Mesh-Import
Physic shape

I would like to import this mesh model.
http://tf3dm.com/3d-models/dancer03/1/obj

Same work as importing any other mesh..

Mesh-Import
Physic

We will add a UV window on the side panel. To do that locate your mouse at the boarder of the 3d panel and then right side to get the split option.

My mouse at the jonction of the right side panel. Ok

Hit split you will see a line appear. Just divide it like you feel for now its easy to adjust after.

Split

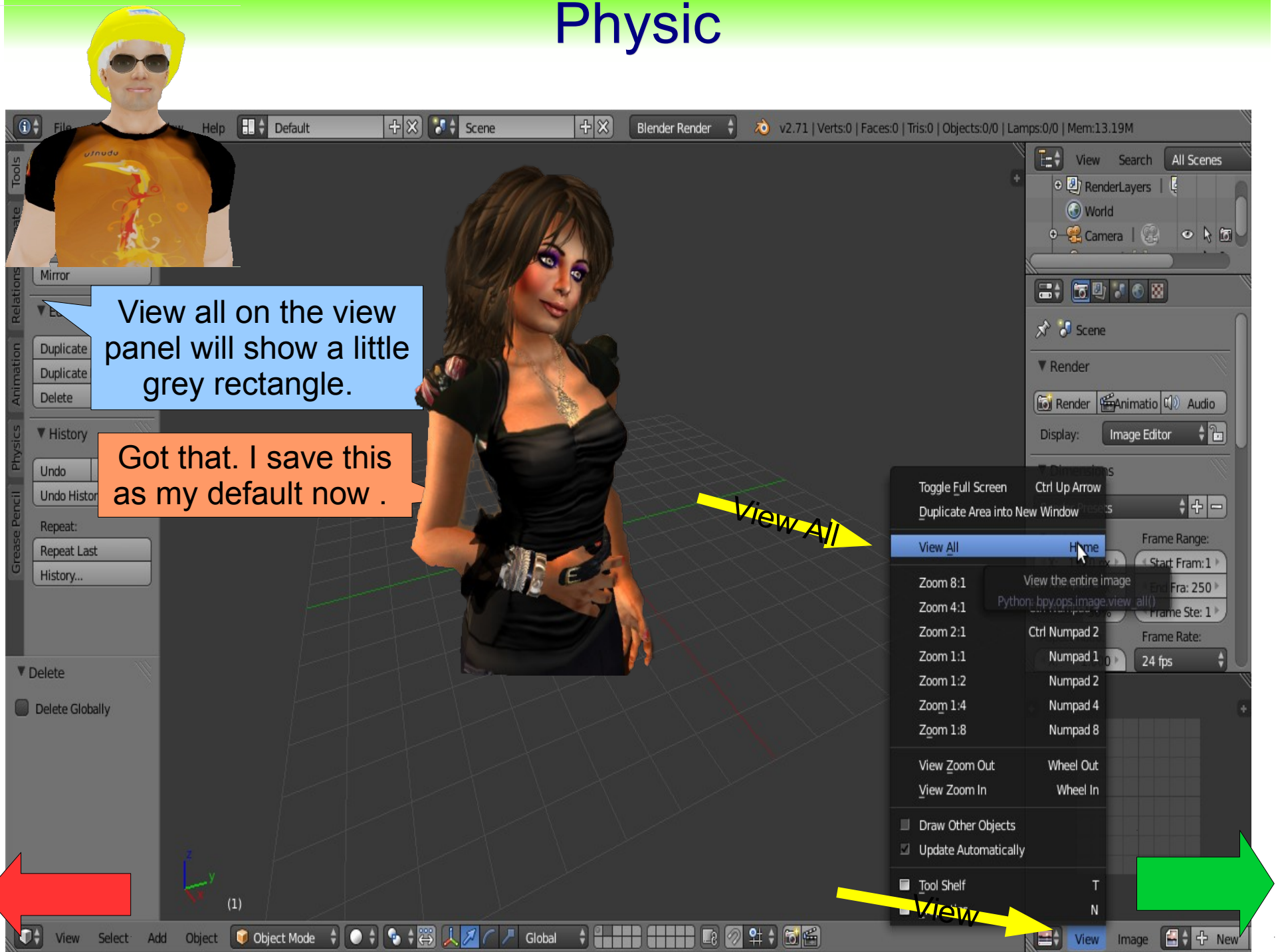
Area Options

Split Area

Split selected area into new windows

Python: bpy.ops.screen.area_split(mouse_x=1114, mouse_y=105)

Mesh-Import
Physic

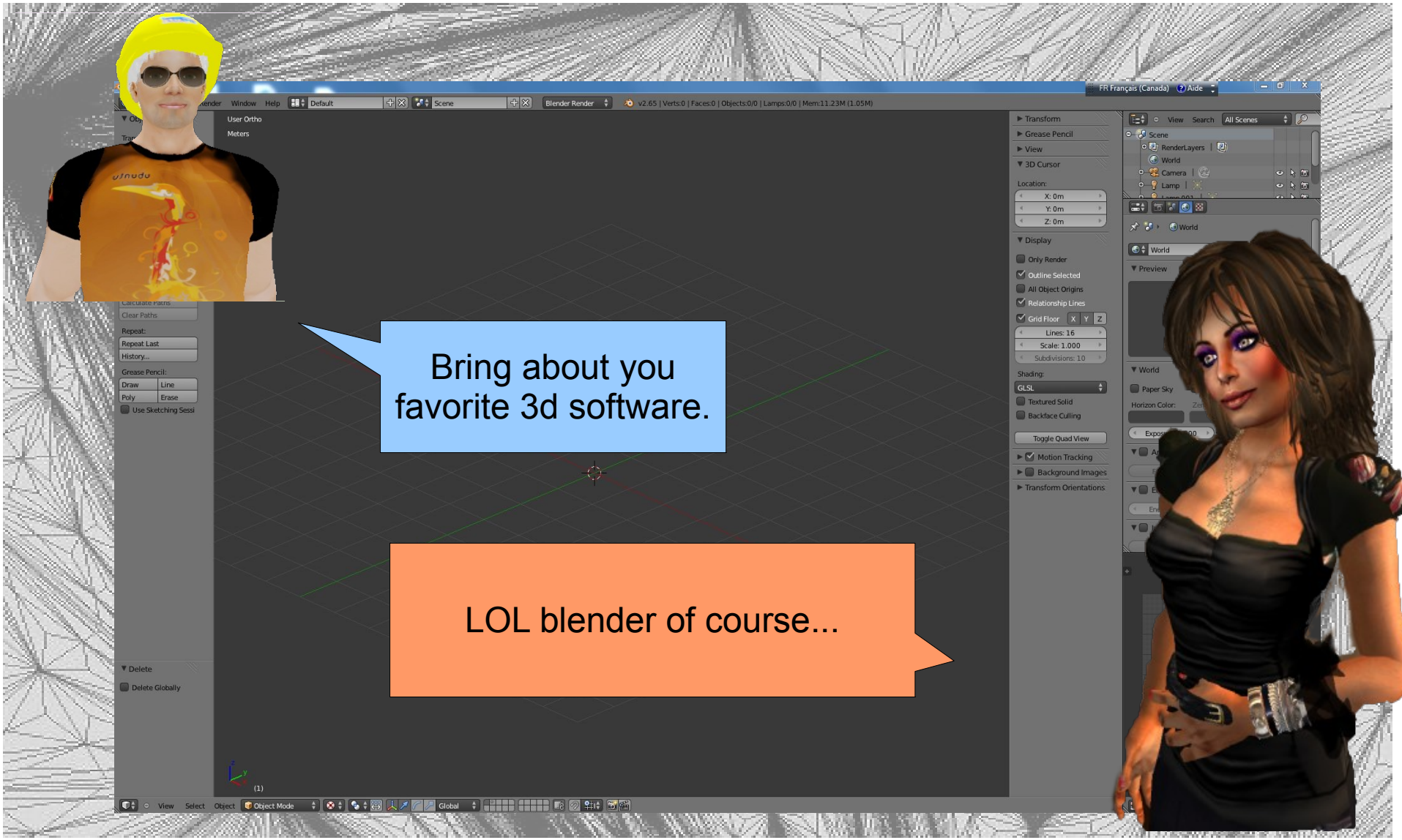


Mesh-Import
Physic

Yap save that as statup for now.

