Mesh-Import-part 3

Hello I have tried to correct the eaves of the house and it does not work.?.


KATOR LEGAZ 3D MODELS

Neoclassical House (modified)

 This model is in Blender 3D format.

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

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I still see something on the eaves part that is not correct.

And you try correcting the normals the way we learn in part 1 or 2 and it did not do.

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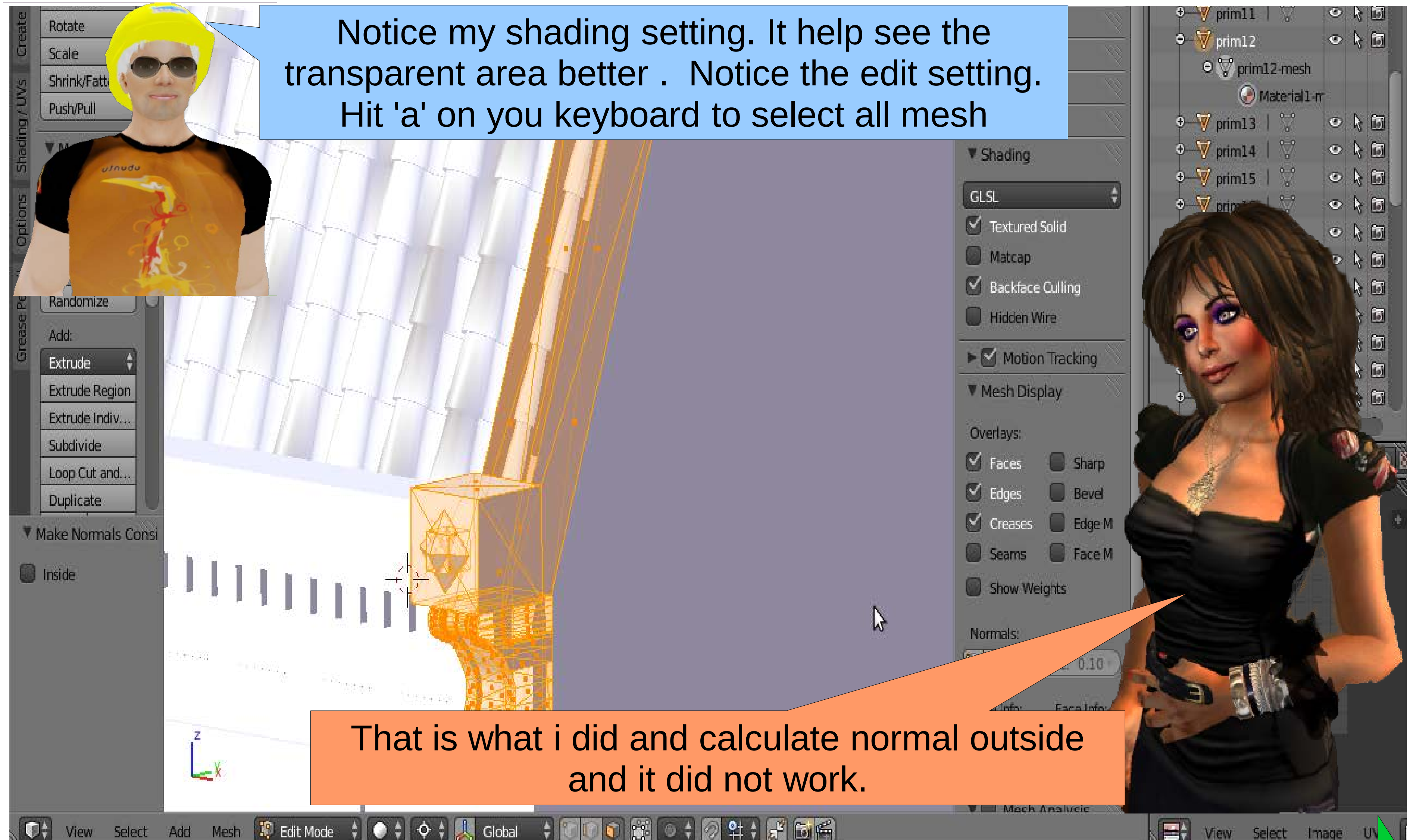

Notice my shading setting. It help see the transparent area better . Notice the edit setting. Hit 'a' on you keyboard to select all mesh

That is what i did and calculate normal outside and it did not work.

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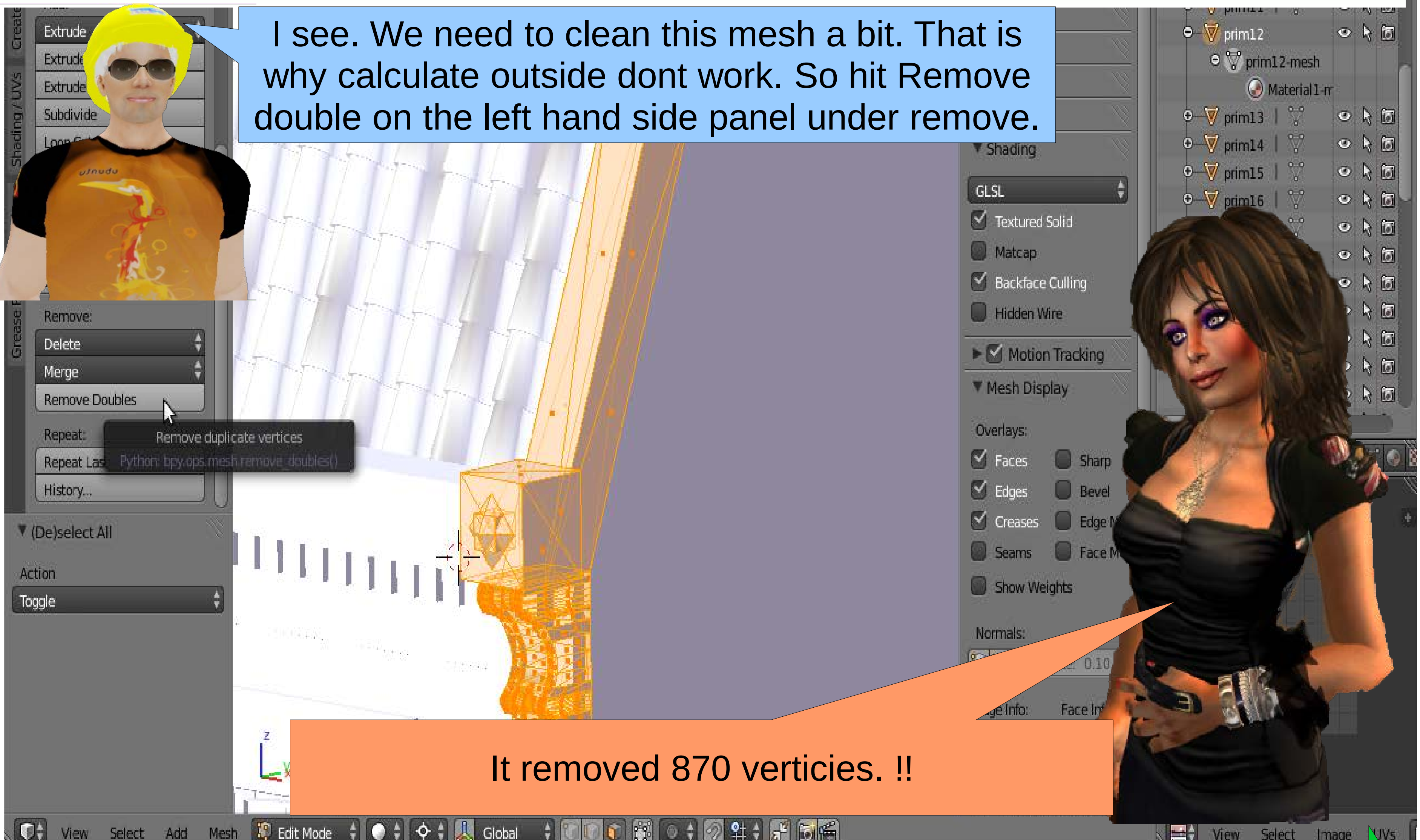
I see. We need to clean this mesh a bit. That is why calculate outside dont work. So hit Remove double on the left hand side panel under remove.



