Kosmo Studio

User Manual

(V1.2.0.4 Edition)

2026.10

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Chapter 1: Kosmo Studio Software

Overview

1. Product Overview

Kosmo Studio is the companion desktop processing software for Kosmo and runs on a local PC. It combines laser and visual data captured by the Kosmo AI spatial camera and performs model reconstruction and rendering locally to generate detailed 3D models of real-world scenes.

Kosmo Studio is suitable for users who need to process data locally or work offline. Core processing tasks can be completed without a continuous internet connection.

Core feature overview:

1. Local Data Processing

Import raw data captured by Kosmo devices and complete 3DGS model reconstruction locally. The current version supports single-scene reconstruction and multi-scene fusion.

2. Task Queue Management

Queue multiple tasks and view reconstruction progress in real time.

3. Local Viewing, Editing, and Roaming

Perform basic 3D model editing and interactively view and explore completed models.

4. Format Export

Export 3DGS models in .ply and .sog formats for further processing or use in compatible software.

2. Version Notes

- Software version: Kosmo Studio V1.2.0.4
- Manual version: V1.2.0.4
- Created: October 2026

This manual describes the main features and operations of Kosmo

Studio. It applies to the software version listed in this chapter. Other versions may have different interfaces and operations, so check your software version before use. The main features of this version are as follows:

- Supports offline licensing with a USB dongle, with the option to complete licensing later;
- Supports importing raw data and performing 3DGS reconstruction locally; this version supports only single-scene reconstruction and multi-scene fusion;
- Supports importing and viewing existing 3DGS models in .ply and .sog formats;
- Supports managing [My Works], browsing [Explore], and configuring system settings;
- Supports runtime environment and resource checks to help you determine whether your computer meets the reconstruction requirements;
- Device binding, and PC license seat management apply to versions that provide the corresponding features;
- Supports pausing, resuming, and canceling tasks. You can view task statuses, including queued and waiting for resources, and see the reason if a task fails.

Chapter 2: Software Installation and System Requirements

1. Downloading the Installer

Obtain the Kosmo Studio installer through official channels and complete the installation by following the setup wizard.

On the first launch after installation, the software automatically checks your computer's runtime environment. A prompt appears if the environment does not meet the minimum requirements.

2. System Requirements

Use the following minimum and recommended configurations to choose a computer. The task size your computer can handle and the processing time depend on the hardware configuration, data size, scene complexity, and other factors.

Item	Minimum Requirements
Operating System	64-bit Windows 11, version 22H2 or later (including 23H2)
CPU	Intel Core i7-10700K or AMD Ryzen 7 3700X
Memory	64 GB
Graphics Card	NVIDIA discrete GPU with Ampere architecture or newer and at least 24 GB of GPU memory
Available Disk Space	Recommended: at least 500 GB of available space
Disk Type	No mandatory requirement

Note: Actual processing time depends on the hardware configuration, data size, and scene complexity.

Recommended Configuration:

Item	Recommended Configuration
Operating System	64-bit Windows 11, version 23H2 or later
CPU	AMD Ryzen 9 7950X
Memory	128 GB or more
Graphics Card	NVIDIA GeForce RTX 4090 24 GB, NVIDIA RTX 6000 Ada Generation 48 GB, or NVIDIA L40 48 GB
Storage	SSD; at least 500 GB of available space is recommended

Note: These configuration recommendations apply to reconstruction. For each task, refer to the resource requirements shown by the pre-submission check.

GPU Memory and RAM Configuration Reference:

GPU Memory	Memory	Single-Scene Reconstruction
24 GB (e.g., RTX 4090)	64 GB	Supported (minimum requirements)
32 GB (e.g., RTX 5090)	64 GB	Supported
48 GB (e.g., RTX 6000 Ada Generation / L40)	128 GB	Supported

When you submit a task, the software indicates the maximum task size supported by the current GPU memory configuration. If the task exceeds this limit, the software blocks submission or displays a warning explaining why.

Data Duration Limits:

Single-Scene Reconstruction: supports one segment of captured data with a maximum duration of 90 minutes.

If the disk capacity is around 500 GB, a capture duration of no more than 40 minutes is recommended.

Multi-Scene Fusion: supports 2 to 10 segments of captured data with a maximum total duration of 90 minutes.

If the disk capacity is around 500 GB, a total capture duration of no more than 40 minutes is recommended.

Support Limitations:

- Devices below the minimum requirements: full functionality and performance are not guaranteed;
- Non-NVIDIA GPUs: you can launch the software and browse existing results, but you cannot start reconstruction tasks. The software displays a notice;
- Network drives or cloud-synced drives used as working directories: stability and processing performance are not guaranteed in this version;
- External hard drives or USB flash drives used as data disks: stability and processing performance are not guaranteed in this version. Use a local internal disk for better stability;
- Non-Windows systems: not supported.

Software Environment Requirements:

- Reconstruction tasks support NVIDIA CUDA only;
- NVIDIA drivers must be official Game Ready or Studio drivers;
- We recommend using the High Performance power plan and disabling sleep, hibernation, and automatic restarts after updates during processing. While a task is running, the software prevents the system and display from entering sleep mode.
- Reconstruction tasks require substantial GPU memory and system memory. Choose a computer based on the configurations above.
- We recommend placing the cache and export directories on an SSD to improve processing efficiency.
- Where possible, close other programs that use large amounts of GPU memory or system memory before starting reconstruction.

3. Installation and Launch Checks

Follow the setup wizard to complete installation. For the online version, you must select a server region. Data is isolated between regions, and the selected region cannot be changed later.

1. When the installer launches, it first runs an environment check:

- Installation is blocked if the system architecture is not x64, or if write access to the installation directory or available space on the installation disk does not meet the requirements;
- If an older version of Kosmo Studio is detected, the installer prompts you to uninstall it first. The installer does not overwrite the older version;
- If the memory, CPU, GPU, or drivers do not meet the recommended requirements, the installer displays a warning but allows installation to continue.

2. Clear messages are shown when installation fails:

- Insufficient disk space — "Installation failed: insufficient disk space. Free up space and try again.";
- Insufficient permissions — "Installation failed: insufficient permissions. Reinstall as an administrator, or choose an installation directory with write permission."

3. After installation, launch Kosmo Studio from the desktop shortcut or the Start menu.

4. Each time the software starts, it automatically checks the computer's hardware environment in the background.

- At startup, the software checks the GPU computing environment, graphics driver, runtime components, and write access to the working directory.
- If Kosmo Studio is already running on the computer, launching it again brings the existing window to the foreground instead of starting a second instance.
  - If all requirements are met, the software opens the main interface.
  - If some items do not meet the requirements, the system displays a prompt:

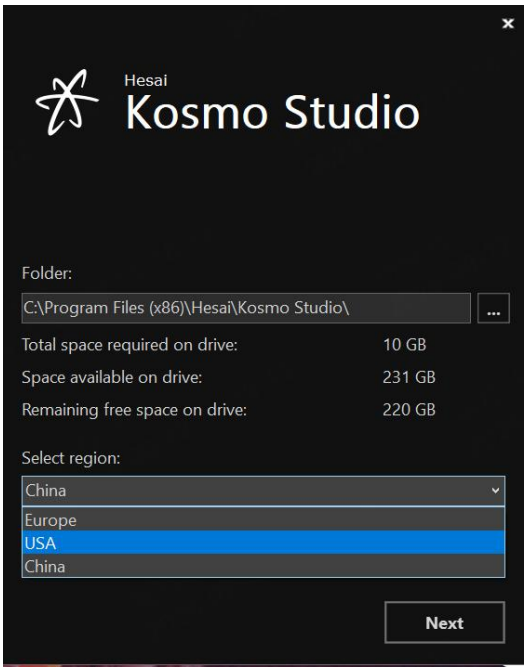
Condition	Prompt Description	Software Behavior
Non-NVIDIA graphics card	The computer's graphics card does not meet the software's reconstruction requirements	You can enter the software to browse existing results; "Start Reconstruction" is grayed out with the reason displayed
GPU memory below 24 GB	GPU memory is below the minimum requirement	Installation and start up are allowed; the software indicates the maximum task size supported by the available GPU memory
RAM below 64 GB	System memory is below the minimum requirement	The software can be installed and started, but completion of reconstruction tasks is not guaranteed
NVIDIA driver version is too old	The driver is below the minimum supported version	Reconstruction is disabled, and the software prompts you to upgrade the driver. If the current driver version has known risks, a warning appears when the software opens and requires your confirmation
CUDA environment unavailable	The CUDA runtime environment is not working properly	Entry into the software is allowed; "Start Reconstruction" is grayed out with the reason displayed

Condition	Prompt Description	Software Behavior
A task was unfinished when the software last closed	An unfinished task is detected	The task is marked as "Interrupted (Pending User Confirmation)". You can requeue it or resume from the checkpoint; processing does not resume automatically

Note: For more stable processing, we recommend closing resource-intensive programs, such as browsers, video software, and other 3D applications, before starting reconstruction.



Select the installation language



Select the installation path and server region (online version)

Chapter 3: License Management

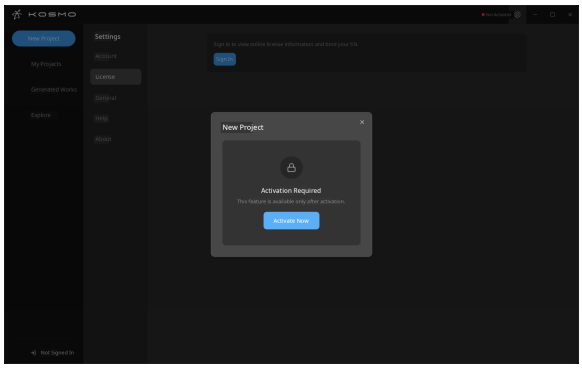
This chapter describes USB dongle licensing for Kosmo Studio. Core features such as data processing are available only after licensing is complete. Without a license, you can browse [Explore], but data processing features are restricted.

1. Overview of Licensing Methods

The USB dongle licensing method is as follows:

- Dongle licensing uses a USB hardware dongle, referred to as the "dongle" in this manual, to activate the software.

After licensing is complete, the status at the top of the software changes to "Authorized".



2. Dongle Activation

A USB dongle is a hardware device that connects to the computer via a USB port to provide licensing for the software.

