Subject: Interpenetration?
Posted by zsimpson on Sat, 27 Mar 2010 23:21:04 GMT
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Hi, I'm thinking about algorithmically generating some shapes. I looked at the tutorials about generating water-tight meshes which makes perfect sense. However, what wasn't clear from these tutorials is if multiple water-tight volumes are allowed to inter-penetrate one another or if I have to create a single water-tight hull.

Zack

Subject: Re: Interpenetration?
Posted by Schorhr on Sun, 28 Mar 2010 00:19:49 GMT
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http://www.shapeways.com/tutorials/reducing_costs_for_overla pping_meshes

"...placing one cube just slightly inside another one:"
"This will print out just fine, but there’s a catch: the total volume is calculated ..."

So it should be okey?

Subject: Re: Interpenetration?
Posted by zsimpson on Sun, 28 Mar 2010 15:39:08 GMT
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Thanks for the link!

Make sense that the intersection volume would be calculated for estimates, but seems like one could trivially measure the actual amount of material used by simply weighing it after printing and then charge based on that actual amount. Since this will always be less than the estimate, no one will complain when it turns out to be cheaper than the estimate.

Cheers,
Zack

Subject: Re: Interpenetration?
Posted by Schorhr on Sun, 28 Mar 2010 16:55:57 GMT
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True, but it would turn calculating prices into a chaos of uncertain guesses and coupons, as the initial payment is in advance :)