

Frame Environment Building Options

FrameVR offers three main paths to set up the space inside your Frame. Each works for different skill levels, timelines, and goals — and they can be mixed and matched.

Option 1: Pre-Built Environments

The simplest starting point. FrameVR offers a growing library of ready-made 3D environments — classrooms, auditoriums, galleries, outdoor spaces, and more — that you can select and activate for your Frame with no setup required. These environments are already optimized for performance across desktop, mobile, and VR, making them a reliable choice when accessibility is a priority.

Best for: Meetings, classes, events, and any situation where you need a polished space quickly without customization overhead.

[📄](#) *Browse available environments directly inside your Frame settings, or check the [FrameVR blog](#) for announcements of new releases.*

Option 2: Frame Tile Editor

The Tile Editor (available at tiles.framevr.io) is a drag-and-drop tool that lets you assemble a custom environment by placing pre-made tiles onto a map — no 3D modeling software needed. Once you're happy with the layout, you export it as a .glb file and upload it as your Frame's environment.

Best for: Users who want a custom layout and sense of place without needing Blender or other 3D tools. Great for designing campus-style spaces, custom hallways, or multi-room layouts.

[📄](#) *Exported .glb environments from the Tile Editor can also be used in other 3D platforms that support that format.*

Option 3: Custom Environments & Dynamic Assets

For maximum creative control, you can upload your own fully custom 3D environment as a .glb file — or use an AI-generated one as your base.

Using World Labs (AI-Generated Environments)

[World Labs](#) (Marble) can generate immersive 3D scenes from a prompt or image for your [Frame](#) — ancient ruins, modern venues, natural landscapes — which you then export as a .glb and bring directly into Frame as your environment. This is one of the fastest ways to create a space that feels unique and intentional.

Using Your Own 3D Model

If you or a collaborator are working in Blender or another modeling tool, Frame supports uploading fully custom environments with baked lighting, custom navigation meshes, shaders, and more baked directly in.

Layering with Dynamic Assets

Regardless of whether your base environment comes from World Labs or a 3D artist, Frame's Dynamic Asset Library lets you layer functional elements on top — seating, signage, panels, plants, and other objects — directly inside your Frame without re-exporting anything. You can switch seating layouts, rearrange elements, and iterate in real time.

Best for: Events, educational experiences, branded spaces, or any Frame where the environment itself is part of the message.

Tip *Dynamic assets from the same model can be duplicated many times without a major performance cost — great for filling seating rows or repeating decorative elements.*

*For guidance on keeping custom environments accessible across devices, see the **Frame Design & Performance Guidelines** page in this Codex.*

Revision #1

Created 24 April 2026 09:10:12 by Charlene Hardin

Updated 24 April 2026 09:10:12 by Charlene Hardin