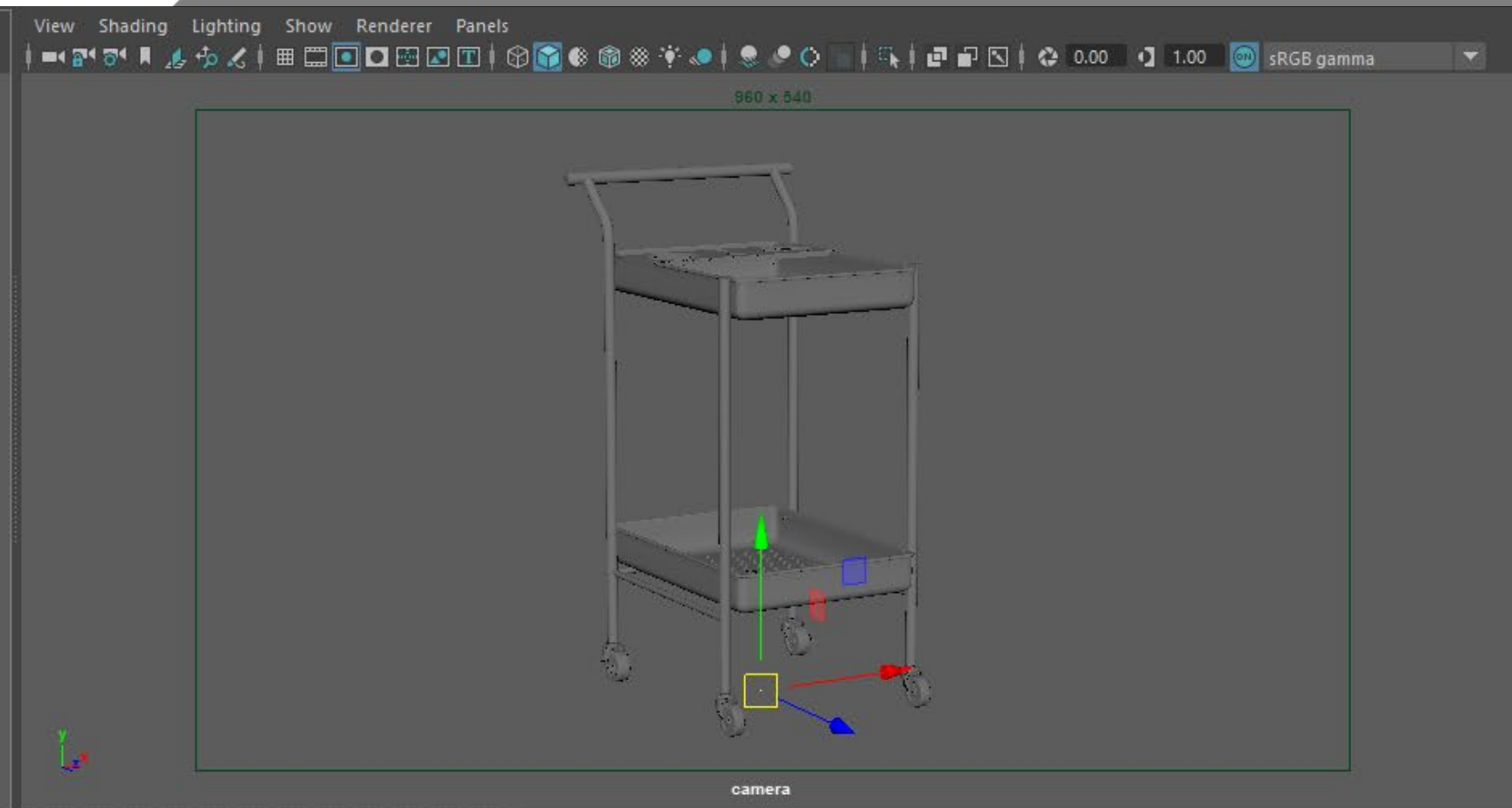
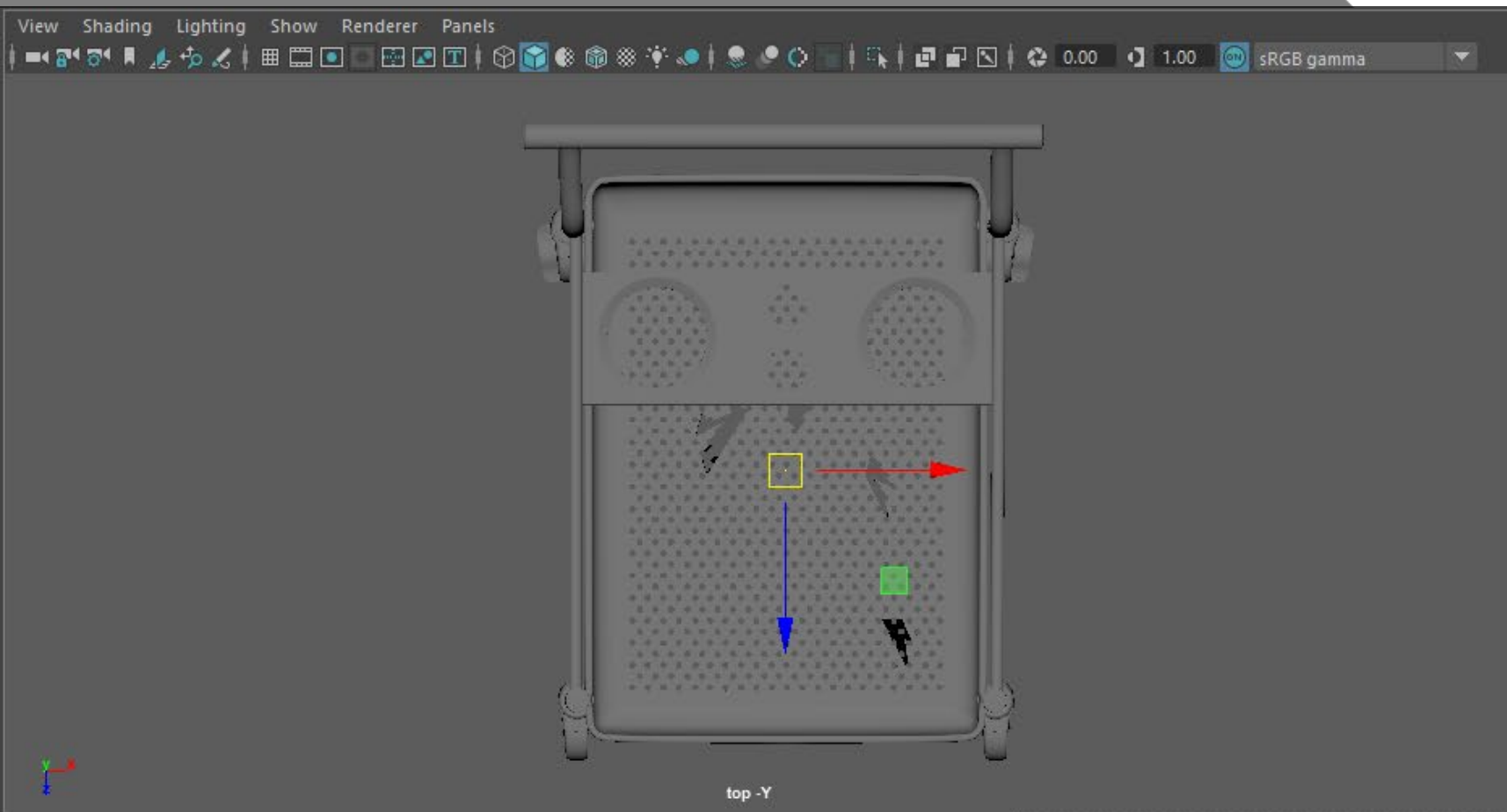
Rolling Bar



Viewport : Maya

Alignment : Floor

Front Z: longest side perpendicular to front Z



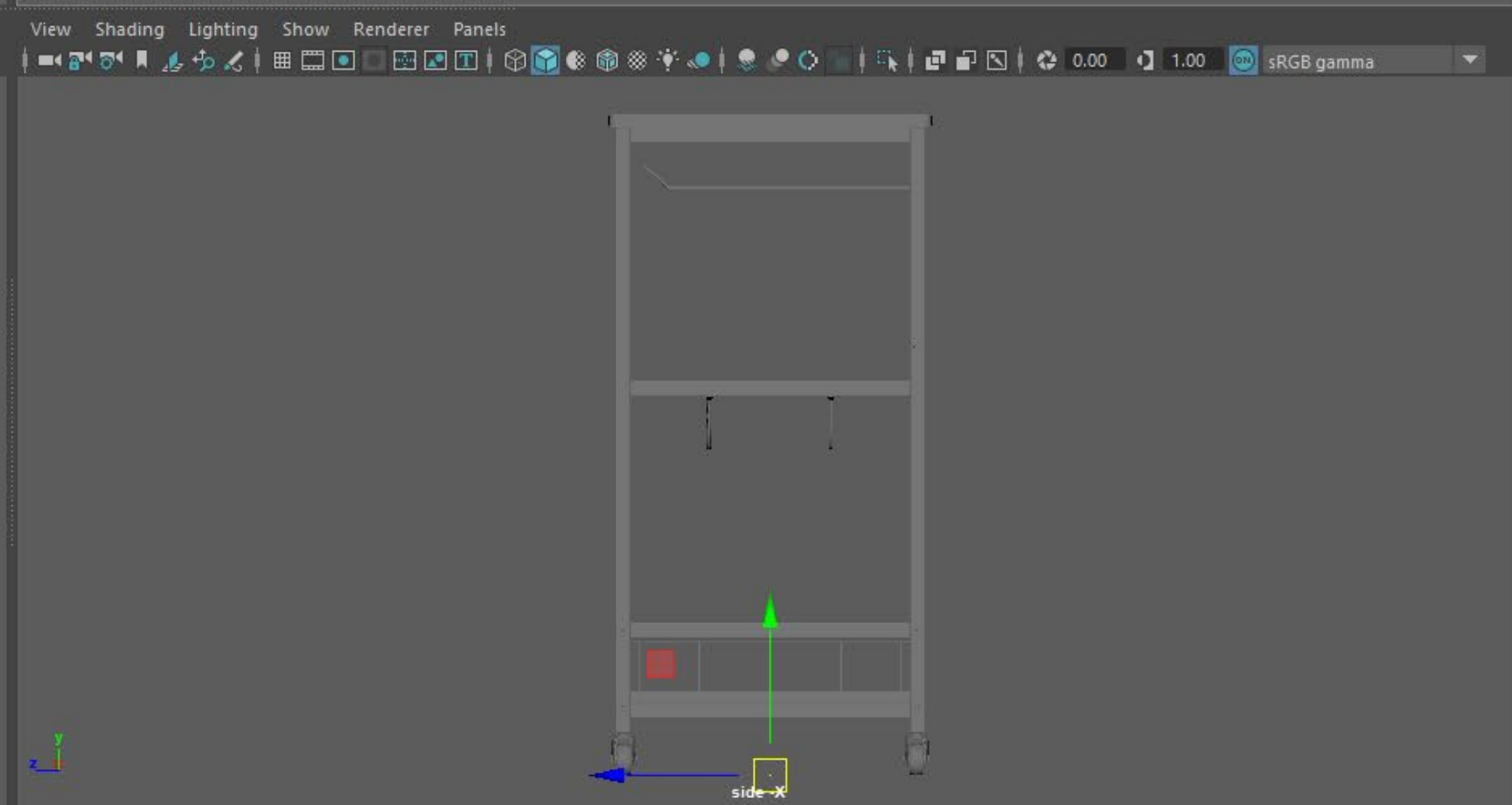
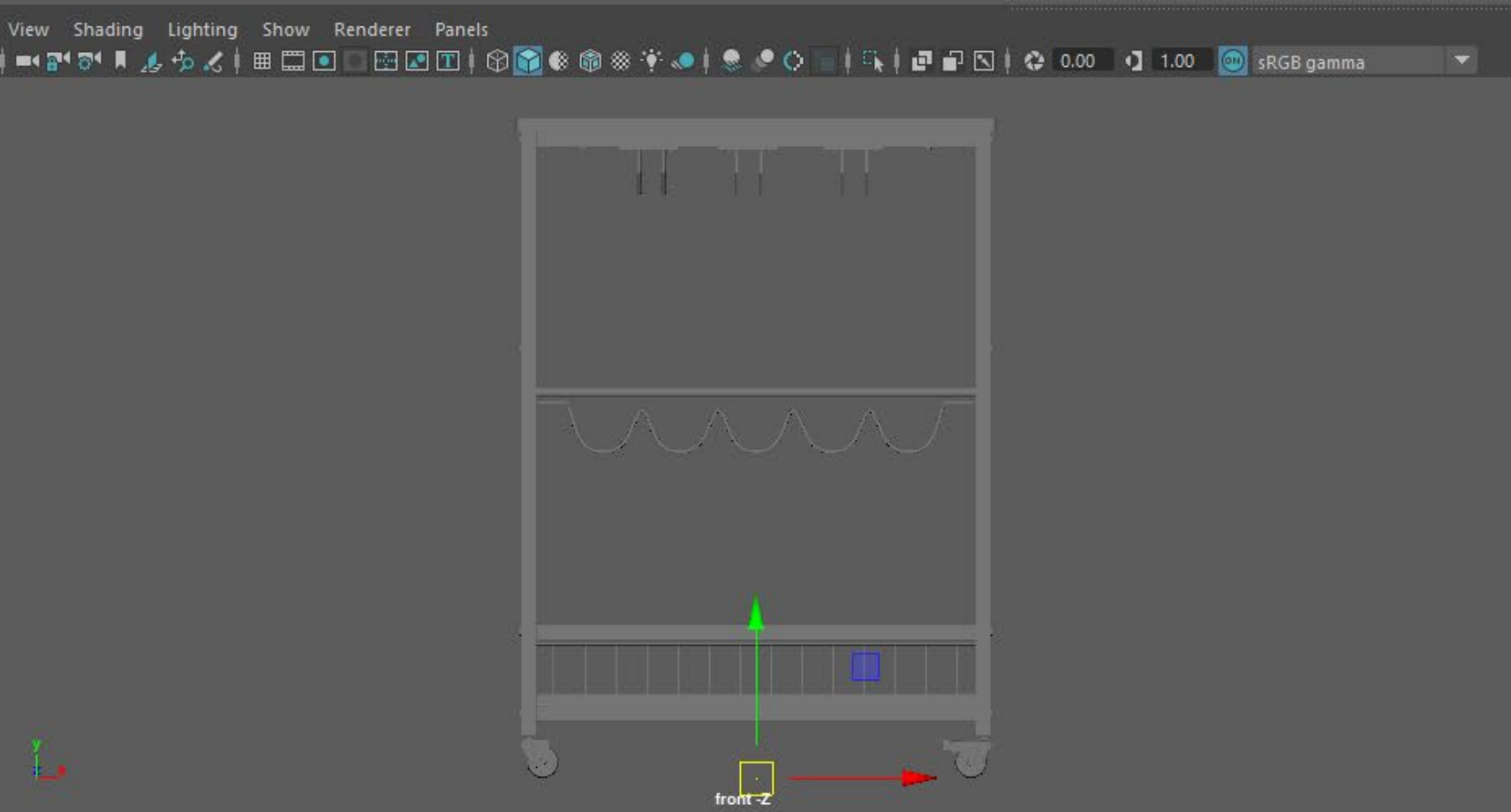
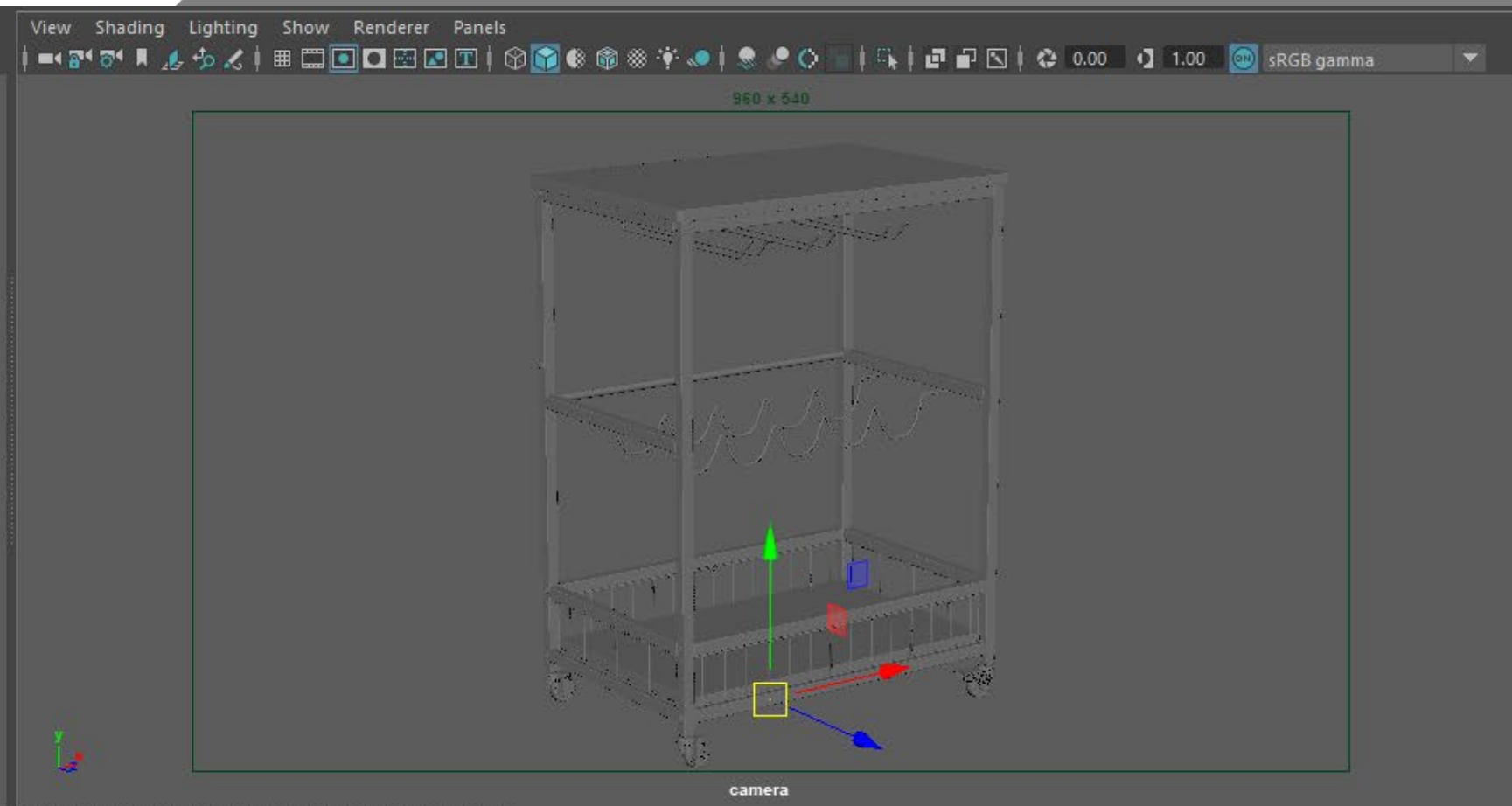
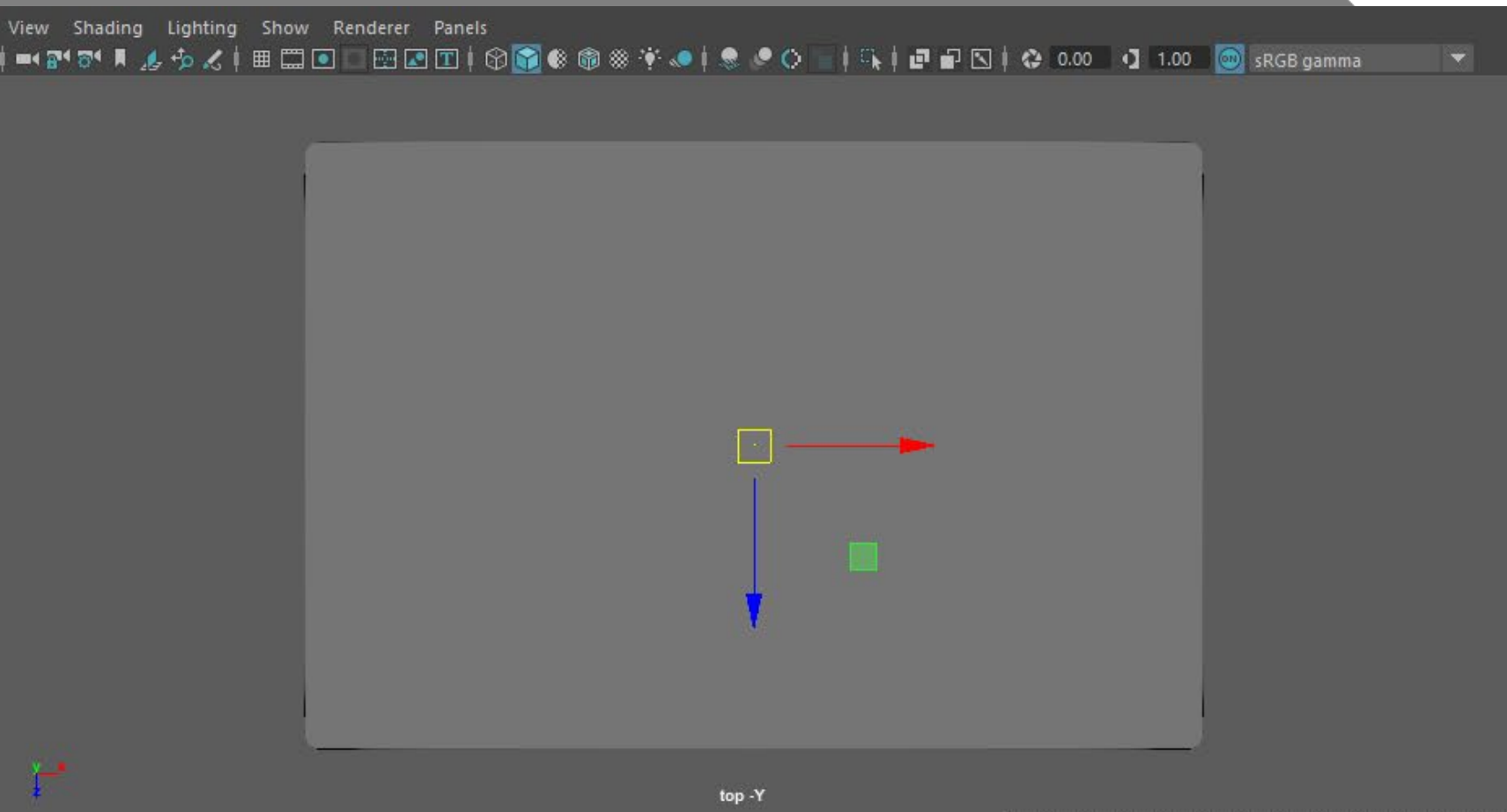
Rolling Bar



Viewport : Maya

Alignment : Floor

Front Z: longest side to front Z



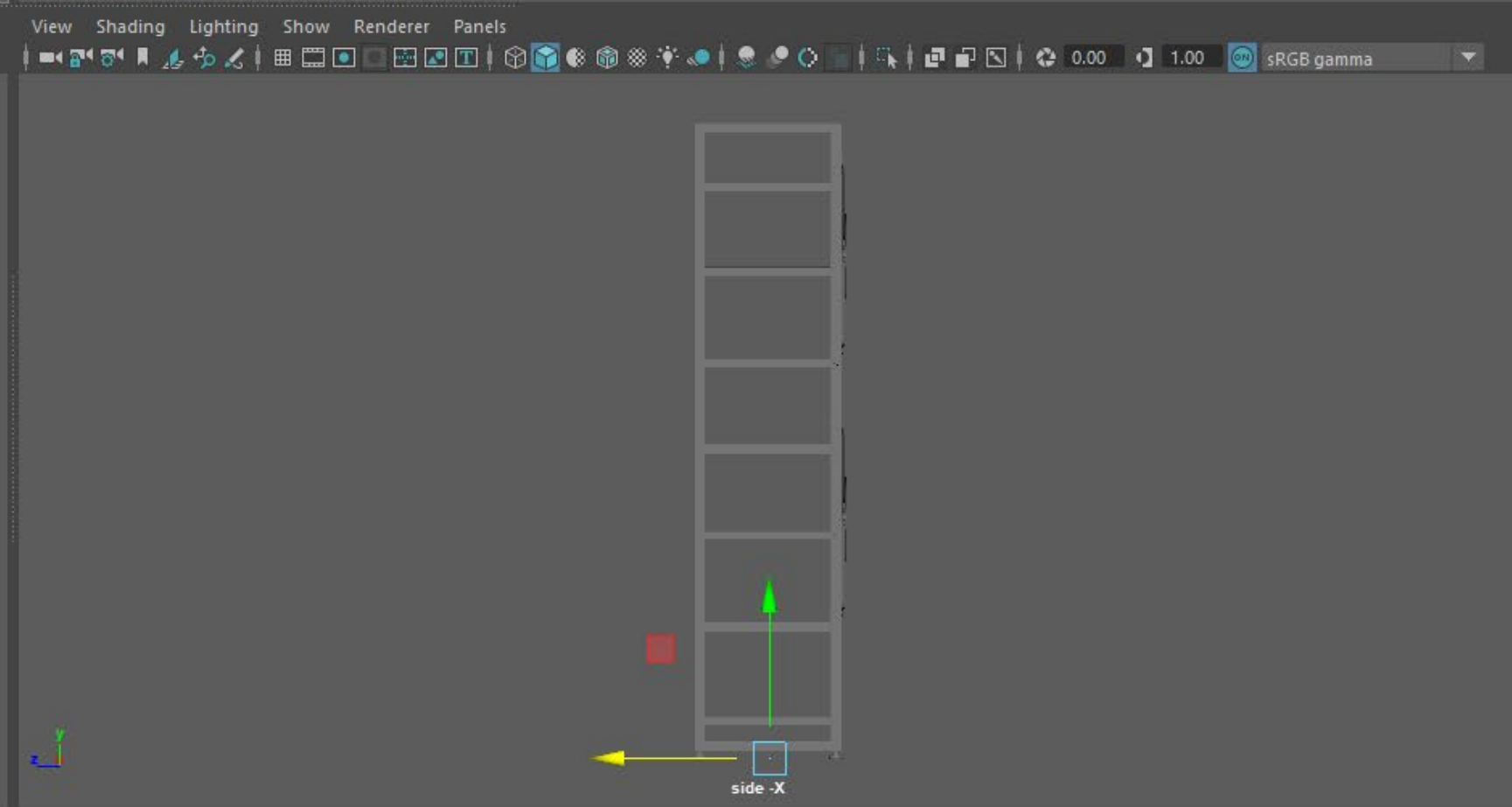
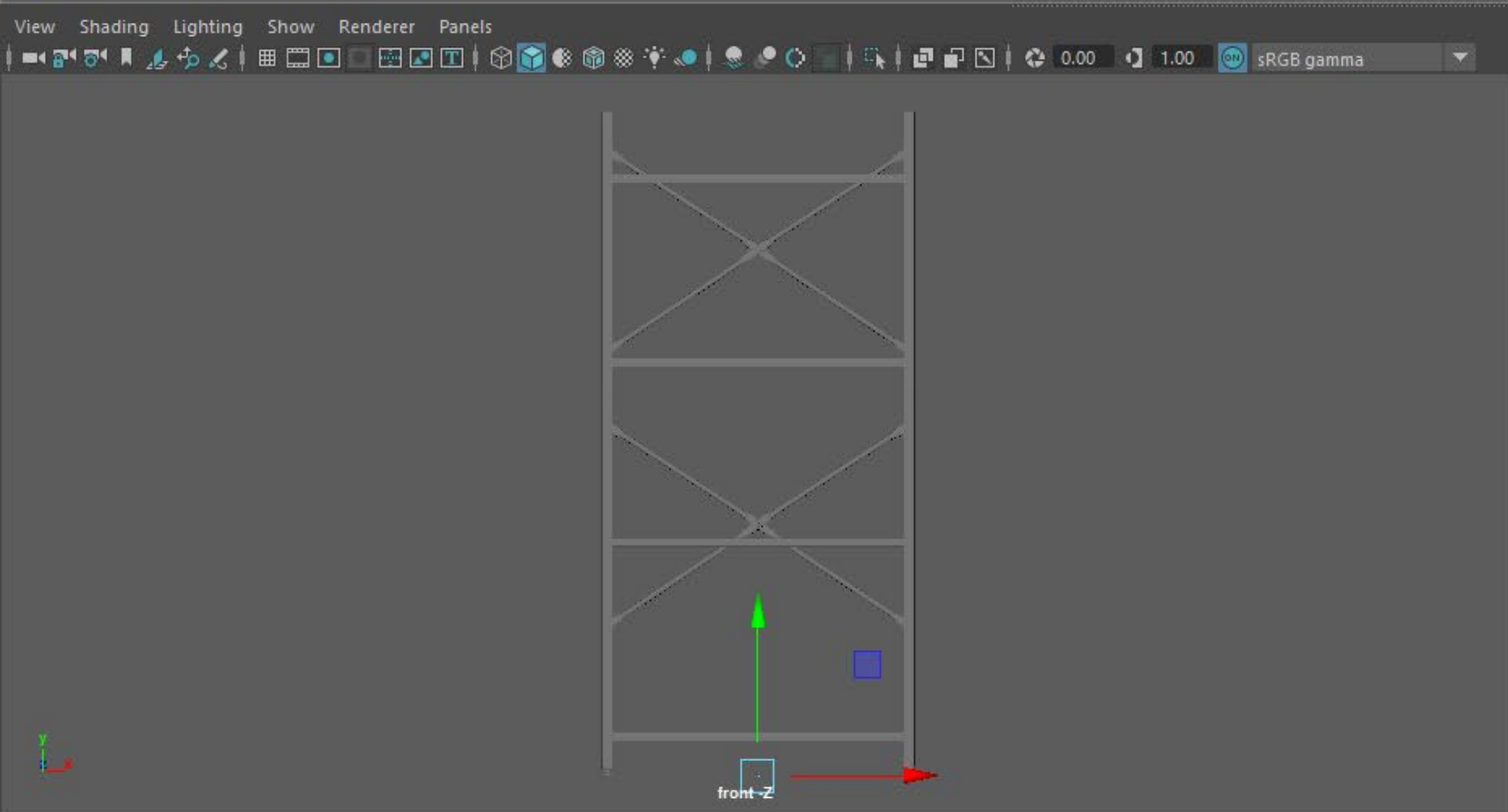
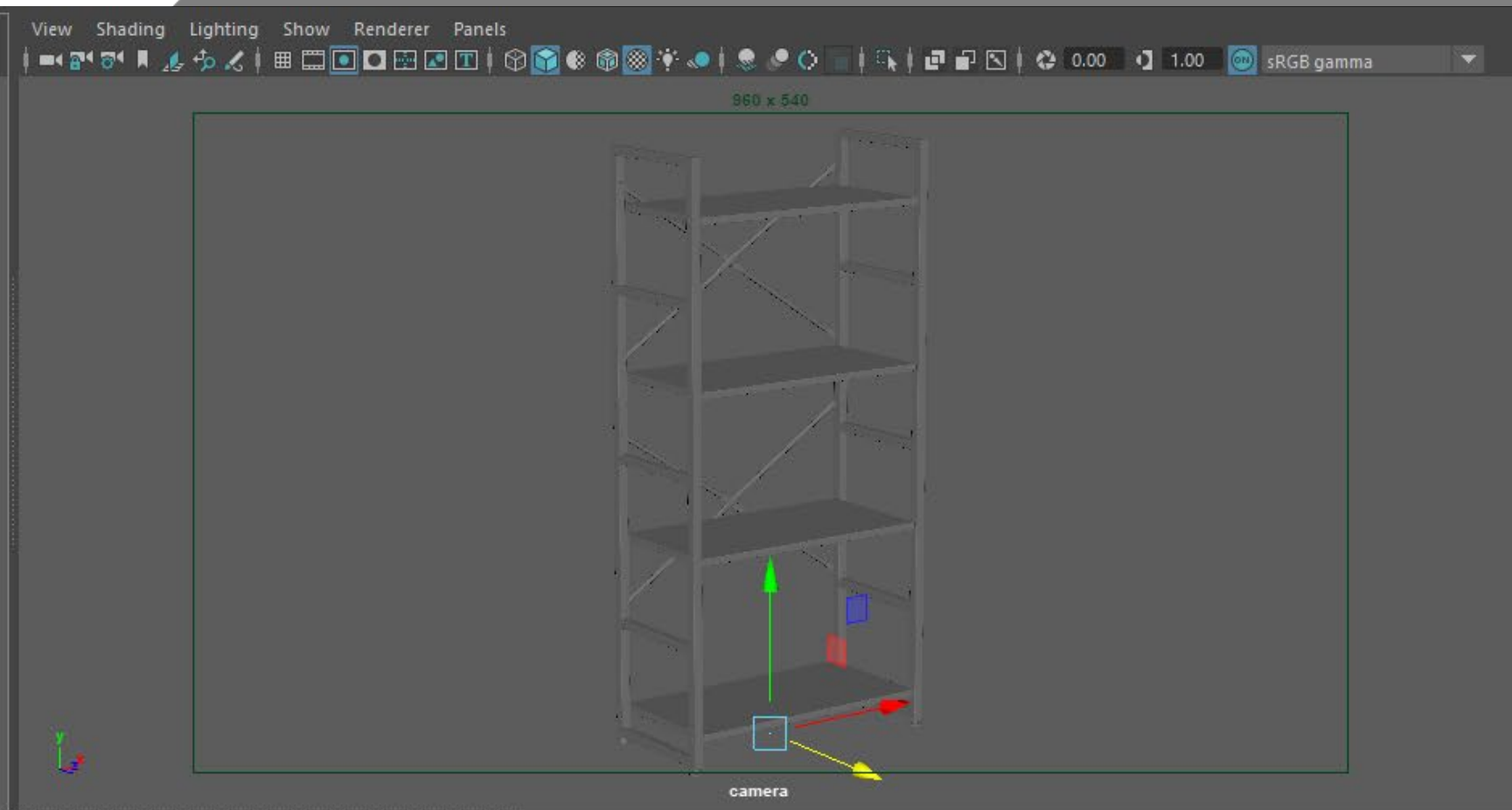
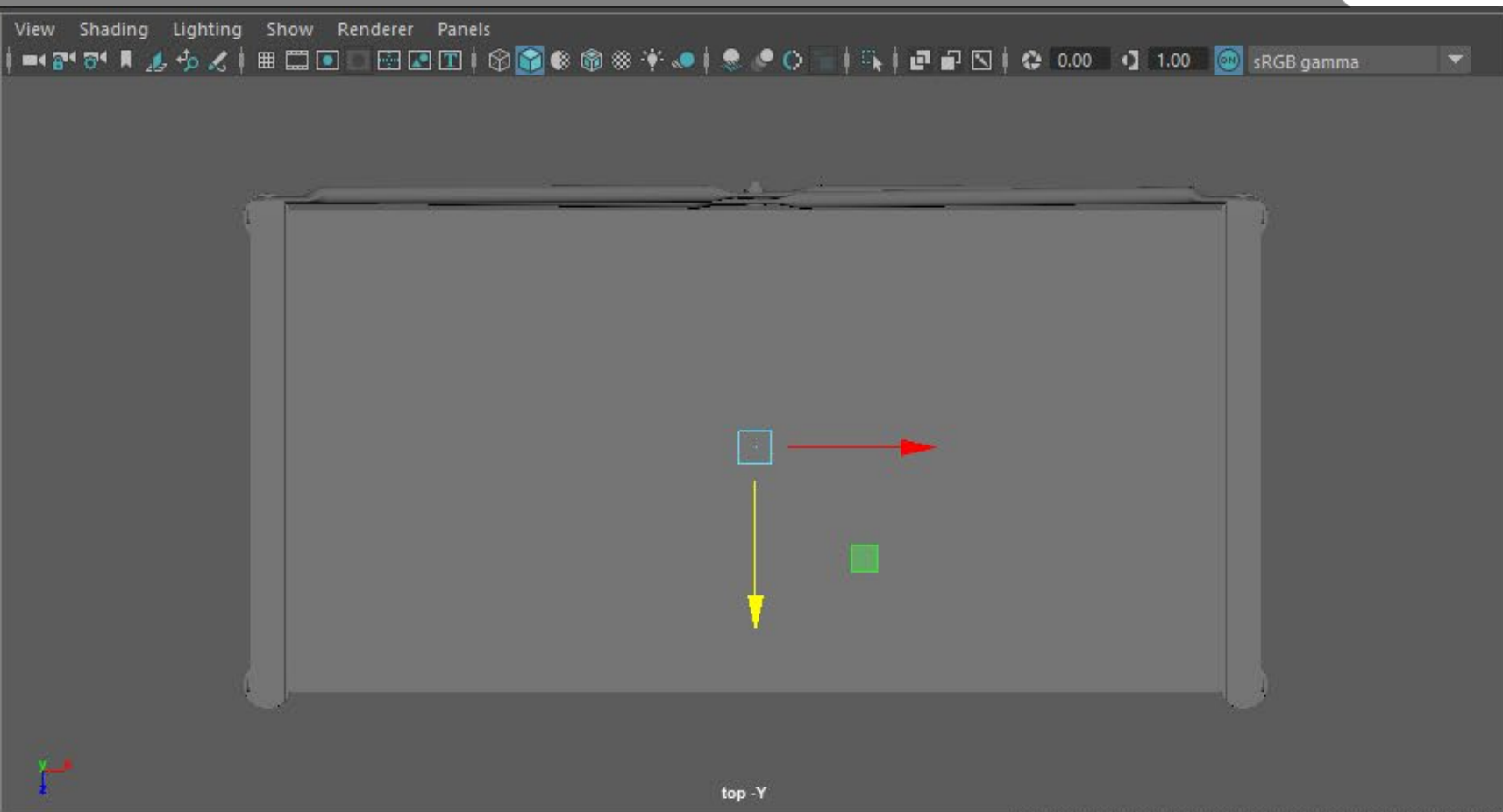
Shelf



Viewport : Maya

Alignment : Floor

Front Z: longest side parallel to front Z



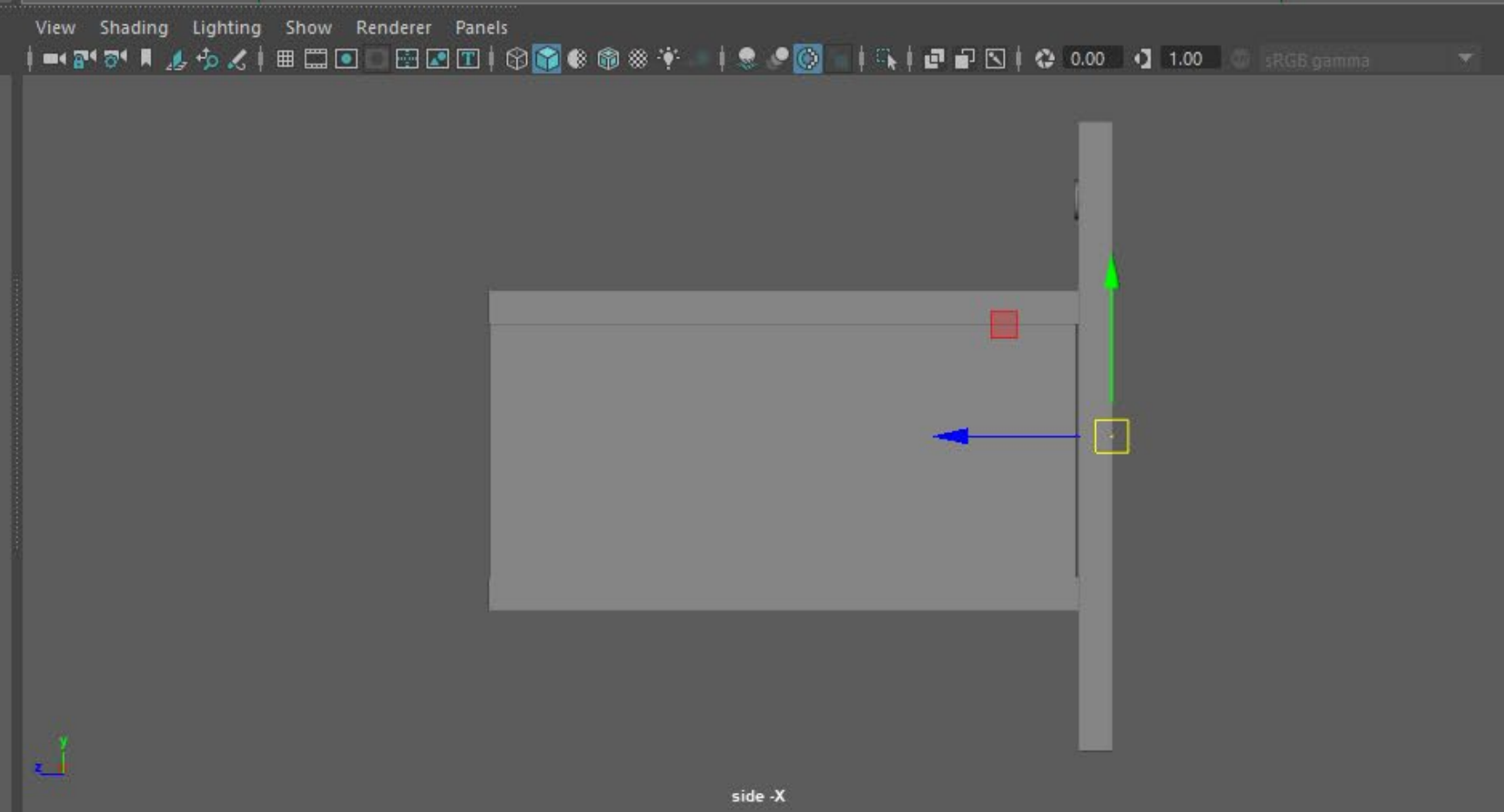
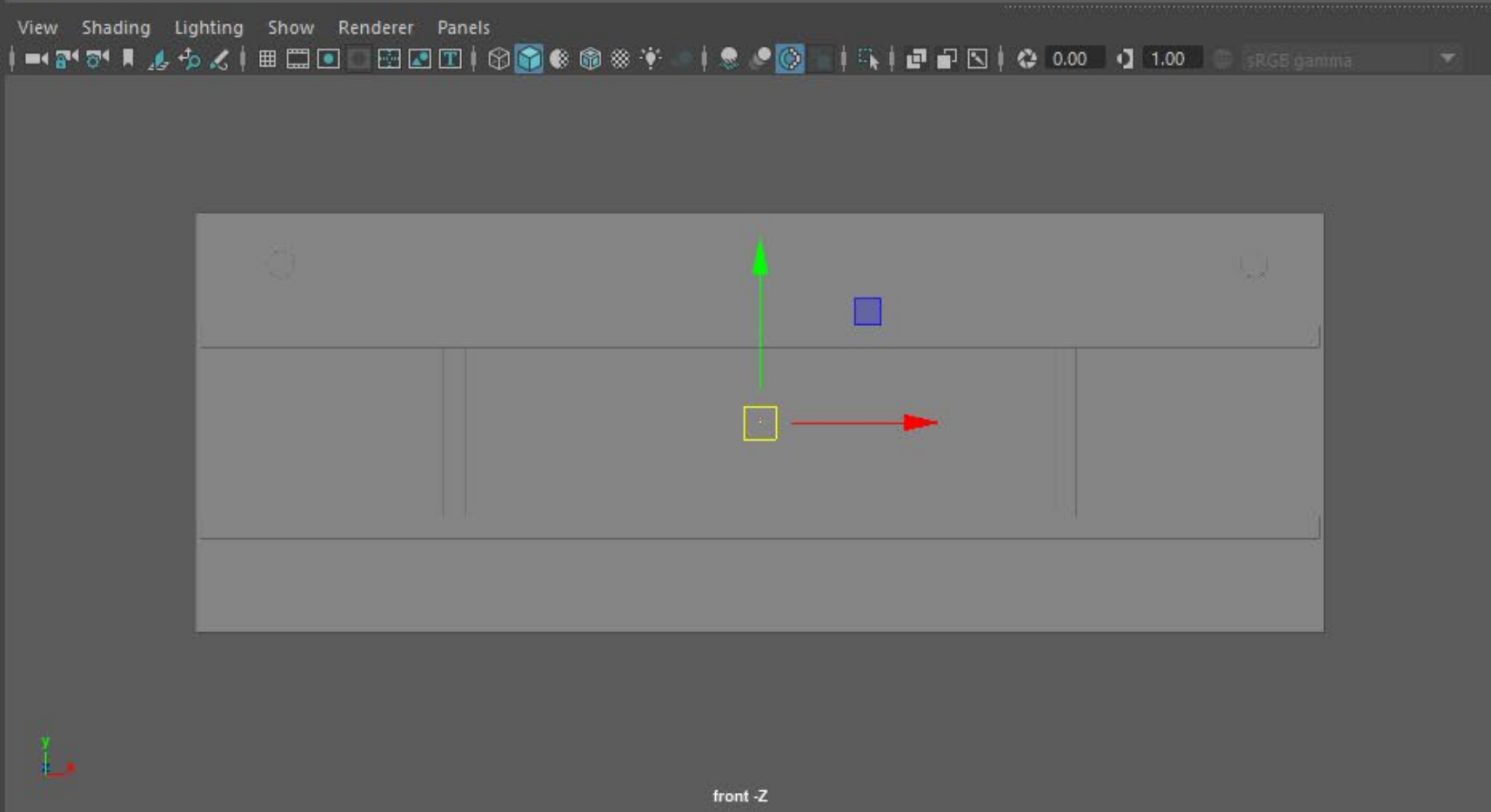
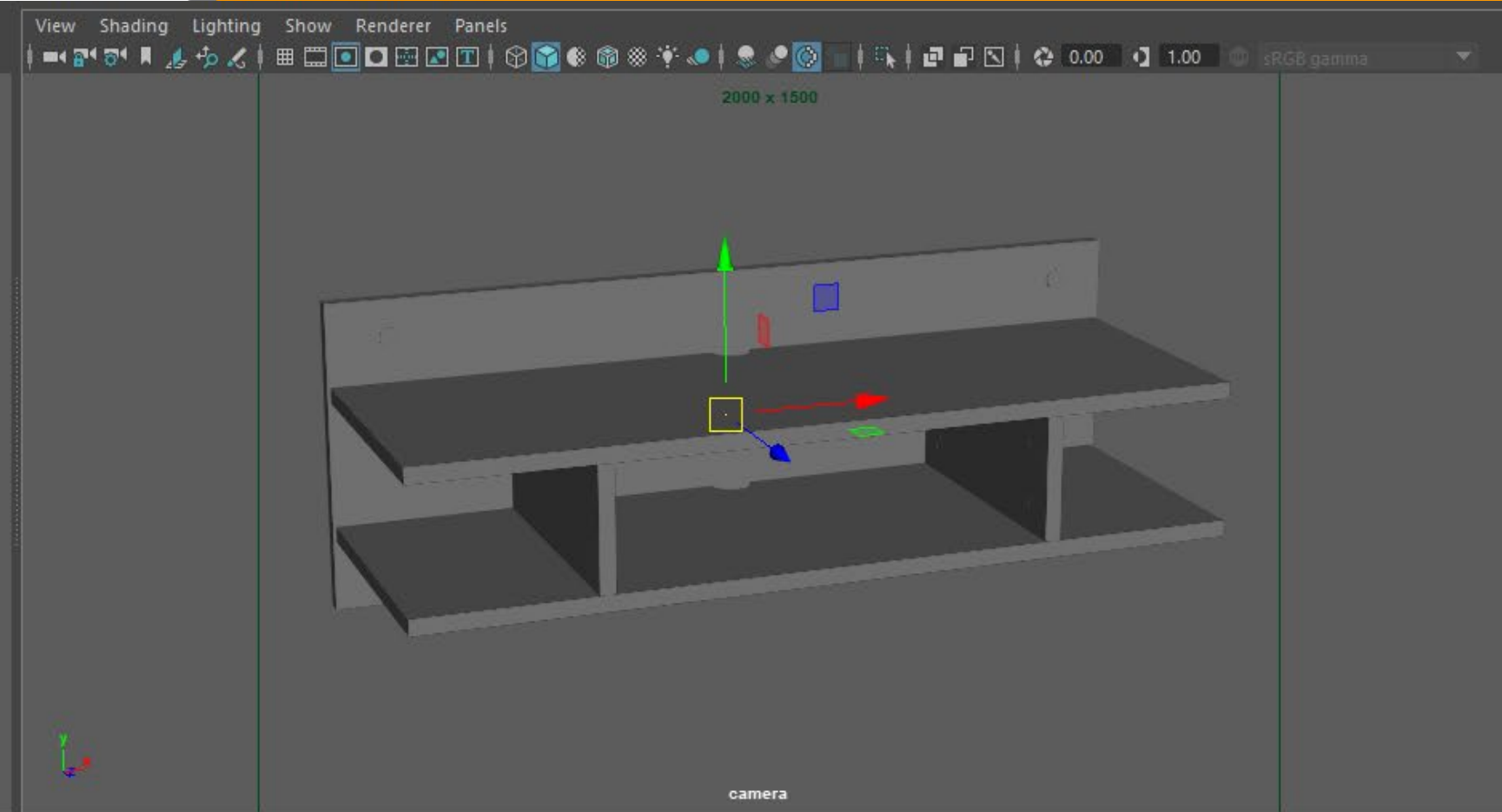
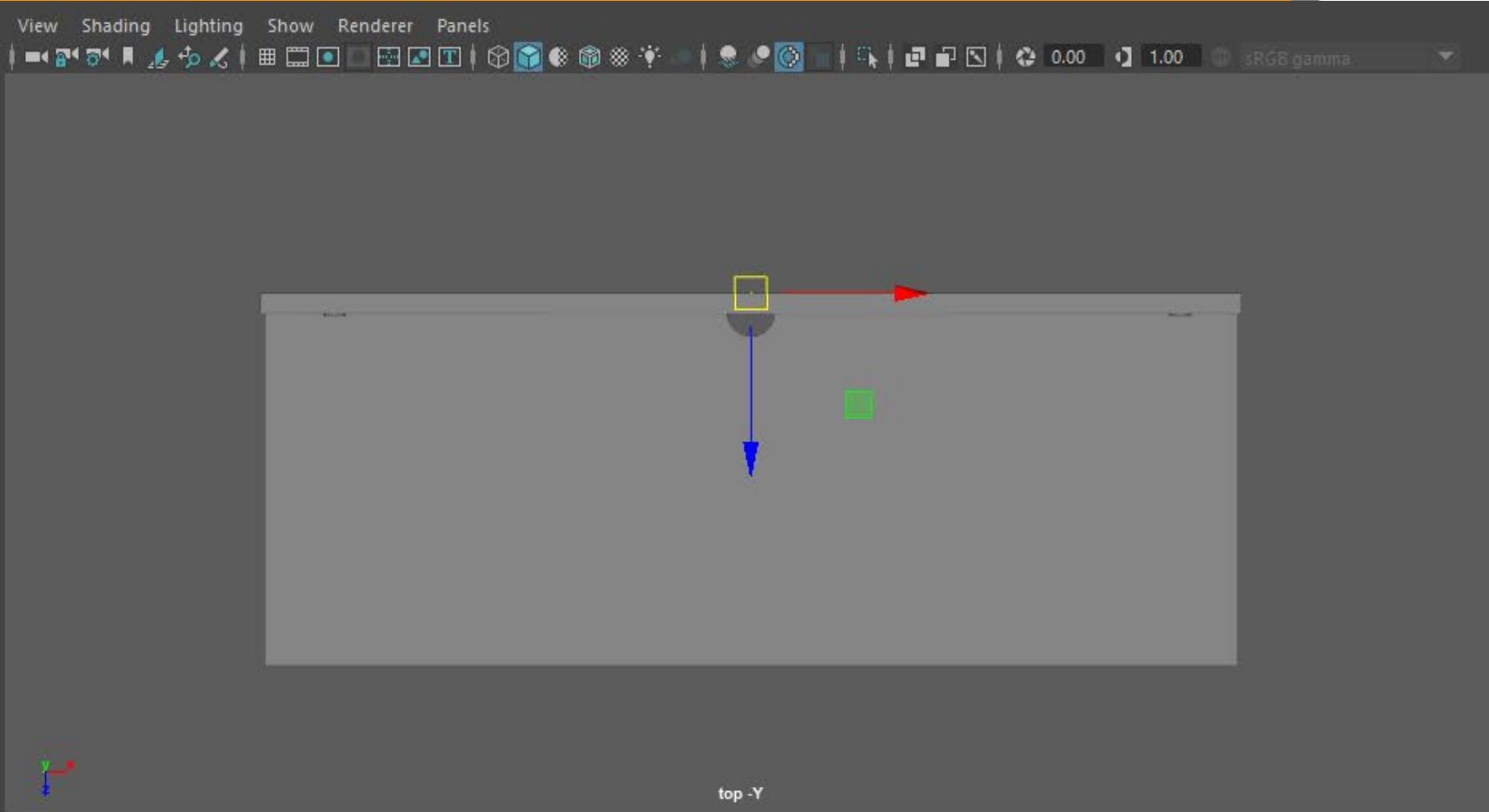
Wall Mounted Shelf



Viewport : Maya

Alignment : Wall

Front Z: longest side parallel to front Z



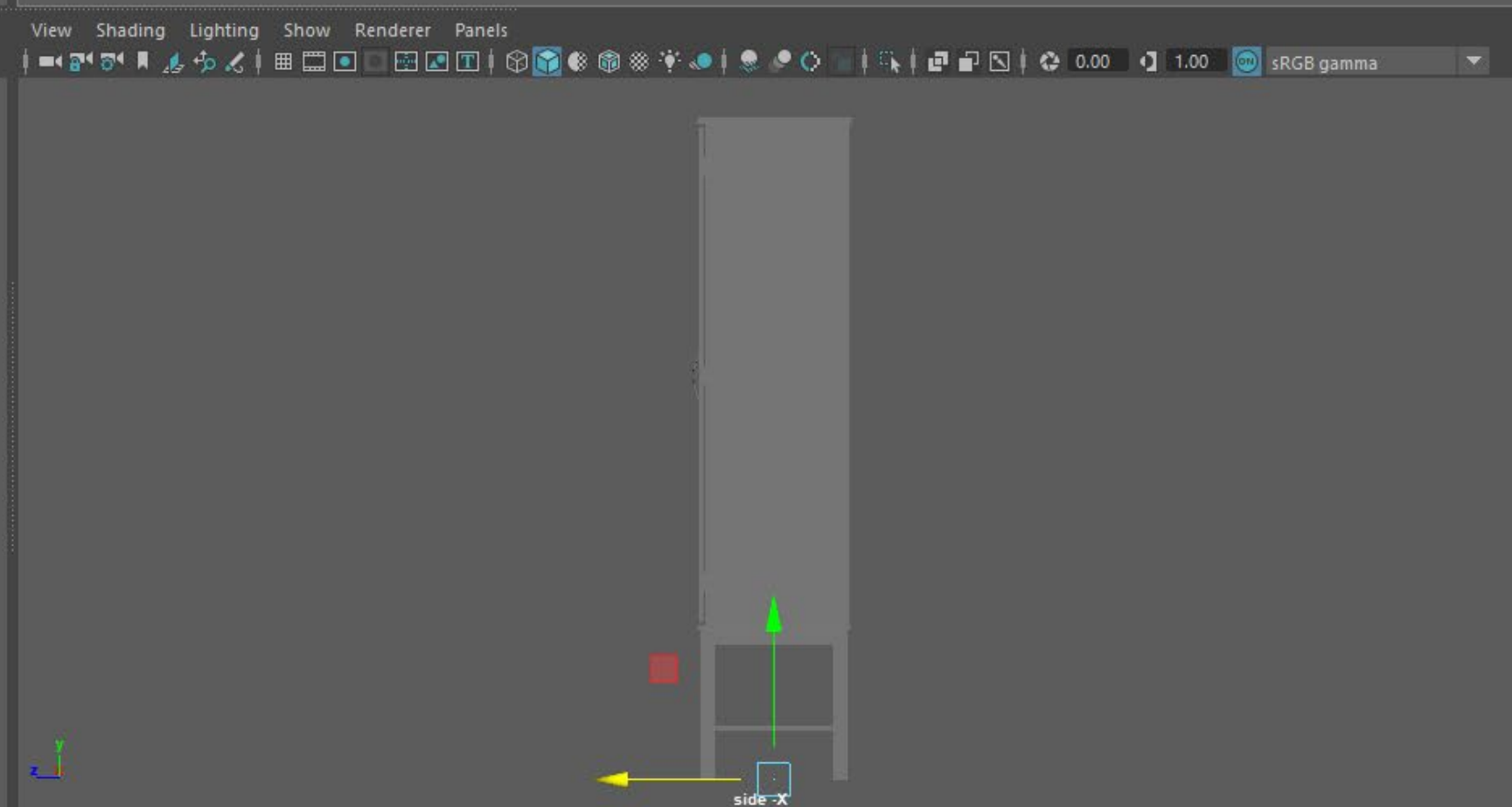
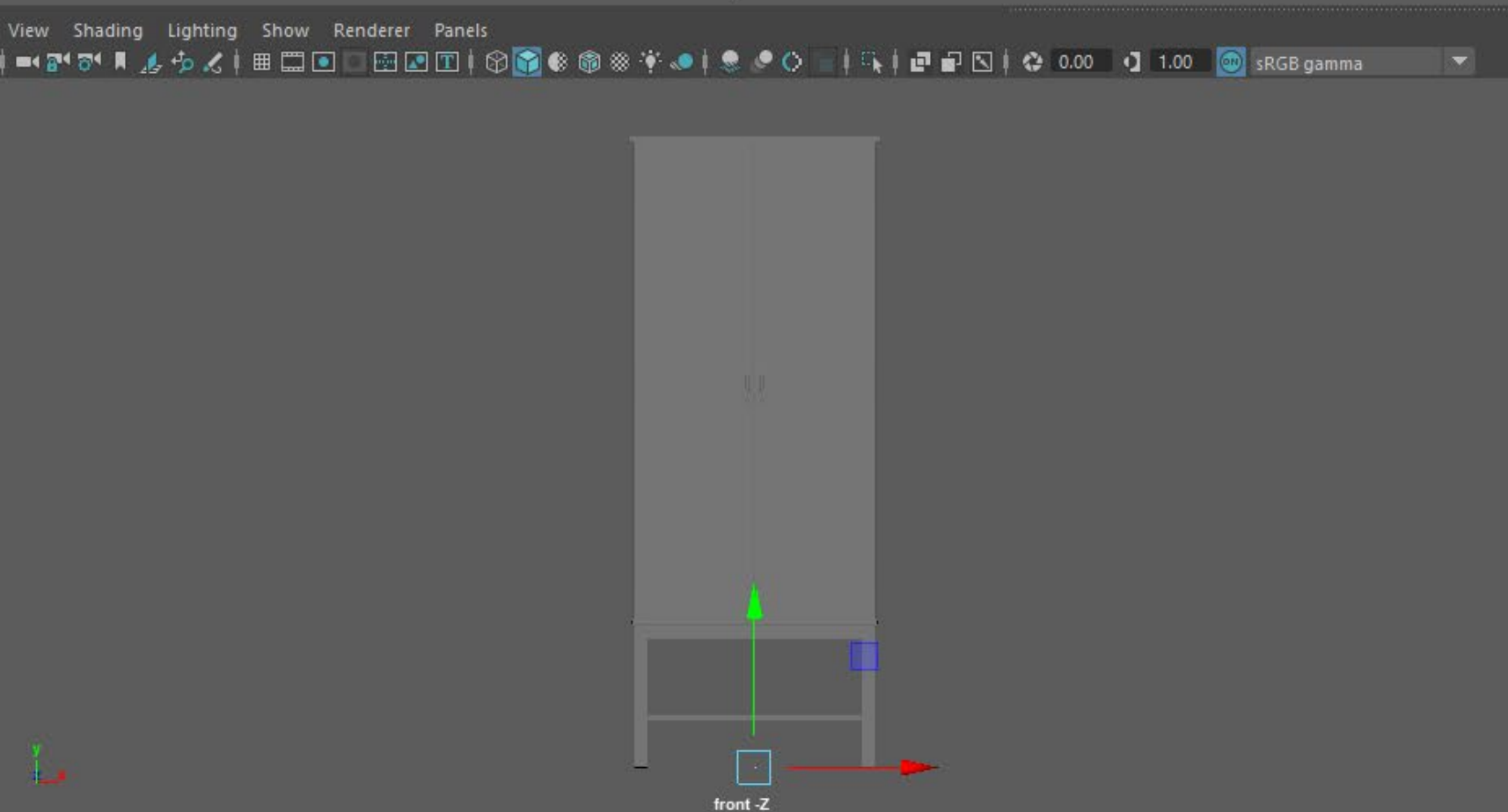
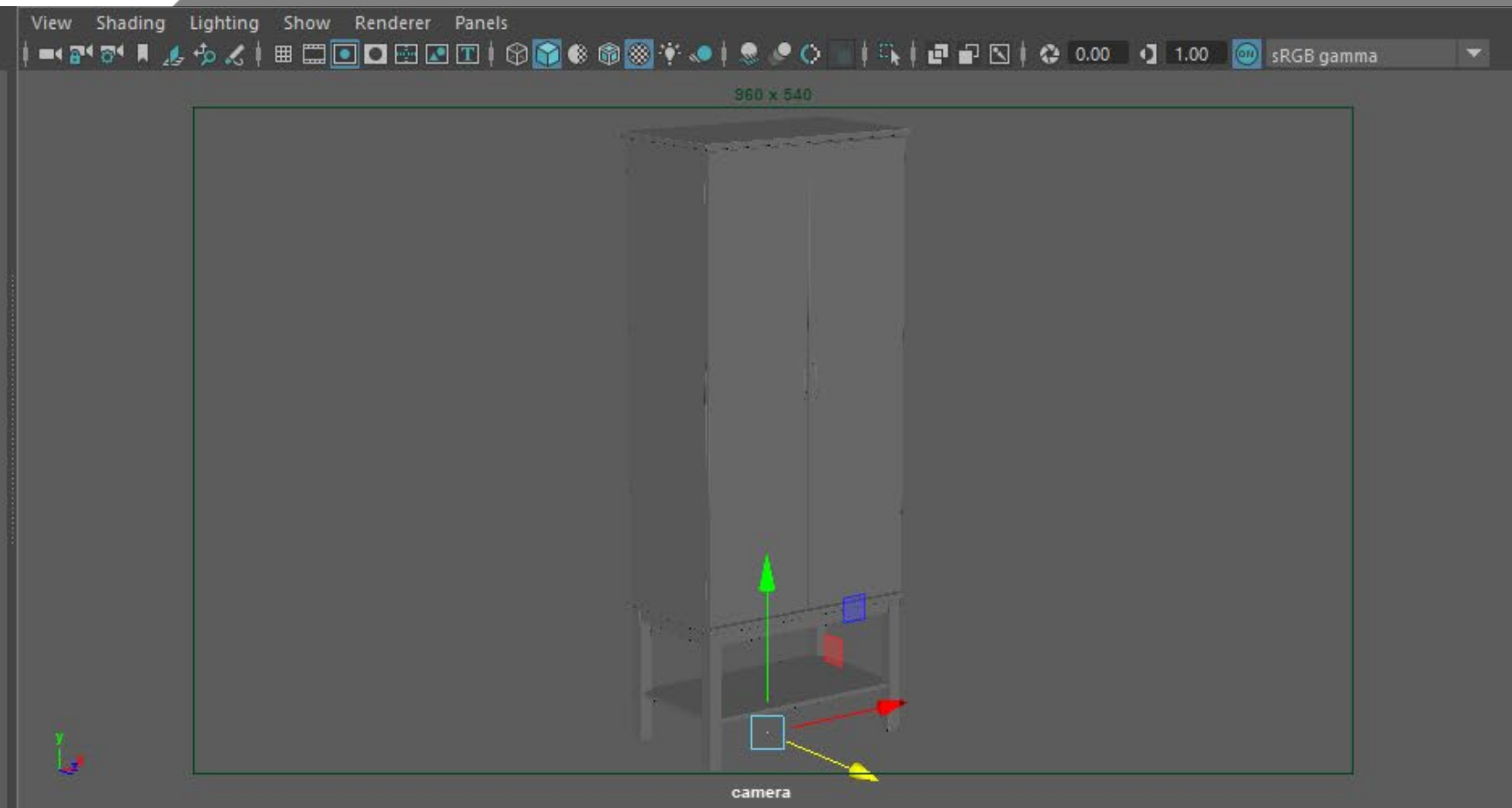
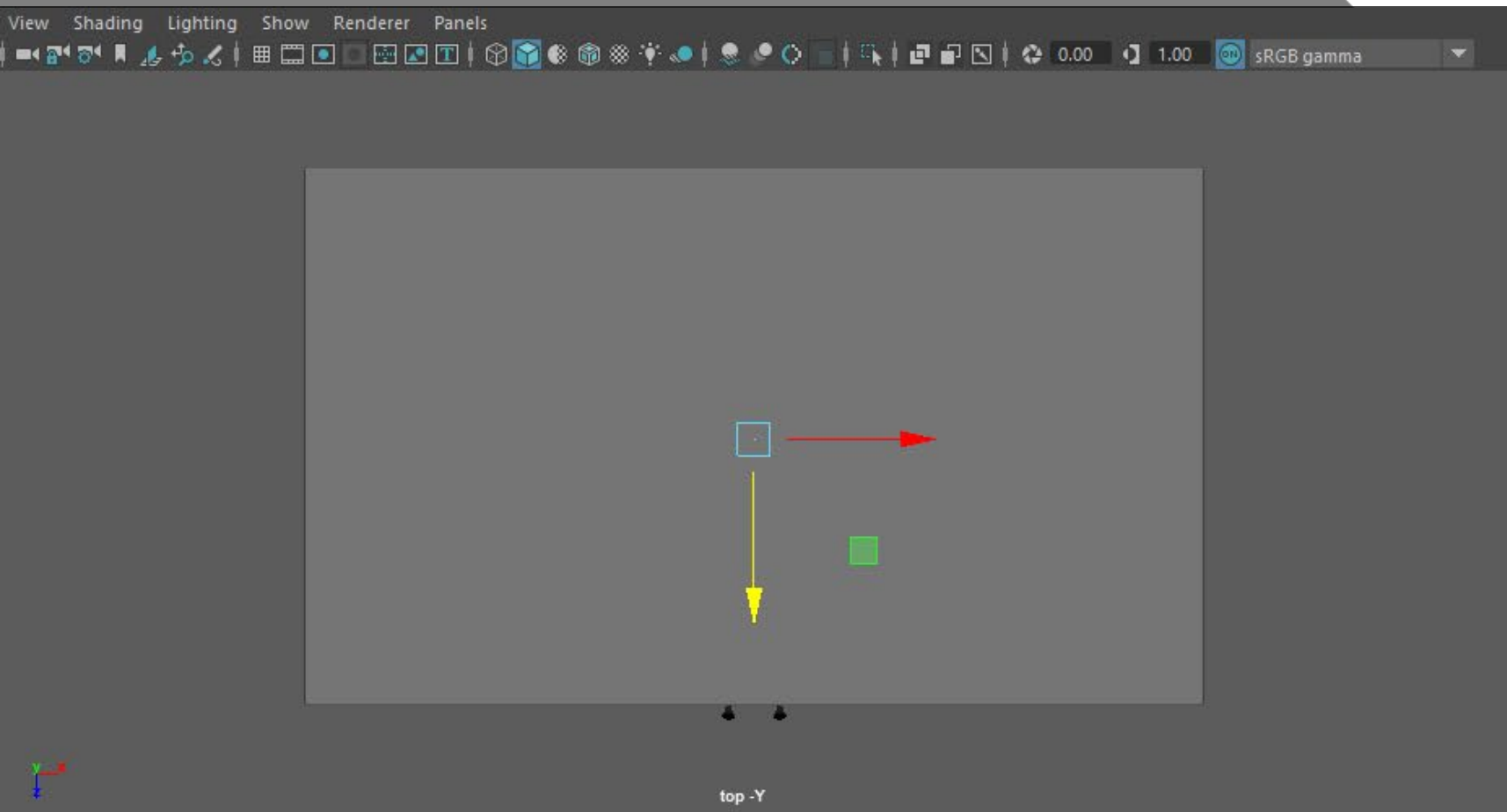
Shelf



