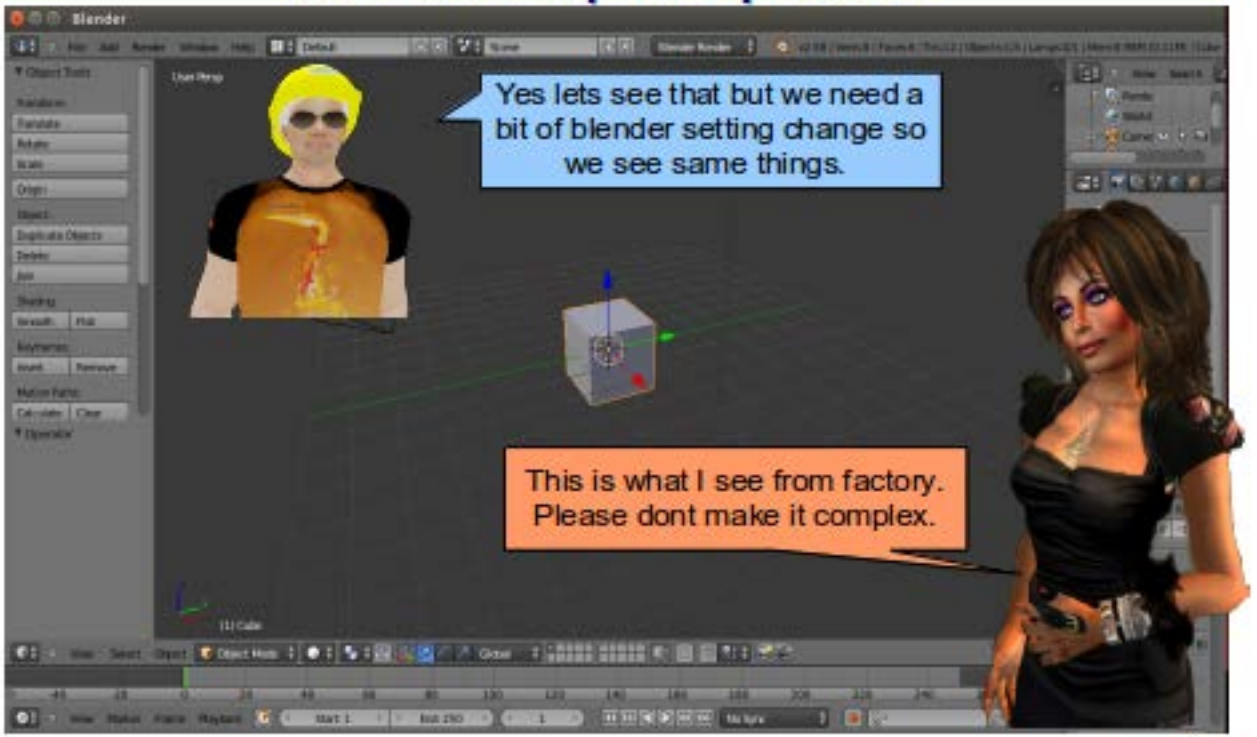
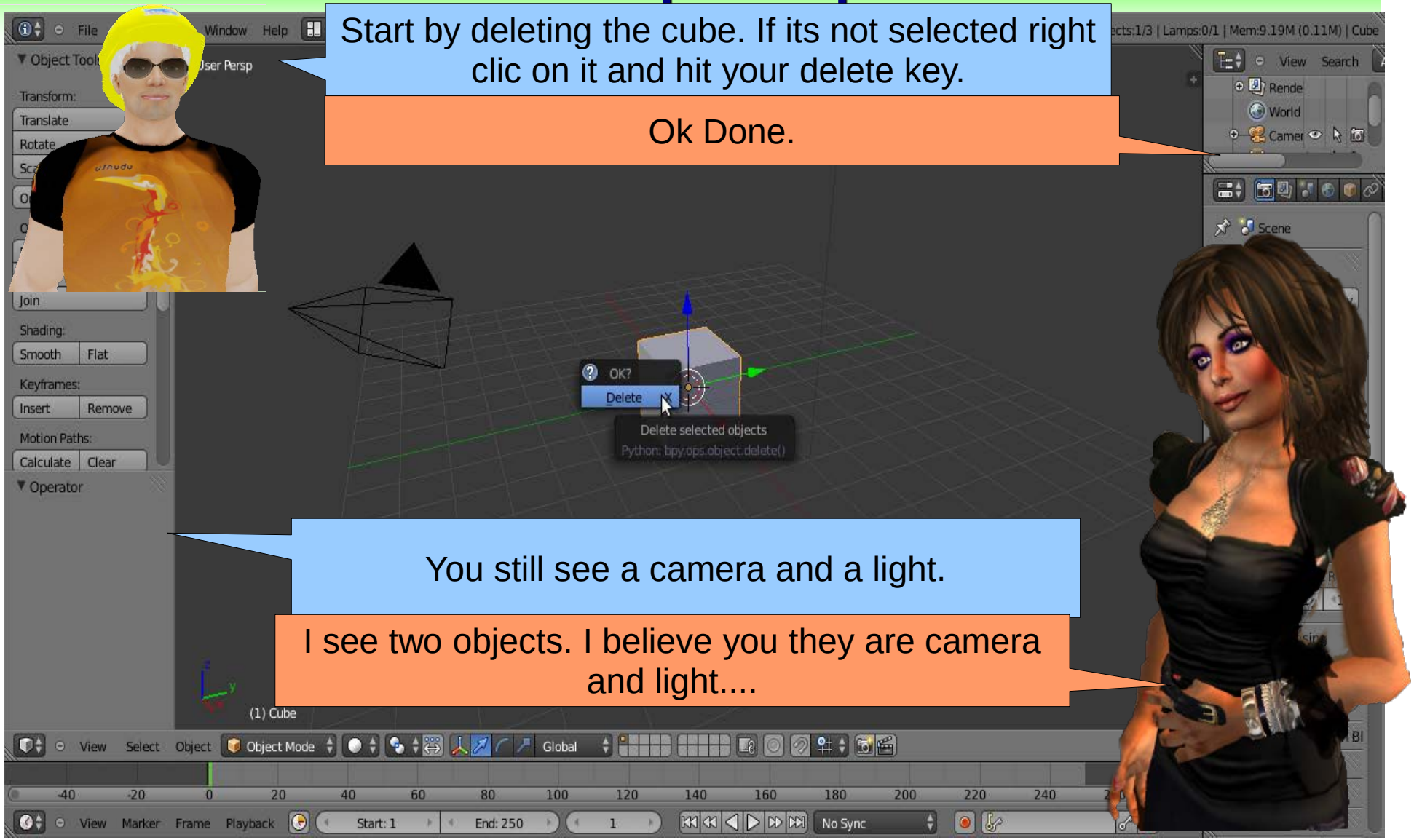
Mesh-Import-part 2

Hello GiMiSa.I had no problem getting the house in import from part 1. But I still see transparent areas.

Mesh-Import-part 2



Mesh-Import-part 2



Start by deleting the cube. If its not selected right clic on it and hit your delete key.

Ok Done.

You still see a camera and a light.

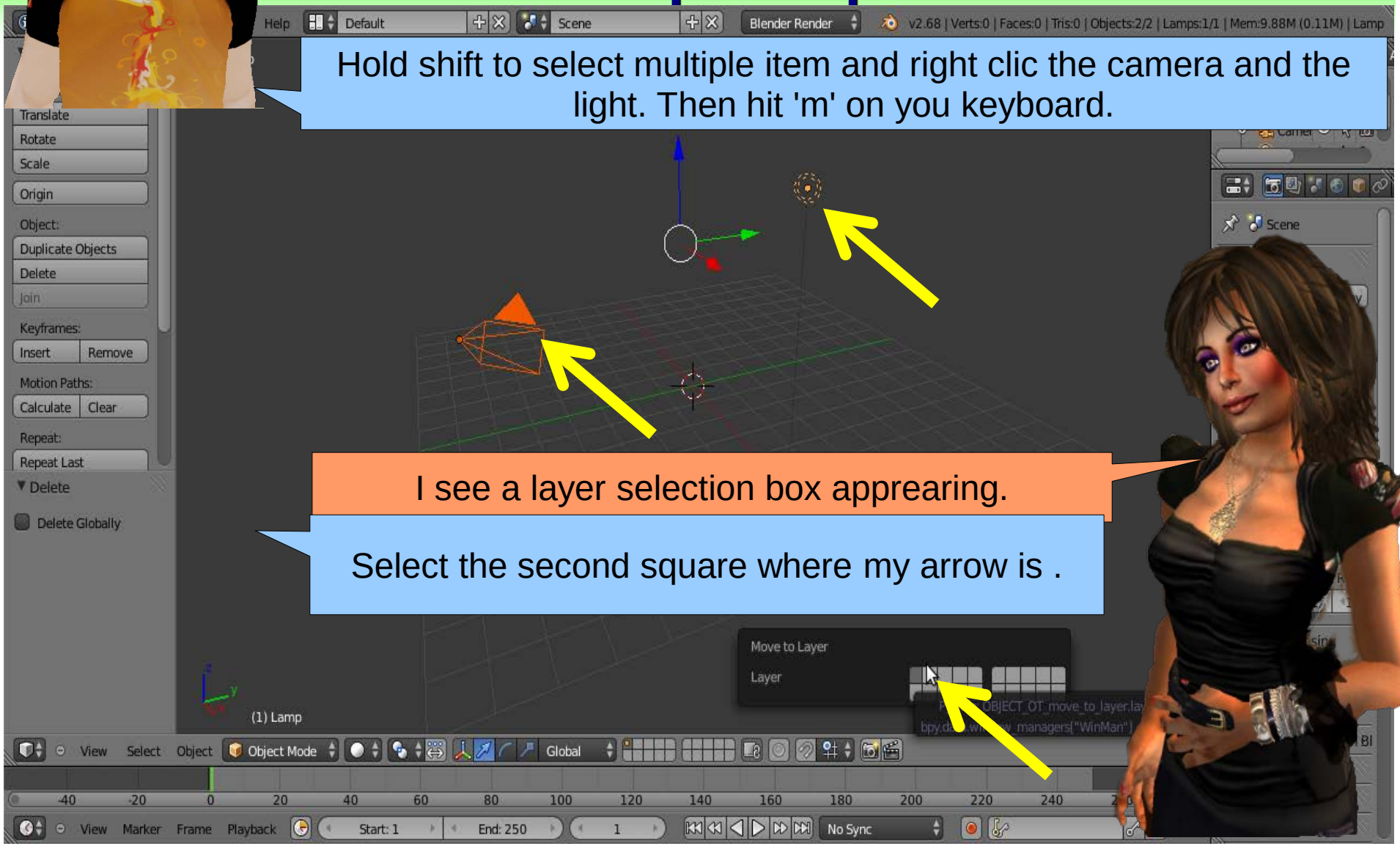
I see two objects. I believe you they are camera and light....

