

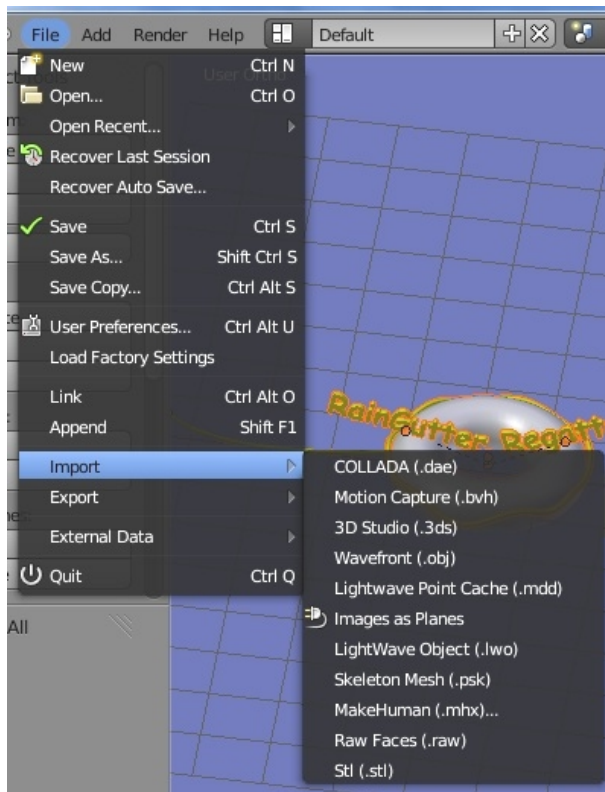
Chapter 1- The Blender Interface

Importing Objects (from other file formats)

One of Blender's strong points is the program's ability to accept several generic types of 3D files from other programs. The most popular used are:

- VRML (.wrl) files- Many programs are able to export their files as VRMLs. SolidWorks is a good example that we use. These files import into Blender without any problems in most cases.
- .DXF files- A very popular file format for exporting and sharing. AutoCAD and SoftPlan architectural software traditionally exports with .dxf formats. Again, Blender usually accepts these files flawlessly.

To save a file as one of these types from another program, you will need to find an *export* command or a "save as" option. This will vary depending on the program you are using. Refer to that program's help files. To import a VRML or DXF file into a Blender scene, open a new drawing or one you wish to insert the object(s) into. You will simply need to use the Open command in the File pull-down menu. The program knows that you are trying to open something other than a .blend file and will insert it into your current scene. Now you need to find the object(s) you just inserted. Depending on how that object was drawn, it may need to be re-sized or rotated. If the Open command doesn't work, then use the Import command.



With every new release of Blender, the import/export format options list grows. This makes Blender much more compatible with a variety of other 3D modeling and animation software programs. You should be able to find a format in the list that will work with your other programs.

When importing Blender files into other Blender files, remember to use the **Append** command instead of import. In the Append command, select the file, then select what you would like to bring into the current file. You will usually want the "Objects" option.

If a file format isn't available, check in the "Add-Ons" section in the User Preferences menu. There may be an add-on script written for your file type, but not turned on.