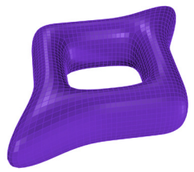
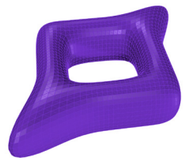
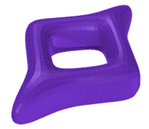
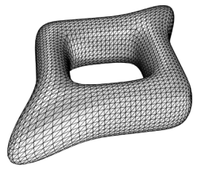
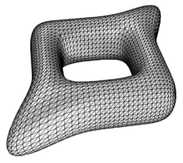
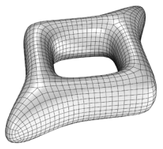
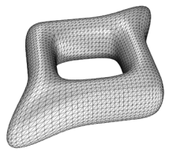
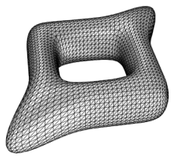
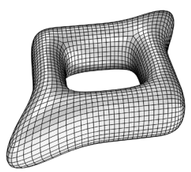
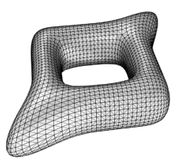
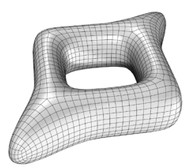
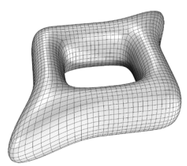
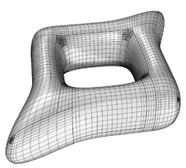
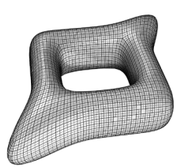
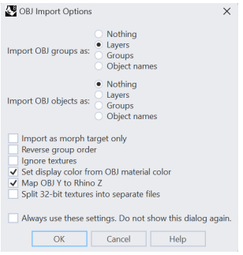
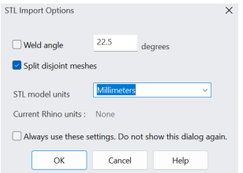
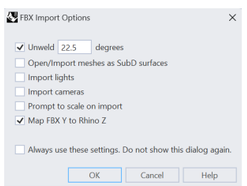
Torus

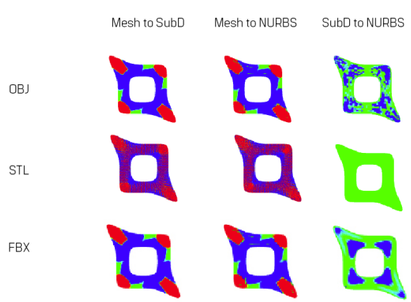
File Export Type & Import Settings	Original Import	Original Import Information	Triangulate Mesh	QuadRemesh	Mesh to SubD	SubD to NURBS	Mesh to NURBS
OBJ		Texture/Material Transfer: Yes Layers Maintained: Yes File Size: 400 KB					
STL		Texture/Material Transfer: No Layers Maintained: Yes File Size: 300 KB					
FBX		Texture/Material Transfer: No Layers Maintained: No File Size: 146 KB					







Curvature Analysis



While exporting OBJ you are able to pick if you want to change the mesh into a trianguar mesh or not, STL and FBX do not have this option. STL is triangular while FBX seems to be quad. This stands out to me because the STL and FBX models are all very similar besides the SubD to NURBS models. The STL model for SubD to NURBS is far more complicated than the rest of the models in the chart.

Luka Lachner DSGN 313 Interop(erability)