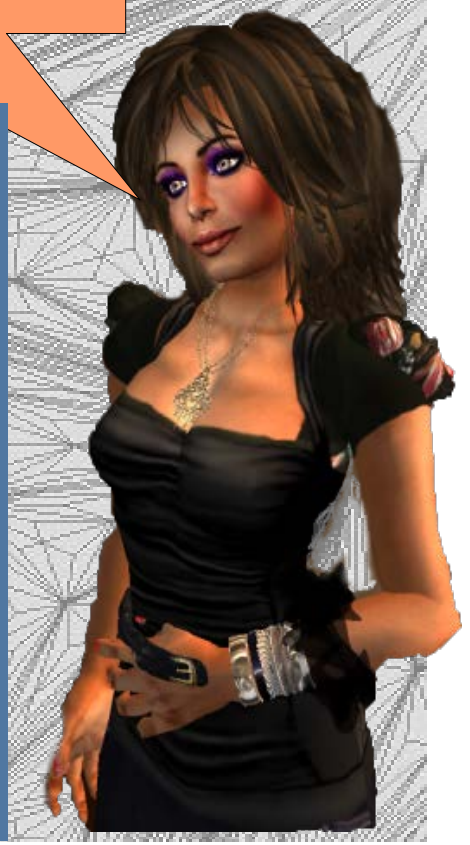
Mesh-Import part 1/3

Hello GiMiSa. I have a trouble with importing a mesh house..



KATOR LEGAZ 3D MODELS

Artiste 3D en 1an

desgraff.com

Neoclassical House (modified)

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I agree to the licensing conditions, and want to download the model.

Mesh-Import

Ok.What is the trouble.

It does not rez. I cannot download it.

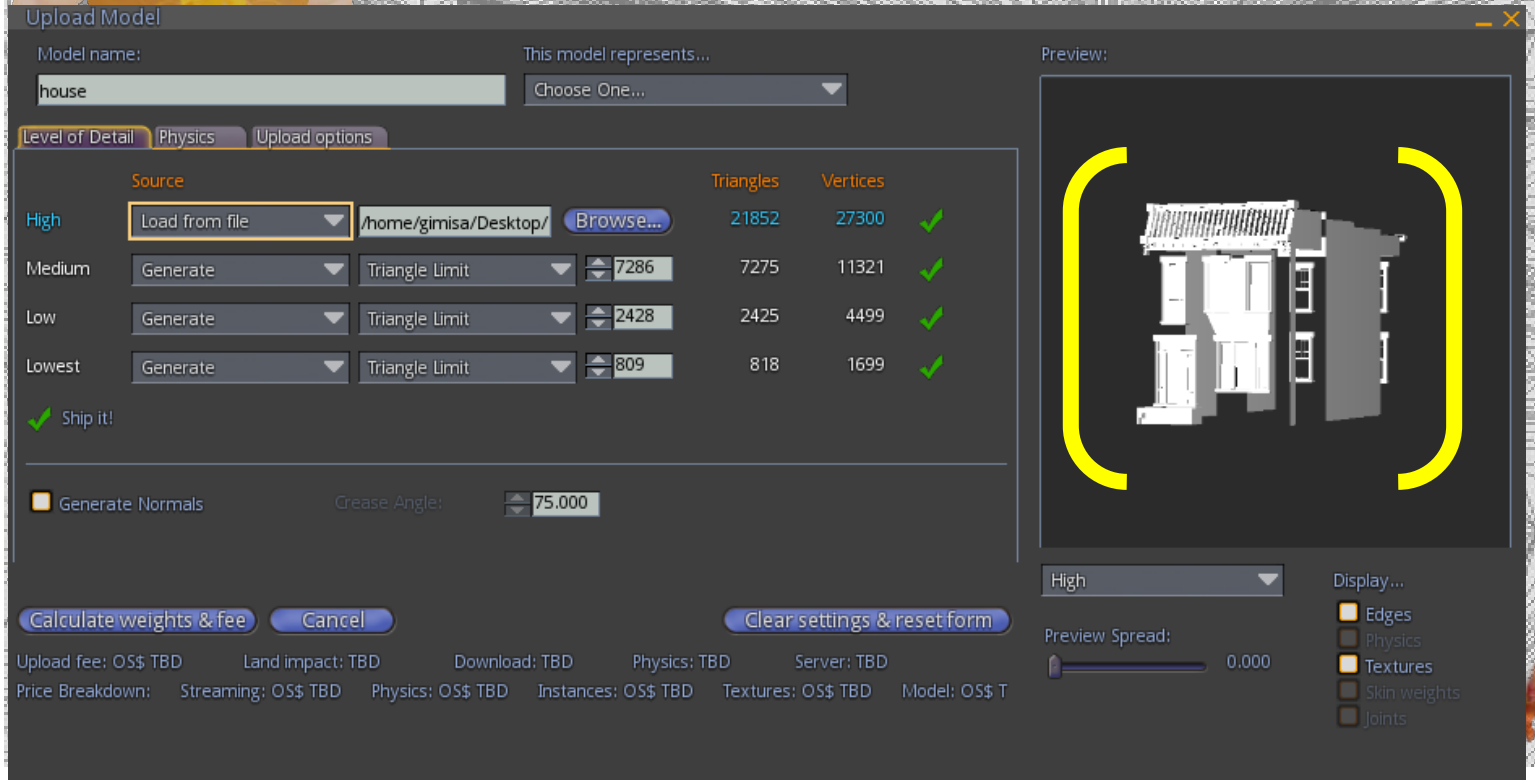
Ok.Let me try.

Mesh-Import

Lets follow the 3 steps.

1) Select the file. What do I do with the options?

For now lets leave them as proposed. I already see problems, Let got to other tab.

