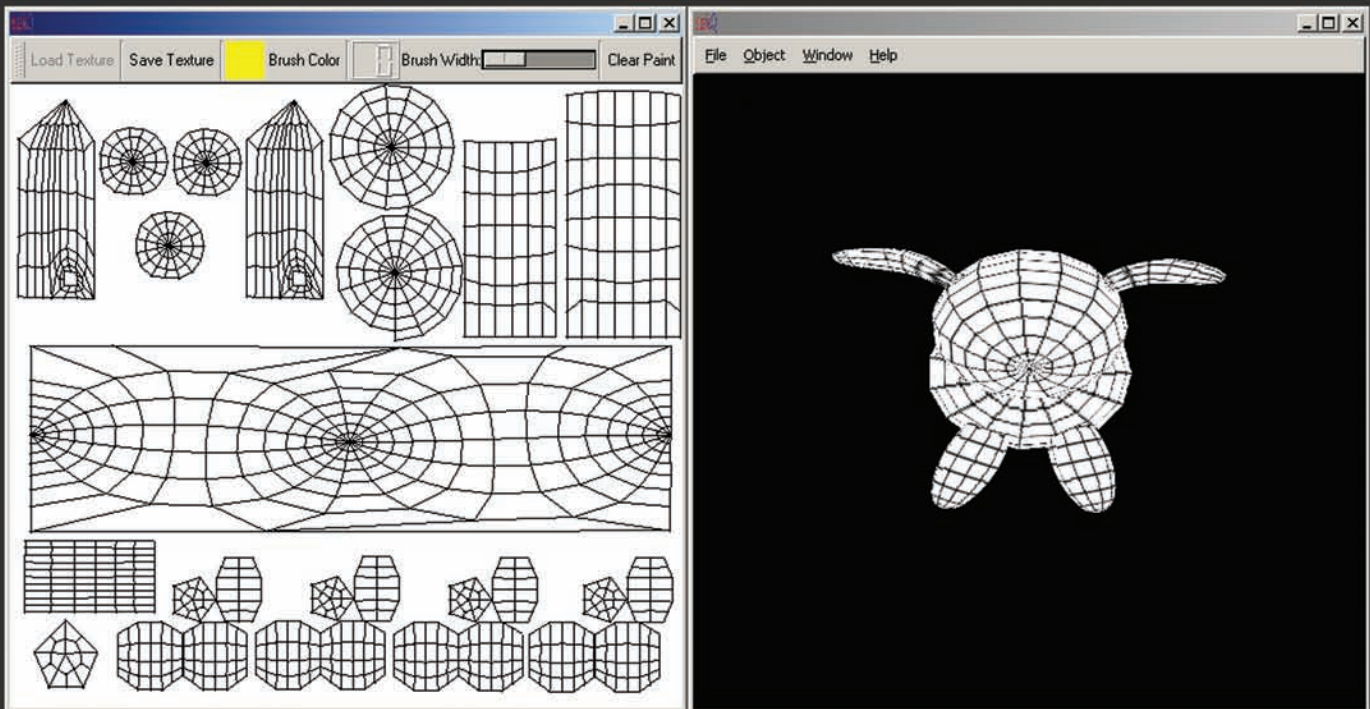


ken@kenstojevich.com

suzieQ



suzieQ is a real time texture painter that I designed and developed to try and ease the texture editing process. The program itself was developed entirely in Visual Studio .Net using C++. For the user interface I used QT, and the 3D graphics window uses OpenGL. How it works is the user paints in the 2D texture window which will then update both the texture in the paint window as well as on the model upon the release of the mouse button.

suzieQ is capable of importing obj meshes and is capable of loading and saving a variety of image formats and those are: bmp, jpg, pbm, pgm, png, ppm, xbm, and xpm. suzieQ also takes into account UV texture coordinates as you can see from this screenshot. This gives texture painters a familiar workspace. There are also some basic object controls giving the user the ability to rotate the mesh, scale the mesh, and put the mesh in a customized wireframe format which will also be textured.

In addition to painting, suzieQ brings the user some basic mesh controls. Some of these controls is the ability to rotate around and view the mesh from all angles to see how their texture is looking. Also there is the option to scale the object and display the mesh as a wireframe mesh.