

## The Open-Asset-Importer-Lib

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## Home

Veröffentlicht: 16. Januar 2018

Zugriffe: 751918







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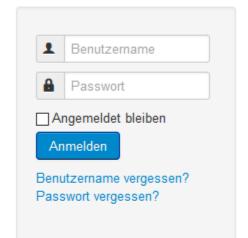
The Open Asset Import Library (short name: Assimp) is a portable Open-Source library to import various well-known 3D model formats in a uniform manner. The most recent version also knows how to export 3d files and is

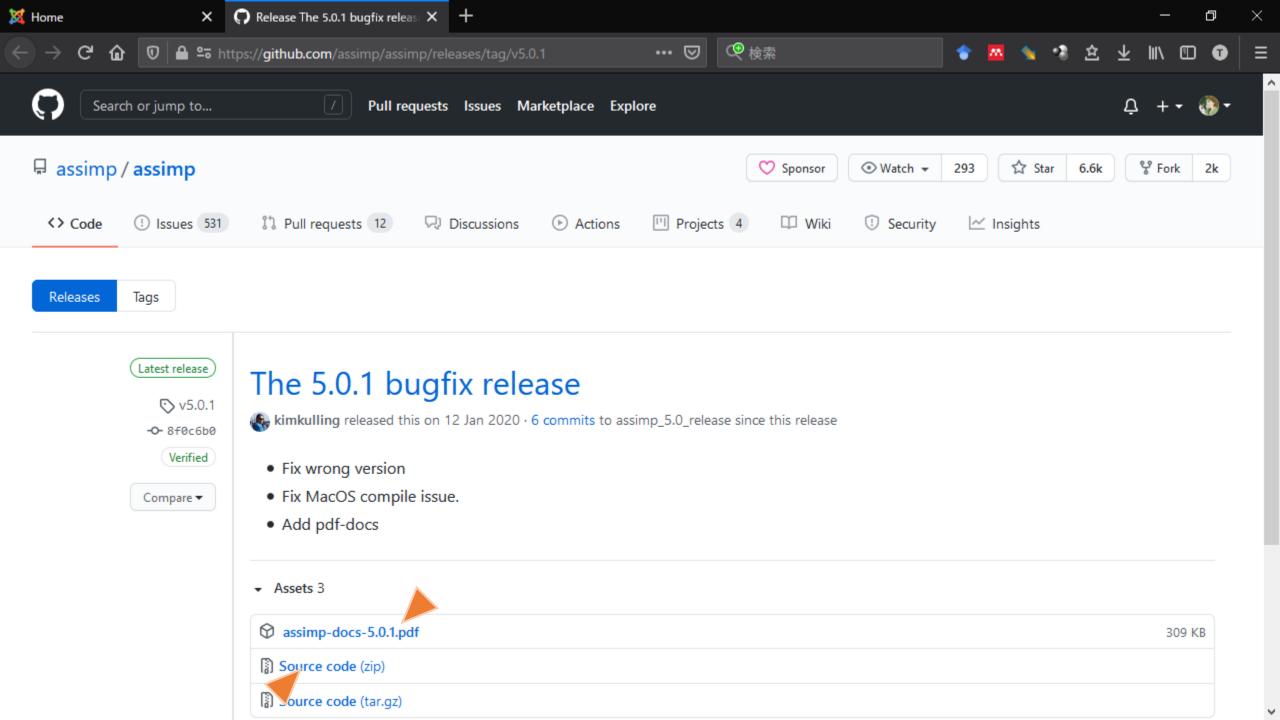
open3mod is a Windows-based model viewer. It loads all file formats that Assimp supports and is perfectly suited to quickly inspect 3d assets.

Assimp aims to provide a full asset conversion pipeline for use in game engines / realtime rendering systems of any kind, but it is not limited to this purpose. In the past, it has been used in a wide range of applications.

therefore suitable as a general-purpose 3D model converter. See the feature-list.

