VRML (.wrl) to Wavefront (.obj) File Conversion Procedure
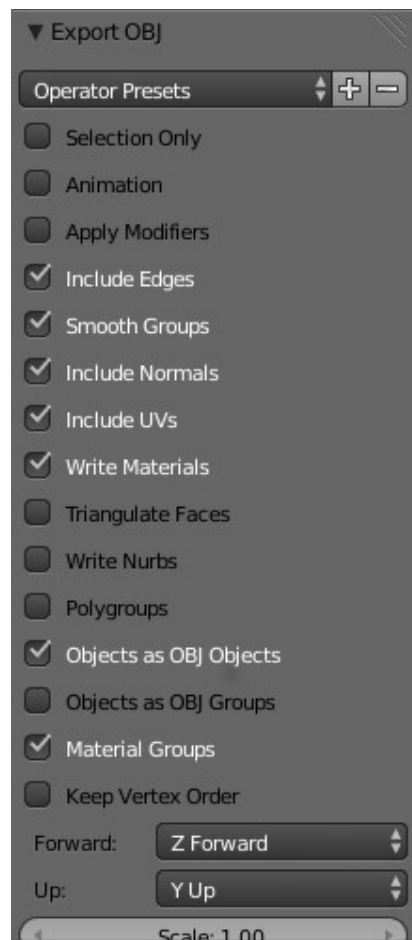
1. If the VRML file is of version 1.0 (#VRML V1.0), first convert it to VRML version 2.0.

   ○ On Windows, a converter can be found at:
   http://ftp.carnet.hr/misc/VRML/utilities/converters/vrml1to2/

2. Import the VRML file into *Blender* ():

   ○ File→Import→X3D Extensible 3D (.x3d/.wrl);

3. Delete all non essential elements (Camera, Lamp, Cube, etc.) from the scene. Only keep the required geometry.

4. Export the geometry to .obj:

   ○ File→Export→Wavefront (.obj)

5. Setup the Export OBJ settings as shown:

6. Export OBJ