
Subject: videoBOT

Posted by [vibes35](#) on Sat, 27 Mar 2010 04:17:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

<http://www.shapeways.com/detail?model=106524&mode=3d>

Looks like I need to give this one a serious overhaul to bring the price down a lot.

I have been just testing the waters with some uploads... any suggestions on best practices?

Thanks!

Subject: Re: videoBOT

Posted by [akeno](#) on Sat, 27 Mar 2010 05:55:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

<http://www.shapeways.com/tutorials/creating-hollow-objects>

Subject: Re: videoBOT

Posted by [rawkstar320](#) on Sat, 27 Mar 2010 13:21:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yeah, Definitely try hollowing your model. That should bring the price down a TON.

Btw, what software are you using?

jake

Check out my shop @ <http://www.shapeways.com/shops/excitementproductions>

Subject: Re: videoBOT

Posted by [vibes35](#) on Sat, 27 Mar 2010 20:04:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thanks for the tips and links to really get this process refined! I am new to the whole 3d printing. I am going to work on the model and see where I can get the price down to this weekend.

I have been using 3D Studio Max for several years for my modeling- I have used Maya, Cinema, Vue and a few others but have kept up more with Max over the years.

I am excited to get some of my concepts printed

What a great site and community you all have here... Thank you!
