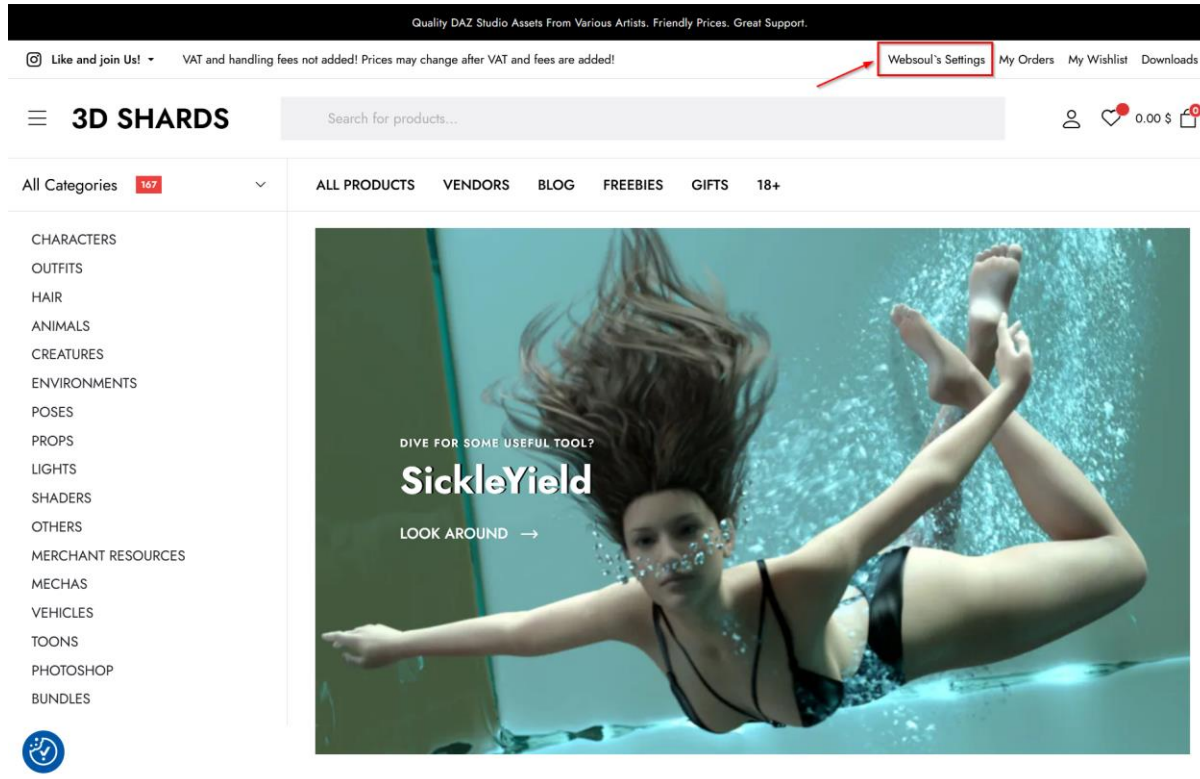


# 3D SHARDS

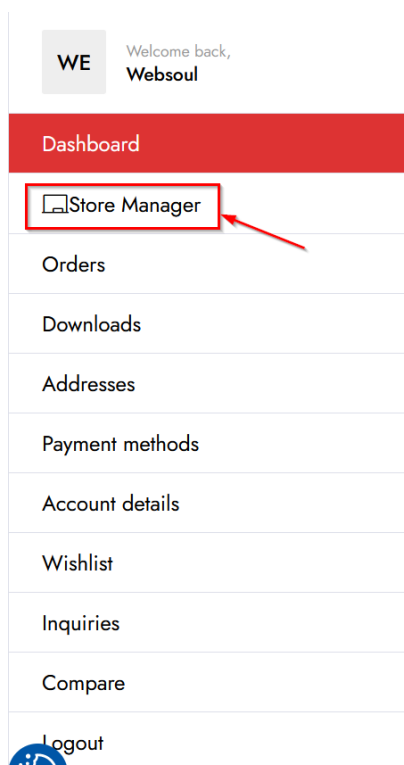
## Navigating to the create new product page

There are a couple of steps you need to go through to add a new product.

First log into your account and go to the settings page.



