DisplayQue
by ExploreSoul Technologies

360 Studio
VIRTUAL TOUR SOFTWARE

Don't just show the space. Let them explore it.

Turn your 3D model into an immersive walkthrough. Connect rooms, present on an interactive display and share the experience with clients.



Illustrative mall model and iPhone walkthrough.

YOUR MODEL. A COMPLETE CLIENT EXPERIENCE.

Create the tour

Import your GLB, place viewpoints and render native 4K panoramas.

Present together

Explore rooms and floor plans on an interactive display.

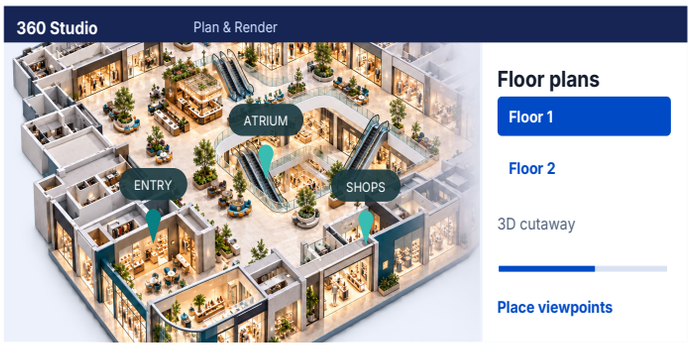
Share the experience

Send a client link or deliver the complete tour package.

FROM 3D MODEL TO CLIENT EXPERIENCE

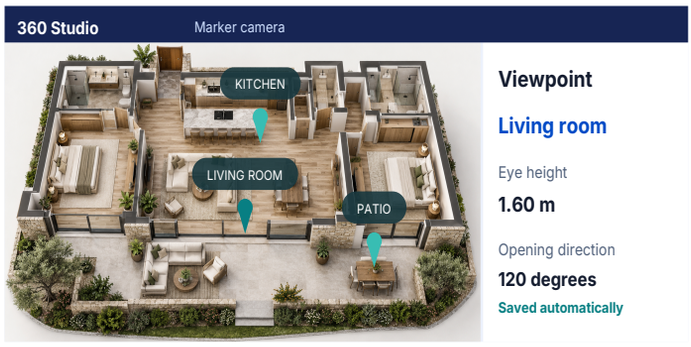
Create. Connect. Publish.

Prepare 3D models, connect viewpoints and render tours in one desktop workflow. Feature illustrations show representative spaces and controls.



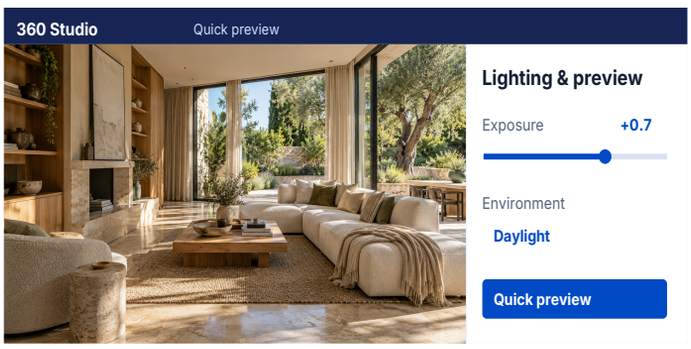
Floor plans & storeys

Prepare floor sections and use a 3D cutaway to place your views.



Viewpoint control

Set positions, eye height, opening direction and clear room names.



