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Subject: Problem of price  
Posted by [heirey](#) on Fri, 05 Mar 2010 19:52:01 GMT  
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Hi,

I'm french so sorry for my english

I have a problem with the price of my creations on shapeway: when i upload a very basic model like it:

<http://www.heibox.fr/Capture.JPG>

Your website show me a price very high: 879\$ for just a ball with the size:

Size and price of this model:

Size Height 10.0 cm

Width 10.0 cm

Depth 10.0 cm

I think that there are a problem but what? for this size, others objects are in selling 30\$ on your website...

i join with this post the file of my ball.

please help me!

#### File Attachments

1) [rond.STL](#), downloaded 115 times

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Subject: Re: Problem of price  
Posted by [Youknowwho4eva](#) on Fri, 05 Mar 2010 19:54:17 GMT  
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The secrete is hollowing the objects to get the price down. If you 10cm ball is only 1mm thick then the price drops drastically.

I made this as an example

[http://www.shapeways.com/model/98739/hollow\\_ball\\_example.htm](http://www.shapeways.com/model/98739/hollow_ball_example.htm) l

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Subject: Re: Problem of price  
Posted by [heirey](#) on Fri, 05 Mar 2010 20:23:16 GMT  
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Ok, thanks!!

but for more complex model, there are a tool in 3dsmax to increase the smoothness?

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Subject: Re: Problem of price  
Posted by [Youknowwho4eva](#) on Fri, 05 Mar 2010 20:38:58 GMT  
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I don't know, I don't use 3Ds Max. May be an option in the export

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Subject: Re: Problem of price  
Posted by [artur83](#) on Mon, 12 Apr 2010 09:33:51 GMT  
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Yes, there is an option.  
It's in the modifiers. (modifier stack, usually on the right side)  
Haven't used 3DMax for a while now, but I believe they're named Subdivide and Smooth.  
Try playing around with those.

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Subject: Re: Problem of price  
Posted by [Jettuh](#) on Mon, 12 Apr 2010 09:59:32 GMT  
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don't use the normal smooth,  
use the turbosmooth

if you just use the smooth modifier,, it won't increase the number of poly's, but just renders it sort of so you wont see the edges really.

don't know how to describe in english,

but the turbosmooth will give it more polygons,, which is usefull for printing

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