Insider Previews

Insider previews give you early access to new functions and allow you to test them in advance. This makes you part of the beta phase and gives you the opportunity to give us feedback on missing functions, bugs or suggestions for improvement.

In the respective articles on the new functions you will find:

- a description of how to configure the functions
- as well as the corresponding links to our feedback portal.

Note: We recommend that you first test new functions in a staging environment before using them in the production environment.

Scene Editor

Utilize the full potential of your 3D models by using them to create your product images. With the Scene Editor you can create various 3D scenes, place your products and easily generate images. Render unlimited images of your scenes, perfectly matched to your products.

You can find the Scene Editor via **Content > Scene Editor.**

The Scene Editor is available to you as of a Rise plan.

Note: This feature is currently in **beta status**. The range of functions is still **limited** in this version and may be expanded in future updates. Its behaviour and scope may still change.

We look forward to your **feedback** so that we can continue to develop the function in a targeted manner.

Overview

In the Overview you can find all your already created scenes. You can also display your scenes in a **list overview (1)**. In the Dropdownmenu **Sort by: (2)** you can choose to list your scenes by **Name**, **Creation date** or **Modification date**. Every scene also has a **contextmenu (3)**, where you can either **Edit**, **D uplicate** or **Delete** the scene.
A new scene can be created via the button **Create new scene (4)**.
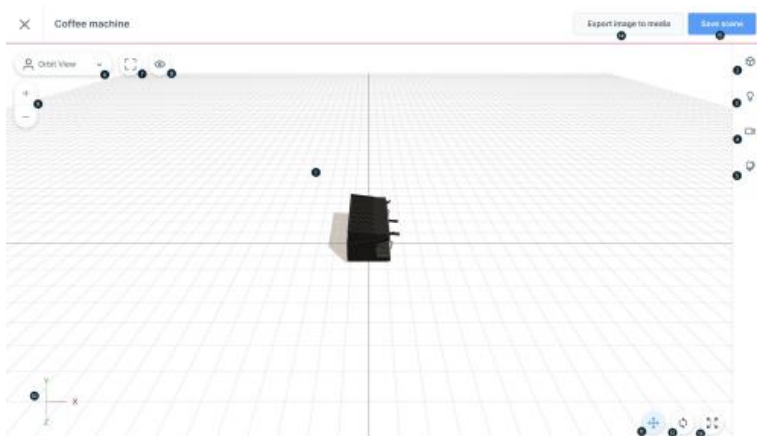If you just want to edit a scene, it is also enough to just click into the desired entry.
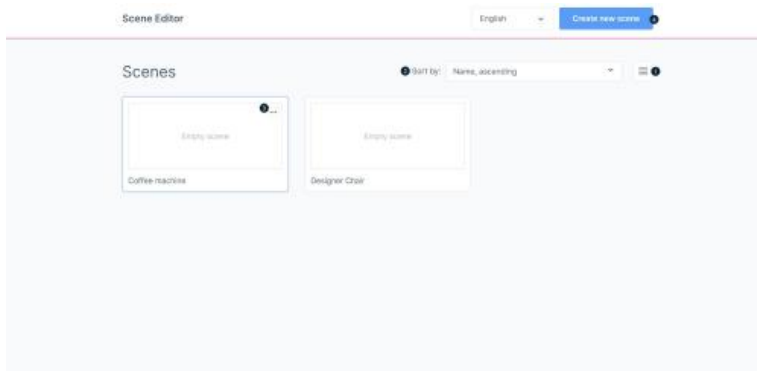
Create new scene

When creating a new scene you will firts be asked to name the new scene. Afterwards you will directly be transefered into the scene editor of the new scene.

Scene Editor

In the Scene Editor you create new scenes, or already created scenes can be edited.

The **central area (1)** displays your scene.

On the right side of the Scene Editor you can find a menubar. Via this menubar you can edit specific functions of your scene. **Model (2), Lights (3), Cameras (4)** and **Scene (5)** can be selected and edited in the menu.
Via the **Camera Dropdown (6)** you can select your configured cameras. The Model will the be viewed via this camera.