If need be I can save other settings later.

Mesh-Import
Physic



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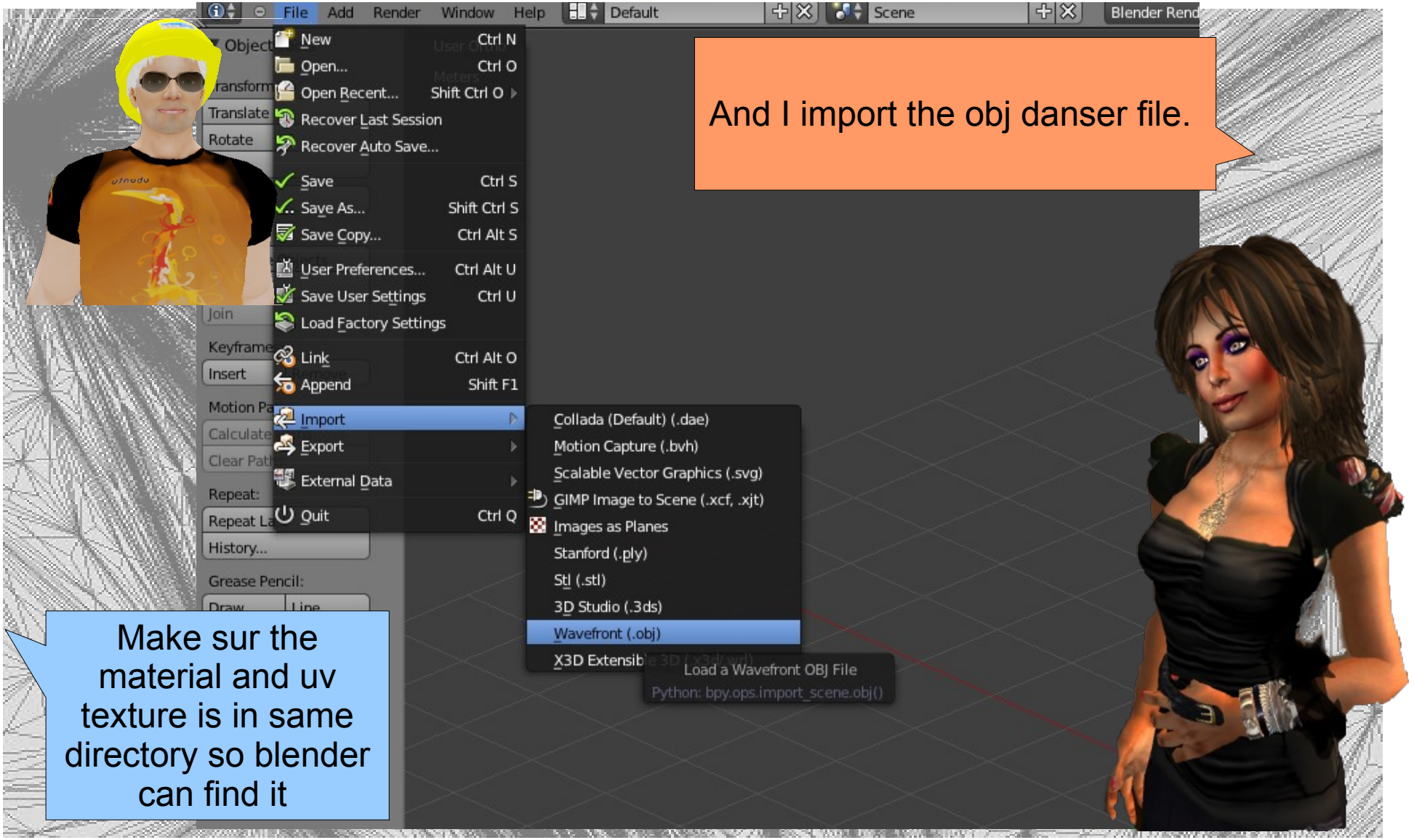
Physic



