grandMA2 User Manual – Program Surface Version 3.6 – 2025-05-26 English



Media Database

To open the media database, click on **View** in the menu bar and then **Media Database**. Import 3D objects from the media database into the stage view.

Media Database		and the second second		
Filter:		Icons III Grid		
Media Database Alphabet Environment Equipment	Tr Camera M	Corrying M	Figure	
Fixtures Furnishing Instruments Musiciens	Lectern M	Looking1 M	2 Pantomime	
	Relaxing M	ال ال Sitting M	Sitting2 M	
	11403	1970-1-	¥.	
	Spectator X1	Spectator X5	Theatre1 M	
	Thinking M	À Walking1 M		

The media database provides 3D objects for the stage. There are 12 different folders available.

On the top is a **filter** field. Type the search word in the filter to search a specific object in the media database.

There are two views available. The icon view and the grid view.

The icon view displays an icon of the 3D object along with the name.

To import a 3D object from icons view into the stage view, select the object and move it via drag and drop into the stage view or double click on the icon.

The grid view displays additional in columns the

- category
- device class
- author of the 3D object
- model key
- size of the object in metric (length, width, height)
- vertices
- size of the 3D object in bytes

To import a 3D object from the grid view into the stage view, double click on the object row.