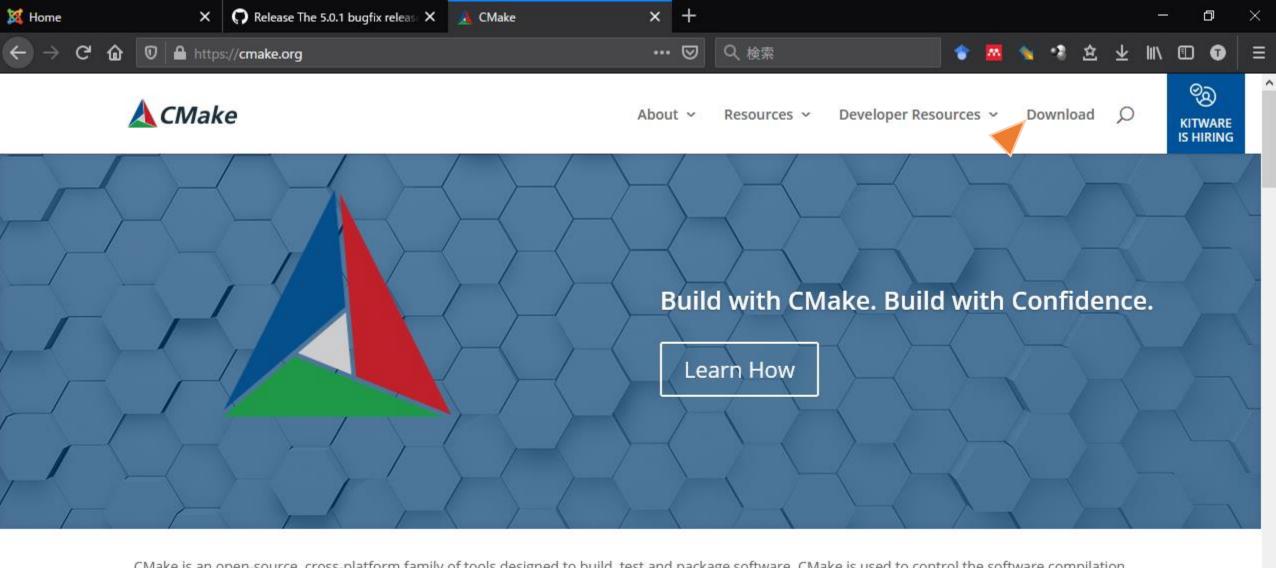
Written in C++, it is available under a liberal **BSD license**. There is a C API as well as bindings to various other languages, including C#/.net, Python and D. Assimp loads all input model formats into one straightforward data structure for further processing. This feature set is augmented by various post processing







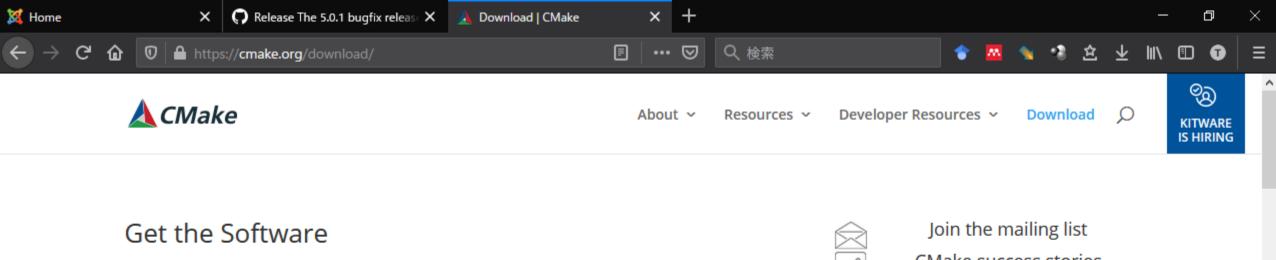




CMake is an open-source, cross-platform family of tools designed to build, test and package software. CMake is used to control the software compilation process using simple platform and compiler independent configuration files, and generate native makefiles and workspaces that can be used in the compiler environment of your choice. The suite of CMake tools were created by Kitware in response to the need for a powerful, cross-platform build environment for open-source projects such as ITK and VTK.

