

# Installing Assimp

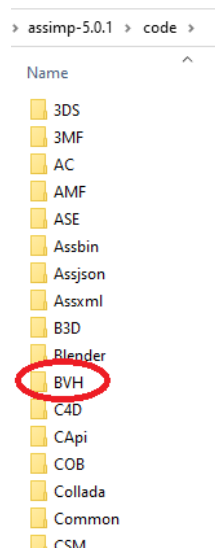
Assimp Download Link (Current Version 5.0.1):

<https://www.assimp.org/index.php/downloads>

## Important Update (3/10/2021)

It was observed that the animations loaded from BVH files were not being displayed correctly. None of the files in the CMU dataset generated a proper animation sequence. Further investigation into this issue revealed that the BVH loader in Assimp versions 4.1.0 and above contained a bug: The Euler angle rotation sequence used in the BVH loader (BVHLoader.cpp) was wrong. A description of this issue can be found here: <https://github.com/assimp/assimp/pull/3233>. There are three options for installing Assimp with a correct version of the file "BVHLoader.cpp".

**Option 1:** If you are building the Assimp project from source, please update the BVH folder in the source directory with the contents of the attached folder.



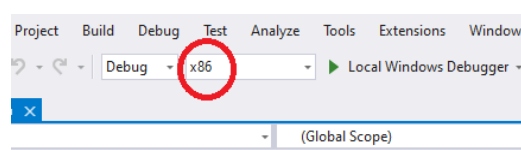
The build files can now be generated using CMake.

**Option 2:** Install Assimp Version 4.0.1 (not 4.1.0)

**Option 3:** Use the following instructions and files to set up Visual Studio on Windows. The files have been updated with correct version of BVHLoader.cpp

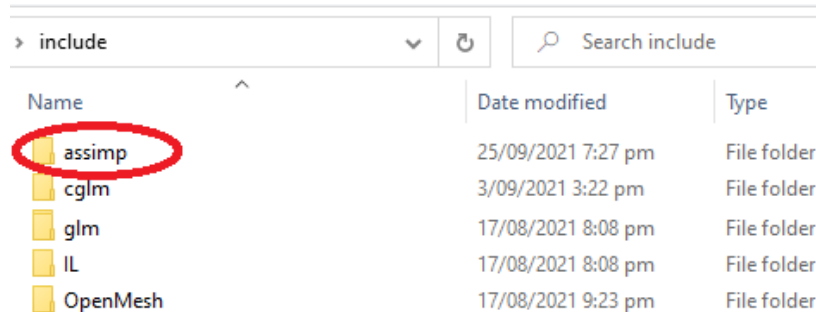
## Setting Up Visual Studio on Windows

First, check if your VS configuration uses x86/win32 or x64 as the solution platform:



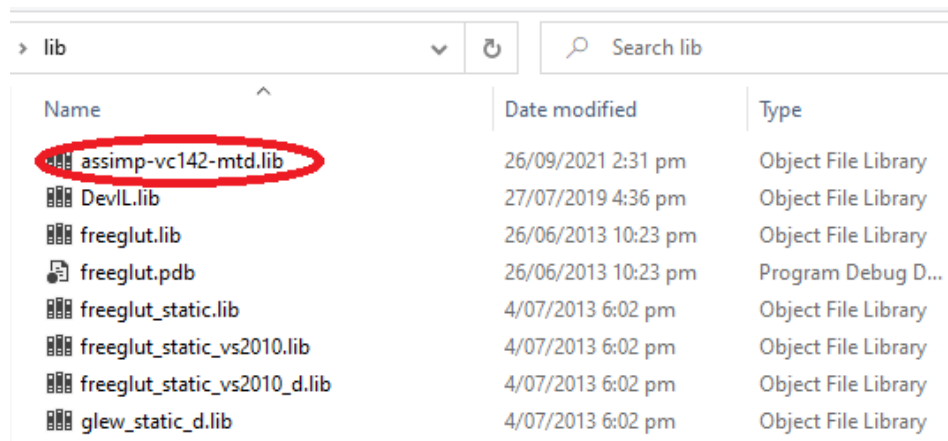
Two zip files corresponding to the two solution platforms are provided. Select the appropriate one from this set.

The zip file contains an “include” folder. Copy the “assimp” folder from this directory to the default include folder used by Visual Studio.



