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Subject: Size,Dimension,Measurement.. of a mesh in X3D format

Posted by [hbzoltan](#) on Mon, 15 Oct 2012 14:23:56 GMT

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Hi there!

I'm trying to get the right size of my model(mesh) in X3D. I've been trying to export my model with 3DMAX,MashLab,Blender. My original model in obj format created in Zbrush. I tried .wrl format used the Zbrush 3Dprint exporter tool but it messed up my UVtexture. 3DMAX can not export X3D and I can not see the measurements in MashLab.

The weird thing is that when I create a box in Blender and export and upload it inX3D forma to shapeways I get the correct dimensions. When I do exactly the same to my model I get wrong dimensions however the picture and the 3D of my model looks ok.

I don't know what the problem is with my model or the .

Does anyone have the same issue?

Is there any application that can show the exact measurement of my shape except Blender and can handle texture(UV) coordinates?

Thanks

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Subject: Re: Size,Dimension,Measurement.. of a mesh in X3D format

Posted by [Fredd](#) on Mon, 15 Oct 2012 18:16:05 GMT

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If you are going to use a uv mapped object to apply a image/color on Full Colored Sandstone, it has to be in VMRL format. Oddly when you upload the model, SW recognizes each basic unit length as 1 meter!! So if your model is 10 x 10 x 10, the printer will try to print a model 10m x 10m x 10m. Which it can't do, so it gets scaled to a size that will print, so wrong dimensions.

Post a link to the file, its easier to diagnose a problem.

Use Meshlab to convert your file to VMRL .If the UV mapping is looks ok in Meshlab, it will export to SW if the model has a proper mesh.

In Meshlab if you want to see the bounding box dimensions use this [Filters/Quality measure and computations/compute geographic measurements](#)

If you want to scale the object use this, [Filters/Normals/Curvature/Orientation>Transform scale](#). A slight problem can occur with uploading . Scroll down on the link provided below to see what changes are needed. Makes sense actually since only access to the UV texture is in the zipped file you upload.

[http://www.shapeways.com/tutorials/textured\\_models\\_with\\_sketchup\\_and\\_meshlab](http://www.shapeways.com/tutorials/textured_models_with_sketchup_and_meshlab)

The .x3D format after tests proved to be a better format to export with if you have several different materials plus a uv texture on your model. The wrl only seems to support 1 material and

a texture. With .x3D much more options for a colored model

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Subject: Re: Size,Dimension,Measurement.. of a mesh in X3D format  
Posted by [Mswlik](#) on Sat, 20 Oct 2012 16:57:25 GMT  
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If you scaled it in blender you might have to apply scale (Ctrl + A). Hope this helps.

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