PATCHING MESH

HOLES

I have found this nice statue on 123D. http://www.123dapp.com/ This site is well know by people that want to make a 3d object out of ordinary pictures.

Generally the mesh result is faulty and need repair in order to import in opensim.

This tutorial will use Blender to help you repair holes in your mesh.

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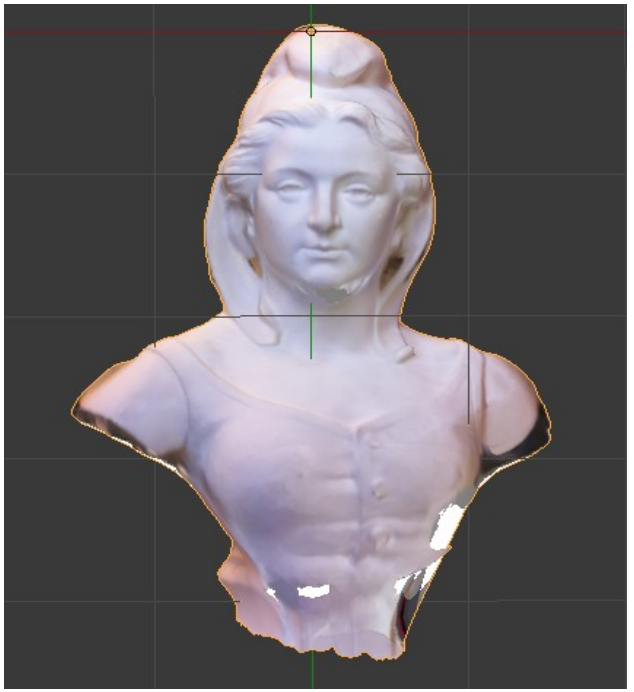
Dont let you be intimidated by Blender. For its price its the best tool to work out meshes for opensim.

Get Blender at : https://www.blender.org/download/



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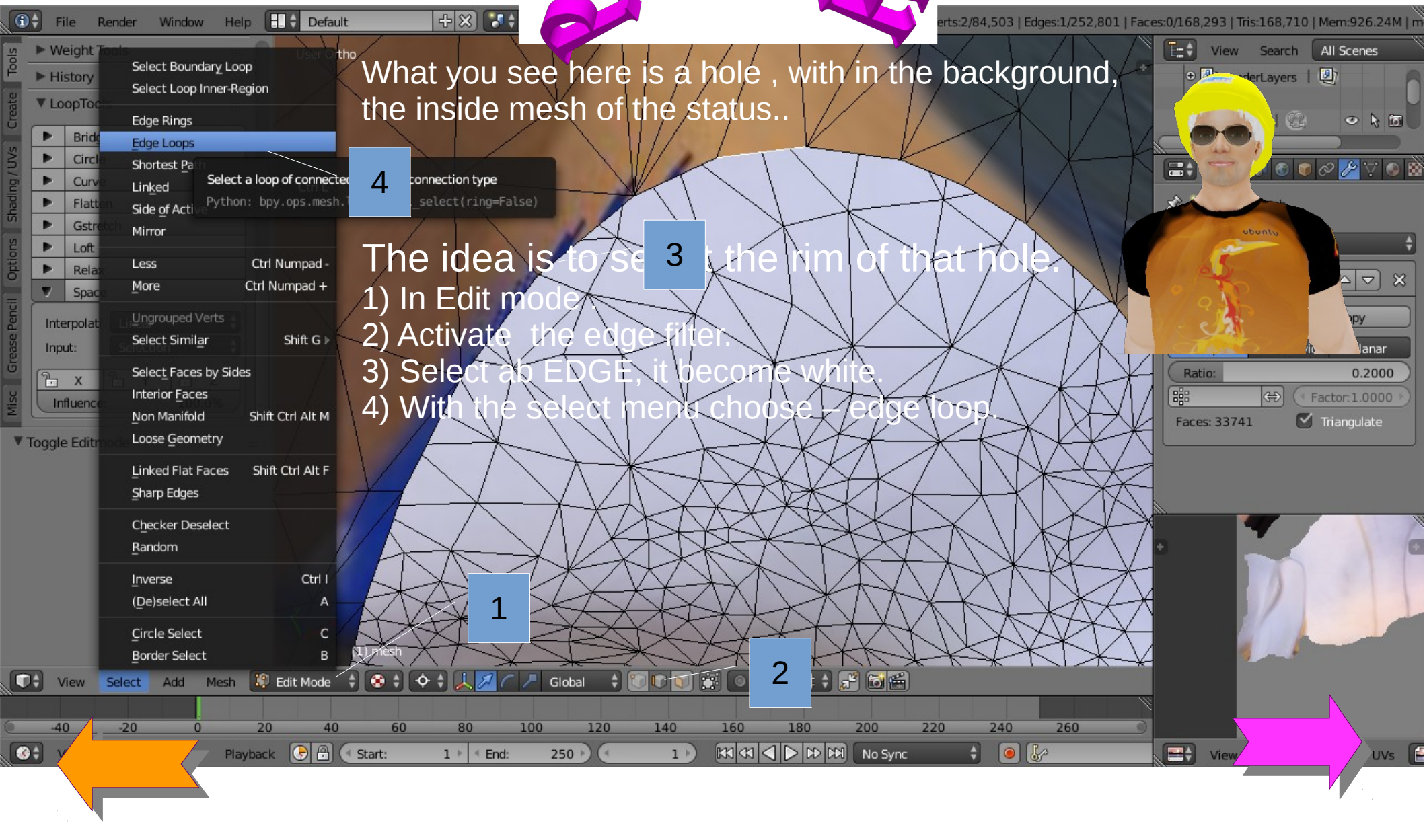
HOLES