The **button (7)** allows youi to reset the camera back to the standard postion of the Orbit View.

With the **eye (8)** you can toggle the editor view.

Via the **plus** and **minus (9)** symbols, you can zoom further out of your Scene.

In the bottom left corner the **rotation of the axis (10)** are displayed.

In the bottom right corner you can find the **Move Object (11)**, **Rotate Object (12)** and **Scale Object (13)** buttons.

After selecting the button, you can perform the function by clicking onto the model.

A picture of your scene can be exported into your media by clicking **Export image to media (14)**. After clicking the button a new overview is opened.

Save scene (15) saves the configuration of the scene.

Model

In the model settings you can upload 3D models of your products and set them into the desired position.
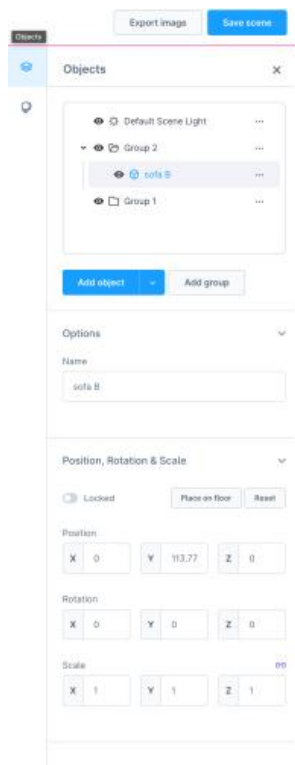
Modeloverview: All models that have already been added to the scene are displayed in this frame. You can execute options **8 - 11** directly via the context menu.
Add 3D objekt: Use this button to open the media management to add a 3D model to the scene (Type must be .glb).

Add Group: Here, you can create a group and combine individual lights and shapes.**Modelname:** Enter a unique name for the added model here to distinguish it from the other models.

Visible: You can use this button to temporarily hide the selected model. This will not delete the model.
Postition: Here you can set the **X**, **Y** and **Z** coordinates of the model.
Rotation: Here you can rotate the model along the **X**, **Y** and **Z** axis.
Scale: Here you can scale the model into the **X**, **Y** und **Z** dimensions.
Place on floor: Here you can set the model back onto the floor.
Reset: Resets the **Position**, **Rotation** and **Skalierung** of the model.
Duplicate: Here you can duplicate the currently selected model.
Delete: Deletes the model out of the scene.

Lights

In the light settings you can configure lights into the scene.

Light (1): Here you can switch between already existing lights, or create a new light by selecting **New point light**.

Light Name (2): Here the name of the light can be set.

Enabled (3): Here you can enable or disable the light.

Position (4): Here you can set the position of the light via the **X**, **Y** and **Z** coordinates and therefore place the light into your desired location within the scene.

Light preset (5): Via this dropdown you can select one of our light presets, which will set the color of the light. **Sunrise light**, **Sunset light**, **Night light and Day light** are available as presets.

Color (6): Here the color of the light is set.

Intensity (7): Here you can set the intensity of the light.

Duplicate (8): Here the light can be duplicated.

Delete Light (9): here you can delete the light.

Cameras

In the camera settings you can create and configure the cameras fopr the scene.

Camera (1): Here you can select already existing cameras for configuration, or create a new camera by selecting **New camera**.

Camera Name (2): Here the name of the camera can be set.

Position (3): Here you can set the postition of the camera via the **X**, **Y** und **Z** coordinates and therefore place the camera into your desired location within the scene.

