

Navisworks FBX Blender Issues

CHAT-0255 / REV EXPORT-03 / 2026.06.12

A conversation-specific public summary of navisworks fbx blender issues, distilled from the supplied export. The detailed excerpts remain available in the released note file.

STATUS	RECOVERED / SPECIFIC NOTE
CLASSIFICATION	SYS
MATERIAL	CHAT EXPORT / BUILD & TOOLS
DISPOSITION	PUBLIC CONVERSATION EXCERPTS / REDACTED
CATEGORY	Build & Tools
RECORD TYPE	build-thread

TECHNICAL NOTES

Conversation-specific knowledge extracted from the navisworks fbx blender issues discussion.

CONVERSATION / QUESTION AND CONTEXT

I REALLY NEED A PIECE OF EQUIPMENT FROM NAVIS WORKS AS A MODEL. I DONT NEED TO EDIT IT OR ANI JUST NEED LOCATIONS OF SMALL IMPORTANT PARTS. USING FBX AND BLENDER I AM GETTING THIS

CONVERSATION / EXTRACTED GUIDANCE

1. The NWD contains a mixture of:
2. Real CAD geometry
3. Coordination geometry
4. Point cloud / scan data
5. Proxy objects
6. Vendor equipment models
7. Navisworks FBX export tessellates everything into triangles.
8. Blender imports exactly what it receives. If the source geometry is already broken, Blender cannot magically reconstruct it. [embedded media omitted]

SPECIFICATION

SOURCE	Supplied ChatGPT export
CATEGORY	Build & Tools
CONVERSATION	16 user turns / 23 assistant turns
ATTACHMENTS	86 references detected
PUBLIC DETAIL	Extracted knowledge + excerpts

DEVELOPMENT HISTORY

2026.06.12 / EXPORT-04

Matched to the supplied export; key guidance is surfaced separately and the raw transcript remains unpublished.

RELEASED MATERIAL / SOURCE LINKS

CHAT-0255-public-note.txt

PUBLIC-SAFE CONVERSATION NOTE / UNIQUE FILE

<https://u225x.com/downloads/chat-records/CHAT-0255-public-note.txt>

RETURN TO THE LIVING RECORD

Navisworks FBX Blender Issues

This PDF preserves the public notes at this revision. Visit the record for updates and attached images.

<https://u225x.com/record/CHAT-0255>
