
Subject: file export to something vector-based?

Posted by [Peter Clinch](#) on Fri, 20 Feb 2009 13:52:42 GMT

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I've got various bits of head lying around the system in the form of 3d stacks of voxels, a colleague has asked if he can have a skull that he can get into his CAD program (Autodesk Inventor), which I assume uses vector based files.

Any ideas how to export 3d voxel stacks into something more vectorish?

Ta, Pete.

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