

Import 3D Mesh

Import STL/PLY/OBJ/OFF Files and make some cool low-poly looking vector graphics out of it.

See also

- [Low Poly](#)
- [Low Poly 2](#)
- [Slic3r STL Input](#)
- [Paperfold](#)
- [Koplanare Flächen migrieren](#) → quick tips for saving triangles in OBJ file format by converting flat connected triangles to larger polygons.

Import 3D Mesh

Model file

View

Style

Input choice

Custom input file

Available default objects

Dodecahedron

Custom input file

/home/tomate/Downloads/Bunny-LowPoly.stl

...

Object Type:

Edge-Specified

☐ Clockwise wound object

Scaling factor:

5,0

-

+

☒ Live preview

Close

Apply

Import 3D Mesh

Model file

View

Style

Rotate around:

X-Axis

Rotation (deg):

315,0

-

+

Then rotate around:

Y-Axis

Rotation (deg):

-360,0

-

+

Then rotate around:

Z-Axis

Rotation (deg):

-360,0

-

+

Then rotate around:

X-Axis

Rotation (deg):

-360,0

-

+

Then rotate around:

Y-Axis

Rotation (deg):

-360,0

-

+

Then rotate around:

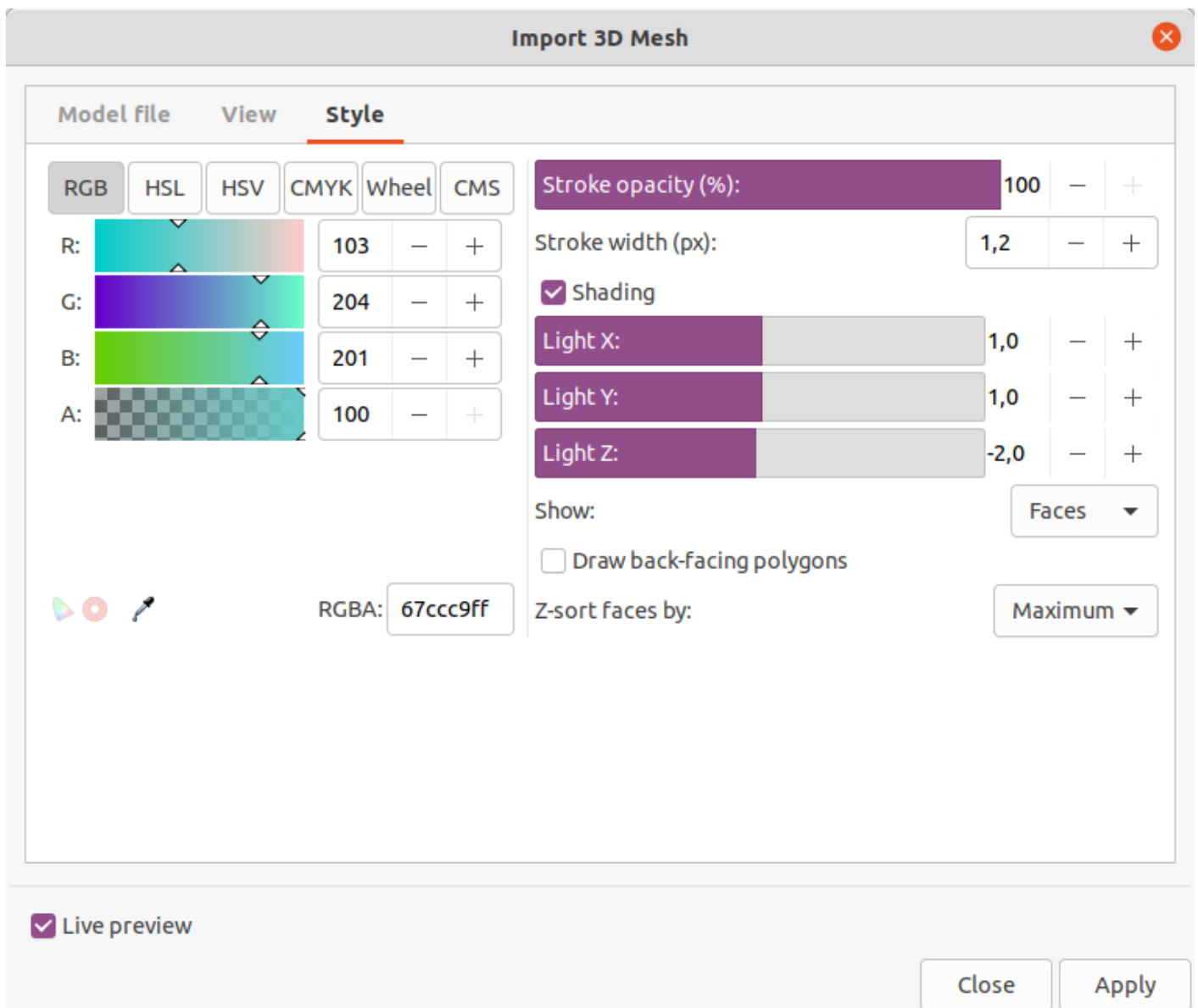
Z-Axis

Rotation (deg):

