Subject: Supported applications, I could use a little help
Posted by bartv on Tue, 16 Feb 2010 15:52:05 GMT
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I've been updating our list of Supported Applications (i.e. applications that can export to STL, Collada, X3D or VRML97/2), but it's quite hard to dig up all the required information.

It would help me a LOT if you could have a look and see if I've listed your favorite app, and if my information is correct.

If there's anything I need to add or change, please let a message below.

Thanks a lot!

Bart

Subject: Re: Supported applications, I could use a little help
Posted by Youknowwho4eva on Tue, 16 Feb 2010 16:26:31 GMT
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Kubotek KeyCreator has very nice STL export. 9 times out of 10 non-manifold issues are my modeling errors, no inverted normals and such. Has VRML2.0 export, but no texture support.

I should mention I use version 7.0. Not sure what has been added since.

Subject: Re: Supported applications, I could use a little help
Posted by fx on Tue, 16 Feb 2010 17:55:58 GMT
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Alibre Design native STL export works ok (I had only some little problems with very complicated parts, like railroad model boggie side flange. Though, I don't know if it was my fault or the software...), all the parts Shapeways printed for me have been created using this software. Hint: for people in the U.S. the new price for the standard version is really low...

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Wed, 17 Feb 2010 09:58:05 GMT
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Thanks guys! I updated the page.

Cheers,

Bart

Subject: Re: Supported applications, I could use a little help
Posted by Dotsan on Wed, 17 Feb 2010 10:19:20 GMT
View Forum Message <> Reply to Message

Hi
Rhino 3D has native stl and vrml 97 and 2
Cheers
V

www.dotsan.com

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Fri, 19 Feb 2010 10:58:40 GMT
View Forum Message <> Reply to Message

Thanks VirtualV! List updated.

Cheers,

Bart

Subject: Re: Supported applications, I could use a little help
Posted by Mark_Kendrick on Thu, 25 Feb 2010 05:26:36 GMT
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Solid Edge can save as stl, until today I had only had one problem with it in over perhaps 100 files now.

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Thu, 25 Feb 2010 12:19:08 GMT

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Hi Mark,

what do you mean with 'until today'? Maybe I'm a little dense, so please help me out

Bart

Subject: Re: Supported applications, I could use a little help
Posted by jimfoltz on Sun, 07 Mar 2010 04:22:48 GMT
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Hi Bart,

The latest version of Google SketchUp is version 7.1 and comes in Free and Pro versions.

The only officially supported 3d export format for Google (free) SketchUp is COLLADA. SketchUp's COLLADA exporter supports textures, but apparently shapeways' COLLADA reader does not (yet?)

There are 3rd party, free .obj and .stl exporters available as plug-ins which work on both the Free and Pro versions. I can't say how well they work.

The Pro version supports several export formats:

* 3DS (.3ds)
* AutoCAD DWG (.dwg)
* AutoCAD DXF (.dxf)
* COLLADA (.dae)
* FBX (.fbx).
* OBJ (.obj)
* XSI (.xsi)
* VRML (.vrml)

I have been able to upload (simple) models directly from SketchUp Pro using its .dae exporter.

I have also been able to export full-color via .dae -> Meshlab -> .wrl work-flow.

There seems to be a limit of a single texture in this workflow, is that correct? Is it a limitation in the vrml format, or is there some other reason?

An ideal work-flow for SketchUp would obviously be export to .dae, make a .zip including the textures, and upload. (A more ideal work-flow would be to upload directly from SketchUp via a plug-in using the Shapeways API.)

Unfortunately, SketchUp puts the texture images in a sub-folder relative to the .dae file, so there may be some extra work in making a .zip for upload. (Plus the texture url in the .dae file is the full path, rather than a relative one.) What would be involved in automating this after the upload to streamline the work-flow?

I would guess other folks would like to be able to cut-out the Meshlab step and go from their modeller -> .dae -> Shapeways.

I also noticed my "upright" models in SketchUp are "end-up" in the Shapeways preview image unless I rotate my model -90 degrees about the X axis in SU before exporting. It would be nice if Shapeways detected this.

Here's shot of the COLLADA export options in SketchUp so you can see what user have to work with.

Finally, I hope this helps, and think it's remarkable what you guys (Shapeways) have been able to accomplish so far.

Subject: Re: Supported applications, I could use a little help
Posted by magic2002 on Sun, 07 Mar 2010 16:40:43 GMT
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i have just installed Autocad 2010 and found it has an export option for 3d printing. It is exporting as .stl

---

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Mon, 08 Mar 2010 10:35:17 GMT
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@jimfoltz, magic2002: thanks! I've updated the table.

@jimfoltz: you are correct - for now we only support textures in VRML and X3D files. These files

can contain multiple texture map files, but they cannot overlap. So for example you can't use decal textures or multi-layer textures.

Cheers,

Bart

Subject: Re: Supported applications, I could use a little help
Posted by jimfoltz on Mon, 08 Mar 2010 18:23:08 GMT
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Is there any way to validate the vrml export from SketchUp?

Inspecting the .wrl file shows all textures listed, but neither Meshlab nor accutrans import them as expected.

I've attached a simple cube which has 2 materials in SketchUp.

File Attachments

1) 2color.zip, downloaded 434 times

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Tue, 09 Mar 2010 12:12:16 GMT
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Hi jimfoltz,

please don't use this thread for support questions. I did check out your model though and it loads fine into MeshLab for me. I can also upload it to the website and see it in my gallery. So I'm not sure what the issue is?

Please start a new thread if you need further help.

Cheers,

Bart

Subject: Re: Supported applications, I could use a little help
Posted by Mark_Kendrick on Tue, 23 Mar 2010 05:47:01 GMT
View Forum Message <> Reply to Message

Hi Bartv, sorry i didn't see your reply.
the 'until today' comment was in regards to I had never had a problem with stl output until that day, when a file consistently corrupted.
All good now, I recommend Solid Edge as an easier/slightly simplified option to Solid Works
-Mark

Subject: Re: Supported applications, I could use a little help
Posted by phoulx on Tue, 23 Mar 2010 16:20:09 GMT
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magic2002 wrote on Sun, 07 March 2010 16:40i have just installed Autocad 2010 and found it has an export option for 3d printing. It is exporting as .stl
Another Autodesk product, Revit, has an Autodesk add-on to export to stl. Unfortunately, it's been giving me quite a few problems and no successful 3D prints yet. Maybe Autocad works better?