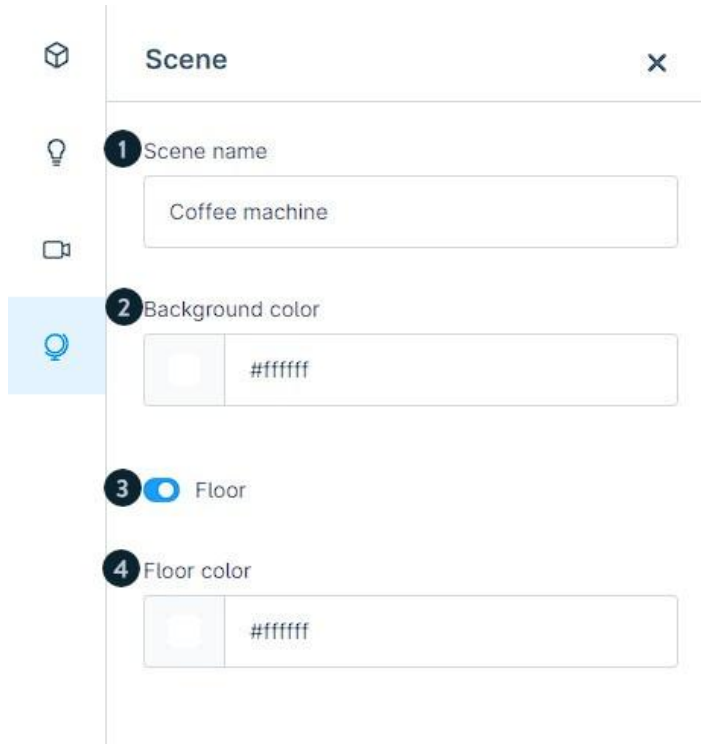**Pivot (4):** Here you can pivot the camera along the **X**, **Y** und **Z** coordinates.

Lock transformations (5): By activating this function the configuration of the position and pivot are locked.

Duplicate (6): Here you can duplicate the camera.

Delete Camera (7): Here you can delete the camera.

Scene

In the scene settings you can set the general configuration of the scene.

Scene name (1): Here the name of the scene can be set.

Background color (2): Here the background color of the scene can be configured.

Floor (3): Here you can activate or deactivate the floor for the scene.

Floor color (4): Here you can configure the color of the floor.

Export image to media

With this button you can now generate an image out of the scene and export it into your media folder.

To create an image you can now select a **Camera (1)**, the **Resolution (2)** and the **Width (3)** and **Hight (4)** of the to be created image.

After these settings have been configured, you can save the image by clicking **Save image (5)**.
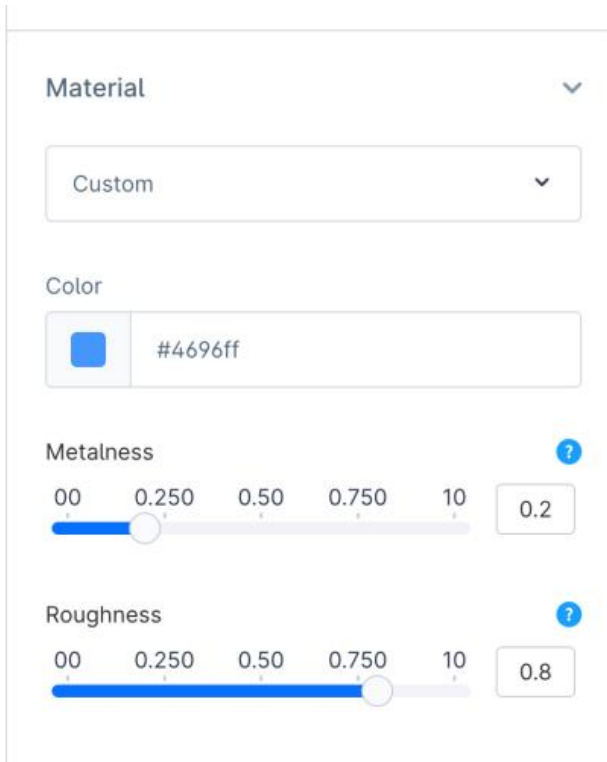
The image is then saved in the media folder **Scene Editor Media**.