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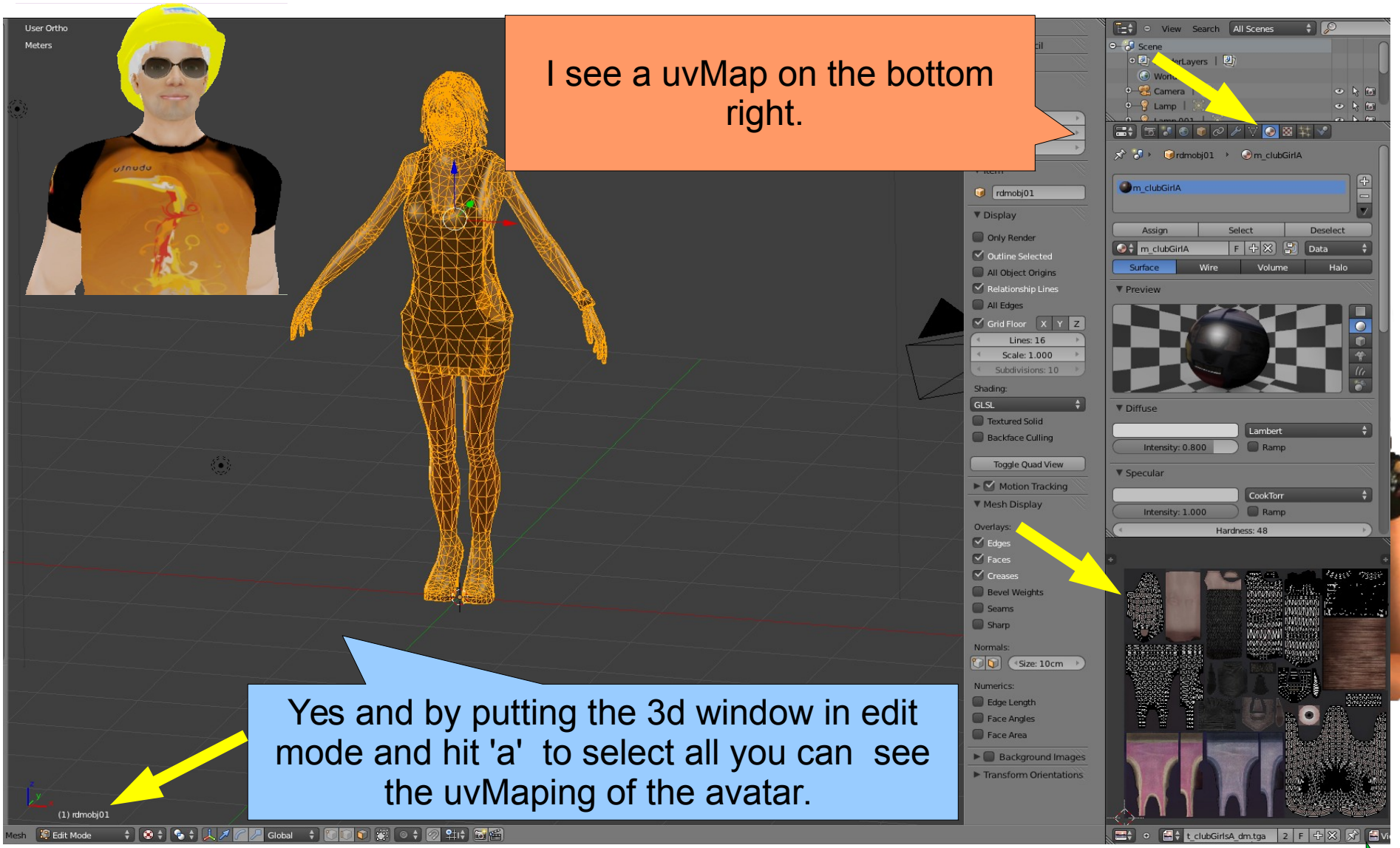
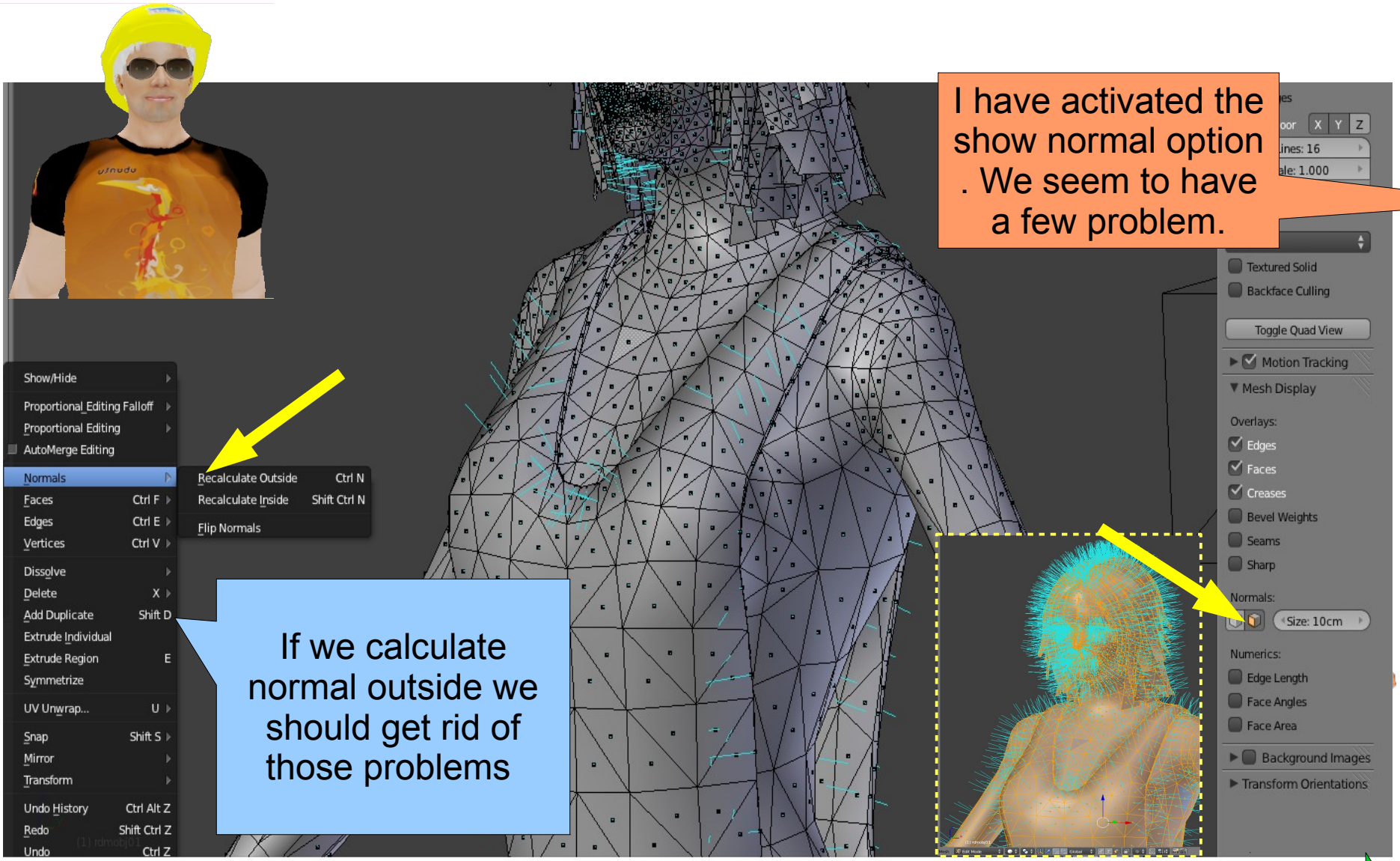
Physic



