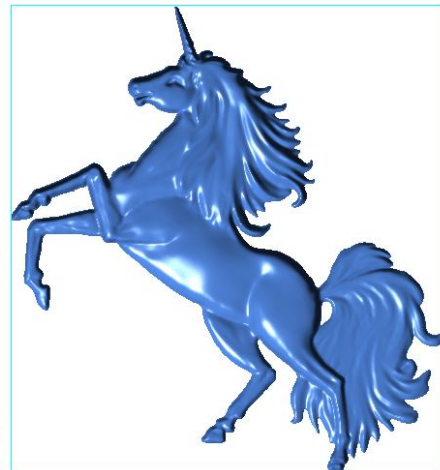
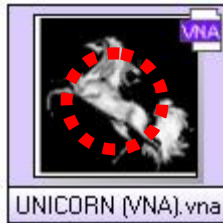
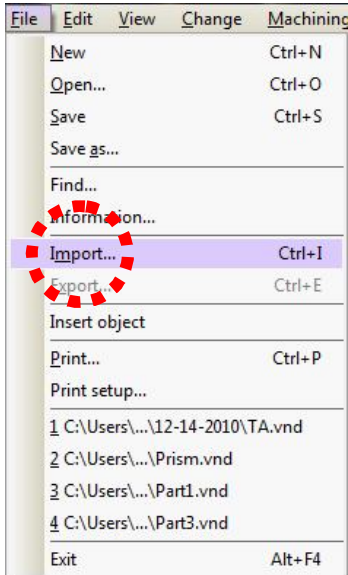





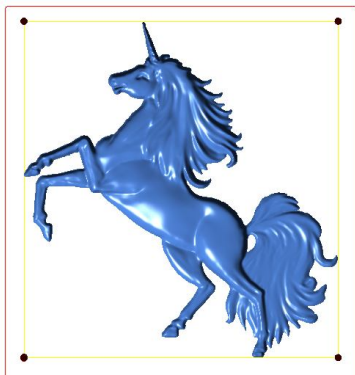
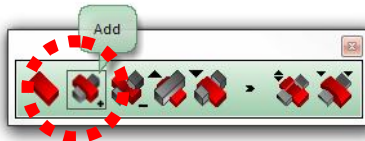
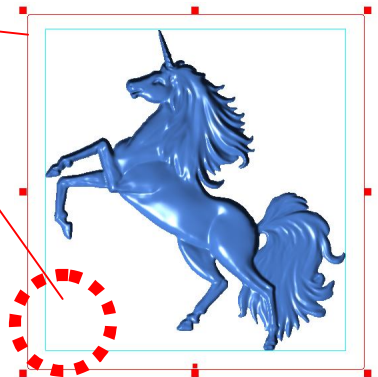
How to add a flat background to a 3D Scene?


Unleash your Router's 3D Capabilities

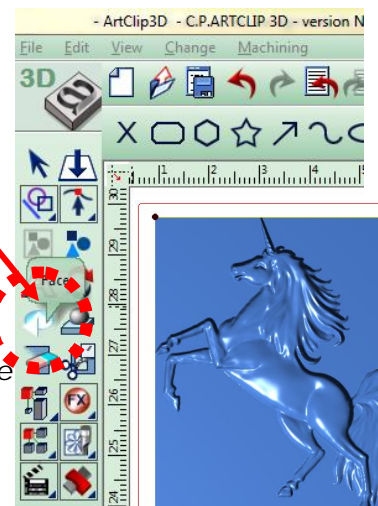
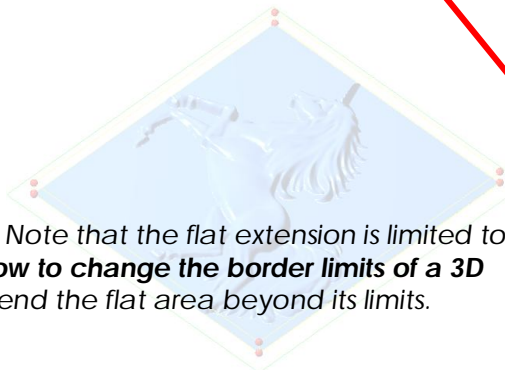
- Import a model from the "3D Models" folder.



- Draw a rectangle larger than the 3D model area.
- Double click one of the inside corner of the VNA (cyan blue) While clicking make sure the pointer is inside the cyan box line.
- The 3D Green module starts.
- Select the "ADD" mode of the combination modes 



- Make sure to keep your rectangle selected in red.
- Click then on the **Face** tool 



A flat background has been added. Note that the flat extension is limited to the area of the 3D models. Check the **How to change the border limits of a 3D model?** in case you would like to extend the flat area beyond its limits.