# Pepakura: Polygonal Unfolding

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Export

Export your 3D model as .obj file. Pepakura will also allow you to Import .dxf as well. 3dMax is default a polygon modeller. For those who use Rhino as a modeling software, it is important to understand the difference between polygon and NURBS. Rhino is a NURBS modeller. It does have Mesh (polygon) command capabilities. Pepakura does not unfold NURBS. Rhino has its own command to unroll NURBS geometry called 'UnrollSrf' command.
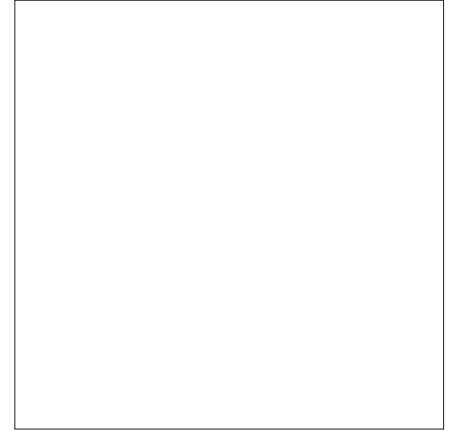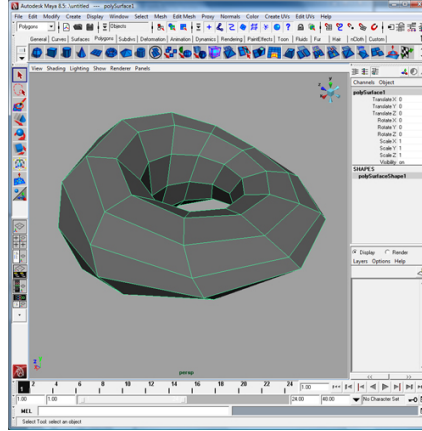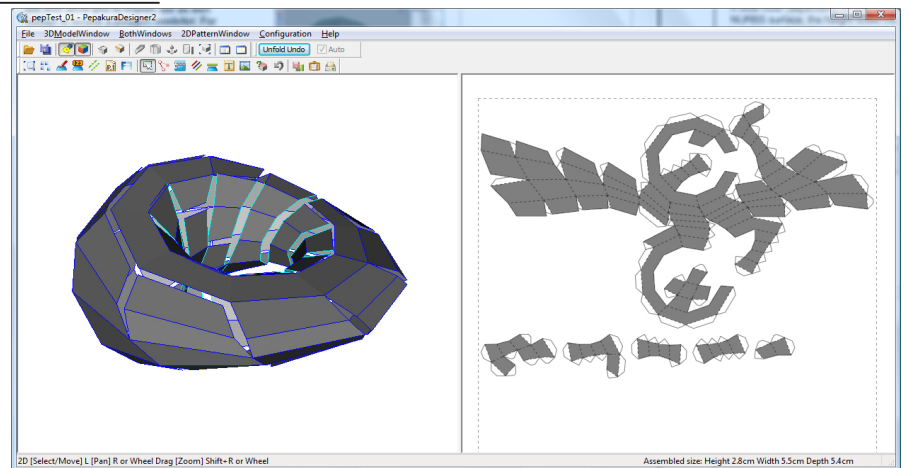

Pepakura

Open the file you have exported. Pepakura will give you several pop up windows asking how to open the file. Press Close or Cancel and just import the file as is without having Pepakura modify the model. Once imported, press the 'Unfold' with the Auto box checked.
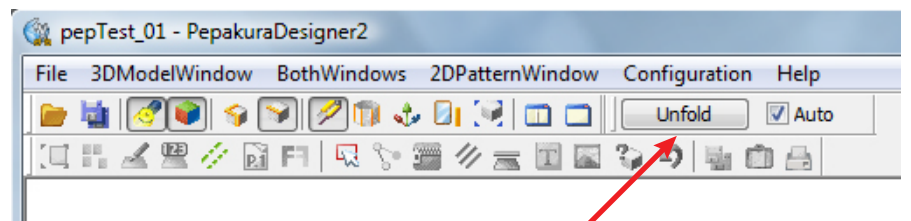

This Button~!