Viewport : Maya

Alignment : Floor

Front Z: drawers/openings towards front Z



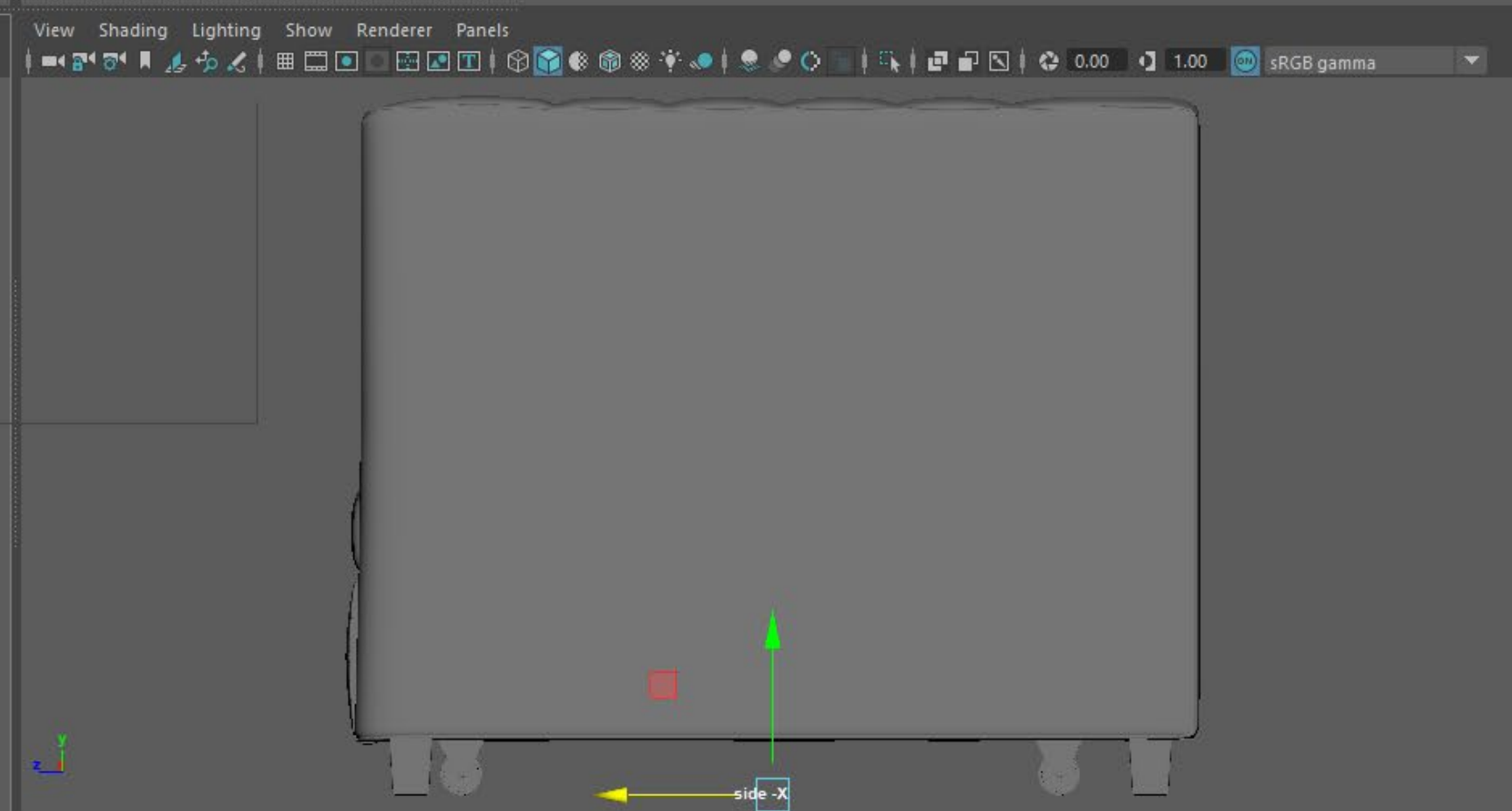
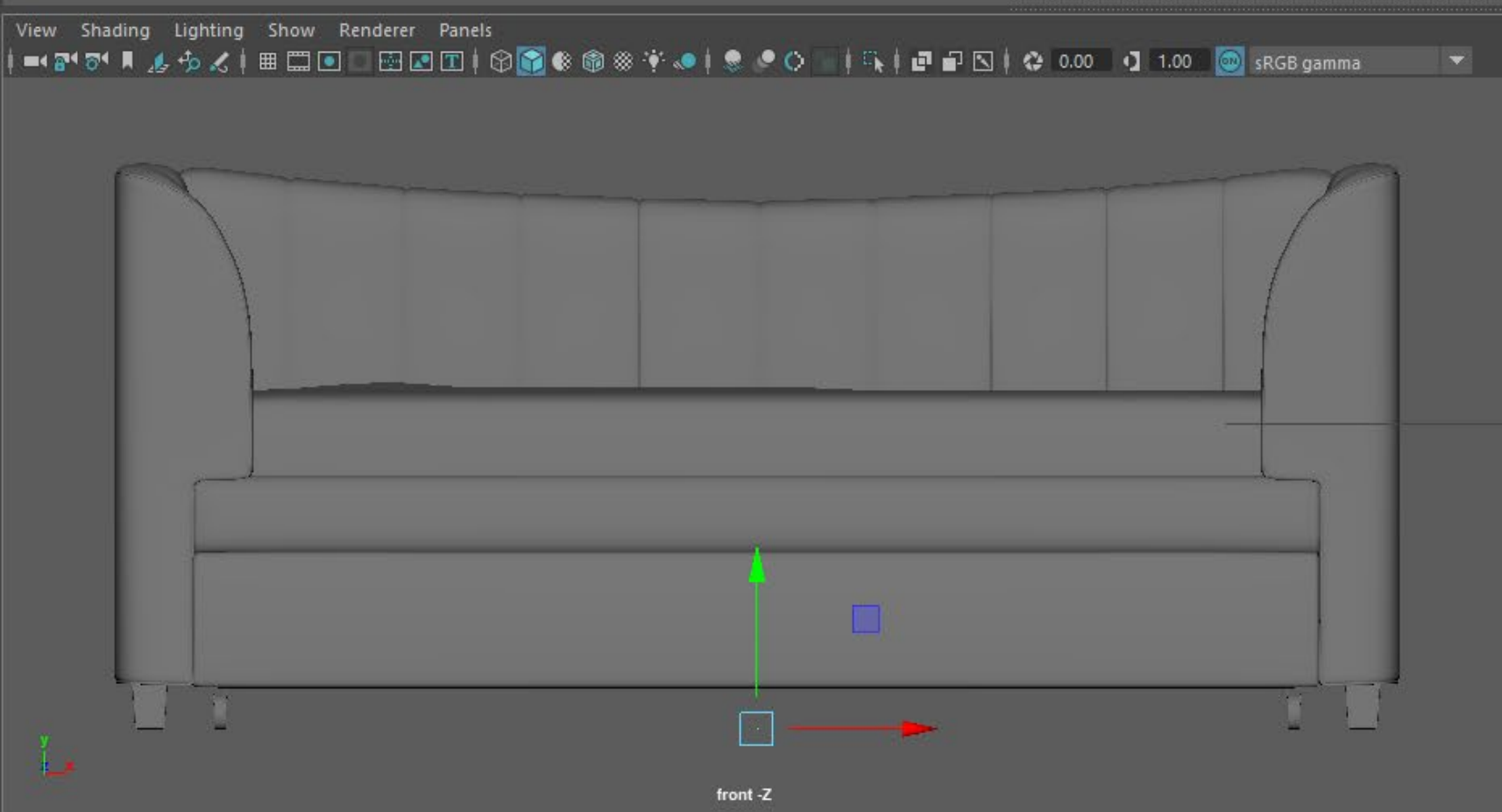
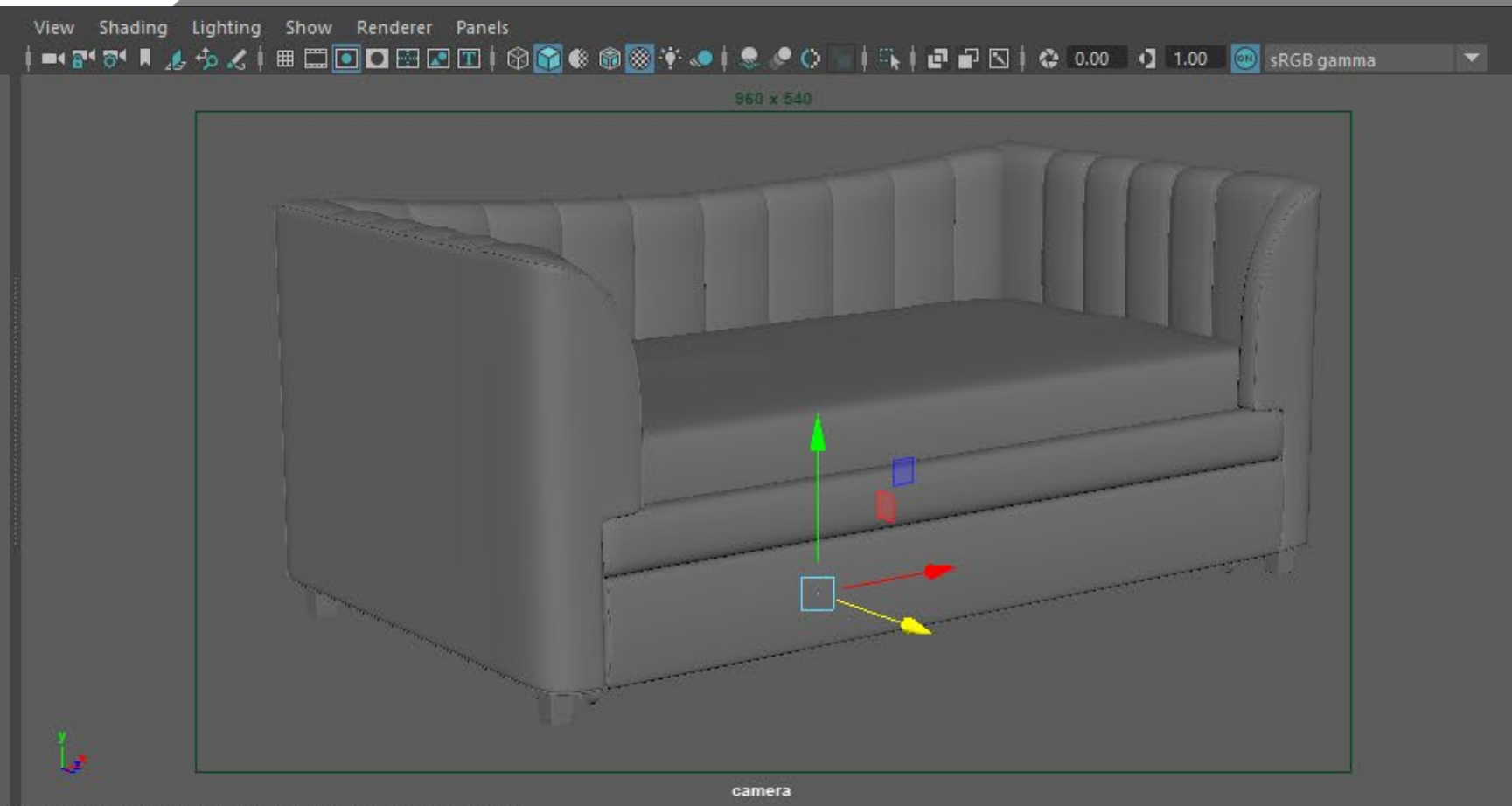
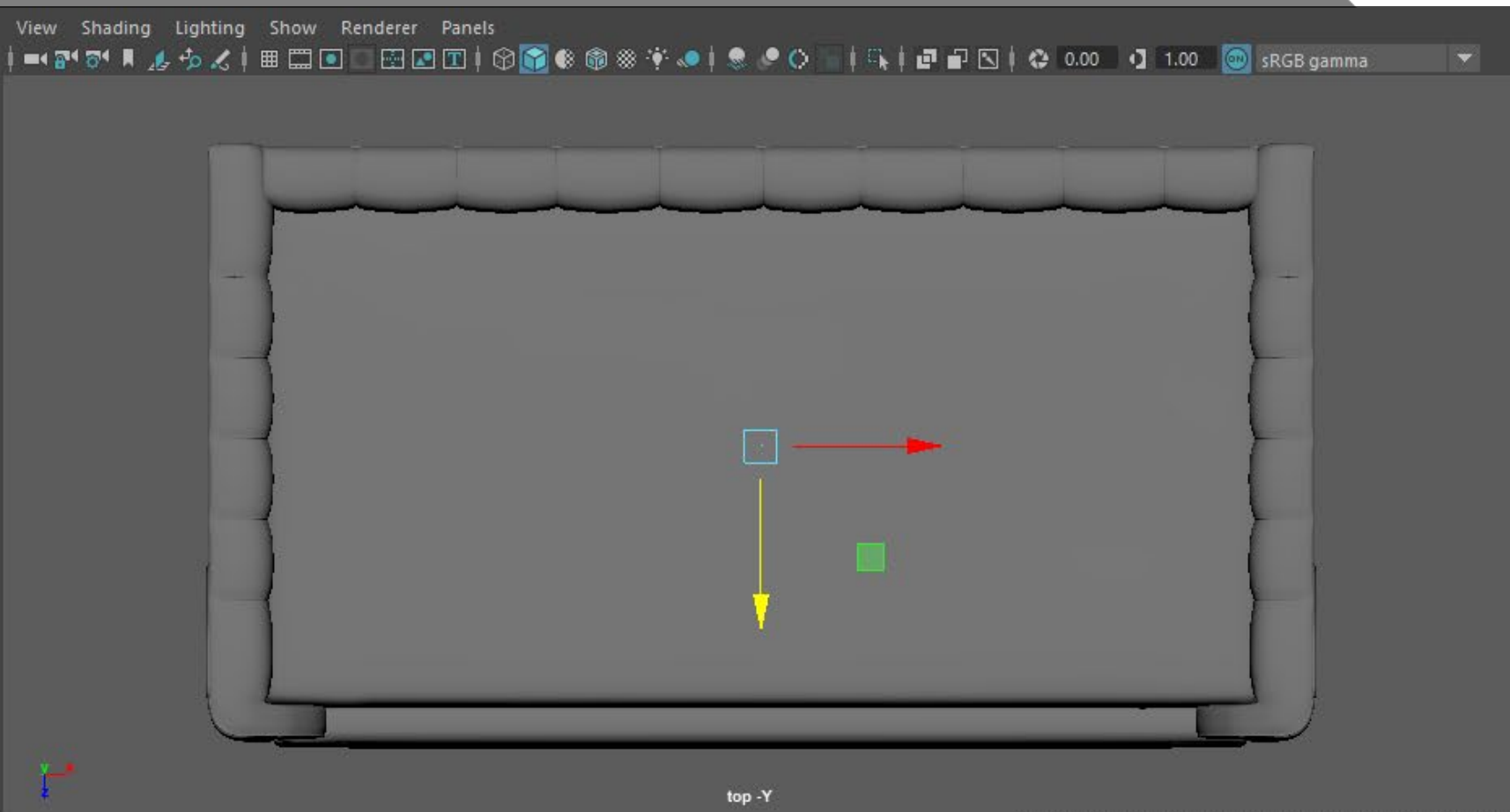
Sofa



Viewport : Maya

Alignment : Floor

Front Z: longest side parallel to front Z



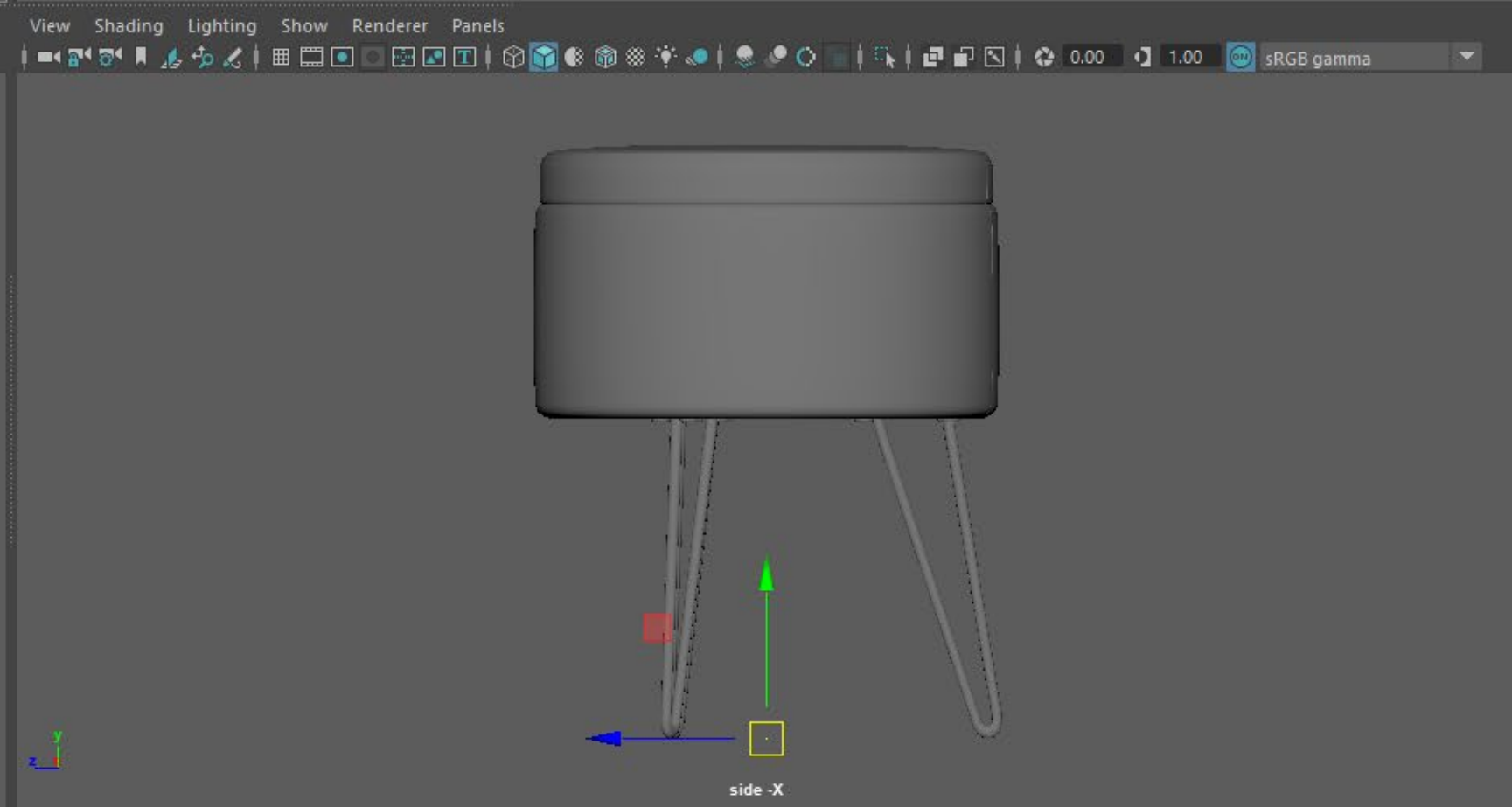
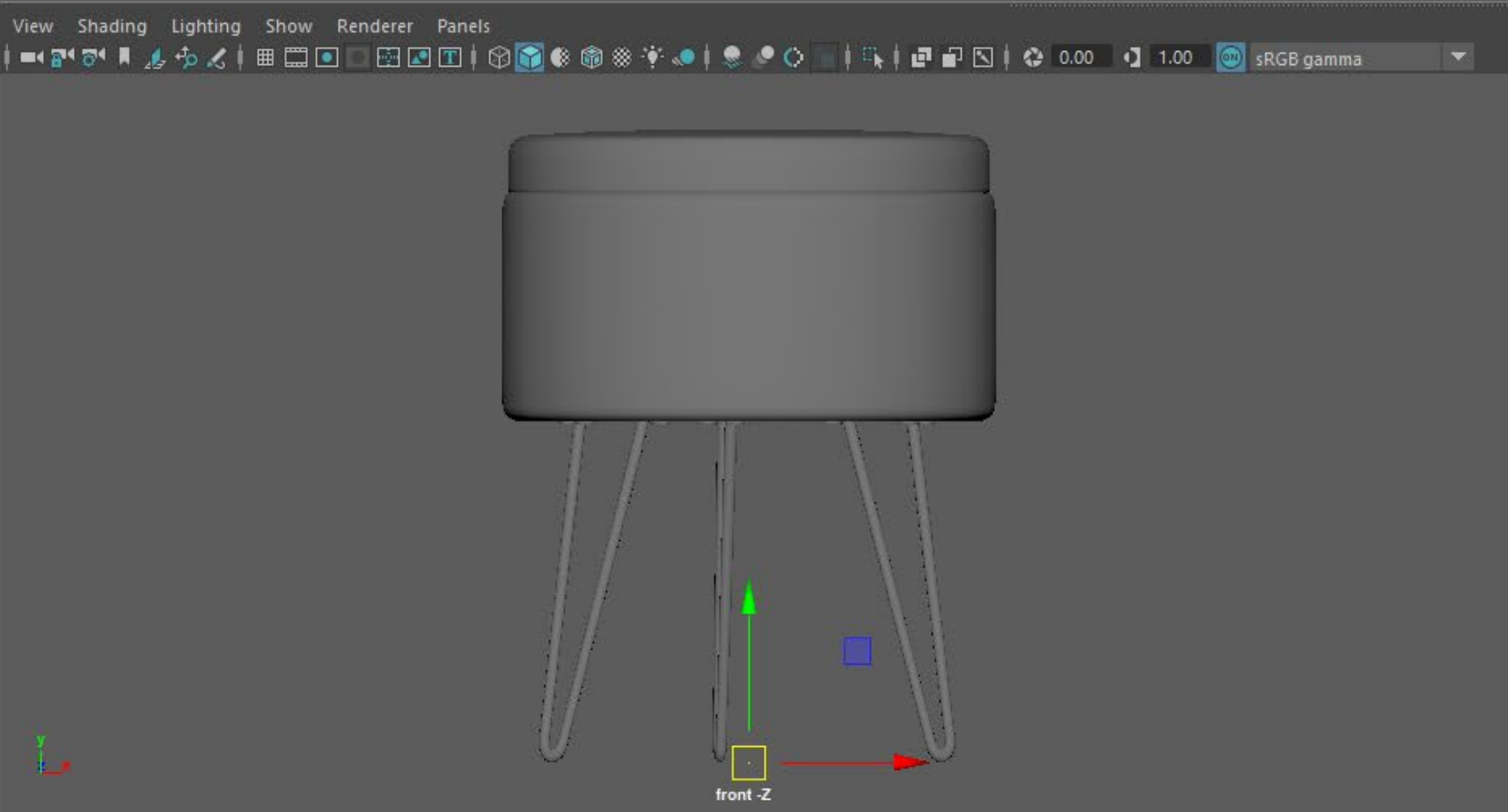
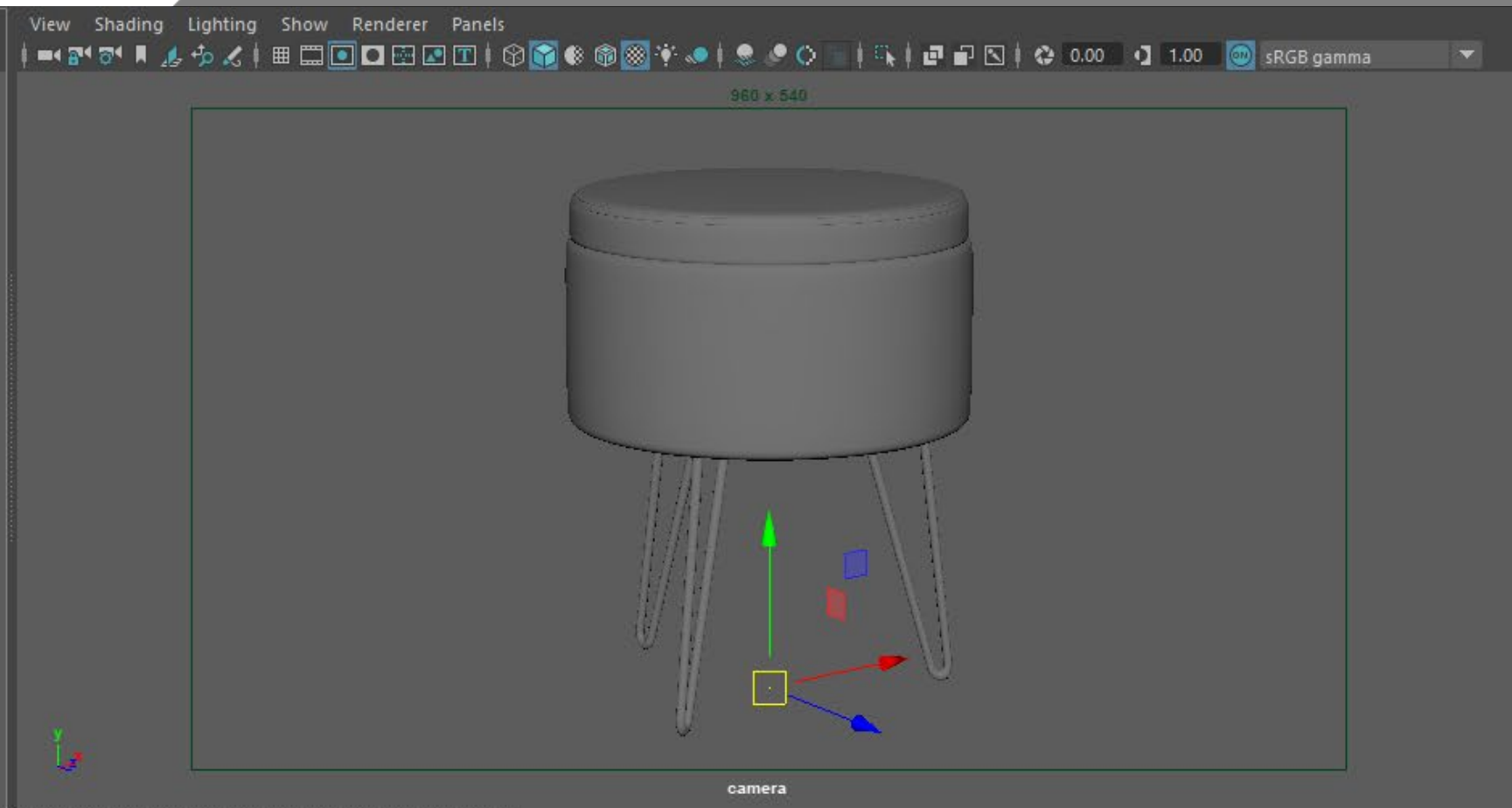
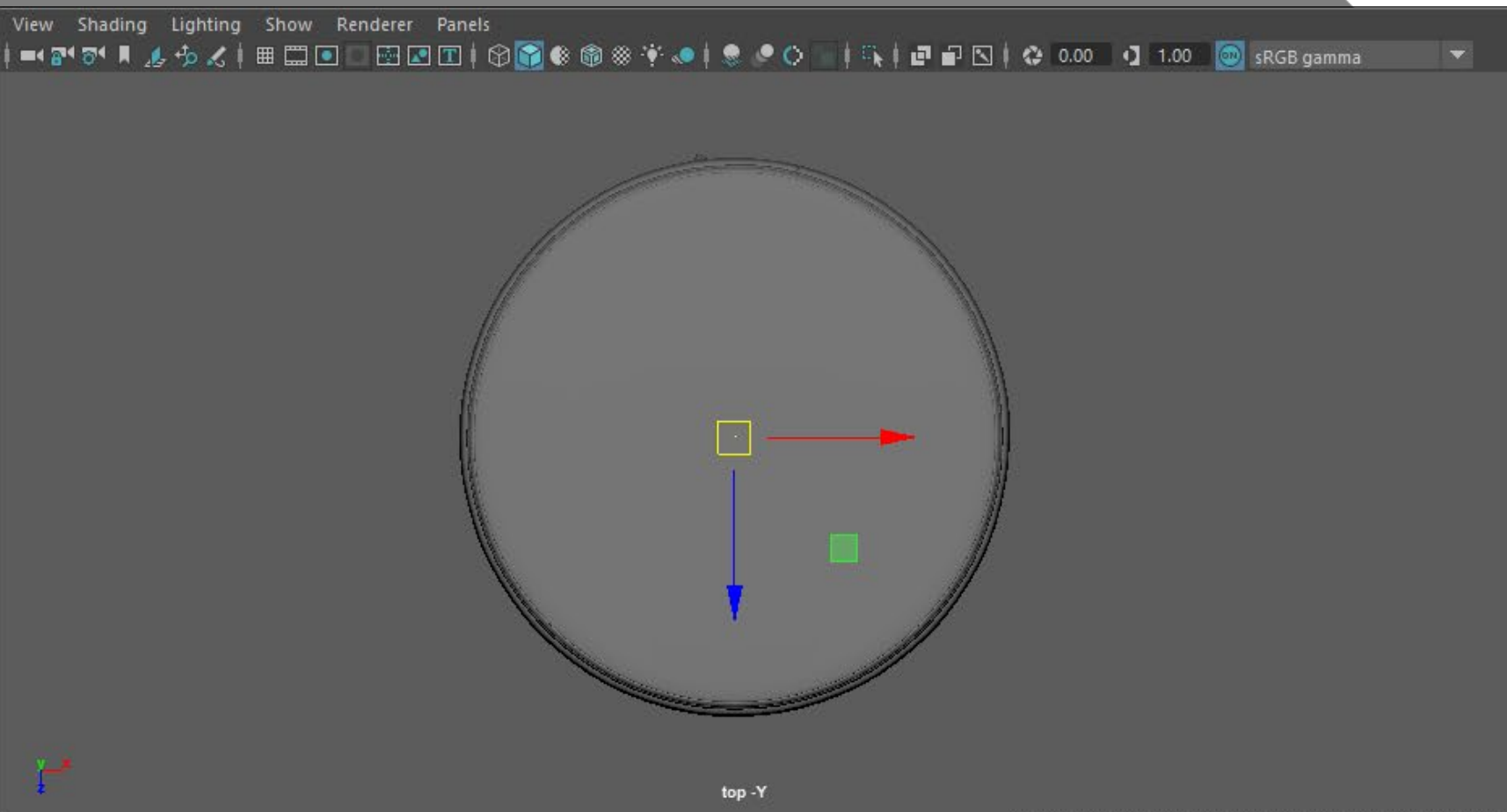
Stool



Viewport : Maya

Alignment : Floor

Front Z: longest side front Z (if round or square it doesn't matter) one leg facing to front Z



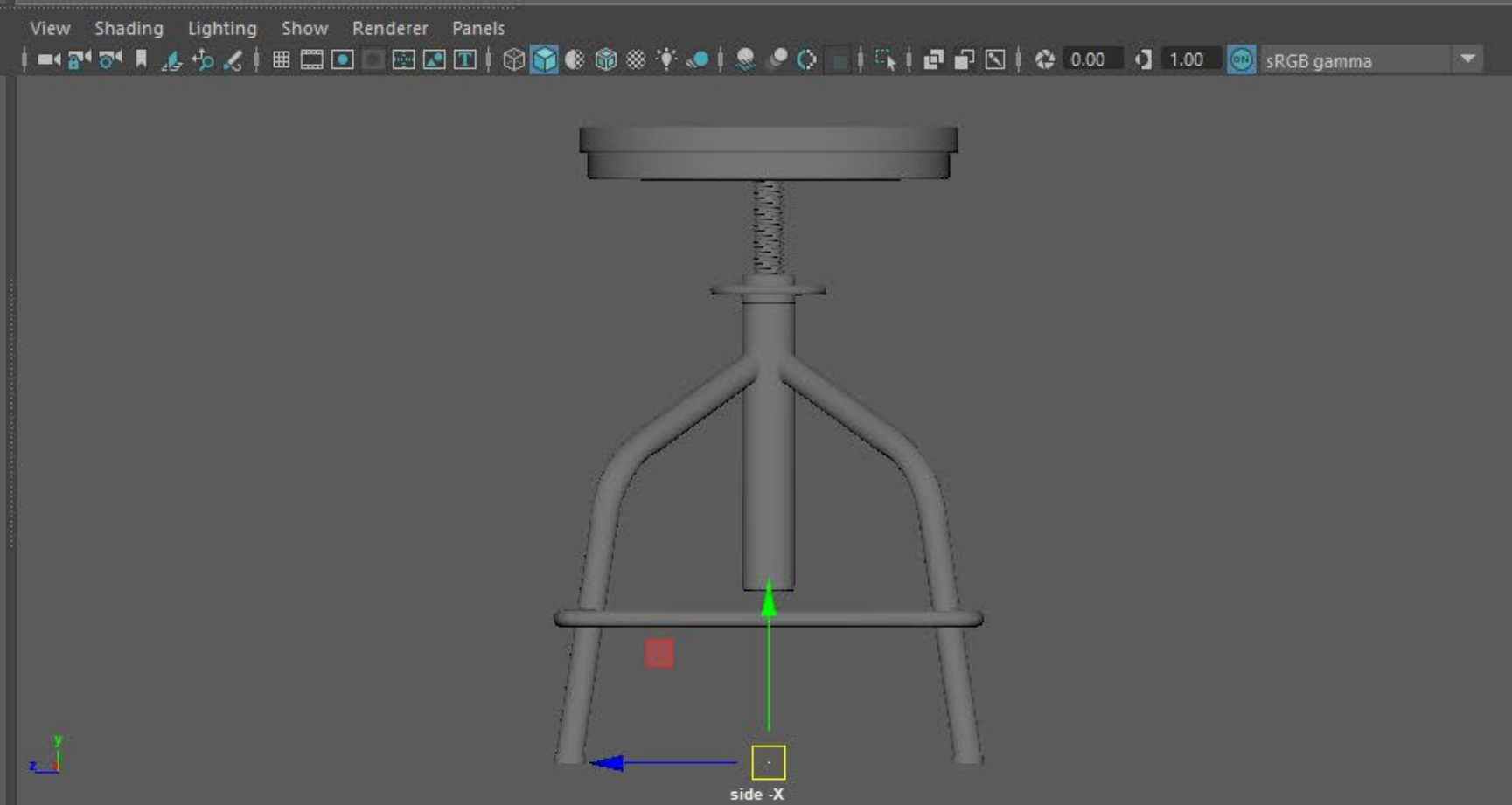
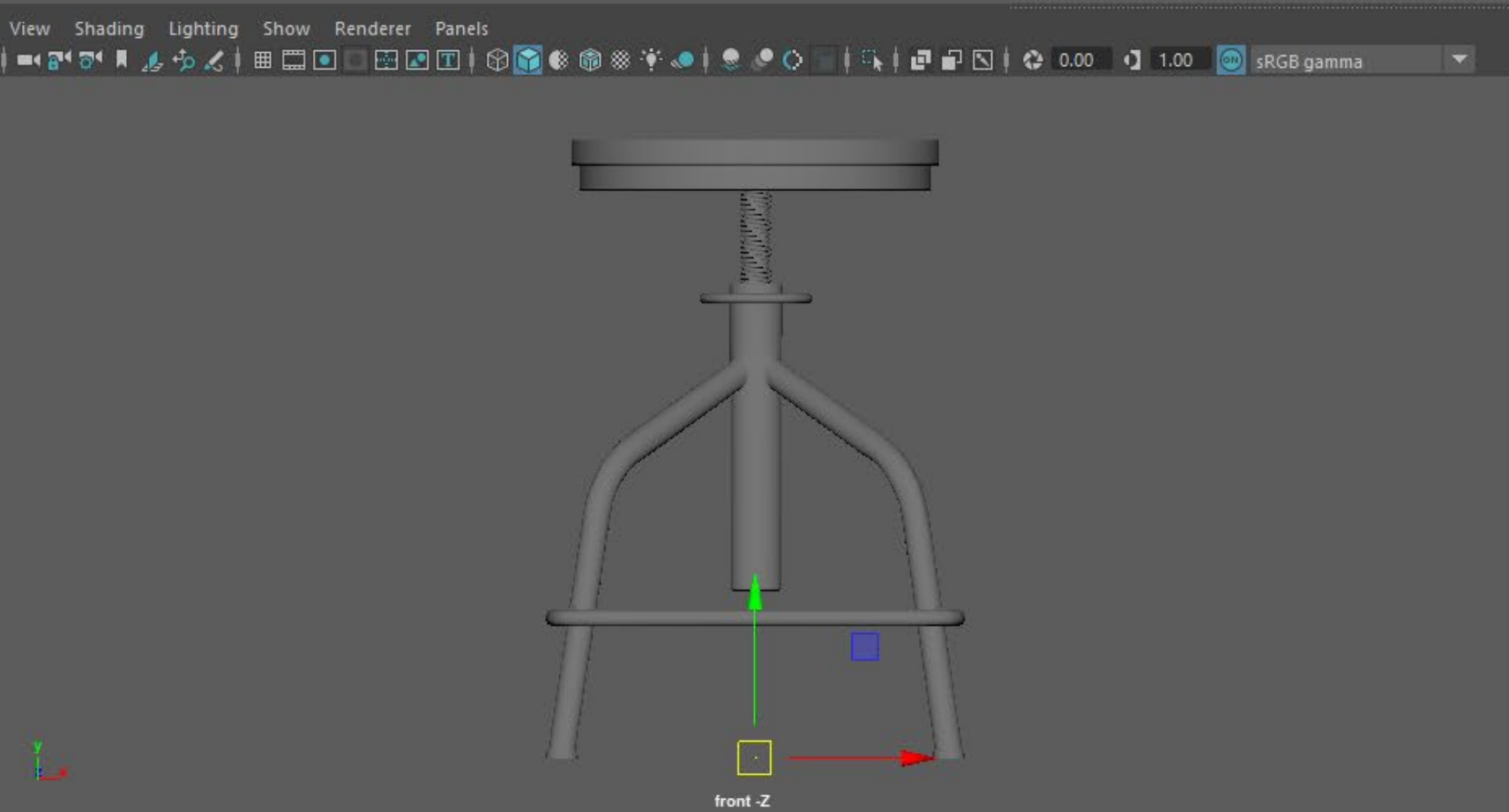
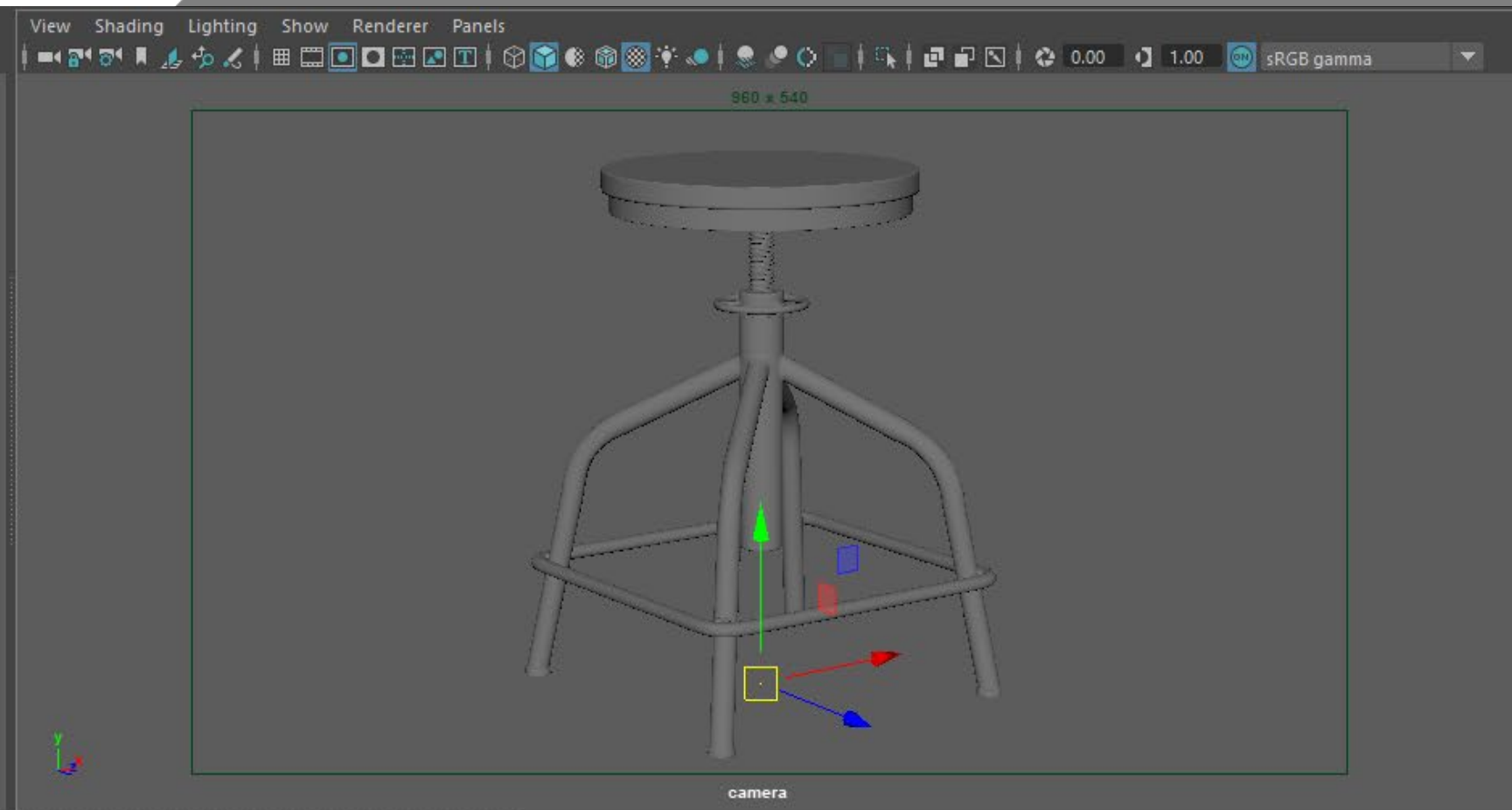
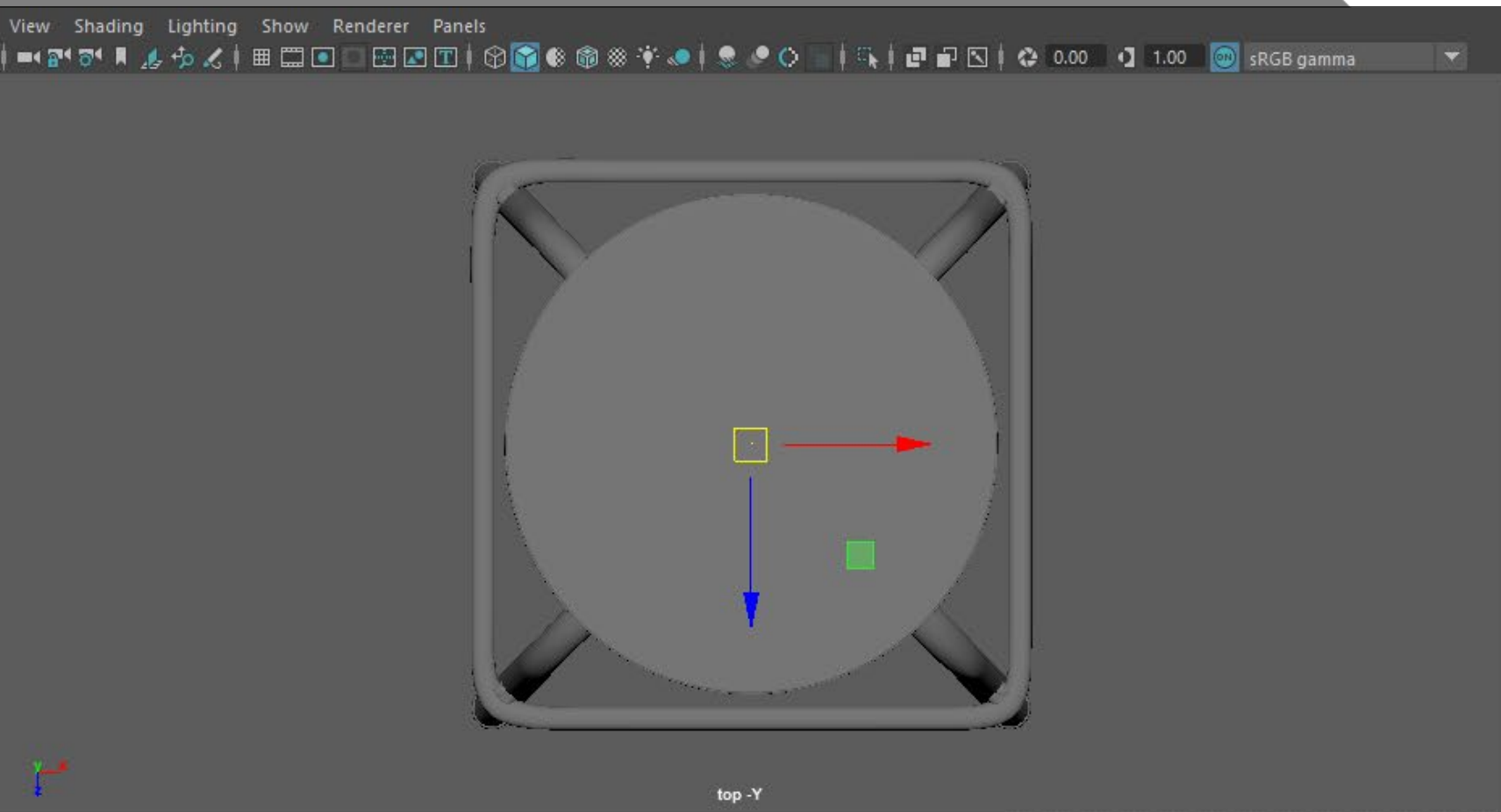
Stool



Viewport : Maya

Alignment : Floor

Front Z: longest side Parallel to front Z(if round or square it doesn't matter)



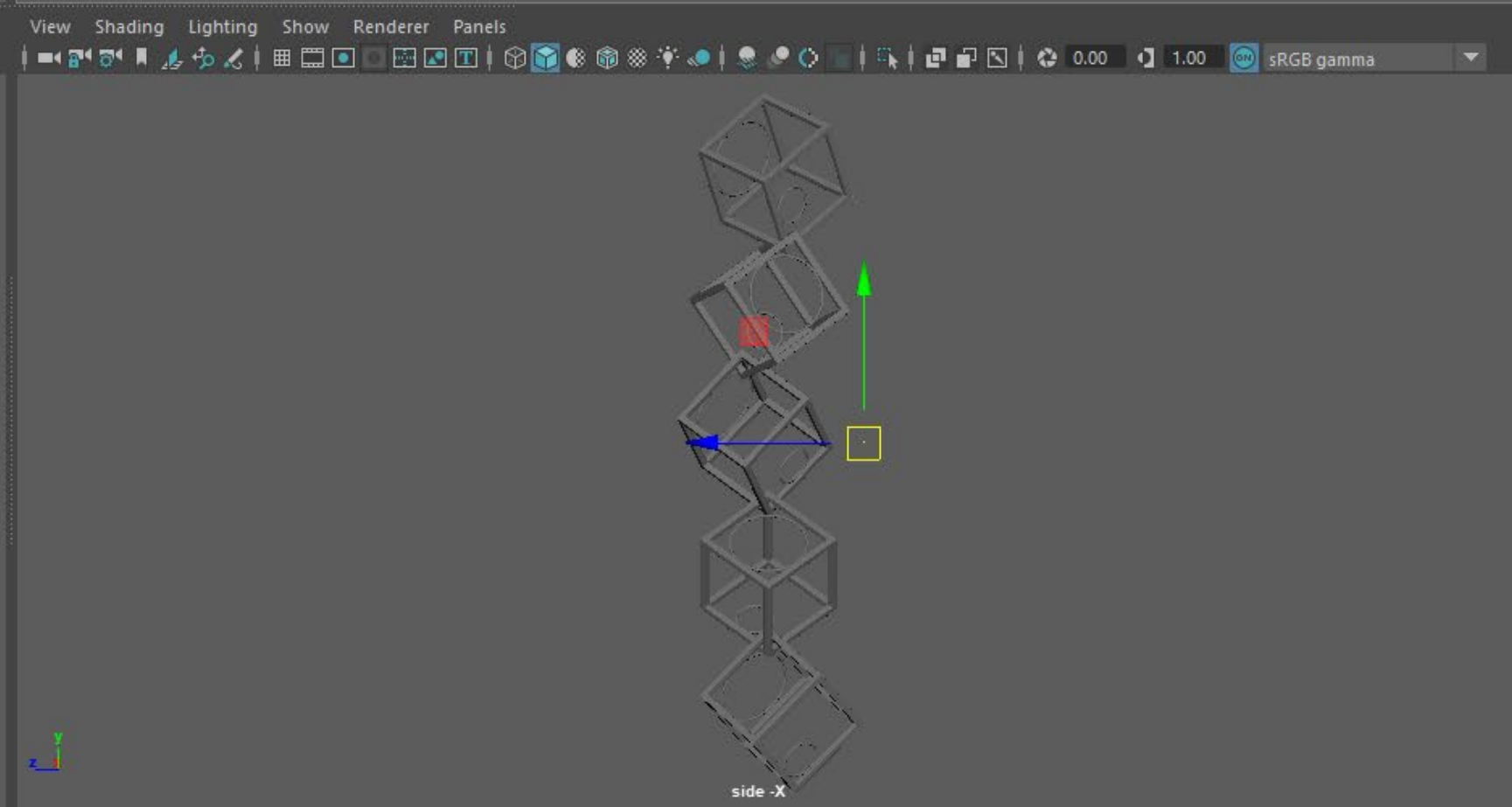
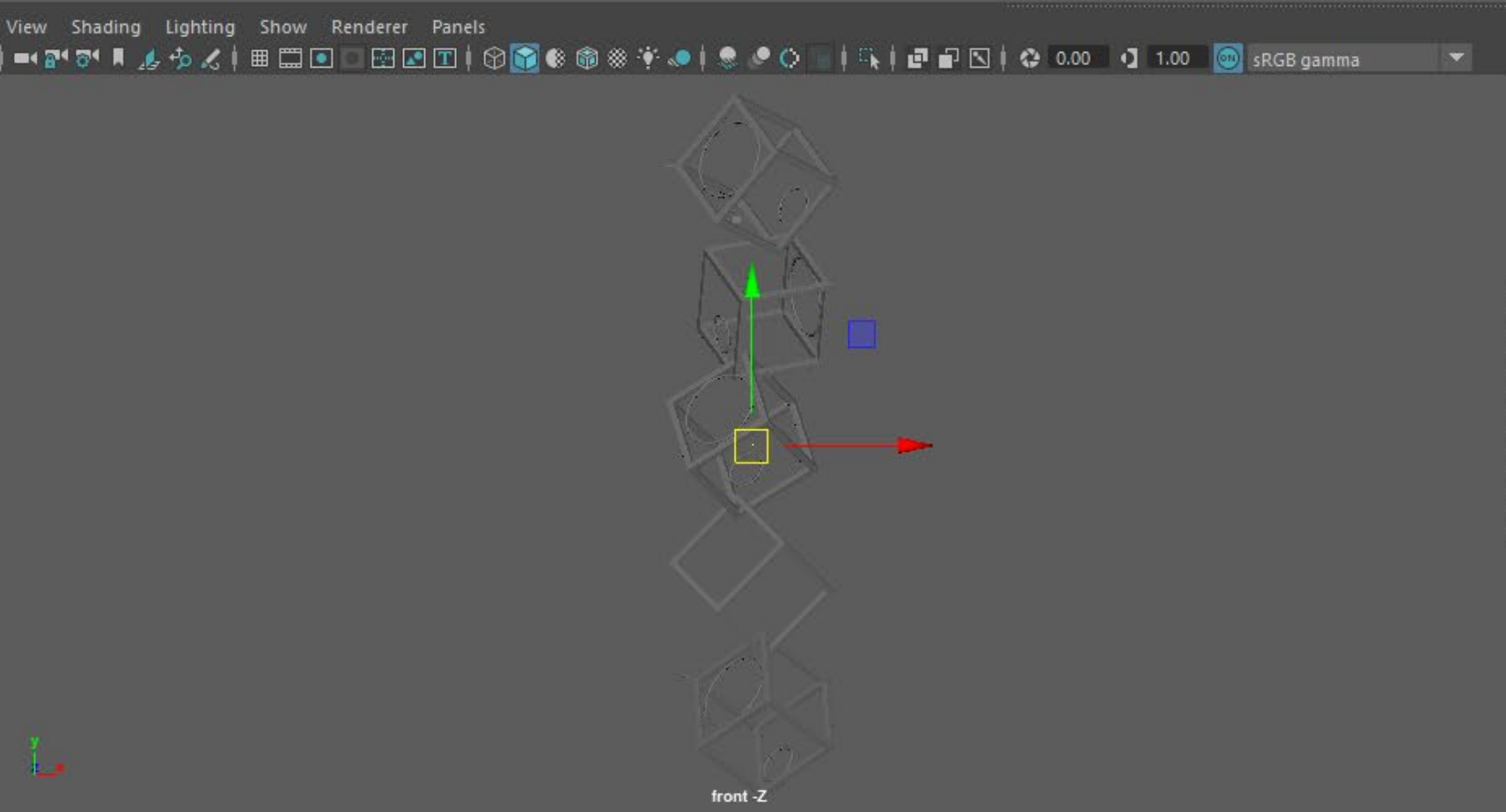
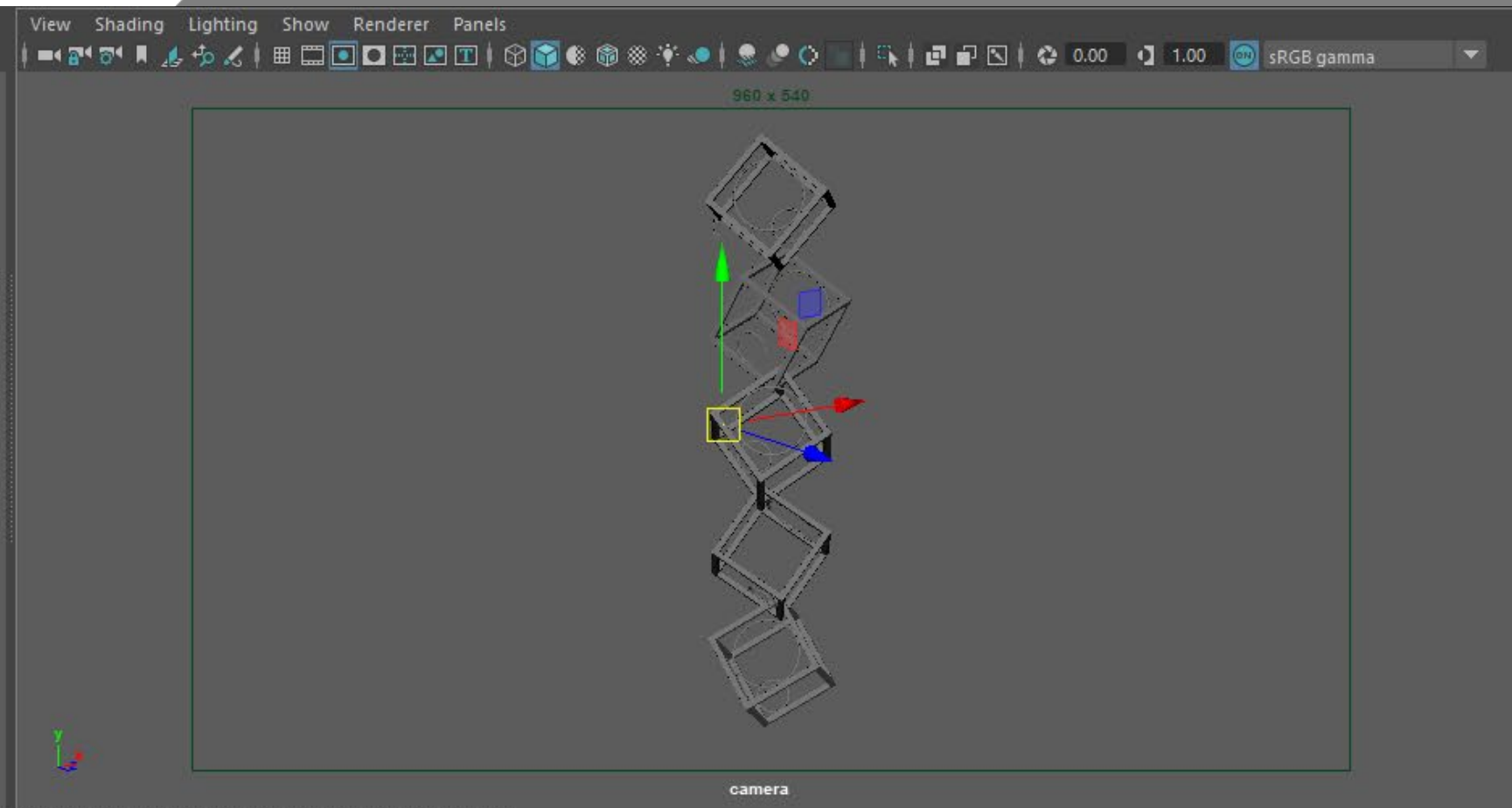
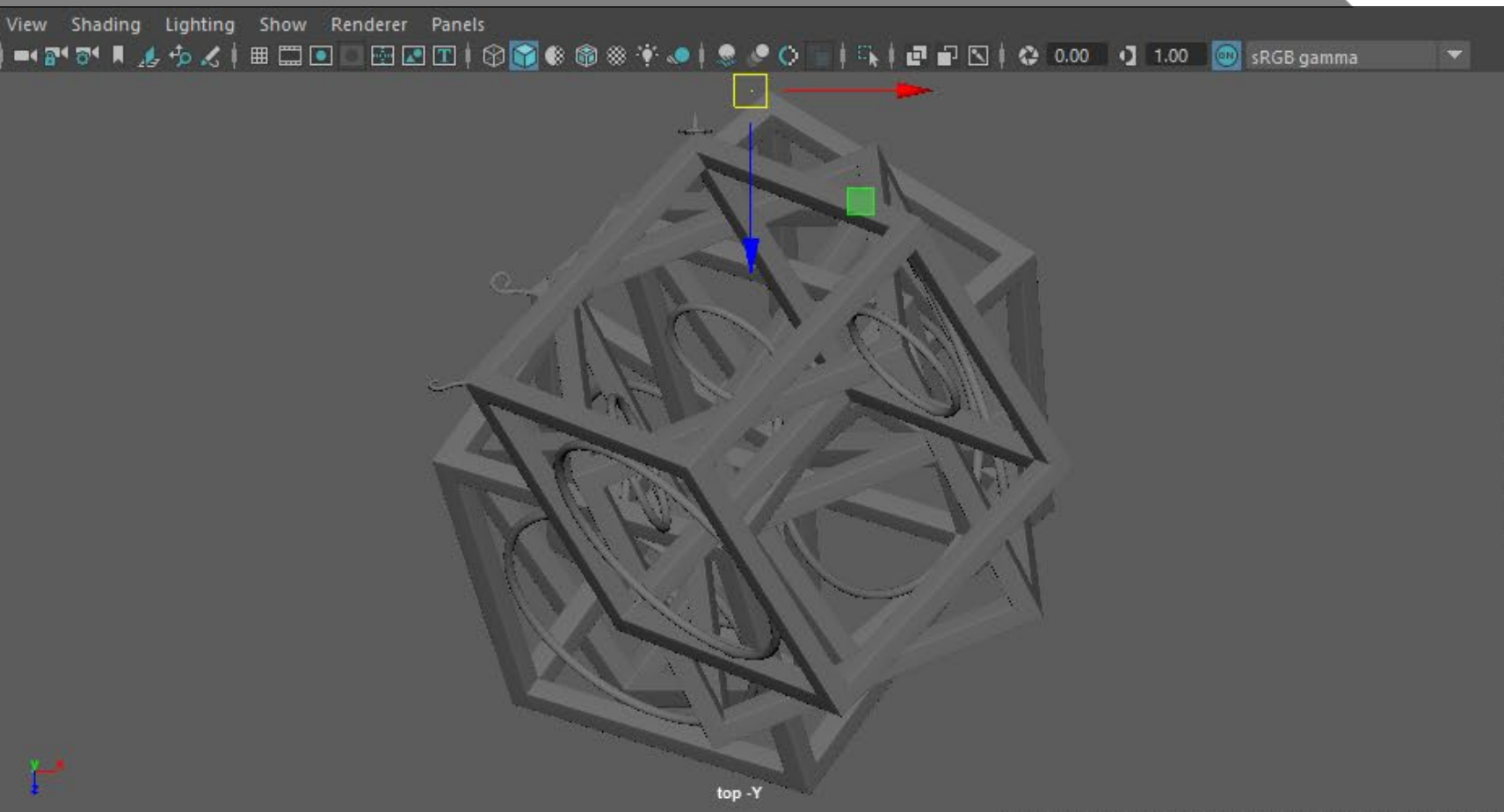
Wall Mount Storage Rack



Viewport : Maya

Alignment : Wall

Front Z : shelves facing towards front Z



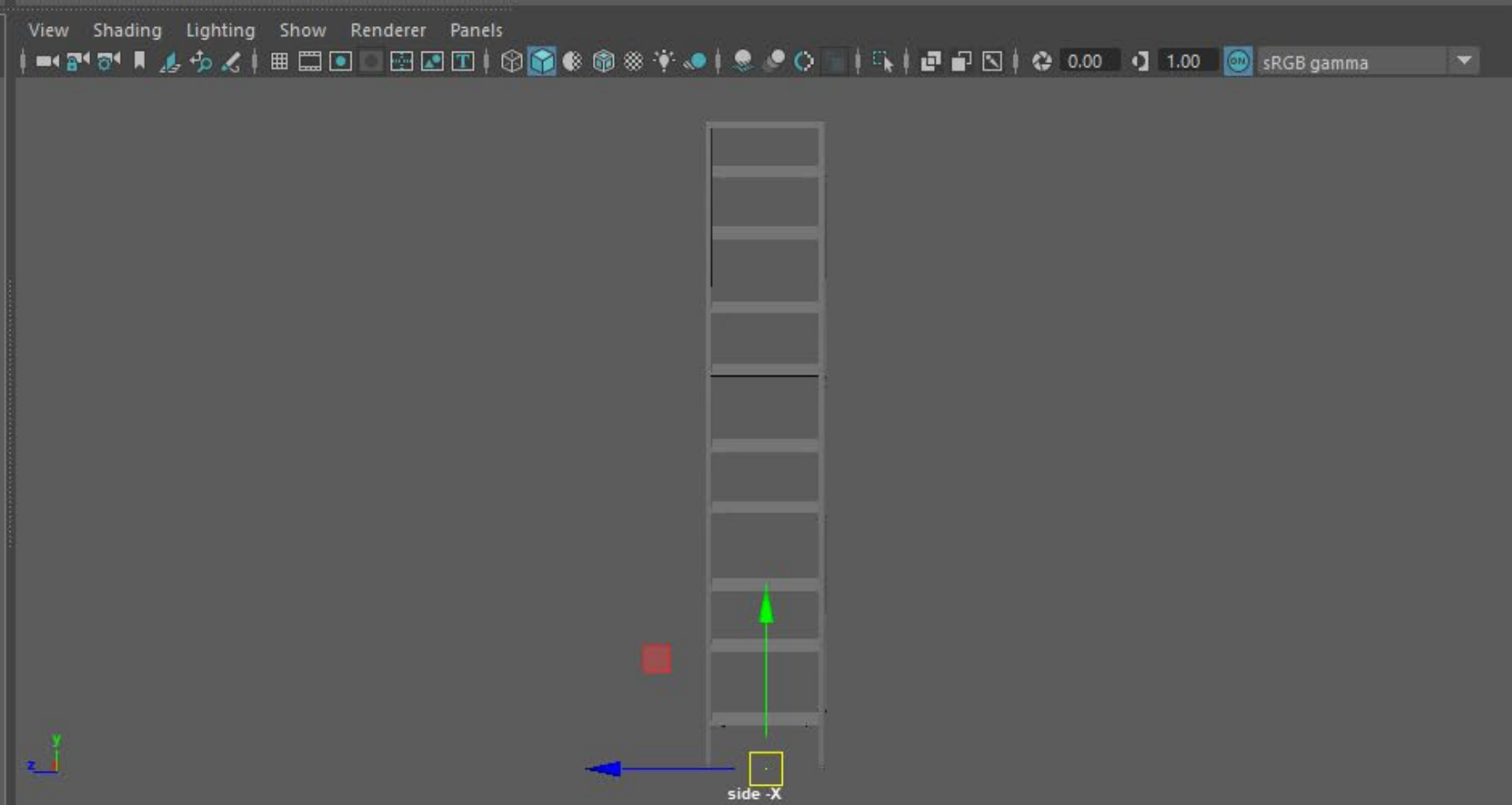
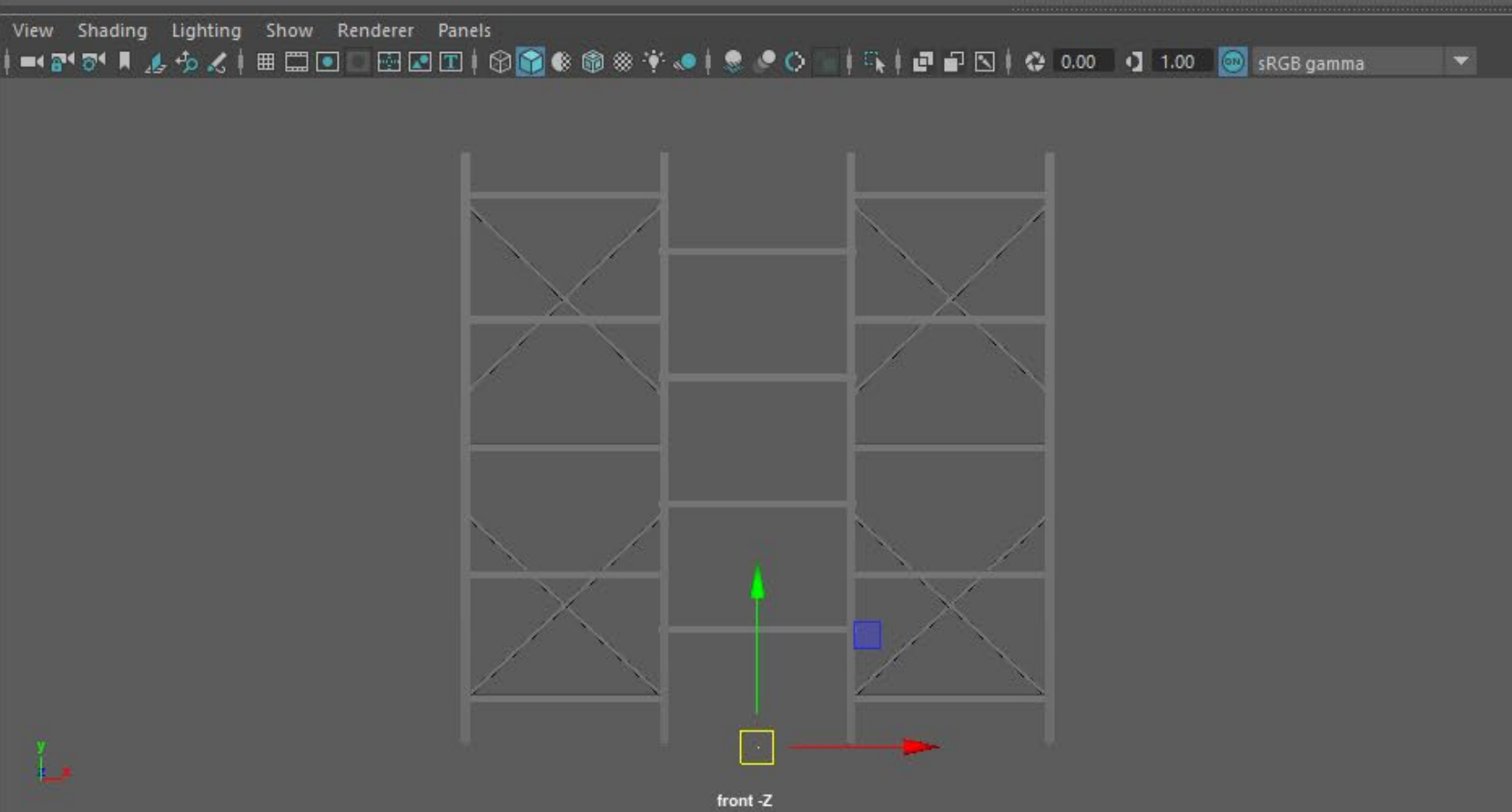
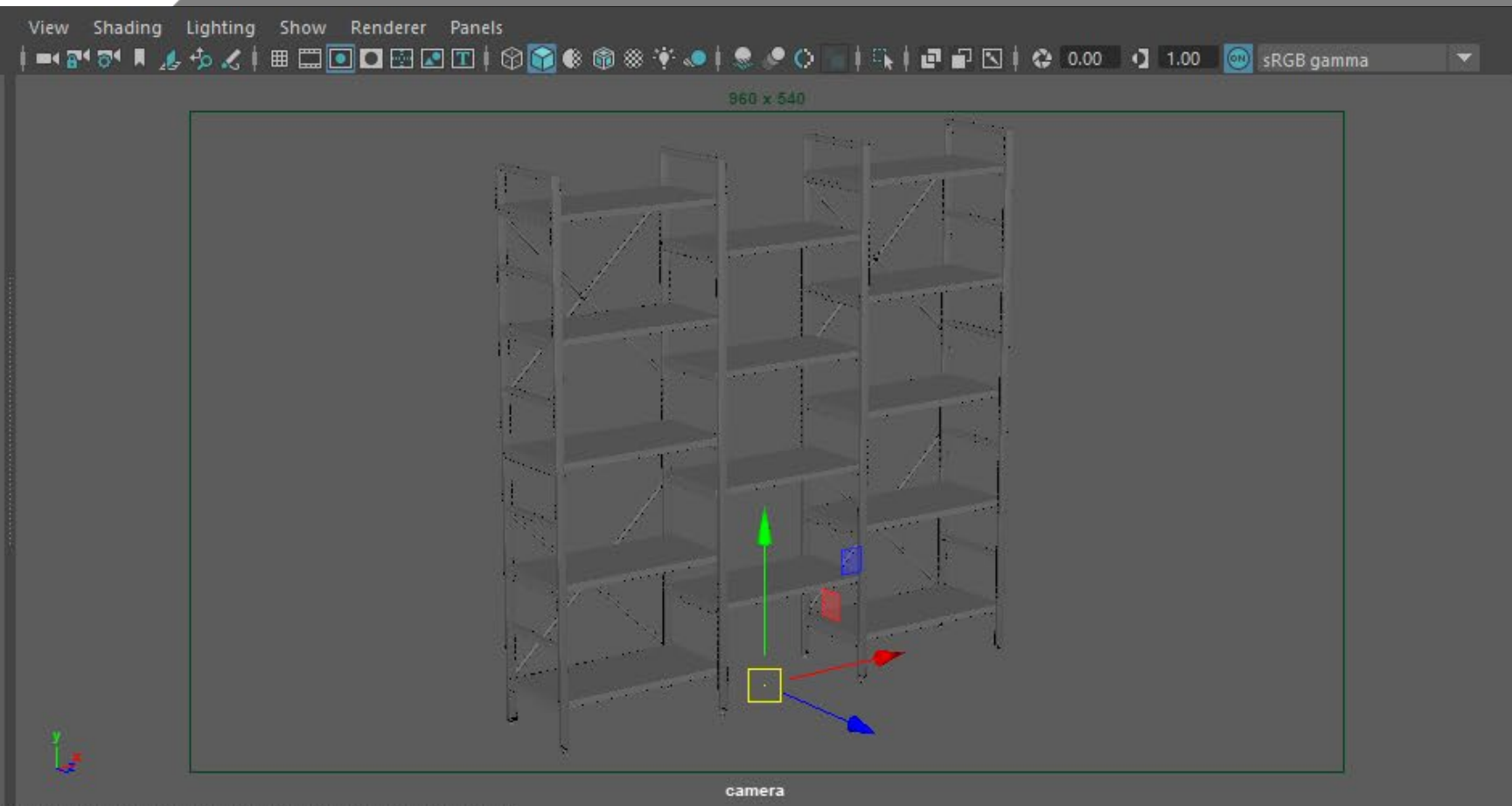
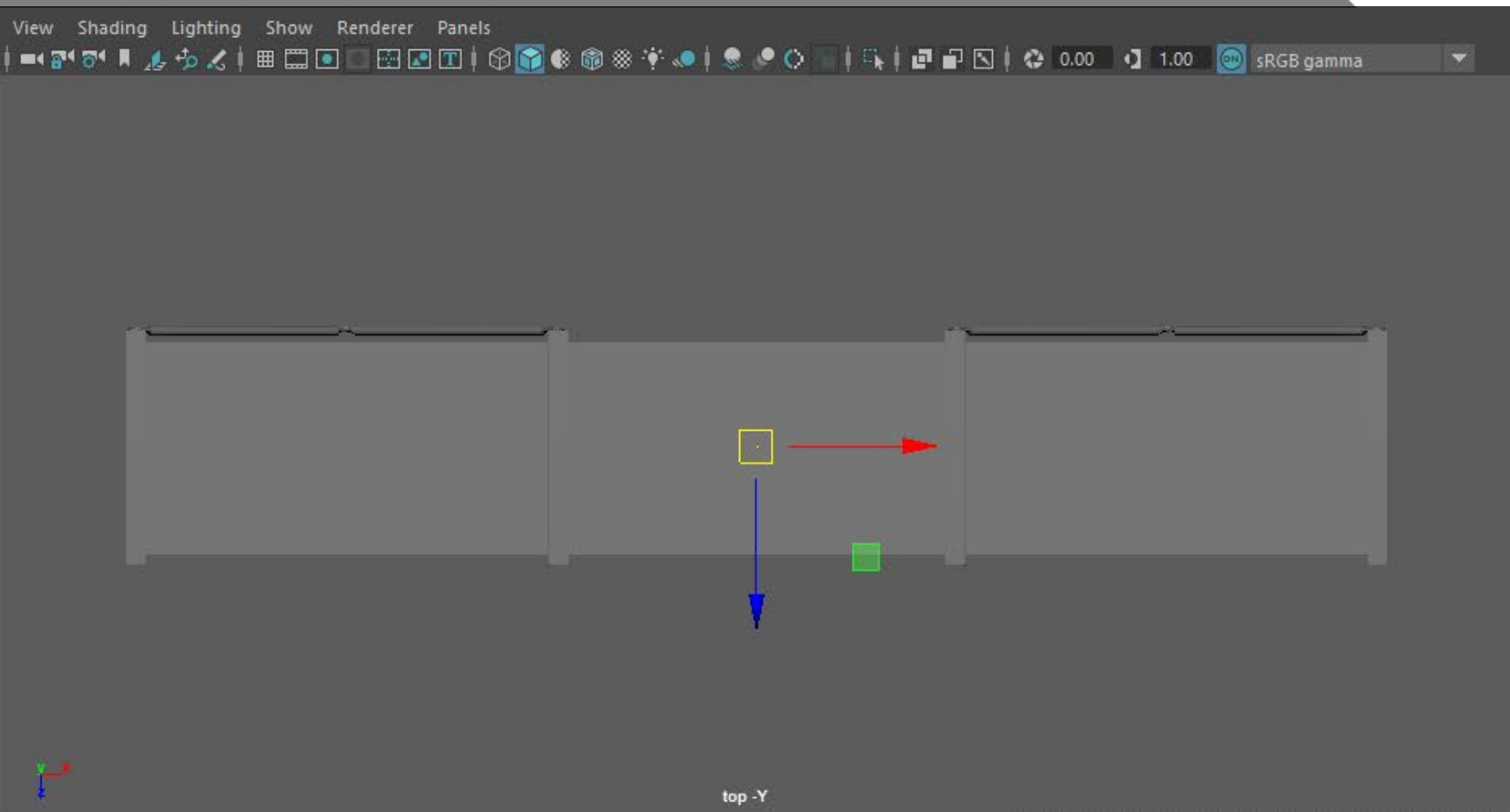
Storage Rack



