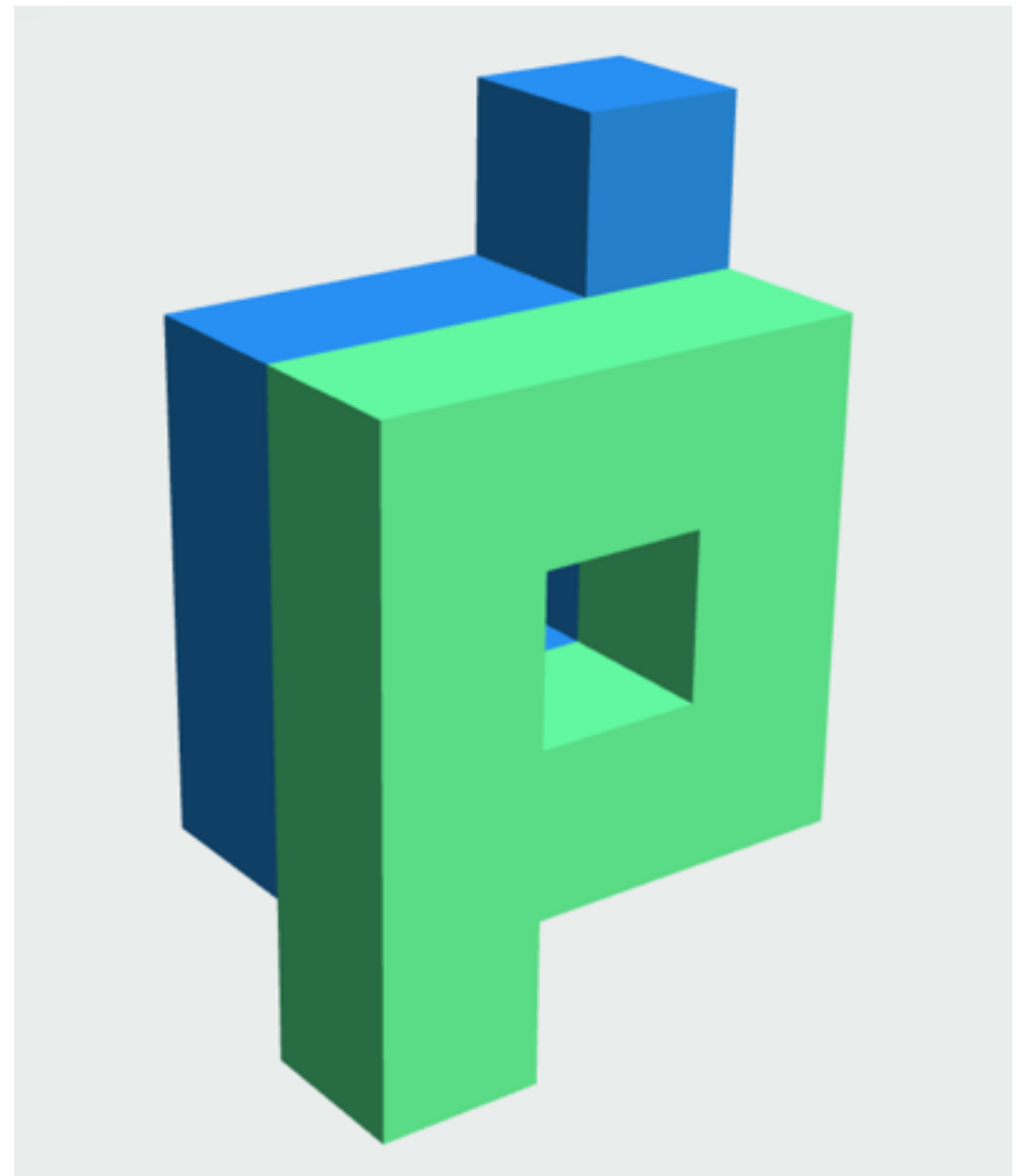


Mesh-Viewing Applications

CS 4620 Lecture 3

p3d.in

- Visit it: <https://p3d.in/>
- Entirely web-based!
No downloads or
plugins!



p3d.in

- Used to show off and share 3D models quickly and easily
- Use it to check vertex normals and UV coordinates
- Not the best for diagnosing problems

