Subject: Weird Internal Surfaces when Joining Faces in Rhino
Posted by eNonsense on Sun, 14 Oct 2012 07:10:20 GMT
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Hey all.

I've got a bit of a problem that I'm hoping someone can help me with. I'm using Rhino to make a model to print and am having some issues finishing it up. I was doing a boolean difference on the final solid to cut into the bottom of my piece as a final step and noticed that after the boolean runs I've got some weird internal surfaces stretching through the cut out space that shouldn't be there and are not even being cut by the boolean. I'm unable to get rid of them. I've exploded everything and used redraw on the ring that goes around the whole bottom of my model (which the bad surfaces seem to be a part of) which actually does remove them, but as soon as I try to re-join all of the faces it puts the bad surfaces back in, sometimes not even in the same places they were before. Here is what I'm talking about.

The bottom of this object used to be capped, but I've removed that surface to address this issue.

Please let me know what I can do to fix this. Here is the Rhino 3dm file.
https://dl.dropbox.com/u/2561448/Random%20Mag%20Cubes.3dm

Thanks in advance.

Subject: Re: Weird Internal Surfaces when Joining Faces in Rhino
Posted by Dotsan on Mon, 22 Oct 2012 19:16:39 GMT
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Hi, I suggest you, extract the bottom surface, reverse hide the rest, split the surface by iso curves at points close to where the shards start and finish. Duplicate edges and rebuild the surface with rails etc?

Does this make sense?

Regards
Vijay

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We like challenges, so don't be shy in coming forward with any questions. Please feel free to contact my customers below for a reference.

Subject: Re: Weird Internal Surfaces when Joining Faces in Rhino
Posted by SGDesigns on Wed, 24 Oct 2012 20:08:12 GMT
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Have you tried to select those individual mesh faces and delete them then close mesh if needed.

Subject: Re: Weird Internal Surfaces when Joining Faces in Rhino
Posted by eNonsense on Thu, 25 Oct 2012 15:31:41 GMT
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VirtualV wrote on Mon, 22 October 2012 19:16Hi, I suggest you, extract the bottom surface, reverse hide the rest, split the surface by iso curves at points close to where the shards start and finish. Duplicate edges and rebuild the surface with rails etc?

Does this make sense?

Regards
Vijay

I won't have a chance to try this for a few days, but I'll let you know. It's also given me another idea if this exact thing doesn't work.

SG Designs wrote on Wed, 24 October 2012 20:08Have you tried to select those individual mesh faces and delete them then close mesh if needed.

That's the thing. I cannot select those faces at all. They don't have edges to select either.

Subject: Re: Weird Internal Surfaces when Joining Faces in Rhino
Posted by SGDesigns on Thu, 25 Oct 2012 17:37:48 GMT

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What errors does it give you when you do "checkmesh"? If you want, I can check it out, see if I can fix it. So far Ive never been unable to manualy fix a mesh in rhino yet.