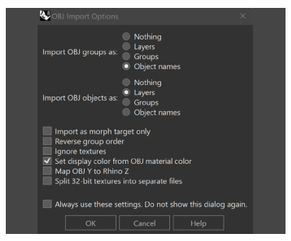
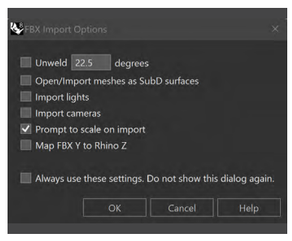
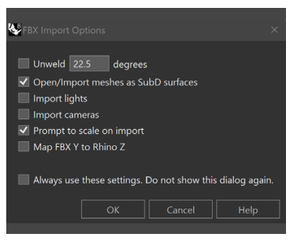
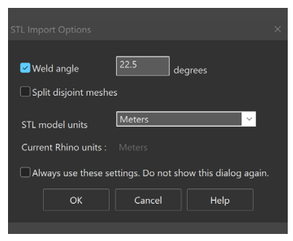
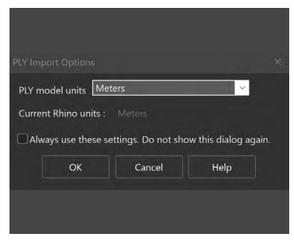
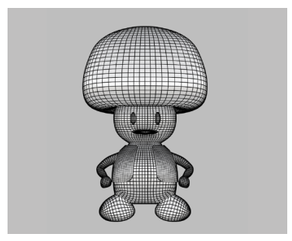
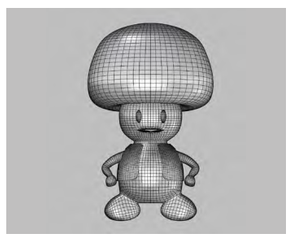
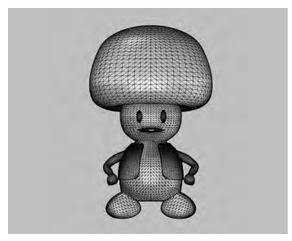
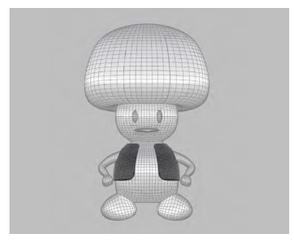
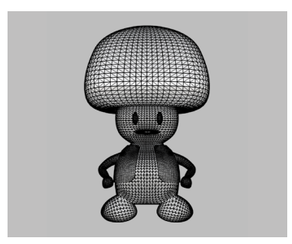
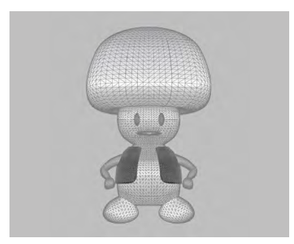
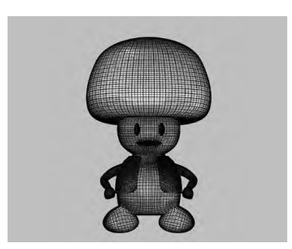
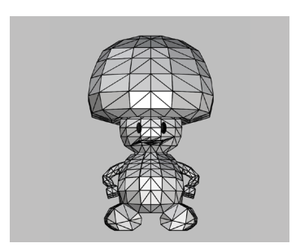
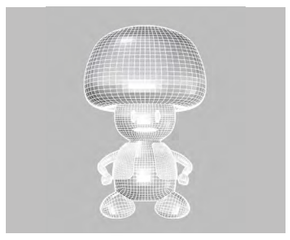
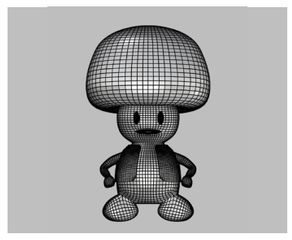
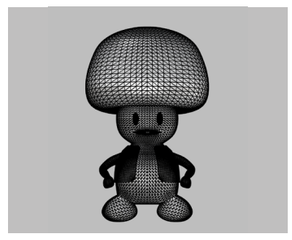
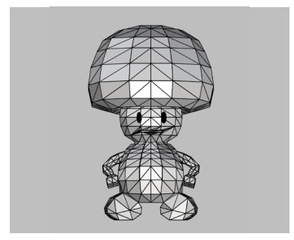
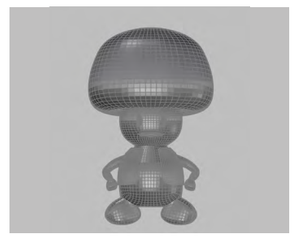
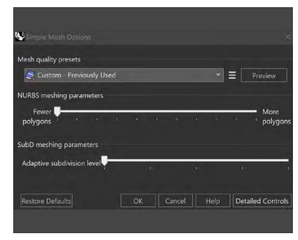
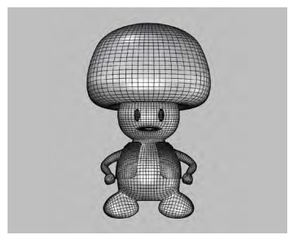
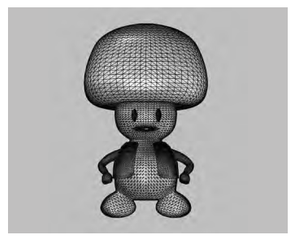
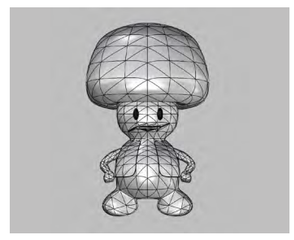
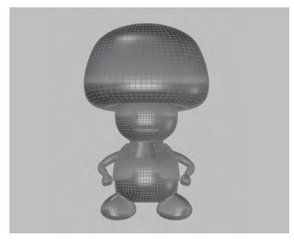
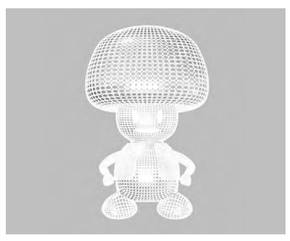
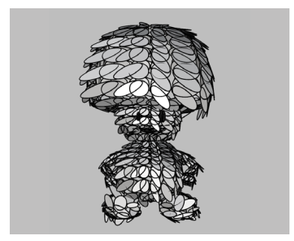
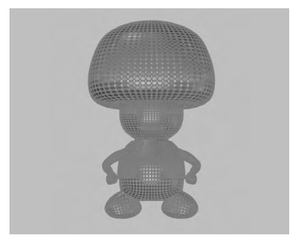
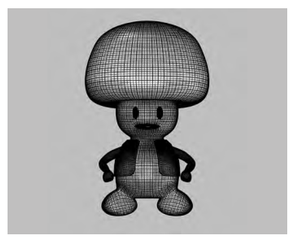
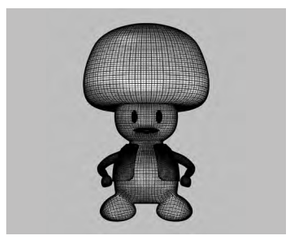
Toad Comparison Chart

