Subject: [Blender/Netfabb] Easy way to increase wall thickness?
Posted by Moosh89 on Wed, 18 Jul 2012 19:21:30 GMT
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Hi

I tried to get some rings printed, but I received an email saying the wall thickness was an issue and they could not be printed in the gold plated stainless steel or polished alumide

I am still new to modeling and Blender/Netfabb, but with one of these two programs is there an easy way to increase my wall thickness without having to remodel the entire ring?

Thank you!

File Attachments

1) 351525-1.JPG, downloaded 242 times

Subject: Re: [Blender/Netfabb] Easy way to increase wall thickness?
Posted by JACANT on Thu, 19 Jul 2012 22:06:06 GMT
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Yes there is a way.
Get yourself a copy of http://www.marcam.de/cms/viscam-mesh.84.en.html 30 days usable test version
Open your model, click on 'Manipulate surfaces' pick the surface you want. Either right click or goto ' Facets' 'Offset model'. Have a play with the settings. It should work on individual surfaces.

Subject: Re: [Blender/Netfabb] Easy way to increase wall thickness?
Posted by Moosh89 on Thu, 19 Jul 2012 22:08:44 GMT
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Thank you for the reply

While I was waiting I decided to try redo it, I am almost finished I think, Hopefully it will work out!

I will keep that in mind for the next time this issue arises