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Mon, 29 Mar 2010 12:34:41 GMT
View Forum Message <> Reply to Message

Thanks phoulx, I've added Revit to the list and made a note that it seems to be problematic.

Cheers,

Bart

Subject: Re: Supported applications, I could use a little help
Posted by oiffrig on Thu, 15 Apr 2010 12:47:43 GMT
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OpenSCAD (http://openscad.org/) has native STL support, and refuses to export non-manifold designs.

Cheers,

Olivier

Subject: Re: Supported applications, I could use a little help
Posted by Granier on Sat, 17 Apr 2010 21:32:09 GMT
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Hi Bart,

Cheetah3D (http://www.cheetah3d.com/) :
- can import and export STL files (ASCII or Binary)
- can export .dae files

All formats described on this page : http://www.cheetah3d.com/about_5.php

Kind regards

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Mon, 19 Apr 2010 14:54:59 GMT
View Forum Message <> Reply to Message

@oiffrig, Granier: thanks for your input! I've updated the list.

Cheers,

Bart

Subject: Re: Supported applications, I could use a little help
Posted by shuffer on Thu, 22 Apr 2010 20:36:09 GMT
View Forum Message <> Reply to Message

What about Poser Pro?

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Mon, 26 Apr 2010 11:06:04 GMT
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@shuffer: I'd like to hear some feedback from people who use Poser Pro on our site before I add it to the list. Did you try it yet? Could you successfully upload those Collada files?

Subject: Re: Supported applications, I could use a little help
Posted by Caramon352 on Fri, 07 May 2010 11:29:39 GMT
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Hello guys, I'm new to shapeways and was justlooking for the programs I could use for 3d printing.

Some months ago I bought milkshape3d and I just found out, that milkshape has a X3D and a VRML exporter.

So perhaps you could add that program to your list,

Regards
Caramon

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Fri, 07 May 2010 12:15:27 GMT
View Forum Message <> Reply to Message

Hi Camaron,

did you test the output on our site, too? Did the files upload correctly?

Cheers,

Bart

Subject: Re: Supported applications, I could use a little help
Posted by MaxCross on Wed, 14 Jul 2010 18:43:13 GMT
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Art of Illusion, http://www.artofillusion.org
offers VRML export, as well as Povray V3.5 (.pov) and Wavefront (.obj) . IÂ´ve been using this software for a while and is very intuitive, worth checking.

The file extension is .aoi

Thanks,

Maxcross

Subject: Re: Supported applications, I could use a little help
Posted by Drawn-SteelHero on Sat, 31 Jul 2010 17:33:13 GMT
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For the record, AutoCAD 2000 can also export STL files, so presumably pretty much every non-LT version (i.e. any version with 3D functionality) between then and now can do the same.

Andy

Subject: Re: Supported applications, I could use a little help
Posted by Action_N on Sun, 01 Aug 2010 06:25:12 GMT
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Sir,

I've been using Autodesk Inventor v.11, and while I initially had to use MeshLab to re-save my .STL files in a format that Shapeways could read, that no longer seems to be necessary. I get manifold errors every once in a while, but it's usually because I'm working with complex curves.

Regards,
Action_N

Subject: Re: Supported applications, I could use a little help
Posted by josheeg on Tue, 03 Aug 2010 02:50:09 GMT
View Forum Message <> Reply to Message

BRL-CAD is old good for Mechanical Engineering & true 3d.
it can be done with the mouse or keyboard or script and the documentation is quite good.

Now that means I made the walki talkie in theory so I do not know how hard other things would

be...

But I would sugjest it for mechanical design that google sketchup and blender do not seem to be the right ideas for.

If their was a google sketchup piece of software that was free and open source that was easier than BRL-cad shure. but I have not seen one yet.

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Tue, 03 Aug 2010 09:09:42 GMT
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@Action_N, @Drawn-Steel Hero: added, thanks!

@josheeg: looks good! Does it export to any format that we support? (STL/X3D/Collada/VRML2)

Cheers,

Bart

Subject: Re: Supported applications, I could use a little help
Posted by mojoholio on Mon, 06 Dec 2010 23:52:17 GMT
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Hello. Shapeways looks promising! Anyway, I have Swift3D v5. I use it to produce three dimensional flash animations. The software does export to the 3DS file format. It produces a good translation from my experience. This would vastly increase your potential user base since many Flash developers use Swift3D for native file translations.

Subject: Re: Supported applications, I could use a little help
Posted by tcorica on Fri, 14 Jan 2011 15:17:37 GMT
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Haven't actually tried it, but Maple mathematics software indicates that it can export a 3D graph to Collada or X3D Geometry.

Subject: Re: Supported applications, I could use a little help
Posted by StevenSchuurman on Wed, 02 Feb 2011 19:02:49 GMT
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www.3dcoat.com, how can you miss it!

Subject: Re: Supported applications, I could use a little help
Posted by flutterbye on Mon, 04 Apr 2011 20:45:48 GMT
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Hello Bart - the organic sculpting applications from Sensable 3D Design - Freeform and Claytools - natively export watertight stl files. Additionally, Freeform has a very powerful decimator, invaluable when working with highly detailed models.

Jennifer
Product Manager - Sensable

Subject: Re: Supported applications, I could use a little help
Posted by StevenSchuurman on Tue, 05 Apr 2011 06:28:58 GMT
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Same goes for 3DCOAT, but much less expensive.
www.3dcoat.com

Sculptingsoftware

Subject: Re: Supported applications, I could use a little help
Posted by StevenSchuurman on Tue, 05 Apr 2011 06:30:26 GMT
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So please update the list!

Subject: Re: Supported applications, I could use a little help
Posted by stonysmith on Sun, 17 Apr 2011 01:07:46 GMT
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FYI.. if you can find Truespace 7.6.0 (not 7.6.1) it has native support for STL that works well.

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Mon, 18 Apr 2011 12:11:19 GMT
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Thanks for your input, I've updated the list.

We also just released support for the OBJ file format: http://shpws.me/13TL

Any input on that would be vastly appreciated as well

Cheers,

Bart

Subject: Re: Supported applications, I could use a little help
Posted by lensman on Tue, 19 Apr 2011 12:06:24 GMT
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Finally, OBJ can now be uploaded... Long time coming. Just about every programme I use supports OBJ but not every one supports each of the many others.

And FYI, ZBrush 4 supports OBJ export and with the 3D Print Exporter Plug-in also supports:

â€¢Export in STL, Binary and Ascii.
â€¢Export in VRML.
â€¢Size in Inches and millimeters.

