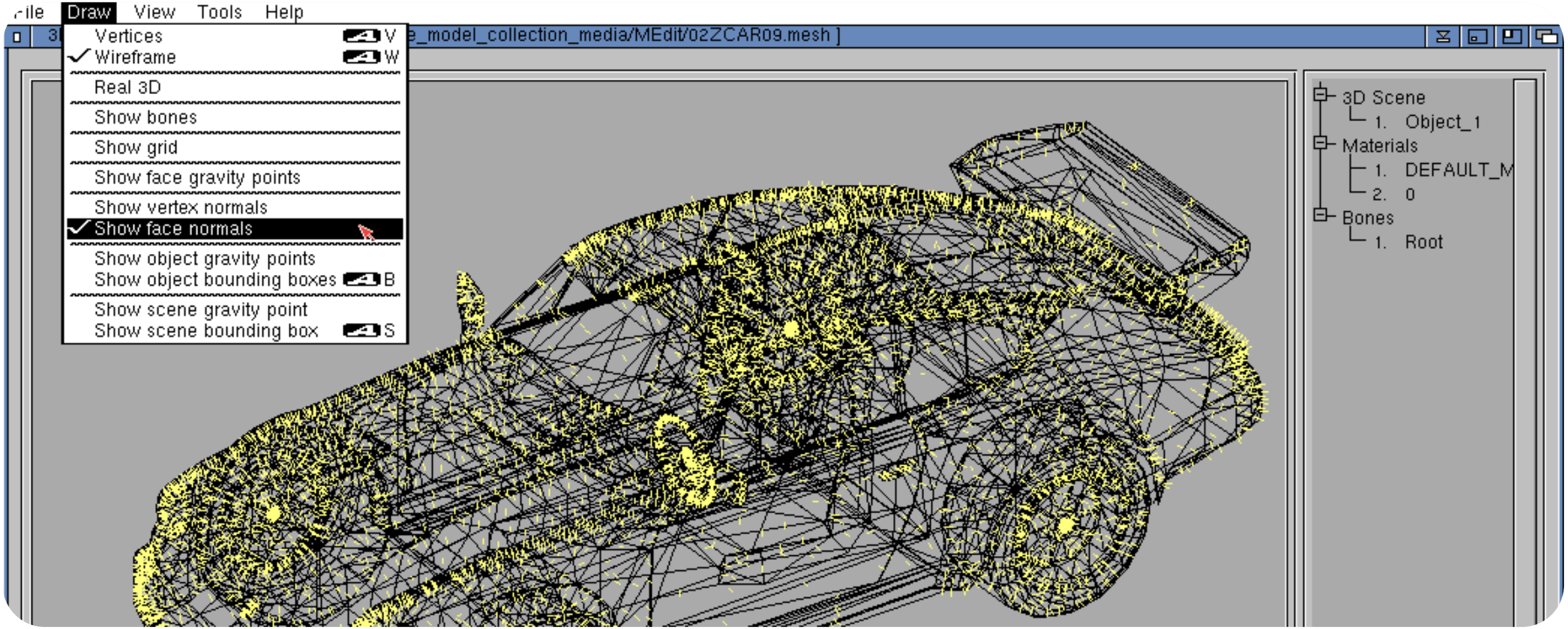
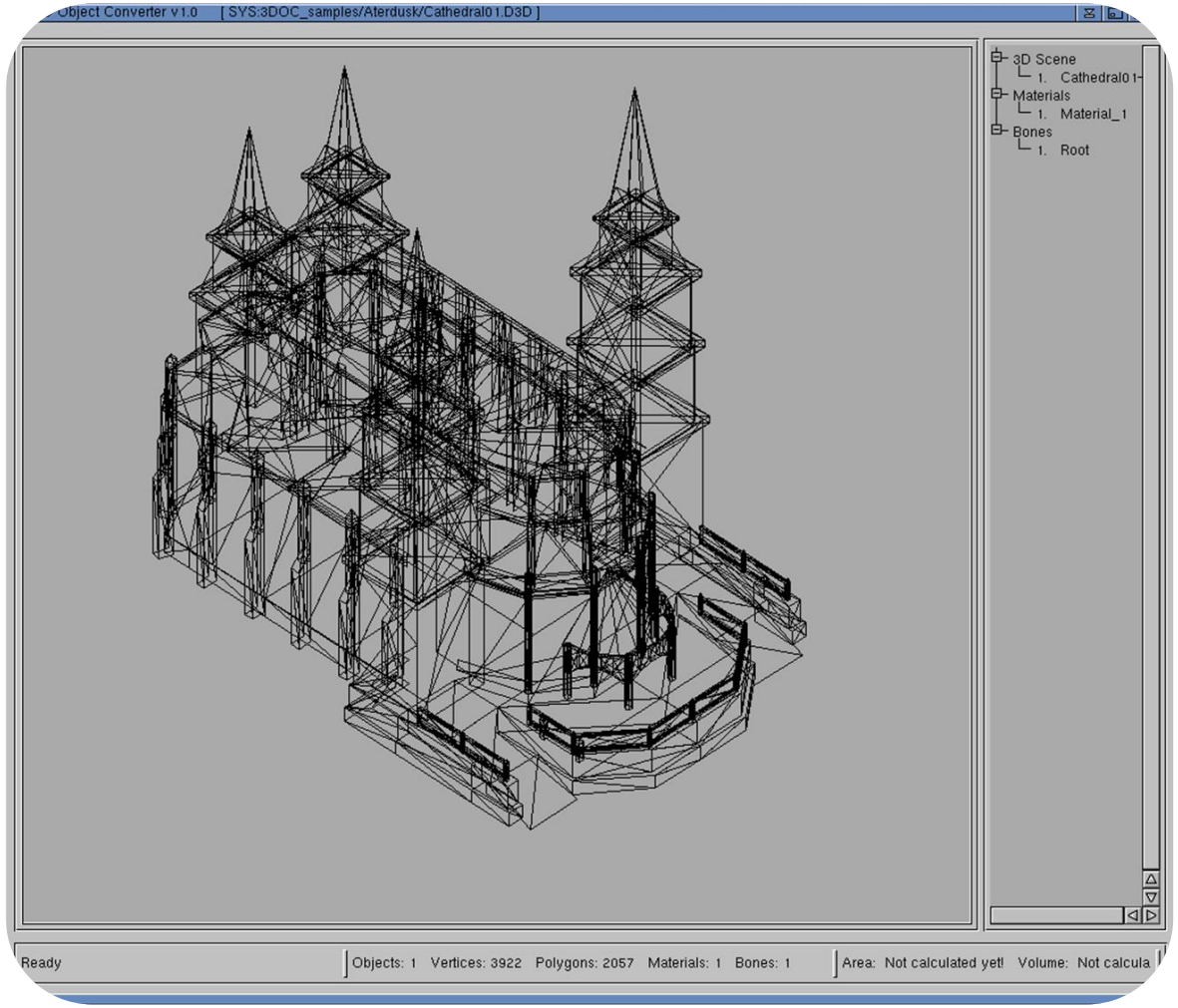
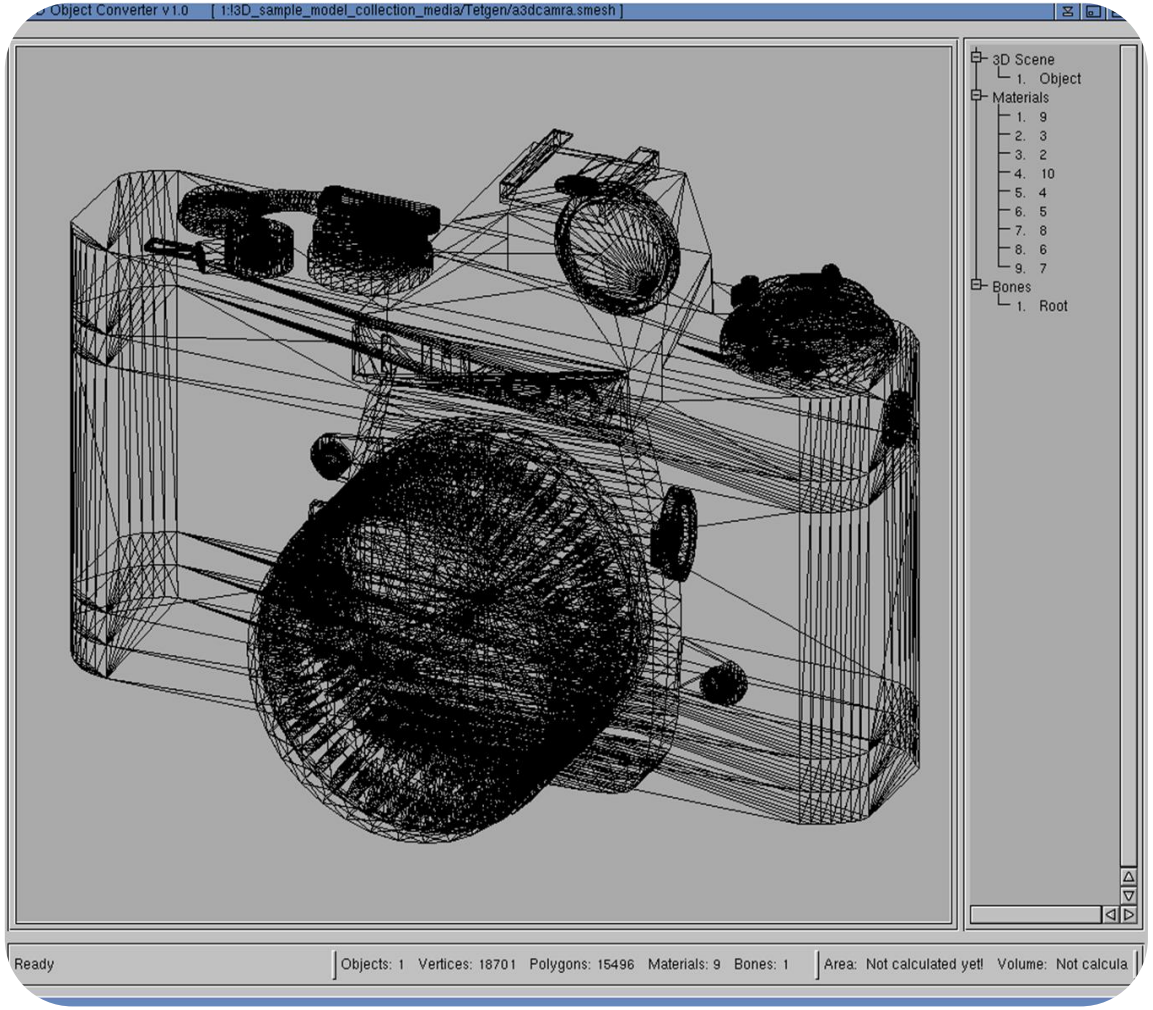


