
Subject: A small final task in a model

Posted by [sans_fi](#) on Wed, 24 Oct 2012 10:51:54 GMT

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I have made a model that I have checked its healed and works fine. Its uploaded on the site here:

What I would like now is to give the model textures and save it as a vrml, but I dont seem to be able to do it. I tried, but when I reopen de model its just black.

I upload here the fixed model in rhinoceros and a netfabb project with each part as the color it should be (I dont know wich one might be more useful). The colors are the ones you can see on those models, just plain colors, not textures. If you need another reference, here is the reference I took for the model:

[http://media.giantbomb.com/uploads/0/1279/2141211-umbrella.p ng](http://media.giantbomb.com/uploads/0/1279/2141211-umbrella.png)

File Attachments

1) [Lemming_color_8.rar](#), downloaded 32 times

Subject: Re: A small final task in a model

Posted by [Fredd](#) on Wed, 24 Oct 2012 22:29:20 GMT

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A stl file format has no color info included, just the mesh. You need to export the original file in a format that saves materials(colors) then export as a x3D(VMRL2).

Subject: Re: A small final task in a model

Posted by [JACANT](#) on Wed, 24 Oct 2012 22:38:06 GMT

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Here's a tutorial you may find useful.

http://www.shapeways.com/tutorials/exporting_to_vrml_and_x3d_for_color_printing
