

Prefab3D

Prefab3D is a 3d editor tool for editing and converting 3D models.

The supported file formats in Prefab3D are: pfb, ac, obj, awd, dae, dxf, 3ds, asd, md2, sour, stl, md5

In Prefab3D you can import 3D models, assign textures and save the file in awd or obj format in order to use in Cyberix3D.

In Prefab3D you can also animate static models and then use the animated models in Cyberix3D.
Here is a tutorial for animating static models



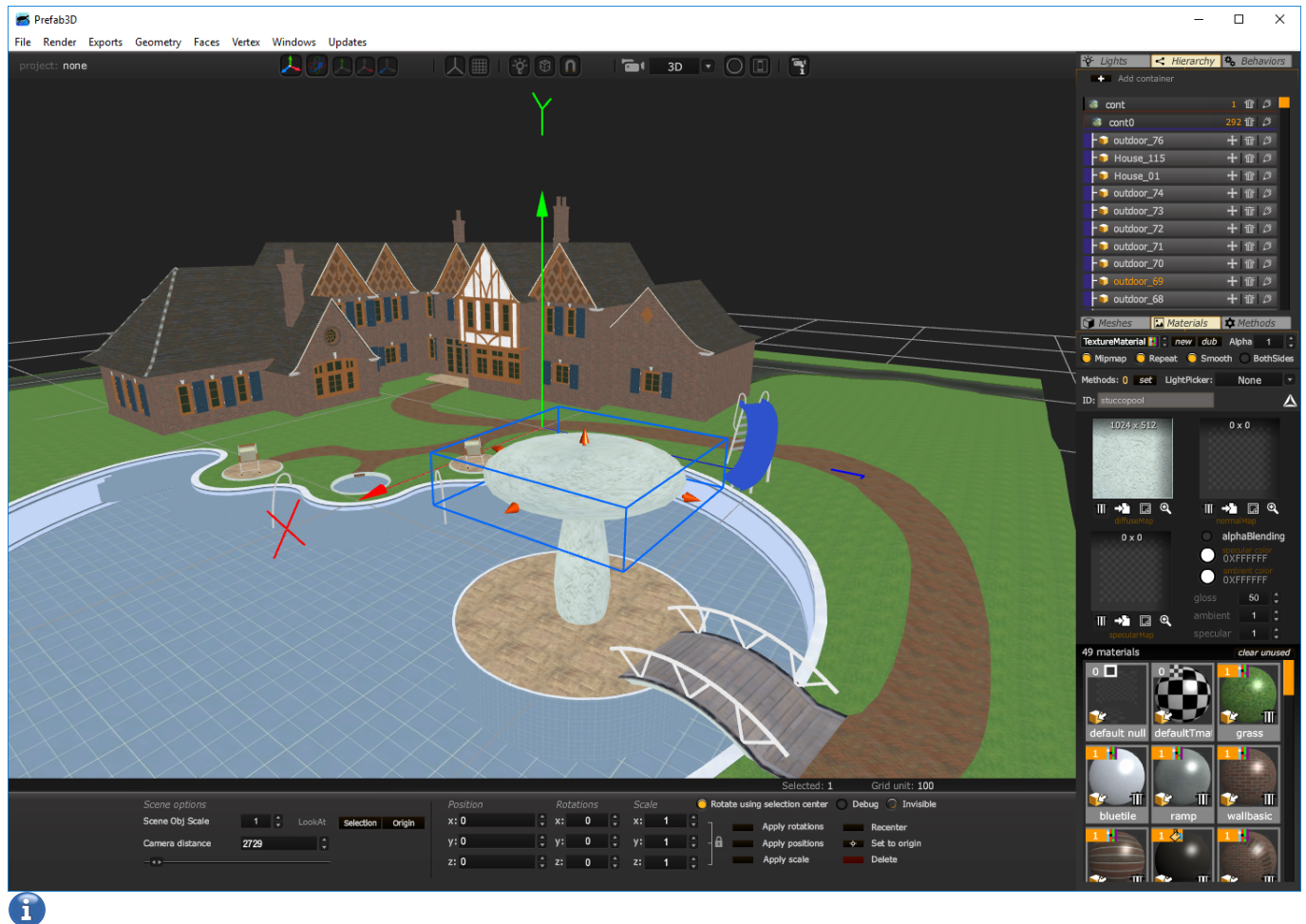
Video

You can download Prefab3D from this link

<https://www.gamemaker3d.com/files/Prefab3D.zip>

You also need to install Adobe Air in order to run Prefab3D

<https://gamemaker3d.com/files/AdobeAIRInstaller.exe>



MORE INFORMATION

- [Away Builder](#)
- [NormalMap-Online](#)
- [Online Audio Converter](#)
- [External Tools](#)
- [Nutty Skygen](#)
- [TextureGenerator-Online](#)
- [Vectary](#)

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Last update: **2021/08/05 05:18**