CMake is part of Kitware's collection of commercially supported open-source platforms for software development.





You can either download binaries or source code archives for the latest stable or previous release or access the current development (aka nightly) distribution through Git. This software may not be exported in violation of any U.S. export laws or regulations. For more information regarding Export Control matters please go to https://www.kitware.com/legal.



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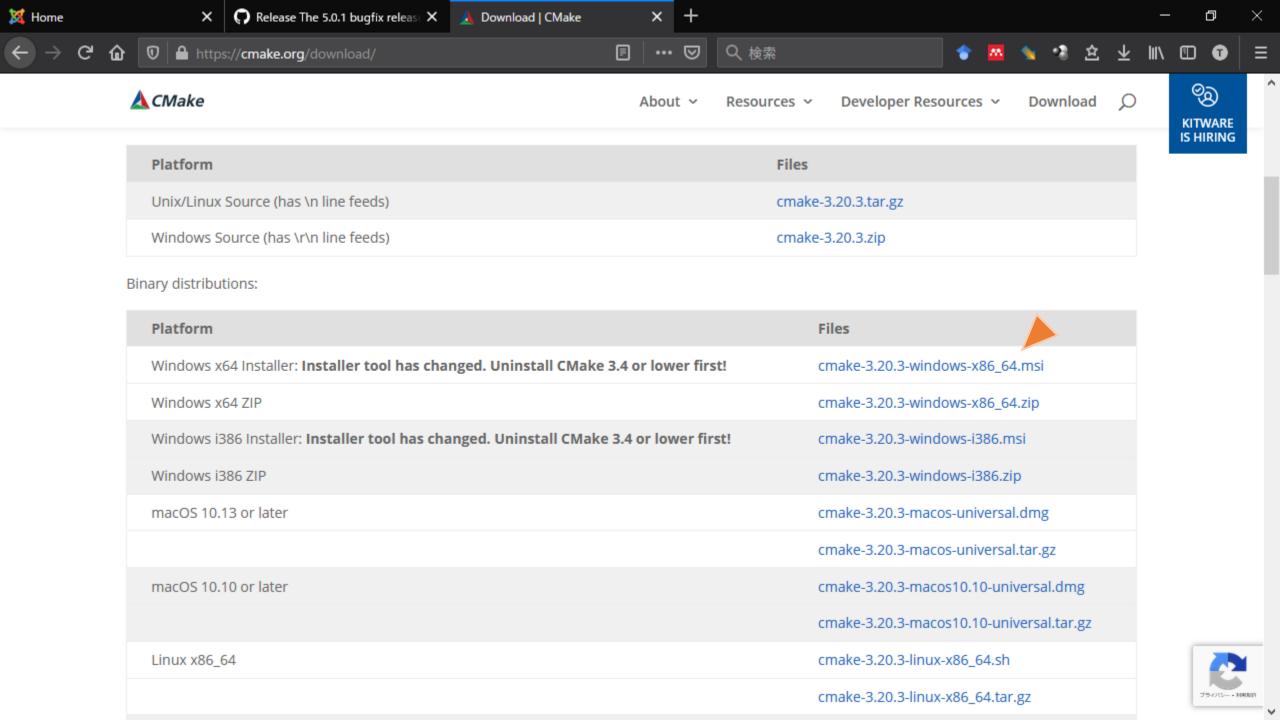
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## Latest Release (3.20.3)