It removed 870 verticies. !!

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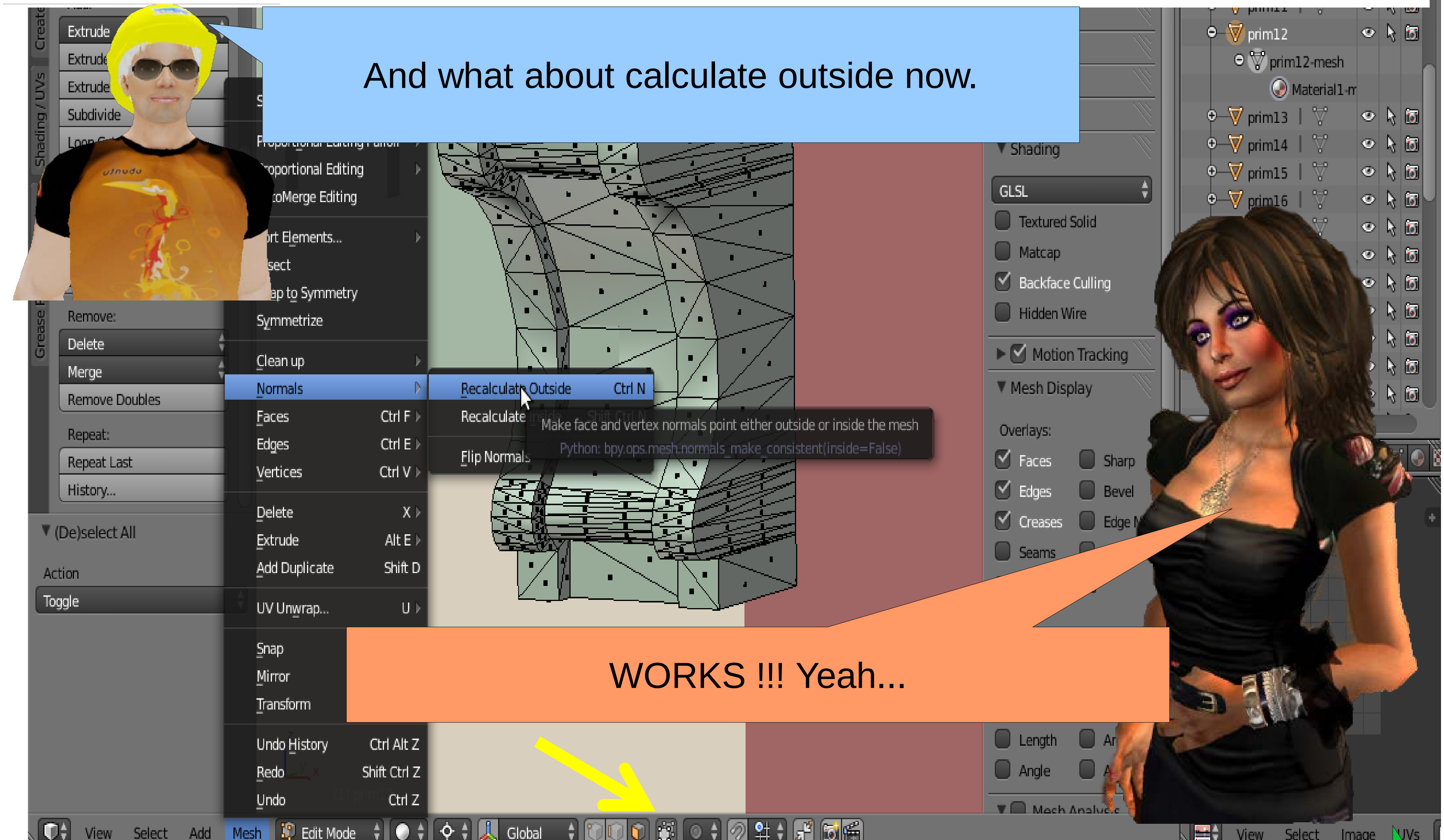
And what about calculate outside now.



WORKS !!! Yeah...

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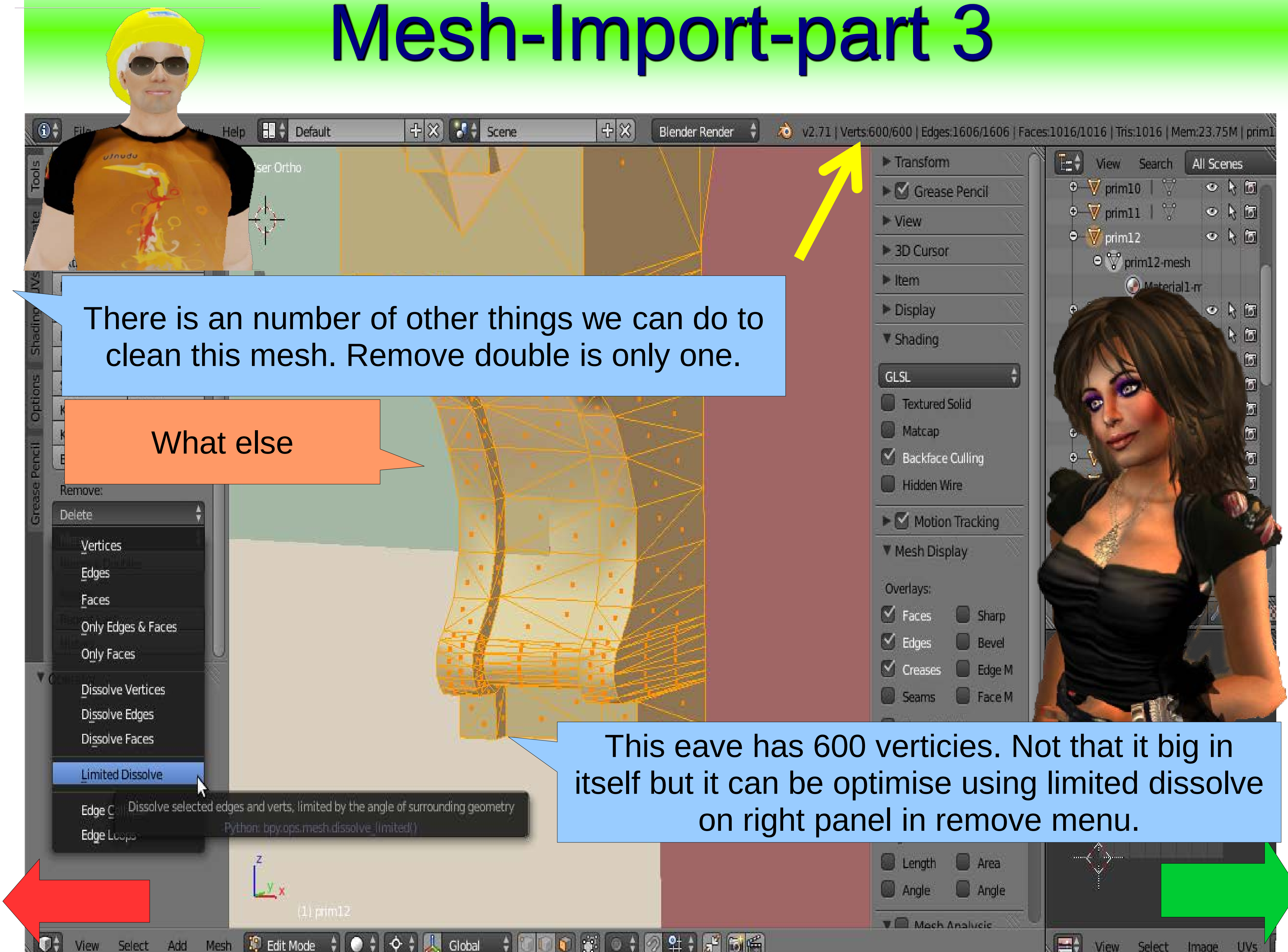

