Mesh Viewing Applications

CS4620 Lecture 4

Guest Instructor: Nicolas Savva
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
p3d.in: Live Demo
Meshlab

- A powerful mesh viewing and editing tool
- It's Open source!

Website:
meshlab.sourceforge.net
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
Meshlab: Live Demo
Blender

- Full 3D modeling/rendering/animation tool
- Great community! (also open source)
- Website:
  http://www.blender.org/download/
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: steep learning curve and many, many features (can be overwhelming)
Blender

- Modeling
- Texturing
- Rendering
- Animation
- And more...
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Blender: Live Demo