Mesh-Import
Physic



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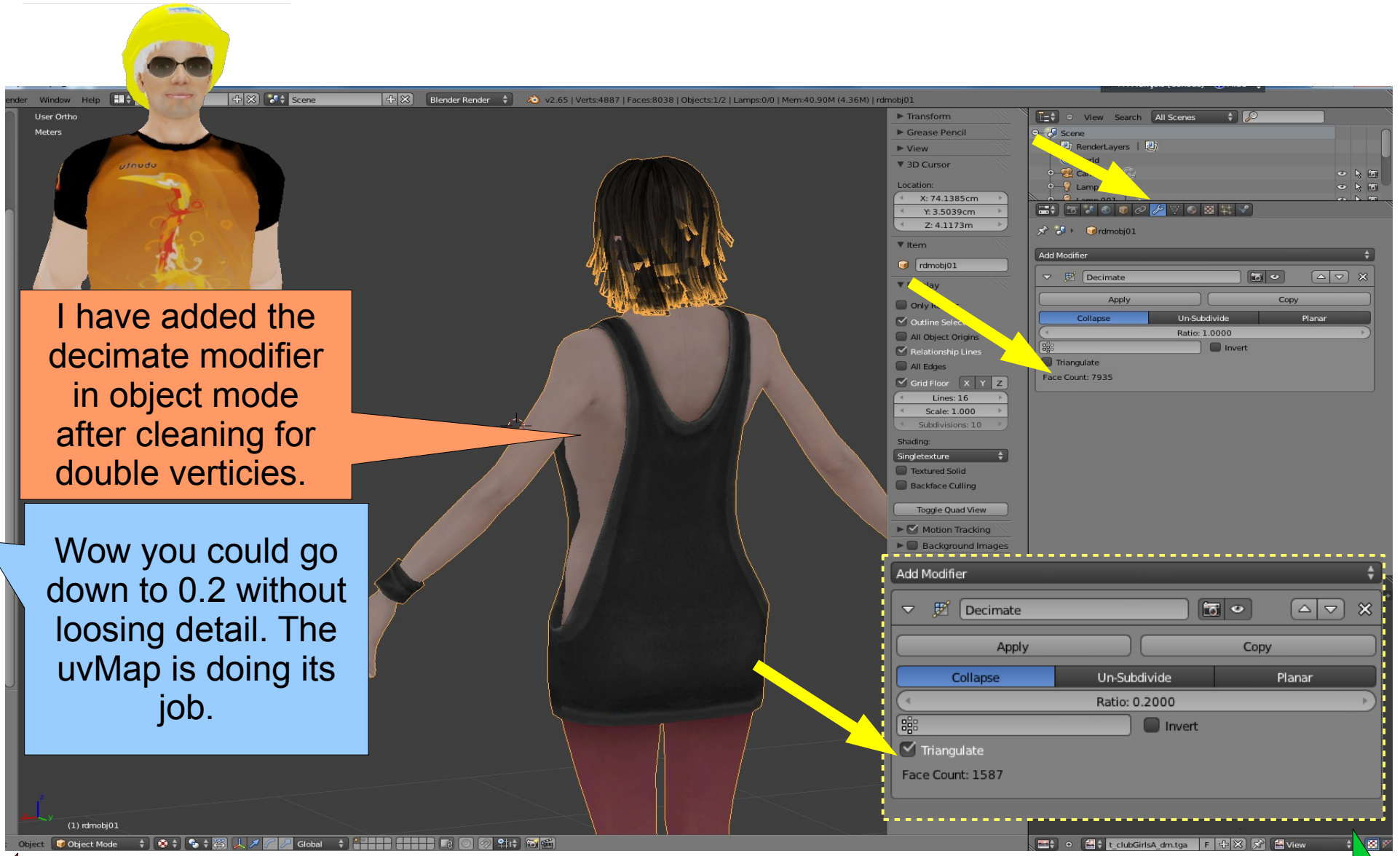
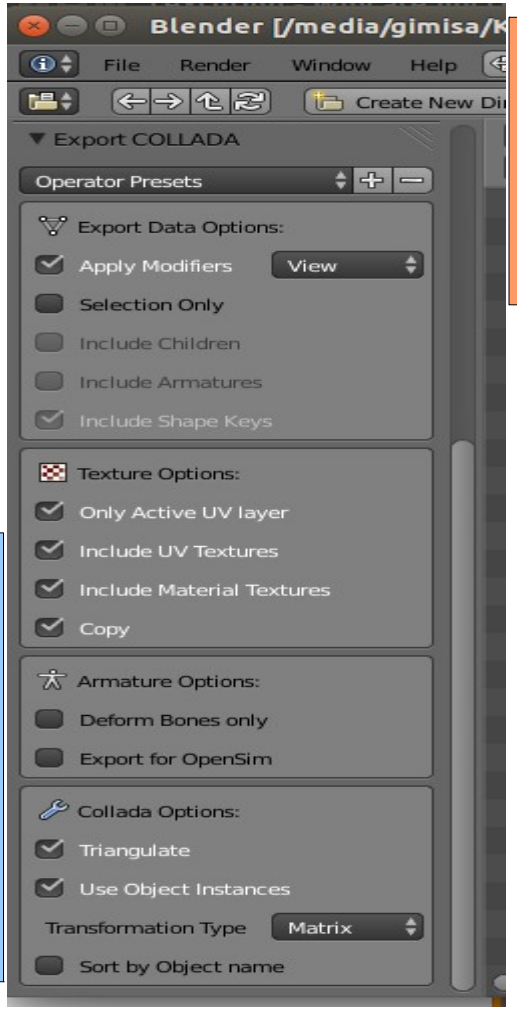
Physic