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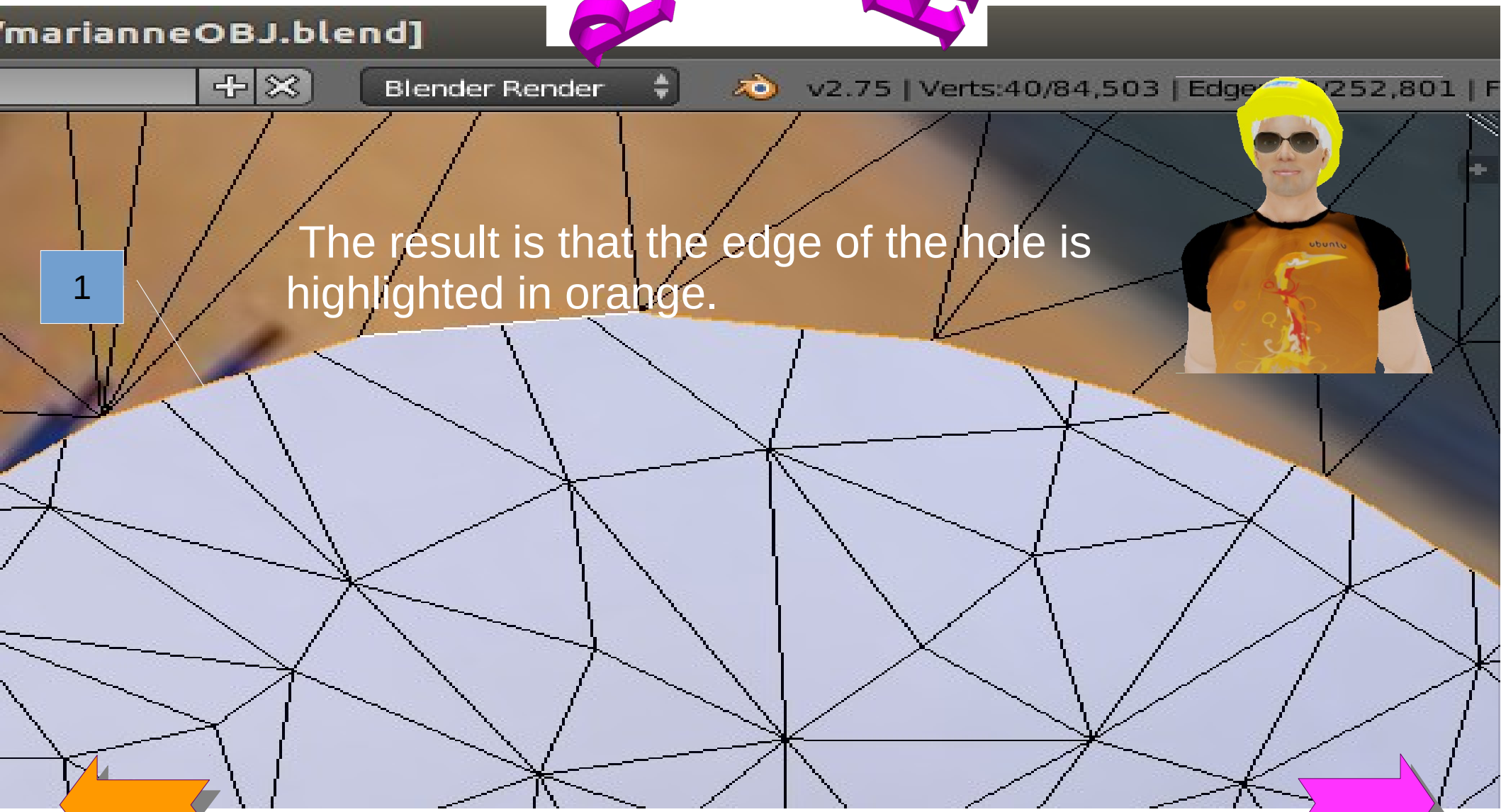

