Scanned Objects in Virtual Reconstructions
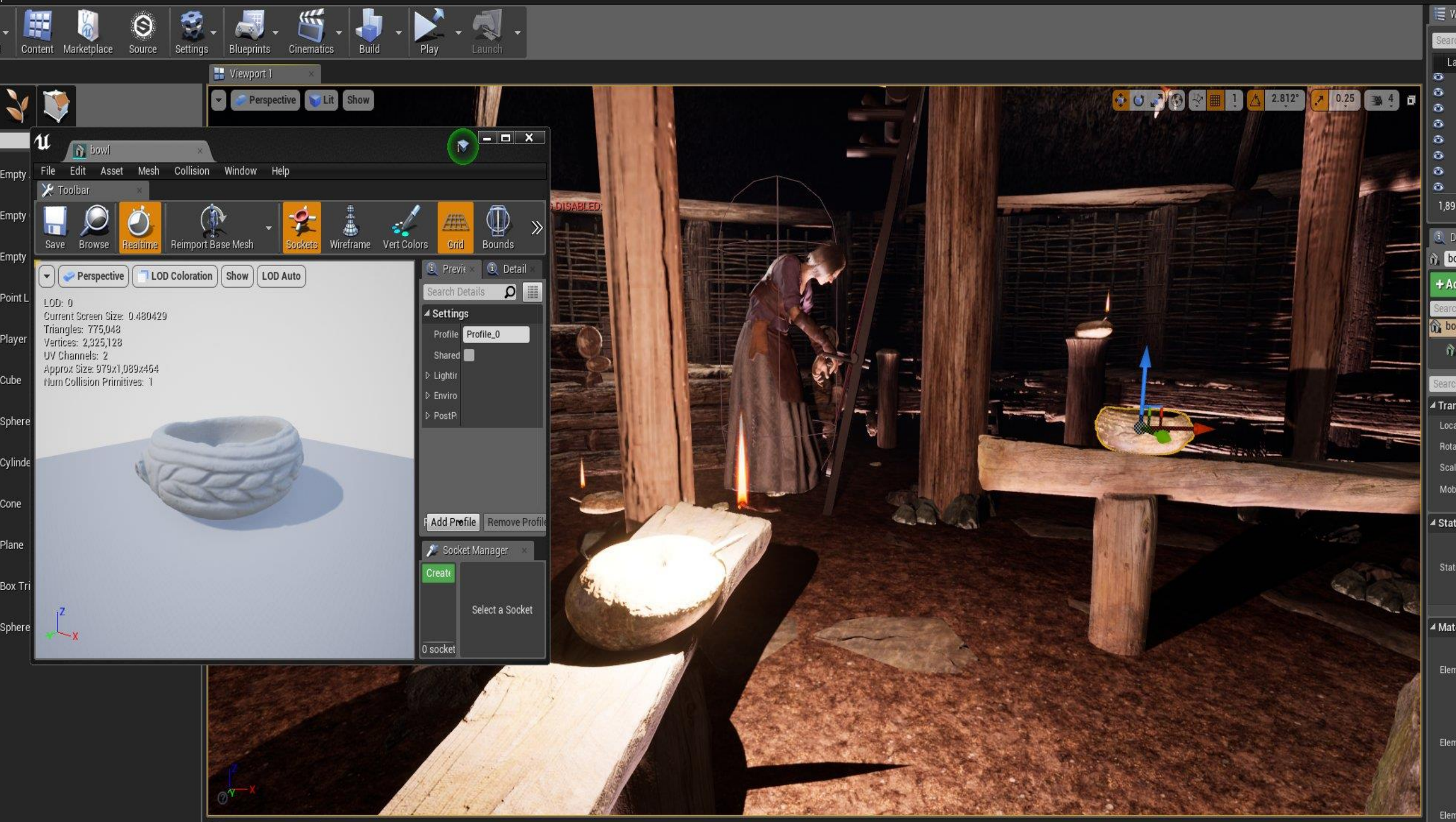
Roundhouse

500 BC

Content Marketplace Source Settings Blueprints Cinematics Build Play Launch

Viewport 1

Perspective Lit Show

2.812°   0.25   4

bowl

File Edit Asset Mesh Collision Window Help

Toolbar

Save Browse Realtime Reimport Base Mesh Sockets Wireframe Vert Colors Grid Bounds

Perspective LOD Coloration Show LOD Auto

Previe Detail

Search Details

LOD: 0
Current Screen Size: 0.480429
Triangles: 775,048
Vertices: 2,325,128
UV Channels: 2
Approx Size: 979x1,089x464
Num Collision Primitives: 1

Settings

Profile Profile_0
Shared
Lightir
Enviro
PostP

Add Profile Remove Profile

Socket Manager

Create

Select a Socket

0 socket

DISABLED:

Empty
Empty
Empty
Point L
Player
Cube
Sphere
Cylinde
Cone
Plane
Box Tri
Sphere

Searc
Lab

1,893

De
bov

Ad

Searc
bov

bov

S

Searc

Trans
Locat
Rotat
Scale
Mobi

Static

Static

Mate

Eleme

Eleme

Eleme

Perspective   Lit   Show

TOO MANY OVERLAPPING SHADOWED MOVABLE LIGHTS, SHADOW CASTING DISABLED:
DirectionalLight4_6