

Quick Start for Melody

This is a quick intro to Melody. For detailed instructions, please refer to the User Guide.

First thing

The first thing that you do is to load in a 'working model', then load a high resolution model (called a reference model)

Generate Normal Maps

Hit the 'Generate Normal Map' button. This creates texture coordinates for the working model, packs them and creates an object space normal map. Hit the Console button to see where the normal map was saved to.

You should have a normal map applied to the working model now.

Use the CTRL+drag to rotate the mode. 'drag' means hold left mouse button down and move mouse.

Use the SHIFT+drag to pan the model

Use the CTRL+SHIFT+drag to zoom the model

Check 'Move Light' to move the light around with the CTRL+drag

Uncheck 'Move Light'

Select 'Object Space Normals'. The reference model displays vertex normals, the working model displays the object normal map normals.

Examine the Normal Map Coordinates

In the Line Drawing section, select 'Normal Map Texture Coordinates' then hit 'Build Lines'. Hit 'Reset Position' to align the texture coordinates with the screen

Use the CTRL+SHIFT+drag

Hit 'Clear Lines' to stop displaying the texture coordinates

Select 'Charts' in the Display area to view the charts on the low res model

To Compare Working Model with Reference Model

Select 'Both Overlayed' in the combo box just under the render window on the right, so the models occupy the same place. Hit Reset Position to center the model.

Select 'Grey Shaded (Per Pixel Normals)

Switch between Reference Model and Working Model in the combo

Select 'Both' to view both models