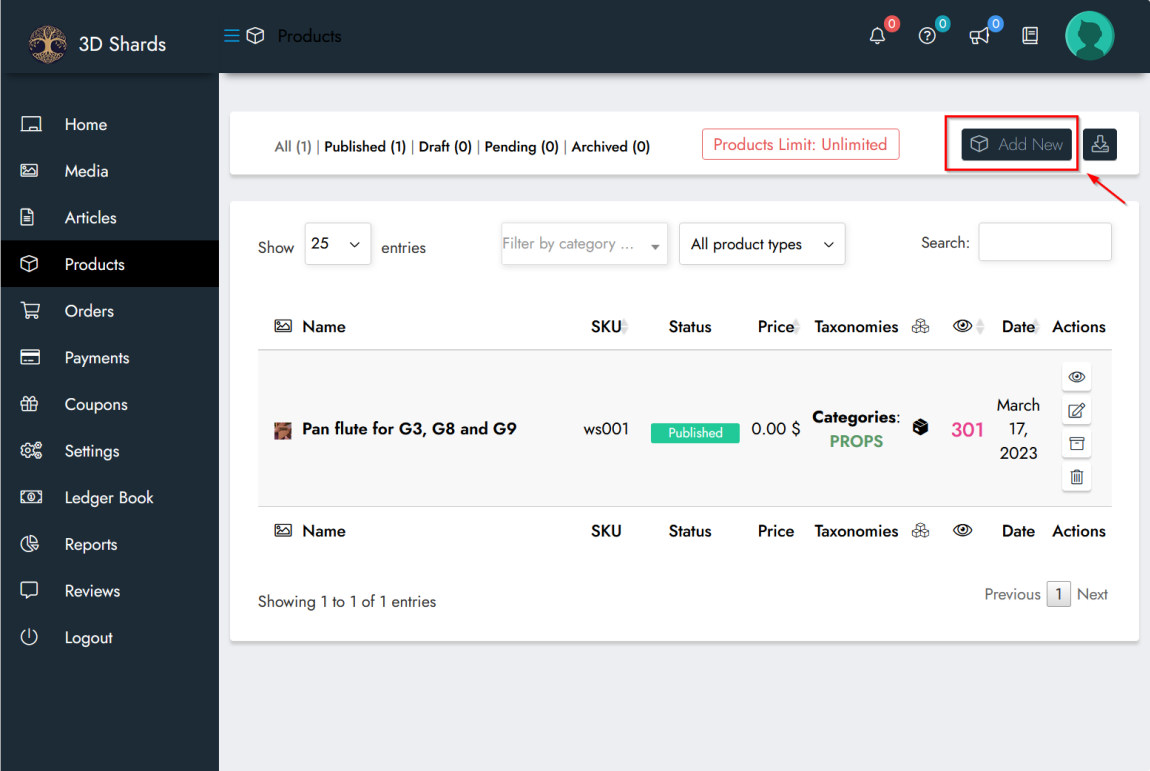
In the settings page if you are a vendor, you have the option to select the Store Manager. In the store manager you have the option to select the Products menu to get into the products dashboard



# 3D SHARDS

The product dashboard will show you all your products, the status can be or Draft, Pending or Published. Draft is what you are still working on, Pending is after submitting and awaiting testing. Published is when the product is uploaded and ready for sale

To add a new product, you simply click on the Add new button in the top right.



# 3D SHARDS

## Setting up your new product

When you add a new product there are several fields that you can fill

**Add Product** Add New

Virtual  Downloadable

Product Title

Price (\$)  Sale Price (\$)  [schedule](#)

**Short Description**

**Description**

**Categories**

- 18+
- ANIMALS
- BUNDLES
- CHARACTERS
- CREATURES
- ENVIRONMENTS
- HAIR
- LIGHTS

**Tags** ?

Separate Product Tags with commas  
[Choose from the most used tags](#)

- Virtual: All of our products are (digital) so select this since people won't get a physical copy of your 3d model
- Downloadable: Also select this one
- Short Description: This is a short explanation what your product is about. This
- Description: A longer technical description of what is in the zip file, quality of textures, morphs or other things you want to specify
- Categories: You can select multiple categories for your product. For instance, Character, hair and poses if those are all in your product.
- Tags: You can use those to add your product to the Tag cloud at the bottom of the main page. And it is used for search optimisation. Add the tags that you think are applicable or use the "Choose from most used" option to get some ideas for tags
- Price: For a freebie put the price at 0
- Sale Price: You can set a Sales Price manually or on a schedule. By selecting the schedule option, you can select the dates you want to use for your sale, for instance make the product a bit cheaper during the launch week or month.

