Subject: Render alignment in SW
Posted by Fredd on Thu, 08 Nov 2012 01:27:00 GMT
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Meshlab used to display in its viewscreen what the SW renders would display, correct directions for up and forward for the different formats you can upload. Ever since the renderer update at SW something is odd. Now if I want a model to display properly at SW as a stl, I have to regard blenders +Z direction as up, and forward as -Y. Unlike in the past when I had to rotate the model in Blender where Y was up, and Z was forward. to match the SW axis.
What totally confused me now for a .dae export in blender, I have to regard -Y as up, forward as -Z in blender to get the proper alignment of views?

Subject: Re: Render alignment in SW
Posted by stop4stuff on Sun, 11 Nov 2012 10:14:19 GMT
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Simple solution for any file format = create a render yourself, upload the image to the model page and set the image as the default image

Paul

stop4stuffModeller for hireShapeways ShopTwitterYouTube

Subject: Re: Render alignment in SW
Posted by Fredd on Mon, 12 Nov 2012 01:13:07 GMT
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Oh yes Paul, that has been done, several times.. I figured though posting the alignment axis's for the several formats would help new modelers/customers, as well as scaling tips for uploads.

Keith