3D Models in Impress

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LibreOffice
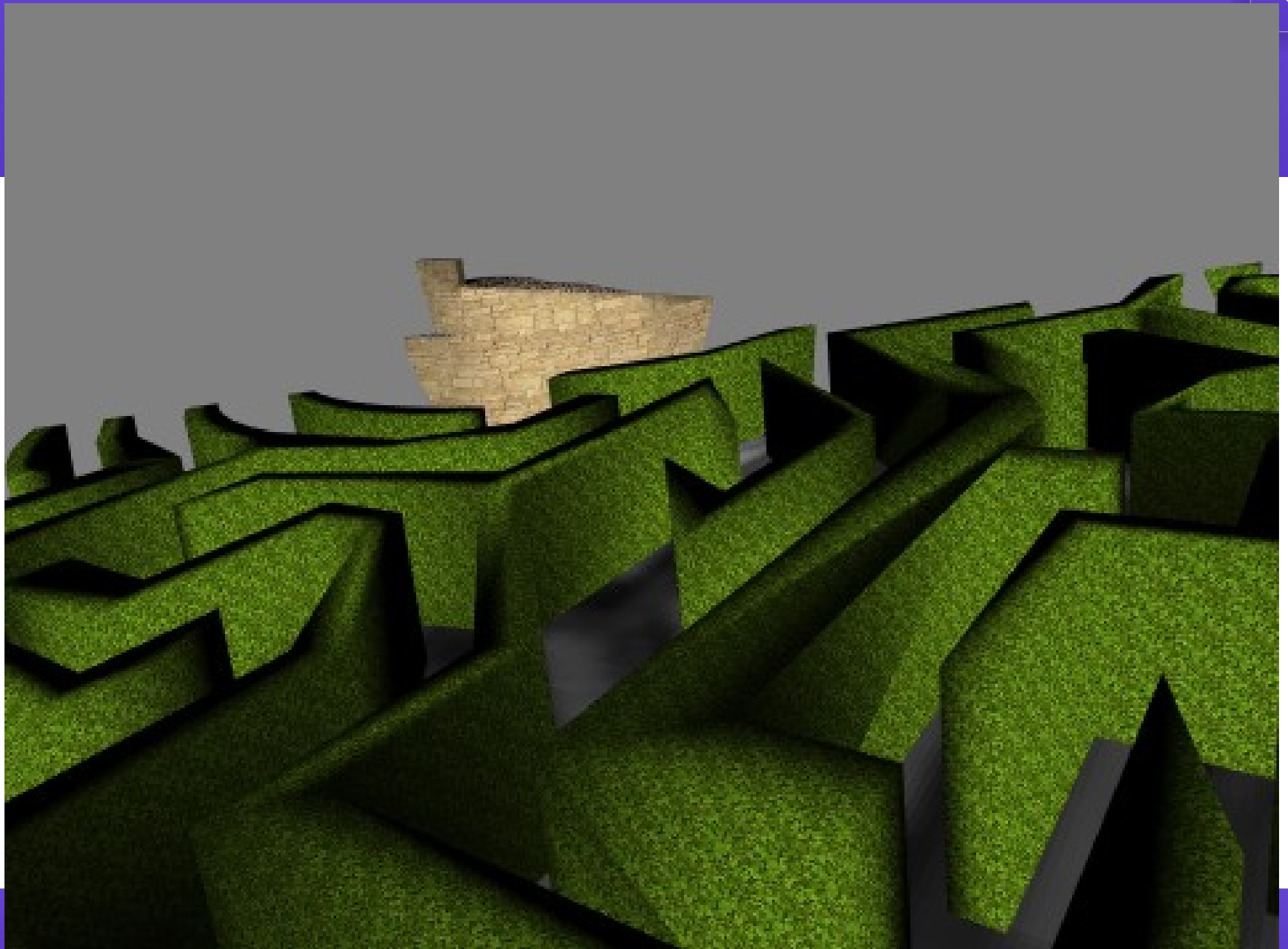
What is it all about?

- Inserting models in open format of COLLADA / glTF / KMZ to Impress

- Insert->Object->3D Model...

- From LibreOffice 4.3

Camera handling

Walkthrough mode

- Default view

- First person perspective

- Handling

    - Use keyboard to move the camera

        - Forward (W), backward (S), left (A) and right (D)

    - Click and drag to rotate the camera

Orbit mode

- Move camera on an orbit around the model center / rotate the model

- For relatively simple models

- Handling

  - Switch modes with 'M' key

  - Move the camera on the orbit

    – Northward (W), southward (S), westward (A) and eastward (D)

  - Click and drag to rotate the model

- Constrains

  - Zoom in / zoom out constrain

  - Vertical rotation limitation (design limitation)
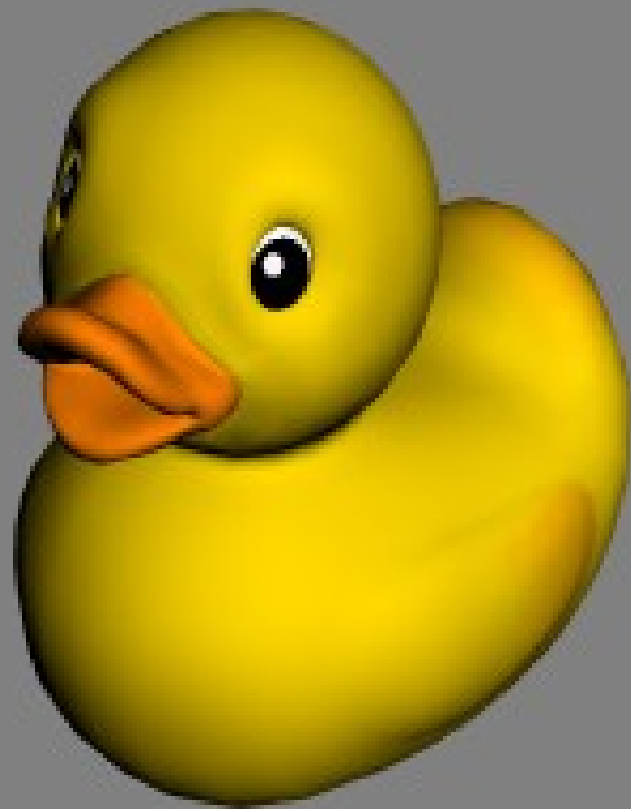
Background

File formats

- COLLADA – main format (creating / editing models)

- glTF - runtime format (effective to parse)

- KMZ - zipped COLLADA
(to store models on the web: for example 3d warehouse site)

Limitations

- Only on Windows and Linux (no on Mac OS X yet)

- OpenGL 3.0

- glTF limitations (new / draft format)

Project participants

- ## Collabora Ltd.
  - Infrastructure for model embedding
  - Integration of used libraries (libgITF, openCollada, collada2gltf)

- ## MulticoreWare inc.
  - gITF rendering code (base of libgITF)

- ## AMD
  - Founded the project

That's all!