Subject: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by Dotsan on Sun, 08 Nov 2009 12:42:49 GMT
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Expertise: Models created, checked, repaired, shelled and colored
Experience: 10yrs+
Portfolio: Dot San
Flickr: Dot San on Flickr
Rate:Fixed rate,no two jobs are the same,email to discuss
 Shapeways Interview
 Facebook
Twitter
Tumblr
Society 6

We like challenges, so don't be shy in coming forward with any questions. Please feel free to contact my customers below for a reference.

Your ideas modeled and checked for 3D Printing by Dot San by Dot San, on Flickr

Subject: Re: Have your models created, checked, repaired and shelled
Posted by SDabbs on Mon, 09 Nov 2009 09:33:34 GMT
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HI,

I just wanted to say that DotSan provided me with an excellent service - I tried hollowing the piece out myself (using zbrush) but ended up wih a lumpy un-uniformed thickness.

DotSan created the minimal wall thickness (to minimise material costs), remodeled the base (which was a vey unpleasant angled block) and re-created the plaque - which is so much cleaner now.

Thanks DotSan!!

Subject: Sketch Up model repaired

Posted by Dotsan on Mon, 09 Nov 2009 17:38:28 GMT
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Umberto had a model he created in Sketch Up, unfortunately it could not be printed because it had naked edges, non-manifold issues and disjointed parts. We were able to fix his Sketch Up file very quickly.

http://www.dotsan.com

Subject: Re: Sketch Up model repaired
Posted by umbe0471 on Tue, 10 Nov 2009 09:45:18 GMT
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I am a beginner, my sketcup model get the "manyfold error" so I searched help in the forum.
DotSan fixed my model in few message posts, now I've ordered the model!
Thanks DotSan!

Subject: Re: Have your models created, checked, repaired and shelled
Posted by Dotsan on Fri, 20 Nov 2009 17:10:32 GMT
View Forum Message <> Reply to Message

I've been working with Travis from Mississippi. A fleet of battleships for a game he is putting together, there is still one more to do to complete the set. The models were created from his drawings.

http://www.dotsan.com

here's his shophttp://www.shapeways.com/shops/stellar_fury

Subject: Re: Have your models created, checked, repaired and shelled
Posted by gamer on Mon, 23 Nov 2009 17:56:45 GMT
View Forum Message <> Reply to Message

Jay,

Thanks for all your great work. You did a excellant job turning my drawings into 3-D works. You made the proccess easy and pleasant. Look forward to doing more work with you in the future.

Travis

Subject: Re: Have your models created, checked, repaired and shelled
Posted by TreadshotA1 on Sun, 29 Nov 2009 23:38:59 GMT
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Thanks to VirtualV for fixing two manifold errors i got from Sketchup. Fast turnaround, and good results.

Subject: Re: Have your models created, checked, repaired and shelled
Posted by birdie15 on Sun, 06 Dec 2009 20:22:58 GMT
View Forum Message <> Reply to Message

Thanks Virtual V, great job done redrawing my design after manifold errors. Big thumbs up.

Subject: Re: Have your models created, checked, repaired and shelled
Posted by Dotsan on Tue, 15 Dec 2009 14:24:01 GMT
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Amon Desiree gave me this complicated Sketchup model with many problems. I remodeled it and shelled it.
http://www.dotsan.com

Subject: Re: Have your models created, checked, repaired and shelled
Posted by Amon26 on Thu, 17 Dec 2009 02:16:59 GMT
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Heey its my jet!! woot! This man works magic, send him your love and money! A miracle worker, he is

Subject: Re: Have your models created, checked, repaired and shelled
Posted by matthornb on Sat, 09 Jan 2010 05:17:30 GMT
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Hey, VirtualV, great stuff!

I'm wondering, how much do you charge - what's a typical hourly rate for your work, and how many hours does an average, fairly simple model take you to repair?