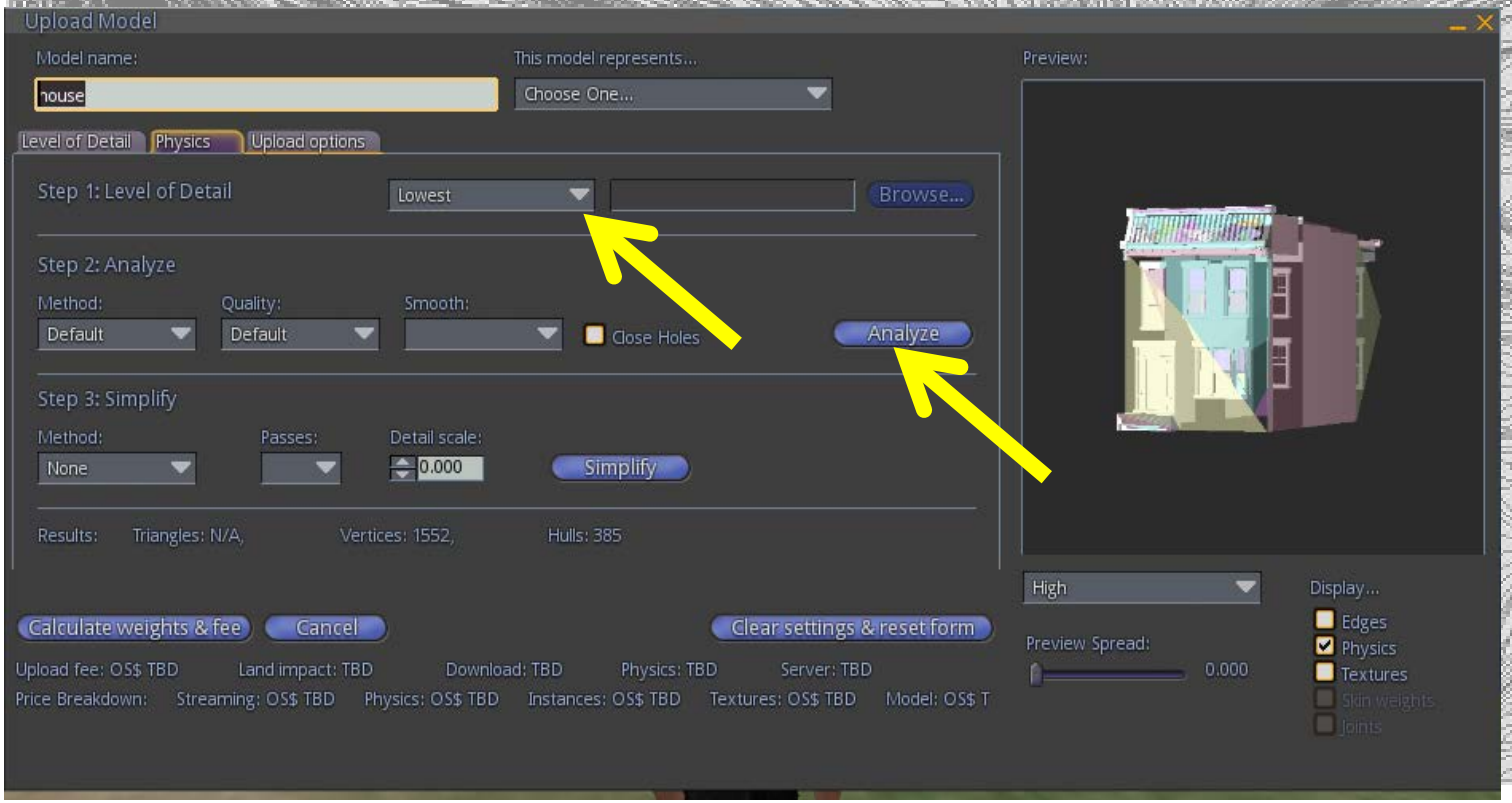


Mesh-Import

2) Physic tab.

I did not do anything with this one.

Its better select lowest and hit analyze .

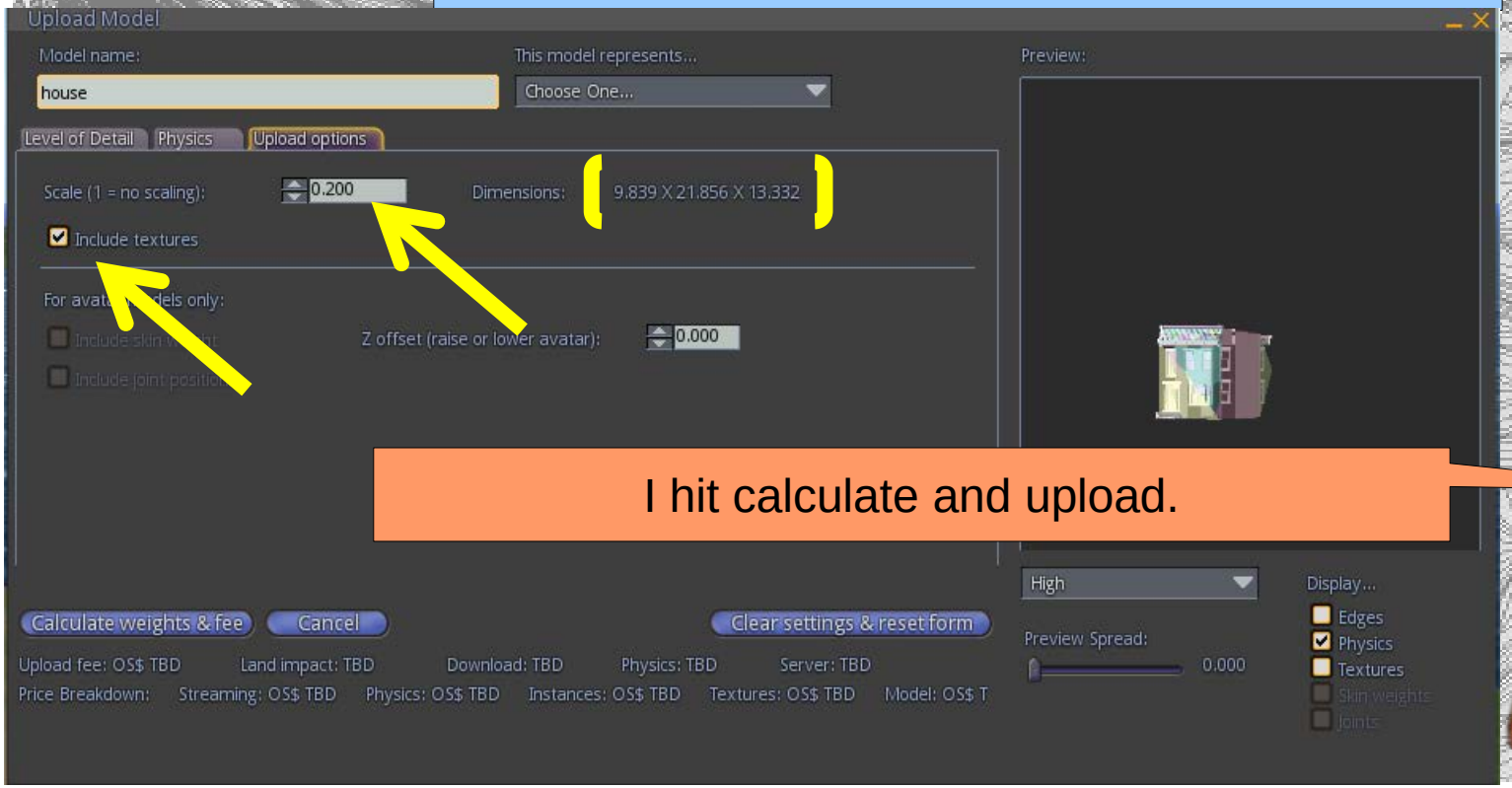


Mesh-Import

3) Texture tab.