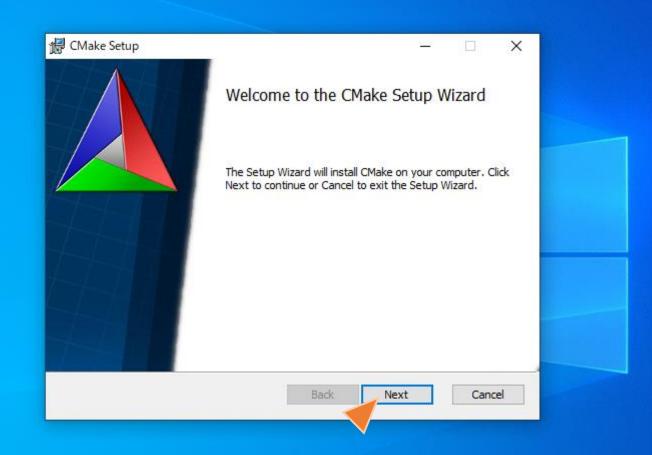
The release was packaged with CPack which is included as part of the release. The .sh files are self extracting gziped tar files. To install a .sh file, run it with /bin/sh and follow the directions. The OS-machine.tar.gz files are gziped tar files of the install tree. The OS-machine.tar.Z files are compressed tar files of the install tree. The tar file distributions can be untared in any directory. They are prefixed by the version of CMake. For example, the linux-x86\_64 tar file is all under the directory cmake-linux-x86\_64. This prefix can be removed as long as the share, bin, man and doc directories are moved relative to each other. To build the source distributions, unpack them with zip or tar and follow the instructions in README.rst at the top of the source tree. See also the CMake 3.20 Release Notes.

Source distributions:

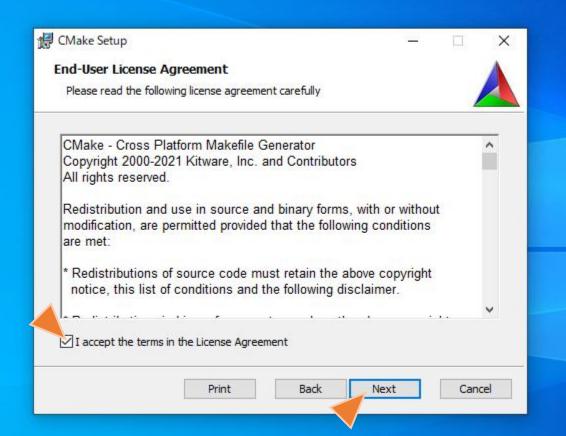




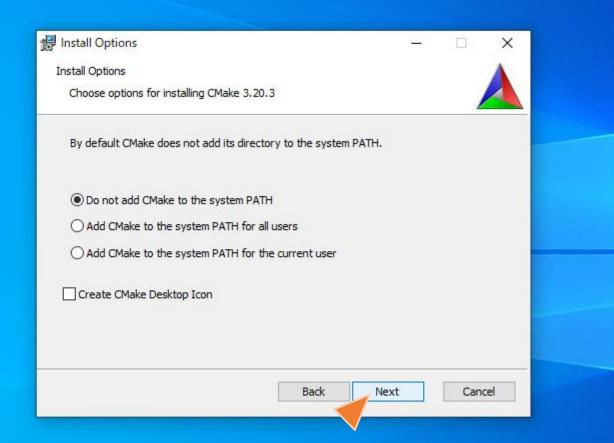




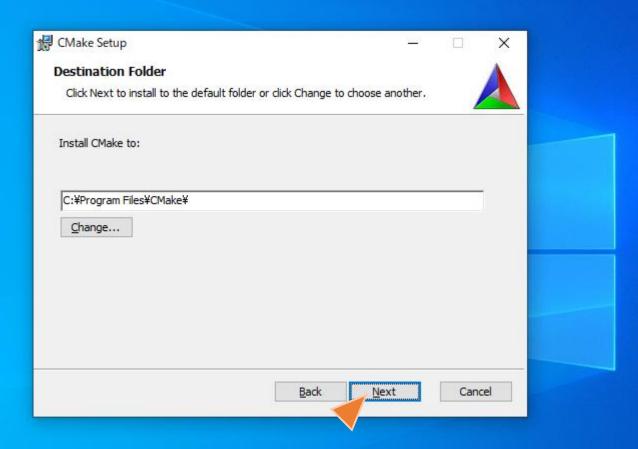




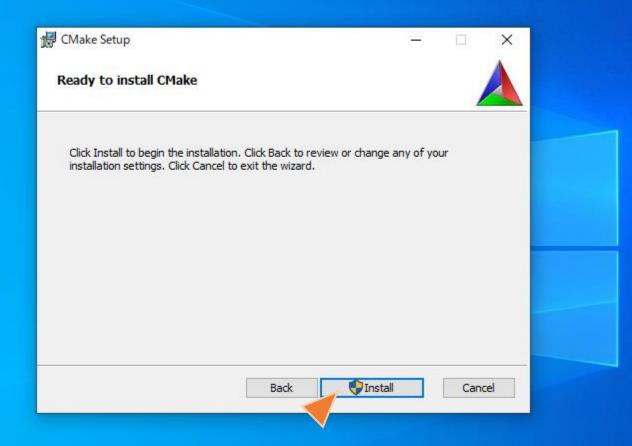




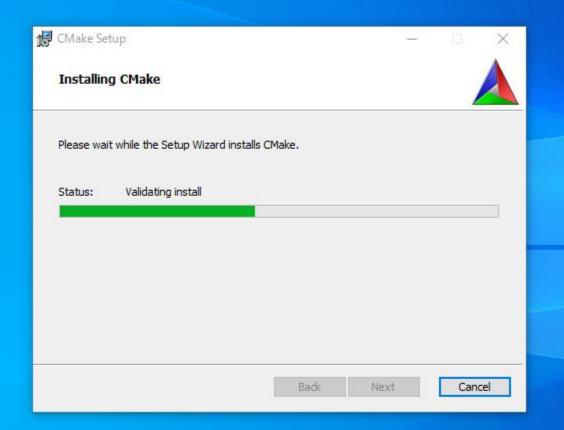




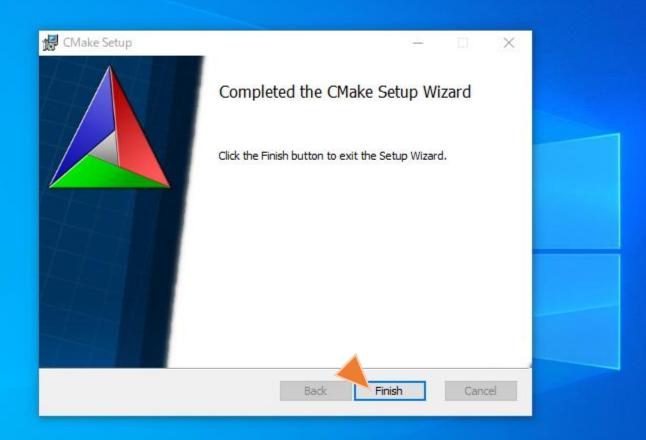
























