

Doodles 3D

Any feedback (improvements, questions or issues) can be made through:

- Website: <http://www.LP23.com/support/>
- E-Mail: mail@LP23.com

Doodles 3D: <http://www.LP23.com/doodles3d/>

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Views

There are four main parts of the screen - three are 2D representations along with the bottom right area which shows the actual 3D model.

2D

In these areas, points can be added along with the ability to manipulate selected points. Textures can be mapped when chosen and will be shown on the top left view.

3D

The rest of the operations are done through this view. Points can be selected / deleted, triangles added, and the 3D representation can be rotated.

NOTE: The view point can be moved by pressing shift while using the mouse, and the 3D model can be rotated by pressing CTRL. A / Z and S / X will zoom the current view at two different speeds.

Check Meshes

Show the meshes grouped by number (selected through keyboard input 0-9). To initially combine them, just choose the triangles of your choice and press the number to use. This can be used to improve triangle sorting in relation to collision and rendering systems.

Remove Duplicates

Removes any duplicate points (distance less than 0.05) and triangles found. Duplicate triangles are triangles with texture, mesh, all three points and percentages that match.

Reverse Triangles

Reverses the order of triangle points to change the front / back orientation.

Add Points

When selected, points can be added through any of the 2D views.

Add Triangles

Once three points are selected through the 3D view, a triangle will be created.

Remap Texture (...)

Sets the given texture to look better based on the coordinate system. This provides an quicker way to map textures to triangles.