What should i do here..

Check the scale. Its an immense mesh. Reduce it to something realistic. Also select texture in file.



I hit calculate and upload.

Mesh-Import

It worked but wouach. What happen.

In the first step you could already see that with the tiny image on the right.

So this mesh is no good.!!

Well it need to be work on in blender or some other external graphic software.

Mesh-Import

I am soo impress with blender. Nothing simpler ??

I will guide you through that.

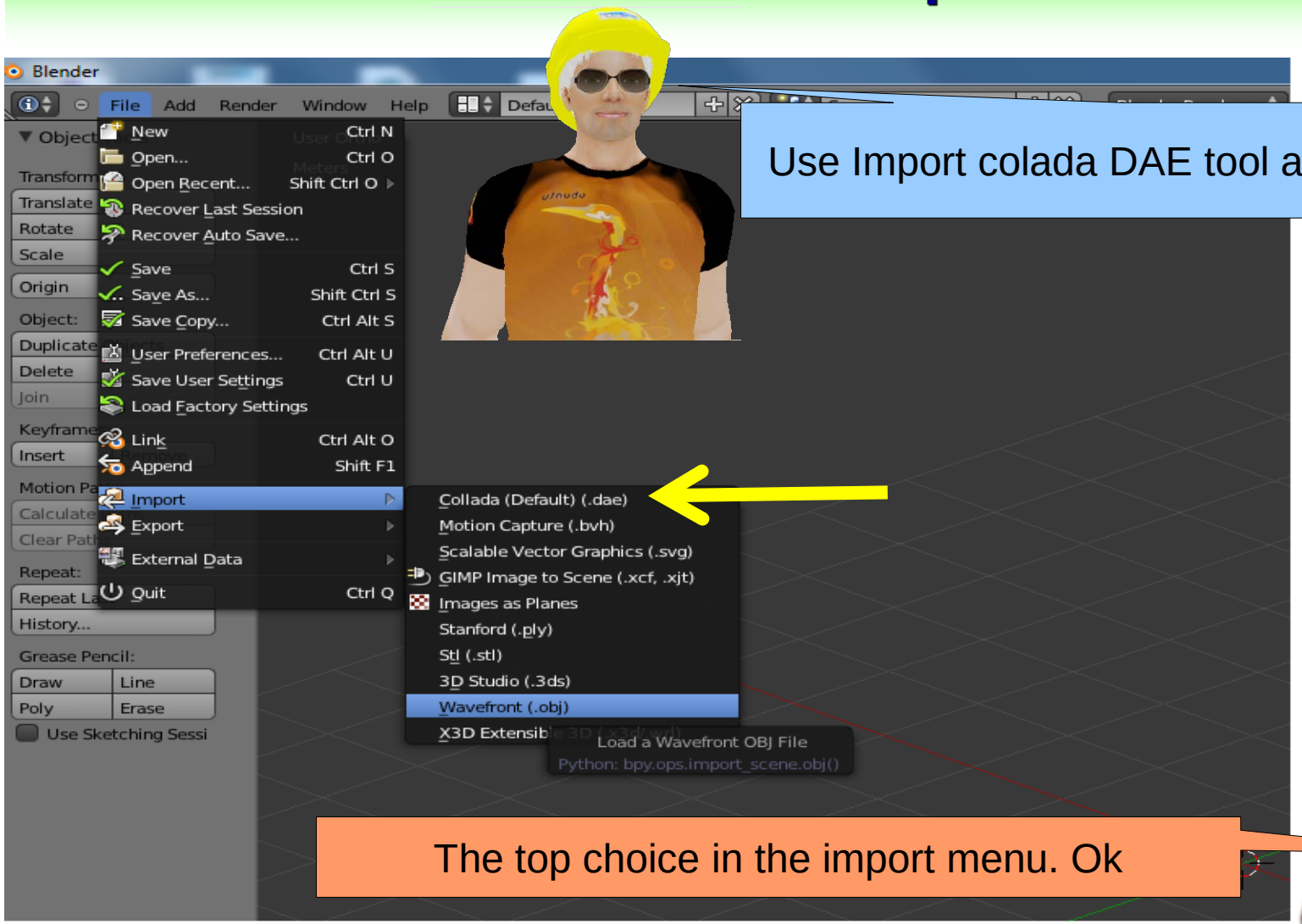
If you say so.

Other interesting thing about blender is that you can import many type of 3d mesh files. Blender is the swiss army tool of 3d. :).

Mesh-Import


This is my blender window. Yours will likely be different.
There is a cube in mine.
Left clic on it. Then hit delete key.
How to bring the house in?

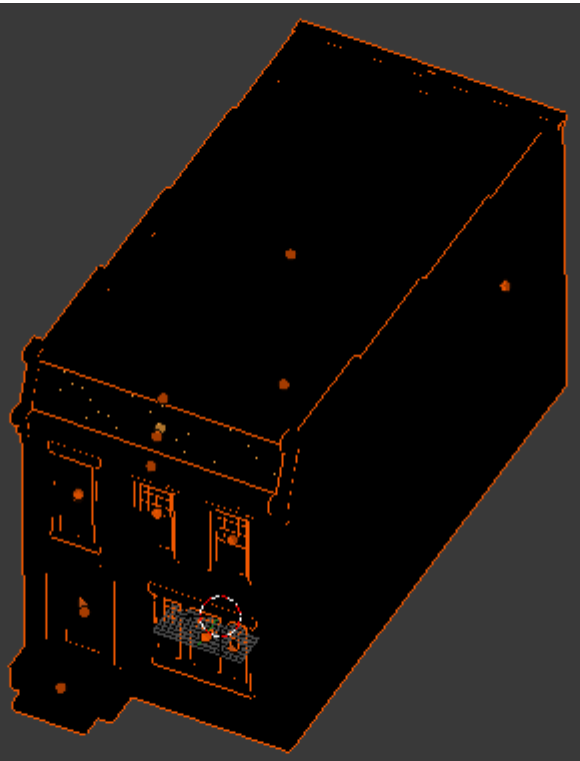
Mesh-Import



Use Import colada DAE tool and select your file.

The top choice in the import menu. Ok

Mesh-Import



Is it the good house. It did not work ?

Dont worry will fix that.

