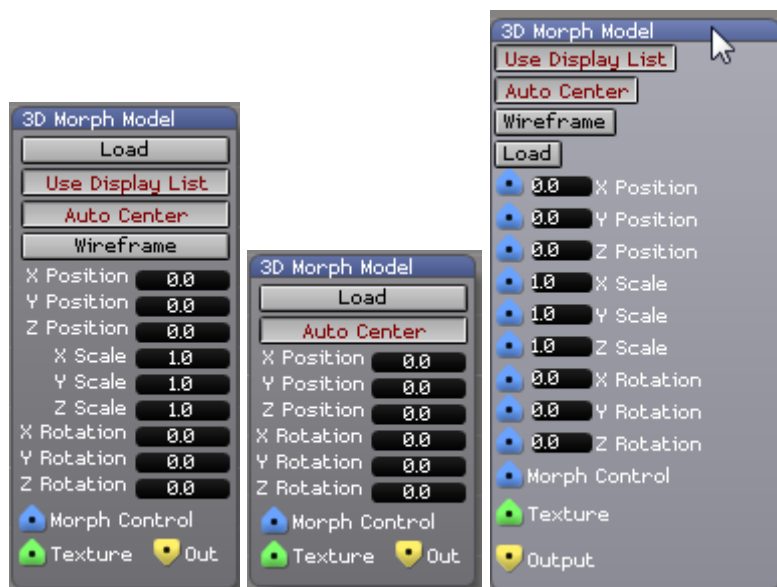


Ai Modules

3D Morph Model

section	Import
short description	lets you import 3D models, position/scale/rotate/texture them, and morph between them
licence level	Miami
ports	Output [GL/render]
	Morph Control [control/numeric]
	Texture [texture]
	X/Y/Z Position [control/numeric] - adjust the position of the model in 3D space
	X/Y/Z Scale [control/numeric] - adjust the scaling of the model
	X/Y/Z Rotation [control/numeric] - adjust the rotation of the model in 3D space
parameter	Use Display List [togglebutton] - tbd.
	Auto Center [togglebutton] - tbd.
	Wireframe [togglebutton] - whether to show the model as wireframe, or with solid texture
	Load [button] - opens a file browser, to select the model to load. <i>Only .3ds files can be loaded.</i>
	X/Y/Z Position [text/numeric] - display/enter the position value
	X/Y/Z Scale [text/numeric] - display/enter the scale value
skins	X/Y/Z Rotation [text/numeric] - display/enter the rotation value
	Original, Compact, Newports (initially the Original skin is shown, however Load Default Skin loads Newports)



used in example

- [Visualiser: Moving Matrix](#)
- [Visualiser: Moving RGB Matrix](#)

Manual

Interpolates between the chosen 3d models. All models must have the same number of vertices. The Ai Variant adds some additional functionality such as compatibility with the Morph Model Output Module which allows separation of the location of the output from the module to a different patch location.

From:

<https://www.avosupport.de/wiki/> - **AVOSUPPORT**

Permanent link:

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