
Subject: 3dsmax units setup

Posted by [Jchalfant](#) on Thu, 30 Aug 2012 00:04:09 GMT

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Howdy,

I just recently noticed that it seems to be a pretty big deal if you keep your units setup as 1unit = 1inch... this will cause a lot of errors when uploading to shapeways.

The correct scale settings inside 3dsmax should be 1unit = 1mm. This is under Customize > units setp > system units in 3ds. Real important 1unit = 1mm... or there's a big chance your model will fail the automated checks.

I say "recently noticed" because I have already printed two models at 1unit = 1inch... both uploaded and printed fine... but now if I export and upload at that setting the obj or stl will fail nine times out of ten. I was pulling my hair out for a week or so trying to figure out the problem, seems obvious now.

Note to shapewyas: It might be wise to mention 3dsmax unit setup settings in the shapeways tutorials for 3ds users.... I didn't anything about that when looking (http://www.shapeways.com/tutorials/3d_modeling_in_3d_studio_max_for_shapeways)?

best
-John
