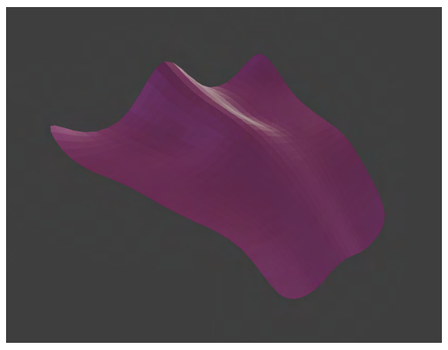
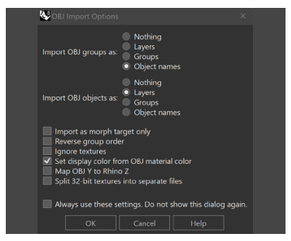
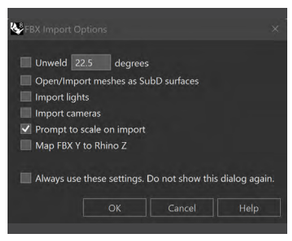
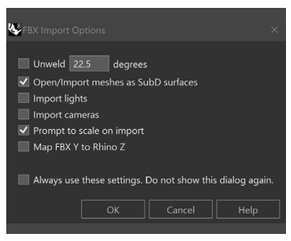
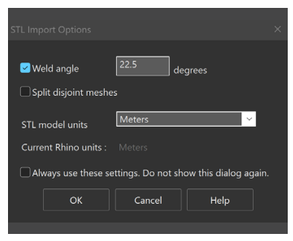
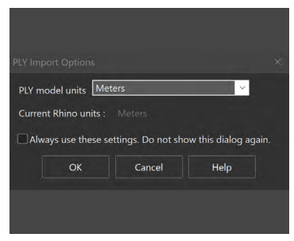
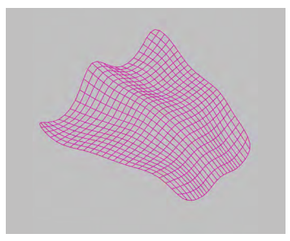
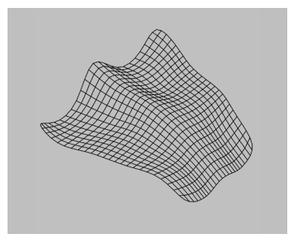
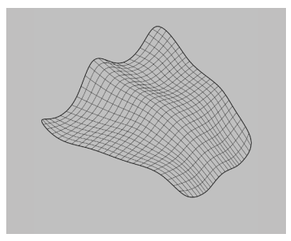
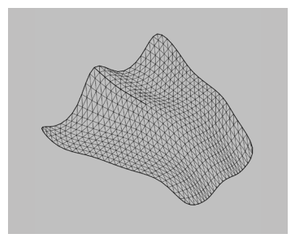
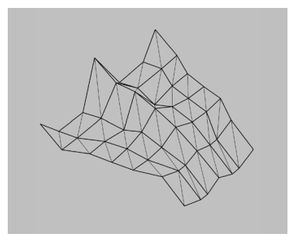
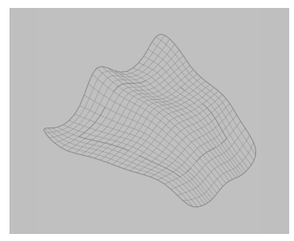
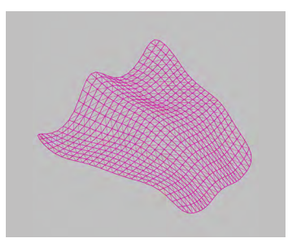
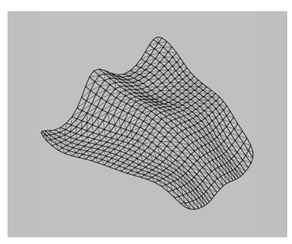
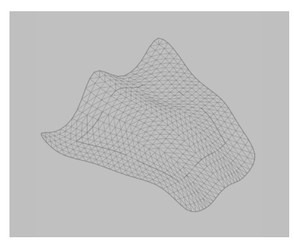
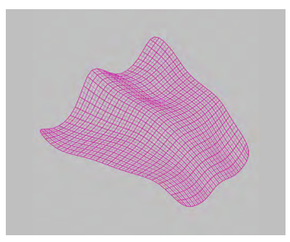
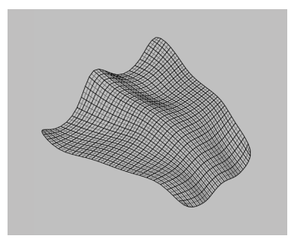
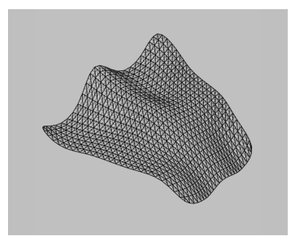
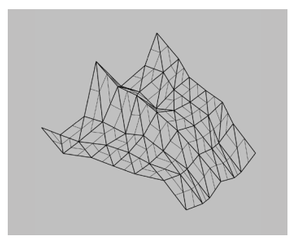
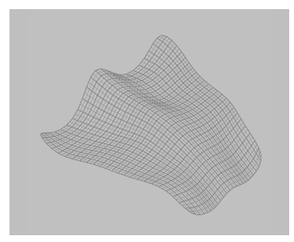
