

Ai Modules

# 3D Morph Model

<b>section</b>	Import
<b>short description</b>	lets you import 3D models, position/scale/rotate/texture them, and morph between them
<b>licence level</b>	Miami
<b>ports</b>	Output [GL/render]
	Morph Control [control/numeric]
	Texture [texture]
<b>parameter</b>	param 1 [type] - description
<b>skins</b>	./.

## used in example

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

## Manual

text from manual  
[picture\\_from\\_manual](#)

From:  
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Permanent link:  
<https://avosupport.de/wiki/ai/modules/import/3dmorphmodel?rev=1540136238>

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