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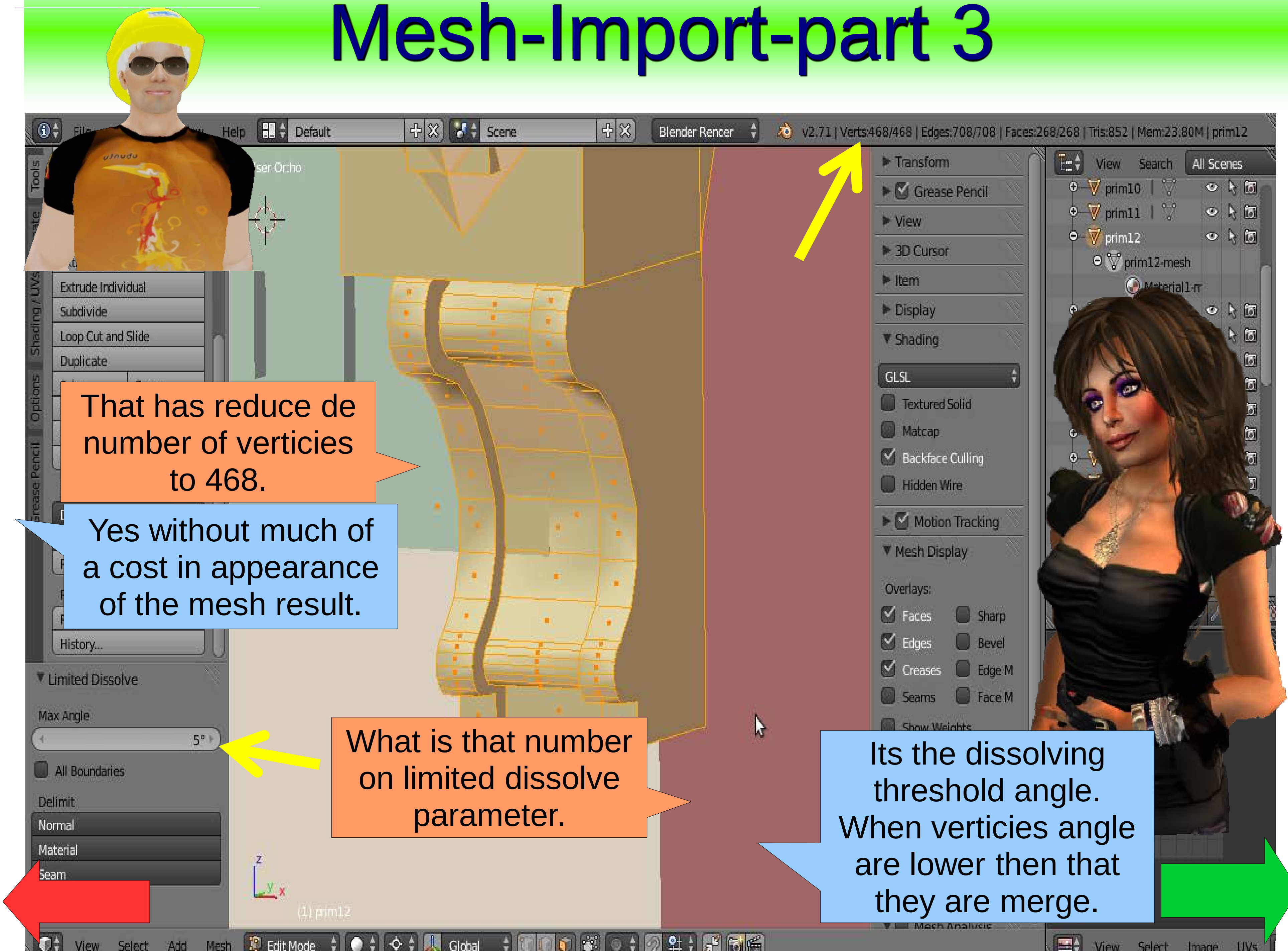

That has reduce de number of verticies to 468.

Yes without much of a cost in appearance of the mesh result.

What is that number on limited dissolve parameter.

Its the dissolving threshold angle. When verticies angle are lower then that they are merge.

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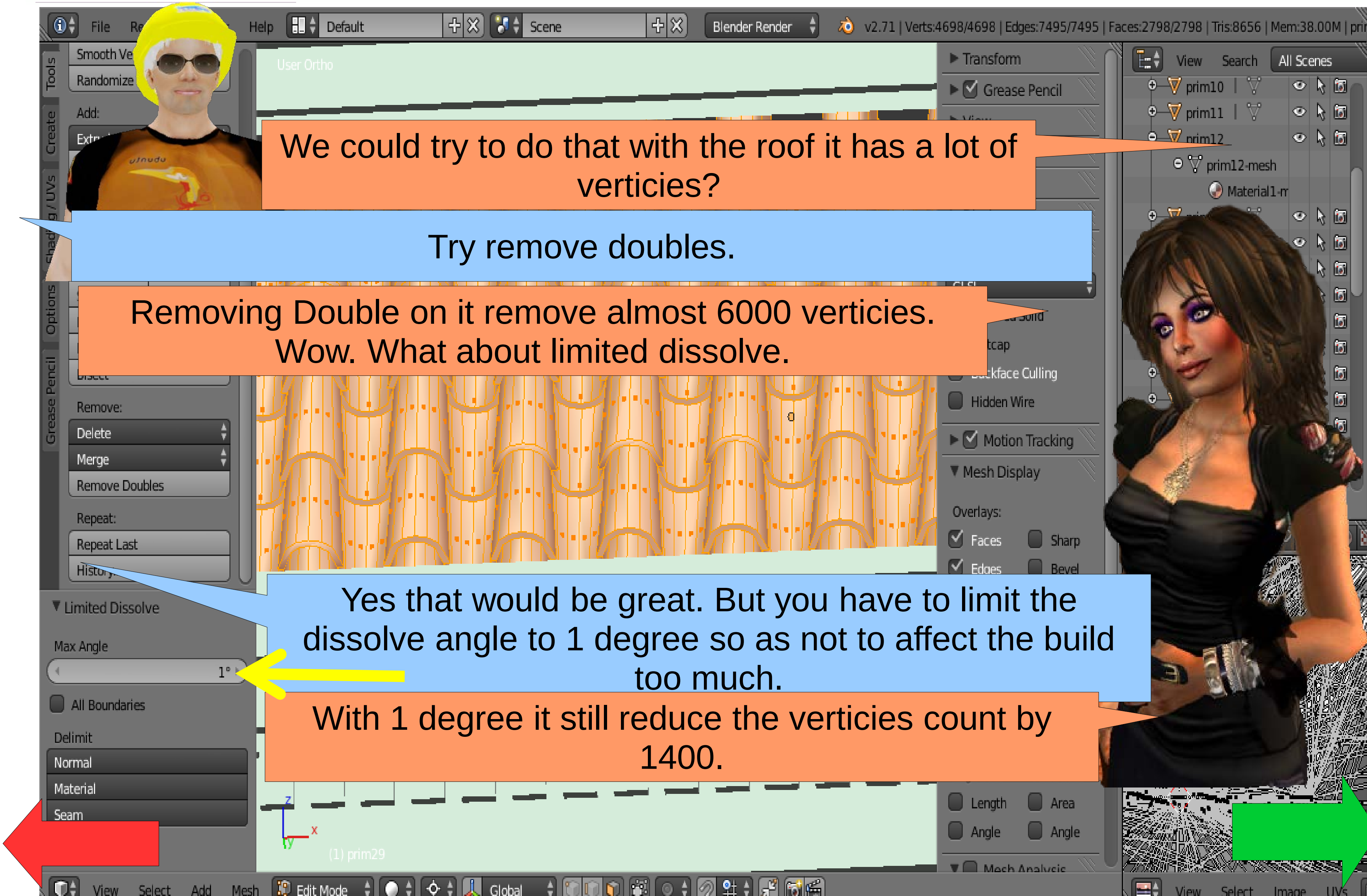

