
Subject: Non-Manifold problems in Blender
Posted by [natur3](#) on Wed, 16 Jan 2013 11:51:04 GMT
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]Dear all,

I just started on 3D modeling not long ago.

I have a problem with non-manifold with my 3d model.

I have identified the non-manifold parts in the model. However, I am not sure what is wrong with the model.

There are no "holes" shown by the orange dots.

Can anyone take a look at my model?

I have also attached the .stl file.

Thank you very much!

Best regard,
Shi Kai

File Attachments

1) [Eye.STL](#), downloaded 84 times
