Comparison Chart
Jalyna Neudorf

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

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 projec-ts

Format: STL
Material Transfer: No
Layers Maintained: No
Import Settings: Split dis-join meshes was on or else it everything would import as joined.
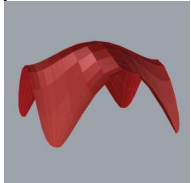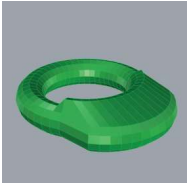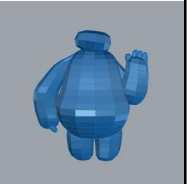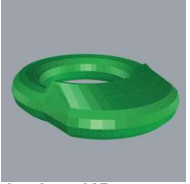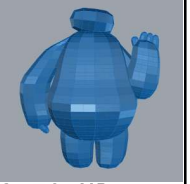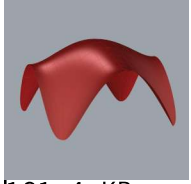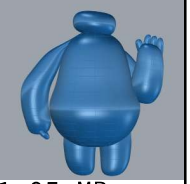
Original Files

Pavilion	Torus	Baymax	Pavilion	Torus	Baymax	Pavilion	Torus	Baymax
File Size: 46.4 KB	99.6 KB	146 KB	87.3 KB	99.1 KB	226 KB	89.2 KB	142 KB	224 KB
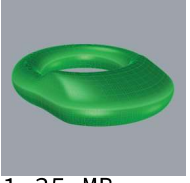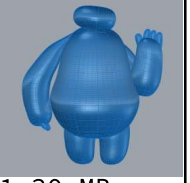
Mesh to Nurbs

747.6 KB	2.05 MB	3.70 MB	756.7 KB	2.05 MB	3.97 MB	1 MB	2.90 MB	5.63 MB

Geometry Changes (OBJ): Each mesh is turned into a faceted face

Geometry Changes (FBX): Each mesh is turned into a faceted face.

Geometry Changes (STL): Each mesh is turned into a faceted face. More articulated.
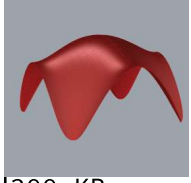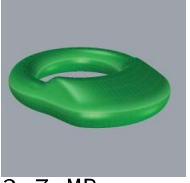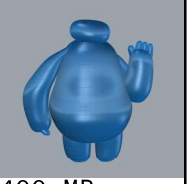
Mesh to SubD

161.4 KB	350 KB	1.05 MB	110 KB	250 KB	501 KB	140 KB	370 KB	1.13 MB

Geometry Changes (OBJ): Everything is smoothed and rounded

Geometry Changes (FBX): Everything is smoothed and rounded.

Geometry Changes (STL): Everything is smoothed and rounded but bumpier than the other formats with more faces.
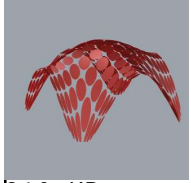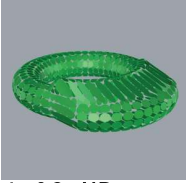
SubD to Mesh

634.6 KB	1.35 MB	1.30 MB	691 KB	360 KB	1.18 MB	280 KB	1.61 MB	1.2 MB

Geometry Changes (OBJ): Remakes a mesh that is still smooth. Adds more mesh lines.

Geometry Changes (FBX): Remakes a mesh that is still smooth.

Geometry Changes (STL): Remakes a denser mesh that is triangle based.
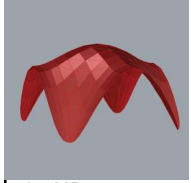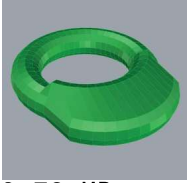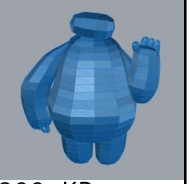
SubD to Nurbs

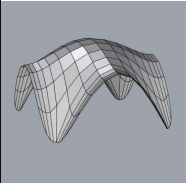|								
300 KB	2.7 MB	400 MB	730 KB	2.77 MB	2.81 MB	6.57 MB	20.1 MB	37.6 MB
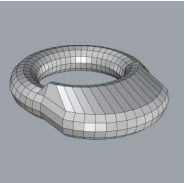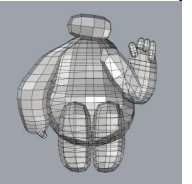
Geometry Changes (OBJ): Each original subdi-vision becomes a rounded face.

