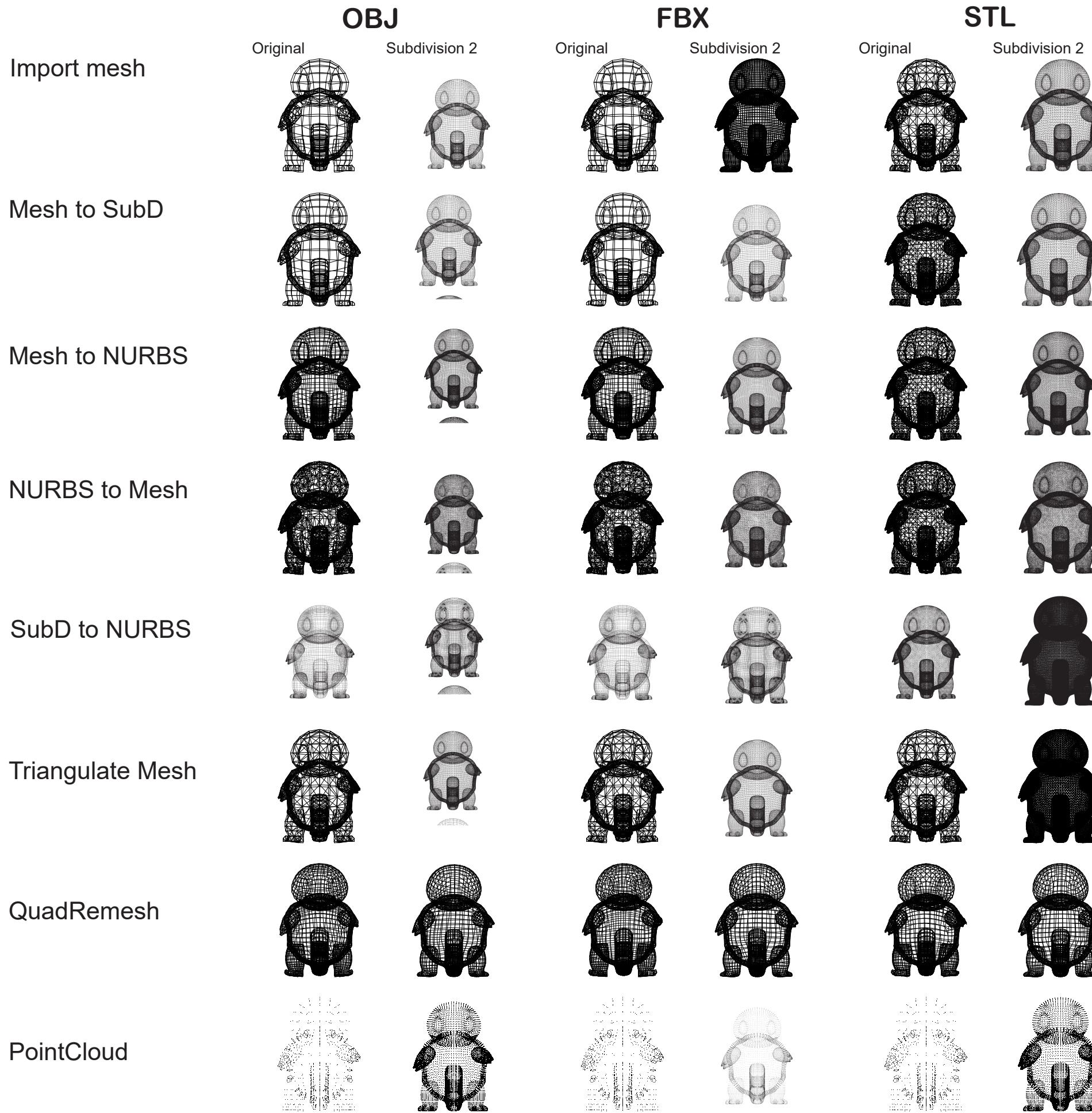


Object 3: Squirtle



The third and final object is the Pokemon Squirtle. This object was created in Blender, and follows the same format of having two objects.

At first glance, almost everything seems to be exactly the same throughout the conversions in all three formats.

Similar to object 2, the OBJ and FBX conversions look to be the same, and the QuadRemesh and PointCloud conversions show the same results across all three formats.

Every conversion could not be completed in one file. The first file, containing all the original object and OBJ subdivided model conversions, was 400 MB. The second file, containing the subdivided conversions for the FBX and STL formats, was 900 MB. These files were extremely laggy, and took more than 7 minutes to save. The NURBS to mesh and SubD to NURBS conversions impacted the file size the most due to the resulting thousands of faces.