



Spatial Reality Display Player

version 2.0.2

Operating Instructions

en-US

Release notes

version	Details	date of issue
V1.0.0	First release	May 2023
V1.0.1	File Importer can be operated by keyboard/controller now. Several bugs have been fixed.	July 2023
V1.0.2	Spatial Reality Display firmware and SDK updates are now supported. The firmware update is version v1.20.00 and the SDK is version v2.1.0. Please use Spatial Reality Display Player v1.0.2 to take advantage of the updated features.	September 2023
V1.1.0	The following new features are now available. <ul style="list-style-type: none">• Demo function• Key assignment setting• Key Lock function• Background setting	December 2023
V1.2.0	The following features were newly added or improved. <ul style="list-style-type: none">• Mouse operation available on all screens• Improved model reordering operation in demo list• Added shuffle playback function• Added additional language support for the user guide	April 2024
V2.0.0	The following features were newly added or improved. <ul style="list-style-type: none">• HDRP support• Information panel function• Wallmount mode support• Background display enhancements• Multi model layout• Lighting and material adjustment enhancements• Scale display• Several operability improved	December 2024
V2.0.1	Functional Improvements <ul style="list-style-type: none">• Faster startup time• Improvement of translucent image quality Improvement of visibility/layout Various usability/bug fixes	March 2025
V2.0.2	Applied security update	November 2025

Notification regarding migration of various data from Player v1.2 to v2.0.2

Player v2.0.2 has many system and specification differences from Player v1.2 due to the adoption of HDRP.

Therefore, some data that could be migrated between v1.0/1.1/1.2 cannot be migrated to v2.0.2.

Please reconfigure the Player v2.0.2 if necessary.

1. About Pre-installed Models

No.2/3/4/Chalice, which were pre-installed in v1.2, are not pre-installed in v2.0.2 and will be removed from the demo set if registered.

2. About Imported Models

Models imported in v1.2 will be migrated to v2.0.2, but 2D thumbnails will be displayed in Explorer.

After the model is played back in Single View, it is converted to a 3D thumbnail and displayed.

3. About Background Type and Lighting Settings

Only the background types (Studio/Garage, etc.) set for each model in v1.2 will be migrated, and lighting settings will be set to the v2.0.2 default values for each background. Please reconfigure lighting settings in Player v2.0.2 if necessary.

4. Migration of various data when migrating from Player v2.0.2 to previous versions

Data migration from v2.0.2 to v1.2 is not supported.

For example, if you change background types, lighting settings, etc. in v2.0.2 and then revert to v1.2, the data will not be migrated.

If you revert to a previous version (v1.0/1.1/v.2) after migrating to v2.0.2, the data will be migrated to the last data when you changed from the previous version to v2.0.2.

Table of Contents

1. About Spatial Reality Display Player

- 1-1. Main features of Spatial Reality Display Player
- 1-2. Recommended PC environment
- 1-3. Supported Spatial Reality Display
- 1-4. Supported 3D model format
- 1-5. Supported operating devices
- 1-6. Supported Languages

2. Basic screen structure and operation

- 2-1. Spatial Reality Display Player overview
- 2-2. Explorer Screen and View Mode
- 2-3. Operation guide display
- 2-4. Menu Functions
- 2-5. Options (Explorer)
- 2-6. Options (Single Model View)
- 2-7. Option functions (Multi Model View)
- 2-8. Pop-up menu function (mouse operation only)
- 2-9. Settings

3. Look at the sample models

- 3-1. Select and display a sample model
- 3-2. Basic Operation of 3D CG Display
- 3-3. Remove and re-import of sample models

4. Import and display your own 3D model

- 4-1. Importing 3D model files
- 4-2. Remove a model on Explorer

5. Creating a Multi-Model Layout

- 5-1. Adding a Model
- 5-2. Selecting a Model
- 5-3. Remove a Model
- 5-4. Saving a Multi Model
- 5-5. Re-edit the multi model

6. Try using the various functions

- 6-1 Searching and sorting 3D model (Explorer)
- 6-2 Auto Rotate On/Off
- 6-3 Define Model Orientation
- 6-4 Set Model Composition
- 6-5 Selecting the background for the model
- 6-6 Animation Control Panel
- 6-7 Changing the key assignment
- 6-8 Referring to the Manual
- 6-9 Setting the Password
- 6-10 Reset Password
- 6-11 Enabling some key operations when Key Lock is set
- 6-12 Adjust the material of the 3D model
- 6-13 Set information panel
 - 6-13-1 Setting up the description panel
 - 6-13-2 Setting up the Poster Panel

7. Using the Demo function

- 7-1 Creating a Demo Set
- 7-2 Demo playback settings
 - 7-2-1 Configuring the slideshow playback
 - 7-2-2 Using Reset Model Composition
 - 7-2-3 Setting the BGM (using pre-installed audio)
 - 7-2-4 Setting the BGM (using your own MP3 file)
 - 7-2-5 Setting the Transition effects
 - 7-2-6 Setting the Key lock
 - 7-2-7 Registering the Demo Set
- 7-3 Available options during Demo playback
- 7-4 Playback the Demo
- 7-5 Removing the Demo Set
- 7-6 Editing a Demo Set
 - 7-6-1 Add a model to the Demo model list
 - 7-6-2 Switching the order of the models on a Demo model list
 - 7-6-3 Removing models from a Demo model list
- 7-7 Exiting Demo playback

8. Others

- 8-1 Screen that appears when the viewer looks away from the display
- 8-2 Changing the settings for the display
- 8-3 Update notification function
- 8-4 Version information
- 8-5 Latest information on the application

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 3D models on Spatial Reality Display. You can also use various functions to easily create content for exhibitions.

It also supports Wallmount mode when the Spatial Reality Display is placed vertically.

In addition to events and exhibitions, it can be used in a wide range of fields such as design, medicine, architecture, and signage.

1-2.Recommended PC environment

When ELF-SR1 is connected

	Recommended Specs
CPU	i7-9700 8 core or faster
Main Memory	16GB or larger
GPU	PassMark - G3D Mark score 25,000 or higher (GeForce RTX3080 equivalent)
Storage	SSD

When ELF-SR2 is connected

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

note

- The recommended frame rate for viewing content is 60fps for SR1 and 30fps for SR2.
- The recommended frame rate for viewing sample 3D models has been confirmed with the above PC specifications.
- Depending on the content, display and operation may be slow or the frame rate may be reduced.

1-3. Supported Spatial Reality Display

This player can display 3D model on the following Spatial Reality Display.

- ELF-SR1
- ELF-SR2

1-4. Supported 3D model format

This Player support following 3D model format.

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

note

- Sony verified listed 3D format including converted files that is created major DCC tools
- This player application is designed to support basic 3D model parameters. Some of the parameters are not work.

1-5. Supported operating devices

You can connect and use the following 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.

note

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. Supported Languages

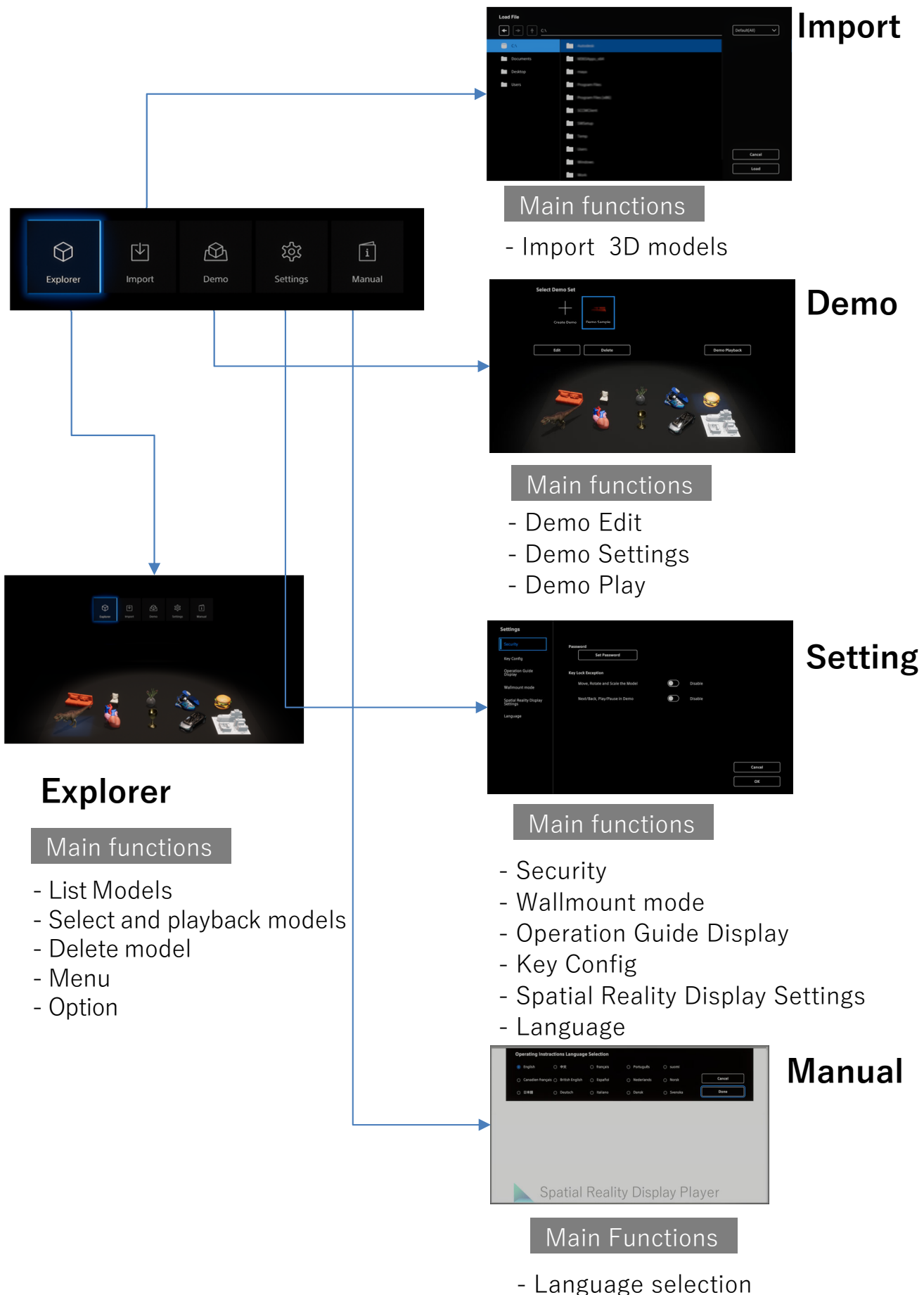
This player supports the following languages. You can change it in "Options"- "Settings".