I'm asking because there are some meshes I've made that I'm having difficulty getting clean enough for the uploader to accept them.

If your pricing is reasonable I might hand them off to you.

Subject: Re: Have your models created, checked, repaired and shelled
Posted by Dotsan on Sat, 09 Jan 2010 09:21:14 GMT
View Forum Message <> Reply to Message

Hi thanks for the enquiry, no two jobs are ever the same, email the models here info@dotsan.com I'll get back to you with a schedule and cost.
Regards
V

Subject: Re: Have your models created, checked, repaired, shelled and colored
Posted by Dotsan on Thu, 21 Jan 2010 13:51:21 GMT
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Here is a print of Hoodie, he's amazing and the print quality is brilliant. The process allows for easy variations of the colours and pattern, see it here
http://www.shapeways.com/model/80951/hoodie.html

Cheers
V

Subject: Re: Have your models created, checked, repaired, shelled and colored
Posted by SDabbs on Thu, 21 Jan 2010 20:58:05 GMT
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Great job DotSan!!

The material used makes it look like fabric!

Subject: Re: Have your models created, checked, repaired, shelled and colored
Posted by onno1 on Mon, 25 Jan 2010 21:46:13 GMT
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Hello.
I have worked very hard on a model ariplane 3 in long but it has a manifold error. I was wondering if you might be able to fix the issue because I am farely new at this. I used Google Sketchup to do this and If you could fix it I would be very, very, very gratefull. Thanks!
P.S. It would also be nice if you could make it hollow so it is cheaper.

File Attachments

1) Airplane.dae, downloaded 215 times

Subject: Re: Have your models created, checked, repaired, shelled and colored
Posted by onno1 on Mon, 25 Jan 2010 22:20:44 GMT
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Hi,
I have a manifold issue with my model that I worked very hard on but I dont know how to fix it. I was wondering if you might be able to fix it for me and find out how to make it hollow so it is cheaper. It was made in google sketchup. Thanks!
--Stuey

File Attachments

1) Airplane.skp, downloaded 223 times

Subject: Re: Have your models created, checked, repaired, shelled and colored
Posted by onno1 on Mon, 25 Jan 2010 22:22:02 GMT
View Forum Message <> Reply to Message

Hi,
I have a manifold issue with my model that I worked very hard on but I dont know how to fix it. I was wondering if you might be able to fix it for me and find out how to make it hollow so it is cheaper. It was made in google sketchup. Thanks!
--Stuey

File Attachments
1) Airplane.dae, downloaded 214 times

Subject: Re: Have your models created, checked, repaired, shelled and colored
Posted by onno1 on Mon, 25 Jan 2010 22:30:03 GMT
View Forum Message <> Reply to Message

Hi,
I have a manifold issue with my model that I worked very hard on but I dont know how to fix it. I was wondering if you might be able to fix it for me and find out how to make it hollow so it is cheaper. It was made in google sketchup. Thanks!
P.S. It wont let me attach my file so if you think you can fix it send me your E-mail.
--Stuey

Subject: Re: Have your models created, checked, repaired, shelled and colored
Posted by Dotsan on Wed, 27 Jan 2010 11:17:09 GMT
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Here's full colour shelled print.

http://www.shapeways.com/model/85028/valentine_bunny.html[/url]

V

http://www.dotsan.com

Subject: Re: Have your models created, checked, repaired, shelled and colored
Posted by Dotsan on Mon, 22 Feb 2010 17:24:25 GMT
View Forum Message <> Reply to Message

I've just finished a project for David Mihail from www.scifiskunkwerks.blogspot.com

He wanted these models cleaned up of many problems including creating a single shell.

V

www.dotsan.com

Subject: Re: Have your models created, checked, repaired, shelled and colored
Posted by dymihail on Thu, 25 Feb 2010 13:36:54 GMT
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Just wanted to give a big "Thank you" to Vijay. He does excellent work, quickly and at an affordable price. Best, he was able to put up with me. The top model was a digital kit-bash, and a thoroughly messy one. The bottom two were quick & dirty models. In each case, Vijay was able to make them watertight, manifold, align the normals and then shell the model. Great work, Vijay.

