
Subject: Blender+Wireframe

Posted by [peerpeer](#) on Wed, 26 May 2010 13:41:12 GMT

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Hi,

does anybody know how to make a printable wireframe object in blender - i can design an object which appears as a wireconstruction when its rendered but when i export it to Accutrans i becomes solid.

Hm, i have no idea at the moment how to solve this.

Kind regards Simon

Subject: Re: Blender+Wireframe

Posted by [Tommy_2Tall](#) on Wed, 26 May 2010 14:26:39 GMT

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Hi!

I've used the "Solidify selection" and/or "Solid wireframe" (both found under Mesh / Scripts) to make wireframe models.

I think "Solid wireframe" is the best choice based on the fact that you get a solid when exporting to Accutrans.

That script uses the polygon/face edges to make a wireframe and you can specify the thickness/radius and some detail/shape related options in the script dialog.

Hope that helps

Subject: Re: Blender+Wireframe

Posted by [Derakon](#) on Wed, 26 May 2010 14:27:10 GMT

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Blender has a script called "Solid Wireframe" that can do this for you. Split the 3D view and make the new area into a Scripts view, then go Scripts menu => Mesh => Solid Wireframe. It's what I used to create this model.

Subject: Re: Blender+Wireframe
Posted by [peerpeer](#) on Wed, 26 May 2010 16:12:02 GMT
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Thanks for your help and advice
Simon

Subject: Re: Blender+Wireframe
Posted by [peerpeer](#) on Sun, 06 Jun 2010 16:36:35 GMT
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Hi,

getting a wireframe model in blender works good with the "solid wireframe" function in the script window. But sometimes i get objects with vertices going crazy out of my original model. Anyone an idea how to get a wireframe without these vertices.

Thanks Simon

File Attachments

1) [object_1_06_2010_problem.jpg](#), downloaded 258 times