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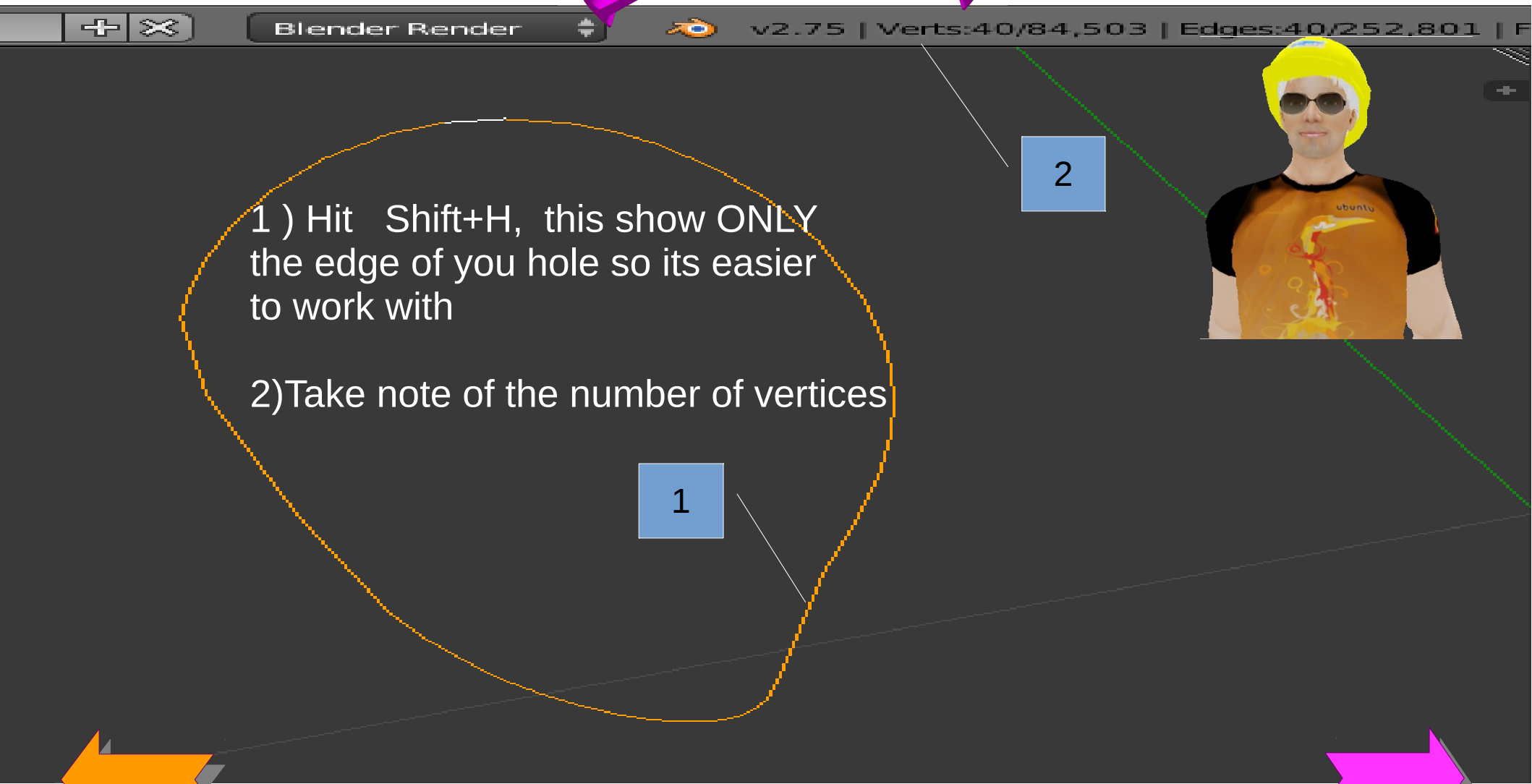

