

How to Import a FREECAD model to BRLCAD (Windows Version)

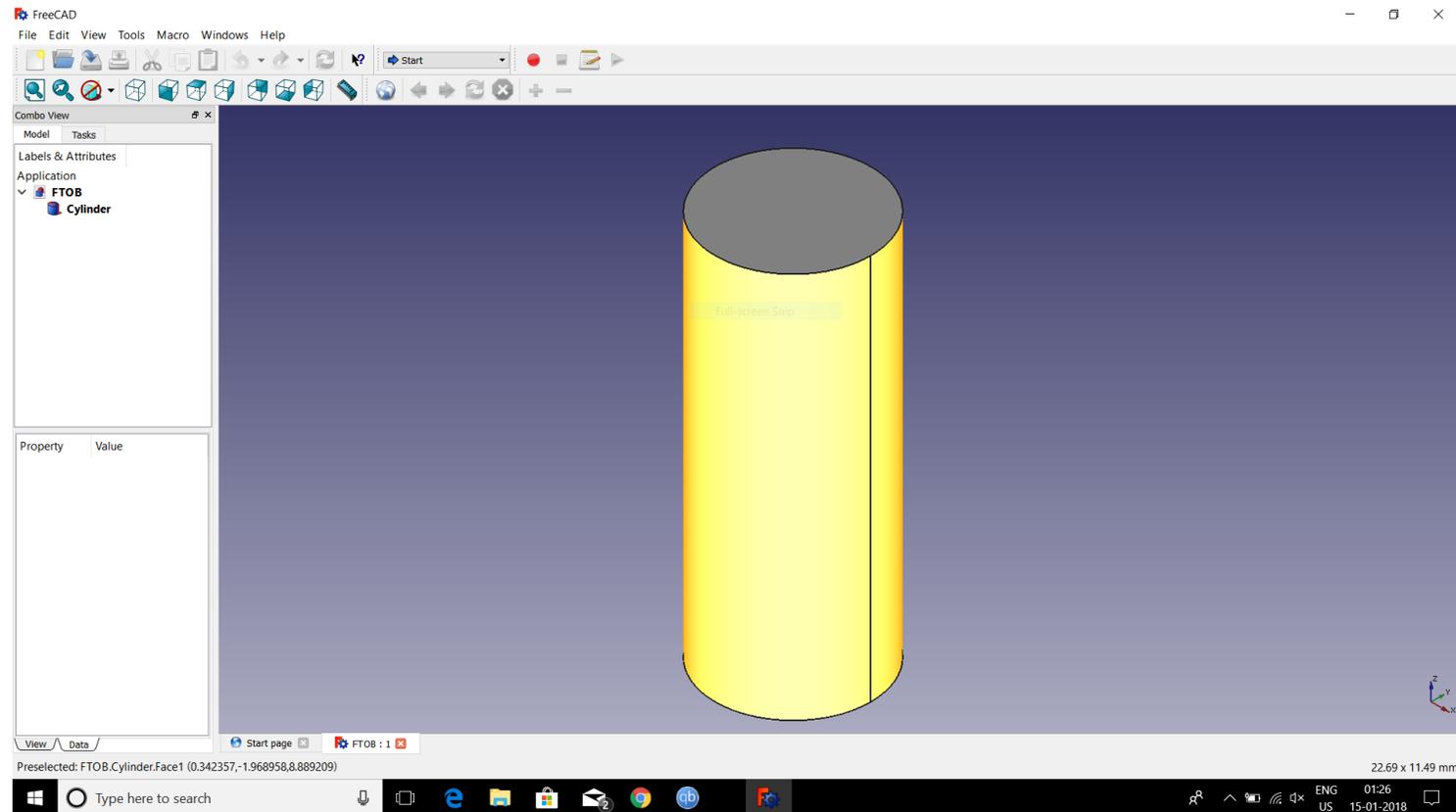
- BRLCAD and FREECAD both belong to the CAD industry , they are both very interesting & handy soft wares especially for 3D modelling
- BRLCAD has many such applications for different uses, for 3D modelling BRLCAD has 'mged' . It is a nice & easy way to create 3D objects and manoeuvre them to create top level design.
- In This Tutorial, we will learn step by step & in detail how to import a model from FREECAD to BRLCAD, lets jump in

1) Open FREECAD.exe and then create a new project .