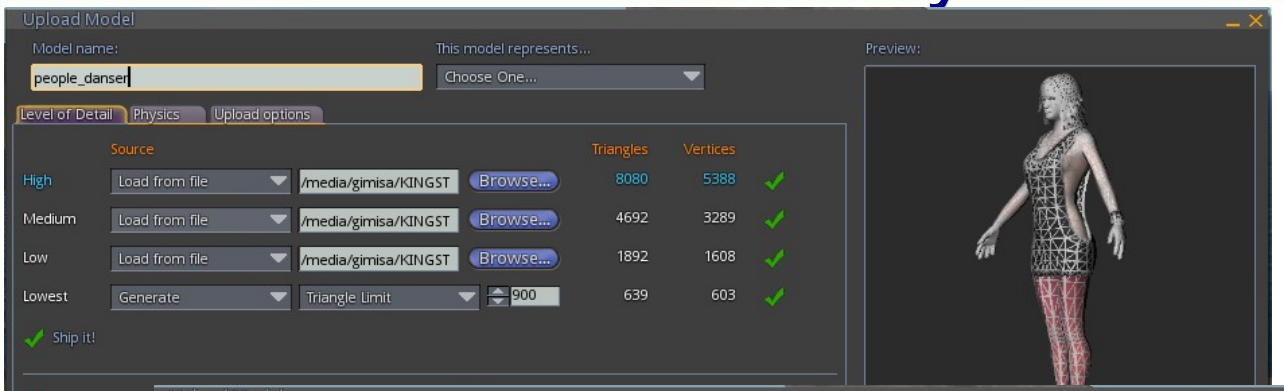
Mesh-Import
Physic

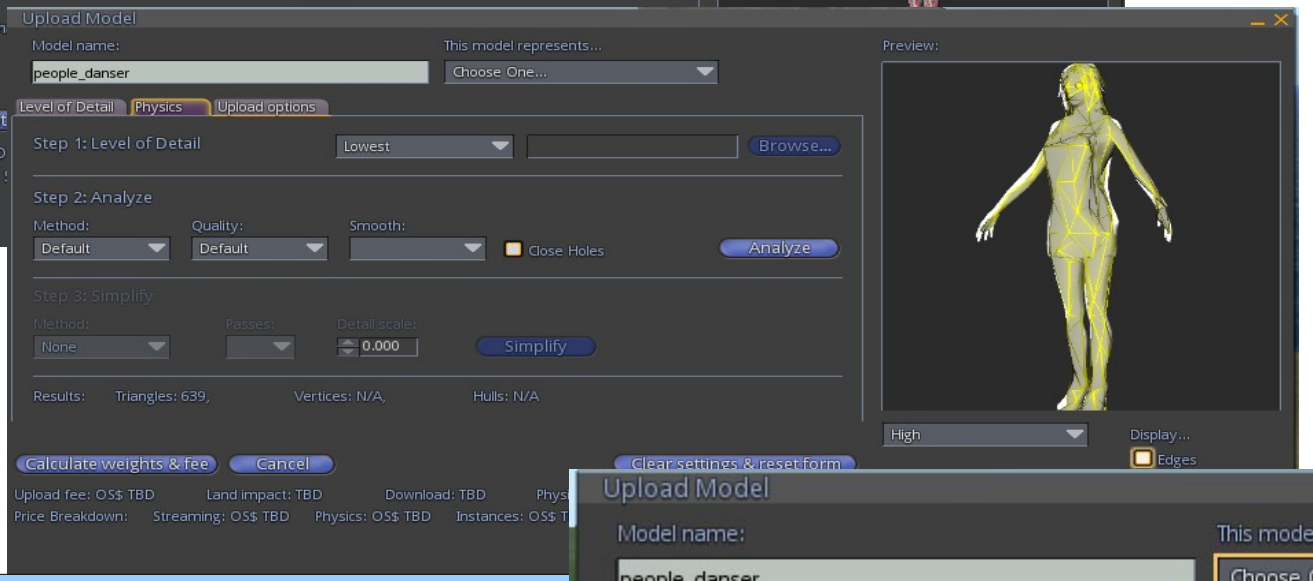


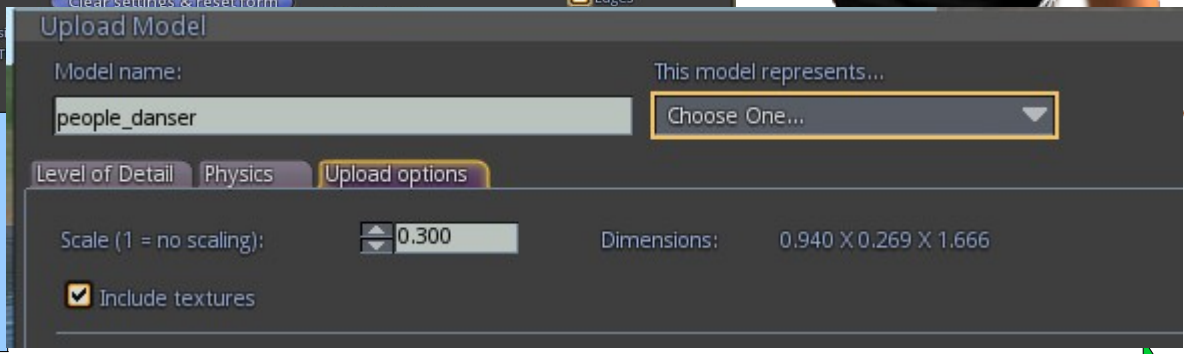
I am ready to import my mesh in opensim. But I am not sure of the options.

Yes go ahead with the option as show.
Use apply modifiers. Dont forget to tick all texture options. So you dont have to download them separately

Mesh-Import
Physic







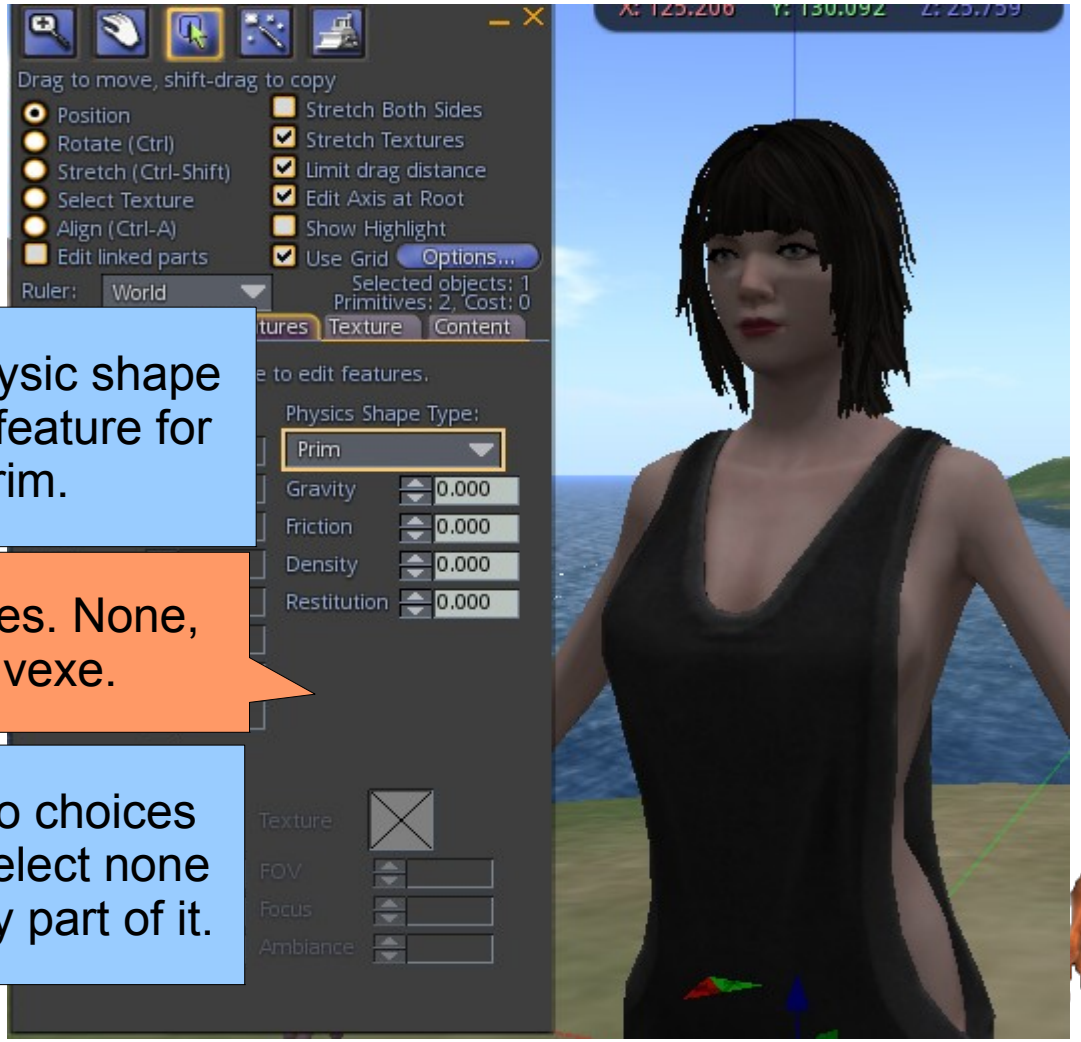
And I import in opensim.

See the number of triangle I have selected. The physic and the texture options.

Mesh-Import
Physic

Rezing her in opensim the uvMap is already applied properly.

