Subject: Model not facing front in shapeways image preview
Posted by maverickb on Fri, 26 Oct 2012 17:25:35 GMT
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Not sure what I am doing wrong but I made a few models in Sculptris and in Sculptris they are all facing the front but when I upload them to shapeways they are all facing upwards.

What am I missing?

http://i.imgur.com/fcZXw.png

http://i.imgur.com/SISLJ.png

File Attachments

1) Screen shot 2012-10-26 at 12.55.44 PM.png, downloaded 40 times

Subject: Re: Model not facing front in shapeways image preview
Posted by virtox on Fri, 26 Oct 2012 17:59:50 GMT
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The issue here is that the "up" axis in 3d software is not uniformly defined.
For some it's Y, for others it's Z.

The easiest solution is to pre-rotate and update your model on the site.

Cheers,

Stijn

Subject: Re: Model not facing front in shapeways image preview
Posted by maverickb on Fri, 26 Oct 2012 18:10:04 GMT
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virtox wrote on Fri, 26 October 2012 17:59The issue here is that the "up" axis in 3d software is not uniformly defined.
For some it's Y, for others it's Z.

The easiest solution is to pre-rotate and update your model on the site.

Cheers,

Stijn

I actually tried to pre-rotate the model and the preview was unaffected, any ideas?

Subject: Re: Model not facing front in shapeways image preview
Posted by virtox on Fri, 26 Oct 2012 18:25:57 GMT
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Eh no, then I'm a bit stumped.
So regardless of orientation it ends up wrong in shapeways?
Can you see the change in rotation when you view the model in other software like (free) meshlab?

Subject: Re: Model not facing front in shapeways image preview
Posted by Youknowwho4eva on Fri, 26 Oct 2012 18:42:25 GMT
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Try orienting in Blender. I've seen some weird orientations out of Sculptris OBJ export.