Now if you want to create a design using Part Design or any other such feature (for more details see

https://www.freecadweb.org/wiki/Getting_started)

Save the file and then select objects you want to export and click on export and then export it to BRLCAD/bin/ as an .obj file

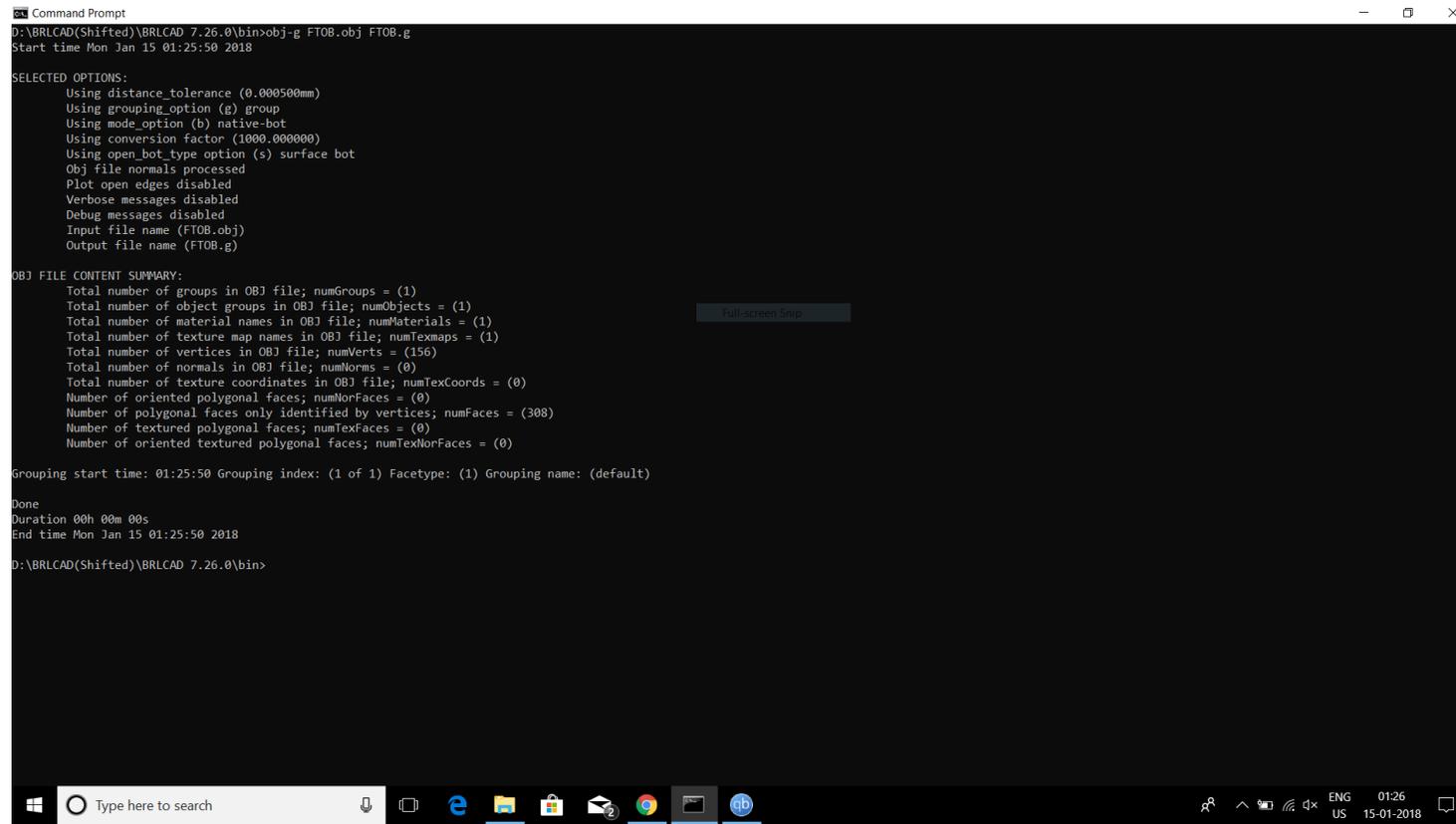


2) Open Command Prompt using cd & dir commands reach the folder where you installed BRLCAD for example - BRLCAD 7.26.0/bin/.

Now type in obj-g filename.obj filename.g

The prototype of the command is : [obj-g file_as.obj file_as.g]