- | | | |
|----------------|-------------------|------------|
| - English (US) | - French (France) | - Japanese |
| - English (UK) | - French (Canada) | - Chinese |

2. Basic screen organization and operations

2-1. Spatial Reality Display Player overview

The Player consists of the following functions:

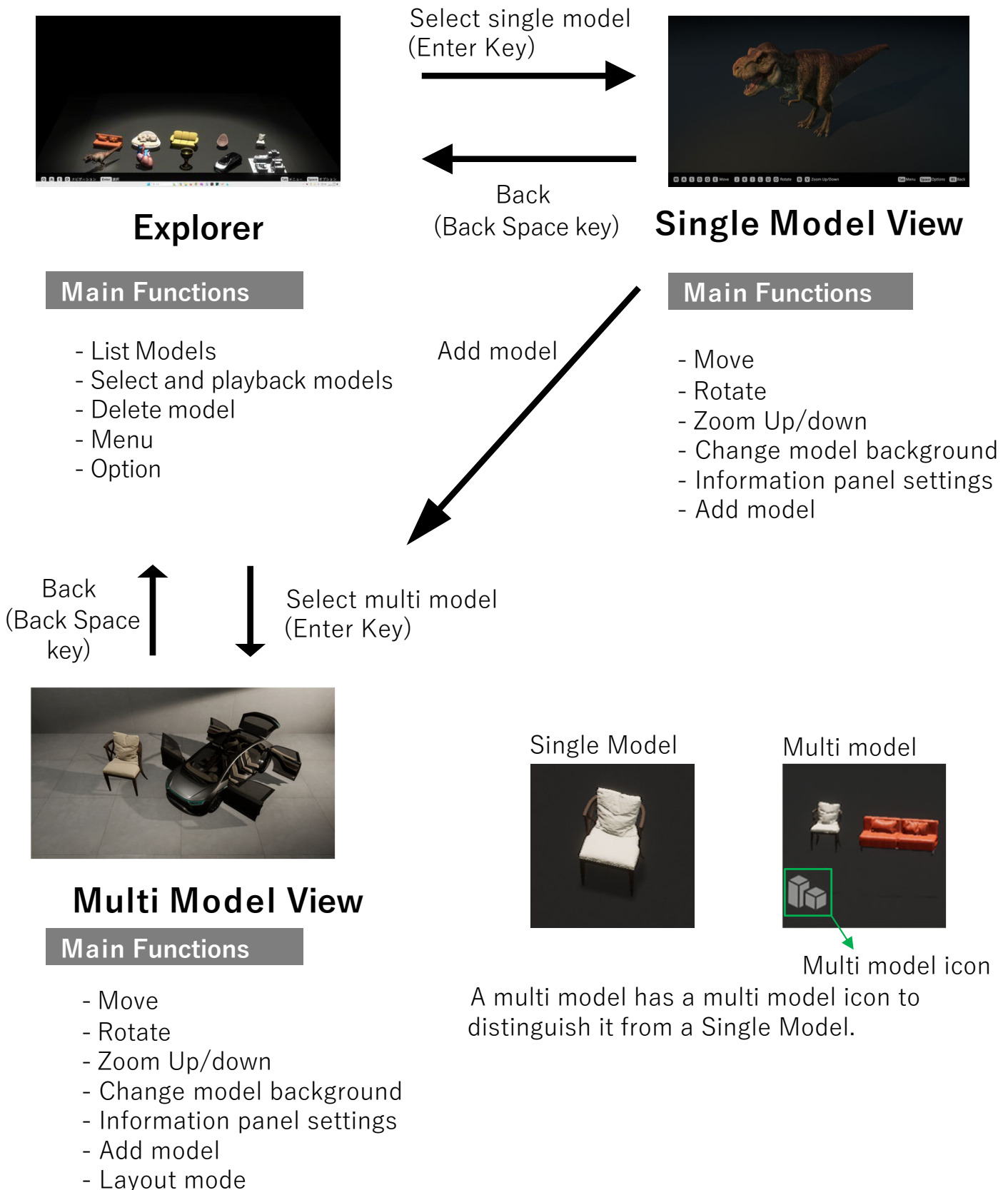


2-2. Explorer Screen and View Mode

The Explorer screen lists the imported 3D models.

Select Single Model or Multi Model to view the 3D model in full screen and view it from various angles and directions.

When you add a model to a Single Model, a Multi Model is created and multiple models can be displayed simultaneously.

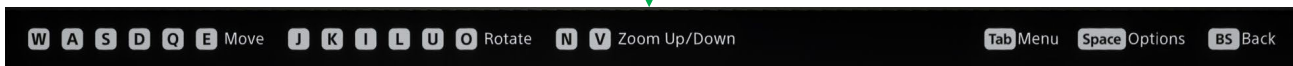


2-3. Operation guide display

On each screen, an operation guide is displayed at the bottom of the screen.



An operation guide will be displayed for the connected device (keyboard/Gamepad/ mouse).



note

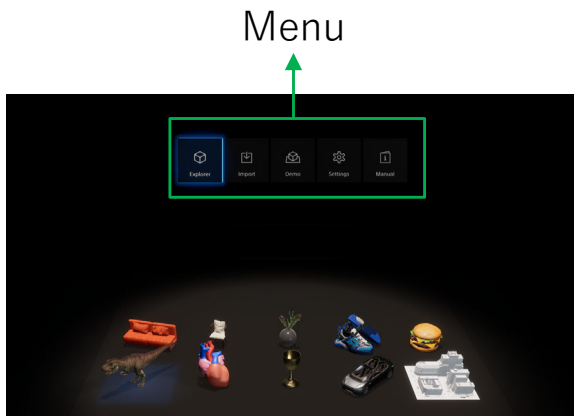
When a gamepad or mouse is connected and used for operation, the operating guide for the corresponding operating device is displayed.。

HINT

If you want to display or hide the operation guide, press the "f" key.
The operation guide is temporarily displayed or hidden.

2-4. Menu Functions

Press the “Tab key” to display the Menu.



Menu

- **Explorer**

Displays a list of 3D models
You can select, play back or delete models.

- **Import**

Import 3D model files in your PC into Explorer.

- **Demo**

You can select models and play them automatically like a slideshow.

- **Settings**

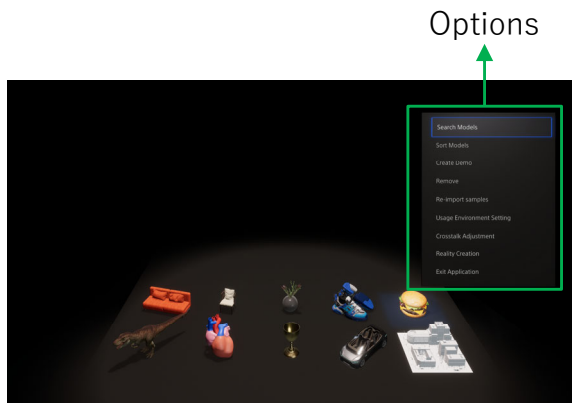
You can make settings related to the application.

- **Manual**

Display the Manual for this Player.

Select the desired language on the user guide language selection screen.

2-5. Option Functions (Explorer)



Options

- Search Models

Use tag information to search registered models.

- Sort Models

Sort registered models.
(Data Size, Name, Date Import)

- Create Demo

Move to demo creation mode.

- Remove

Remove a selected model from model list.

- Re-import sample

Restore all removed sample models.

- Usage Environment Setting (SR2 only)

Optimize the ranges for face recognition and tracking based on the usage environment.

- Crosstalk Adjustment (SR2 only)

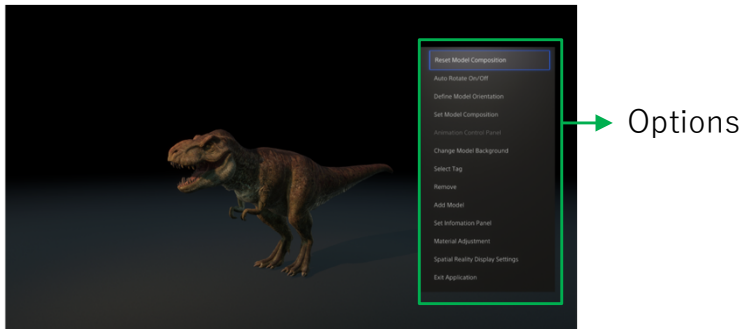
To reduce the doubled image (Cross talk), This settings may help.

- Reality Creation (SR2 only)

The model picture quality can be enhanced.

- Exit Application

2-6. Option functions (Single Model View)



Options

- **Reset Model Composition**

Return the display to the default angle and size.
(Size, Position and Angle)

- **Auto Rotate On/Off**

Automatically rotates the model

- **Define Model Orientation**

Correct up and face axis.

Usually, this action is required once at import time, if imported model placed with unexpected angle.

- **Set Model Composition**

Register the current model composition as an initial value.

- **Animation Control Panel**

Configure the animation playback.

- **Change Model Background**

You can select the background for Single Model View. Changing the background gives a different atmosphere to each model or scene.

You can also adjust the lighting.

- **Select Tag**

Edit the tag information for the model.

- **Remove**

The model data is deleted from Explorer.

But it is not deleted from PC.

Pre-installed model can be restored by “Re-import samples”.

- **Add Model**

Creates a multi-model by adding a new model to an existing model.

- **Information Panel Setting**

Displays a description panel on the model screen for use such as exhibition.

