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Subject: Need some help with Mathematica

Posted by [cruppgrounder](#) on Mon, 13 Aug 2012 02:04:53 GMT

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I made a surface in the program Mathematica, but unfortunately because it's a surface it has no thickness to it.

Is there any way I can have Mathematica add thickness to it?

Like connect the graph to a scaled down version of itself or have it graph all points that are like 1 unit away from the graph?

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Subject: Re: Need some help with Mathematica

Posted by [JACANT](#) on Mon, 13 Aug 2012 18:14:27 GMT

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I don't know if Mathematica will do it .

If you export your file as either an 'ply', 'obj' or 'stl' file then open it in <http://www.blender.org/> you should be able to solidify the shape to give it thickness. you will then have to make sure all the 'normals' are facing out ward. Export again as 'stl' and open it in <http://meshlab.sourceforge.net/> or <http://www.netfabb.com/basic.php> where you can edit, repair and scale your model.

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