& hit enter



```
Command Prompt
D:\BRLCAD(Shifted)\BRLCAD 7.26.0\bin>obj-g FT0B.obj FT0B.g
Start time Mon Jan 15 01:25:50 2018

SELECTED OPTIONS:
  Using distance_tolerance (0.000500mm)
  Using grouping_option (g) group
  Using mode_option (b) native-bot
  Using conversion_factor (1000.000000)
  Using open_bot_type option (s) surface bot
  Obj file normals processed
  Plot open edges disabled
  Verbose messages disabled
  Debug messages disabled
  Input file name (FT0B.obj)
  Output file name (FT0B.g)

OBJ FILE CONTENT SUMMARY:
  Total number of groups in OBJ file; numGroups = (1)
  Total number of object groups in OBJ file; numObjects = (1)
  Total number of material names in OBJ file; numMaterials = (1)
  Total number of texture map names in OBJ file; numTexmaps = (1)
  Total number of vertices in OBJ file; numVerts = (156)
  Total number of normals in OBJ file; numNorms = (0)
  Total number of texture coordinates in OBJ file; numTexCoords = (0)
  Number of oriented polygonal faces; numOriFaces = (0)
  Number of polygonal faces only identified by vertices; numFaces = (308)
  Number of textured polygonal faces; numTexFaces = (0)
  Number of oriented textured polygonal faces; numTexOriFaces = (0)

Grouping start time: 01:25:50 Grouping index: (1 of 1) Facetype: (1) Grouping name: (default)

Done
Duration 00h 00m 00s
End time Mon Jan 15 01:25:50 2018

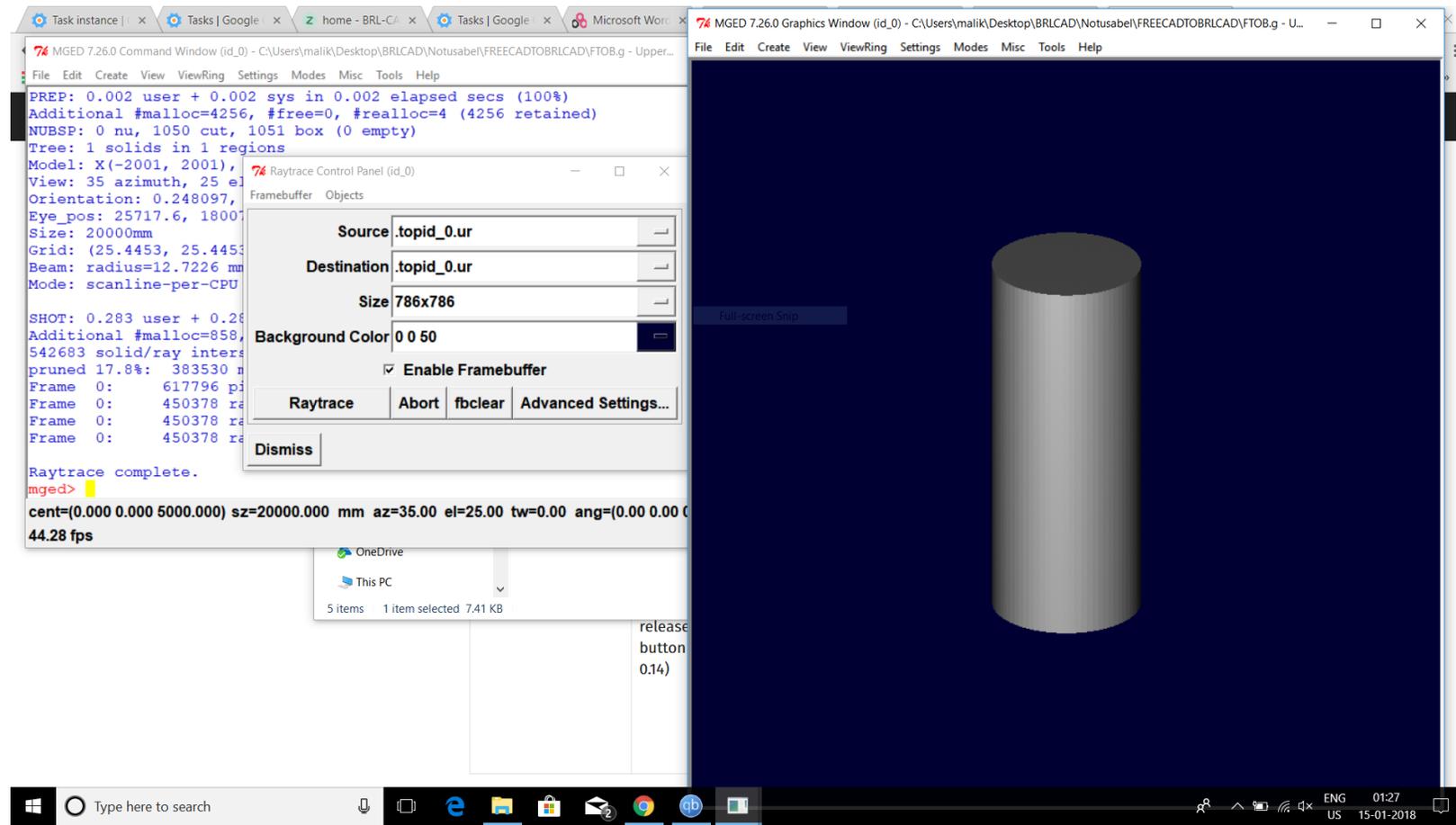
D:\BRLCAD(Shifted)\BRLCAD 7.26.0\bin>
```

3) Using Windows Explorer reach where you installed BRLCAD (/bin/)

and you will find the .g file you just converted . Now , open the .g file using mged.exe and there you have it your FREECAD model converted into a BRLCAD model , now mged is a great place for 3D modelling

For more information or instructions on how to use mged , see

<http://brlcad.org/wiki/Documentation>



THANK YOU