Mesh-Import-part 2

Hold shift to select multiple item and right clic the camera and the light. Then hit 'm' on you keyboard.

I see a layer selection box apprearing.

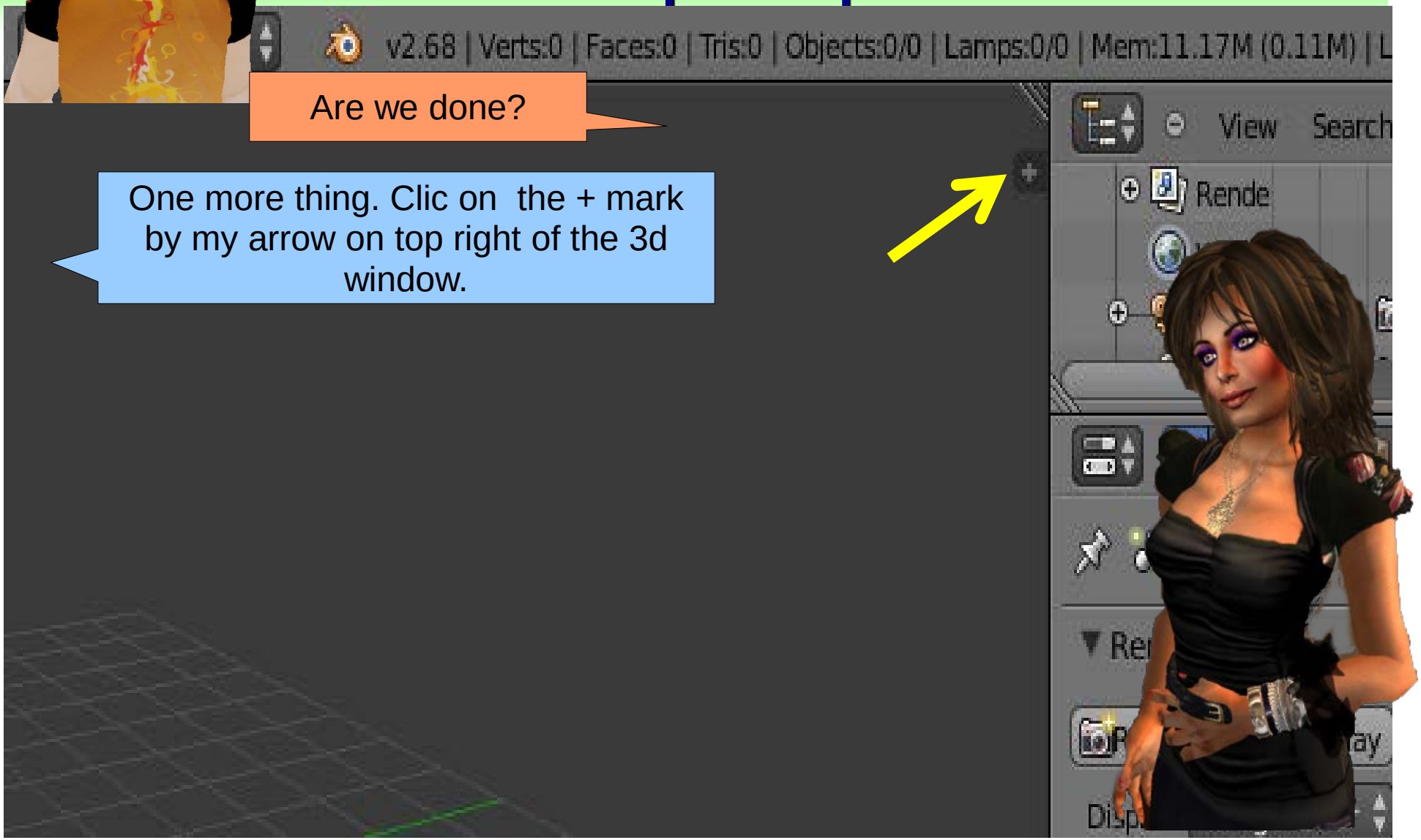
Select the second square where my arrow is .



Mesh-Import-part 2

Are we done?

One more thing. Clic on the + mark by my arrow on top right of the 3d window.



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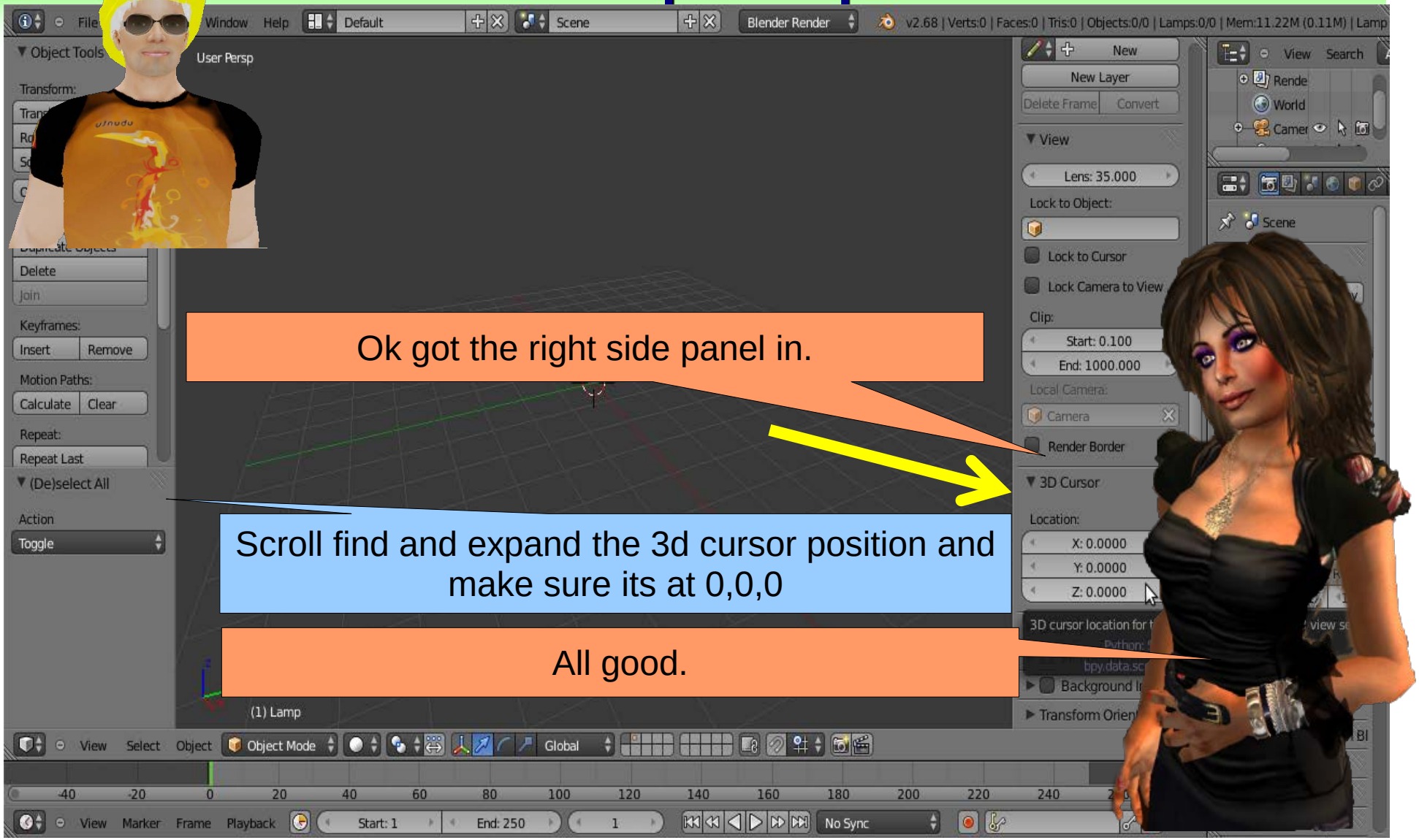

