

## Distorted Android - Feature #36

### Mesh Importer

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

<b>Status:</b>	New	<b>Start date:</b>	12/14/2018
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>Description</b>			
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](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.