
Subject: Scaling OBJ model (Metro 2033 helmet)
Posted by [Navaza](#) on Thu, 27 Sep 2012 17:00:43 GMT
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Hi everybody,

Im asking for help because i just uploaded an .OBJ model, that is supposed to be a helmet (like a motorbike helmet) but i noticed that its only 0,3 cm3.

I tried to scale it and reupload, but im a noob in 3d modeling and i dont know how to do it.

This is the model:

<http://www.mediafire.com/?denbvyb73l9u07v> (with a nightvision attachment; if you think its better to print them separately, here is another model without it
<http://www.mediafire.com/?7r8ajlo2068dbt8>)

I cant tell you the exact measures, but it should be about 25(high) x 25(wide) x 30 (large), i guess (again, it should be like a motorbike helmet)

This is the model that i uploaded

<http://www.shapeways.com/model/715866/e1367d50612a7c678580e97b2325cfa0> , and as you can see, its not big enough. So, if you think you can help me, you can answer right here, or also send me an email to jabuguino_v2@hotmail.com or navazacraft@gmail.com

I'll be really gratefull

PD: The model is a gasmask / helmet from a game called "metro 2033", i hardly reccomend everybody to play it, and also to read the novel its based in.

PD: Forgive my english, please.

Subject: Re: Scaling OBJ model (Metro 2033 helmet)
Posted by [CADNinja](#) on Sun, 30 Sep 2012 22:58:00 GMT
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