
Subject: Rhino 3D Mac converting STL problems
Posted by [Sputnikk](#) on Wed, 08 Jan 2014 21:00:08 GMT
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Hello.

I am having an issues with my Rhino 3D files uploading to Shapeways, and it might be an issue with the STL conversion. I know that Rhino uses another type of meshing, but I did not think it would be an issue when going to print.

Anyway, the big issue that I have found so far is the round objects are coming out square. Is there anything I am missing on the conversion that would cause this? Anyone have advice it would be great. Here is the object, and you can see the launcher are square with a round top.

Thanks
Eric

Subject: Re: Rhino 3D Mac converting STL problems
Posted by [mkroeker](#) on Wed, 08 Jan 2014 22:00:56 GMT
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We cannot see your model unless you set it to "public". Check the mesh tolerance settings for stl export, a quick google search suggests that they live under File->Properties->Units.

Subject: Re: Rhino 3D Mac converting STL problems
Posted by [Sputnikk](#) on Wed, 08 Jan 2014 22:11:52 GMT
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Sorry. Its updated.

Subject: Re: Rhino 3D Mac converting STL problems
Posted by [mkroeker](#) on Thu, 09 Jan 2014 09:59:29 GMT
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Guess they are square in rhino as well - but with fancy lighting/shading to make them look round. Did you find anything like "maximum angle" or "deviation distance" to play with in the settings ? If you do not want to upload each time just to see if it improved in any way, get netfabb studio basic from netfabb.com.

Subject: Re: Rhino 3D Mac converting STL problems
Posted by [Sputnikk](#) on Fri, 17 Jan 2014 15:38:06 GMT
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I figured it out.
I needed to increase the resolution in the transfer from .001 to .000001. It makes the files huge but increases the quality.

Thanks all.
Eric
