Subject: VMRL file not showing all textures on Export
Posted by paulelderdesign on Fri, 05 Apr 2013 14:10:42 GMT
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Hi guys I have a tricky one, no doubt I have checked boxes I shouldn't have

Basically my model should look like this

but on export it looks like this

I have a feeling it's texture id's or something in the baking dialogue I shouldn't have clicked
Any idea what is happening during render to texture that causes this?

Thanks in advance

Paul

EDIT: There's a whole material missing the outer circle

Subject: Re: VMRL file not showing all textures on Export
Posted by paulelderdesign on Sat, 06 Apr 2013 07:36:45 GMT
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Anyone? It's had a few views

Paul

Subject: Re: VMRL file not showing all textures on Export
Posted by wedge on Tue, 09 Apr 2013 18:23:09 GMT
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hard to say where the problem is. But it seems to me there are missing Parts. If I could analyse the vrml I can say you if this is a problem from Shapeway or the export.

Best is visit the vrml in a VRML Browser, i.e. instantreality (www.instantrealty.org) and see if the

exportet VRML is correct.

Wihch modelling software use you?

Subject: Re: VMRL file not showing all textures on Export
Posted by paulelderdesign on Tue, 09 Apr 2013 20:34:29 GMT
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I'm using 3ds max do you want the file? maybe you could help

Paul