2.1 Procedure

1. When launching the software for the first time, insert a USB dongle with a valid license into a USB port on the computer.
2. Wait for the software to recognize the dongle automatically. Once it is recognized, the license status changes to "Authorized", and you can use the features covered by the license.
3. Keep the USB dongle connected while using the software. If it is disconnected, the software displays a message indicating that the license has been removed.

2.2 FAQ

- USB dongle not detected: make sure the dongle is firmly

connected and the official driver is installed. If the software reports that the USB dongle driver is missing, install the driver and try again.

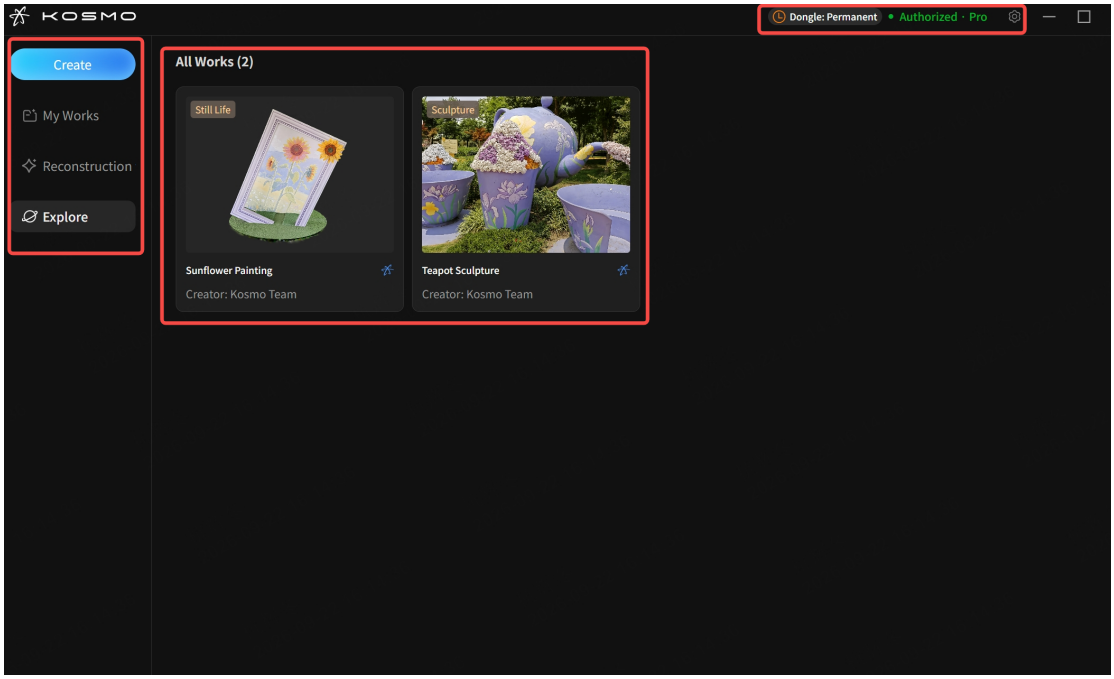
- Invalid USB dongle: if the software reports that the dongle is not licensed or its license is invalid, use a dongle with a valid license or contact after-sales support.
- Dongle disconnected during use: if the USB dongle is removed while the software is running, any tasks in progress will fail.

Chapter 4: Interface and Main Features Overview

1. Interface Overview

The Kosmo Studio main interface contains the following areas:

- Sidebar navigation: Create, My Works, Reconstruction, Explore
- Content area: work cards
- Top status bar: license status and access to [Settings]



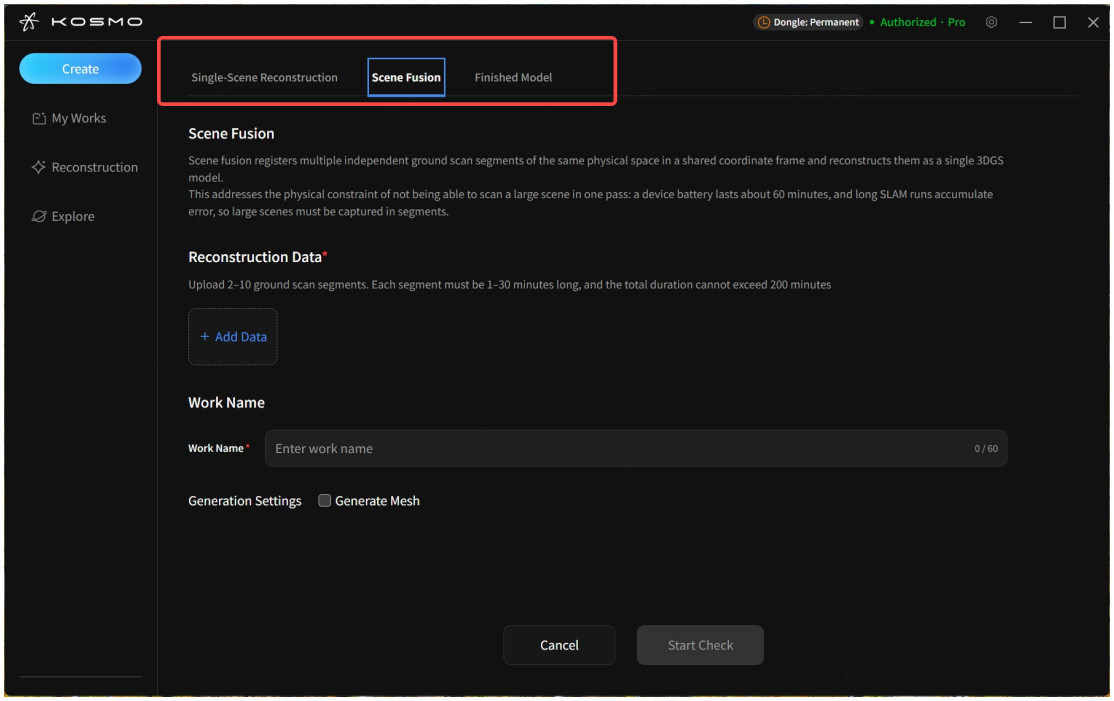
2. Create

This version supports single-scene reconstruction, multi-scene fusion, and viewing finished models.

Click [Create] on the main screen to create a reconstruction task or import a finished model.

The [Create] page has three tabs: [Single-Scene Reconstruction] for reconstructing a single scene, [Scene Fusion] for fusing multiple scenes, and [Finished Model] for importing existing 3DGS files (.ply or .sog) for local viewing.

For the recommended data duration and disk capacity of each mode, see "Data Duration Limits" in Chapter 2.

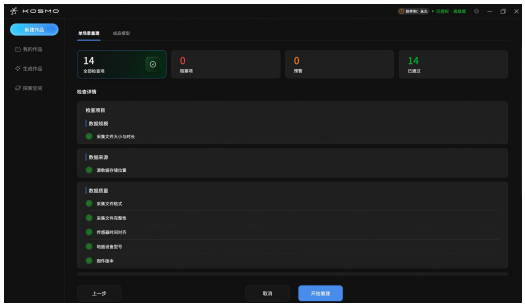


1. In the data selection area of the [Create] page, click [Add Data] to open the system file chooser and select the folder containing the raw data captured by the Kosmo device. After you select a folder, the page displays the folder and its path.
2. Before a task is added to the queue, the software checks the GPU and CUDA environment, RAM and GPU memory capacity, disk space, whether the data size is suitable for the GPU memory configuration, and data validity. The results appear on the page.

- Check passed: enter the work name and click [Start Reconstruction].
- Check failed: the page displays the red message [Environment check does not meet the generation conditions], followed by the unmet items, current values, task requirements, and suggestions. Tasks that fail the check do not enter the processing queue. Reconstruction can proceed if warning are present, but there is a risk of failure.



Check Results with a Warning



Check Passed

3. By default, the work is named after the data folder. You can change the name.
4. After checking that the data path and work name are correct, click [Start Reconstruction] at the bottom right. The task enters the processing queue, and the [Reconstruction] page opens so you can view its progress.

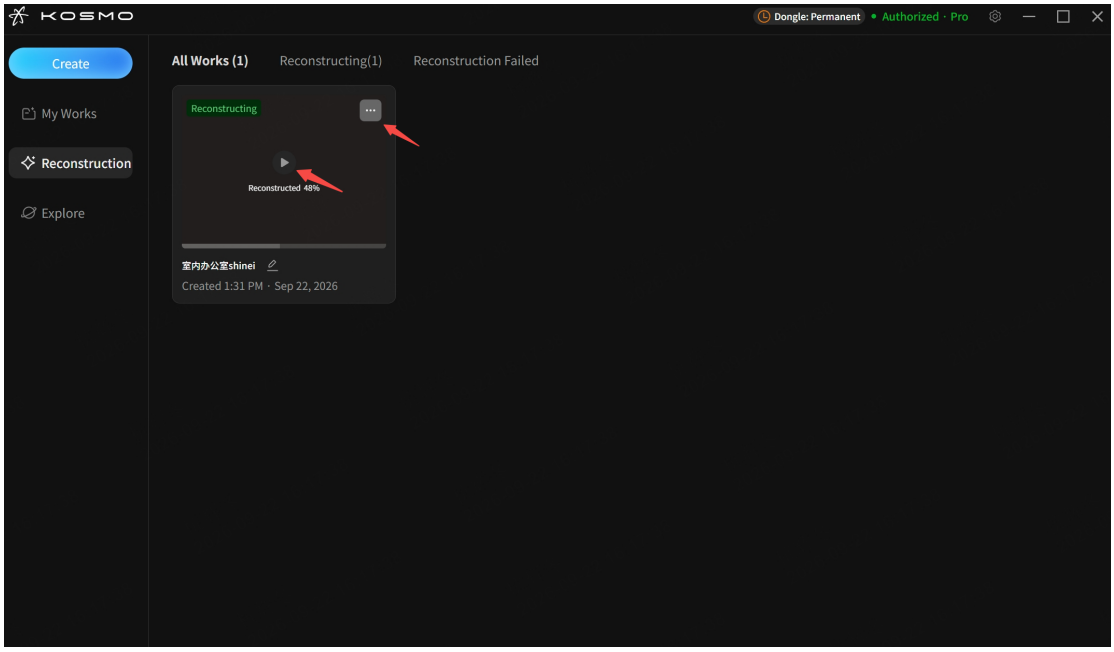
3. Reconstruction

Use [Reconstruction] to view task progress and status and manage reconstruction tasks. Progress updates appear on the task cards in real time. This version processes only one reconstruction task at a time; other tasks are queued in submission order.

