Subject: Abt Google SketchUp 3D, how to import vectors?
Posted by cnomis on Tue, 18 Dec 2012 07:58:37 GMT
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maybe this is a stupid question....all i wanna do is to trace a logo & print it on the model. i dun think should do it in a 3D software, but i dunno how to import the vector into SketchUp. i ve simply try copy & paste, but it dosen't work.

anyone could tell me how? thx a lot.

Subject: Re: Abt Google SketchUp 3D, how to import vectors?
Posted by denali3ddesign on Tue, 18 Dec 2012 18:24:55 GMT
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What format are the vectors in?

You can import DXF with this free plugin: Import DXF

Subject: Re: Abt Google SketchUp 3D, how to import vectors?
Posted by cnomis on Wed, 19 Dec 2012 03:01:44 GMT
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the vector is CS5 AI.
i install the plugin & export my logo to .dxf. but it didn't work. after choose the file & the pop-up window, it shows nothing.

is there any setting need?

Subject: Re: Abt Google SketchUp 3D, how to import vectors?
Posted by denali3ddesign on Wed, 19 Dec 2012 05:45:14 GMT
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Sorry, I don't know the settings - I have Sketchup Pro which imports DXF directly.

If that one doesn't work, you can try this one: DXF IN.

Subject: Re: Abt Google SketchUp 3D, how to import vectors?
Posted by CactusBones on Fri, 25 Jan 2013 21:35:13 GMT
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I found that if you can find a free sketchup 6 version, importing dxf from illustrator is a breeze (it was built into free sketchup versions back then)....modify it save it as a sketchup file and then you can pull it into sketchup 8.
I was unable to get the import dxf plugin to work for me in free sketchup 8 also so I wasted a bunch of time trying to research why the plugin didnt work..gave up.... and eventually found that round about method with sketchup 6 that works.

Subject: Re: Abt Google SketchUp 3D, how to import vectors?
Posted by Fredd on Sat, 26 Jan 2013 22:15:19 GMT
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If you can find a svg import plugin Gimp can convert a selection to a path, and export as svg.

Subject: Re: Abt Google SketchUp 3D, how to import vectors?
Posted by Fredd on Sat, 26 Jan 2013 22:19:58 GMT
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Since Bones knows about dxf/svg imports, half the battle is won. I really need to post the remesh trick here for fonts/curves it makes things much better topology for deformations by curve modifiers.

Subject: Re: Abt Google SketchUp 3D, how to import vectors?
Posted by cnomis on Sun, 27 Jan 2013 04:33:54 GMT
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yes, i appreciate that if do so. wait for ur demostration~~