

THE HIDDEN CIRCLE GAZETTE

AN INDEPENDENT 3DXCHAT NEWS PUBLICATION.

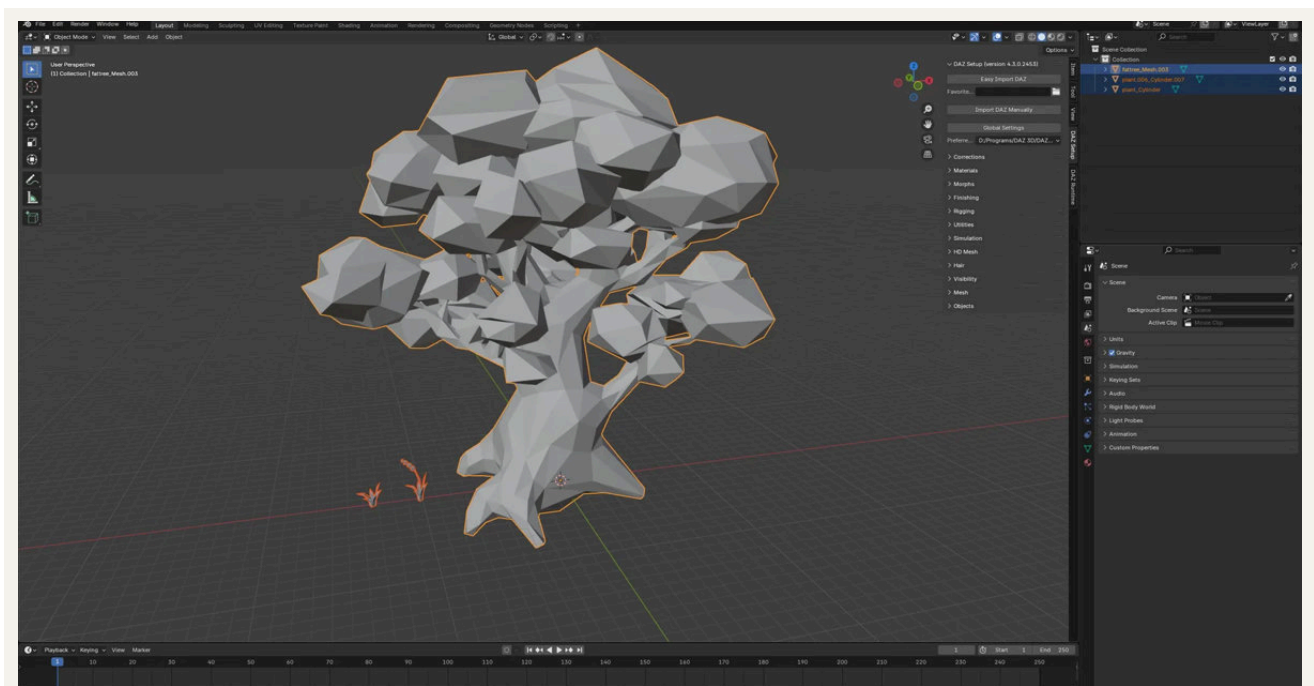
2026-02-14

ARTICLE CLIPPING — THEHIDDENCIRCLE.COM

RESOURCES

3D Importer

BY CURT WOODMAN — 2026-02-14



Veteran builder [Aspect](https://new.thehiddencircle.com/aspect/)¹ has created an online tool that allows you to convert a 3D model in OBJ file format into a 3DXChat compatible world file. Please consult the [documentation](https://obj2world.com/docs)² for more details on how to use the tool.

The [OBJ file format](https://en.wikipedia.org/wiki/Wavefront_obj_file)³ is a widely used standard for representing 3D geometric objects. Originally developed by Wavefront Technologies for their Advanced Visualizer application, it has become an open and neutral format adopted by many 3D modeling tools such as for example [Blender](https://www.blender.org)⁴. As an ASCII-based format, OBJ files are human-readable, making them easy to view or edit in a simple text editor.

¹<https://new.thehiddencircle.com/aspect/>

²<https://obj2world.com/docs>

³https://en.wikipedia.org/wiki/Wavefront_obj_file

⁴<https://www.blender.org>

3D IMPORTER

<https://obj2world.com>

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