

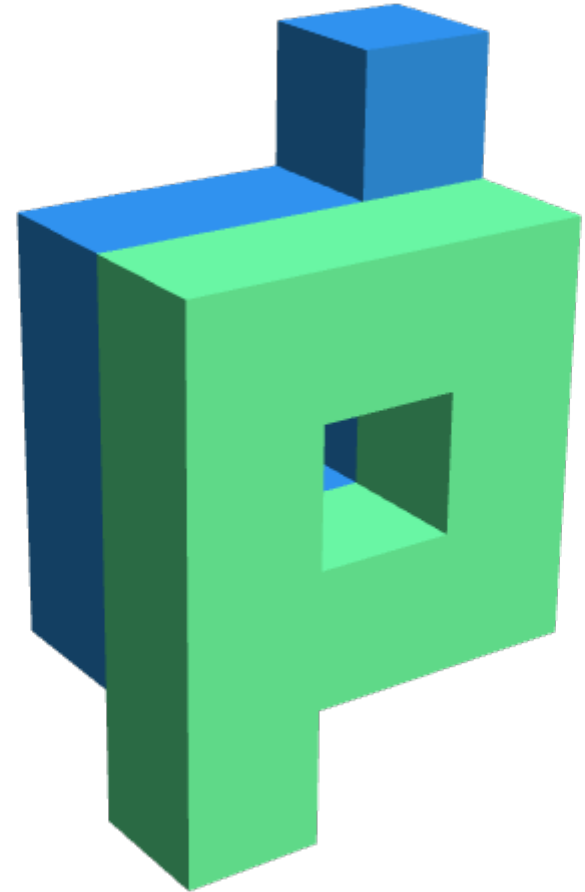
Mesh Viewing Applications

CS4620 Lecture 4

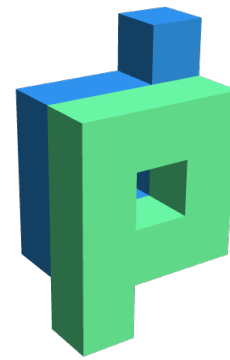
Guest Instructor: Nicolas Savva

p3d.in

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

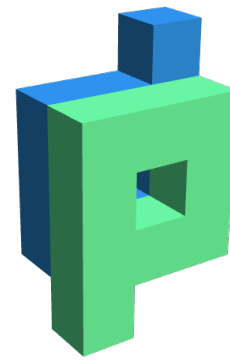


p3d.in



- 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



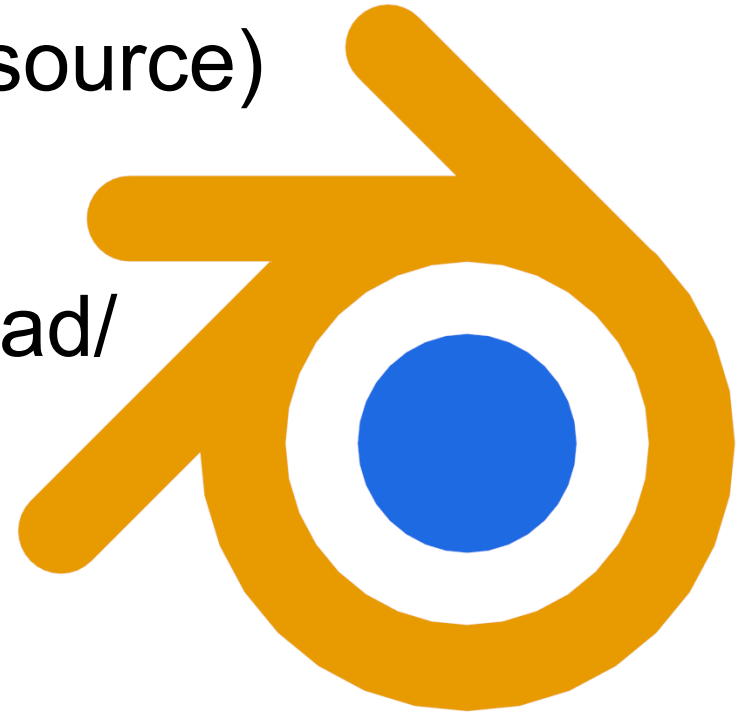
- Best for geometric analysis/data processing over meshes
- Handles large meshes well
- Use it to check normals, UV coordinates, and debugging
- Downside: a bit clunky

