

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]   |
|                          | 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                                     |
| <b>parameter</b>         | 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  |
| <b>skins</b>             | X/Y/Z Rotation [text/numeric] - display/enter the rotation value  |
|                          | Original, Compact, <b>Newports</b> (initially the Original skin is shown, however Load Default Skin loads Newports) |

## used in example

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

## Manual

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

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<https://avosupport.de/wiki/ai/modules/import/3dmorphmodel?rev=1540136852>

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