Route to 3D: User Guide

routeto3d.com

Getting started

Route to 3D shows a 3D model of your route inside a clear resin dome, like a paperweight, right in your web browser.

There's nothing to install, and nothing you open is uploaded anywhere.

1. Open the website. A sample route loads straight away.
2. Open the **Examples** tab and tap an example to see it, or go to the **Model** tab and choose **Upload .glb or .3mf** to use your own model.
3. Drag to turn it around, then try the **Dome**, **Scene** and **Light** tabs to change how it looks.

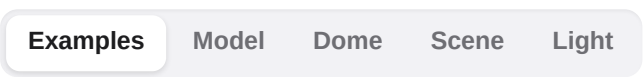
It works on computers, tablets and phones in current versions of Chrome, Edge, Safari and Firefox.

Moving around

Turn, zoom and slide the view with the gestures you already use.

To do this	On a computer	On a phone or tablet
Turn the model	Drag with the mouse	Drag with one finger
Zoom in or out	Scroll the mouse wheel	Pinch
Slide the view	Right-drag	Drag with two fingers

The settings panel sits in the corner of the screen and has five tabs:



Tap **Hide** to tuck the panel away and see the whole model, and **Show** to bring it back. The viewer remembers your settings, so it looks the same next time you visit

on that device.

Examples

Tap any example card to open it, set up exactly as intended.

Each example loads with its own dome, background, lighting and camera angle already in place. After opening an example you can still change anything in the other tabs; tap the card again to go back to how it was set up.

No examples yet?
If the tab says there are no examples yet, none have been published. You can still upload your own model in the Model tab.

Model

Load your own model, save it with its dome, and choose what's shown.

Loading a model

Tap **Upload .glb or .3mf** and pick a file, or drag the file onto the page. The viewer accepts .glb files (from 3D apps and most online model makers) and .3mf files (from 3D-printing slicers such as Bambu Studio, OrcaSlicer and PrusaSlicer). A dome is added over the model automatically.

Saving your model

Tap **Download with dome** to save a .glb file of your model with the dome built in, ready to open in other 3D apps. Downloaded files include a small plaque on the table in front of the dome reading “Created with Route to 3D”. If the button isn't there, the site owner has turned downloads off.

View

Tabletop and shadow	Shows the surface the model sits on. Turn it off to make the model float.
Show dome	Hides or shows the resin so you can compare.
Auto-rotate	Turns the model slowly by itself.

The Model tab also has **See it on your desk (AR)**, described in the AR section below.

Dome

Shape the resin and choose how clear, coloured and glassy it looks.

Setting	What it does
Resin outline	**Follow the model** traces the model's outline; **Circle** makes a round dome.
Top edge	**Dome** curves smoothly, **Chamfer** gives a crisp angled edge, **Flat** gives a sharp square edge.
Height	How far the resin rises above the model.
Dome size or Chamfer size	How big the curve or angled edge is. The resin grows taller if needed so it always covers the model.
Opacity	From crystal clear at 0 to frosted resin at 100%. Frosting softens what's seen through the dome.
Tint	Colours the resin: Ice, Aqua, Emerald, Amber, Rose, Amethyst, Smoke, or any colour from the colour wheel. **Tint strength** sets how deep the colour is.
Reflections	How strongly the resin reflects light.
Bend the background through the resin	Makes the background warp through the resin like real glass. Turn it off for the sharpest view of the model.
Refraction	How strong the bending is. Shown when bending is on.

Scene

Choose what the paperweight sits on and what's behind it.

> **Tip**
> Patterned backgrounds show off the clear resin best, because you can see the lines bend through the dome.

Row	What's in it
Colours and patterns	Gradients (Studio sweep, Dusk, Sunset, Deep ocean, Midnight), patterns (Checker, Stripes, Diagonal, Polka dots, Waves, Grid paper) and a colour picker for any plain colour.

Row	What's in it
Abstract	Colourful images: Aurora, Bokeh lights, Liquid colour, Pearl and Silk.
Tables and desks	Oak, walnut, marble, concrete, linen, slate and terrazzo surfaces, each with a blurred office behind it.
Real world	Your own photo, or your device's camera.

Pattern size and wall

Pattern size appears for patterns and abstract images. Slide it left for a finer pattern, which gives a stronger bending effect through the dome.

Wall close behind the paperweight stands a wall just behind the model, whichever way you turn it, so there's always something close for the resin to bend. **Wall distance** moves it nearer or further away.

Using your own photo

Tap **Upload a photo**, or drag an image onto the page, then choose how to use it:

Backdrop	The photo fills the screen behind the model, like a photo of your desk. Turn and zoom until the model sits naturally on the surface.
Tabletop	The photo covers the table and the wall, repeated like a pattern.
Wall	The photo appears once on the wall behind the model, like a poster.
360°	For panorama photos, which wrap all the way around.

Use camera shows your device's live camera view behind the model. Your browser asks for permission first.

Light

Pick a lighting preset to change the whole mood in one tap.

Preset	Looks like
Studio	Soft, even light, good for seeing detail.
Window	Daylight falling across the table in soft window-shaped patches.
Golden hour	Low, warm evening sun with long shadows.

Preset	Looks like
Overcast	Very soft, flat light with gentle shadows.
Desk lamp	Warm, moody light in a dim room.
Dramatic	One hard light with deep shadows.

Fine-tuning

Open **Adjust lighting** to change individual settings:

Direction	Moves the light around the model.
Height	Raises or lowers the light.
Brightness and Warmth	Change the light's strength and colour.
Shadow softness	Blurs or sharpens the shadow.
Room light	Brightens the dark side of the model.
Window light on the table	Adds the window patches to any preset.

The resin's reflections move with the light, and the dome throws a small bright glint onto the table on the side away from it.

AR: see it on your desk

Place the paperweight on a real table through your phone's camera, at real size.

In the **Model** tab, under **See it on your desk (AR)**, choose how big it should be: **8 cm**, **12 cm** or **20 cm** across.

On an Android phone (Chrome)

1. Tap **Place on a surface** and allow camera access.
2. Move the phone slowly over a table until white rings appear on it.
3. Tap to put the paperweight there, then walk around it.
4. Tap **Move it** to choose a new spot, or **Exit AR** to go back.

On an iPhone or iPad (Safari)

1. Tap **View in AR**. Apple's AR viewer opens.
2. Tap **AR** at the top, point at a table, and the paperweight appears on it.

About AR

In AR the resin shows reflections but doesn't bend the real world behind it; phones don't let web pages do that. If neither button appears, your browser doesn't support AR. Try Chrome on Android or Safari on iPhone.

Tips and troubleshooting

Quick fixes for the most common questions.

Tip

For the best-looking view, try a pattern or a table surface from the Scene tab with the Window or Golden hour lighting.

Problem	Try this
The model looks blurry through the dome	Turn off **Bend the background through the resin** in the Dome tab for the sharpest view.
I can't see the resin	Pick a patterned or dark background in the Scene tab, and turn bending on in the Dome tab.
My model won't load	Make sure it's a .glb or .3mf file. If it mentions Draco or KTX2 compression, export it again without compression. Very large models may be too big.
My 3MF colours are missing	Colours painted with a slicer's paint tool aren't shown; each object shows its filament colour instead.
The page looks out of date	Refresh the page, or open it in a private window.
The camera or AR won't start	Allow camera access when your browser asks, and check the site address starts with https.