

P a v i l i o n

File Export Type & Import Settings

Original Import

Original Import Information

Triangulate Mesh

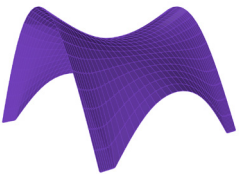
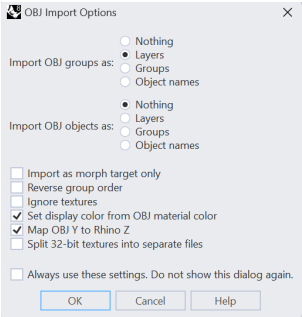
QuadRemesh

Mesh to SubD

SubD to NURBS

Mesh to NURBS

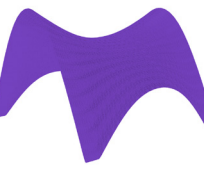
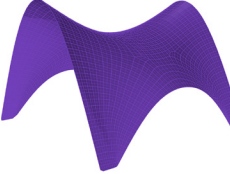
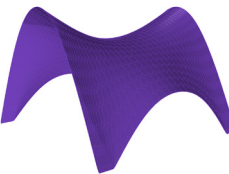
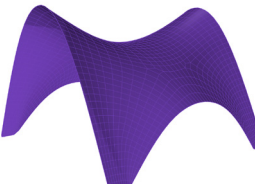
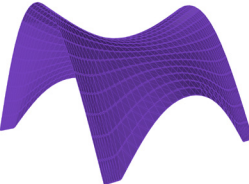
OBJ



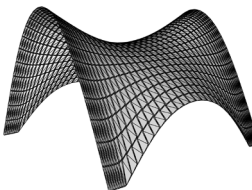
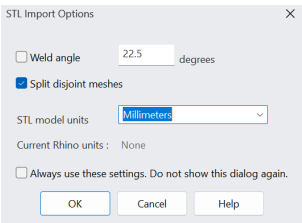
Texture/Material Transfer: Yes

Layers Maintained: Yes

File Size: 33,284 KB



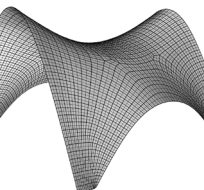
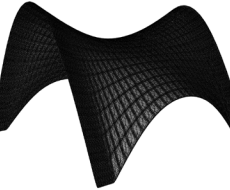
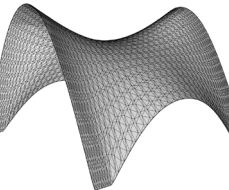
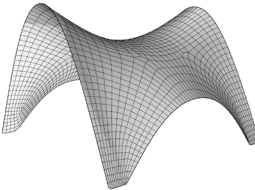
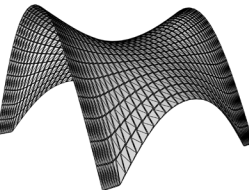
STL



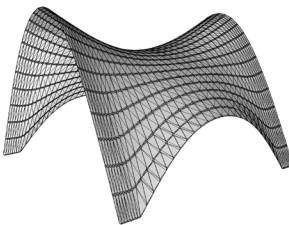
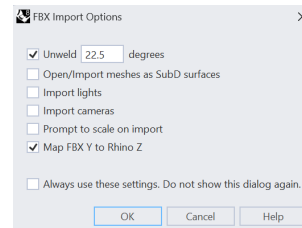
Texture/Material Transfer: No

Layers Maintained: Yes

File Size: 375 KB



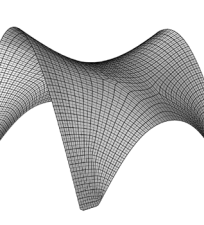
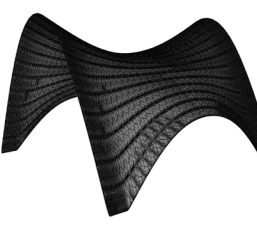
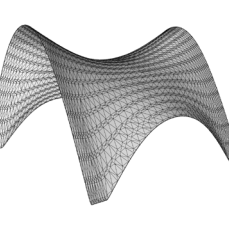
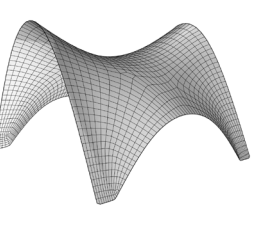
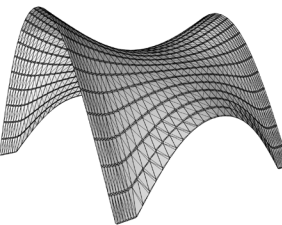
FBX



Texture/Material Transfer: No

Layers Maintained: No

File Size: 171 KB



Curvature Analysis

Mesh to SubD

Mesh to NURBS

SubD to NURBS

OBJ



STL



FBX



The OBJ import was the only one to maintain its material or in this case colour from Blender to Rhino. The main observation I had was to make ToNURBS or MeshtoNURBS to work I had to first QuadRemesh the original import and then make it into NURBS otherwise it would stay a mesh. I am not sure if that is just something wrong with my object or program, that is just the process I found worked.