

# QGIS Application - Bug report #17340

## STL 3D models are always rotated by 180

2017-10-27 07:39 AM - Saber Razmjooei

<b>Status:</b> Closed	
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b> 3D	
<b>Affected QGIS version:</b> master	<b>Regression?:</b> No
<b>Operating System:</b>	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	<b>Resolution:</b>
<b>Crashes QGIS or corrupts data:</b>	<b>Copied to github as #:</b> 25237
<b>Description</b>	
When using stl models, they are always pointing downwards (z axis).	
Attached is an example stl file.	

### History

#### #1 - 2017-10-27 07:52 AM - Saber Razmjooei

- Assignee set to Peter Petrik

#### #2 - 2018-03-12 04:26 PM - Martin Dobias

This depends on the convention used for the axes. QGIS uses X/Z axes for the ground plane and Y for elevation. Some models use this convention, but others may use X/Y for ground plan and Z for elevation and thus appear rotated. Not sure if there is a way to figure out the convention from the input files...

#### #3 - 2019-02-01 03:34 PM - Peter Petrik

- Assignee deleted (Peter Petrik)

#### #4 - 2019-02-01 05:08 PM - Saber Razmjooei

- Status changed from Open to Closed

### Files

St Stephen_s Tower (Big Ben), London.stl	87.3 KB	2017-10-27	Saber Razmjooei
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