

# Introduction

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

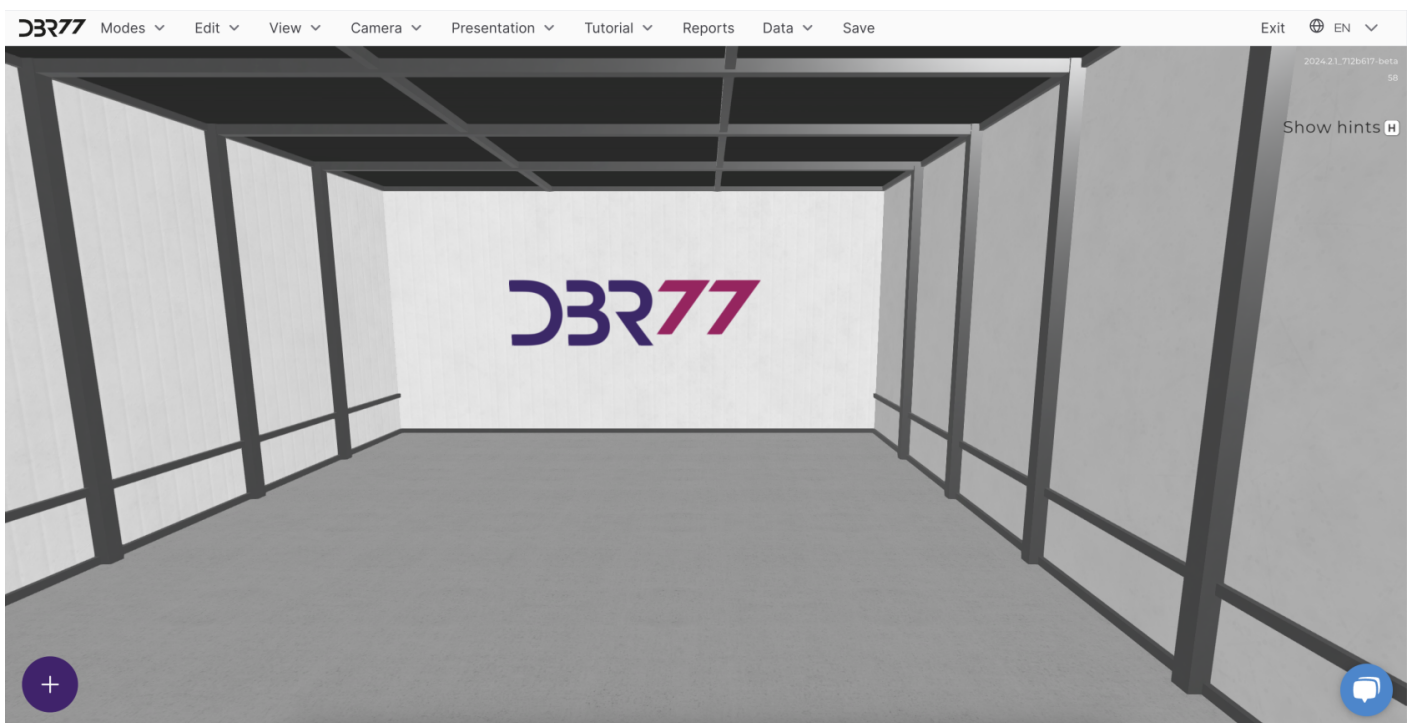
# Introduction to the 3D Studio

## 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.

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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.