Glenn

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Wed, 20 Apr 2011 11:41:28 GMT
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Updated, thanks!

Bart

Subject: Re: Supported applications, I could use a little help
Posted by Cortex on Sun, 08 May 2011 21:29:54 GMT
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Hi, you could list the free Rhino3D plug-in Grasshopper. Grasshopper adds a generative modeling tool to Rhino.

Cheers,
C.

http://www.grasshopper3d.com/

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Tue, 10 May 2011 08:58:08 GMT
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Grasshopper looks really interesting, and I'd like to do a blogpost about it. Would you be able to write somethig for me?

As for mentioning it in this list: it lists only 3D applications, not their plugins (the list would become VERY long very quickly

Bart

Subject: Re: Supported applications, I could use a little help
Posted by Arzka on Sat, 09 Jul 2011 18:27:55 GMT
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Moi3d (my favorite modeler) has native STL export:

http://moi3d.com/

Subject: Re: Supported applications, I could use a little help

Posted by bartv on Mon, 11 Jul 2011 07:07:47 GMT
View Forum Message <> Reply to Message

Added, thanks!

Bart

Subject: Re: Supported applications, I could use a little help
Posted by glehn on Tue, 12 Jul 2011 17:23:09 GMT
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Bart,

My favorite 3D modeler is CATIA V5 (very expensive and not affordable for most users) but I have been testing Autodesk's 123d and I like it a lot. I miss some features, but it works just fine for mechanical parts.

Regards,
Luis

Subject: Re: Supported applications, I could use a little help
Posted by lensman on Wed, 13 Jul 2011 16:26:31 GMT
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Autodesk just released Beta5 of 123D... a few more primitives added, along with STL export (I thought it already had that?).

It takes a bit of getting used to but is well worth the effort, I feel. It has a lot of modelling options that makers should like with easy filleting and chamfering, shelling, and much more.

Glenn

Subject: Re: Supported applications, I could use a little help
Posted by glehn on Wed, 13 Jul 2011 18:12:35 GMT
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I think they added VRML export. STL was already there.

This tractor I made using it:
I really like the user interface. But I am still trying to adapt to it. It's quite different from CATIA.

Regards,
Luis

Subject: Re: Supported applications, I could use a little help
Posted by JohnBateson on Sun, 24 Jul 2011 08:22:40 GMT
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I think TurboCAD Pro V17 would be suitable - it can save in STL format
John

Subject: Re: Supported applications, I could use a little help
Posted by aegidian on Sun, 24 Jul 2011 08:48:40 GMT
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I'm a long-time user of Wings3d which can export wavefront .OBJ, VRML 2.0 .WRL, collada .DAE and stereolithography .STL files natively.

All my models were made with Wings3d or OpenSCAD.

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Mon, 25 Jul 2011 07:47:51 GMT
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Wings3D and TurboCAD added, thanks for the info!

Bart

Subject: Re: Supported applications, I could use a little help
Posted by clearmenser on Sun, 21 Aug 2011 13:08:20 GMT
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I humbly nominate Houdini's ".bego" or ".sdf"

It's a great program used on many motion pictures.
It's from http://www.sidefx.com/

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Thu, 25 Aug 2011 07:47:55 GMT
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I think those file formats are proprietary, making them difficult/expensive for us to implement. Also, it makes more sense to implement file formats that are common across applications. Can't Houdini export STL, OBJ, VRML2 or Collada?

Bart

Subject: Re: Supported applications, I could use a little help
Posted by romen on Wed, 31 Aug 2011 08:37:20 GMT
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softimage exports obj too. for most other formats this plugin does the job.
http://www.okino.com/conv/pt4xsi.htm

geerz,
roman

Subject: Re: Supported applications, I could use a little help
Posted by clearmenser on Wed, 31 Aug 2011 22:47:58 GMT
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OKey dokey. Yes, Houdini outputs OBJ (which I've used). So, no problem. Just putting the suggestion out there.

Subject: Re: Supported applications, I could use a little help
Posted by duann on Thu, 01 Sep 2011 00:37:35 GMT
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Well,

Tinkercad
123D
3Dtin

are all free/awesome...

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Thu, 01 Sep 2011 08:20:43 GMT
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All added, thanks for the updates!

Bart

Subject: Re: Supported applications, I could use a little help
Posted by Count_Ramsely on Thu, 22 Sep 2011 21:17:56 GMT
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What about the program Anim8tor? http://www.anim8or.com/main/index.html

Could this be a program that would be compatible with your requirements at Shapeways? I only ask cause i don't know any technical details of what specifically is required about a program to be considered acceptable, and because this one wasn't on your list! =3

Thanks in advance! =D

-Count Ramsely

Subject: Re: Supported applications, I could use a little help
Posted by evlad on Thu, 29 Sep 2011 18:50:39 GMT
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Fractracer can save as OBJ. Small tutorial here.

Subject: Re: Supported applications, I could use a little help
Posted by MacG on Fri, 21 Oct 2011 09:42:57 GMT
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SketchUp can export STL with a PlugIn. Tested with 7.0 and 8.0.

http://www.guitar-list.com/download-software/convert-sketchu p-skp-files-dxf-or-stl

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Tue, 25 Oct 2011 09:08:25 GMT
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List updated, thanks!

@Count_Ramsely: I haven't heard of anyone using Anim8tor yet. It has also not been updated since 2006 - looks like a dead project?

Cheers,

Bart

Subject: Re: Supported applications, I could use a little help
Posted by QRM on Thu, 27 Oct 2011 14:54:55 GMT
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Please add Vellum Argon and Vellum Cobalt.
Can export STL amongst others.

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Mon, 31 Oct 2011 08:31:16 GMT
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Added, thanks!

Bart

Subject: Re: Supported applications, I could use a little help
Posted by osuire on Mon, 07 Nov 2011 13:27:29 GMT
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Rhino can export OBJ

Cheers,

--
Olivier

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Thu, 10 Nov 2011 09:06:22 GMT
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Added, thanks!

Subject: Groboto
Posted by Whoop John on Tue, 13 Dec 2011 10:57:07 GMT
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For pure sculpting - messing about with primitive shapes that can be combined in various boolean ways - Groboto is now doing an incredible job of creating unified meshes with no holes, very suitable for Shapeways. The results can be exported as .obj files.

See Groboto.com

Subject: Topmod
Posted by Whoop John on Tue, 13 Dec 2011 11:08:50 GMT
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I see a few models on this site that look as if they originated in Topmod, such as the classic Topmod excercise added on this site here:

Joint Stars

Topmod is a bit old now and no longer supported, but it is a useful 3D tool and will create some great unified meshes exportable as .obj files.