Task statuses include:

Task Status	Meaning
Queued	Passed the pre-submission check and waiting for previously submitted tasks to complete; supports renaming, viewing details, and canceling the task
Reconstructing	Displays the current processing stage and elapsed time; supports renaming, viewing details, pausing reconstruction, and canceling the task
Generation Failed	Task processing failed; check the failure reason and troubleshoot the issue
Paused	Paused by the user; the software releases the GPU memory and working memory used by the task and retains its checkpoint. Click [Resume] to continue processing

Task Status	Meaning
Canceled	Canceled by the user; the task can be restarted
Succeeded	Processing is complete and the result is available



Viewing Reconstruction Progress

Pause and Resume

1. When a task is "Reconstructing", click [Pause]. The status immediately changes to "Pausing" and then to "Paused" within 60 seconds. The software then releases the GPU memory and working memory used by the task and retains its checkpoint for resuming.

2. After you click [Resume], the software checks the resources again. If the check passes, the task resumes from the retained checkpoint.

Note: A paused task can resume processing; a canceled task must be restarted.

Canceling a Task

1. When a task is "Reconstructing" or "Waiting for Resources", click [Cancel]. The status immediately changes to "Canceling" and then to "Canceled" within 60 seconds.

2. A canceled task is not counted as a failed task.

3. After cancellation, you can restart the task at any time, but it cannot resume from the original checkpoint.

Progress and Status Display

1. Once a task enters the "Reconstructing" state, the task area continuously displays the current processing stage, such as "3DGS Reconstruction" or "Result Generation", and the elapsed time.

2. Some reconstruction stages may take tens of minutes or several hours. The progress percentage may remain unchanged for a while, which does not necessarily mean the software is unresponsive. If there is no progress for a long time, use the task status and error messages to troubleshoot, and contact after-sales support if necessary.

3. If a task fails, the software identifies the type of failure and records an error log. Use this information to troubleshoot the issue or contact after-sales support.

Handling Interrupted Tasks

If the software exits or crashes during processing, unfinished tasks are marked as "Paused" the next time it starts. You can requeue the tasks or resume processing from the checkpoint. Processing does not resume automatically.

Note: During reconstruction, we recommend keeping the software running and avoiding other resource-intensive tasks where possible to reduce the risk of interruption or failure.

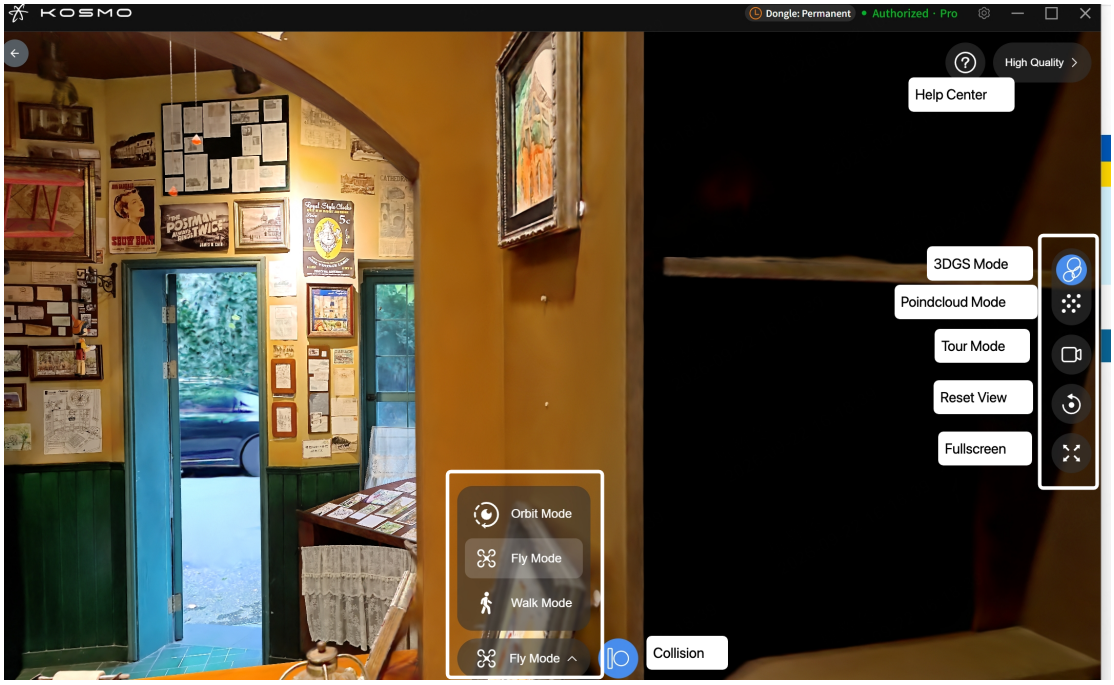
4. My Works

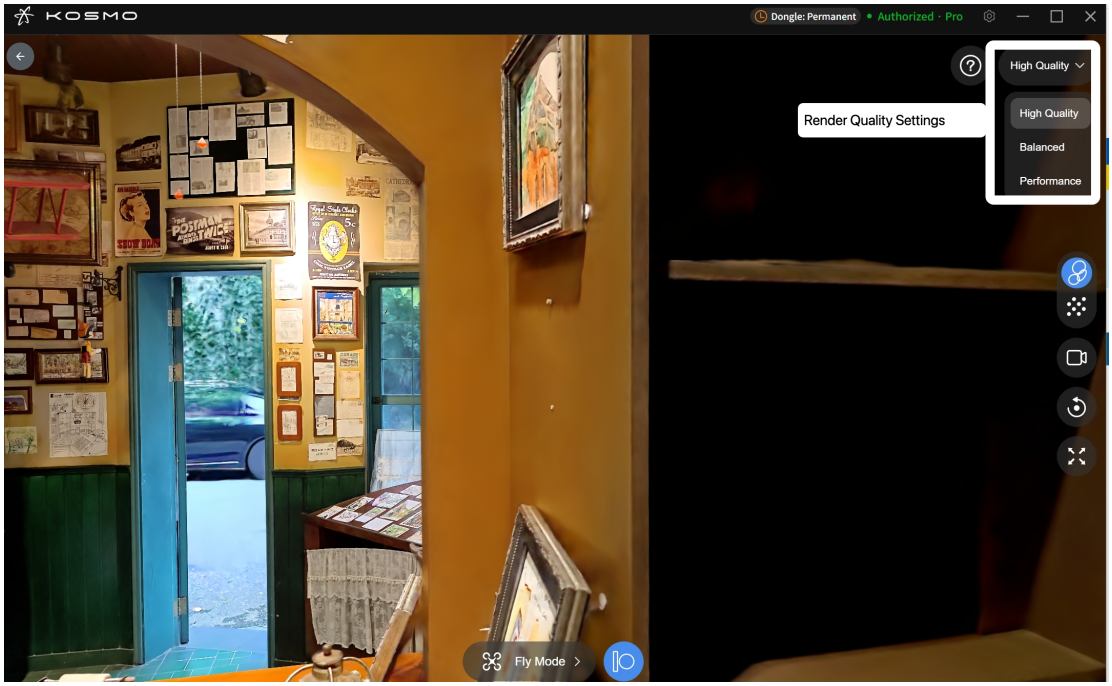
Use [My Works] to view and manage all successfully generated models.

Hover the pointer over a work card to access the following actions:

- Click the thumbnail to open the model viewer.
- Click [Rename] to change the work name.
- Click the [···] menu at the top right to set the cover, view work information, download, edit, or delete the work.

4.1 Model Viewing and Roaming

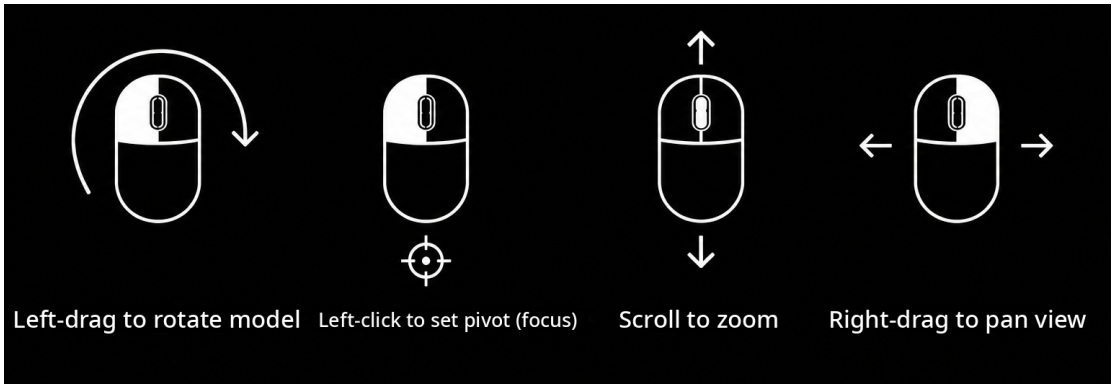




Click the thumbnail of a work to enter the model viewer.

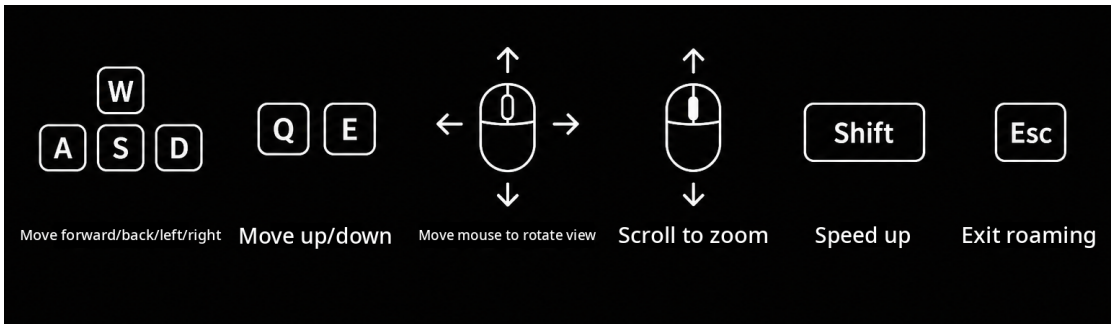
4.1.1 Orbit Mode

Rotate the view 360° around the model. Double-click a point with the left mouse button to switch to Fly mode and move to that point.