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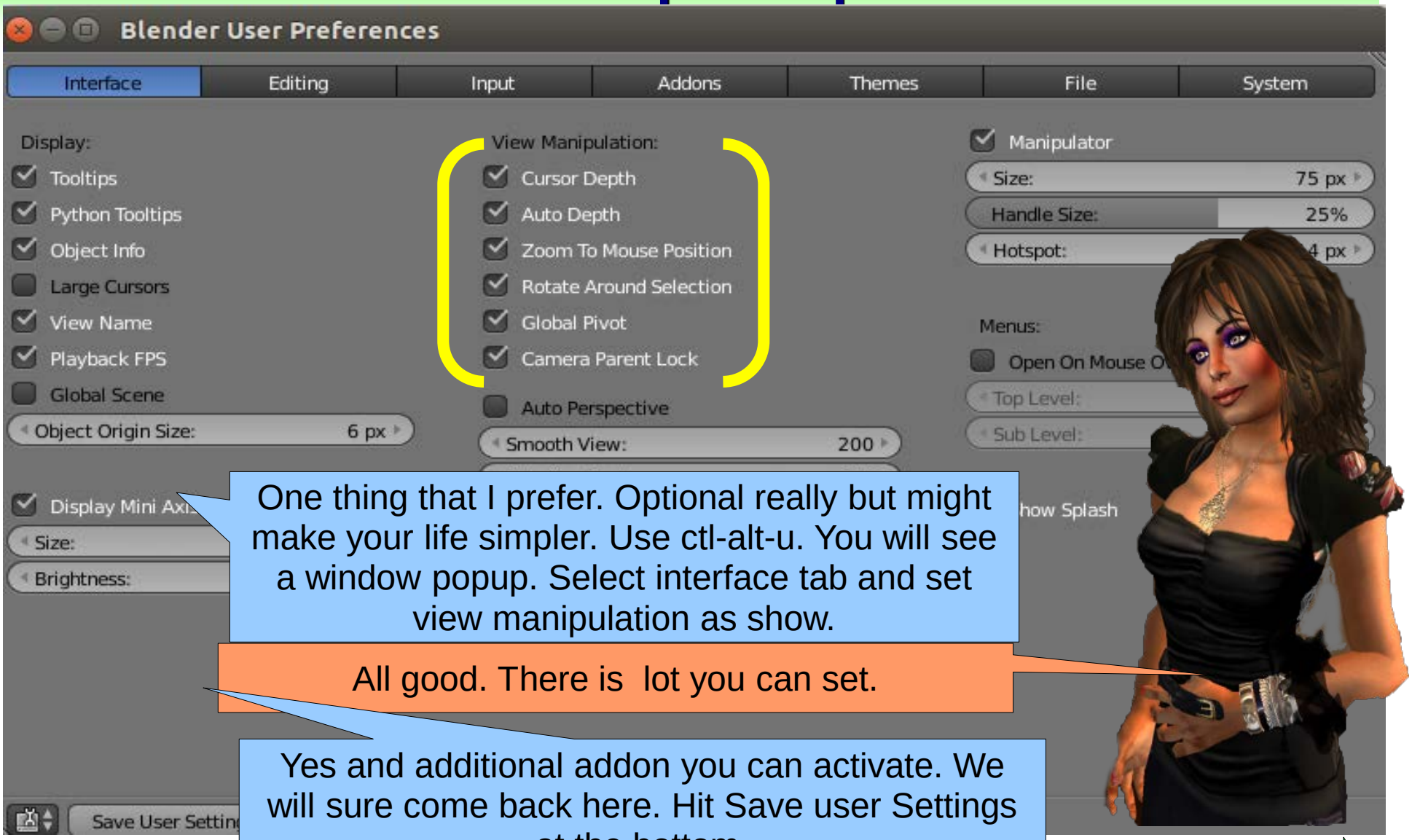


One thing that I prefer. Optional really but might make your life simpler. Use ctl-alt-u. You will see a window popup. Select interface tab and set view manipulation as show.

All good. There is lot you can set.

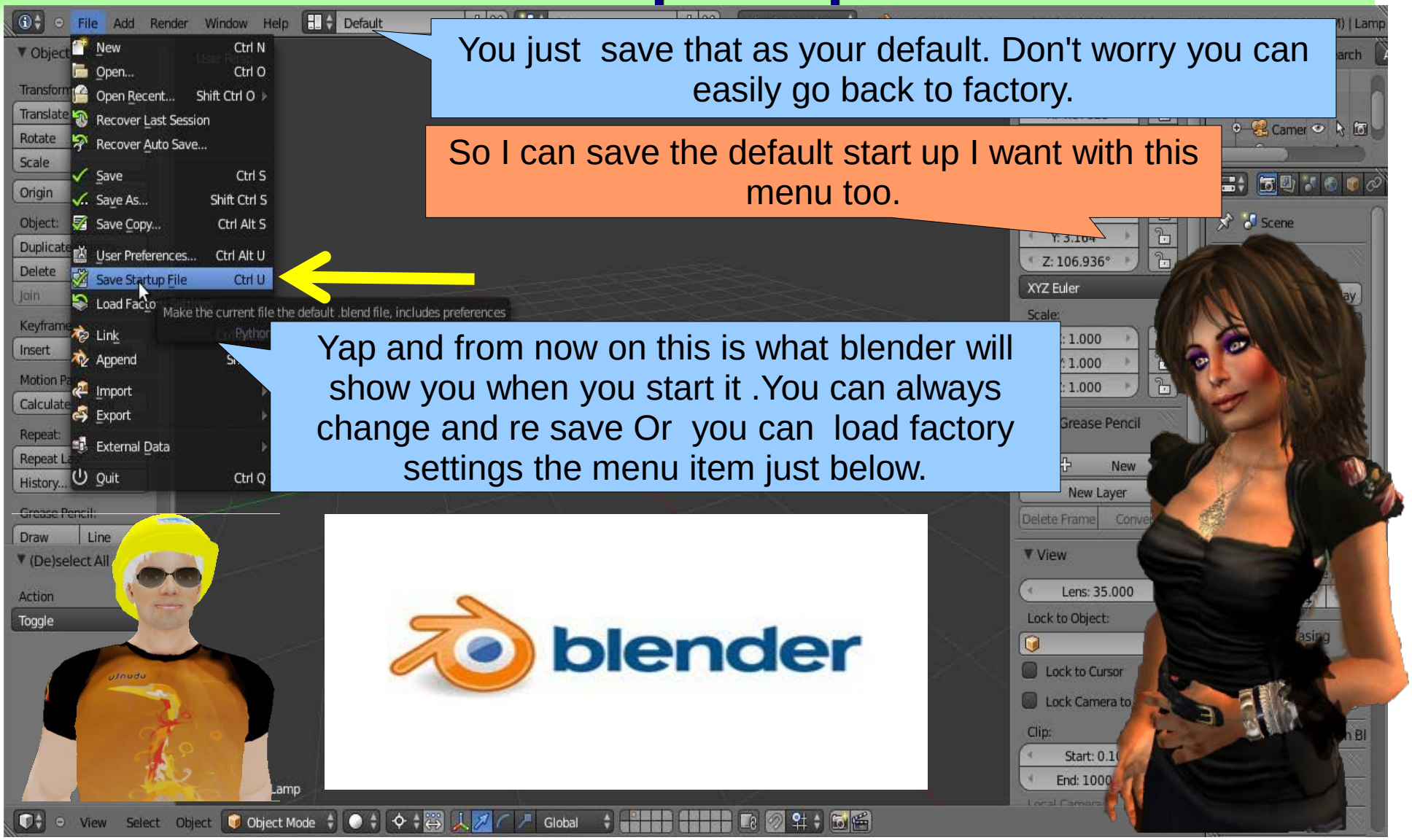
Yes and additional addon you can activate. We will sure come back here. Hit Save user Settings at the bottom.

Mesh-Import-part 2

You just save that as your default. Don't worry you can easily go back to factory.

So I can save the default start up I want with this menu too.

Yap and from now on this is what blender will show you when you start it .You can always change and re save Or you can load factory settings the menu item just below.



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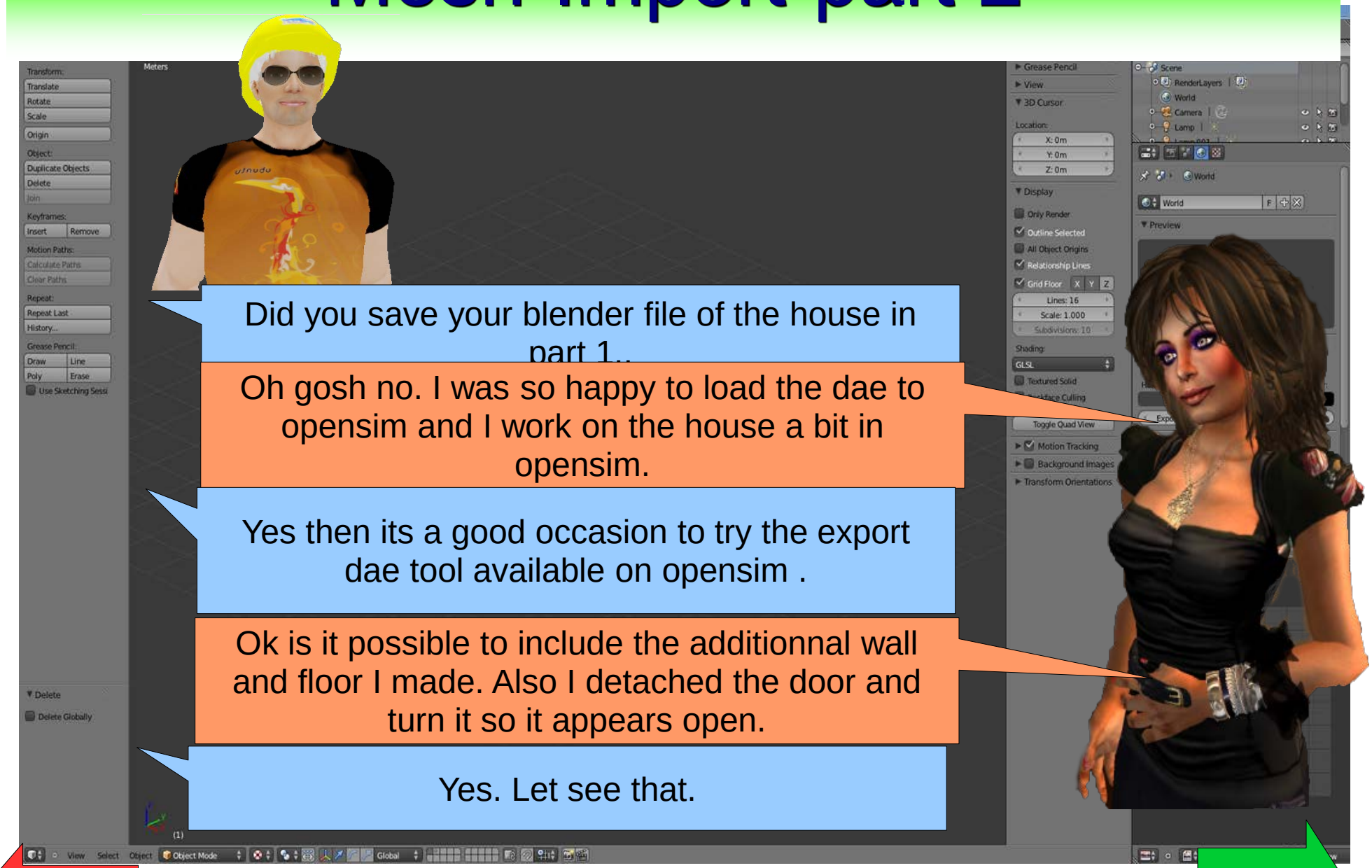


Did you save your blender file of the house in part 1..

