

materials to actual colors with transparency (e. g., “light blue” will be recognized and result in a color of R173 G216 B230 A100, as will “ltblue” and many other variants).

3D Export Formats

VRML Export

trueSpace3 will output both VRML 1.0 and 2.0 formats. You can control which version to output through a switch in the Export VRML File dialog. Textures can be inlined files or written directly into the VRML file. If the textures are inlined, they can be placed in the same directory as the world file, or in a sub-directory.

Note: trueSpace3 supports many different image formats for textures. If you use formats such as Targa and Bitmap, these files will be output with your world. However, nearly all VRML browsers cannot handle these files. We recommend that you only use JPEG files as textures when creating VRML files.

DXF Export

Material numbers for each face will be written as the color number for each DXF face. This will cause all faces of a certain **trueSpace** material to be shown as a different color when re-read. Faces which have more than four sides will be triangulated before writing. Currently, no layer information is written to the file. Some DXF readers may require that all entities be associated with a layer.

3D Studio ASCII Export

All faces will be triangulated when written to the 3D Studio file. This is a requirement of 3D Studio. Sub-objects within a **trueSpace** object will be written as separate objects within the 3DS file. True hierarchies cannot be represented in 3D Studio ASCII files so this at least preserves grouping information. There is no material information in ASCII files except for a material name. This name will be set to the RGBA value of the **trueSpace** material, so reconstructing at least this much information is easy.