Meshlab: Live Demo



Blender

- Full 3D modeling/rendering/animation tool
- Great community! (also open source)
- Website:
<http://www.blender.org/download/>



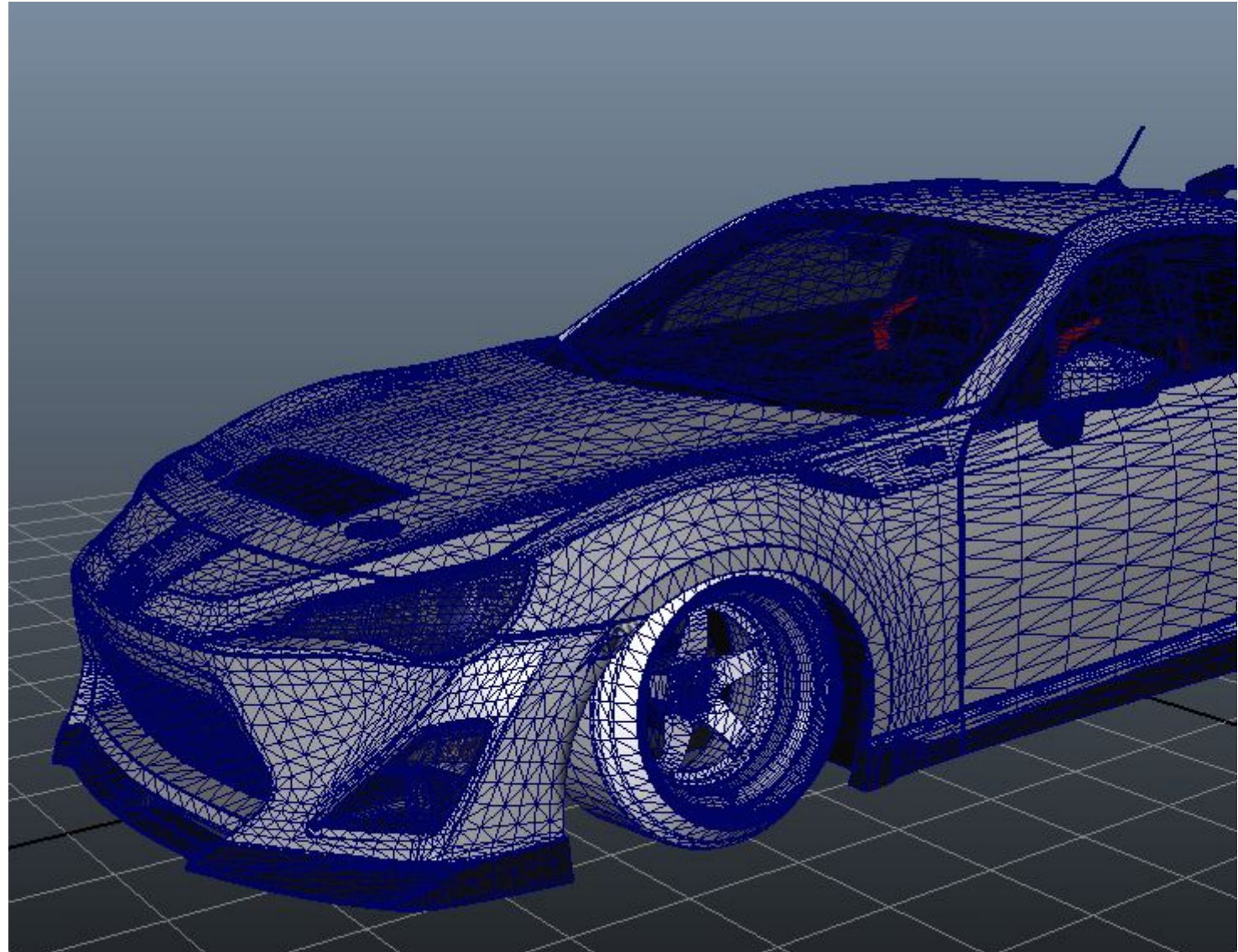
Blender



- 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)

