
Subject: Wrapping patterns

Posted by [CactusBones](#) on Fri, 25 Jan 2013 21:32:45 GMT

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I just started messing with sketchup a few months ago and have dabbled a bit in blender. I have been using mostly illustrator and sketchup to make my items in my shop thus far. I really would like to graduate from the sticking 2d planes together or using the follow me tool for ring bands into actually being able to wrap a pattern I around a curve or curved volume. For instance, if I wanted to make my branching heart necklace design into a cuff - wrap it around a cylindrical shape to get a smooth curve. Is this even possible in sketchup, is there another program that I can use to do this? I am on a mac..

Ive heard maybe rhino? Also I prefer to stay with free programs...but would love to hear of anything.

thanks!

Subject: Re: Wrapping patterns

Posted by [CactusBones](#) on Fri, 25 Jan 2013 22:08:33 GMT

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for instance if I wanted to make a similar design to my designs below in a 3d program

<https://www.etsy.com/listing/92588319/copper-cuff-bracelet-m-aiden-design>

<https://www.etsy.com/listing/90083327/automaton-copper-cuff-bracelet-cage>

I currently solder and do this all by hand...looking for some creative expansion in 3d - I feel rather limited thus far because of not knowing how to handle curves

Subject: Re: Wrapping patterns

Posted by [Fredd](#) on Sat, 26 Jan 2013 20:54:17 GMT

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Take the mesh, use regular subdivision LOTS, apply a curve modifier to it in blender. The reason for the subdivision you want it smooth at printing time, and do not want the mesh to deform outrageously while it is deformed by the modifier.

Or could use the shrink wrap mod on a cylinder,

Keith

Subject: Re: Wrapping patterns
Posted by [JACANT](#) on Sat, 26 Jan 2013 21:52:05 GMT
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It's an old version of Blender but it will give you the basic idea.
http://www.youtube.com/watch?v=yasl_r2DNv4
<http://www.shapeways.com/blog/archives/654-tutorial-how-to-c-reate-your-own-ring-in-blender.html>

Subject: Re: Wrapping patterns
Posted by [Fredd](#) on Sun, 27 Jan 2013 00:28:02 GMT
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This is a very good technique for svg curves, fonts you want to use curve modifiers on. When I read the article, the technique was for renders. But it is perfect for 3D prints models when you need something applied to a curve. Take the font/ curve object and turn it into a mesh(Alt C). Extrude it the distance the material needs for detail, wall thickness. Now apply the remesh modifier. Unclick remove disconnected pieces, set octree to 6 or 7. apply mod.

In the image, I had a font with remesh mod applied and a text turned into a mesh with curve modifier. Using regular subdivide on the mesh with remesh applied, you will get a smoother surface, on the other mesh the result will be a nasty topology of triangles.

Keith

And yes it is a tacky promo for SW's

File Attachments

1) [screen.png](#), downloaded 159 times

Subject: Re: Wrapping patterns

Posted by [CactusBones](#) on Sun, 27 Jan 2013 01:26:35 GMT

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Thank you so much! I will try all of these things. I am new to this, so not even knowing the proper terms for what it is I want to do sometimes prevents me from using the internet to educate myself about 3d methods. Thanks for the links.
