

Blender X3D Support
Agenda Jan 7 2025

Zoom Channel

<https://us02web.zoom.us/j/81634670698?pwd=a1VPeU5tN01rc21Oa3hScUIHK0Rxdz09>

Files Folder:

<https://drive.google.com/drive/folders/1Dtf1yoEpbRXeZKRPliz0ugh9jFCjVv1p?usp=sharing>

Previous Blender-X3D teleconferences Minutes

[Nov 12 2024](#)

[Dec 10 2024](#)

Present on call:

1. Vince Marchetti
 2. Anita Havele
 3. Doug Sanden
 4. Ben Sanbrooke (associate of N Polys at Va Tech)
 5. John Carlson
 6. Michalis Kamburelis
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- Deployment update: On the Blender extensions git page for x3D add-on at https://projects.blender.org/extensions/io_scene_x3d
 - Since version 2.4.3 of the extension (Nov 26) the fix to ImageTexture has been deployed. Incremental improvements to export are being implemented , supporting batch exports. Now at version 2.4.4
 - Code to fix export of TextureTransform and also to base Material export on the Blender material nodes are being tested in the material-node-export-enhancements branch, see pull-request
 - Doug Sanden has provided a link <https://drive.google.com/file/d/1o8EfQuwT14tINbc57EQMqHZCK2A2zJEY/view?usp=sharing> to a document with his notes on MPFB.
 - “[MPFB](#) is a free and open source human character generator for blender.”
 - Loaded as add-ons from Blender dialog
 - Wish list – export the “most sophisticated” MPFB model.
 - MPFB has a set of “assets”
 - DS hypothesizes that Blender can load “rigs” to allow MPFB created models to be animated using Blender
 - MPFB allows to load assets into Blender which can then be edited with Blender. Our task would be to enable export of these “good Blender” models to X3D-HAnim

- Michalis has offered to briefly review preparing basic animated and skinned models in Blender. The hope is that we can use this knowledge to prepare development test cases for X3D export without complications from the deficiencies in X3D import.
 - Recording of Michalis' presentation is available at https://drive.google.com/file/d/18RvN3w6Y0auFuc1zIbhiyNjvGHtjM_cC/view?usp=drive_link . This recording will be available until Jan 23 and is intended for use by members of this group. Please do not distribute (unless you are the presenter, Michalis Kamburelis!)
- *Building on work by Cedric with code to search the Blender "material node-tree" we have code to export TextureTransform and simple colored materials. The colored material are derived from diffuse base colors specified in the material node tree, and not from the UI viewport rendering. – while on the agenda, this item was not discussed in detail on the call*
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