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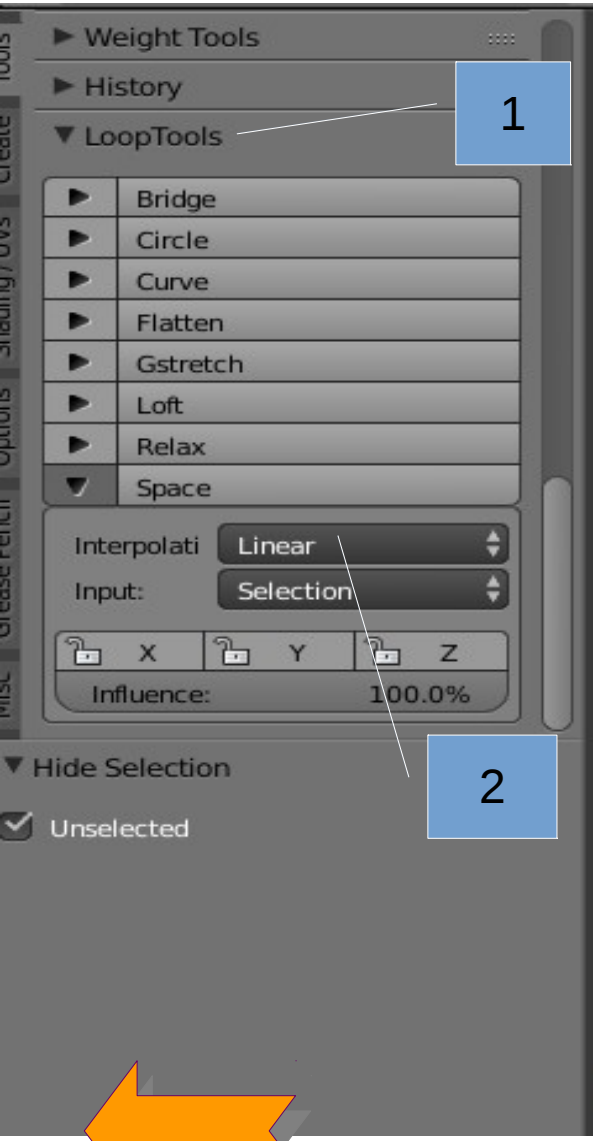