We could try to do that with the roof it has a lot of verticies?

Try remove doubles.

Removing Double on it remove almost 6000 verticies. Wow. What about limited dissolve.

Yes that would be great. But you have to limit the dissolve angle to 1 degree so as not to affect the build too much.

With 1 degree it still reduce the verticies count by 1400.

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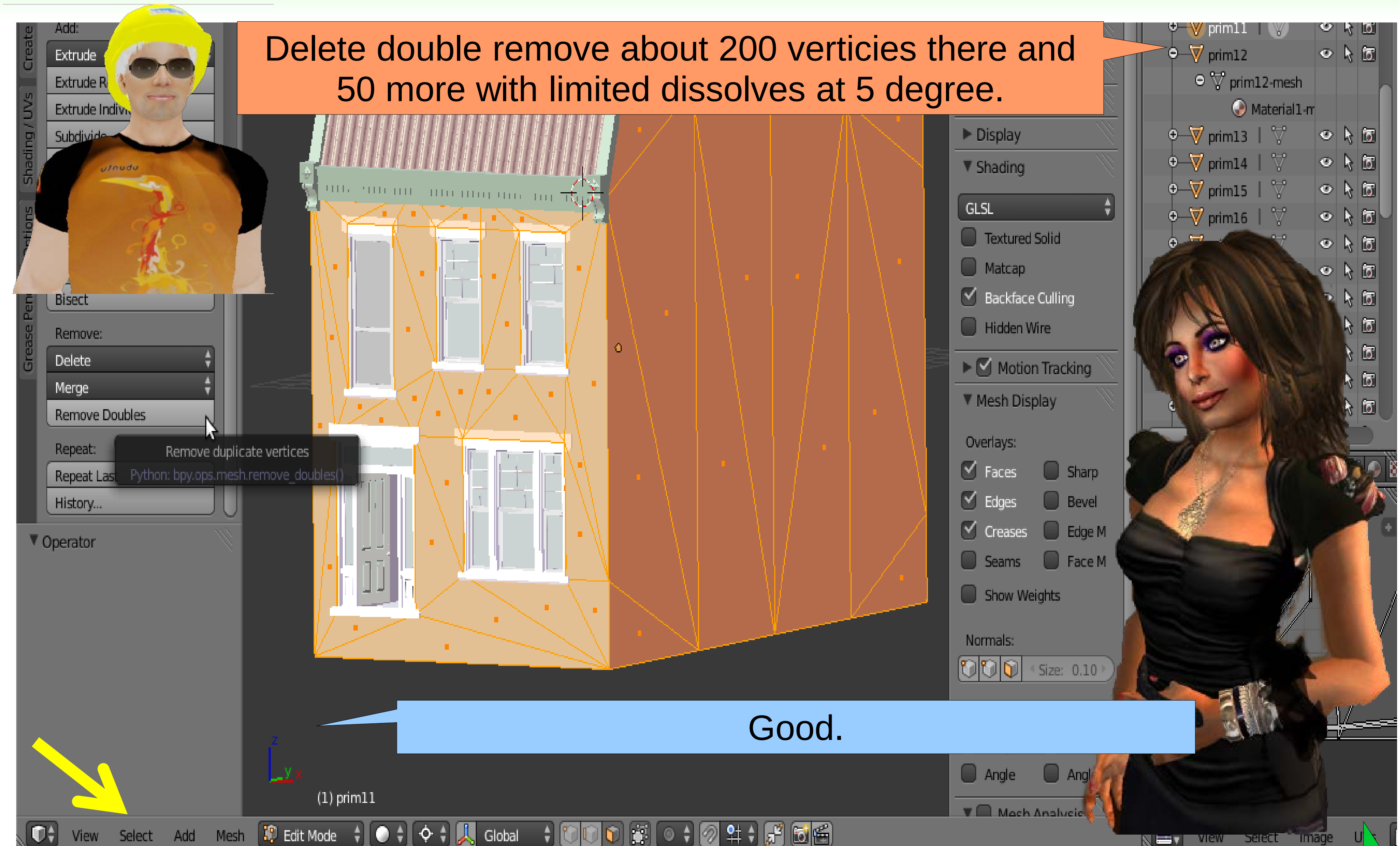
Delete double remove about 200 verticies there and 50 more with limited dissolves at 5 degree.



Good.

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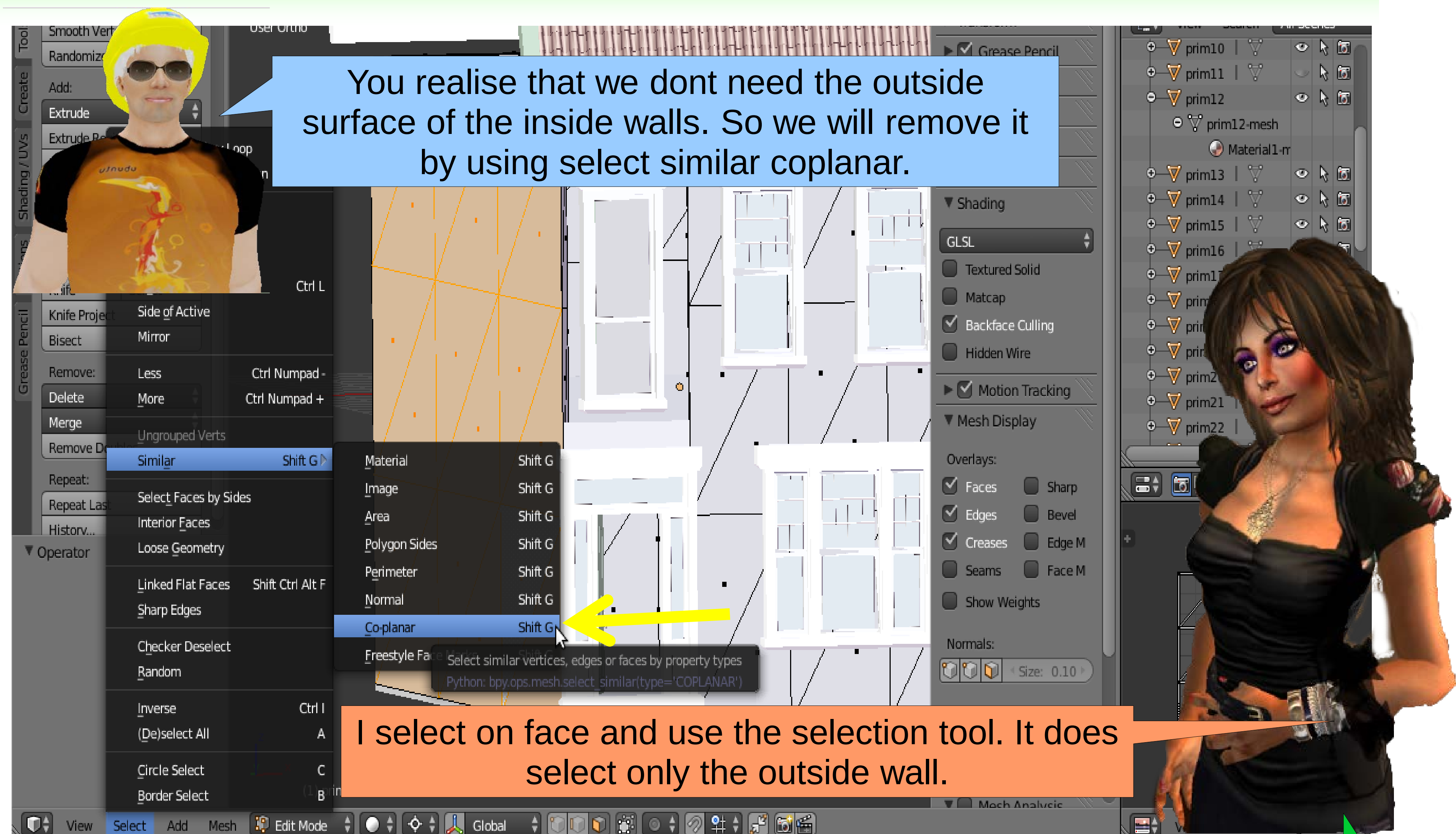

