Subject: Is it possible to upload models >64Mb?
Posted by timothyjharrison on Fri, 26 Apr 2013 12:52:31 GMT
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I am interested in uploading a model which is larger than 64Mb. Is this possible?? This is because if I reduce the resolution of the model until it is 64Mb in size (stl) then it appears to be quite stepped. See attachments for example. The model is large and has 100s of both internal and external surfaces which is why I think I need it larger than 64Mb.

File Attachments

1) smooth file_800Mb.jpg, downloaded 175 times
2) stepped file_64Mb.jpg, downloaded 179 times

Subject: Re: Is it possible to upload models >64Mb?
Posted by mkroeker on Fri, 26 Apr 2013 13:25:33 GMT
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Are you already saving this as a "binary" STL file instead of the human-readable version ? Also keep the
1 million triangle limit in mind...

Subject: Re: Is it possible to upload models >64Mb?
Posted by Youknowwho4eva on Fri, 26 Apr 2013 13:41:44 GMT
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What material are you aiming for, and what is the size of those facets? If you are under the 1 million triangles, you can zip your file. If the zip is under 64mb it should upload.

Subject: Re: Is it possible to upload models >64Mb?
Posted by timothyjharrison on Fri, 26 Apr 2013 14:27:33 GMT
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Thanks for responses.

the tubes are 2.88 diameter so the facets are about 0.7mm wide which I think would be noticeable.

What is the 1,000,000 triangle rule?

am not sure if the stl file is binary or ASCII. It was saved from CATIA V5 as a stl file. I'm not sure which it uses.

I will also try zipping the file.

Subject: Re: Is it possible to upload models >64Mb?
Posted by Youknowwho4eva on Fri, 26 Apr 2013 15:06:56 GMT
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Right click the file, Open with, and select notepad. If it's a bunch of gibberish it's binary. If it's coordinates, its Ascii.

Subject: Re: Is it possible to upload models >64Mb?
Posted by stop4stuff on Tue, 14 May 2013 10:20:57 GMT
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1 million triangles is the limit set by Shapeways for model uploads, this is incorrectly referred to as 1 million polygons on the upload/create page. (polygons can be made up of more than 1 triangle)

For a 1million triangle model, an STL binary is 47.6 MB and STL ascii is 202 MB

You can load & export either using NetFabb Basic (and it will show the triangle count too).

Another non-issue that can cause an unspecified upload fail result is the complexity of a model, for instance if a model is made up of many rings that interlock e.g. chainmaille, Shapeways MeshMedic can spend so long checking the integrity of the model that it reaches it preset time-out (20 minutes iirc). A single near 1million triangle colour model or multiple smaller colour models in one file can also cause the same time-out.

Paul,

stop4stuff Modeller for hireShapeways Shop - Controller PendantTwitterYouTube

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