



Technical Briefing: Custom Images in 3D Mode

Overview

All scenes in 3D mode include a gallery of default images. However, you may wish to create your own 3D background image for default scenes or for a custom scene assigned to a specific session or function.

Image Format

Except for Poster Lobby and Exhibition Hall scenes, all custom images should be in JPG format.

The Poster Lobby and Exhibition Hall provide a view to an external scrolling landscape and the large windows in these scenes need to be in a PNG format so the windows can be transparent.

General Image Recommendations

- **Perspective:** Anywhere you plan to have components, text, or images placed (such as a kiosk or display sign) try to keep the views flat, avoiding a lot of perspective. This makes it easier to place components, text, images and videos on these areas of your custom image.
- **Resolution:** Keep your images at 72 DPI to ensure maximum performance in 3D Mode.
- **Auditorium Screens:** should always be in a 16:9 perspective.
- **Networking and Breakout Rooms:** displays can be sized in any perspective.

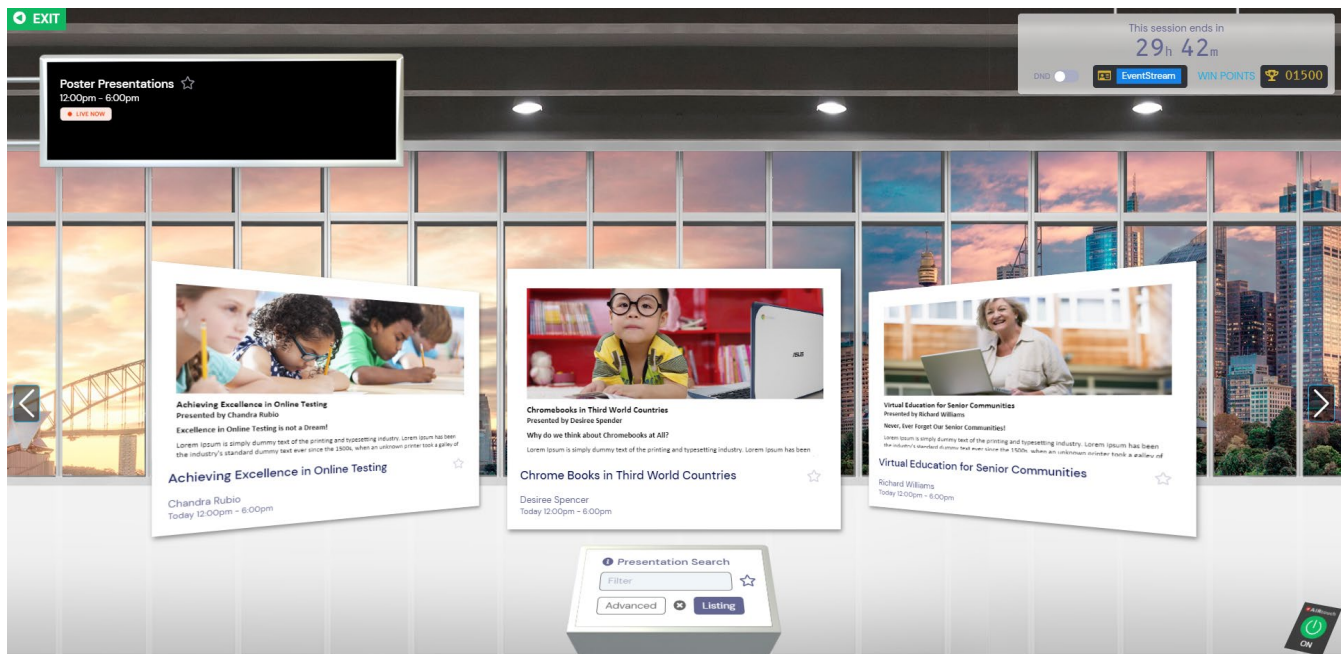
Standard Image Guidelines

Except for exhibition stands and panoramic images, all scenes in 3D Mode adhere the same template dimensions, as shown in appendix A.

It is important to show the primary space (lobby or room) in the lower half of the image, noting that the clickable area is what all devices and monitors will display. Everything else outside the clickable area of the template is viewable but not clickable, and different devices and monitors will see differing amounts of these areas.