You realise that we dont need the outside surface of the inside walls. So we will remove it by using select similar coplanar.

I select on face and use the selection tool. It does select only the outside wall.

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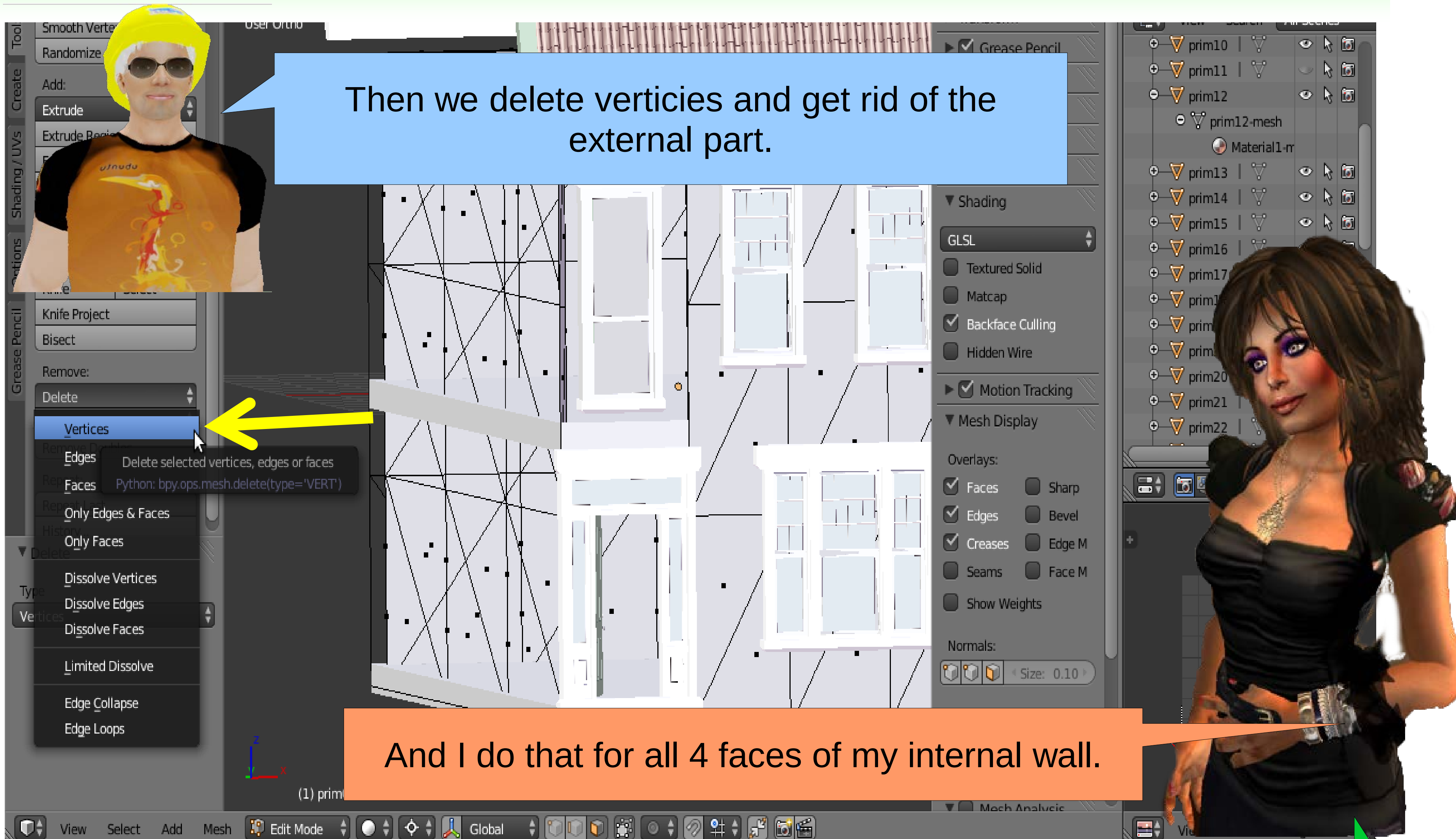

Then we delete verticies and get rid of the external part.

And I do that for all 4 faces of my internal wall.