Mesh-Import
Physic

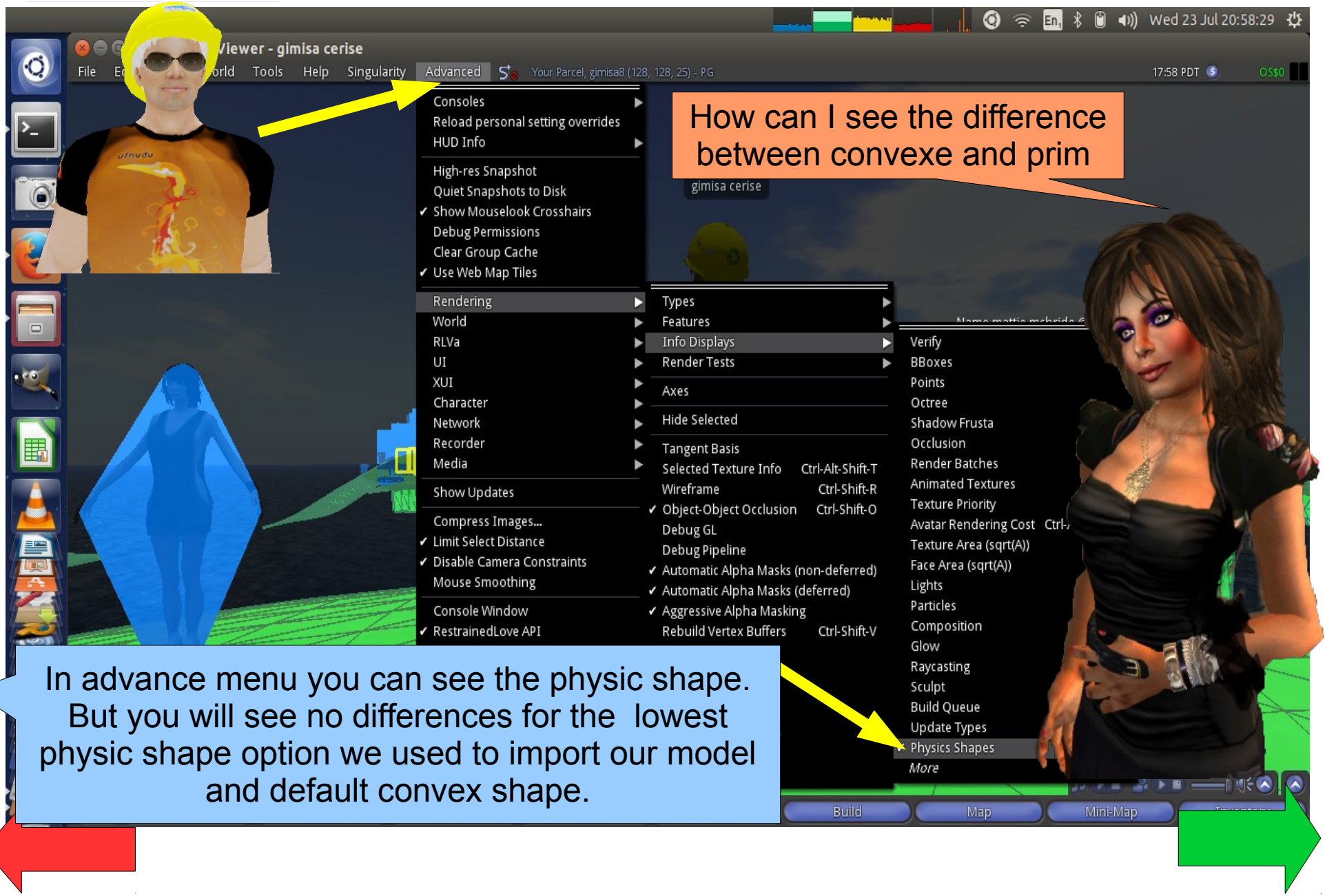


Let talk about physic shape a bit. The mesh feature for physic is prim.

I see three choices. None, prim and convexe.

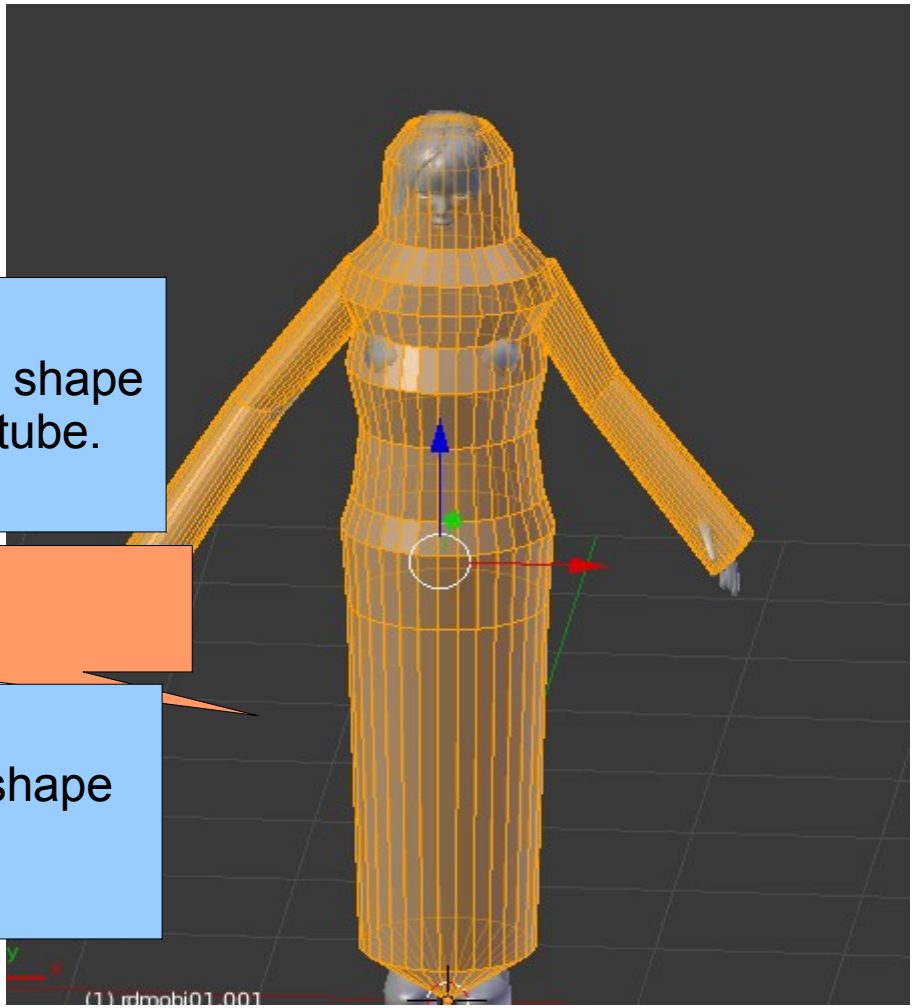
There is realy two choices cause you cant select none for an object. Only part of it.

Mesh-Import
Physic



In advance menu you can see the physic shape. But you will see no differences for the lowest physic shape option we used to import our model and default convex shape.