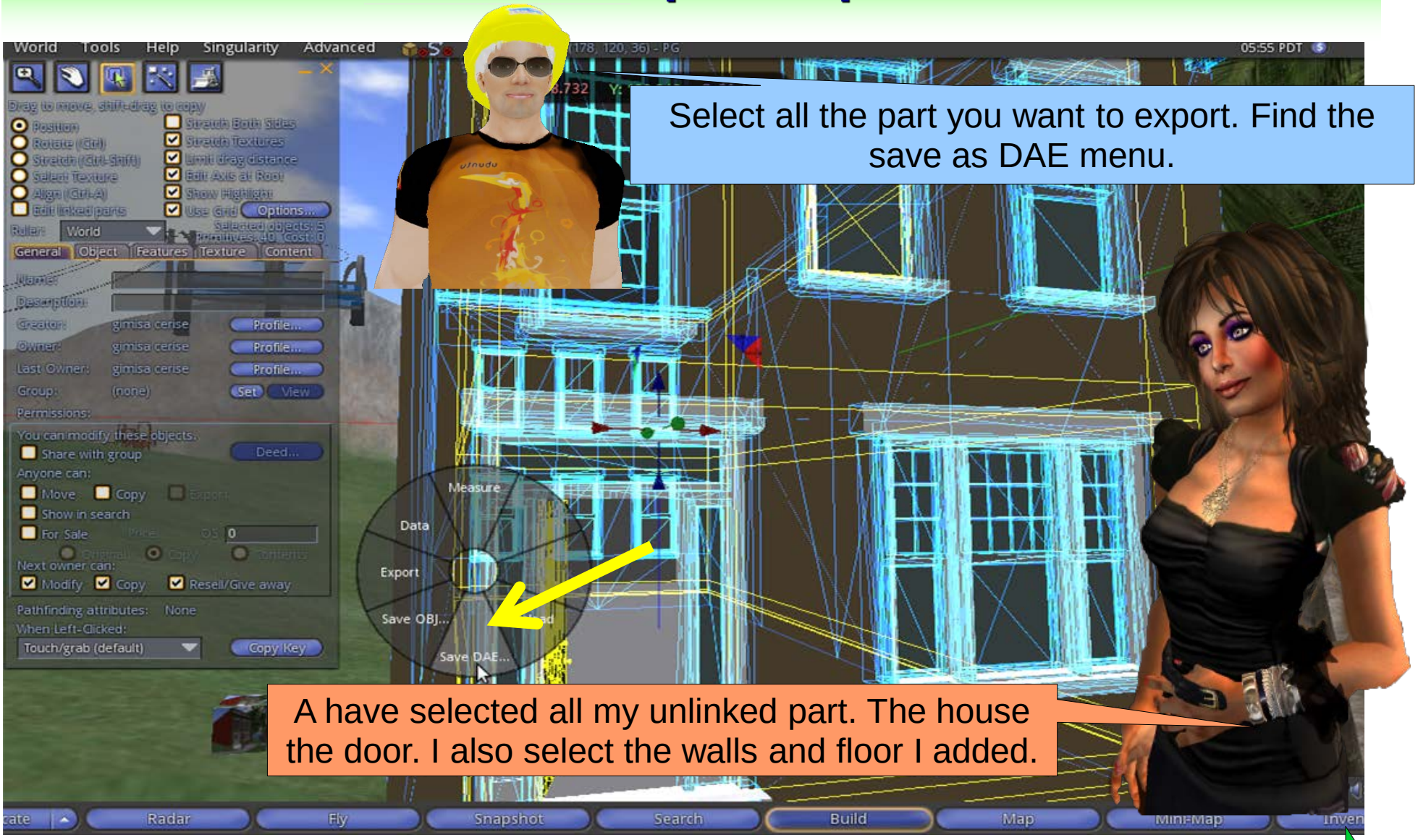
Oh gosh no. I was so happy to load the dae to opensim and I work on the house a bit in opensim.

Yes then its a good occasion to try the export dae tool available on opensim .

Ok is it possible to include the additionnal wall and floor I made. Also I detached the door and turn it so it appears open.

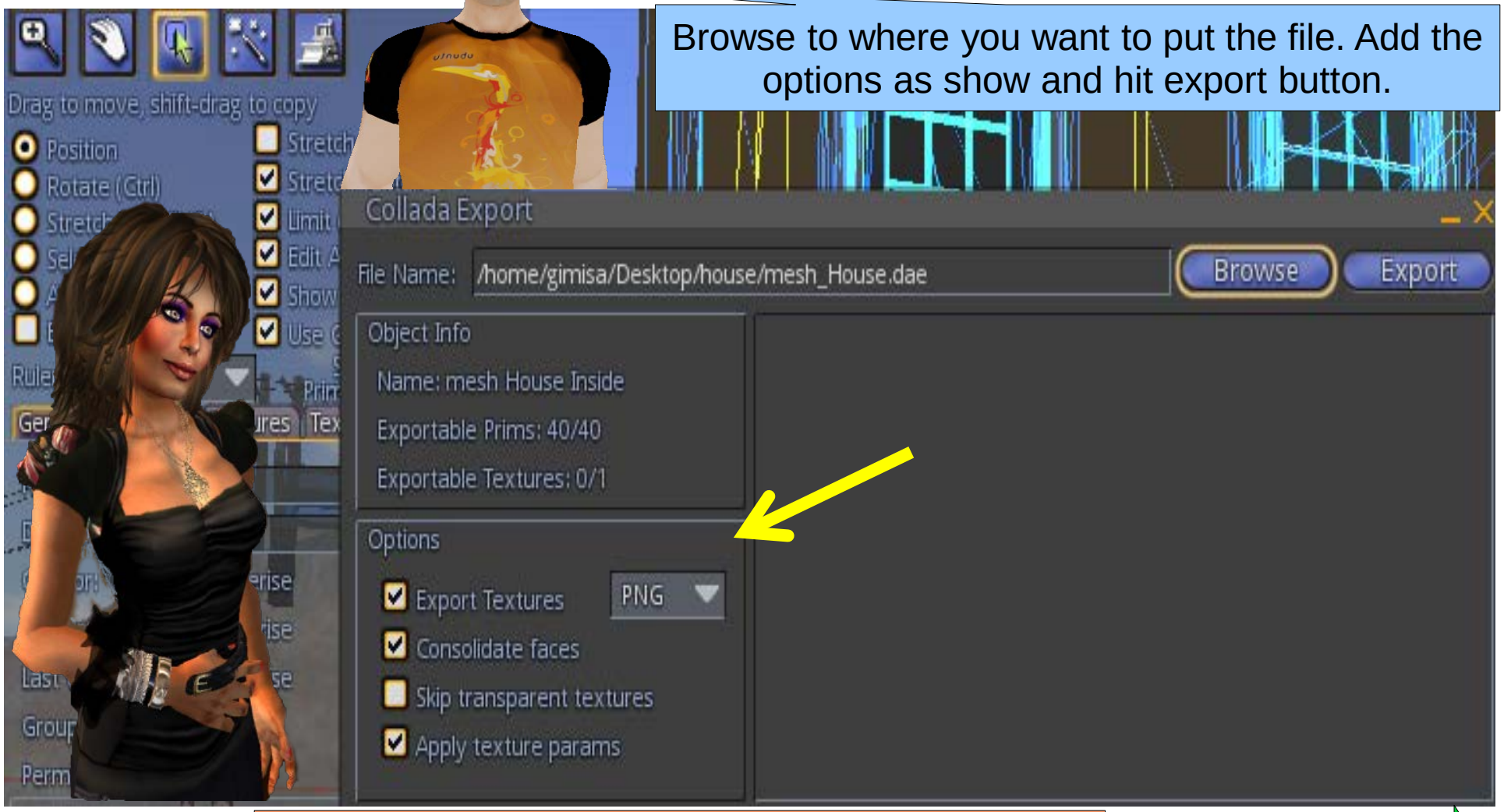
Yes. Let see that.

Mesh-Import-part 2



Mesh-Import-part 2

Browse to where you want to put the file. Add the options as show and hit export button.



A have selected all my unlinked part. The house the door. I also select the walls and floor I added.

