



Webseed

This tutorial explains how to to export objects from Blender (open source software).

Vrml export from Blender

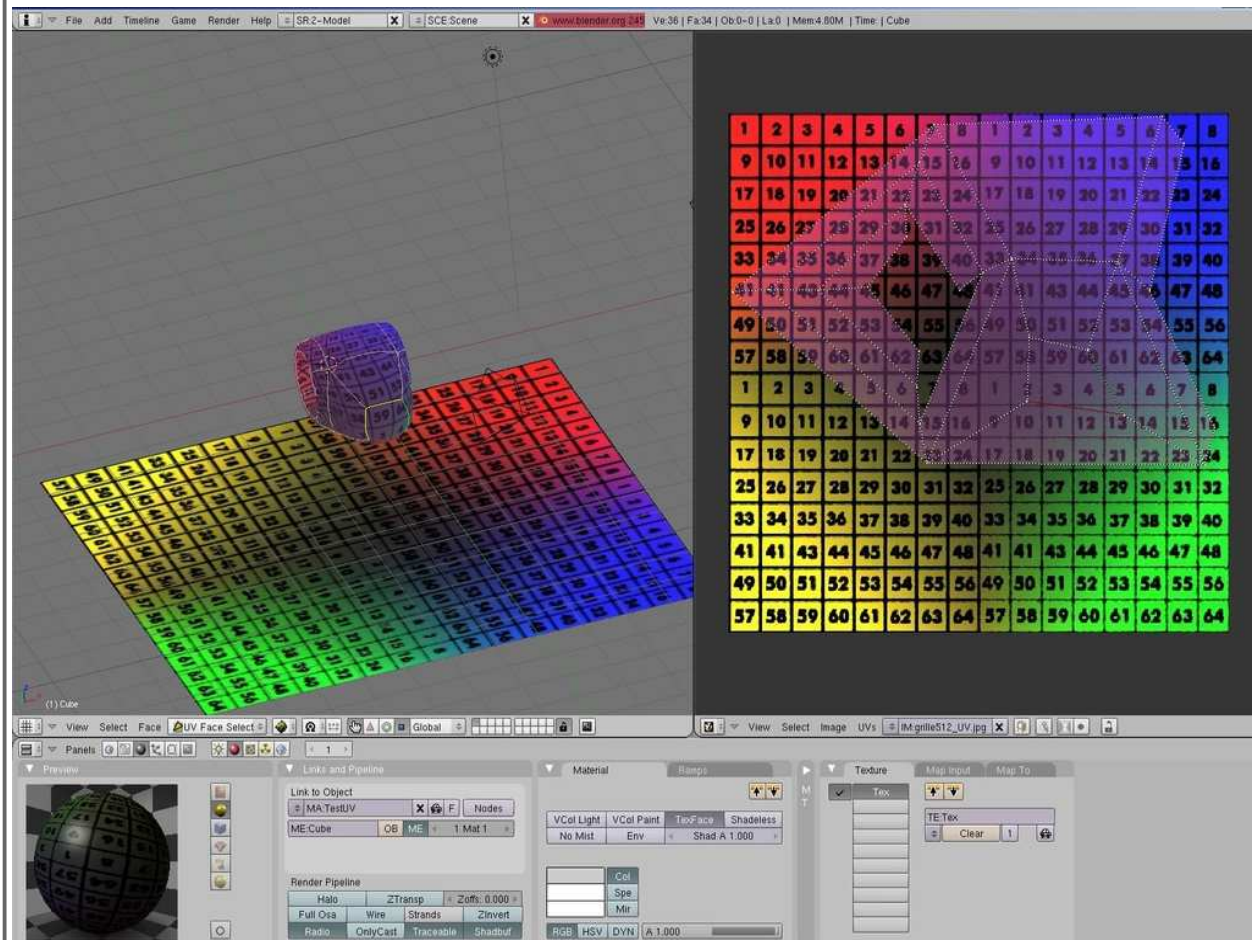
Step 1: First, check UV on the objects

Map images on objects will be correctly exported only if you have textures coordinates on the 3D mesh

