

Introduction

- [Introduction to the 3D Studio DBR77](#)

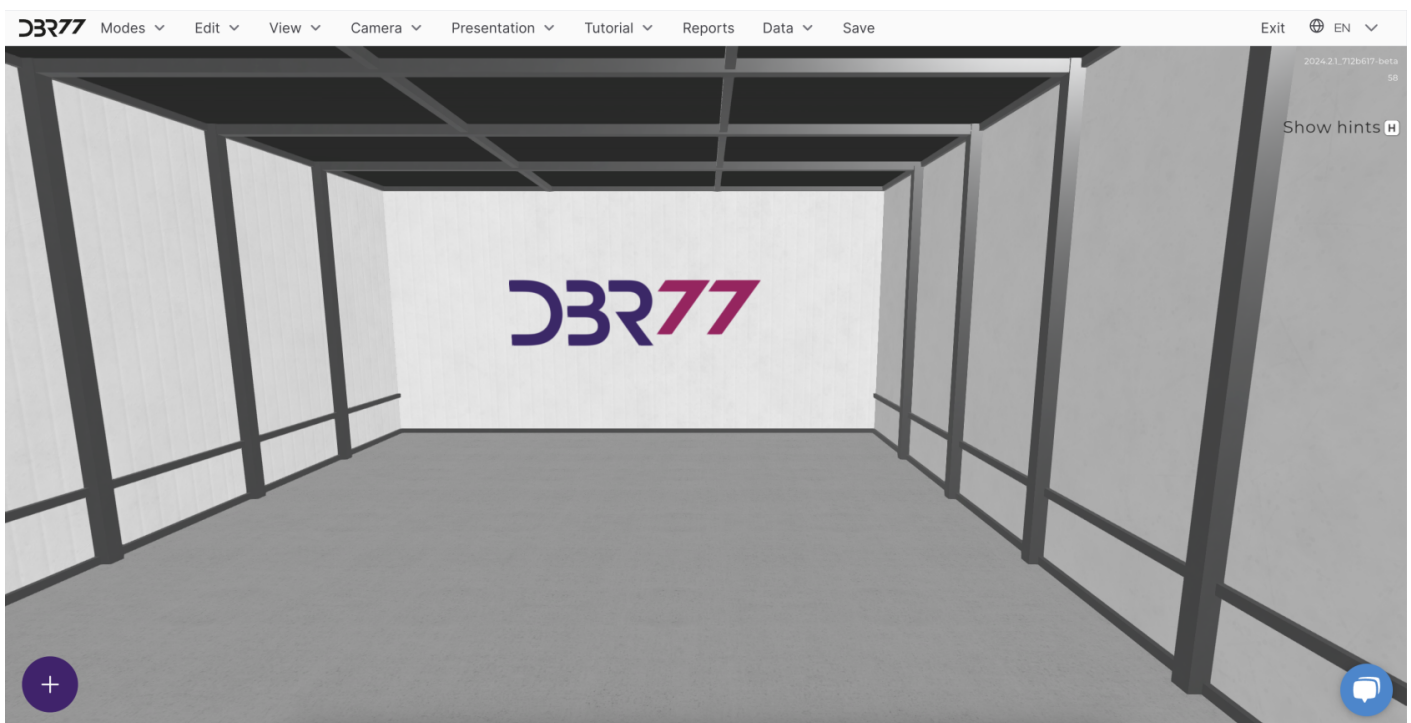
Introduction to the 3D Studio

DBR77

The 3D Studio on the DBR77.com platform is an advanced tool based on Unity technology, widely used in the development of video games. It provides a versatile environment for modeling, visualizing, and designing production workstations, production lines, and even entire facilities or warehouses. With its comprehensive range of features, the 3D Studio enables:

- **Layout Creation:** Design precise plans and layouts of your production areas.
- **Workstation Design:** Create and configure workstations tailored to the specific needs of your production.
- **Workstation Animation:** Add movement and interactions to your models for a better understanding of processes.
- **Report Generation:** Produce detailed reports based on collected data.
- **Presentation Creation:** Set up camera perspectives and create multimedia presentation materials.

The 3D Studio on DBR77.com supports detailed planning and clear visualization of your production processes.



The **3D Studio** on DBR77.com supports detailed planning and clear visualization of your production processes.

This tool is integral to digital twin technology, enabling the visual representation of production processes and their optimized versions. It allows for the precise replication of real-world processes and the simulation of potential improvements.

Another key application of the 3D Studio is its role in the **marketplace**, where technological challenges are defined and solutions proposed. Each project created in the 3D Studio provides a detailed description of project requirements, facilitating better understanding and implementation of proposed solutions.

All features of the 3D Studio are explained in detail in the respective sections.