(1) Roof_tiles

Add Object Object Mode Global

Mesh-Import

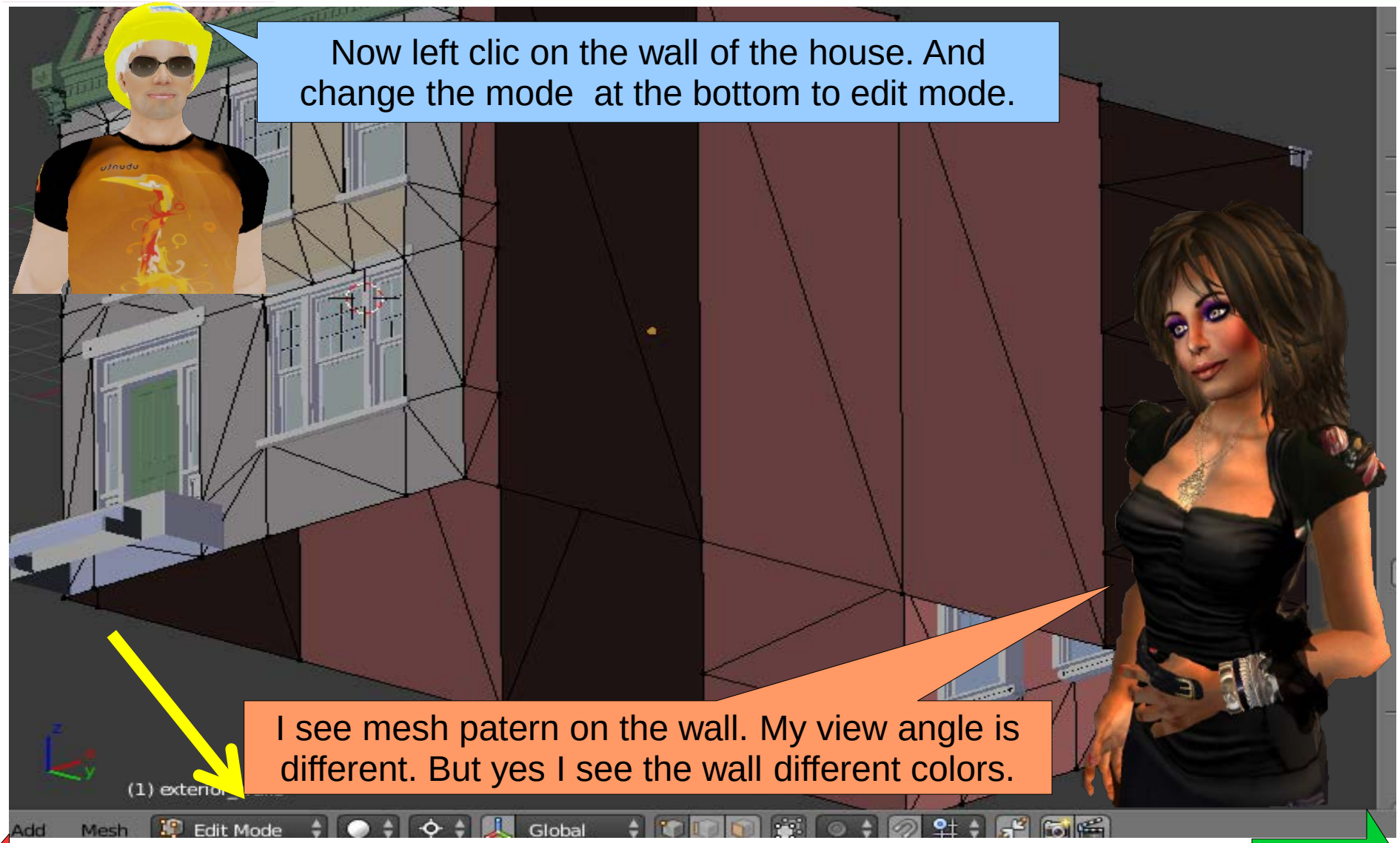
Look at the bottom of your window. You need to change the rendering to solid

And while at it why not changing the scale.

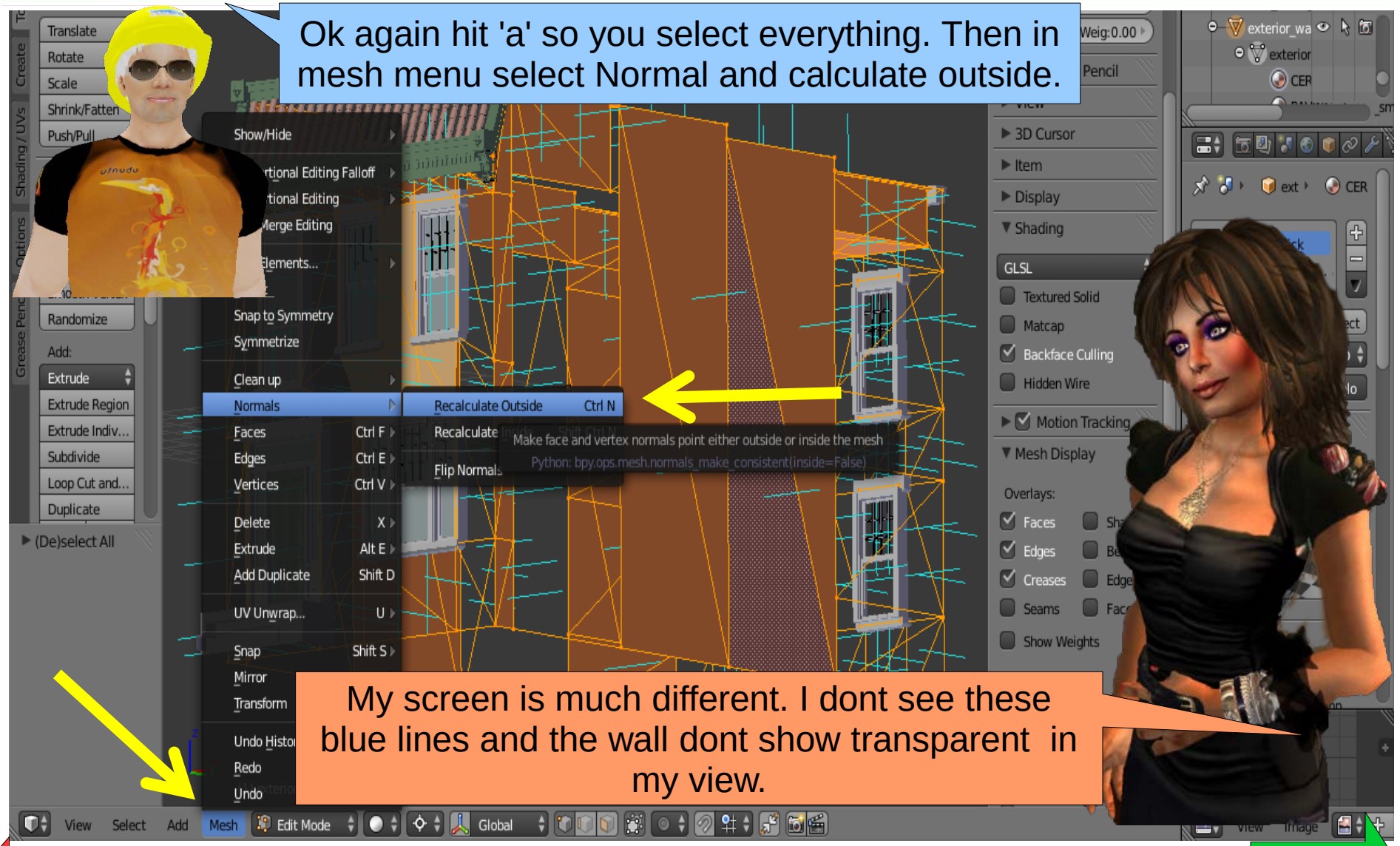
I dont see that panel on right side to change the scale.