Viewport : Maya

Alignment : Floor

Front Z: longest side parallel to front Z



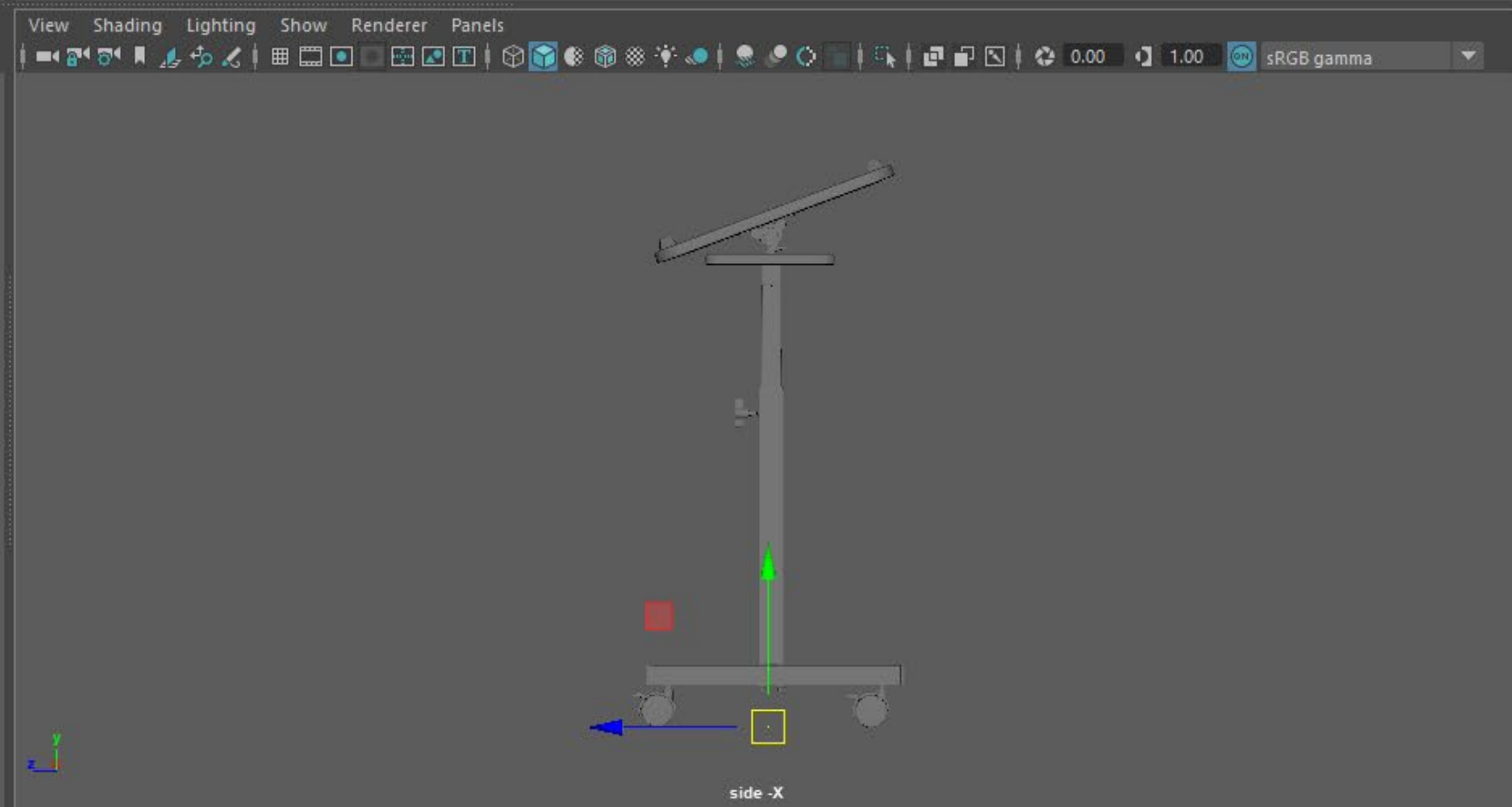
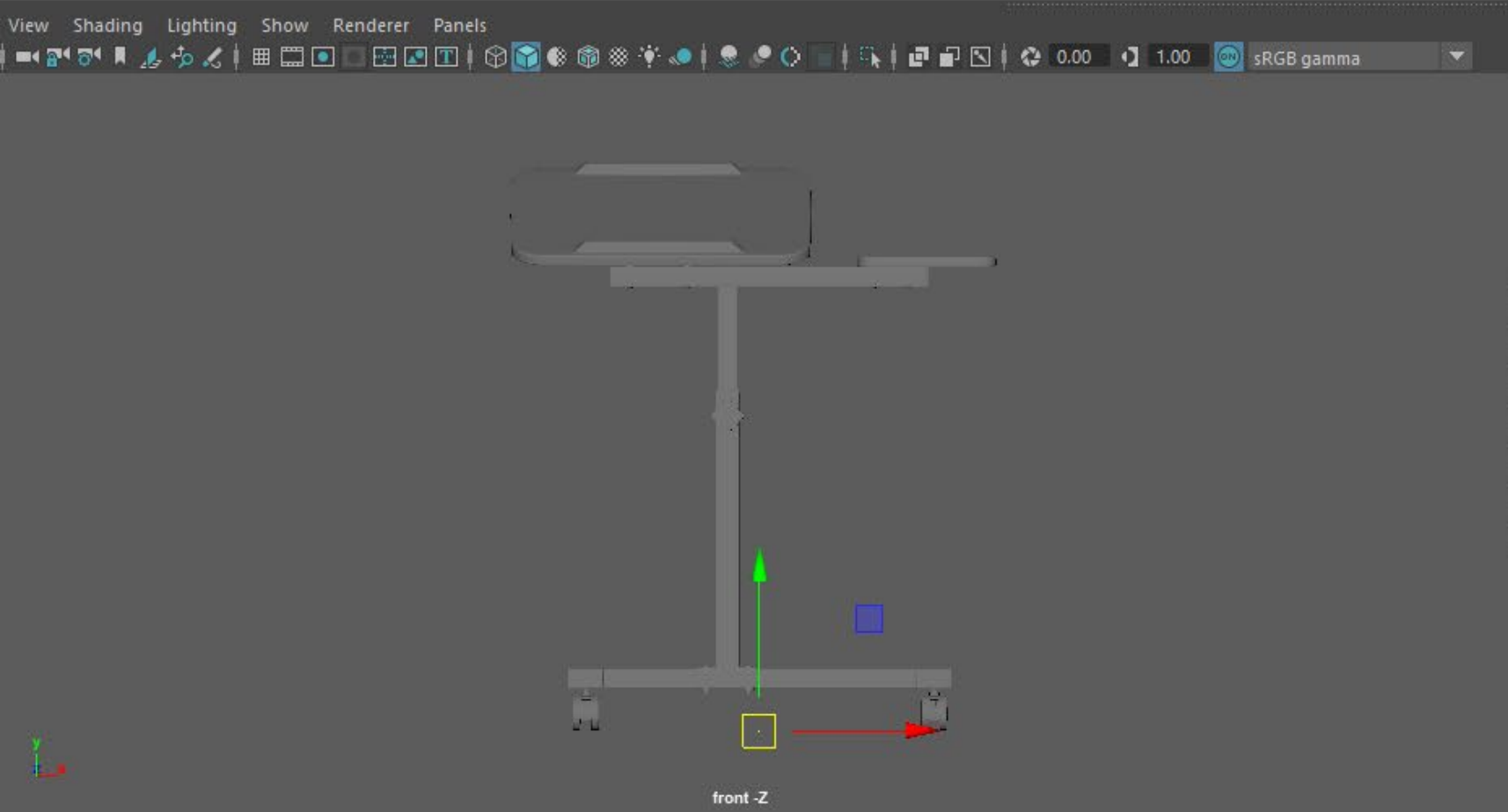
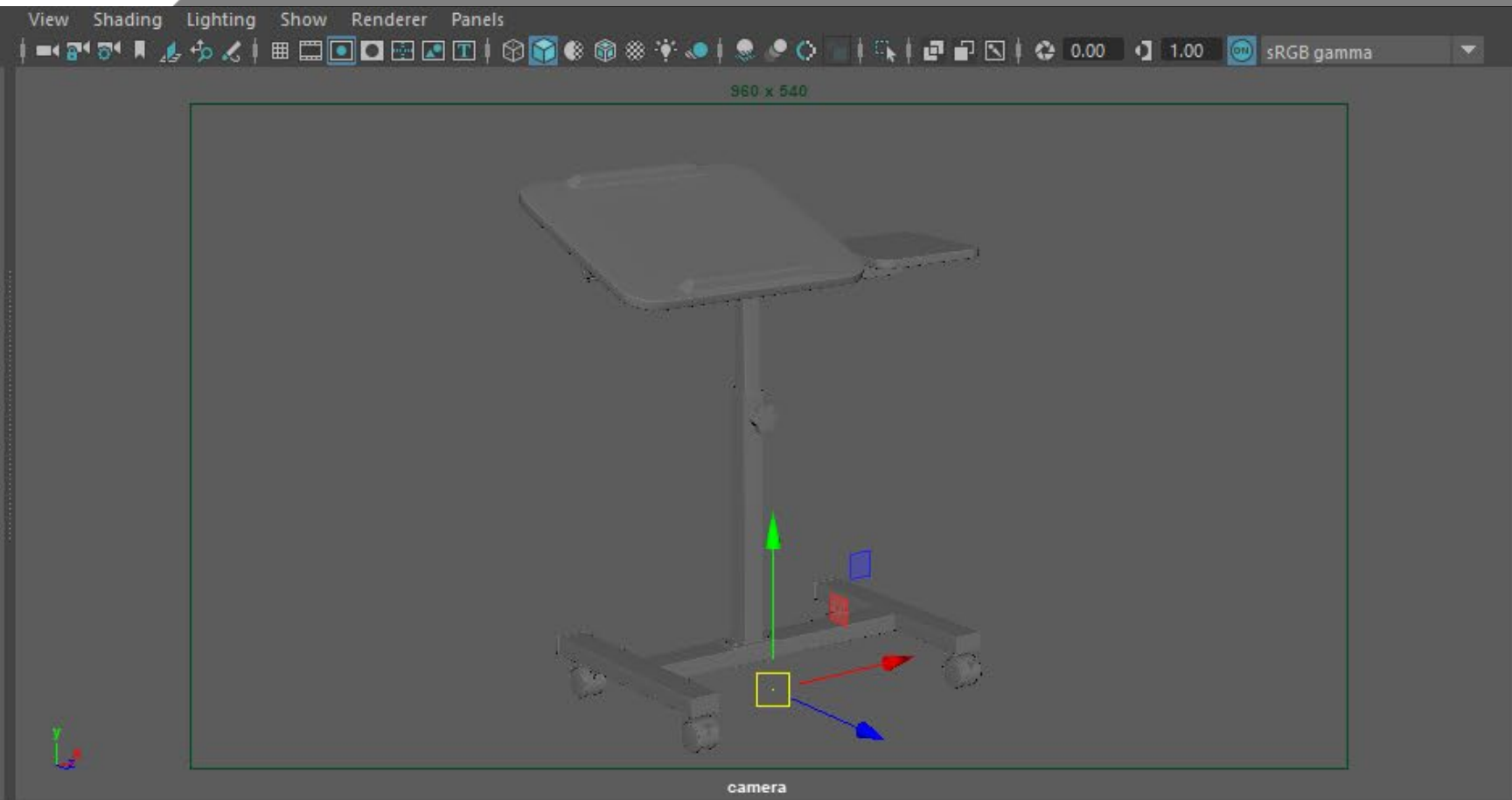
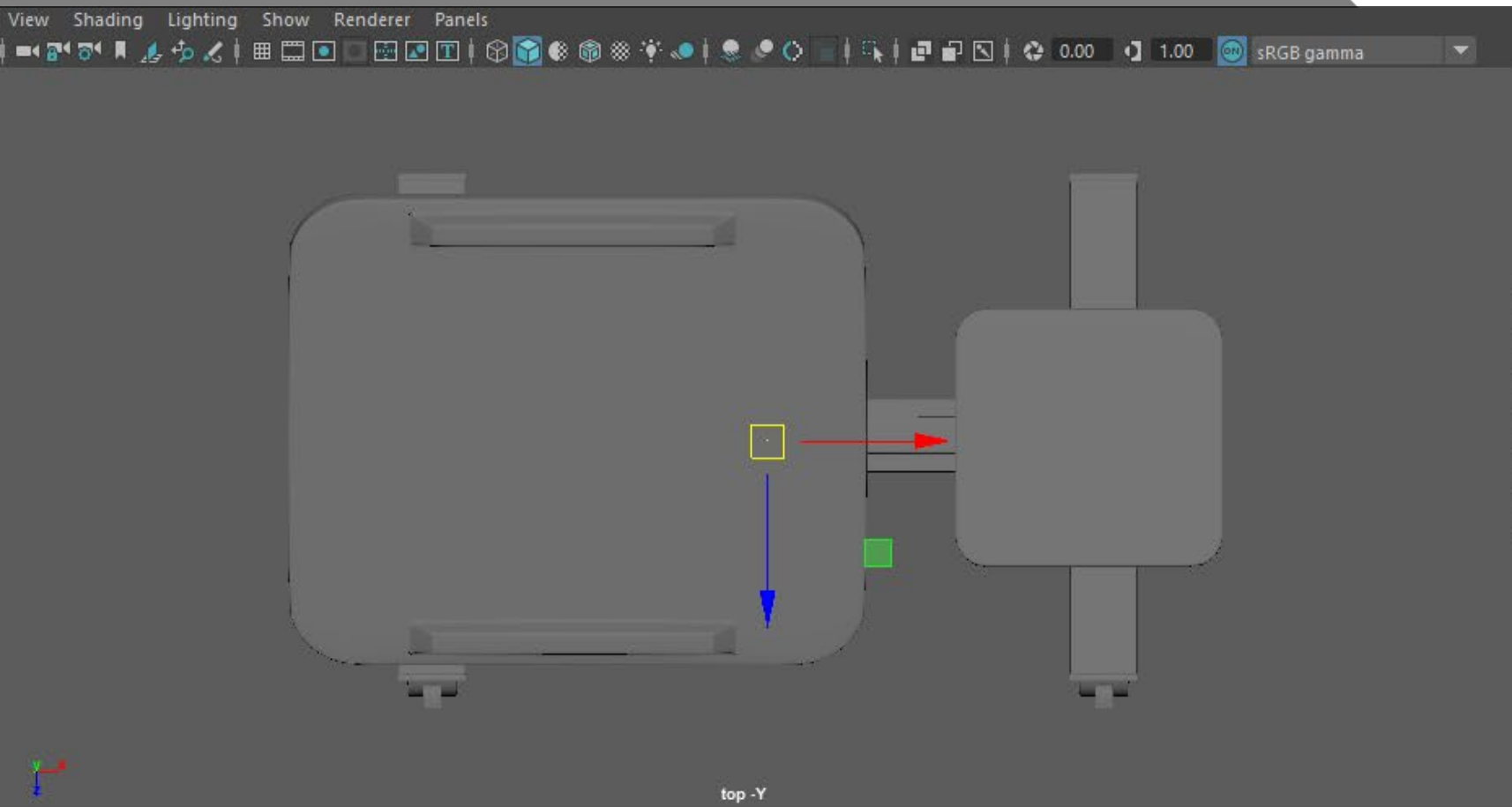
Study Table



Viewport : Maya

Alignment : Floor

Front Z: longest side parallel to front Z



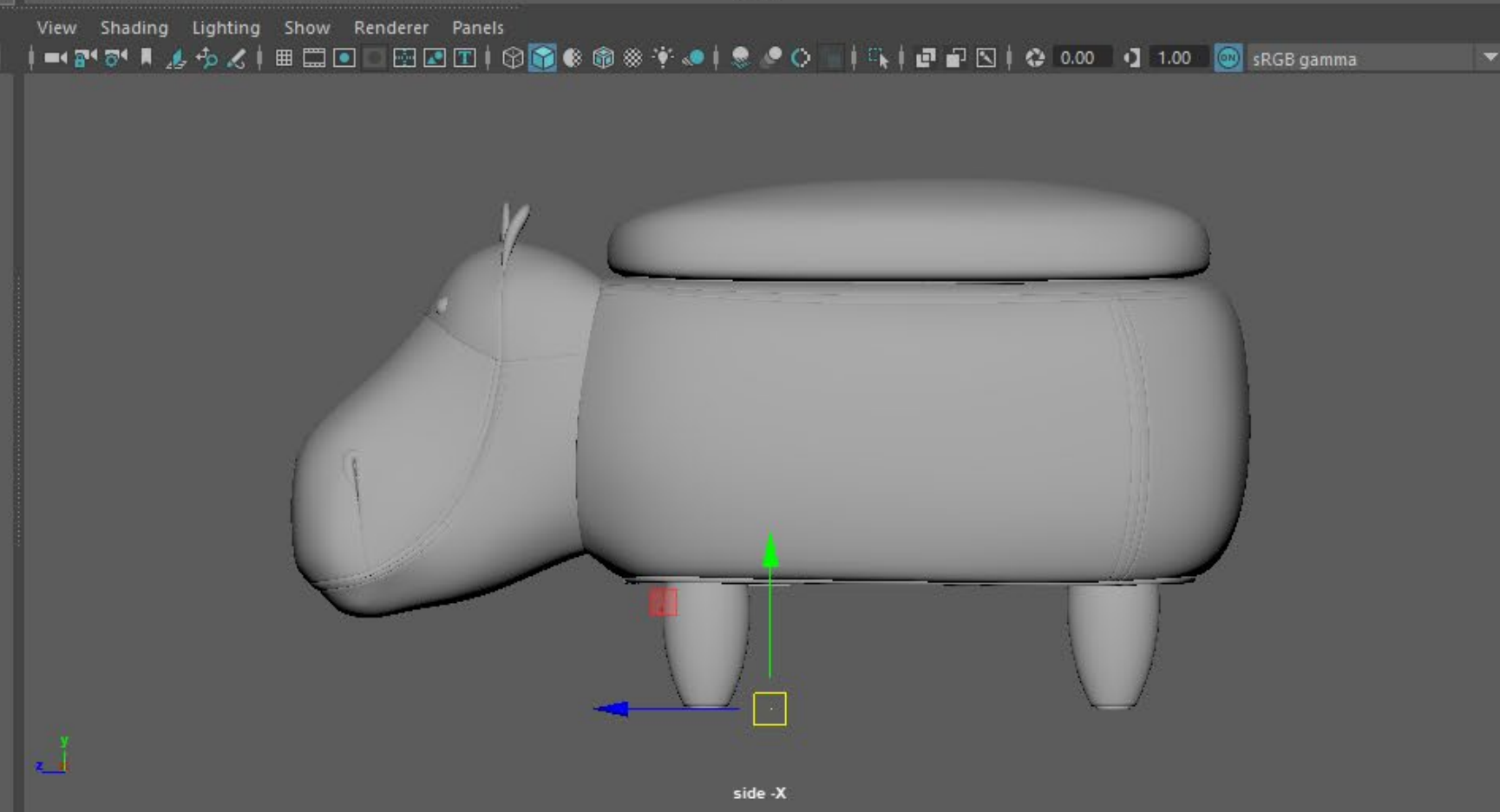
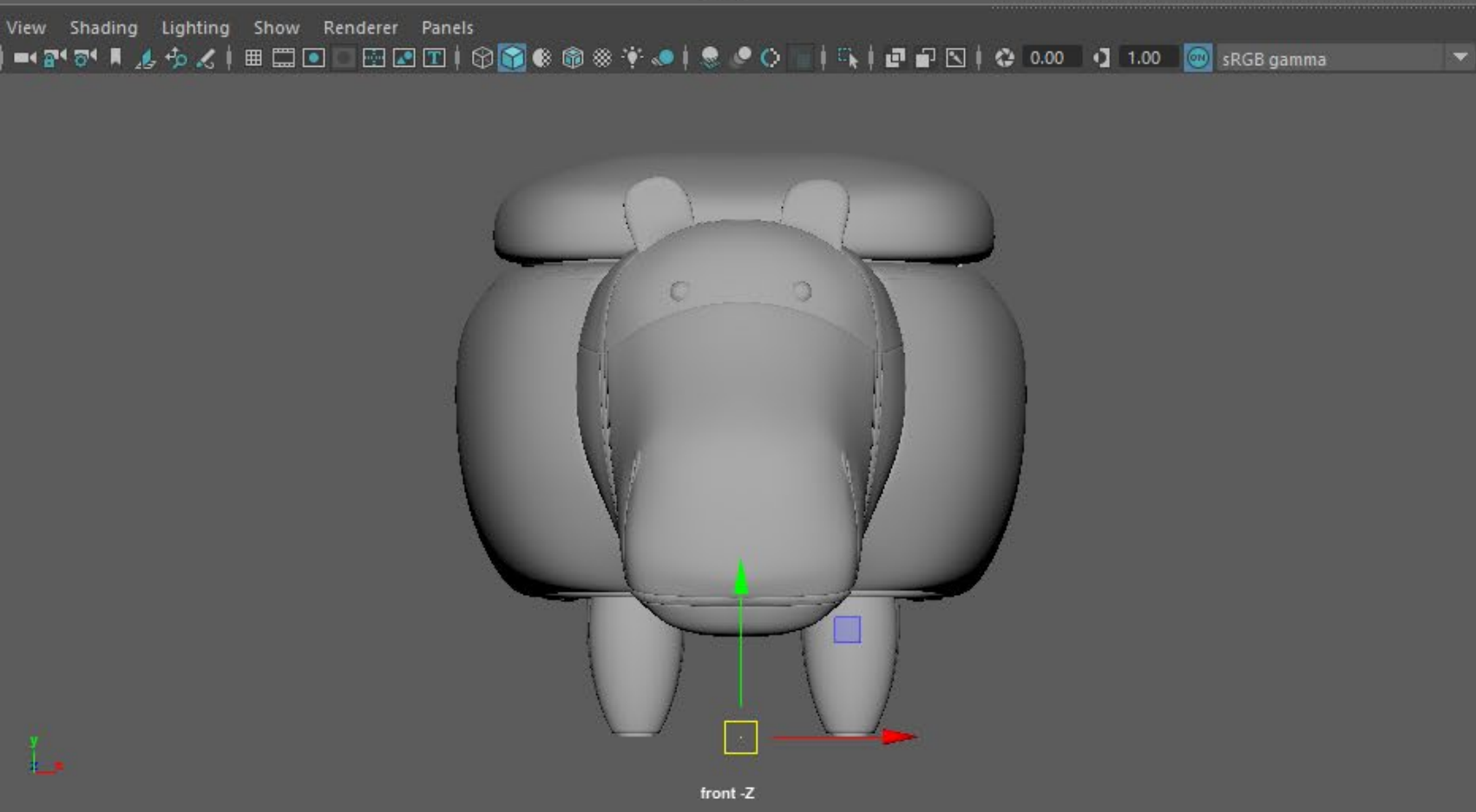
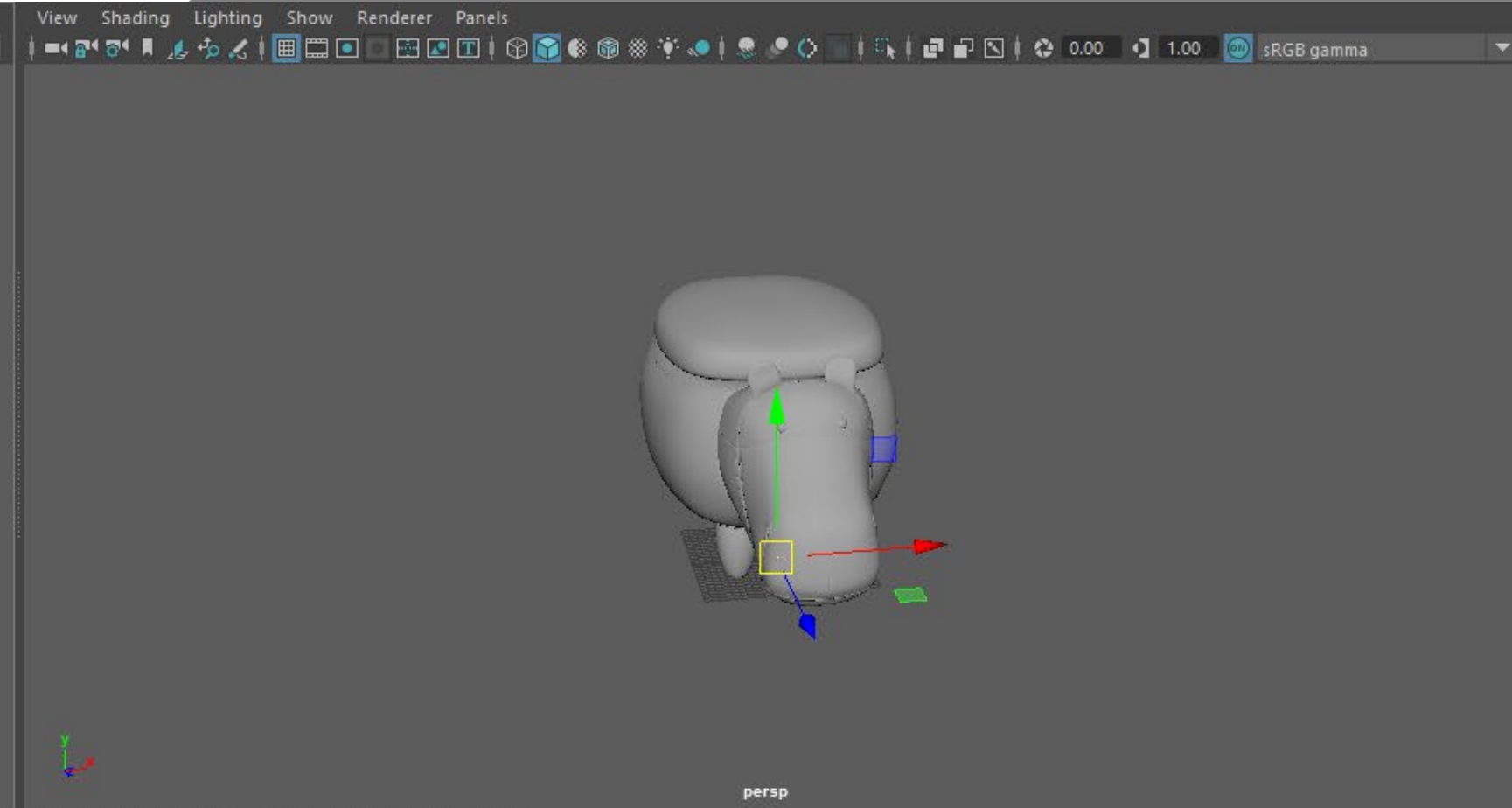
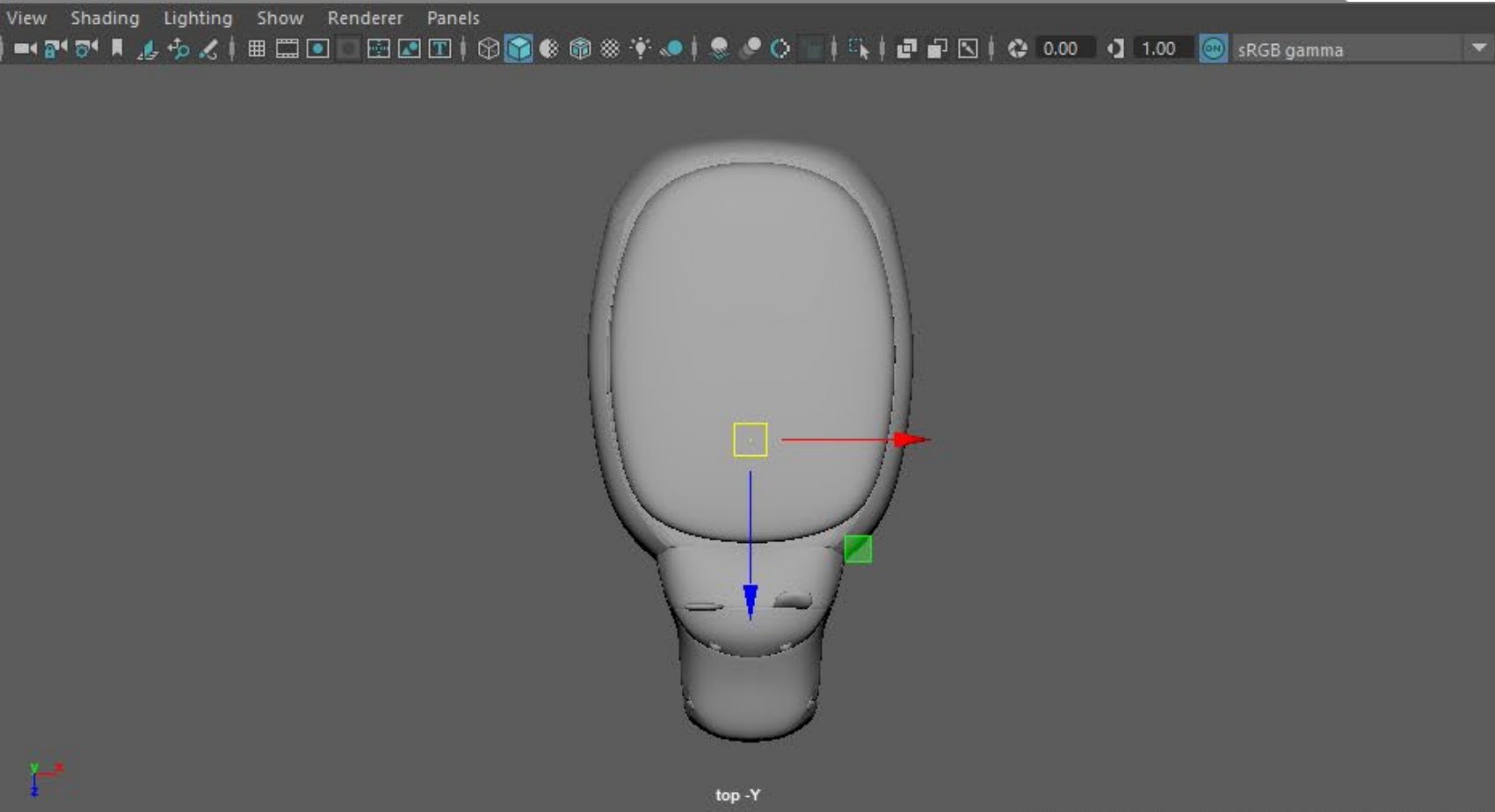
Toy stool



Viewport : Maya

Alignment : Floor

Front Z: Percieved front towards front Z



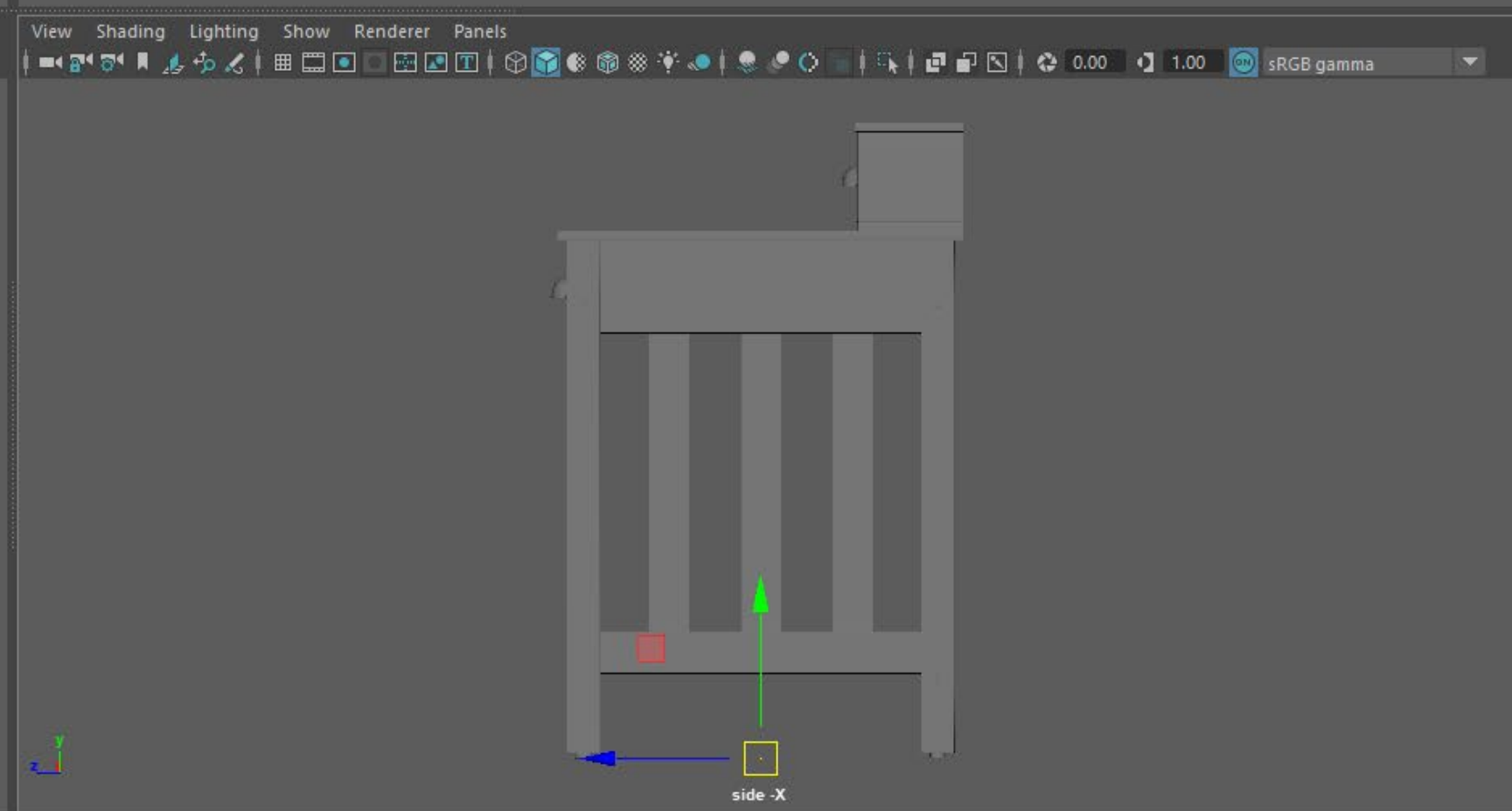
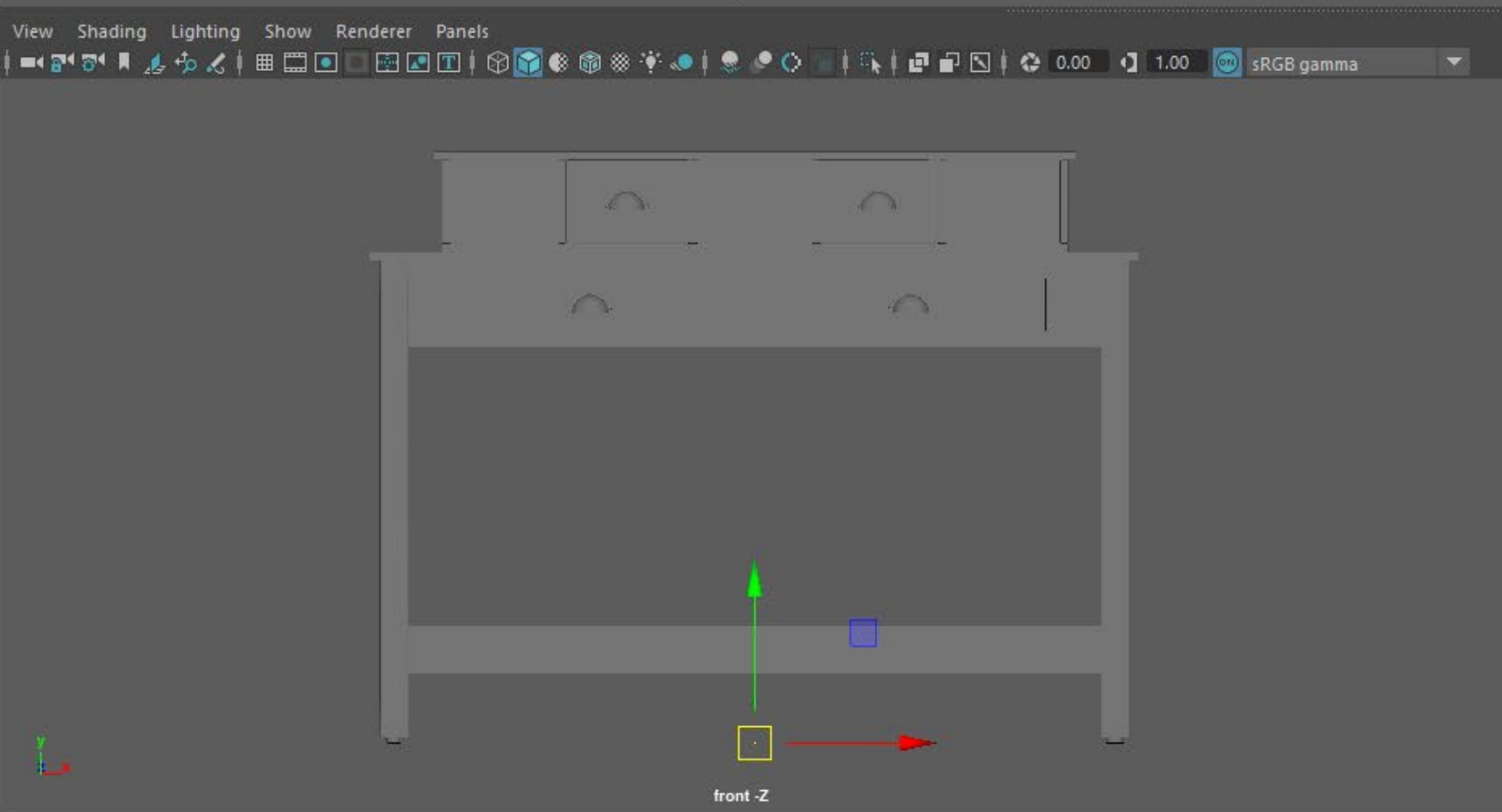
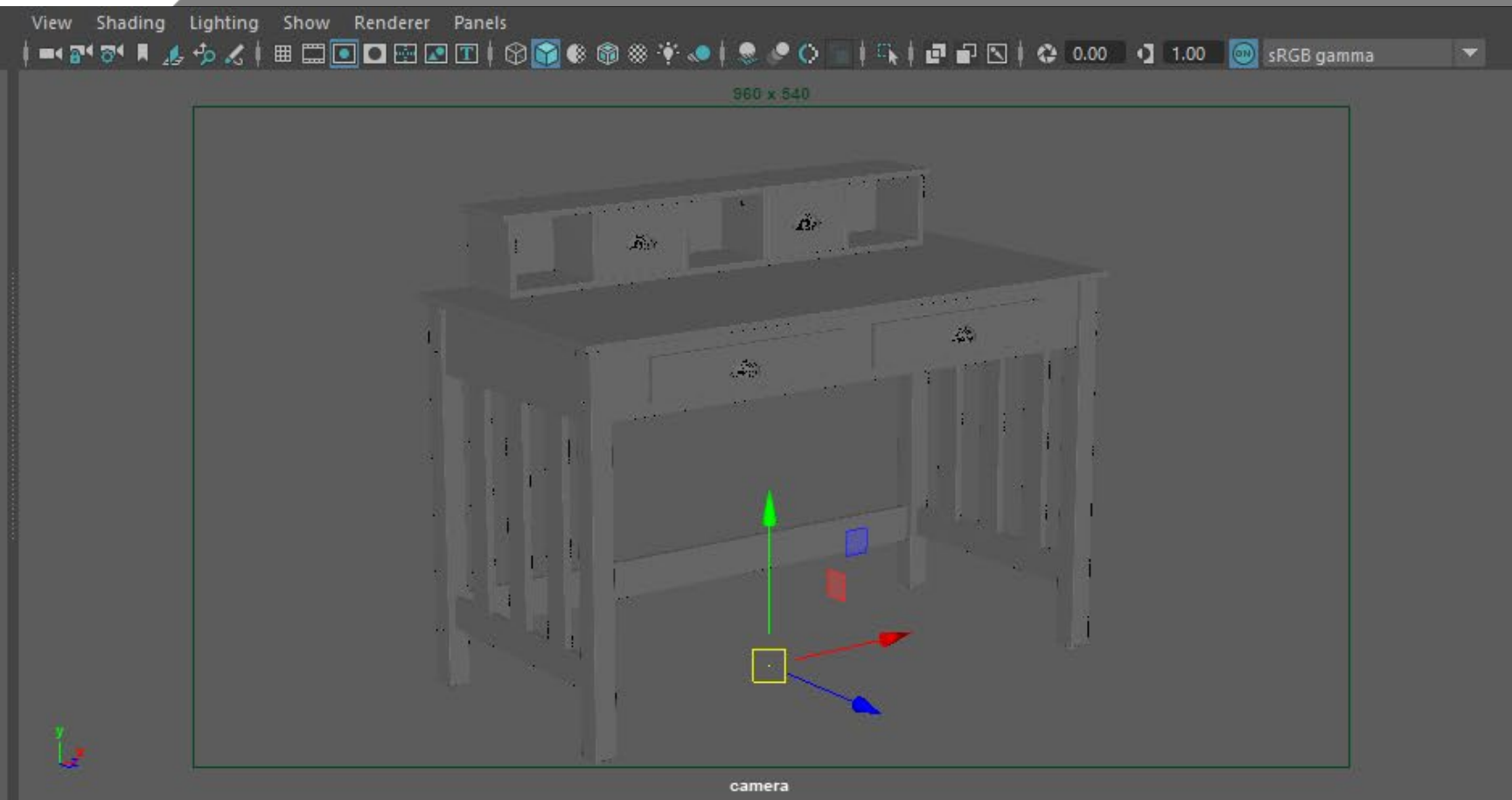
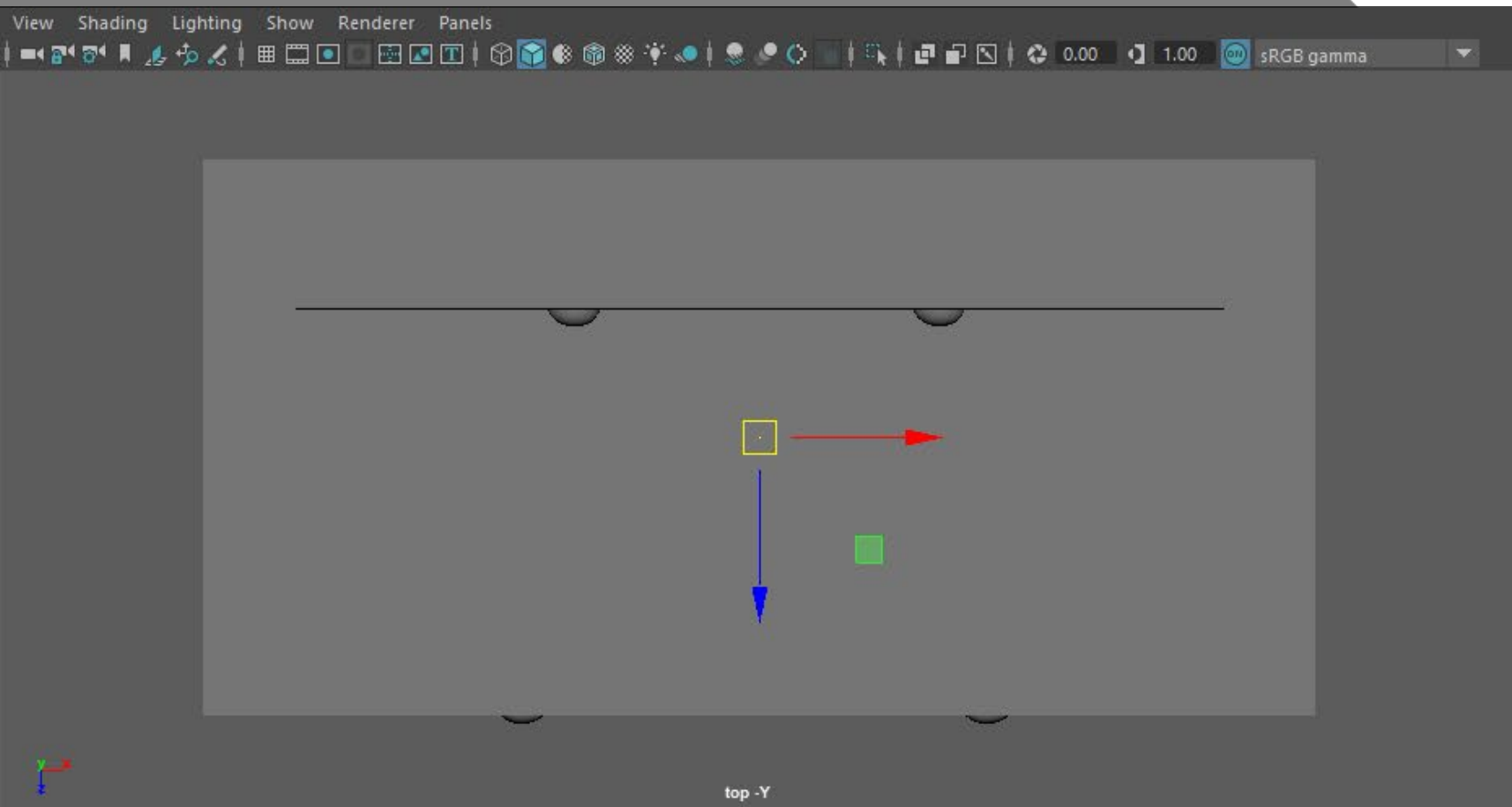
Study Table



Viewport : Maya

Alignment : Floor

Front Z: drawers/openings towards front Z



Table



Viewport : Maya

Alignment : Floor

Front Z: longest side front Z

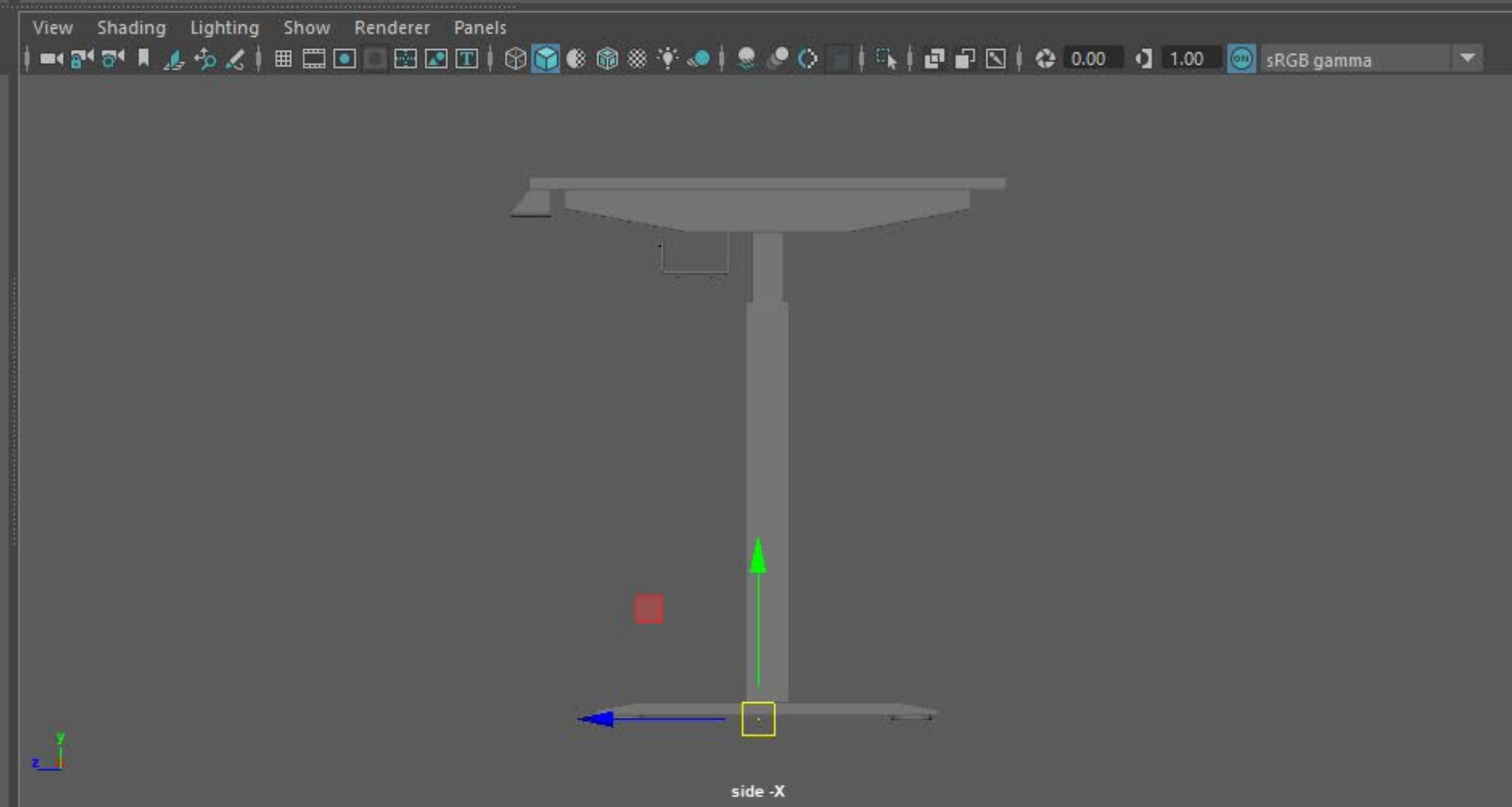
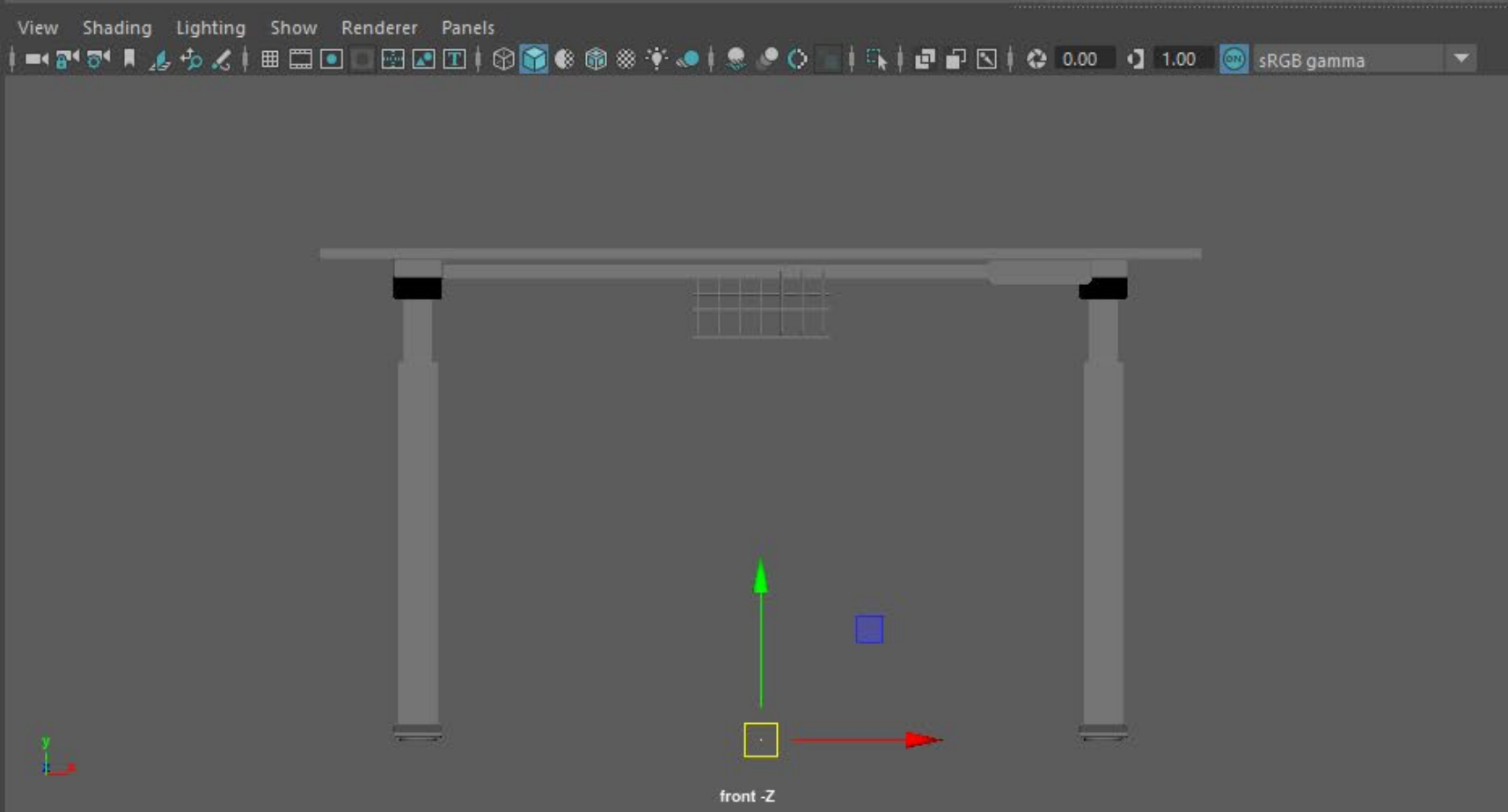
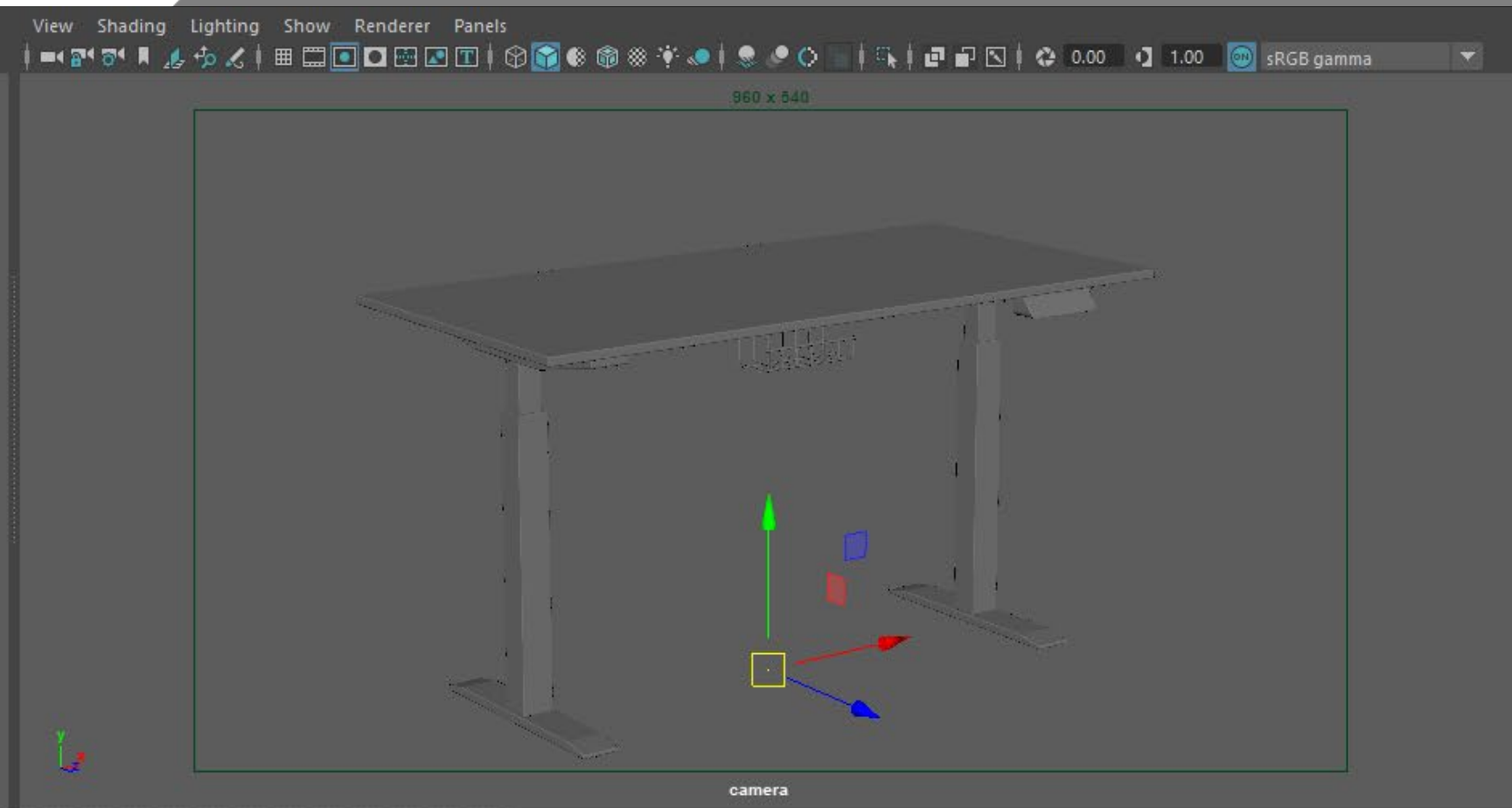
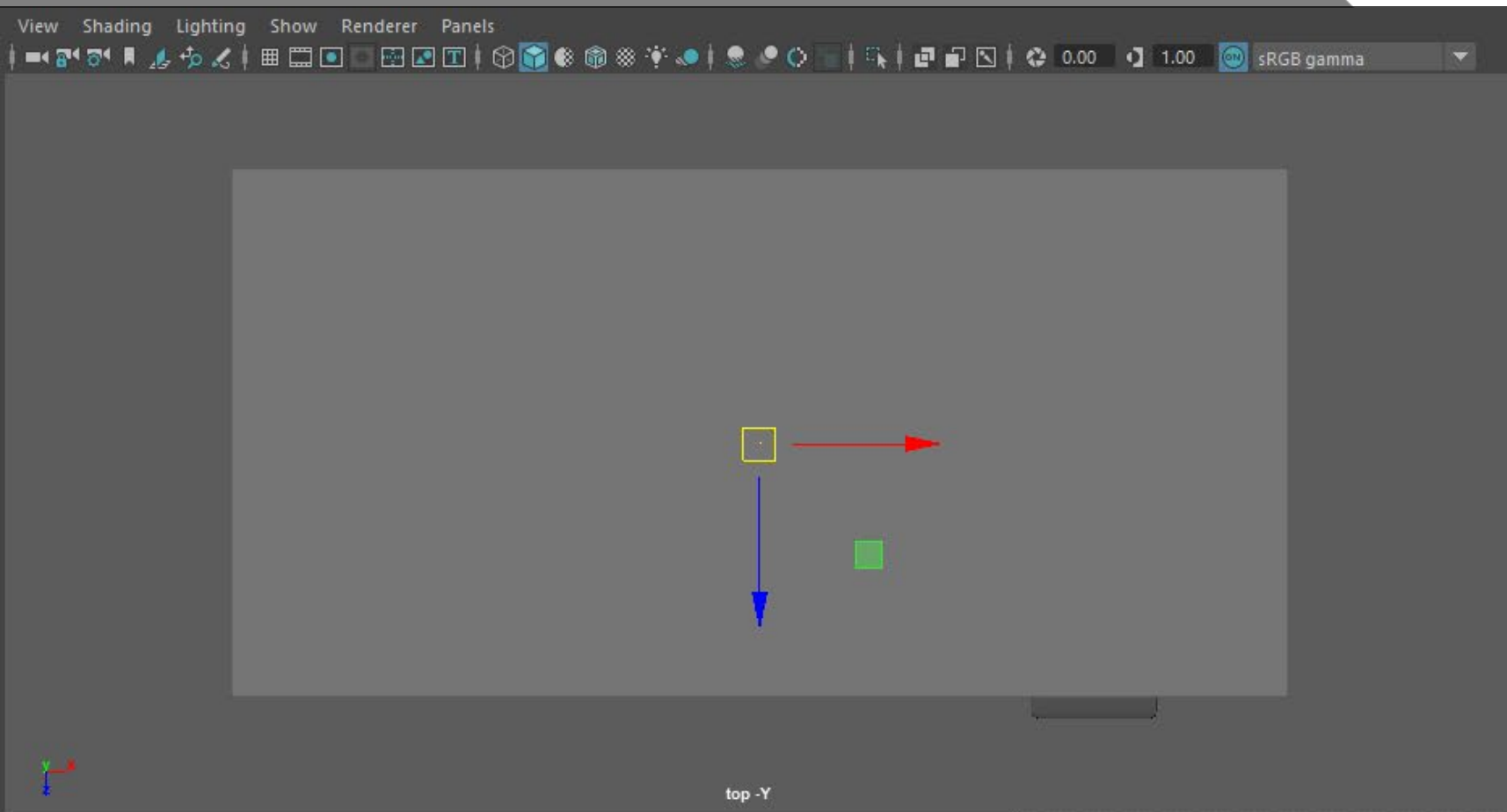


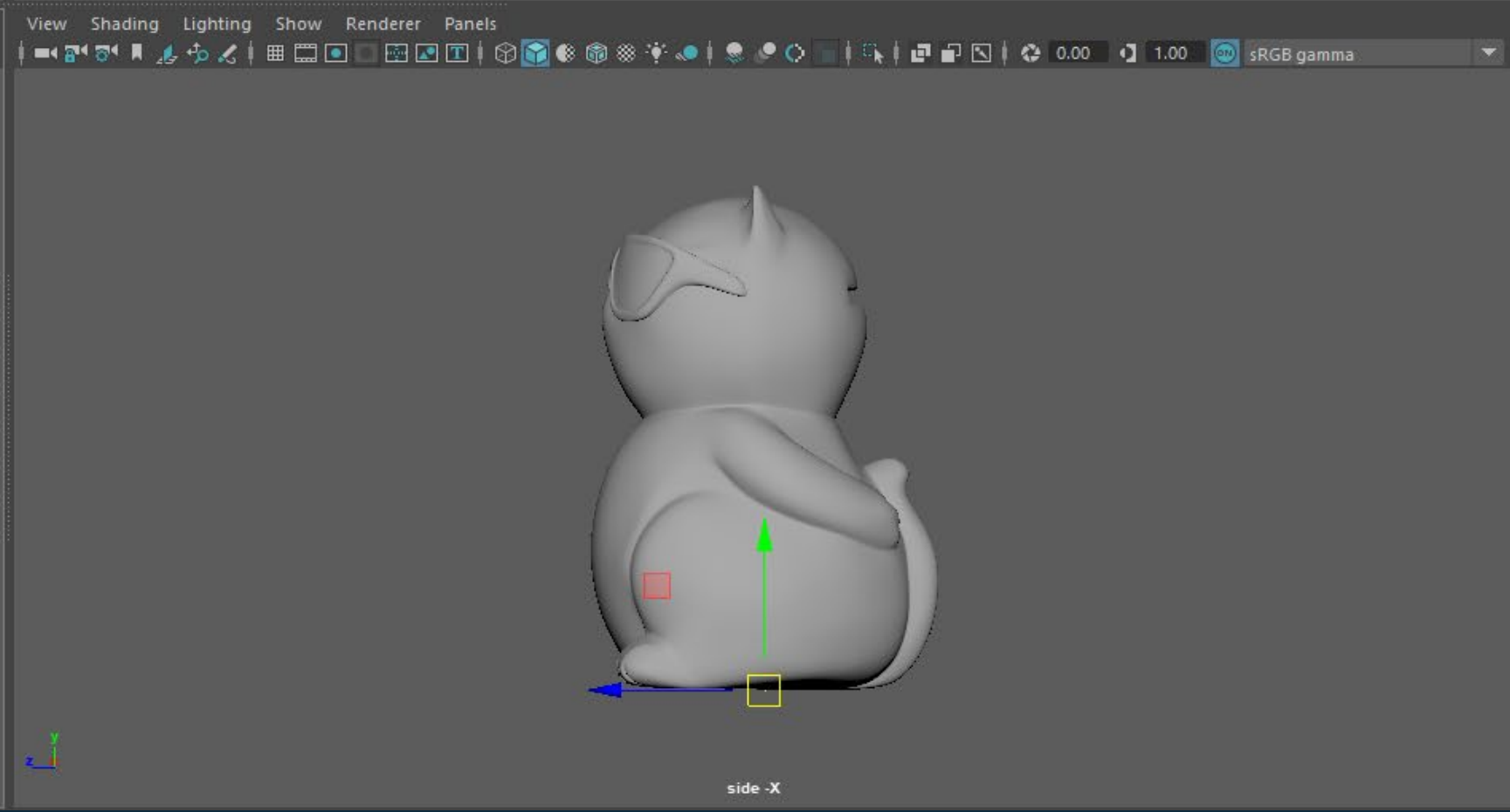
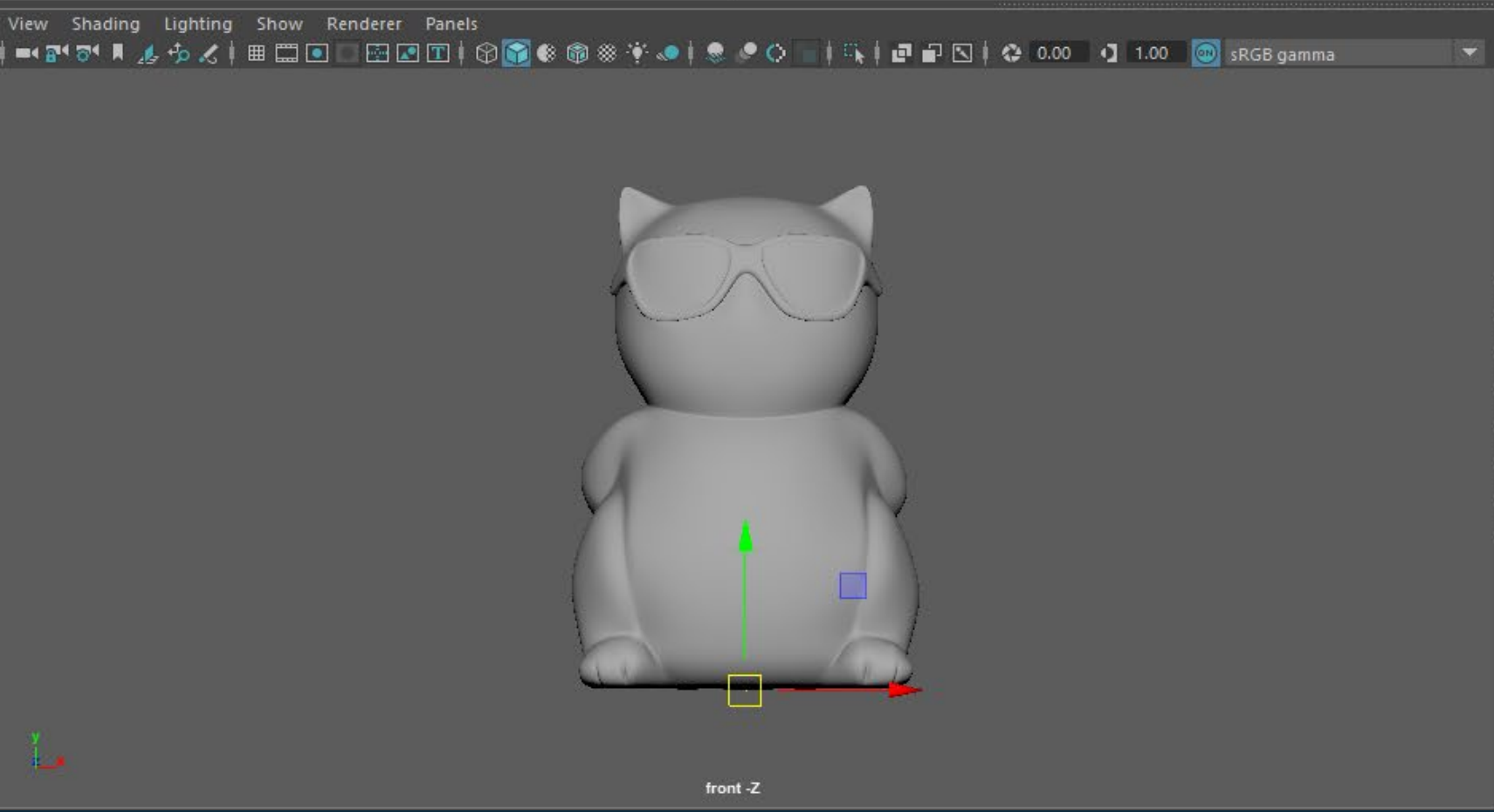
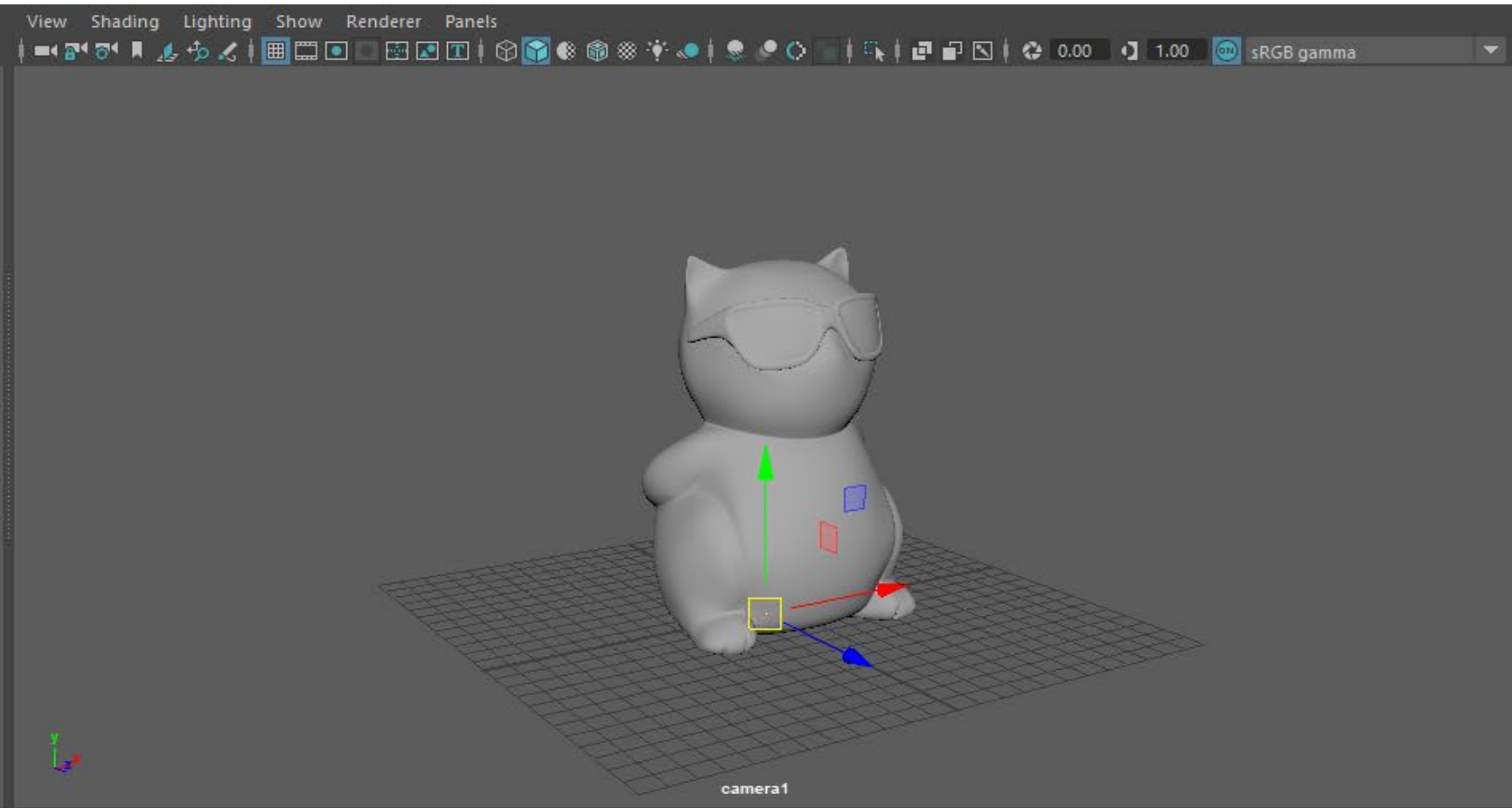
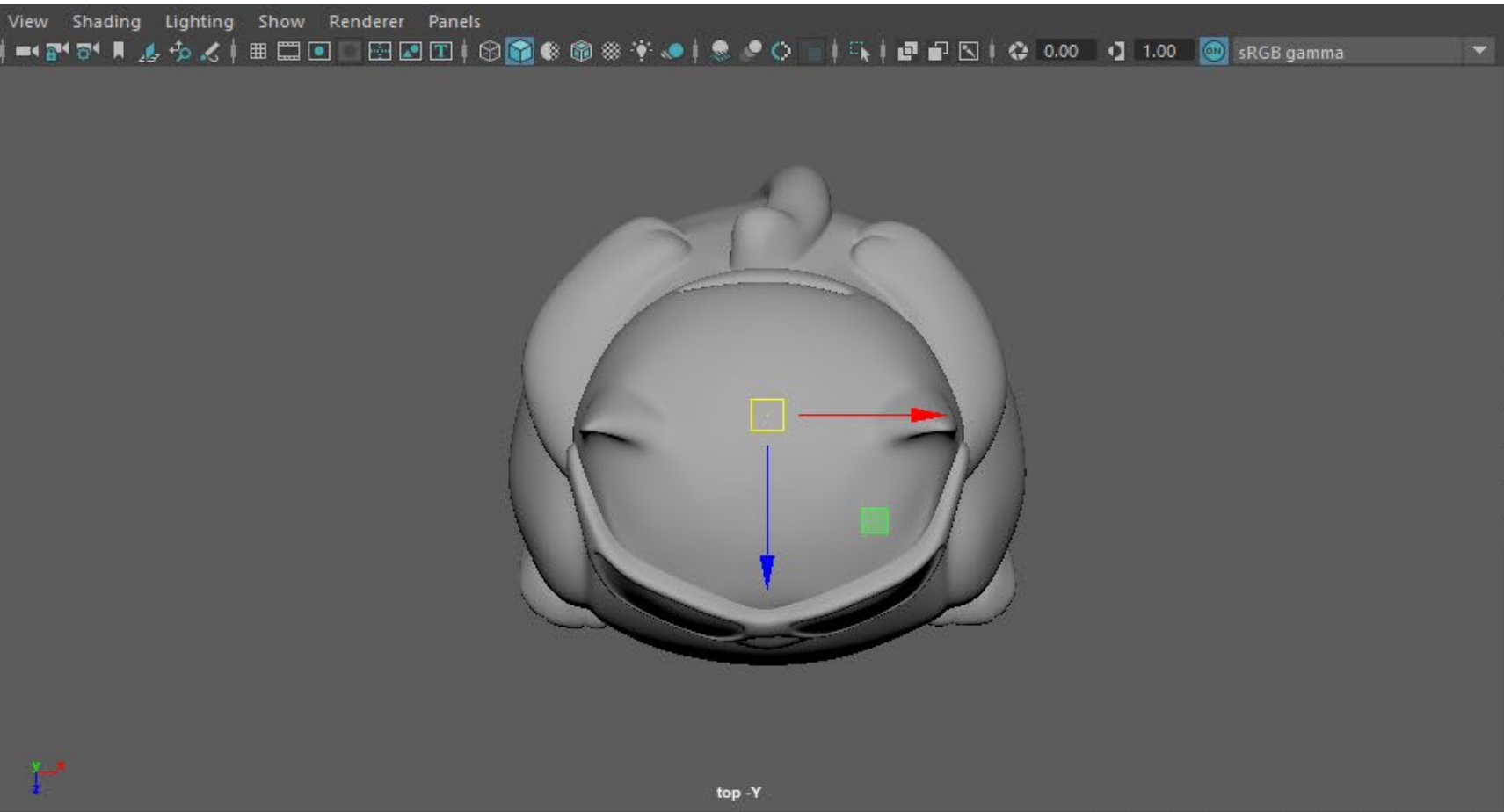
Table Top Decor



Viewport : Maya

Alignment : Floor

Front Z: Percieved front towards front Z



L-Shape Table



Viewport : Maya

Alignment : Floor

Front Z : longest side perpendicular to front Z (if round or square it doesn't matter)