Mesh-Import
Physic

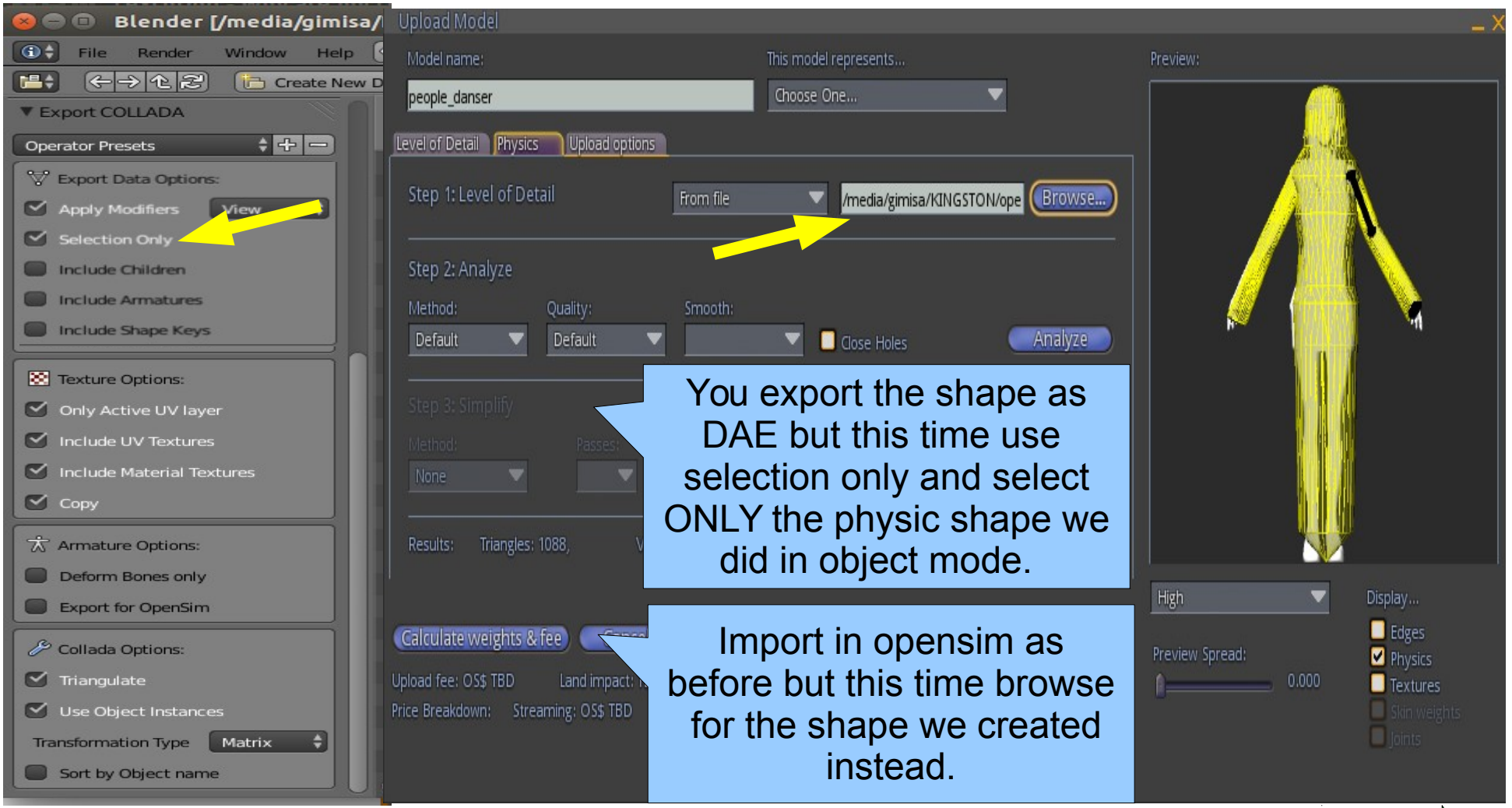


Lets quickly create a shape in blender using a tube.

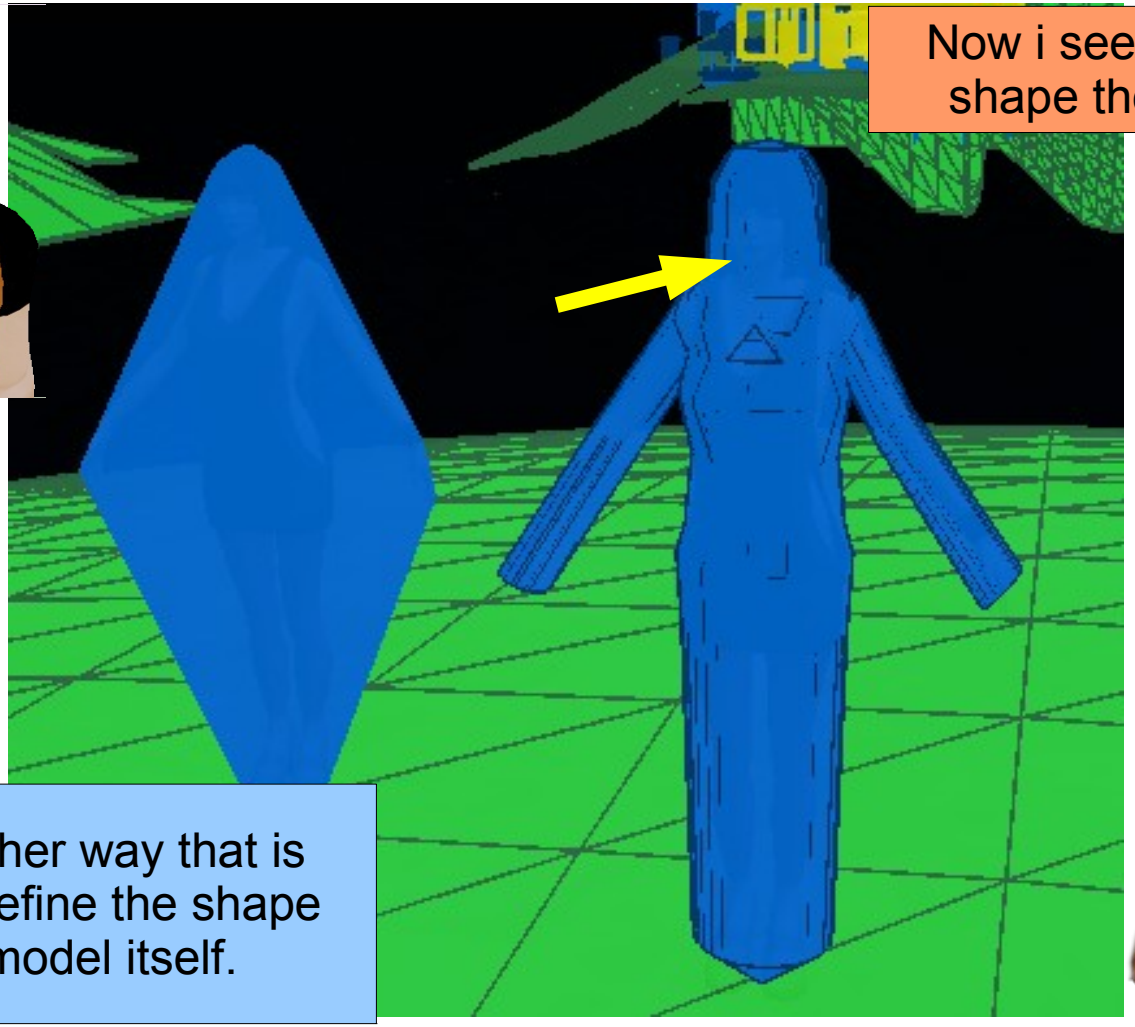
Why.

To define a physic shape for our model.