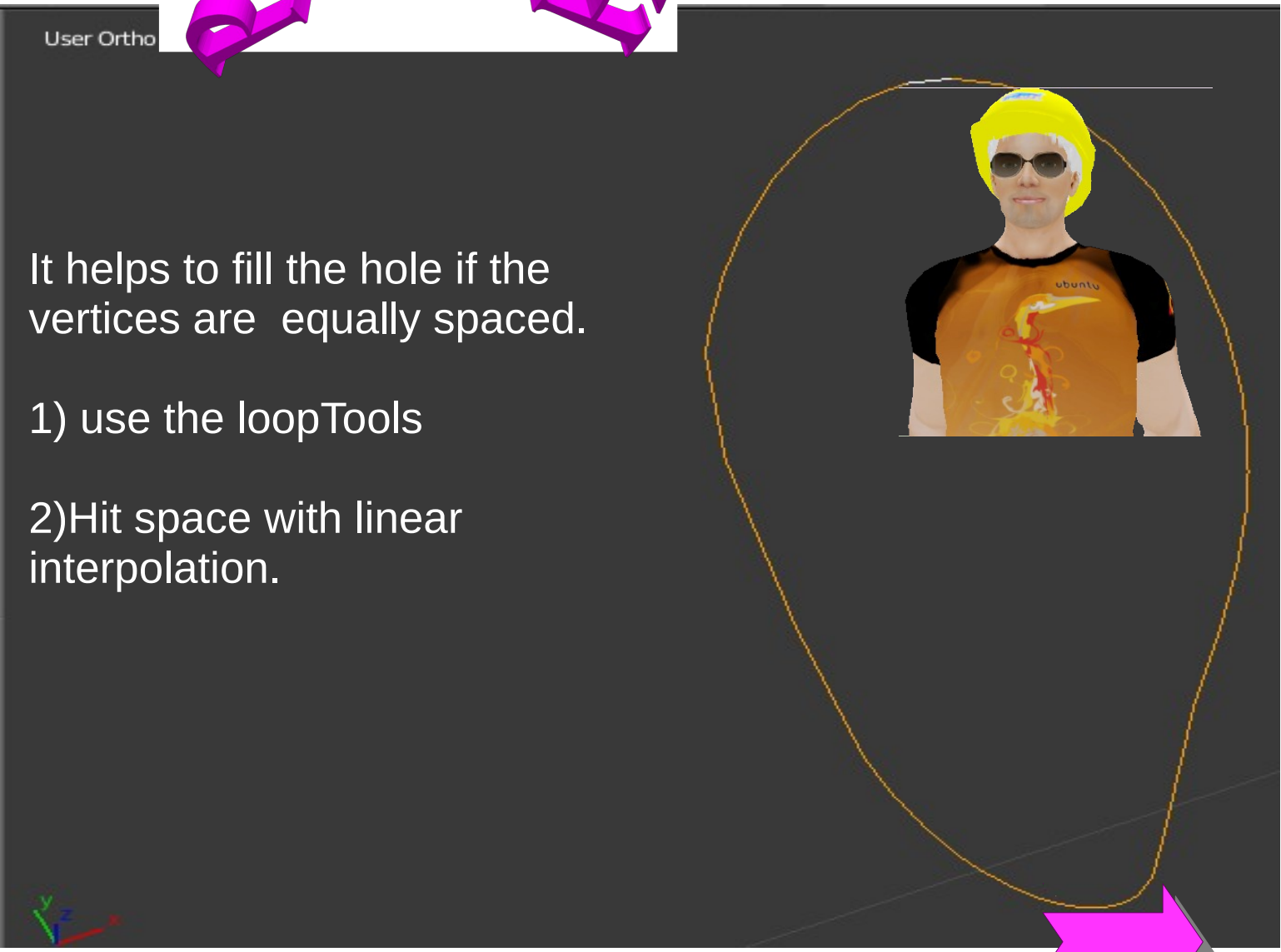

It helps to fill the hole if the vertices are equally spaced.

1) use the loopTools

2)Hit space with linear interpolation.

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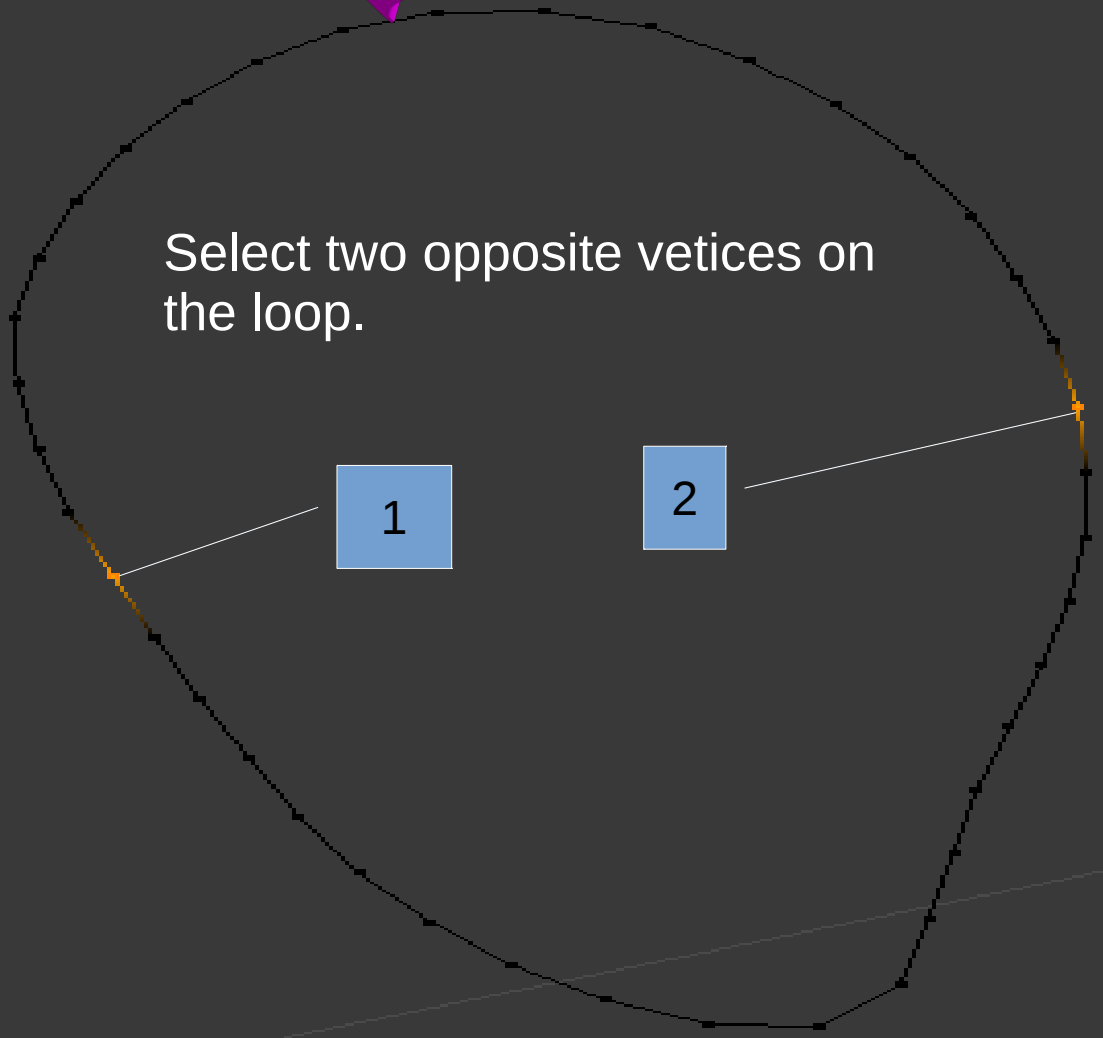