3D OBJECT CONVERTER FOR AMIGA

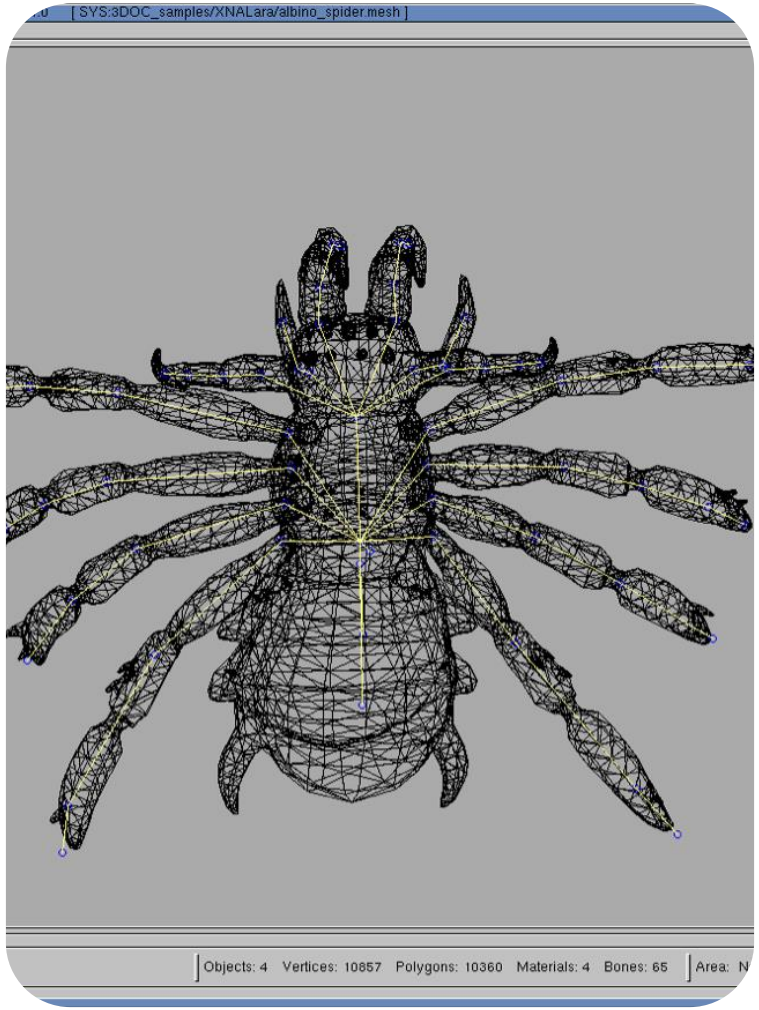
AmiWest, 25-27 October 2024

A versatile tool for viewing and converting 3D polygon models





3D Object Converter has been ported to AmigaOS 3.x / 4.x.



A powerful 3D polygon model translation and interactive viewing shareware tool that allows the import of arbitrary 3D model data from external sources and export to various industry-standard 3D file formats.

- It lets you view your objects in a fully interactive viewer, making it ideal for quick and easy viewing of all your 3D models. You can rotate and scale any object in wireframe rendering mode.
- **Supported classic Amiga systems:** 68020 CPU or higher, AmigaOS 3.0 or higher, Magic User Interface (MUI) 3.8 or higher, 32 MB RAM, TCP/IP Stack (Internet connection required for the web updater).
- **Supported compatible systems:** A600GS, AmigaOne A1222+, PiStorm32 Lite.

887

File formats are supported

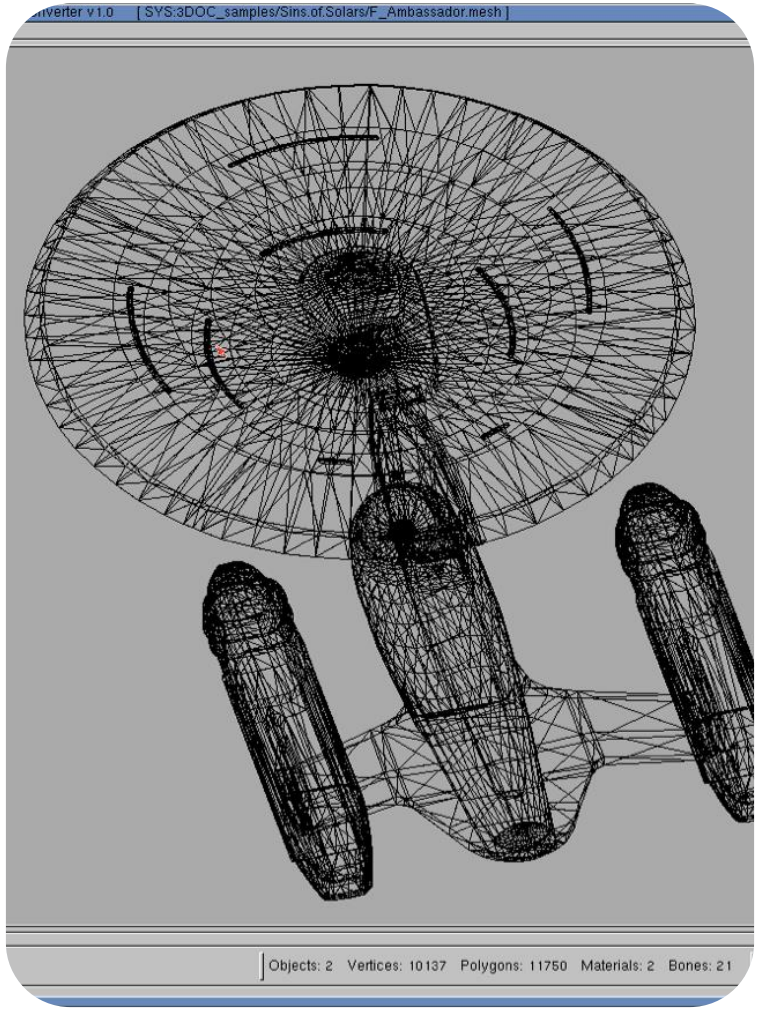
2024

Development began only this year

31

Years in the making since the first DOS version

Easy to install, with automatic format recognition

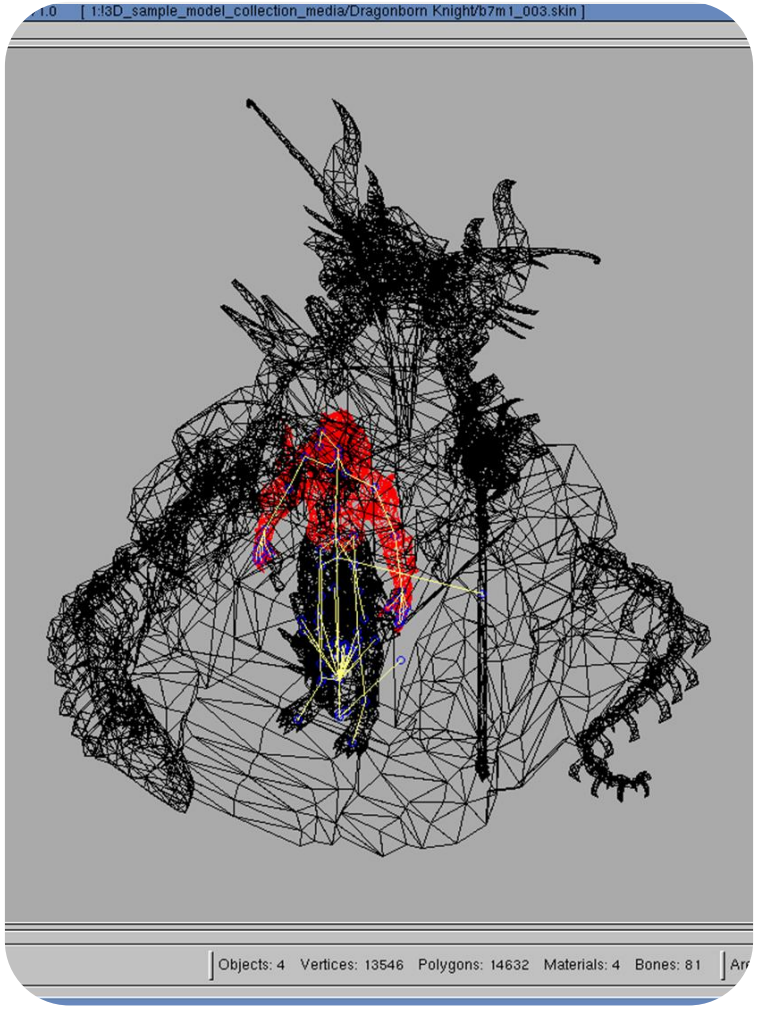


Installation

To install 3D Object Converter, simply copy its directory (from the .lha file) to any location on your hard drive. The program does not require any additional libraries to function (aside from the installed MUI system).