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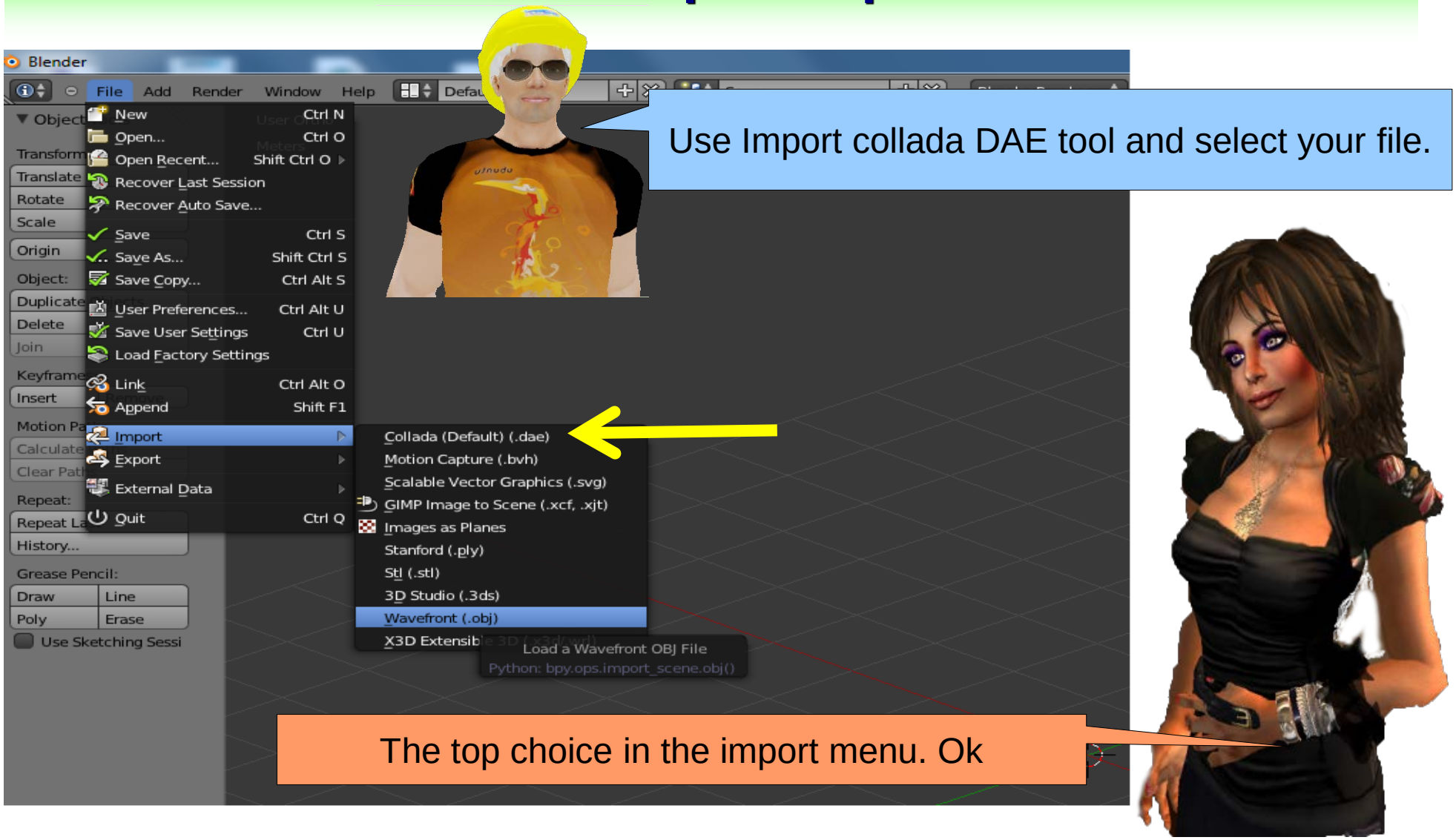
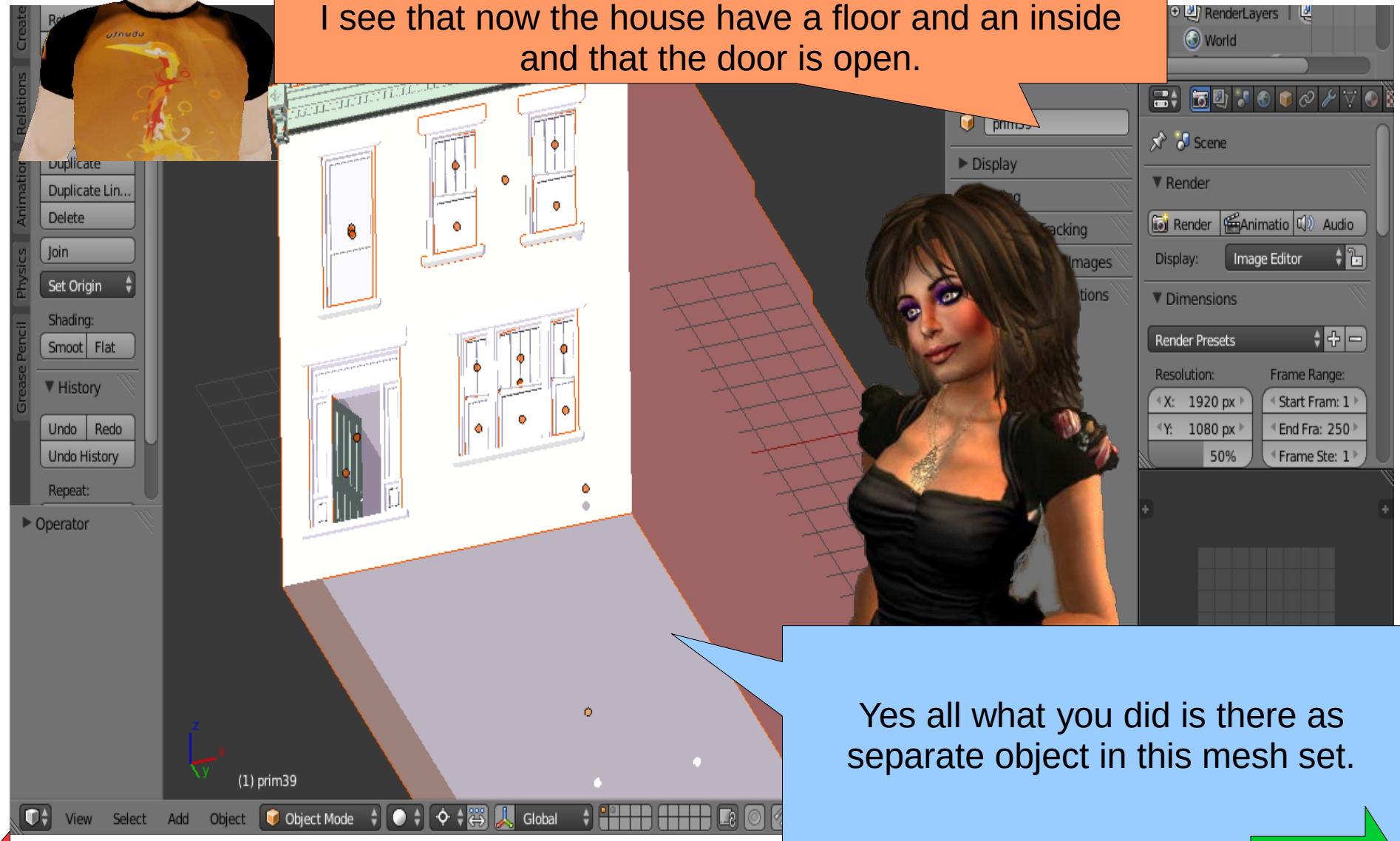


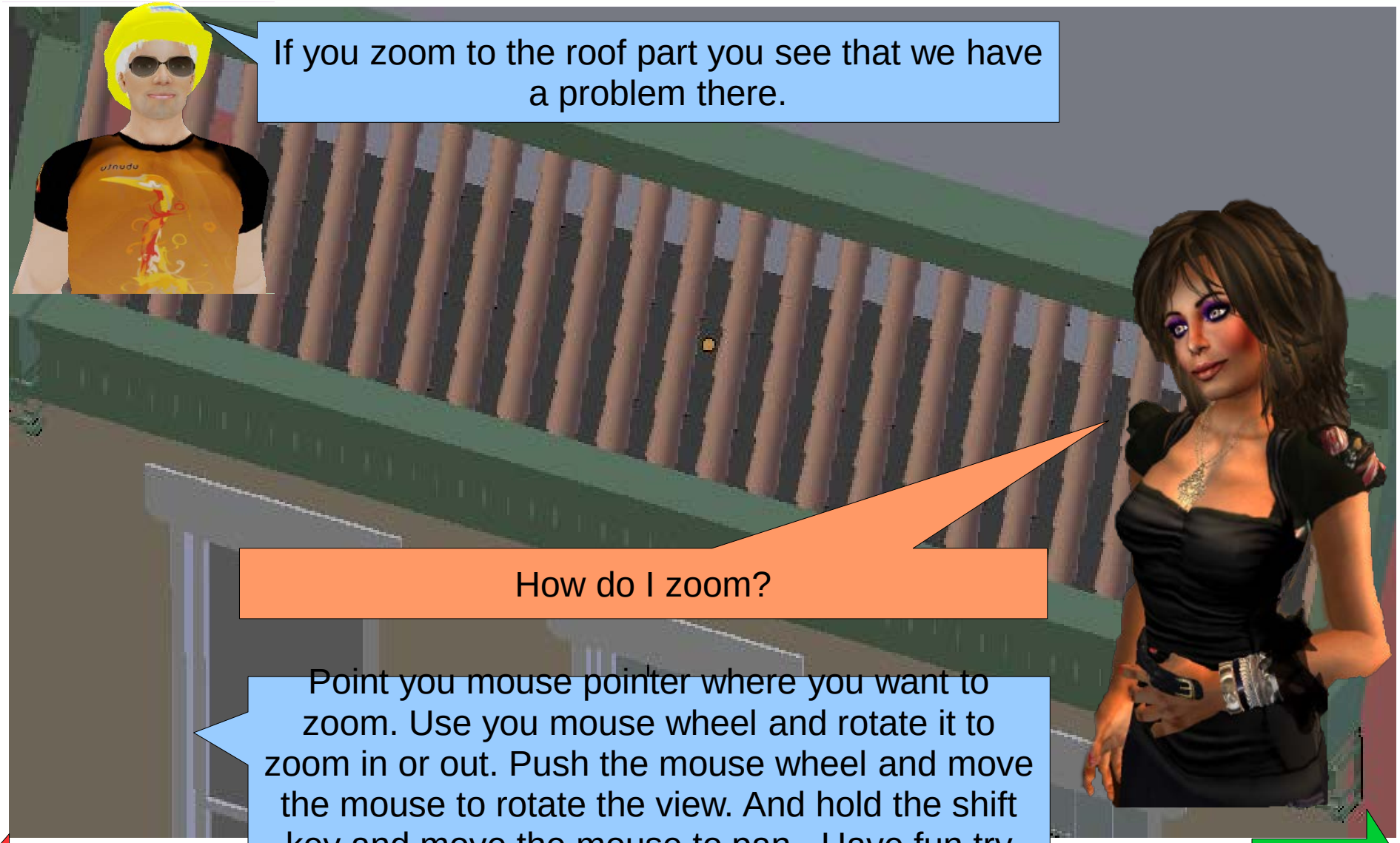
Mesh-Import-part 2

I see that now the house have a floor and an inside and that the door is open.

