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Subject: Re: W3D Blender

Posted by [yesfish](#) on Tue, 29 May 2012 09:35:20 GMT

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Seems that I lied, no images this time. It turned out to be a little more difficult and also life suddenly got busy but since last time I've managed to create a function that transforms all those layers into materials.

There are three rendering options which are simultaneously present to support different quality modes. Vertex Lit, multi-pass, multi-texture. Anyone know which is considered the 'best'? My instincts say multi-pass as it matches directly with RenX material editor. But multi-texture looks like it was added after multi-pass. Multi-texture is also a little weird, it could be an issue.

Plan of development from here:  
processed materials to blender materials  
uvmaps and vertex colors to blender  
clean up code and make it a module  
release first source preview

Second version should have object hierarchy, w3d exporting and hopefully some full GLSL previews of those w3d materials.

From there it's lights, all those other nodes and attributes and the final boss: vertex weights and animation.

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