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Subject: Size,Dimension,Measurement.. of a mesh in X3D format

Posted by [hbzoltan](#) on Mon, 15 Oct 2012 14:23:56 GMT

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Hi there!

I'm trying to get the right size of my model(mesh) in X3D. I've been trying to export my model with 3DMAX,MashLab,Blender. My original model in obj format created in Zbrush. I tried .wrl format used the Zbrush 3Dprint exporter tool but it messed up my UVtexture. 3DMAX can not export X3D and I can not see the measurements in MashLab.

The weird thing is that when I create a box in Blender and export and upload it inX3D forma to shapeways I get the correct dimensions. When I do exactly the same to my model I get wrong dimensions however the picture and the 3D of my model looks ok.

I don't know what the problem is with my model or the .

Does anyone have the same issue?

Is there any application that can show the exact measurement of my shape except Blender and can handle texture(UV) coordinates?

Thanks

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