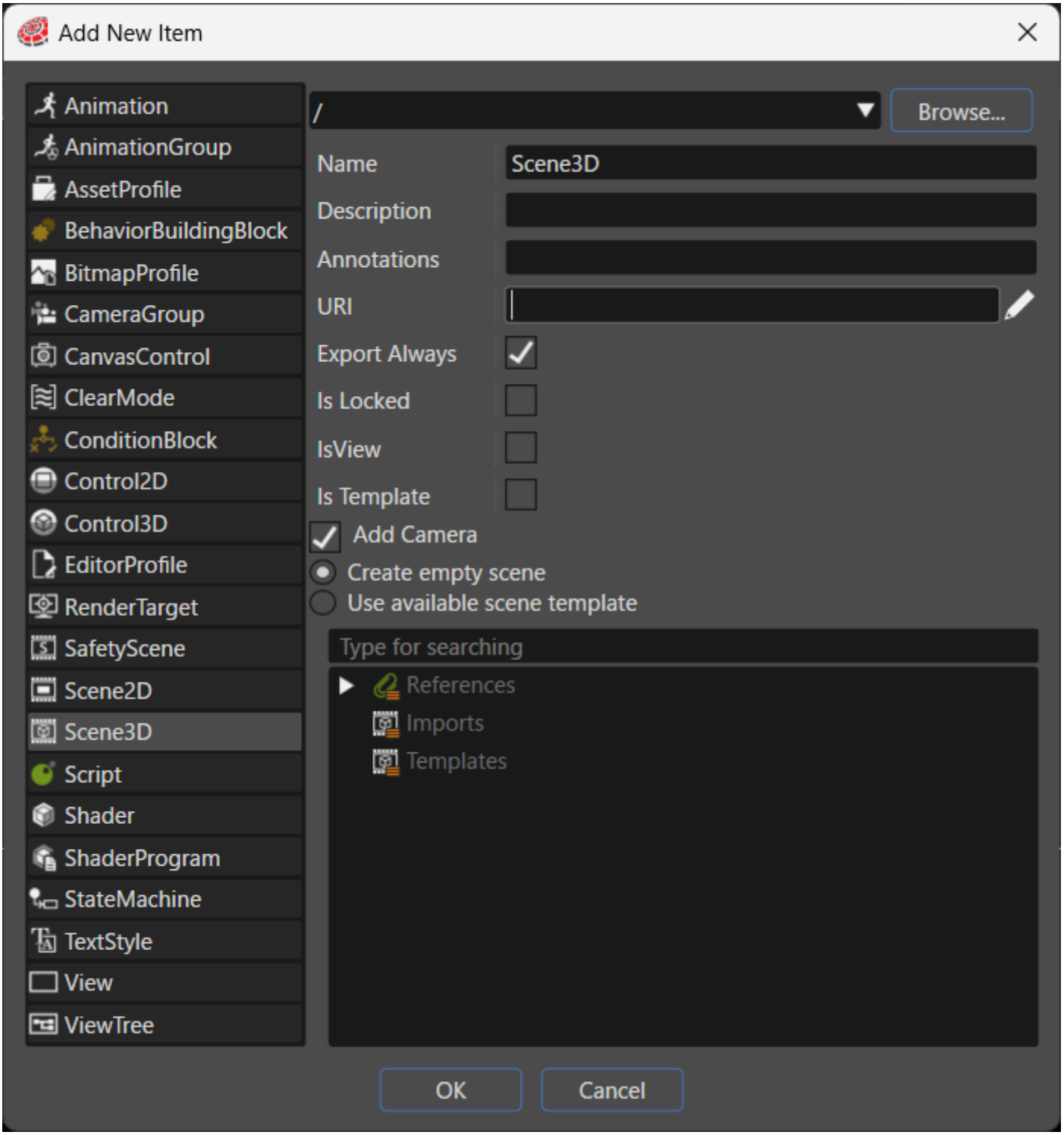
# Scene3D

Adds a new 3D scene to the solution. You can choose whether to create an empty scene or to create the scene from an available scene template.




| Item | Description |
| --- | --- |

| | |
|---|---|
| Destination path | Specifies the folder in the solution where the system places the new item. Click **Browse...** to select an existing folder. |
| Name | Sets the name of the new item. |
| Description | Describes the new item in detail. |
| Annotations | Serves as storage for notes and other project-related information. The system exports the entered text to the HMI report. |
| URI | You can set any URI. If you enter a valid URI, clicking it launches the browser and displays the contents of the link. |
| Export Always | Specifies whether the system always includes this item as part of the asset. |
| Is Locked | Specifies whether the item is locked. |
| IsView | Specifies whether the scene is also used as a View. |
| Is Template | When you enable this option, the scene becomes a template for creating other scenes. |
| Add Camera | Specifies whether to add a camera to the new scene. |
| Create empty scene / Use available scene template | Provides radio buttons that switch the creation method of the new scene.<br>• Select **Create empty scene** to create an empty scene.<br>• Select **Use available scene template** to choose a template from the template tree at the bottom. |
| Search | Provides a field that searches the template tree. |
| Template tree | Displays a tree view that lets you select the source template when you select **Use available scene template**. |

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