Exhibition Halls and Poster Lobby Scenes

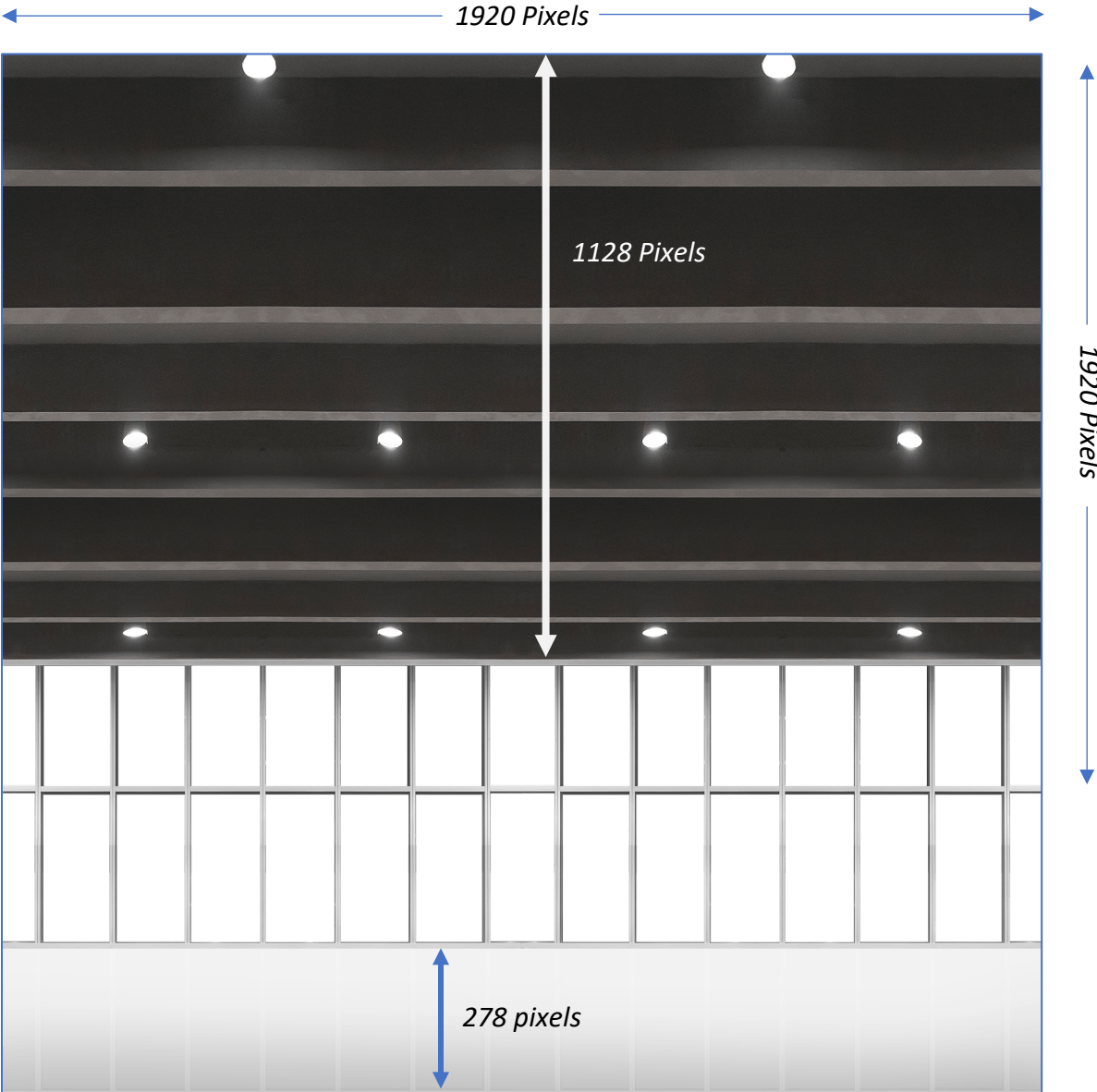


These images must be in PNG format, and the windows that show the landscape outside of the hall must be transparent.

Your images will still follow the constraints of the 3D Mode Image Template, with these important considerations:

- The bottom edge of your transparent windows must be 278 pixels from the bottom of your image.
- The top edge of your transparent windows must be 1128 pixels to the top of your image.
- The transparent windows must be placed at the full width of the image.
- Be sure to include a full ceiling above the transparent windows due to the different devices and screen sizes.