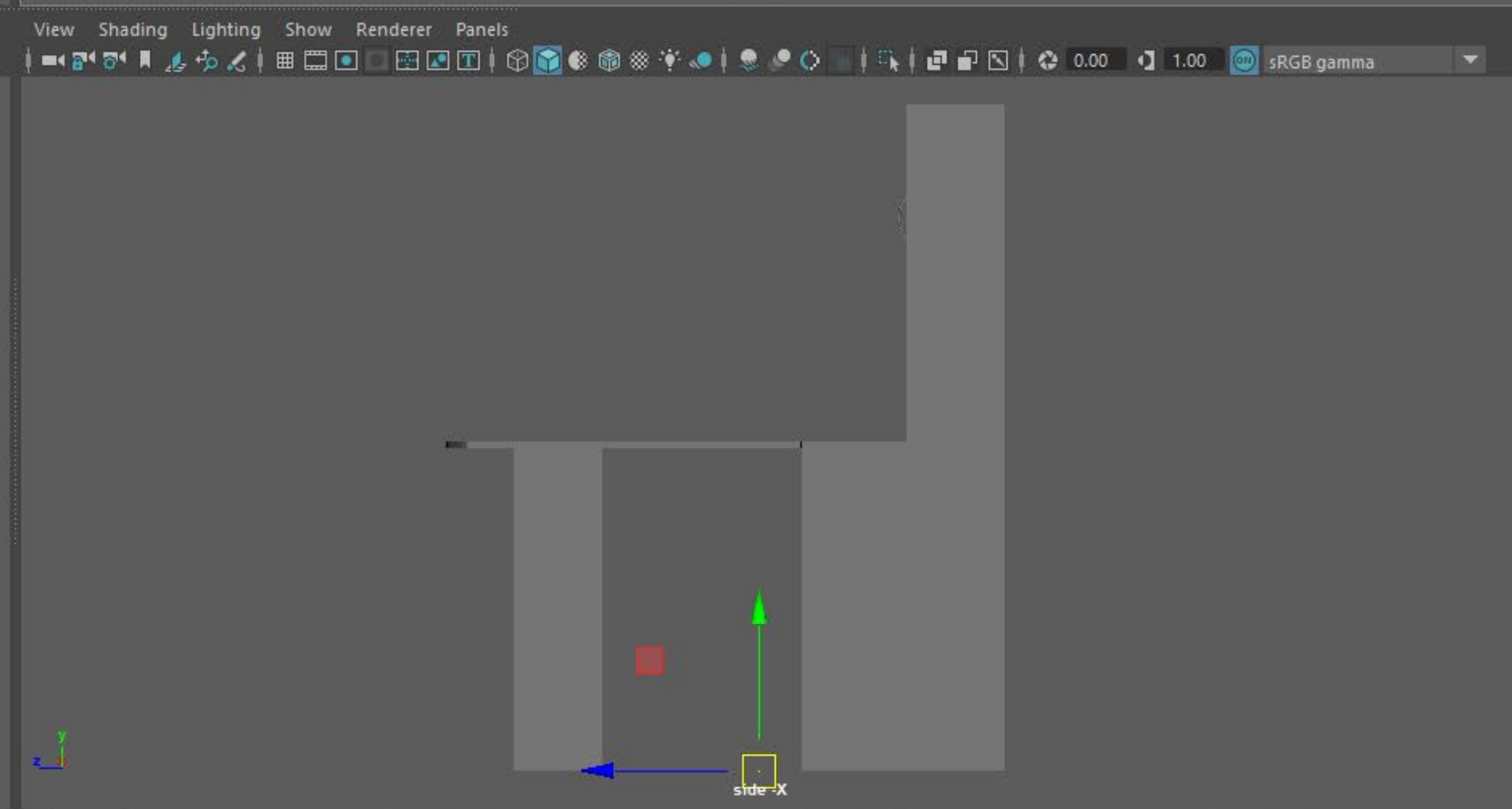
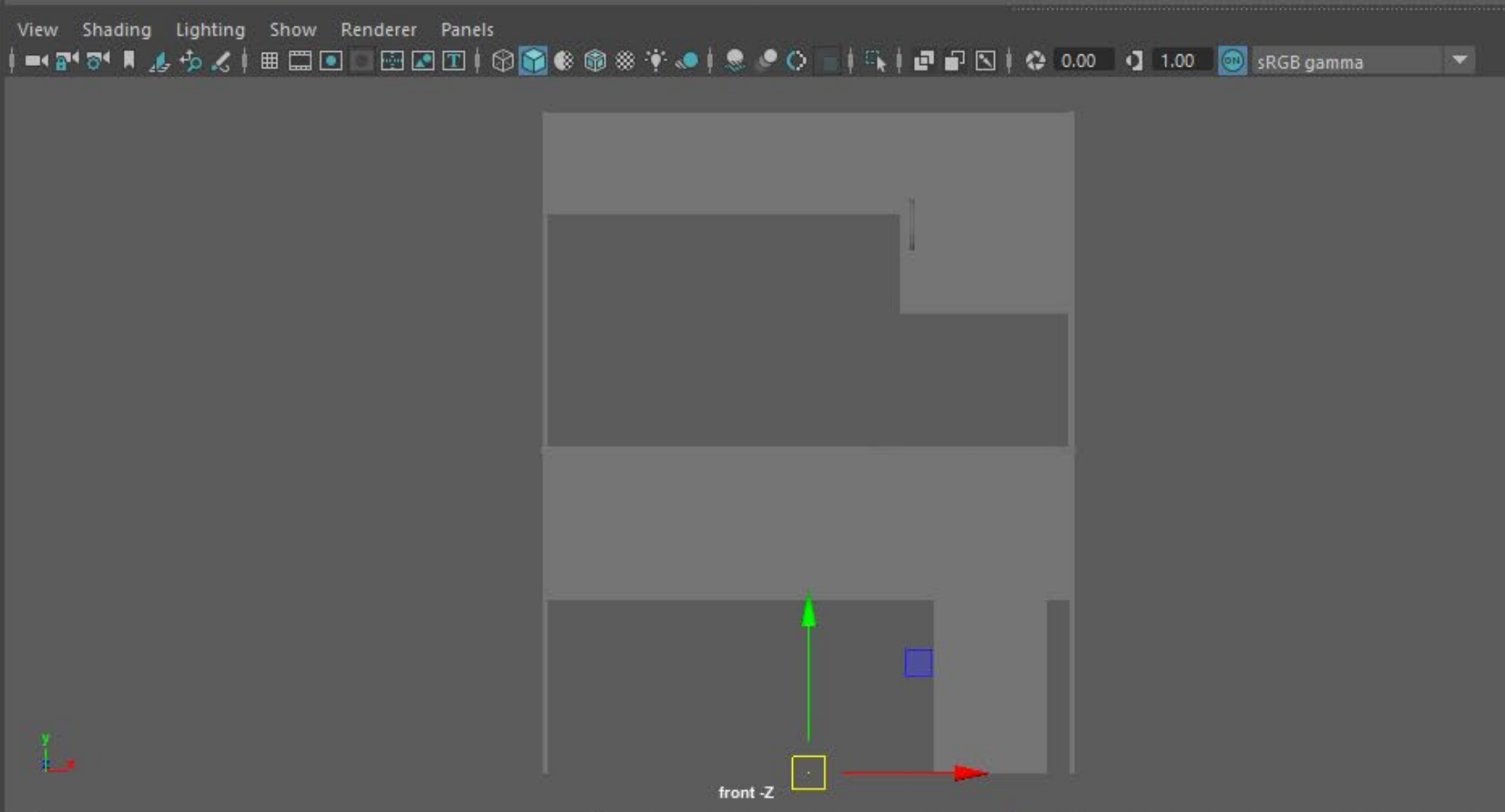
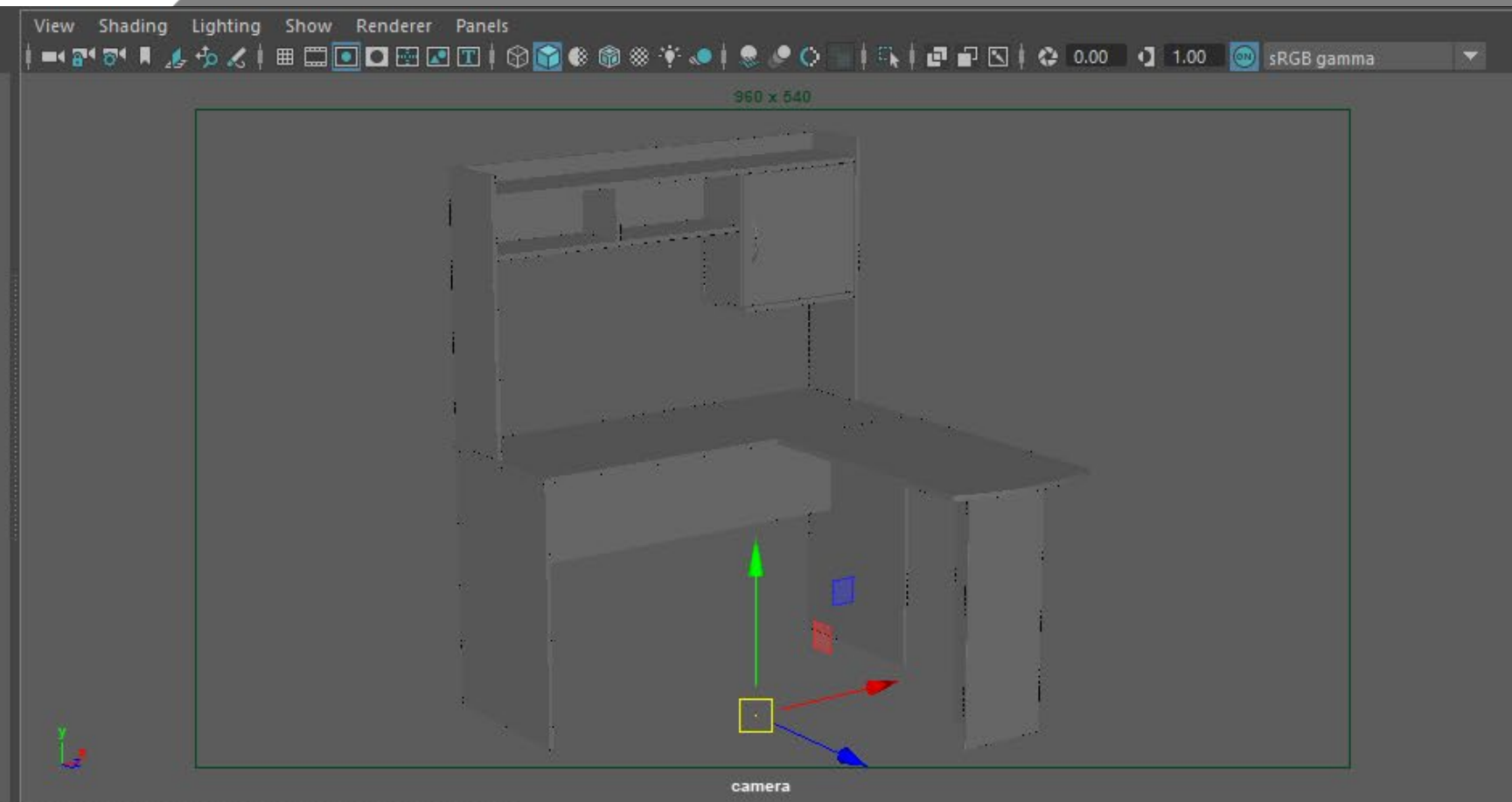
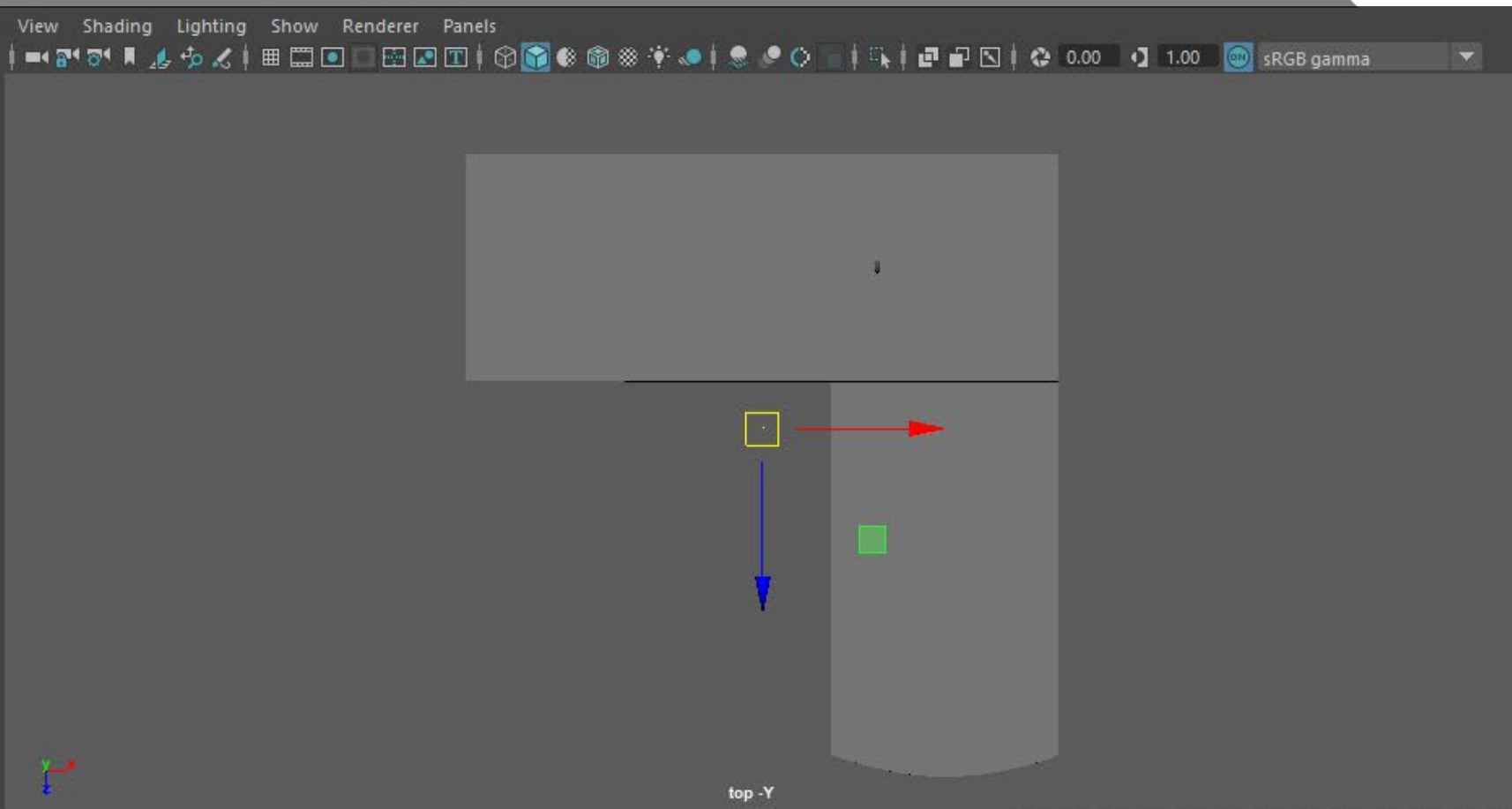


Table lamp



Viewport : Maya

Alignment : Floor

Front Z: drawers/openings towards front Z

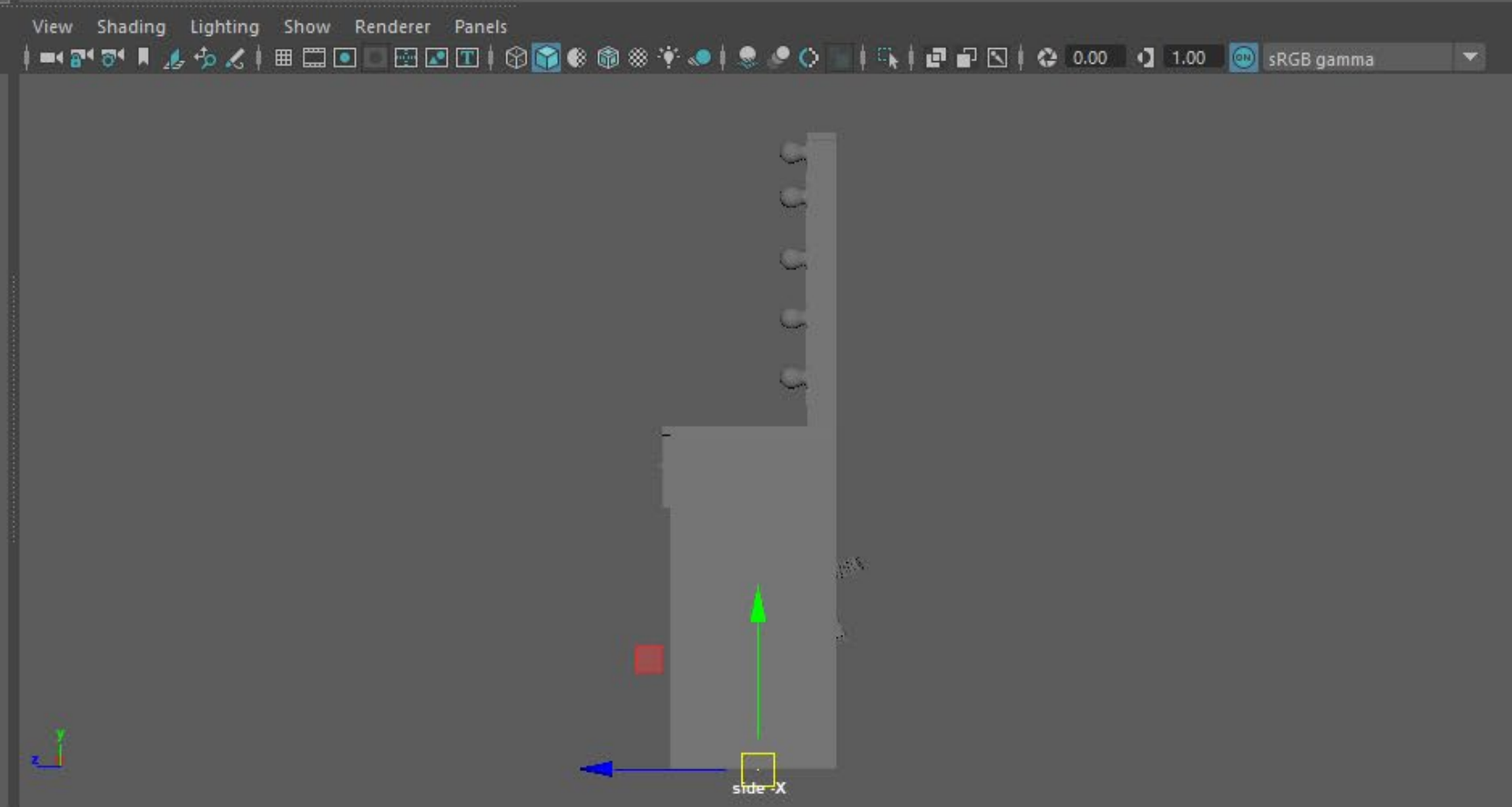
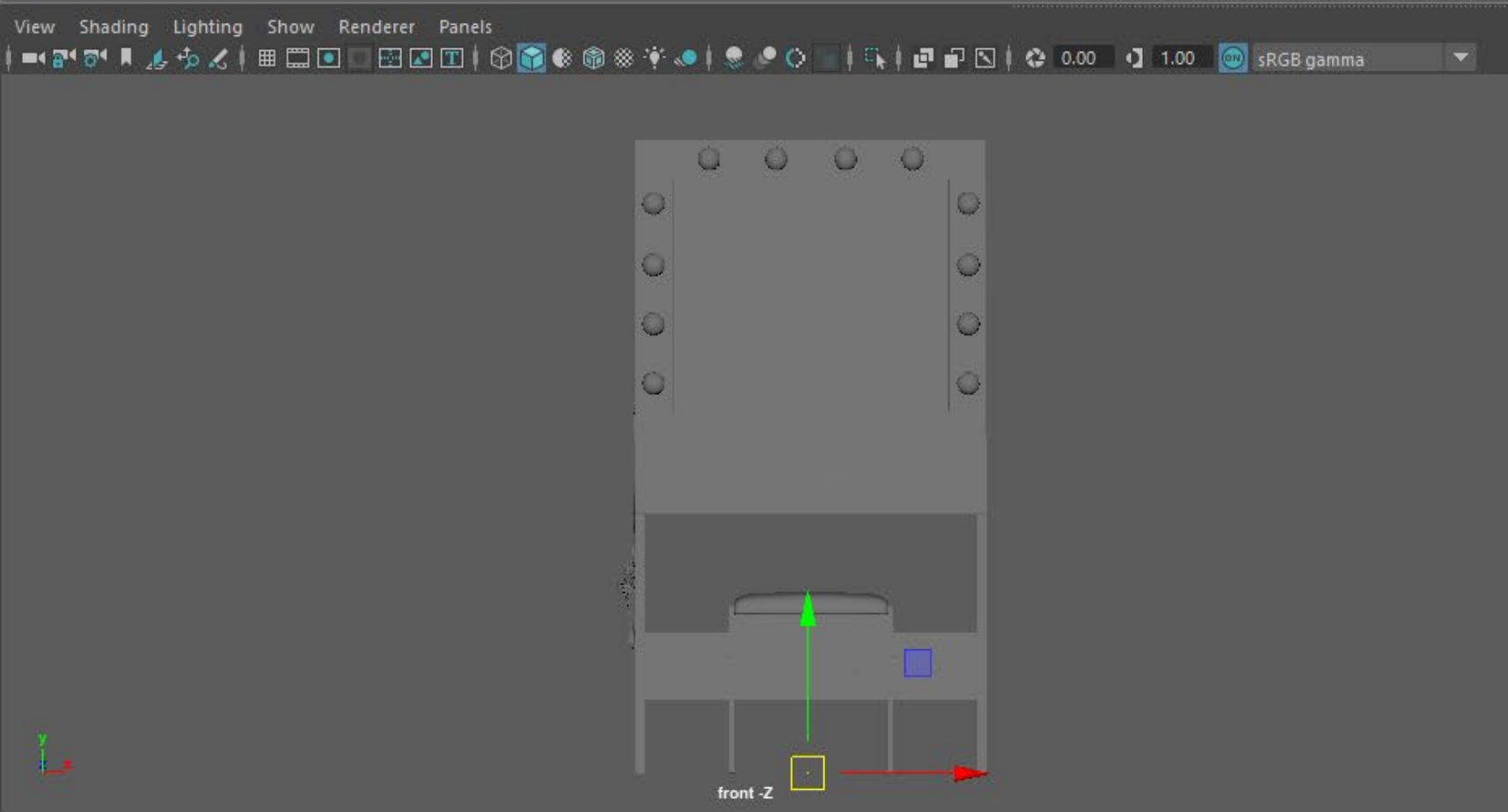
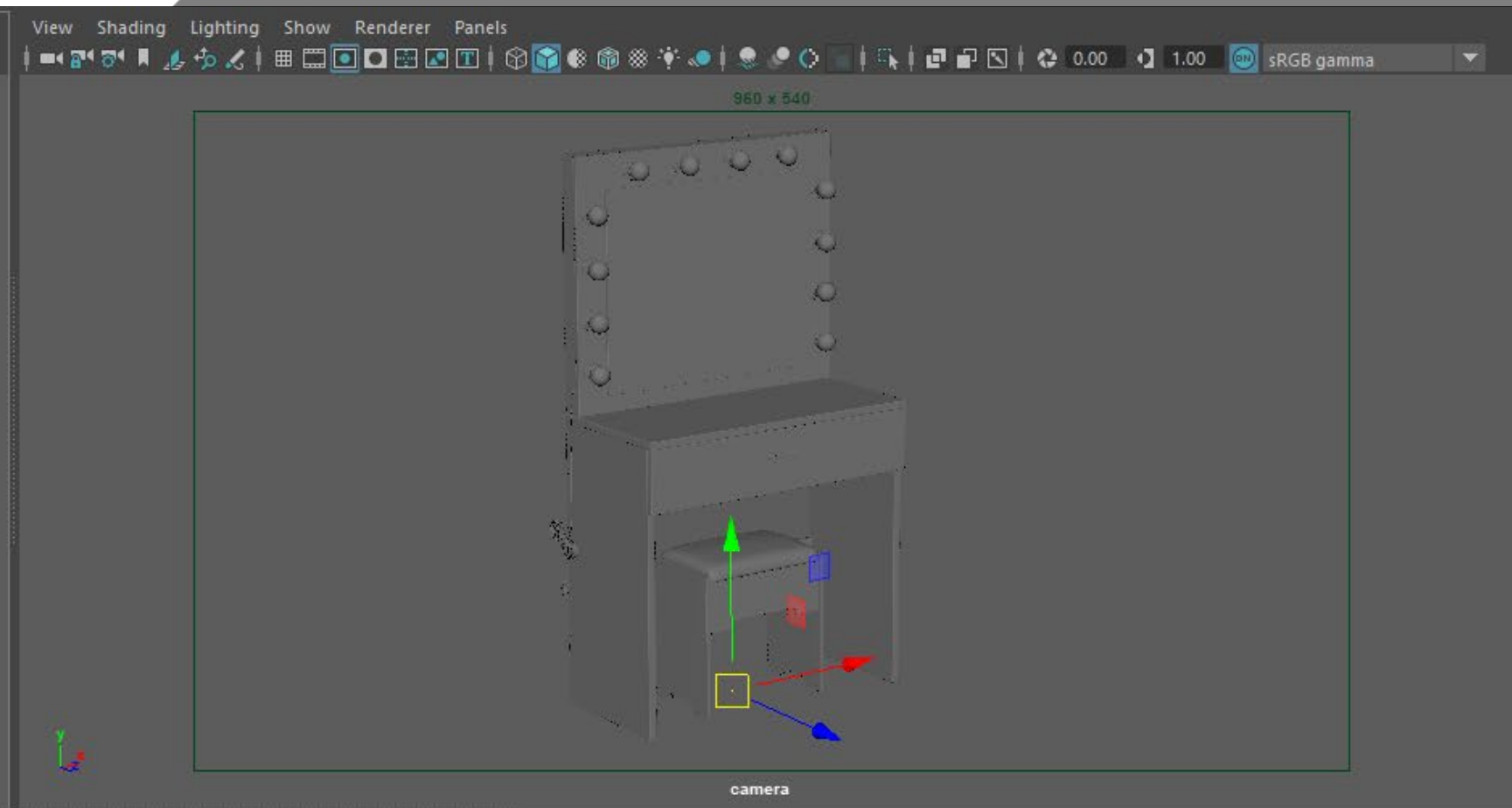
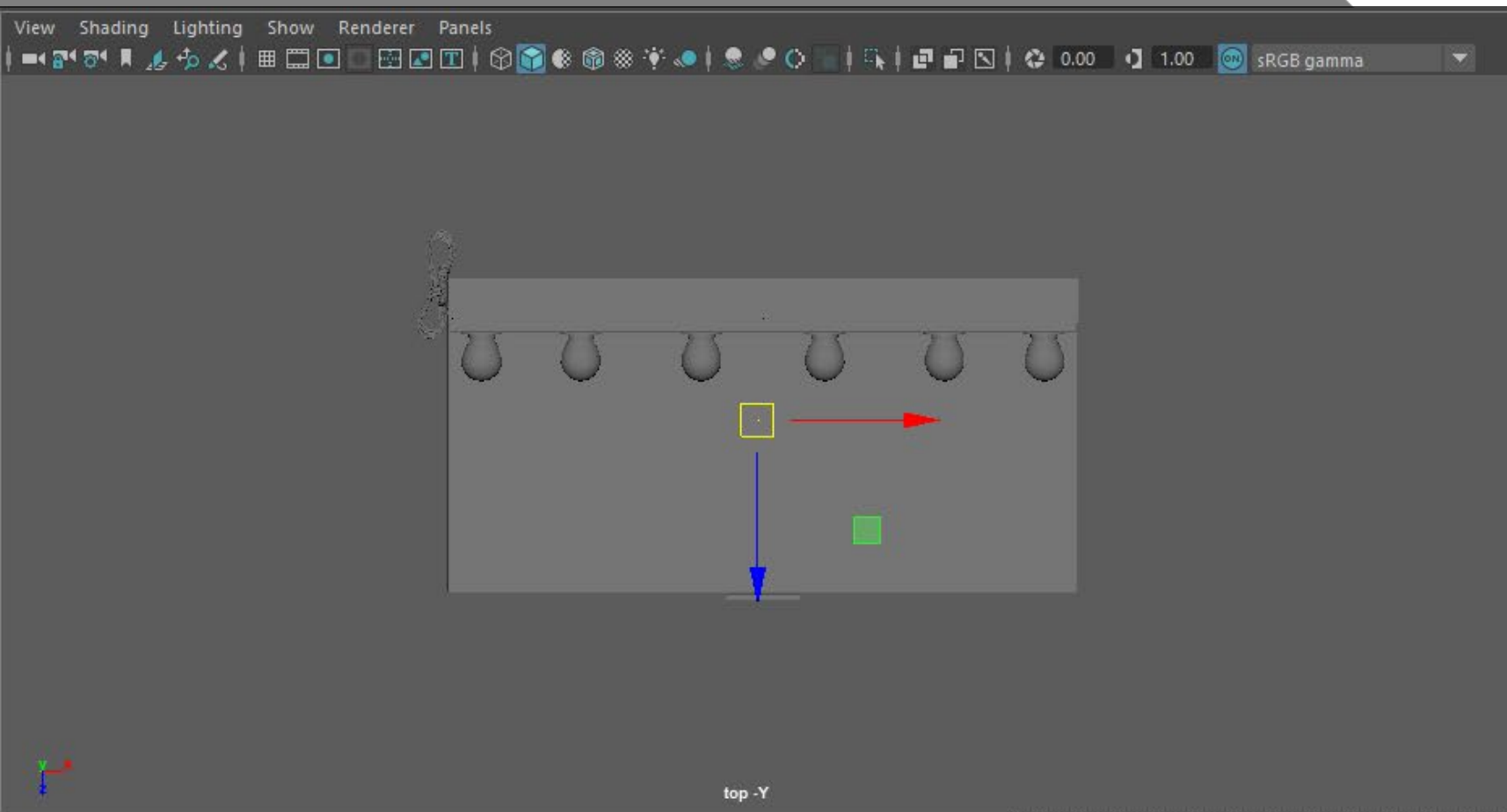


Table Set



Viewport : Maya

Alignment : Floor

Front Z: Longest side parallel front Z

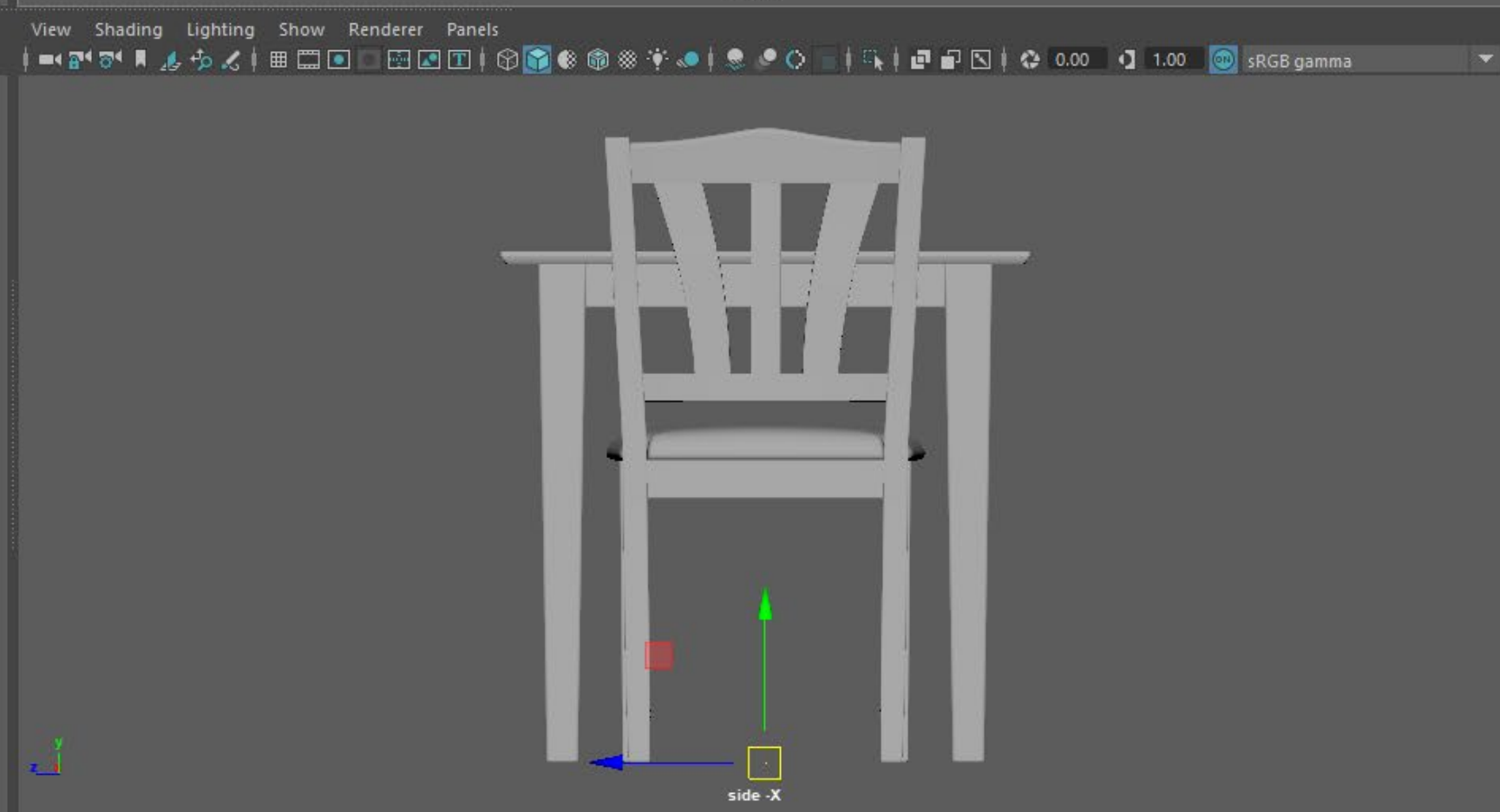
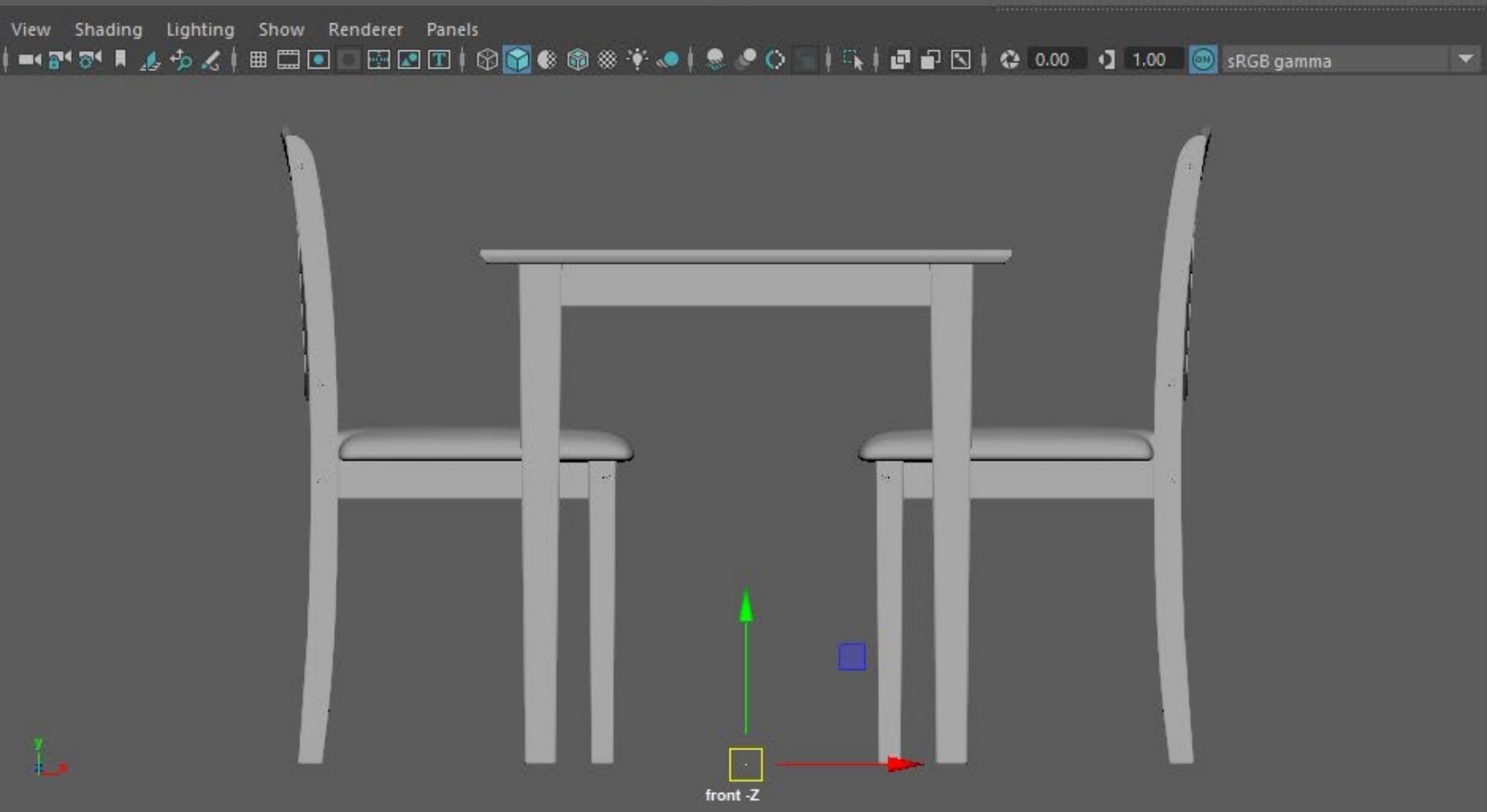
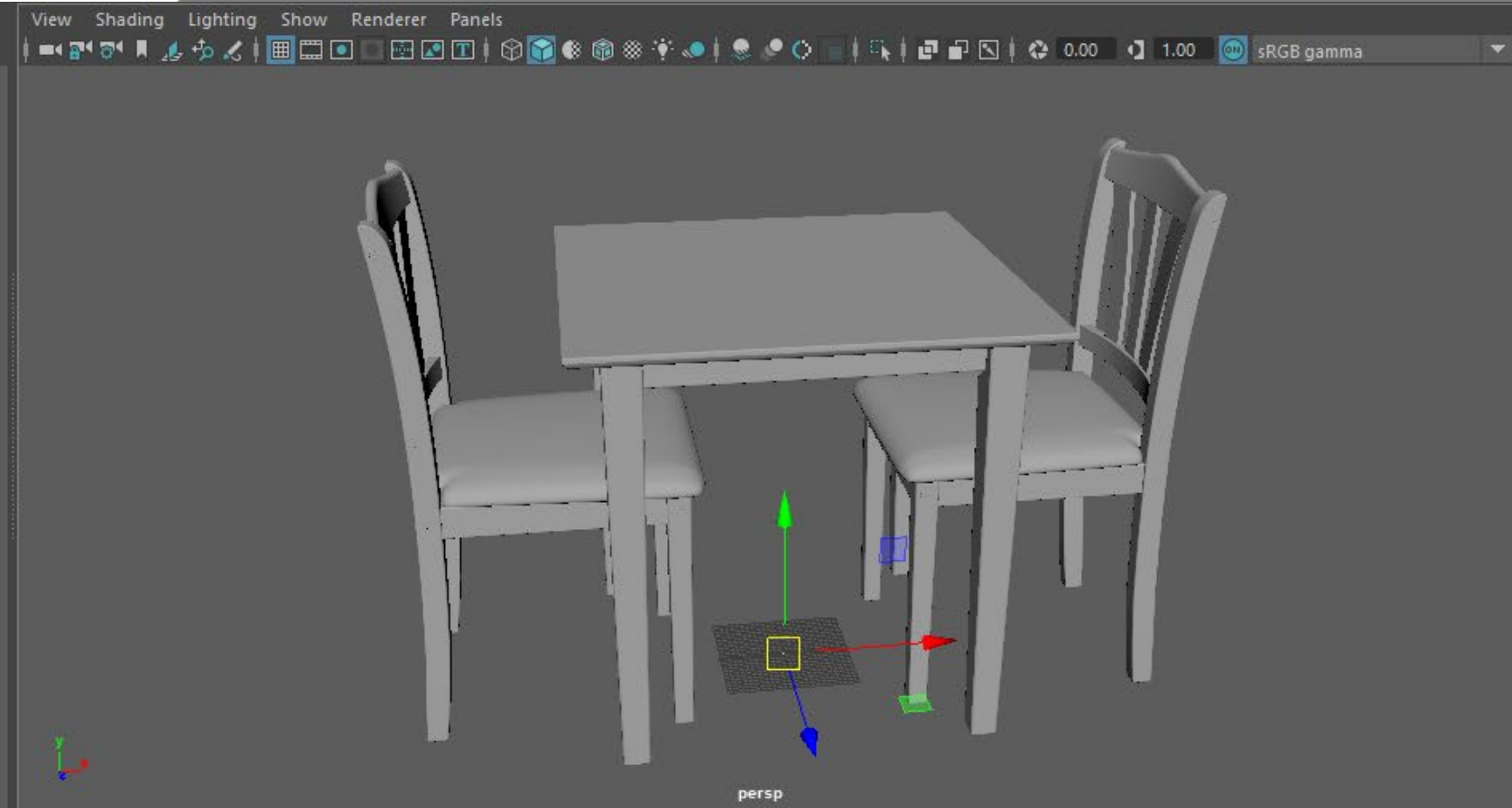
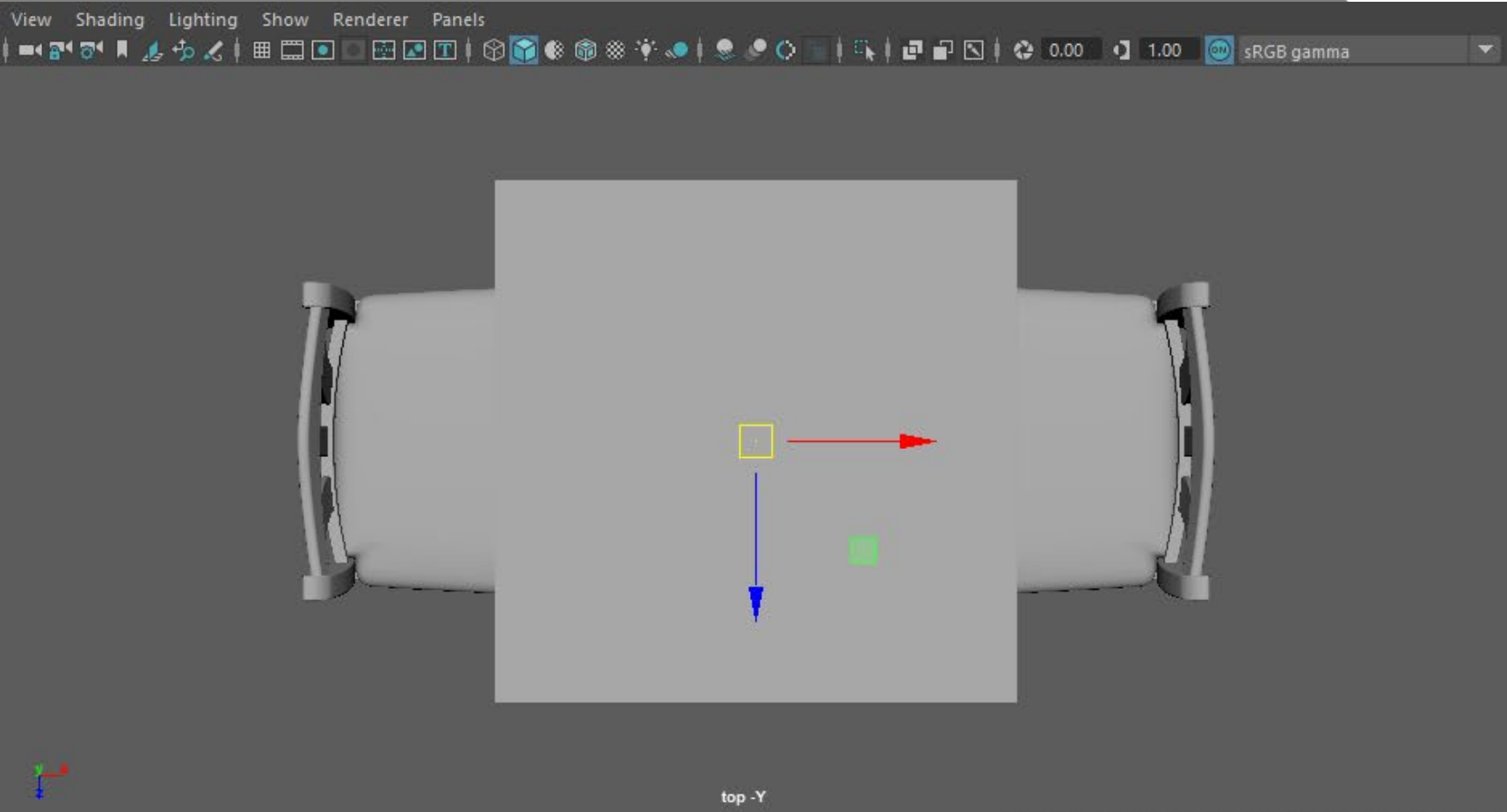


Table Set



Viewport : Maya **Alignment : Floor**
Front Z: longest side front Z (if round or square it doesn't matter)

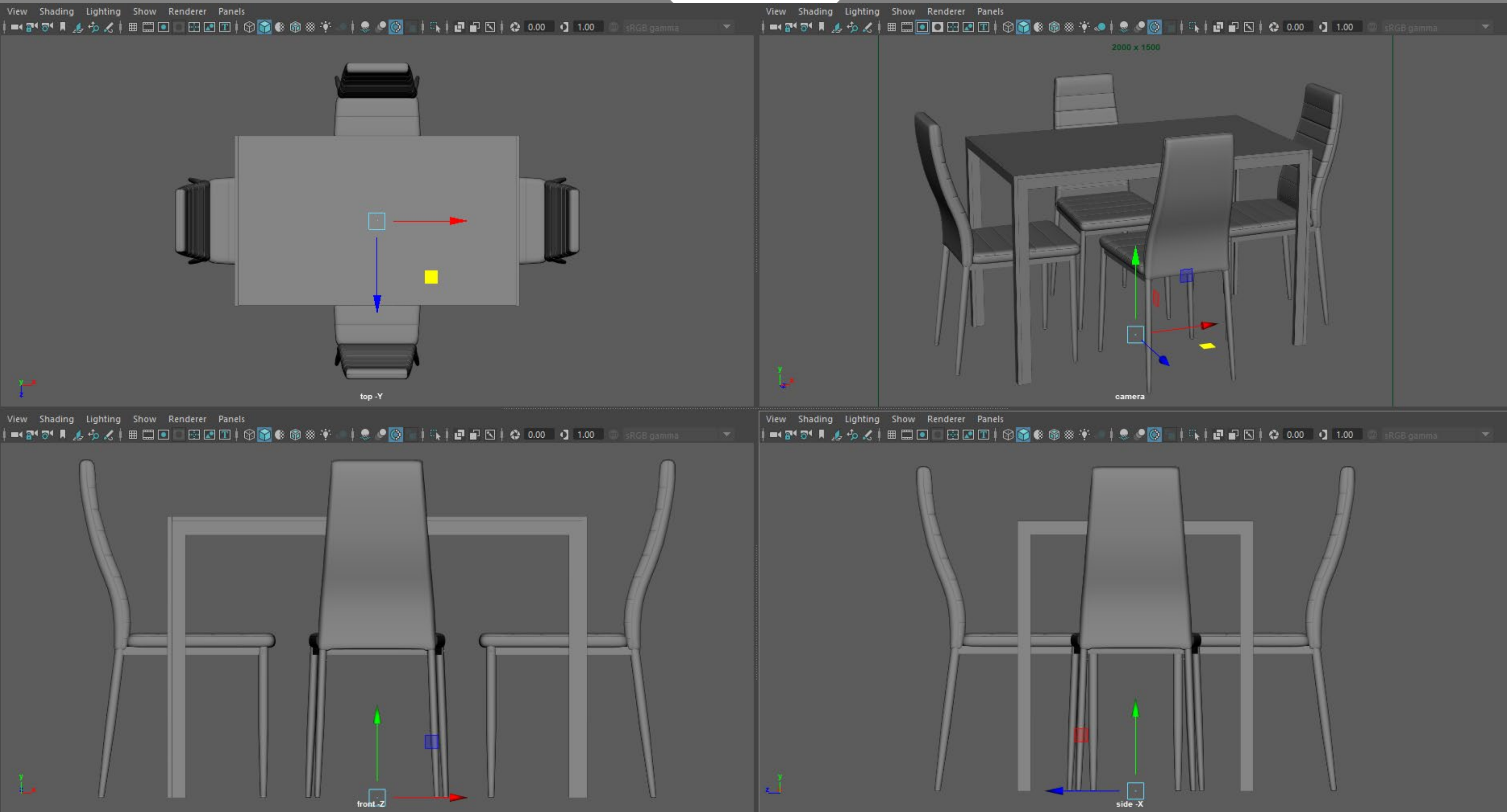


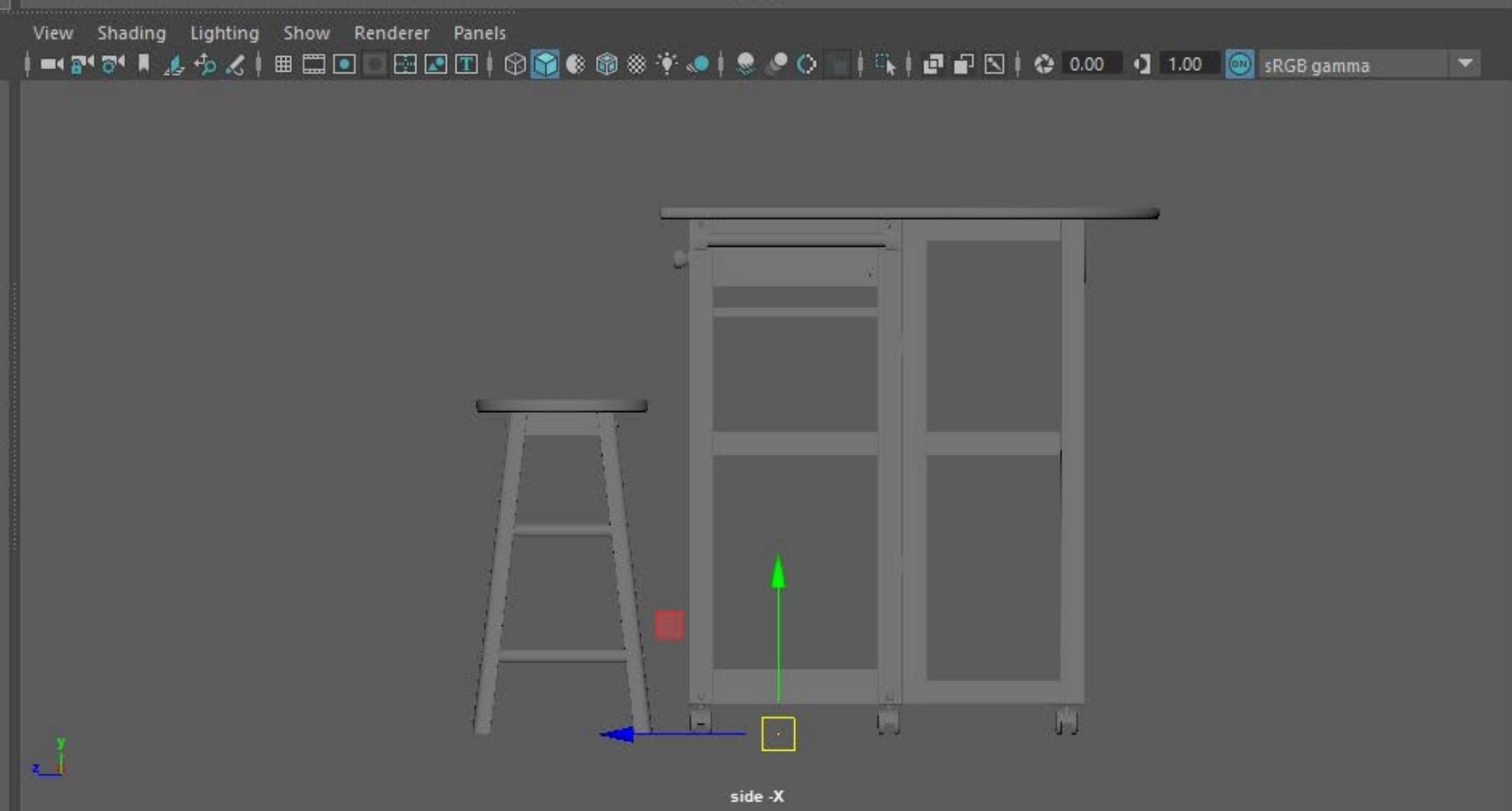
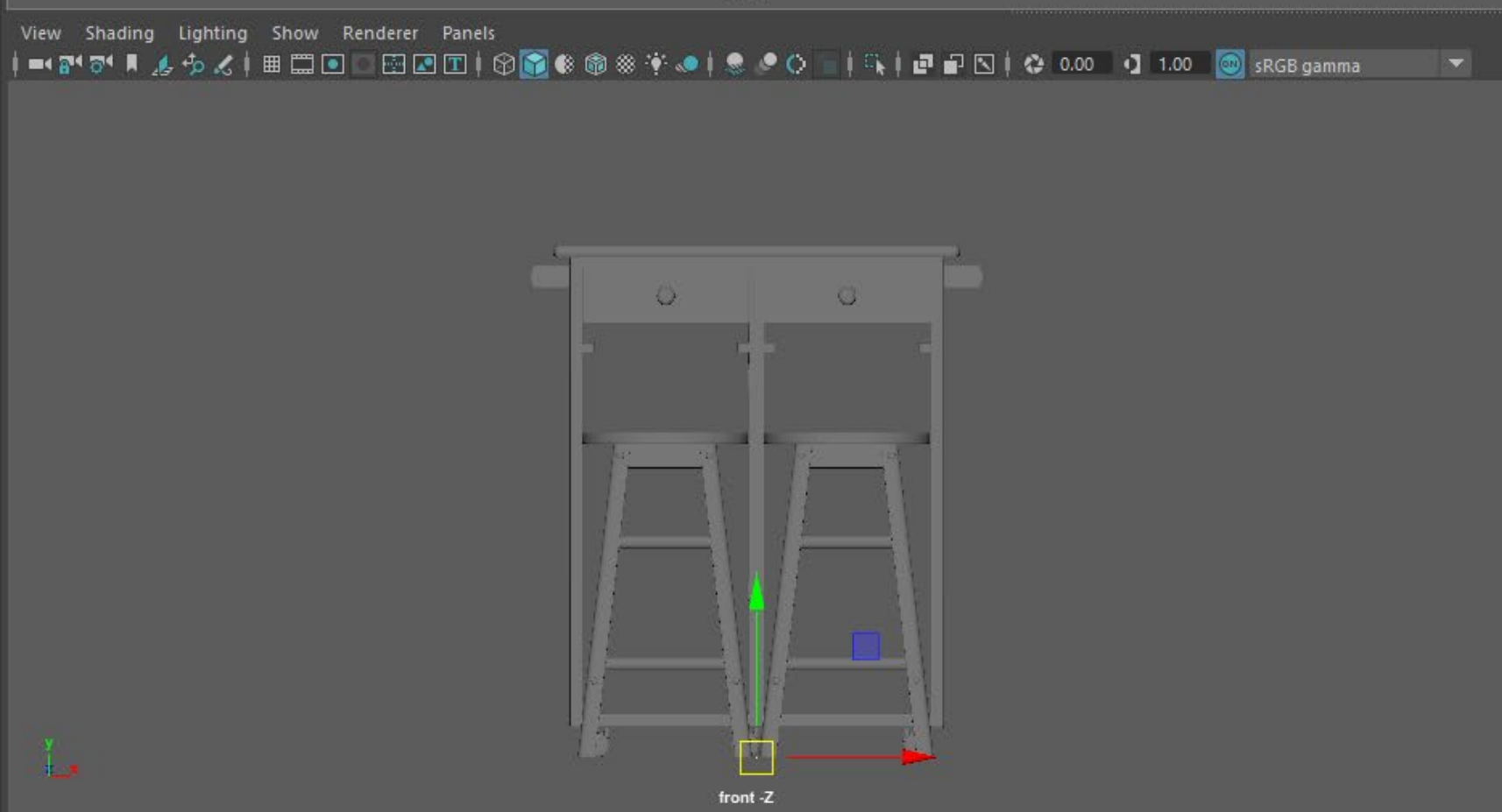
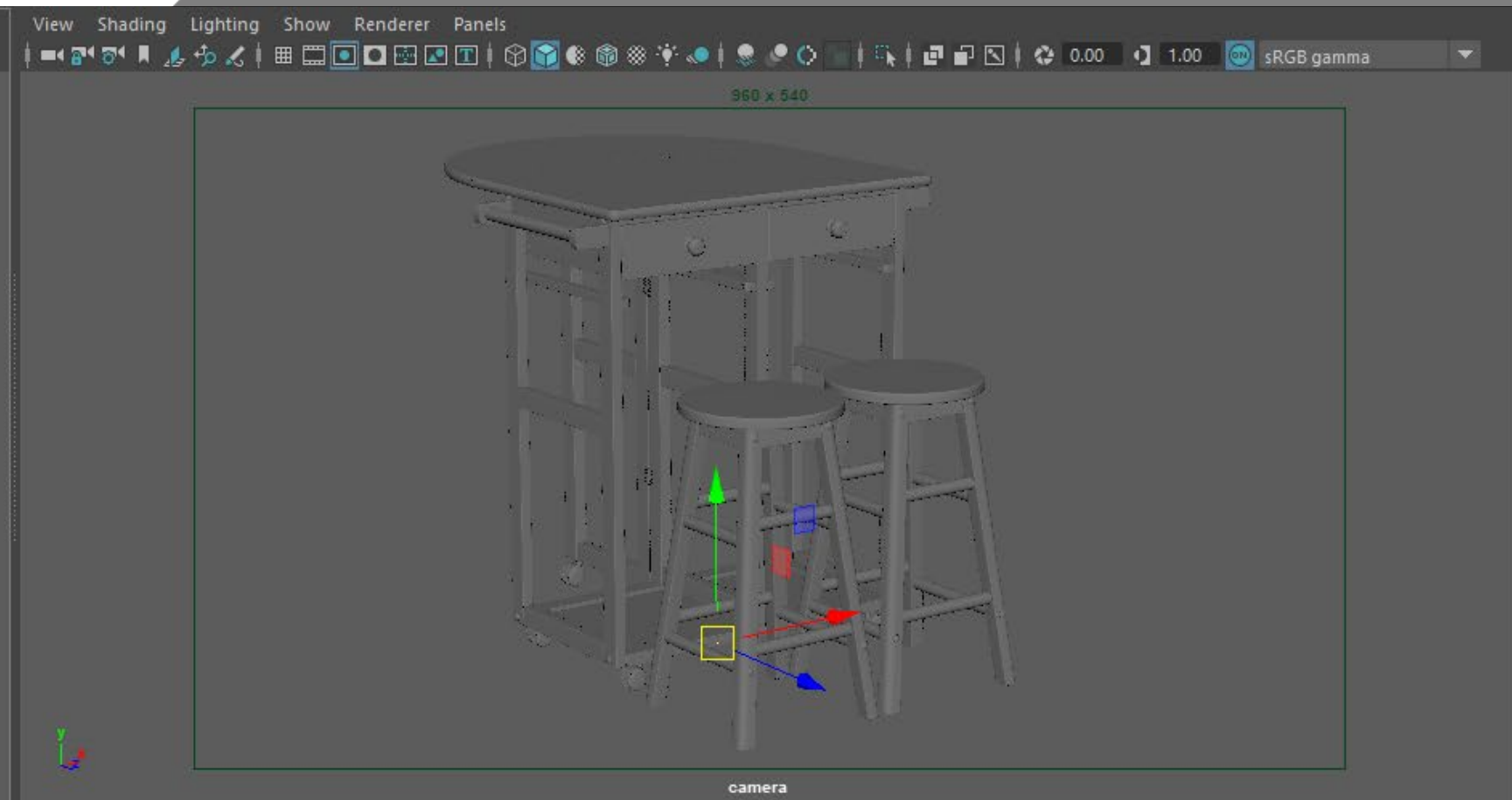
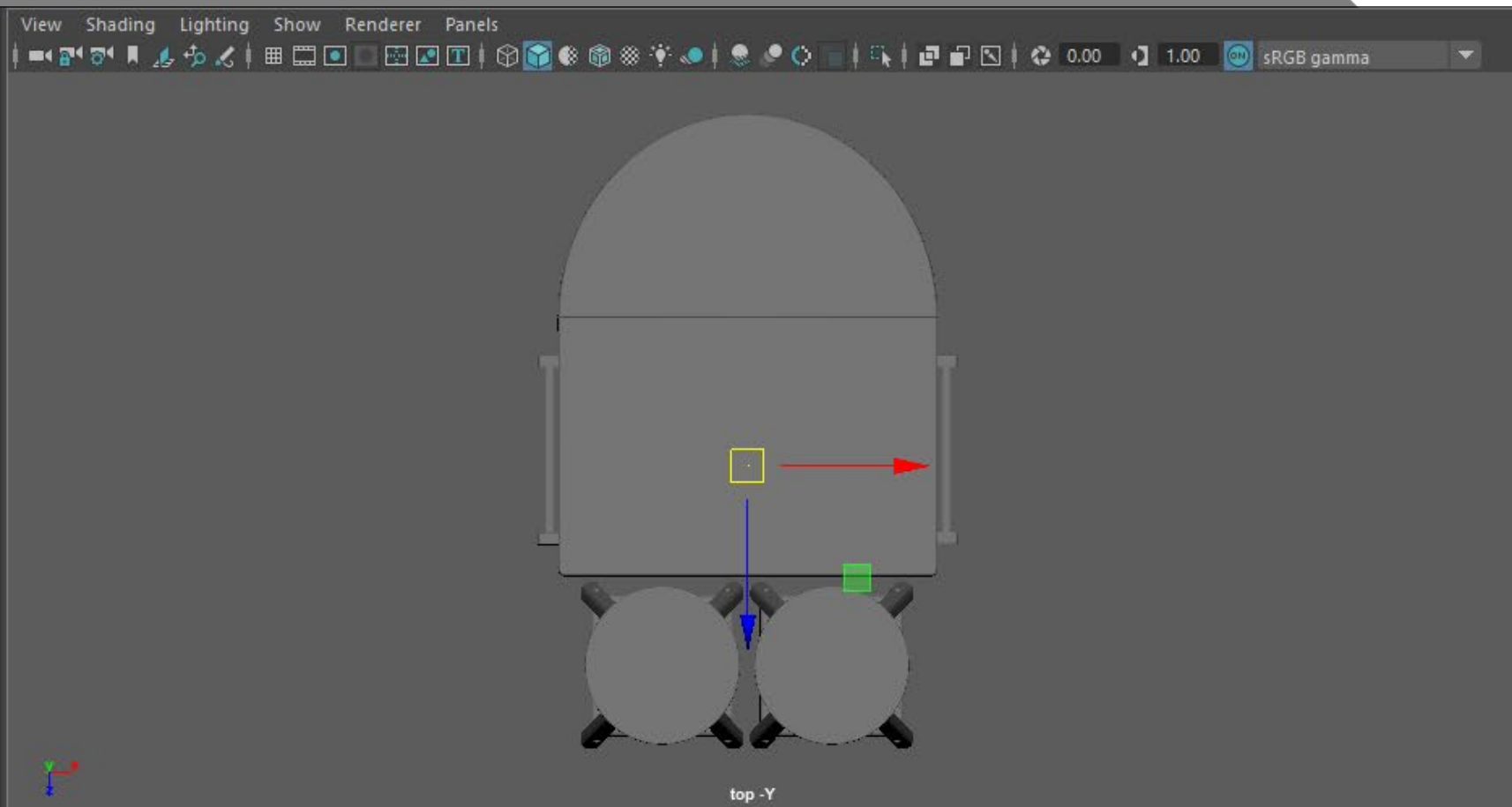
Table Set



Viewport : Maya

Alignment : Floor

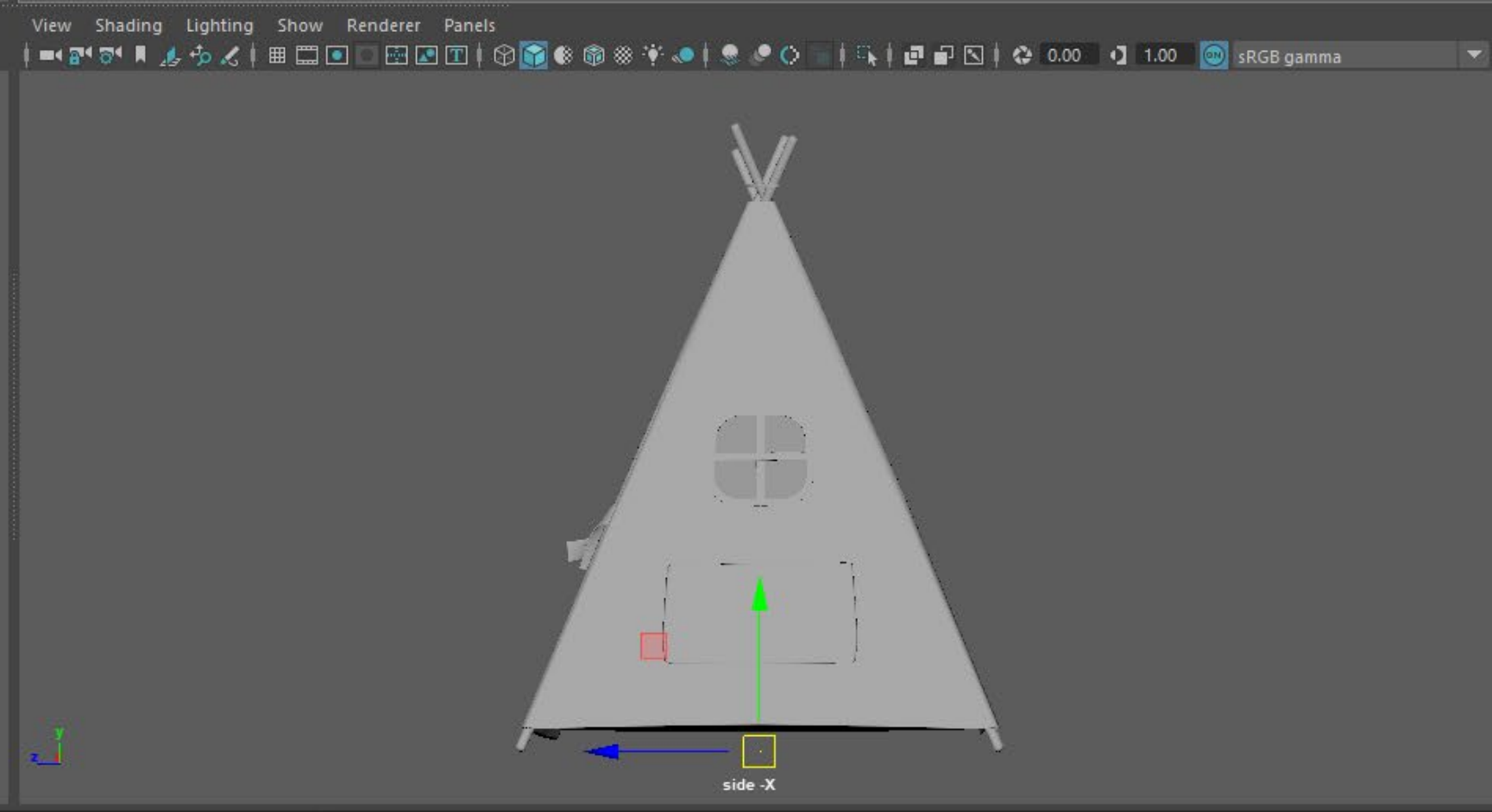
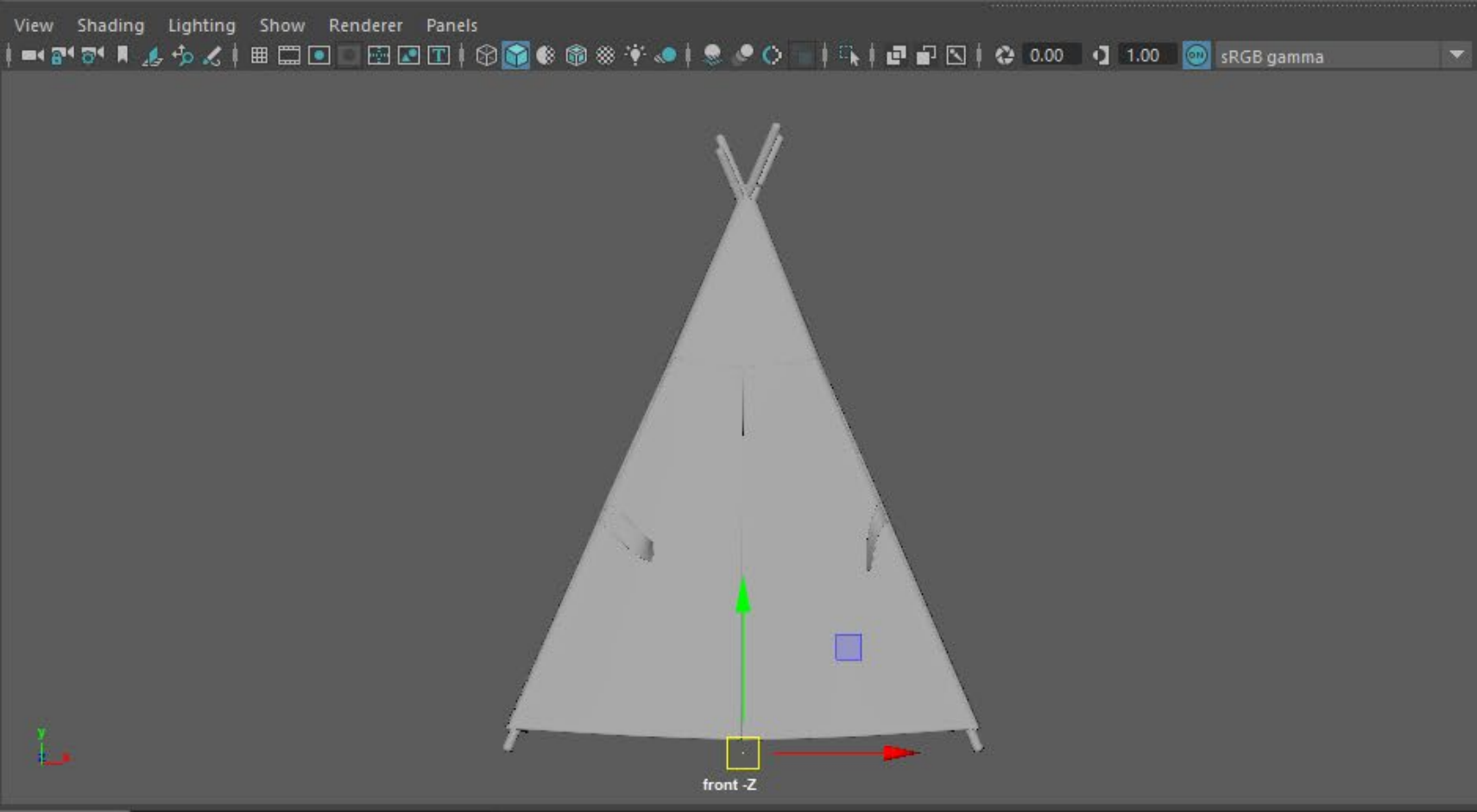
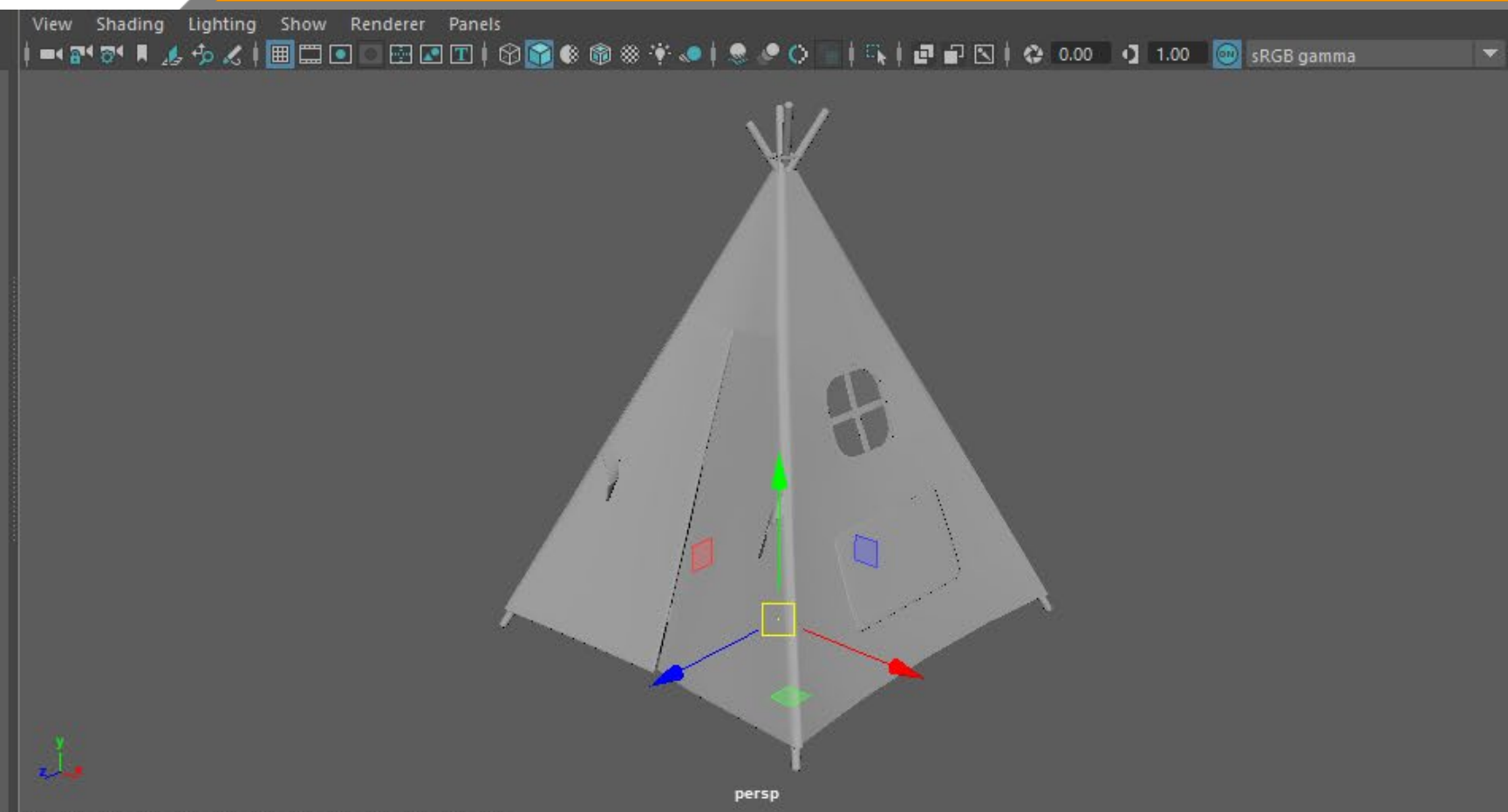
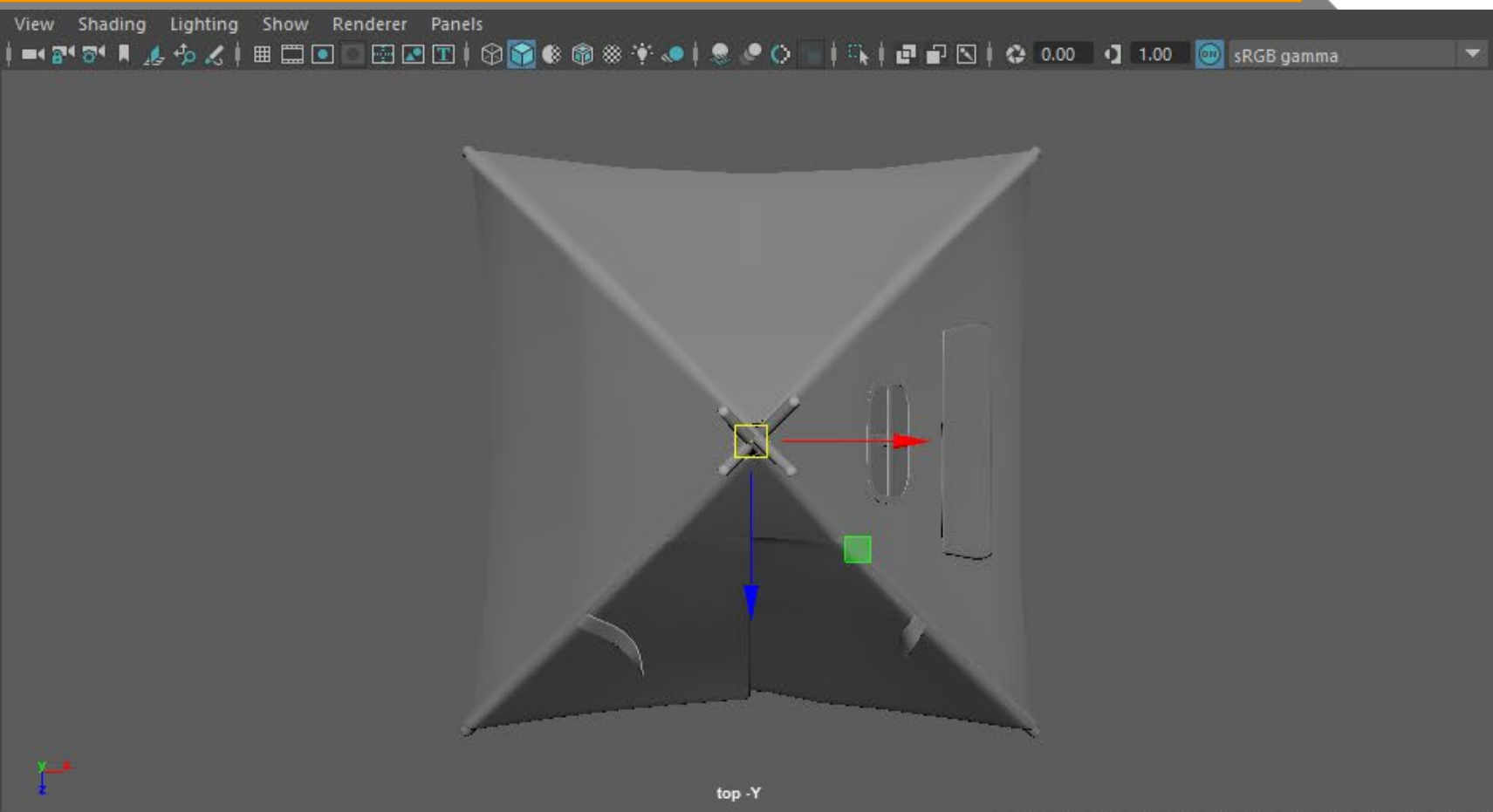
Front Z: drawers/openings towards front Z