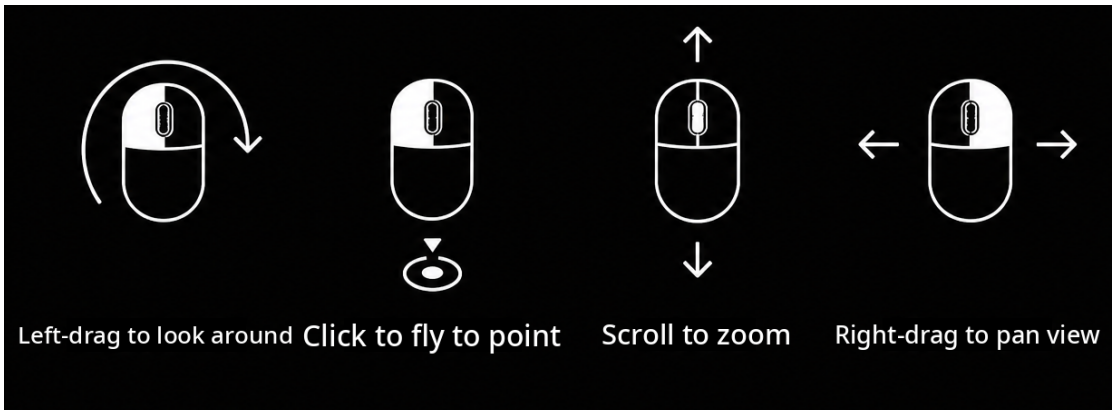


4.1.2 Fly Mode

First-person roaming:



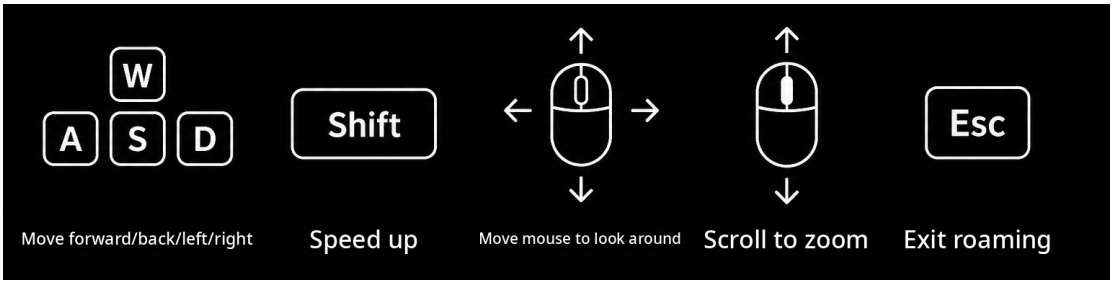
Normal Fly mode:



4.1.3 Walk Mode

Walk mode simulates a digital character's walking view. Double-click a point with the left mouse button to switch to Fly mode and move to that point.

First-person roaming:



Outside roaming mode, left-click a point to make the digital character walk toward it.

4.1.4 Switching Between 3DGS and Point Cloud Views

Click the view-switching button on the right toolbar to switch between the 3DGS Gaussian rendering view and the point cloud view.

4.1.5 Collision Detection

When enabled, collision detection helps prevent the camera from moving through model surfaces while you browse. When disabled, the camera can move through model surfaces.

4.1.6 Reset View

Click [Reset View] to restore the default view shown when the model opens. Use this if you lose sight of the model, become disoriented, or zoom too far in or out.

4.1.7 Rendering Quality Settings

Performance mode: prioritizes smooth interaction and may reduce image clarity;

Balanced mode: balances clarity and frame rate;

High Quality mode: prioritizes visual detail and may reduce the viewing frame rate; actual performance depends on the model size and hardware configuration.

The viewer uses High Quality mode by default. You can select a different rendering mode to suit your viewing needs.

4.1.8 Fullscreen Mode

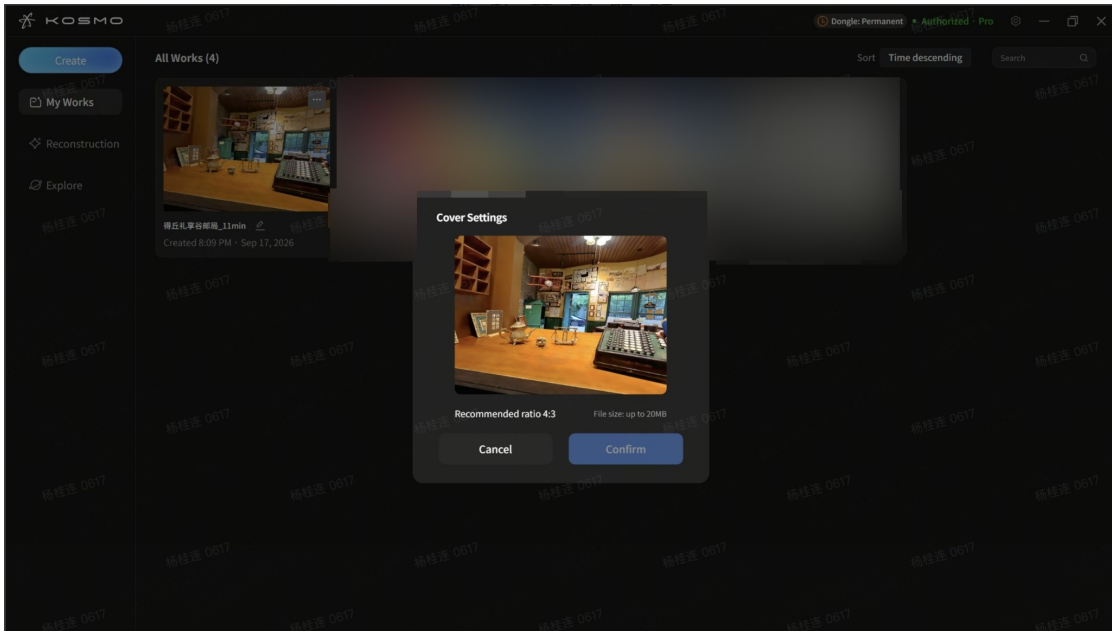
Click the fullscreen button to enter fullscreen mode. Press Esc or click the button again to exit.

4.1.9 Help

Click the Help button to view the navigation controls.

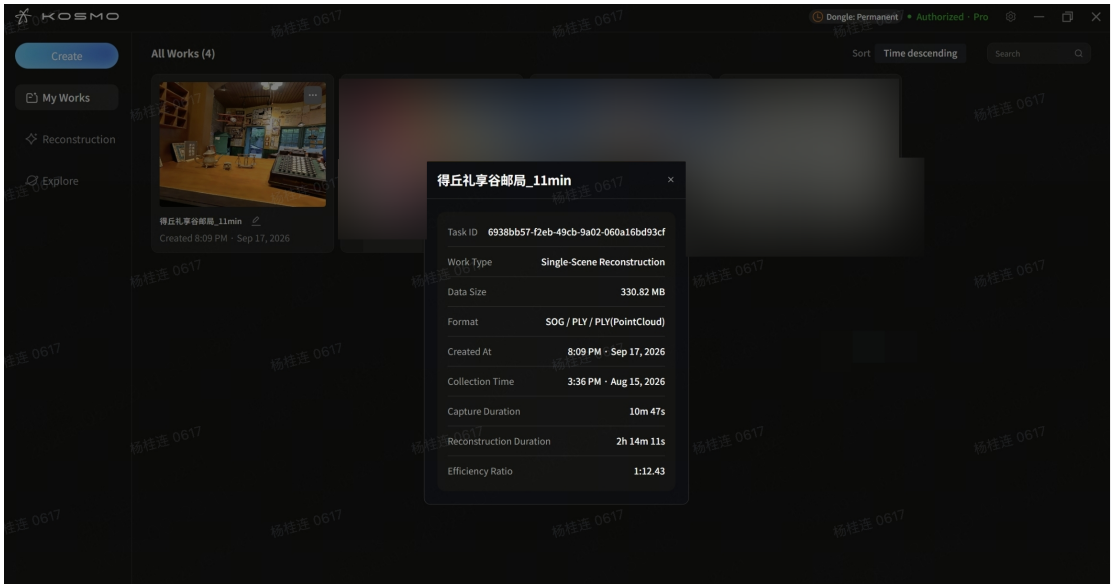
4.2 Setting the Cover

The default cover image shows the model's initial view. To use a custom image, click [Change Cover Image]. Files in .jpg or .png format up to 20 MB are supported.



4.3 Work Info

Click [Work Info] to open the details dialog. For works generated from data captured by Kosmo devices, it shows the data size, file format (PLY / SOG), creation time, capture time, capture duration, processing duration, and efficiency ratio (capture duration : processing duration).

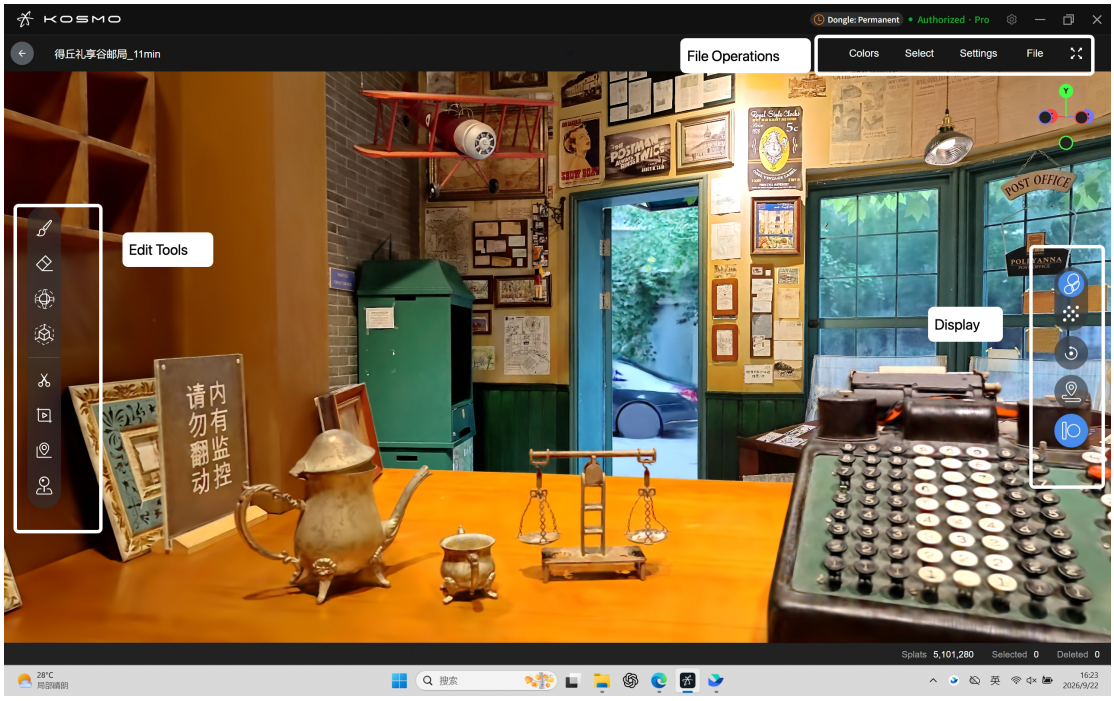


4.4 Download

For completed works, click [Download] in the work menu to export the model in .ply or .sog format.