Shapes

If you want to create shapes (platforms or walls), you can do this using the "Add 3D Object" button. Then, click on the "Primitives" tab.
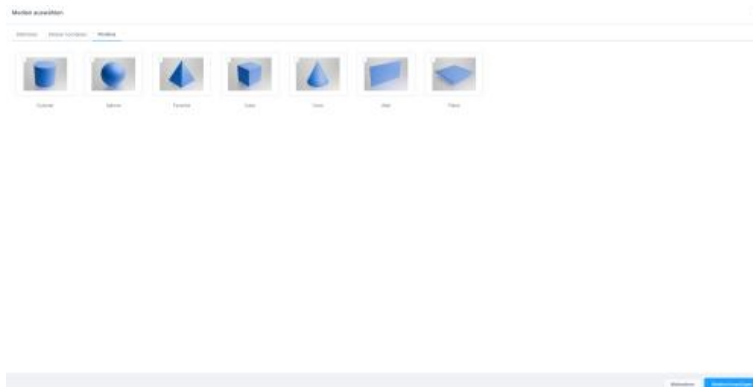
Once you have added a shape, you can change its material properties and color.

Copilot

The Copilot is available from Shopware 6.7.1.0 with a Shopware Rise plan (or higher).

Copilot is a chat-based AI assistant designed to help you manage your store effectively. It helps you find answers to questions about Shopware features, setup, or best practices exactly when you need them. Whether you are configuring your store, developing plugins, or exploring new features, the assistant offers guidance and support in solving problems.

Note: This feature is currently in **beta status**.
The range of functions is still **limited** in this version and may be expanded in future updates. Its behavior and scope may still change.

We look forward to your feedback so that we can continue to develop the function in a targeted manner.

Handling

With the Copilot, you can clarify questions about your shop's basic configuration directly in the Shopware

admin.
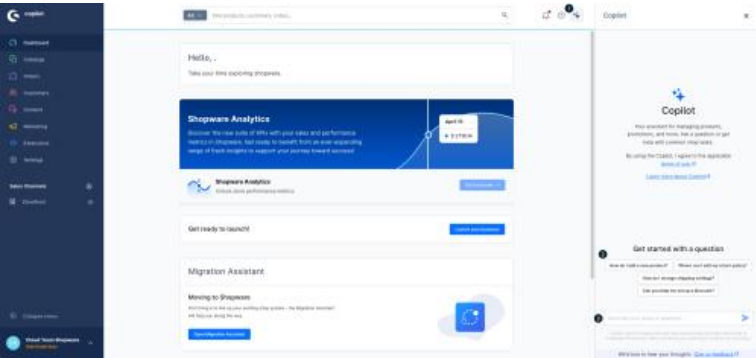
Click the **three stars (1)** button to open the Copilot. This appears on the right-hand side of your admin dashboard and allows you to interact directly with the Copilot. Select one of the **suggested questions (2)** or enter your question or instruction in the **text field (3)**.

Once you have sent your question, you will get an answer quickly in chat format.

This may look like this, for example:
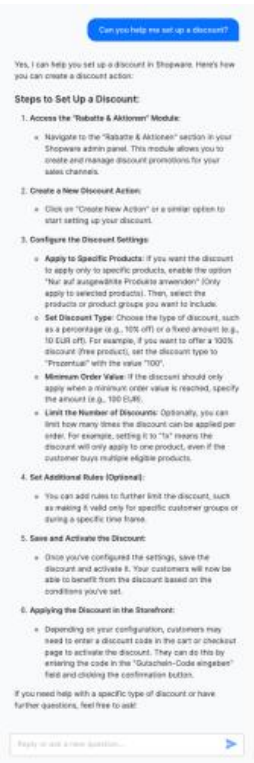
Instructions and FAQ for use

The Copilot uses up-to-date content from all official Shopware documentation sources. Queries are sent to

an external AI provider (currently based in Europe), which generates answers on this basis.

Privacy engineered.
European data centers securely power Shopware AI
Copilots multi-model architecture.

How does the data exchange between Shopware and the AI model provider work?
Is user data used to train the AI?

- The AI provider does **NOT** have access to the shop.
- The AI provider does **not** use the data entered to train its AI model.
- The assistant requests read access to limited shop data (e.g. plugin status, system version, licence information) to personalise responses.
- Shopware collects user requests to improve the assistant and the overall Shopware product experience.

What should I bear in mind?

- Do not enter any sensitive data (e.g. name, bank details)
- Answers may be incorrect or inaccurate
- The chat history is deleted when the browser window is refreshed or closed
- Response times vary depending on the complexity of the question

How do I get access to the Copilot?

