

NVIDIA Melody 1. Release Notes

Welcome to the v1.1 release of the NVIDIA Melody, the tool that does LOD and normal map creation. Please read through Quick Start documentation to get started.

We are hoping to get your feedback on features, bugs and what works and doesn't. If you have any problems with specific models, please send them to nvmelody@nvidia.com

New for v1.1

- Both object space normal maps and tangent space normal maps are created. This allow switching back and forth between them to compare.
- Visualization of the ray bounds for normal map creation.
- New render display modes
- Import of .ply format
- Improved .3ds file loading
- Added support for normals in .obj file format
- Added crash reporting mechanism
- Added occlusion value stored in alpha
- Removed Optimization and subdivision