Tent



Viewport : Maya Alignment : Floor
Front Z: drawers/openings towards front Z



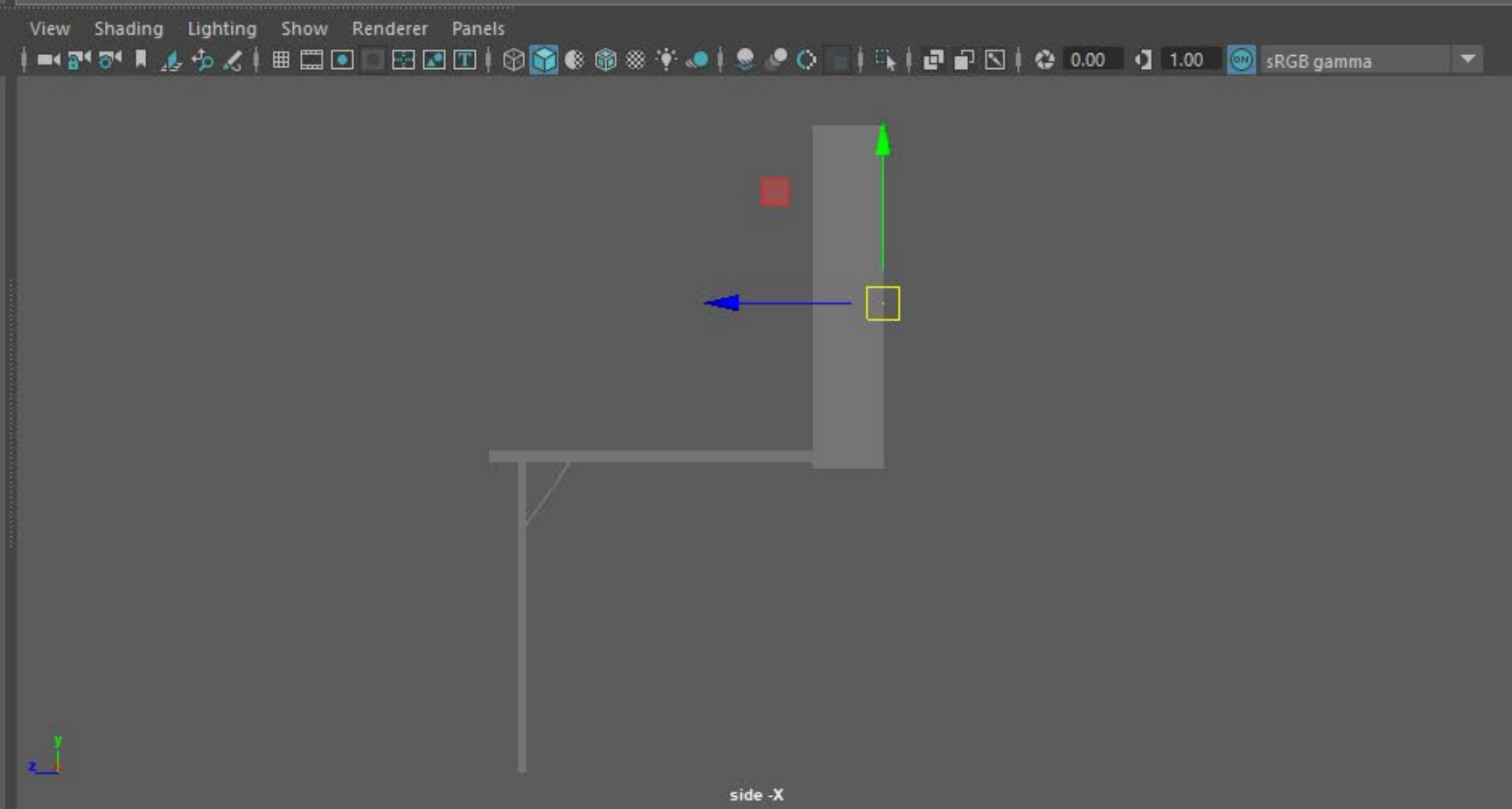
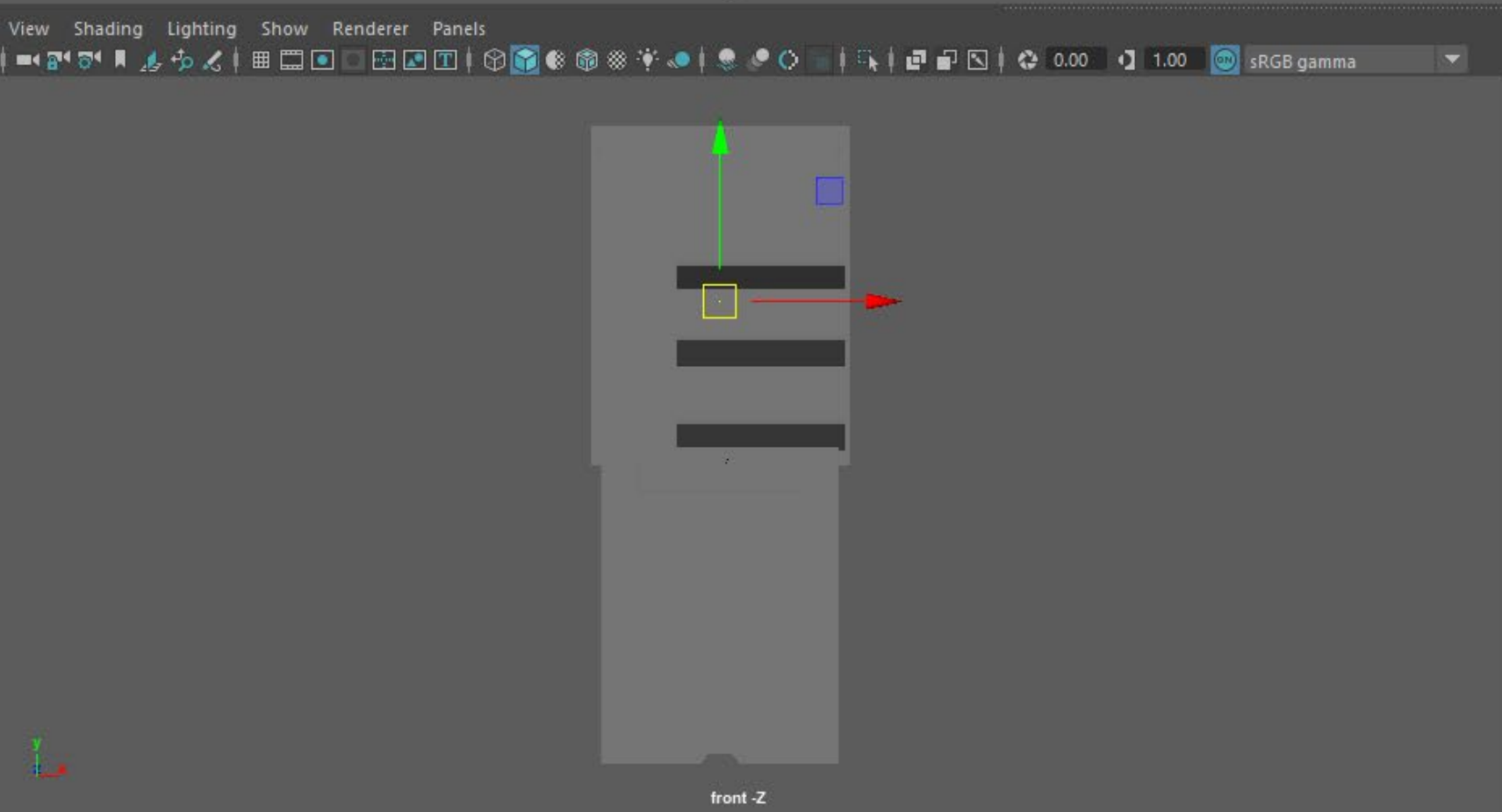
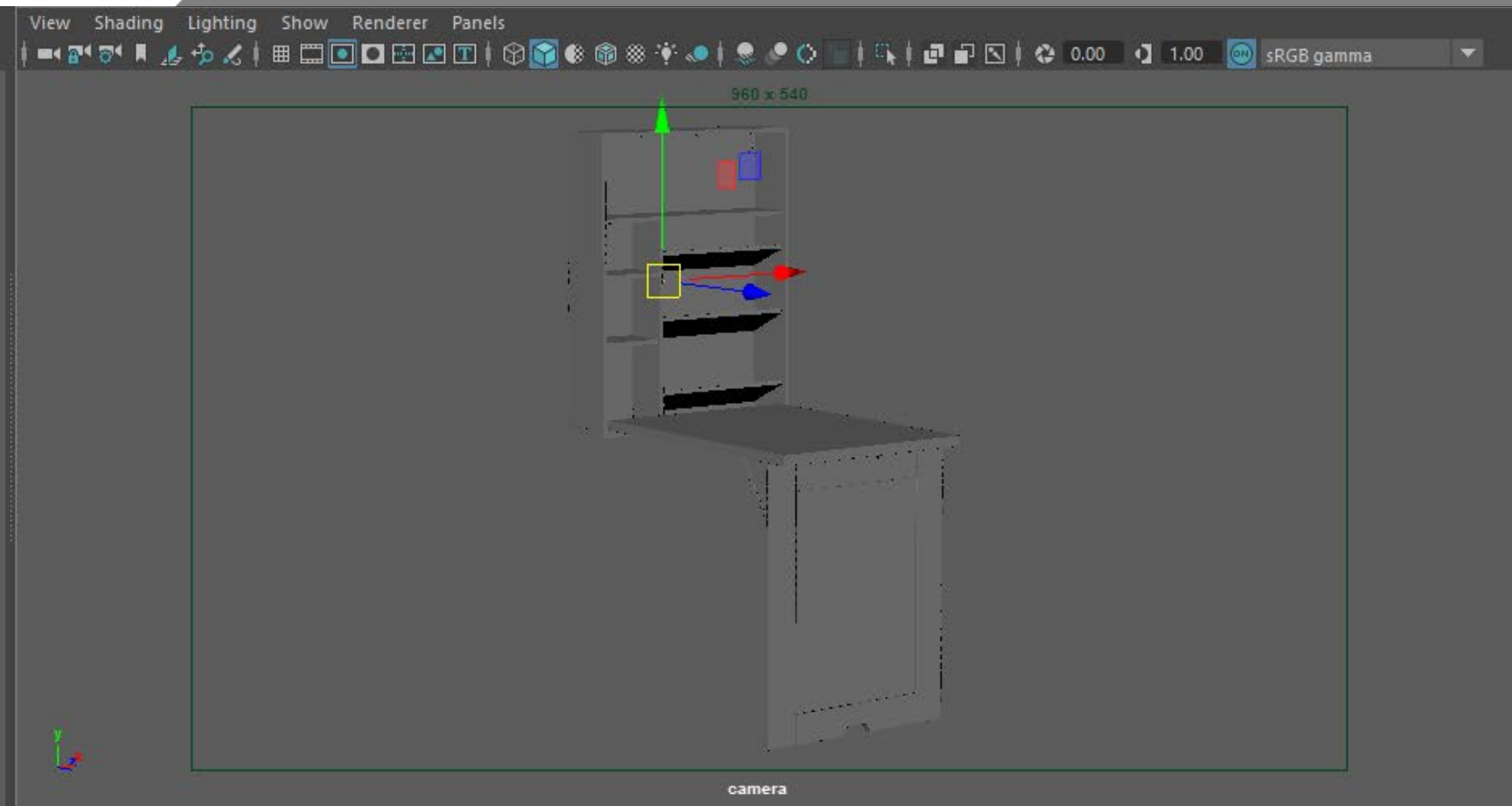
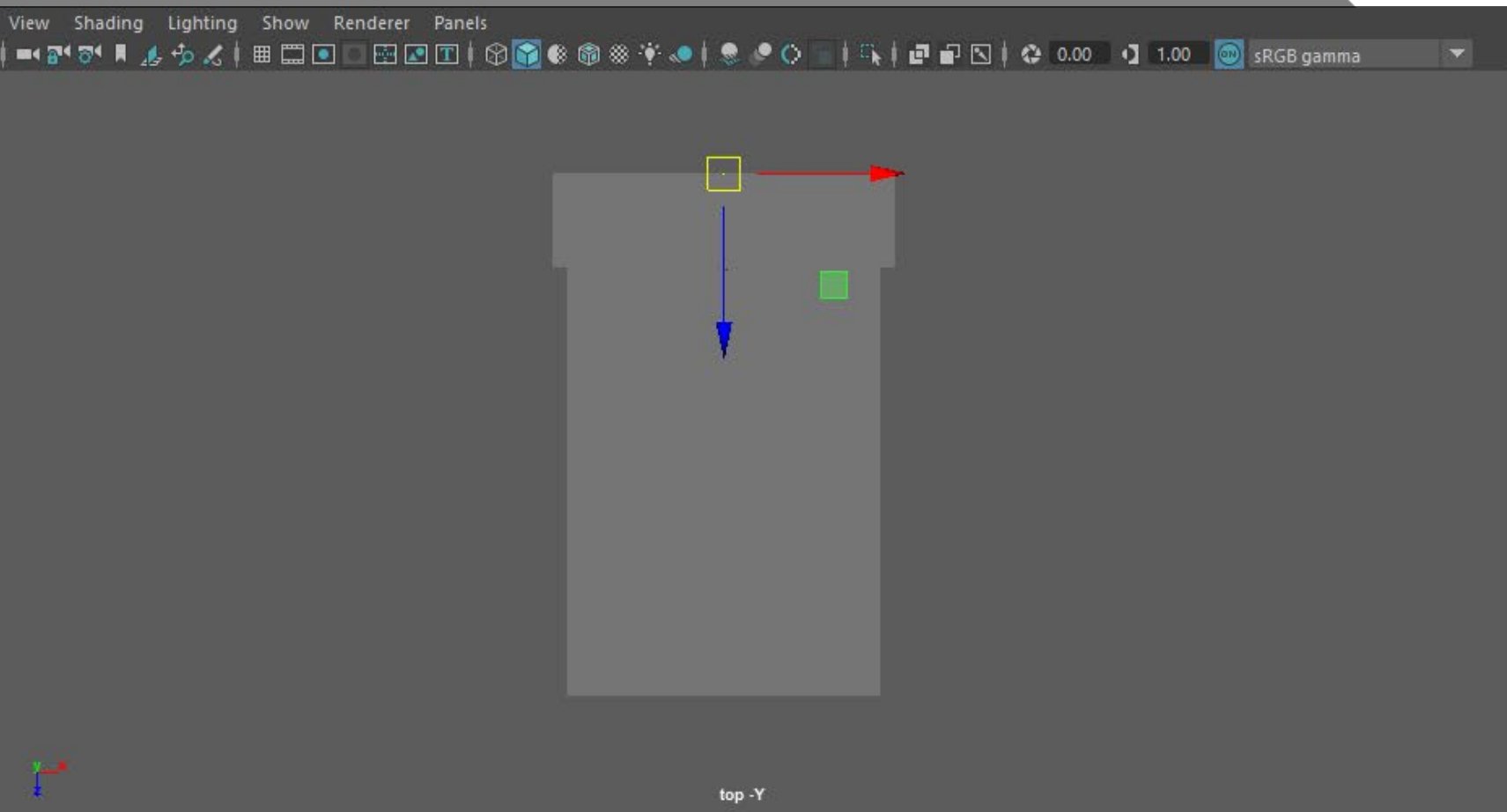
Wall Mounted Table



Viewport : Maya

Alignment : Wall

Front Z: drawers/openings towards front Z



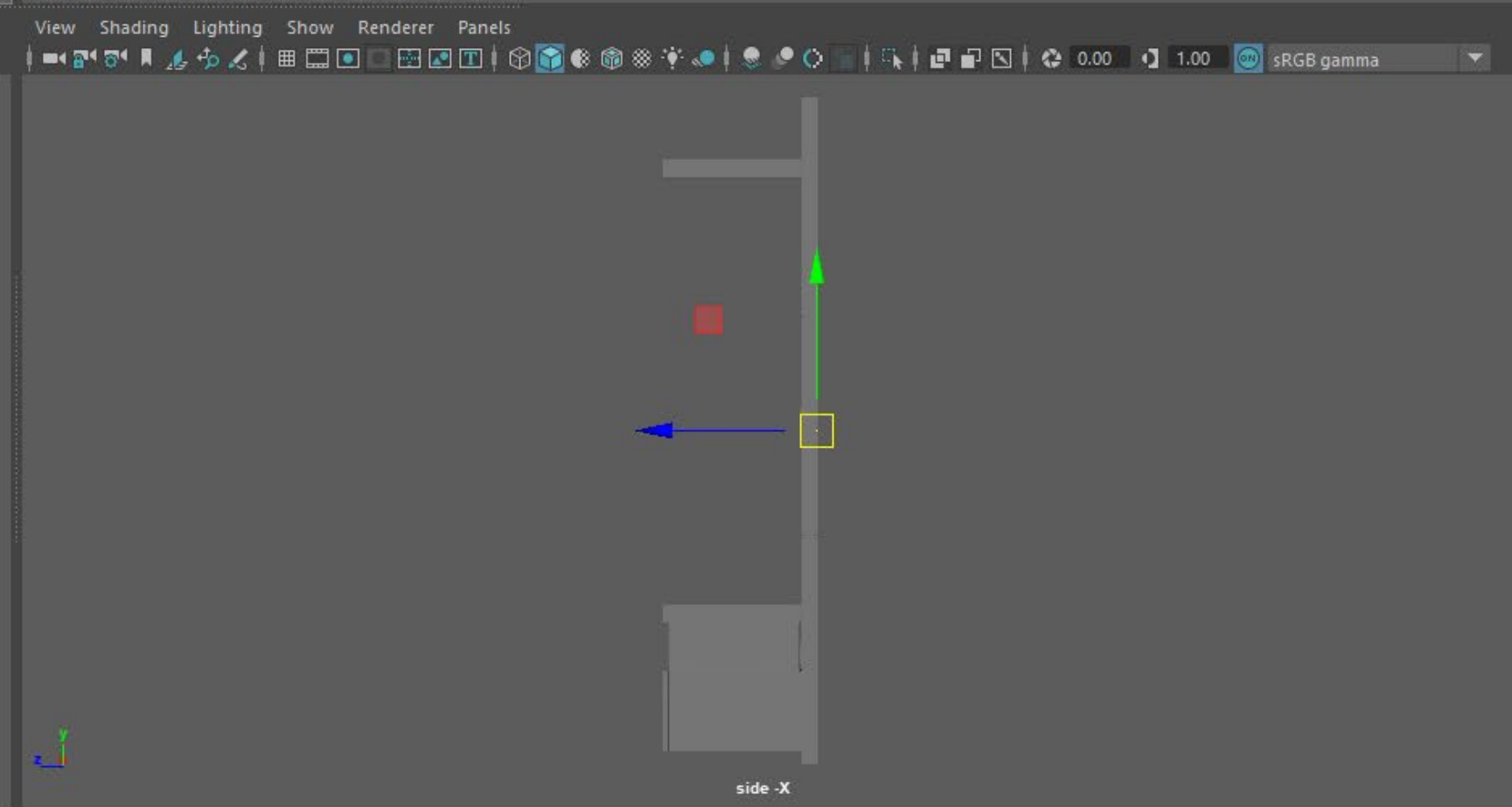
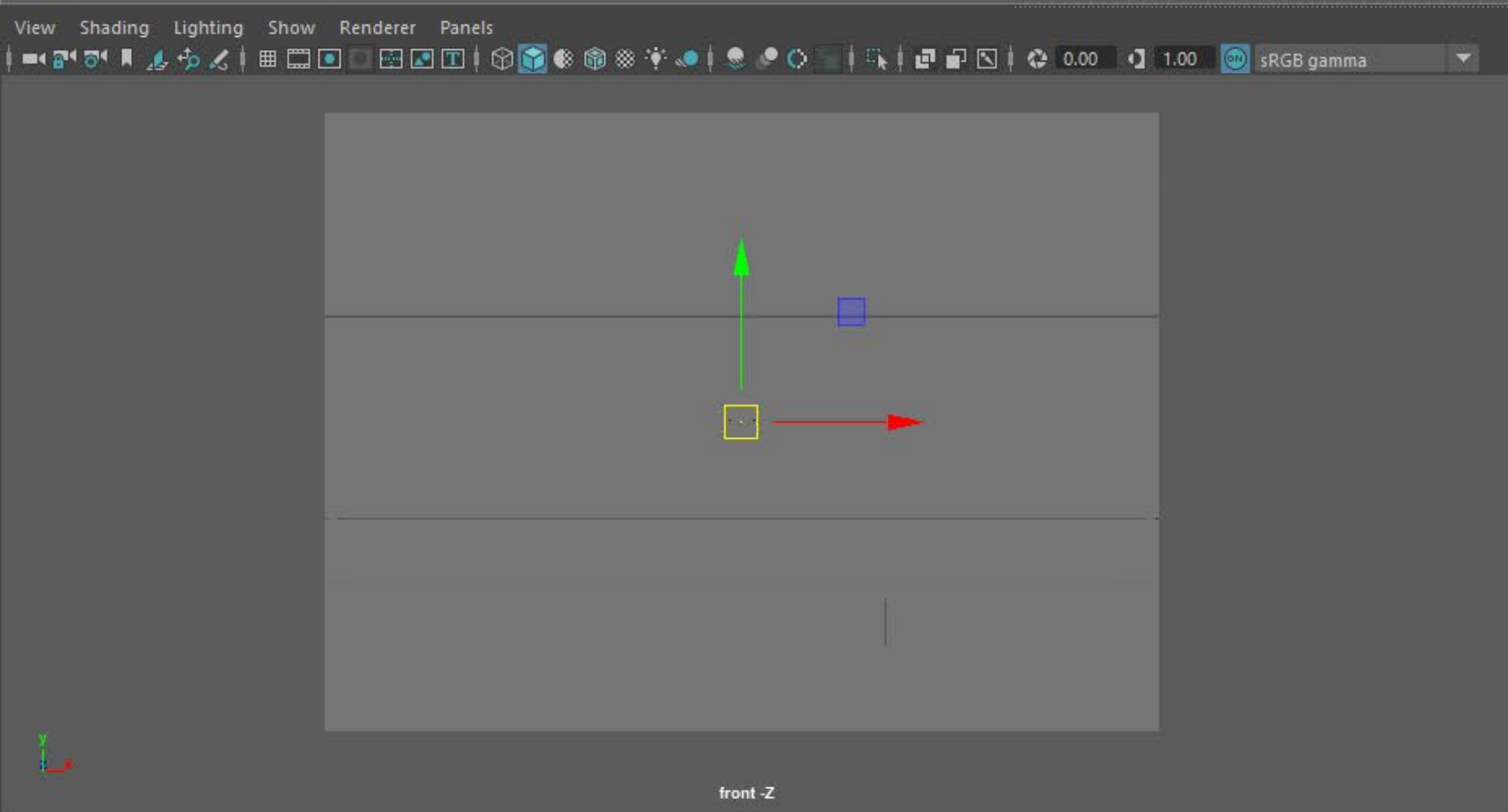
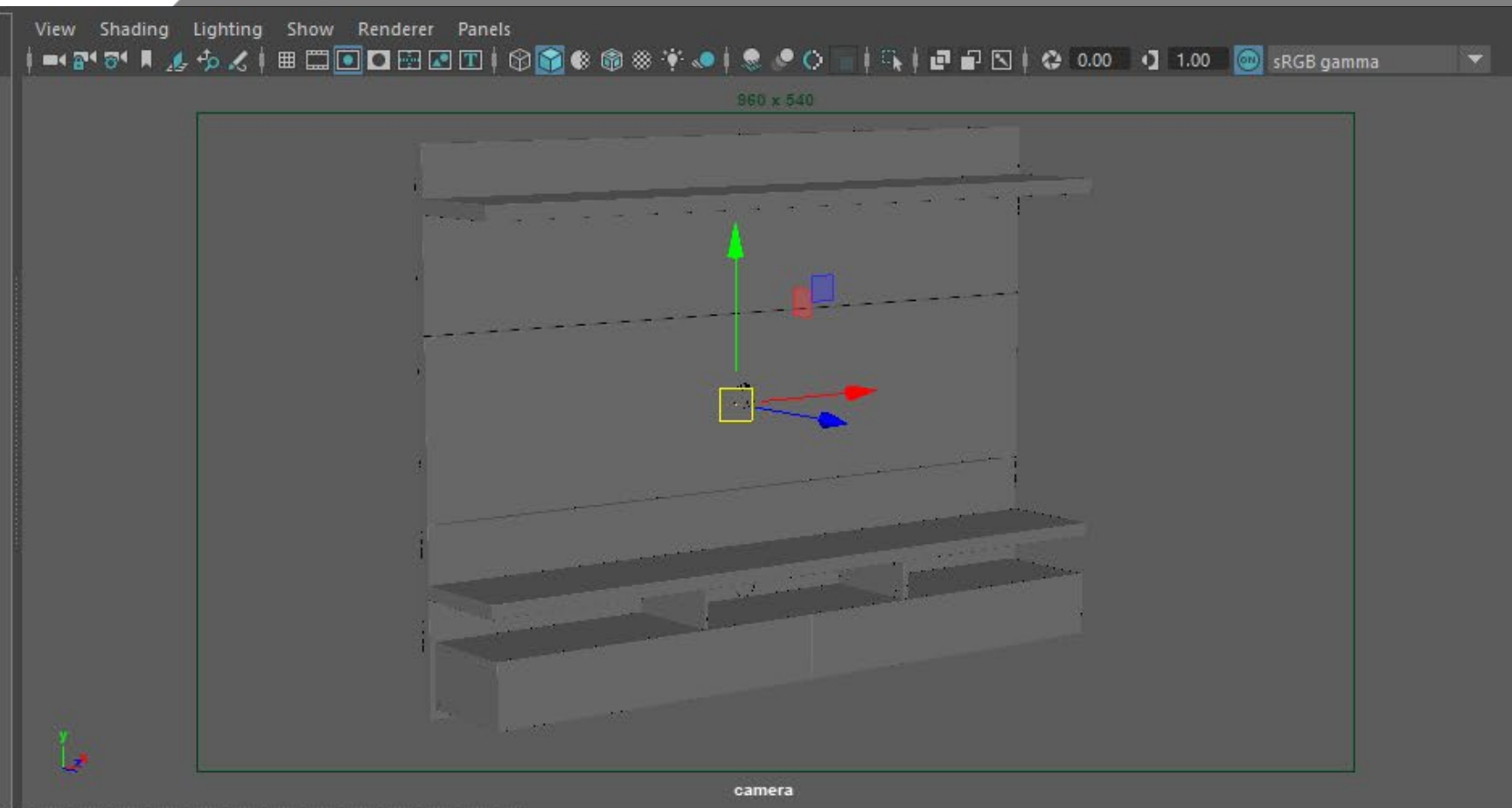
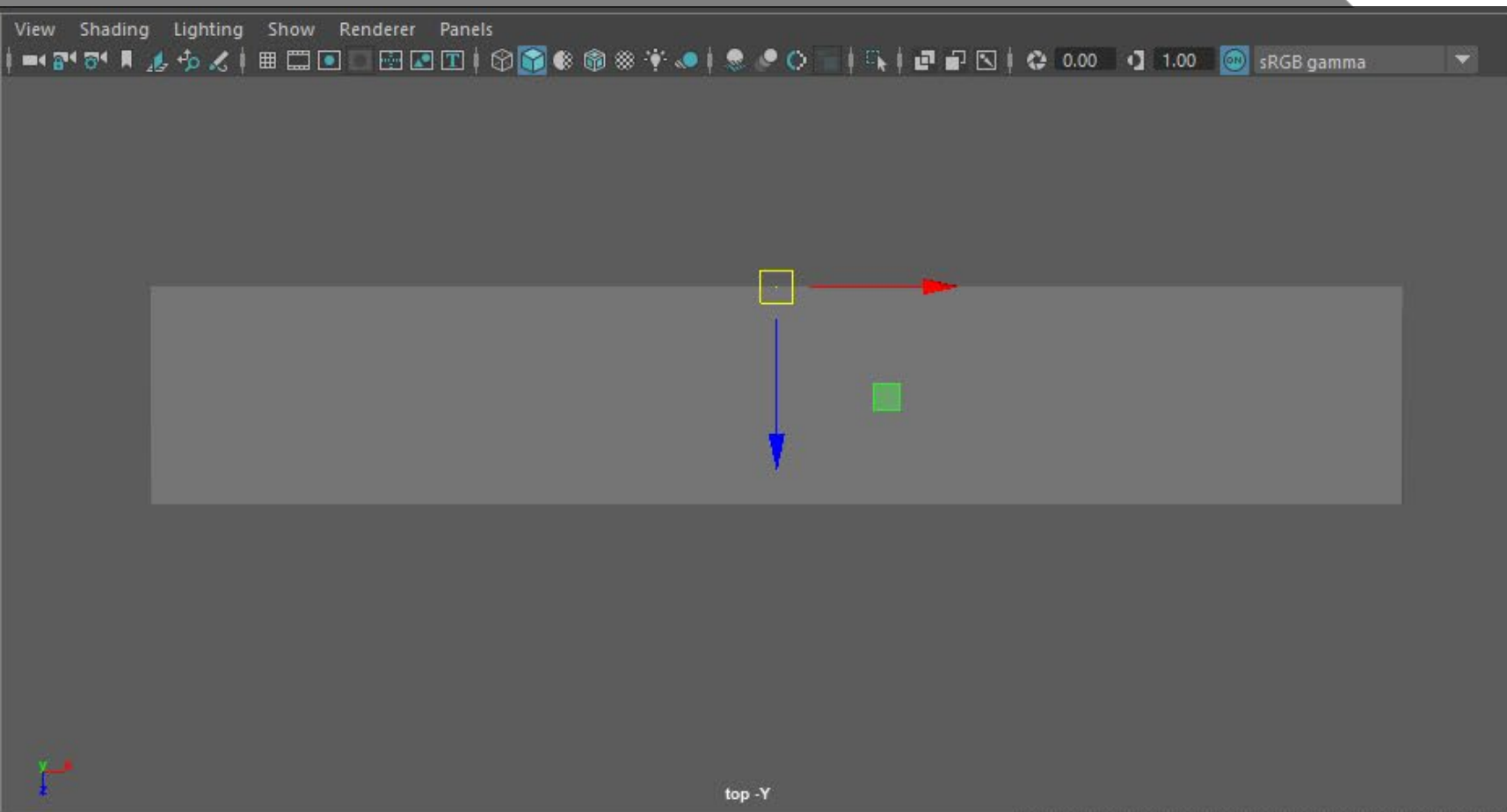
TV Stand



Viewport : Maya

Alignment : Wall

Front Z: longest side front Z



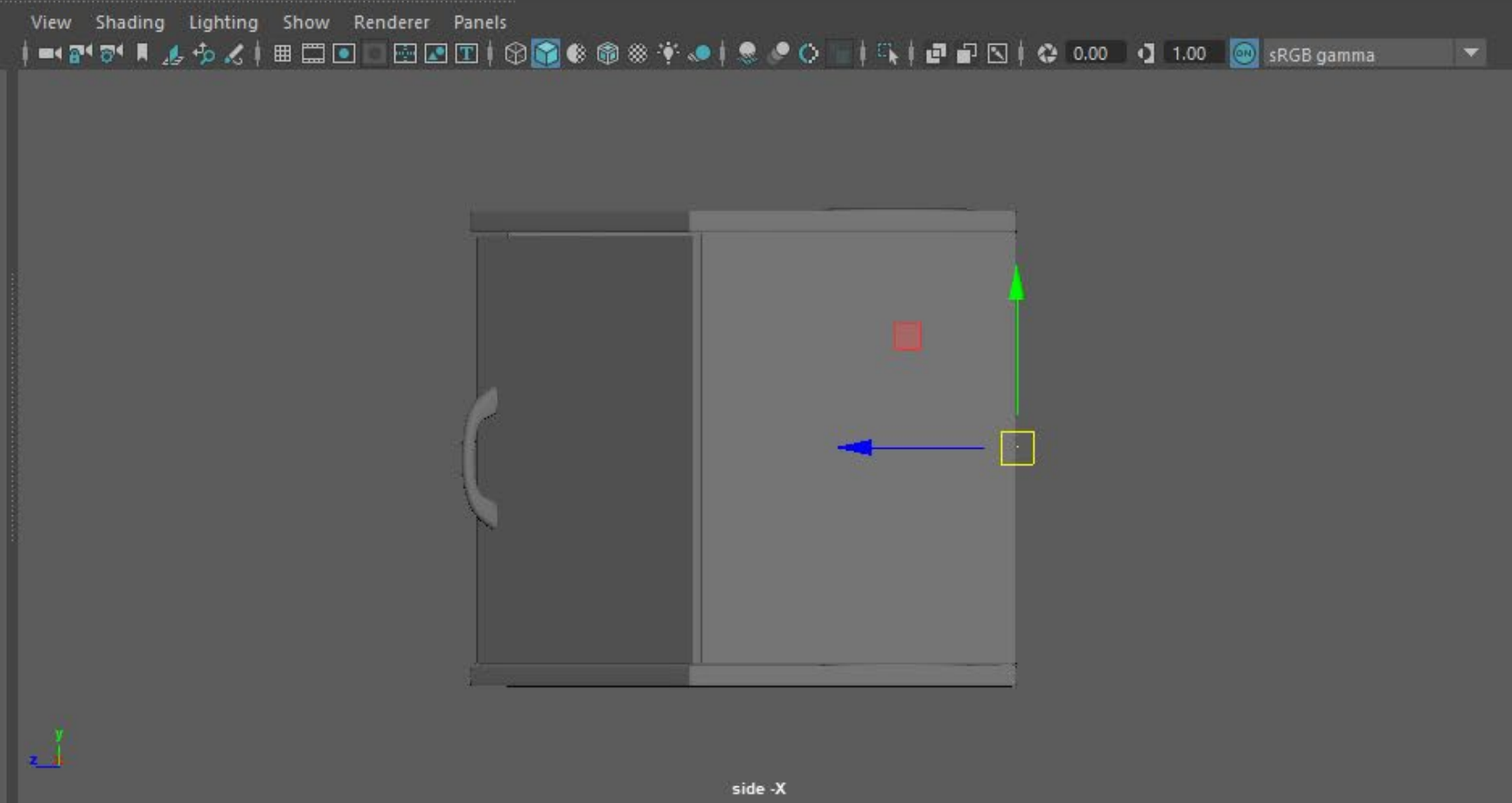
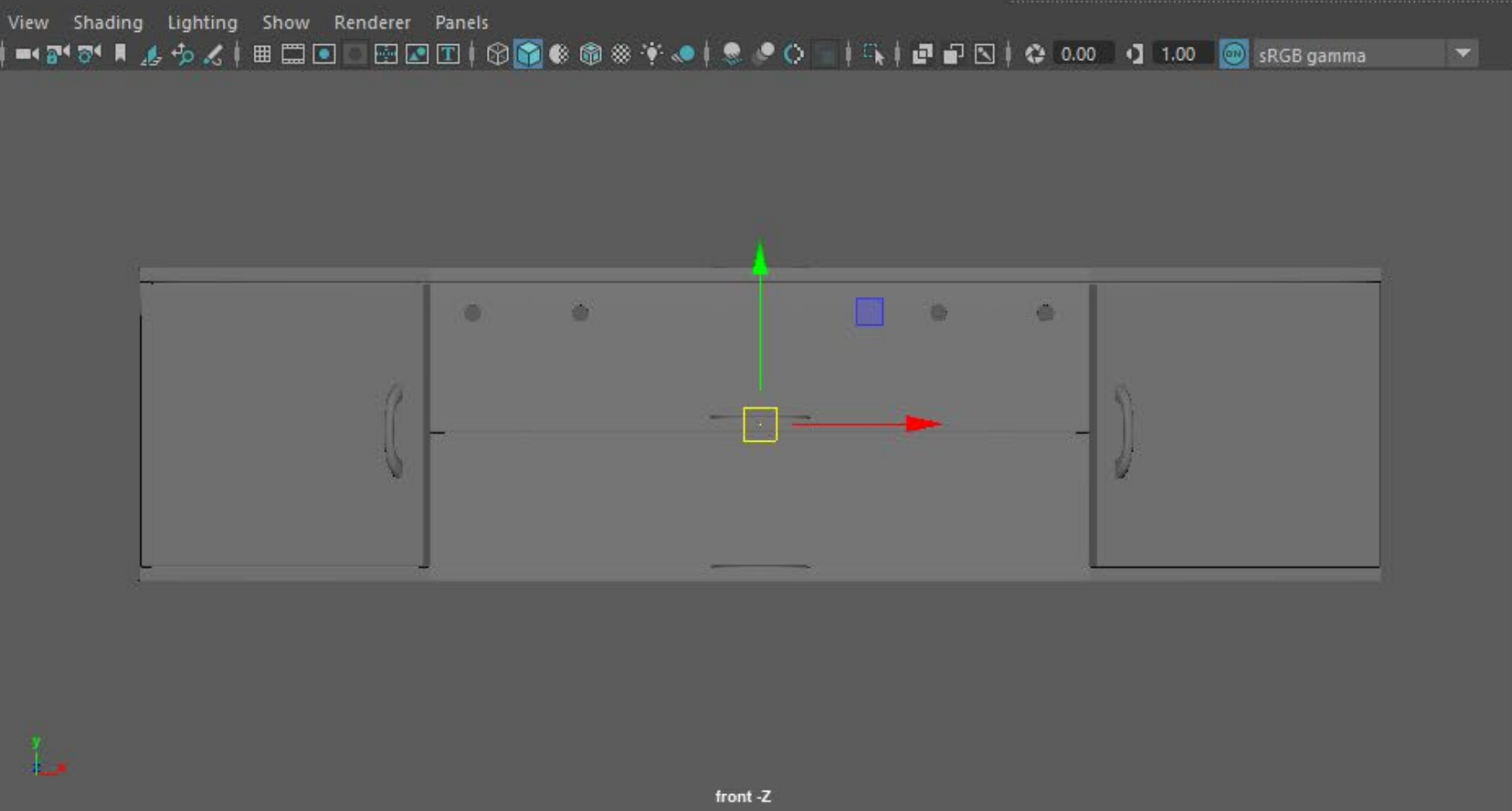
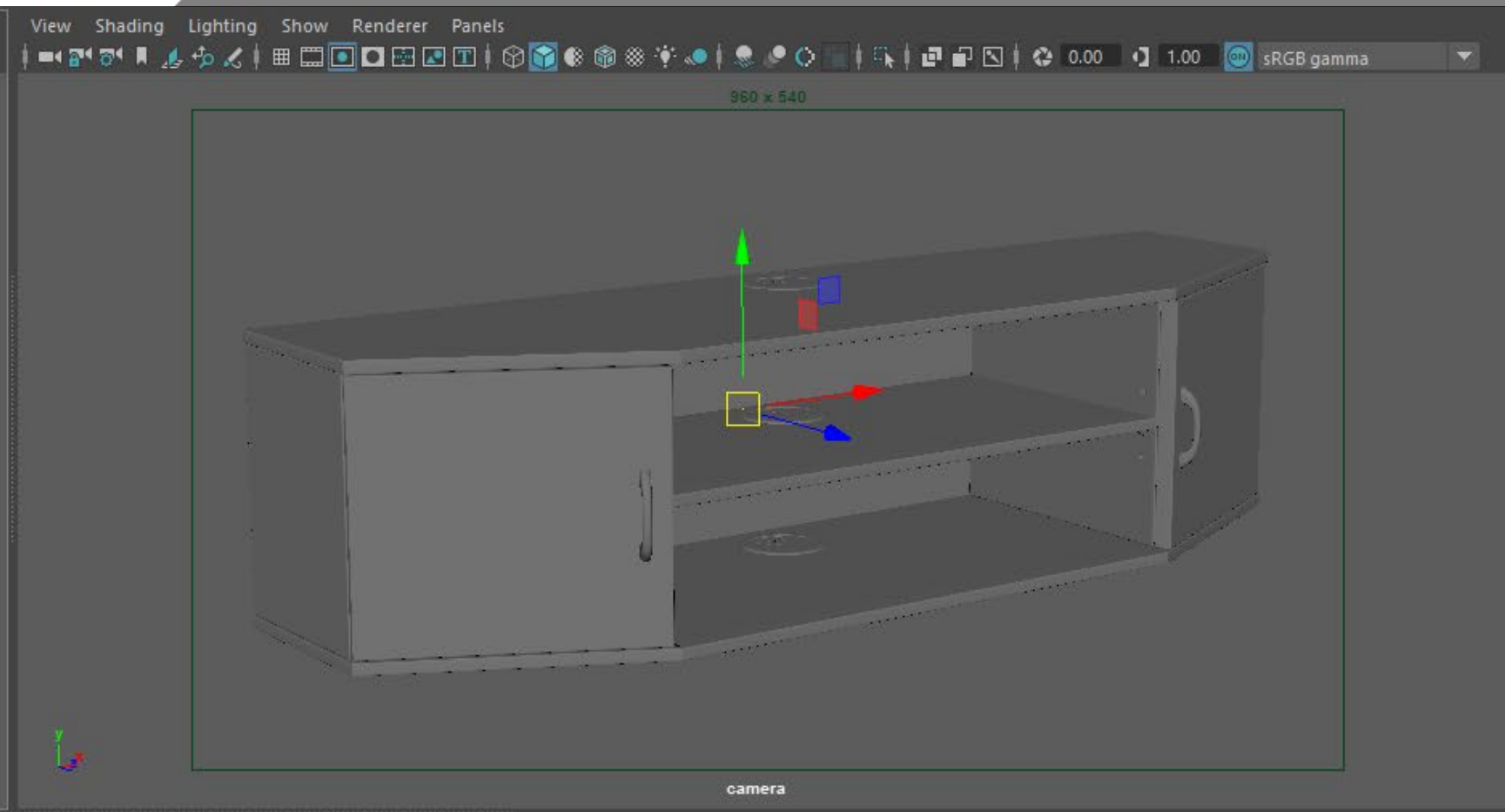
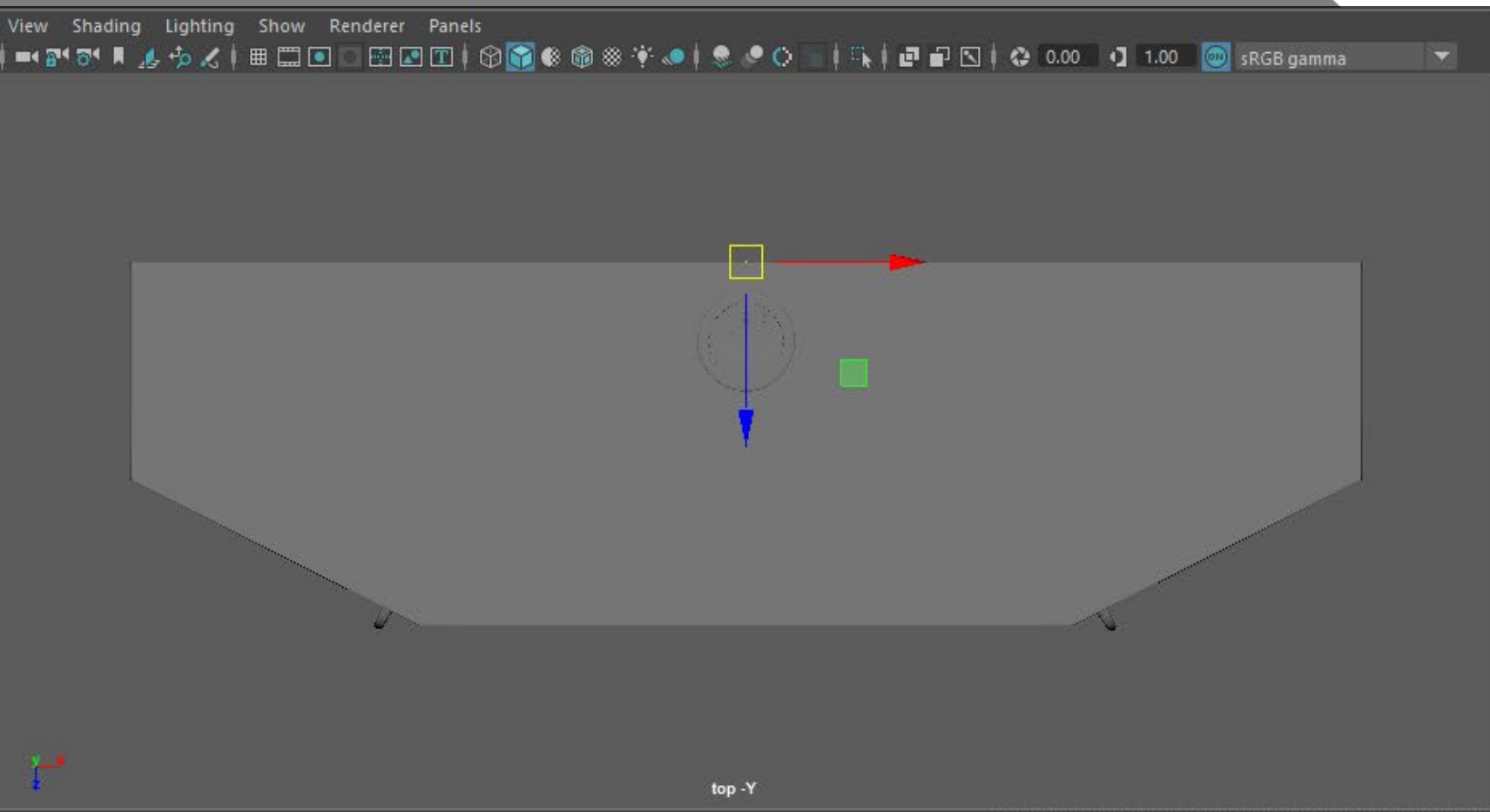
TV Stand



Viewport : Maya

Alignment : Wall

Front Z: drawers/openings towards front Z



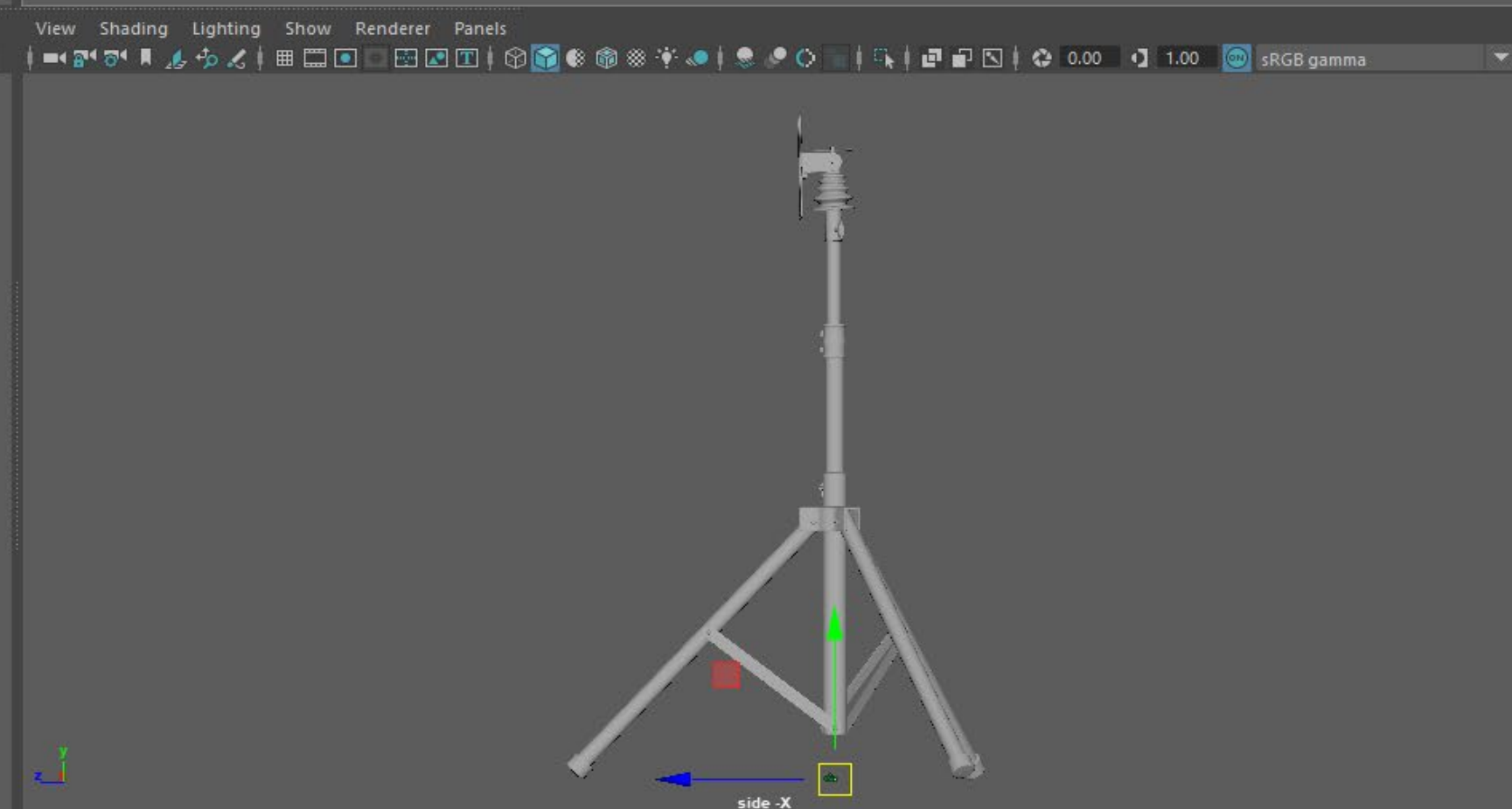
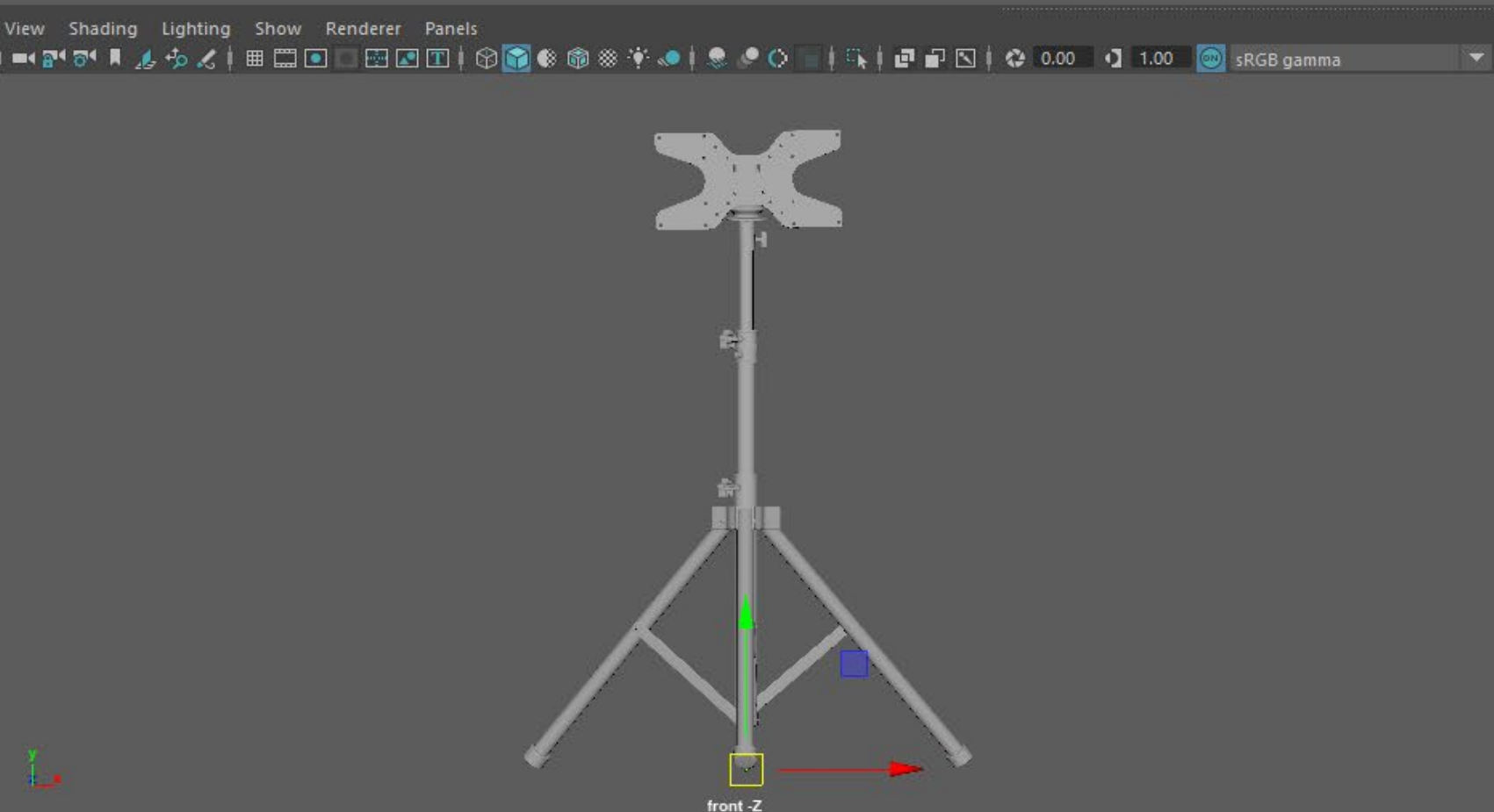
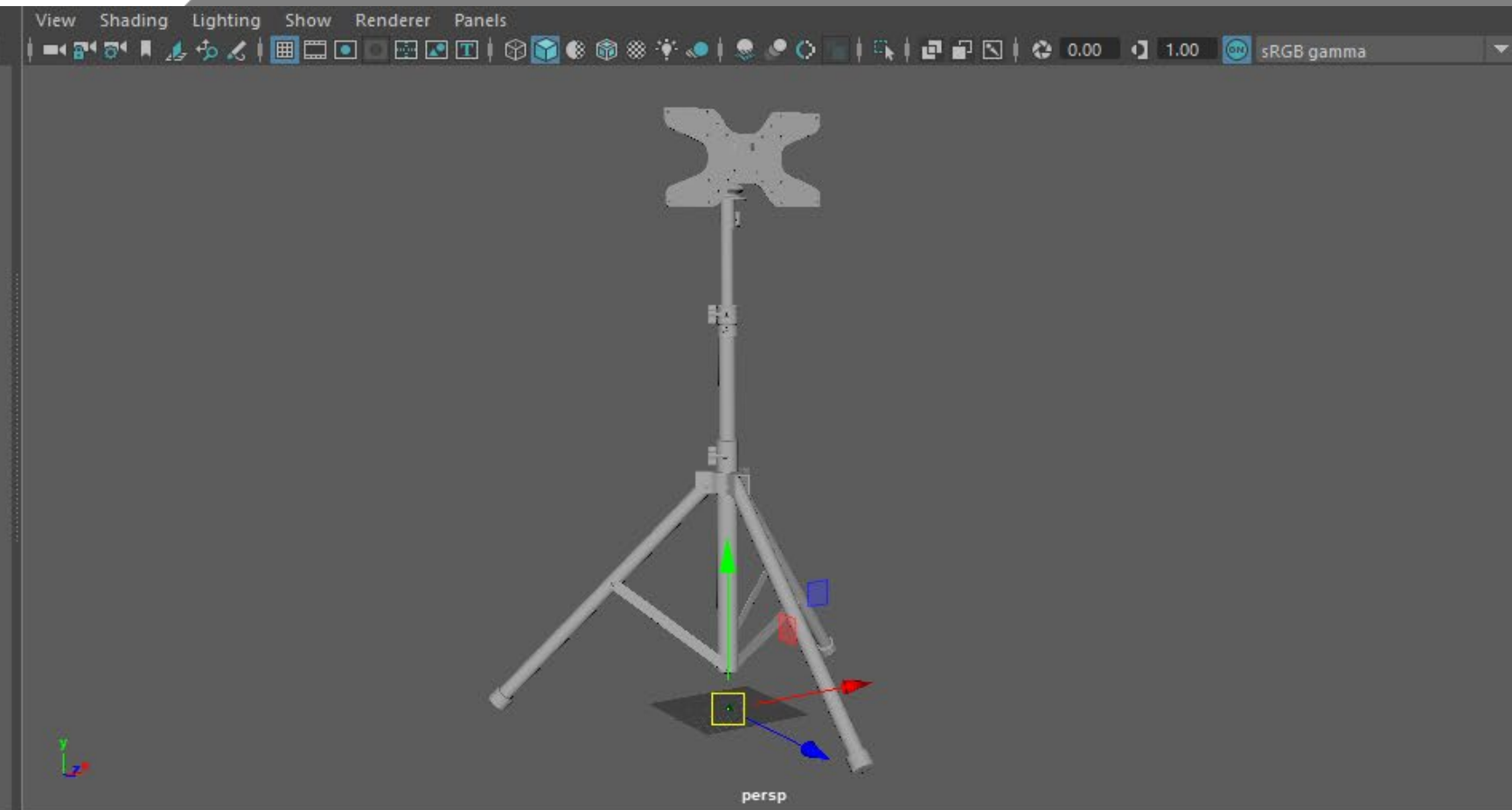
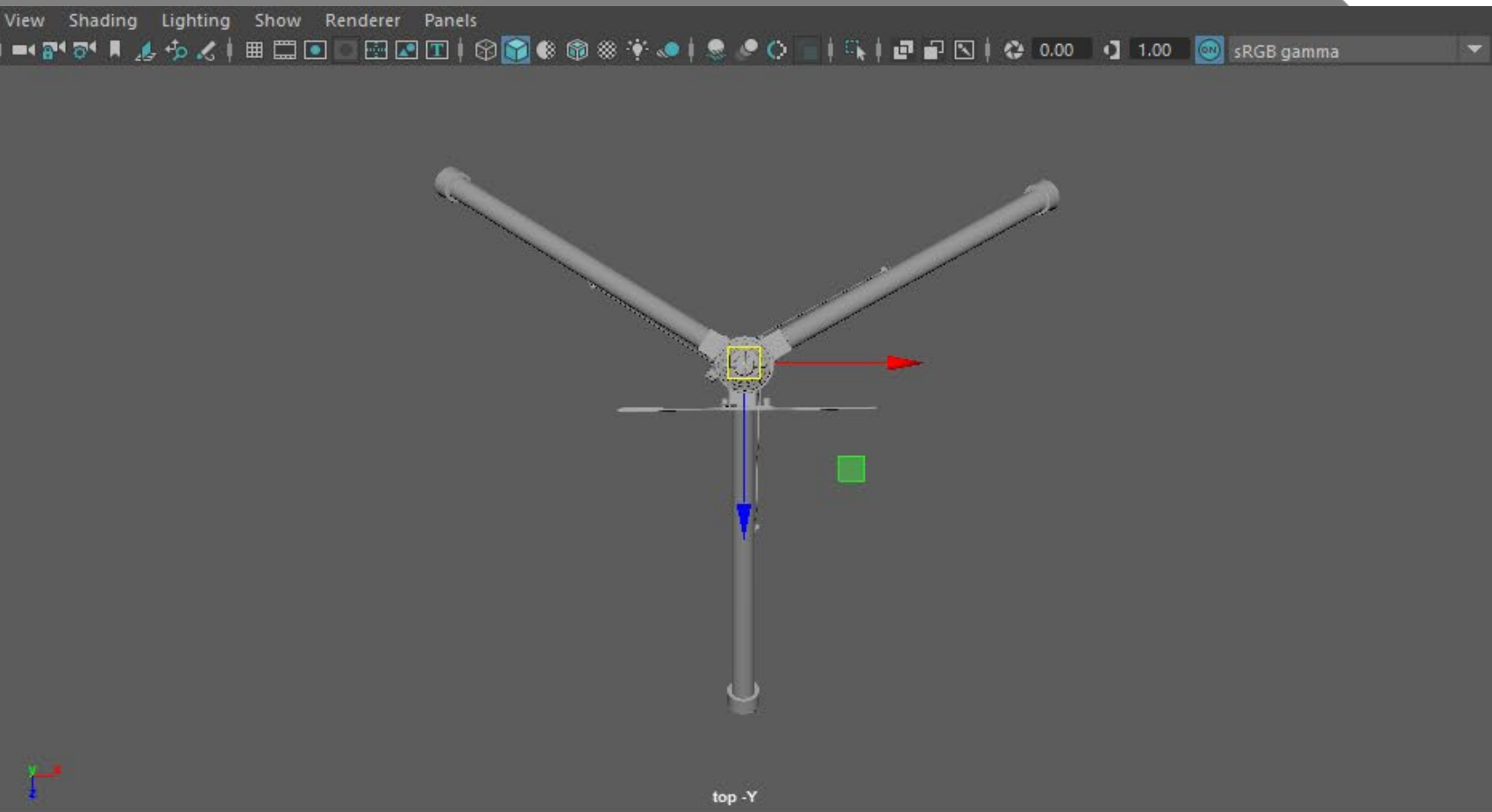
TV Stand



