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Subject: Hard/Smooth edges ?

Posted by [ng.aniki](#) on Thu, 13 Aug 2009 00:25:09 GMT

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Hi !

I would like to print one of my models, but here is the problem: This model is designed for videogames, so -> lowpoly.

Here is my question: The model is looking fine in my 3D software when I set the edges hardness. Will the printer take care if this ? Or not, then I will not be able to print my model ?

Thank you !

(btw: I tried different smoothing tools but the result is never satisfying, it don't take care of harden edges or preserve them completely and it looks bad)

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Subject: Re: Hard/Smooth edges ?

Posted by [WiKKiDWidgets](#) on Thu, 13 Aug 2009 01:36:54 GMT

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Afraid not my freind, the printers do no smoth out the lines of your model. However, you do have some options. You can increase the resolution of the model (add poly's) and smooth out the corners that way. with Blender, you can user either a Subsurf modifier or add a Multires.

Subsurf:

[http://wiki.blender.org/index.php/Doc:Manual/Modelling/Meshes/Subdivision\\_Surfaces](http://wiki.blender.org/index.php/Doc:Manual/Modelling/Meshes/Subdivision_Surfaces)

Multires:

<http://www.blender.org/development/release-logs/blender-243/multires/>

Many other 3D software packages have similar options as well.

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Subject: Re: Hard/Smooth edges ?

Posted by [randomblink](#) on Thu, 13 Aug 2009 14:56:14 GMT

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It looks like you're using 3ds max, just add a Pro-Optimizer Modifier and adjust the polys... then select by poly face, select the faces that need smoothing and use the MSmooth option in the Modeling Ribbon... or add the TurboSmooth modifier and play with the polys and attribtes...

(just a thought)

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