Subject: Re: Supported applications, I could use a little help
Posted by etto on Thu, 15 Dec 2011 13:45:48 GMT
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Hello,
Vectorworks 2012 exports to STL.
Don't know about previous versions.

Ciao
Ettore

Subject: Re: Supported applications, I could use a little help
Posted by JACANT on Sun, 25 Dec 2011 21:23:22 GMT
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CAD Guide To STL Export for 3D Printing.

This site gives extra details you might need to tweak, before you upload your file.

http://solidwild.posterous.com/cad-guide-to-stl-export-for-3 d-printing

---

Subject: Re: Supported applications, I could use a little help
Posted by redmistpete-1 on Fri, 30 Dec 2011 21:28:00 GMT
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I use "Sculptris", it's a free, stable Alpha version 3D modler from Pixelogic and is intended as a bridge for zbrush, but is a very useful and powerful tool with a small file-size and low system requirements and also allows export of the 3D files as .obj!! Love it.

http://www.pixologic.com/sculptris/features/

Has tutorial videos on the site as well.

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Mon, 02 Jan 2012 12:34:28 GMT
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@redmistpete-1 - added, thanks!

@JACANT - thanks! I'll see if we can write our own guide that covers all these tools..

Bart

Subject: Re: Supported applications, I could use a little help
Posted by Fuchur84 on Tue, 03 Jan 2012 19:34:32 GMT
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Hi Guys,

just wanted to add another application:
"Hash Animation:Master" v16 and up can export to STL natively too (and of course to OBJ).

See you
Fuchur

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Mon, 09 Jan 2012 13:59:38 GMT
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Added, thanks!

Bart

Subject: Re: Supported applications, I could use a little help
Posted by Whoop John on Tue, 10 Jan 2012 03:28:55 GMT
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My contributions not added so far. Here goes again:

Topmod: STL native, OBJ native
Groboto: OBJ native

Both programs create unified meshes ideal for Shapeways.

Subject: Re: Supported applications, I could use a little help
Posted by KlonoaDreamer on Wed, 11 Jan 2012 19:12:38 GMT
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You guys might want to do an article about this!!!

Verto Studio 3D for iPad/2 and Verto Studio 3DM for iPhone/iPod touch export in .OBJ only.

Awesome!!!! Make it on your iPhone/iPad/iPod Touch and get it printed out for real!!!

This information put out there may send you guys into the stratosphere!

If you need to contact the creator here is his site:

http://vertostudio.com

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Thu, 12 Jan 2012 12:26:56 GMT
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@Whoop John: apologies, added.

@KlonoaDreamer: added as well, I'll forward the information to our communications team.

Cheers,

Bart

Subject: Re: Supported applications, I could use a little help
Posted by Pertoll Patrick on Fri, 13 Jan 2012 12:49:21 GMT
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Hello good day. I work as many thousands of people with CAD. Said exactly cat range. These files are all files p3d. It is 3D ausschliessliech program. I wÃ¼rtde ask me to give the possibility to allow these files in their program. we can easily work with it. I have to let a lot of work matters. Please help. Italy with a friendly greeting from South Tyrol.

Subject: Re: Supported applications, I could use a little help

Posted by Pertoll Patrick on Fri, 13 Jan 2012 12:51:24 GMT
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Hello good day. I work as many thousands of people with CAD. To be precise palette cad. These files are all files p3d. It is 3D ausschliessliech program. I would ask them to give me the opportunity to allow these files in their program. we can easily work with it. I have to let a lot of work matters. Please help. Italy with a friendly greeting from South Tyrol.

Subject: Re: Supported applications, I could use a little help
Posted by etto on Fri, 13 Jan 2012 13:44:31 GMT
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Please add Vectorworks 2012 (http://www.vectorworks.net/) to the list of supported applications. It supports STL export.

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Mon, 16 Jan 2012 10:10:02 GMT
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@Pertoll Patrick: I'm not sure what you're saying - are you asking for .p3d support? It's currently not on our roadmap, as most applications can export to one of the file formats that we support.

@etto: added, thanks!

Cheers,

Bart

Subject: Re: Supported applications, I could use a little help
Posted by c.ringeisen on Thu, 26 Jan 2012 06:07:33 GMT
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SketchUp 7,8 Pro Supports .obj natively.

Subject: Re: Supported applications, I could use a little help

Posted by decapod on Fri, 27 Jan 2012 09:48:19 GMT
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I just checked my tool of choice

3D Crafter 9 Pro (http://www.amabilis.com)

Native

WRL, OBJ work OK

DAE,x3d - having trouble with scaling properly, will look into that

STL - Some problems with only the first manifold object appearing, objects flipped onto their sides

---

Subject: Re: Supported applications, I could use a little help
Posted by JACANT on Sat, 28 Jan 2012 20:41:55 GMT
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FreeCad. http://sourceforge.net/apps/mediawiki/free-cad/index.php?tit le=Main_Page
It Imports as well as exports in a variety of flavours.
It also has a 'Mesh Workbench' were you can analyse your mesh.

File Attachments
1) Import-Export.png, downloaded 442 times

Subject: Re: Supported applications, I could use a little help
Posted by ccsccs7 on Sat, 04 Feb 2012 11:25:48 GMT
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MaxCross wrote on Wed, 14 July 2010 18:43Art of Illusion, http://www.artofillusion.org
offers VRML export, as well as Povray V3.5 (.pov) and Wavefront (.obj) . IÂ´ve been using this software for a while and is very intuitive, worth checking.

I just uploaded a model from Art of Illusion (AoI) in STL format. There's also a collada plugin under development.

Subject: Re: Supported applications, I could use a little help
Posted by TGRyan on Sat, 04 Feb 2012 21:29:42 GMT
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Blender is an open source program used primarily for graphics design, movies and games. But, it does export in STL, OBJ, X3D and Collada.

It is available for download at www.blender.org

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Mon, 20 Feb 2012 10:05:48 GMT
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Thanks for your input, all!

@c.ringeisen: added
@decapod: added WRL and OBJ. Please let me know how the other file formats work for you.
@JACANT: added
@ccsccs7: updated
@TGRyan: Blender is already on the list

Cheers,

Bart

Subject: Re: Supported applications, I could use a little help
Posted by bvr on Tue, 21 Feb 2012 02:17:48 GMT
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Hexagons stl format works fine for me. I'll try to test some of the other formats that it supports.
bvr

Subject: Re: Supported applications, I could use a little help
Posted by decapod on Thu, 23 Feb 2012 20:23:09 GMT
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bartv wrote on Mon, 20 February 2012 10:05Thanks for your input, all!

