

# Adding projects to 3DEXPERIENCE platform

When you start a collaboration session, you can add new projects to the 3DEXPERIENCE platform in one of the following ways:

- [Create a new project from scratch.](#)
- [Add a local project to the 3DEXPERIENCE platform.](#)



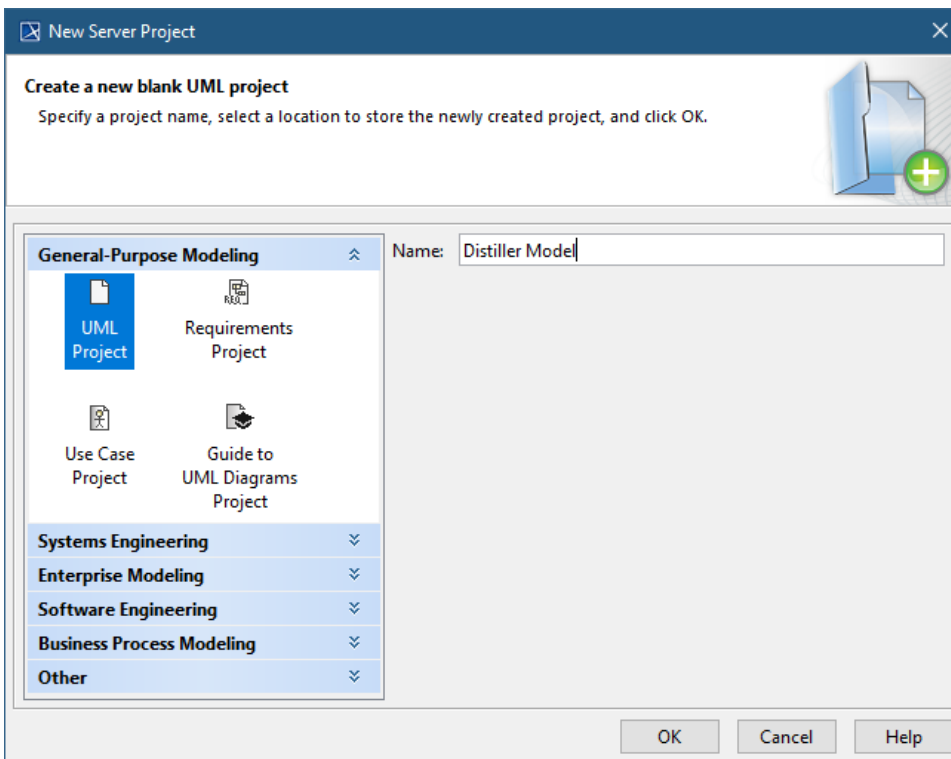
To be able to add projects to the 3DEXPERIENCE platform, you must [log in to the platform](#) first.

## Creating projects in 3DEXPERIENCE platform

This section explains how to create a new project in the 3DEXPERIENCE platform from scratch.

To create a project in the 3DEXPERIENCE platform

1. Do one of the following:
  - In the main menu of a modeling tool, select **Collaborate > New Server Project**.
  - In the main menu of a modeling tool, select **Collaborate > Projects** and click the **New** button in the open dialog.
2. On the left side of the **New Server Project** dialog, select the kind of project you want to create.
3. In the **Name** box, type the project name and click **OK**.



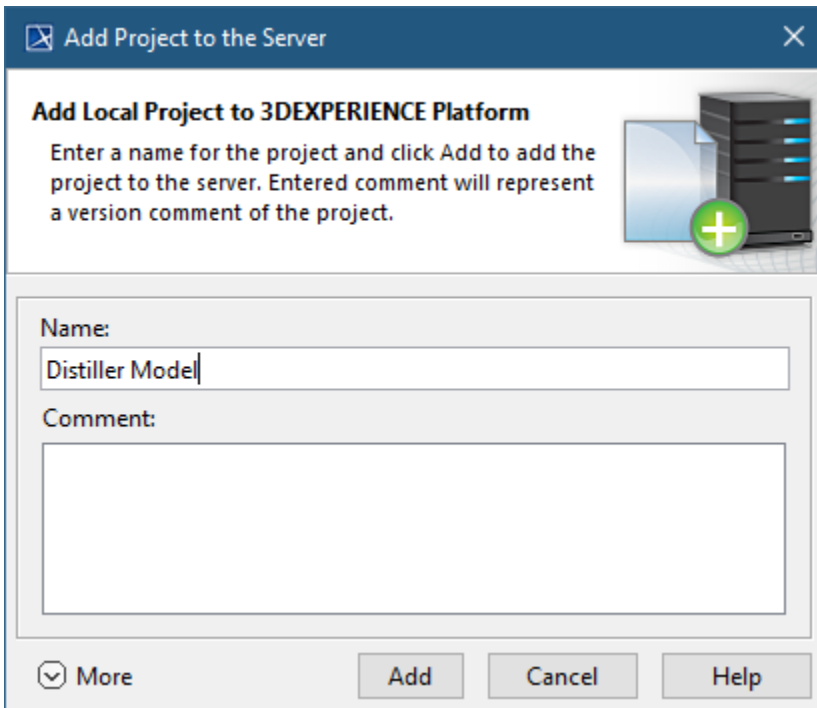
## Adding local projects to 3DEXPERIENCE platform

This section explains how to add a local project to the 3DEXPERIENCE platform.

To add a local project to the 3DEXPERIENCE platform

1. Open the local project you want to add to the 3DEXPERIENCE platform.
2. In the main menu, select **Collaborate > Add Project to Server**.
3. In the **Name** box of the open dialog, optionally change the name of the project.

4. In the **Comment** box, optionally add an explanation or note about the project.



**Add Project to the Server**

**Add Local Project to 3DEXPERIENCE Platform**


Enter a name for the project and click Add to add the project to the server. Entered comment will represent a version comment of the project.

**Name:**

Distiller Model

**Comment:**

☒ More    Add    Cancel    Help

 If you want to prevent the automatic creation of [Mount relationships](#) in your project, click **More** in the **Add Project to the Server** dialog and clear the **Maintain Mount Points of Used Projects** check box. Have in mind that Mount relationships keep used projects in the same location as in the local project.

5. Click the **Add** button.