Object name	Squirtle	Squirtle	Squirtle	Squirtle
Export settings	Default Declary Selection Civy Se	PBR checked checked	Control Prince Cont	Default Specific Property of
Import Settings	Mothing Import OBJ groups as: Separate	May sus these settings. Do not show this dialog again. Nothing Import OBJ groups as Layers Groups Object names Nothing Layers Groups Object names Nothing Layers Groups Object names Nothing Layers Groups Set groups Object names Nothing Layers Groups Set groups Object names Nothing Layers Object names Nothing Layers Object names Nothing Layers Object names Nothing Layers Set display color from OBJ material color Map OBJ Y to Nitrio Z Split 22-cht texture sino separate files Always use these settings. Do not show this dialog again. OK Cancel Help	Import OBJ groups as: Import OBJ groups as: Import OBJ objects as: Object names Object names	STL Import Options X Weld angle 22.5 degrees Split disjoint meshes STL model units Millimeters Current Rhino units: Millimeters Always use these settings. Do not show this dialog again OK Cancel Help
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

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.

Initial Blender Model

(Dramatic material to better portray results)