Loading Objects

There is no need to specify the type of file you wish to load or its particular format. 3D Object Converter automatically recognizes each format it supports and detects whether the files are 3D objects, scenes, or collections of objects.



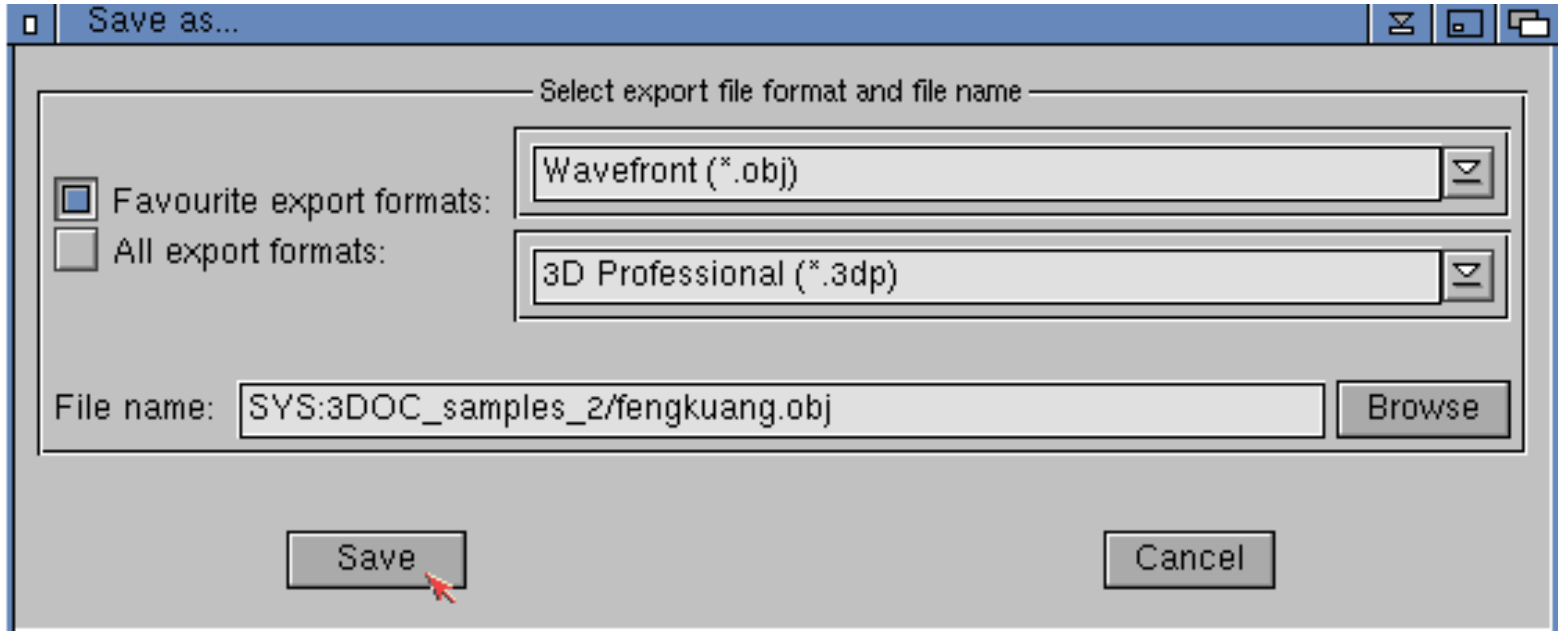
Exporting for 3D printing is straightforward and fully supported

Saving Objects

Saving objects in 3D Object Converter is a highly flexible process. You can also choose the format in which to save the objects.

It supports the following export modules for 3D printing:

- Stereolithography ASCII (.stl)
- Stereolithography Binary (.stl)
- Additive Manufacturing File Format (.amf)



I believe the best export format is Wavefront's .obj/.mtl format. Game modders (and others) use this format to import fully textured objects into other 3D modeling programs like 3D Studio Max, Cinema 4D, Lightwave3D, Maya, Softimage, and more.

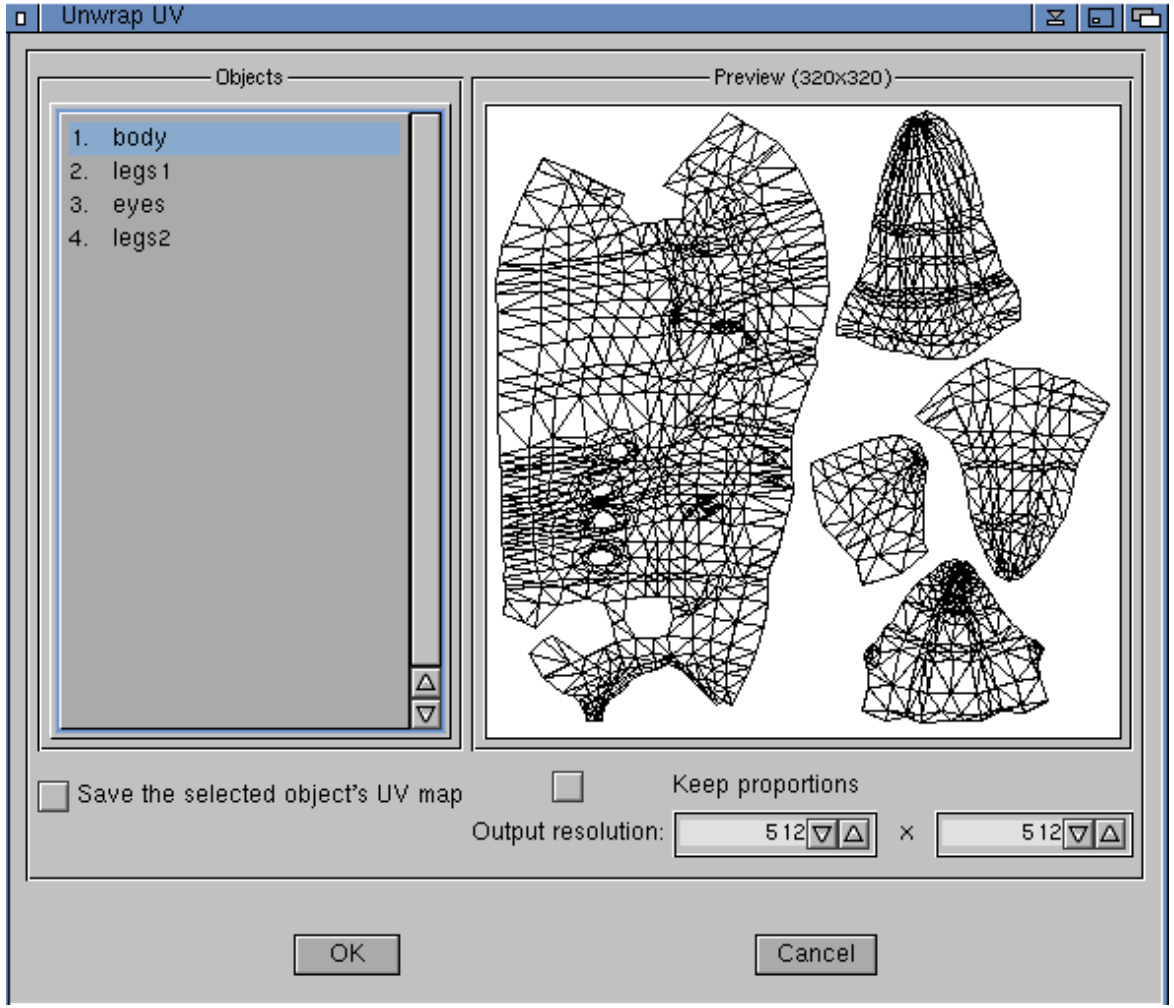
Navigate the 3D model's element hierarchy with ease

Tools / Unwrap UV

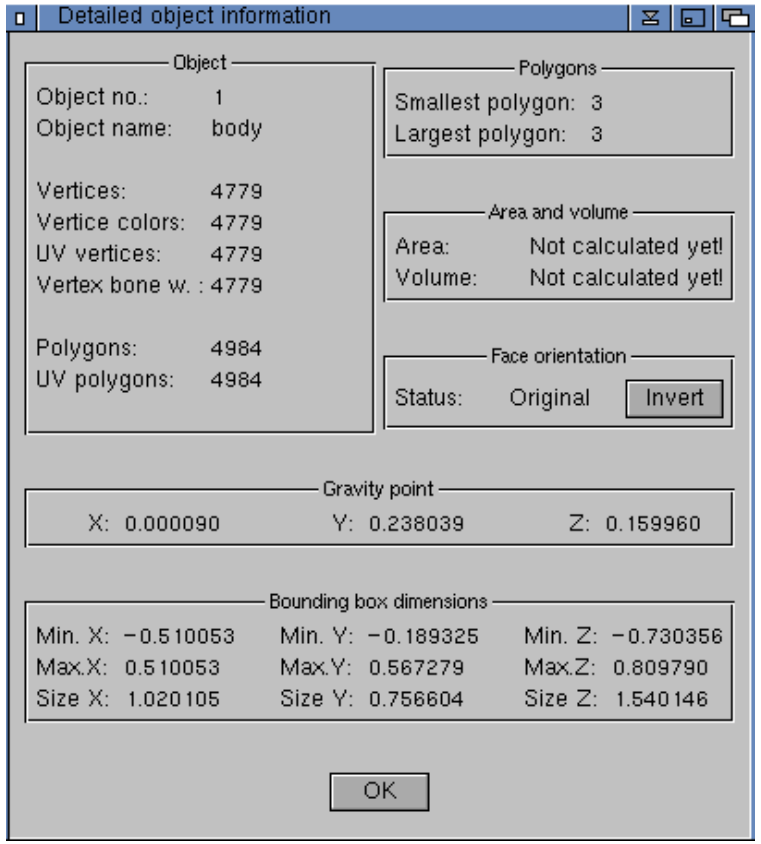
You can check the loaded object's UV data.