MeshLab

- Open source! Download it: meshlab.sourceforge.net
- A powerful mesh-editing tool



MeshLab

- Best for geometric analysis/data processing over meshes
- Handles large meshes well
- Use it to check normals, UV coordinates, and debugging
- Downside: a bit clunky

Blender

- Open source! Download it:
<http://www.blender.org/download/>
- Full 3D modeling/rendering/
animation tool

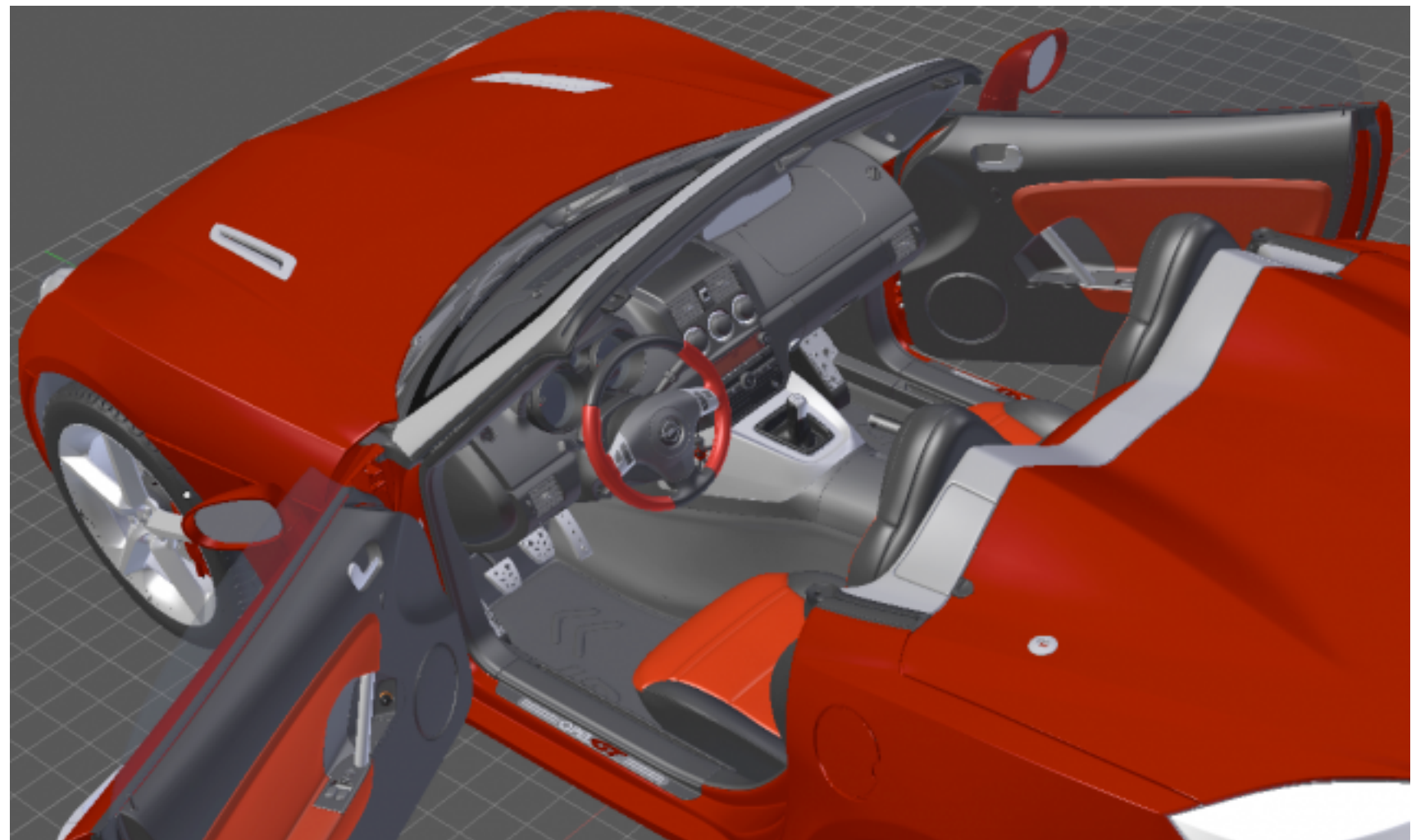


Blender

- Focuses on scenes rather than individual meshes
- Use it to check meshes as with MeshLab
- Useful for creating meshes as well (may be helpful for future assignments)
- Downside: many, many features

