
Subject: Whole object is non-manifold, 20.3MB stl file
Posted by [isnoop](#) on Sun, 20 Sep 2009 23:05:02 GMT
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It would appear that my model is suffering from multiple problems. I am proficient in Illustrator and Sketchup, but Blender is a bit overwhelming my first time in.

First, the main logo consists of just under 300K vertices, most of which are completely pointless. Is there some tool I can use which will automatically eliminate vectors which do not create an angled face?

Second, I followed the tutorial to resolve the non-manifold error, but my entire model (all 300,312 edges) are selected. Perhaps there is a tiny hole somewhere in my shape, but I can't find it. Is there a script or easy means to locate that?

Thanks!

File Attachments

1) [soap.stl.zip](#), downloaded 145 times

Subject: Re: Whole object is non-manifold, 20.3MB stl file
Posted by [isnoop](#) on Mon, 21 Sep 2009 00:24:35 GMT
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Okay, despite being pretty sure I'd removed duplicates once before, did it again and reduced the model down from 300K edges to 19.5K edges. A significant improvement, to be sure. I suppose now it is not as essential to reduce the number of worthless polys in the main logo, but it would be nice.

The non-manifold bits left over are a gnarly bit of nearly hidden shapes that I could just as easily do without.

Subject: Re: Whole object is non-manifold, 20.3MB stl file
Posted by [crsdf](#) on Mon, 21 Sep 2009 02:42:10 GMT
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Here's your main problem. Red indicates flipped normals.

I've attached the fixed file for you, but I still think it'll need some work. A lot of your conversion artifacts are quite small and will probably flag the shapeways systems for minimum feature size.

I recommend exploding your model into shells, deleting all the unnecessary junk, and then boolean everything back together.

Also, converted your model to mm.

File Attachments

1) [somedudessoapthing.JPG](#), downloaded 225 times

2) [Emily's Essentials Soap r1-fix.stl](#), downloaded 118 times