- **Only administrators** have initial access
- Additional users can be activated via **Settings > System > Users & permissions > Roles**
- In the role, the **Manage extensions (1)** switch must be activated under **Additional permissions** so that the **Apps > Merchant Assistant (2)** area becomes visible and can be activated
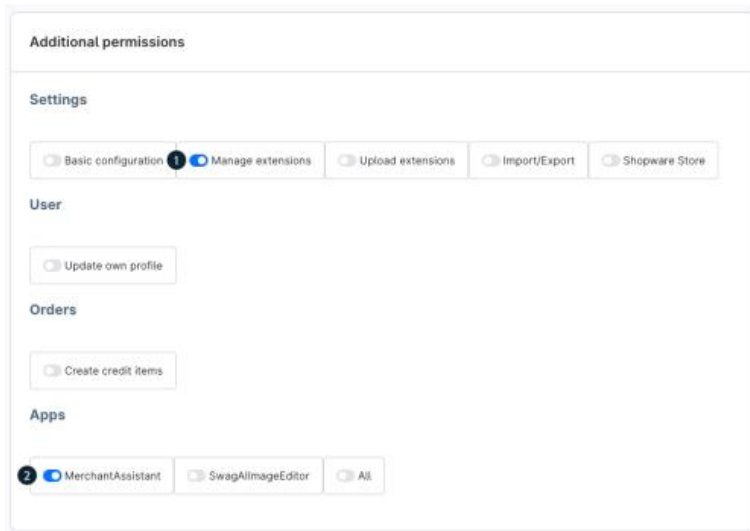
Authorisations are managed transparently via the Shopware Service Registry. Copilot was developed to focus on data protection, control and a clear value proposition.

Are there any usage restrictions?

The first version of Copilot does not have usage restrictions. In later phases, we will add paid options and plan-related restrictions.

Where can I find more information about Shopware AI features?

On the new Shopware AI feature page, you can find out how our Copilot is embedded in Shopware's comprehensive AI strategy and which Agentic Commerce concepts are behind it.

Image Editor

Transform your product images in the blink of an eye with the image editor. Cut out products precisely and merge them seamlessly into backgrounds with matching light and shadow effects.

**Note:** This feature is currently in **beta status**.
The range of functions is still **limited** in this version and may be expanded in future updates. Its behavior and scope may still change.

We look forward to your feedback so that we can continue to develop the function in a targeted manner.

The image editor is available from Shopware 6.7.1.0 in conjunction with a Shopware Rise plan (or higher).

Operation

You can find the Image Editor in the admin under **Content > Image Editor (1)**.
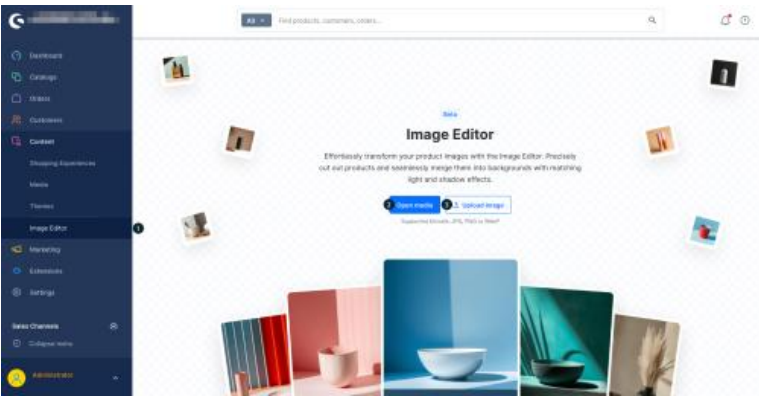
Click on **Image Editor (1)** to add an image for editing. You now have two options:

- **Open media (2):** Select an already uploaded image from your media management.
- **Upload image (3):** Upload a new image directly from your computer.

You can then edit the image in the editor.

Supported file formats: JPG, PNG, WebP

Once you have selected an image and it has been successfully added to the image editor, you can use the editing tools at the top right of the window.

