

Distorted Android - Feature #36

Mesh Importer

12/14/2018 10:51 PM - Leszek Koltunski

Status:	New	Start date:	12/14/2018
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
Add a MeshImporter, which would import Meshes created in Blender, Maya and/or similar 3D modelling software.			
Figure out the data format first.			

History

#1 - 12/14/2018 11:15 PM - Leszek Koltunski

Article: https://en.wikipedia.org/wiki/Polygon_mesh#File_formats

Looks like the .blend, .x3d and maybe .mesh might be candidates for image formats to import stuff from.

#2 - 03/10/2020 07:52 PM - Leszek Koltunski

- Priority changed from High to Normal

Now with arrival of MeshBase.apply(MatrixEffect) and new MeshJoined, and a planned API MeshBase.apply(VertexEffect), this is much less crucial. Lowering priority to Normal.

#3 - 06/16/2020 12:52 PM - Leszek Koltunski

We have come up with our own, Distorted Mesh ('dmesh') format.