

Micro-D3-Edit Tipps 5 (v1.0) AT AN

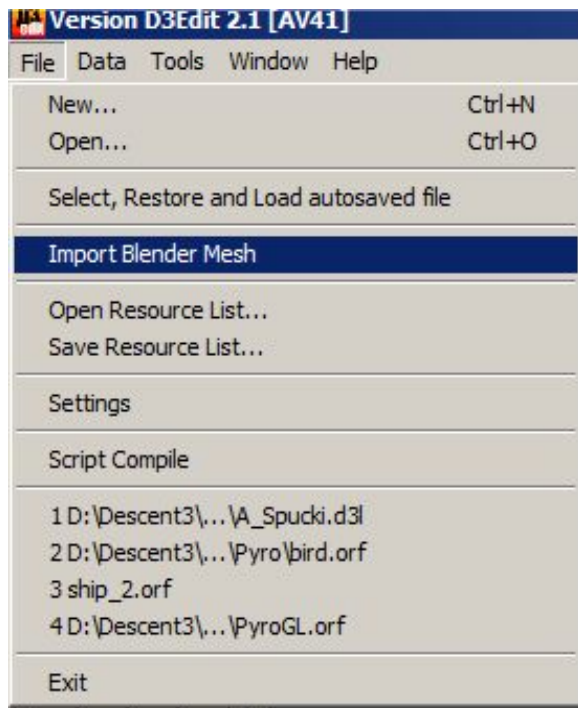
Blender Mesh import

We need to keep in mind a few simple rules to import a Blender Mesh into D3Edit.

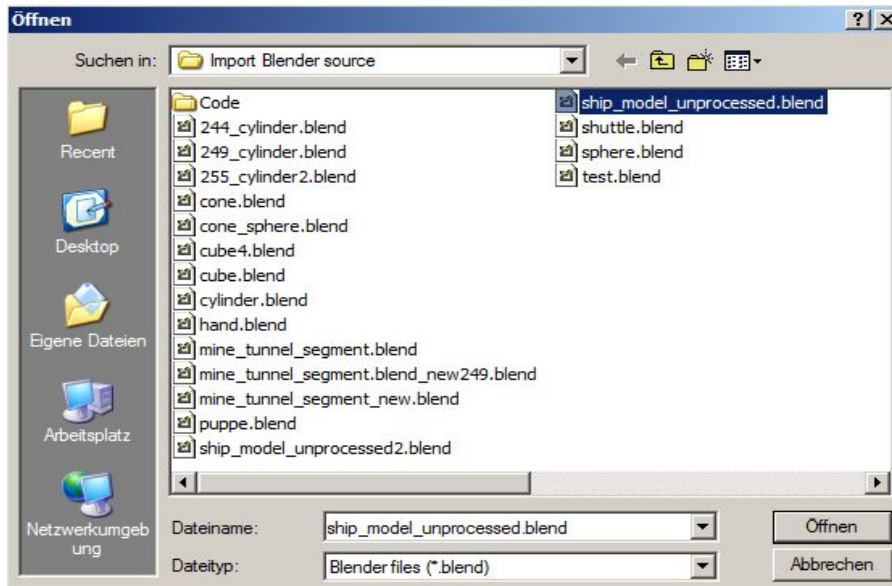
1. Follow the Descent3 ORF Specs.
Max 10000 Vertices
Max 3000 Faces
2. Don't use double-sided faces.
3. Just ONE Mesh inside the *.blend file.
4. Set the size of the object to a value ≥ 20 .
5. Blender Version ≤ 249

Hint: Texturing and Materials are not imported.

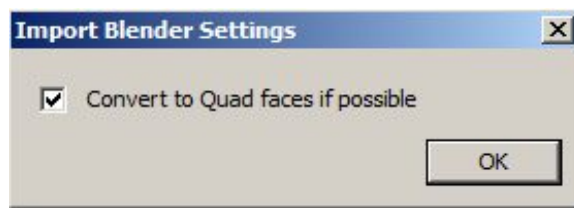
If all rules are observed the Blender File (*.blend) is ready for import.
Choose i.e. inside File-Menu - Import Blender Mesh -



File Dialog opens and we can choose the wanted *.blend file.



Next point is to tell D3Edit to import Triangle- or Quad Faces. Quad faces will reduce the amount of faces, but with the result of less details.



After pressing the OK-Button we will see the progress inside the Status Bar including some information about the import process. D3Edit will throw out messages if it run into trouble while importing. If all fine we will see a new ORF-window inside D3Edit. We must do a Verify Room then! Now fix all errors and go ahead with texturing.