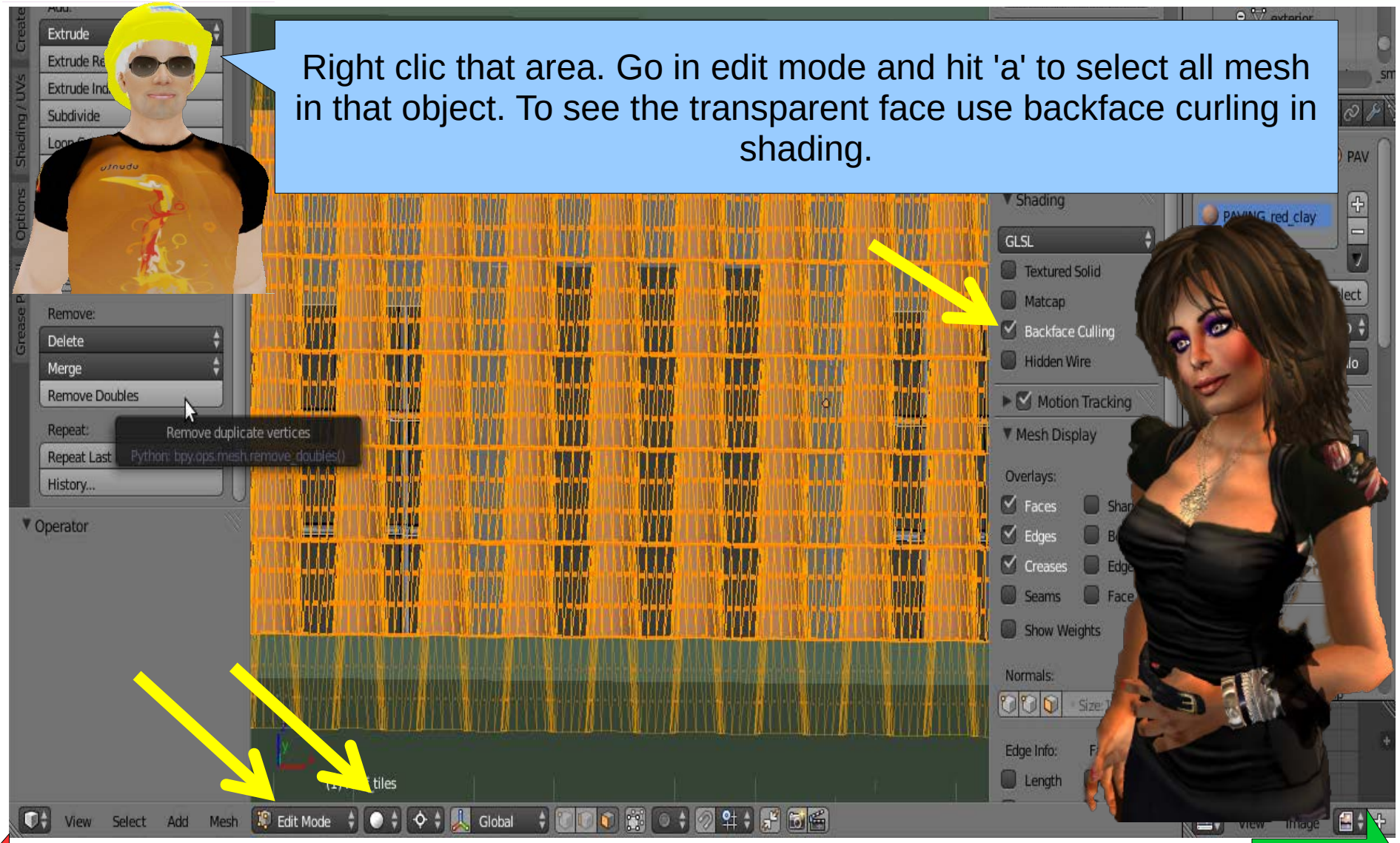


Yes all what you did is there as separate object in this mesh set.

Mesh-Import-part 2



Mesh-Import-part 2



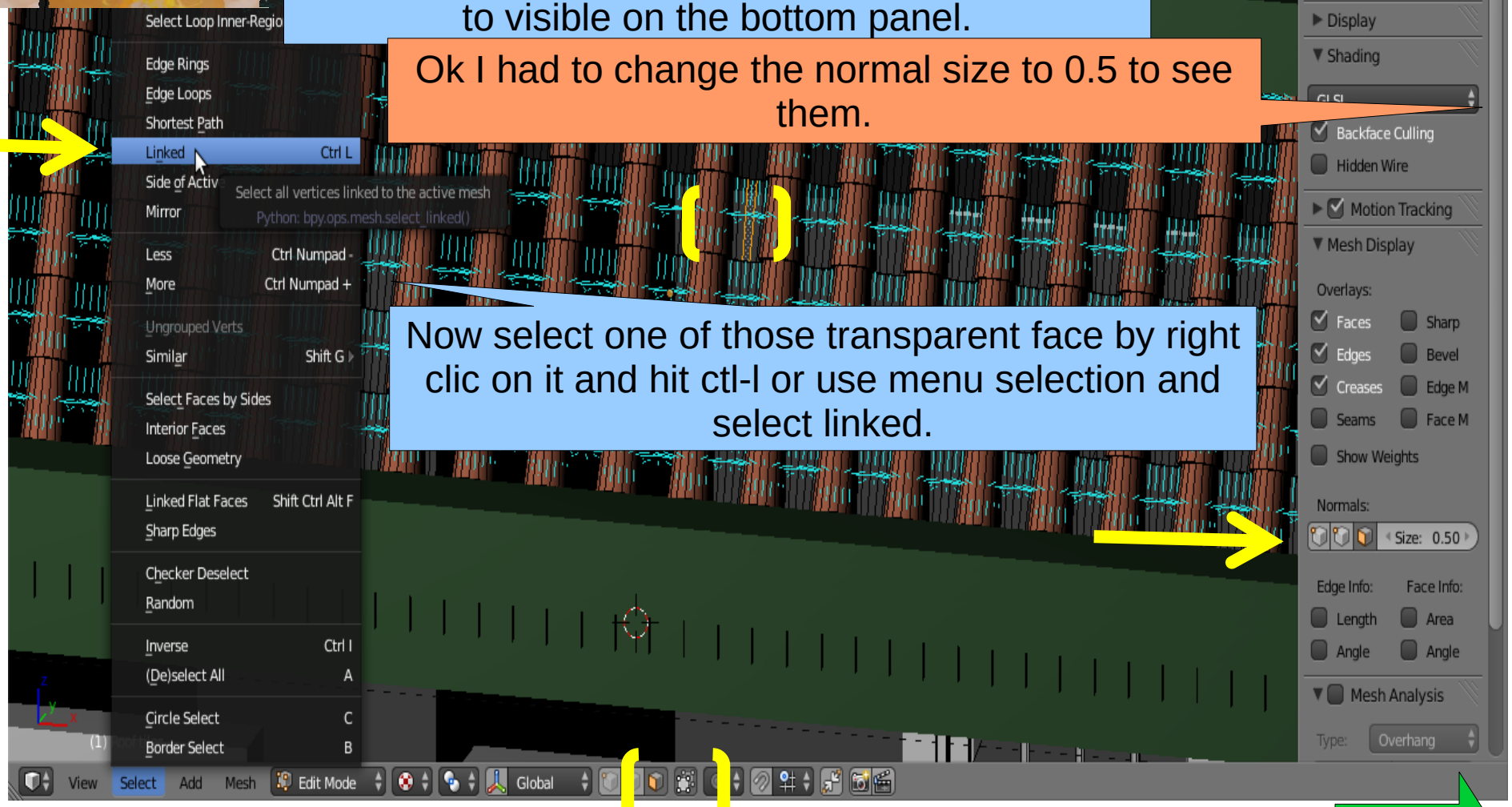
I see every other tiles of the roof is revers.

Mesh-Import-part 2

Look at the setting at the bottom and on the side panel. Activate the normal indicator on the right hand side panel. Check face selection and limit to visible on the bottom panel.

