



GraphWorX64

Importing 3D Objects in COLLADA Format



APPLICATION NOTE

September 2013

Description: Guide to importing 3D objects in COLLADA file formats into GraphWorX64

OS Requirement: Windows 8 x64 (Professional or Enterprise Edition) / Windows 7 x64 (Professional or Enterprise Edition) / Windows Server 2012 x64 / Windows Server 2008 R2 x64 / Windows Vista x64 SP2 (Business, Ultimate, or Enterprise Edition) / Windows Server 2008 x64

General Requirement: Installation of GENESIS64

Introduction

COLLADA is a royalty free XML schema file format for 3D objects. GraphWorX64 supports the use of 3D objects in COLLADA file formats by importing them into GraphWorX64's 3D canvas.

Importing 3D Objects in COLLADA

1. Open an instance of GraphWorX64.
2. Click on the 3D View button in the Home tab ribbon as shown in Figure 1.

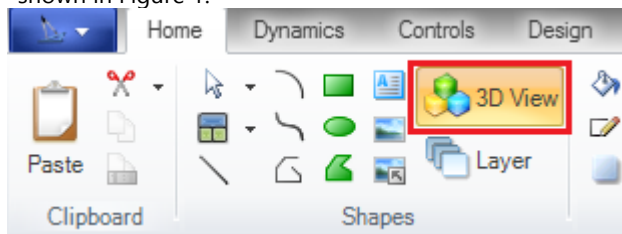


Figure 1 - 3D View button

3. Click and drag in the white drawing space to create a 3D canvas as shown in Figure 2.

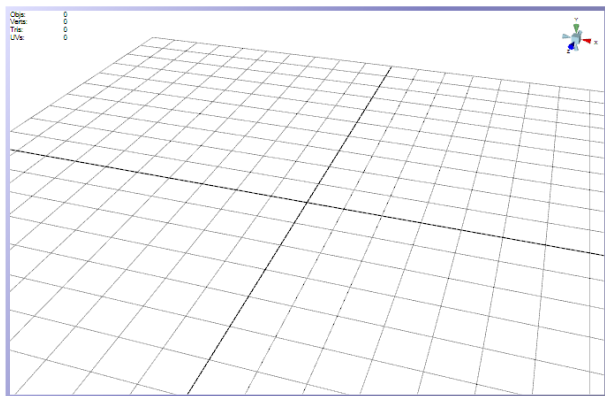


Figure 2 - 3D Canvas

4. The ribbon should change to reflect the 3D canvas' ribbon.

5. Click on the top left File tab of the ribbon to reveal a drop down menu as shown in Figure 3.

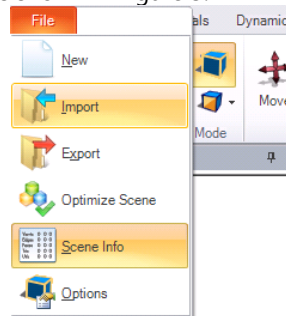


Figure 3 - 3D Ribbon

6. Click on Import.
7. Select "COLLADA Files (*.dae)(*.dae)" as the file format in the dropdown list at the lower right corner.
8. Browse to your COLLADA 3D file.
9. Click on the COLLADA 3D file with .dae extension
10. Click Open to start the import.
11. Click OK on the Import Options dialog as shown in Figure 4.

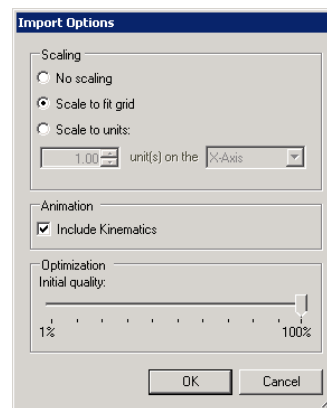


Figure 4 - Import Options

NOTE: You can leave the import options as is. Most of the options are self-explanatory. The option, Kinematics, allows you to import the object with already added pick action, if the object or part of the object allows for movement.

12. Your 3D object should be imported.
13. You can now edit the object in GraphWorX64.