- **Material Adjustment**

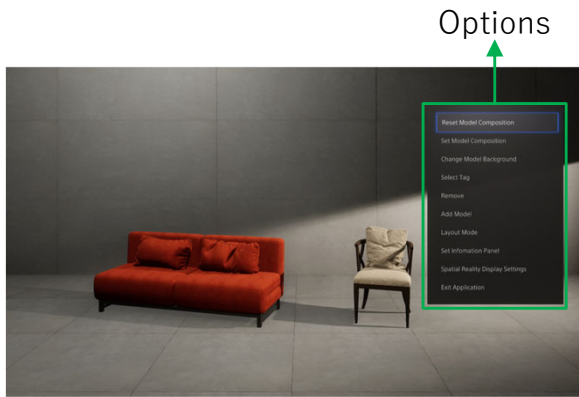
Adjust the model's material parameters.

- **Spatial Reality Display Settings (SR2 only)**

You can change settings for picture quality and sensor performance that can be configured in Spatial Reality Display Settings.

- **Exit application**

2-7. Option functions (Multi Model View)



Options

- **Reset Model Composition**

Return the display to the default angle and size.

- **Set Model Composition**

Register the current model composition as an initial value.

- **Change Model Background**

You can select the background for Single Model View. Changing the background gives a different atmosphere to each model or scene. You can also adjust the lighting.

- **Select Tag**

Edit the tag information for the model.

- **Remove**

The model data is deleted from Explorer.

- **Add Model**

Adds a new model to the current scene.

- **Layout Mode**

Edits the layout of an arranged Multi model.

- Information panel settings

Displays a description panel on the model screen for use such as exhibition.

- Spatial Reality Display Settings (SR2 only)

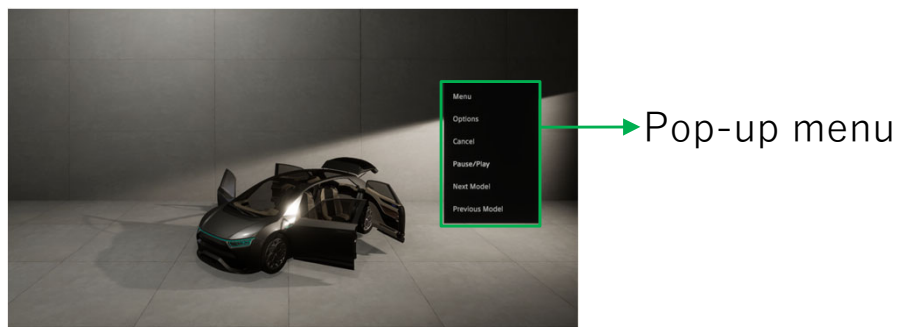
You can change settings for picture quality and sensor performance that can be configured in Spatial Reality Display Settings.

- Exit application

2-8. Pop-up menu function (mouse operation only)

Right-click the following functions to open the pop-up menu.

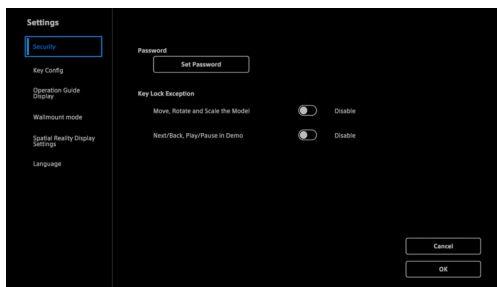
- Explorer
- Single Model View
- Multi Model View
- Multi Model Layout
- Demo
- Manual



2-9. Settings

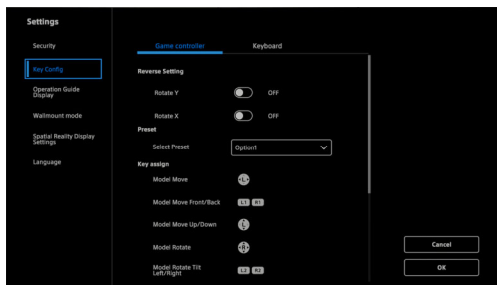
You can configure the following settings.

- Security
- Key Config
- Operation Guide Display
- Wallmount mode
- Spatial Reality Display Settings
- Language



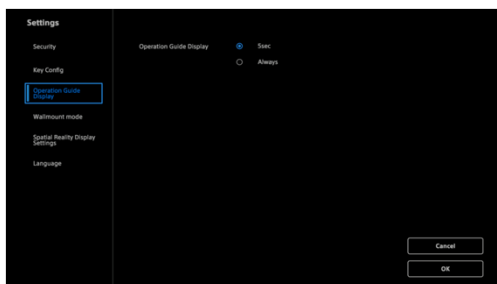
- Security

You can set, change and reset password.



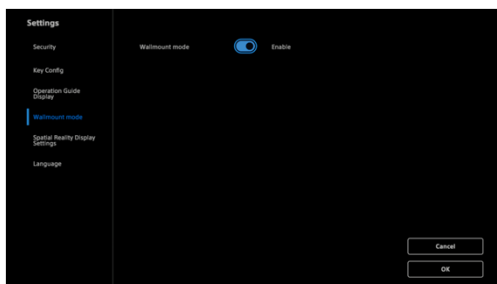
- Key Config

You can invert the direction of rotation and select from two of key assignment type.



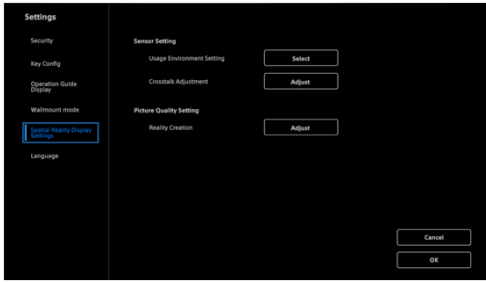
- Operation Guide Display

Switches the operation guide display time between "5sec" and "Always"



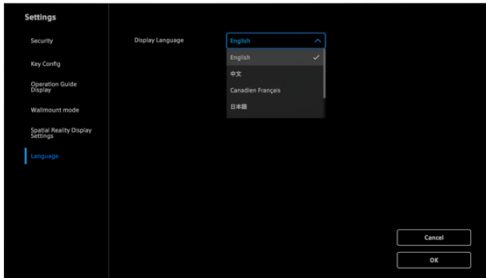
- Wallmount mode (SR2 only)

Switches the application display to match the vertical display when the Spatial Reality Display is installed vertically.



- Spatial Reality Display Settings (SR2 only)

With this application, you can change settings for picture quality and sensor performance that can be configured in Spatial Reality Display Settings.



- Language

You can select the display language for this software from the following languages.

- English (US)
- English (UK)
- French (France)
- French (Canada)
- Japanese
- Chinese

3. Look at the sample models

3-1. Select and display a sample model

Several sample 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 3D model is displayed in full screen.

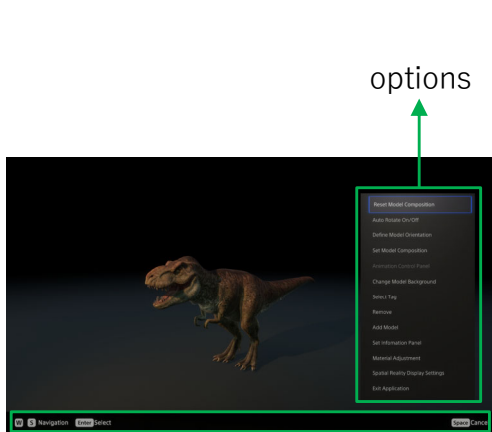
note

- When using a mouse, double-click the sample model from the Explorer screen to display the 3D model.

3-2. Basic Operation of 3D Model Display

On the 3D model 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".



Operation Guide

Space

Display "Options" On/Off

w

s



"Options" operation

BS

Return to "Explorer"

f

Display "operation guide" On/Off

Change the position /angle/ scaling of the model

n

Zoom in

v

Zoom out

w

Model Move

a

s

d

Front/Back Left/Right

u

i

o

Model Rotation

j

k

l

q

e

Model Move Up/down

r

Change scale to "x 1.0"

HINT

- Displays the scale value when the model is scaled.
- The scale is displayed based on the size information contained in the model data.
- You can compare model sizes by matching the scale of each model in the multi-model view.

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

Several sample models are included with 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”

Step 4

Press “OK” to remove the model from Explorer.

How to re-import

Step 1

Open “Options” in the Explorer window.

Step 2

Select “Re-import sample”

Step 3

A sample model will be restored to Explorer.

4. Import and display your own 3D model

4-1.Importing 3D model files

To display a 3D model in this Player, You need to import your 3D model file.

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 3D model file what you want to import.



Model import screen

Step 4 Select the model format.(a)

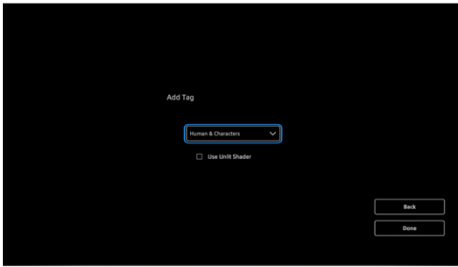
If you select "Default (ALL)", all FBX/STL/GLTF/GLB/OBJ format files will be displayed.

Step 5 Select the 3D model file you want to import in the Explorer. (b)

Step 6 Press the Load button. (c)

note

If you delete or move a model file after importing it, even if there are thumbnails in the Explorer, you will not be able to load the data. In this case, return the model to the folder in which it was imported, or import it again.



Step 7 Set the tag.

once you set a tag, you can filter the model by tag.

Step 8

Choose whether to apply the Unlit shader.

Select “Use Unlit shader” if you want to show photogrammetric content.

Step 9

The model is added to the Explorer screen.

note

- Only one file can be loaded at a time when importing.
- It may take time for the file to load depending on the model complexity.
- Loading can be stopped by pressing the cancel button.

4-2. Remove a model on Explorer

”Remove” from the “Options” will remove the model from Explorer.

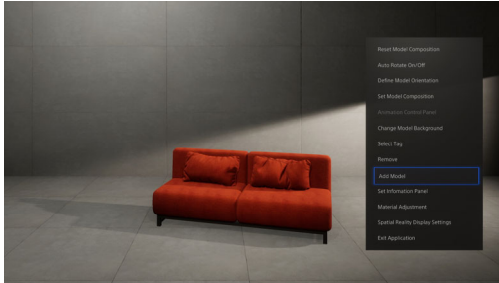
note

- After remove, the following models are left-justified.
- If a new model is added, it will be added to the end of the explorer list.

