
Subject: Help! Full collar sandstone almost \$500
Posted by [rubyscooby](#) on Sat, 09 Mar 2013 01:19:18 GMT
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I created a full color sandstone model and it's over \$400. I created the right size hole and it's about 13 cm wide. This seems like a crazy amount of money? What am I doing wrong. This is my first color sandstone model so far. I double checked on the size as I did see on the tutorials VRML might send it too big.

<http://www.shapeways.com/model/964379/candle.html?li=my-models&key=8a1b141a5aa50f211c8df9eb47417a56>

Please help

Thanks Ruby
Ruby

Subject: Re: Help! Full collar sandstone almost \$500
Posted by [rubyscooby](#) on Sat, 09 Mar 2013 02:41:42 GMT
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I wonder if it's because it's not hollow? I am trying Meshlabs to hollow it out without much luck so far.

Subject: Re: Help! Full collar sandstone almost \$500
Posted by [stonysmith](#) on Sat, 09 Mar 2013 03:53:54 GMT
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If it's not hollow, there's your problem. But, even if you hollowed it out, it'd run about \$100.

<http://stonysmith.com/wired/VolumeEstimator.asp?L=105&W=137&H=128&T=3&S=1>

Subject: Re: Help! Full collar sandstone almost \$500
Posted by [rubyscooby](#) on Sat, 09 Mar 2013 18:23:55 GMT
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Thanks your right! I hollowed it out and it's down to \$40! Yea. I hope it passes inspection. For anyone curious on how I hollowed it out. I duplicated the model and then did a negative inflate in

Zbrush. I polished it and then did a merge. The hole I cut out using booleans in C4D. Hope it works!

Ruby