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If you remember we had 40 vertices on that loop.

1) select 10 vertices equaly on each side. (total 20 selected)

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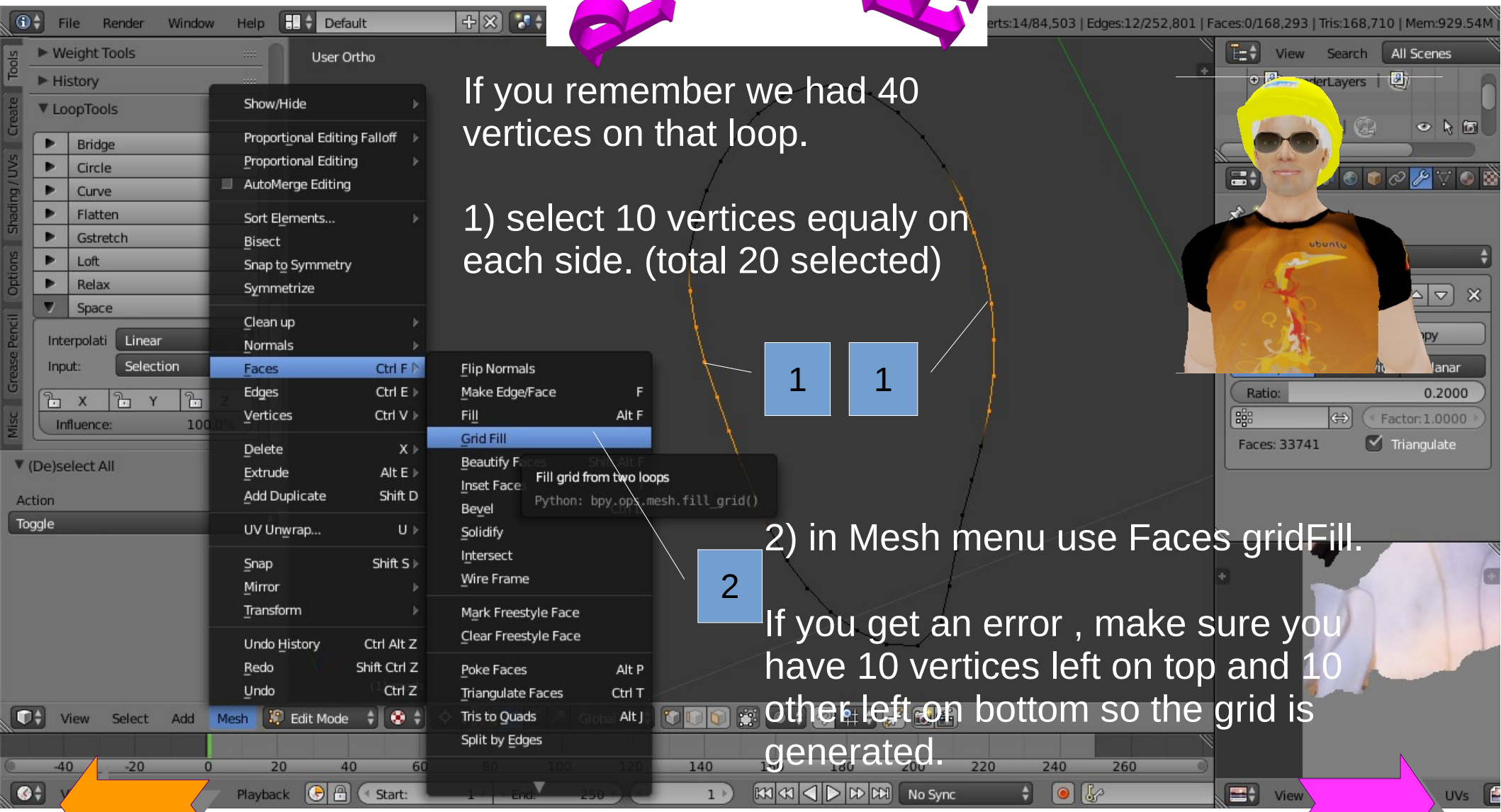
2) in Mesh menu use Faces gridFill.