Pan flute for G3, G8 and G9

Price (\$)  Sale Price (\$)

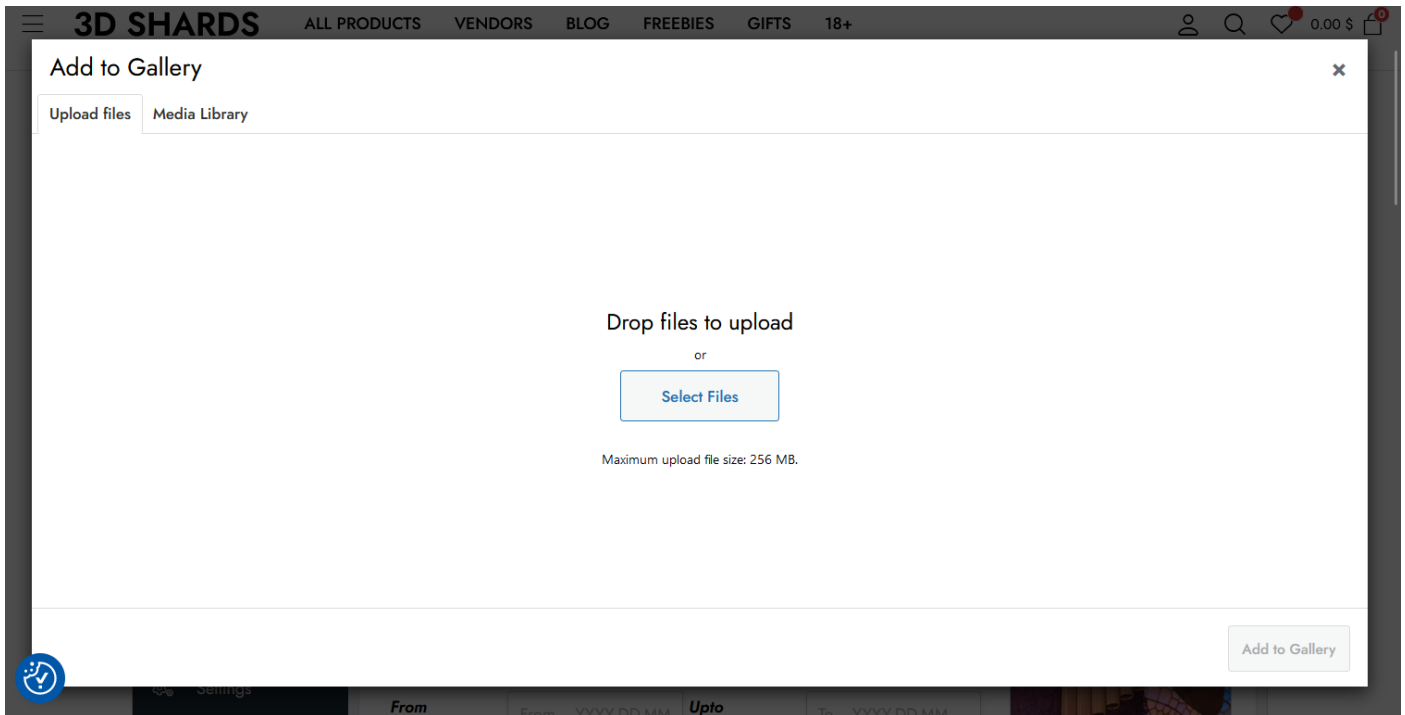
From  Upto  [schedule](#)

