Subject: Wall too thin
Posted by WoodCarving on Tue, 29 Jan 2013 19:47:16 GMT
View Forum Message <> Reply to Message

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 designed 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
View Forum Message <> Reply to Message

the min wall thickness needs to be at least7.62 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 c0-creator

Subject: Re: Wall too thin
Posted by stonysmith on Tue, 29 Jan 2013 22:42:50 GMT
View Forum Message <> Reply to Message

Fredd wrote on Tue, 29 January 2013 20:21the min wall thickness needs to be at least7.62 mm(.3")

Fred.. 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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

I fanally succes to make it printable by using Inkscape.
Thank you for yor answers that help me