3D Object Converter allows you to view the elements of your 3D model file in a hierarchical manner. The interface presents an expandable tree view that shows the organization of your 3D model file, including individual objects that make up the *"3D Scene,"* as well as *"Materials"* and *"Bones"* assigned to the model's objects.

The *"Hierarchy"* window is located on the right side of the 3D Object Converter screen (see the next slide).

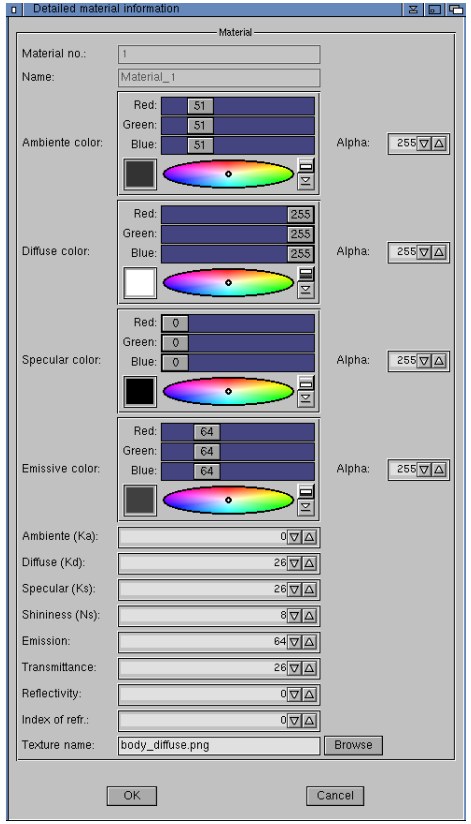


Extract useful details from your models and files effortlessly



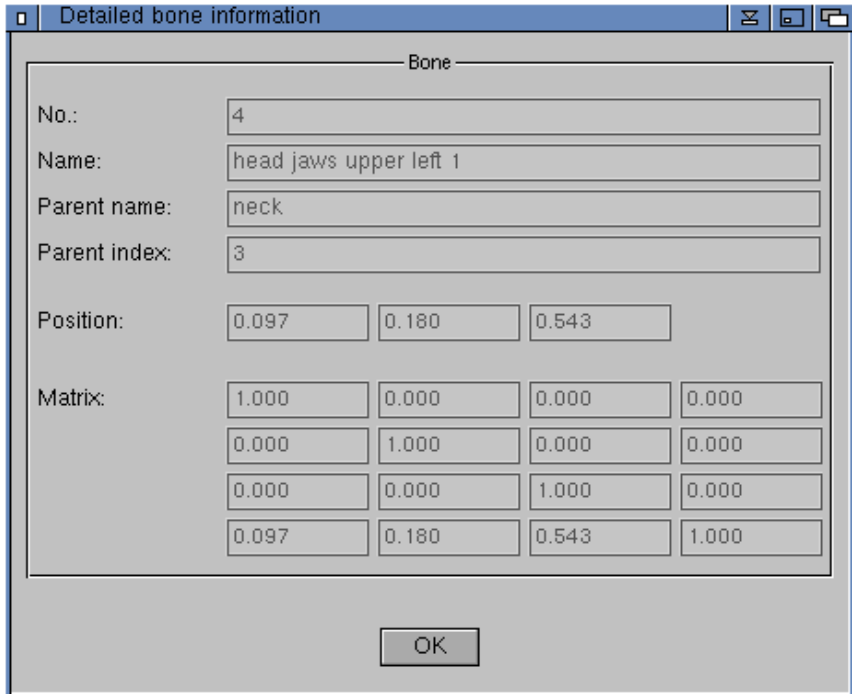
3D Scene information

(Right-clicking on the 3D Scene item)



Material information

(Right-clicking on the Materials item)



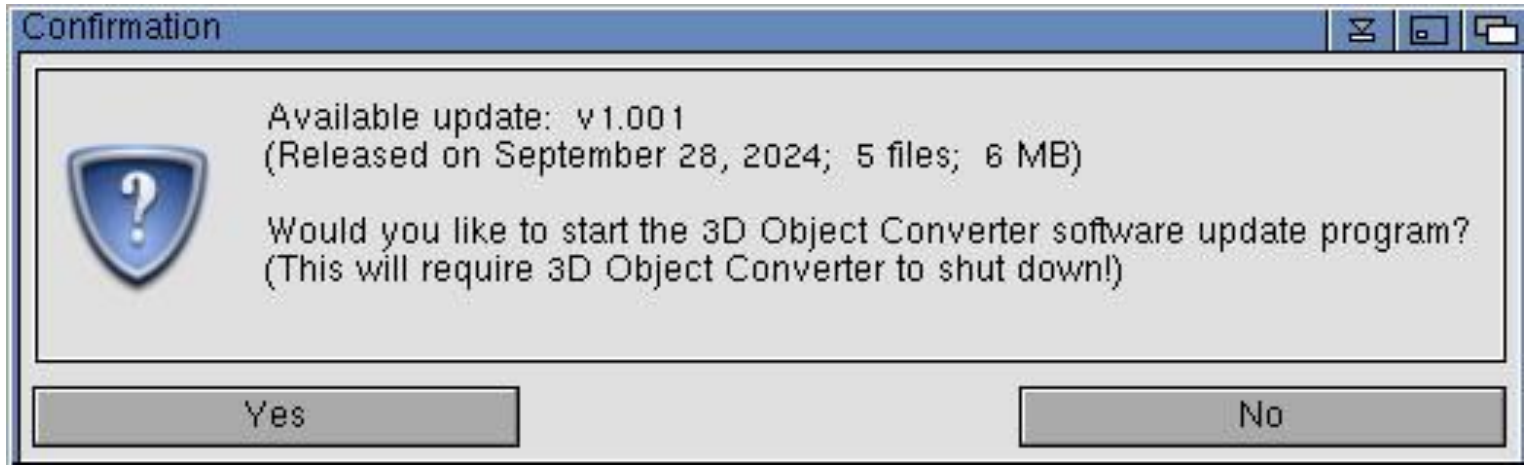
Bone information

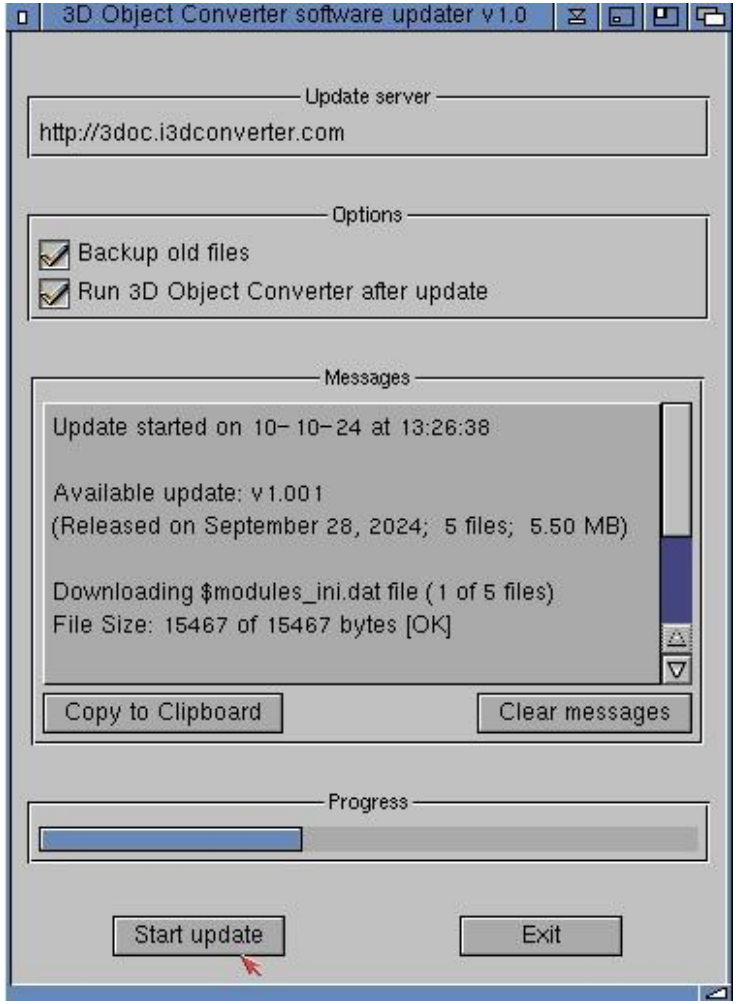
(Right-clicking on the Bones item)

Regular updates bring new features and support for more formats

How to get program updates:

You can update your installed application quickly and easily using the auto-update function ***(Help > Check for Updates...).*** The auto-update process will start and check for a new version of the application. An Internet connection is required to use this option.