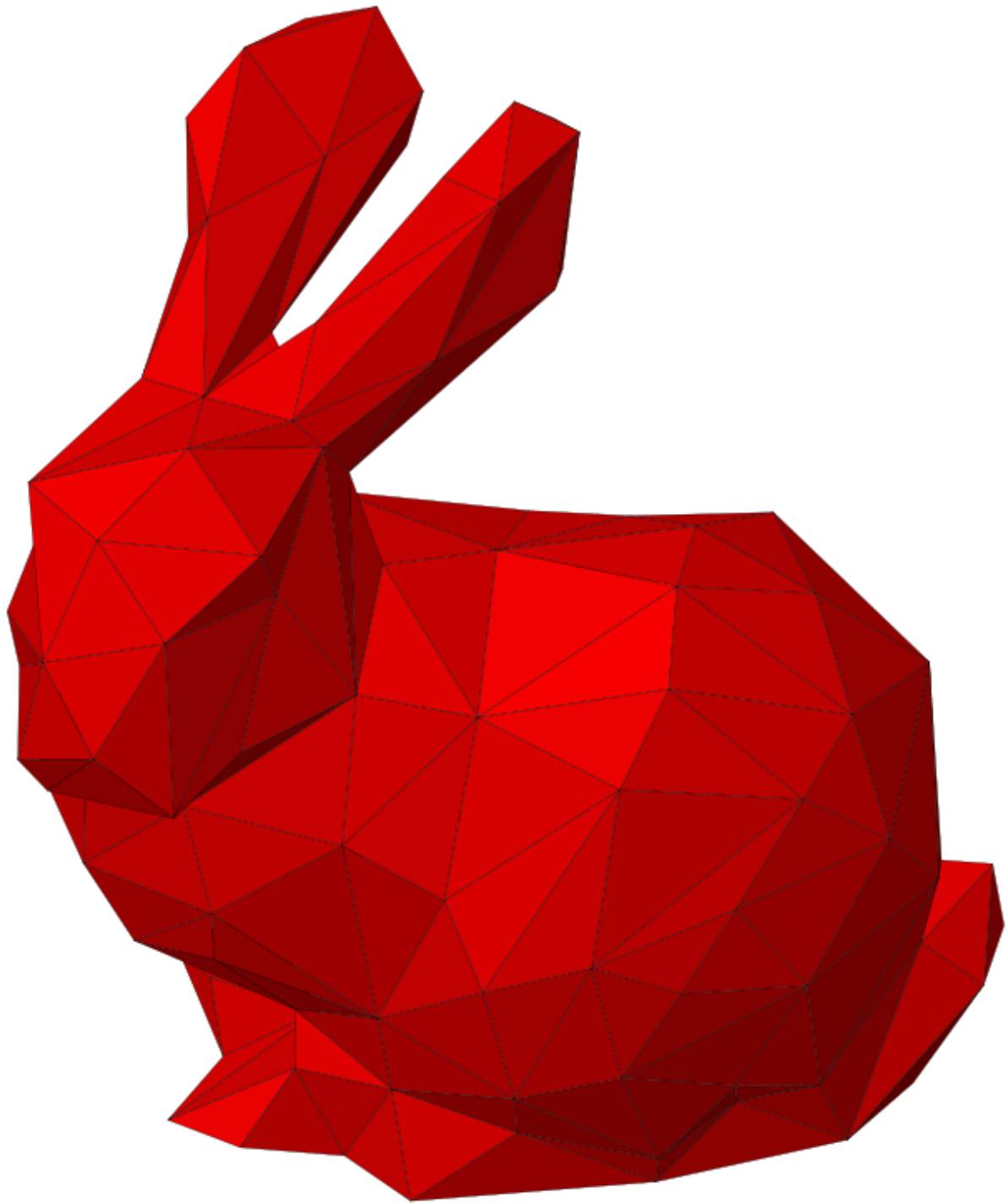
-360,0

-

+



Example



Version #1

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