

---

Subject: VMRL file not showing all textures on Export  
Posted by [paulelderdesign](#) on Fri, 05 Apr 2013 14:10:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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.instantreality.org](http://www.instantreality.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  
[View Forum Message](#) <> [Reply to Message](#)

---

I'm using 3ds max do you want the file? maybe you could help

Paul

---