Dont worry. Will do without. Hit “a” on you keyboard. See the object color changes to mark selection. To scale when all selected (optional) hit “s” on you keyboard then 0.2 and enter.

Mesh-Import

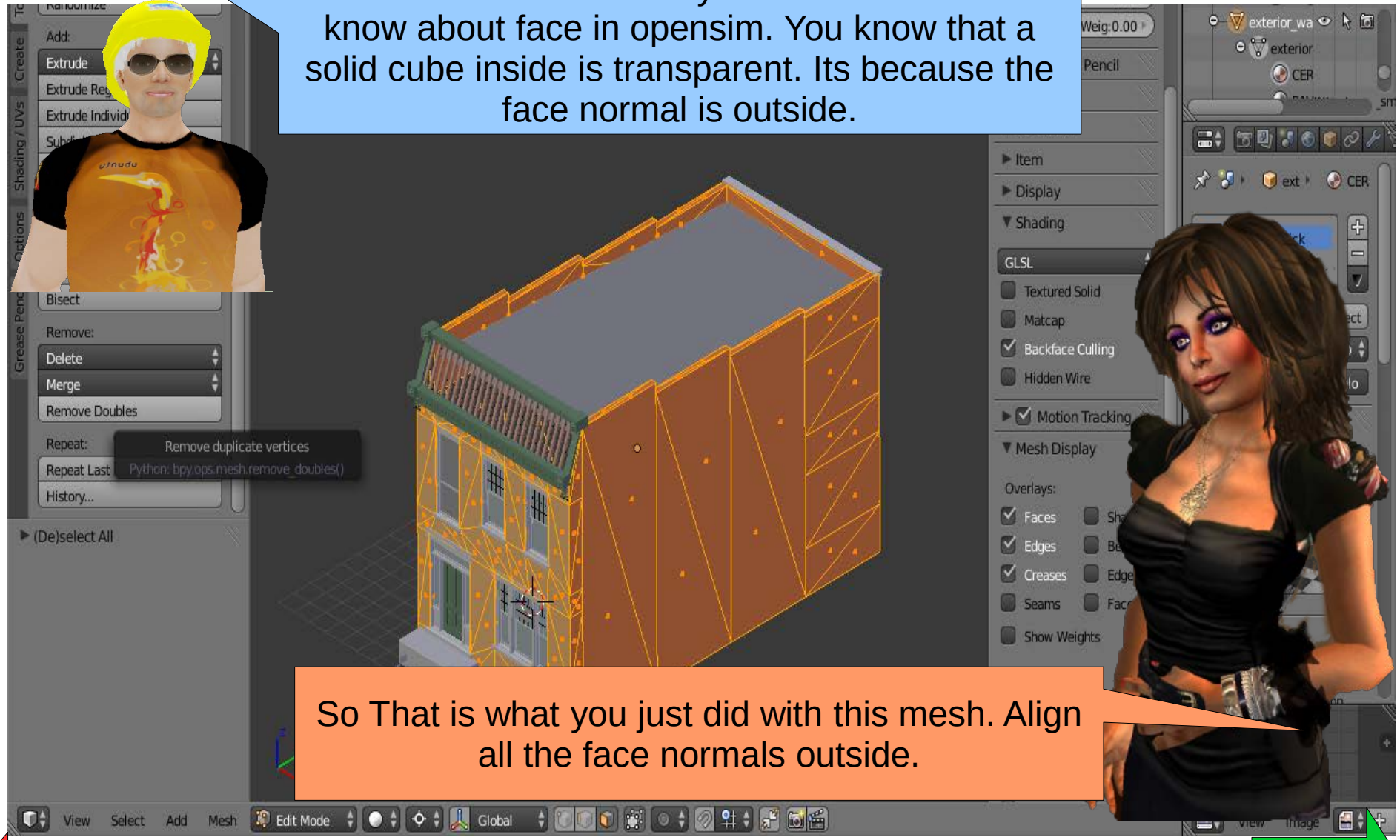

Now left clic on the wall of the house. And change the mode at the bottom to edit mode.
I see mesh patern on the wall. My view angle is different. But yes I see the wall different colors.
Add
Mesh
Edit Mode
Global

Mesh-Import


Ok again hit 'a' so you select everything. Then in mesh menu select Normal and calculate outside.
Translate
Rotate
Scale
Shrink/Fatten
Push/Pull
Randomize
Add:
Extrude
Extrude Region
Extrude Indiv...
Subdivide
Loop Cut and...
Duplicate
(De)select All
Show/Hide
Snap to Symmetry
Symmetrize
Clean up
Normals
Faces Ctrl F
Edges Ctrl E
Vertices Ctrl V
Delete X
Extrude Alt E
Add Duplicate Shift D
UV Unwrap... U
Snap Shift S
Mirror
Transform
Undo
Redo
Recalculate Outside Ctrl N
Recalculate
Flip Normals
Make face and vertex normals point either outside or inside the mesh
Python: bpy.ops.mesh.normals_make_consistent(inside=False)
3D Cursor
Item
Display
Shading
GLSL
Textured Solid
Matcap
Backface Culling
Hidden Wire
Motion Tracking
Mesh Display
Overlays:
Faces
Edges
Creases
Seams
Show Weights
exterior_wa
exterior
CER
ext
View
Select
Add
Mesh
Edit Mode
Global
My screen is much different. I dont see these blue lines and the wall dont show transparent in my view.