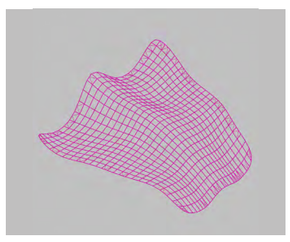
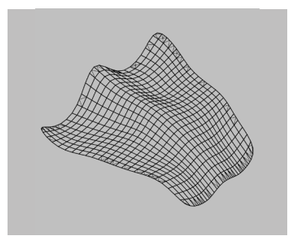
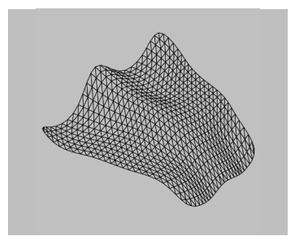
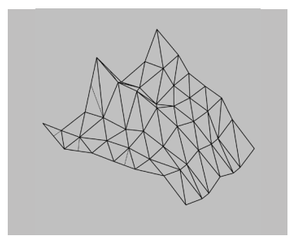
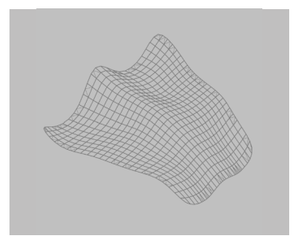
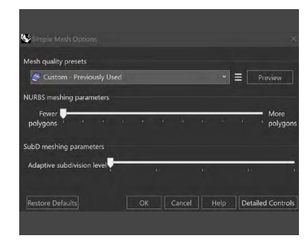
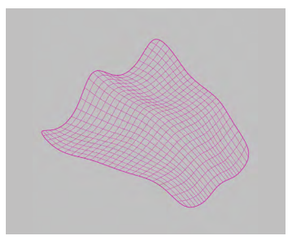
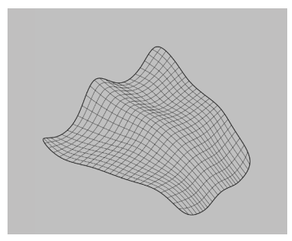
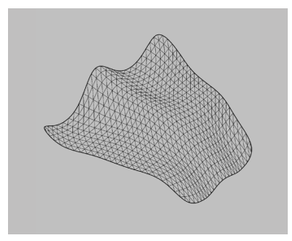
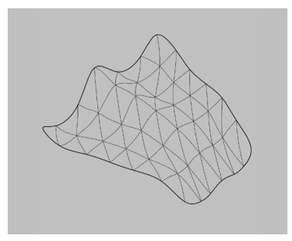
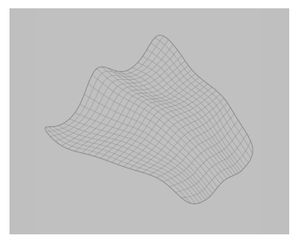
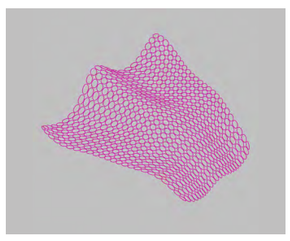
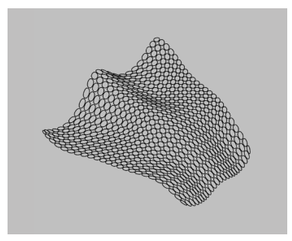
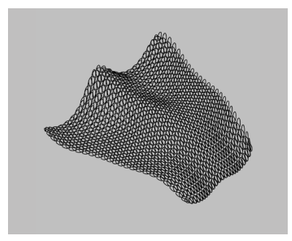
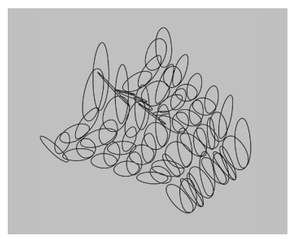
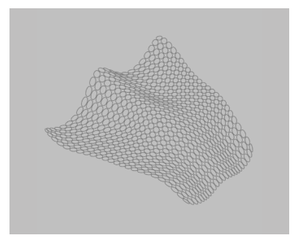
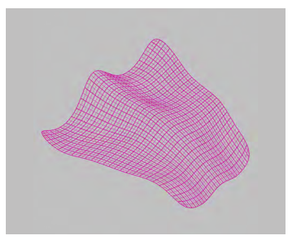
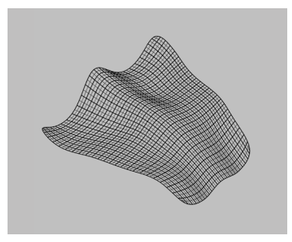
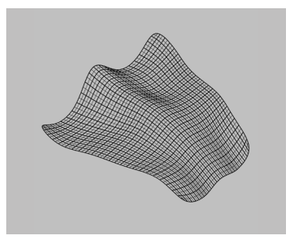
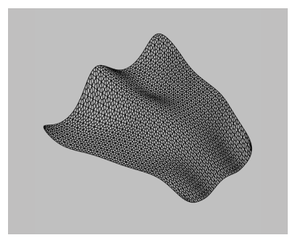