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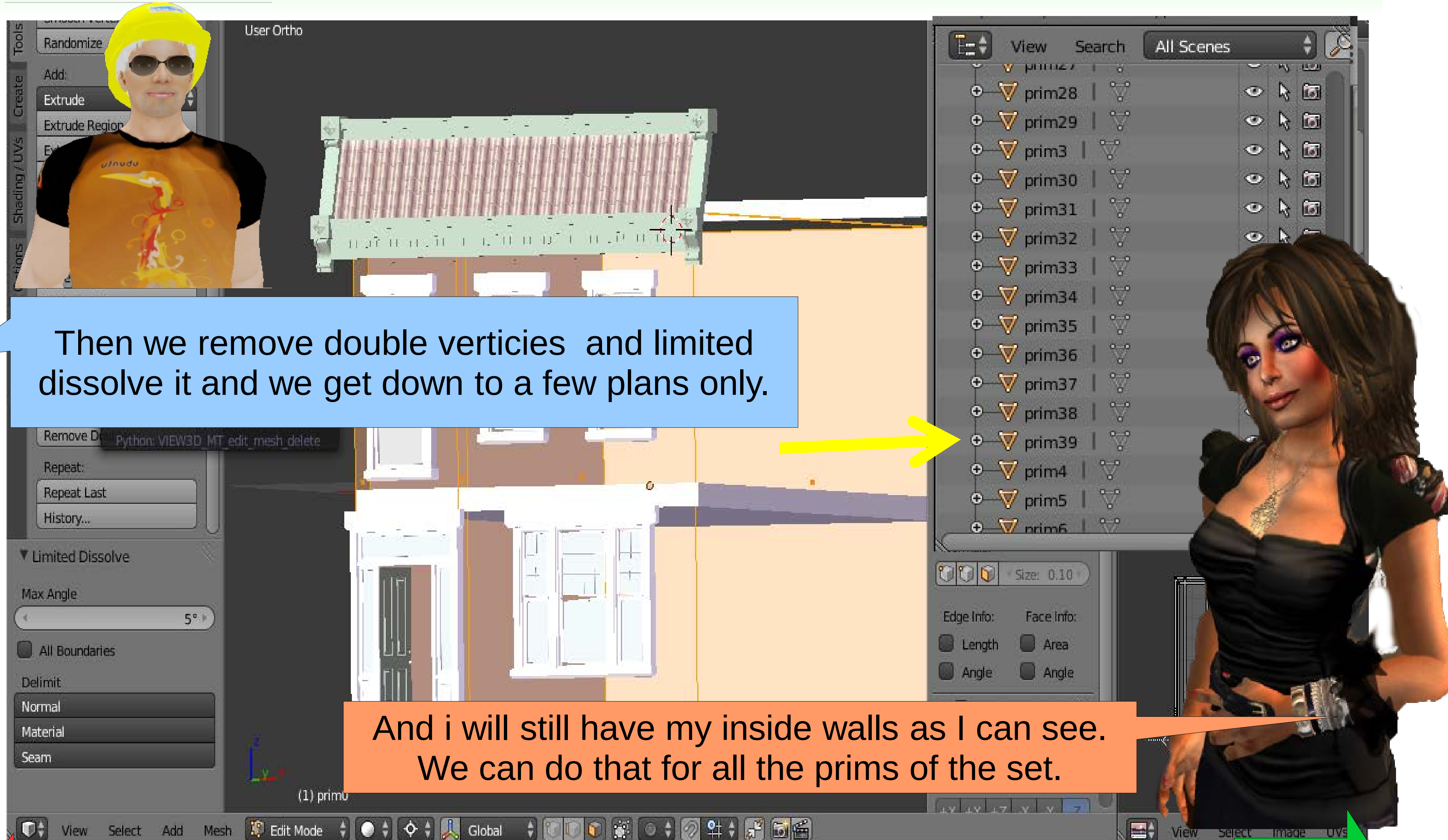
Then we remove double verticies and limited dissolve it and we get down to a few plans only.



And i will still have my inside walls as I can see.
We can do that for all the prims of the set.

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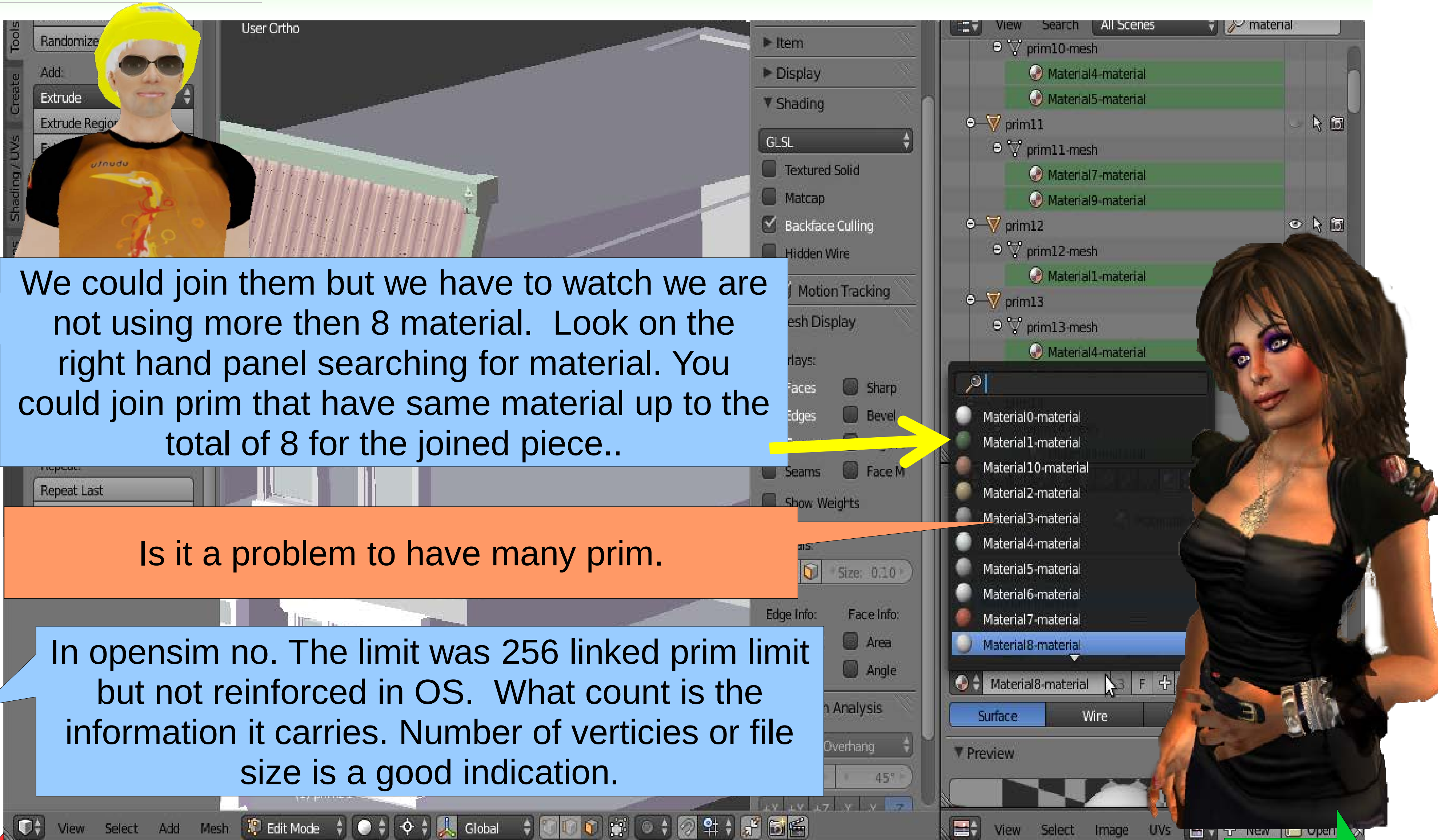

We could join them but we have to watch we are not using more then 8 material. Look on the right hand panel searching for material. You could join prim that have same material up to the total of 8 for the joined piece..

Is it a problem to have many prim.

In opensim no. The limit was 256 linked prim limit but not reinforced in OS. What count is the information it carries. Number of verticies or file size is a good indication.

