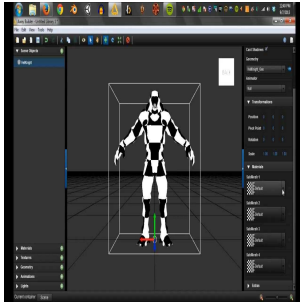


# Away Builder

In the case of uploading a heavy model to the editor or a model that has loading problems or also in case the user wants to optimize their game, with [Away Builder](#) you can convert models (obj) and (3ds) in (awd), you can apply the textures, in case the model that is going to convert to (obj) or (3ds) has the textures to part is better to apply them directly with away builder, but the model when uploading it to the editor will not be affected by the lights since the material is applied with the model, and not applied directly to the Cyberix3D editor. remember that the Cyberix3D engine supports up to 10MB of a model file.



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