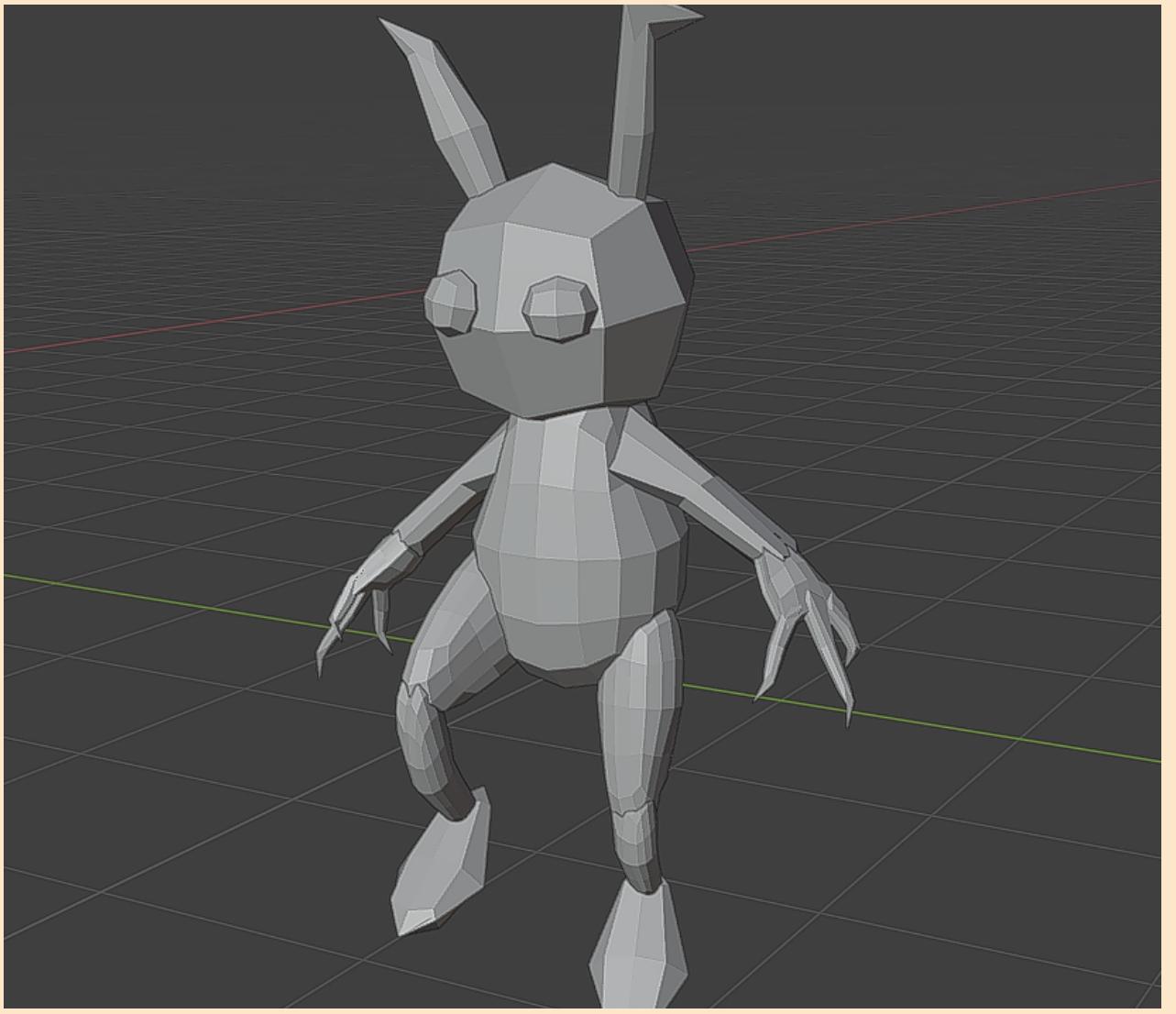


# Manipulated Character Model/Heartless

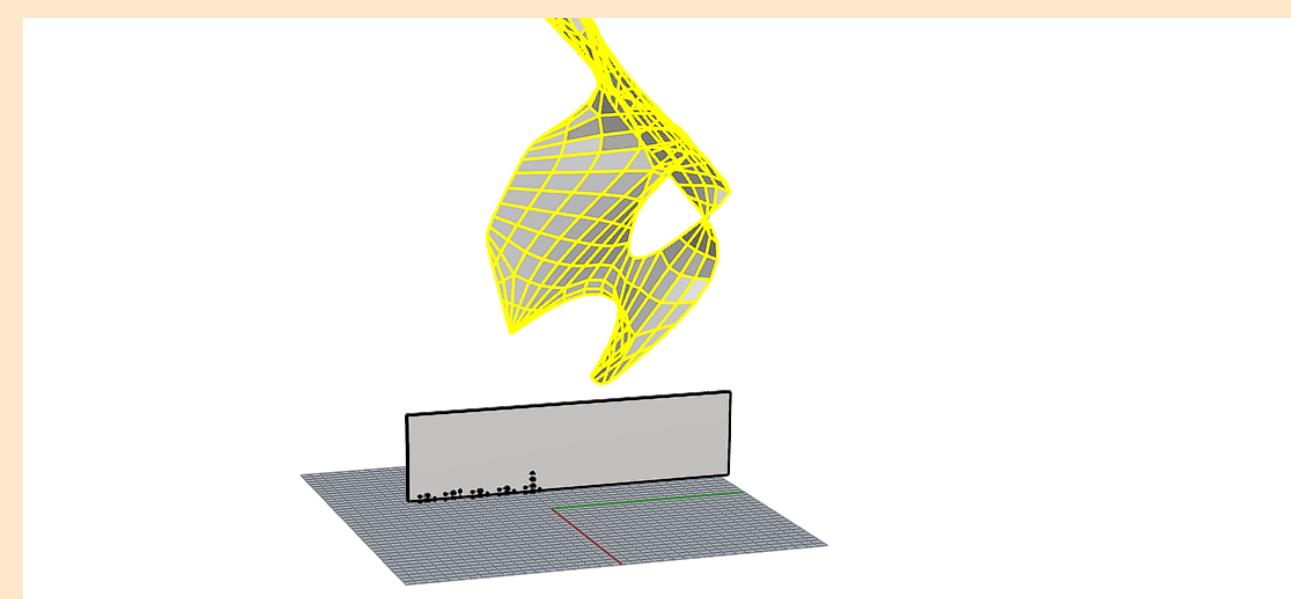
## Blender to Rhino Interoperability



### Observation Notes:

Imports OBJ 1 and OBJ 2 imported each object on its own layer, every other import went to the Default.

FBX imports were significantly larger scale than others, as well as rotated 90 degrees.



Shape of character elements were manipulated with FBX 3 options as SubD

STL 1 & 2 joined the 16 pieces of the character object.

GLB imports ignored non-applied subdivision modifiers

OBJ imports could not recognize that material was only applied to 2/16 pieces of the model.

T = Triangular Polygons

Q = Quadrilateral Polygons

	OBJ 1	OBJ 2	OBJ 3	FBX 1	FBX 2	FBX 3	STL 1	STL 2	STL 3	GLB	PLY	No Import Settings
<b>Import Settings</b>												
<b>Output</b>												
<b>Output - toNURBS</b>												
<b>Output - Subdivide</b>												
<b>Output - QuadRemesh</b>												
<b>Output - SubD</b>												
<b>Output - TriMesh</b>												
<b>Output - ReduceMesh 80%</b>												
<b>with Material</b>												
<b>OBJ File Size:</b>	145KB			<b>FBX File Size:</b>	92KB		<b>STL File Size:</b>	108KB		<b>GLB File Size:</b>	145KB	
<b>OBJ + Material Size:</b>	145KB			<b>FBX + Material Size:</b>	110KB		<b>STL + Material Size:</b>	108KB		<b>GLB + Material Size:</b>	16245KB	
										<b>PLY File Size:</b>	49KB	
										<b>PLY + Material Size:</b>	49KB	