4.5 Model Editing

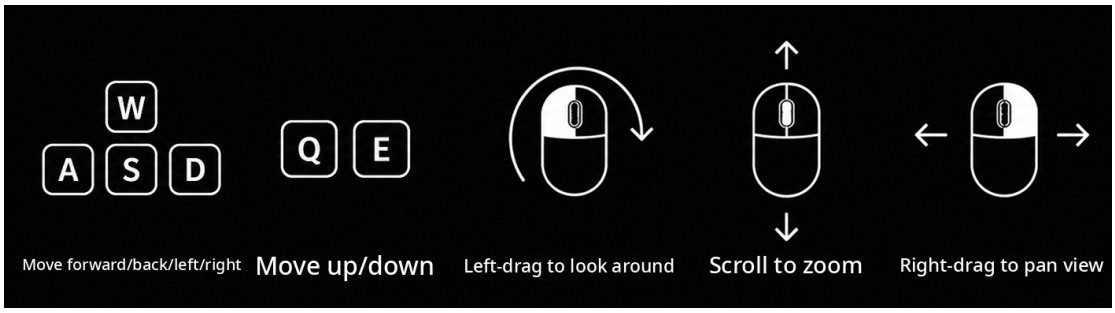
4.5.1 Editor Interface Overview



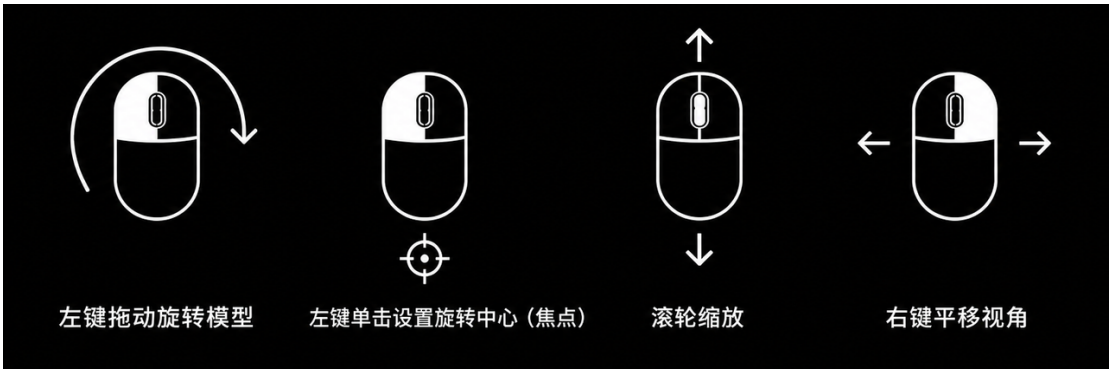
4.5.2 Browsing Mode

The editor uses Fly mode by default. There is no dedicated button for

switching navigation modes.



In Fly mode, double-click a point to switch to Orbit mode and set that point as the orbit focus. In Orbit mode, double-click another point to change the focus.

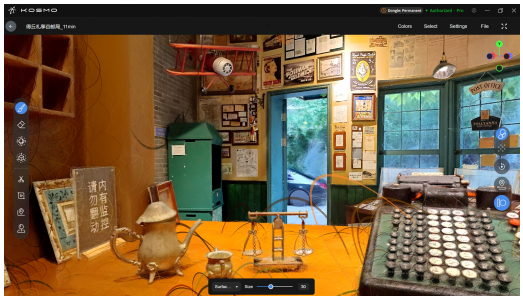


Note: In Orbit mode, press W, A, S, D, Q, or E to switch back to Fly mode.

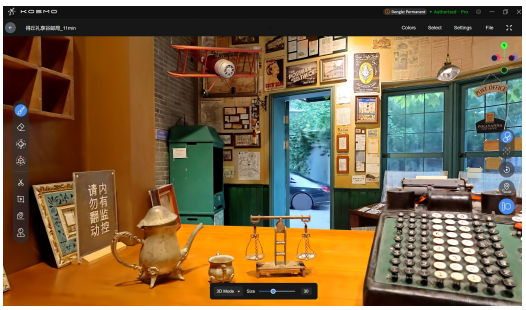
4.5.3 Selection Tools

1. Brush Selection

Hold down the left mouse button and drag over the model to select an area with the brush. The brush has two modes: [3D Mode] and [Surface Mode]. Drag the slider or enter a value to adjust the brush size (unit: px).



Surface Mode



3D Mode

[Surface Mode]: displays Gaussian splats and selects only those on the model's surface.

[3D Mode]: projects the brush stroke into the scene from the current camera position and selects all objects within the projected volume.

Usage:

1. Click [Brush] on the toolbar;
2. Select [Selection Mode] and set the brush size;
3. Hold down the left mouse button and drag to paint the selection;
4. Release the left mouse button to select the objects within the brush stroke;
5. By default, starting a new brush stroke clears the previous selection. To add to the current selection, hold Shift while brushing.

Applicable scenarios:

a. Irregular regions: use the brush to select areas with irregular shapes and complex outlines while reducing the selection of unwanted areas.

b. Fine adjustments: use the brush to refine small areas after making a broad selection.

2. Eraser Tool

Hold down the left mouse button and drag over selected areas to deselect them.

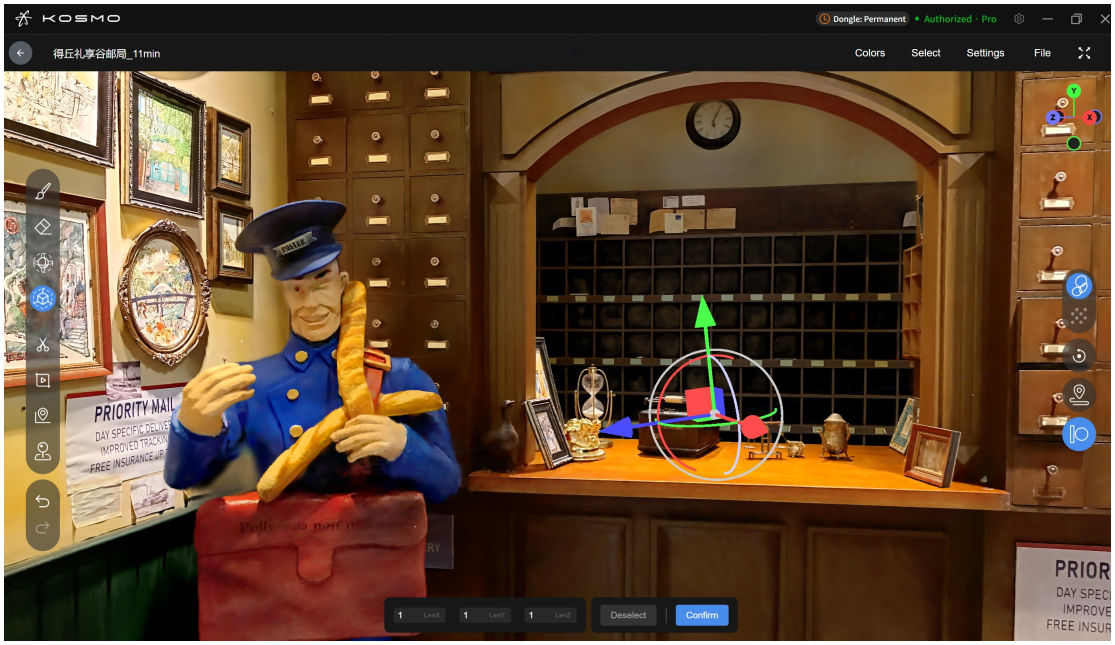
The eraser uses the same basic parameters as the brush. Each stroke deselects additional areas.

Summary of selection tips:

View control: while using the brush or eraser, dragging with the left mouse button changes the selection rather than rotating the view. Exit the current tool before using this gesture to rotate the view.

3. Bounding Box Selection

[Bounding Box Selection] selects objects inside a 3D box. You can adjust its position, rotation, and dimensions. The selection region does not change when the camera view changes.



Usage:

1. Click the bounding box tool.

2. A selection box with a default size of 1 m × 1 m × 1 m appears at the camera's focal point. The selected region is highlighted in real time.

3. Move or rotate the box to adjust the selection.

4. Enter the length, width, and height in the numeric fields, or use the slider, to set the box dimensions precisely.

5. Click [Confirm] to apply the selection.

6. Click [Deselect] to discard the current selection.

Applicable scenarios:

a. Remove unwanted objects: adjust the position and height of the box to select and remove ground debris, incorrectly captured overhead pipes, and similar clutter.

b. Crop a region: enclose the target room or shelf with the box, then invert the selection and press Delete to remove the rest.

