Subject: Got really stuck again.
Posted by gharryh on Sat, 15 May 2010 12:25:56 GMT
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Hi all,

Now i got stuck again with creating a simple model.
It hasn't funny things, just plain walls with holes in it.

I create these using Microstation.
Start with a solid flat shape, punching the holes.
I then render that part to check if the holes are there.

Then i extract that part as a solid to get the correct wall thickness.
Thats all i do and even then there are many errors.
See the attached picture that Shapeways return.

Could anyone pleeease explain me in a simple language what i am doing wrong. Dont opt for buying a other drawing package be-course there is no budget for that.

harry

File Attachments

1) Capture.JPG, downloaded 146 times

Subject: Re: Got really stuck again.
Posted by rawkstar320 on Sat, 15 May 2010 14:01:05 GMT
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what software are you using to create the model?

Subject: Re: Got really stuck again.
Posted by gharryh on Sat, 15 May 2010 15:23:45 GMT
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As i stated i am using Bently Microstation 2004 v8i
Then export it to a .wrl and with AcuuTrans3D to a dea file

Subject: Re: Got really stuck again.
Posted by akeno on Sat, 15 May 2010 23:03:53 GMT
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export in stl and fix in netfabb for free.

Subject: Re: Got really stuck again.
Posted by Youknowwho4eva on Mon, 17 May 2010 12:39:25 GMT
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Are you unioning them in Microstation before export? It appears you have internal meshes because the individual pieces aren't joined. They just overlap.

Subject: Re: Got really stuck again.
Posted by gharryh on Mon, 17 May 2010 19:44:38 GMT
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OK i did some rethinking after your overlap remark.
As i produce a 3d model it doent care about over lapping but 3D printing does.
So i redrawn a part of the construction with no overlaps.
And after that i created a union of the tree parts.
http://www.shapeways.com/model/120120/dg2421_1_45_scale.html
On strange problem still occourse with microstation during unions.
If executed in a certain view it may result in a error and not in a other view.

File Attachments
1) dg2421union_wrl.dae, downloaded 86 times

Subject: Re: Got really stuck again.
Posted by Youknowwho4eva on Mon, 17 May 2010 19:55:36 GMT
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The view thing is odd. I think you have your item set to private, as your link tells me I'm not allowed to view it.

Subject: Re: Got really stuck again.

Posted by gharryh on Tue, 18 May 2010 13:50:44 GMT
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Its visible now

Subject: Re: Got really stuck again.
Posted by Youknowwho4eva on Tue, 18 May 2010 14:22:27 GMT
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Looks like we're making progress, do you need any more assistance at the moment, or are you moving forward?

Subject: Re: Got really stuck again.
Posted by gharryh on Tue, 18 May 2010 14:41:14 GMT
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I will try to complete the model tonight. Hope that all wil got OK :roll: . Will keep you informed.