5. Creating a Multi-Model Layout

5-1. Adding a Model

Add a model to the scene.



note

- You can add up to three models

Step 1

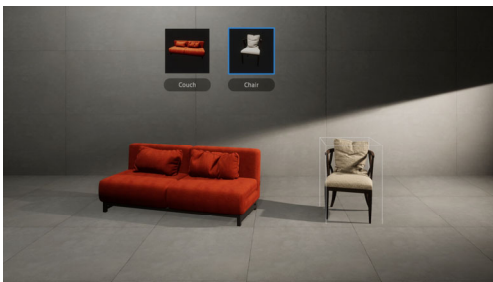
Display “Options” with the space key and select “Add Model”.

Step 2

When you select a model you want to add, the new model will be added to the current scene and a thumbnail list of the model that can be operated will be displayed..

5-2. Selecting a Model

Select the model whose position and angle you want to operate from the thumbnail list.



Step 1

Select the model you want to operate by using the “←” and “→” keys.

Step 2

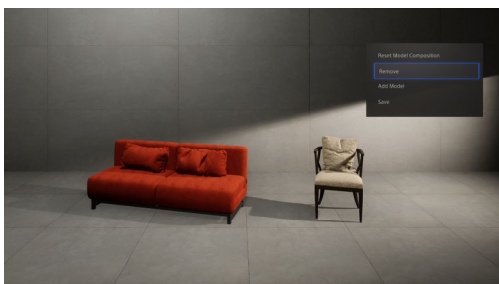
You can change the position or angle of the selected model.

HINT

If you are using a controller, you can use ◀ (left)/▶ (right), or if you are using a mouse, you can click the thumbnail of the model you want to operate.

5-3. Remove a Model

Remove the model selected in the thumbnail list.



Step 1

Select the model you want to remove by using the “←” and “→” keys.

Step 2

Display “Options” with the space key and select “Remove”.

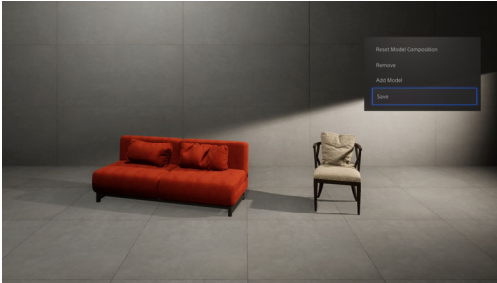
note

- Once there is only one model, it cannot be removed.

5-4. Saving a Multi Model

Save the multi model you created.

The saved multi model appears in the explorer and can be selected to display it in full screen as a multi model view.



Step 1

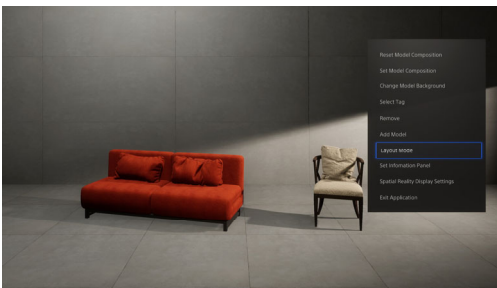
Display “Options” with the space key and select “Save” to open the Save Layout screen.

Step 2

Edit the title from the Save Layout screen and press "Save".

5-5. Re-edit the multi model

You can re-edit and add models while a multi model is displayed.



Step 1

Display “Options” with the space key and select “Layout mode”.

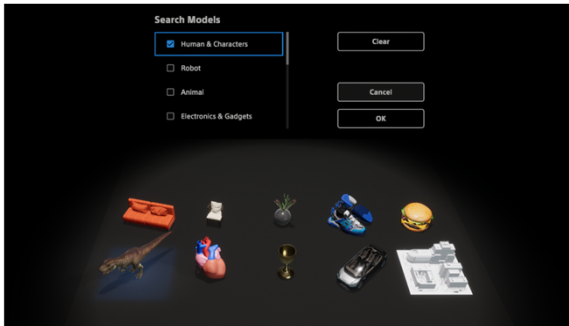
Step 2

You can add a model or change or delete the position or angle of the model selected with the “←” and “→” keys.

6. Try using the various functions

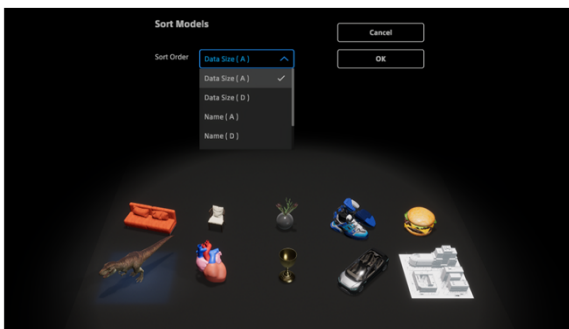
6-1. Searching and sorting 3D model (Explorer)

Models imported to this Player can be searched or sorted.



Search Models

You can search according to the category information you set when importing models or in "Select Tag" from "Options".



Sort Models

You can sort by the following criteria.

- Data Size
- Import Date
- File Name

note

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

6-2. Auto Rotate On/Off

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

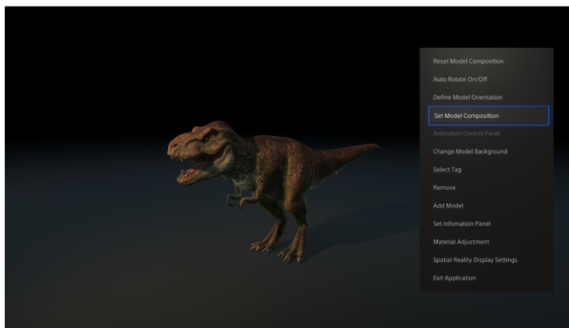
6-3. Define Model Orientation



Correct up and face axis of the model.

Since the orientation of the model in the 3D model file is not standardized, you can use this setting to adjust the orientation of the model if it is misoriented during import

6-4. Set Model Composition



You can set an initial state for each model. After setting the appropriate size, position, and angle, you can save that state as the initial state

“Reset Model Composition” resets the model configuration to this initial state

6-5. Selecting the background for the model

You can select the background for Single Model View and Multi Model View. Changing the background gives a different atmosphere to each model or scene. You can also adjust the lighting.



Step 1

Display “Options” with the space key and select “Change Model Background”.

Step 2

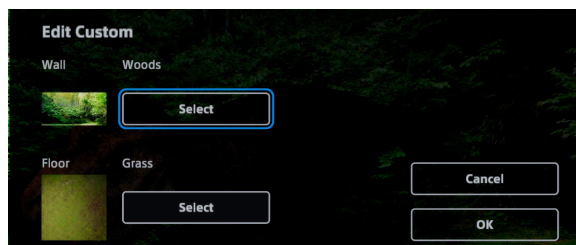
Select the background.

HINT

When it is difficult to merge the right and left eye views in binocular vision

This issue may be improved by selecting “Grid” from model background to make it easier to visualize the ground plane.

When you select a Custom 1~3 background, you can use the “Edit Custom” button to customize the wall and floor by selecting them separately.



Step 1

Press the “Edit Custom” button

Step 2

Set the image to be set for the wall or floor.

Press the “Select” button to open the image list.



Step 3

Select the image you want to set from the image list and press “OK”.

Step 4

After setting the image for the wall or floor, press “OK” to set the selected wall or floor as custom.

You can add user-created images in PNG format as materials for walls and floors.

Choose the “Add” button and select the PNG image file you want to add.

note

You can add images to walls and floors in the following formats:

[Wall]

Recommended image size: 2048x1024

Aspect ratio: 2:1

Format: PNG

[Floor]

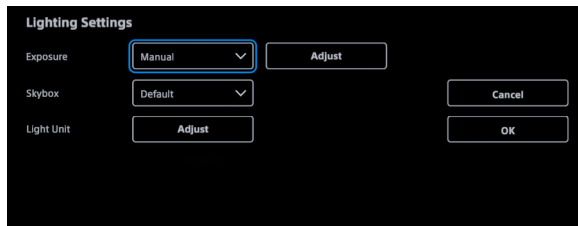
Recommended image size: 2048x2048

Aspect ratio: 1:1

Format: PNG

Create an image with the aspect ratio above. The image is automatically resized to the default size and may appear distorted in other aspects.

You can change the lighting settings using the "Lighting Settings" button.



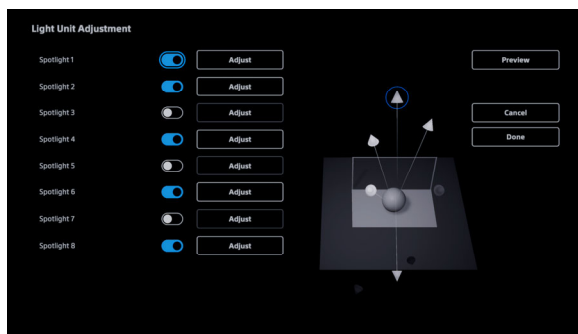
- **Exposure**

You can choose exposure setting from "Auto" or "Manual".

When "Manual" is selected, you can adjust the exposure manually.

- **Skybox**

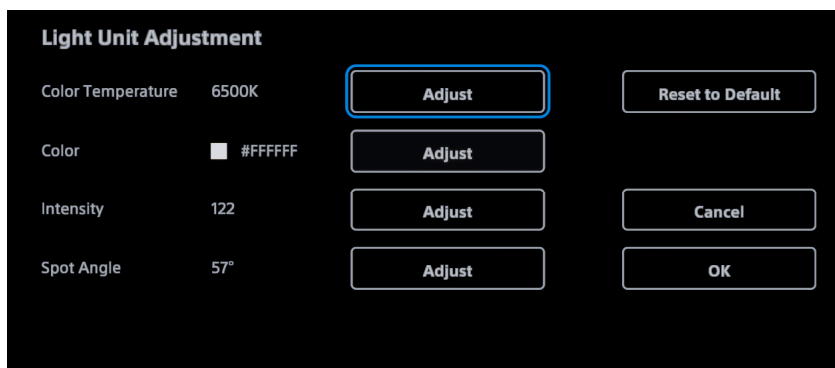
Choose "Default", "Day", "Night", or "Room" to change the scene lighting accordingly.



