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Subject: modeler needed to fix my stl errors in 3Dmax  
Posted by [carlyemma](#) on Mon, 10 Dec 2012 05:38:25 GMT  
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Hi there,

I've exported my model into 3D max from Revit, and have run an stl check on it... some errors are showing up and not being well versed in 3D max... have no idea how to fix them.

Cheers,  
Carly

#### File Attachments

1) [K05 BOX.max](#), downloaded 47 times

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Subject: Re: modeler needed to fix my stl errors in 3Dmax  
Posted by [Fredd](#) on Mon, 10 Dec 2012 17:49:48 GMT  
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Could you include a stl, with the dimensions you want it printed ./me cannot convert a max file.

Keith

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Subject: Re: modeler needed to fix my stl errors in 3Dmax  
Posted by [carlyemma](#) on Wed, 12 Dec 2012 00:26:05 GMT  
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Hi Fred,

PLease find attached STL file,  
It sits within the max bounding box of 220mm x 220mm  
Thanks!  
Carly

#### File Attachments

1) [K03 BOX.STL](#), downloaded 46 times

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Subject: Re: modeler needed to fix my stl errors in 3Dmax  
Posted by [stop4stuff](#) on Wed, 12 Dec 2012 09:04:05 GMT  
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Carly,

Asides from the size, your model uploads to Shapeways just fine. Shapeways have some software called Mesh Medic that automatically checks models for errors and make repairs. You can also download NetFabb Stusio Basic (free) for error checking and repair before uploading to Shapeways. You can also use NetFabb for measuring and rescaling.

Here's what NetFabb reveals;

I suspect that the parts are made up of individual surfaces that are not all joined together.

Paul  
[stop4stuffpaul@stop4stuff.com](mailto:stop4stuffpaul@stop4stuff.com)Modeller for hireShapeways ShopTwitterYouTube

#### File Attachments

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1) [K3 Box.JPG](#), downloaded 108 times

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Subject: Re: modeler needed to fix my stl errors in 3Dmax  
Posted by [Fredd](#) on Wed, 12 Dec 2012 21:18:54 GMT  
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Here is an example of the start of the problems. You took a 6 sided circle, made a copy, then subdivided it. Then you extruded and started manipulating the mesh to create a model. But the two circles edges overlapped which is not good. Similar problems like that happened. No big deal, being new to modelling is tough enough, without having to worry about the specifics needed also for getting a model printable for 3D purposes.

Netfabb proly fixed the errors in a second so its worth uploading, as mentioned above.

Keith

#### File Attachments

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1) [overlapedges.png](#), downloaded 92 times

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Subject: Re: modeler needed to fix my stl errors in 3Dmax  
Posted by [carlyemma](#) on Thu, 13 Dec 2012 02:55:07 GMT  
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Awesome,  
Thanks so much for your responses and help! I'll try Netfabb now and see how I go

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