TOOL USER MANUAL: 3D SCENE EDITOR

LUCAS GARCIA DOMINGUEZ

INTRODUCTION TO THE TOOL

The functionality of this desktop application is to generate a scene editor and virtual 3D environments that can be altered at runtime by the user. The user will be able to modify the Transform of two objects instantiated in the scene as a test once he clicks on the object he wants to modify.

If you are familiar with using graphics engines such as Unity or Unreal Engine, the “Transform” or “Hierarchy” panels will look very similar to each other. The models represented are two rabbits used as an example and that share material and mesh, but in future versions of the tool, it will be possible to import complete scenes, load models directly into the scene and modify the materials of the models.

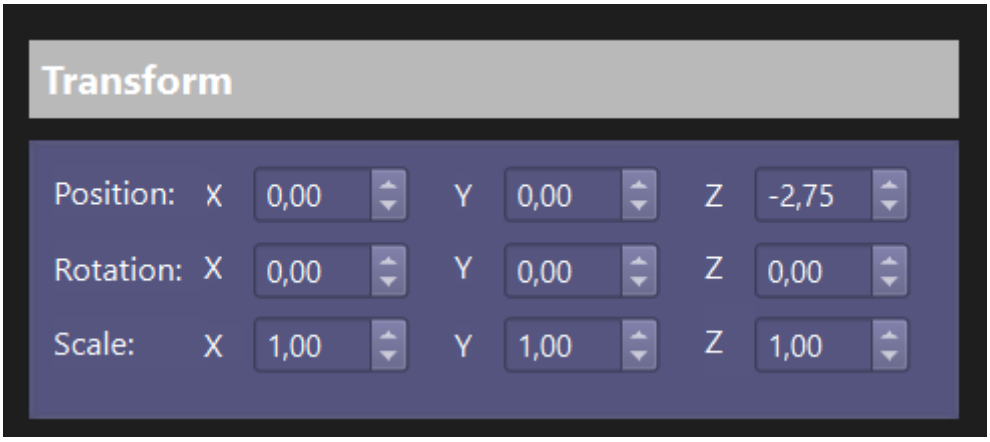
CONTROLS

Transform Panel

This panel allows you to change any graphical and visible property of the object to be modified. Any change in this section will result in an instant change in the model and in the 3D scene.

The position on the z axis of both models available in the scene are at -2.75 so that they can be observed and recognized by the cameras themselves, given that the camera is in position 0 in “x”, 0 in “y” and 0 in “z”.

The scale of the models is set to 1 on all axes, since in this way the model can be observed in its natural form.



Hierarchy Panel

This panel represents all the entities that are in the scene, except for the camera and the light. These entities have a name and can be modified by clicking on the outline surrounding the name.

Panel Render

This panel shows all visible entities given the camera position.