Start: User is editing 2D view in Qt Design Studio

QML Types		Properties
Navigator		
Connections		

main.qml:
Window
 - Rectangle
  - Text Element

Start: User is editing 2D view in Qt Design Studio
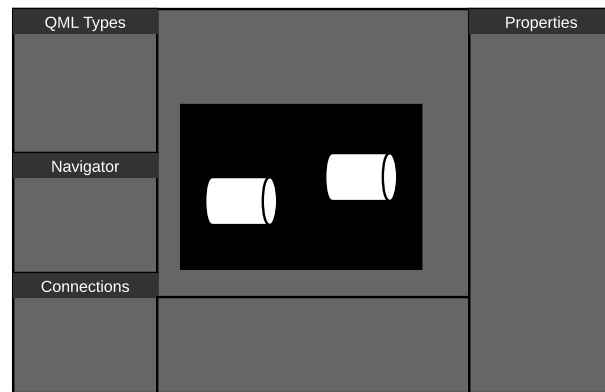
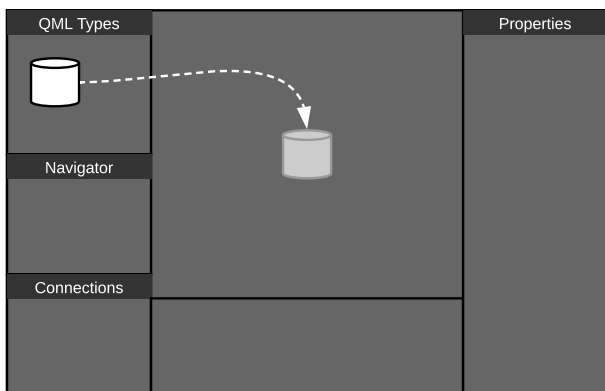| QML Types | | Properties |
| Navigator | | |
| Connections | | |

main.qml:
Window
 - Rectangle
  - Text Element
View3D

myFirstScene.qml:
Node
 - Camera
 - Light
 - Model
 - Model

Step 1: User drag'n'drops any of the following to the 2D scene:
- 3D model from component library
- Node/Camera/Light/Scene Environment/Cube/
  Rectangle/Cone/Sphere object
- View3D

QML Types		Properties
Navigator		
Connections		

main.qml:
Window
 - Rectangle
  - Text Element

Step 1: User drag'n'drops any of the following over the existing 3D scene (View3D that links to a 3D scene):
- 3D model from component library
- Node/Camera/Light/
  Scene Environment/Cube/Rectangle/Cone/Sphere object

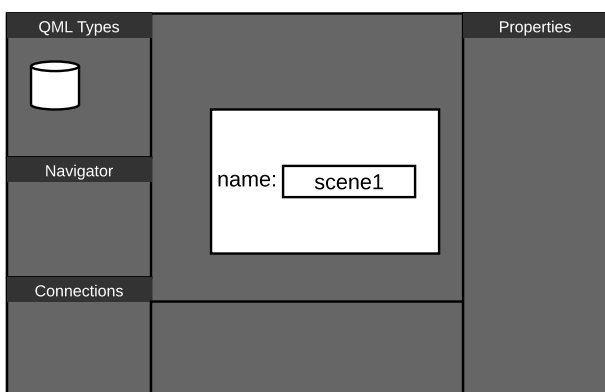| QML Types | | Properties |
| Navigator | | |
| Connections | | |
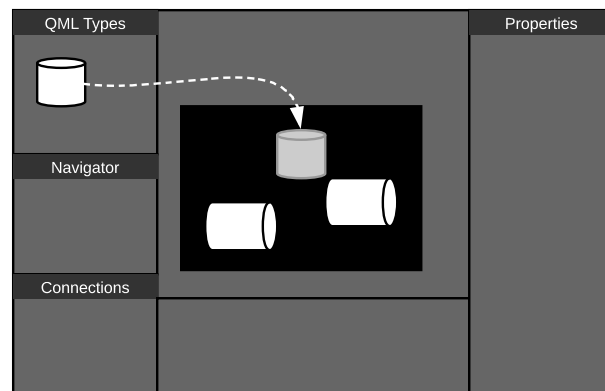
main.qml:
Window
 - Rectangle
  - Text Element
View3D

myFirstScene.qml:
Node
 - Camera
 - Light
 - Model
 - Model

Step 2:
As there is no View3D at the location we show dialog to ask the name of the scene to be created.

QML Types		Properties
Navigator		
Connections		

name: scene1

main.qml:
Window
 - Rectangle
  - Text Element

Step 2:
The model object is added to the existing scene.
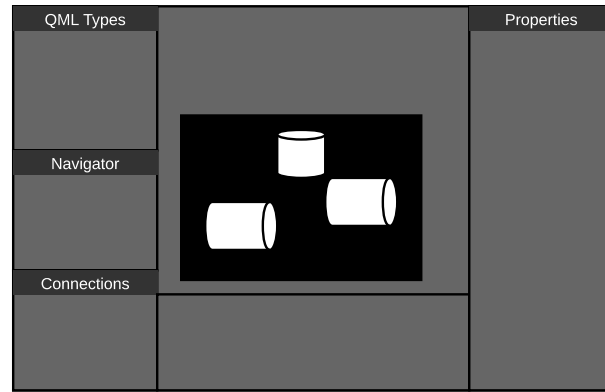
QML Types		Properties
Navigator		
Connections		

main.qml::
Window
 - Rectangle
  - Text Element
View3D

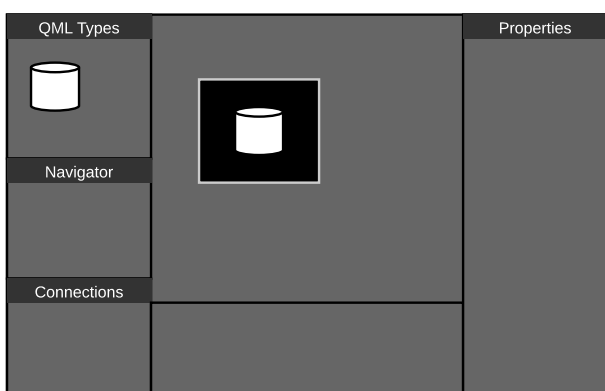myFirstScene.qml:
Node
 - Camera
 - Light
 - Model
 - Model
 - Model

Step 3:
A new scene file is created, a new View3D component is added to the 2D scene with default size (from the QML template) and it's scene property is set to the newly created 3D scene QML file.

QML Types		Properties
Navigator		
Connections		

main.qml:
Window
 - Rectangle
  - Text Element
  - View3D

myFirstScene.qml:
Node
 - Camera
 - Light
 - Model

If user drag'n'dropped a:
- Node: The Node is added to the existing 3D scene.
- Light: The Light is added to the existing 3D scene.
- Camera: The Camera is added to the existing 3D scene.
- Component or built in model:
  - 3D model object(s) from the component are added to the existing 3D scene.
  - Camera(s) from the component are added to the existing 3D scene.
  - Light(s) from the component are added to the existing 3D scene.

If user drag'n'dropped a:
- View3D: the scene file contains a template content of camera, light and cube
- Node: the scene file contains only an empty top node
- Light: the scene file contains top Node and the Light user added
- Camera: the scene file contains top Node and the Camera user added
- Component or built in model:
  - the scene file contains default top Node,
  - default Camera unless the dropped component contains a camera that can be used instead
  - default Light unless the dropped component contains a light that can be used instead
  - reference to the model/component dropped to the scene.