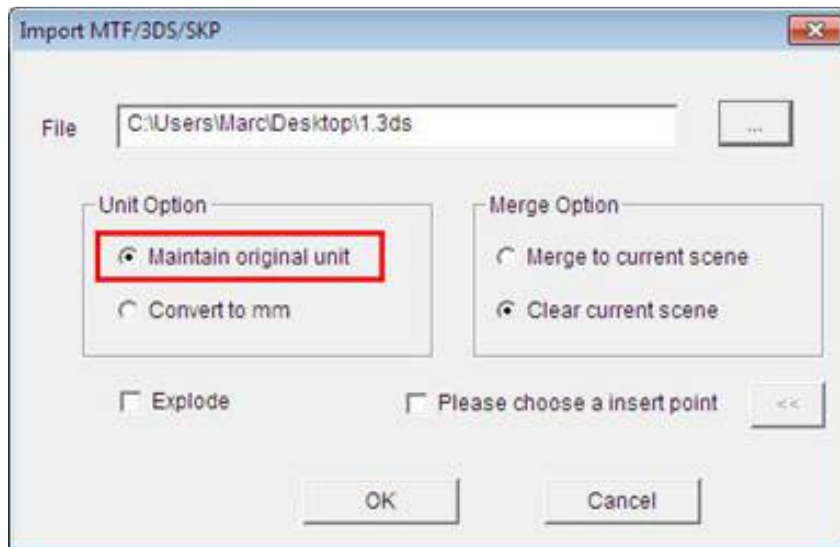


Why the 3ds model becomes so big after import to Intericad?

Answer:

The reason why the 3ds model becomes so big is that you have chosen “Convert to mm” when importing it. If you select “Maintain original size”, its size will be correct.



“Convert to mm” means multiplying the model's size with 25.4 (1 inch=25.4mm). Since our software cannot recognize the unit of 3ds model and uses metric system in default, so, for example, 10 inches and 10mm in a 3ds file will both be considered as 10mm.

Therefore, if your 3ds model is created with imperial unit, you have to choose “Convert to mm” option to correct the size, otherwise, 10 inches will be considered as 10mm after imported.

In this case, the model is actually created with metric system, which is the same with our software measuring system, so if you choose “Convert to mm”, the model's size will multiply by 25.4, and that's why your model becomes so large after imported.