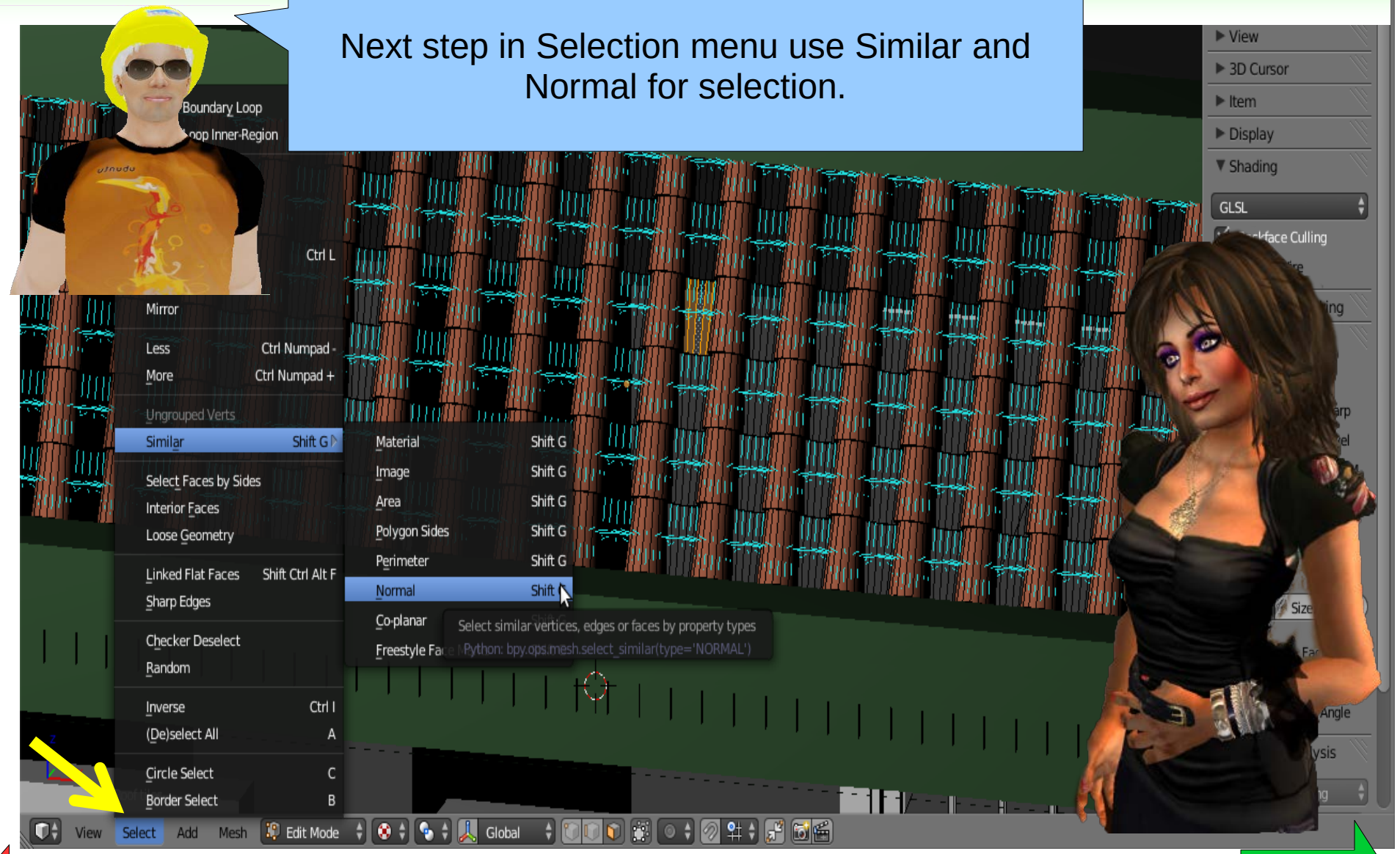
Ok I had to change the normal size to 0.5 to see them.

Now select one of those transparent face by right clic on it and hit ctl-l or use menu selection and select linked.

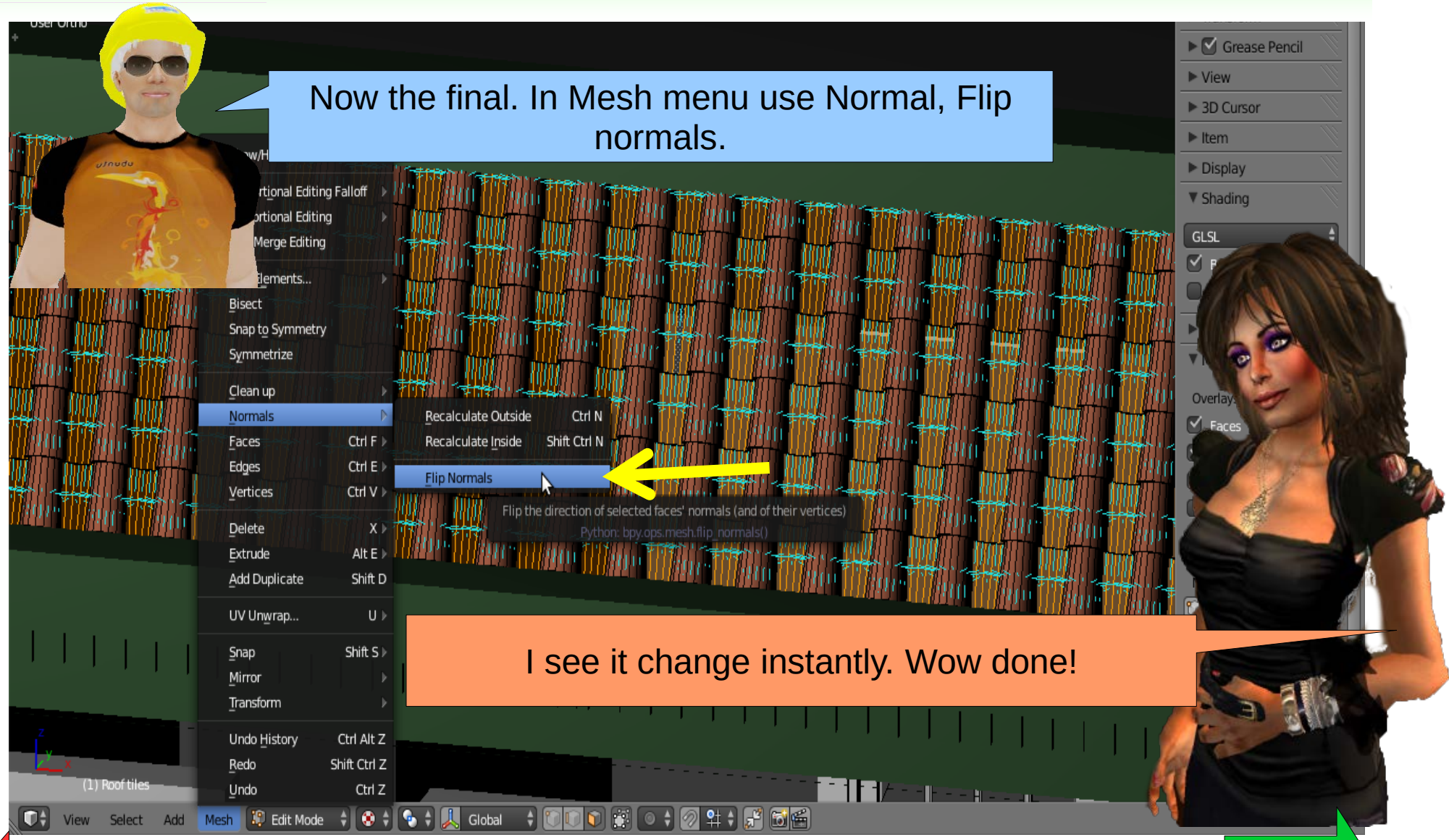


Mesh-Import-part 2

Next step in Selection menu use Similar and Normal for selection.



