Subject: 3-D Newb needs help with manifold problems (I know....)
Posted by birdie15 on Sun, 06 Dec 2009 00:40:27 GMT
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Guys, I'm new to 3d design. I've been using sketchup to draw some parts. I uploaded the first one to Shapeways as a VMRL and got the manifold error message.

I can't find any way of finding or eliminating the manifold errors in Sketchup.

Can any of you guys help me out?

I've attached the orignal sketchup file and the WRL.

Thanks,

Simon

File Attachments

1) brake.wrl, downloaded 89 times
2) brake.skp, downloaded 127 times

Subject: Re: 3-D Newb needs help with manifold problems (I know....)
Posted by Dotsan on Sun, 06 Dec 2009 14:43:28 GMT
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Hi Birdie 15, I've had a look at your model a fixed it for you.
I had to re rmodel it, using your model to trace over.
Double check the dimensions before uploading it for printing.

if your're happy leave a post here
http://www.shapeways.com/forum/index.php?t=msg&th=1584&start=0&S=4e30ee706fc8f9813de5f4ce956c07b9

Cheers
V

http://dotsan.com

File Attachments

1) Brake Dot San.stl, downloaded 115 times

Subject: Re: 3-D Newb needs help with manifold problems (I know....)
Posted by birdie15 on Sun, 06 Dec 2009 17:34:55 GMT
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Hi Virtual V,

Thanks so much

I am having problems with the dimensions when uploading to shapeways. The original model was drawn using centimetres in Sketchup.

If I upload using the millimetres or metres default, it comes out as too small or too large - the numbers are correct but the units don't translate over correctly.

How should I correct this?

Thanks,

Simon

Subject: Re: 3-D Newb needs help with manifold problems (I know....)
Posted by birdie15 on Sun, 06 Dec 2009 20:19:19 GMT
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Manged to scale it correctly with Accutrans, thanks again for the work

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Subject: Re: 3-D Newb needs help with manifold problems (I know....)
Posted by dadrummond on Mon, 07 Dec 2009 18:45:49 GMT
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Following up on this: It would be great -- and probably not difficult -- for SW to support "centimeters" as a scale option on uploading STL files. At least in Blender, the natural coordinates for modeling (using the default grid size, default view, typical scale of a SW object given current pricing, etc.) seem to match 1 unit = 1 cm most closely. Allowing cm as a scale option might lower an unnecessary barrier.