Hayley Miller

Notes:

Original model file size in Blender 4.2 = 746 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. 2.3 MB. Closed.	Did not retain colour and layer organization when imported. 74.2 MB. Closed.	Did not retain colour and layer organization when imported. 74.2 MB. Closed, eyes and vest separate.	Did not retain colour and layer organization when imported. 1.70 MB. Closed.	Did not retain colour and layer organization when imported. 173 MB. Closed, eyes and vest separate.	Did not retain colour and layer organization when imported. 756 KB. Closed. Black vest?	
Triangulate mesh			n/a	n/a	n/a		
	Still a clean and closed mesh.	Still a clean and closed mesh.	Original import is a SubD.	Original import already triangle.	Original import already triangle.	Still a clean and closed mesh.	
Mesh to NURBS			n/a				
	Clean and closed polysurface.	Clean and closed polysurface.	Original import is a SubD.	Clean and closed polysurface.	Clean and closed polysurface.	Clean and closed polysurface.	
NURBS to Mesh			n/a				
	Closed mesh looks identical to OG.	Closed mesh looks identical to OG.	Original import is a Sub D.	Closed mesh looks identical to OG.	Closed mesh looks identical to OG.	Closed mesh looks identical to OG.	
Mesh to SUBD			n/a				
	Closed, looks like SubD Fbx.	Closed, looks like SubD Fbx.	Original import is a SubD.	Closed, retains triangulation.	Closed, retains triangulation.	Closed, looks like SubD Fbx.	
NURBS to SUBD			n/a				
	Created 17936 individual SubD’s.	Created 17936 individual SubD’s.	Original import is a SubD.	Created 35744 individual SubD’s.	Created 3136 individual SubD’s.	Created 17936 individual SubD’s.	
SUBD to Mesh							
	Closed,looks like OG, more density.	Closed,looks like OG, more density.	Looks like Fbx.1, more density.(closed)	Closed, dense, no triangulation.	Open, no triangulation.	Closed,looks like OG, more density.	
SUBD to NURBS							
	Closed, not as clean as MESH to Nurbs.	Closed, not as clean as MESH to Nurbs.	Closed, not very clean.	Closed, dense, no triangulation.	Closed, dense, no triangulation.	Closed, not as clean as MESH to Nurbs.	