Subject: wall thickness on heads
Posted by gcptkilla on Mon, 09 Jul 2012 14:09:31 GMT
View Forum Message <> Reply to Message

Dear all ,

i am creating heads with a big hole at the neck to save money.
So far so good.

I am spending the most of the time to get the min. wall thickness of 2mm. (sandstone 3d printing)

Attached please find a screenshot.
there you will see that it differs sometimes from 6mm to 0.9mm.

Do you have any idea to make the min. wall thickness exactly and easier?

I am working with zbrush and cinema 4d,

I hope you could help me.

regards

File Attachments

1) wall thickness.JPG, downloaded 49 times

Subject: Re: wall thickness on heads
Posted by Youknowwho4eva on Mon, 09 Jul 2012 14:37:43 GMT
View Forum Message <> Reply to Message

Best way I know of is to use Blender, read through this, and it will tell you how to do it in Blender, creating an easy unified wall thickness.
http://www.shapeways.com/forum/index.php?t=msg&th=9932&a mp;start=0&

Subject: Re: wall thickness on heads
Posted by gcptkilla on Mon, 09 Jul 2012 15:33:48 GMT

View Forum Message <> Reply to Message

Thanks for your fast help.

But I have problems with intersecting walls at the ears, nose and eyes.

Is there a possibility that I import the head with hole and incorrect wall thickness and then blender moves only the inner wall away from outer wall?

thanks

Subject: Re: wall thickness on heads
Posted by Youknowwho4eva on Mon, 09 Jul 2012 15:42:07 GMT
View Forum Message <> Reply to Message

That's pretty much the limit of my Blender knowledge, so hopefully someone else can jump in and help you. There may even be a zbrush or cinema 4d solution, but I don't have any knowledge of using them.

Subject: Re: wall thickness on heads
Posted by stop4stuff on Mon, 09 Jul 2012 20:57:59 GMT
View Forum Message <> Reply to Message

Use MeshLab - See http://www.shapeways.com/forum/index.php?t=rview&th=9324&goto=47799#msg_47799

Subject: Re: wall thickness on heads
Posted by JACANT on Wed, 18 Jul 2012 11:09:15 GMT
View Forum Message <> Reply to Message

Get your self a copy of VisCAM Mesh. 30 days usable test version. It will automatically hollow out your model to the thickness you want. http://www.marcam.de/cms/viscam-mesh.84.en.html