
Subject: I think I Meshed this up.

Posted by [rithmikansur](#) on Thu, 09 Aug 2012 00:03:42 GMT

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When i comes to 3D file formats i'm pretty much a total noob.

I'm curious if someone out there can tell me what the correct terminology is to describe the difference between the two meshes shown in the attached image. At this point i'm not even sure what i should be googling.

The sphere on the left is an OBJ exported from Sculptris, opened in MeshLab. The sphere on the right is an STL exported from Autodesk Inventor and opened in MeshLab.

If I attempt to export the sphere on the right as an OBJ and open it in Sculptris, all heck breaks loose. For the sphere i get an error message.

"too many connections to a vertex". For other shapes, it may import okay.

BUT, it there's usually a tremendous amount of distortion.

Any light that can be shed on this is greatly appreciated!

Thanks in advance!

Rith.

File Attachments

1) [MeshDifferences.jpg](#), downloaded 113 times