- **Light Unit**

You can turn the light source on or off, change the color temperature, intensity, and color of individual lights.

Adjust the required parameters referring to the position of each displayed light.

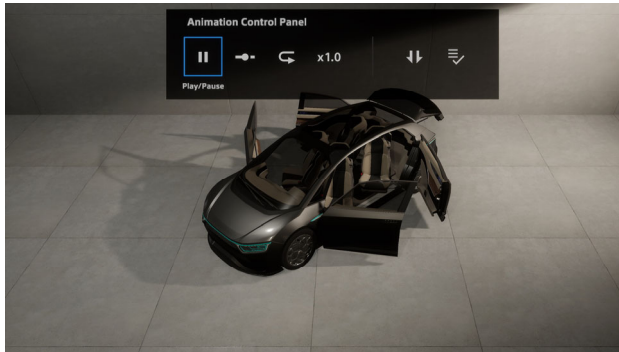


note

- The choices available in the "Skybox" depend on the selected background.
- You can adjust the "Spot angle" only when a spotlight is selected.

6-6. Animation Control Panel

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



Animation Control Panel

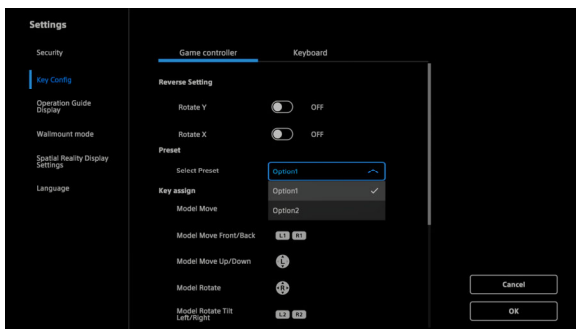
- Play/Pause
- Seek bar playback
- Repeat Playback
- Playback speed
- Adjust Start/End Point
- Apply as Default

note

This player can play the first listed animation if multiple animation data exist.

6-7. Changing the key assignment

Press a key to select the model rotation direction and select the key for key assignment. The keyboard and controller can have different settings assigned.



Step 1

Press the “Tab key” in the Explorer screen to display “Menu”, and select “Settings”.

Step 2

Select “Key Config” on the left tab.

Step 3

Select the desired settings and press OK to confirm.

note

Key assignments can be selected from the presets. (Assignments cannot be changed freely.)

Reverse Setting

Rotate Y When set to ON, reverses the rotation direction when J <--> L is pressed.

Rotate X When set to ON, reverses the rotation direction when K <--> I is pressed.

Select Preset

The key assignment settings change depending on the preset you select.

Preset options (keyboard)

QWERTY(Presentation) Use a QWERTY keyboard.

QWERTY(Demo) Use a QWERTY keyboard.
The operation keys are located in close proximity to each other for single-handed operation.



u ← Move to the left **o** → Move to the right
i Zoom out **k** Zoom in
j Rotate in the direction to the right of the vertical axis
l Rotate in the direction to the left of the vertical axis
p Play/Pause

AZERTY Use an AZERTY keyboard.

QWERTZ Use a QWERTZ keyboard.

Preset options (controller)

Option1 The following standard settings:

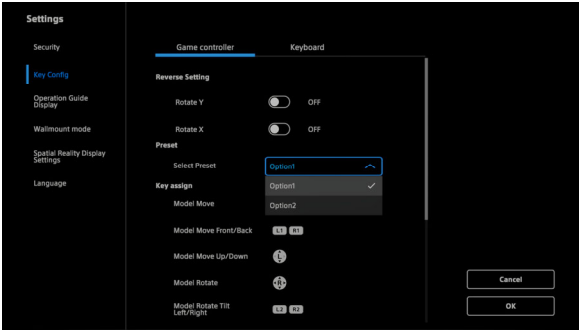
- ✕ Select/Confirm
- Back/Cancel

Option2 The following key assignments are available.
These assignments are useful when selecting with ○
or rotating with Δ(up)/▽(down), etc.

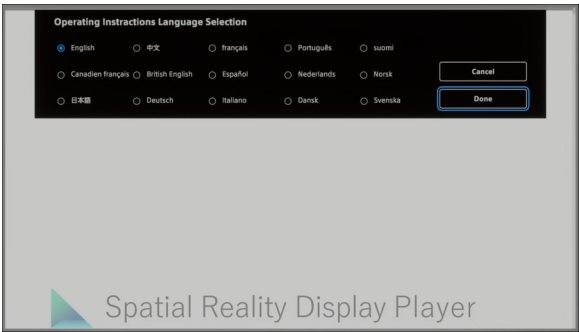
- | | |
|--------------------|----------------------------------|
| ✕ | Back/Cancel |
| ○ | Select/Confirm |
| R2/ L2 | Zoom out/zoom in |
| Δ(up)/▽(down) | Rotation in the Z axis direction |
| R1/L1 | Move up/down |
| Left Stick Up/down | Move to the back/forefront |

6-8. Referring to the Manual

You can display the Manual for this Player.



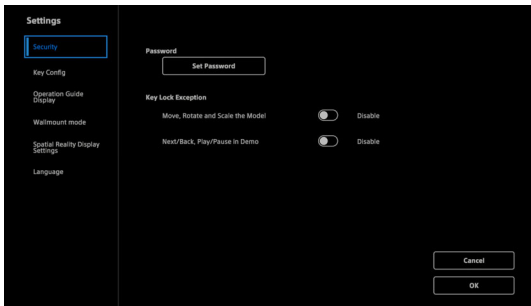
Step 1 Press the “Tab key” in the Explorer screen to display “Menu”, and select “Manual”.



Step 2 Select the desired language and press " Done " to confirm.

6-9. Setting the Password

By setting a password, you can restrict the user from closing the demo during an exhibition demo. You will be asked to enter a password when you close the demo. Enter the password to end the demo.

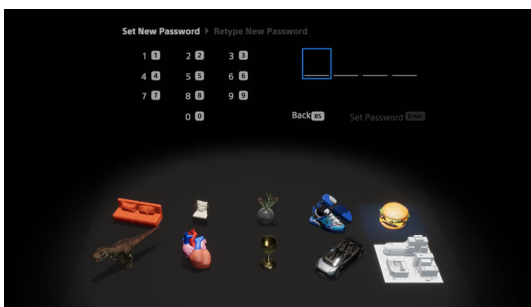


Step 1

Press the “Tab key” in the Explorer screen to display “Menu”, and select “Settings”.

Step 2

Select “Security” on the left tab, and select “Set Password”.



Step 3

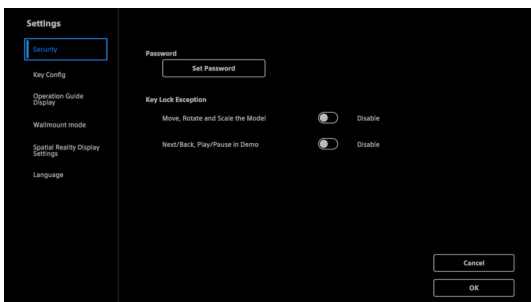
Set a 4-digit password with a Keyboard or Game Controller.

Step 4

Enter the same number again to finish setting the password.

6-10. Reset Password

You can use this setting to remove the Password. This setting is available when a Password is set.



Step 1

Press the “Tab key” in the Explorer screen to display “Menu”, and select “Settings”.

Step 2

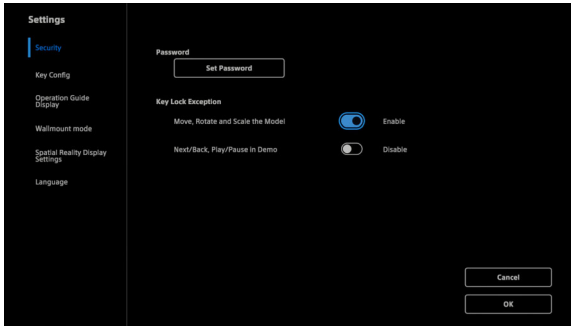
Select “Security” on the left tab, and select “Reset Password”.

Step 3

Select “Reset” and press.

6-11. Enabling some key operations when Key Lock is set

When Key Lock is set during demo playback, some key operations are accepted. You can select Move/Rotate/Scale or Next/Back/Play/Pause.



Step 1

Press the “Tab key” in the Explorer screen to display “Menu”, and select “Settings”.

Step 2

Select “Security” on the left tab, and select “Key Lock Exception”. “Available” enables the key operations listed. “Disable” disables the key operations listed.

Step 3

Press “OK” to confirm.

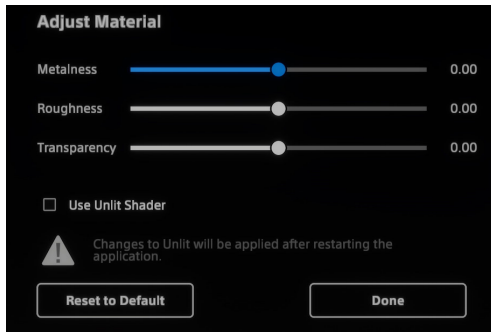
HINT

Key Lock can be set for each demo set. This can be set in the "Edit" setting screen after selecting Menu → Demo → Demo Set.

6-12. Adjust the material of the 3D model

Adjust the material of the 3D model.

Use this to change the texture of the imported 3D model.



Step 1

Display “Options” with the space key and select “Adjust Material”.

Step 2

You can adjust the “Metalness”, “Roughness”, and “Transparency” parameters.

Step 3

Press “OK” to confirm.

HINT

You can apply the Unlit shader by checking “Use Unlit Shader”. This is useful for displaying photogrammetric content.

note

Transparency adjustments are available when the 3D model has a transparent material. Unlit shader changes take effect after you restart the Player.