# 3D SHARDS

## Adding Images

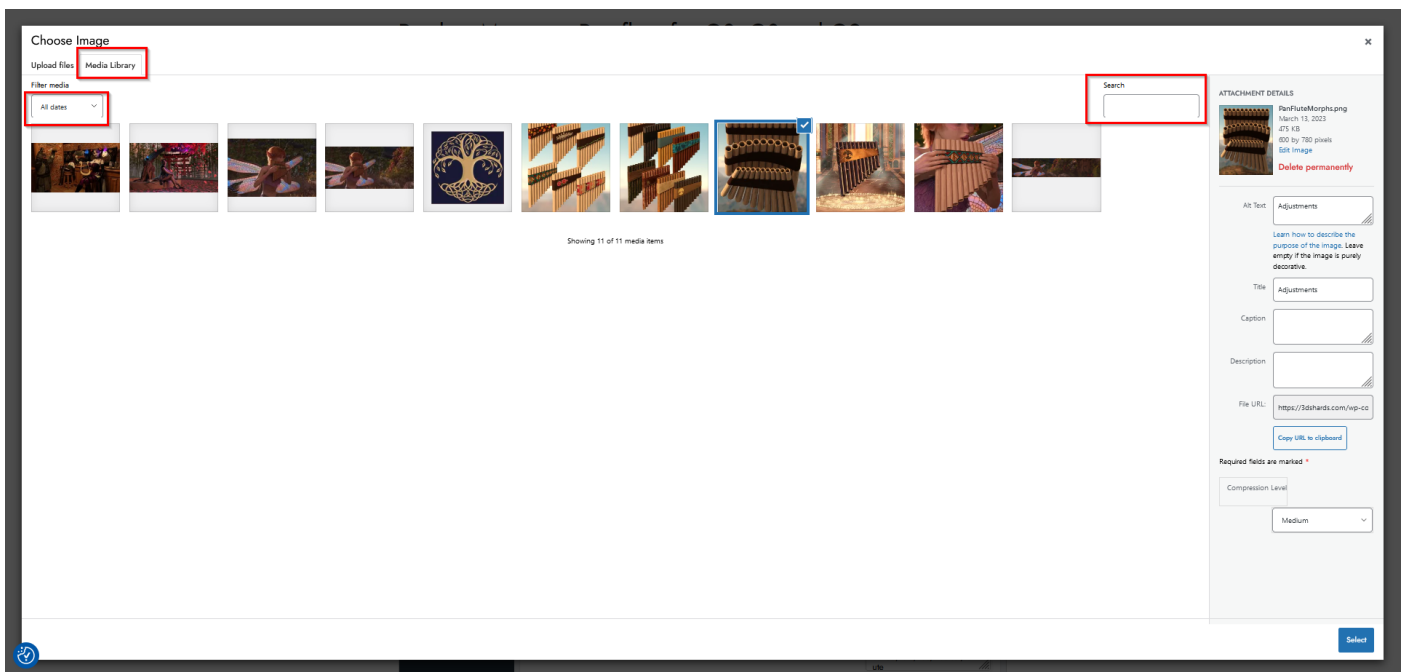


By clicking on the empty image, you go to the media library upload page. you can upload new files and put them in your media library, you can just drag and drop them from your computer onto the page or you can click the select files button to select them with the file explorer



After that you can go to the Media Library by selecting the second tab on this page. This page has all your media on it and here you can search or filter your images. When you have added one or several images you can add the settings of the images by selecting the image you want to add to your product.

You can also find your images by using the upload date filter or the search box.



# 3D SHARDS

**ATTACHMENT DETAILS**



Decorations.png  
March 13, 2023  
476 KB  
600 by 780 pixels  
[Edit Image](#)  
[Delete permanently](#)

Alt Text:

[Learn how to describe the purpose of the image. Leave empty if the image is purely decorative.](#)

Title:

Caption:

Description:

File URL:   
[Copy URL to clipboard](#)

Required fields are marked \*

Compression Level:

[Select](#)

- In the top is the information about the filename, sizes and upload date of the image, you can quickly rotate, crop or flip any image by pressing the “edit image” button.

- **Alt Text:** is used for people with voice to speech software or who are visually impaired. Here you can type a short description on what the image contains.

- **Title:** The title is shown when people browse through your product images on the product page. By default, it is filled with the image name so unless you want people to see the image is called,

FinalVersionStupidPromoImageV012.png I would suggest you change that to something nice.

- **Caption:** is not used at the moment

- **Description:** is not used at the moment **TIP:** description can be kind of misused, if you put your product name in the Description field of all the images that belong to the product you can easily search and find them all in the media library.

- **Select:** This adds the image to your product.



After selecting your first image you can add more by clicking the plus sign on the last image to add another, you can also remove them from the product by pressing the [x] pressing the x to remove from the product does not delete the image from the media library so you can always select it again if something goes wrong.



## TIP:

- **Image dimensions:** If you add image the best user experience will be if all the images have the same size, if one image is 1000x1500 and the next is 1920x1080 the image navigation will jump up and down because it changes to accommodate the different image sizes. There is no restriction in using different sizes but it can be annoying for your customers user experience.

