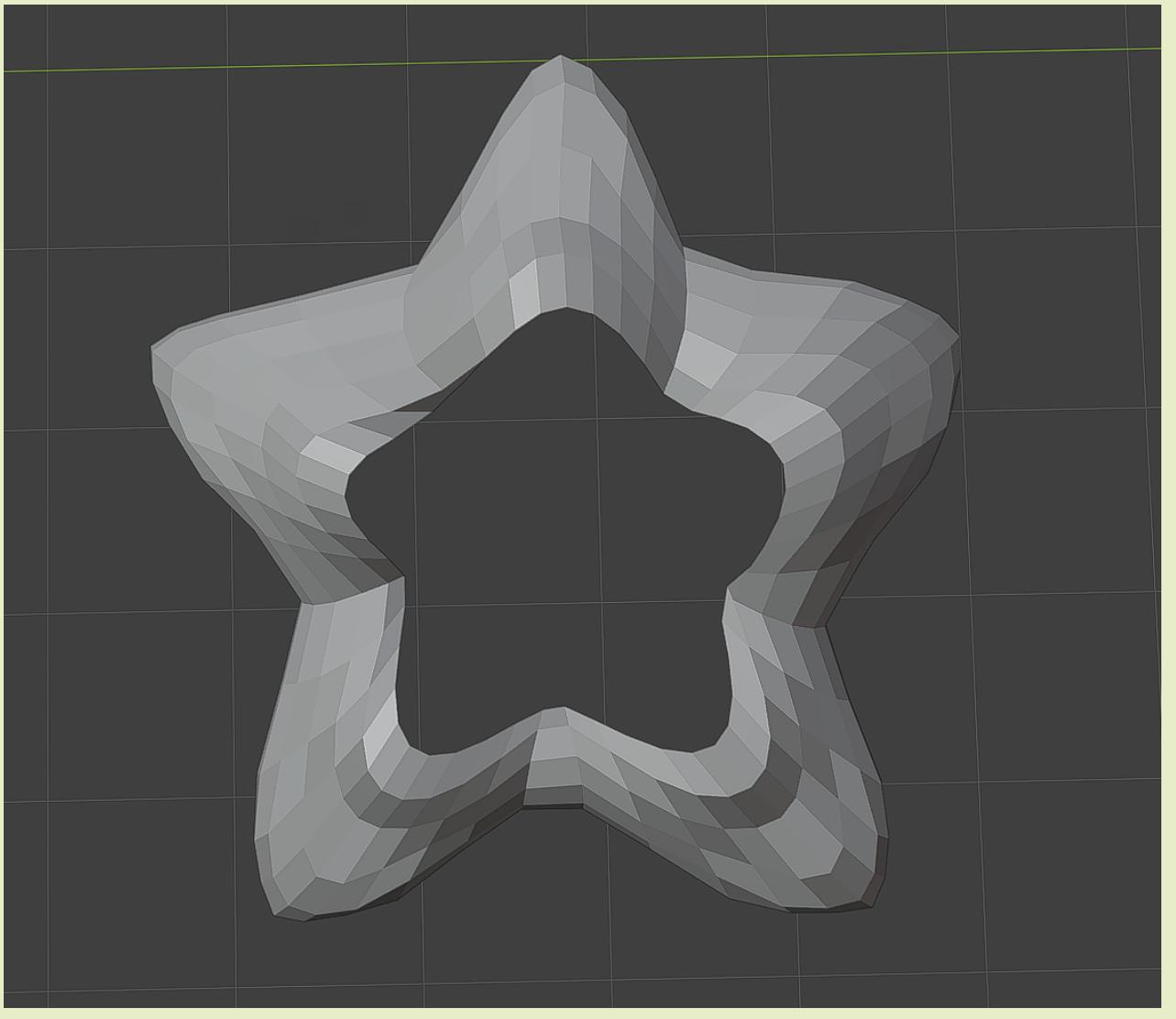


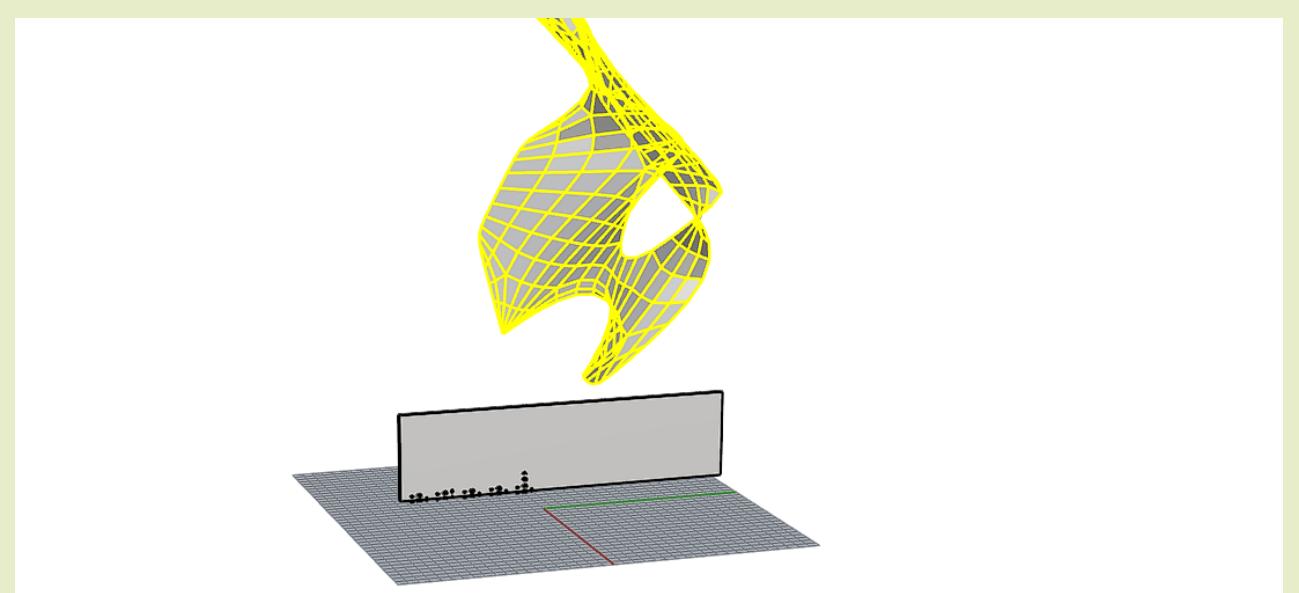
Blender to Rhino Interoperability



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.



FBX 3:

- Import objects as SubD imported the closed object upside down.
- toNurbs creates a closed surface, rather than polysurface

T = Triangular Polygons
Q = Quadrilateral Polygons

Manipulated Closed Object

	OBJ 1	OBJ 2	OBJ 3	FBX 1	FBX 2	FBX 3	STL 1	STL 2	STL 3	GLB	PLY	No Import Settings
Import Settings												
Output												
Output - toNURBS												
Output - Subdivide												
Output - QuadRemesh												
Output - SubD												
Output - TriMesh												
Output - ReduceMesh 80%												
with Material												
OBJ File Size:	70KB	70KB	70KB	70KB	70KB	30KB	58KB	58KB	58KB	145KB	20KB	No Import Settings
OBJ + Material Size:	70KB	70KB	70KB	70KB	70KB	40KB	58KB	58KB	58KB	11000KB	20KB	No Import Settings