

3D Viewer v1.0

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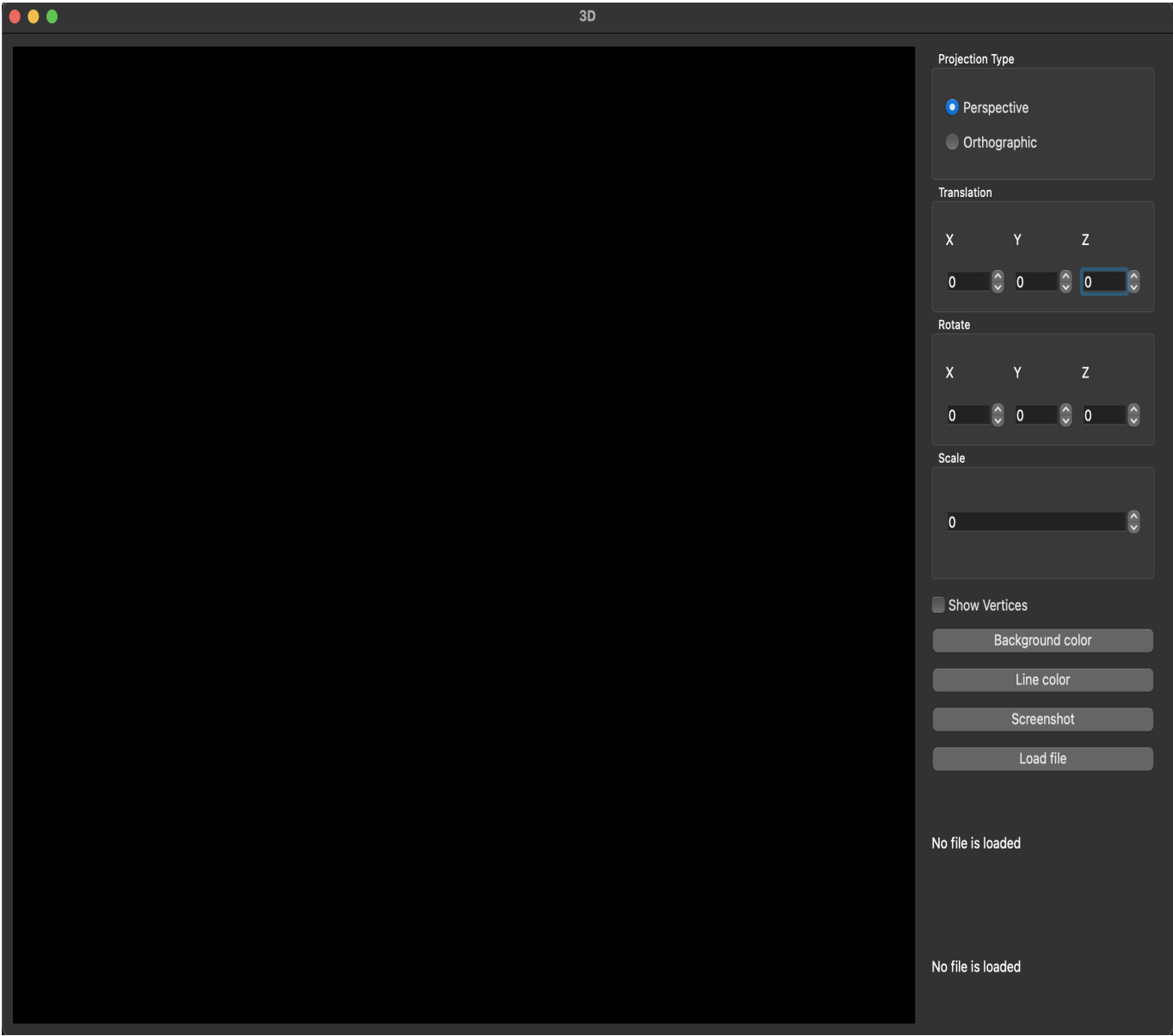
Installation

Go to source folder from terminal and run command:

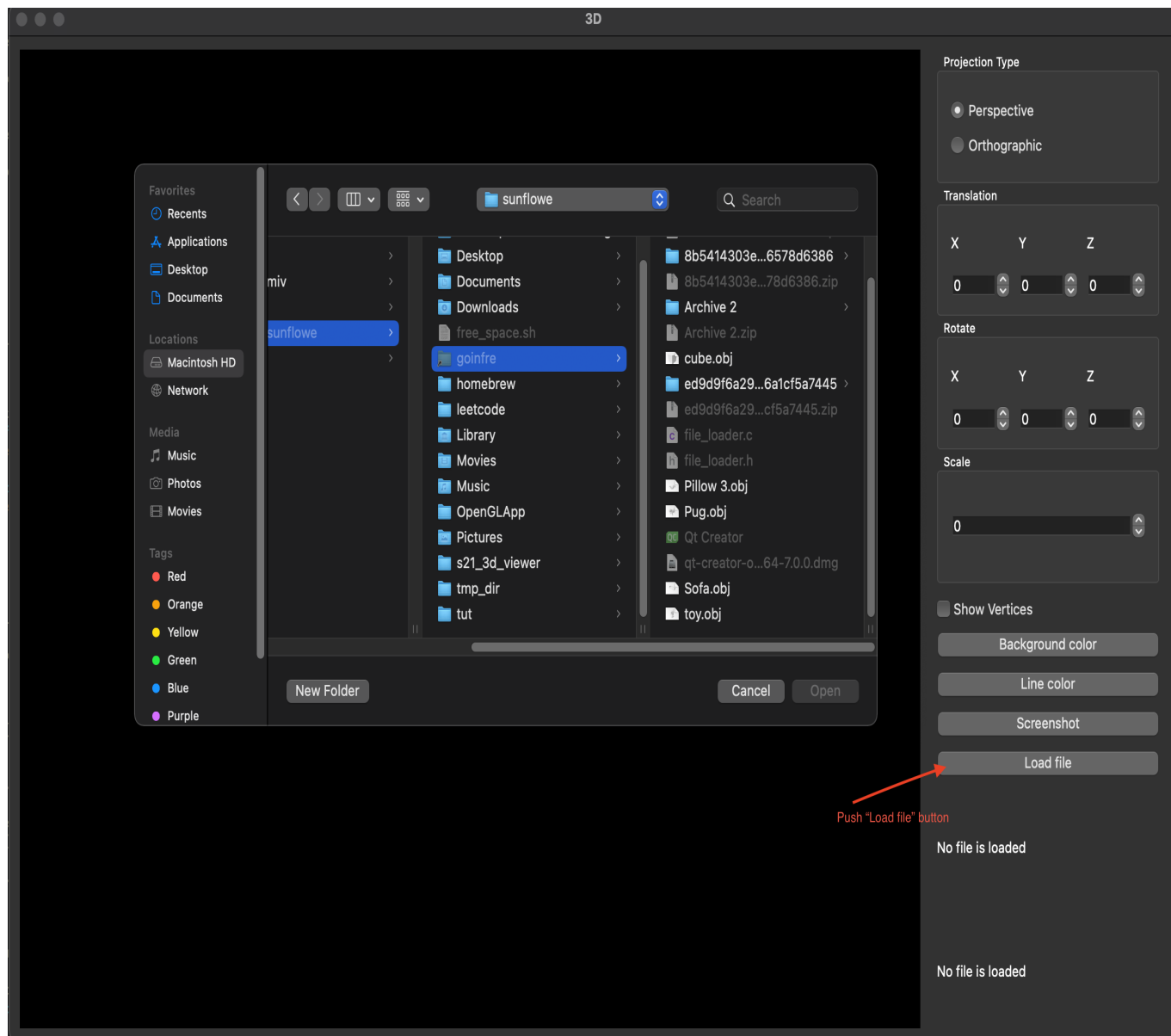
```
make install
```

App is in the 3DViewer folder and named "OpenGLApp"

3DViewer



Loading a model



Push "Load file" button, then show path to your "OBJ" formatted file

Camera operations

Target of camera can be moved with keys (W, S, A, D).

Position of camera can be changed with mouse moving with pressed right button of the mouse

Model operations

Translation

X

0

↑
↓

Y

0

↑
↓

Z

0

↑
↓

Rotate

X

0

↑
↓

Y

0

↑
↓

Z

0

↑
↓

Scale

0

↑
↓

Above instruments to translate/rotate on X/Y/Z axes and scaling.

Model info



```
/opt/goinfre/sunflowe/Pillow 3.obj
```

```
Number of indices: 168984  
Number of edges: 56328
```

Above field with loaded model info (path, number of vertices and edges)

Choosing projection type



`/opt/goinfre/sunflowe/Pillow 3.obj`

Number of indices: 168984
Number of edges: 56328

Above you can choose type of projection

Coloring

`/opt/goinfre/sunflowe/Pillow 3.obj`

Number of indices: 168984

Number of edges: 56328

Field to choose background and edges colors, also checkbox for highlighting vertices