
Subject: Texture Map size for Full Color Sandstone?
Posted by [MikeP](#) on Tue, 11 Sep 2012 14:51:23 GMT
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Is there an optimum size for textures to use with full color Sandstone?

I had a print done last month and I used a 24bit 1000x1000 image. The results were good but would a higher resolution be better or (as I suspect) does the printer resize the image before using it?

If the printer does resize the image I'd like to know the resolution so I supply it in the correct size myself.

Thanks!

Subject: Re: Texture Map size for Full Color Sandstone?
Posted by [MikeP](#) on Wed, 12 Sep 2012 17:29:16 GMT
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... nothing from Shapeways?

Is my question not clear?

Subject: Re: Texture Map size for Full Color Sandstone?
Posted by [clearmenser](#) on Tue, 05 Feb 2013 19:13:49 GMT
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http://www.shapeways.com/tutorials/exporting_to_vrml_and_x3d_for_color_printing

Subject: Re: Texture Map size for Full Color Sandstone?
Posted by [MikeP](#) on Tue, 05 Feb 2013 22:23:17 GMT
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Amazing! Finally. Thanks!

"we recommend you keep the total resolution of your texture maps below 2048x2048 pixels."
