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Subject: Re: DXF Models

Posted by [Rick Towler](#) on Mon, 24 Nov 2003 16:35:04 GMT

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"Neil" wrote in message...

- > Does anyone know the best place to find DXF models of various
- > geometrical shapes of all kinds? I know the 3DCafe has some free
- > models, but does anyone know where i can find a greater range?

FWIW, I have been casually looking for a good repository of free 3d models on and off for a while and I haven't found any really good sites. There is 3dCafe, and 3dKingdom, and a bunch of sites that post a few models here and there. I usually google then sift thru the results.

You can expand your search to include .3ds models and then use something like openFX to convert them to .dxf. This will open up the world a wee bit more.

-Rick

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Subject: Re: DXF Models

Posted by [nasalmon](#) on Sun, 07 Dec 2003 23:12:57 GMT

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that sounds pretty good, i can get a few more shapes into the model. However, i dont see an openFX routine in my current version of IDL. Is this some kind of special or new routine, or can i use IDL to make this.

many thanks,  
Neil

"Rick Towler" <[rtowler@u.washington.edu](mailto:rtowler@u.washington.edu)> wrote in message news:<[bptc40\\$1k9o\\$1@nntp6.u.washington.edu](mailto:bptc40$1k9o$1@nntp6.u.washington.edu)>...

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Subject: Re: DXF Models

Posted by [nasalmon](#) on Tue, 30 Dec 2003 00:08:55 GMT

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Does anyone know how i can get data from the "3D Kingdom", which appears to have the \*.MAX format into IDL? I have OpenFX, so i could in principle convert to \*.DXF and read into IDL. However, OpenFX only reads in formats such as \*.MFX, \*.3DS, \*.DXF and \*.STL, but nothing about the \*.MAX format.

many thanks,  
Neil

[nasalmon@onetel.net.uk](mailto:nasalmon@onetel.net.uk) (Neil) wrote in message

news:<74039481.0312071512.7a22ee05@posting.google.com>...

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