Subject: Colour sandstone preview and video don't match.
Posted by lensman on Sun, 02 Dec 2012 02:26:40 GMT
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Anyone know why the colour preview of my model looks fine and yet the "video" only shows that standard one colour? More importantly, does this mean the model will actually print in colour?

If you want to take a look it's HERE in my shop.

Glenn

Subject: Re: Colour sandstone preview and video don't match.
Posted by Fredd on Sun, 02 Dec 2012 03:57:38 GMT
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Glen, that was just odd. What type of uv mapping technique did you use?
And what program did to convert ii into a VMRL?

Subject: Re: Colour sandstone preview and video don't match.
Posted by lensman on Sun, 02 Dec 2012 04:27:36 GMT
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I use ZBrush to export directly to VRML, and to create the UV's I use the UV Master Plug-in (now native to the programme). I have used this method in the past and most recently with several colour models. None of them exhibited this behaviour. I do recall seeing someone post a similar "bug" here but I'm not able to find the post anymore.

I've also sent a message to Customer Service but I was hoping someone over the week-end could help.

Glenn

Subject: Re: Colour sandstone preview and video don't match.
Posted by mkroeker on Sun, 02 Dec 2012 13:17:19 GMT

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Happens to mine regularly, although they only use two or three fixed colors assigned to primitives in the VRML file. Very simple models, say twelve red octahedra and two yellow ones, are correctly colored in the "video" preview, while larger ones have the colors applied to part of the structure, or are monochromic. If the static preview is correct, the prints will also be (allowing for limitations in the color range - a bright gold on screen ended up as a dirty ochre in print)

Subject: Re: Colour sandstone preview and video don't match.
Posted by lensman on Sun, 02 Dec 2012 14:22:37 GMT
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Thanks, that's good to know. Perhaps Customer Support will shed some light as to why it happens.

Glenn

Subject: Re: Colour sandstone preview and video don't match.
Posted by AlanHudson on Thu, 06 Dec 2012 21:51:33 GMT
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The video is a software release behind. We improved the texture handling for the imageviewer first. We'll get the video fixed soon but I don't have a release date for you yet. The image is what your item will look like printed.

Subject: Re: Colour sandstone preview and video don't match.
Posted by lensman on Thu, 06 Dec 2012 22:52:48 GMT
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Thanks, Alan, that's reassuring.