

Import

VRML - Is there a way to delete all the textures from all the objects in an imported VRML model?

There is no simple way to do this from within Strata. However, textures can easily be stripped from the VRML file before importing to Strata.

One of our beta testers has written a tutorial on how to edit the VRML file so that only one material is assigned to all objects in the model.

It would be easy to modify the script to remove all materials; or use it as is and then delete just the one texture once the model has been imported.

<http://www.jeanprobert.com/tutorials/VRML.html>

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