Mesh-Import

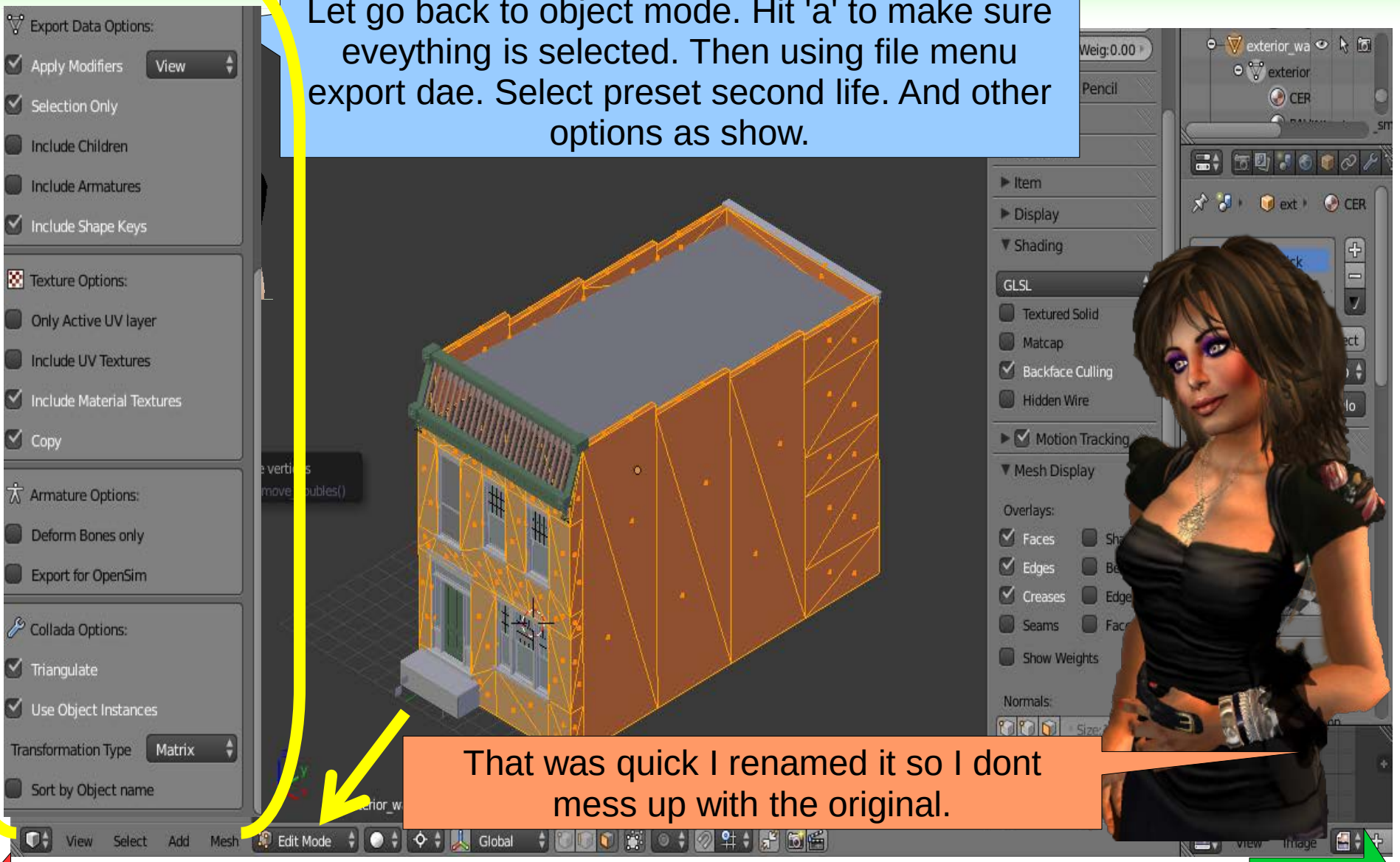
We will come back to it if you are interested. You know about face in opensim. You know that a solid cube inside is transparent. Its because the face normal is outside.



So That is what you just did with this mesh. Align all the face normals outside.

Mesh-Import

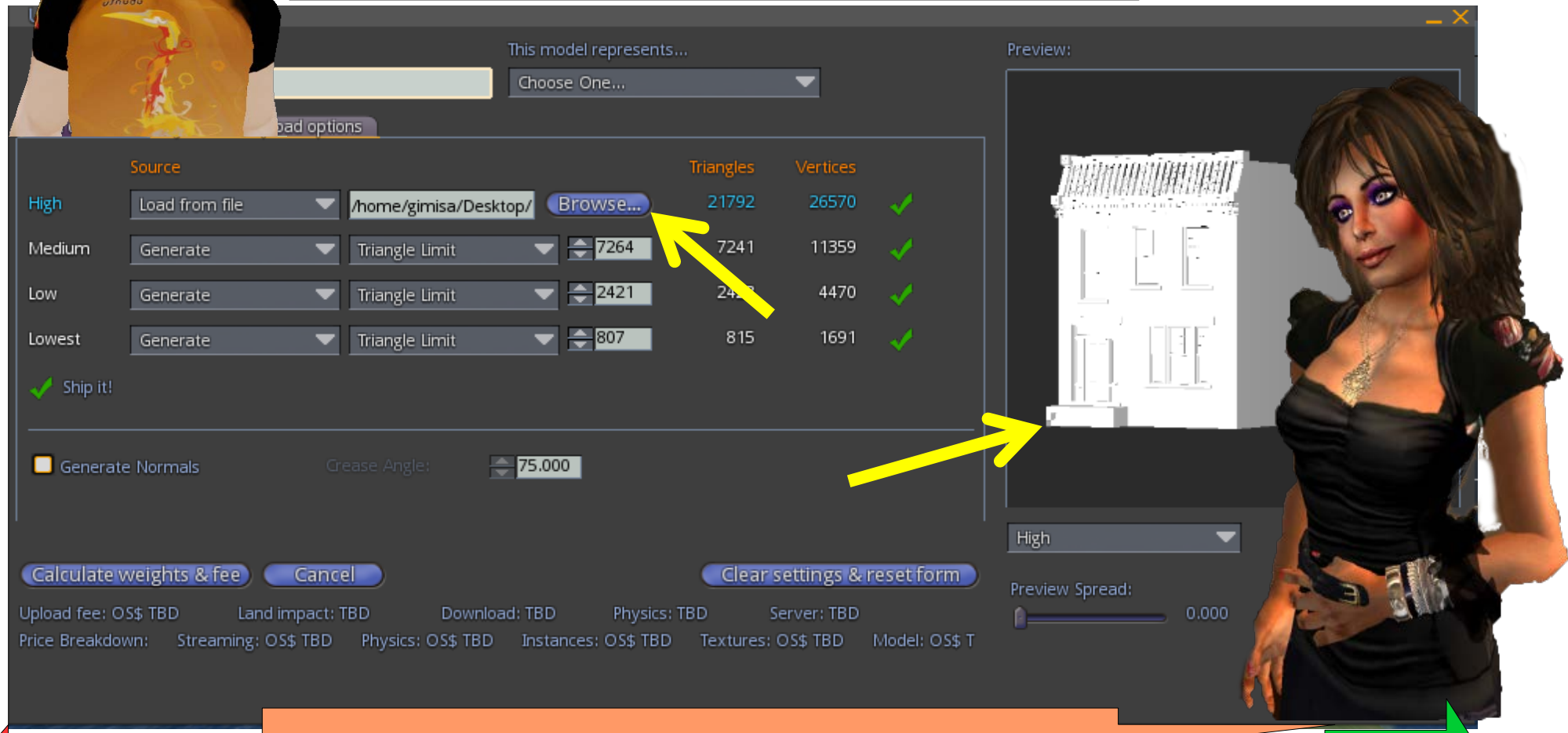
Let go back to object mode. Hit 'a' to make sure eveything is selected. Then using file menu export dae. Select preset second life. And other options as show.