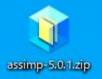








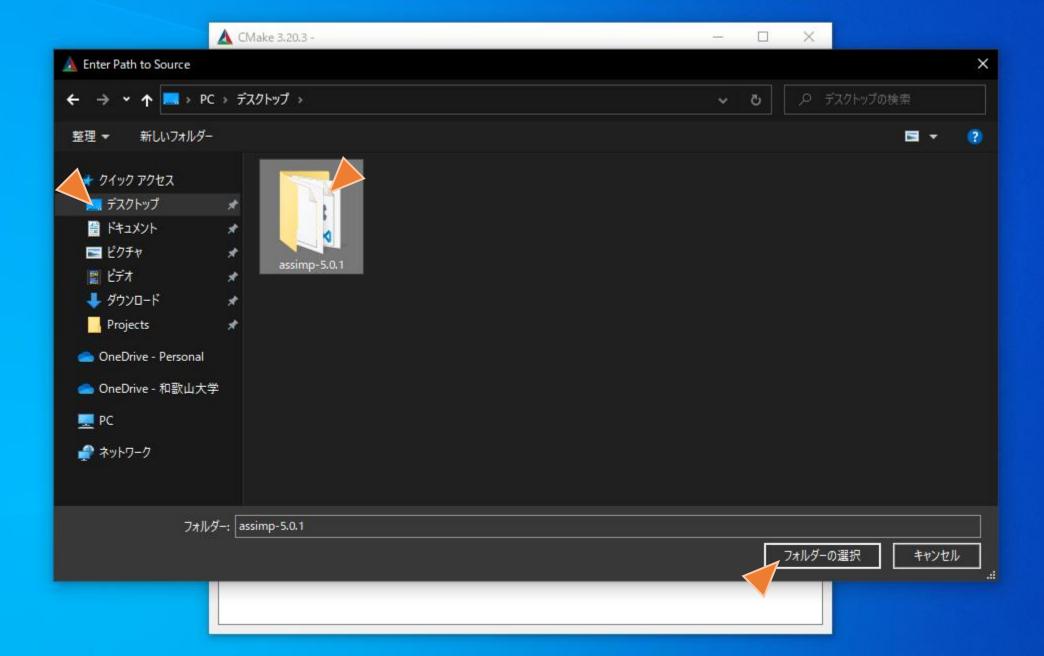


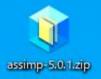




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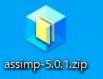


