Subject: Blender .x3d and Full Colour Sanstone (FCS)
Posted by AmLachDesigns on Thu, 21 Feb 2013 07:54:19 GMT
View Forum Message <> Reply to Message

Hi,

I've looked in the forums (fora?) and I can't quite find the answer I am looking for - I hope someone can help.

I am trying to upload a model with a texture from Blender:

1. Am I correct that the only way to do this is in a .x3d file and that there is no way to do it with .stl?

2. Do I need to .zip my .png for the texture with the .x3d or should it somehow be included in the model? I managed to upload a rudimentary (vertex painted) model without this, but it won't work with this model.

Thanks in advance and please explain as if to a child...

Subject: Re: Blender .x3d and Full Colour Sanstone (FCS)
Posted by mkroeker on Thu, 21 Feb 2013 12:41:28 GMT
View Forum Message <> Reply to Message

Quote:1. Am I correct that the only way to do this is in a .x3d file
Per the file format list on the "Create" upload page, yes. (You could also use VRML2 aka VRML97, but that is roughly the pre-xml dialect of the same format)

Quote:there is no way to do it with .stl?
Yes, STL is triangles without colors or even units. (There is a potential successor named AMF that adds both, but has not gained as much traction yet)

Quote:Do I need to .zip my .png for the texture with the .x3d
Yes, and the zip should have no internal folder structure, i.e. just the .x3d and png file.
Also make sure that the texture reference in the x3d file is just the filename without any folder names.
And do not set any transparency on objects - while it probably does not matter for printing, transparency is faithfully reproduced in the preview, which can be very confusing.

Subject: Re: Blender .x3d and Full Colour Sanstone (FCS)
Posted by AmLachDesigns on Thu, 21 Feb 2013 12:51:07 GMT
View Forum Message <> Reply to Message

thx, will give it a go.

Subject: Re: Blender .x3d and Full Colour Sanstone (FCS)
Posted by Fredd on Sat, 02 Mar 2013 19:24:32 GMT
View Forum Message <> Reply to Message

remember before uploading you will need to scale the model since when you a upload a model in a color format sw will regard a blender unit dimension as a meter, for printing purposes.

Subject: Re: Blender .x3d and Full Colour Sanstone (FCS)
Posted by AmLachDesigns on Sat, 02 Mar 2013 19:38:50 GMT
View Forum Message <> Reply to Message

Thx again