

Comparison Chart

Jalyna Neudorf

Format: OBJ
Material Transfer: Yes
Layers Maintained: Yes
Import Settings: Layers and materials either be kept or not. All my original files already had Z mapped as up.

OBJ Import Options

Import OBJ groups as:

Nothing

Layers

Groups

Object names

Import OBJ objects as:

Nothing

Layers

Groups

Object names

☐ Import as morph target only

☐ Reverse group order

☐ Ignore textures

☒ Set display color from OBJ material color

☐ Map OBJ Y to Rhino Z

☐ Split 32-bit textures into separate files

☐ Always use these settings. Do not show this dialog again.

OK

Cancel

Help

Format: FBX
Material Transfer: No
Layers Maintained: No
Import Settings: These files did not include cameras or lights, but that is an option for future projects

FBX Import Options

☐ Unweld

22.5

degrees

☐ Open/Import meshes as SubD surfaces

☐ Import lights

☐ Import cameras

☒ Prompt to scale on import

☐ Map FBX Y to Rhino Z

☐ Always use these settings. Do not show this dialog again.

OK

Cancel

Help

Format: STL
Material Transfer: No
Layers Maintained: No
Import Settings: Split disjoint meshes was on or else it everything would import as joined.

STL Import Options

☒ Weld angle

22.5

degrees

☒ Split disjoint meshes

STL model units

Millimeters

Current Rhino units:

None

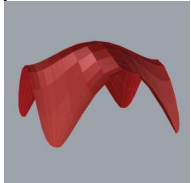
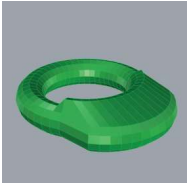
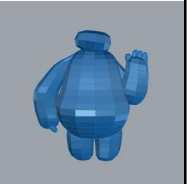
☐ Always use these settings. Do not show this dialog aga...

OK


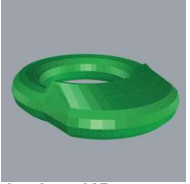
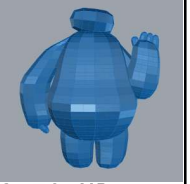
Cancel

Help

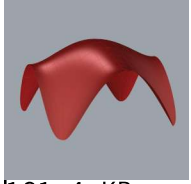

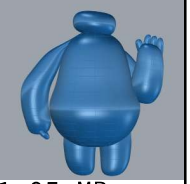
Original Files

Pavilion	Torus	Baymax
		
File Size: 46.4 KB	99.6 KB	146 KB


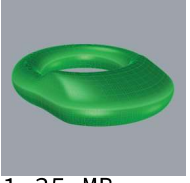
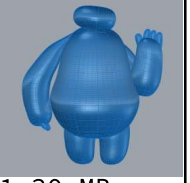
Mesh to Nurbs

		
747.6 KB	2.05 MB	3.70 MB
Geometry Changes: Each mesh is turned into a faceted face		

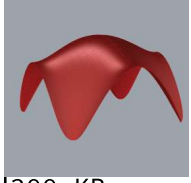
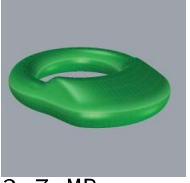
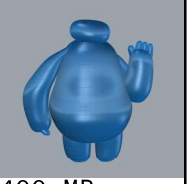
Mesh to SubD

		
161.4 KB	350 KB	1.05 MB
Geometry Changes: Everything is smoothed and rounded		

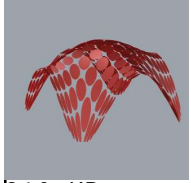
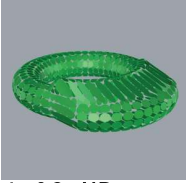

SubD to Mesh

		
634.6 KB	1.35 MB	1.30 MB
Geometry Changes: Remakes a mesh that is still smooth. Adds more mesh lines.		

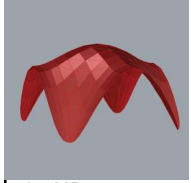
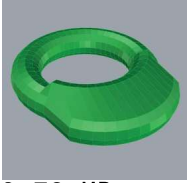
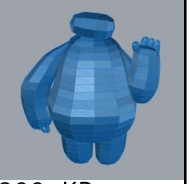
SubD to Nurbs

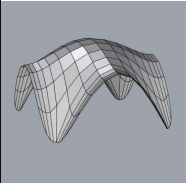
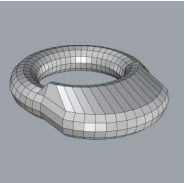
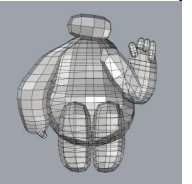
		
300 KB	2.7 MB	400 MB
Geometry Changes: Each original subdivision becomes a rounded face.		

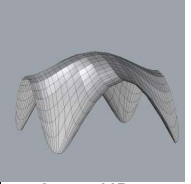
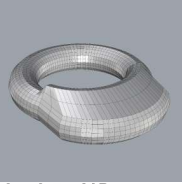
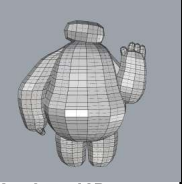
Nurbs to SubD