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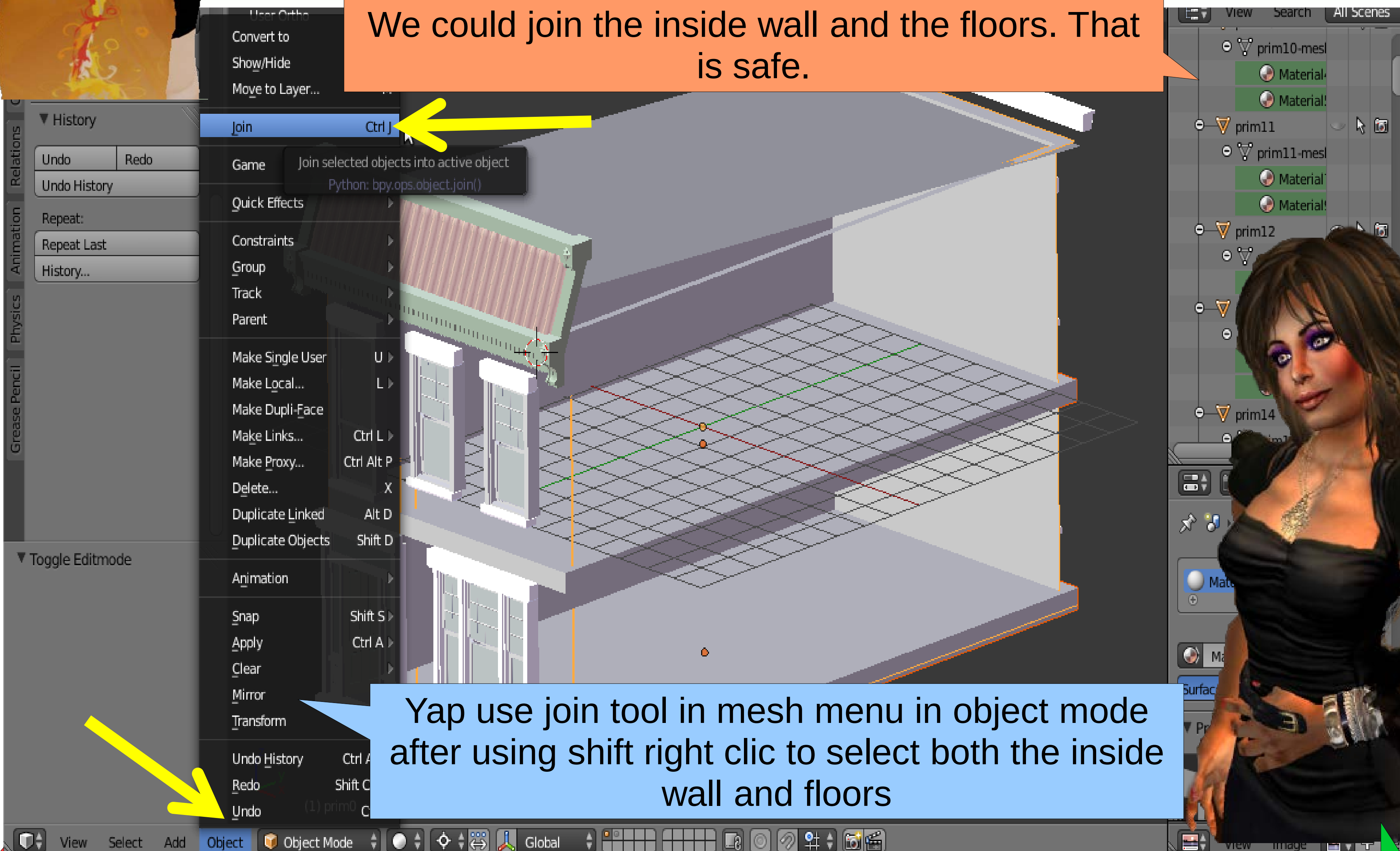

We could join the inside wall and the floors. That is safe.

Yap use join tool in mesh menu in object mode after using shift right clic to select both the inside wall and floors

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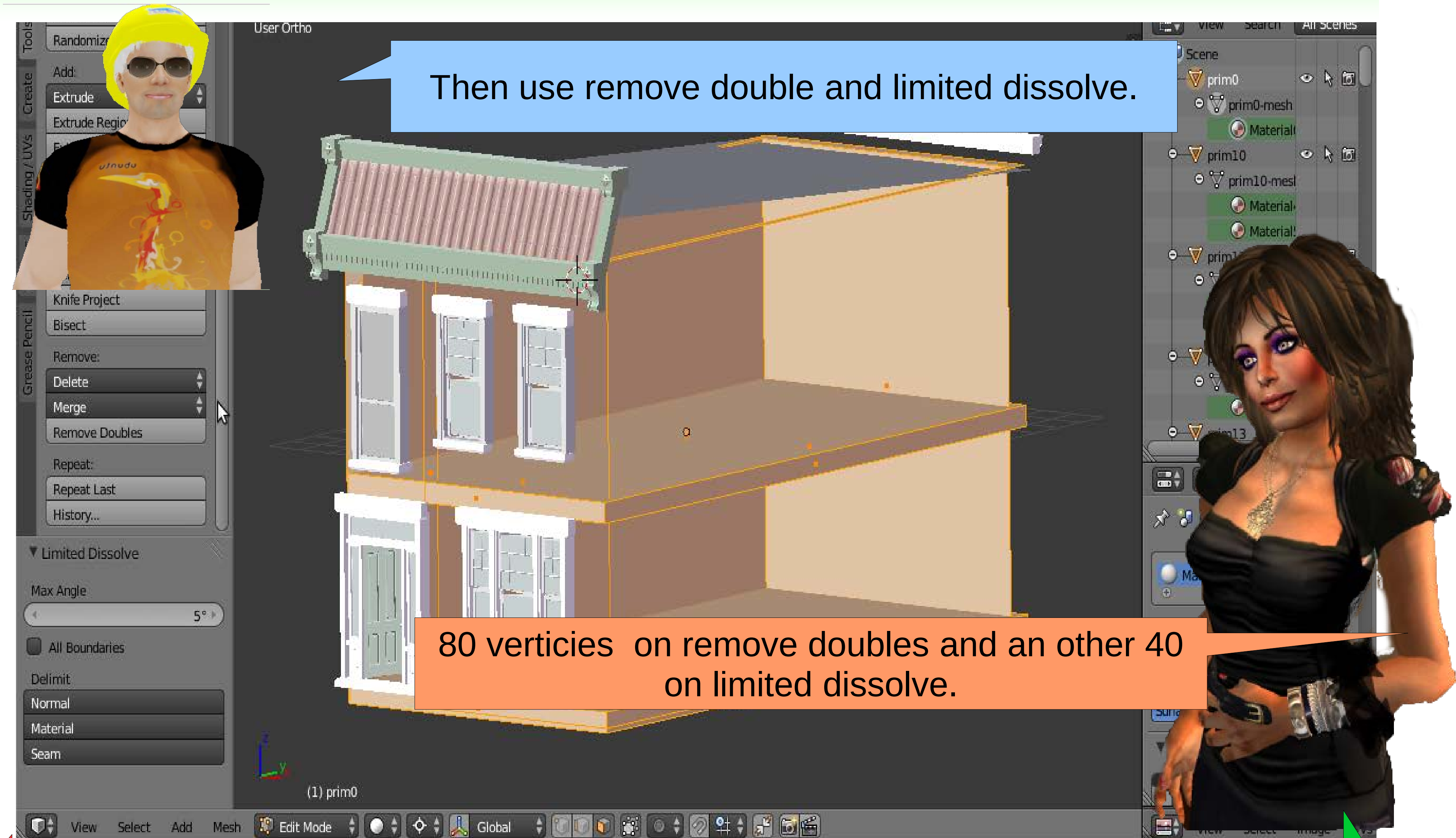

Then use remove double and limited dissolve.

80 verticies on remove doubles and an other 40 on limited dissolve.

