

---

Subject: Render alignment in SW

Posted by [Fredd](#) on Thu, 08 Nov 2012 01:27:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Meshlab used to display in its viewscreen what the SW renders would display, correct directions for up and forward for the different formats you can upload. Ever since the renderer update at SW something is odd. Now if I want a model to display properly at SW as a stl, I have to regard blenders +Z direction as up, and forward as -Y. Unlike in the past when I had to rotate the model in Blender where Y was up, and Z was forward. to match the SW axis.

What totally confused me now for a .dae export in blender, I have to regard -Y as up, forward as -Z in blender to get the proper alignment of views?

---