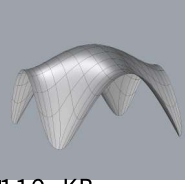
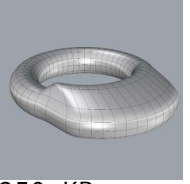
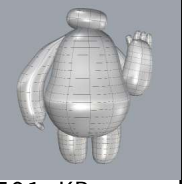
		
310 KB	4.08 MB	120 KB
Geometry Changes: The corners of each face are rounded. Very odd.		

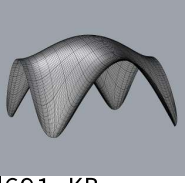
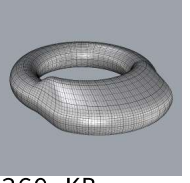
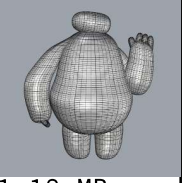
TriangulateMesh


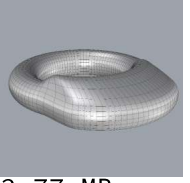
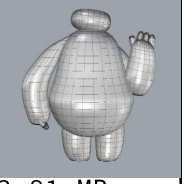
		
70 KB	2.78 MB	200 KB
Geometry Changes: Quad meshes become triangles, so mesh faces double.		




Pavilion	Torus	Baymax
		
87.3 KB	99.1 KB	226 KB

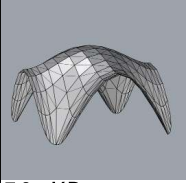
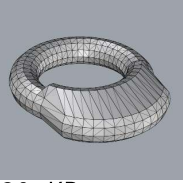
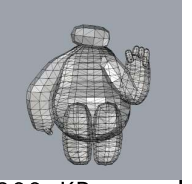
		
756.7 KB	2.05 MB	3.97 MB
Geometry Changes: Each mesh is turned into a faceted face.		

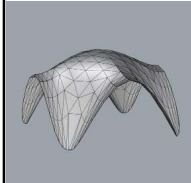
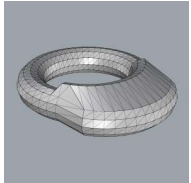
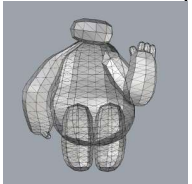
		
110 KB	250 KB	501 KB
Geometry Changes: Everything is smoothed and rounded.		

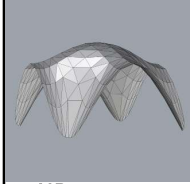
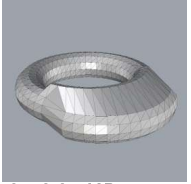
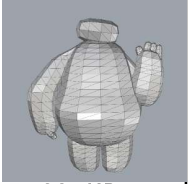
		
691 KB	360 KB	1.18 MB
Geometry Changes: Remakes a mesh that is still smooth.		



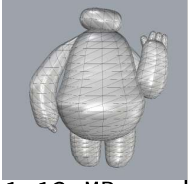
		
730 KB	2.77 MB	2.81 MB
Geometry Changes: Each subdivision becomes a rounded face.		


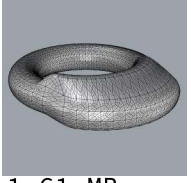
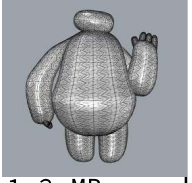
		
470 KB	1.33 MB	100 KB
Geometry Changes: The corners of each face are rounded.		



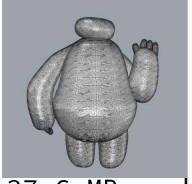
		
50 KB	80 KB	200 KB
Geometry Changes: Quad meshes become triangles, mesh faces double.		

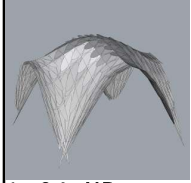

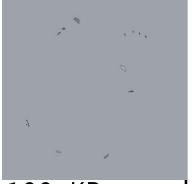
Pavilion	Torus	Baymax
		
89.2 KB	142 KB	224 KB

		
1 MB	2.90 MB	5.63 MB
Geometry Changes: Each mesh is turned into a faceted face. More articulated.		

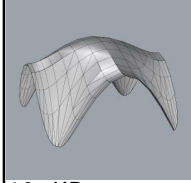
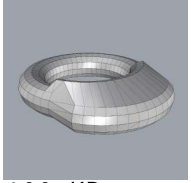
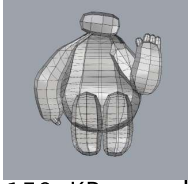
		
140 KB	370 KB	1.13 MB
Geometry Changes: Everything is smoothed and rounded but bumpier than the other formats with more faces.		

		
280 KB	1.61 MB	1.2 MB
Geometry Changes: Remakes a denser mesh that is triangle based.		

		
6.57 MB	20.1 MB	37.6 MB
Geometry Changes: Each dense subdivision becomes a rounded face.		

		
1.64 MB	5.01 MB	100 KB
Geometry Changes: The vertices stretch and don't attach properly		

QuadrangulateMesh

		
40 KB	100 KB	150 KB
Geometry Changes: Triangulated mesh becomes quad based, creates less faces		