Poster Lobby and Exhibition Hall Specifications



Panorama Images

These are specially sized images designed to show a scrolling landscape or cityscape when virtual attendees scroll left or right in the Exhibition Hall or Poster Lobby.

Sized at 3840 pixels x 600 pixels, you must carefully design the left and right edges to connect together seamlessly. Imagine your image is shaped into a circle with the left and right edges connected to each other.

Example image:



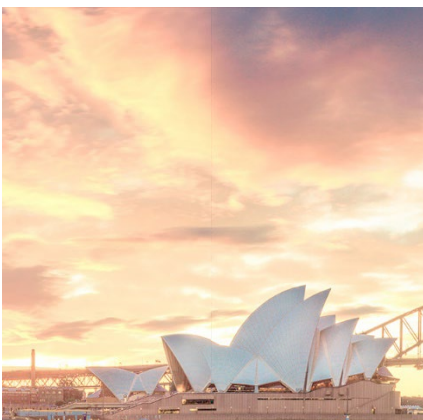
How the Left and Right Edges Connect:



Right Edge

Left Edge

Forming a Seamless Panoramic Image:



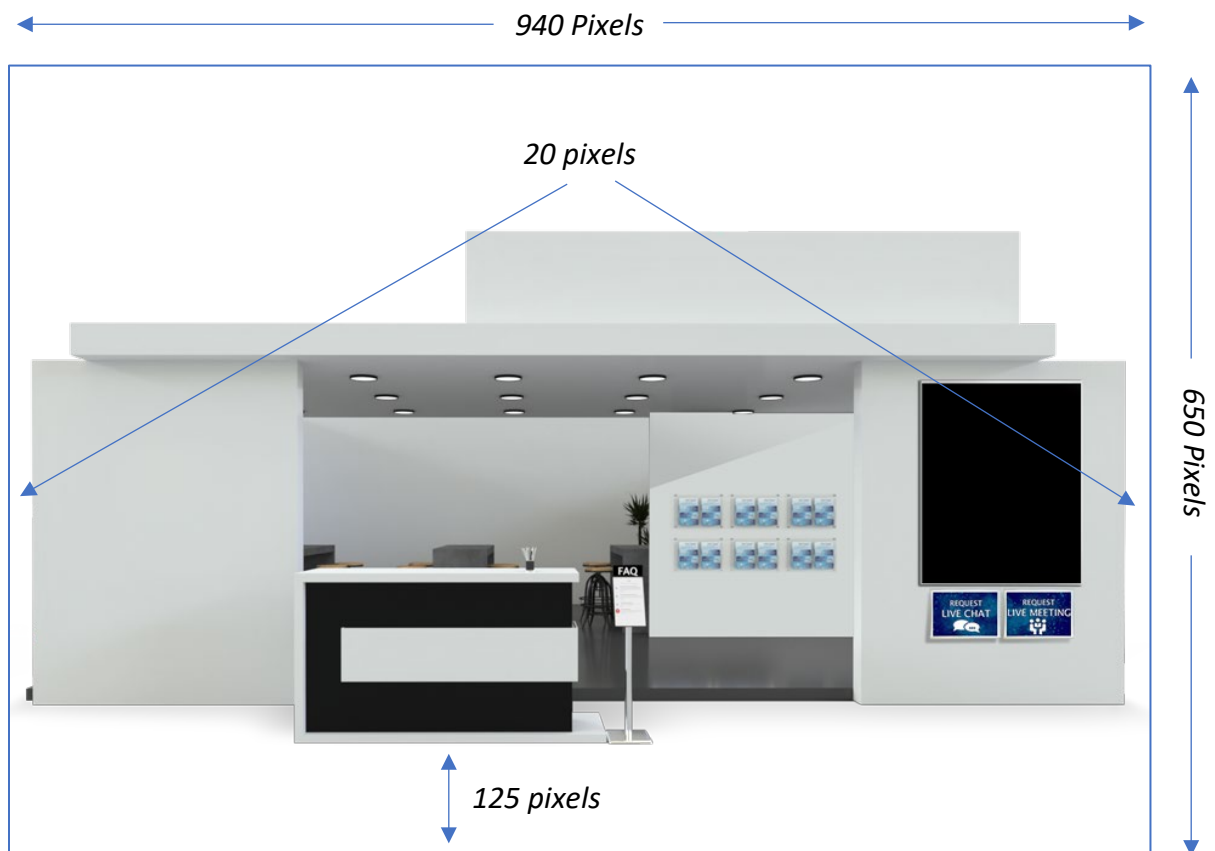
Right Edge

Left Edge

Standard Exhibition Stands

You are able to assign a default stand size as Standard or Large. It is important to follow these guidelines when creating your Standard Exhibition Stand image:

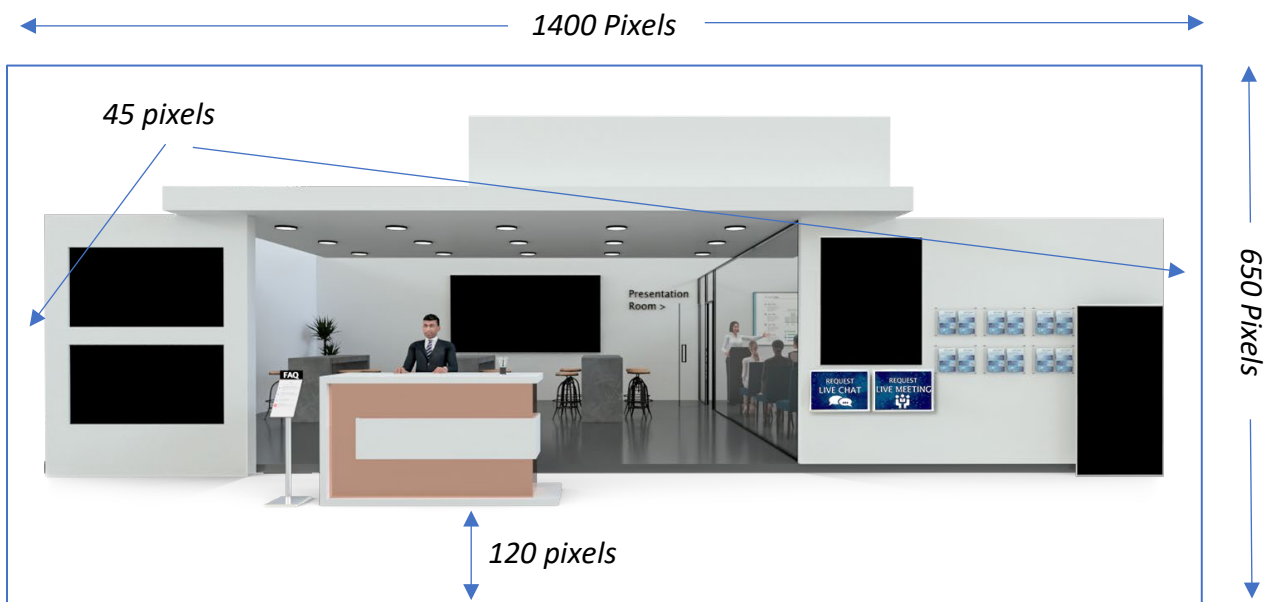
- **Full Image Size** – 940 pixels x 650 pixels
- **Left and Right Padding** – 20 pixels
- **Bottom Padding** – 125 pixels
- **Top Padding** – you can use as much of the height of the image as you need
- **Lighting** – If you or your graphic designer chooses to do so, you can apply shadowing to the stand image accounting for light coming from behind. You should exercise constraint in these design elements, and you should test your stand image on several different devices or monitor sizes.



Large Exhibition Stands

You are able to assign a default stand size as Standard or Large. It is important to follow these guidelines when creating your Large Exhibition Stand image:

- **Full Image Size** – 1400 pixels x 650 pixels
- **Left and Right Padding** – 45 pixels
- **Bottom Padding** – 120 pixels
- **Top Padding** – you can use as much of the height of the image as you need
- **Lighting** – If you or your graphic designer chooses to do so, you can apply shadowing to the stand image accounting for light coming from behind. You should exercise constraint in these design elements, and you should test your stand image on several different devices or monitor sizes.



Appendix A: Standard Custom Image Specifications

- **Orange** – Non-Clickable Area
- **Blue** – Clickable Area

