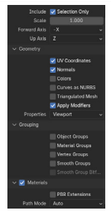
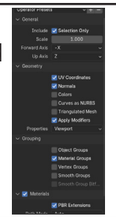
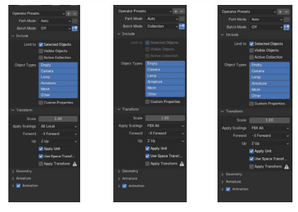
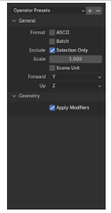
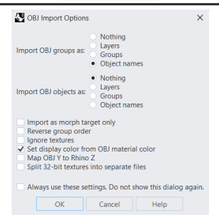
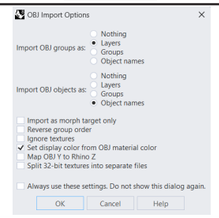
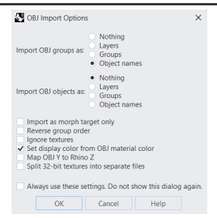
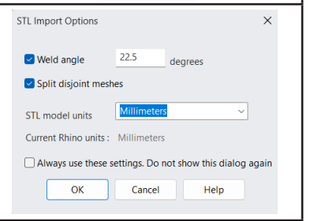
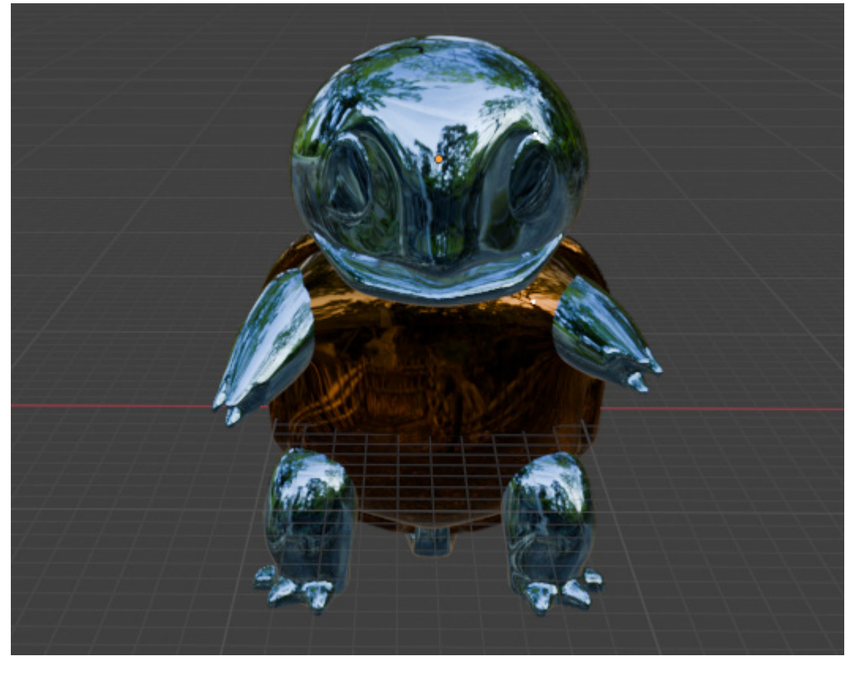
Import and Export Testing

Initial testing of various Blender export settings and Rhino import settings. Testing aims to reveal the transferring of textures, layers, and noting any visible changes between the objects in both programs.
On the following pages, all objects were exported with default settings for each format, and did not have any materials in Blender.

Object name	Squirtle	Squirtle	Squirtle	Squirtle
Export settings	Default 	PBR checked 		Default 
Import Settings				
Object changes	No visible changes	No visible changes	Arms overlapping with shell	No visible changes
Texture transfer				
Layers transfer	No	Yes	No	No
Notes	- Object pieces all imported separately but on one layer - Texture did not transfer but colours did	- Object pieces all imported separately, on separate layers	- Imported huge with and without scaling in import - Limited export settings - Texture did not carry over, but is shinier than the OBJ imports	- Neither texture nor colour transferred, material is Rhino default - Limited options for import and export

Initial Blender Model

(Dramatic material to better portray results)