Subject: Re: Have your models created, checked, repaired, shelled and colored
Posted by PrintMyPumps on Fri, 26 Mar 2010 15:12:53 GMT
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Great! Nice to meet you. Take a look at these two articles on my blog.

Does shapeways have the capacity to print a shoe that is wearable? Take a look at this article on my blog (url below).

What material would you suggest for this? Let me know please and how long (how many hours) it would take you to create a design for a shoe.

http://www.tallshortgirl.com/2010/03/3d-printed-footwear-is- the-future/

If I sent you a pair to duplicate, could you create those 3d files for me? Right and Left foot? How long would that take you!?

Let me know! If the price is right, I hope we can work together!

Subject: Re: Have your models created, checked, repaired, shelled and colored
Posted by Dotsan on Mon, 29 Mar 2010 13:49:01 GMT
View Forum Message <> Reply to Message

Hi drop me an email here with your design info@dotsan.com

V

Subject: Re: Have your models created, checked, repaired, shelled and colored
Posted by fahyg on Wed, 21 Apr 2010 16:25:05 GMT
View Forum Message <> Reply to Message

Great job done by Vijay at Dot San-affordable and efficient-i would highly recommend them
Gerry

Subject: Re: Have your models created, checked, repaired, shelled and colored
Posted by tonyo'neill on Wed, 16 Jun 2010 13:17:51 GMT
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Fast and efficient repair done on unprintable file by Vijay at DotSan. Will use him again.
Tony.

Subject: Re: Have your models created, checked, repaired, shelled and colored
Posted by shangshangw on Thu, 19 Aug 2010 13:34:30 GMT
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Thank you Vijya for lower the polygon density of my model.
Great job and patient advices!

Subject: Re: Have your models created, checked, repaired, shelled and colored
Posted by tonyo'neill on Sat, 21 Aug 2010 16:53:52 GMT
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Dot San has filled a knowledge gap in file fixing for me, enabling my Rhino drawings to be printed.
This has significantly improved my work-flow.

Subject: Re: Have your models created, checked, repaired, shelled, reduce polycount and colored
Posted by Klink on Sun, 05 Sep 2010 23:49:17 GMT
View Forum Message <> Reply to Message

I needed to stop in here a give a big thank-you to Vijay for taking the time to help me with my

models. Very quick and friendly.

A real pleasure !

Cheers

Subject: Re: Have your models created, checked, repaired, shelled, reduce polycount and colored
Posted by Meekohi on Tue, 21 Sep 2010 14:56:29 GMT
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Heya everyone, Vijay was very helpful (and fast) hollowing out a model for me. The cost of the final model printing was reduced from $200 down to about $50

Subject: Re: Have your models created, checked, repaired, shelled, reduce polycount and colored
Posted by formpig on Fri, 03 Dec 2010 12:40:38 GMT
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I found Vijay to be very helpful on a recent project.

I was also surprised to see the price differential between the "pre-shelled" and "post-shelled' model as test uploads to the Shapeways site.

Shelling is certainly cost efficient and Vijay was a pleasure to work with.

- Jonathan

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by Carmoo3 on Fri, 28 Jan 2011 15:36:21 GMT
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It has been a pleasure having Vijay working on an idea of mine, he's showed true quality of service, professionalism and would always be quick in sorting out any unforeseen problems and replying to any questions.

Thanks Vijay!

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by kontor_apart on Mon, 07 Feb 2011 23:31:32 GMT
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Vijay has recently helped us to create a digital model of a scrap metal sculpture. We just gave him a set of photos. The project went very well and many thanks to Vijay for a job well done.