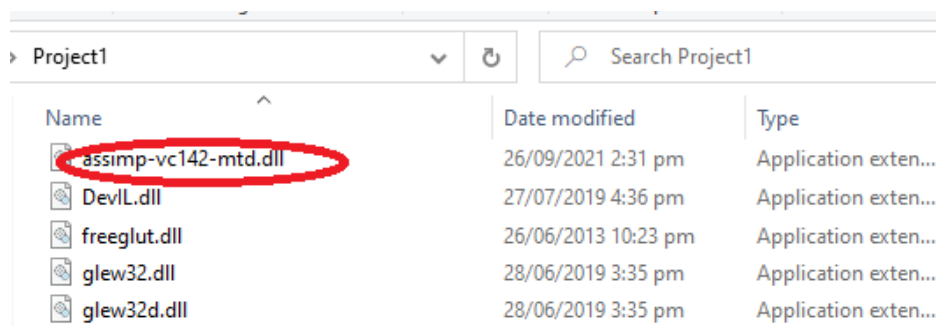
Name	Date modified	Type
assimp	25/09/2021 7:27 pm	File folder
cglm	3/09/2021 3:22 pm	File folder
glm	17/08/2021 8:08 pm	File folder
IL	17/08/2021 8:08 pm	File folder
OpenMesh	17/08/2021 9:23 pm	File folder

Copy the “assimp-vc142-mtd.lib” file from the zip file to the default lib folder used by Visual Studio.



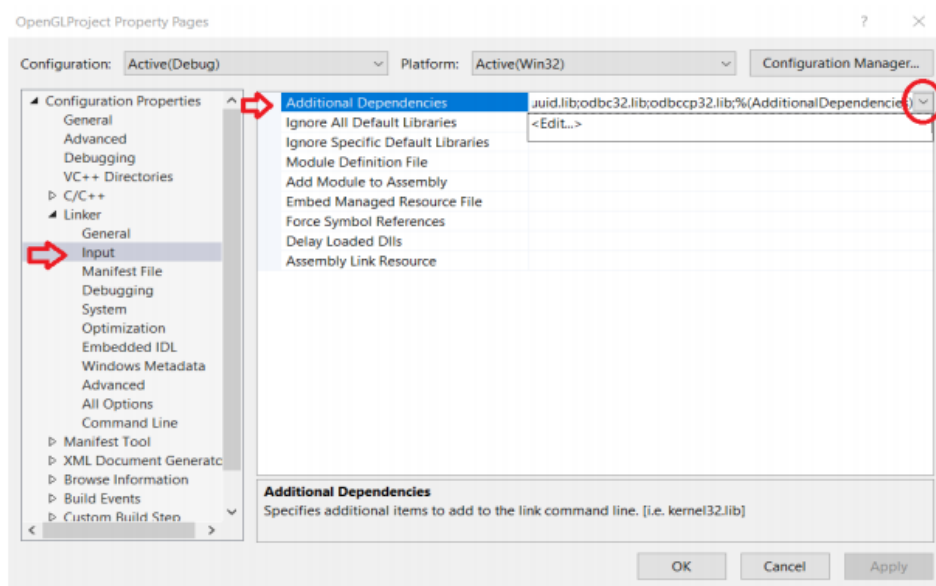
Name	Date modified	Type
assimp-vc142-mtd.lib	26/09/2021 2:31 pm	Object File Library
DevIL.lib	27/07/2019 4:36 pm	Object File Library
freeglut.lib	26/06/2013 10:23 pm	Object File Library
freeglut.pdb	26/06/2013 10:23 pm	Program Debug D...
freeglut_static.lib	4/07/2013 6:02 pm	Object File Library
freeglut_static_vs2010.lib	4/07/2013 6:02 pm	Object File Library
freeglut_static_vs2010_d.lib	4/07/2013 6:02 pm	Object File Library
glew_static_d.lib	4/07/2013 6:02 pm	Object File Library

Copy “assimp-vc142-mtd.dll” from the zip file to the VS project folder:



Name	Date modified	Type
assimp-vc142-mtd.dll	26/09/2021 2:31 pm	Application exten...
DevIL.dll	27/07/2019 4:36 pm	Application exten...
freeglut.dll	26/06/2013 10:23 pm	Application exten...
glew32.dll	28/06/2019 3:35 pm	Application exten...
glew32d.dll	28/06/2019 3:35 pm	Application exten...

On Visual Studio, select the project properties page, and select “Linker->Input” and click the arrow attached to the “Additional Dependencies” field, and click “Edit...”.



Input the filename `assimp-vc142-mtd.lib` in the list of additional dependencies, and click "OK".

