
Subject: SolidWorks full color print, using images?
Posted by [drakedrake](#) on Mon, 18 Feb 2013 20:35:44 GMT
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Don't know if i'm the only one, but i'm really having a hard time getting started with making full color prints using SolidWorks :/
I could get it to work when i only use "flat" colors, but i really can't see how i can get it to work using images as textures.

I have this model:
Shapeways: Minecraft - Baby-Pig Earrings

But I wanted to try to make one with textures, so i got the texture split up to multiple texture images, resized and have gotten the textures on the model in SolidWorks:

But... I really can't figure out how to save the model so it will work with shapeways full color print
Can someone help me? xD

Subject: Re: SolidWorks full color print, using images?
Posted by [JACANT](#) on Mon, 18 Feb 2013 20:44:25 GMT
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Maybe this will help
http://www.shapeways.com/tutorials/exporting_to_vrml_and_x3d_for_color_printing

Subject: Re: SolidWorks full color print, using images?
Posted by [drakedrake](#) on Mon, 18 Feb 2013 20:48:50 GMT
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Have looked at it, but can't figure out what i should do xD feel like nothing works xD

Subject: Re: SolidWorks full color print, using images?
Posted by [mkroeker](#) on Thu, 21 Feb 2013 14:49:33 GMT
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If all else fails, you could try exporting your model as stl, read it into meshlab and try to affix your

textures there, then save
as x3d and zip it together with the texture image for uploading.