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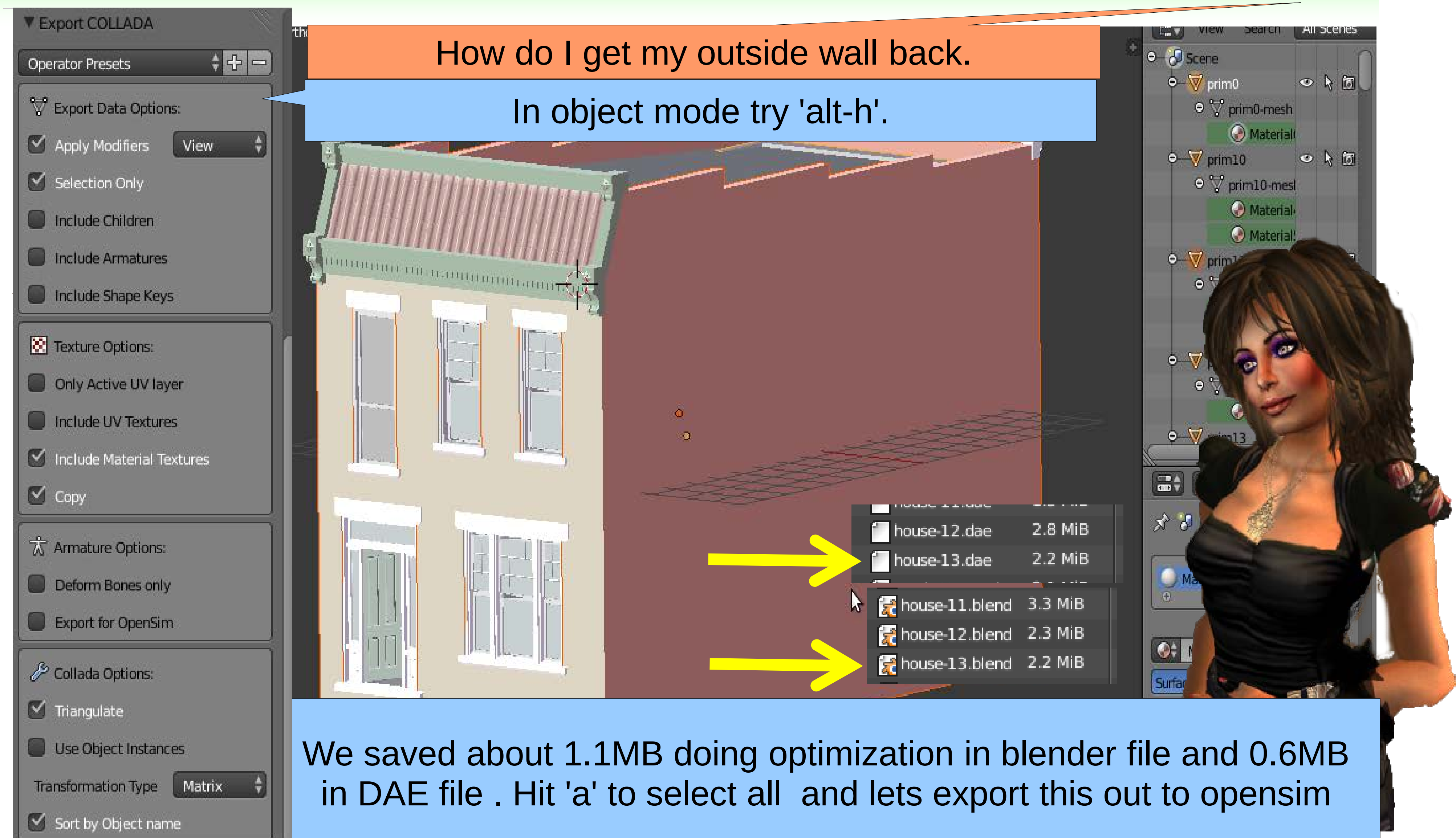
How do I get my outside wall back.

In object mode try 'alt-h'.



We saved about 1.1MB doing optimization in blender file and 0.6MB in DAE file . Hit 'a' to select all and lets export this out to opensim

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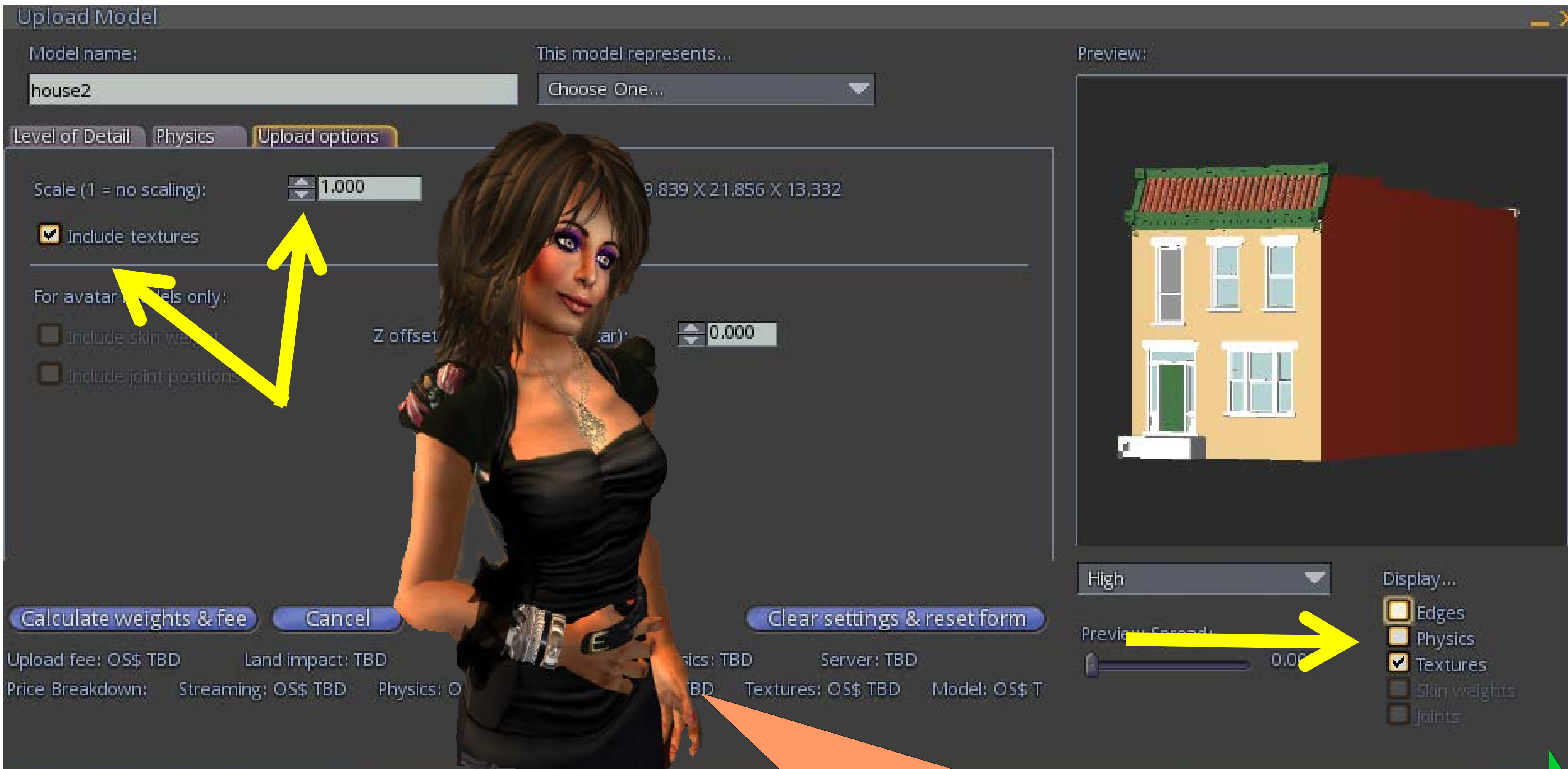
Import in opensim like you did before. LOD, Physic and Texture.



Yes done lets see the result

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All nice thanks. That was a bit more work then just copy from internet.

Yap, you can appreciate it better now. ...

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SUMMARY:

- We work on mesh optimisation and correction.
- Main blender tools we saw are remove double, and limited dissolved.
- We remove unecessary faces and verticies from wall and floor..
- We also join separate object to make one. This reduce the number of linked part in opensim.
- The result is about 30% less load for server and viewer.

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