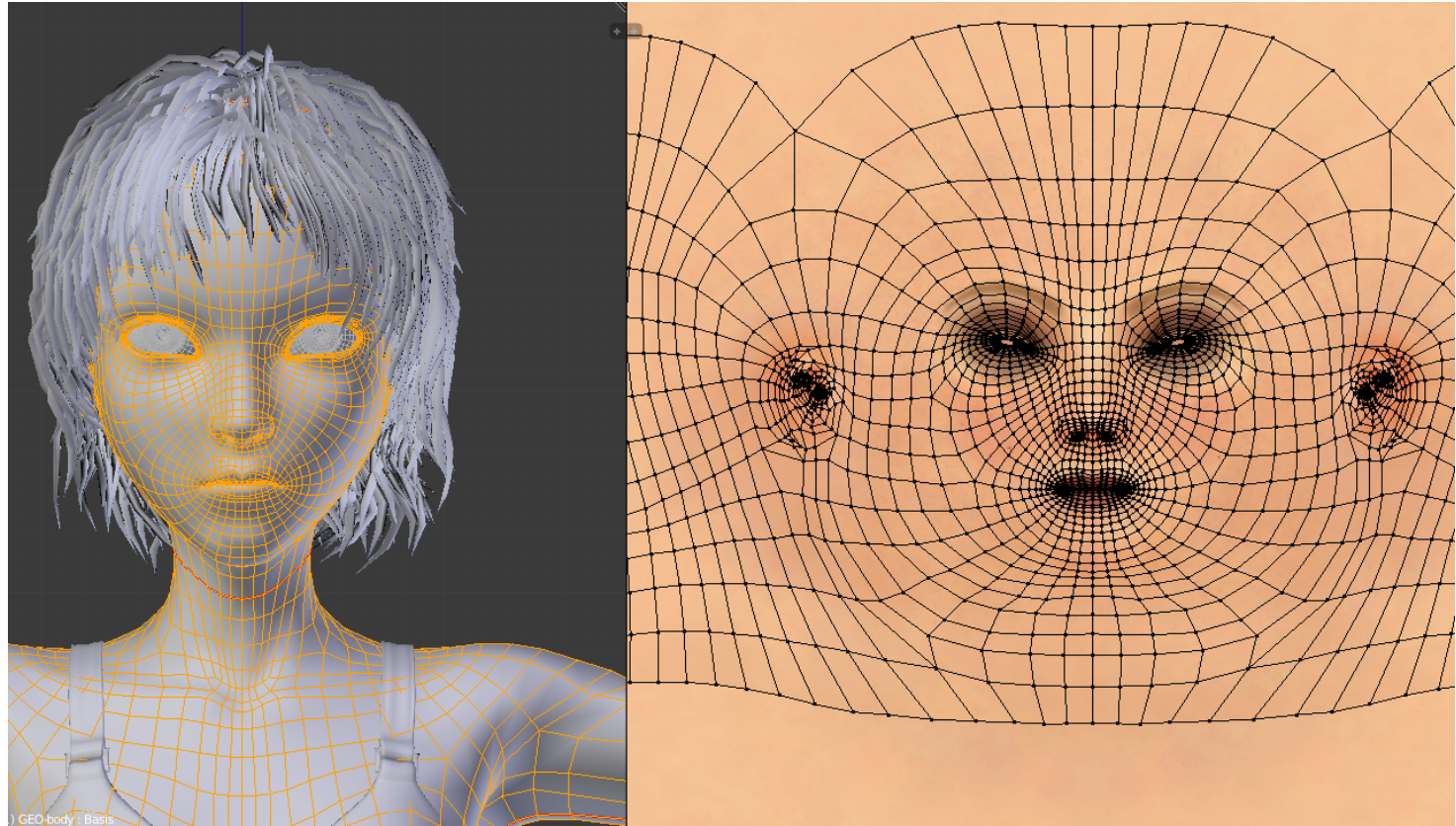
Blender

- Modeling
- Texturing
- Rendering
- Animation
- And more...



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...



Blender: Live Demo

