



Spatial Reality Display Player

version 1.0.0

取扱説明書

JP

Operating Instructions

EN

Mode d'emploi

cFR

使用说明书

CS

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1. About Spatial Reality Display Player

1-1. Main features of the Spatial Reality Display Player

This application allows you to easily play and enjoy 3DCG on Spatial Reality Display. You can easily display your 3DCG data on Spatial Reality Display. You can use 3DCG in a wide range of fields such as design, medicine, architecture, and signage.

1-2. Required PC environment

| | Recommended Specs |
|---------|---|
| CPU | i5-6 core or faster |
| GPU | PassMark - G3D Mark score 18,000 or higher (GeForce RTX2070 SUPER equivalent) |
| Memory | 16GB or larger |
| Storage | SSD |

1-3. Available Spatial Reality Displays

This Player can be displayed on the following Spatial Reality Displays

- ELF-SR1
- ELF-SR2

1-4. Playable 3DCG file format

This Player supports the display of the following 3DCG file formats

- FBX format
- GLTF/GLB format
- OBJ format
- STL format

Caution

- * Display verification is performed by Sony to ensure that Player compatible format files exported from each DCC tool can be displayed based on the format specifications of each tool.
- * Some 3D file formats supported by Player may not be able to correctly reflect software-specific effects in 3D display.

1-5. Available operating devices

This Player can connect and operate the following operating devices

- Windows-compliant USB keyboard
- Windows-compliant USB mouse
- Windows-compliant USB gamepad *1
- Controller for PlayStation 4/5 *2

- *1 Gamepad is compatible with the Windows Direct Input standard.
- *2 PlayStation controllers must be wired via USB.

Caution

USB connection of 2.4GHz BT system may not work due to interference issues with other USB3.0 connected devices. Wired connection is recommended.

1-6. About language settings

This Player can be displayed in the following languages. You can change them in "Options"- "Settings".

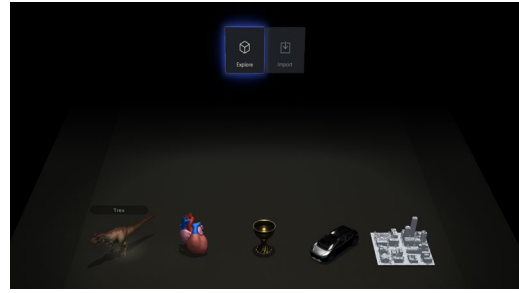
- English
- Japanese
- French
- Chinese

2. basic screen structure and operation

2-1. Model Explorer screen and full screen view

The Explorer screen lists the imported 3DCG models.

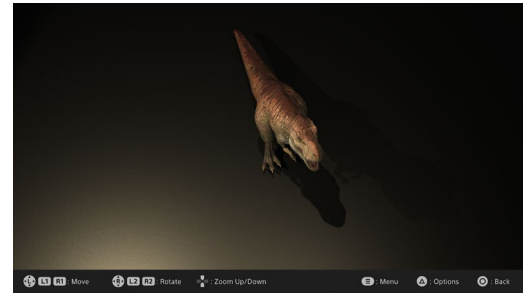
3DCG models can be displayed in full screen and viewed from various angles and directions.



Explorer screen

Main Functions

- List Models
- Select and playback models
- Delete model
- Menu functions
- Option Functions



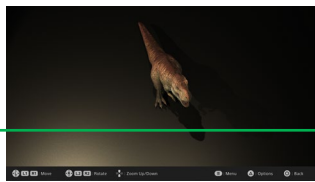
Model full screen view

Main Functions

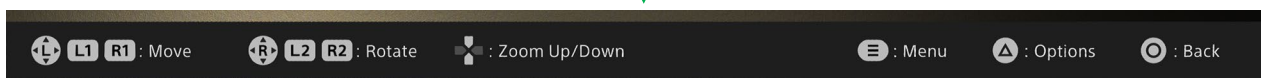
- Movement
- Rotation
- Scaling
- Optional Functions

2-2. Operation guide display

On each screen, an operation guide is displayed at the bottom of the screen. (for 5 seconds)



The user can access various functions by following the operation guide.