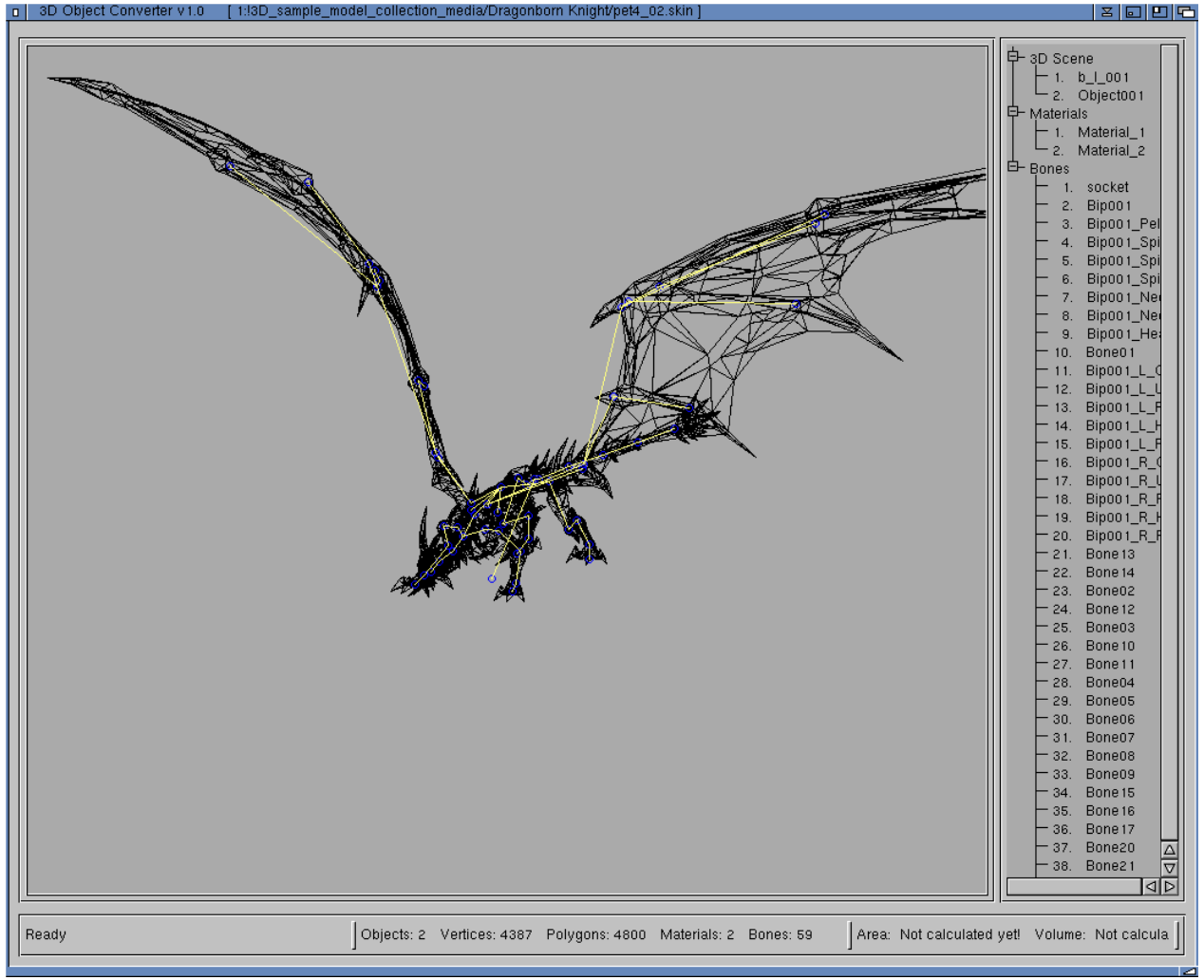
Where to find the program?

Contact Information

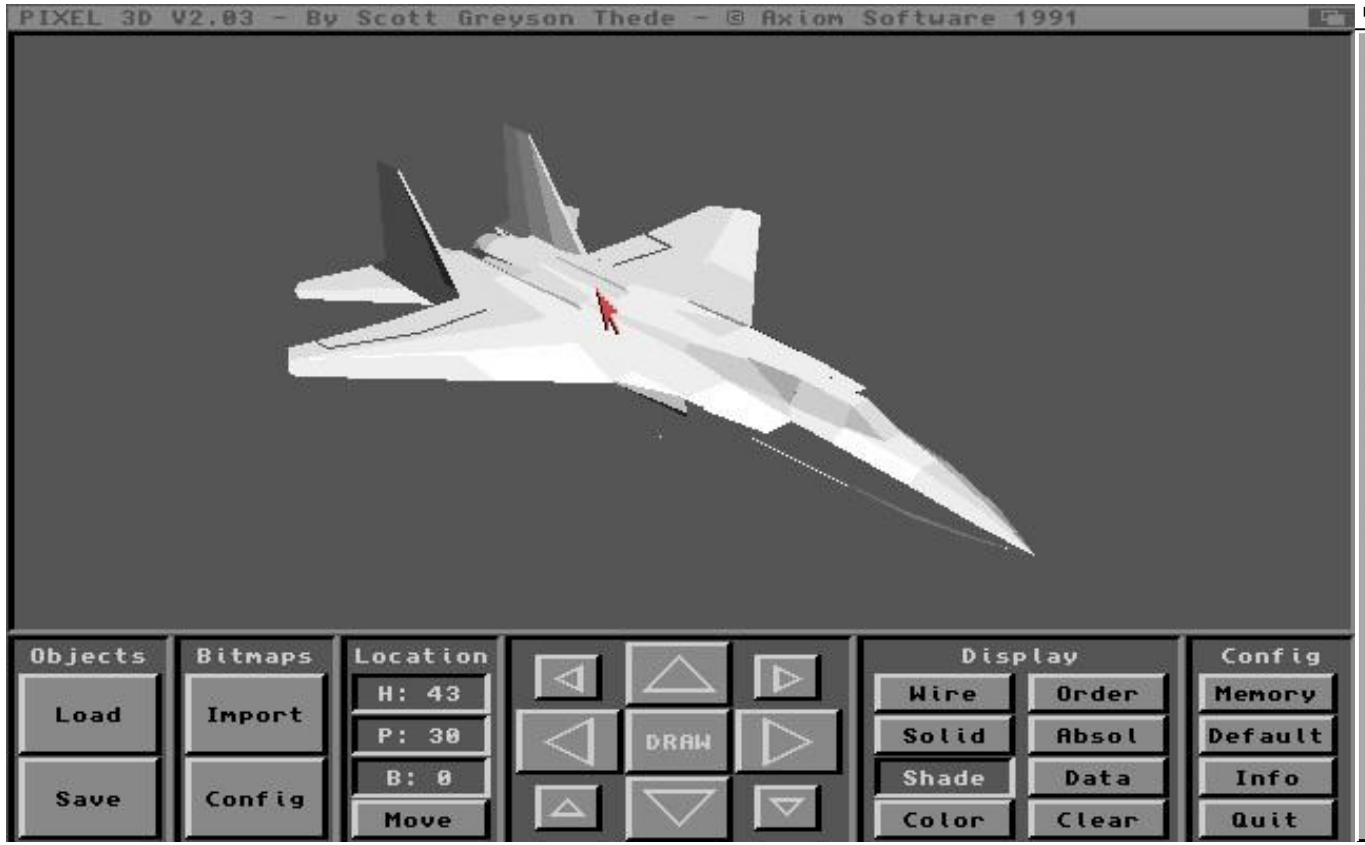
Webpage:
http://3doc.i3dconverter.com

3D Model Samples:
http://3doc.i3dconverter.com/downloads/3d_sample_models.lha

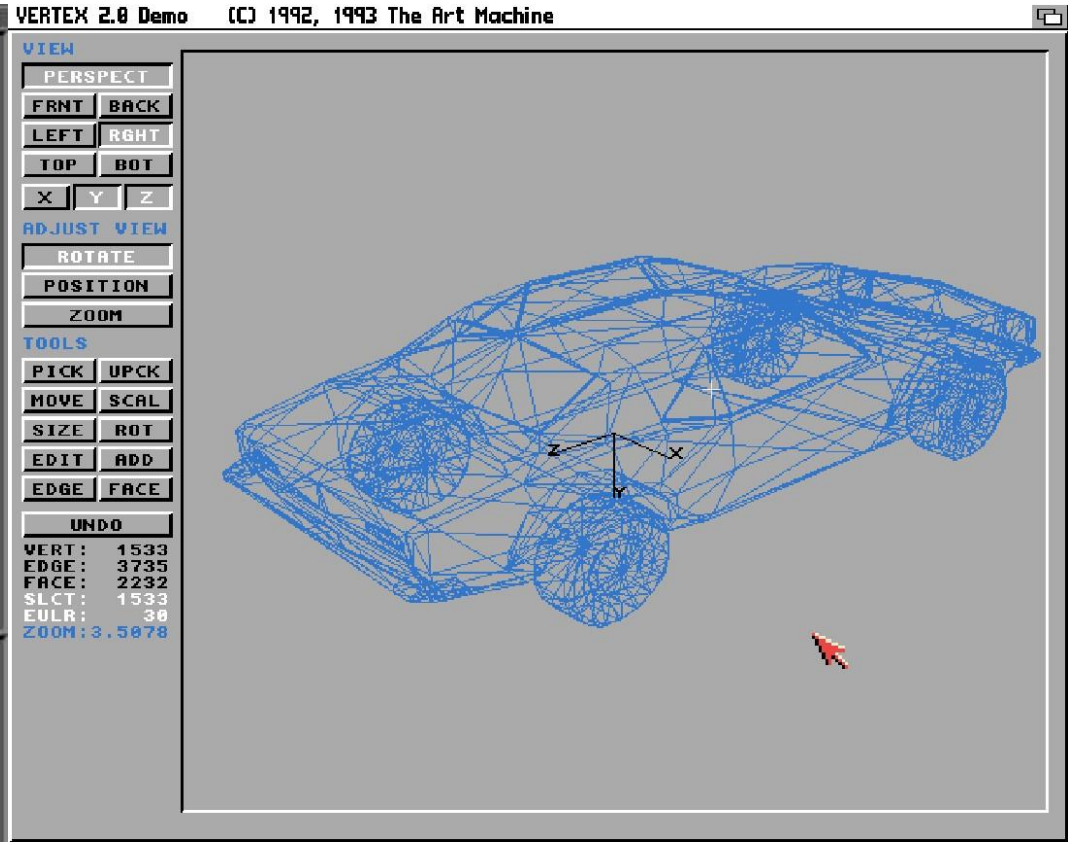
Contacting the developer:
3dconverter@gmail.com