That was quick I renamed it so I dont mess up with the original.

Mesh-Import

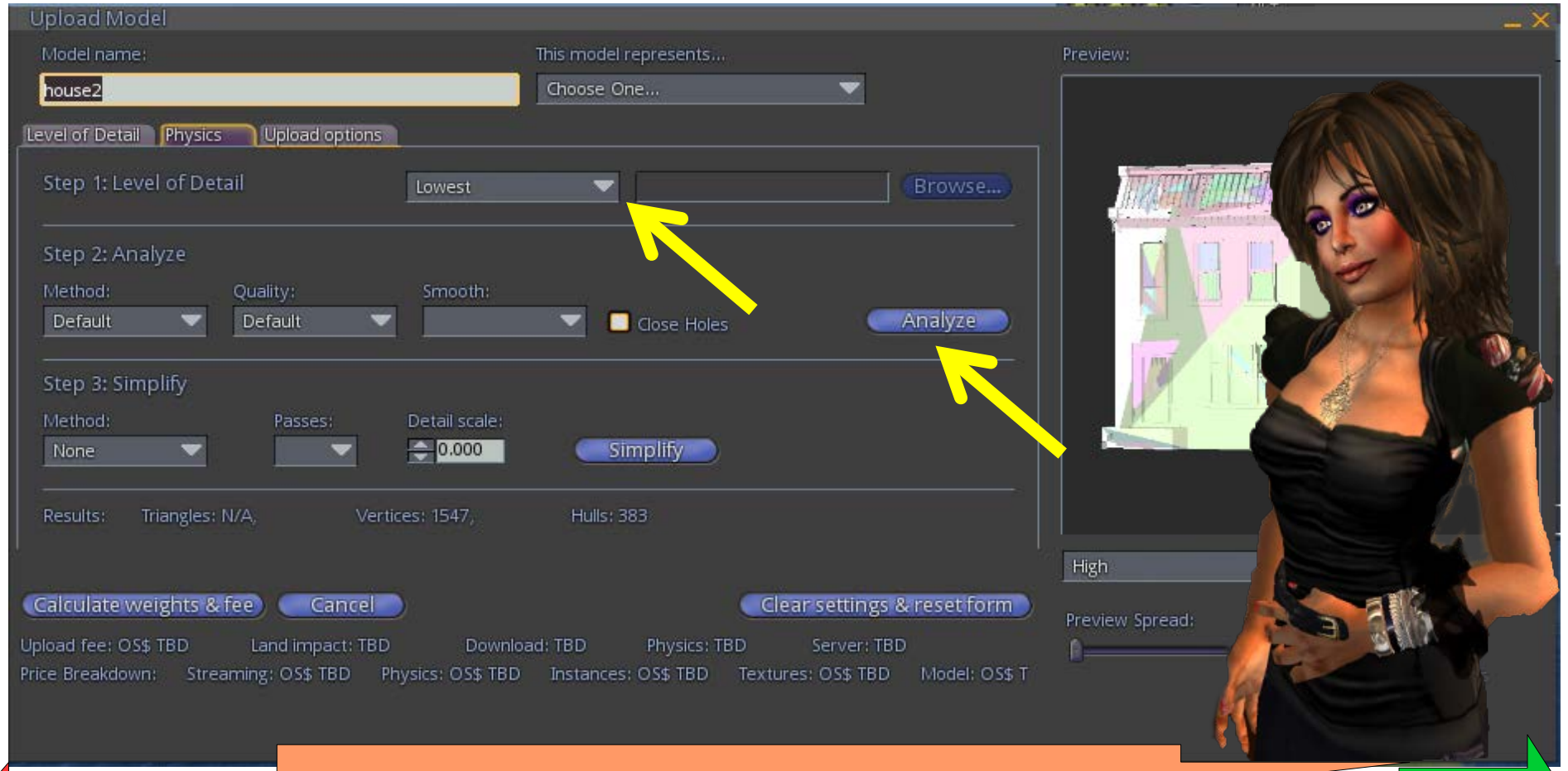
Lets reimport it in OpenSim. Same procedure as before .



I see a big improvment in the right side window.