@decapod: added WRL and OBJ. Please let me know how the other file formats work for you.

The STL exporter supplied with 3D Crafter works if all parts use the same material (Binary STL export) - Y and Z values are flipped

I wrote my own STL export (text format) that works for shapeways too, material independant. Available from the amabilis forums.

Paul

Subject: Re: Supported applications, I could use a little help
Posted by woutzweers on Wed, 21 Mar 2012 22:39:48 GMT
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sculptris does not export stl but does export obj

wout zweers

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Mon, 26 Mar 2012 09:42:04 GMT
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@wout zweers: thanks! I've updated the page, but it may take 1-2 days before the change gets published.

Bart

Subject: Re: Supported applications, I could use a little help
Posted by loopingz on Thu, 05 Apr 2012 22:54:02 GMT
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Hi there,

I just give a look to Catia (V5), it looks like it has no issue to export to .STL
I did not yet tried to send a design but it should just work fine.

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Fri, 06 Apr 2012 16:43:20 GMT
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What is Catia, exactly? I had a quick look but found all kinds of exporters that were called Catia as well. I must admit I'm a little confused

Thanks,

Bart

Subject: Re: Supported applications, I could use a little help
Posted by loopingz on Fri, 06 Apr 2012 20:30:44 GMT
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Catia is a 3D modeller by Dassault Systems.
The currrent latest version is V6. Anyway most company use V5. In aviation (I mean ALL the biggest) it is the main design tool. It is also very used in the automotive field and a bit for ship. It can be used for nearly everything (basic part design to stress calculation, cfd, sheetmetal, molding, wire routing...) depending on the module you are using. I guess it can be important for some people that have an easy access at work for this kind of software. It is not meant to be artistic but for constrained model it can do everything!

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Thu, 19 Apr 2012 12:59:33 GMT
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Updated, thanks!

Subject: Re: Supported applications, I could use a little help
Posted by Ithildien on Sat, 21 Apr 2012 14:03:12 GMT
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I do not know if anyone mentioned it yet, but I used Hexagon (currently owned by DAZ 3D).

Subject: Re: Supported applications, I could use a little help

Posted by bartv on Fri, 27 Apr 2012 17:19:49 GMT
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Ithildien wrote on Sat, 21 April 2012 14:03I do not know if anyone mentioned it yet, but I used Hexagon (currently owned by DAZ 3D).

Which file formats can you export from Hexagon?

Thanks!

Bart

Subject: Re: Supported applications, I could use a little help
Posted by Fuchur84 on Fri, 27 Apr 2012 18:33:27 GMT
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STL and OBJ, if I am not wrong.

See you
Fuchur

Subject: Re: Supported applications, I could use a little help
Posted by Ithildien on Sat, 28 Apr 2012 08:16:38 GMT
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3DS too, and maybe another one, but it's not on the PC I'm currently using.
Also, it's free at the moment, and very user-friendly (and localised in French): even I could manage something with it.

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Mon, 30 Apr 2012 11:09:58 GMT
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3DS max is already on the list? Or do you mean another app?

Cheers,

Bart

Subject: Re: Supported applications, I could use a little help
Posted by Ithildien on Mon, 30 Apr 2012 22:07:56 GMT
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Sorry, I meant that Hexagon could convert into 3DS format.

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Wed, 02 May 2012 09:16:14 GMT
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Ah. Unfortunately that's not a format that we support..

Subject: Re: Supported applications, I could use a little help
Posted by aegidian on Wed, 02 May 2012 09:45:39 GMT
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Hexagon exports STL too. It's fine as a tool for modelling items for Shapeways (not my personal choice, but fine.)

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Wed, 02 May 2012 13:07:25 GMT
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I've updated the list, it may take a few hours before the page gets refreshed.

Cheers,

Bart

Subject: Re: Supported applications, I could use a little help
Posted by kcespedes on Fri, 18 May 2012 23:52:27 GMT
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Hello,
I'm using Autodessys FormZ for my export to .STL.
Its a breeze!

Kevin

Subject: Re: Supported applications, I could use a little help
Posted by KerryOber on Sun, 20 May 2012 21:03:28 GMT
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Hello Bart.

TurboCAD is available with 3 "levels" of capability. At the bottom is Deluxe which is what I have. In version V16 only VRML format is available. I speculate that the other formats you list are only available in Pro or Platinum or perhaps, though unlikely, in newer versions.

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Mon, 21 May 2012 11:52:56 GMT
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@KerryOber: hmmm, the information on their website is a bit confusing. I'll contact their customer support and ask them for an update, thanks!

@kcespedes: added, thanks!

Cheers,

Bart

Subject: Re: Supported applications, I could use a little help
Posted by akYip on Thu, 21 Jun 2012 08:08:53 GMT
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Hi.

Lighwave(now ver 11) supports OBJ export.

Subject: Re: Supported applications, I could use a little help
Posted by brikbot on Fri, 13 Jul 2012 19:22:26 GMT
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glehn wrote on Wed, 13 July 2011 18:12I think they added VRML export.
CATIA definitely has had VRML97/2 export support for quite awhile. It's how I move models from CATIA to Blender for animations (CATIA -> .wrl -> Blender).

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Mon, 30 Jul 2012 10:00:34 GMT
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I've updated Lightwave and Catia, thanks!

Bart

Subject: Re: Supported applications, I could use a little help
Posted by sorgfelt on Sun, 05 Aug 2012 16:01:57 GMT
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BRL-CAD at brlcad.org has a converter to export and import to/from STL.

Subject: Re: Supported applications, I could use a little help
Posted by bartv on Wed, 08 Aug 2012 10:26:28 GMT
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I've added BRL-CAD, thanks!

Bart

Subject: Re: Supported applications, I could use a little help
Posted by Ranchoth on Fri, 07 Dec 2012 12:11:24 GMT
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AC3D (http://www.inivis.com/)

It exports a number of different formats, .stl and Collada among them, as well as VRML2 and X3D, although I've never had the chance to try the latter. The .dae and .stl exports upload

perfectly.

It's a very nice modeling programâ€"easy to use interface, and a good deal of precision. It's what I've done all my work for my shop in.

