
Importing IMOD meshes into Blender

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This document describes steps to import IMOD meshes into [Blender](#). It is assumed an IMOD model file exists with meshes in it. This tutorial used version 2.73 of [Blender](#) and 4.7.9 of [IMOD](#).

Convert IMOD model file to Wavefront Obj file

Easiest way to get an IMOD model file into [Blender](#) is by using the command **imod2obj**. Here is an example call with mod file named **foo.mod**

```
imod2obj foo.mod foo.obj foo.mtl
```

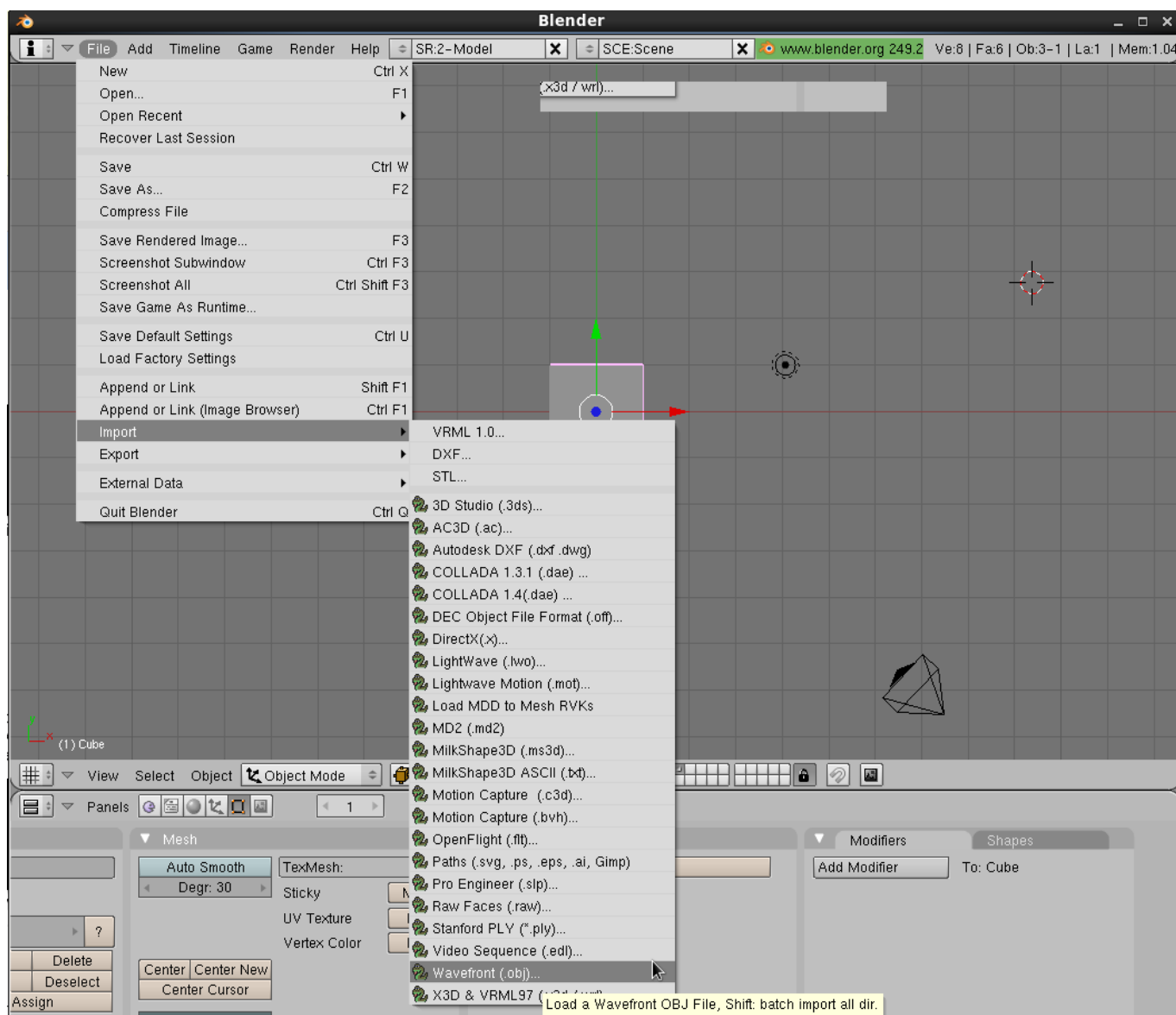
The above will output something like this:

```
Finished writing 'foo.mod'
# objects on: 313
# spheres:    0
# vertices:   102313
# faces:      203399
mtl file generated: yes
```