If you get an error , make sure you have 10 vertices left on top and 10 other left on bottom so the grid is generated.



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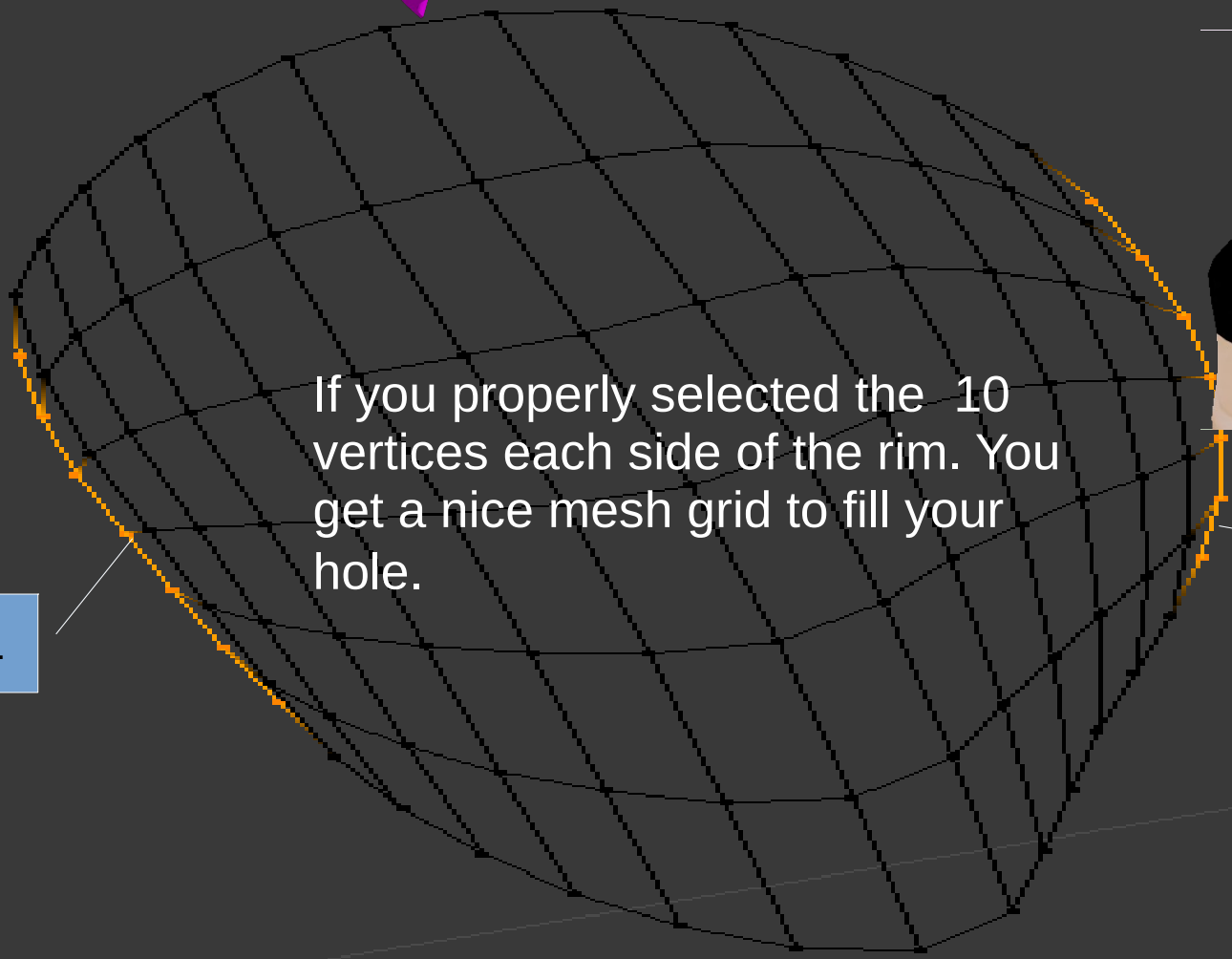
HOLES



If you properly selected the 10 vertices each side of the rim. You get a nice mesh grid to fill your hole.