Subject: Re: Supported applications, I could use a little help
Posted by IanJeffray on Sun, 10 Feb 2013 12:25:44 GMT
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Pro-Engineer is now known as Creo, and the link for the old Pro-Engineer as listed on your webpage is out of date. Should now be http://www.ptc.com/product/creo/

The default coordinate system in Creo means that Shapeways (and most other STL tools) sees the model incorrectly oriented. This is very easy to correct by creating a new coordinate system for export, rotated -90 degrees around the X axis (screenshot as shown).

When performing the STL export, set the Chord Height and Angle control to zero. (Creo will reset the values to the minimum allowed after you enter zero, that's fine). Also set the Step Size to 1 or perhaps even less, though this can easily cause enormous STL files if not careful. (Example also shown in screenshot attachment).

Hope this helps,
Ian.

File Attachments

1) stl_coords_and_export.png, downloaded 160 times

Subject: Re: Supported applications, I could use a little help
Posted by rsears@mac.com on Thu, 14 Feb 2013 09:14:50 GMT
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Vellum Xenon also has .STL support native.

However, color info seems to be stripped from the model when i reopen from the .STL file. i just tried to download a file i wanted to print in color. am i missing something?

Subject: Re: Supported applications, I could use a little help
Posted by josiah47 on Fri, 08 Mar 2013 12:45:53 GMT
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I use Varicad and it can export in 3D STL and 3D STL with sections

http://www.varicad.com

Have yet to try upload a file and get one made though.

Subject: Re: Supported applications,Please allow SketchUp 8
Posted by noahjl on Mon, 18 Mar 2013 20:22:03 GMT
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Please allow us to upload SketchUp 8 files
a (.skp) file

Subject: Re: Supported applications, I could use a little help
Posted by KenHecker on Fri, 19 Apr 2013 05:32:45 GMT
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I just discovered Silo 2 today. This seems to be a good 3D modeling program. It can't render, but has a lot of modeling tools. It exports in several popular formats that ARE on your list. I've exported to .3ds, .obj, and .stl, and then imported those into SimLab Composer Renderer, a rendering program I bought to replace Right Hemisphere Deep Exploration, which SAP has taken away, and will not even acknowledge the queries of former subscribers. SimLab Composer seems to have no problem viewing the aforementioned formats, which suggests to me that Silo 2 does a good job of exporting. I will still have to see how it handles Solidworks files.

I got an ad in email today that offered Silo 2 for $109, but then found that Steam had it for $60 (marked up from $47.95). Only problem is you have to install the Steam interface, and then run the program sort of through it, although Silo 2 saves directly to your harddrive. No middleman needed there.

Ken Hecker

http://store.steampowered.com/app/100400/

Subject: Re: Supported applications, I could use a little help
Posted by SlothLife on Fri, 26 Apr 2013 23:54:25 GMT
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Maya has native support of OBJ files. It's not turned on by default, but if you go into the plug-in manager in maya you can turn it on.

Subject: Re: Supported applications, I could use a little help
Posted by Tekenkamer on Fri, 03 May 2013 07:55:52 GMT
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Hi,
I didn't see the CAD program NX in the list.
It can convert to STL & VRML.

Regards,
Michel

Subject: Re: Supported applications, I could use a little help
Posted by marco1bene on Wed, 15 May 2013 12:09:33 GMT
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Siemens NX 8.0.1 for Mac supports STL, and VRML 1 (static) VRML 2 (Animated)

Subject: Re: Supported applications, I could use a little help
Posted by SissyB on Fri, 31 May 2013 08:45:33 GMT
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Hi there!
For my part i use Poser 9, is it possible to add it to the list?
have a nice day

Subject: Re: Supported applications, I could use a little help
Posted by mbeadell on Wed, 26 Jun 2013 02:54:31 GMT
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Hi,

I use Solvespace. An awesome but otherwise little known 3d parametric cad program that is also freeware. You can download it for free at http://solvespace.com/ and it will run directly of a USB stick. Its for windows but I understand it can be run under Linux using Wine.

It exports STL and OBJ from the menu option file-> Export triangle mesh

---

Subject: Re: Supported applications, I could use a little help
Posted by samsonite on Tue, 23 Jul 2013 19:25:24 GMT
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I use a program called Ultimate Unwrap 3D. http://www.unwrap3d.com.

Ultimate Unwrap 3D supports many file formats, including VRML 2.0, X3D, DAE, STL, and OBJ export.
I have personally tested them all, and they all work successfully for upload to ShapeWays website.

You can find all of these test models under my account.

VRML 2.0 - Textured, YES
X3D - Textured, YES
DAE - Textured, YES
STL - YES (STL format doesn't support textures)
OBJ - YES (OBJ format supports textures, but ShapeWays doesn't read it yet)

Subject: Re: Supported applications, I could use a little help
Posted by 3D_Makery on Wed, 31 Jul 2013 15:23:51 GMT
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Mathematica has a native support for OBJ. I think!

http://reference.wolfram.com/mathematica/guide/3DGeometryAnd ModelingFormats.html

---

Subject: Re: Supported applications, I could use a little help
Posted by Ken_Bringhurst on Thu, 08 Aug 2013 15:55:46 GMT

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Strata actually has four variants of Design 3D (3 sold on the Mac App store and 1 directly by the company) that support VRML2, OBJ and Collada DAE:

Strata Design 3D SE
Strata Design 3D SE 7
Strata Design 3D CXi
Strata Design 3D CX

Strata Foto 3D (uses a standard digital camera to capture fully textured 3D models) supports VRML2 and Collada DAE and comes in two versions:

Strata Foto 3D SE
Strata Foto 3D CX

Thanks.

Subject: Re: Supported applications, I could use a little help
Posted by Carlomez on Mon, 19 Aug 2013 16:32:34 GMT
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I use Creo Elements / direct modeling express 4.0, which is the free 3D software from PTC (download available at http://www.ptc.com/products/creo-elements-direct/modeling-ex press/).
It uses a proprietary format, but you can export both STL and VRML (version 1.0 and 2.0) files for 3D Printing. When using the STL format, remember to check the Options: usually the default values for Max Deviation (Distance and Angle) are a bit too large; if you have curved surfaces, reduce the angle to obtain smooth surfaces.

