
Subject: full color sandstone, X3D, no color in preview
Posted by [jboulder](#) on Thu, 20 Dec 2012 17:29:08 GMT
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I having no luck getting colors to properly work with my 3D model.

- * I'm using solid colors (not UV patterns) and a .x3d generated by MeshLab.
- * I can reimport import the triangle2.x3d file using MeshLab and it has the right colors.
- * I can see that colors are included in the XML data structure.
- * When uploaded to shapeways the preview is monochrome.

Does anybody know what's going wrong? Does anybody have an example .x3d file that includes static colors? Thanks for the help!

File Attachments

1) [triangle2.zip](#), downloaded 28 times

Subject: Re: full color sandstone, X3D, no color in preview
Posted by [mkroeker](#) on Thu, 20 Dec 2012 17:35:27 GMT
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Does it work if you upload just the x3d file (either as-is or zipped, but without the unreferenced and unneeded.png file?)

Subject: Re: full color sandstone, X3D, no color in preview
Posted by [mkroeker](#) on Thu, 20 Dec 2012 18:11:22 GMT
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Got it now - the x3d importer at shapeways does not seem to understand RGBA colors, only RGB. (I used view3dscene to export your file in "classic encoding" - x3dv with mostly vrml2 syntax, which makes it more human-readable and then changed "ColorRGBA" to just "Color" and deleted the trailing "1" in each entry. No doubt there is an easier way, but I am still more familiar with archaic text editors than

with MeshLab)

File Attachments

1) [triangle2.x3dv](#), downloaded 26 times

Subject: Re: full color sandstone, X3D, no color in preview

Posted by [jboulder](#) on Wed, 26 Dec 2012 19:03:38 GMT

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Thank you for the help. With your edits the file uploads correctly. Since other users may have difficulty with encoding color for sandstone printing I'd like to suggest that you include some example files for colored and UV mapped surfaces. Then when there's a problem the more technically inclined can at least have a prototype for a "properly formatted" file. The page to which attachments would have helped me is the following.

http://www.shapeways.com/tutorials/exporting_to_vrml_and_x3d_for_color_printing

Cheers!