Result

Pepakura will automatically cut up the object so it can unfold into a piece that the final unfolded piece has as many faces together as possible. This would be enough to print and cut out and make a quick study model.
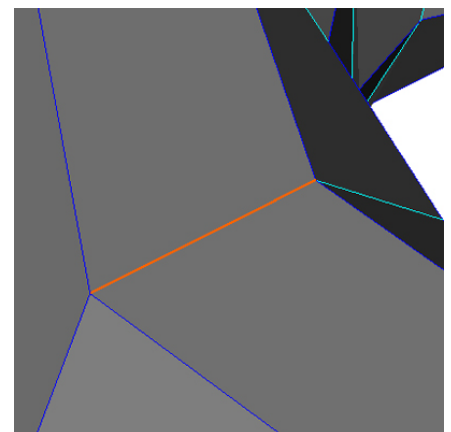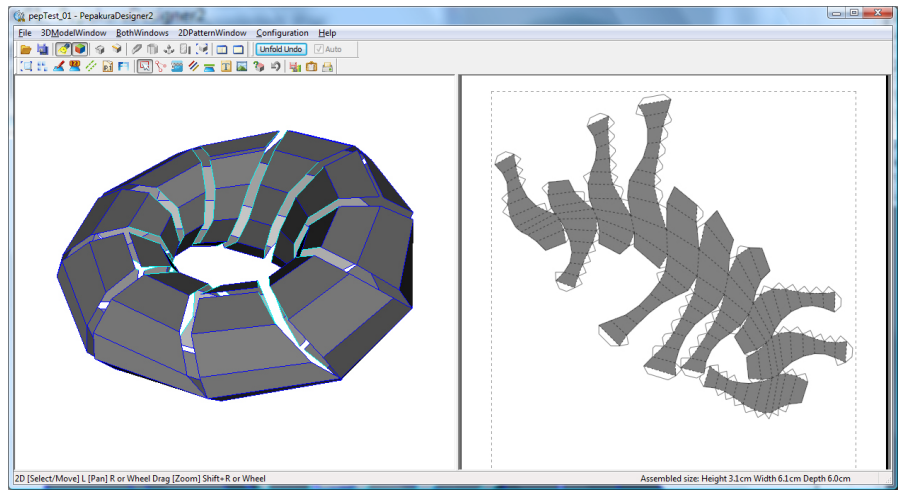

Cutter

We can also preset and tell Pepakura to cut up the object by using the Cutter button. Once you are in 'Cutter' mode, you can click on the edges on the object and it will turn orange. Pepakura will use this information as well to develope the unfolded drawing.
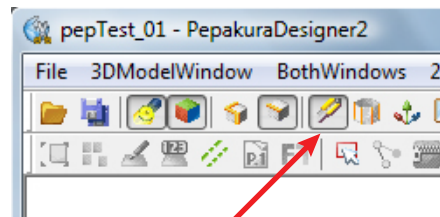
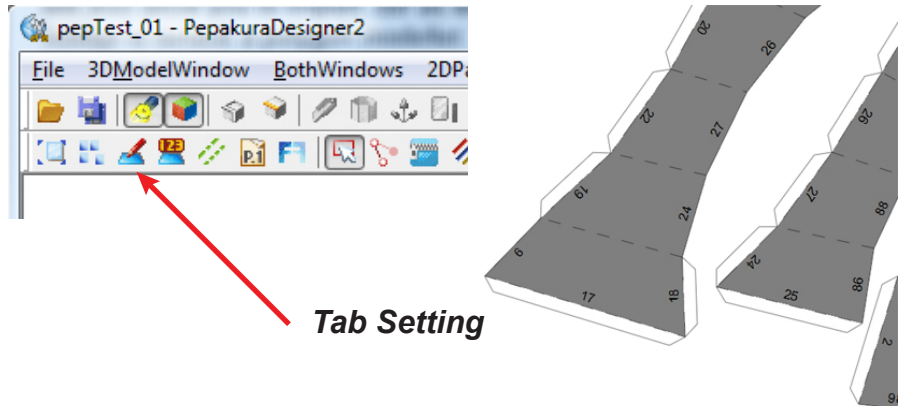*cutter*

Better Result

Tabs and Numbering

Pepakura allows up to adjust the tab folds that we can later use for gluing back into a 3D object.

Once you have something you think is good, export the file as a .eps or .dxf

File > Export Development > EPS File...
File > Export Development > DXF File...

Tab Setting

Useful Button

This command will allow you to see what face in the 3D object correlates to the 2D unfolded faces.

In the 3D view of your object, click on any face you would like to see in the 2D unfolded version of your drawing. Pepakura will indicate the face by coloring it red.

This Button~!