Mesh-Import
Physic



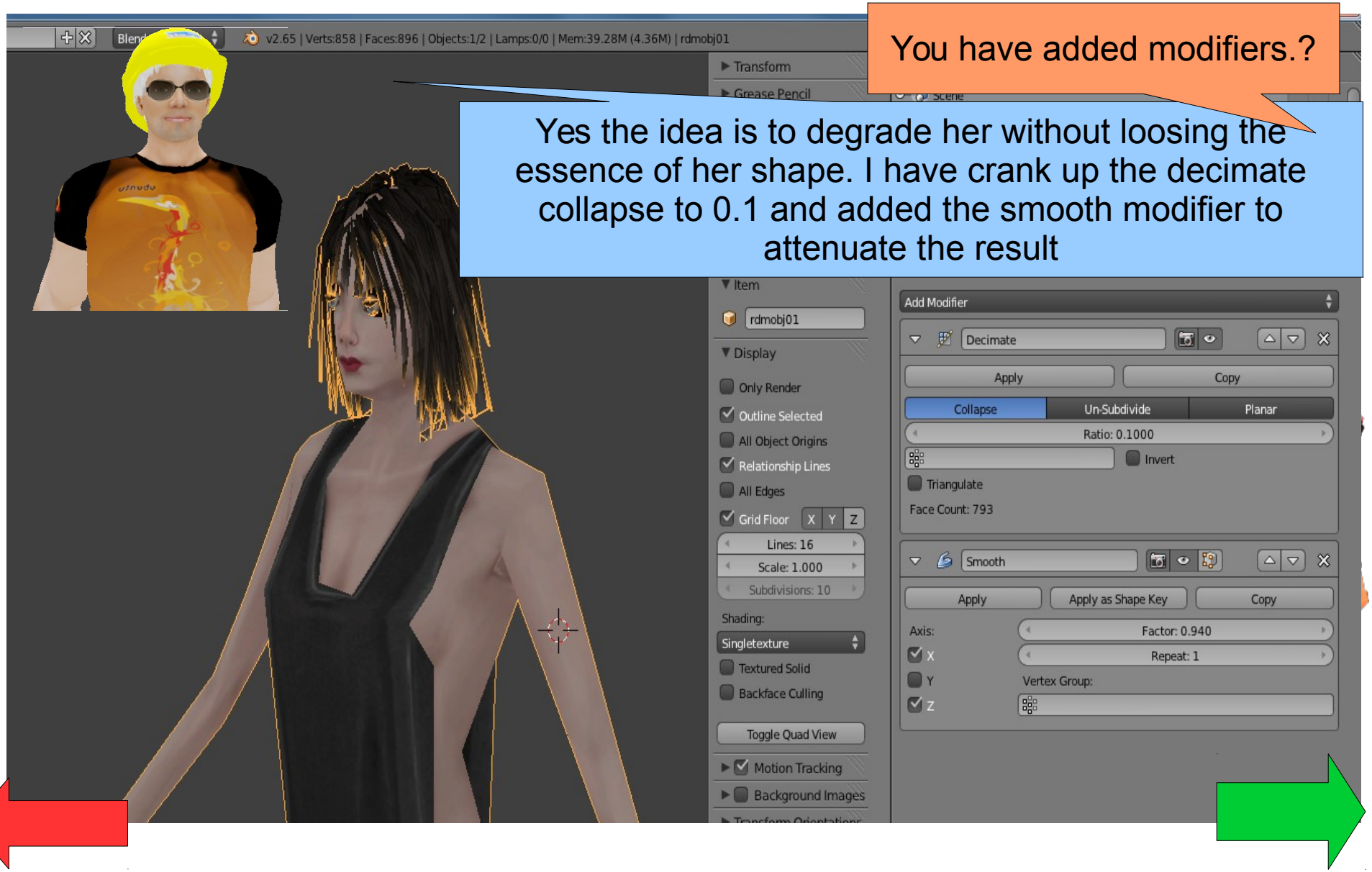
Mesh-Import
Physic



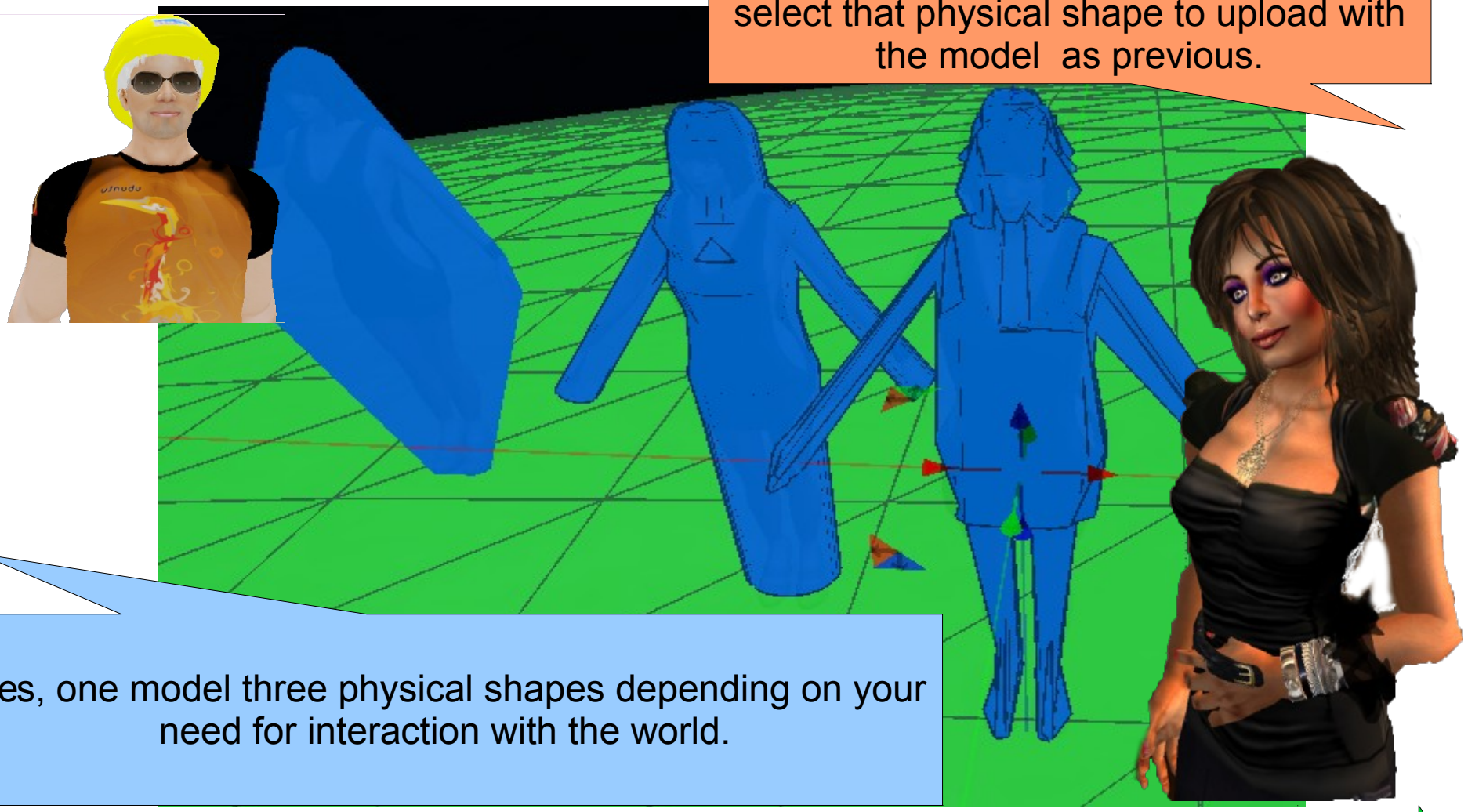
Now i see the new physic shape the model uses.

Lets try an other way that is often use to define the shape using the model itself.

Mesh-Import
Physic



Mesh-Import
Physic



I export that shape from blender and select that physical shape to upload with the model as previous.

Yes, one model three physical shapes depending on your need for interaction with the world.

Mesh-Import
physic shape

SUMMARY:

- Physic shape is the shape an object present inworld for physic interaction like collide .
- The object we upload is a woman shape.
- After cleaning and optimising in blender we upload that model in opensim using the lowest default physic shape.
- In opensim we learn how to use the advance menue to see the physic shape of our model.
- We also see that the physic feature either of convexe hull or prim give the same shape to our model when using default lowest shape in mesh upload physic tab.
- We also see that we cannot select none as physical shape.
- We use blender and quickly made a shape in mesh.
- We export that shape from blender as separate DAE file.
- We import our model again but use the separate DAE file for the physic shape.
- Finaly we decimate our model and degrade its prim count while keeping its shape relatively unaffected and export that result as DAE in blender.
- We import the model again and use the degrade DAE physical shape file
- One model three physical shapes when physic counts.

Done with fun in mind. Hope it helps.

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