- **Image size:** There is no real restriction in size but the front page has an aspect ratio of 2:3 but that might not give you enough space for a good promo shot. Another option is the aspect ratio (3:4) so for example 600x800px or 1125x1500px. This will only crop a small piece of the sides but it will look better on the product page itself. You can use any aspect ratio you want but the main page will just crop the sides of the image if it is too wide.

# 3D SHARDS

## Adding Zip files

You can add your zip files at the bottom of the page using the upload button, you can select your zip file with a maximum of 250mb, if your zip files are larger than that you can break them up into multiple zips and using the + key you can add a second file to the product. Download Limit or Expiry are not used.

The screenshot shows the 'Files' management interface. On the left, a sidebar contains 'Downloadable', 'Attributes', and 'Linked' tabs. The main content area is titled 'Files' and features two file entry forms. The first form has a 'Name' field containing 'Websouls Pan Flute' and a 'File' field with a 'REMOVE' button highlighted by a red box. The second form has an empty 'Name' field and a 'File' field with an 'UPLOAD' button highlighted by a red box. Below these forms are two dropdown menus: 'Download Limit' set to 'Unlimited' and 'Download Expiry' set to 'Never'. At the bottom of the interface are three buttons: 'VIEW', 'DRAFT', and 'SUBMIT'.

By selecting the Attributes button on the left, you can add several options to your product. Those options will be visible on the Additional information tab on your product page.

The screenshot shows the 'Attributes' management interface. On the left, a sidebar contains 'Downloadable', 'Attributes', and 'Linked' tabs, with 'Attributes' highlighted by a red box. The main content area is titled 'Attributes' and lists several attributes with checkboxes and dropdown arrows: 'Character Requirement' (checked), 'Genre', 'Environment Type', 'License' (checked), 'Vehicle Type', and 'Verified'. At the bottom is an 'Add attribute' dropdown and an 'ADD' button.

# 3D SHARDS

These attributes can be expanded by pressing the blue down arrow and can give suggestions by clicking on the tiny grey triangle of the attribute.

- Character Requirement: Is it a product for Genesis 8 or stand alone?

The screenshot shows the 'Character Requirement' attribute form. It includes a checked 'Active?' checkbox, a blue up arrow icon, and a dropdown menu with selected items 'Genesis 8 Female', 'Genesis 8 Male', and 'Genesis 9'. A red box highlights the blue down arrow icon and the tiny grey triangle on the right side of the dropdown menu. Below the dropdown are 'SELECT ALL' and 'SELECT NONE' buttons, and a checked 'Visible on the product page' checkbox.

- Genre: What kind of theme does this product belong to?

The screenshot shows the 'Genre' attribute form. It includes a checked 'Active?' checkbox, a blue up arrow icon, and a dropdown menu with the selected item 'Fantasy'. Below the dropdown are 'SELECT ALL' and 'SELECT NONE' buttons, and a checked 'Visible on the product page' checkbox.

- Environment: Is only used for environments and architecture, is it inside, outside or both?

The screenshot shows the 'Environment Type' attribute form. It includes an unchecked 'Active?' checkbox, a blue up arrow icon, and a dropdown menu with selected items 'Inside' and 'Outside'. Below the dropdown are 'SELECT ALL' and 'SELECT NONE' buttons, and an unchecked 'Visible on the product page' checkbox.

License: Standard is most commonly used, with extended the product can also be used in game engines like unreal, Editorial is for copywrite protected material that can only be used for non-commercial purposes.

The screenshot shows the 'License' attribute form. It includes a checked 'Active?' checkbox, a blue up arrow icon, and a dropdown menu with selected items 'Editorial', 'Extended', and 'Standard'. Below the dropdown are 'SELECT ALL' and 'SELECT NONE' buttons, and a checked 'Visible on the product page' checkbox.

Vehicles: Is only for vehicles and pretty self-explanatory, so unless your car can fly you put it in Land

The screenshot shows the 'Vehicle Type' attribute form. It includes an unchecked 'Active?' checkbox, a blue up arrow icon, and a dropdown menu with selected items 'Land', 'Air', 'Naval', and 'Space'. Below the dropdown are 'SELECT ALL' and 'SELECT NONE' buttons, and an unchecked 'Visible on the product page' checkbox.

If you have any questions, let me know!