These programs inspired me to develop my own conversion software

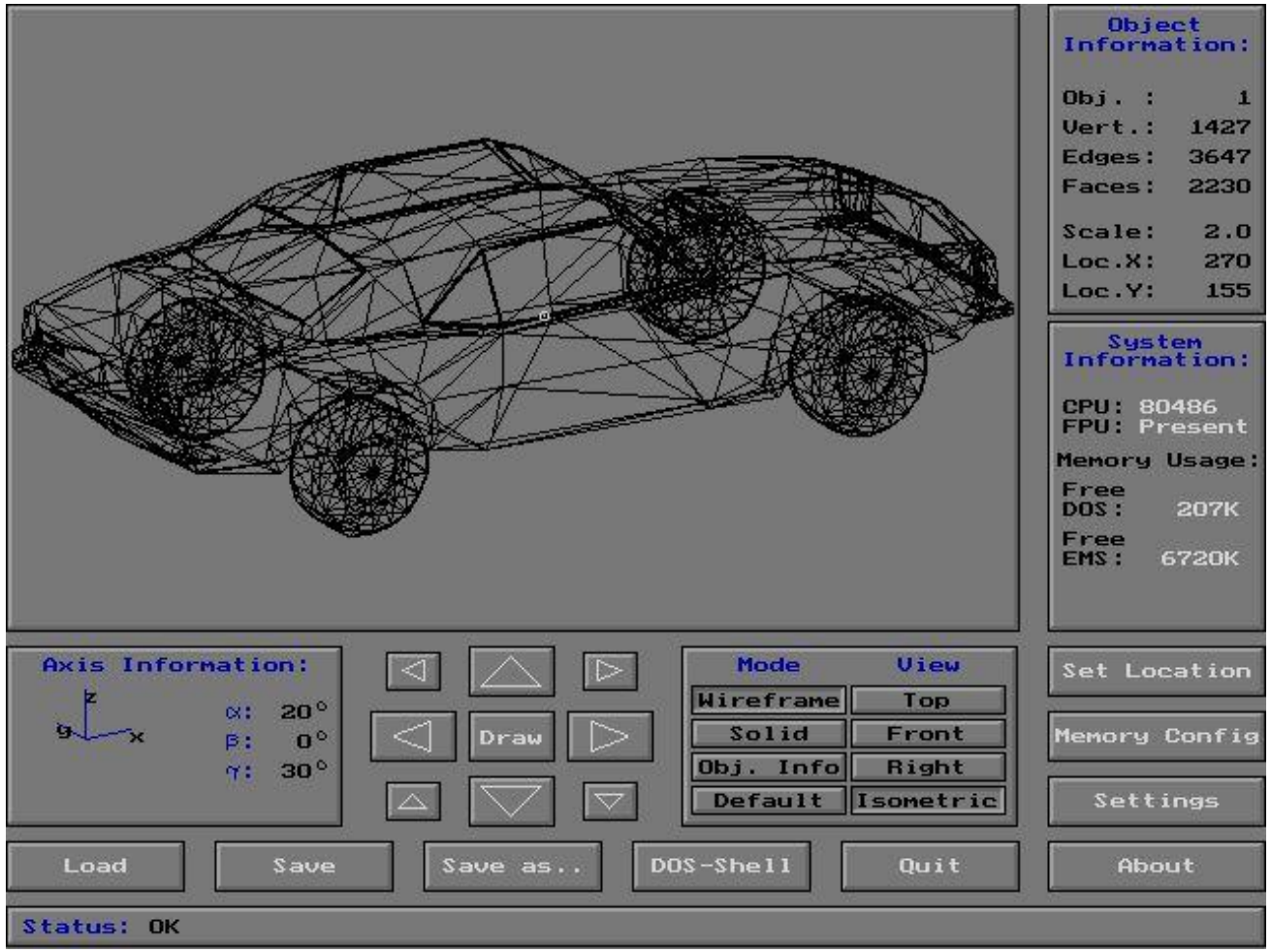


Pixel 3D

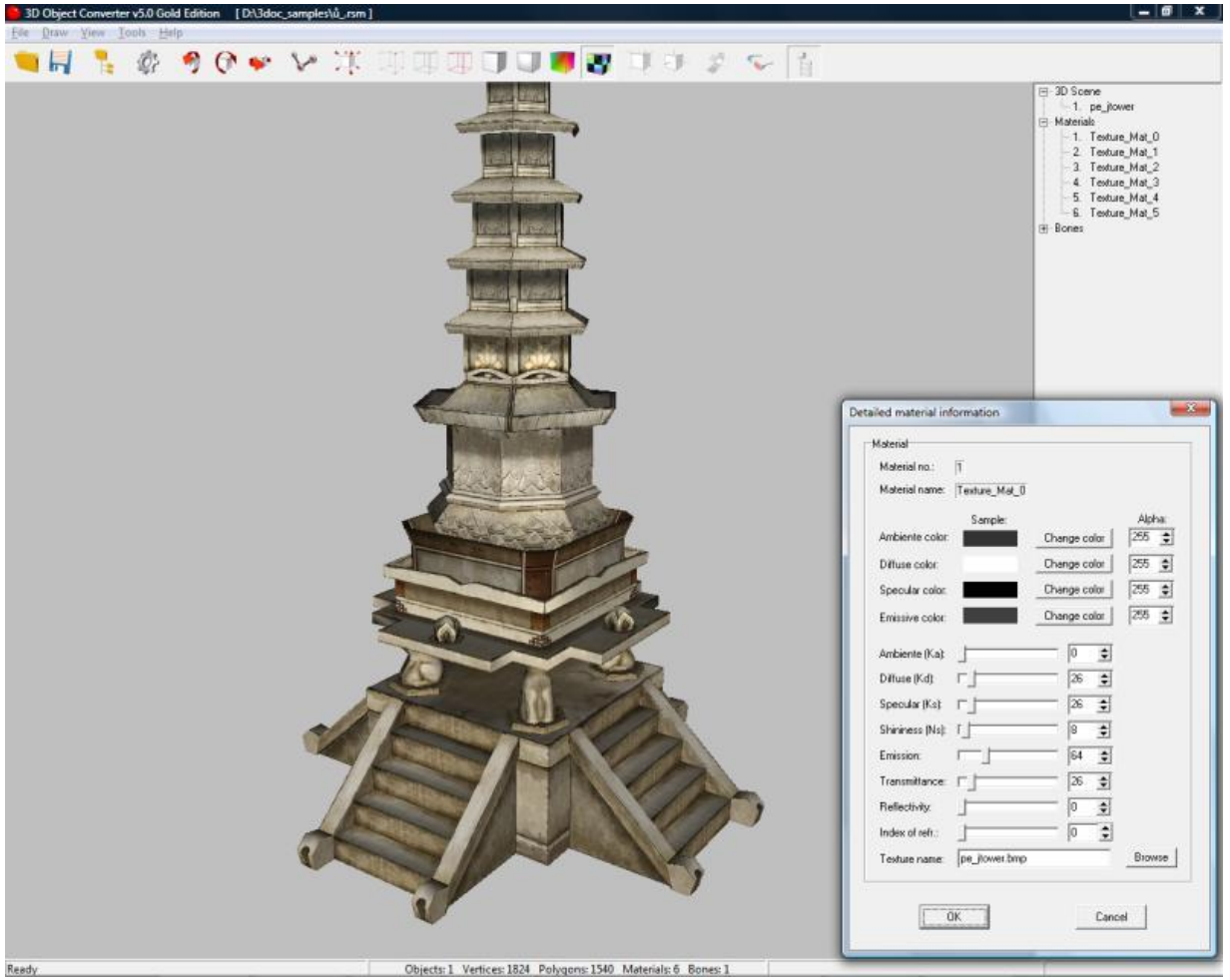


VERTEX

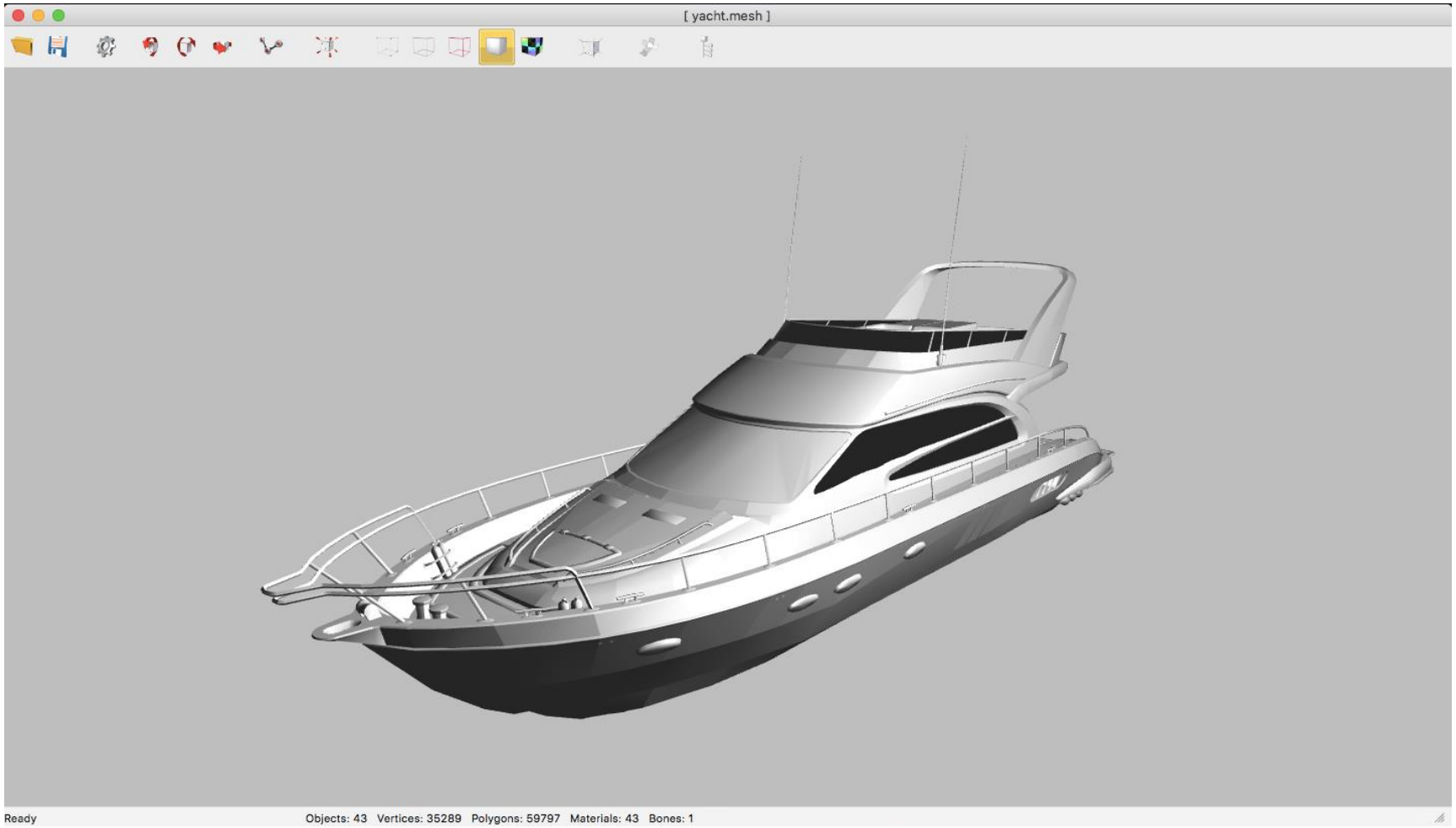
Development story: 3D Object Converter for MS-DOS (1993-1999)