Viewport : Maya

Alignment : Floor

Front Z: Single leg towards front Z or opposite to front



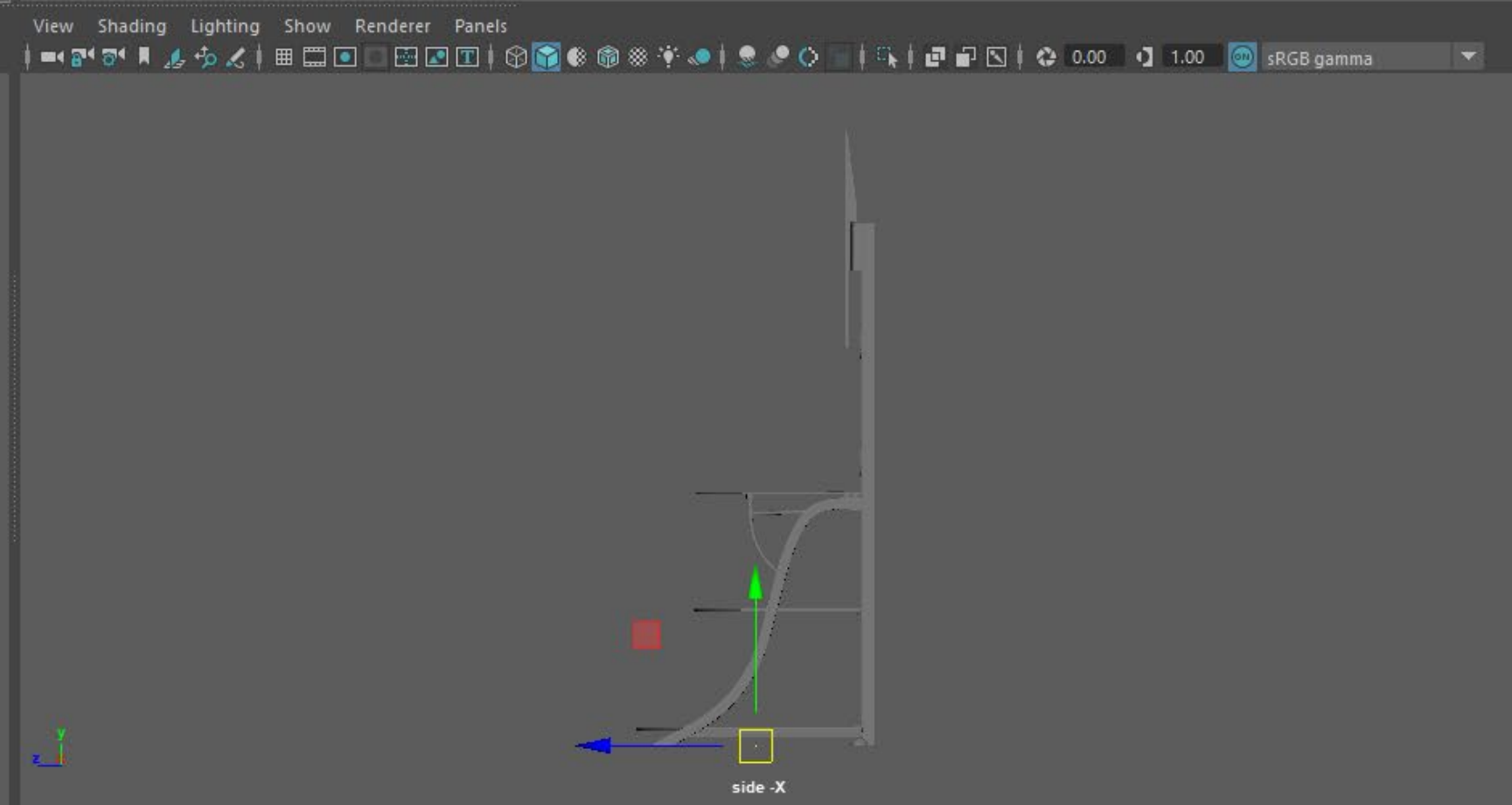
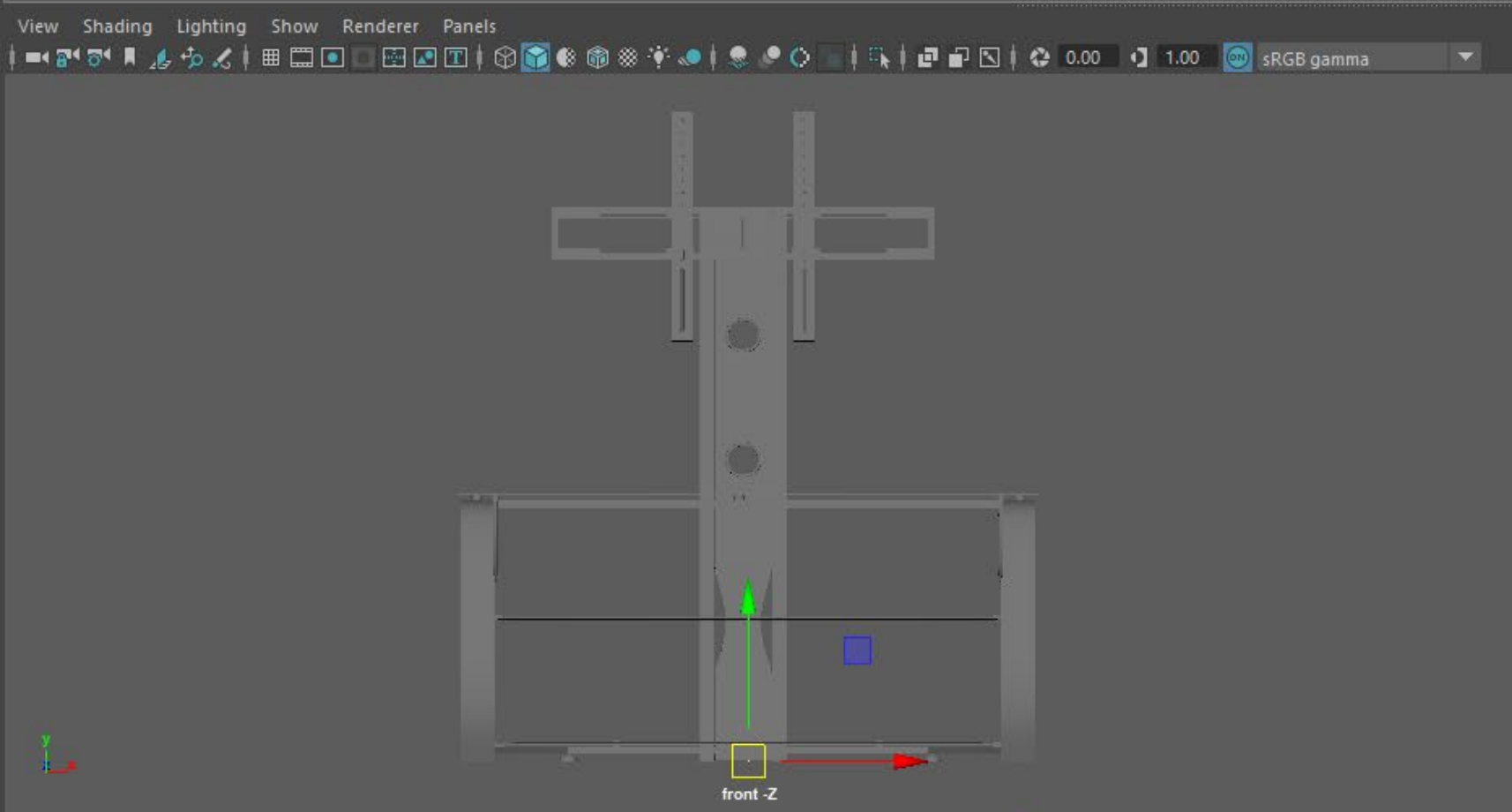
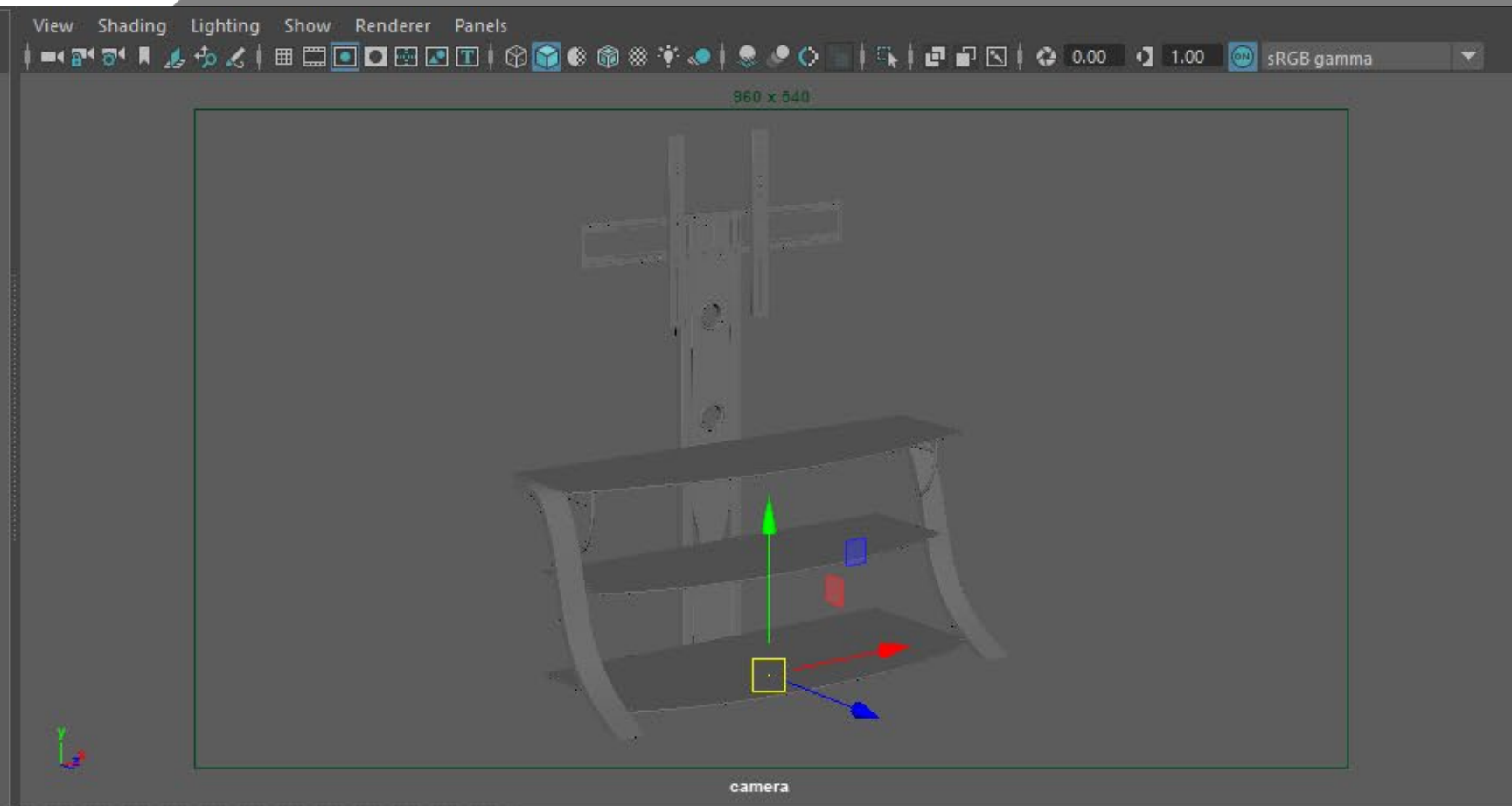
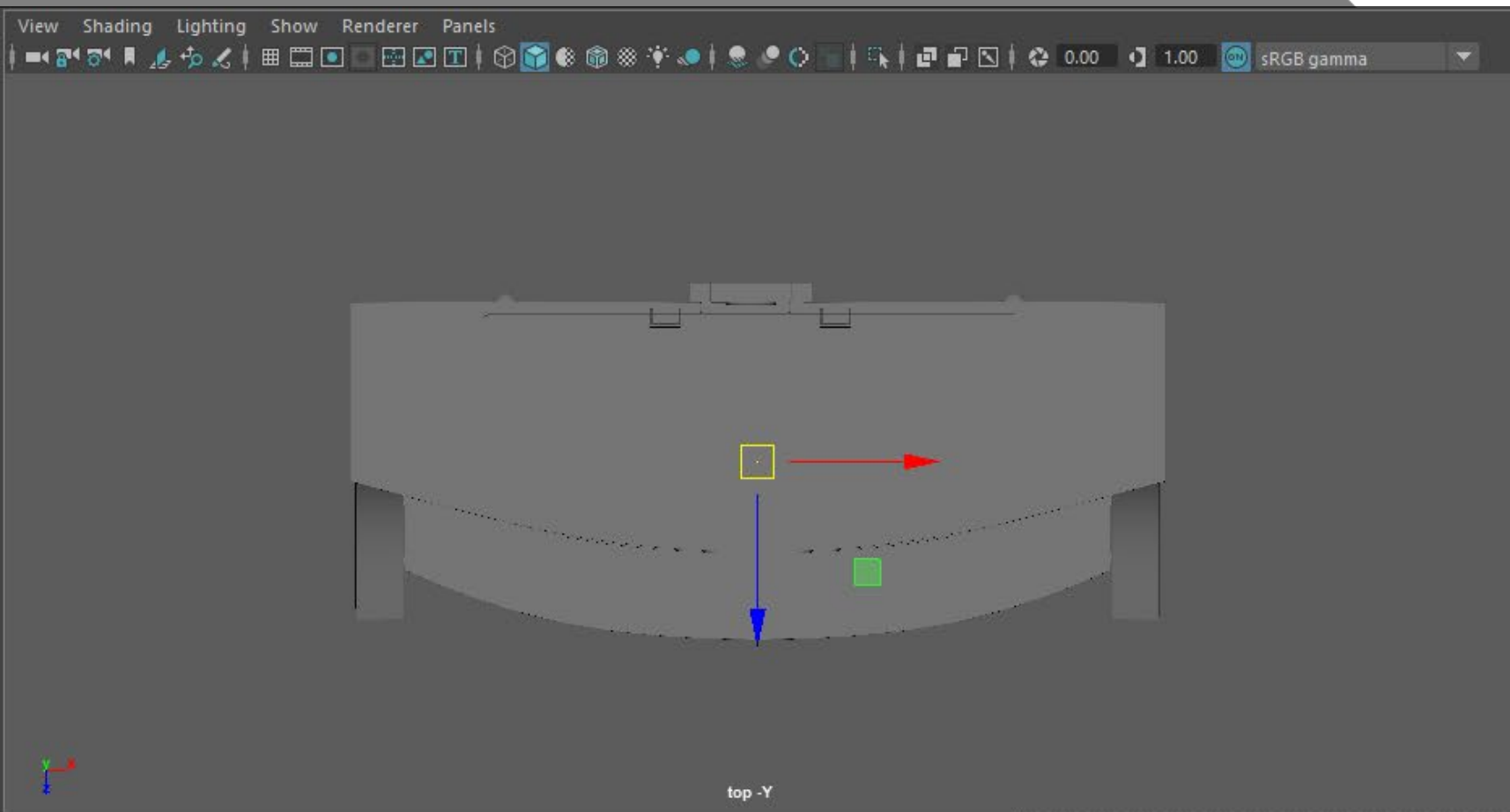
TV Stand



Viewport : Maya

Alignment : Floor

Front Z: longest side front Z



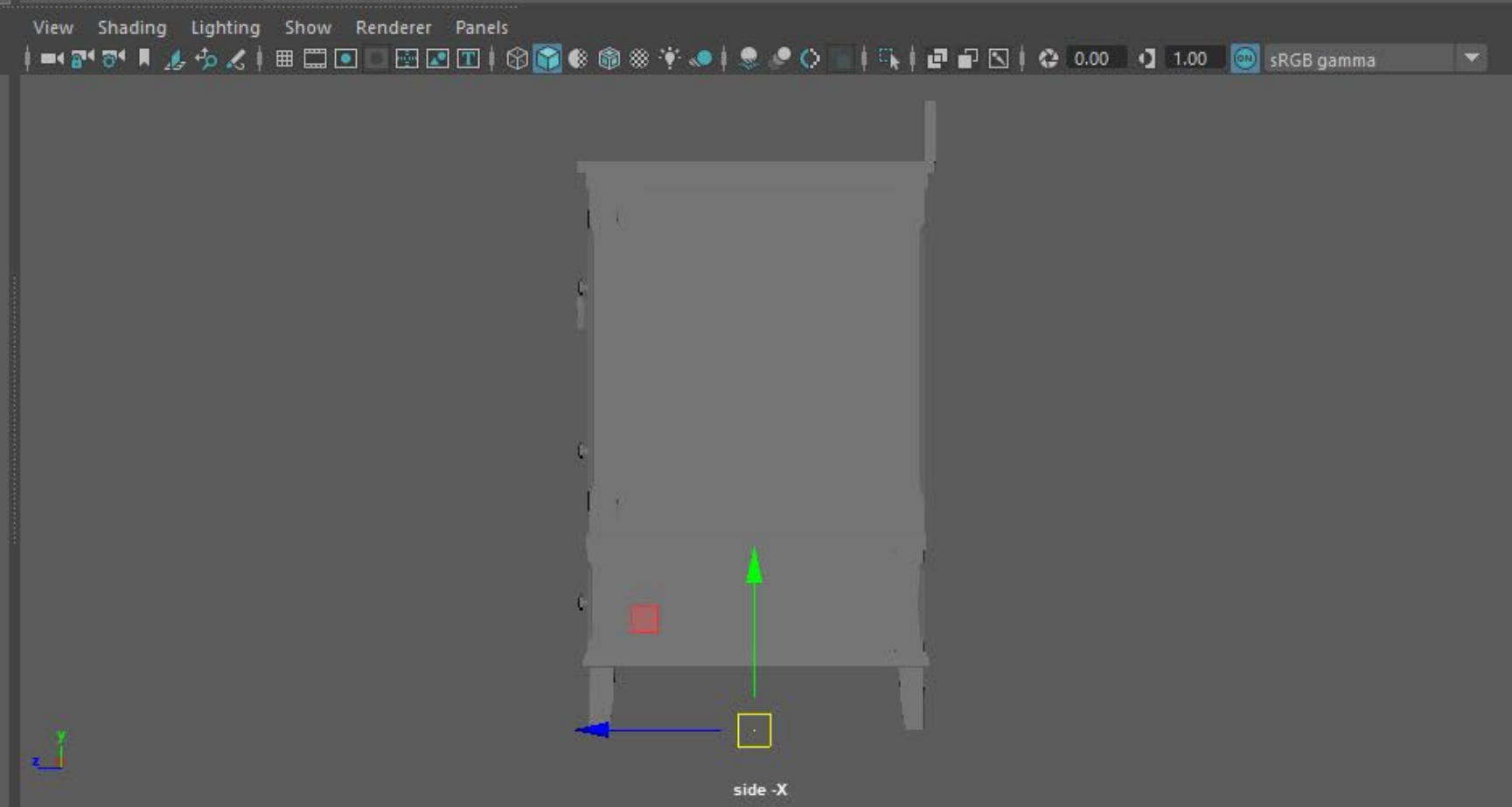
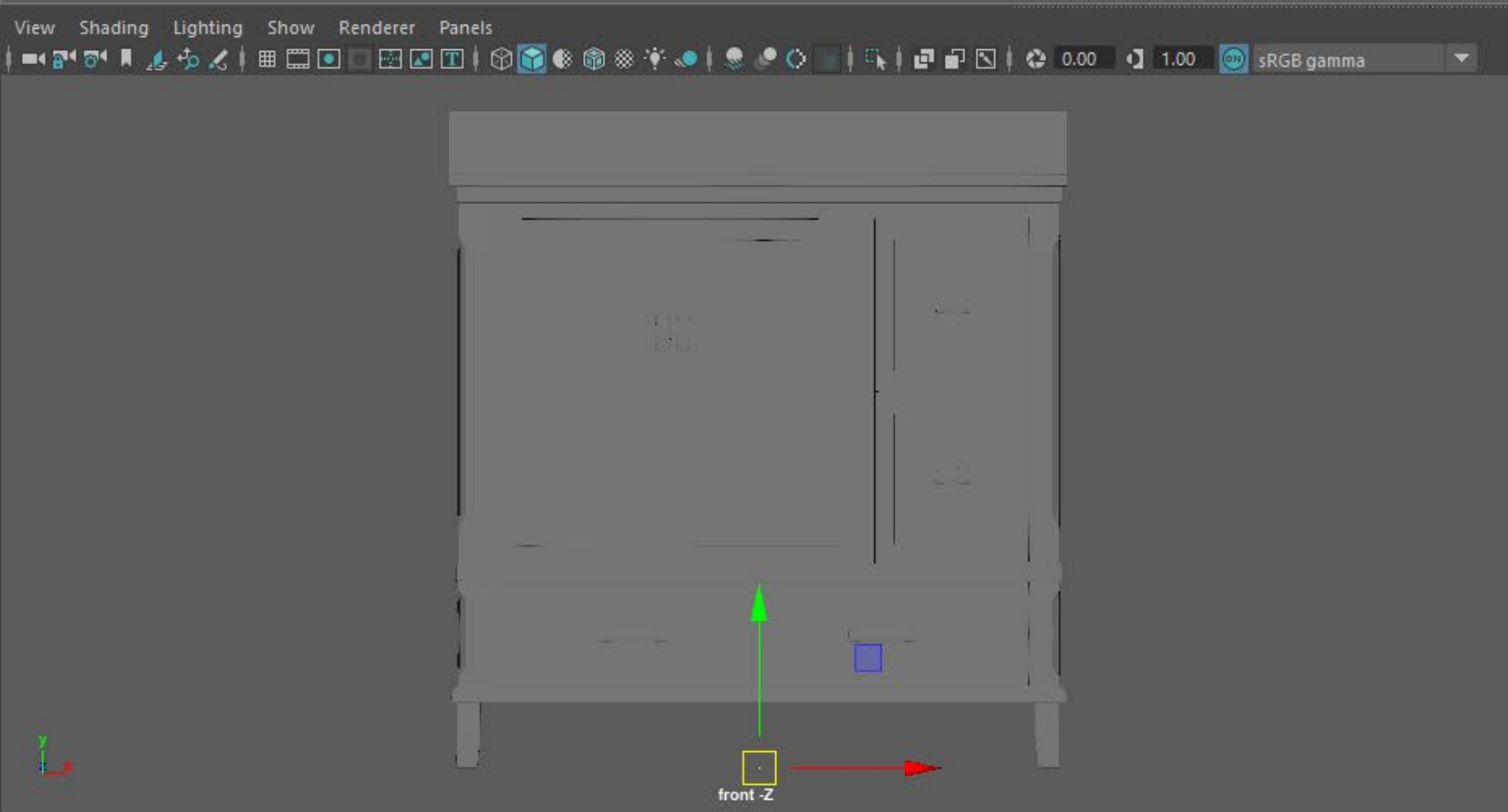
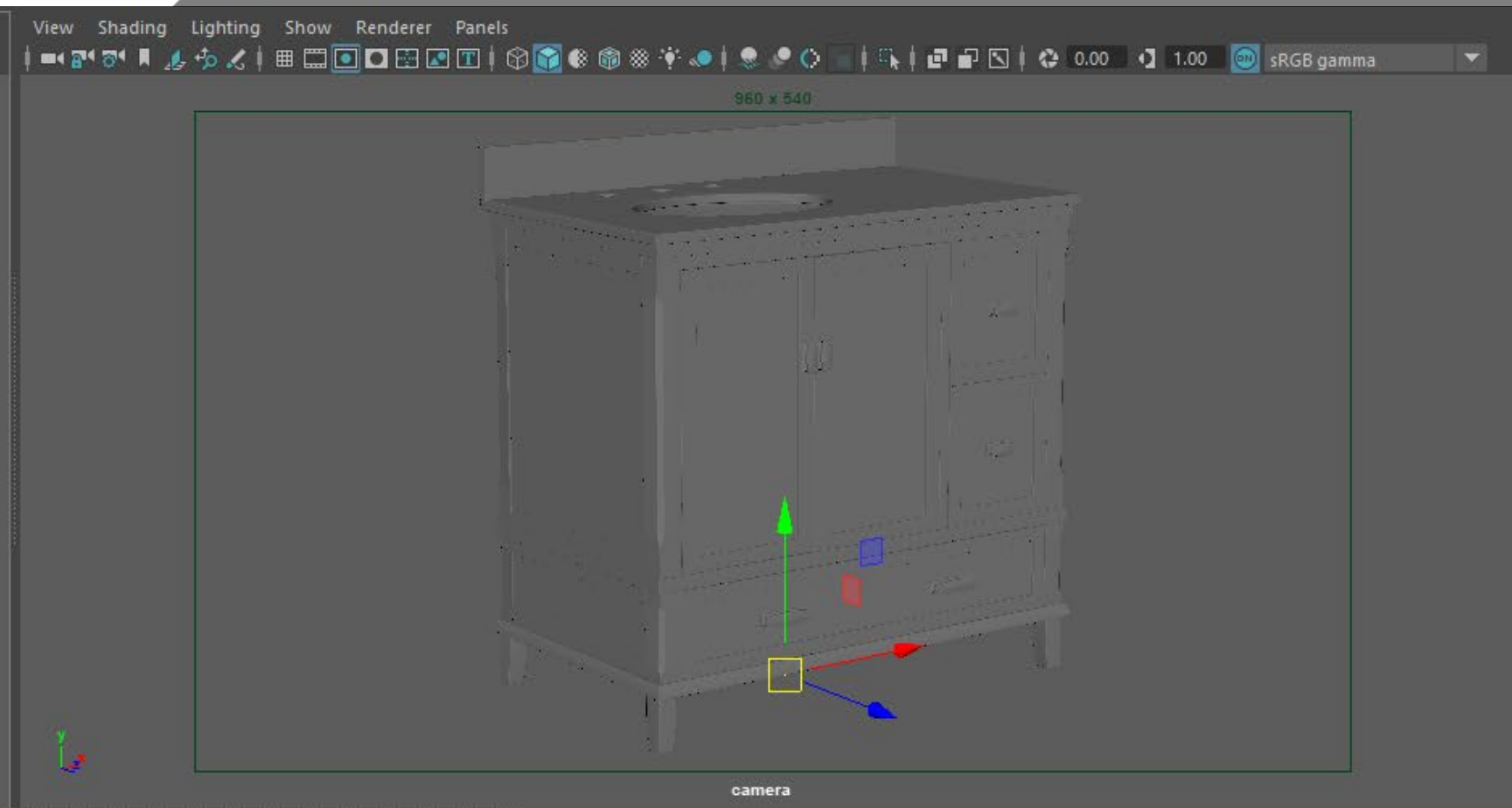
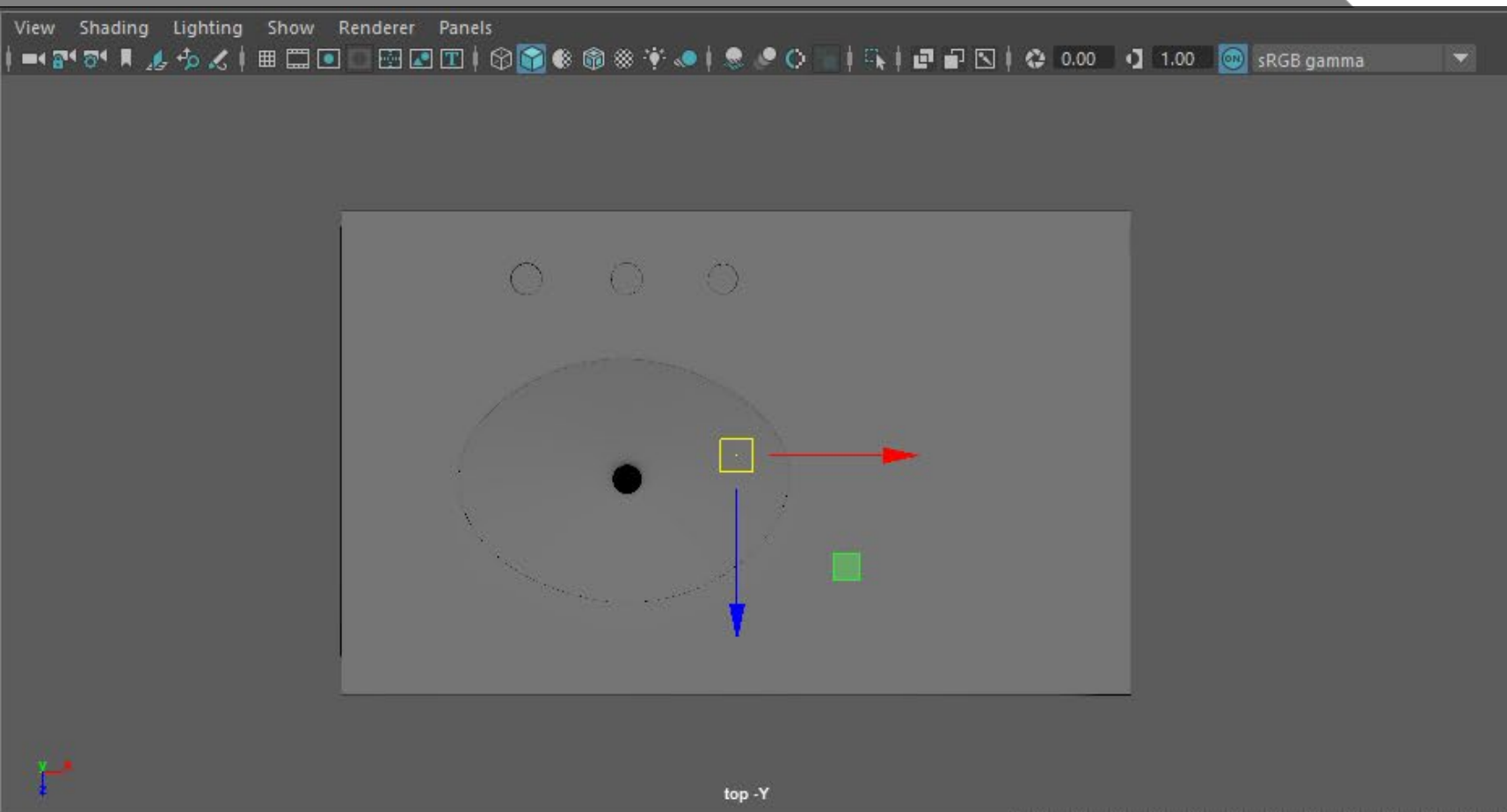
Washbasin



Viewport : Maya

Alignment : Floor

Front Z: drawers/openings towards front Z



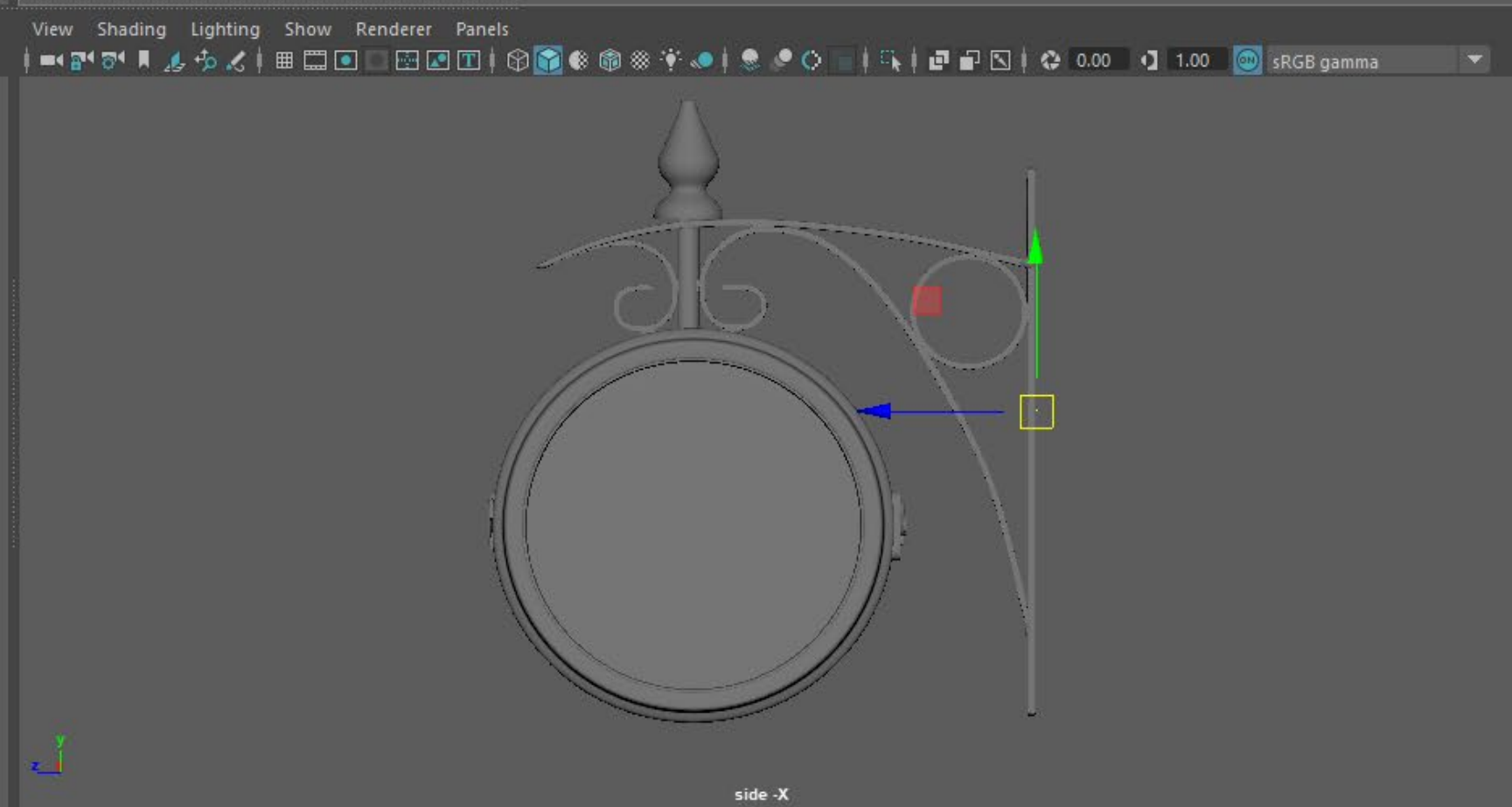
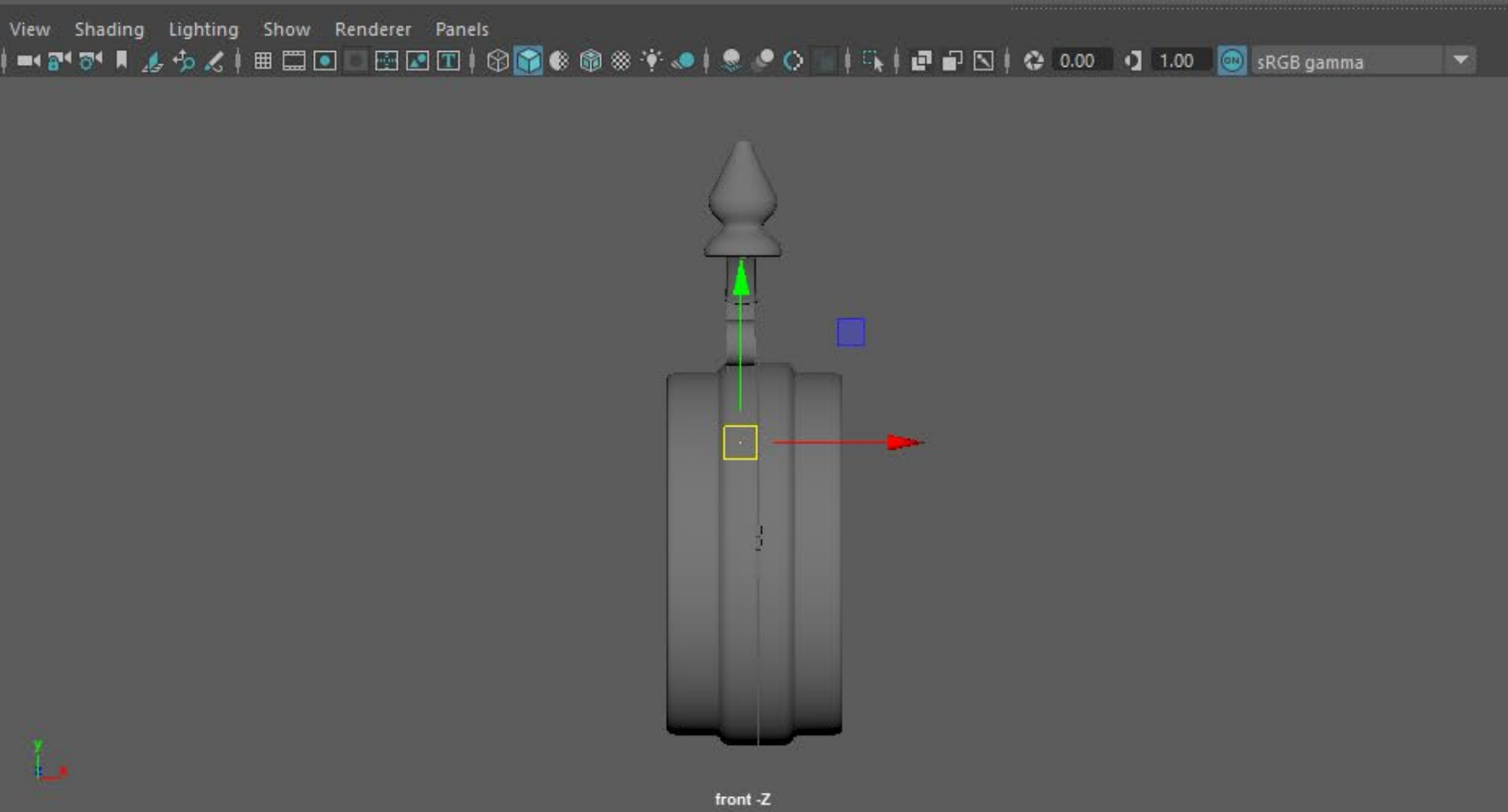
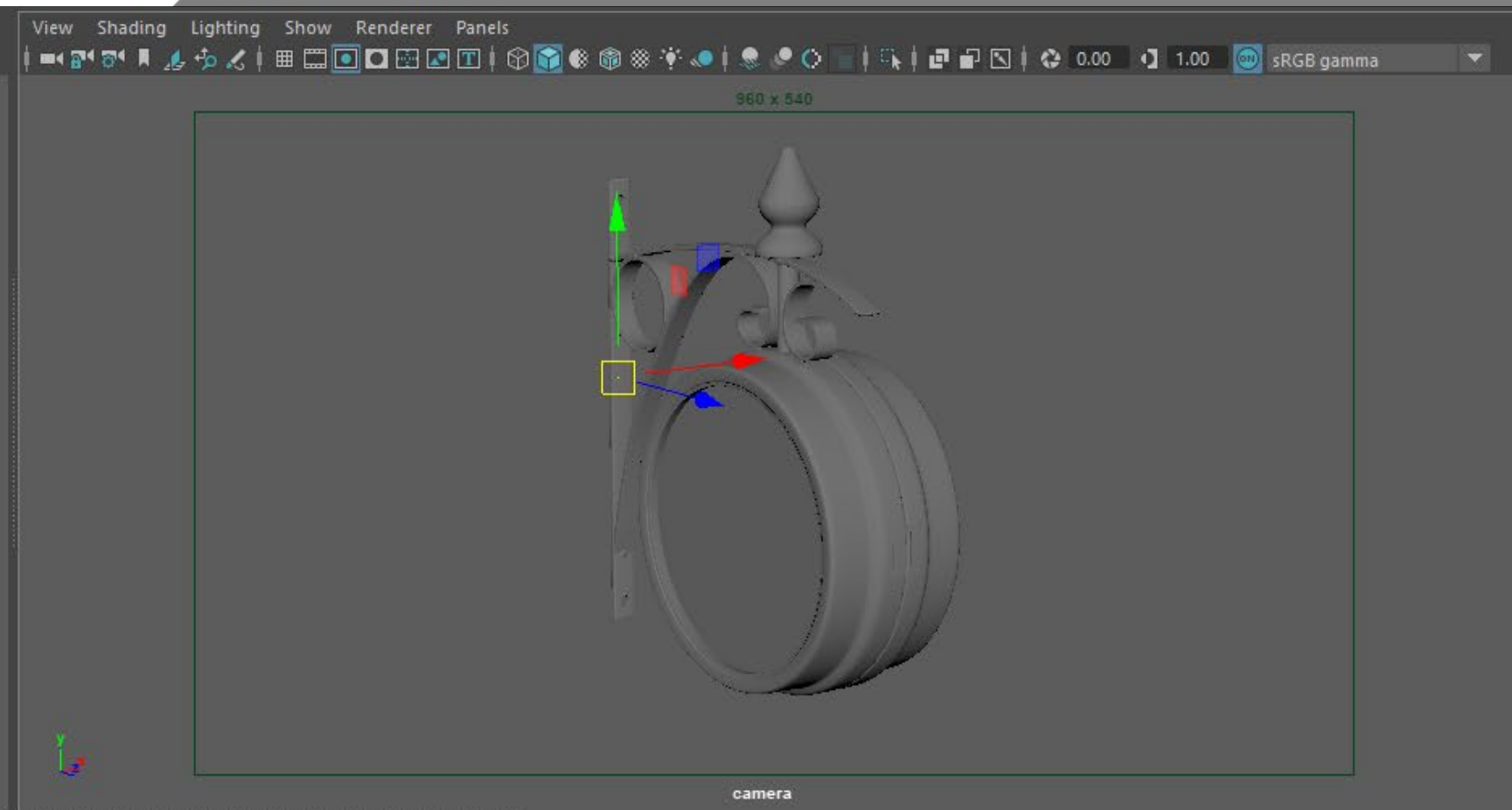
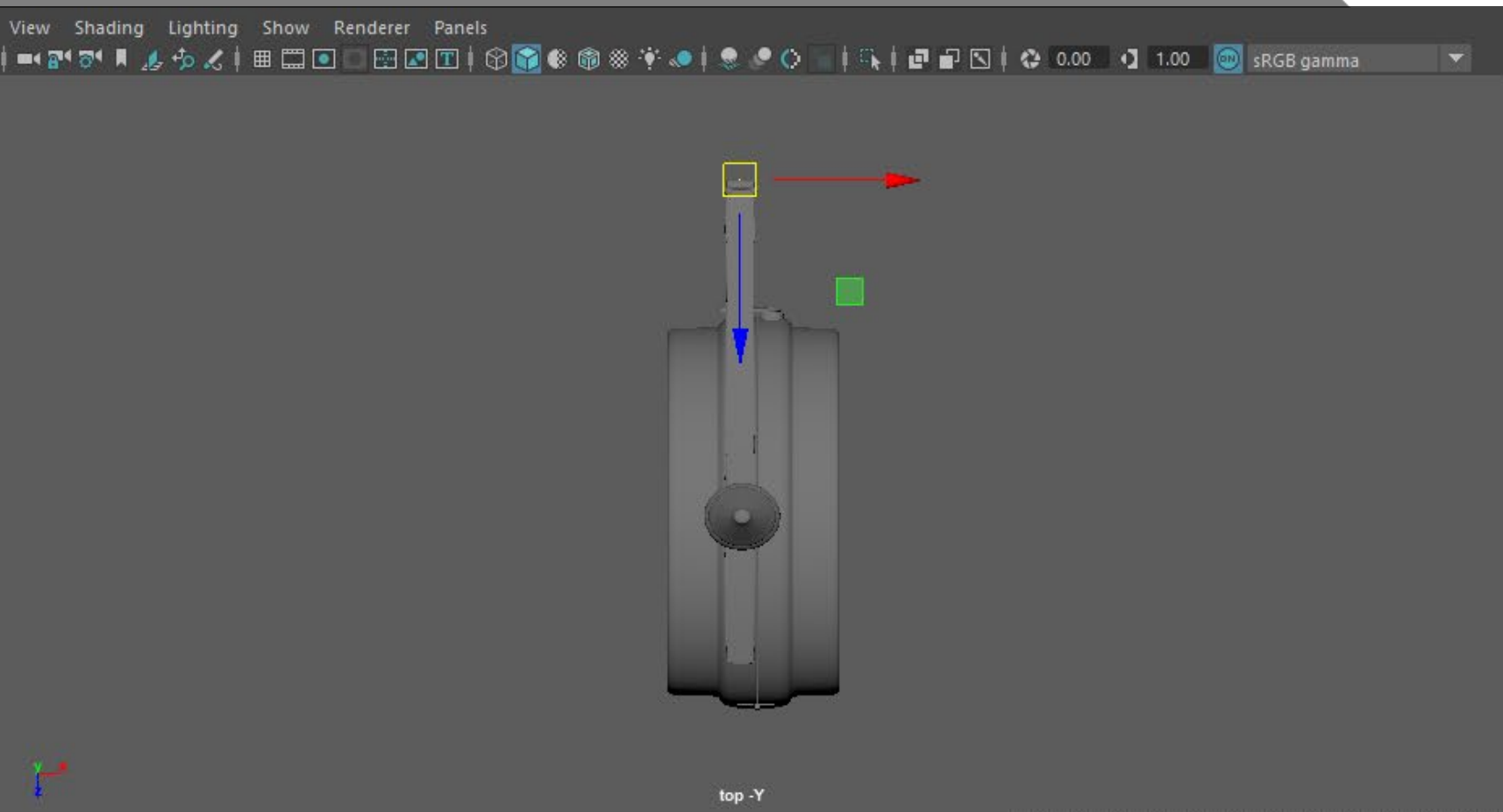
Wall Clock



Viewport : Maya

Alignment : Wall

Front Z: arc coming forward towards front Z



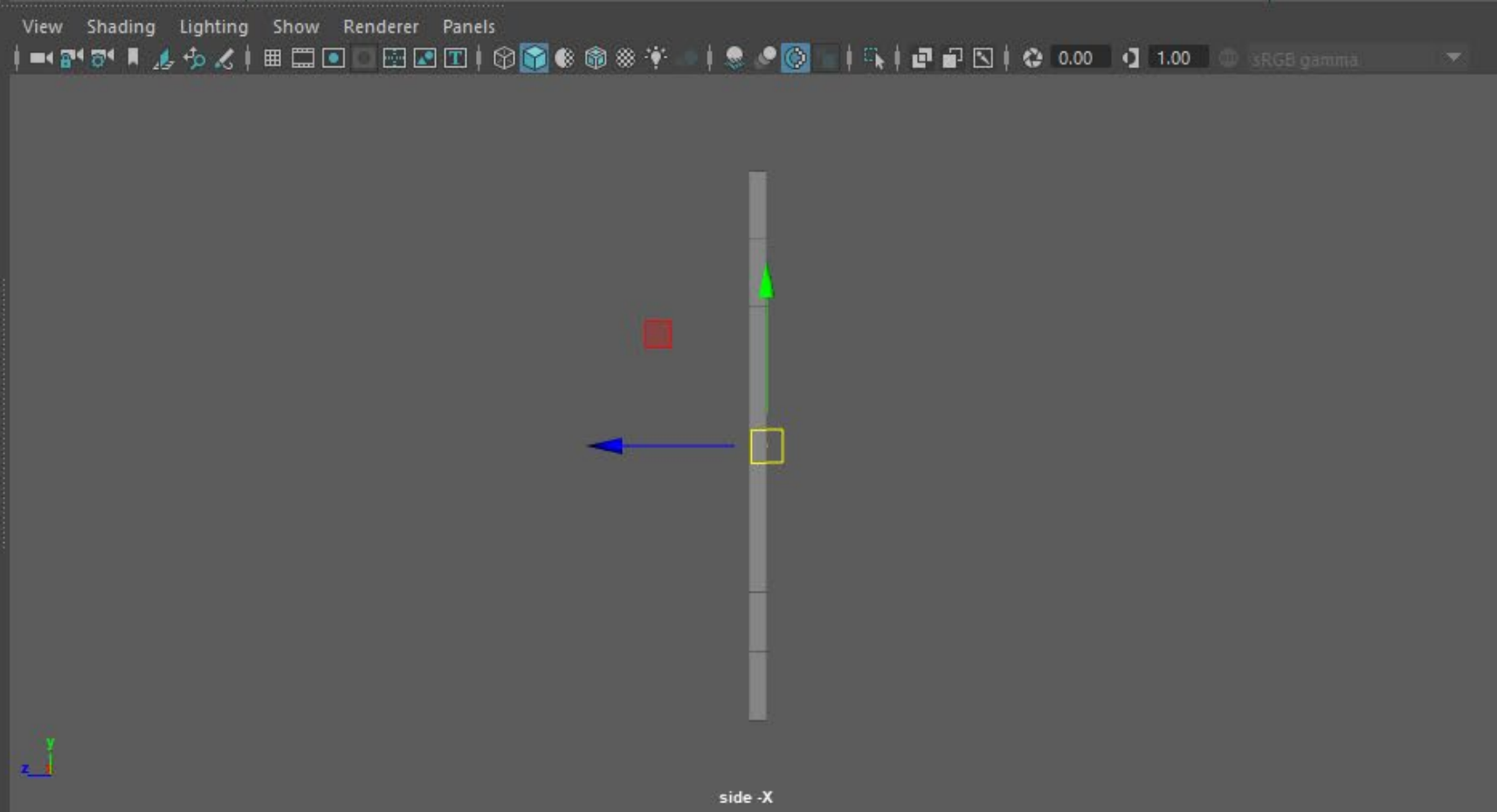
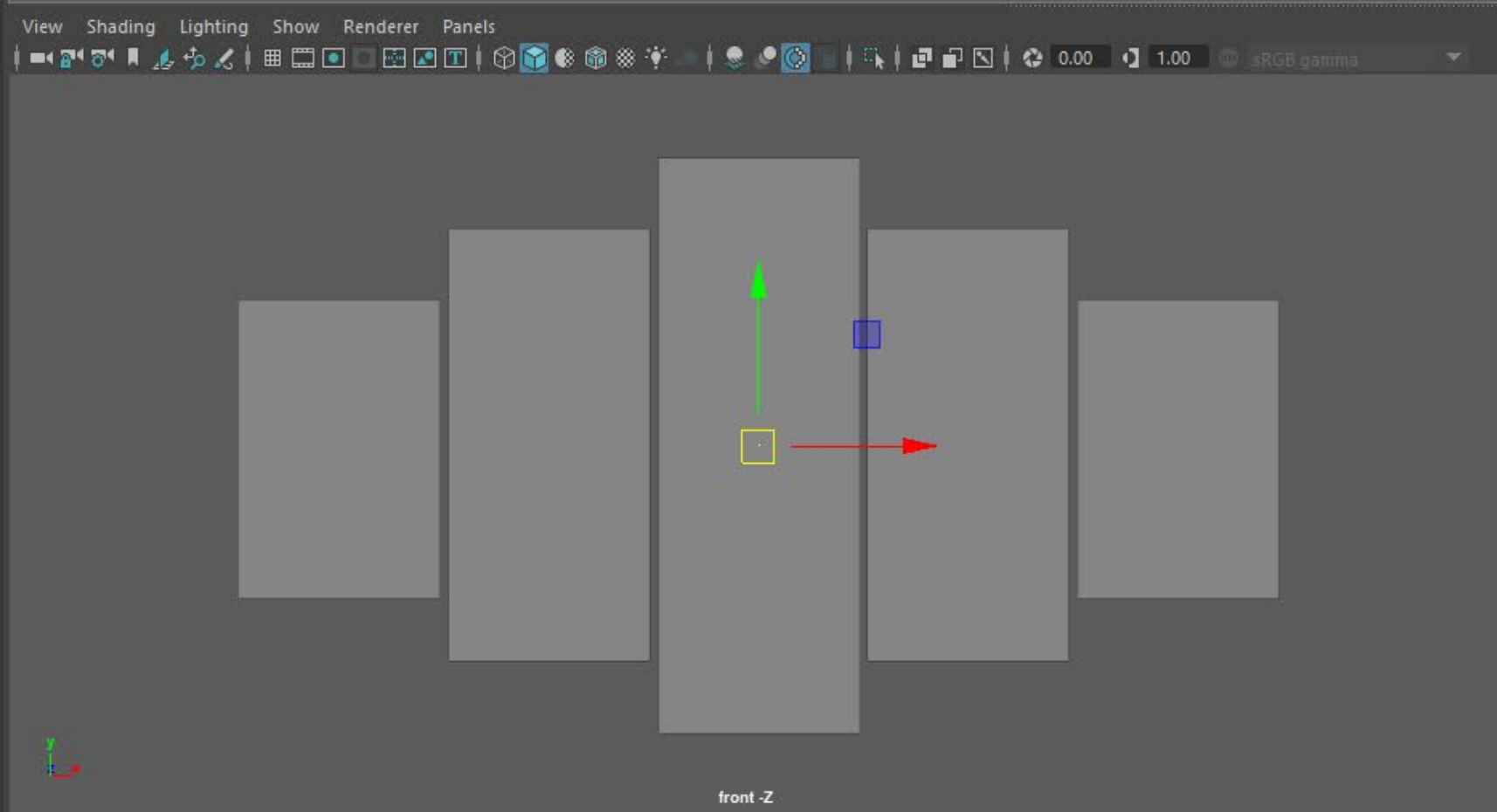
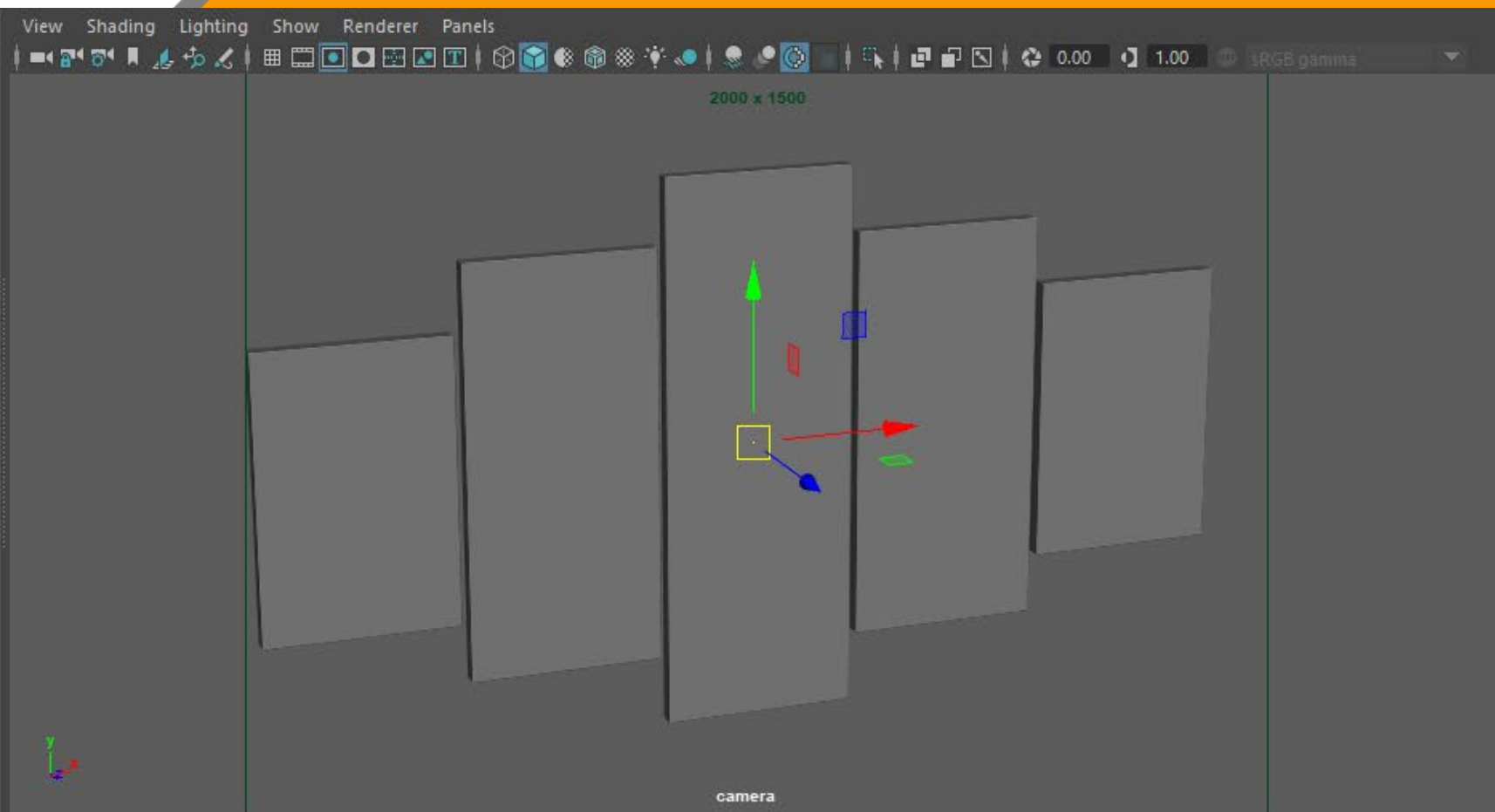
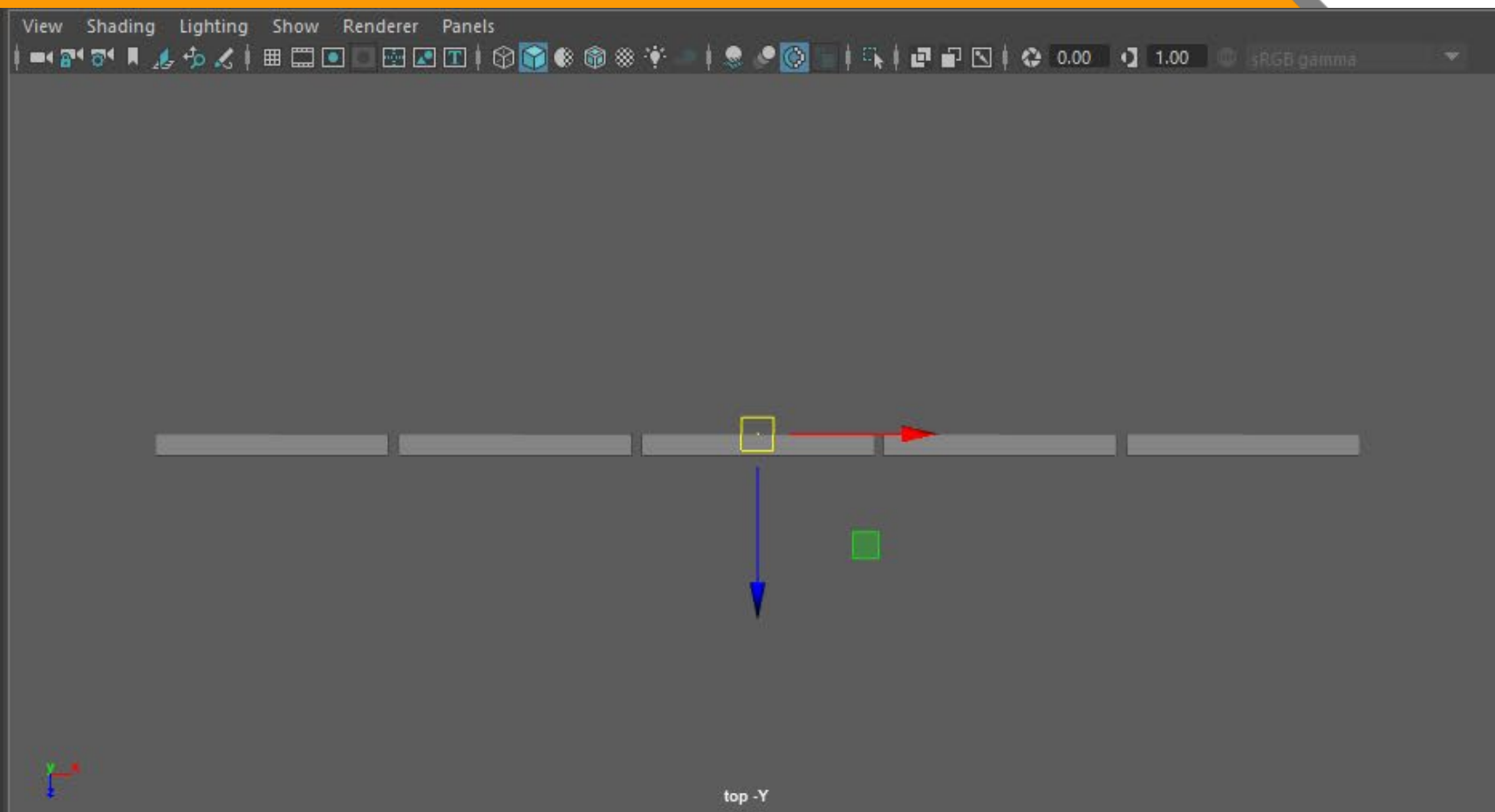
Wall Art



Viewport : Maya

Alignment : Wall

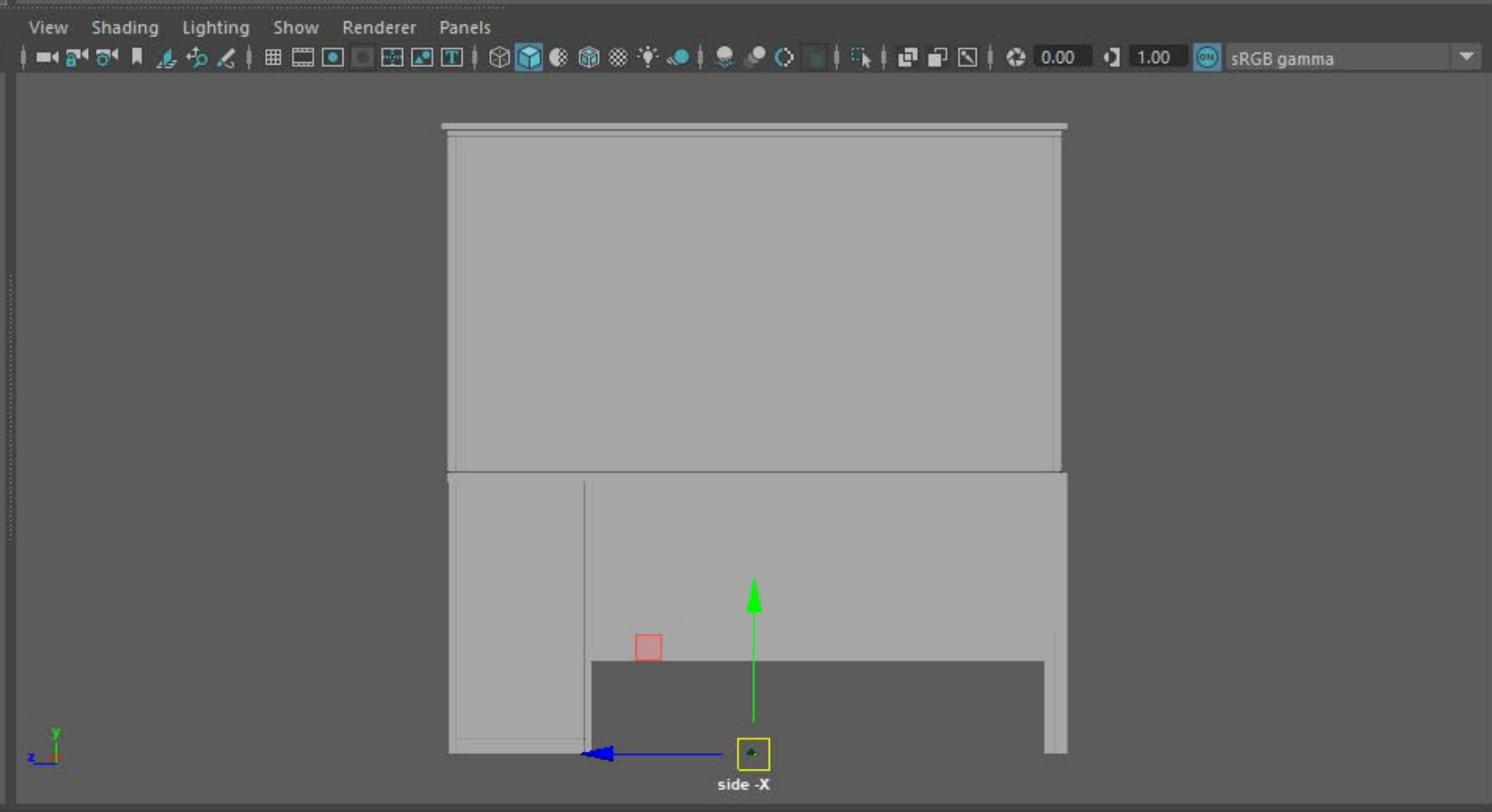
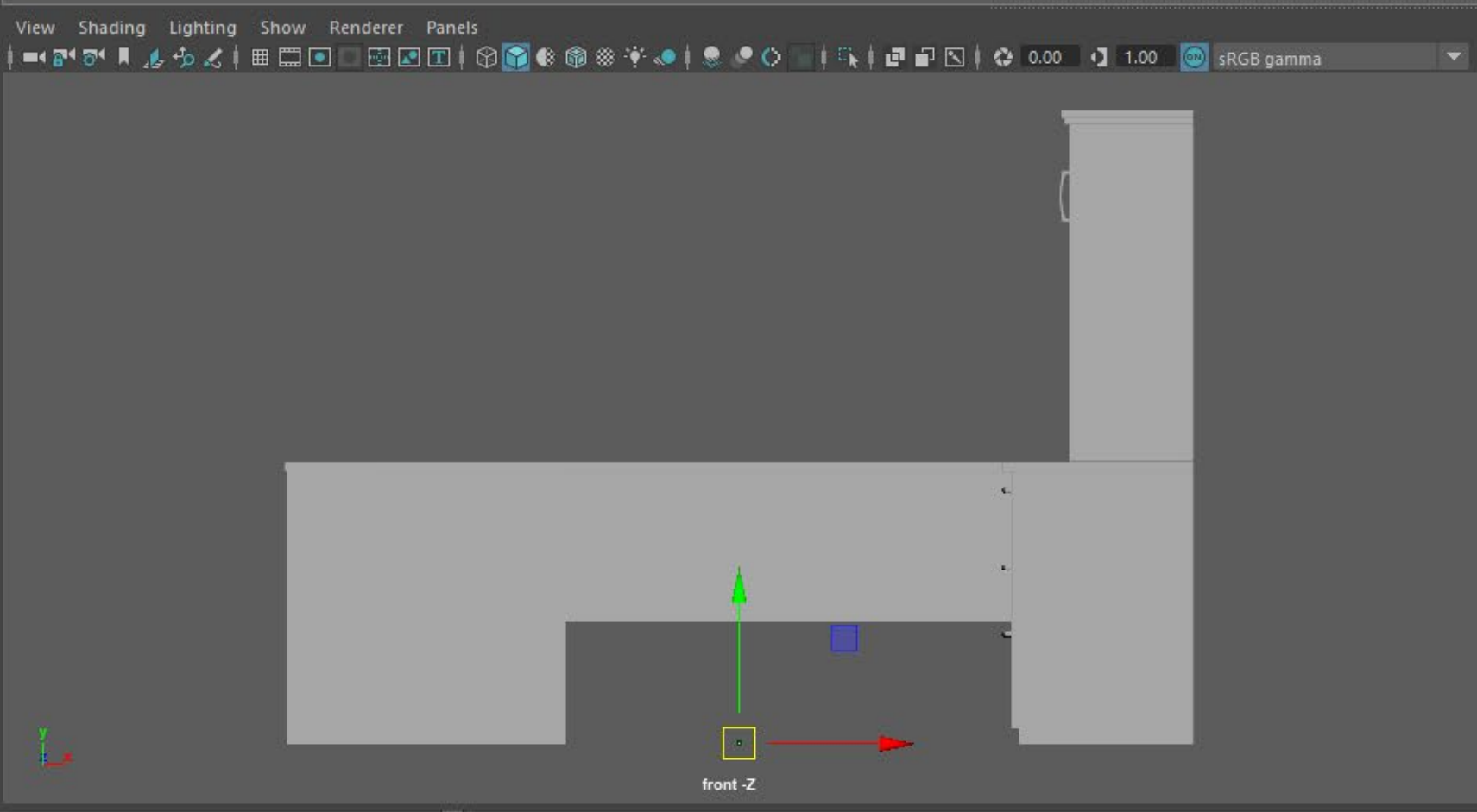
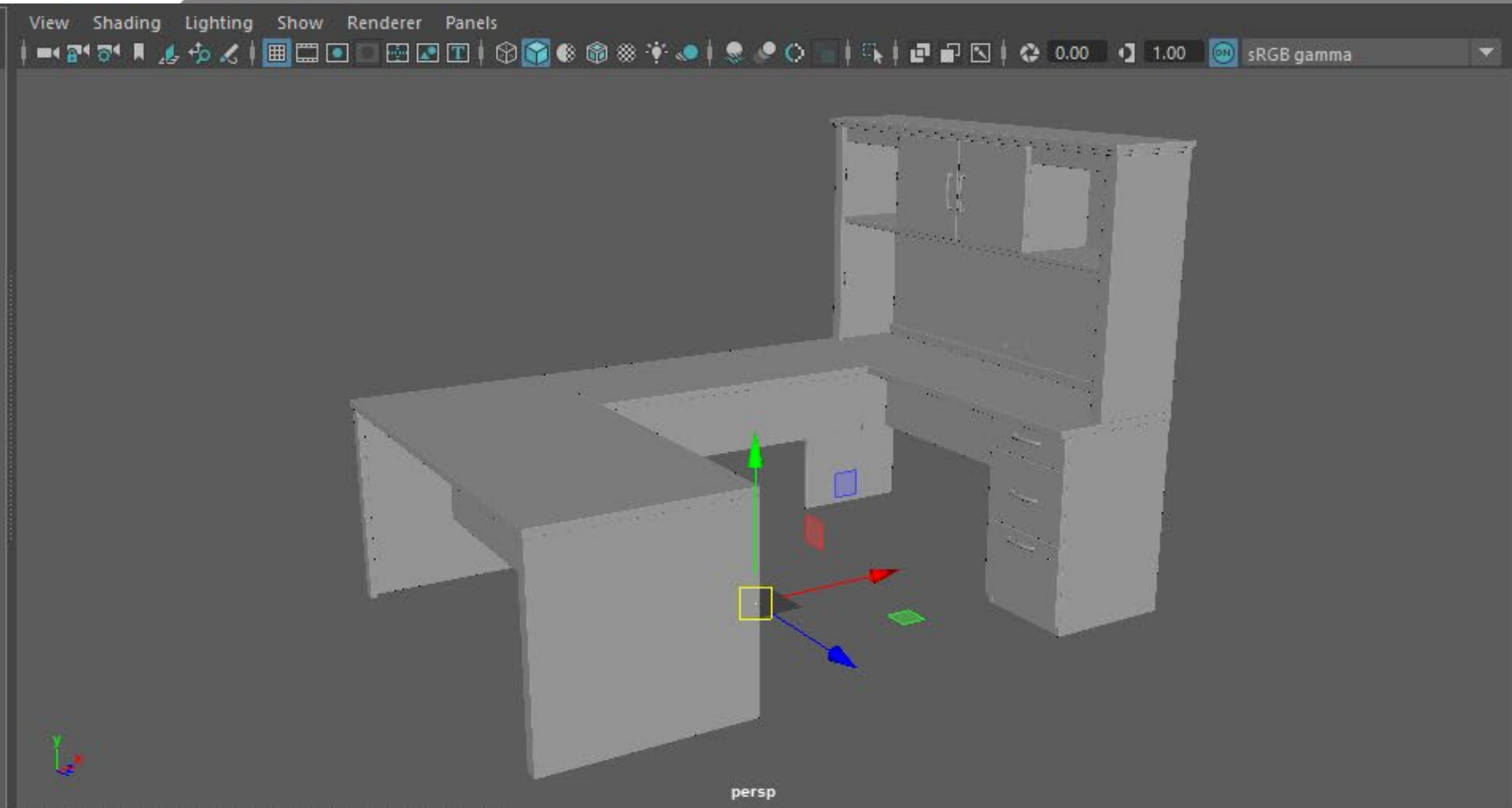
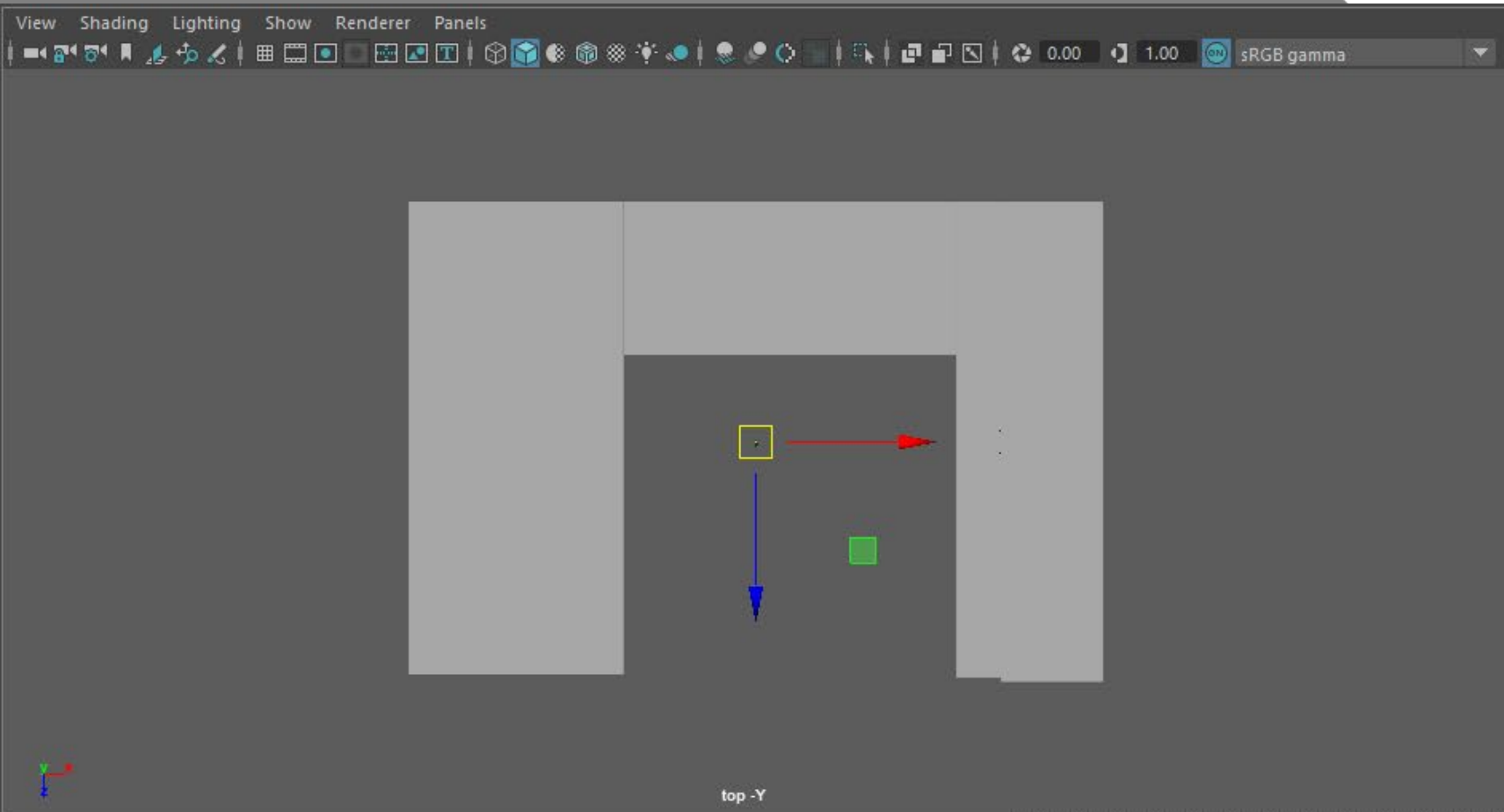
Front Z: Front face to front Z



U – Shape Desk



Viewport : Maya **Alignment : Floor**
Front Z: Longest side pointing towards front Z, open side towards front Z



