

## 3D Model positions - cheat sheet

It can be tricky to get just the right numbers for the various position settings on an AR model.

Here are some that worked pretty well:

### Dinosaur

```
<a-camera position="0 -1 0"></a-camera> <!-- position of camera -->
  <a-entity id="dino" position="0 -2 -7" scale="0.95 0.95 0.95"> <!-- positi
    <a-entity position="0 0 0" rotation="0 310 10"
      gltf-model="#spinosaurus"
      animation-mixer
      shadow="cast: true; receive: true"></a-entity>
  </a-entity>
```

### Zombie

```
<a-camera position="0 -1 0"></a-camera> <!-- position of camera -->
  <a-entity id="dino" position="0 -4 -7" scale="1.5 1.5 1.5"> <!-- p
    <a-entity position="0 0 0" rotation="0 330 10"
      gltf-model="#zombie"
      animation-mixer
      shadow="cast: true; receive: true"></a-entity>
  </a-entity>
```

---

### Cat

```
<a-camera position="0 -3 0"></a-camera> <!-- position of camera -->
  <a-entity id="toon-cat" position="3 -15 -20" scale="0.025 0.025 0.025">
    <a-entity position="0 0 0" rotation="0 0 0"
      gltf-model="#cat"
      animation-mixer
      shadow="cast: true; receive: true"></a-entity>
  </a-entity>
```