
Subject: Wall too thin

Posted by [WoodCarving](#) on Tue, 29 Jan 2013 19:47:16 GMT

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Hi,

I've designed a project with Gimp (2D) and I used the Create -> 2D to 3D but walls are too thin. I tried to design my model with Blender.

But I'm a beginner and I'm not sure that my walls are in the good size..

How can I make my models printable ?

Subject: Re: Wall too thin

Posted by [Fredd](#) on Tue, 29 Jan 2013 20:21:05 GMT

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the min wall thickness needs to be at least 7.62 mm (.3") according to the picture. You know that Blender can import a SVG that you create from Gimp as a curve, turn it into a filled and extruded mesh. If you want to use the co-creator, try scaling the BW image up, then try uploading. or if you want, post the BW image here. that model should take me just a few minutes. Add the base dimension measurements you want it printed at, material choice and height of the font. The stuff you input into the co-creator

Subject: Re: Wall too thin

Posted by [stonysmith](#) on Tue, 29 Jan 2013 22:42:50 GMT

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Fredd wrote on Tue, 29 January 2013 20:21 the min wall thickness needs to be at least 7.62 mm (.3")

Fredd.. you're off by ten. That is .03" or 0.7mm for WSF

Subject: Re: Wall too thin

Posted by [Fredd](#) on Wed, 30 Jan 2013 02:05:20 GMT

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Gaah I need glasses. big difference between .03" and 3". either that or the beer was typing.. I am betting it was the beer.) and .3"

Hobbles back to his room at "The Home."

Subject: Re: Wall too thin
Posted by [WoodCarving](#) on Thu, 31 Jan 2013 17:36:59 GMT
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Thank you for the answers.
Here's the model i designed with Blender.

Subject: Re: Wall too thin
Posted by [Youknowwho4eva](#) on Thu, 31 Jan 2013 18:09:53 GMT
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Woodcarving, please attach the image you uploaded for the 2D 3D creator, and what material you'd like it printed in. That way people that can help you get it printed know exactly what to do.

Subject: Re: Wall too thin
Posted by [WoodCarving](#) on Thu, 31 Jan 2013 18:26:14 GMT
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Ok, I'm sorry I'm french I've some difficulties with English.
I'll do it.

Subject: Re: Wall too thin
Posted by [WoodCarving](#) on Thu, 31 Jan 2013 18:37:16 GMT
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Here's the picture I used for the 2D 3D creator.
I would like in stainless steel.

Subject: Re: Wall too thin
Posted by [WoodCarving](#) on Thu, 31 Jan 2013 18:38:42 GMT
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Here's a preview of the final model I want.

Subject: Re: Wall too thin

Posted by [Fredd](#) on Fri, 01 Feb 2013 07:16:09 GMT

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If you are going to use creator, try scaling the image by 3. Your Model had the dimensions of about 2mmx2mmx 6mm when I opened The import as a either a svg or a dxf it was way tiny, when path was converted to a curve. Still needs converted to a mesh before export also. But you cleaned up the vector import very well, I might add.

Subject: Re: Wall too thin

Posted by [WoodCarving](#) on Wed, 20 Feb 2013 17:24:30 GMT

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I fanally succes to make it printable by using Inkscape.

Thank you for yor answers that help me
