
Subject: A Möbius strip of Super Mario Bros. Level 1 ...

Posted by [joabaldwin](#) on Tue, 18 Sep 2012 16:27:15 GMT

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My new 3d-printed model, a mobius strip of Level 1 of Super Mario Bros., from beginning to end (end being the beginning, in an endless loop for poor Mario).

The loop represents every block, turtle, cloud, and power-up in the level (except for when you go underground in the pipes, that's outside of regular space-time).

I used an image of the whole map and used it as a texture for a plane inside Maya. Then I twisted the plane 180 degrees on the long axis, and bent it around its vertical axis by a factor of 3.1416, that made it into a mobius strip. I color-separated the image in Photoshop and made the sky black, the bricks white, and the in-between shapes in shades of gray, and used that to displace the plane geometry. It was a very heavy file because of this, 100Mb for a simple loop, since there are millions of displaced polygons. Then I uploaded my file to Shapeways, and they 3d-printed it in full-color, with a crazy high resolution.

What do you guys think?

File Attachments

- 1) [mobius_main.jpg](#), downloaded 463 times
 - 2) [mobius_02.jpg](#), downloaded 422 times
 - 3) [mobius_03.jpg](#), downloaded 433 times
 - 4) [mobius_04.jpg](#), downloaded 430 times
 - 5) [mobius_05.jpg](#), downloaded 440 times
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Subject: Re: A Möbius strip of Super Mario Bros. Level 1 ...

Posted by [TurtlesAreCool](#) on Tue, 18 Sep 2012 16:32:28 GMT

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Now that is awesome. Well done!

How did the FCS material turn out? Are you pleased with the color results?

Subject: Re: A mÃfÂ¶bius strip of Super Mario Bros. Level 1 ... ÃçË†Å¾
Posted by [joabaldwin](#) on Tue, 18 Sep 2012 16:49:18 GMT
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The material is great, the resolution incredible, but the color is not as saturated as I would've liked. The sky color especially, is a bit too warm compared to my file.

Subject: Re: A mÃfÂ¶bius strip of Super Mario Bros. Level 1 ... ÃçË†Å¾
Posted by [Youknowwho4eva](#) on Tue, 18 Sep 2012 16:55:16 GMT
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My birthday is in 2 months if anyone is wondering what to get me! I LOVE this!

Subject: Re: A mÃfÂ¶bius strip of Super Mario Bros. Level 1 ... ÃçË†Å¾
Posted by [natalia](#) on Tue, 18 Sep 2012 18:46:03 GMT
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Woo!

LOVE IT! Very clever

Subject: Re: A mÃfÂ¶bius strip of Super Mario Bros. Level 1 ... ÃçË†Å¾
Posted by [cedricms](#) on Wed, 19 Sep 2012 12:58:40 GMT
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That is simply awesome, both in concept and realisation!

Thanks by the way for the tutorial, it made for an interesting read .

Subject: Re: A mÃfÂ¶bius strip of Super Mario Bros. Level 1 ... ÃçË†Å¾
Posted by [Crissy](#) on Wed, 19 Sep 2012 19:07:18 GMT
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One Word: RAD!

Subject: Re: A mÃfÂ¶bius strip of Super Mario Bros. Level 1 ... ÃçË†Å¾
Posted by [pdb](#) on Sat, 22 Sep 2012 07:07:10 GMT
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Great stuff!

Subject: Re: A mÃfÂ¶bius strip of Super Mario Bros. Level 1 ... ÃçË†Å¾
Posted by [BHuey](#) on Thu, 18 Oct 2012 15:46:43 GMT
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Looks great!

How large is each individual block and how far out do they stick from the background? I'm trying to figure out how much non-text detail will show up with FCS.

Cheers.

Subject: Re: A mÃfÂ¶bius strip of Super Mario Bros. Level 1 ... ÃçË†Å¾
Posted by [joabaldwin](#) on Thu, 18 Oct 2012 15:59:48 GMT
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BHuey: Each block is between 2 and 3/12 mm in length/height (depends if it's near the top or bottom, due to the distortion). The depth is a bit over 1mm for the blocks and 1/2mm for the pipes, clouds, and other background details.