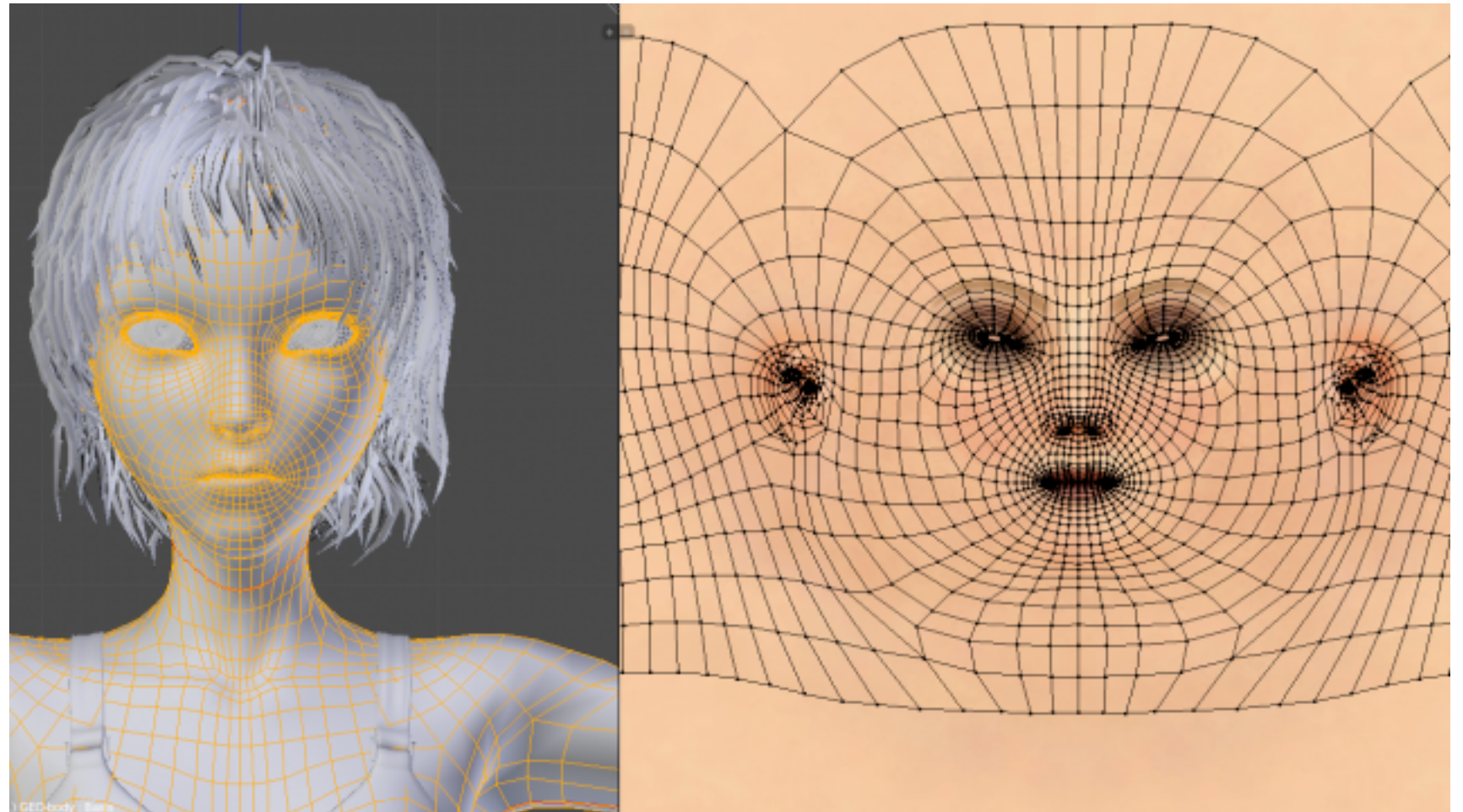
Blender

- **Modeling**
- Texturing
- Rendering
- Animation
- And More....



