

Adding Objects

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You can import 3D models, 2D graphics, audio, and video into your Cobalt spaces. Cobalt supports many of the most common media file types, allowing you to use a wide range of free or commercial tools to develop your content.

A Free and Open Art Path

Cobalt has been designed to support content created in free, open source authoring applications, allowing you to compose rich Cobalt spaces without buying or licensing expensive software.

Free 3D authoring tools

[Sketchup](#)
[Blender](#)

Free 2D image editing tools

[Gimp](#)
[Paint.net](#) (Windows only)

Free Audio Editing tools

[Audacity](#)

Free 3D Content Repositories

If you prefer to use content created by others, Cobalt's support of both the .kmz (Google Earth) and COLLADA file formats gives you access to the huge repository of free 3D models available at [Google's 3D Warehouse](#).

Importing 3D Objects

Supported file types: obj, .ase, .kmz, COLLADA

Free authoring tools: Sketchup, Blender

Commercial authoring tools: Maya, 3ds Max, and others

There are 2 ways to import 3D objects into a Cobalt space.

Drag and Drop import

1. Drag the file directly from your desktop (or other directory) directly onto the 3D Cobalt space.
2. The **Enter scale factor** dialog box automatically opens. Use it to size your object (you can also resize the object later using Cobalt's edit tools). By default the scale is set to 1, meaning the object will be imported at its originally created dimensions. Set the scale factor above 1 to increase the object's size or below 1 to decrease it.

Import Using the File Navigator

1. Choose **Objects > Add Model...**
2. Use the File Navigator to locate the file within your directory. In the left pane choose the folder containing the image, then highlight the file name in the right pane.
3. Click **OK**.
4. The **Enter scale factor** dialog box automatically opens. Use it to size your object (you can also resize the object later using Cobalt's edit tools). By default the scale is set to 1, meaning the object will be imported at its originally created dimensions. Set the scale factor above 1 to increase the object's size or below 1 to decrease it.

Warning: 3D models can be very large (as measured in bytes) and/or contain a very high number of polygons, depending on the way they have been constructed. Populating your Cobalt space with too many large or high polygon object files may cause the space to load slowly and perform sluggishly. If you're planning to share your Cobalt space with other users across the internet, we strongly suggest using the smallest possible files (in terms of bytes and polygon count) that meet your needs.

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Importing 2D Images

Supported file types: jpg, .gif, .png., .bmp

Free authoring tools: Gimp, Paint.net

Commercial authoring tools: Photoshop

Drag and Drop Import

To import a 2D image simply drag and drop the image file from your directory into your Cobalt environment. The image will appear contained within a frame.

Import Using the File Navigator

1. Choose **Objects > Add Picture...**
2. Use the File Navigator to locate the file within your directory. In the left pane choose the folder containing the image, then highlight the file name in the right pane.
3. Click **OK**. The image will appear contained within a frame.

Image frame icons and frame manipulation

When an image gets imported into Cobalt it is presented in a Cobalt frame. Frames are designed to make it easy for you to manipulate images in your space. When you move your mouse over the 2D image frame a set of icons appear above the frame:

- **X icon:** Clicking will close frame.
- **Camera icon** (Currently disabled, will likely be removed from future versions.)
- **Down arrow:** Clicking will move your avatar directly in front of the frame.
- **Hand icon:** When you click the hand icon the icon will change from an open hand to a closed hand. The frame will now be locked to your avatar's position. When you move your avatar the frame object will move with it, maintaining a fixed distance.
- **+ icon:** (placeholder text)

To learn how to **edit** 2D image objects see [Editing Objects](#).

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Importing Audio Files

Supported file types: .wav

Free editing tools: Audacity, GarageBand (bundled free with Macs)

Import Using the File Navigator

1. Choose **Objects > Add Sound...**
2. Use the File Navigator to locate the file within your directory. In the left pane choose the folder containing the sound file, then highlight the file name in the right pane.
3. **Click OK.** A **loudspeaker icon appears** in your space. The icon signifies the sound source. Move your avatar away from the loudspeaker and notice the volume decrease. Move your avatar towards the loudspeaker and notice the volume increase. Rotate your avatar 360 degrees and notice the sound panning from one speaker to the other.
4. **Adjust the volume** using the Volume Controller at the bottom of the screen (beneath the Local Chat, Voice, and Mic buttons.) Slide the controller left to decrease the volume or right to increase it.
5. **Mute the volume** by checking the Mute box.

TO DELETE THE SOUND: Right-click on the speaker icon and select Delete from the Edit Menu.

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Importing Video Files

Supported file types: .mpeg

Free editing tools: iMovie, Windows Movie Maker

Commercial editing tools: Final Cut Pro, Adobe Premiere, Vegas Video

Drag and Drop Import

To import a video simply drag and drop the image file from your directory into your Cobalt environment. The movie will display within a frame.

Import Using the File Navigator

1. Choose **Objects > Add Video...**
2. Use the File Navigator to locate the file within your directory. In the left pane choose the folder containing the video, then highlight the file name in the right pane.
3. Click **OK**.

The movie will appear within a object frame. The first image frame of the movie will act as a thumbnail.

Playing the movie

The movie player does not currently include media controls (play, stop, rewind buttons). To **start** and **stop** a movie simply click on the movie "screen".

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