Mesh-Import

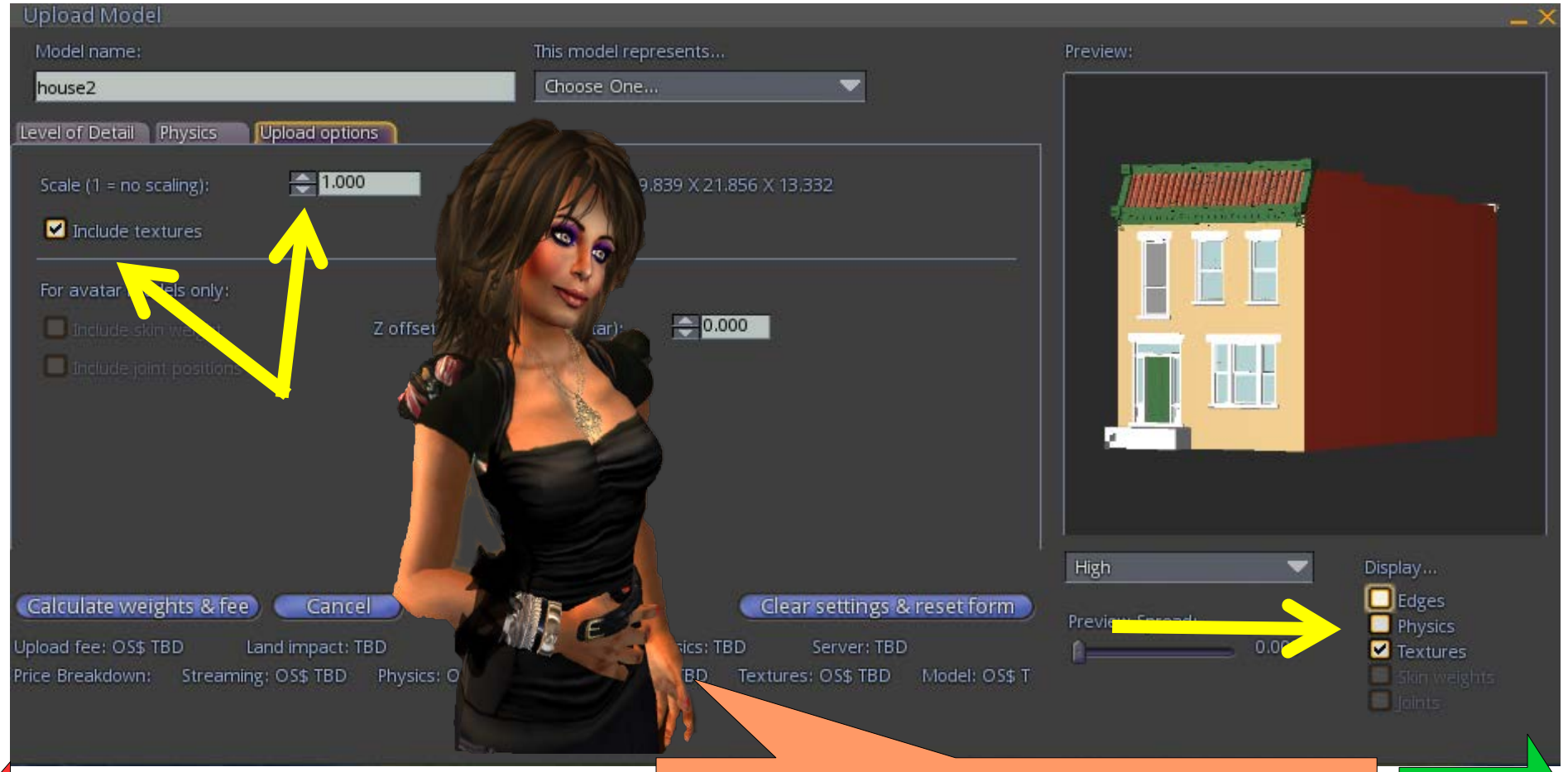
No change here select lowest is simpler and hit analyse.



Done.

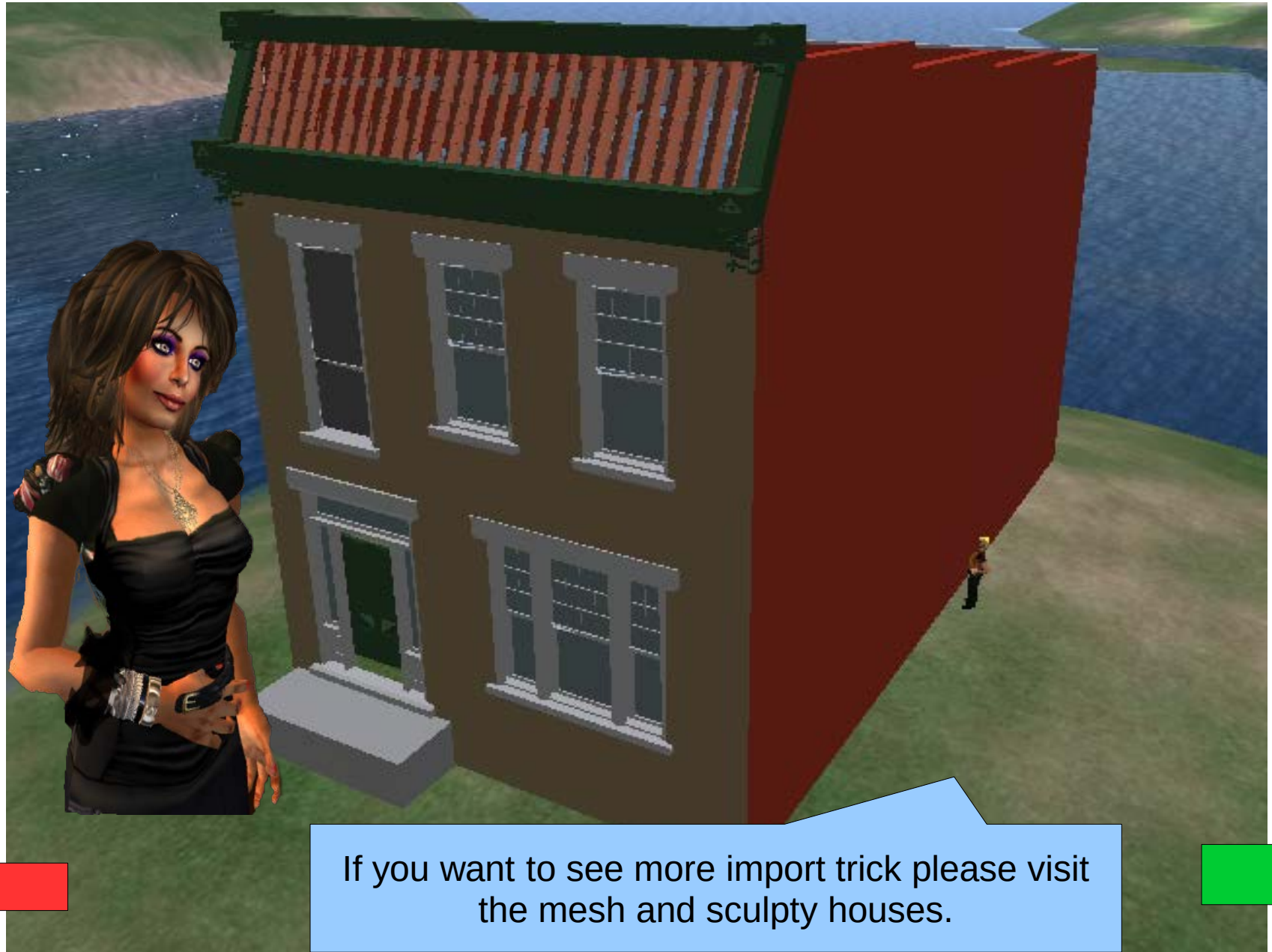
Mesh-Import

If you scale it in blender you dont need to do it here.Dont forget to include texture.



I selected textures in the window. I see that the house is much nicer

Mesh-Import



If you want to see more import trick please visit the mesh and sculpty houses.

Mesh-Import

SUMMARY:

- In the import window you have to address all three tabs.
- Use default in triangle as a start test.
- Use minimum physic in physical tab and hit analyse.
- In texture tab Include texture and scale to appropriate size.
- Note that Its easier to enlarge then to reduce scale in opensim. .
- Check the little picture on the right hand side.
- Its often the case that normal are not correctly adjusted.
- There is a button you can try on first tab to adjust normal.
- It rarely work for me so I use blender to recalculate normal outside.
- See continuation in mesh and sculpty houses north of here.
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