
Subject: High output STL detail
Posted by [Esoteric777](#) on Mon, 14 Jan 2013 17:00:42 GMT
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I feel like im stymieing myself ive seen some great models on this site but when i do them they some come out with a really stepped edge. this is my current STL export setting it could be improved but i dont know where to start.

Subject: Re: High output STL detail
Posted by [stonysmith](#) on Mon, 14 Jan 2013 18:22:42 GMT
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What program is that?

Subject: Re: High output STL detail
Posted by [JACANT](#) on Mon, 14 Jan 2013 19:56:14 GMT
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Looking at the models in your shop, there is nothing wrong with the settings you have now. By 'stepping' do you mean when they have been printed?
WSF prints with stepped lines depending on the geometry of your model.
Check this link <http://www.shapeways.com/materials/strong-flexible-design-guidelines> Print lines or "Stepping"

Subject: Re: High output STL detail
Posted by [Esoteric777](#) on Tue, 15 Jan 2013 05:22:26 GMT
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sorry the program is autodesk inventor 2013 student edition

Subject: Re: High output STL detail
Posted by [Esoteric777](#) on Tue, 15 Jan 2013 05:23:45 GMT
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JACANT wrote on Mon, 14 January 2013 19:56 Looking at the models in your shop, there is nothing wrong with the settings you have now.

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thanks, i mostly get FUD parts but last time i had stuff made it had a step to it on a curved surface

Subject: Re: High output STL detail

Posted by [Esoteric777](#) on Wed, 16 Jan 2013 07:43:57 GMT

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JACANT wrote on Mon, 14 January 2013 19:56 Looking at the models in your shop, there is nothing wrong with the settings you have now.

By 'stepping' do you mean when they have been printed?

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I had it happen with FUD, at that setting it only gave it 13k poly count

Subject: Re: High output STL detail

Posted by [Mhagan](#) on Thu, 14 Feb 2013 17:33:22 GMT

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From your photo, it looks like you have a slight curve to the surface of your model and that is resulting in stepping. To prevent the stepping, either remove the curve and make it flat, or make the curve more pronounced. increasing the triangle count won't help.