See here

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by basgriffioen on Mon, 09 May 2011 18:38:02 GMT
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Vijay is great ! He is knowlegable, flexible, fast and very friendly (and patient...! I almost forgot...) We selected him to work out our character Chiggy (see image), based on the little pig he designed for Maartje. He delivered the same high quality we selected him for ! Great to work with Vijay and we will for sure come back to him for our next character !

Learn all about chiggy at http://www.chiggy.eu or see her in our shop http://www.shapeways.com/shops/hilaris

Thanks Vijay !!!
Bas Griffioen

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by Archisign on Wed, 15 Jun 2011 14:35:05 GMT
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Vijay helped me this week with adjusting some models to be smoother and ready to print. After

making the payment i got the 3 models back in 1 day. Great and fast service for a good price. Next time that i need something adjusted to be made ready for printing i'm sure i will contact Vijay again.

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by coaster on Tue, 02 Aug 2011 06:38:37 GMT
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Vijay is brilliant!
Its not easy trying to get your ideas across to someone half way around the world,but it can be done!Hes very understanding,Im sure he mustve been banging his head on the table a few times,after reading my emails!
Very talented.I will be sending all my work his way(if he isnt sick of me yet).
Even with exchange rates,I wouldnt be able to get the same job done here any cheaper.
Hats of to you Vijay,you are prepared to make dreams come true for people you dont know and will probably never meet.
cheers mate.
Stu.

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by handler on Wed, 07 Sep 2011 09:48:04 GMT
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I just wanted to say that Vijay helped me with a project that I was at a standstill on. He did a great job fixing things I needed and was very pleasant to work with. I wouldn't hesitate using him again. Thanks, Vijay!

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by Meow Mix on Sat, 01 Oct 2011 08:11:43 GMT
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Message coming in...

check your PM box please.

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by isisjara on Fri, 11 Nov 2011 22:57:50 GMT
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Awesome modeler and very helpful person. Thank you so much!

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by RuggedBear on Sat, 26 Nov 2011 15:48:44 GMT
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I would just like to say thank you to Vijay for all his hard work. Every question answered and the finished product was genius. I will be using his services again very soon.

Thanks again

Andy

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by tessman on Tue, 07 Feb 2012 15:59:54 GMT
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He helped me with some models recently, and I'm very happy with his work. I hope to use his expertise again.

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by martijnr on Sun, 26 Feb 2012 22:52:08 GMT
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Vijay helped me with repairing a model and also designing a model almost from scratch and he did a great job.

He is patient, helpful, replies quickly and thinks along. A recommended helping hand!

Grrr

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by vonDuncker on Thu, 01 Mar 2012 18:27:37 GMT
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Very positive experience. Prompt, accurate, reasonable prices.

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by Smooth2 on Sun, 25 Mar 2012 09:19:37 GMT
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Hello there.
Some time ago, I tried to accomplish a scene (from Assassins Creed), in which the Hellequinne kills Ezio.
Other than that I just can't get everything 100% right, I got the Problem, that I could never print these Models, because for example the clothes have no thickness at all, they just are..textures in mid air?! (tried it with ragdoll Models in XNALara)
I could give you the 2 ragdolls with a scene, with which I'm not a 100% pleased.
Would be great to hear back from you. ;D

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by Dotsan on Sun, 25 Mar 2012 09:26:24 GMT
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Hi Smooth2, thanks for your request, I'll have a look at your files, please forward them to info@dotsan.com it would help if they are in obj, vrml or similar file type?
Regards
V

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by Smooth2 on Sun, 25 Mar 2012 13:36:29 GMT
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Sent you right now! ;D

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by UniversalJoint on Tue, 27 Mar 2012 04:43:41 GMT
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anyone know how i unsubscribe from this thread?

TIA

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by Dotsan on Wed, 28 Mar 2012 07:01:28 GMT
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Hi, if you select edit on your post and under file attachment in the options section uncheck the Post Notification box.
V

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by formpig on Wed, 28 Mar 2012 18:10:12 GMT
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thank you!