Pavilion Comparison Chart

Hayley Miller

Notes:

Original model file size in Blender 4.2 = 492 KB

Export format	Obj.	Fbx.	Fbx. - 2	Stl.	Glb.	Ply.	Notes
Import settings					No import settings available.		For the sake of time and efficiency all imports used default settings. (Except for Fbx. - 2 imported as a SubD)
Imports from Blender to Rhino							All of the following imports are meshes, with the exeption of import Fbx. - 2 being a SubD.
Notes	Retained colour and layer organization when imported. 75.1 KB.	Did not retain colour and layer organization when imported. 42.2 KB.	Did not retain colour and layer organization when imported. 42.2 KB.	Did not retain colour and layer organization when imported. 56.3 KB.	Did not retain colour and layer organization when imported. 6.25 KB.	Did not retain colour and layer organization when imported. 23.0 KB.	
Triangulate mesh			n/a	n/a	n/a		
	Still a clean mesh.	Still a clean mesh.	Original import is a SubD.	Original import already triangle.	Original import already triangle.	Still a clean mesh.	
Mesh to NURBS			n/a				
	Clean polysurface.	Clean polysurface.	Original import is a SubD.	Clean polysurface.	Clean polysurface.	Clean polysurface.	
NURBS to Mesh			n/a				
	Mesh has some triangulation.	Mesh has some triangulation.	Original import is a Sub D.	Mesh looks similar to OG.	Mesh looks similar to OG.	Mesh has some triangulation.	
Mesh to SUBD			n/a				
	Looks like SubD Fbx.	Looks like SubD Fbx.	Original import is a SubD.	Retains triangulation.	Retains triangulation.	Looks like SubD Fbx.	
NURBS to SUBD			n/a				
	Created 576 individual SubD’s.	Created 576 individual SubD’s.	Original import is a SubD.	Created 1152 individual SubD’s.	Created 72 individual SubD’s.	Created 576 individual SubD’s.	
SUBD to Mesh							
	Clean mesh, looks like OG.	Clean mesh, looks like OG.	Clean, looks like Fbx.	Dense, triangulation lost.	Dense, triangulation lost.	Clean mesh, looks similar to OG.	
SUBD to NURBS							
	Clean surface.	Clean surface.	Clean surface.	Very dense, triangulation lost.	Dense, triangulation lost.	Clean surface.	