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Subject: Sideways Blender Render?

Posted by [mrotherman](#) on Sat, 28 Jul 2012 21:12:59 GMT

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I made a computer game token uploaded it, and it was rendered sideways ! Can someone tell me how to fix it?

Help!

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Subject: Re: Sideways Blender Render?

Posted by [stop4stuff](#) on Sat, 28 Jul 2012 21:45:19 GMT

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You can render your model as you want it to be seen, goto the model edit page, upload the image and then set the image as the default image. Alternatively you could try re-arranging the orientation of the model before uploading - iirc, Y is the 'vertical' axis, and Z the 'depth' axis.

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Subject: Re: Sideways Blender Render?

Posted by [Fredd](#) on Tue, 31 Jul 2012 03:48:15 GMT

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In blender Z points up, in SW Y does. Rotate your model 90 degrees along x axis in Blender before exporting.

For oddness 's sake, if you scale your model by 10, you can regard a blender unit as centimeter, if you scale it by 25.4, you can regard a blender unit as an inch, You can properly scale the model in the N panel, by setting a bounding box dimension, then copying the scale in that dimension to the other scale dimensions values in that panel . It sounds odd, but experiment with a STL export to NetFabb to see proof.

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