

Object 1: Pavilion

OBJ

FBX

STL

Import mesh

Original

Subdivision 2

Original

Subdivision 2

Original

Subdivision 2

Mesh to SubD

Mesh to NURBS

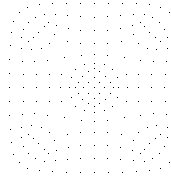
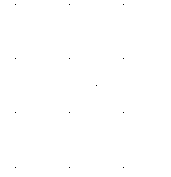
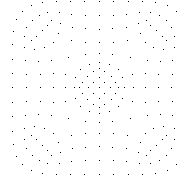
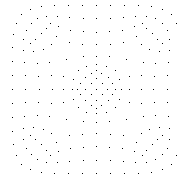
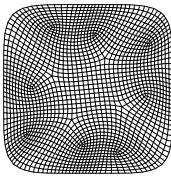
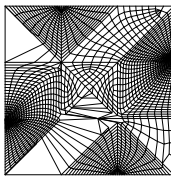
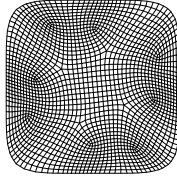
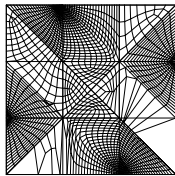
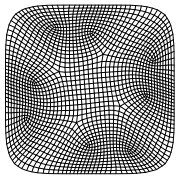
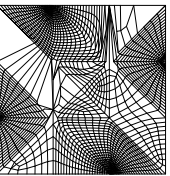
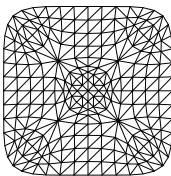
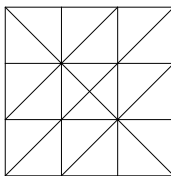
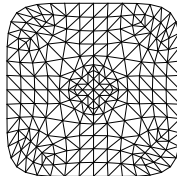
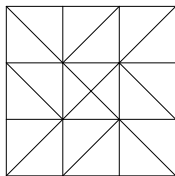
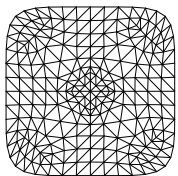
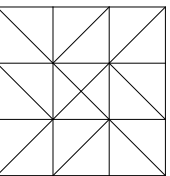
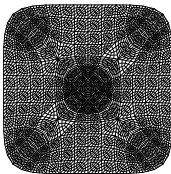
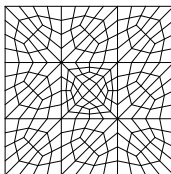
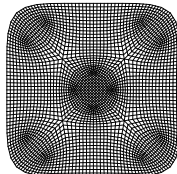
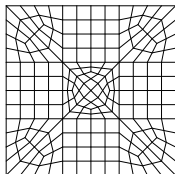
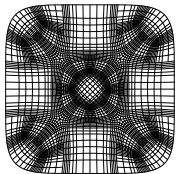
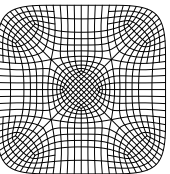
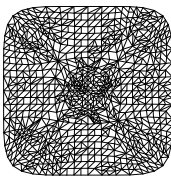
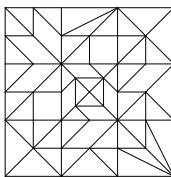
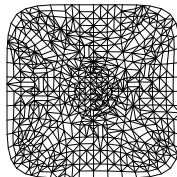
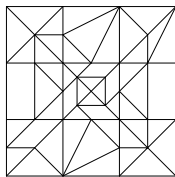
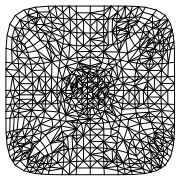
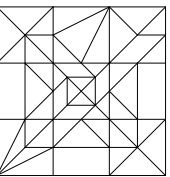
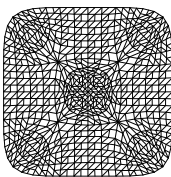
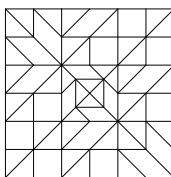
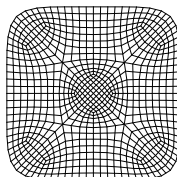
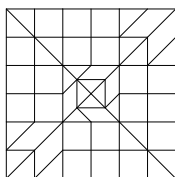
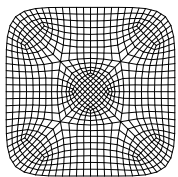
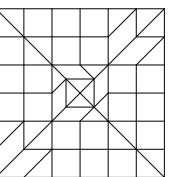
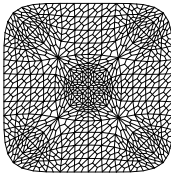
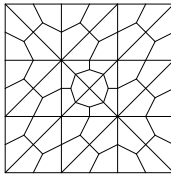
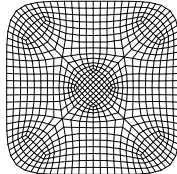
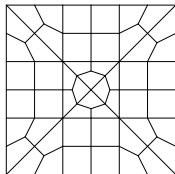
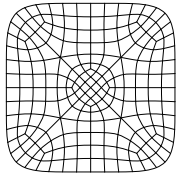
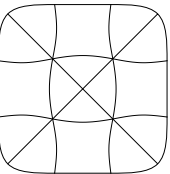
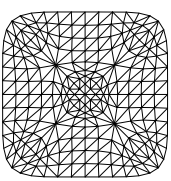
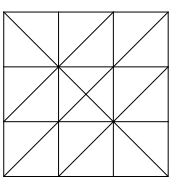
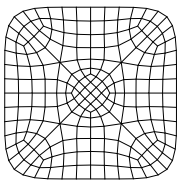
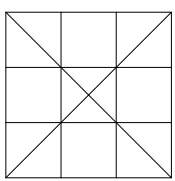
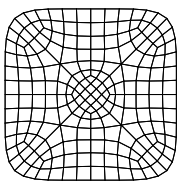
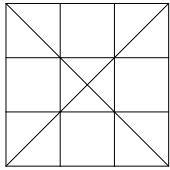
NURBS to Mesh

SubD to NURBS

Triangulate Mesh

QuadRemesh

PointCloud



The first object is a flat plane that has been subdivided and altered in Blender. Two variations of the object were used: The original object, and the object with the subdivision modifier (level 2).

Through the many geometry conversions, many similarities were seen. The OBJ and FBX conversions, both the original and subdivided objects, displayed similar conversion results in all except for three. The QuadRemesh and PointCloud results also remained the same throughout all three formats. However, some differences were evident. These differences are primarily seen in the toSubD and SubD to NURBS conversions, with differences across the board.

Every conversion was completed in the same Rhino file, with a file size of 20 MB. The STL conversions impacted the file size the greatest, likely due to the already triangulated mesh.