Subject: Beetle!
Posted by VertexPusher on Wed, 30 Jan 2013 20:15:27 GMT
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My first print ever arrived recently. I have finally had a chance to snap some photos of it to post up.

The model was sculpted and exported from Zbrush with some minor geometry cleanup in Maya.

I think I am hooked! Looking forward to making more prints with Shapeways in the future!

The print -

A render of the model -

- V

File Attachments
1) beetle_PHOTO_1.jpg, downloaded 532 times
2) beetle_PHOTO_2.jpg, downloaded 530 times
3) beetle_green.jpg, downloaded 521 times

Subject: Re: Beetle!
Posted by Youknowwho4eva on Wed, 30 Jan 2013 20:16:31 GMT
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Looks great! are you going to paint him up like your render?

Subject: Re: Beetle!

Posted by natalia on Wed, 30 Jan 2013 20:18:30 GMT
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wow!!

Subject: Re: Beetle!
Posted by Tjsolo on Wed, 30 Jan 2013 21:02:36 GMT
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Haha, I love this. This would scare the bejesus out of someone at that size .. It looks so real.

Subject: Re: Beetle!
Posted by VertexPusher on Thu, 31 Jan 2013 00:00:53 GMT
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Thanks everyone for the kind comments!

Youknowwho4eva wrote on Wed, 30 January 2013 20:16Looks great! are you going to paint him up like your render?

@Youknowwho4eva - I'm not sure yet If I will paint him up. A few people that I've shown it to have asked me that. Right now I'm just really happy how great the print turned out. Maybe at some point I could get another copy to try out painting on one. Can you recommend any good guides for painting on the WSF material? I will update the post if I end up making any modifications!

-V

Subject: Re: Beetle!
Posted by Youknowwho4eva on Thu, 31 Jan 2013 14:44:33 GMT
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I can recommend a whole section of finishing techniques for all Shapeways materials! You can limit it down using the search (not the search at the top of the page, but the forum search magnifying glass to the top right of the page)

I would also start bugging (pun unintended) SW to start dying in green. I think he'd look perfect dyed in green.

Subject: Re: Beetle!
Posted by mkroeker on Thu, 31 Jan 2013 15:35:07 GMT
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Is that the "polished" or standard quality of "white, strong and flexible" ? (Wondering if the legs and antennae
would survive polishing, which seems to be a prerequisite for the dyed materials now).
And that bug absolutely needs some kind of drive , maybe bristlebot like

Subject: Re: Beetle!
Posted by VertexPusher on Fri, 01 Feb 2013 19:47:43 GMT
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Youknowwho4eva wrote on Thu, 31 January 2013 14:44I can recommend a whole section of finishing techniques for all Shapeways materials! You can limit it down using the search (not the search at the top of the page, but the forum search magnifying glass to the top right of the page)

I would also start bugging (pun unintended) SW to start dying in green. I think he'd look perfect dyed in green.

Thanks! I have been poking around in the post production section a bit. There is a lot of really useful information in there.

I also would be really happy if Shapeways would at least offer options to dye WSF in all of the primary and secondary colors. I imagine there must be some sort of difficulty doing so for some reason.

-V

Subject: Re: Beetle!
Posted by Youknowwho4eva on Fri, 01 Feb 2013 19:58:04 GMT
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As far as the colors SW offers. We stared with a set and perfected the process. Now that the process is perfected, we'll work on new colors and release them as they are perfected.

Subject: Re: Beetle!
Posted by VertexPusher on Fri, 01 Feb 2013 20:02:00 GMT
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mkroeker wrote on Thu, 31 January 2013 15:35Is that the "polished" or standard quality of "white, strong and flexible" ? (Wondering if the legs and antennae
would survive polishing, which seems to be a prerequisite for the dyed materials now).
And that bug absolutely needs some kind of drive , maybe bristlebot like

I had it printed in the standard WSF. I was actually primarily concerned as to what would happen to his antennae during the polishing process. I don't understand how the polish is accomplished, but I imagined some sort of tumbler or other such contraption and figured it wouldn't be a good idea. In any case I wanted to see what the unpolished WSF looked like for my first print especially considering the notes on the site as to the dulling effect the polishing would understandably have on the details reproduced in the print. I am also interested in getting a print done in one of the detail materials eventually as well.

I love the idea of turning him into some sort of robot or even wind-up contraption. I wish I had the knowledge or means to do such a thing!

-V

Subject: Re: Beetle!
Posted by VertexPusher on Fri, 01 Feb 2013 20:15:17 GMT
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Youknowwho4eva wrote on Fri, 01 February 2013 19:58As far as the colors SW offers. We stared with a set and perfected the process. Now that the process is perfected, we'll work on new colors and release them as they are perfected.

Ah! That's great to hear! It's understandable that SW wouldn't want to make the colors available until they were up to snuff.

-V

Subject: Re: Beetle!
Posted by lensman on Tue, 05 Feb 2013 02:33:31 GMT
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Try dying it in Macha Tea... I haven't tried this yet, but it's on my to do list...

I just wish it was possible to print something this delicate in bronze...

Glenn