
Subject: WRL file with texture not working correctly
Posted by [Patrick3D](#) on Wed, 26 Dec 2012 15:35:35 GMT
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Hi all. I'm a 3D modeler/ animator who is new to 3D print models and their specs. I have been trying to upload to Shapeways a .wrl file with a .jpg texture referenced to the model itself. I use Maya and exported the 3D file and texture. Shapeways customer support keeps having trouble either opening the file and/or finding the texture. Is there something I may be doing wrong? I've done all I know to fix this and need some tech. advice. Using Maya 2010.

Thanks,

Patrick