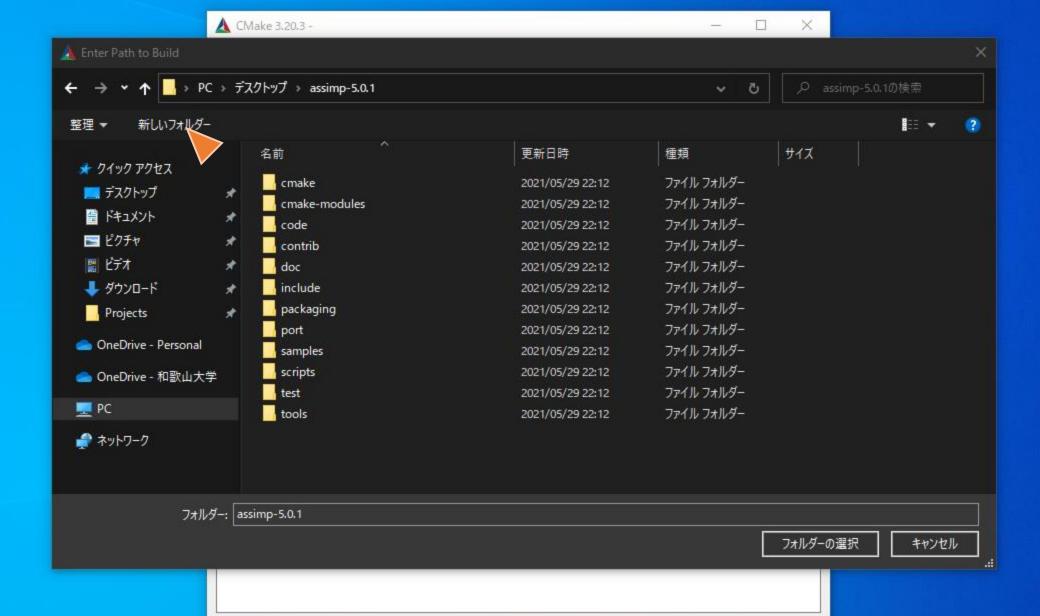


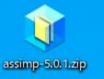
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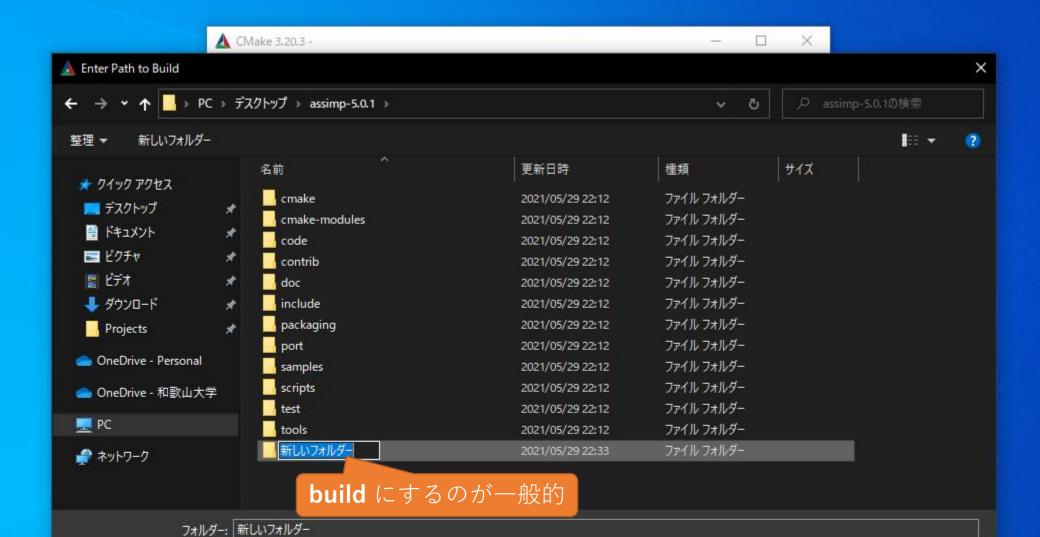


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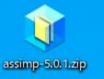


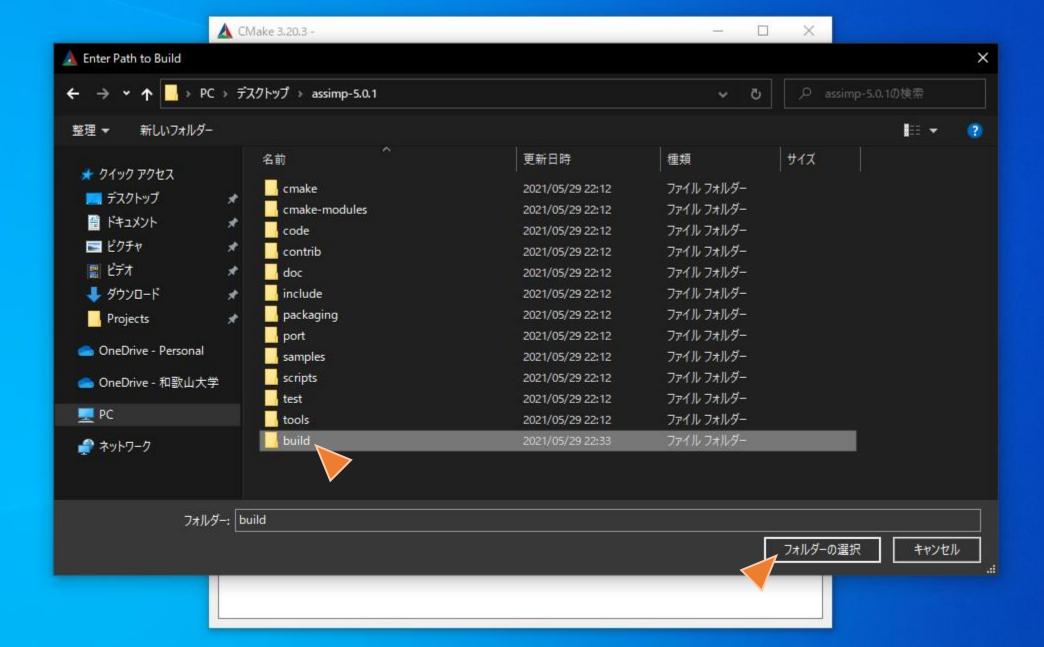




フォルダーの選択

キャンセル









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