Image not found or type unknown

: (<math-renderer class="js-inline-math" data-run-id="ba1121609e3fa340f751265703001365" data-catalyst="" style="max-width: 100%; overflow: auto hidden; display: inline-block; vertical-align: bottom;"><math xmlns="http://www.w3.org/1998/Math/MathML" data-latex="50\\\\\\\\\\\\\\\\text{ m}^2">50 m2</math></math-renderer>) : : / (Scale): : ( = ) Pivot Point (<math-renderer class="js-inline-math" data-run-id="ba1121609e3fa340f751265703001365" data-catalyst="" style="max-width: 100%; overflow: auto hidden; display: inline-block; vertical-align: bottom;"><math xmlns="http://www.w3.org/1998/Math/MathML" data-latex="Z=0">Z=0</math></math-renderer> <math-renderer class="js-inline-math" data-run-id="ba1121609e3fa340f751265703001365" data-catalyst="" style="max-width: 100%; overflow: auto hidden; display: inline-block; vertical-align: bottom;"><math xmlns="http://www.w3.org/1998/Math/MathML" data-latex="Y=0">Y=0</math></math-renderer> ). (Technical Requirements) : glTF 2.0 ( ). (Source File): ( .blend .max) . : (100MB) . ( ). (Textures & UV): 4K PBR ( BaseColor, Normal, Roughness, Metallic, Emissive ). UV Mapping (Stretching) (Tiling). : (Hidden Faces) WebGL (Face Normals). (Folder Structure & Git LFS)

Git LFS Pull Request :

bn-1000/ lighthouse/ source/ # (.blend ) gltf/ # (.gltf / .bin) textures/ # 4K preview/ #
https://github.com/iranpsc/Model3d-Metaverse-Rang/issues/2

: (Lighthouse) -
: manager of backend
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: 2027.01.19