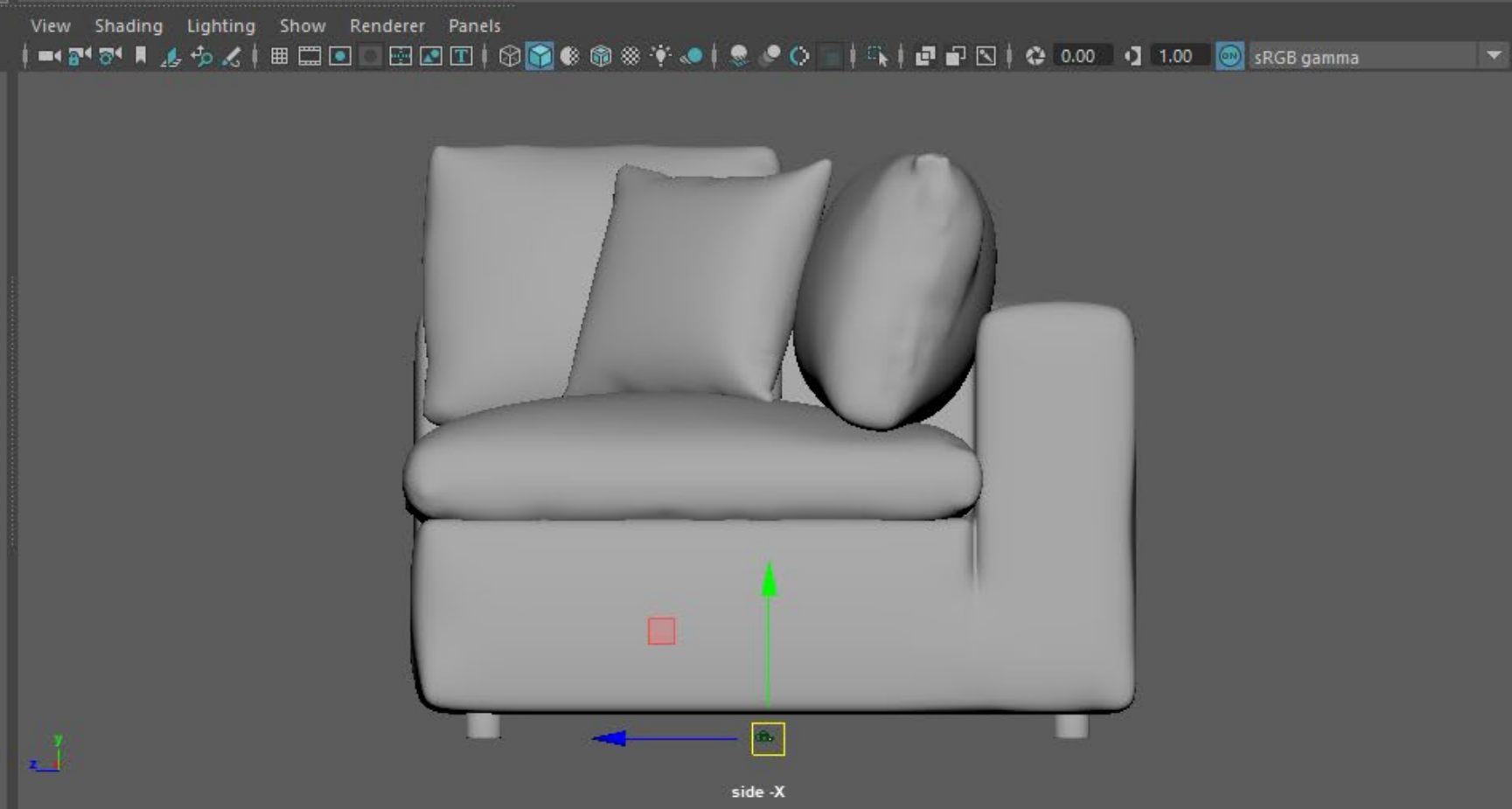
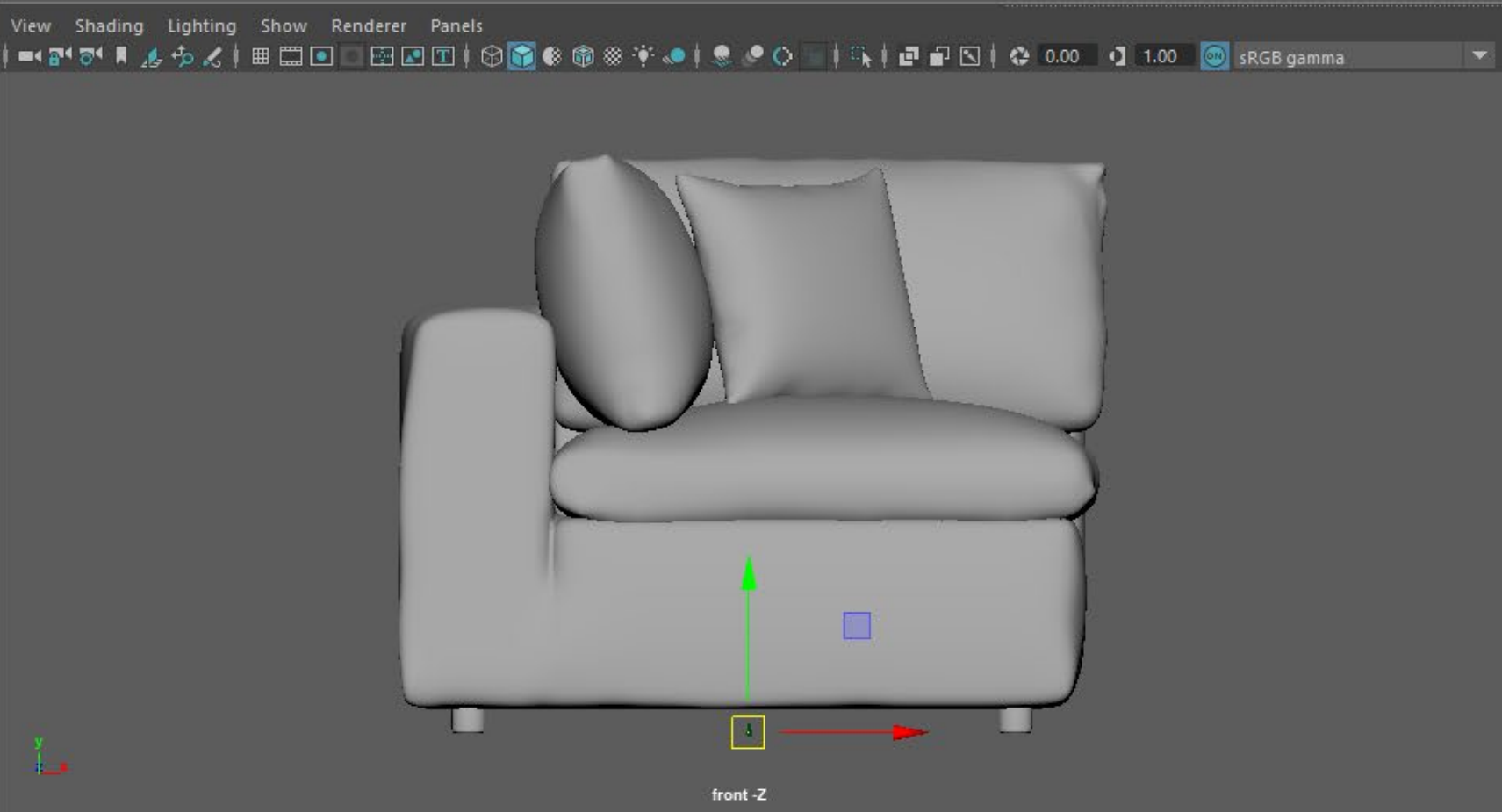
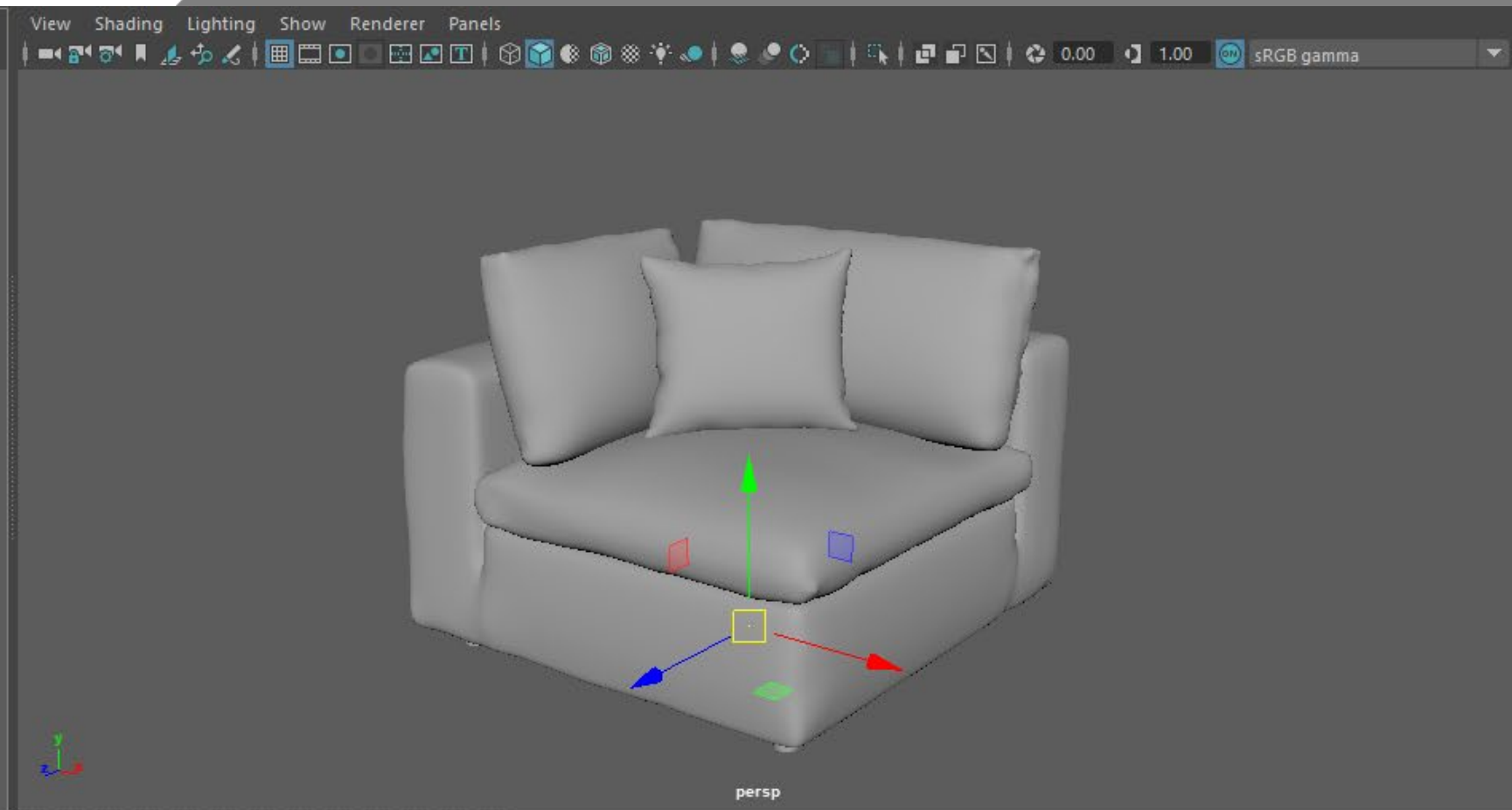
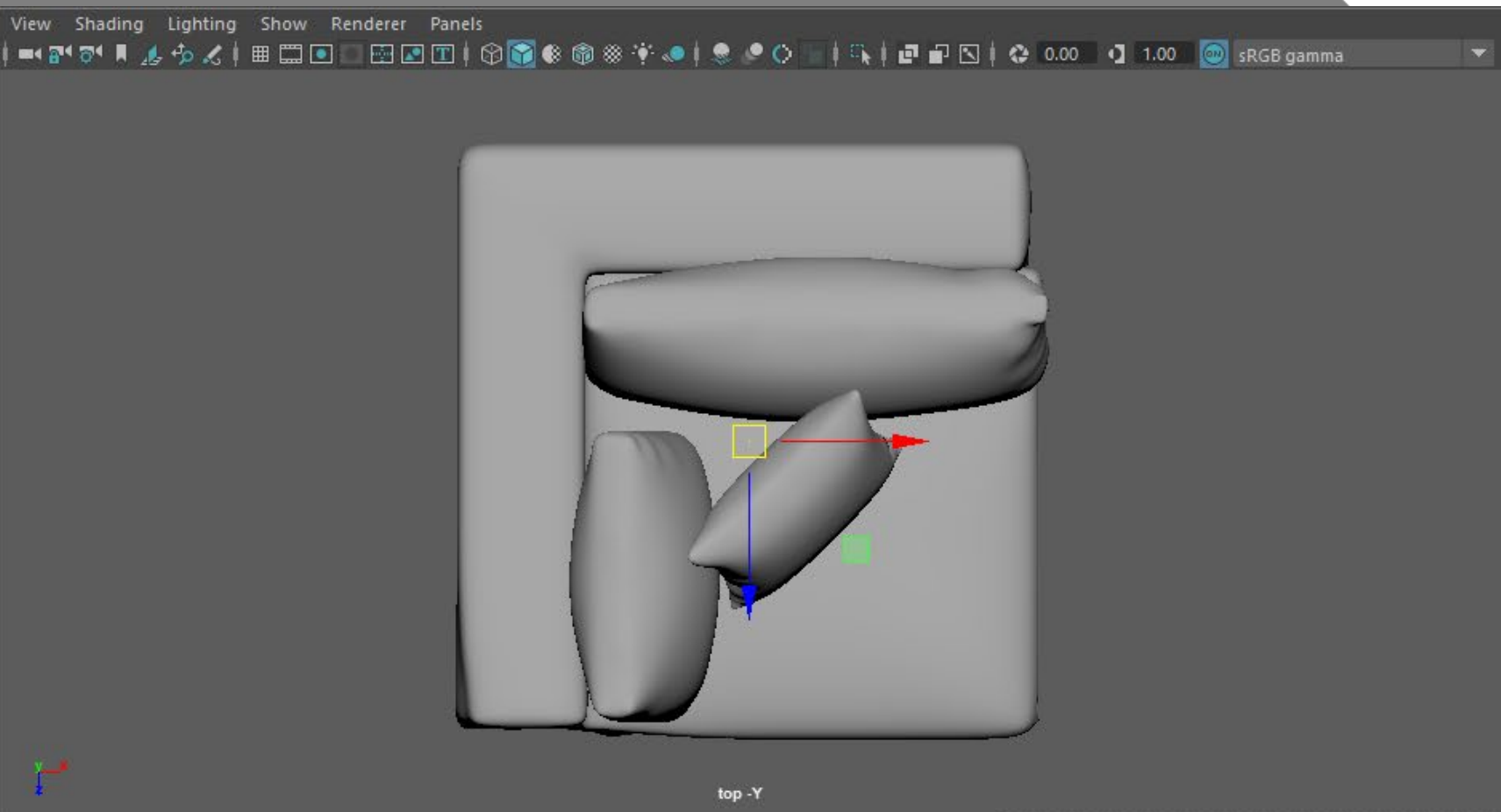
Corner Chair



Viewport : Maya

Alignment : Floor

Front Z: Open corner towards front Z and pointing towards the right of the front camera, structural corners aligned into the corners of the top Y viewport, open side towards front Z



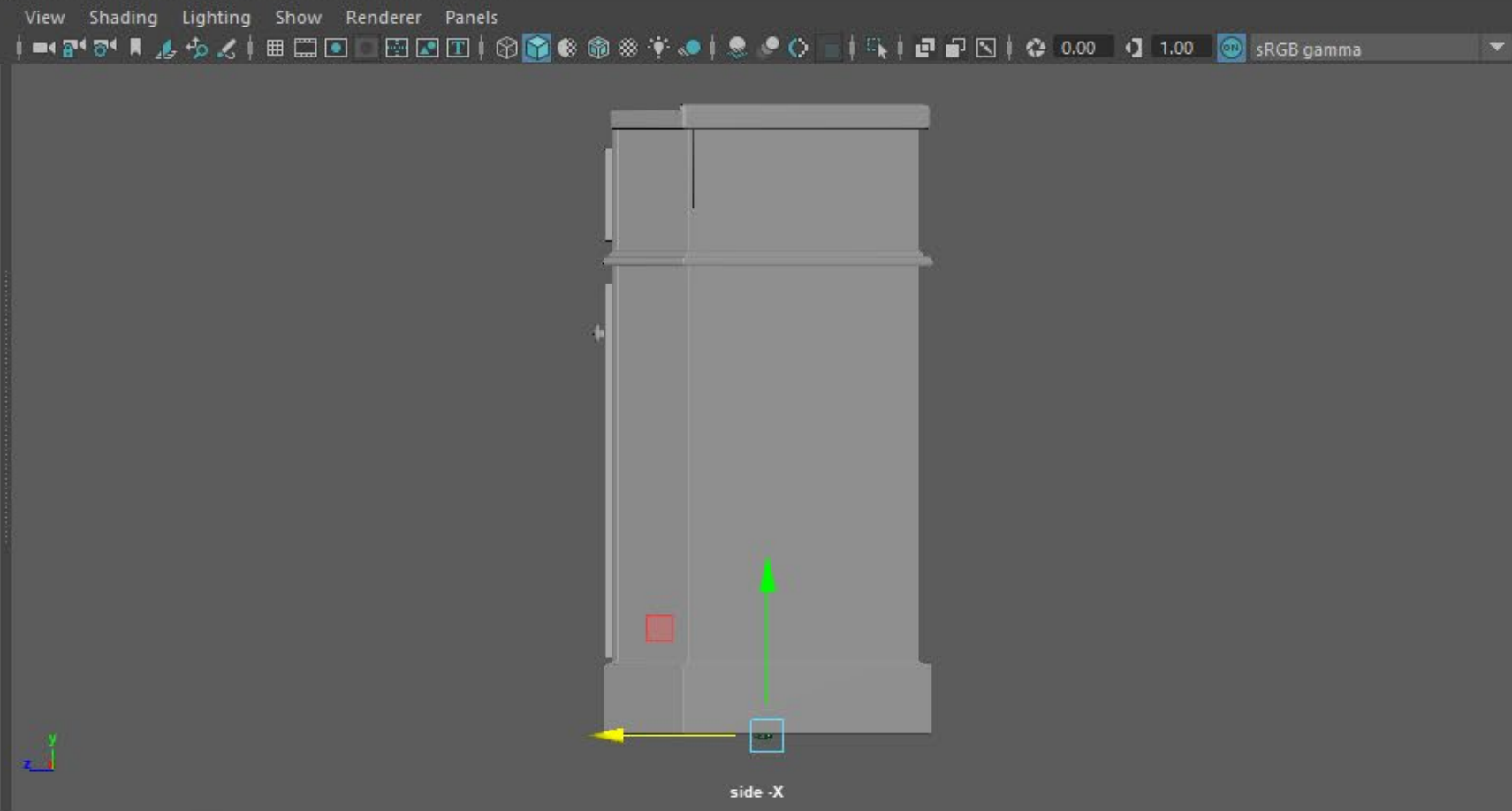
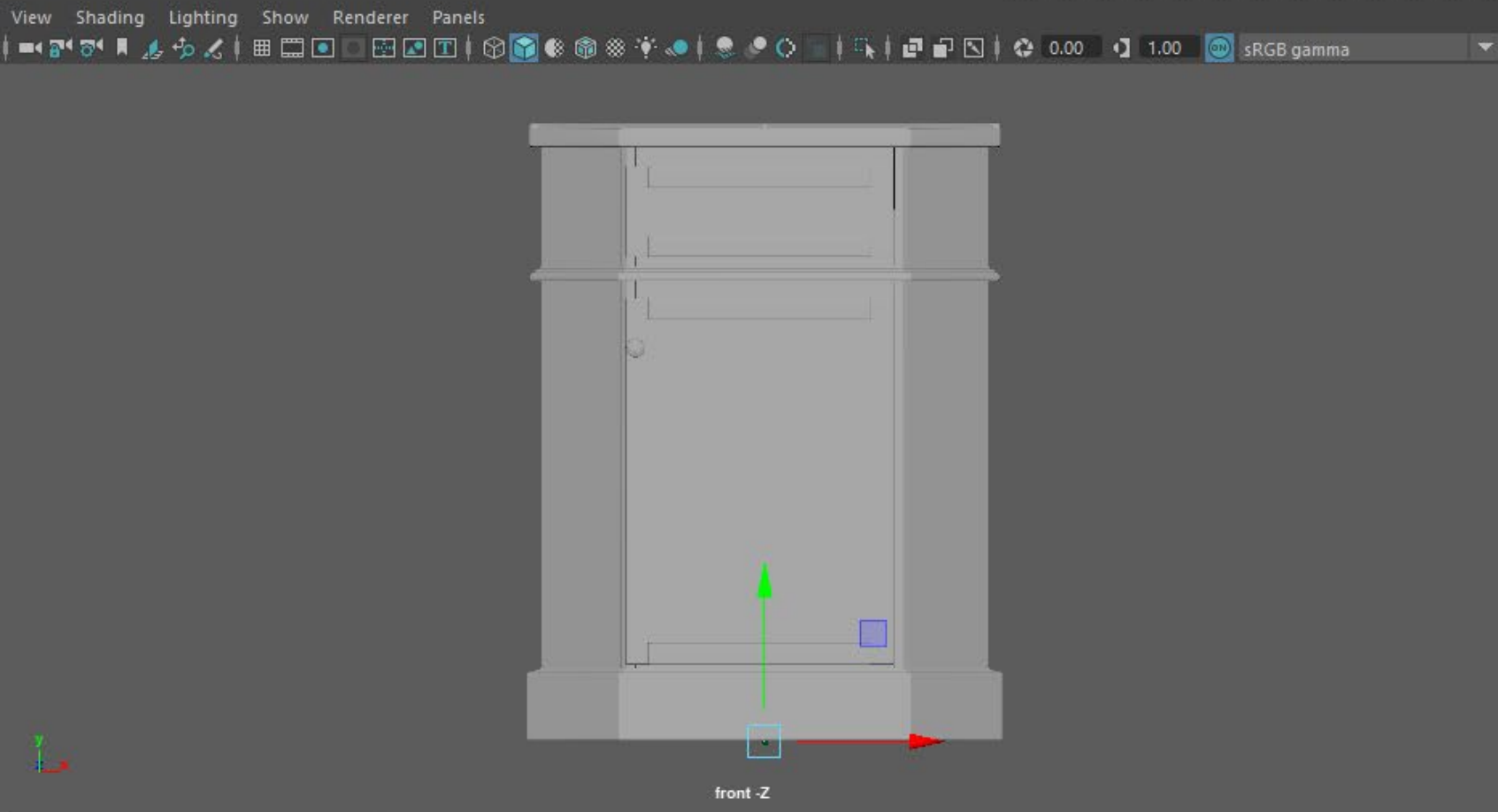
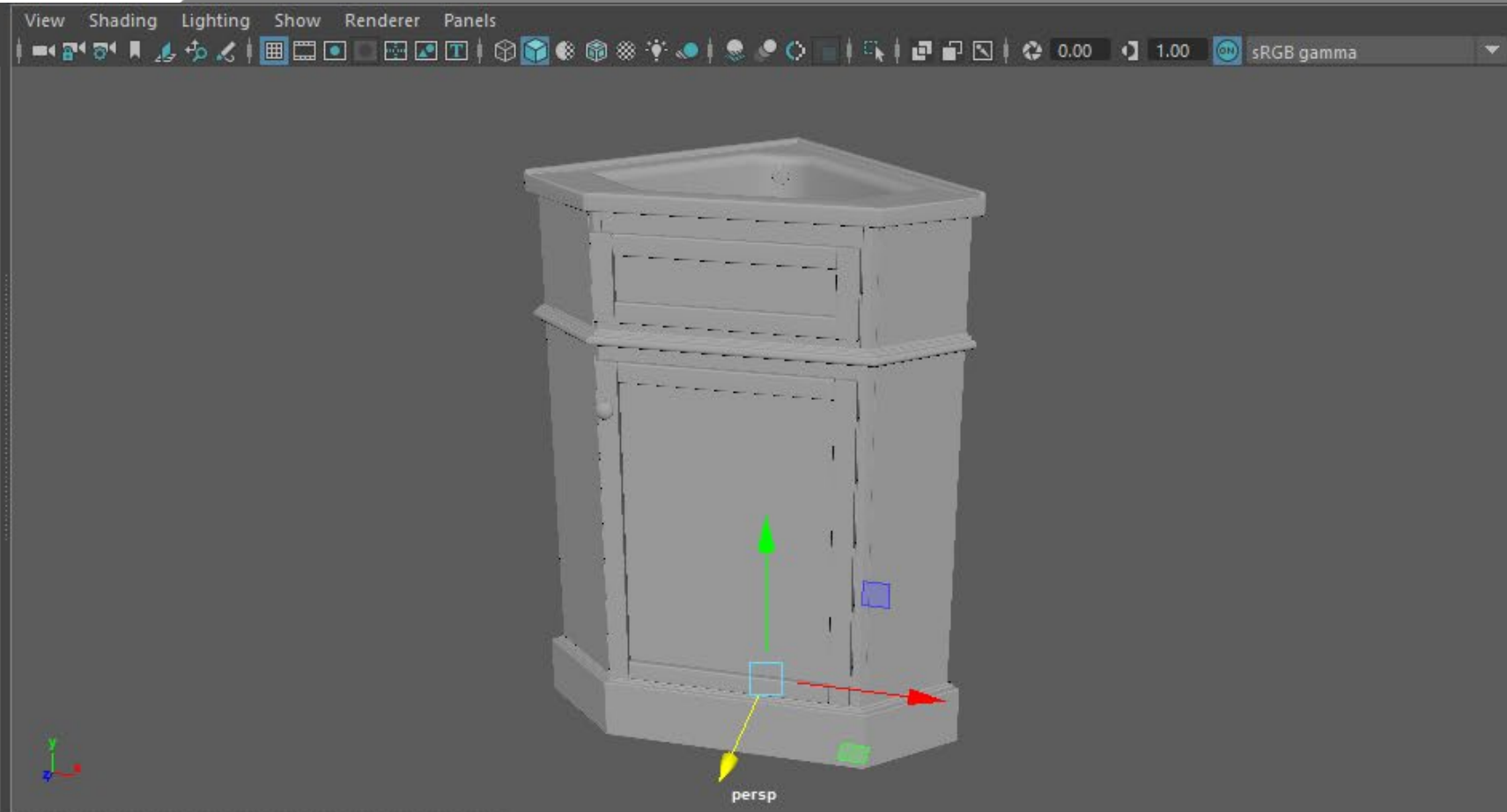
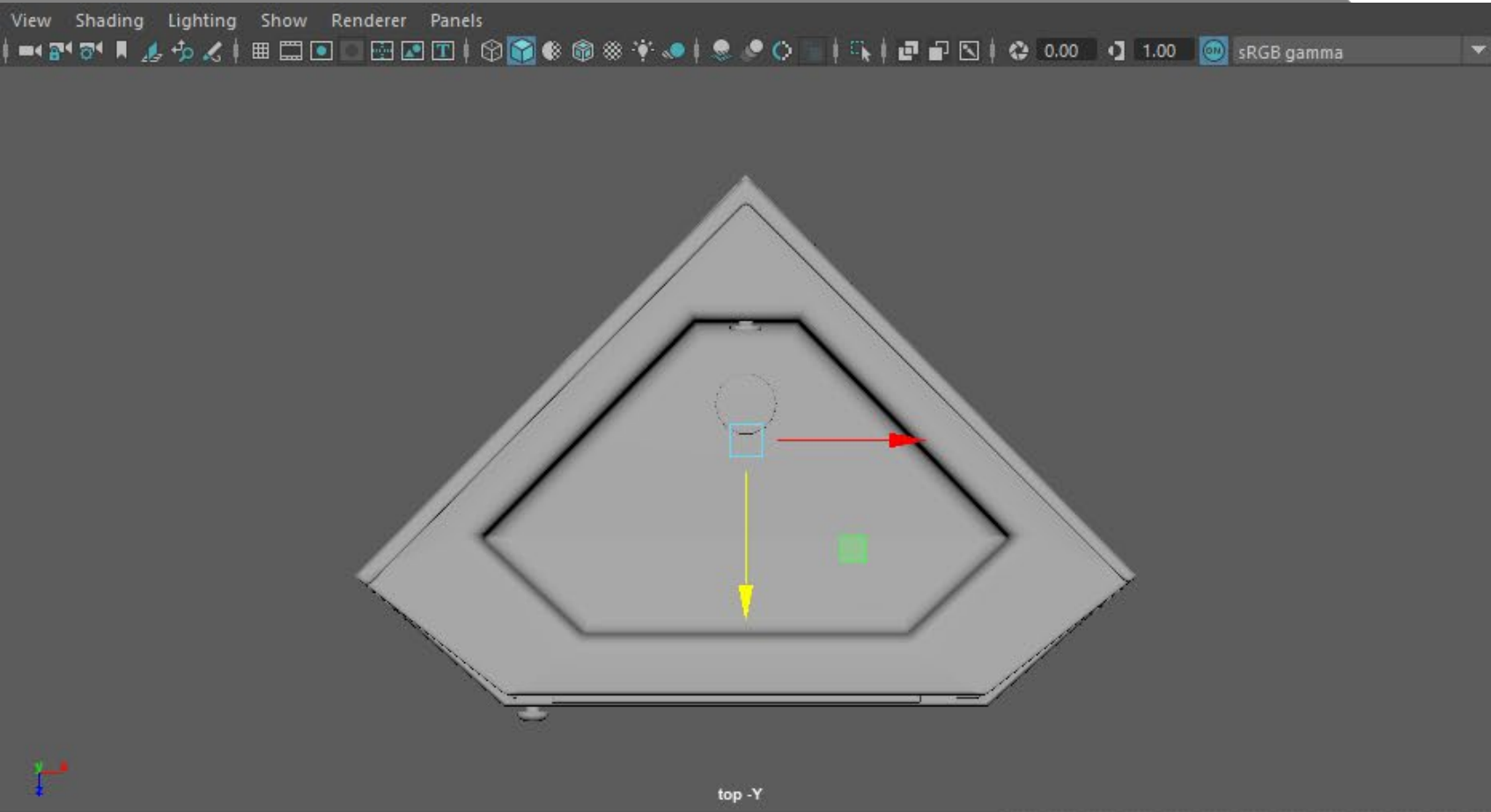
Corner Washbin



Viewport : Maya

Alignment : Floor

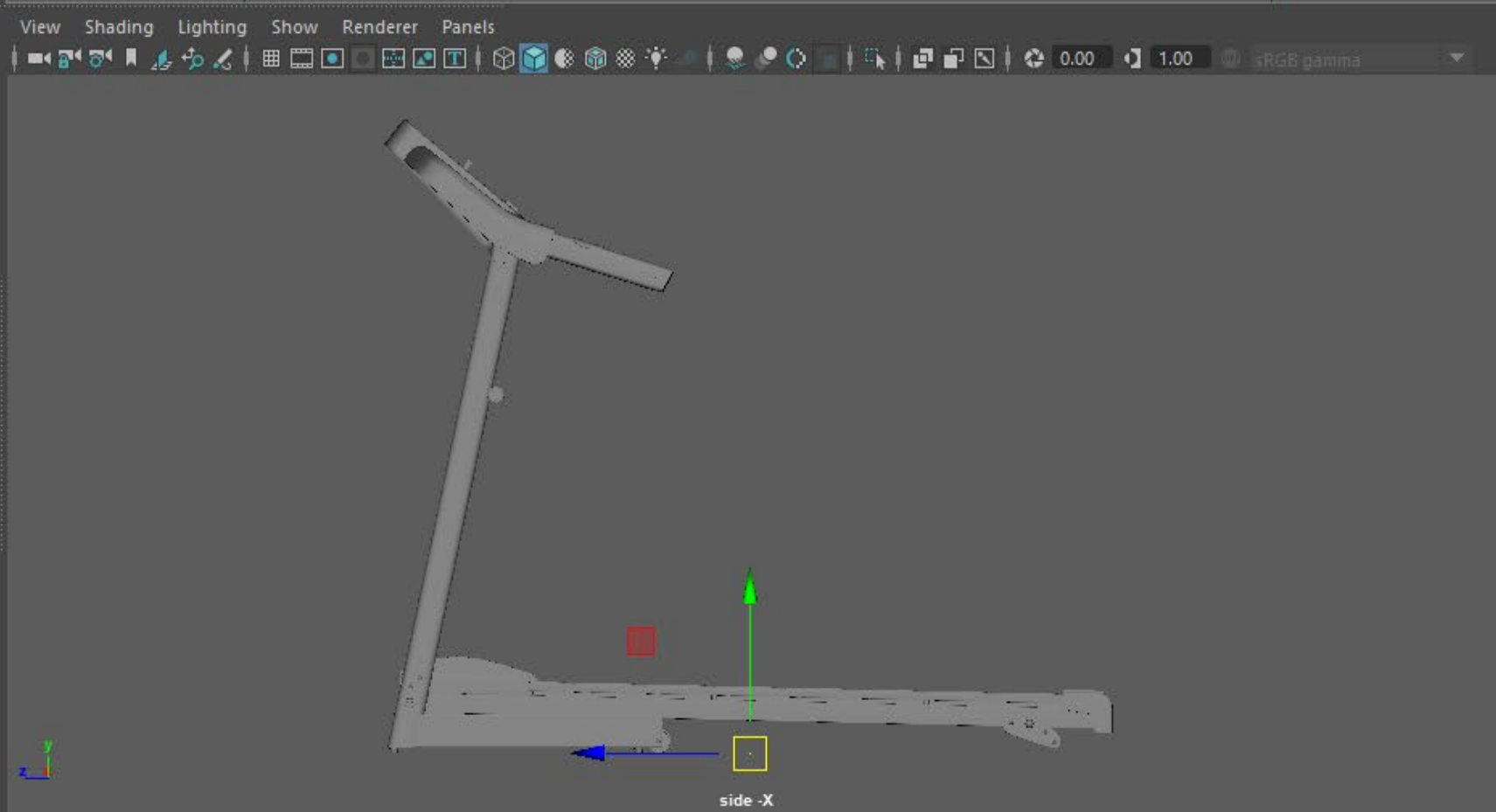
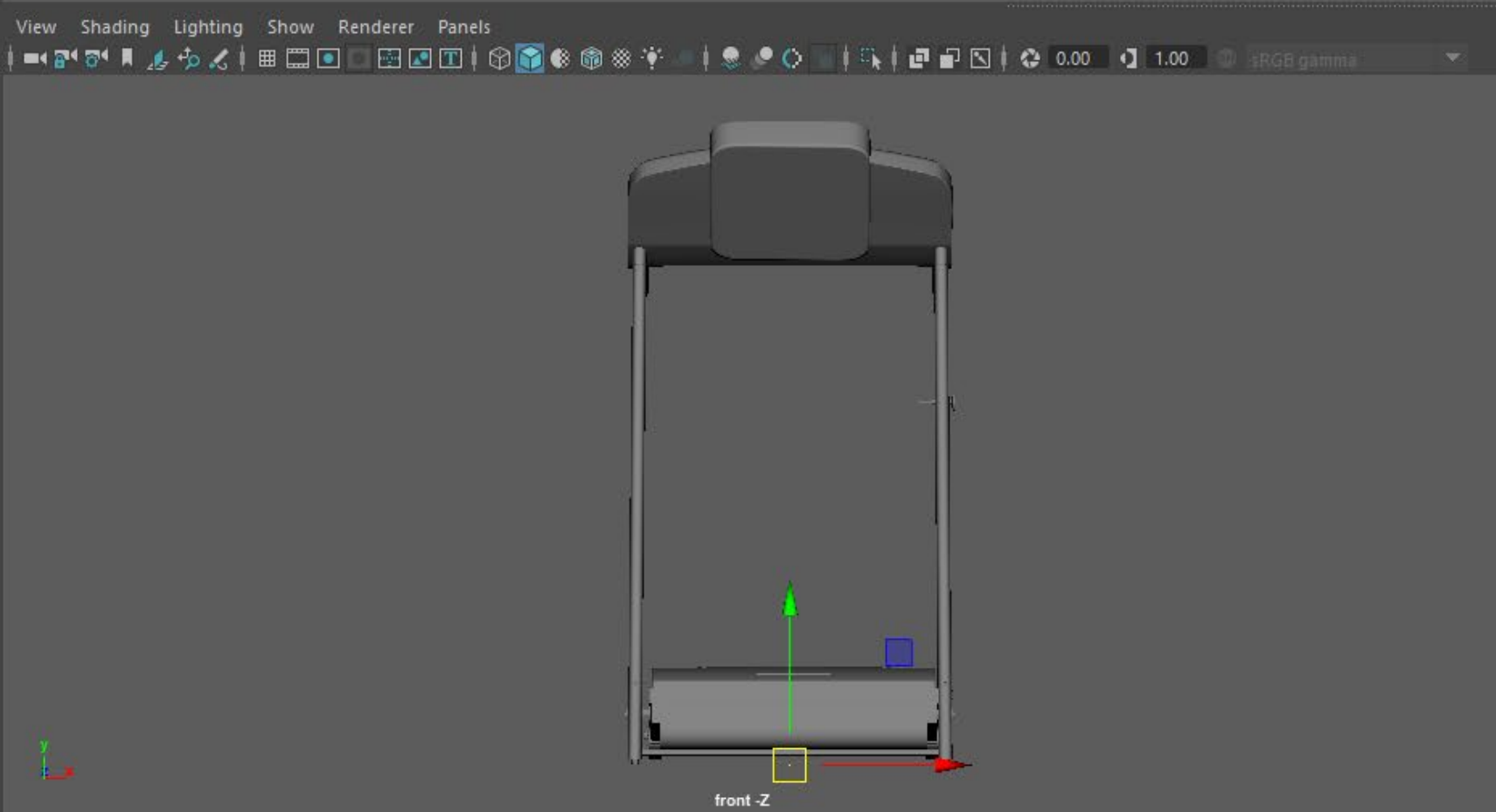
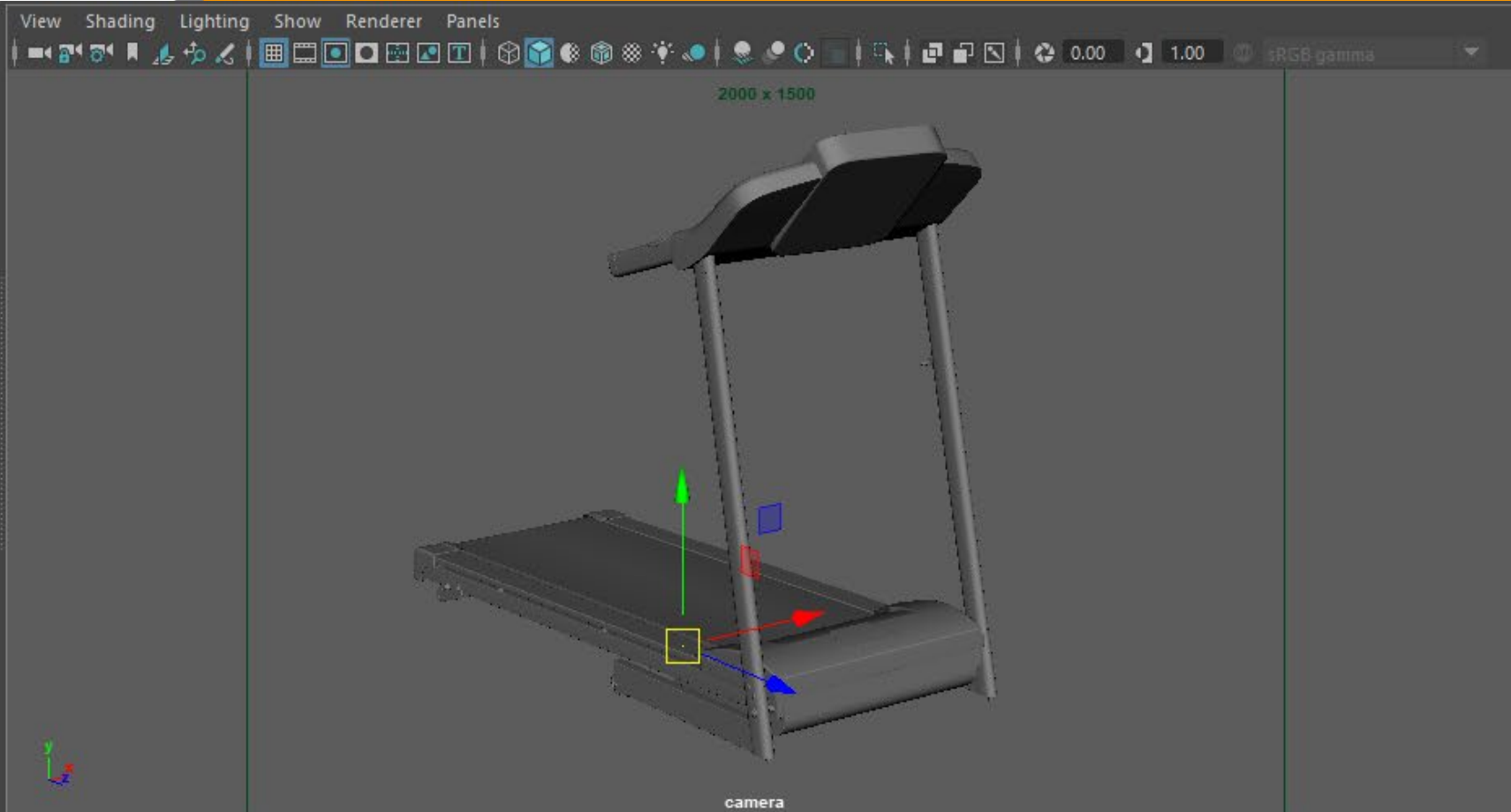
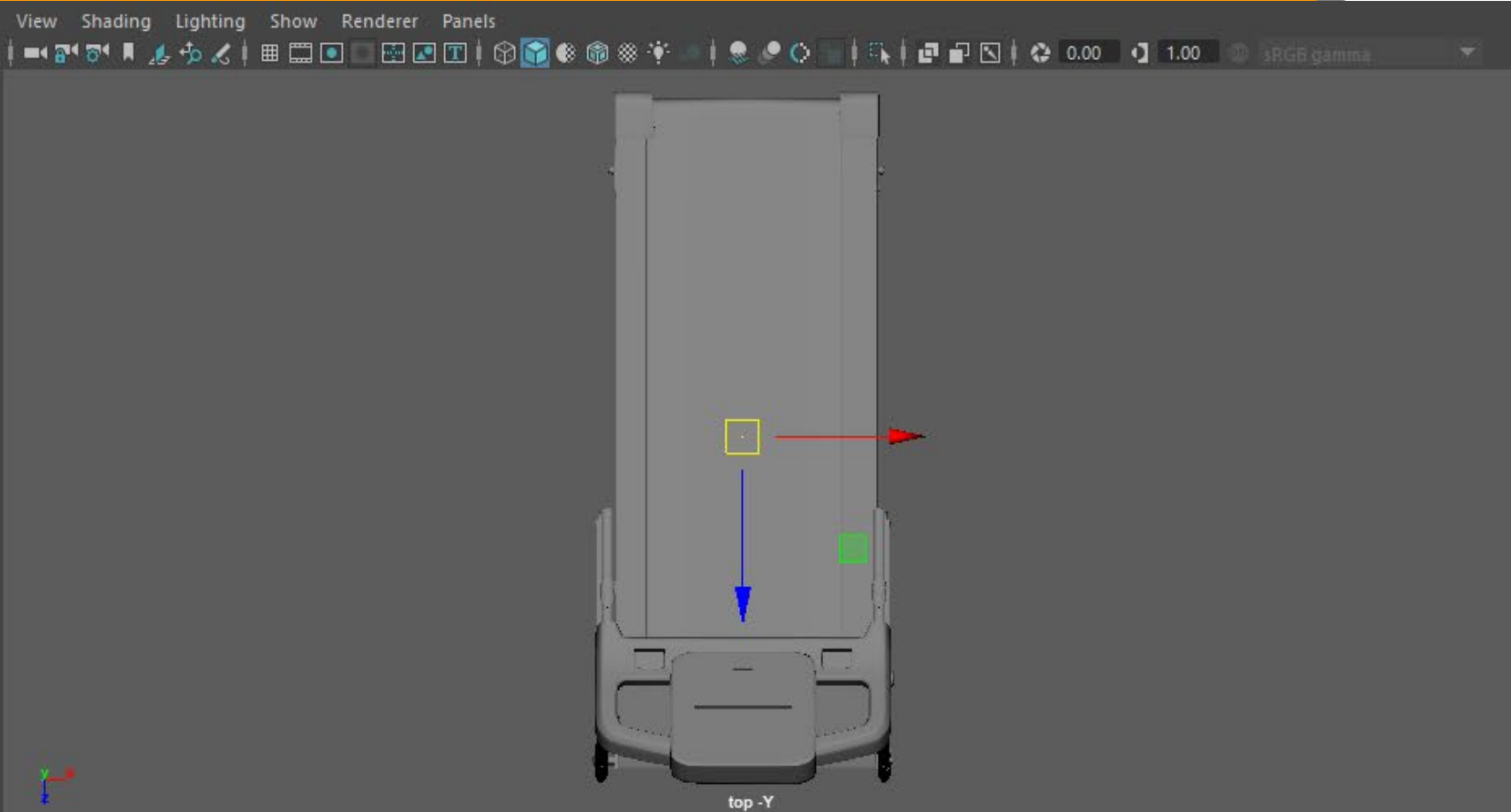
Front Z: Functional side facing -XZ (45°)



Gym - Treadmill



Viewport : Maya **Alignment : Floor**
Front Z: Functional front end of machine or equipment
(the end of the machine the user would be facing) facing +Z



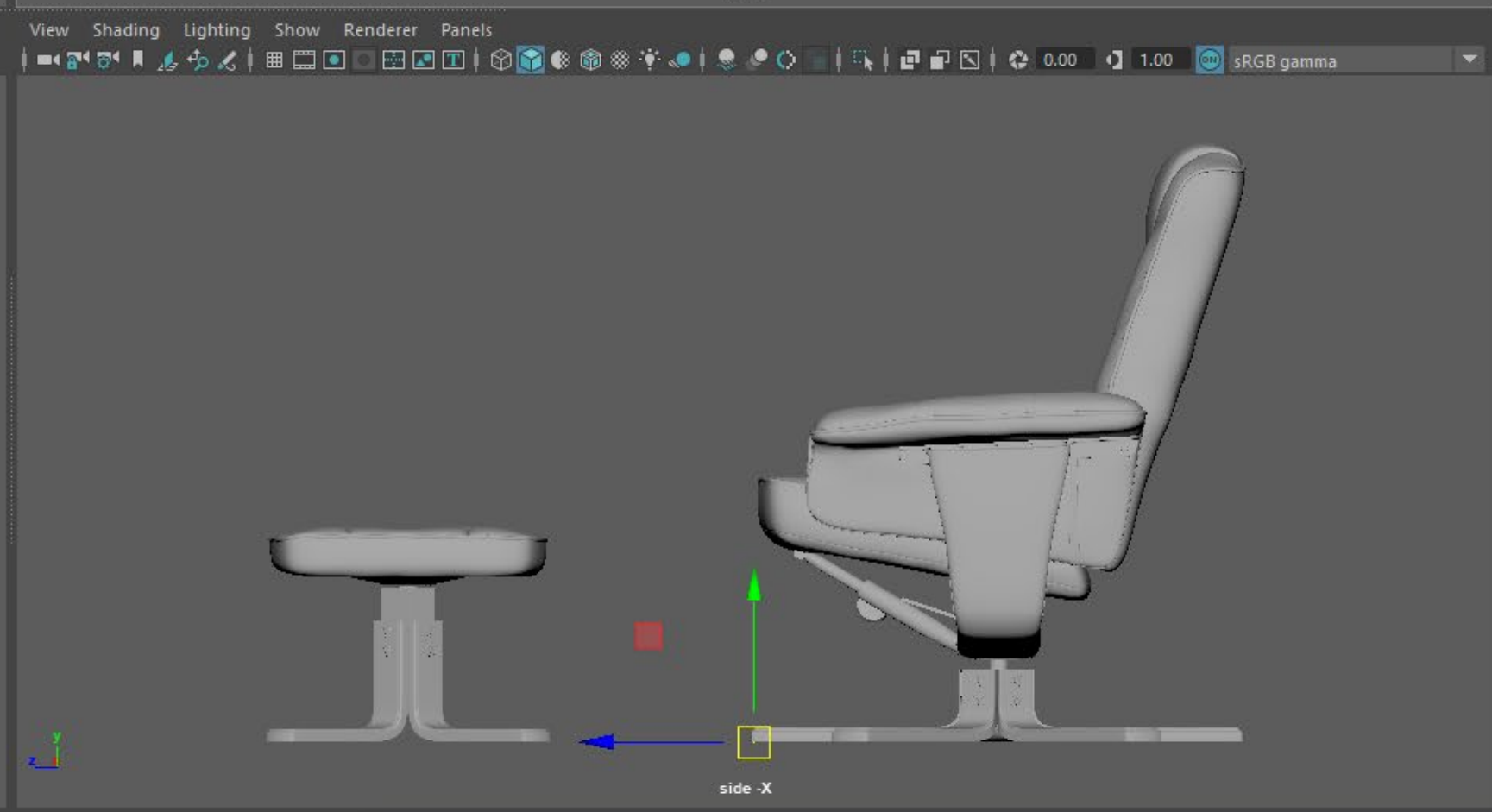
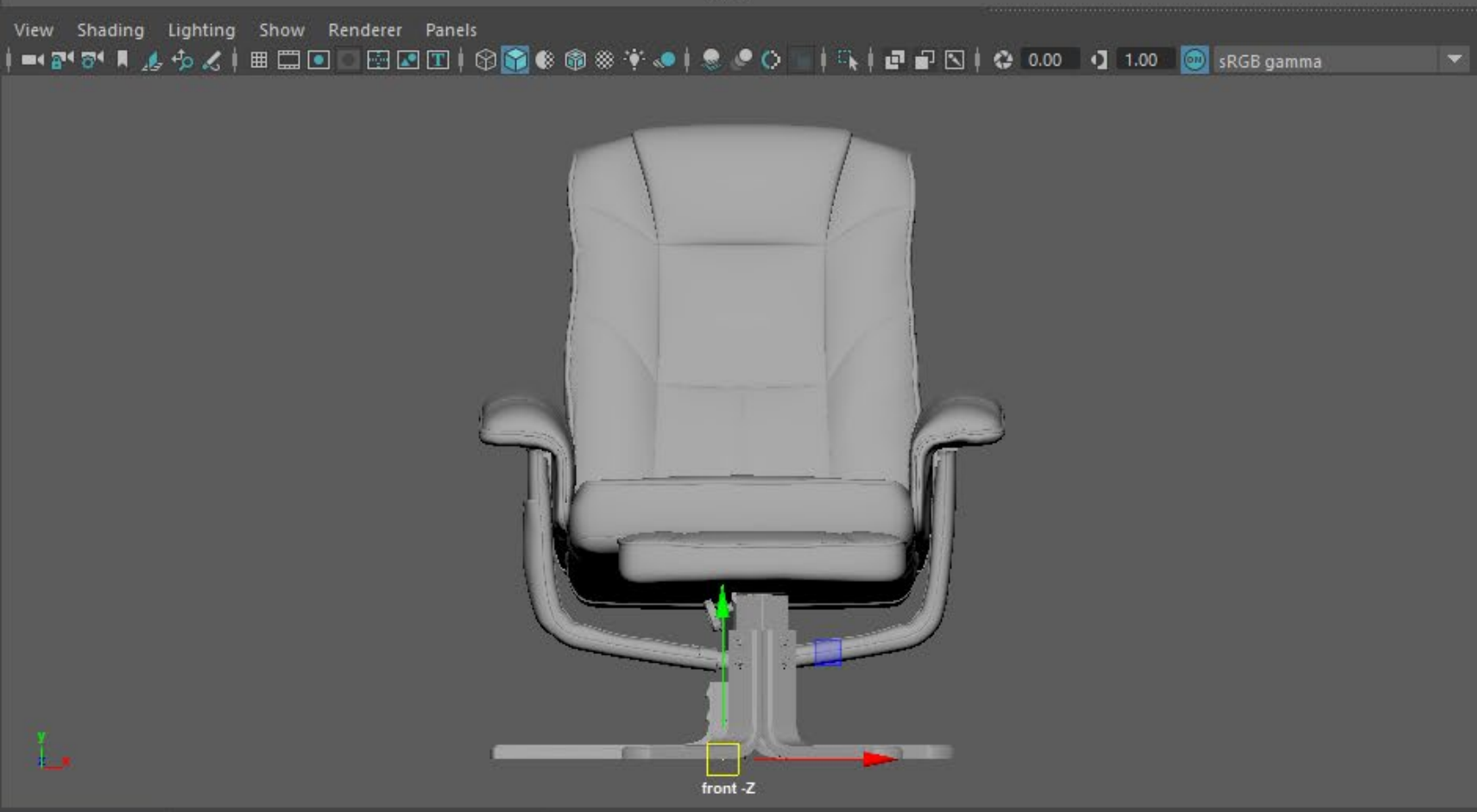
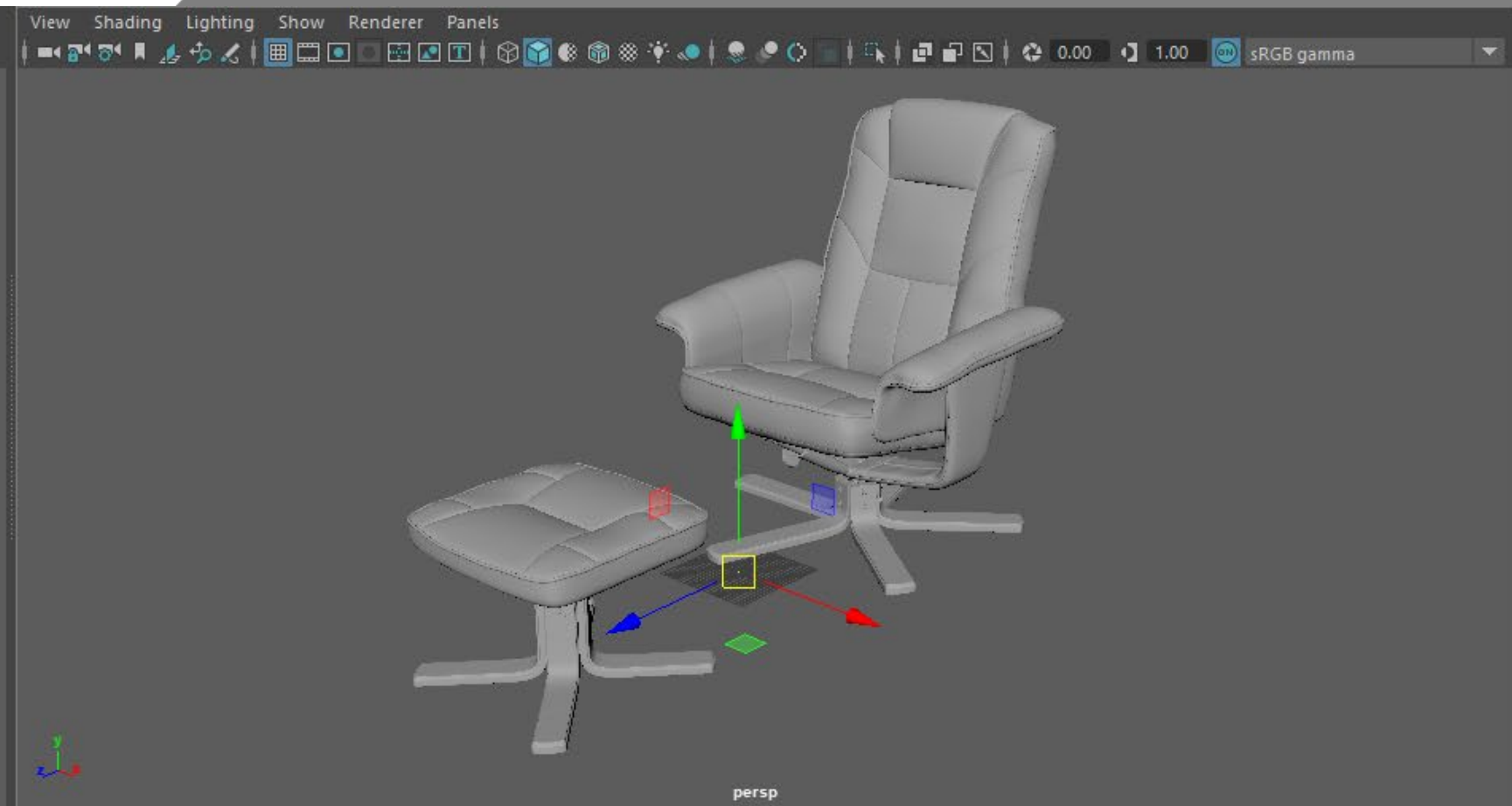
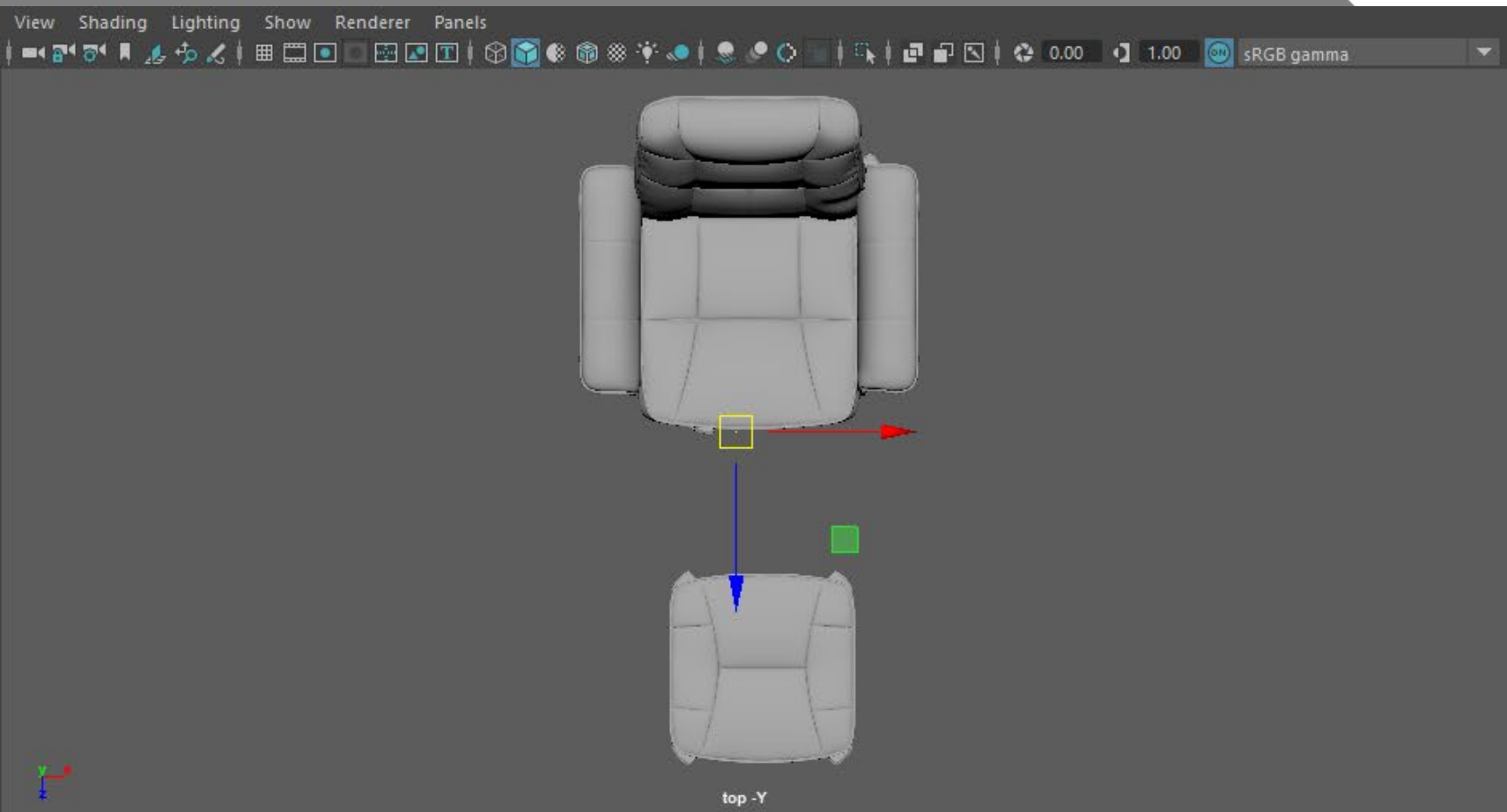
Chair with Ottoman



Viewport : Maya

Alignment : Floor

Front Z: Ottoman should facing +Z



RUG

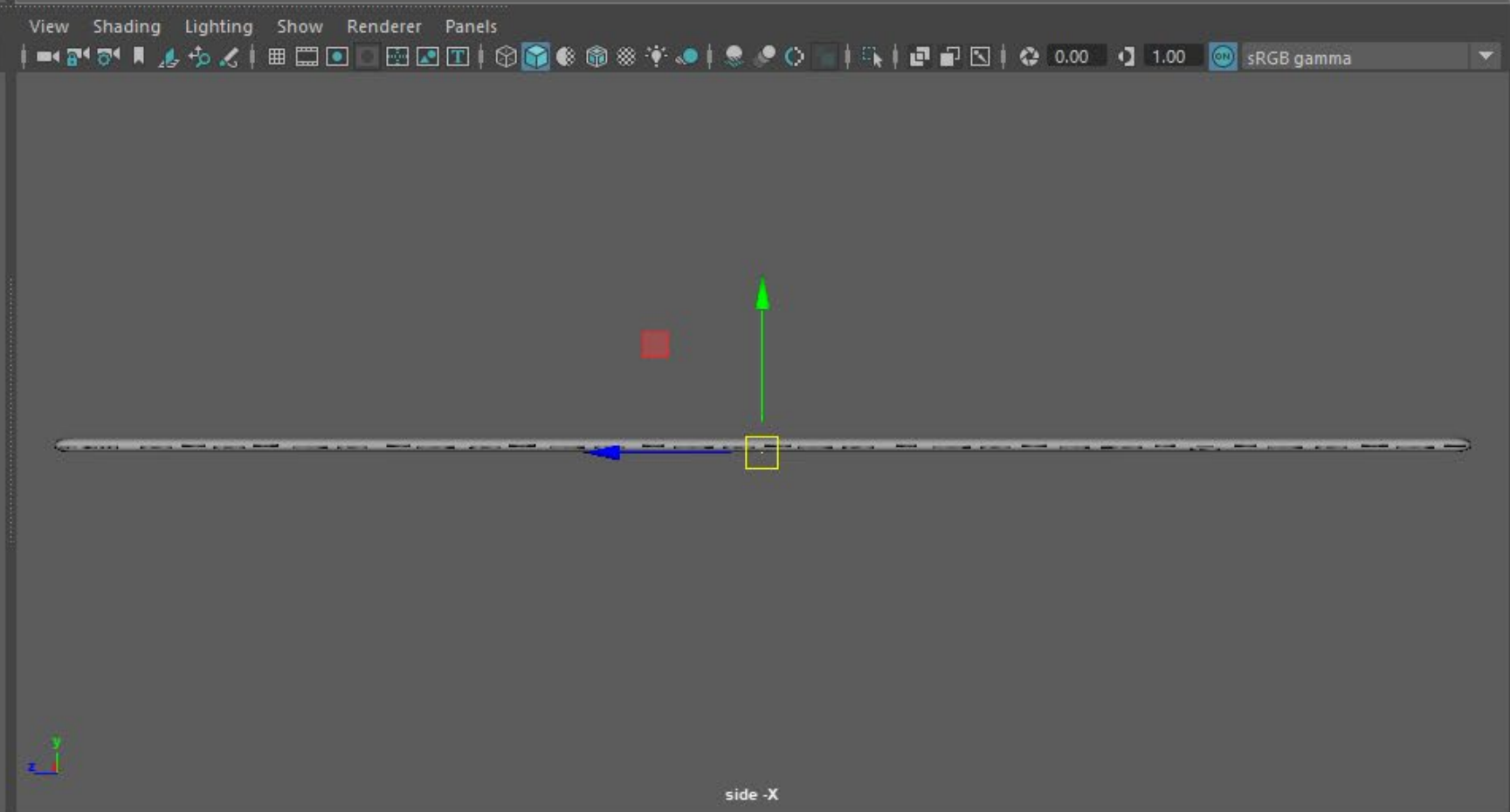
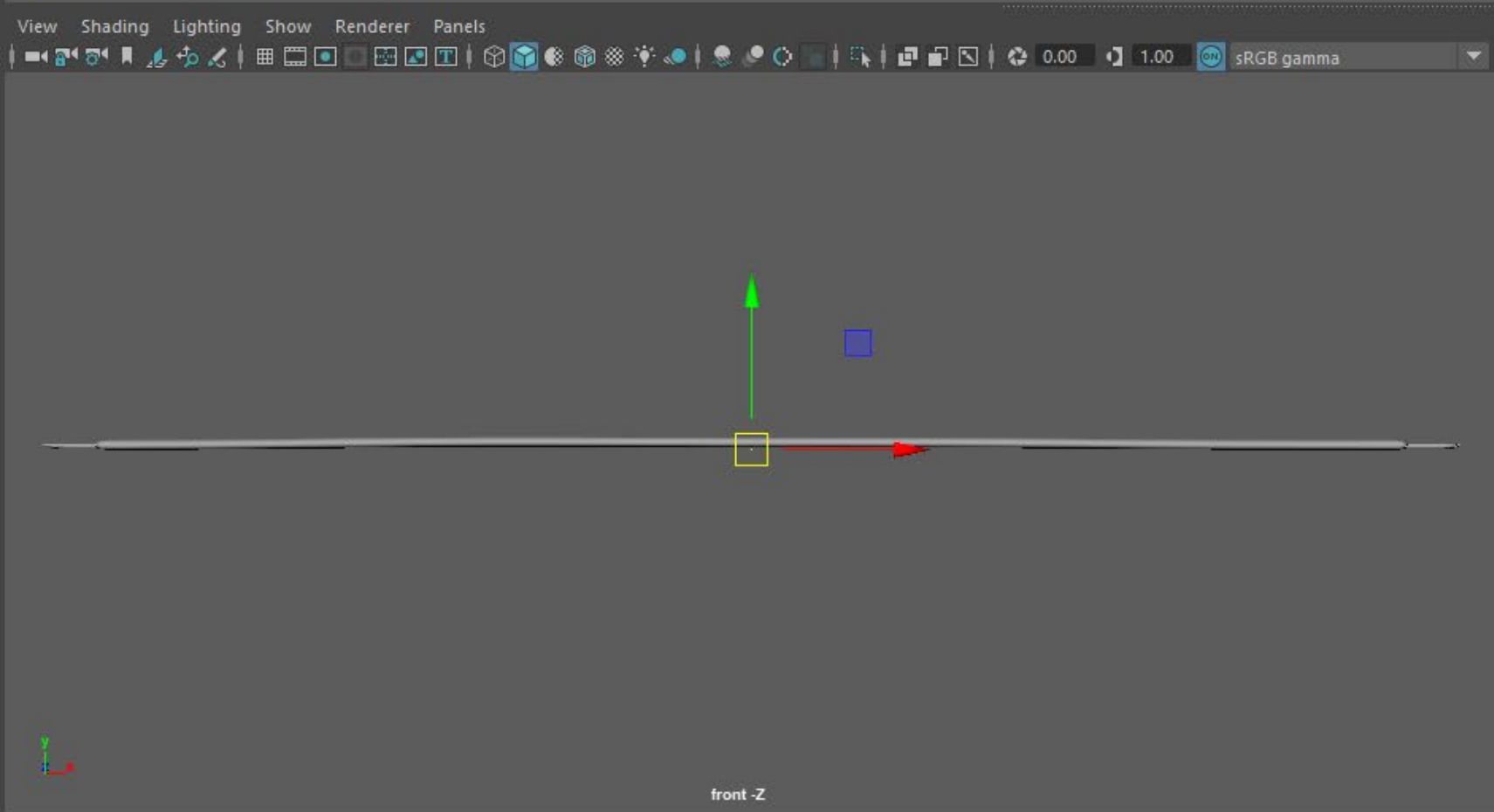
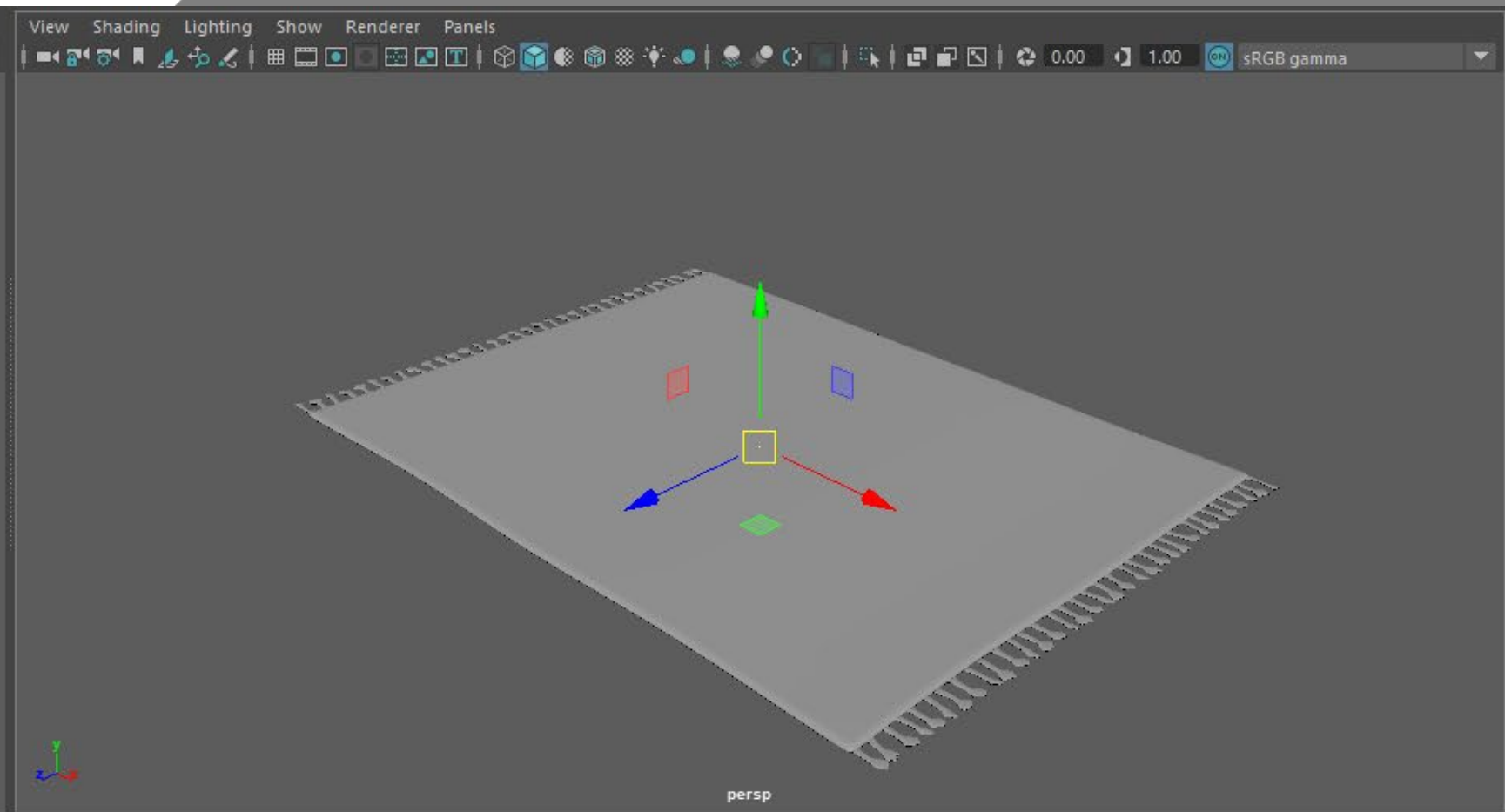
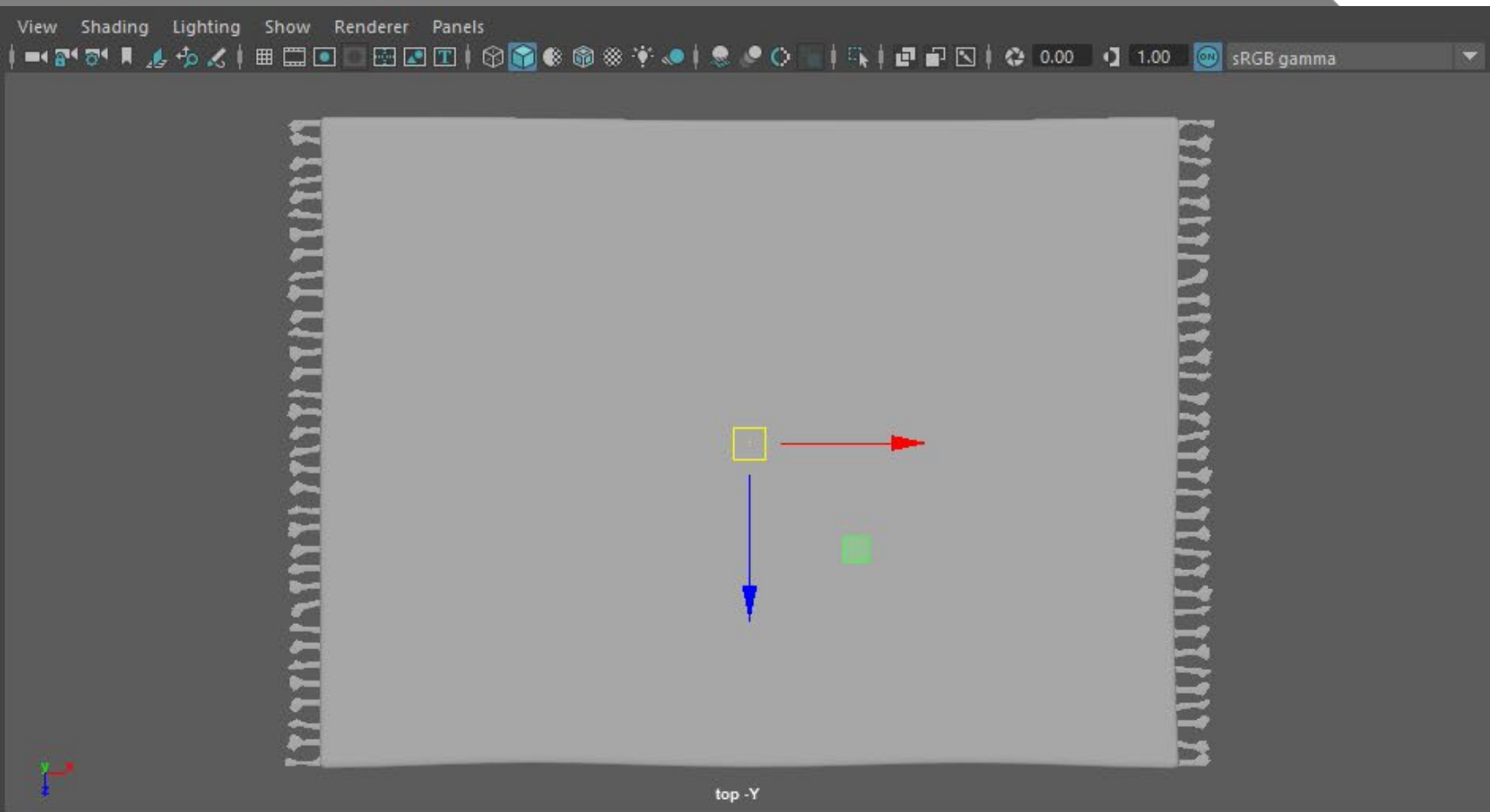
Updated on: 3/15/2022



Viewport : Maya

Alignment : Floor

Front Z: Longest side parallel to front Z (if round or square it doesn't matter)



