

Rolling stool / free sample

A complete prop from The Repair Corner, with the same full-quality geometry as the paid kit. No watermark or paid-kit dependency.



6,360 triangles / 7 static meshes / 62 named components

View: extract the ZIP and open Offline-Viewer.html in a WebGL 2 browser. The viewer works locally with no network requests. Drag to orbit; scroll to zoom.

Import: use Static-GLB/rolling-stool.glb for placement, Named-Editable-GLB for components, or Blender/Rolling-Stool-Sample.blend in Blender 4.5 LTS. Use one variant at a time.

Scale: metres; GLB +Y up / front -Z, Blender +Z up / front +Y. The root is at floor level. Dimensions (GLB X/Y/Z) are 0.604291 / 0.534800 / 0.607569 m. Move the ROOT empty to place the whole prop.

Limits: static flat PBR geometry. No textures, UVs, animation, rig, LOD or collisions. Not print-ready. Blender 4.5.14 and Three.js r180 tested; native Unity/Unreal and Windows/Mac applications not tested.

Reuse: Fab acquisitions follow the applicable Fab EULA. Direct downloads use the commercial project rights in LICENSE.txt; no paid pack purchase is required. Geometry, code and copy are AI-generated. The render above shows the supplied mesh. See README.txt and the third-party viewer notice.