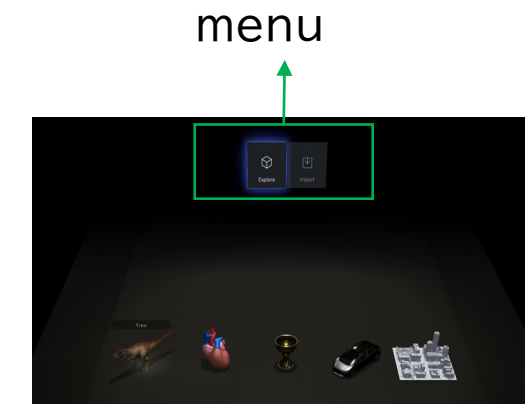


Caution

When a gamepad is connected, the display switches to the operation guide for the gamepad.

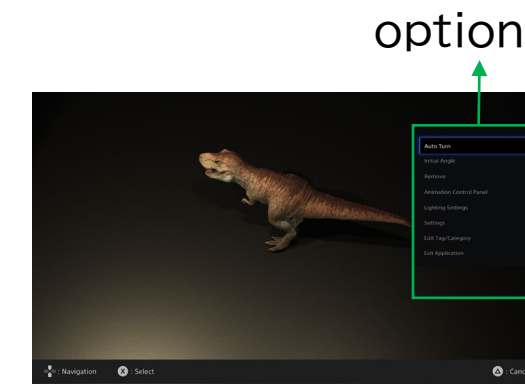
2-3. Menu and Option Functions

In this Player, various functions are available from the "Menu" and "Options".



Menu

- **Explorer**
Display Explorer.
- **Import**
Import 3DCG model files in your PC into Explorer.



Option

- **Auto-turn on/off**
Automatically rotates the model
- **Initial angle**
Sets the angle at which the model is displayed.
- **Remove**
Remove the model.
*They will also be removed from Explorer.
- **Light source setting**
Set the light source, color temperature, and intensity of the light.
- **Setup**
Configure the player settings
- **Edit Tags/Categories**
Edit model Tag and Category information
- **Exit application**

3. look at the sample images

3-1. Select and display a sample 3DCG model

Several sample 3DCG models are included with this Player. These sample images can be used to verify that the Spatial Reality Display is properly connected and configured.

Step 1 Launch the application.

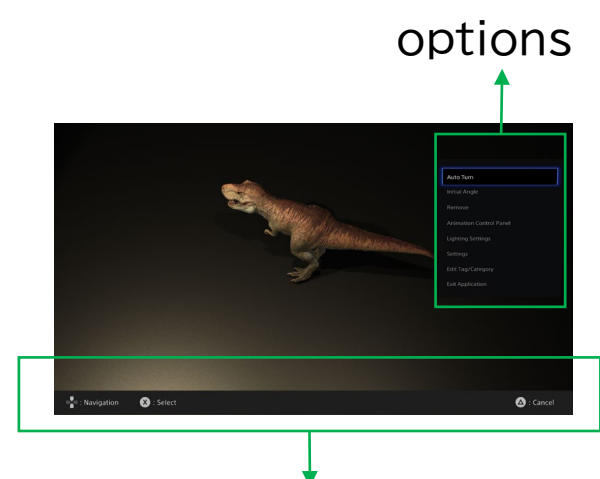
Step 2 From the Explorer screen, select and choose the sample model of your choice.

Step 3 The 3DCG model is displayed in full screen.

3-2. Basic Operation of 3DCG Display

On the 3DCG display screen, you can change the position and angle of the model by following the operation guide.


Various functions are also available from the "Options".



options

Operation Guide

Space display "Options" On/Off

w
s  "Options" operation

BS return to "Explorer"

Change the position,/angle/ scaling of the model

n Zoom in
v Zoom out

w Model Move
a s d Front/Back
Left/Right

q w e Model Move
a s d Up/down

u i o
j k l Model Rotation

3-3. Remove and re-import of sample 3DCG models

Sample 3DCG models are built into this Player. You can remove it if you do not need it. It is also possible to remove it and then bring it back into Explorer again.

How to remove

Step 1 Select the model you wish to remove in the Explorer window.

Step 2 Open "Options" in the Explorer window.

Step 3 Select "Remove" from the "options".

Step 4 The model is removed from Explorer.

How to re-import

Step 1 Open "Options" in the Explorer window.

Step 2 Select "Sample Re-import" from the "options".