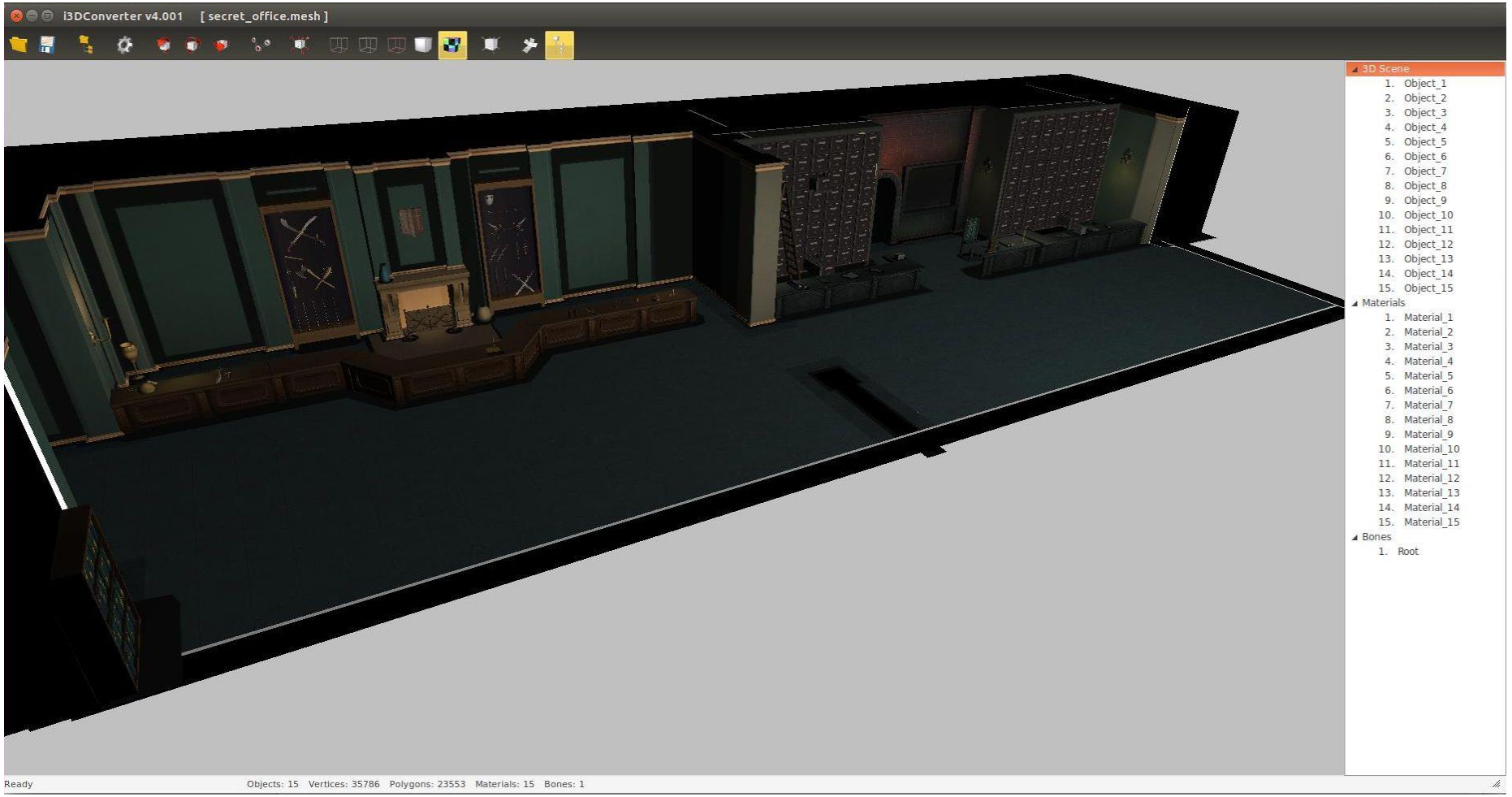
Development story: 3D Object Converter for Windows (1999-Present)



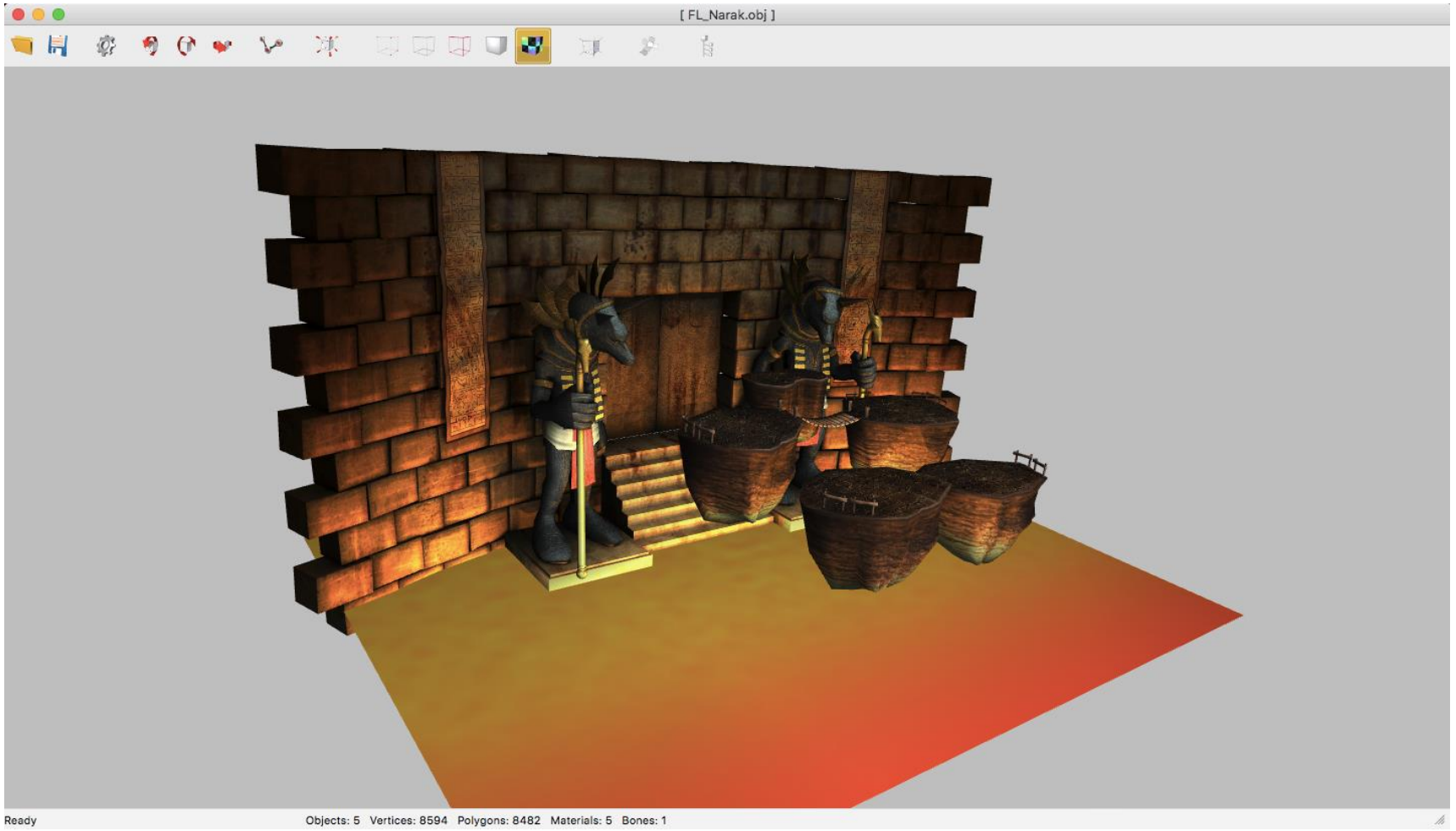
Development story: i3DConverter (x86) for OSX/macOS (2012-2020)