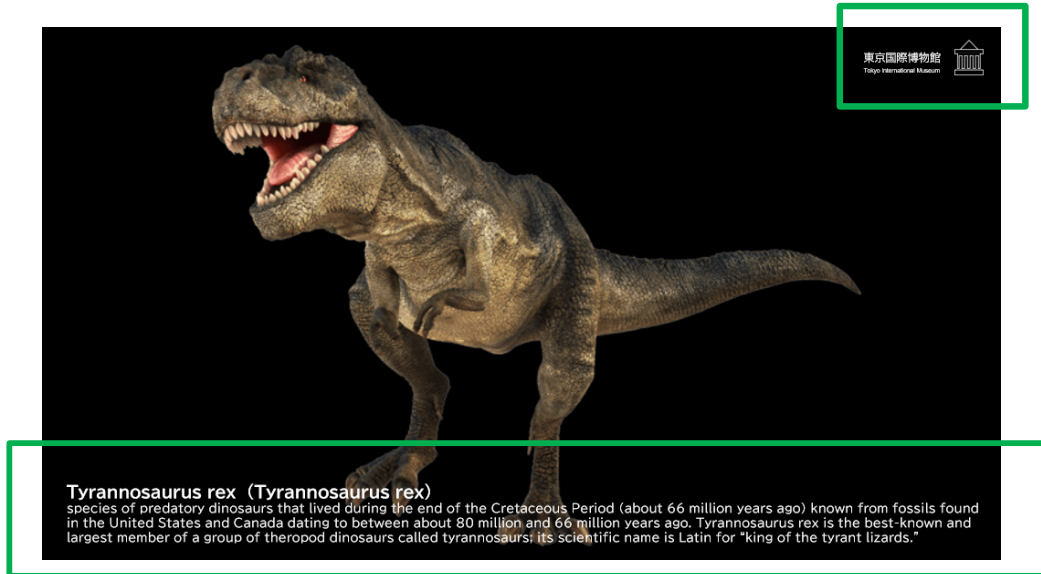
6-13. Set information panel

You can display information panels with descriptions, logos, and other information on the model screen for use such as exhibition.

Panels must be created separately in PNG format and imported into the Player.

You can create your own panel design and layout.

Display logos and company names



Display descriptions of 3D models

You can select between two panel views.

Description Panel

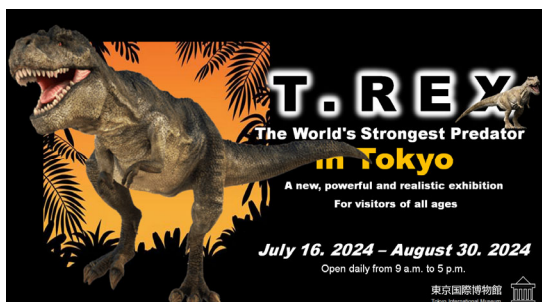


Layout with the panel in front and the model behind.

The more area of the panel that is transparent, the more the model is visible.

This layout is suitable for displaying descriptions and information along with the model.

Poster Panel



Layout with the model in the front and the panel behind.

This is suitable for displaying the model's world view and information.

Suitable when you want to show the model more spatially and emphatically.

6-13-1. Setting up the description panel

Before creating panel images, use PowerPoint or the image tools.

Create Description Panel

Create the image as follows.

Image Format: PNG

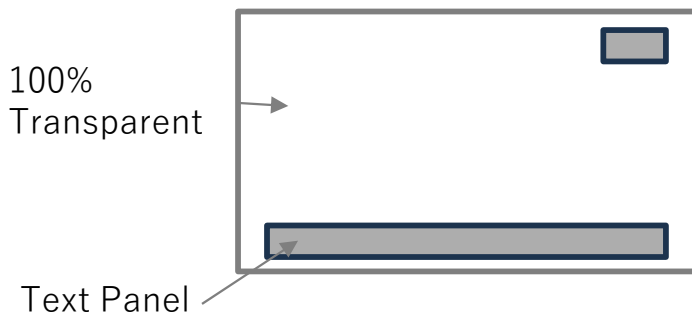
Recommended image size: 1920x1080

Aspect ratio: 16:9

Create an image as shown below.

- The Text Panel can be placed anywhere.
- The area other than the Text Panel should be set to 100% transparent.
- If the Text Panel area is slightly transparent, it will look more integrated with the model and background.
- Colorize the outline of the text font to make it easier to read.

Description panel example:



TextPanel example:



Transparent 50%
Text outline: Black 60%

note

Create panels with a 16:9 aspect ratio.

Panels are automatically sized to the default size, which can cause images to appear distorted in other aspects.

Set the information panel image you created.



Step 1

Display "Options" with the space key and select "Set Information Panel".

Step 2

Load the PNG image created using the "Load" button on the information panel.

Step 3

Set the "Display Panel On/Off" switch to On.

Step 4

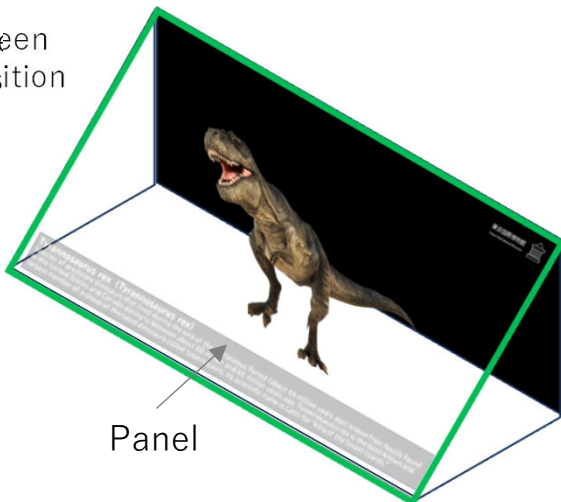
Press "OK" to confirm.

Step 5

Adjust the position so that the 3D model is behind the displayed panel

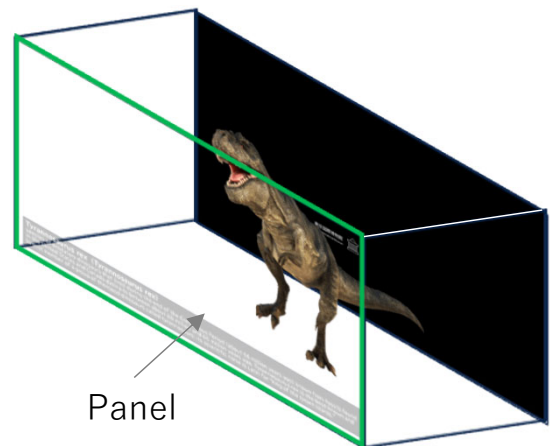
Normal

Screen
Position



Wallmount mode

Screen
Position



note

When the panel is loaded, the 3D model is placed in front of the panel. Then, move it to the most appropriate display position according to the created panel. If the panel obscures the model, you may be able to see it by selecting "Reset model composition" from the options. If you still lose the model, turn off the panel display and adjust the model position again.

6-13-2. Setting up the Poster Panel

Before creating panel images, use PowerPoint or the image tools.

Create Description Panel

Create the image as follows.

Image Format: PNG

Recommended image size: 1920x1080

Aspect ratio: 16:9

Create an image as shown below.

- The panel is displayed on the back of the model.
- Information and the model should be laid out non-overlapping.
- Basically, panels should be set to 0% transparency.
- If the panel is partially set to 100% transparency and the model is placed in that area, it will make the model appear to protrude from the panel.

Poster panel example:



Partially transparent example:



100% transparent

Display example using partial transparency



note

Create panels with a 16:9 aspect ratio.

Panels are automatically sized to the default size, which can cause images to appear distorted in other aspects.

Set the information panel image you created.



Step 1

Display “Options” with the space key and select “Set Information Panel”.

Step 2

Load the PNG image created using the “Load” button on the information panel.

Step 3

Set the “Display Panel On/Off” switch to On.

Step 4

Press “OK” to confirm.

Step 5

Adjust the position so that the 3D model is behind the displayed panel

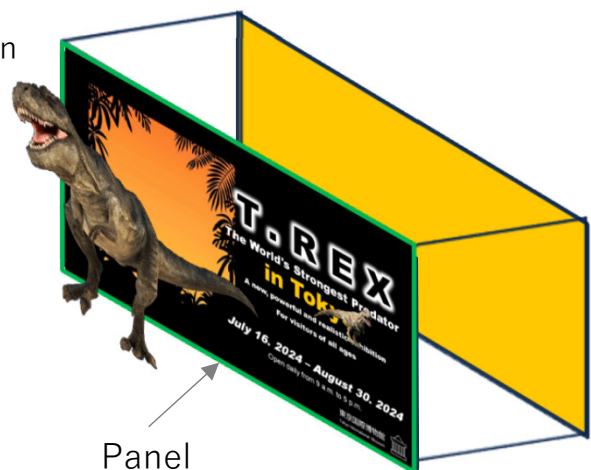
Normal

Screen
Position



Wallmount mode

Screen
Position



note

When the panel is loaded, the 3D model is placed in front of the panel. Then, move it to the most appropriate display position according to the created panel.

If the panel obscures the model, you may be able to see it by selecting "Reset model composition" from the options. If you still lose the model, turn off the panel display and adjust the model position again.

7. Using the Demo function

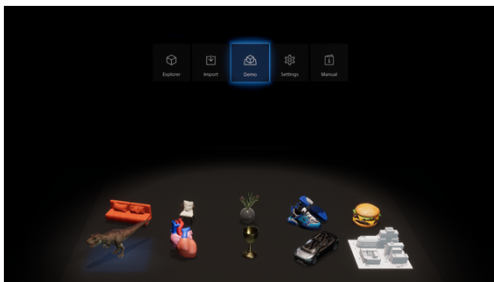
The Demo function automatically plays the selected 3D models consecutively.

For example, if you register art pieces A, B and C for a museum, the content is automatically played back in the order of A→B→C.

(Shuffle playback is also available)

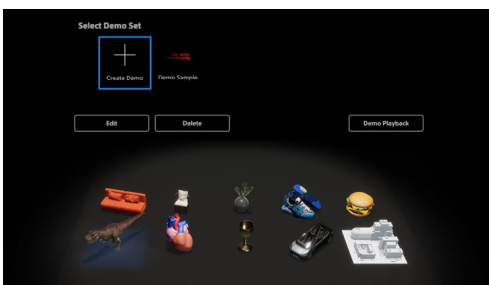
7-1. Creating a Demo Set

Create a Demo Set before using the Demo function.



