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Morph Target

The **Morph Target** component can be used to define morph targets for vertex animation. Morph targets are the objects we bind to control the morphing of a model. Usually, morphing is controlled by using timeline animation or property animation. The degree of morphing is controlled by defining the **Weight** property of the **Morph Target** component.

The normal workflow is to use an external content creation tool to create a mesh, which also contains morph targets, and import it to Qt Design Studio.

To add a morph target for a model in Qt Design Studio, drag-and-drop a **Morph Target** component from **Components** > **Qt Quick 3D** > **Qt Quick 3D** to **Scene** in Navigator. Then select the model in **Navigator**, and in **Properties** > **Model** > **Morph Targets**, select the name of the **Morph Target** component.

Morph Target Properties

To define attributes and weight for a **Morph Target**, select it in **Navigator** and specify its properties in the **Properties** view.
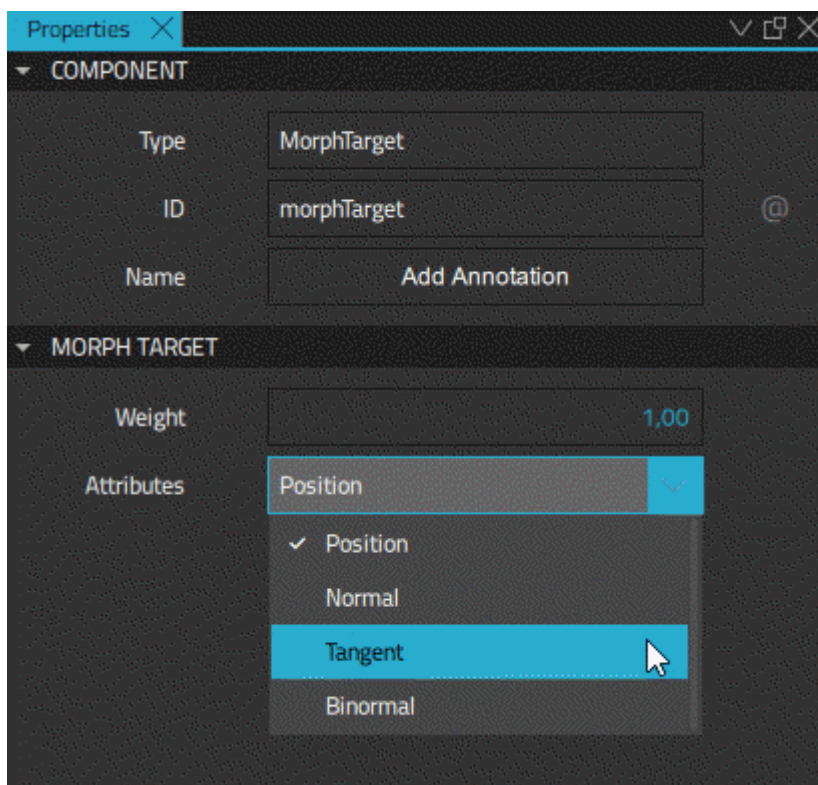
Use the **Weight** property to specify the weight of the **Morph Target**. The value of **Weight** functions as the

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Use the **Attributes** property to specify a set of attributes for the selected **Morph Target**. In order to animate vertex attributes in morphing, the mesh must contain those target attributes and the **Morph Target** must have the attributes enabled.

Click the dropdown menu to select one of the following attributes:

› **Position** animates the vertex positions.

› **Normal** animates the normal vectors.

› **Tangent** animates the tangent vectors.

› **Binormal** animates the binormal vectors.

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