Subject: Exporting to X3D from Blender
Posted by GarySG on Sat, 20 Apr 2013 00:36:45 GMT
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I'm currently trying to learn to use blender for it's full color benefits, but i'm having trouble exporting the model. when I export the file as an X3D file type, and upload it, it uploads without a texture. I'm new to the program, but I can't quite understand what I could be missing. I looked up tutorials on UV wrapping, that didn't work, nor did simply assigning the object a blanket material. Thanks for any help

Subject: Re: Explorting to X3D from Blender
Posted by AmLachDesigns on Sat, 20 Apr 2013 06:22:54 GMT
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Hi,

when you upload an x3d file where the object has a texture, you must create a zip file with the model file AND the texture file in and upload the zip file to SW.

Put your model file in a directory and then put the texture file in the same directory. Select them both and then 'Send to' a 'Compressed (Zipped) folder'.

Just as a check you can also give your object a material with a colour and upload that directly as x3d, without a texture. It will be just one colour but you will have a coloured object in SW.

Yet another approach which does not require zipping is vertex painting: I'm not too familiar with this, but it does work.

Good Luck!!

Subject: Re: Explorting to X3D from Blender
Posted by GarySG on Sat, 20 Apr 2013 15:57:53 GMT
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Thanks for the pointers

I've painted it now in vertex paint, but I've yet again hit a snag. It uploaded to the site without any color, yet offers it in full-color sandstone

Am I supposed to save the paint job as the model's texture somehow?

Subject: Re: Exporting to X3D from Blender
Posted by GarySG on Sat, 20 Apr 2013 16:36:53 GMT
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Scratch that, after watching a tutorial online, I realized that I had to assign a material to the model, and then select the option to use the vertex paint for the material.

So I did indeed upload the colored model to SW successfully, thank you for the assistance

Last thing I have to do is find out why some of the faces aren't being painted, leaving black triangles spotted all over the model. Hm Youtube, here I come

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Subject: Re: Exporting to X3D from Blender
Posted by mkroeker on Sat, 20 Apr 2013 17:00:40 GMT
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Depends on where you see the black triangles - the rotating 3d preview is buggy. Best check with a vrml/x3d viewer such as view3dscene.

Subject: Re: Exporting to X3D from Blender
Posted by GarySG on Sat, 20 Apr 2013 19:43:10 GMT
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It isn't looking correct in View3DScene either, it's like those faces are invisible in that program, and blacked out on the site. Is there any way I can ask customer service to look at how the 3D model will print in full color SS before I actually order it? I wouldn't want to order it with the black triangles

I looked for tutorials for fixing the black faces, but couldn't find any :/

Subject: Re: Exporting to X3D from Blender
Posted by JACANT on Sat, 20 Apr 2013 20:21:04 GMT
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It could be that the black triangles are inside out.
Try 'Ctrl N' to recalculate outside normals

Subject: Re: Exporting to X3D from Blender
Posted by GarySG on Sat, 20 Apr 2013 20:29:06 GMT
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I tried Ctr+N, entire sections of the model dissappeared.

I feel like those faces are actually missing, when I view it in edit mode, triangles are see-through. Is there a repair function? I think that must be what SW is doing, repairing and filling those missing triangles, but obviously not having a color to go on them, because they weren't there to start with.

Subject: Re: Exporting to X3D from Blender
Posted by GarySG on Sat, 20 Apr 2013 20:33:27 GMT
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Here, I've attached the file, if anyone would like to give it a go. I'm sure there's some simple command that could fix it.. hopefully.

EDIT: If it makes any difference, I used sculpt to create it.

File Attachments

1) Demon_03.blend, downloaded 36 times

Subject: Re: Exporting to X3D from Blender
Posted by stonysmith on Sat, 20 Apr 2013 20:53:45 GMT
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In my experience, if the color preview isn't right, then it won't print correctly either.

Subject: Re: Exporting to X3D from Blender
Posted by GarySG on Sat, 20 Apr 2013 21:00:23 GMT
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http://www.shapeways.com/model/1052215/creepy-12-color-almos

t-done.html?li=my-models&key=48aad02a047135fe7fffdf41824 fec15

I'm not sure what to do, to be honest. It's odd, when I render it in Blender, it's fine.

File Attachments

1) demon_02.png, downloaded 86 times