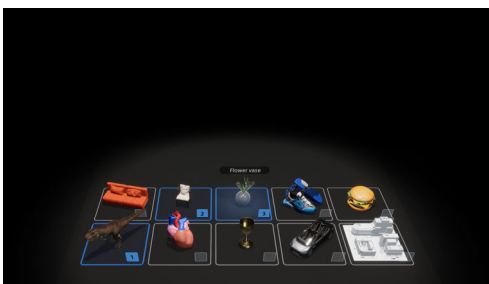
Step 1

Press the Tab key to display the Menu screen and select “Demo”.



Step 2

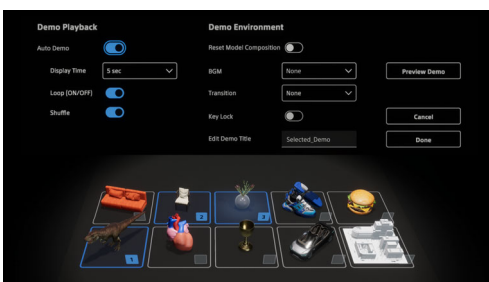
Select “Create Demo”.



Step 3

Press Enter to select a model. Numbers (1, 2, 3) are assigned to the models in the order they are selected.

Press Enter again to deselect a content file.



Step 4

When you are finished selecting files, press the M key to register the files, and continue to the setting screen

Step 5

Set the Demo Title after setting the Demo Playback, and press “Done” to save a Demo Set.

note

The Demo Set cannot be saved unless the Demo Title has been set.

7-2. Demo playback settings

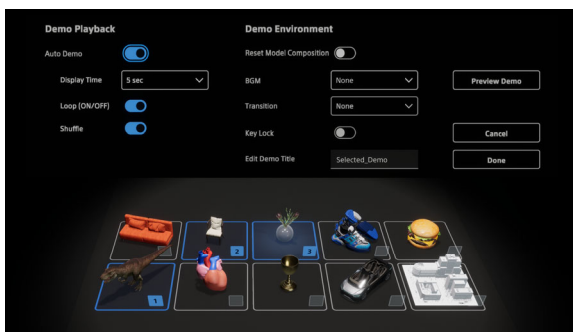
You can change effects related to demo.

Note

After setting the options, press “Done” on the setting screen to confirm.
If you do not press “Done” and exit the setting screen by pressing “Cancel” or the Backspace key, the setting values are not saved.

7-2-1. Configuring the slideshow playback

You can select the settings for slideshow playback.



Auto Demo **On:** Content on the model list is played back automatically according to how it is configured on the model list.

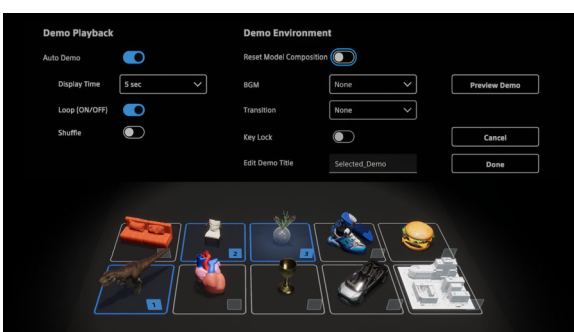
Off: Press the “→” key to play back the next model.

Shuffle Shuffle the playback of the selected models.

Display Time Set the display duration for each model during auto demo.

Loop ON/OFF Set whether the slideshow returns to the first piece of content after playing the last piece of model on the list.

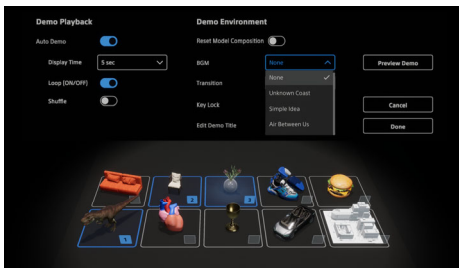
7-2-2. Using Reset Model Composition



If the user has changed the position or size of the model during the demo, it will be automatically returned to the original position and composition after the demo has completed.

7-2-3. Setting the BGM (using pre-installed audio)

You can select the BGM for slideshow playback.



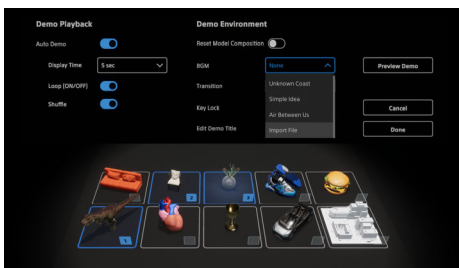
Step 1

Select “pre-installed” for BGM.

Step 2

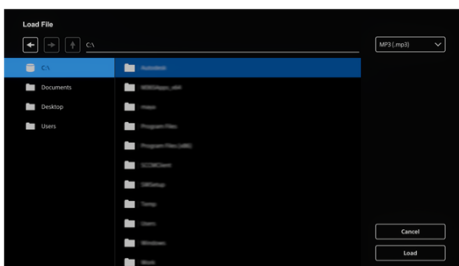
Press “Done” to confirm.

7-2-4. Setting the BGM (using your own MP3 file)



Step 1

Select “Import File” for BGM.
The File Browser screen appears.



Step 2

Select the desired MP3 file on
the File Browser.

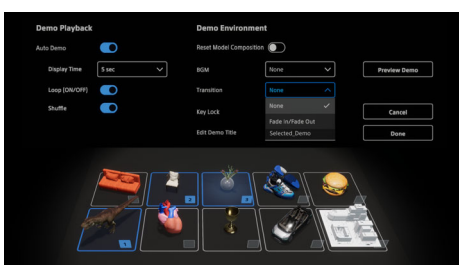
Step 3

Press “Done” to confirm.

note

- Use MP3 files in the following format.
 - fs=32/44.1/48KHz
 - 16bit stereo
 - Bit rate of 32kbps – 320kbps
- Some MP3 files may not be played back even in the above formats.

7-2-5. Setting the Transition effects



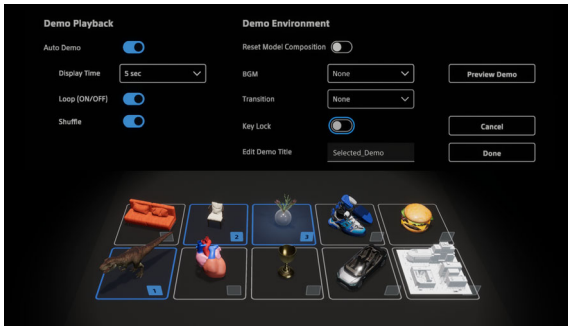
Step 1

Select “Transition”.
You can select OFF / Fade In/Fade Out.

Step 2

Press “Done” to confirm.

7-2-6. Setting the Key lock



Step 1

Select “Key Lock”.

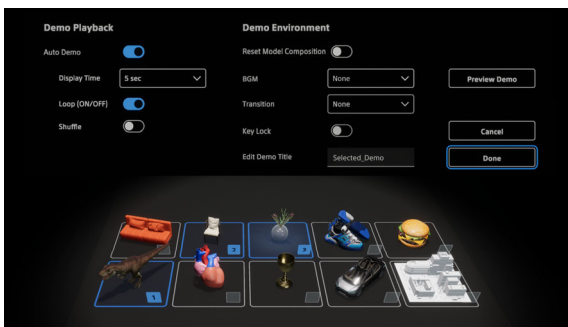
Step 2

Press “Done” to confirm.

note

For key operation lock, you can exclude operations such as moving, rotating, and scaling the model from the “Key Lock Exception” setting on the "Settings" → "Security" screen.

7-2-7. Registering the Demo Set



Go to “Edit Demo Title” and type in the unique name by Keyboard, and Press “Done” to confirm.

7-3. Available options during Demo playback



If you display "Options" from the demo playback screen, you can do the following operations.

Usage environment setting (SR2 only)

Optimize the ranges for face recognition and tracking based on the usage circumstances.

Crosstalk Adjustment (SR2 only)

The crosstalk level can be adjusted to the user's preferences.

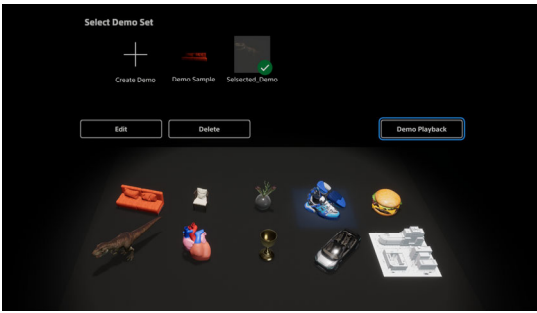
Reality Creation (SR2 only)

Picture quality definition can be controlled.

Exit Demo Mode

You can exit Demo Playback and go to the Explorer screen.

7-4. Playback the Demo

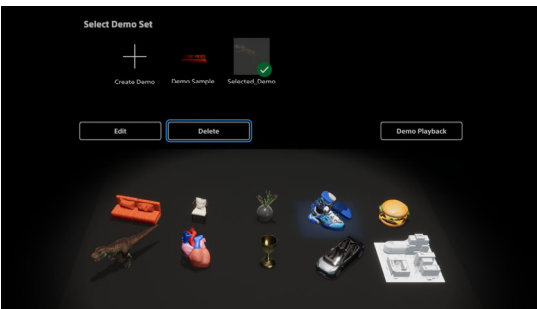


Step 1 Press the "Tab key" to display the Menu screen and select "Demo".

Step 2 Select a Demo Set saved in "Select Demo Set" screen.

Step 3 Press the "Play" button to playback starts automatically.

7-5. Removing the Demo Set

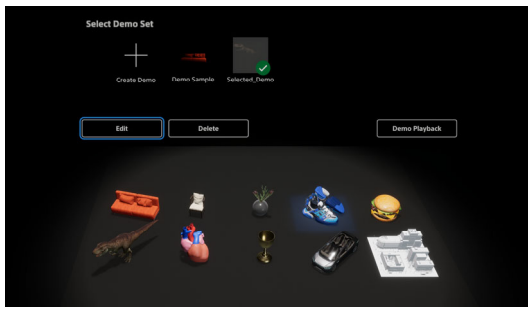


Step 1 On the Explorer screen, press the "Tab key" to display "Menu" and select "Demo".

