Kaltura

3D Object Entry – Overview of the Brand3D Integration with Kaltura MediaSpace

The 3D Creator Module allows users to:

- Add 3D overlays to existing VODs in MediaSpace
- Add new stand-alone 3D objects as media entries in MediaSpace

This integration is supported on both the v2 and v7 web players.

The Module is composed of 3 elements:

1. A MediaSpace Integration Component that activates the Module and allows for functionality configuration.
2. A Configurator Component that allows users to enrich videos with 3D overlays.
3. A 3D Library Component that allows users to upload and manage 3D objects.

Current Limitations:

The module allows the upload and editing of 3D models directly in MediaSpace. Currently the formats supported for upload are .OBJ (the most common legacy format) and .GLTF (GL Transfer Format, which is promoted by all leading Internet companies and authorities in the Kronos Group Initiative for 3D on the Internet.) Other formats are supported through export and conversion utilities readily available for free (see https://github.com/KhronosGroup/glTF for examples).

Please also note that 3D overlays of models and the execution of interactions can be initiated through the module directly, while additional animations will be added later as part of the road map agreed upon with Kaltura. Currently this requires access to additional tools from Brand3D that are external to the Kaltura platform.

> 💡 Click here for the Brand3D product updates.

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