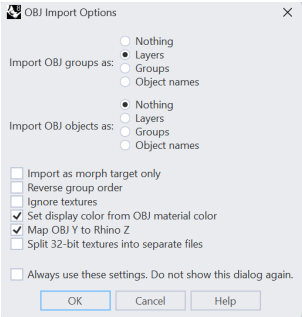


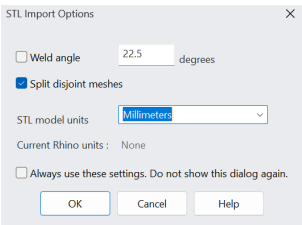
PenPen

File Export Type & Import Settings

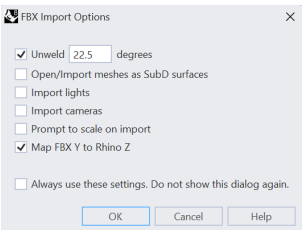
OBJ



STL



FBX



Original Import



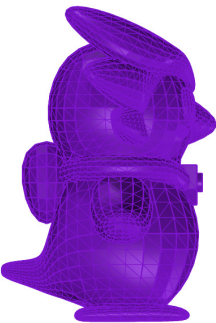
Original Import Information

Texture/Material Transfer: Yes

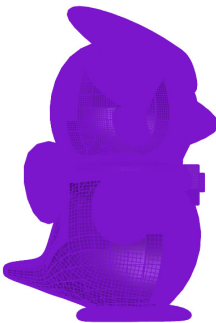
Layers Maintained: Yes

File Size: 775 KB

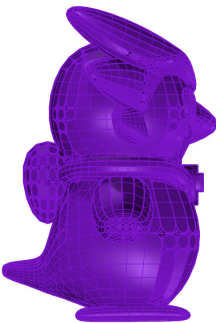
Triangulate Mesh



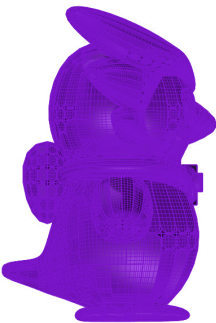
QuadRemesh



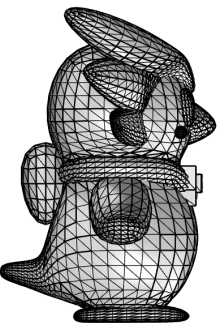
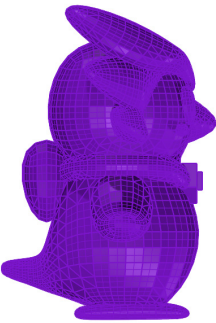
Mesh to SubD



SubD to NURBS



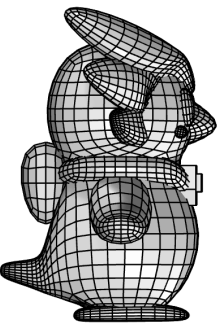
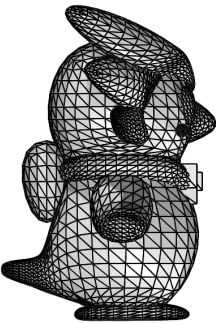
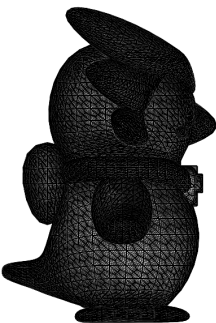
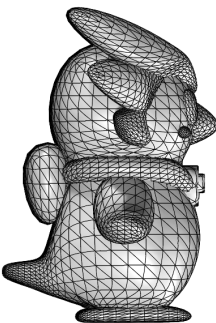
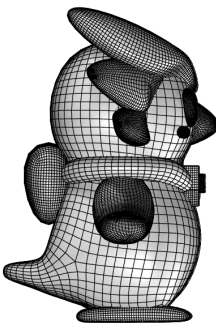
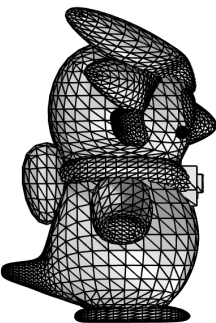
Mesh to NURBS



Texture/Material Transfer: No

Layers Maintained: Yes

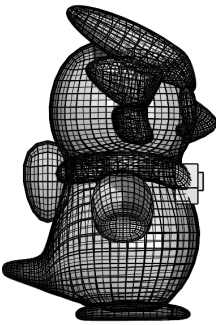
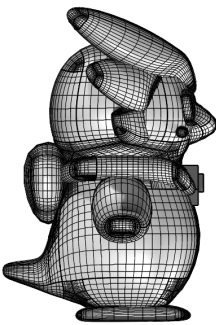
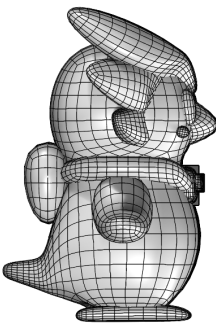
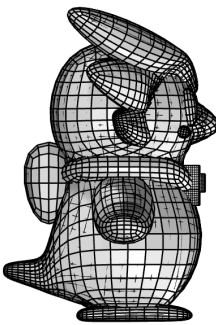
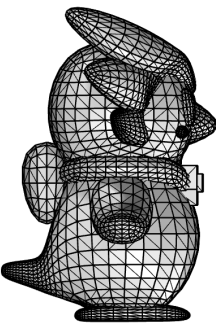
File Size: 595 KB



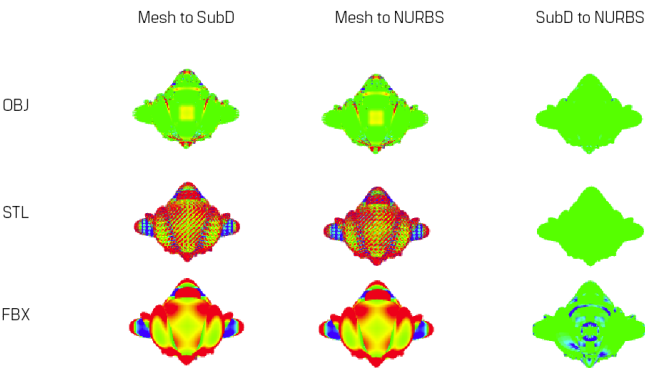
Texture/Material Transfer: No

Layers Maintained: No

File Size: 300 KB



Curvature Analysis



Since this is a more complex shape the amount of faces and edges is visually very apparent. Especially going from SubD to NURBs, the difference between that model and the rest of the models is stark. While the difference between import models is fairly minimal, the difference between the Mesh to NURBS is quite different. Mainly comparing the FBX Mesh to NURBS which is much more complex of a form in comparison to the STL Mesh to NURBS.