Carlo

Subject: Re: Supported applications, I could use a little help
Posted by Mazzmn on Fri, 23 Aug 2013 21:07:17 GMT
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FYI Here's a tutorial on how I used Google Sketchup and Shapeways to create some 3D printed objects

http://www.instructables.com/id/Create-a-3D-Printed-Secret-C ode-Wheel-with-Shapewa/
Also a presentation I did on it here

https://docs.google.com/presentation/d/1gaof8fAK_NcaIvF4osNT
PoAK7Pywj49B0Zom_kiSyTU/edit#slide=id.p

Subject: Re: Supported applications, I could use a little help
Posted by caryo12 on Thu, 29 Aug 2013 14:41:34 GMT
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Hi Bart,

IronCAD offers two 3D Design products that support STL, VRML, and the OBJ formats. Can you add these to your list. If you need the product for testing/verification, let me know.

Best Regards,
Cary

www.ironcad.com

Subject: Re: Supported applications, I could use a little help
Posted by 3defy on Tue, 10 Sep 2013 03:49:10 GMT
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Hi Bart,
Could you please add 3Defy to the list of supported applications? We now allow users to export their 2D to 3D conversions in Shapeways-compatible X3D format.
Thanks!

http://www.3defy.com

I posted more info here:
https://www.shapeways.com/forum/index.php?t=msg&goto=744 88#msg_74488

Subject: Re: Supported applications, I could use a little help
Posted by MaraJade on Tue, 22 Oct 2013 03:31:26 GMT
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I saw Solid Edge mentioned a long time ago but it's not in the main list. Does that mean it's not compatible or just overlooked?

Subject: Re: Supported applications, I could use a little help
Posted by evosoft on Wed, 23 Oct 2013 18:02:26 GMT
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Hello Bart

I develop the PC/Mac applications listed below that support import & export of STL (ascii & binary), OBJ, and VRML.

ViaCAD 2D/3D
ViaCAD Pro
Shark LT
Shark FX

Regards

Tim Olson
EvoSoft

Subject: Re: Supported applications, I could use a little help
Posted by duram on Mon, 28 Oct 2013 17:31:16 GMT
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I use Turbocad and it saves STL, OBJ, X3D, DAE, Collada or VRML97/2 files, which one file do you really prefer to use to print? which one give more details to the finish job? which one lose less info when exporting from the original twc (turbocad) file?

Subject: Re: Supported applications, I could use a little help
Posted by pdussart on Wed, 06 Nov 2013 15:09:15 GMT
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Sir,

I am using Creo Elements Direct Modeling Express 4.0. It is edited by PTC.

This is an extremely powerful professional tool. It is a freeware as long as you limit your model in 60 assemblies. STL as output.

See http://www.ptc.com/products/creo-elements-direct/modeling-ex press/

Direct Modeling
Work with assemblies, parts, surfaces and wireframe models
Create and edit models using direct drag-and-drop techniques
Modify models using commands such as mirror, stretch and scale
Create and edit assemblies using either a top-down or bottom-up approach

Handling assemblies
Create assemblies that have unlimited unique parts Max 60
Share assemblies and parts; create once and share multiple instances
Manage and edit assemblies using the same drag-and-drop techniques used with files and folders

Associative 2D Drawings
Automatically create associative 2D drawings from 3D models
Update 2D drawings and dimensions automatically when the 3D model has been modified

3D Visualization
Use enhanced realism to generate a realistic model impression with shadows and reflections

Data Exchange
Import 3D geometry, and edit assemblies and parts automatically, as if the design data is native
STEP, 3D IGES,
Import STEP and 3D IGES formats
Export and publish VRML and STL formats

Platform support
32-bit Editions of WindowsÂ® 7, VistaÂ® and XP
64-bit Editions of Windows 7, Vista and XP

Licensing
Individual registered user license
Activate license through Internet connection

Subject: Re: Supported applications, I could use a little help
Posted by JACANT on Wed, 06 Nov 2013 21:09:02 GMT
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DesignSpark Mechanical IT'S FREE
Saves as STL and OBJ

Subject: Re: Supported applications, I could use a little help
Posted by Kitty on Wed, 13 Nov 2013 14:15:52 GMT
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There is a utility for Autodesk 123D design that doesn't come standard with 123D, called autodesk 3Dprint utility.
You can find it on the same site as 123D Design.

it is a standalone application that can hollow out solids in an .stl file.
Just load the .stl, and you are presented with a few options, like :

position the object to minimize the needed support material
show or hide the support material in prview
show the dimensions.
scaling
and most important : hollowing out the object where you can define wall thicknes

It will calculate cavities in the solids and after saving the changed .stl you can use your modelling application to remove cavities that are too small to be usefull and cut holes to the outside to remove support material from the inside.

Maybe usefull to mention it seperately in Supported Applications

Subject: Re: Supported applications, I could use a little help
Posted by PassionateShadow on Tue, 10 Dec 2013 13:23:07 GMT
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Is there away to make MudBox applications useable?

File Attachments
1) Untitled.png, downloaded 84 times

Subject: Re: Supported applications, I could use a little help
Posted by Ken_Bringhurst on Tue, 10 Dec 2013 16:28:19 GMT

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Strata now includes STL in Design 3D CX with version 7.5

Subject: Re: Supported applications, I could use a little help
Posted by eriksundheim on Thu, 12 Dec 2013 00:44:11 GMT
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Hi,
I have successfully created 3D designs and exported to *.STL files using Bentley Microstation.
That should be on your list.

Erik

Subject: Re: Supported applications, I could use a little help
Posted by Somian on Fri, 07 Mar 2014 22:36:09 GMT
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Hi,

the information about cheetah 3D isn't correct (or outdated). It supports obj natively.

Subject: Re: Supported applications, I could use a little help
Posted by punchfacechamp on Mon, 24 Mar 2014 20:31:31 GMT
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Autodesk Alias can export OBJ and STL formats

Subject: Re: Supported applications, I could use a little help
Posted by Shazam1842 on Sun, 30 Mar 2014 18:44:53 GMT
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Is Creo Parametric compatible? It is a branch of Auto Cad, but for 3D modeling?

Subject: Re: Supported applications, I could use a little help
Posted by IanJeffray on Sun, 30 Mar 2014 18:53:33 GMT
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Creo Parametric has no relation to Auto CAD. Creo (Formerly Pro/Engineer) is an industrial grade CAD tool, well suited for design for 3D printing ... I've used it for models printed at Shapeways with good success.

Subject: Re: Supported applications, I could use a little help
Posted by pdussart on Mon, 31 Mar 2014 07:16:28 GMT
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Shazam1842,

Regarding Creo, see my message dated from November 2013. I have to add that this freeware is also running on Windows 8. I used this tools since 2010 and have produced 3D designs through Shapeways without a glitch.

The full version and its numerous add-ons is also a parametric tool fully compatible with STL files production.

