

How to export OBJ file from SketchUp (accurate, free)

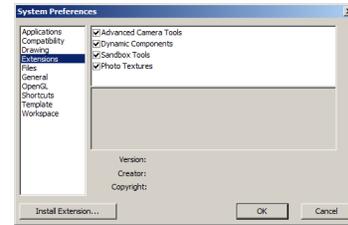
- Download the OBJ exporter extension from here or here (registration is free):
<http://sketchucation.com/forums/viewtopic.php?t=33448>

- Open SketchUp, then in the top menu select

Windows => Preferences

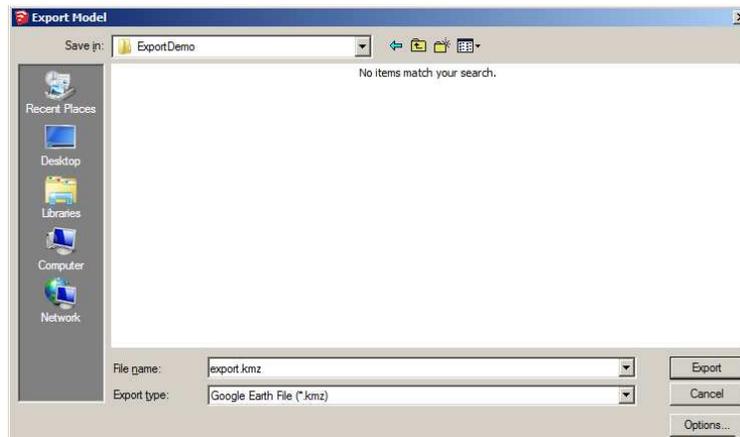
Then in the Extensions panel click the *Install extension* button and select the downloaded file.

- Restart SketchUp, there is an "Export OBJ..." entry in the file menu. When exporting, do not convert images to PNG.



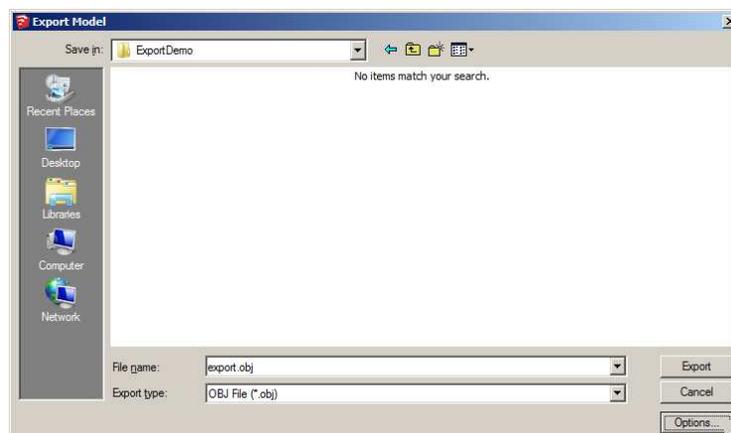
How to export KMZ file from SketchUp (quick, free)

In the Top menu, select File=>Export... then export the file to KMZ format to any location. KMZ is a compressed format so be patient while loading.



How to export OBJ file from SketchUp Pro (quick, very accurate)

In the Top menu, select File=>Export... then export the file to OBJ format to any location.



How to export 3DM files from Rhino (quick, accurate, no textures yet)

Lightsolve supports Rhino native 3DM file format. Be careful to set materials in Rhino and not just preview materials: the preview colors are not accessible (see openNurbs).

How to convert my model to a supported format

The Wavefront OBJ file format is the best supported format for Lightsolve. Some free examples that can be helpful to fix or convert your models are:

- Blender (<http://www.blender.org>) ,
- Assimp Viewer (http://assimp.sourceforge.net/main_viewer.html)
- Milkshape3d (<http://www.milkshape3d.com/>)

The OBJ format is also supported by Autodesk 3D Studio Max™, you can convert 3D models with it from all other Autodesk™ programs.