Subject: Not attached?
Posted by iSay on Wed, 27 Jun 2012 22:55:40 GMT
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Hi,

I recently had a model rejected due to certain features not being attached. How can I resolve this?

I don't understand how they're not attached to the rest of the model.

If anyone can help I've attached the x3d file.

Thanks

File Attachments

1) cuperror.zip, downloaded 31 times

Subject: Re: Not attached?
Posted by iSay on Wed, 27 Jun 2012 23:07:46 GMT
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Just imported the file into blender and it does seem be be detached - how does this happen? It seems fine in blender, but the exported x3d file messes up.

Subject: Re: Not attached?
Posted by Youknowwho4eva on Thu, 28 Jun 2012 13:10:20 GMT
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It's hard to tell without the original file. How did it become detached? is there missing geometry?

I tried opening your x3d and my blender says 'ascii' codec can't decode byte 0xc2 in position 48: ordinal not in range(128)

I'm lucky if I could draw a line in blender so I have no idea what that means.

Subject: Re: Not attached?
Posted by iSay on Thu, 28 Jun 2012 13:40:39 GMT

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Youknowwho4eva wrote on Thu, 28 June 2012 13:10It's hard to tell without the original file. How did it become detached? is there missing geometry?

I tried opening your x3d and my blender says 'ascii' codec can't decode byte 0xc2 in position 48: ordinal not in range(128)

I'm lucky if I could draw a line in blender so I have no idea what that means.

That's the thing, I don't know why it became detached. I don't think it happens when I export it to an obj file, just x3d for some reason. But I need export it to x3d for the textures.

I'm completely baffled by this.

I just downloaded the x3d file and didn't get any errors, do you need the blend file? It's attached if so.

File Attachments

1) cup2.blend, downloaded 16 times

Subject: Re: Not attached?
Posted by Youknowwho4eva on Thu, 28 Jun 2012 13:45:48 GMT
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Looks like maybe it was because I was using an older version, but I opened your blend file in 2.59 and all I see is wires, no faces?

Subject: Re: Not attached?
Posted by iSay on Thu, 28 Jun 2012 13:49:57 GMT
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Could be an issue of an older version of blender, I'm using 2.63. There's definitely faces.

Subject: Re: Not attached?
Posted by Youknowwho4eva on Thu, 28 Jun 2012 14:20:29 GMT
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Alright downloaded 2.63. Like I said, no blender expert here. I imported your x3d and I'm not seeing any detatched pieces, but I see that it is not 1. Like I can select pieces of it. Is that what you mean? if so, I don't think I can help you further, need a blender person to step in.

Subject: Re: Not attached?
Posted by iSay on Thu, 28 Jun 2012 14:30:58 GMT
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Yea, I assume that's the issue I'm having with printing. Those pieces being separate is making it not watertight? The original is whole. Like I said, I'm at a complete loss.

I've e-mailed shapeways and hope they can help me resolve this.

Thanks a lot for your time and effort mate.