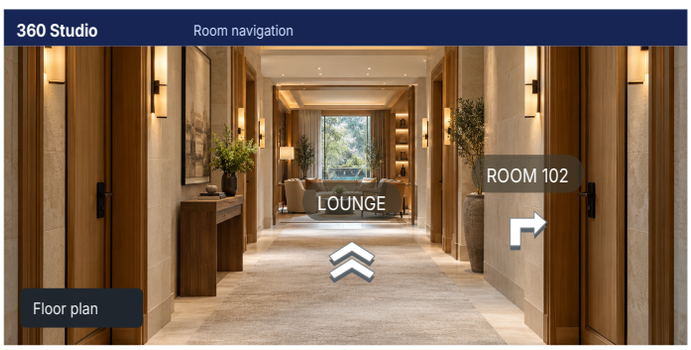
Lighting & previews

Review quick previews and tune exposure, environment and lighting.



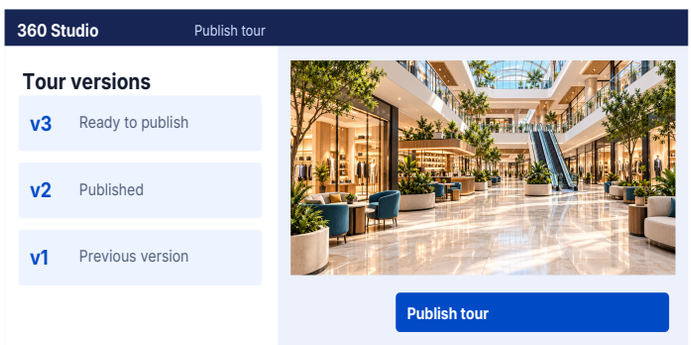
Native 4K rendering

Render 4096 x 2048 panoramas locally with GPU support or CPU fallback.



Styled room navigation

Connect rooms with customised arrows, labels, colours and animation.



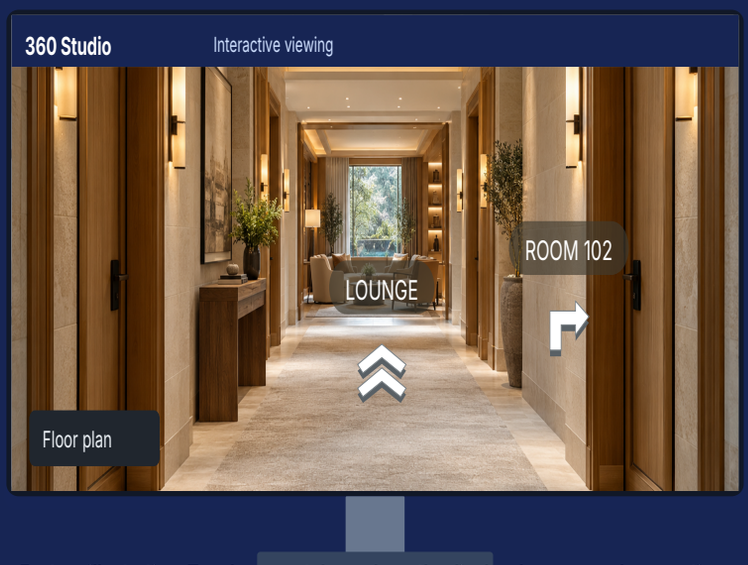
Render, review & publish

Review completed views, manage versions and publish the connected tour.

IN THE ROOM. OR FROM ANYWHERE.

Present. Explore. Share.

Help people understand the layout, compare spaces and discuss design decisions through an interactive walkthrough.



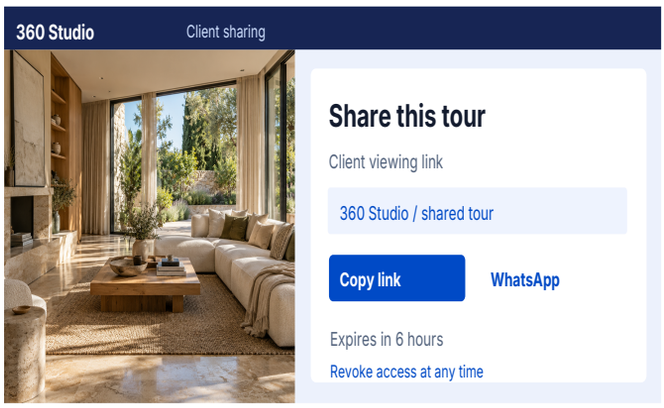
Feature illustration. Touch support depends on the display, browser and connection.