CUP

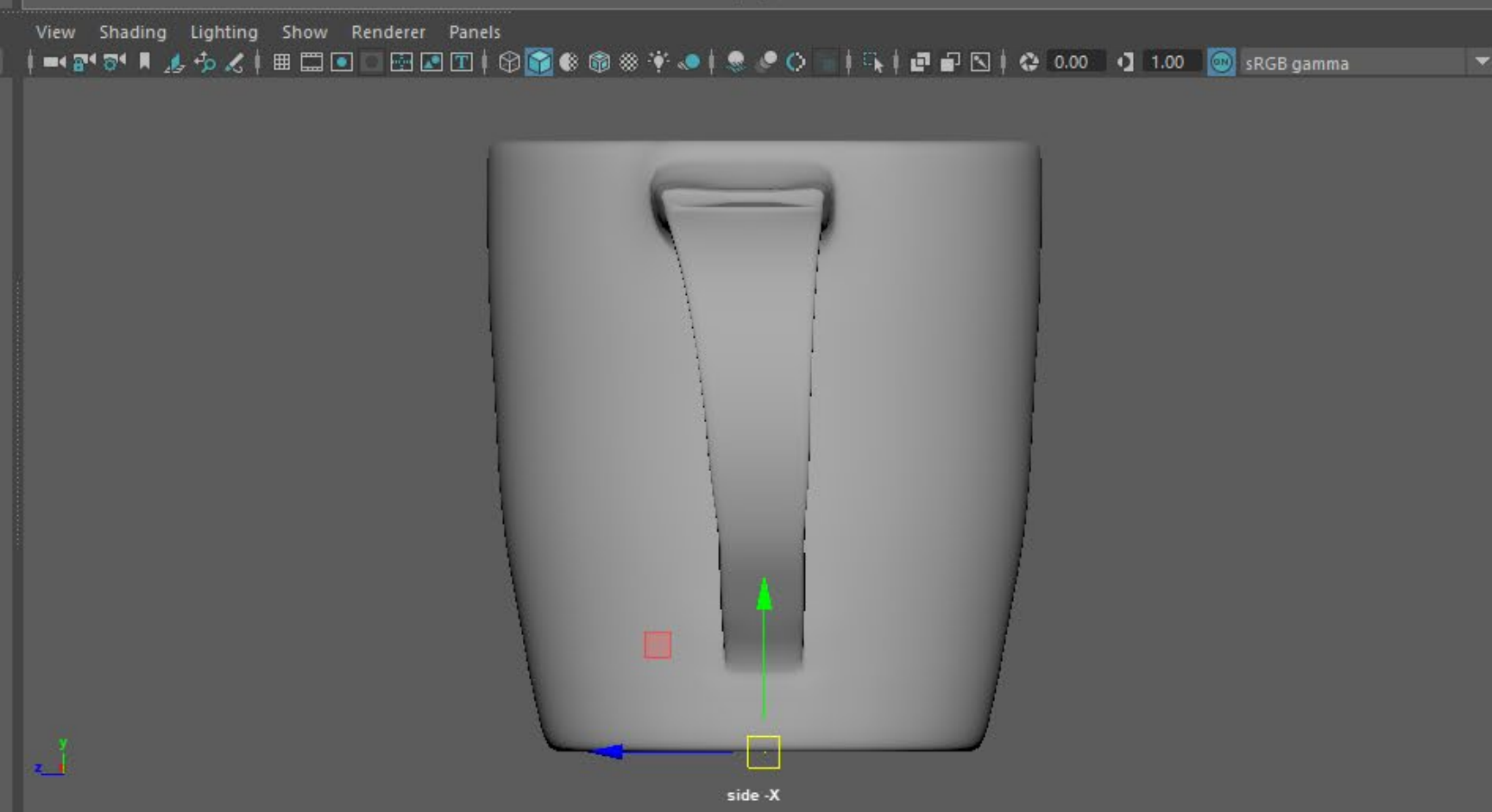
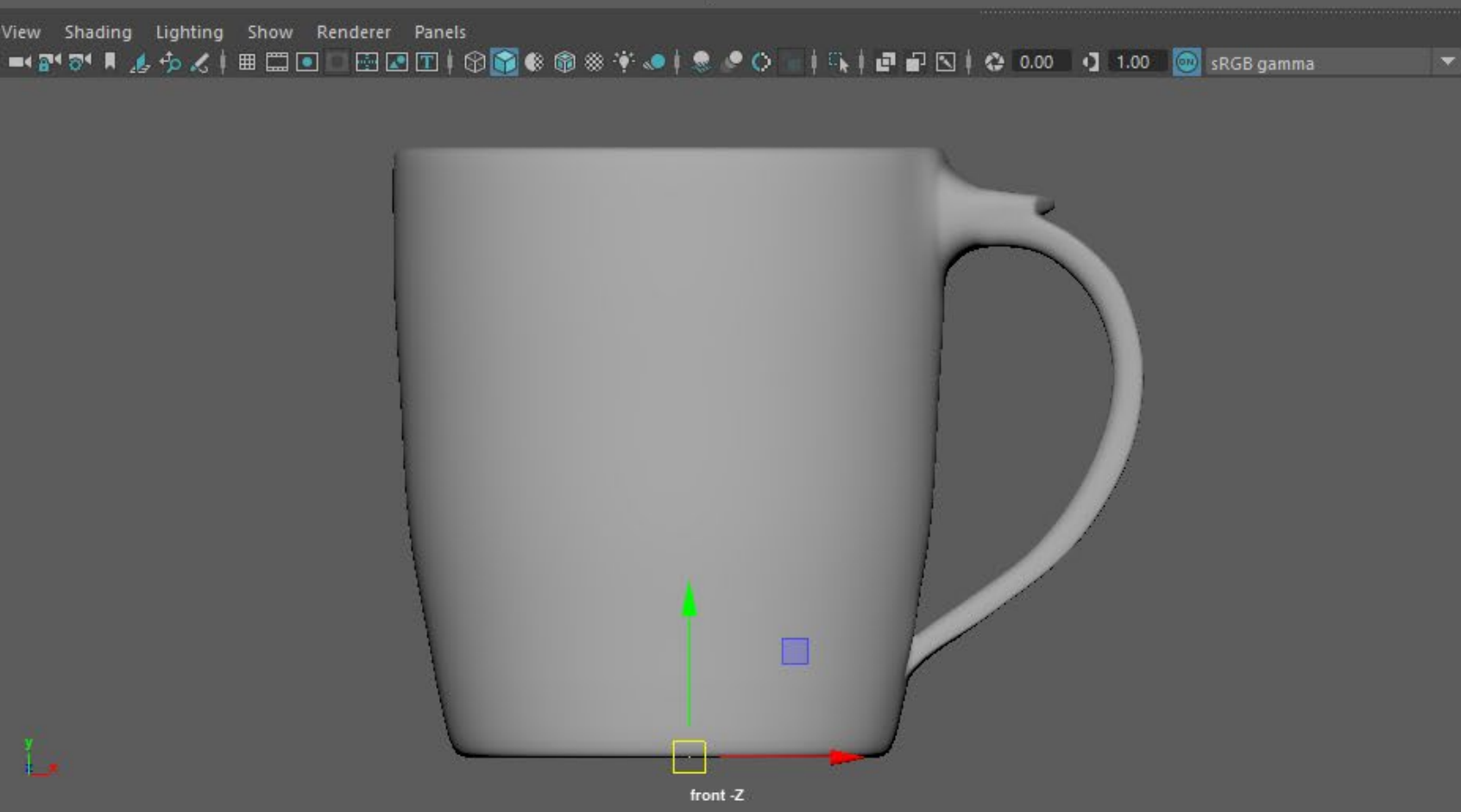
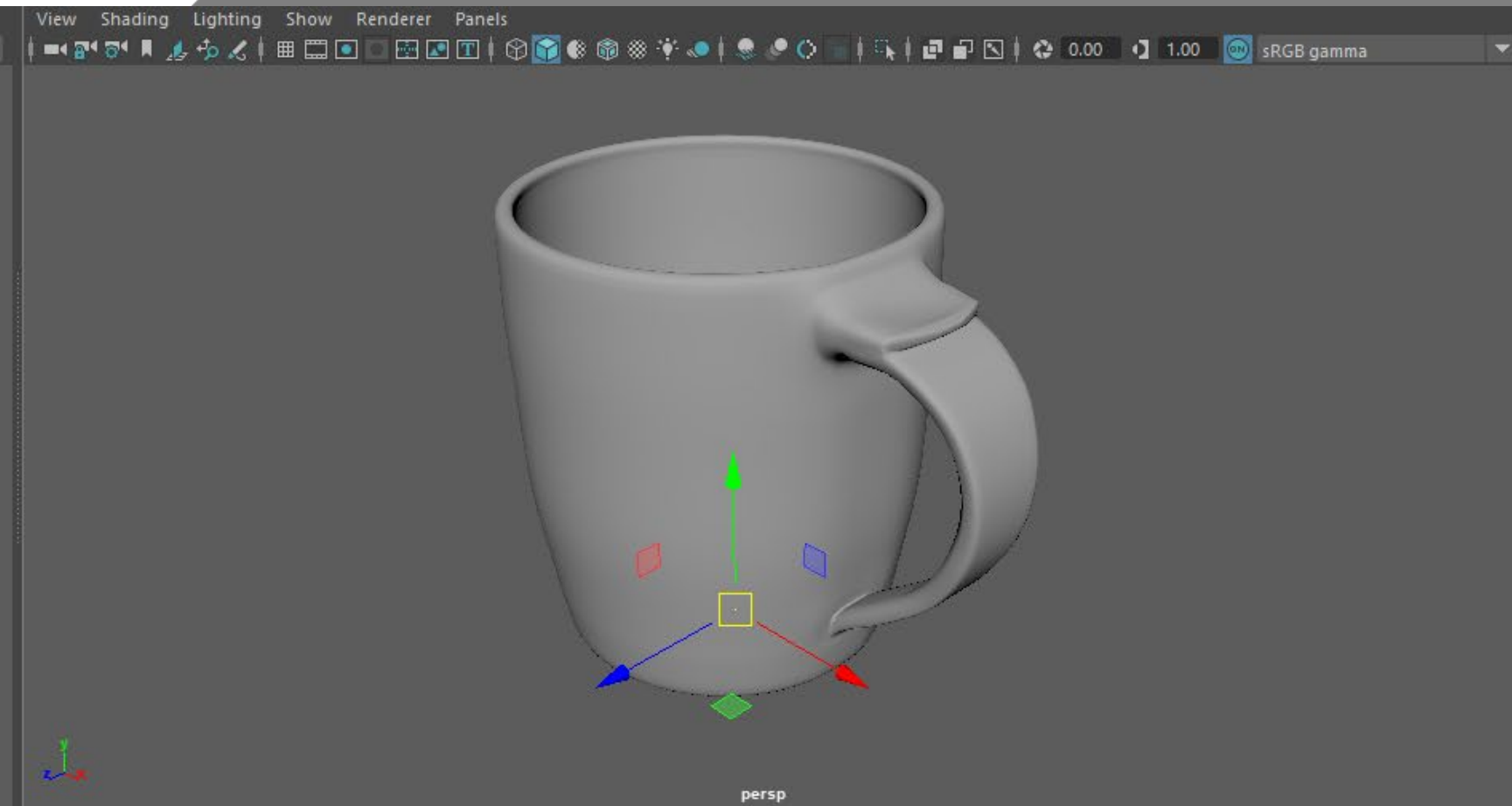
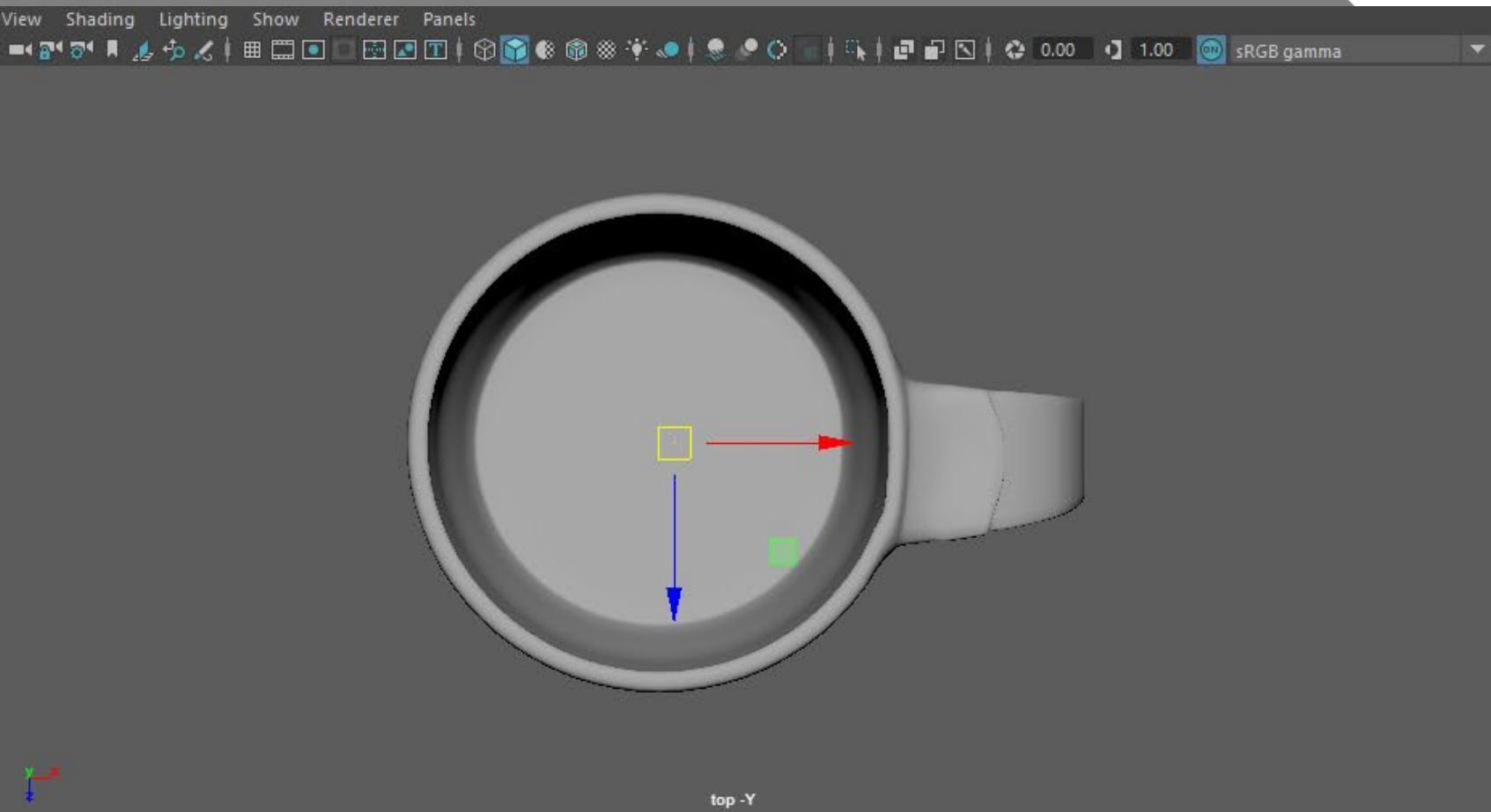
Updated on: 3/15/2022



Viewport : Maya

Alignment : Floor

Front Z: Handle is perpendicular to Front Z, extending towards the right hand side



Pan

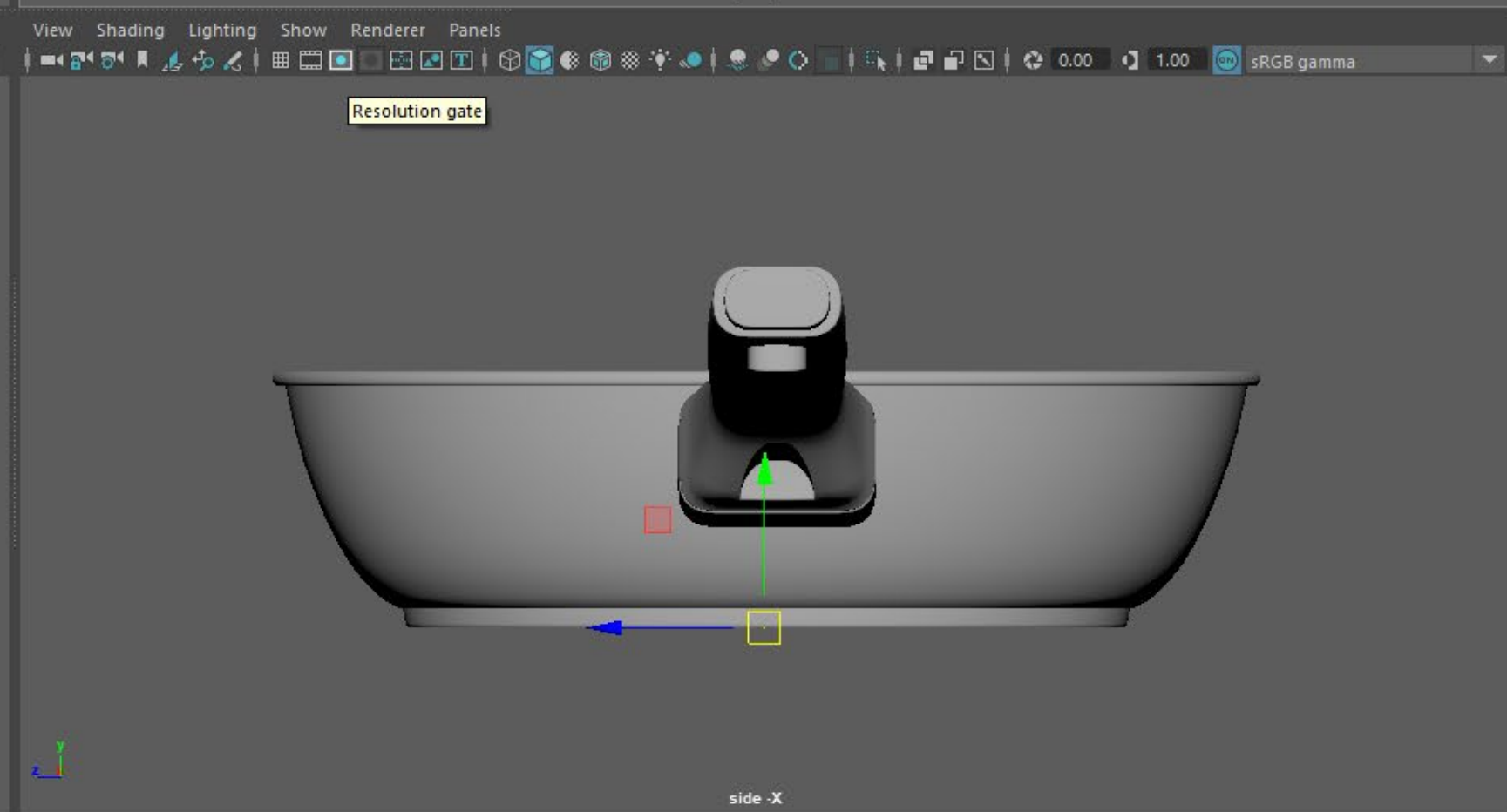
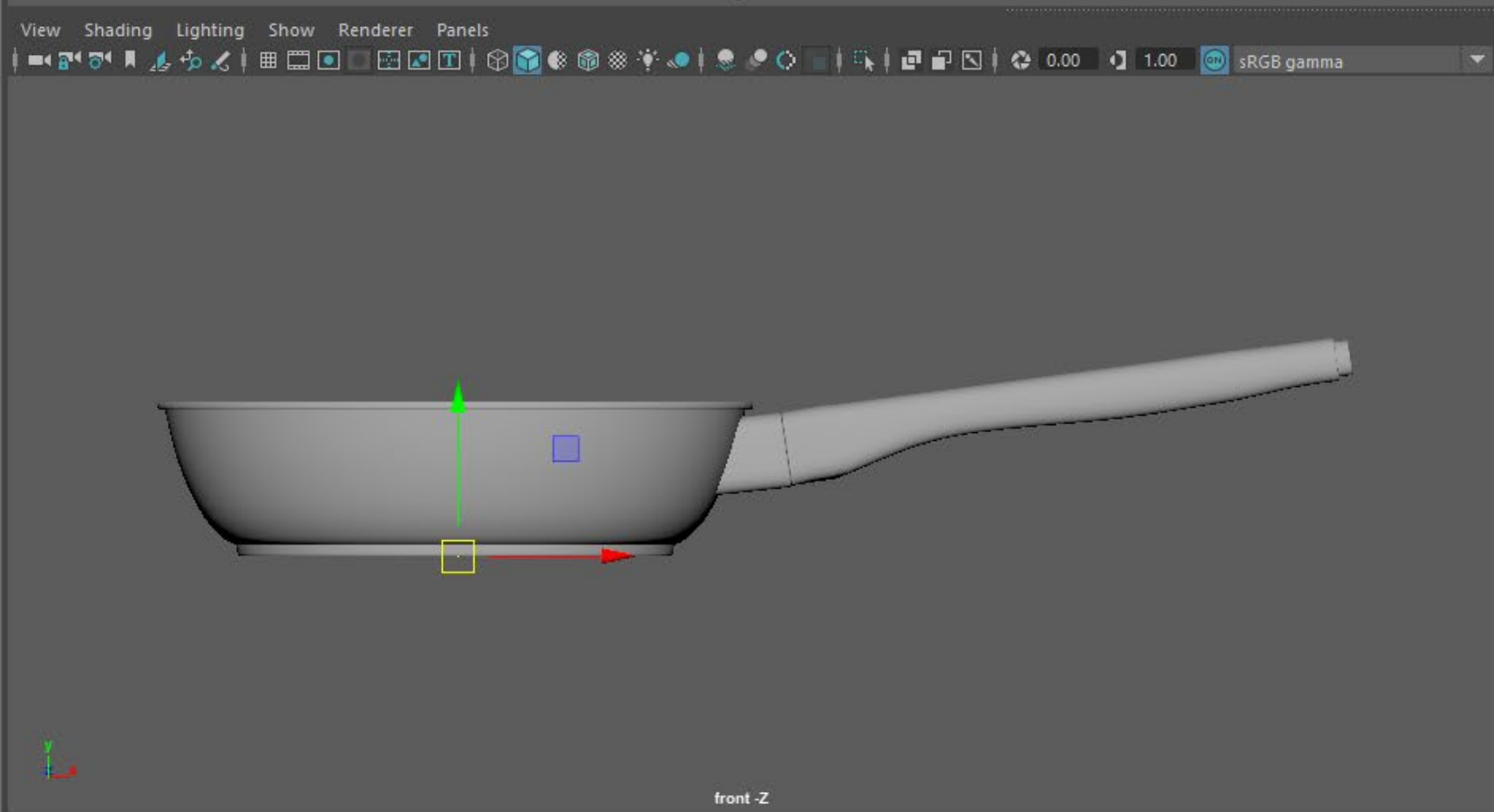
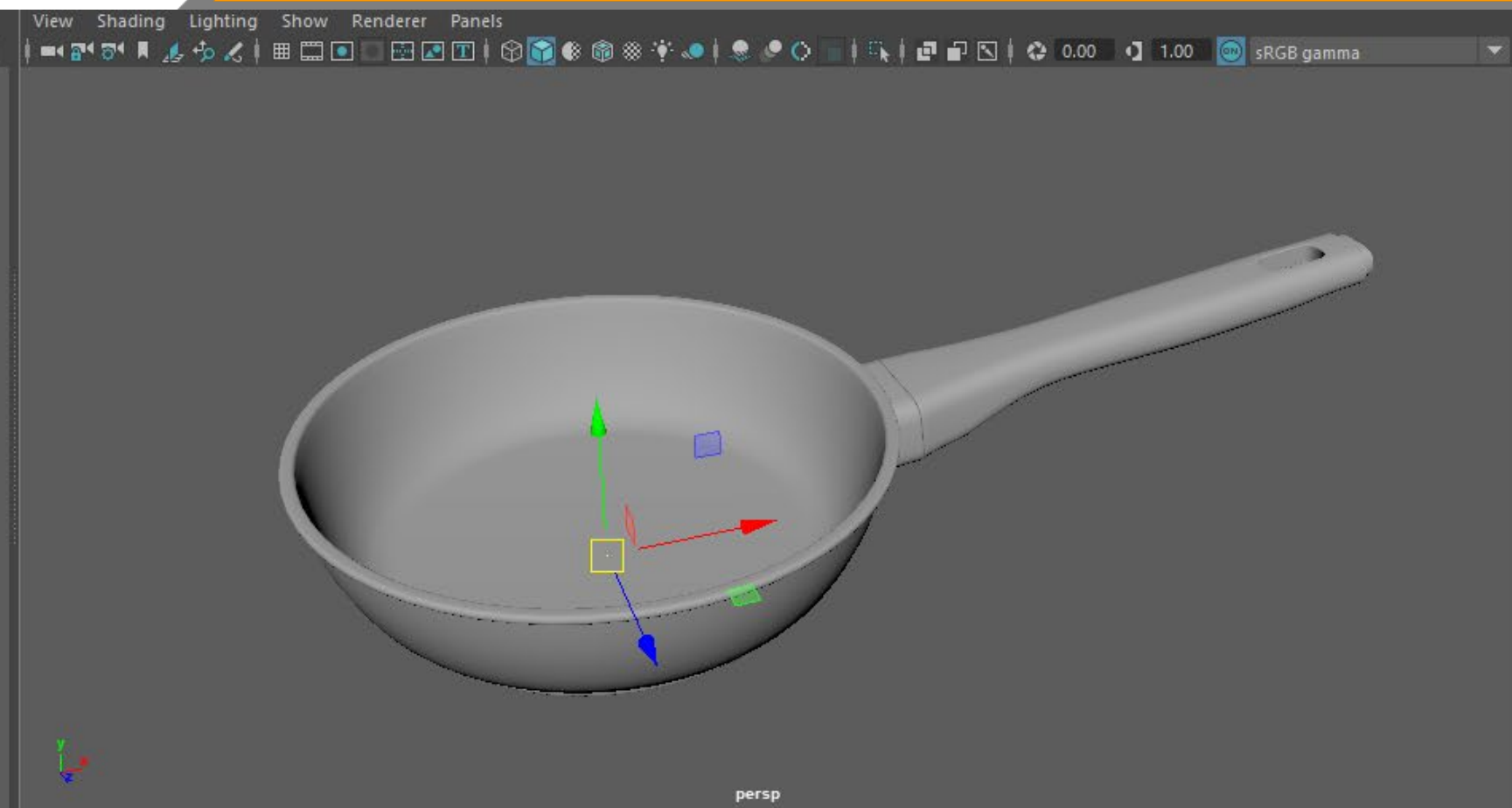
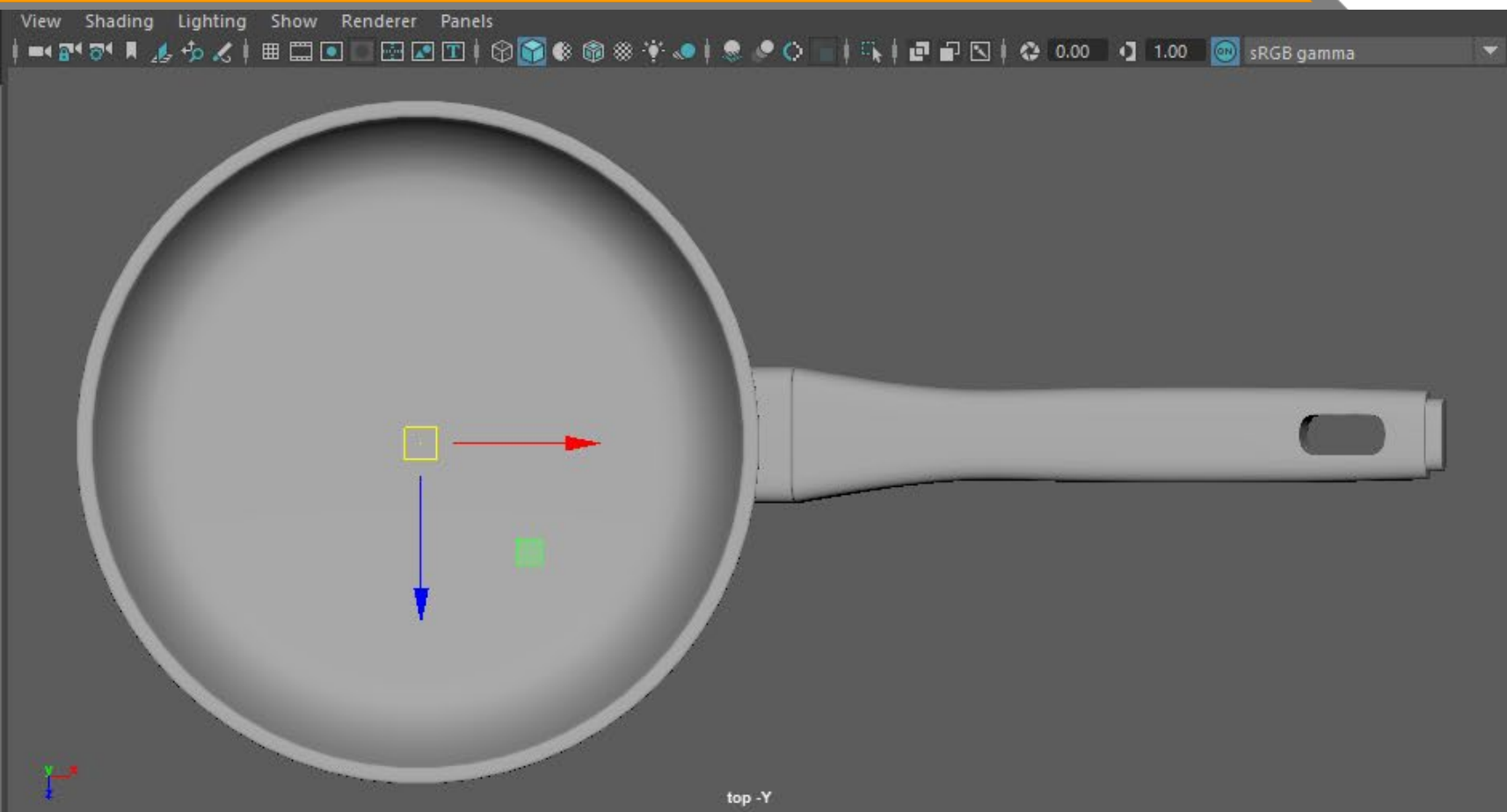
Updated on: 3/15/2022



Viewport : Maya

Alignment : Floor

Front Z: Handle is perpendicular to Front Z, extending towards the right hand side



Tea Kettle

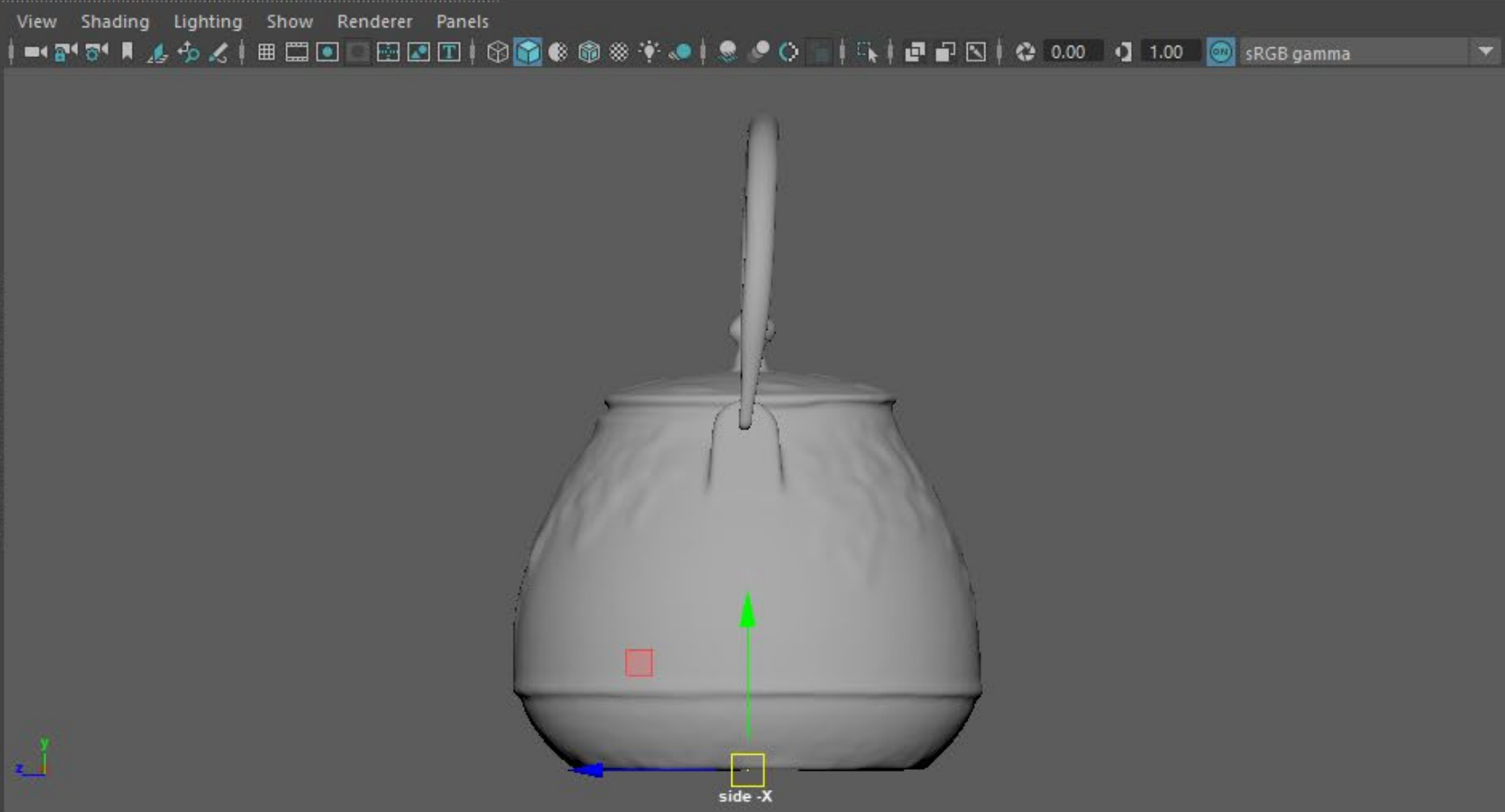
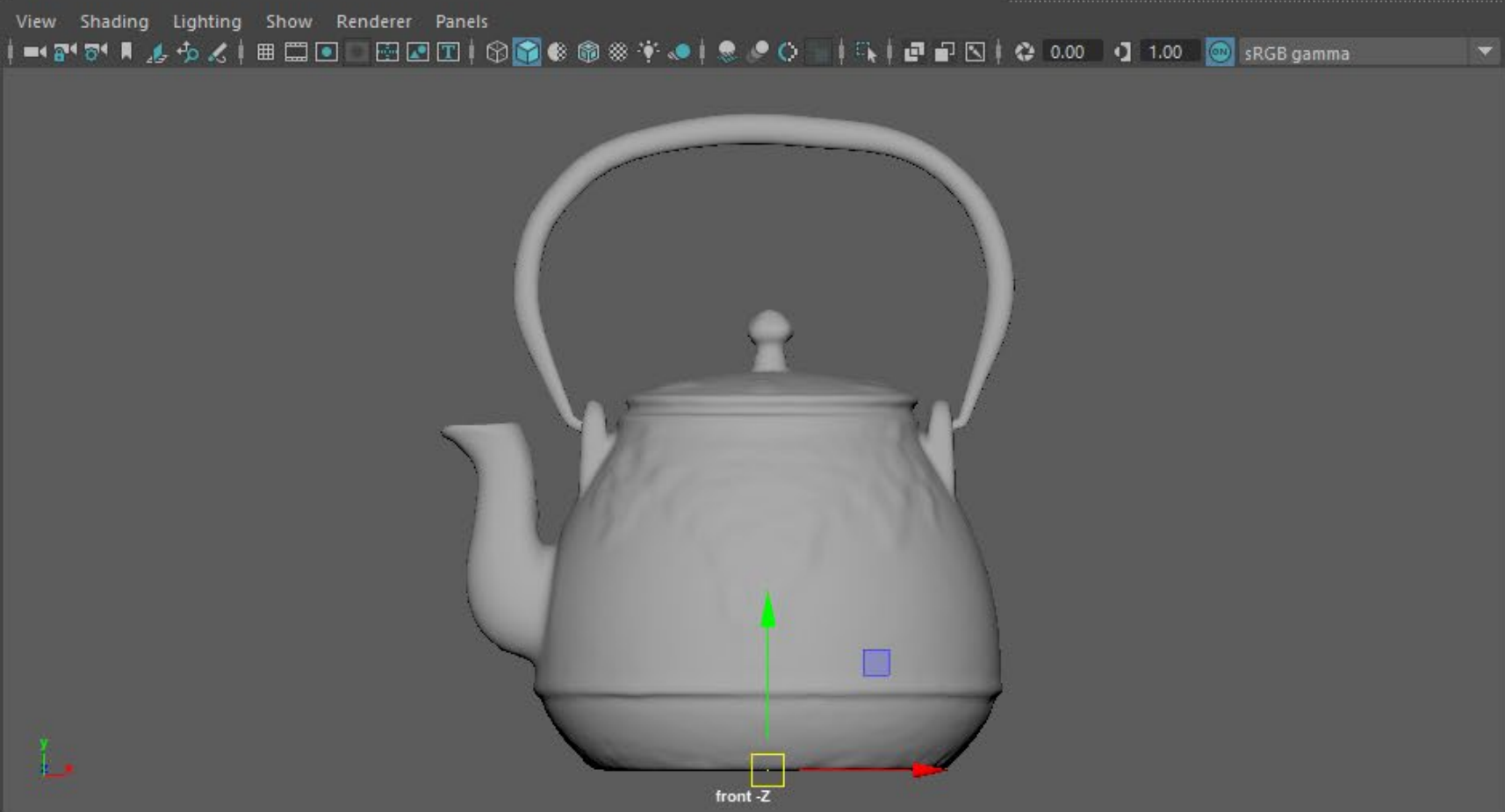
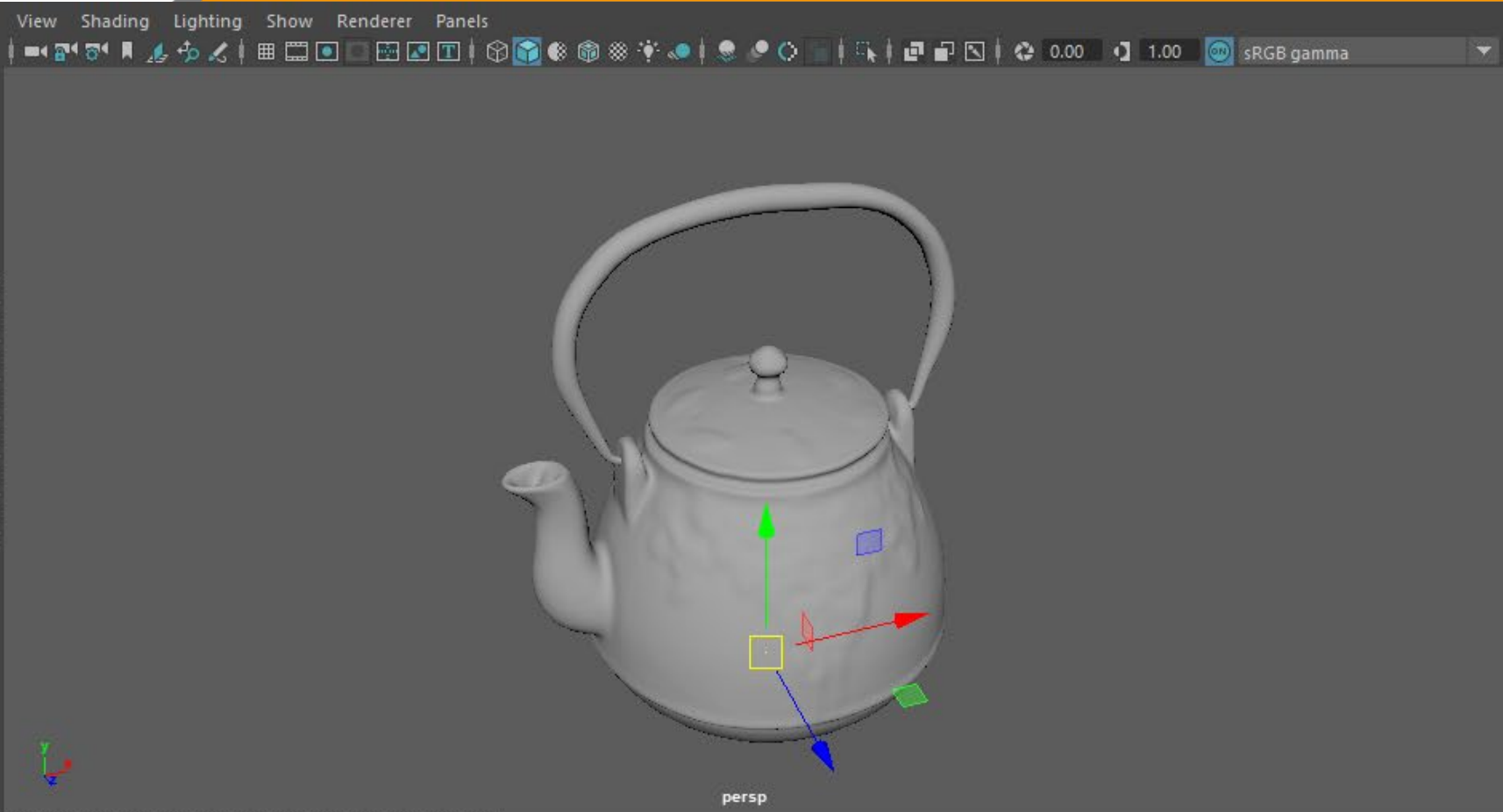
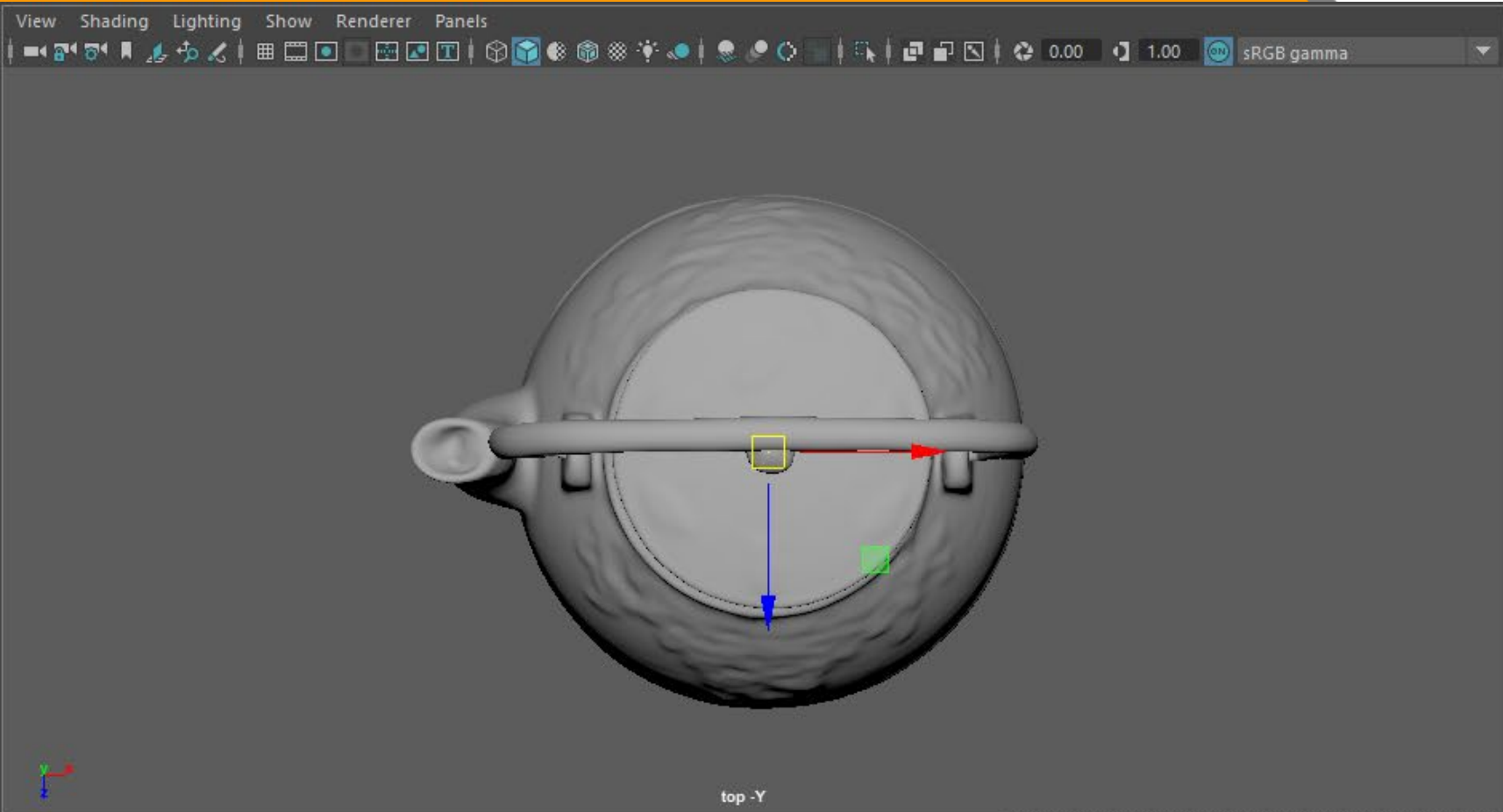
Updated on: 3/15/2022



Viewport : Maya

Alignment : Floor

Front Z: Pouring side is perpendicular to Front Z, extending towards the left-hand side



Racing Wheel

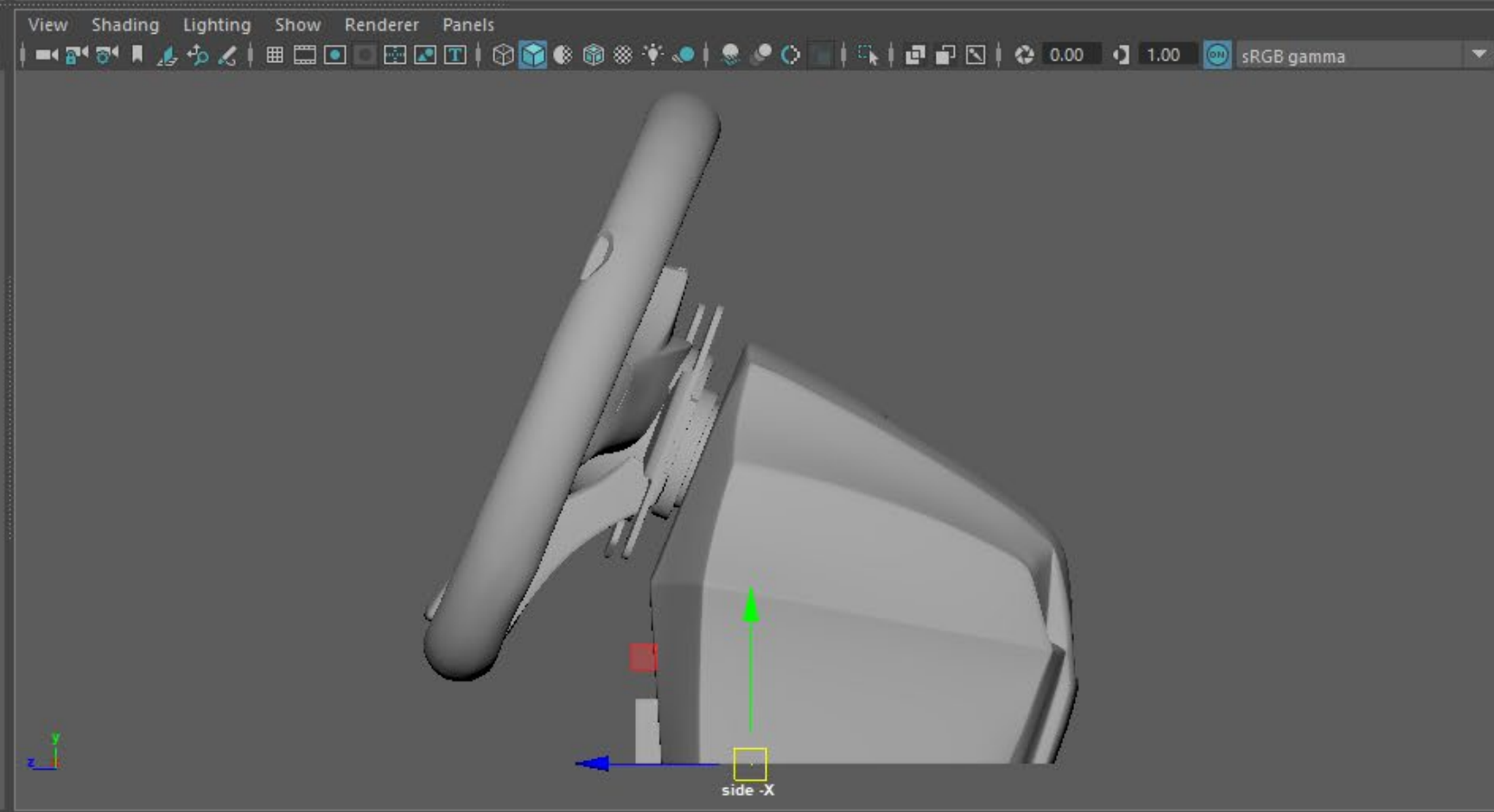
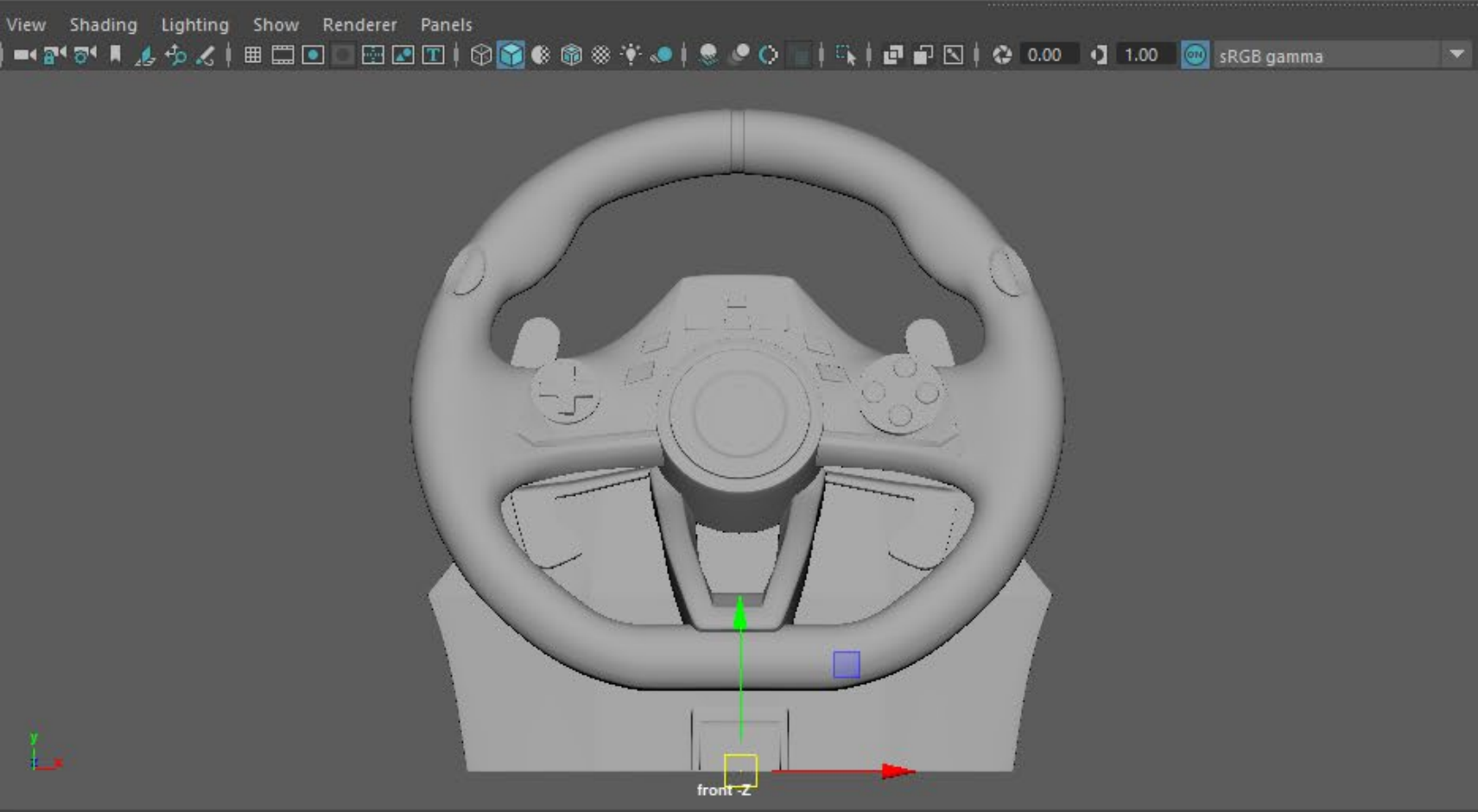
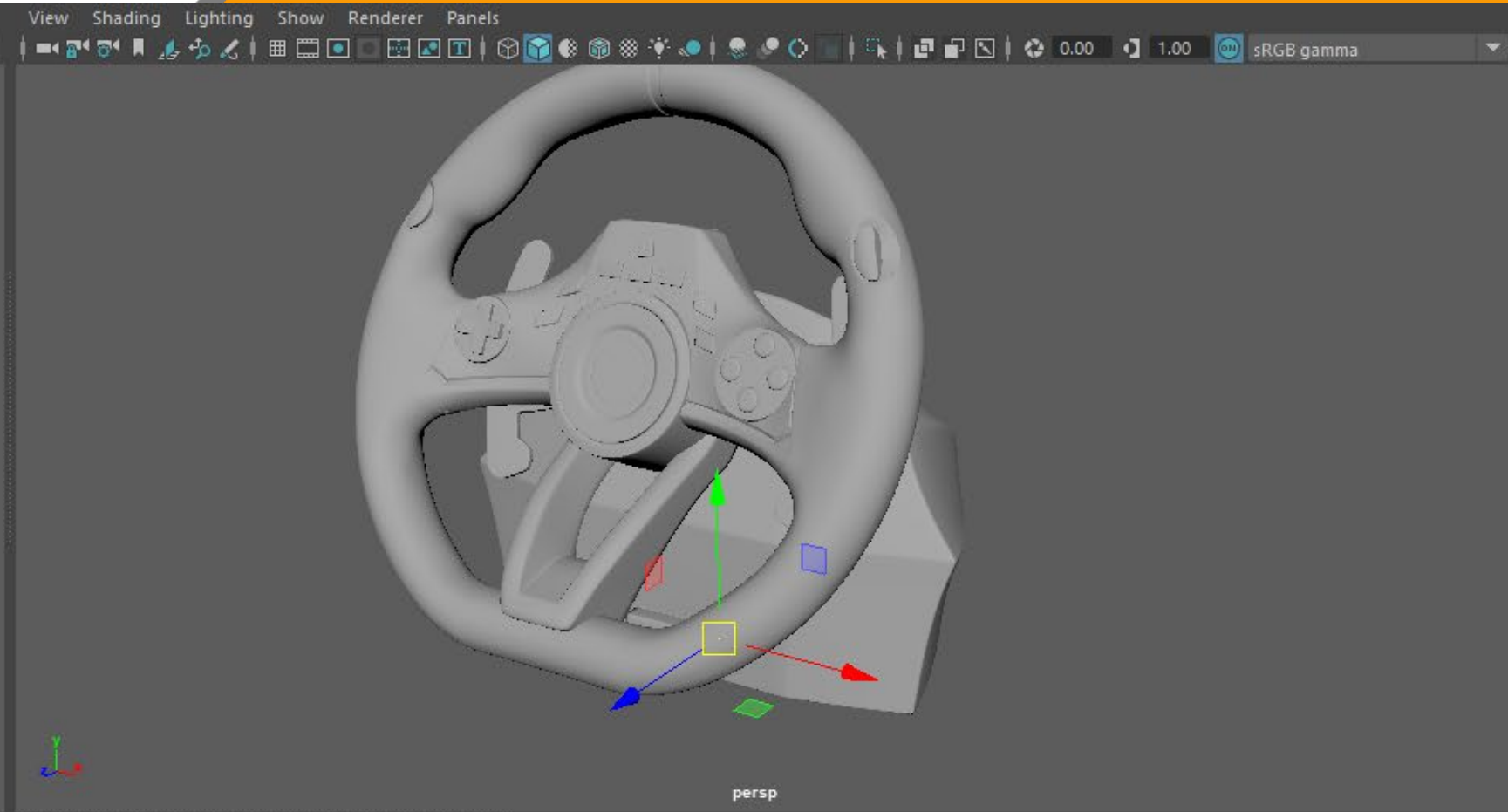
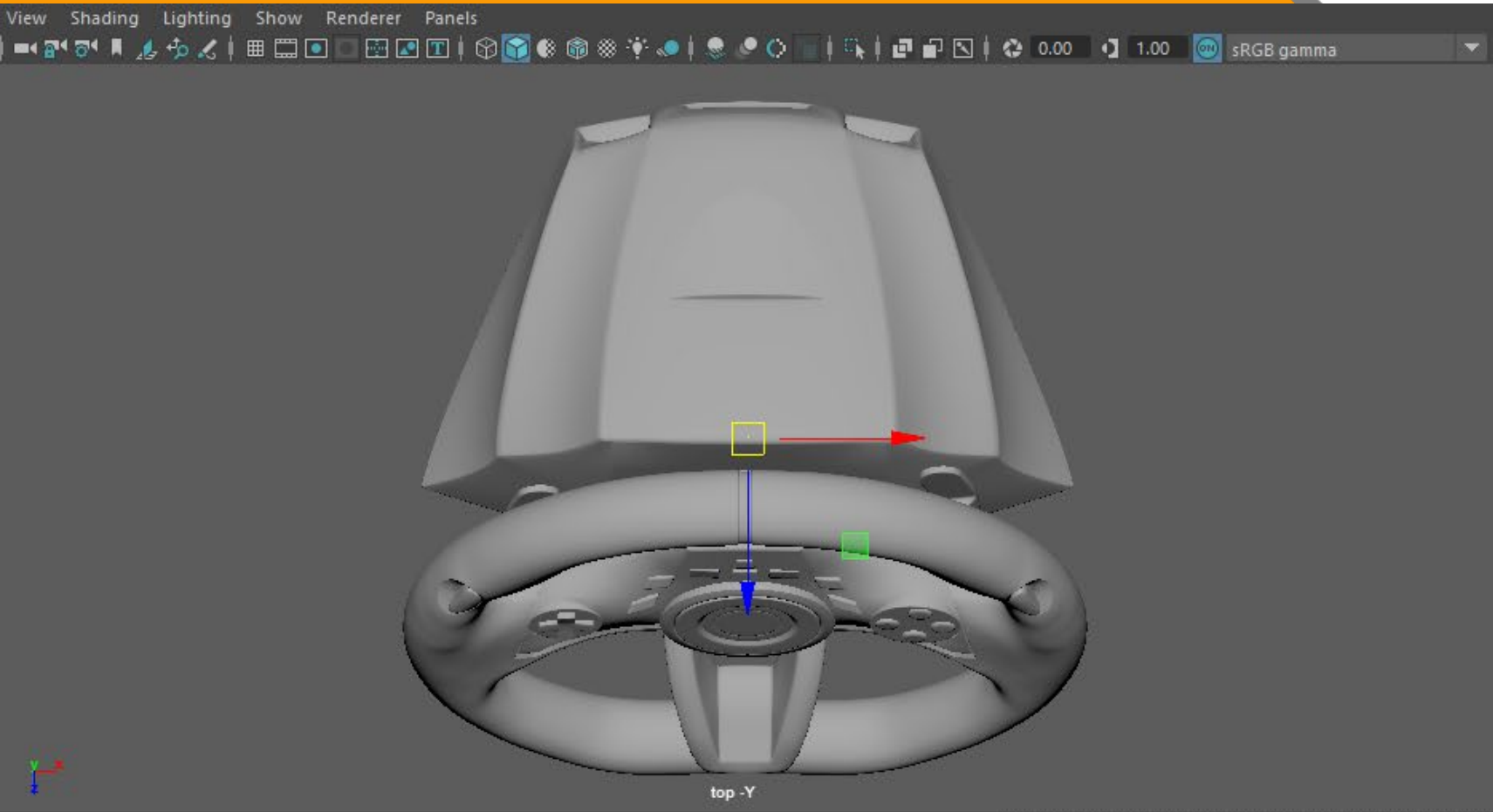
Updated on: 3/15/2022



Viewport : Maya

Alignment : Floor

Front Z: Functional side facing +Z axis



Dumbbell Set

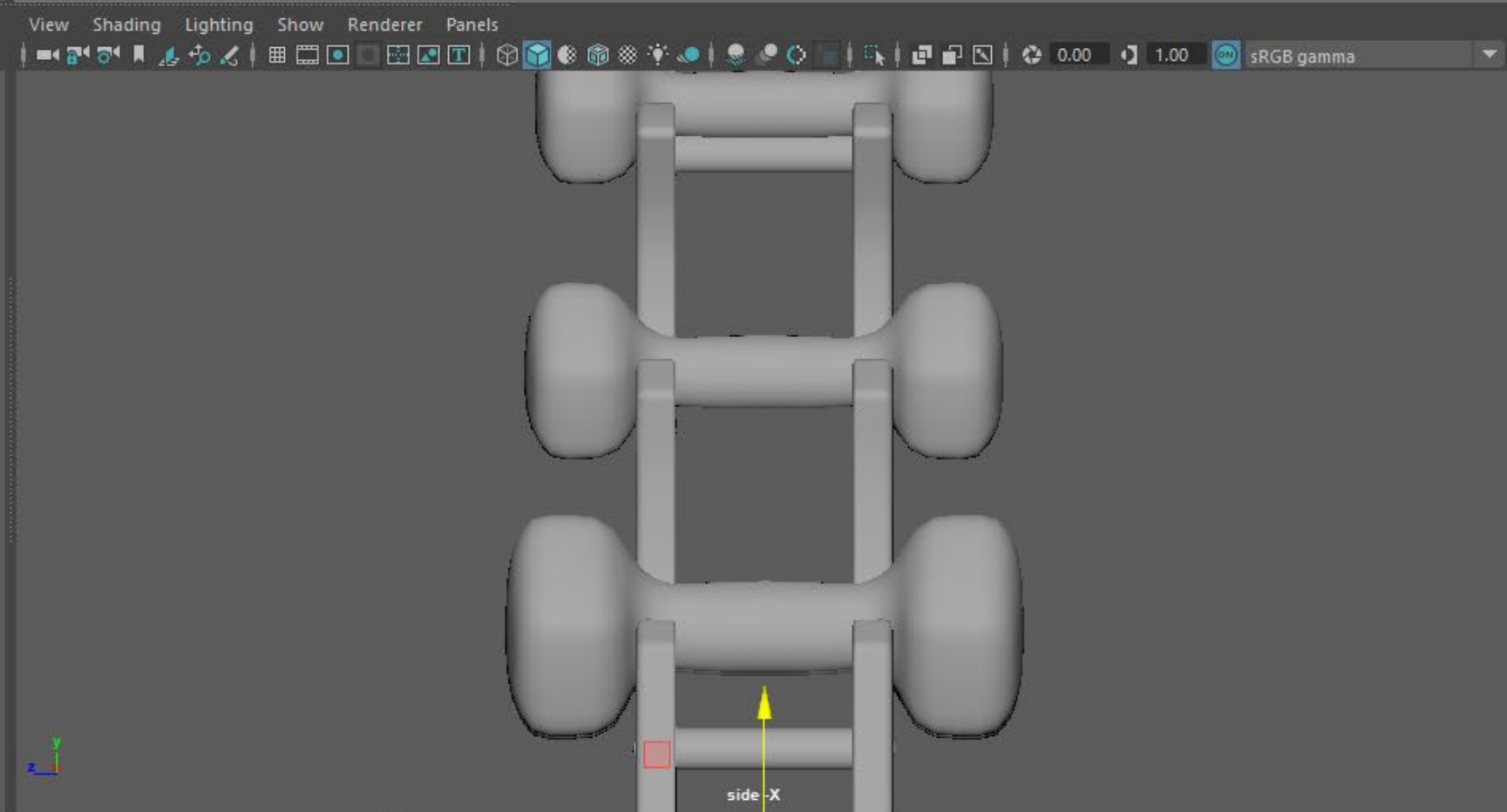
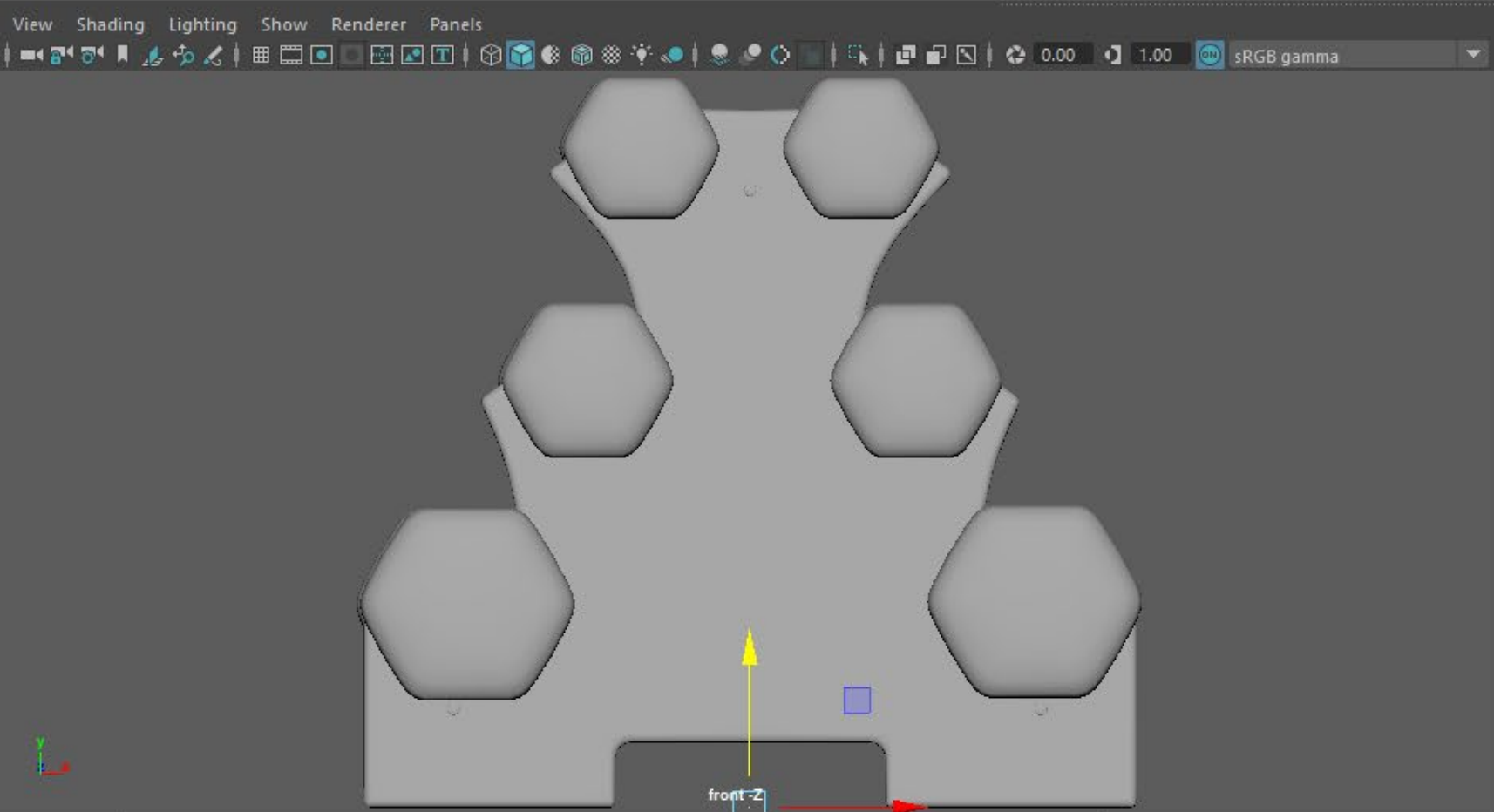
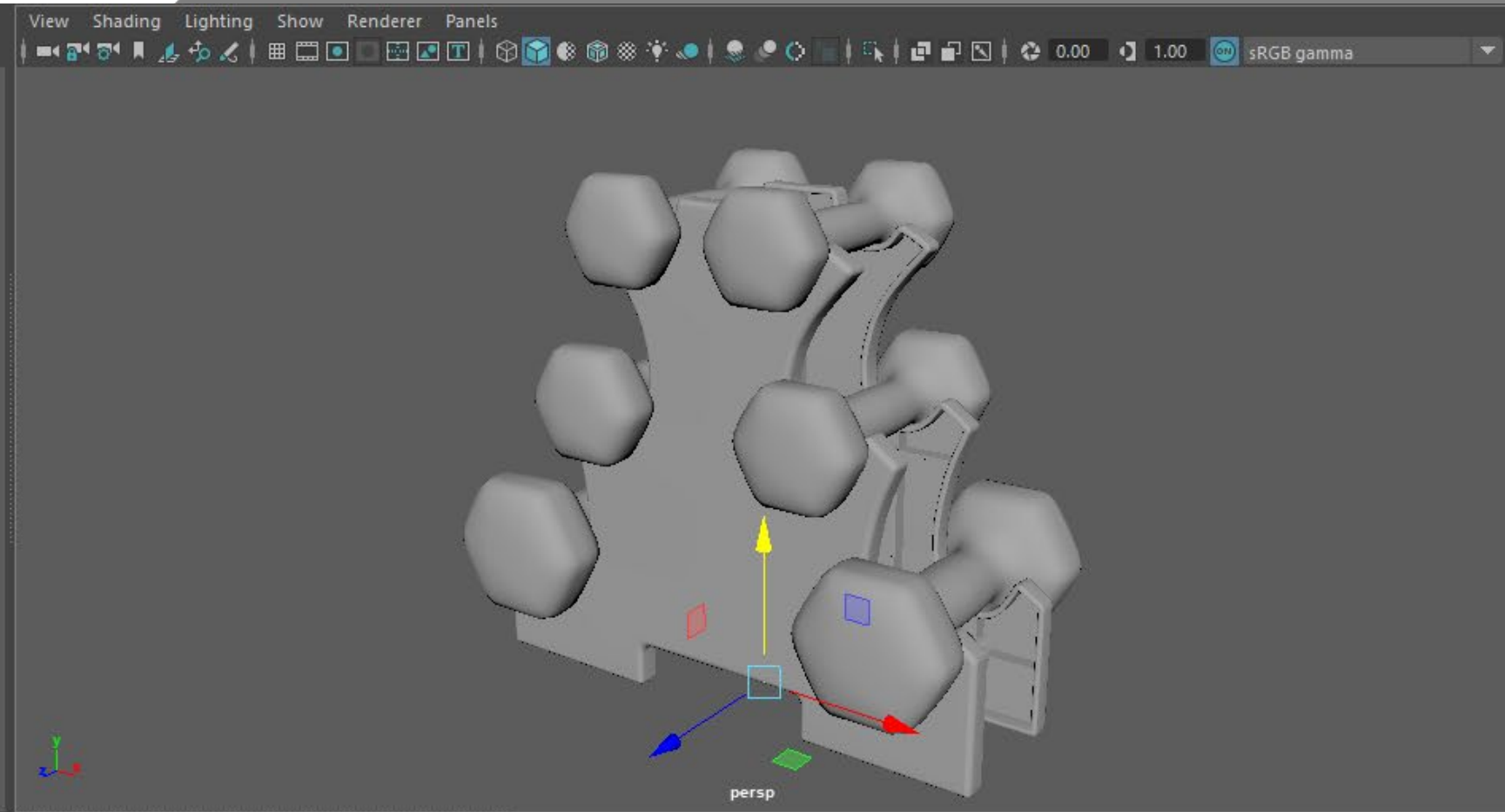
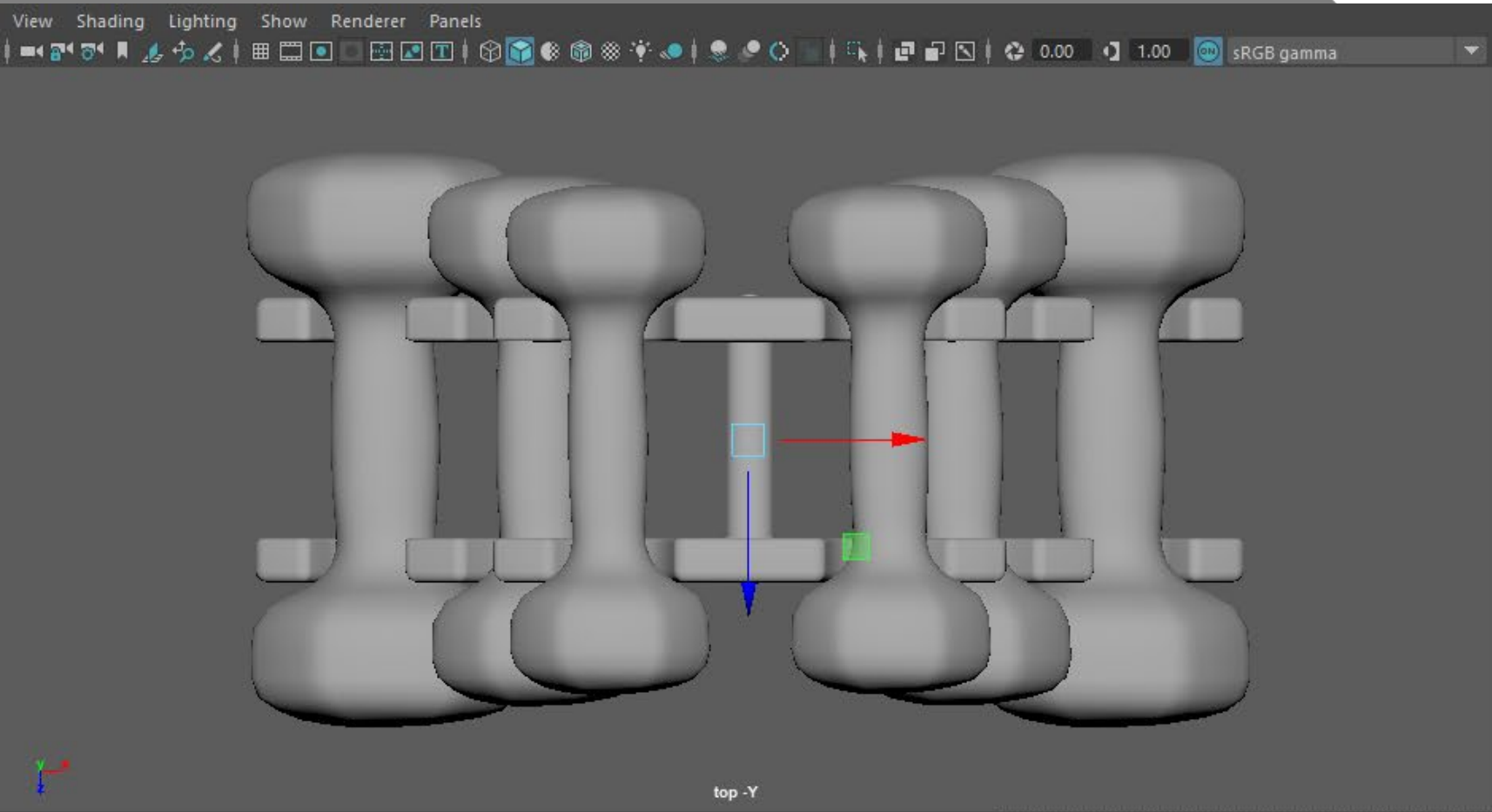
Updated on: 3/15/2022



Viewport : Maya

Alignment : Floor

Front Z: Handle of dumbbell perpendicular to front Z



Dumbbell

Updated on: 3/15/2022



Viewport : Maya

Alignment : Floor

Front Z: Handle of dumbbell parallel to front Z

