#### scene3d (3-D Scene)

The 3-D scene which consists of a camera, a light rig, and an optional [backdrop](backdrop.docx) to catch shadows.

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| Parent Elements |
| [styleDef](styleDef.docx) (§); [styleLbl](styleLbl.docx) (§) |

|  |  |
| --- | --- |
| Child Elements | Subclause |
| [backdrop](backdrop.docx) (Backdrop Plane) | § |
| [camera](camera.docx) (Camera) | § |
| [extLst](extLst.docx) (Extension List) | § |
| [lightRig](lightRig.docx) (Light Rig) | § |

The following XML Schema fragment defines the contents of this element:

<complexType [name](name.docx)="CT\_Scene3D">

 <sequence>

 <element name="camera" type="CT\_Camera" minOccurs="1" maxOccurs="1"/>

 <element name="[lightRig](lightRig.docx)" type="CT\_LightRig" minOccurs="1" maxOccurs="1"/>

 <element name="[backdrop](backdrop.docx)" type="CT\_Backdrop" minOccurs="0" maxOccurs="1"/>

 <element name="[extLst](extLst.docx)" type="CT\_OfficeArtExtensionList" minOccurs="0" maxOccurs="1"/>

 </sequence>

</complexType>