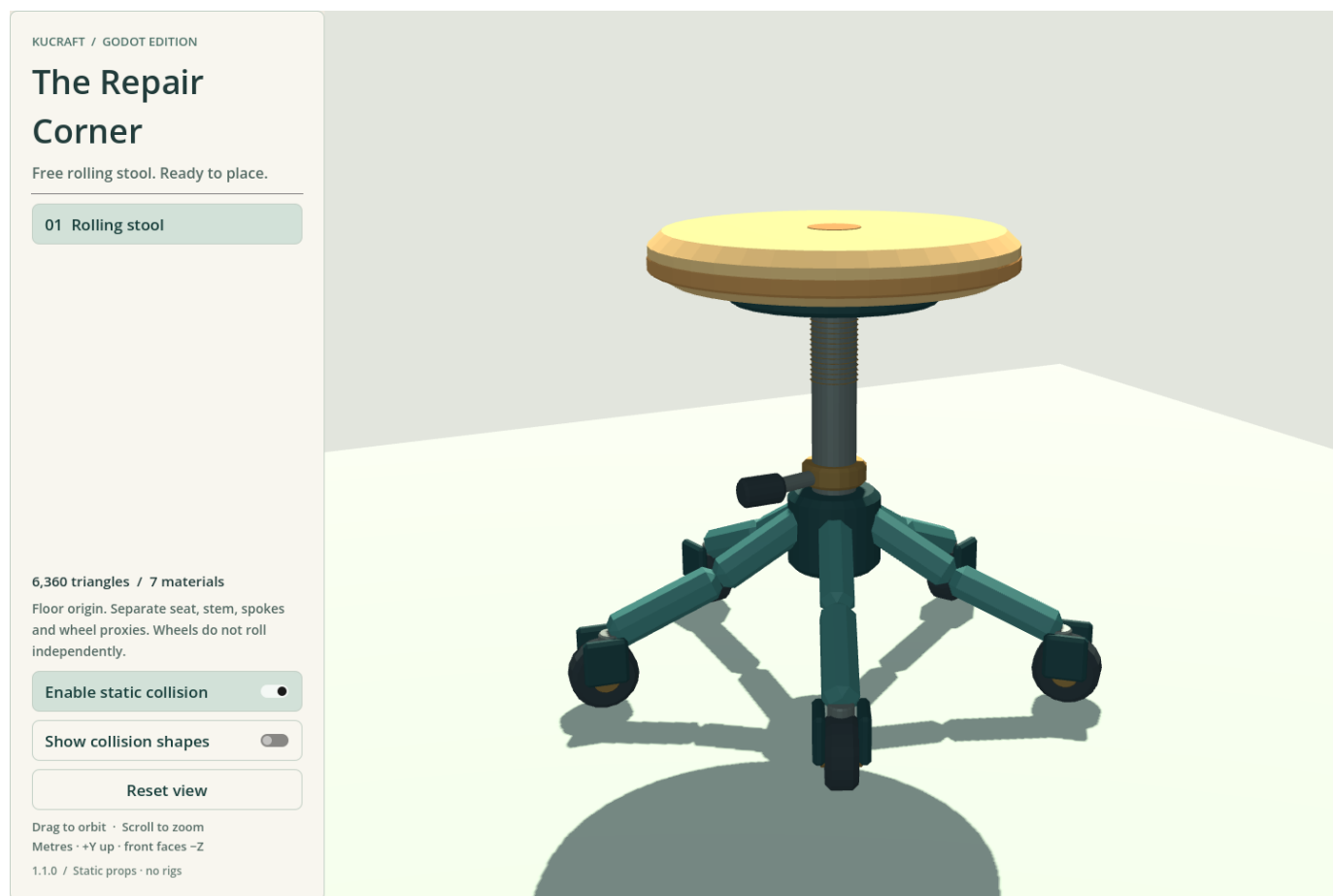


Rolling stool / free sample

Edition 1.1.0 | Tested with Godot 4.7.2 Standard | Metres, +Y up, front -Z



Actual Godot Compatibility viewport, rendered on CPU with Mesa llvmpipe.