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by formpig on Wed, 28 Mar 2012 18:11:47 GMT
View Forum Message <> Reply to Message

arg. i am logged in. where is "edit"?

i see a checkbox when i am replying here under options that says "Post Notification" and /it/ is checked...

THANKS

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by Dotsan on Thu, 29 Mar 2012 07:15:24 GMT
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Hi, the box should be unchecked.
V

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by formpig on Thu, 29 Mar 2012 14:44:26 GMT
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hi thanks.

i guess this means I need to submit a reply to a thread (as I am doing now) and then uncheck the post notification below the reply...

thanks.

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by marcart on Fri, 13 Apr 2012 14:17:57 GMT
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I am a 2D artist and hired DotSan to convert a drawing to a 3D model. He did a GREAT job, I am very pleased with the end results. He has reasonable rates, is patient with us non-3d thinkers, and is a true professional. I highly recommend him.

-marcart

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by TwoGunsBlazing on Sat, 28 Apr 2012 14:03:09 GMT
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Hi,

I commissioned Vijay to design a 15mm tall miniature for use in a science fiction tabletop game I play. I had some fairly demanding requests, including that the miniature must be modular, coming with different sets of arms (Vijay provided four each of the left and rights arms) so I could glue it together in different configurations with different weapons. Throughout the entire process, Vijay was a professional and approached the commission with enthusiasm and a great attitude, he was extremely patient with my requests for minor tweaks to the model. At the end of the process, not only had Vijay created a 3D model that was visually and proportionally what I had imagined, he had also designed the miniature taking into account the need for strong bonding points when glueing the miniature together. The detail that he has included on such a small model as this is incredible! There was also no problems encountered throughout the process of Shapeways accepting and printing the model....the file was accepted first time and the model arrived in my hands looking exactly like it had in the progress pics Vijay had provided me.

I highly recommend Vijay!!!

Here's a pic of the miniature in one of the several configurations possible after I have assembled and painting it.

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by GymProfessor on Sat, 07 Jul 2012 11:37:51 GMT
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Just great! Very efficient communication and exceptionally fast turnaround time of the very highest outcome! Remember, Dotsan are far more experienced than us too, so just ask them for advice or send your query now! Cannot recommend highly enough.

Cheers www.dotsan.com ,

GP

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by bforood on Wed, 25 Jul 2012 21:05:05 GMT
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Hi - I am in need of an experienced modeler that can create a prototype of a ornate decorative pen clip. This work is quite detailed and so I would like to hire someone that has many years of experience. Ultimately I would like to make the clip and pen using Shapeway.
Please contact me directly at
bforood@yahoo.com
if you are interested
Thanks - Bruce

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by jduarte on Fri, 10 Aug 2012 00:42:07 GMT
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I am thrilled with the work that Dot San created. Seriously, look no further.

He took a 2D image and created a wonderful pendant and a pair of cufflinks. We could not be more pleased!

The work was done before he was going on holiday and I appreciate the time he took to tackle this project!

Highly recommend!

3D Printed Silver Pendant by Dot San, on Flickr

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by Bobbyc1225 on Fri, 17 Aug 2012 15:32:47 GMT
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Highly recommended A++++

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by Nane on Thu, 23 Aug 2012 15:04:42 GMT
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Great work. Hired to translated a 2d drawing into a 3d template for a game. Very fast, perfect work, thanks again!

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by sueallbert on Sun, 02 Sep 2012 00:20:12 GMT
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Dot San was a pleasure to work with and did a great job fulfilling the brief. I'm really happy with the outcome and I will definitely work with him again.