Step 3 A sample model will be restored to Explorer.

4. import and display your own 3DCG model

4-1. Importing 3DCG files on a PC

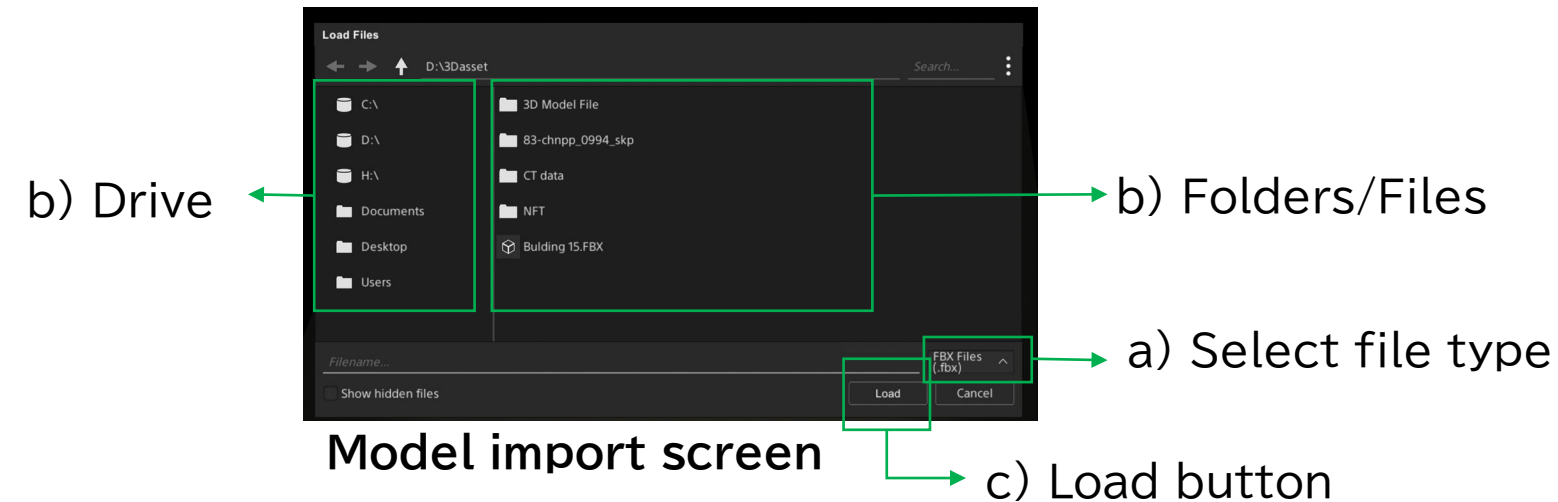
To display a 3DCG model in this Player, the model must first be imported into the Player.

Caution Please use the mouse to operate on this screen. Keyboard and controller not available. The message about mouse usage appears only the first time after the import is started.

Step 1 Launch the application.

Step 2 On the Explorer screen, press the "TAB key" to display "Menu" and select "Import".

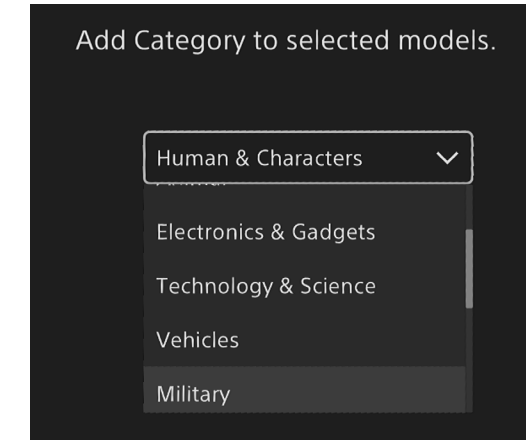
Step 3 Select the 3DCG file on your PC.



Step 4 Select the file type. (a)

Step 5 Select the 3DCG file you wish to import in the Explorer. (b)

Step 6 Press the Load button. (c)



Step 7 Register this model in the category.

*Once you register a category, you can customize the Explorer view with search and sort functions.

Step 8 The model is added to the Explorer screen.

4-2. Remove a model on Explorer

"Remove" from the "options" will remove the model from Explorer.

*After remove, the model behind moves to the front.