Regrads, Philippe

Subject: Re: Supported applications, I could use a little help
Posted by Archigreen on Wed, 02 Apr 2014 02:24:58 GMT
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I've been working with BIM program called ArchiCAD 17 for a long time and I was surprised it is not on your list.
It can save files as a STL.
Kind regards,
Franz

File Attachments

1) ArchiCAD 17 STL file.png, downloaded 358 times

Subject: Re: Supported applications, I could use a little help
Posted by J94R on Tue, 08 Apr 2014 17:13:52 GMT
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Hello,
i use creo parametric 2.0 to design 3D objects, check it out from here:

Subject: Re: Supported applications, I could use a little help
Posted by kmyumeka on Mon, 28 Apr 2014 01:54:01 GMT
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Hello,

Shade 3D from http://www.mirye.net/shade-3d supported the following file formats,

STL, OBJ, COLLADA and VRML 2.0

Cheer,
KM

Subject: Re: Supported applications, I could use a little help
Posted by lynnfredricks on Mon, 05 May 2014 23:11:27 GMT
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Shade 3D, published by Mirye Software supports STL, OBJ and COLLADA natively and is available on Windows and Mac OS X.

Subject: Re: Supported applications, I could use a little help
Posted by Archigreen on Tue, 06 May 2014 01:36:20 GMT
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bartv wrote on Mon, 30 July 2012 10:00I've updated Lightwave and Catia, thanks!

Bart
what about ArchiCAD? can you update to your selected list?

Thanks

Subject: Re: Supported applications, I could use a little help
Posted by MLM247 on Wed, 16 Jul 2014 04:32:53 GMT
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I use Aspire by Vectric for 3D. It support exports not only into .STL but ai, photoshop etc.

Used a lot by the Shopbot crowd as it is the 3D upgrade to their 2D Vcarve software.

Thanks,
Mike, Austin TX

Subject: Re: Supported applications
Posted by tim_felbinger on Mon, 13 Oct 2014 00:38:17 GMT
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Photoshop CC 2014 update now has support for 3D printing including print profiles for shapeways materials.
More info here: http://www.photoshop.com/products/photoshop/3d/printing

Might be worth adding this to the list.

Subject: Re: Supported applications
Posted by pinman on Wed, 15 Oct 2014 03:53:24 GMT
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It would appear that the Makehuman open source for figure design can export in formats Shapeways supports.
http://www.makehuman.org
http://www.makehuman.org/doc/node/load_save_and_export.html

I did a search on Makehuman and there are a few cases of folks who have submitted items for a successful print.

Subject: Re: Supported applications, I could use a little help

Posted by ArbronImagineering on Thu, 16 Oct 2014 17:16:02 GMT
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Siemens NX can export stl and vrml with good results. It is what I use and haven't had too many issues.

Subject: Re: Supported applications, I could use a little help
Posted by jumpjack on Sun, 19 Oct 2014 11:14:24 GMT
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Autodesk Meshmixer is free and can export to:
obj (compatible with sketchup PRO)
dae (compatible with sketchup free)
ply
stl ((compatible with sketchup free + free plugin)
amf
wrl (compatible with sketchup PRO)

and it has a lot of powerful feaures to repair/fix models for printing.

It even has direct Shapeways upload option available.

Subject: Re: Supported applications, I could use a little help
Posted by HarrisTech69 on Sat, 20 Dec 2014 03:09:00 GMT
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Google sketchup now exports stl as native. No longer plugin.

Subject: Re: Supported applications, I could use a little help
Posted by elliottrosenfeld on Wed, 28 Jan 2015 20:10:02 GMT
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Autodesk InfraWorks 2015 and Autodesk InfraWorks 360 2015 now support exporting 3D models in DAE, OBJ or FBX format.

See http://help.autodesk.com/view/INFMDR/2015/ENU/?guid=GUID-DAEEE753-535C-421F-98C2-BD1594FBBCCC for more information.

Also, fun food for thought, here's an article about how Autodesk teamed up with SteelBlue in 2014 to create 'the world's biggest 3D-printed city model' (of San Francisco) using InfraWorks:
http://www.modernluxury.com/san-francisco/story/autodesk-just-created-the-worlds-biggest-3d-printed-city-model

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Subject: Re: Supported applications, I could use a little help
Posted by isaachadad2 on Tue, 10 Feb 2015 11:46:39 GMT
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Hi,
I would like to introduce Wizegem, our new web-based jewelry design app.
We have an API to shapeways for direct 3D printing from our tool.
You can find information at http://www.wizegem.com
Direct app link: http://app.wizegem.com
You can see 3D models examples easily created in our tool at shapeways shop:
https://www.shapeways.com/shops/wizegem
(Cost is only shapeways services. We do not charge anything)
Read about us at the news: http://3dprint.com/38343/3d-print-jewelry-wizegem/
Regards,
Isaac Hadad

Subject: Re: Supported applications, I could use a little help
Posted by sbhunterca on Thu, 26 Feb 2015 13:50:30 GMT
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I'm another Alibre user and would like to add that the STL output has a number of variables which can be played with to optimize the output for complex models. Excellent program, very reasonable price with the power of many expensive high end packages.

As well, since its purchase by 3D Systems, it should more appropriately be called Geomagic Design.

Steve Hunter

Subject: Re: Supported applications, I could use a little help
Posted by mars0120 on Tue, 28 Apr 2015 18:10:36 GMT
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The new 3D CAD program Onshape exports STL files nicely. It is a cloud based program from the makers of Solidworks.

Subject: Re: Supported applications, I could use a little help
Posted by metabloxer on Tue, 15 Sep 2015 22:16:09 GMT
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The FreeCAD program in the list links to the SourceForge location, but they have since then moved their code to https://github.com/FreeCAD/FreeCAD, and their official site is http://www.freecadweb.org.

Subject: Re: Supported applications, I could use a little help
Posted by Cajari on Tue, 03 Nov 2015 09:55:09 GMT
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I'm using SolidWorks (2014-2015) most of the time and it does natively export vrml97. It's a bit annoying to texture, but it works alright.

Subject: Re: Supported applications, I could use a little help
Posted by Ken_Bringhurst on Wed, 06 Jan 2016 15:15:00 GMT
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Please update the Strata 3D entry to include STL and OBJ as "native" formats for the application. Thanks.

Subject: Re: Supported applications, I could use a little help
Posted by lgrfbs on Wed, 06 Jan 2016 15:25:09 GMT
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Alibre Design is now Geomagic design.