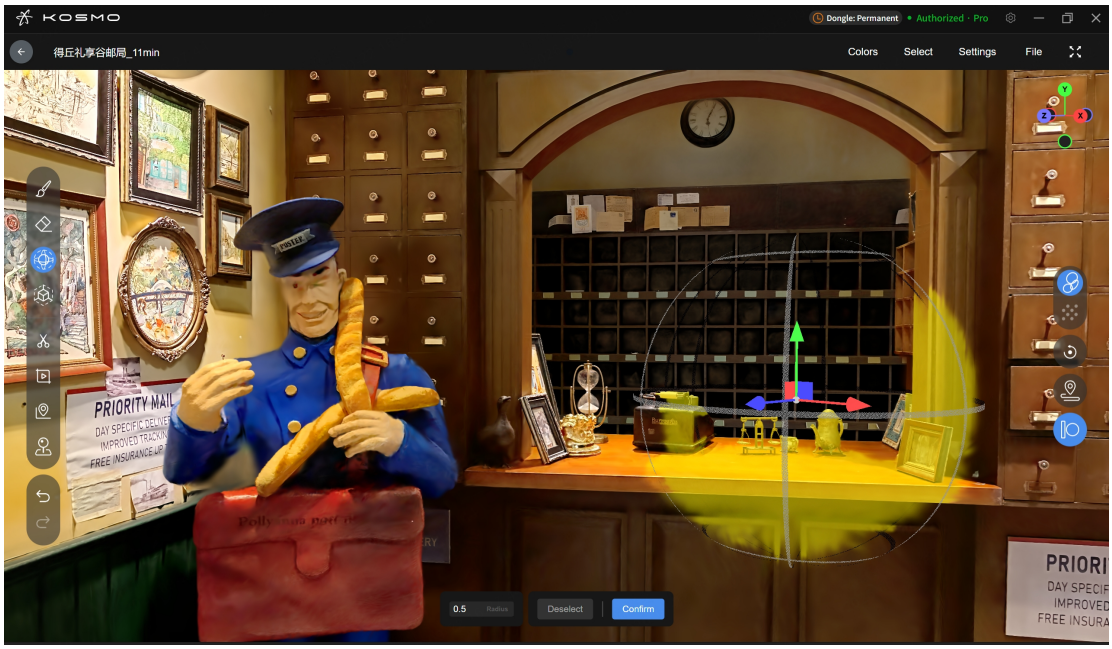
c. Select layered structures: for structures with independent levels, such as multi-level shelves and stairwells, use the box to select an entire level and reduce unintended selection of other levels.

d. Regions with straight boundaries: control the selection edges, angles, and dimensions for industrial tasks with specific boundary requirements.

4. Spherical Selection

[Spherical Selection] defines a spherical 3D selection region for areas

that are roughly spherical, radial, or arc-shaped.



Usage:

1. Click the sphere tool.
2. A spherical selection region with a default radius of 0.5 m appears at the camera's focal point. The selected region is highlighted in real time.
3. Move the sphere to adjust the selection.
4. Enter the radius in the numeric field, or use the slider, to set the sphere size precisely.
5. Click [Confirm] to apply the selection.
6. Click [Deselect] to discard the current selection.

Applicable scenarios:

a. Spherical or radial objects: fit the selection to the contours of objects such as chandeliers, spherical decorations, tree canopies, and fountain splashes to reduce unwanted selection.

b. Curved spaces: use a sphere to follow the curvature of caves, domes, and arched spaces and cover the target region.

c. Selection within a set radius: select all objects within a specified distance of a center point.

4.5.4 Editing Tools

In the editor, you can use keyboard shortcuts to select and edit the

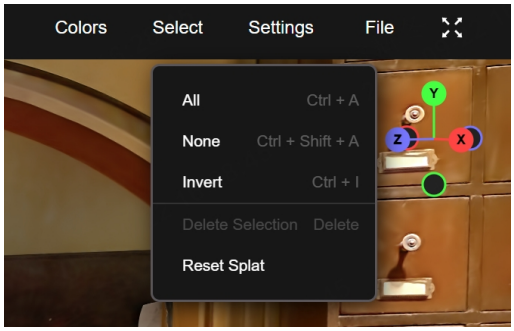
model.

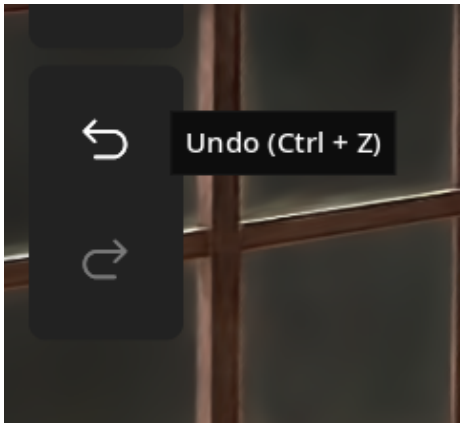
Common keyboard shortcuts and editing tools are listed below:

Function	Shortcut	Description
Select All	Ctrl+A	Selects all objects in the current model. Use this to apply an operation to the whole model, or deselect specific areas to refine the selection.
Invert Selection	Ctrl+I	Inverts the current selection: selected objects become unselected, and unselected objects become selected.
Add to Selection	Shift	Hold Shift while dragging a selection box or painting to add areas to the current selection without replacing it.
Subtract from Selection	Ctrl	Hold Ctrl while dragging a selection box or painting to remove objects in that region from the current selection, as with the eraser.
Delete	Delete	Deletes the selected objects (Gaussian splats / point cloud data) to remove clutter, noise, or unwanted regions from the model.
Undo	Ctrl+Z	Undoes the last operation. You can undo operations such as selection and deletion one step at a time.
Redo	Ctrl+Shift+Z	Restores an undone operation. Note: once you perform a new operation, you can no longer redo the previously undone steps.
Reset Splat		Restores the model to its initial state, clearing all edits (such as deletions and selections) and returning the model to its original, pre-edit appearance.

You can also use the [Select] menu and the corresponding buttons on

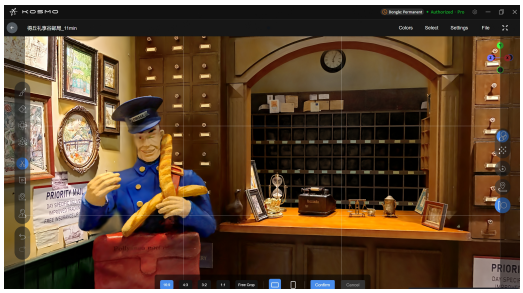
the left toolbar to perform these editing operations.

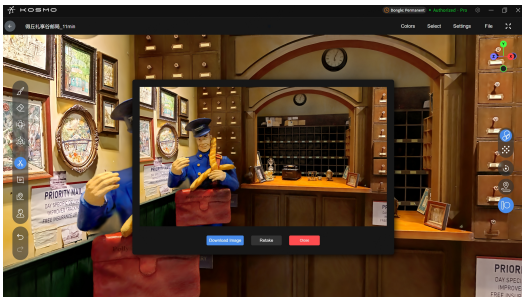




4.5.5 Screenshot Tool

The [Screenshot] tool captures a view of the model without interface buttons or controls, for presentations, sharing, or use in other visual content.





Usage:

1. In the editor, click the scissors icon on the toolbar. A viewfinder frame and composition guides appear. At the bottom, choose an aspect ratio (presets include 16:9, 4:3, 3:2, and 1:1, with free cropping also available) and switch between landscape and portrait orientation.

2. While the viewfinder is displayed, rotate or pan the view to adjust the composition. Then click [Confirm] at the bottom to take the screenshot.

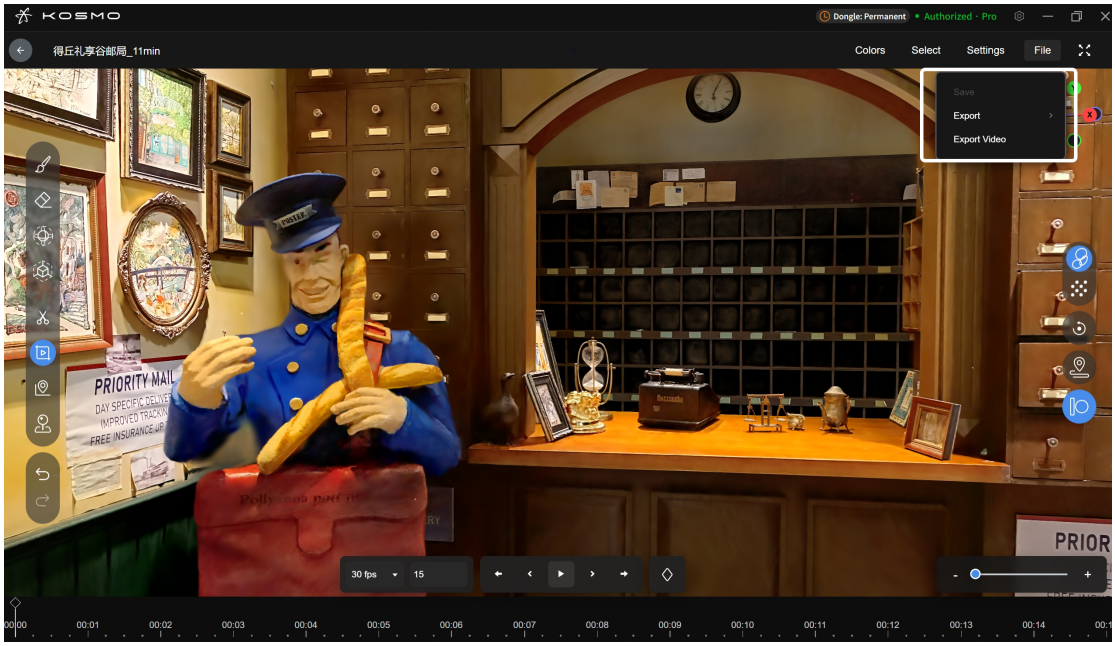
3. A preview window opens after the screenshot is taken. Click [Download Image] to save it locally, [Retake] to return to the viewfinder and adjust the composition, or [Close] to exit the screenshot tool.

4.5.6 Roaming Video Creation

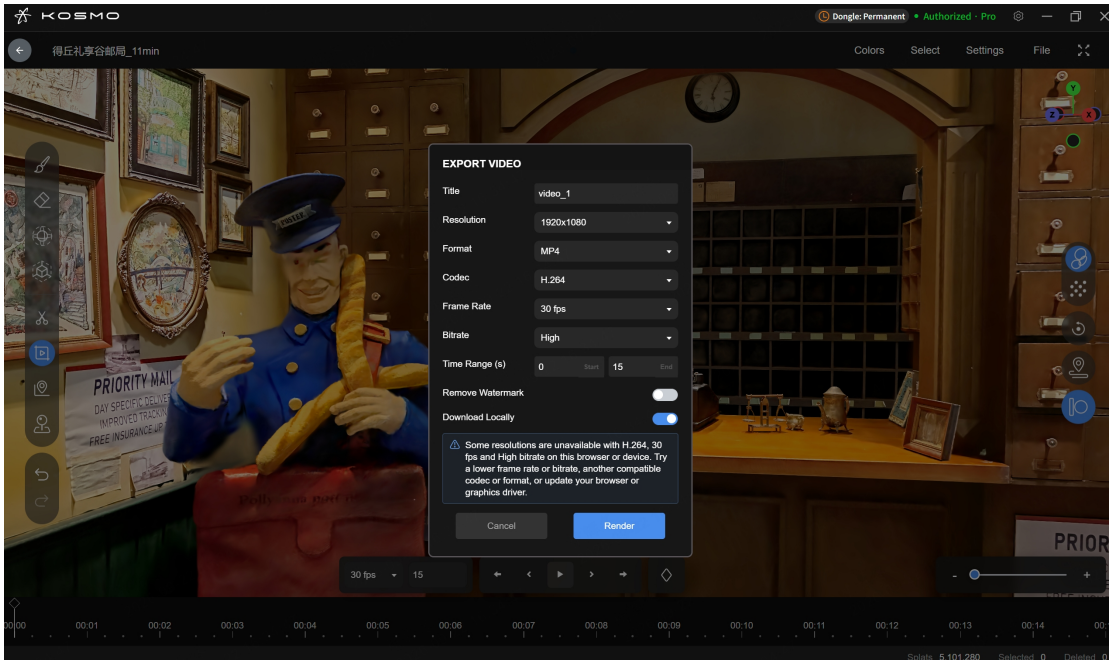
[Roaming Video Creation] creates a walkthrough video from a camera path through the model, for showcasing or sharing the work.