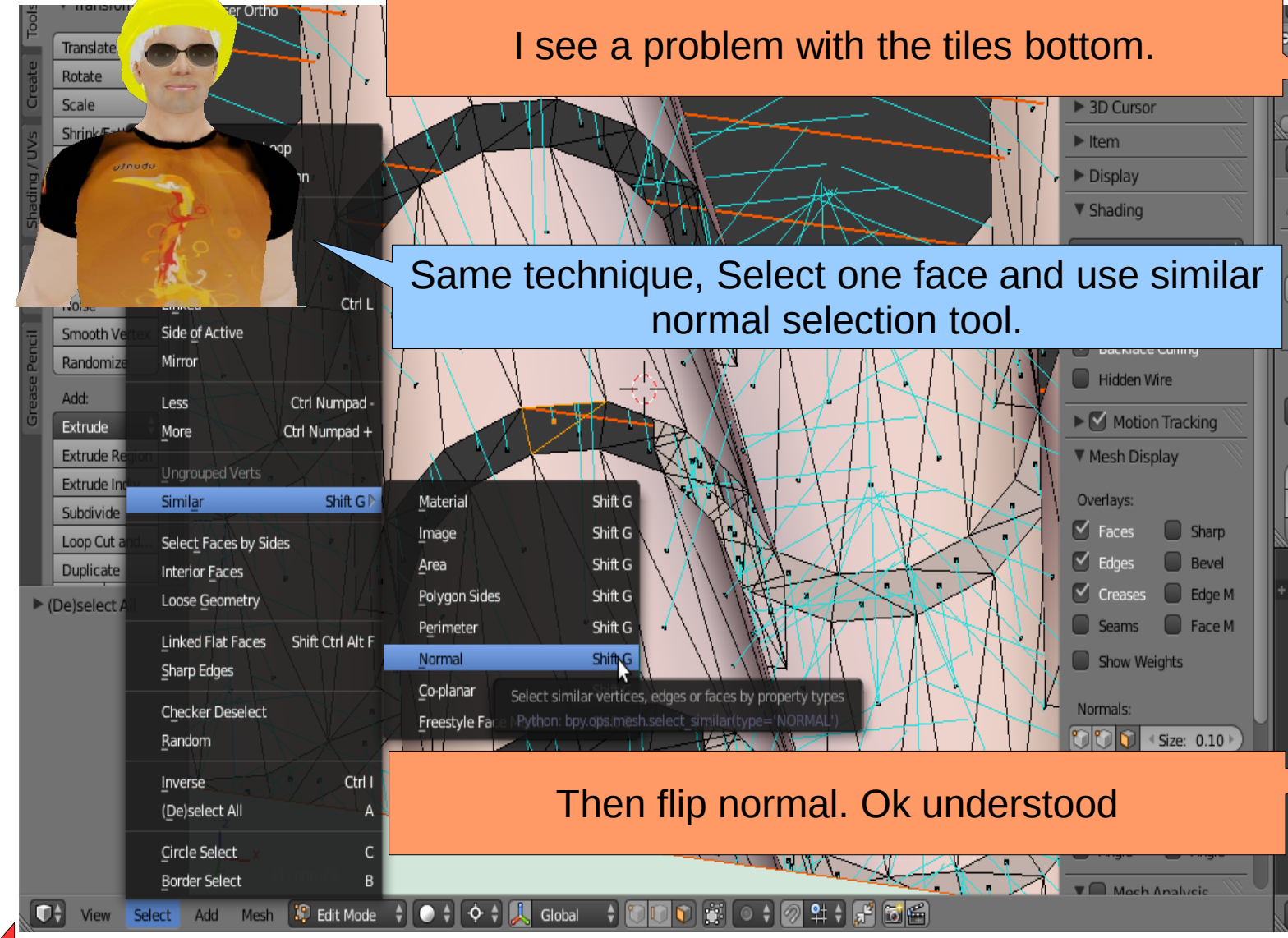
Mesh-Import-part 2



Mesh-Import-part 2

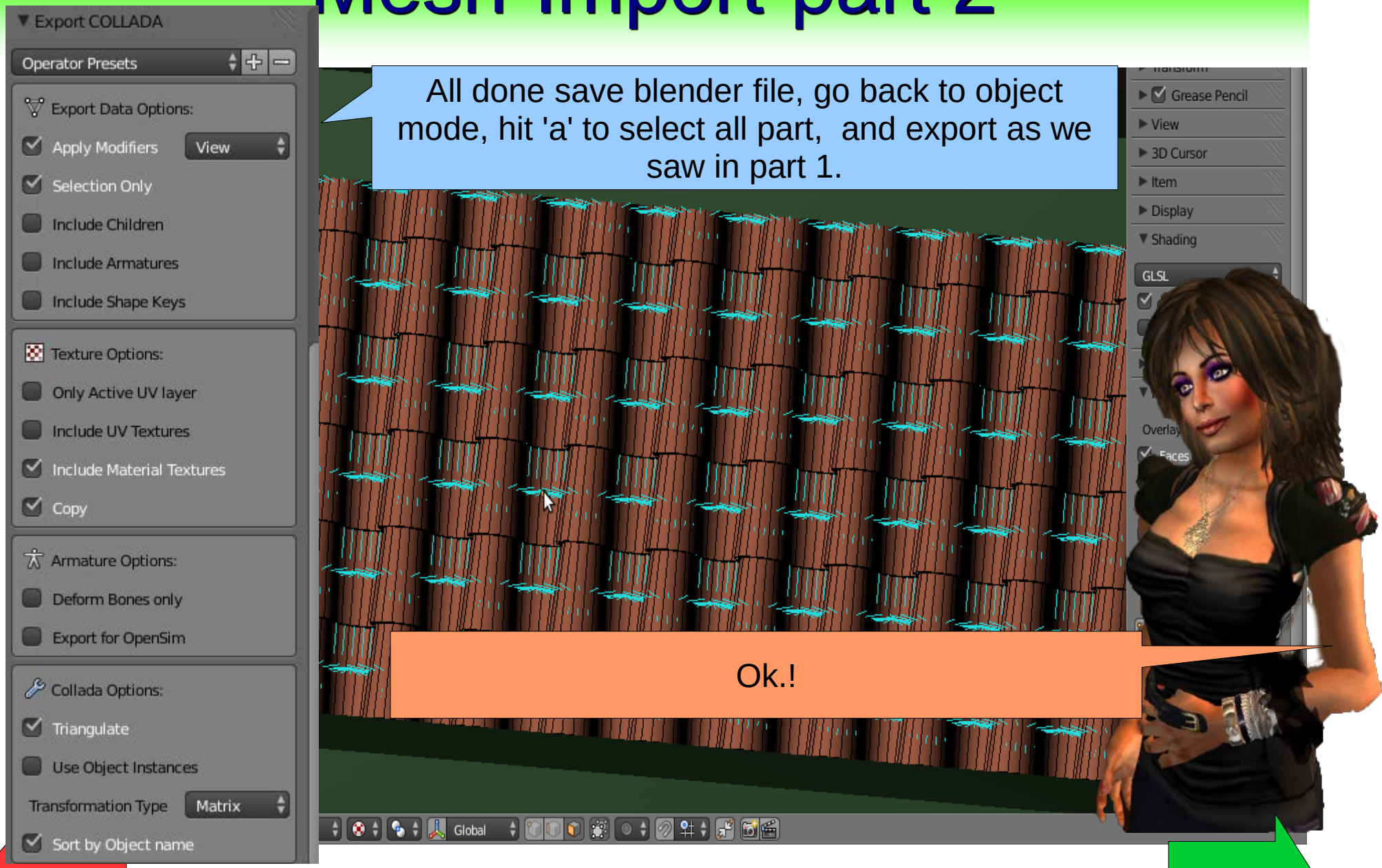
I see a problem with the tiles bottom.

Same technique, Select one face and use similar normal selection tool.



Then flip normal. Ok understood

Mesh-Import-part 2

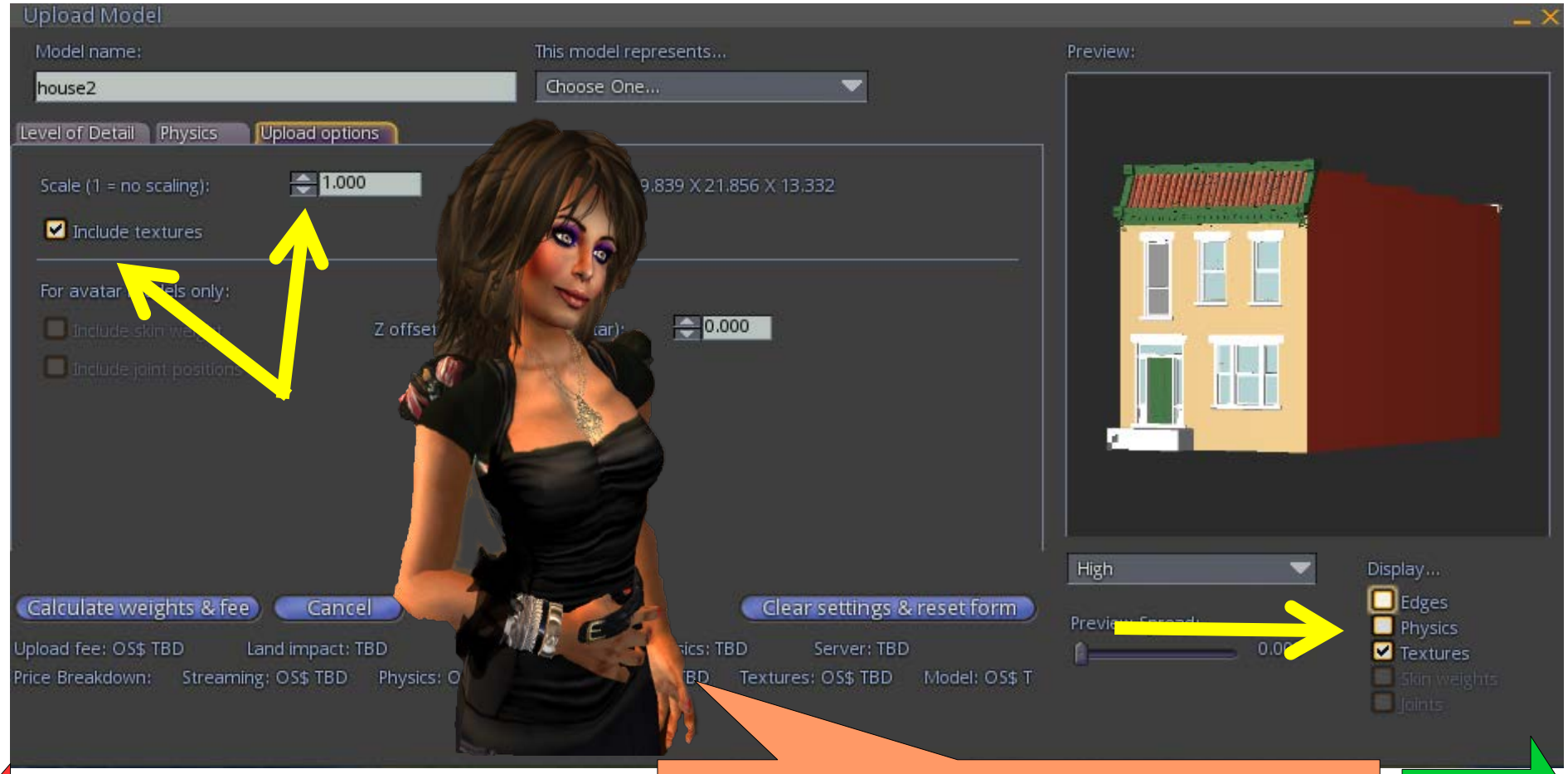


All done save blender file, go back to object mode, hit 'a' to select all part, and export as we saw in part 1.

Ok.!

Mesh-Import-part 2

Import in opensim like you did before. LOD, Physic and Texture.



Yes done lets see the result

Mesh-Import-part 2

Yeah, the tile part is now great compare to before. And I have my open door and my inside wall too. But I still see something on the eaves part that is not correct.

LOL for part 3 !! :).

Mesh-Import-part 2

SUMMARY:

- We have done blender default setting modification to work with our preference on the screen.
- We also see working with mesh inside opensim.
- Adding prim like inside floors or wall.
- Then export the group back out as DAE or OBJ files.
- We use selection link and similar normal selection tool to properly adjust hard to fix normal on the roof tiles.
- Then we reimported back the Mesh set in opensim.
- GiMiSa@yahoo.fr 140727