Open, inspect, place

1. Open. Extract the whole ZIP to a writable folder. Import **project.godot** in Godot 4.7.2 Standard and let the first import finish. Press **F5** to run the inspection scene.

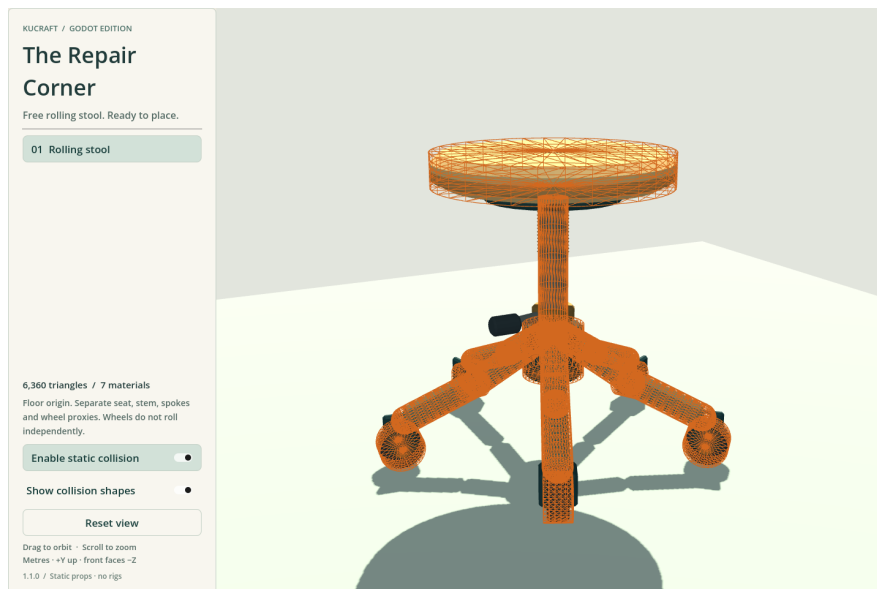
2. Inspect. Drag over the model to orbit; scroll to zoom. Reset view restores the framing. The collision switch enables or disables real physics. The orange shape display is a separate switch.

3. Reuse. Copy the entire **repair_corner** folder to your own project root, keeping **res://repair_corner/**. Do not replace your project settings. Drag a scene from **scenes/visual/** or **scenes/static/** into your scene; choose one variant per placement.

This project contains only the stool and its two reusable variants. It has no paid-project dependency. See README.txt for the full instructions.

Useful defaults, explicit limits

6,360 triangles / 7 materials / 18 simple static shapes



Orange lines show proxy geometry, including edges behind the visible mesh.

Place at Y=0. The floor origin puts the wheels on the support plane. The stool is 0.5348 m tall. Keep root scale at (1,1,1); translate and rotate it for placement. Non-uniform and physics-body scaling have not been tested.

18 shapes, layer 1 / mask 1. Cylinders cover the seat, stem, hub and wheels; capsules cover the spokes. Space below the seat stays open around the stem. Threads, lever and caster forks are visual details. The wheels and height adjustment do not move.

Visual-only or static. Visual scenes contain no physics bodies or scripts. Static variants add named primitive shapes to a StaticBody3D. There is no detailed triangle collision. Disable individual shapes with **set_deferred("disabled", true)** during runtime.

Tested: Linux x86_64, Godot 4.7.2 Standard, Compatibility renderer and GodotPhysics3D. Clean imports, scene/material/placement checks, physics rays, collision switches, rigid-body probes and native mouse controls were exercised. CPU images are not device-performance evidence.

Limits: Other engine versions, physics backends, renderers, operating systems, exports and GPU performance are untested. No UVs, image textures, authored LODs, rigs, animations, moving joints, navigation or player controller. The optional preview uses standard GDScript; reusable scenes need no scripts, plugins or custom shaders.

AI and rights: Geometry, integration, code and documentation were generated with AI and checked with the recorded tools. These are actual mesh renders. The unchanged LICENSE.txt defines direct-download and Fab terms; preserve it and THIRD-PARTY-NOTICES.txt. No Godot Foundation affiliation or endorsement.