

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 |
| parameter | X/Y/Z Rotation [control/numeric] - adjust the rotation of the model in 3D space |
| | Use Display List [togglebutton] - tbd. |
| | Auto Center [togglebutton] - tbd. |
| | Wireframe [togglebutton] - whether to show the model as wireframe, or with solid texture |
| skins | Load [button] - opens a file browser, to select the model to load. |
| | ./. |

used in example

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

Manual

text from manual
[picture_from_manual](#)

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

Permanent link:
<https://avosupport.de/wiki/ai/modules/import/3dmorphmodel?rev=1540136570>

Last update: **2018/10/21 15:42**