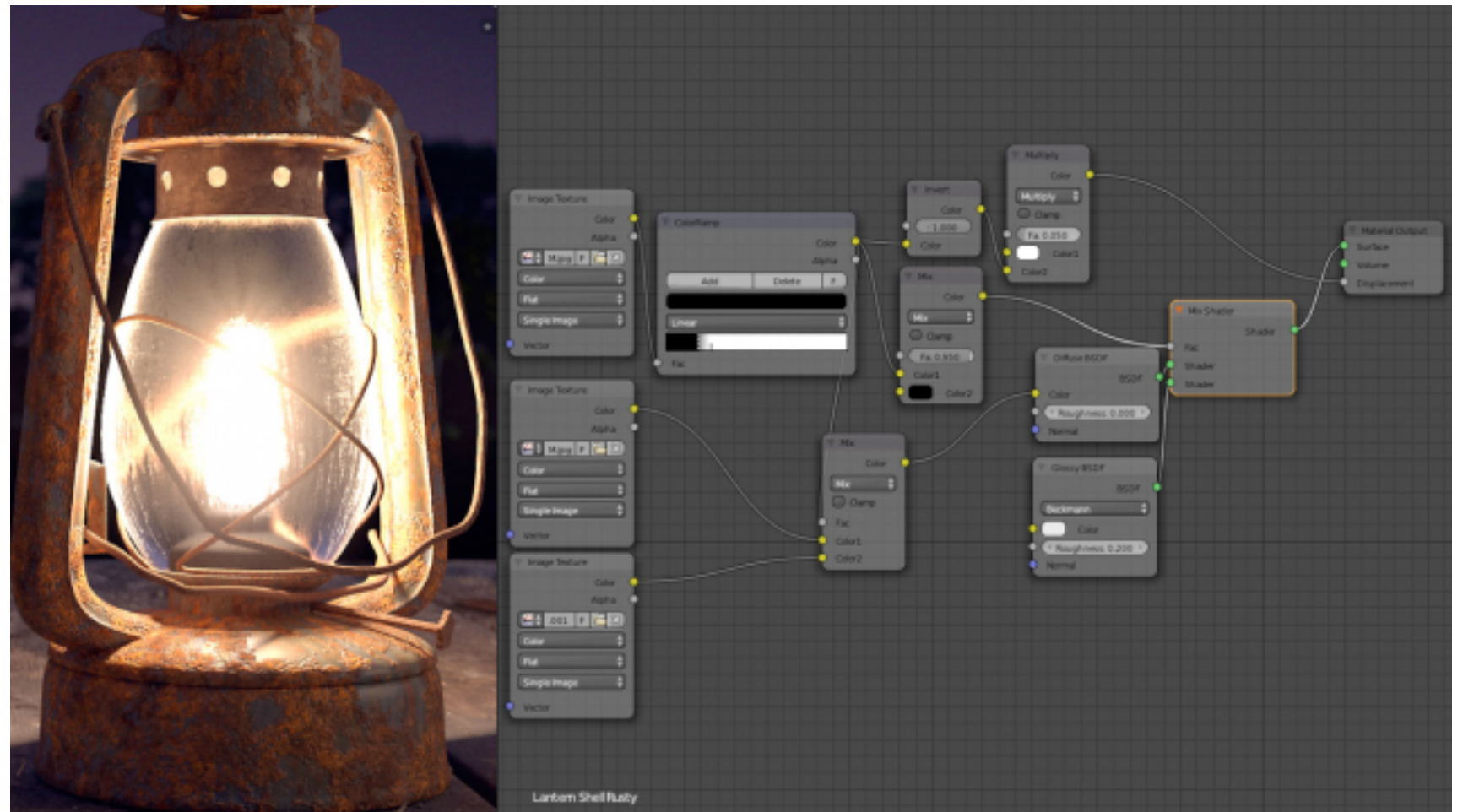
Blender

- Modeling
- **Texturing**
- Rendering
- Animation
- And More...



Blender

- Modeling
- Texturing
- **Rendering**
- Animation
- And More...



Blender

- Modeling
- Texturing
- Rendering
- **Animation**
- And More....



Blender

- Modeling
- Texturing
- Rendering
- Animation
- **And More...**

