
Subject: Need ZBrush and Rhino specialist
Posted by [naga_prime](#) on Fri, 28 Dec 2012 01:18:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Shapeways community:)

I need help correcting a shape (in STL format) for an urgent project.
Corrections 1) to make one side of the shape symmetric to the other 2) to make the base of the model flat (now it is bumpy and wobbles when put on a table. And after the 2 corrections we need to make sure that the model is printable:)

Also, there are more project in creating from scratch....

PLease send your example of work and brief description,

Ana

Subject: Re: Need ZBrush and Rhino specialist
Posted by [gafsadesign](#) on Fri, 28 Dec 2012 08:44:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

heloo you can visit my shop to see my work
contact me
wassymj89@gmail.com

Subject: Re: Need ZBrush and Rhino specialist
Posted by [codexehow](#) on Sat, 29 Dec 2012 03:01:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Send me what you have so far and I'll let you know if I can help you. You can find contact info at the site listed in my sig.

Subject: Re: Need ZBrush and Rhino specialist
Posted by [SGDesigns](#) on Sun, 06 Jan 2013 08:13:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Symmetry and flat on the bottom will take only a few seconds to fix. Check out my shop if you wanna see some of my work. The only programs I use are zbrush 4r4 and Rhino 3d.

You can always import the .stl file into zbrush and do an X axys symmetry weld. It only takes a second.

Geometry>Modify Topology>Mirror and Weld

To make the bottom flat, all you need to do is in zbrush, go to the Deformation menu and select Flatten at the Y axis to flatten from the bottom up.