In the Shading panel (F5) choose TexFace for the material

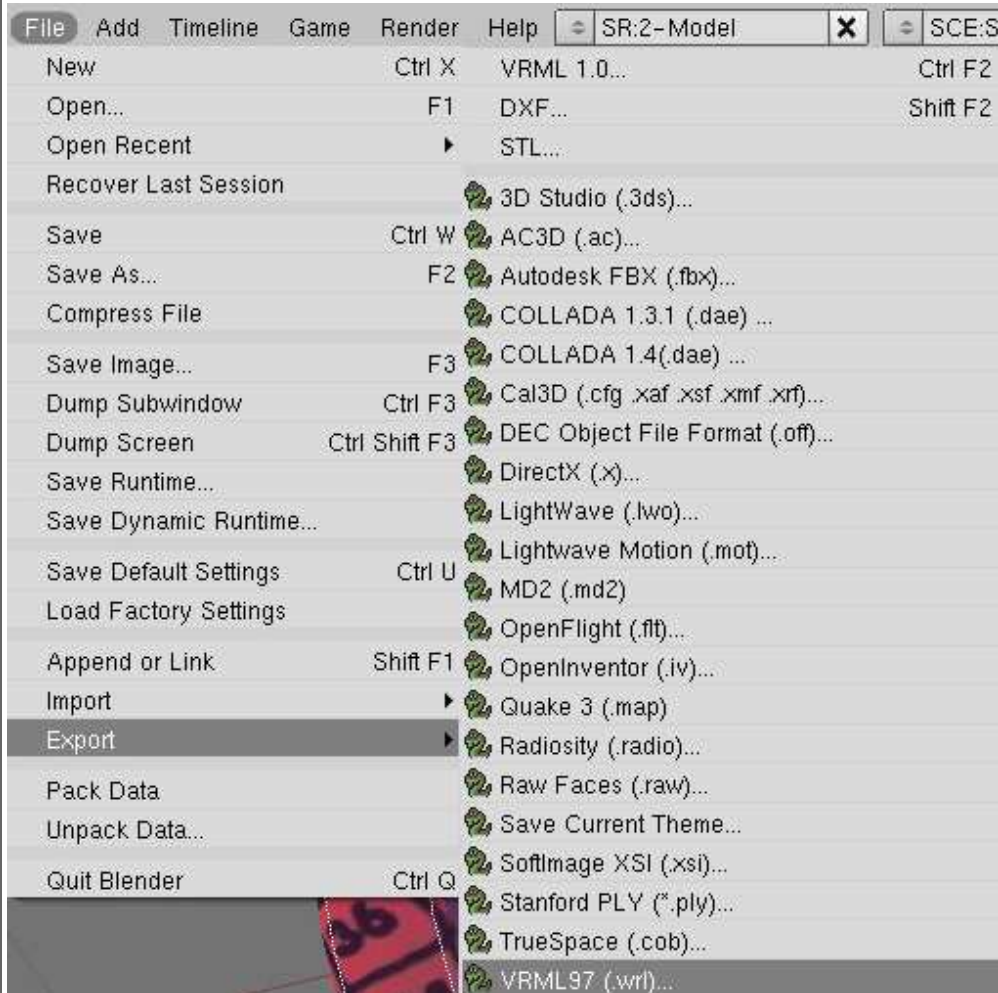
In Map Input, choose UV for textures cordinates

Don't forget to apply a material on each object.

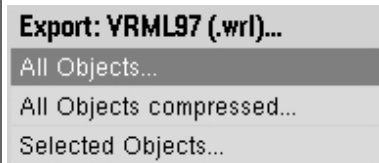


Step 2: Go to "File>Export"

Choose the export type : VRML97(*.WRL)

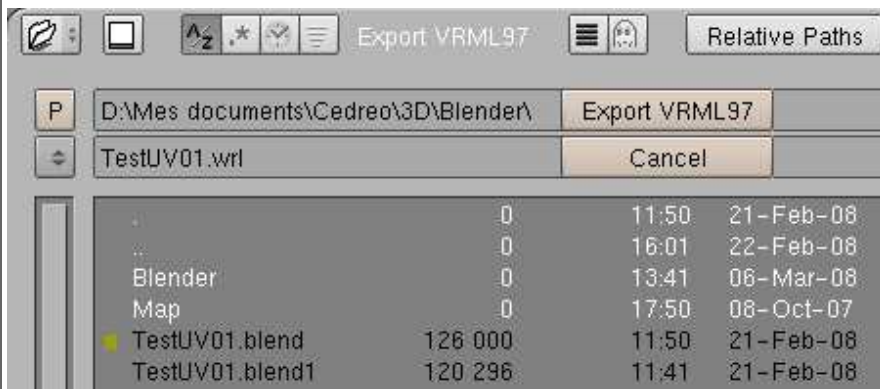


Next select "All Objects" or "Selected Objects..." mode depending on your aim in Webseed Studio 3D



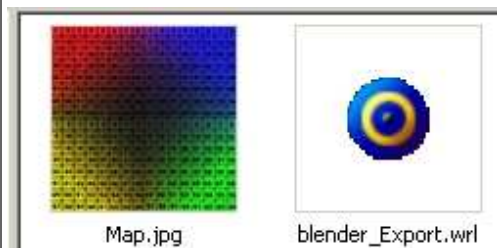
Step 3: In the exporter window :

Browse to your saving folder
Give a name to your Vrmf file
At last, click Export VRML97



By default, Blender exports texture without path : url "texture.jpg"

In that case one solution to import geometries and texture in Webseed Studio 3D is to put Vrmf and images files in the same folder



Another solution to solve the problem is to edit the path in Vrmf file.
Open the .WRL with a text editor and find the "url" node
If Vrmf is at the root and textures in a folder, the url is : url "./MapFolder/Map.jpg"

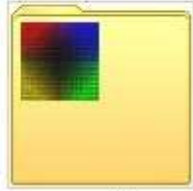


blender_Export.wrl



MapFolder

If Vrmf and textures are in individual folders at the same level, the url is : url "../MapFolder/Map.jpg"



MapFolder



VrmfFolder

! ! Keep in mind that realtime engines need square maps with n exp2 size (8, 16, 32 64, 128, 256,512...)
You can combin them, for example you can have a 128 x 512 image.
There are exceptions :
On a environment map, width and height must be equal.
The alpha map must have the same dimensions as the diffuse map (if you use one)
Vrmf format can only save standard material with simple texture in color channel.
Webseed Studio 3D only supports JPEG, GIF and PNG (8 and 24 bits)