Usage:

1. In editing mode, click [Roaming Video] on the toolbar to open the video creation panel.



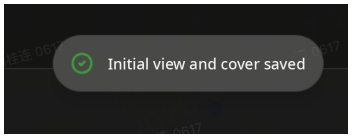
2. Set the frame rate and total duration on the timeline (defaults: 30 fps and 15 seconds). Position the camera, then click [Add Keyframe] to record the current view. At least 2 keyframes are required. The software automatically generates a smooth camera path between them. Drag keyframes along the timeline to adjust the timing of camera transitions.
3. During creation, click the play button at any time to preview the video, or drag along the timeline to view different moments. For finer adjustments, drag the zoom bar to zoom in or out on the timeline scale.
4. When you are satisfied with the preview, select [File] > [Export Video], then set the video title, resolution, and frame rate.



5. To save the video locally, turn on [Download Locally], then click [Render] to generate the video.

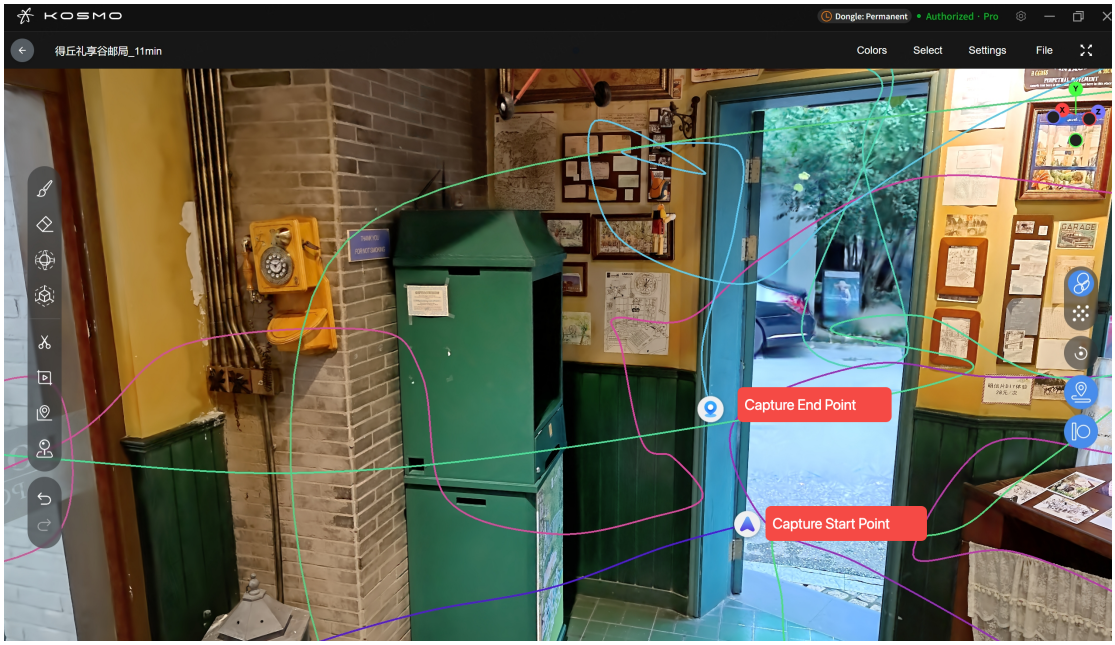
4.5.7 Initial Position and Cover Image Settings

Click [Set Initial Position] to save the current view as the default view when the work opens. You can also choose to use this view as the model cover image. A notification appears when the cover image has been updated successfully.



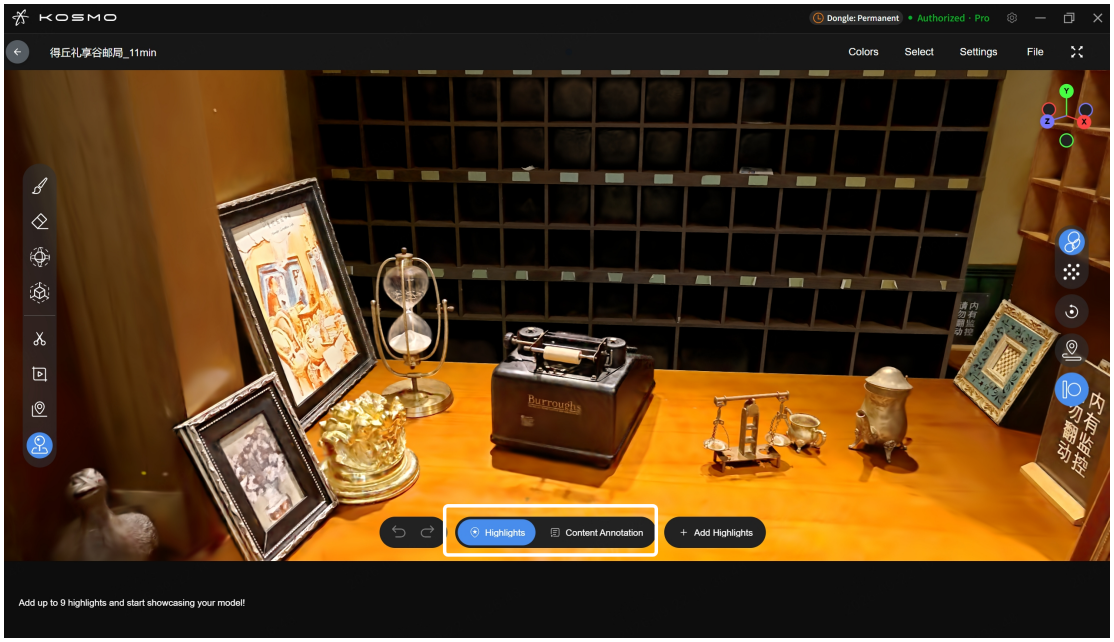
4.5.8 Show Trajectory Line

For data captured by a Kosmo device and generated in Kosmo World, this feature overlays the device's capture trajectory in the 3D scene.



4.5.9 Annotation Tools

Use annotation tools to save highlights and add content annotations to generated 3D works. The [Highlights] and [Content Annotation] controls are at the bottom of the work page.



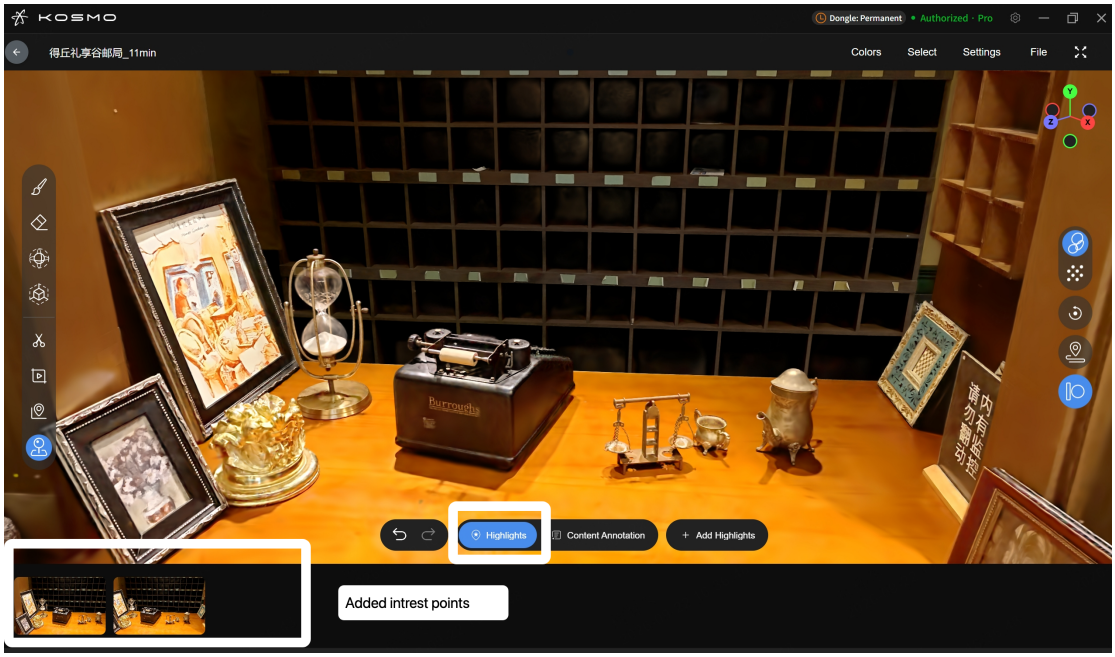
1. Highlights

A highlight saves the current view as a thumbnail so you can return to that view while browsing.

Usage:

• Position the camera to face the front of the target object;

- Click [Add Highlights]. A thumbnail of the current view appears at the bottom left of the page. Each work supports up to 9 highlights;
- Click a highlight thumbnail at the bottom of the page to return to its saved view.