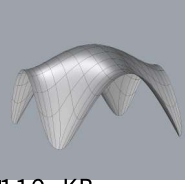Geometry Changes (FBX): Each subdivision be-comes a rounded face.

Geometry Changes (STL): Each dense subdivi-sion becomes a rounded face.
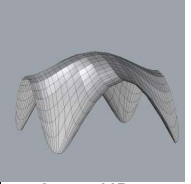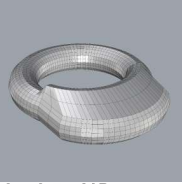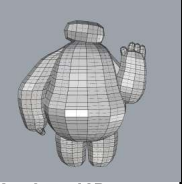
Nurbs to SubD

310 KB	4.08 MB	120 KB	470 KB	1.33 MB	100 KB	1.64 MB	5.01 MB	100 KB
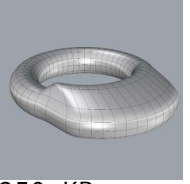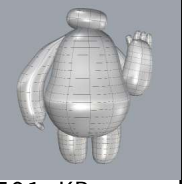
Geometry Changes (OBJ): The corners of each face are rounded. Very odd.

Geometry Changes (FBX): The corners of each face are rounded.

Geometry Changes (STL): The vertices stretch and don't attach properly

TriangulateMesh (OBJ, FBX) / QuadrangulateMesh (STL)

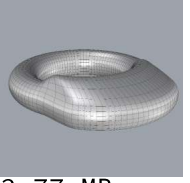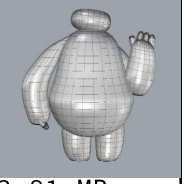|								
70 KB	2.78 MB	200 KB	50 KB	80 KB	200 KB	40 KB	100 KB	150 KB
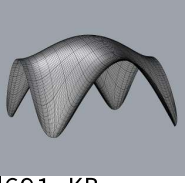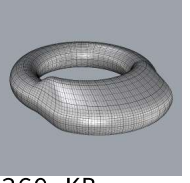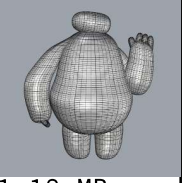
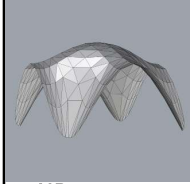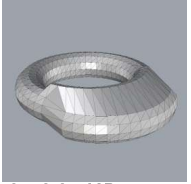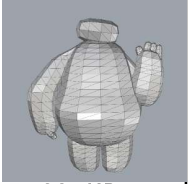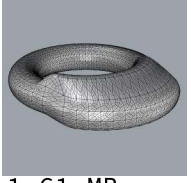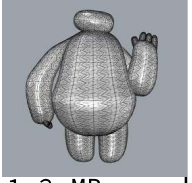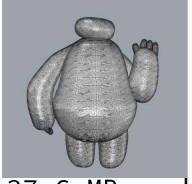Geometry Changes (OBJ): Quad meshes become triangles, so mesh faces double.
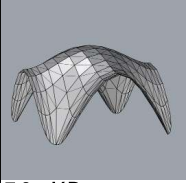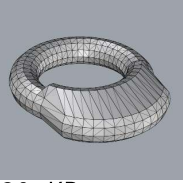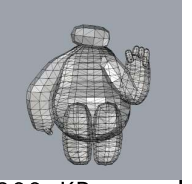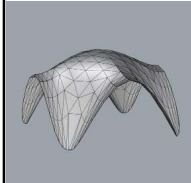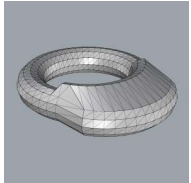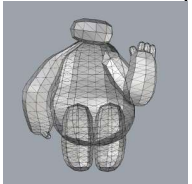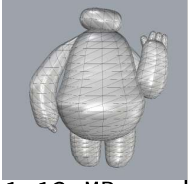
Geometry Changes (FBX): Quad meshes become triangles, mesh faces double.

Geometry Changes (STL): Triangulated mesh becomes quad based, creates less faces