Connect to an interactive display

Open the tour on a compatible display browser, or connect a playback computer via HDMI and USB for touch input.

Look around. Select a room.
Open the floor map. Explore together.

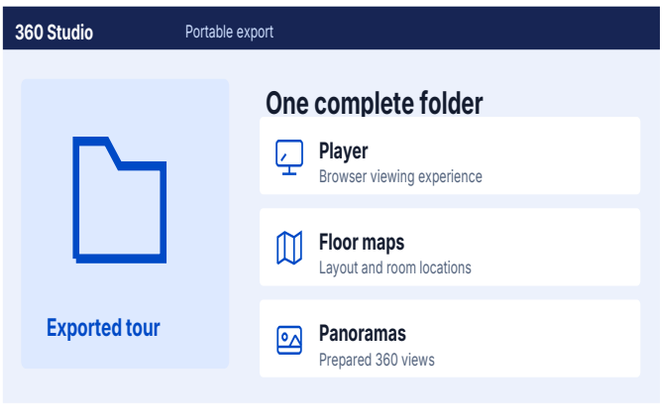
Share a tour link



Send the published-tour link by email or WhatsApp. Clients can explore without a DisplayQue sign-in.

Set an expiry and revoke access when needed.

Share the tour files



Provide the exported player, floor maps and panorama assets together as a complete tour folder.

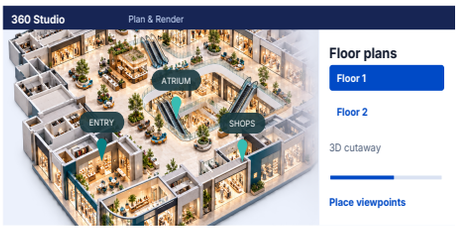
Host the complete folder on a compatible web server.

For design studios, property teams and venues.

Explain layouts and design choices. Present modelled spaces to remote clients.
Guide buyers and visitors through rooms before an on-site visit.

READY FOR YOUR NEXT PRESENTATION

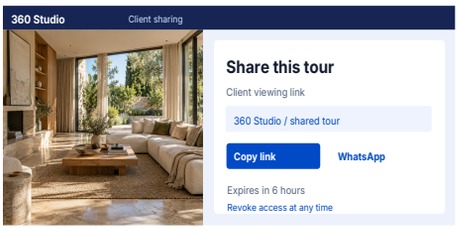
Ready to render. Ready to present.



01 PREPARE THE MODEL



02 RENDER THE VIEWS



03 PRESENT THE TOUR

Recommended rendering workstation

Workstation planning for local rendering. Feature illustrations shown above.

Processor	Modern 8-core CPU or better.
Memory	32 GB RAM recommended; large scenes may need more.
Graphics	Blender-compatible GPU; 8 GB VRAM recommended. On Apple silicon, use compatible Metal graphics and sufficient unified memory.
Storage	SSD with room for source models, textures, render caches and tour exports.
Software & input	360 Studio desktop, Blender 5.2 and a GLB model. Internet required for desktop authoring and publishing.

Confirm OS, GPU drivers and Blender compatibility before setup. Render speed and memory needs depend on model complexity, textures and lighting.

Viewing needs a lighter setup

Use a current WebGL-capable browser on a suitable computer, tablet or compatible interactive display. The viewing device plays the prepared panoramas; it does not need to render the original 3D model.

Keep original GLB models and rendering masters on your workstation. Share the finished tour experience with clients.

360 Studio by ExploreSoul Technologies

Sales: +91 6282931498

Book a demonstration | displayque.com/book-demo

Workstation guidance: blender.org/download/requirements/ | Final configuration should match your project.