Development story: i3DConverter (amd64|x64) for Linux (2017-Present)



Development story: i3DConverter (x64) for OSX/macOS (2020-Present)

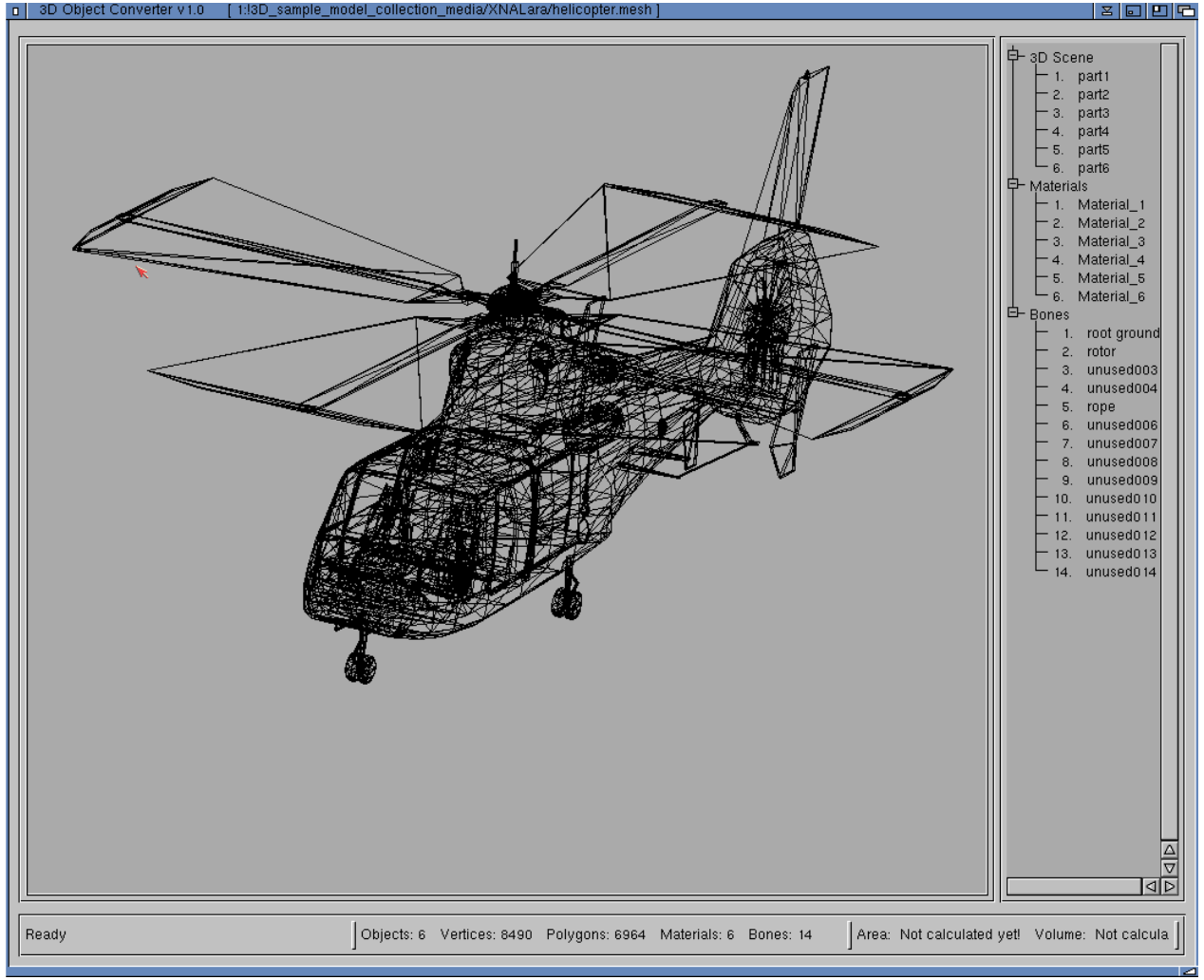


Let me know if you have more ideas for improvement!

Please reach out!

If you have ideas for additional converter modules, please email me.

I am open to supporting any format from games, *“house engines,”* or *“garage engines.”*



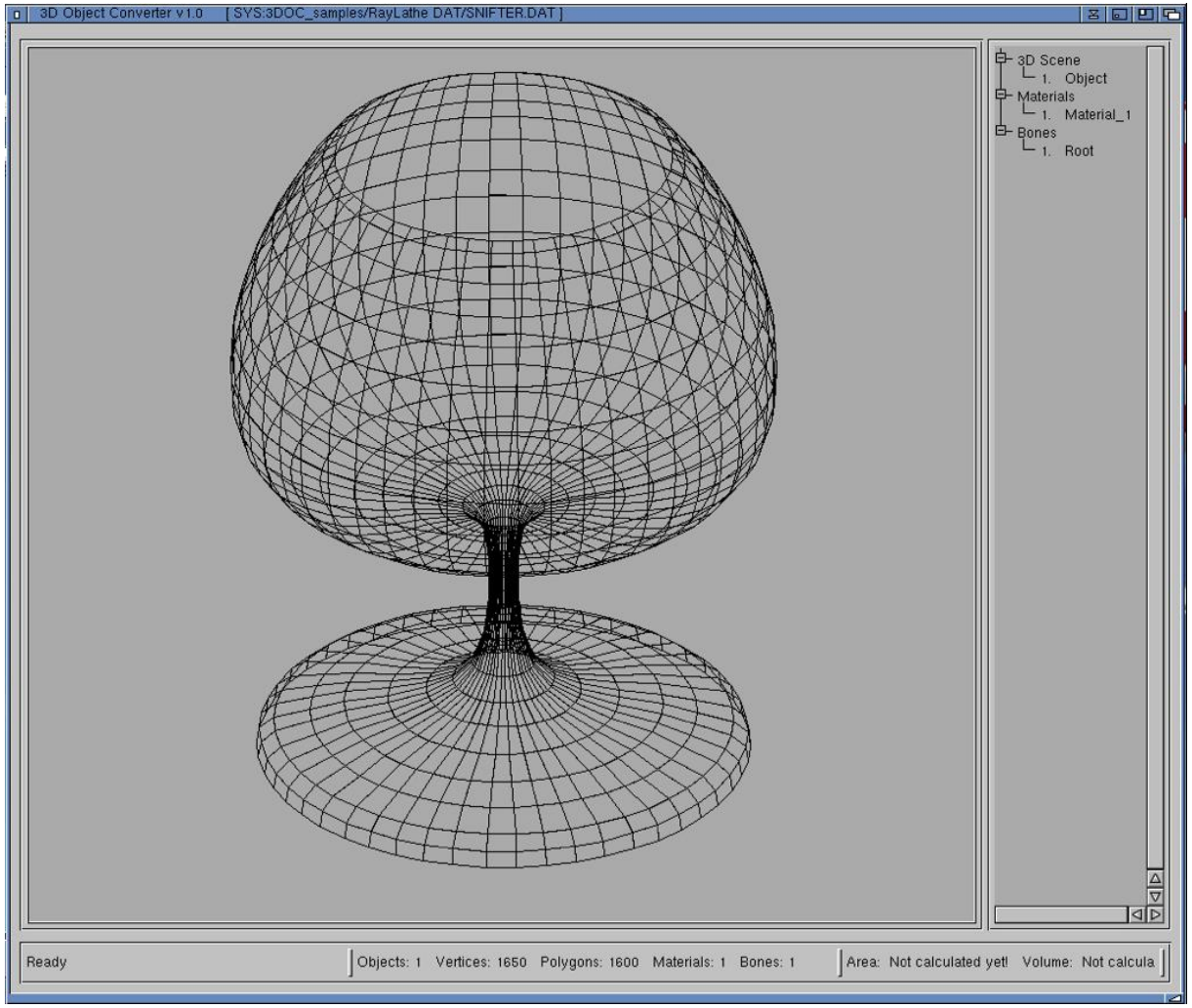
Throughout the development journey, I owe thanks to some people

Special thanks to:

Kristóf Kárpáti
(Hungary)

Marcus “ALB42” Sackrow
(Germany)

Mihály Sáránszki
(Hungary)



THANK YOU FOR YOUR ATTENTION!