
A Wavefront OBJ Writer for VTK

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Abstract

The Wavefront OBJ format is a common file format for storing mesh data. It is convenient to be able to write VTK data structures out into this format, as the data can then be used in software that can read OBJ files.

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1 Introduction

The Wavefront OBJ format is a common file format for storing mesh data. There are many software packages that can read the OBJ format, so it is convenient to be able to write VTK data structures out into this format. We propose a new class for VTK, `vtkOBJWriter`, which writes a `vtkPolyData` into an OBJ file. The code was adapted from an existing class, `vtkOBJExporter`, which can write the OBJ format, but not in the standard `vtk*Writer` workflow.

2 Code Snippet

```
.... setup a vtkPolyData object....
```

```
vtkSmartPointer<vtkOBJWriter> writer =
  vtkSmartPointer<vtkOBJWriter>::New();
writer->SetInput(polydata);
writer->SetFileName("output.obj");
writer->Update();
```