Editing tools Beta

Add to background Cut out object Add shadow
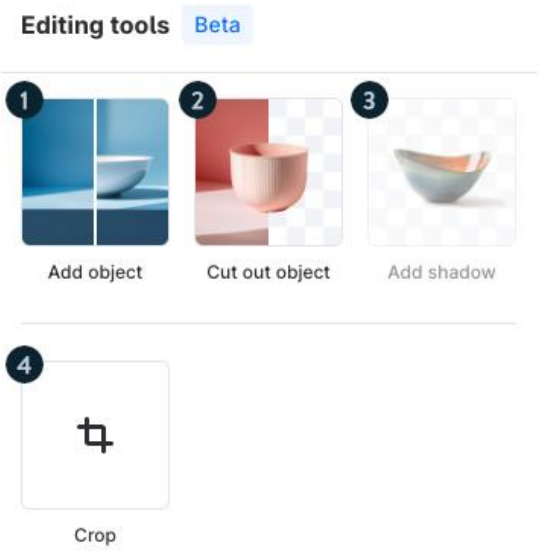
Crop

You can choose between four different tools:

- **Add object (1):** You can place a cut-out object on a background. This function works best if your object has already been cropped.

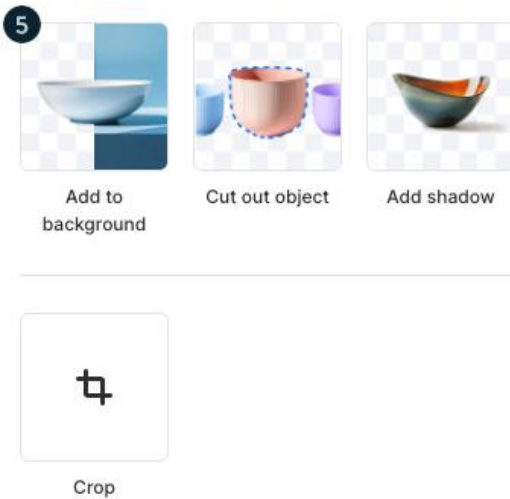- **Crop object (2):** Use this tool to remove the background of an image. This function is ideal if you want to crop an object and use it as a PNG without a background.

- **Add shadow (3):** You add a natural shadow to your cropped object. This makes it look more realistic and stands out better against the background - ideal for a professional look.

- **Crop (4):** With this option, you can crop your image to a specific size or a fixed aspect ratio. This allows you to quickly bring it into the desired format.

- **Add to background (5):** This tool is only available for image files with an alpha channel (transparency).
  You have two options for the background:
  - **Single color:** Select a background color. Your object is automatically inserted and given a slight shadow - similar to a photo studio with a colored background.

  - **Image:** Upload your own image or select one from your media management. You can then position your object freely in the image.

Example

We would like to present our shoes in a more appealing way and insert them into a more attractive background.
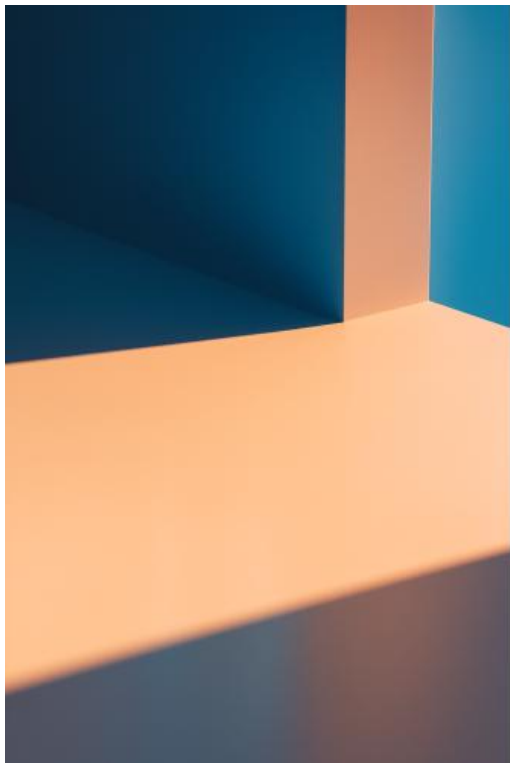To do this, we upload the original image of the shoes in the image editor and select the first tool, Cut object, to remove the shoes from the current background.