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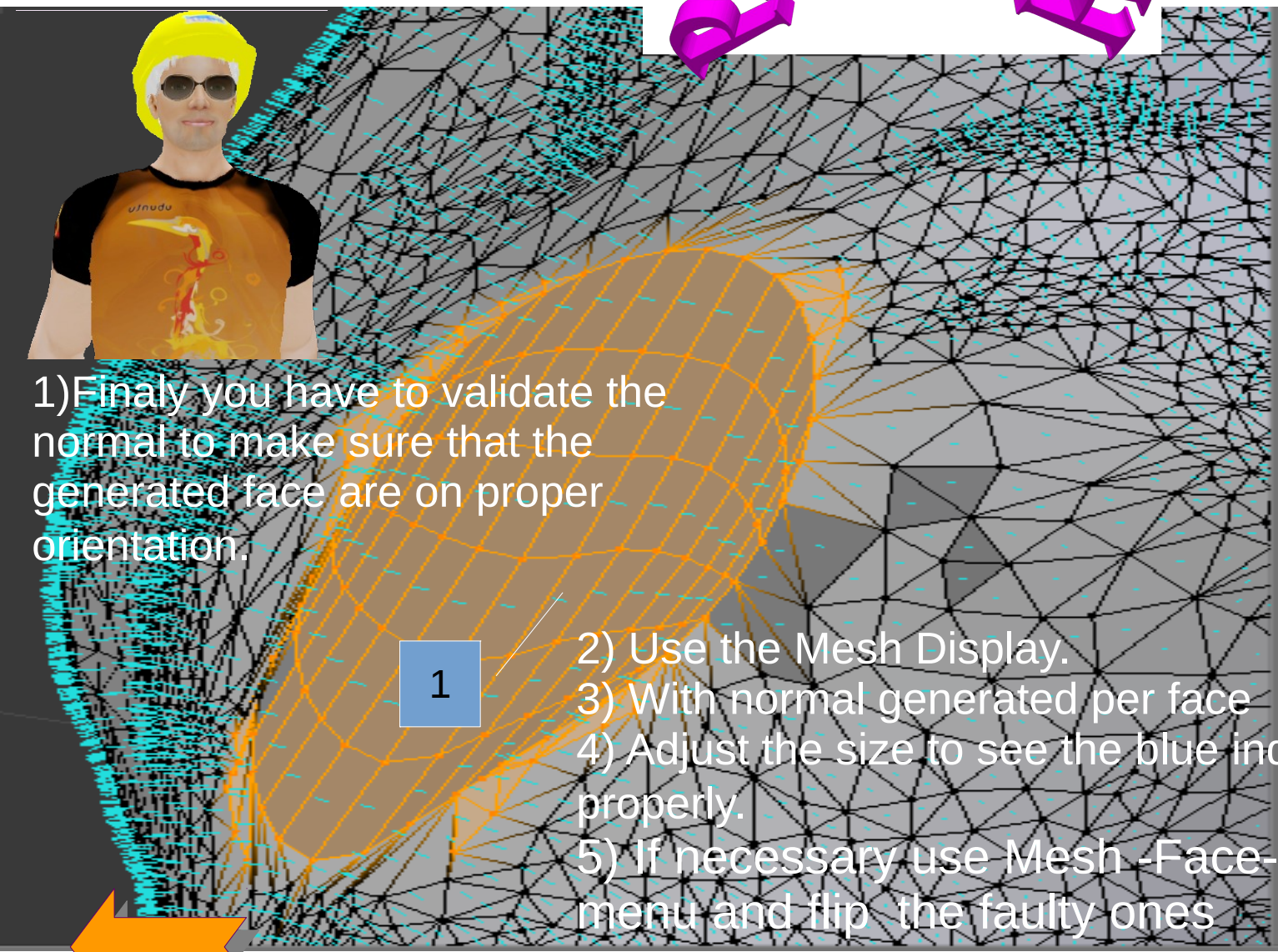

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SUMMARY:

- Use blender to patch holes in your mesh .
- Select a hole edge and use the select - edge loop to get the hole rim.
- Hit Sht-H to hide the object and get the rim only to work with.
- Use loopTool and space the vertices equaly.
- Make sure you noted the number of vertices from the top of the window (selected edges) for the rim.
- Select equally half of the vertices on opposite side of the rim .
- Use the mesh - face - gridFIll menu to generate the hole filling mesh.
- Make sure you have normal set to the proper orientation . Correct as required by selecting the face to correct and use mesh - face -flip normal menu.

Done with fun in mind
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