

Description: Guide to import and use third party 3D symbols saved in various 3D file formats.

OS Requirement: Windows Server 2003 x64/Vista x64/ Server 2008 x64/Windows 7 x64/ Server 2008 R2 x64

General Requirement: installation of GENESIS64, 3D models from third party application

Introduction

GraphWorX64 is very powerful 3D client, which allows you to import the 3D objects from different 3D applications.

Supported 3D Formats

We have native support to import XAML files, which are the native format that we use to store the graphics. XAML is a standard file format and there may be free converters online to convert various formats into XAML.

We also support importing native COLLADA (including kinematics) and 3DS (legacy 3D Studio format) files.

If you use 3D modeling applications such as Maya and Blender, there may be downloadable converters to export the 3D models into XAML format. To download a converter for Maya, you can go to http://www.highend3d.com/maya/downloads/tools/3d_converters/3782.html and for blender, you can go to <http://codeplex.com/xamlexporter>.

If you use Autodesk products such as AutoCAD you can also try their 3DSOUT utility to convert 3D models to 3DS format. To download the utility, you can go to <http://usa.autodesk.com/adsk/servlet/ps/dl/item?siteID=123112&id=9481286&linkID=9240618>

We are also partners with a company (Okino) that provides a converter capable to produce XAML files from a variety of products. It can be purchased for a one-time fee from Okino. You can find more information about their conversion utility at http://www.okino.com/conv/exp_xaml.htm

Importing 3D Models

Before you start importing 3D objects, you need to add a 3D space to your GraphWorX64 display. Follow the steps below to properly import the 3D object.

1. Click on the  button in the Home tab of the ribbon
2. The mouse cursor will become a crosshair
3. Click anywhere in the GraphWorX64 display and drag to a desired size for the 3D space

4. You can expand the size of the 3D space anytime by selecting the 3D space (so that 8 selection squares are around it) and dragging its corners
5. Then click on the  icon.
6. Select **Import** and specify the file (*.xaml, *.3ds, *.dae, *.obj).
7. The dialog, as shown in Figure 1, will appear. You can use the default settings or customize it if needed.

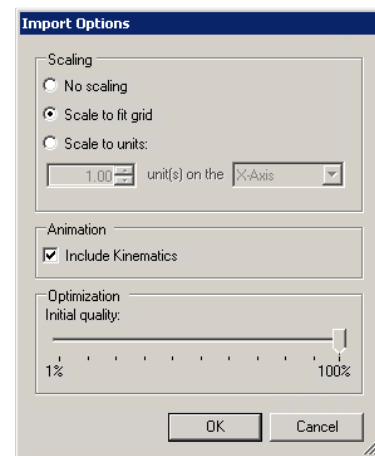


Figure 1 - Import Options

8. **Save** the imported model as a GraphWorX64 display (extension *.gdfx).
9. When the GraphWorX64 display is saved, you can start to work with the object itself. Double click the 3D View and you will see the similar result as shown in Figure 2.

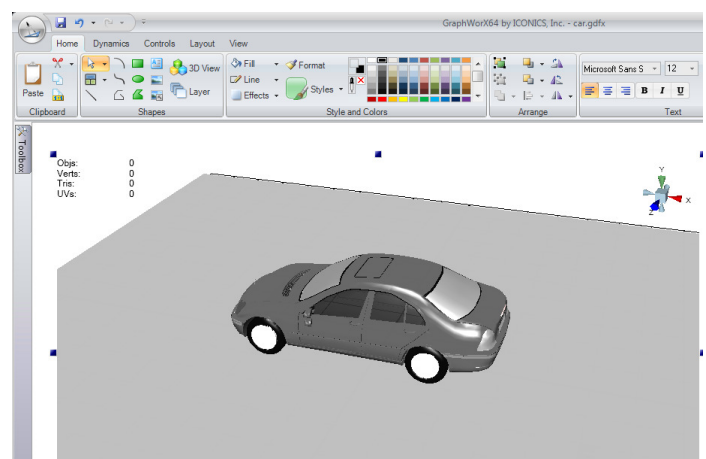


Figure 2 - Model Imported to GraphWorX64

NOTE: Please notice that imported model can be un-grouped. If you want to group the objects to one Group, select all the objects you want to have included and click the "Group objects" icon, which is available in the ribbon.