3D Printed Cutlery by Dot San, on Flickr

Large 3D printed Cutlery by Susan Allbert

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by Svetlio on Tue, 04 Sep 2012 08:09:57 GMT
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Hi,
I need a restoration of left head light of Franklin-Mint 1:24 1911 Mercedes 37/90 Skiff.In this case from Shapeways sent me to make myself 3D file which they want it to print it.In this case I attach you 2 photos and if you can-answer me as soon as possible. Thank you
P.S. My email: svet_1965@yahoo.com

File Attachments
1) s_Head light 1911 MERCEDES_12.JPG, downloaded 54 times

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by vinnieray on Mon, 04 Feb 2013 19:10:20 GMT
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ViJay at Dotsans did a great job on my model. Very professional, fast, and great communication. I definitely recommend.

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by justmia on Mon, 04 Feb 2013 20:51:22 GMT
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Greetings: My friends and I have some shapeways designs that need a bit of "tweeking", plus want to make a stainless steel brand for an upcoming Burning Man event. The brand we need is a simple one. We need a reverse printing of the words "Burnal Equinox" in Ariel Bold font, measuring 1& 1/4' for the outside diameter. The brand part (yes, we weld it on to a steel handle, put it in the fire, and brand leather and wood with it) has to be 1/4" thick, 3/16" of that is background, for a raised relief. We will pay for your time and for Shapeways to make it in stainless steel. (Hey, if you have an idea to make it more interesting, but still legible, we are open. I can send you some pictures of what we have for our other brands)

We have 2 brands in Shapeways design that are not thick enough, so can get you the files to enlarge the outside circles.
In addition, we have some little Burning Men necklaces that need the date below them changed from 2012 to 2013.

Right now, we need to get moving on the Burnal Equinox brand, the event is March 2!

Please let me know if this sounds like the job for you, and what you charge for your services.

We are in California, USA, where are you?

Thanks so much,
Mia Rice-Stone
miaricestone@gmail.com
530/637-4393

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by Smugsly1 on Sun, 24 Feb 2013 01:04:22 GMT
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Hi,

May I call or email you regarding a design project?

I'm seeking a designer who can work on site in Manhattan for the first project, them remote for other projects.

Projects include:

- novel water bottle concept

- cobra belt buckle

- glasses

- skull mask

Please reply to smugsly1@gmail.com

Thanks,

Evan

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by dhemsell on Sun, 14 Apr 2013 19:35:19 GMT
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Dotsan did an amazing job for me producing the CAD drawings for our unusual buses in Nottingham England during the 1970s. He was patient, understanding and very helpful. I told him what I wanted and he did exactly that. What he did for me was amazing and the result is better than I expected.

File Attachments
1) 902352_10151569594366252_1170749137_o.jpg, downloaded 24 times

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Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by jmonk on Thu, 02 May 2013 20:16:38 GMT
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Hi,

I am looking for some one who has experience developing consumer products like a kitchen

utensil. Currently I am in need for someone to take my concept and develop into a prototype (plastic) need CAD specs if possible.

Let me know if your interested.

JIm

email : jimmiemonk2001@yahoo.com

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by fellup on Thu, 04 Jul 2013 22:36:56 GMT
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VERY VERY EASY to work with.
Despite the time difference almost 12 hours - all emails were replied promptly.

I used photo references and dimensions and Vijay did the rest.

Below are some photos I took of the products.

File Attachments
1) fellup_ring_pendant.jpg, downloaded 21 times

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by fellup on Thu, 04 Jul 2013 22:38:16 GMT
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Here is the other piece Vijay did.

File Attachments
1) fellup_winged-angel_pendant.jpg, downloaded 24 times

Subject: Re: Have your ideas and models created, checked, repaired, shelled, reduce polycount and coloured.
Posted by MidgeGourlay on Wed, 25 Sep 2013 15:14:03 GMT
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I have found working with Vijay at Dot San a very good experience. He has taken my original idea and created the 3 D modelling so that the product could be 3 D printed. What a thrill it was to open the box to see the tiny baby shoe for the first time.

3D Printed Lace Baby Shoe by Dot San, on Flickr