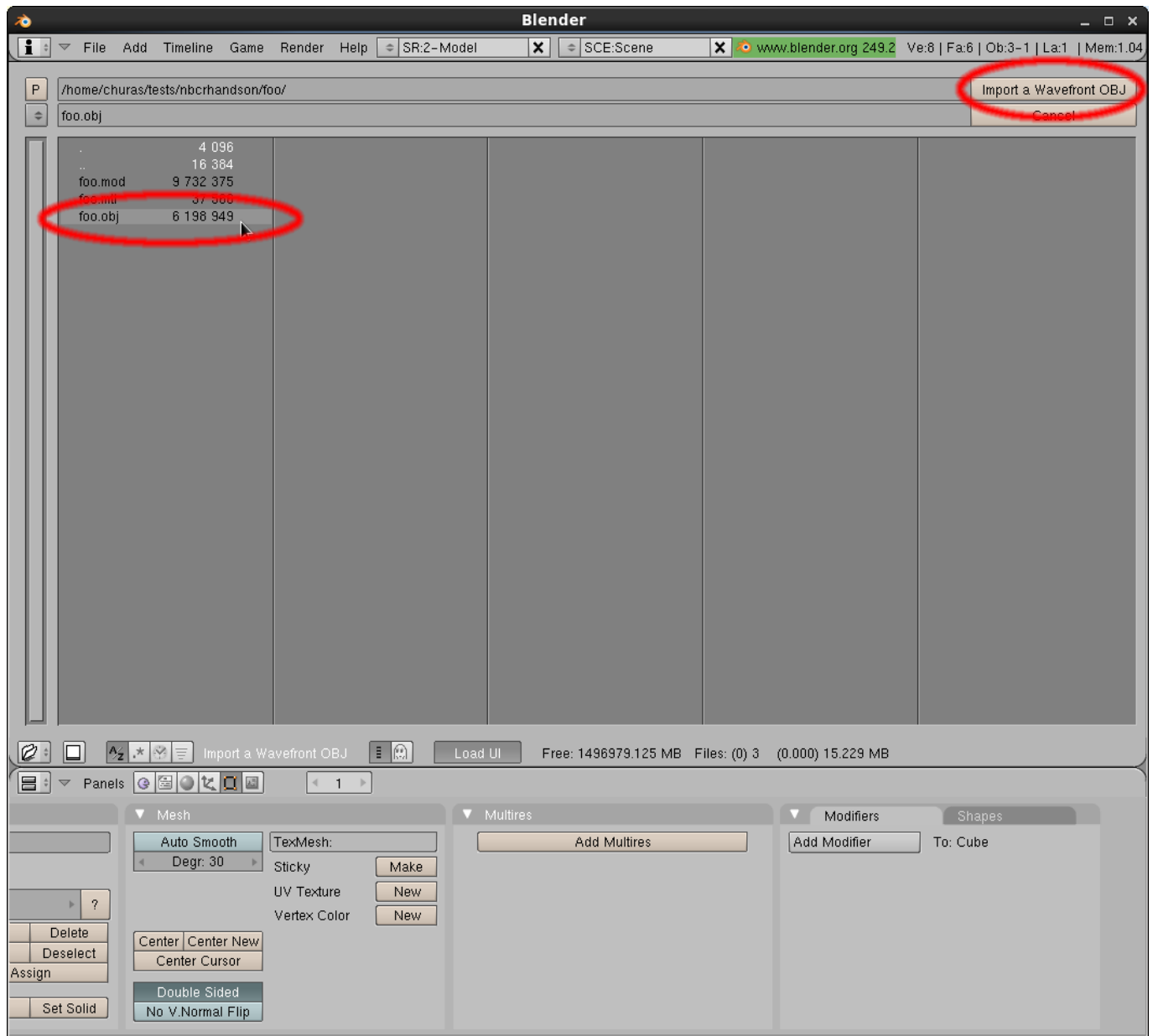
The above command will create two files **foo.obj** and **foo.mtl**. The first file contains the objects and the second file is the materials file. If the materials file is not found the model shown in [Blender](#) will be gray and boring.

Load Wavefront Obj file into Blender

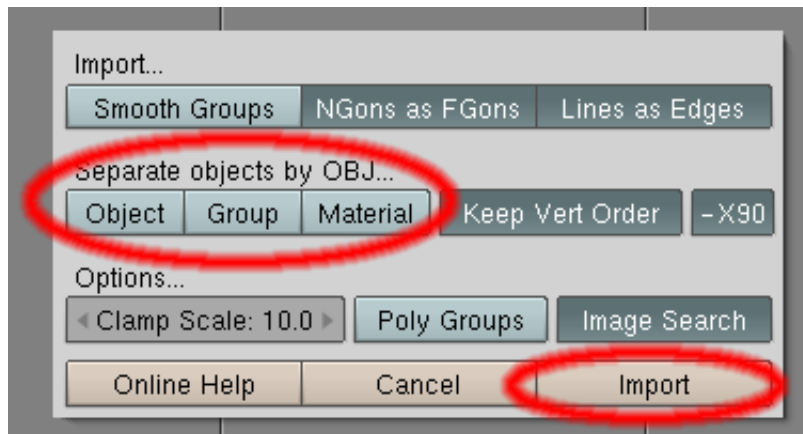
Open [Blender](#) and from the **File** menu choose **Import => Wavefront (.obj)** as seen in screenshot below:



Select the **.obj** file in this case its **foo.obj** (circled in red) and click **Import a Wavefront OBJ** also circled in red:



Clicking **Import** will cause the following dialog to appear. Click on the **Object Group** **Material** buttons that are circled in red. When done click on **Import** button.



If all goes well the model should be loaded and visible in [Blender](#).