
Subject: I'd love to be able to change the angle of my object in the 3D rendered image on my shop

Posted by [LincolnK](#) on Wed, 17 Oct 2012 22:31:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'd love to be able to change the angle of my object in the 3D rendered image on my shop.

Any chance you guys could work that into the shop functions?

It is really rare that the models I upload are facing the best way in the rendered image. Any chance you could allow us, when editing the product's page, to select a view for that rendered image?

Thanks,

Lincoln

Subject: Re: I'd love to be able to change the angle of my object in the 3D rendered image on my shop

Posted by [Salorian](#) on Sun, 28 Oct 2012 11:52:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

YES, I agree on that wish too !

Almost all of my models uploaded are in an awkward angle, don't have a clue, how to change this.

Thus my models are upward down, facing back, facing down, facing anywhere, but rarely into the right direction.

Subject: Re: I'd love to be able to change the angle of my object in the 3D rendered image on my shop

Posted by [stonysmith](#) on Sun, 28 Oct 2012 14:13:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

Download Netfabb Basic from www.netfabb.com.

Open the STL

Select Part/Rotate.

Pick your rotation....

Right click the item, select Export/STL
Enter the filename
Upload to Shapeways
done!

Subject: Re: I'd love to be able to change the angle of my object in the 3D rendered image on my shop
Posted by [LincolnK](#) on Sun, 28 Oct 2012 22:37:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

That's not the as good as being able to adjust it on SW's site.

2 reasons:

- 1) You then have to re-upload the model which is a bit of time waster, especially if you do models with a lot of polys (which I usually do)
- 2) Netfabb doesn't work with .wrl files which is what I wanted to adjust when I posted this. So anyone doing full color sandstone models can't adjust them in Netfabb

Lincoln

Subject: Re: I'd love to be able to change the angle of my object in the 3D rendered image on my shop
Posted by [stonysmith](#) on Sun, 28 Oct 2012 23:54:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

I agree that having a choice on the site would be helpful.
I was just mentioning the interim solution for those who "need it now".

Subject: Re: I'd love to be able to change the angle of my object in the 3D rendered image on my shop
Posted by [woody64](#) on Wed, 07 Nov 2012 22:46:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

There was also a change raised on the feedback side asking for that.

Subject: Re: I'd love to be able to change the angle of my object in the 3D rendered image on my shop

Posted by [bartv](#) on Thu, 08 Nov 2012 11:02:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi Lincoln,

yes, we're aware of this request. It's on the list, but as far as I know it hasn't been prioritized yet (freely translated: we have decided that some other issues are more important to be fixed first).

Bart

Subject: Re: I'd love to be able to change the angle of my object in the 3D rendered image on my shop

Posted by [KIM-M. Unique Designs](#) on Sat, 24 Nov 2012 04:55:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

Almost every 3D modeling program has some sort of rendering option. It's not so time consuming to take a render in Shapeways 501x674px dimensions, and you get to set up all angles you want.

Subject: Re: I'd love to be able to change the angle of my object in the 3D rendered image on my shop

Posted by [woody64](#) on Sat, 24 Nov 2012 12:46:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

Simple, I'm using the original shapeway's render and want to have the same look and feel for all angles.
