About the extension 1
App Setup 1
Install the Application 1
Connecting the App to a Threekit Org 2
Next Edit the Shopify Theme 2
Select Products to add 3D assets to 6
Additional Documentation 9
  Product Documentation - https://docs.threekit.com/docs 9
  Policy 9
Support 9
Troubleshooting 9
Code Snippet 10
  Copy this entire code block into pdp-threekit.liquid 10
About the extension

Threekit’s Connector extends the Shopify Gallery by allowing users to launch a 3D experience from the PDP. The Threekit player enables Augmented Reality and product configuration via Threekit’s player API.

This application requires some modification of Shopify theme files as well as creation of Shopify Snippets. Our guide below will walk you through the steps. A video is also available https://www.youtube.com/watch?v=z54yVv_MAX0

App Setup

**Threekit 3D Configuration & AR Setup Video**

1. Install the Application
   a. Click the Add App button on the listing page
   b. On the next page, click ‘Install App’

2. Connecting the App to a Threekit Org
   a. The Threekit Token is generated in Threekit. The Org Token is generated by navigating to your Threekit Org → Settings (in left-hand navigation) → Tokens → Add Token. If you have received a Threekit Authorization token from someone else, you do not need to generate one.

3. Next Edit the Shopify Theme
   a. Navigate to Sales Channels on the left hand side, click Online Store and then Themes
   b. On the theme page, click on the ‘Actions’ dropdown menu and select ‘Edit Code’
c. Click on the themes.liquid layout

![Themes page with theme.liquid selected]

d. Add the following block of code around lines 9 or 10.

```liquid
{{ 'https://admin.threekit.com/app/js/threekit-player.js' | script_tag }}
```

e. Next, Click on the Sections tab and select the 'product-template.liquid' section
f. In the first two lines add the following code

```liquid
{% assign threekit = product.metafields.threekit %}
{% assign isPdp = 'pdp' %}
```

g. Still in the product-template.liquid, paste the following code (around row 45 in our example)

```liquid
{% if threekit[isPdp] == 'true' %}
    {% include 'pdp-threekit' %}
{% endif %}
```

h. i. Lastly, we are going to create a snippet called php.threekit.liquid. Navigate to ‘Snippets’ under ‘Themes’ and click ‘Add New Snippet’ and name the snippet ‘pdp-threekit.liquid’
j. Next paste the code from this Code Snippet located at the bottom of this document.

k. Now all of your theme files are up to date.
4. Select Products to add 3D assets to
   a. Navigate back to the app by clicking on ‘Apps’ in the left hand navigation and then click on the “Threikit 3D Configuration & AR” app
   b. Click Select Products
   c. Select the product where a Threikit Catalog Item is going to be applied to
   d. Add the Threikit Asset Id and select the checkboxes that apply
      i. Select the asset id from the URL for that product in Threikit
ii. Display on PDP - enables the Threekit Asset to be visible on the product page

iii. AR Enabled - enables AR for the asset related to this product
   1. **AR Enabled** - AR can be enabled for mobile devices for an asset by toggling the ‘AR Enabled’ checkbox between checked or not. When enabled and viewed on a mobile device, a “View in your space” button will appear. The button can be clicked to view a product in a user's space

iv. To view what the product page looks like with Threekit enabled, click view next to the online store

1. Click Catalog
2. Click on the product

3. Click launch 3D Product
Additional Documentation

Product Documentation - https://docs.threekit.com/docs

Policy

- Privacy
- Data Privacy
- Terms of Use

Support

If you are a current customer with us, please contact Customer Support for any questions or issues.

Troubleshooting

- Do not see a 3D player on a Threekit-enabled product’s page? Make sure the token and asset ID all are correct
Copy this entire code block into pdp-threekit.liquid

```liquid
# pdp-threekit.liquid
{% assign threekit = product.metafields.threekit %}
{% assign asset = 'assetid' %}
{% assign isAr = 'ARen' %}
{% assign shop = shop.metafields.threekit %}
{% assign token = 'token' %}

<script src="https://cdn.jsdelivr.net/npm/jquery@3.4.1/dist/jquery.min.js"></script>

<link rel="stylesheet" href="https://cdn.jsdelivr.net/gh/fancyapps/fancybox@3.5.7/dist/jquery.fancybox.min.css" />
<script src="https://cdn.jsdelivr.net/gh/fancyapps/fancybox@3.5.7/dist/jquery.fancybox.min.js"></script>

<style>
@media only screen and (max-width: 600px) {
  #tkplayer {
    height: 50vh;
    width: 70vw;
  }
}
@media only screen and (min-width: 601px) {
  #tkplayer {
    height: 60vh;
    width: 60vw;
  }
}
</style>
<hr class="my-5" />

<div class="row mb-4">
  <div class="card-deck col-9">
    <div class="card">
      <div class="card-body">\n```
```
<p data-fancybox data-src="#selectableModal" href="javascript:;" class="btn btn-primary" data-touch="false">Launch 3D Player</a></p>

<div style="display: none; max-width: 100vw;" id="selectableModal">
  <h2>Threekit</h2>
  <div id="tkplayer"></div>
</div>

<script>
  window.
  .threekitPlayer({
    authToken: "{{ shop[token] }}",
    el: document.getElementById("tkplayer"),
    assetId: "{{ threekit[asset] }}",
    showAR: 'false'
  }).then(async api => {
    window.player = api;
    window.configurator = await api.getConfigure()
  });
</script>