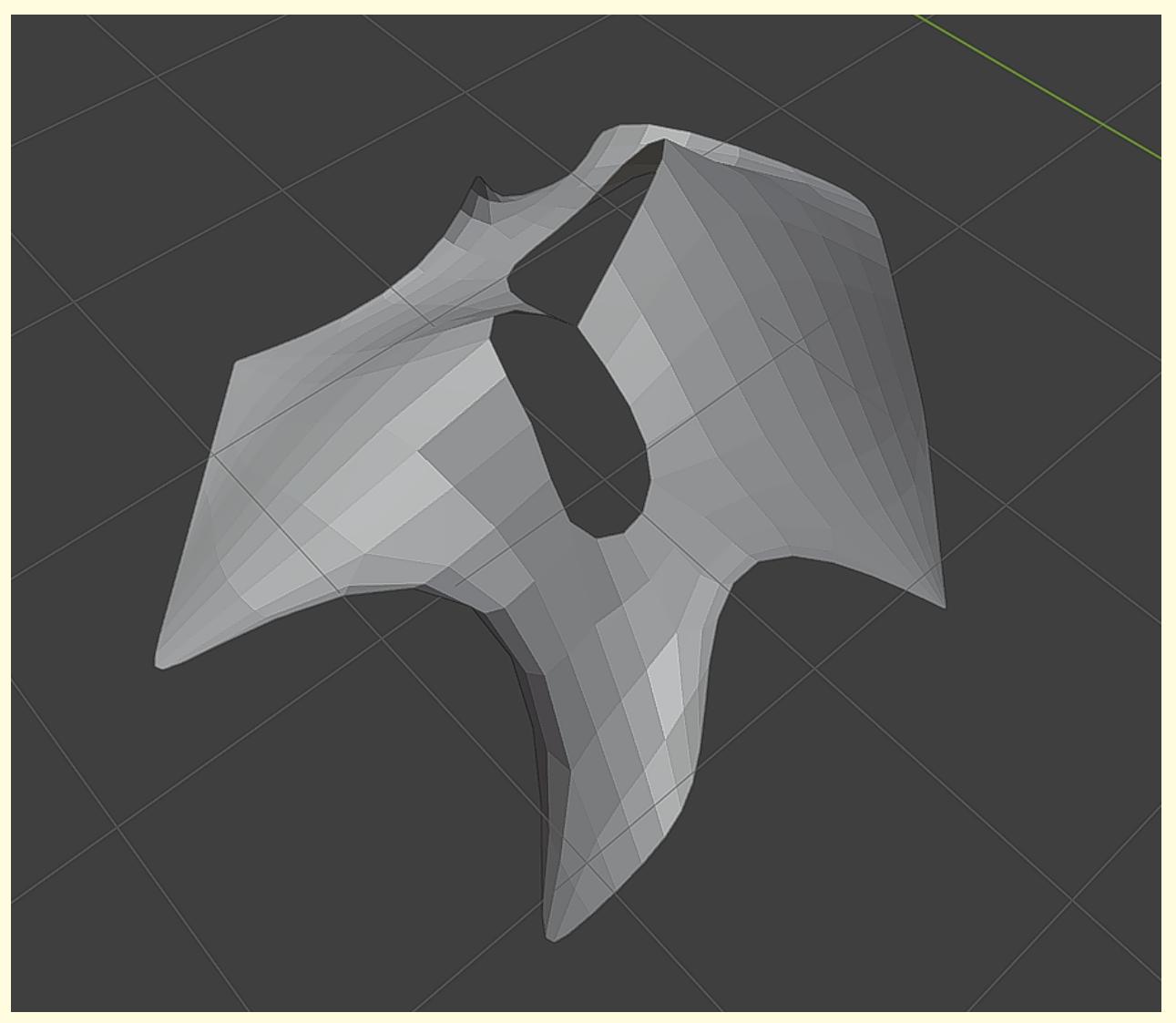


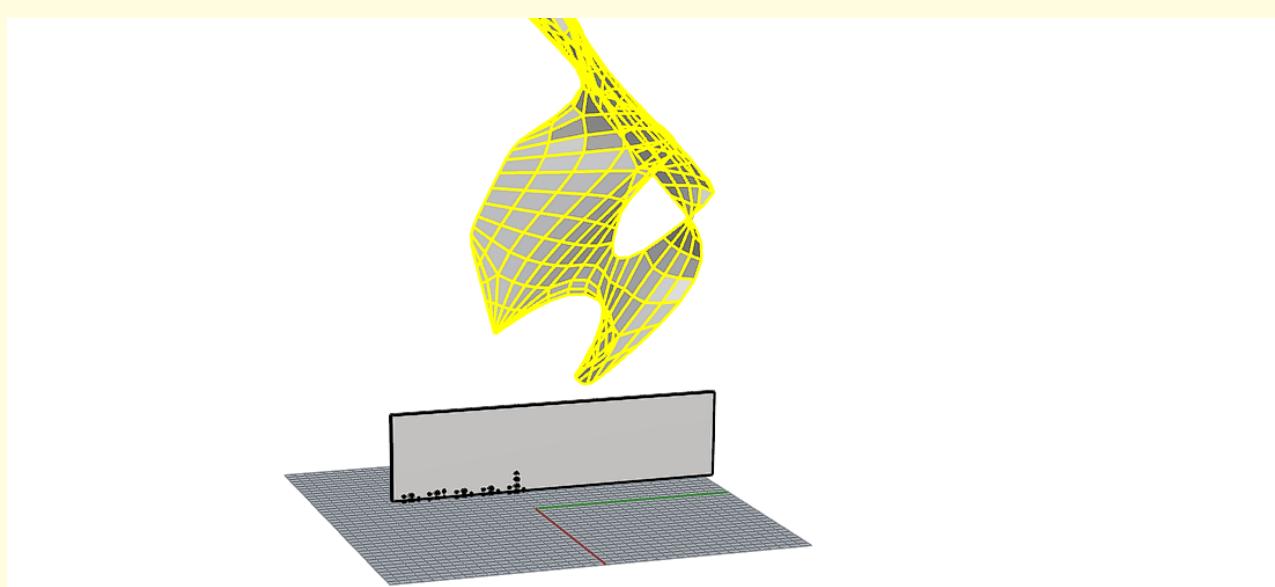
## Manipulated Plane/Pavillion

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.



T = Triangular Polygons  
Q = Quadrilateral Polygons

