Scene Composer main features Overview

This section provides an overview of the Scene Composer main features and links to pages describing their general use.

1	Solution	GUI creation in Scene Composer is managed in units called "solutions”. Therefore, to use Scene Composer, you must first create a Solution. There are also various features for editing solutions. Manage Solutions
2	Import of Resources	Scene Composer can import various file formats (images, fonts, shaders, SVG, FBX, glTF and so on) as resources. Import of Resources
3	Smart Importer	The Smart Importer allows AI to analyze imported files and automatically apply controls with optimal HMI functionality. The Smart Importer can also import files designed in Photoshop (.psd), Adobe XD (*.xd), Axure RP (,rp), Sketch (*.sketch), and Figma. Smart Importer
4	Creating a Scene	In Scene Compsoer, you build a "scene" of the content you actually want to display. There are two types of scenes, 2D scenes and 3D scenes, so create scenes according to the content you wish to create. Manage Scenes

5	Editing a Scene	Edit a scene by using the Scene Editor, the main panel of Scene Composer. You can also see how the scene will appear. Editing tools are available to adjust the position, size, and rotation of the nodes you have created, as well as to manipulate the camera and display options. 2D Scene Editor 3D Scene Editor
6	Fusion	Fusion is a highly usable editor that allows you to graphically and intuitively structure scene interactions, easily manage the functionality and logic in your scene, and build complex HMI elements. Fusion
7	State Machine	The State Machine Editor allows you to visually compose complex state transitions in your application. Specifically, you can define a state of a specific object or node at a certain point in time and configure the following settings with simple operations. • Transition to another state based on input/events received by the state. • perform any "Action" State Machine
8	Animation	Each parameter (position, size, color and so on) of the nodes in the scene can be set the animation. The animation-related panels (Animation Timeline, Animation Values) allow you to set up animations with only a few simple operations. Animation Design
9	Culture (Localization)	This feature switches the text in a scene to be displayed in multiple languages. SceneComposer Translator Plugin

10	Behavior	Behaviors allow you to set various behaviors and controls for the nodes in a scene with simple operations, even if you have no coding knowledge. Behaviors are configured in the extra scene tree and in Fusion, so please refer to the pages related to them as well. Behavior
11	Control	Controls are UI elements such as buttons or progress bars. Scene Composer provides a number of ready-to-use controls, or you can create your own. Control

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