
Subject: wall thickness on heads
Posted by [gcptkilla](#) on Mon, 09 Jul 2012 14:09:31 GMT
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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 65 times

Subject: Re: wall thickness on heads
Posted by [Youknowwho4eva](#) on Mon, 09 Jul 2012 14:37:43 GMT
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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&start=0&>

Subject: Re: wall thickness on heads
Posted by [gcptkilla](#) on Mon, 09 Jul 2012 15:33:48 GMT

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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
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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
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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
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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>