*If a new model is added, it will be added to the end of the displayed model.

4-3. Create 3D thumbnails in Explorer

The Explorer screen displays the imported model as a 3D thumbnail. After the file is loaded, a temporary thumbnail is displayed. Once a file is played back in full-screen mode, a 3D thumbnail is automatically generated and then 3D thumbnails are displayed in the Explorer.

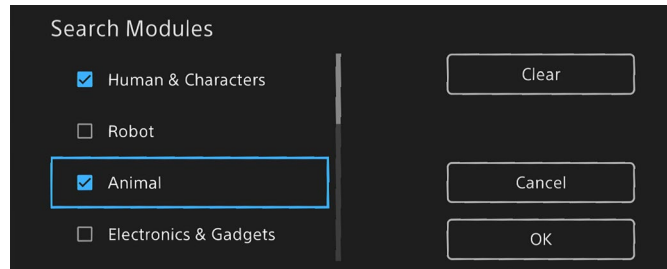


Temporary thumbnail

5. try using the various functions

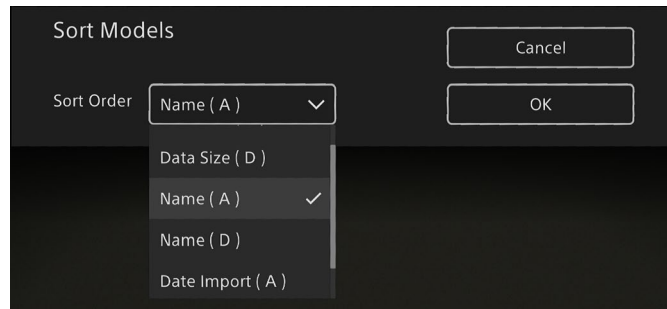
5-1. Searching and sorting 3DCG contents

Models imported into this Player can be searched, sorted and reordered.



search function

You can search according to the category information you set when importing models or in "Edit Tags/Categories" from "Options".



sort function

You can sort by the following criteria

- Data Size
- Import Date
- File Name

attention

It is not possible to search or sort and display files that are local to the PC.

5-2. Auto-Turn

While displaying a 3DCG model in full screen, the model can be automatically rotated.

5-3. Initial angle



3DCG model around X/Y/Z axes
The display can be changed.

The position and size can also
be changed to fit the screen.

attention

Once the initial angle is set, the next time the model will be displayed at that size/position/angle.

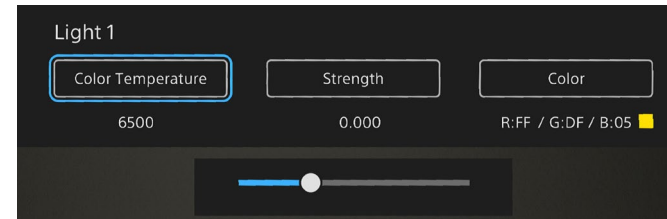
5-4. Light source setting

You can change the lighting of the 3DCG model display.



Light Source Environment

You can select from a preset lighting environment.



Customize Function

Each lighting environment can be customized.

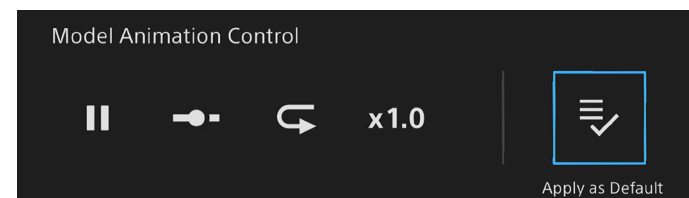
- Color temperature
- Light intensity
- Color of light

attention

Customized lighting settings are automatically recorded.

5-5. Playback of animated 3DCG

If the 3DCG model has animation information, you can select the playback mode from the control panel.



Animation Control Panel

- Play/Pause
- Seek bar playback
- Repeat Playback
- Playback speed

6. other

6-1. About version information

The version of this Player is v 1.0.0.

6-2. Latest information/updates for this application

The latest information and updates on this Player can be found at

App Select

<https://sony.net/app-srd>

Developer Site

<https://sony.net/dev-srd>

The Sony logo, consisting of the word "SONY" in a bold, sans-serif font with a registered trademark symbol (®) to the right.

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