

MeshLab	Emma Singleton	Overall Rating = 2
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MeshLab

The Good	The Bad	The Bottomline
<p>There are a lot of different tools and features that are included with in the program. The software provides a set amount of sample vectors which you can use to experiment with and get to know the program without infringing on your own work.</p>	<p>The program is not very intuitive to use and I found that I would have to keep on searching out tutorials and instructions online. However after time this became less of a problem. The program frequently crashed when I was working within it. These crashes seemed to have been coming from the using the filters in the program, so probably an internal fault. Needs to have an undo button, as making mistakes is part of learning the program.</p>	<p>It's a program which has a lot of promise, but feels unfinished and slightly unkept. I found the maze of features difficult to navigate around and quickly became disorientated when trying to test out different filters and edits. The program needs to be tweaked but overall I feel that with time it could become a useful tool for those working in game design.</p>

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Specifications

The official website of the tool is

<https://cycling74.com/products/max/>

The tool is made by

MeshLab is developed by the ISTI - CNR research center.

You can find the official documentation on:

<https://www.youtube.com/user/MrPMeshLabTutorials>

Is there a user forum/ bug tracker/ issue tracker and if so where?

<https://stackoverflow.com/questions/tagged/meshlab>

I reviewed version Created and updated on Friday, 23 December 2016 at 12:10 of the Software The interface:

- what is it : application
- what is it for ?animation
- this tool functions : after download and install
- this tool is available for : ALL
- this tool is : Free Speech
- does this tool have a paid version available? no

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Review

The user interface:

I found it quite difficult to use productively, from a begins point of view it is not very welcoming. The user interface is simple to navigate, the problem lies in knowing what tabs, filers and effects to apply in which order for the desired outcome to be fully realised (and without the program crashing). I would suggest that the instruction provided on the youtube channel are the best place to go for assistance however they can be quite laborious and somewhat slow to follow for even the most basic of tasks I became frustrated in the learning process.

Tutorials / Instructions:

useful / helpful : 2

clear : 2

quick and easy to understand : 1

What notable things do other users say about this tool? (either good or bad!)

I have been learning to use and using MeshLab for about a month now; my application is visualising atomic force microscopy data. I would like to thank the developers for freely sharing this fantastic tool. The interface works well, the trackball idea is excellent and I like the search tool for finding filters. There is a large number of filters, most of which I don't fully understand. There are flaws, however, such as a lack of documentation and frequent crashes. Both of which could be easily remedied given sufficient time. But that is the problem isn't it? The videos were a great start to providing tutorials, but that effort seems to have run out of steam. Overall, the software is well worth downloading and learning to use. I look forward to further improvements. - hannibleblintz
<https://sourceforge.net/projects/meshlab/reviews>

Testing the tool (learning by doing — trial and error) What would/could a designer use this tool for?

I would only use this tool after a lot more time of trailing its capabilities. At the moment I am skeptical about its abilities as a 3D rendering program and feel as though there are better more advanced version of open source software which perform the same tasks to a higher level. I feel as though other more advanced digital designers may understand the program better, and from reading reviews I understand that those in the gaming world would find this tool to be useful for character and location designing.

Depending on what kind of free this tool is, how "free" is this tool really?

I believe that this tool is completely free however there are platforms online where users can upload, change and discuss the work they have created on 'meshlab' and work with others to improve their works.

Please add any additional comments below:

I would only use this program to experiment on rather than as a tool for final, high quality works that I might later use in projects or designs. I would instead look and experiment with alternatives in the market of open source.

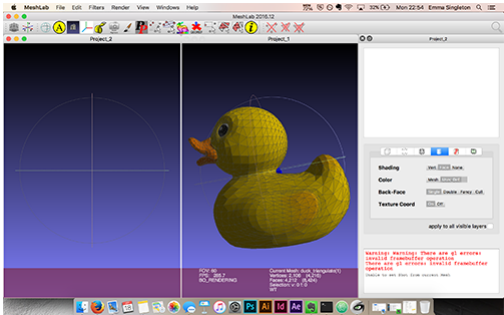
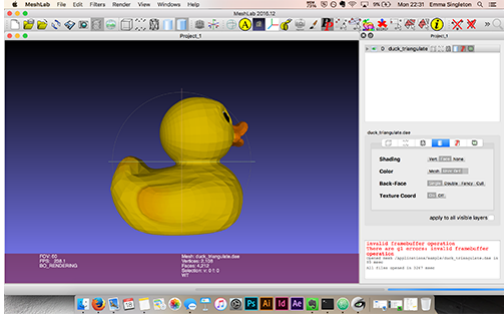
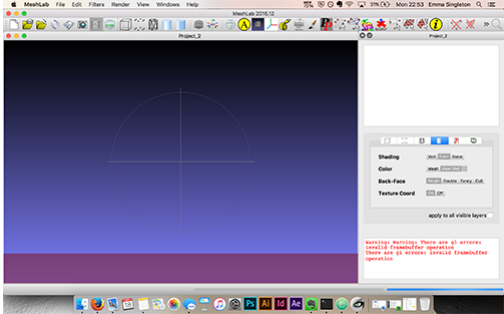
As an official reviewer for the Great Free Graphic Software Review I confirm I have filled in the above review at the best of my abilities, with care, patience and without prior prejudice, so help me Tux.*

Emma Singleton, 18/09/2017

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Images

Interface



Testing the tool