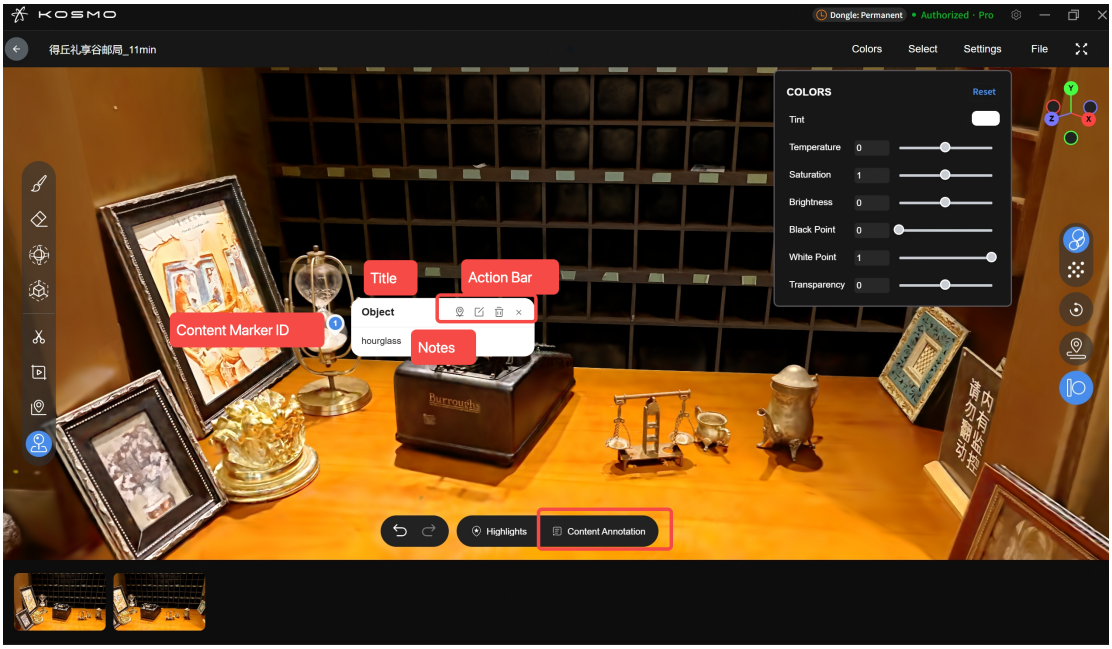


2. Content Annotation

Use content annotations to add a category and description to an object in the scene.

Usage:

- Click [Content Annotation] to enter content annotation mode;
- Click the location on the model that you want to annotate. A numbered marker appears there, and the annotation dialog opens;
- In the dialog, choose a category (such as "Object") and enter a description (such as "rabbit body"). Click [Confirm] to complete the annotation, or [Cancel] to discard it;
- After creating an annotation, you can set its current view, edit it, or delete it. You can also hide the annotation content and show only its numbered marker, such as "1".



4.5.10 Colors

The [Colors] panel adjusts the model's overall color appearance. Drag the sliders or enter values to adjust each parameter and preview changes in real time. Click [Reset] in the upper-right corner to restore the default values.

Parameter descriptions:

Tint: click the color swatch to choose a tint for the entire model.

Temperature: adjusts how warm or cool the image appears. Higher values produce warmer tones (orange-yellow), and lower values produce cooler tones (blue-cyan).

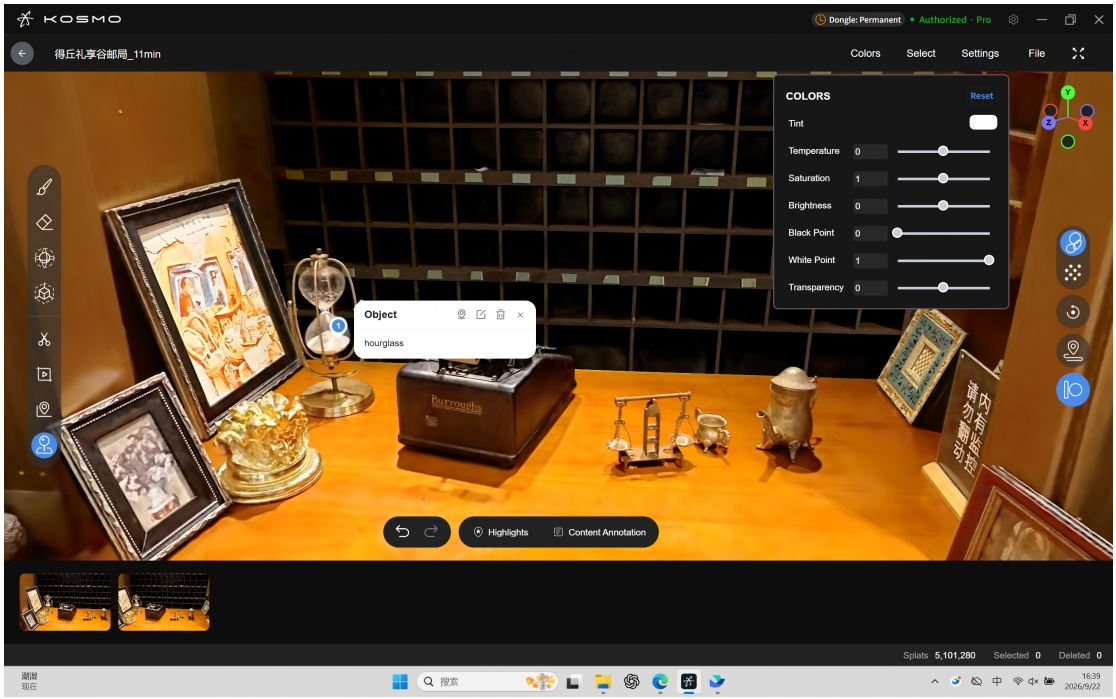
Saturation: controls color intensity. Higher values make colors more vivid; lower values move the image toward grayscale.

Brightness: adjusts the overall brightness of the image.

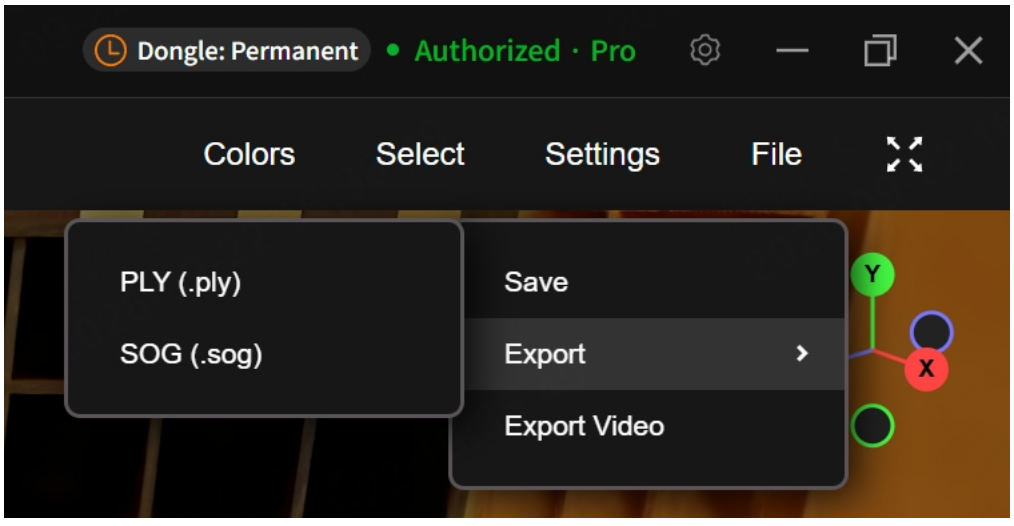
Black Point: sets the reference for the darkest areas; higher values deepen the shadows and strengthen contrast.

White Point: sets the reference for the brightest areas; higher values brighten the highlights.

Transparency: adjusts how transparent the model appears.



4.5.11 Save and Export



When you finish editing, select [File] > [Save] to save the current work. To export the model, select [File] > [Export], choose .ply or .sog, and save the file to your computer. For exporting walkthrough videos, see "4.5.6 Roaming Video Creation".

5. Explore

Browse sample models in [Explore] without a license.

Chapter 5: Settings and Help

1. Authorization

Use [Authorization] settings to view the current license status and bind or unbind devices.

2. General

Use [General] settings to configure the display language, automatic startup, cache, and default output path.

2.1 Language

Select the software's display language under [Language]. Supported languages:

- Simplified Chinese
- English

The change takes effect immediately. Your preference is saved locally and applied the next time the software starts.

2.2 Launch at Startup

Under [Launch at startup], choose whether Kosmo Studio starts automatically when you sign in to Windows.

- [On]: starts the software automatically when you sign in to Windows.
- [Off]: requires you to open the software manually.

2.3 Cache Size

[Cache Size] shows the current cache usage. If you are running low on disk space or the software is not working properly, click [Clear Cache] to free up cache space.

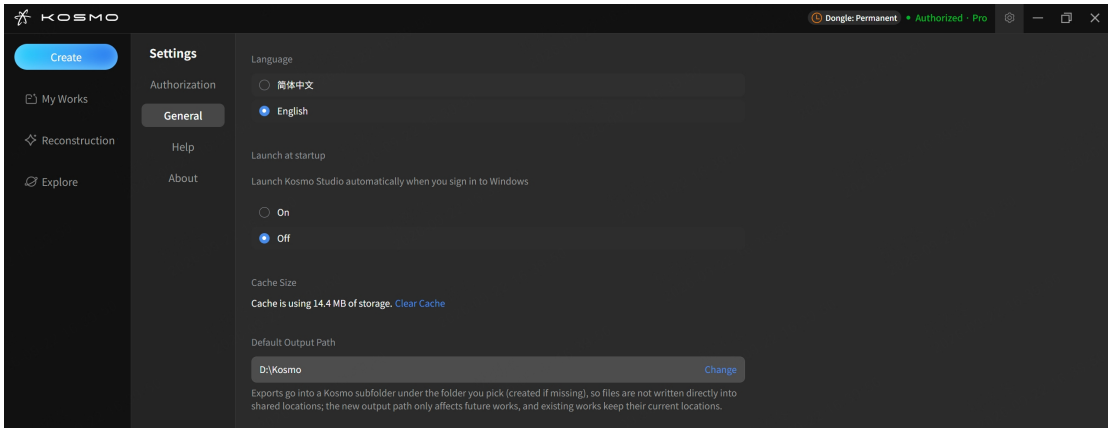
Note: Clearing the cache does not affect existing work data, but may remove some temporary files. If a reconstruction task is in progress, we recommend waiting until it finishes before clearing the cache.

2.4 Default Output Path

[Default Output Path] specifies where works are saved and exported by default. The current path appears in the input field. To change it, click

[Change] on the right and select a folder in the system file chooser.

Exported files are saved in a Kosmo subfolder inside the selected parent folder. The software creates this subfolder automatically if it does not already exist.



3. Help and About

Click [Help] to view the support email address and open-source software notices.

On the [About] page, view the software name, version, Privacy Policy, and Terms of Service, and check for updates.