Step 2 Select the demo set to remove with the "←" / "→" key.

Step 2 Press the "Remove" button, to display the confirmation screen. Press OK to remove.

7-6. Editing a Demo Set



Step 1

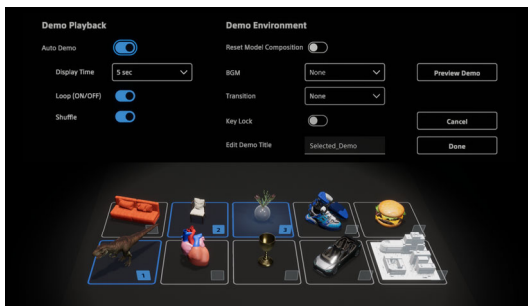
Press the Tab key to display the Menu screen and select “Demo”.

Step 2

Select a Demo Set saved in “Select Demo Set” screen.

Step 3

Press the “Edit” button, to display the demo settings screen.



Step 4

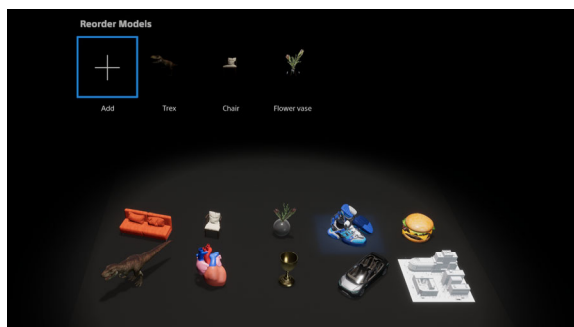
On the Settings screen, set the effects and display for Demo Playback and press “Done” to save the settings

HINT

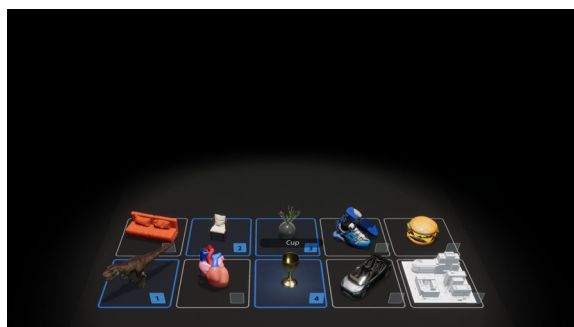
Press the “Edit” button in the “Reorder Model” section to edit the Demo model list below.

- Add a model to the Demo mode; list
- Change the order of models in the Demo model list
- Delete a model from the Demo model list

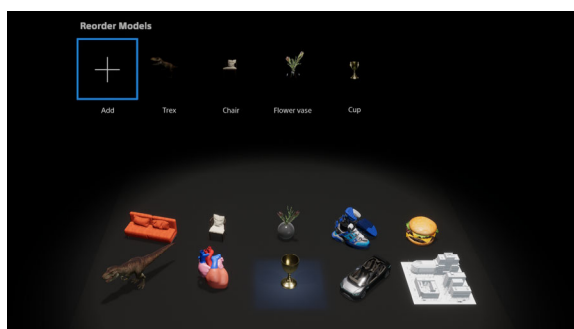
7-6-1. Add a model to the Demo model list



Step 1 Select "Add".

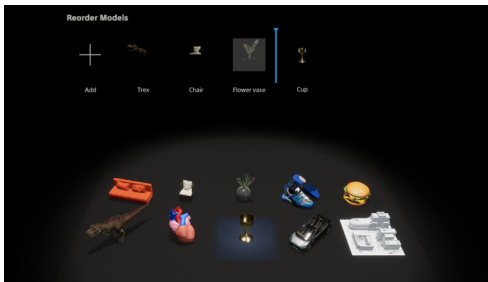


Step 2 Press Enter to select a model. Press Enter again to deselect a model.



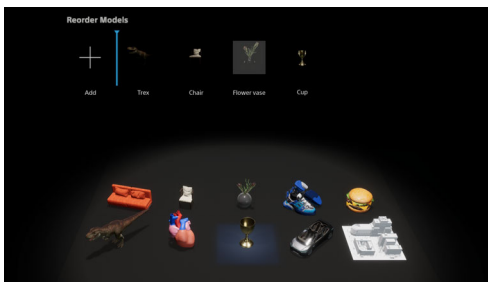
Step 3 When you are finished selecting files, press the M key to add the models,

7-6-2. Switching the order of the models on a Demo model list



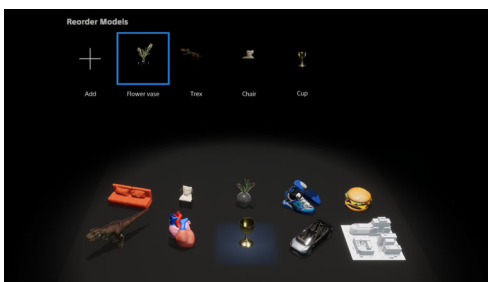
Step 1

Press the Enter key to select the model you wish to move.



Step 2

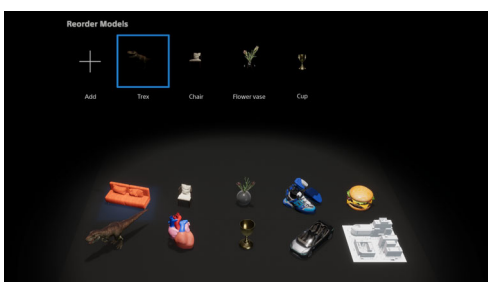
Move the blue vertical line left or right to where you wish to move the model. (In the case of the example to the left, to the end of the list)



Step 3

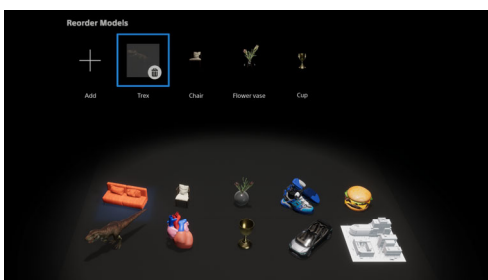
Press the Enter key to confirm. After you are finished selecting models, press the M key to save.

7-6-3. Removing models from a Demo model list



Step 1

Place the focus on the model you wish to remove on the “Reorder Models” screen.



Step 2

Press the Space bar to mark the model off to be removed.

* A dust box icon appears at the bottom right corner of the thumbnail. When you are finished selecting models, press the M key to confirm.

Step 3

The removal confirmation screen appears. Select “OK”.

7-7. Exiting Demo playback



Open “Options” during Demo playback and select “Exit Demo Mode”.

note

When a Password lock is set, Password entry is required.

When using a mouse, right-click to use the pop-up menu.

8. Others

8-1. Screen that appears when the viewer looks away from the display

If the viewer looks away from the display,
“The System could not recognize your face. Please check if you can see the 3D image.”
warning message appears on the screen.



The system could not recognize your face.
Please check if you can see the 3D image.

8-2. Changing the settings for the display

With this application, you can change a number of settings for picture quality and sensor performance that can be configured in Spatial Reality Display Settings.

Step 1 Press the Tab key to display the Menu screen and select “Settings”.

Step 2 Select the “Spatial Reality Display Settings” tab on the Settings screen.

Setting Items

<Sensor Setting> (SR2 only)

- Usage environment setting

Optimize the ranges for face recognition and tracking based on the usage circumstances.

- Creation Mode

Best for when you are looking at the display alone to create content in a studio or office.

- Exhibition Mode

Prevent the recognition of faces other than the viewer in a crowded exhibition hall.

- Viewer switching mode

Up to two viewers can now be configured to switch between eye recognition targets. The setting can also be assigned to the "Fn key".

- Crosstalk Adjustment

The crosstalk level can be adjusted to the user's preferences.

<**Picture Quality Setting**> (SR2 only)

Reality Creation

Picture quality definition can be controlled.

8-3. Update notification function

A notification appears on the screen when the application is launched after a software update.

8-4. Version information

The Player version is v 2.0.2

8-5. Latest information on the 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>

Trademarks

- * Microsoft, Microsoft Windows, are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.
- * GeForce RTX is a trademark and/or a registered trademark of NVIDIA Corporation in the U.S. and/or other countries.
- * "Playstation" is trademarks or registered trademarks of Sony Interactive Entertainment Inc.
- * Unity and Unity logos are trademarks or registered trademarks of Unity Technologies or its affiliates in the U.S. and elsewhere.
- * 'PassMark' is a register trademark of PassMark Software Pty Ltd.

NOTICES AND LICENSES FOR SOFTWARE USED IN THIS PRODUCT

Open Asset Import Library (assimp)

Copyright (c) 2006-2021, assimp team
All rights reserved.

Redistribution and use of this software in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

- * Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
- * Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
- * Neither the name of the assimp team, nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission of the assimp team.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

AN EXCEPTION applies to all files in the ./test/models-nonbsd folder. These are 3d models for testing purposes, from various free sources on the internet. They are - unless otherwise stated - copyright of their respective creators, which may impose additional requirements on the use of their work. For any of these models, see <model-name>.source.txt for more legal information. Contact us if you are a copyright holder and believe that we credited you improperly or if you don't want your files to appear in the repository.

Poly2Tri Copyright (c) 2009-2010, Poly2Tri Contributors
<http://code.google.com/p/poly2tri/>

All rights reserved.
Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

- * Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
- * Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
- * Neither the name of Poly2Tri nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

GLM

=====

OpenGL Mathematics (GLM)

GLM is licensed under The Happy Bunny License or MIT License

=====

The Happy Bunny License (Modified MIT License)

Copyright (c) 2005 - G-Truc Creation

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

Restrictions:

By making use of the Software for military purposes, you choose to make a Bunny unhappy.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

HSV-Color-Picker-Unity

The MIT License (MIT)

Copyright (c) 2016 Judah Perez

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM,

OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

UnitySimpleFileBrowser

MIT License

Copyright (c) 2016 Süleyman Yasir KULA

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

NodeGraphProcessor

MIT License

Copyright (c) 2018 Antoine Lelievre

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL

THE
AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER
LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING
FROM,
OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN
THE
SOFTWARE.