Source image:

We then place the cropped shoes on the desired new background.
To do this, we use the Add object tool in Image mode to insert the cropped object into the new scene.

Background image:

After a short time, we get the result. The shoes have been given a natural shade and blend seamlessly into the background.

Result:

Notes and FAQ on the image editor

Note on AI support

This function uses the **Finegrain API** in the background, which is based on **artificial intelligence (AI)**.

Please note: Even if the AI works very precisely in most cases, errors may occasionally occur. The results are not checked manually - therefore, if necessary, check the result yourself before using it further.

Are there any restrictions on use?

There are no usage restrictions in the first version of the image editor. In later phases, we will add paid options and plan-related restrictions.

3D Preview Generator

The 3D Preview Generator is available from Shopware 6.7.1.0 with a Shopware Rise plan (or higher).

The 3D Preview Generator is a Shopware service that automatically creates preview images for 3D files in .glb format. As soon as a corresponding file is uploaded to Shopware, the service generates a static preview image that can then be displayed in the product listing or on the product detail page, for example.

These previews are displayed both in the storefront and in the media manager in the admin area - so 3D content is displayed just as visually as other media types.

Note: This feature is currently in **beta status**.
The range of functions is still **limited** in this version and may be expanded in future updates. Its behavior and scope may still change.

We look forward to your feedback so that we can continue to develop the function in a targeted manner.

How does the 3D preview generator work?

- **Automatic & without configuration:** As soon as a .glb file is uploaded - whether directly on the product or via the media manager - the preview generation starts automatically in the background.
- **Fully integrated:** No additional settings are required. The function works in the background and requires no manual effort.

Example process

1. You upload a `.glb` file, e.g. under **Content > Media** in Admin
2. The preview is created automatically in the background
3. You will be notified as soon as the preview is ready
4. The preview image is visible in the Media Manager
5. In the storefront, the image appears e.g. on the product detail page on the left-hand side in the gallery slider thumbnails
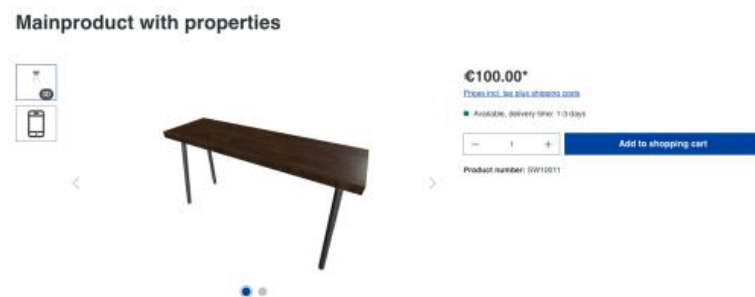
Technical implementation

The 3D file is temporarily transmitted to a secure rendering service operated by Shopware.

This runs in a protected AWS cloud environment:

- End-to-end encryption
- Strict access restrictions

There, the .glb file is rendered into a static 2D preview image and then transferred back to Shopware. The preview image is automatically saved in your media and used wherever the 3D file is linked.

Notes

Data release

Depending on the system configuration, it may be necessary to consent to data processing by Shopware services in advance. In this case, you will be automatically notified via the service registry and can easily give your consent there. Shopware processes your 3D files exclusively for the creation of preview images. They will not be used for any other purpose.

Current range of functions

This function is active by default and currently offers no further settings. In future versions, extended options may follow (e.g. customization of the background for the preview image), depending on feedback from the community.

Note on updating existing installations

When updating to a Shopware version that contains the 3D Preview Generator, no preview images are automatically generated for existing .glb files.

You can still create preview images:

- **Upload the file again:** Upload the .glb file again - either via the media manager or directly in the product. This will trigger the preview creation again.
- **Trigger manually via code:** Alternatively, the generation can be triggered manually via your own script or plugin (e.g. via Symfony command or repository service call). This method is aimed at technically experienced users or developers.

Important: Without one of these two methods, existing 3D files remain visible without a preview in the storefront and in the admin.