
Subject: What is wrong with this and how can I fx it?
Posted by [donanton](#) on Thu, 01 Jul 2010 14:41:06 GMT
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I made this model in sketchup. It is mostly hollow to save money. I uploaded it and got a message from shapeways saying they couldnt fix it. They also sent me this image.

I have attached a picture showing various sides of the piece.

I have pro engineer, meshlab, blender and of course sketchup.

File Attachments

- 1) [Capture_v0.JPG](#), downloaded 260 times
 - 2) [2inwallsecstraight-3views.JPG](#), downloaded 254 times
-

Subject: Re: What is wrong with this and how can I fx it?
Posted by [Youknowwho4eva](#) on Thu, 01 Jul 2010 17:39:21 GMT
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Do you mind putting up the file for us to look at? The shells problem is probably the one causing the issues, inverted normals can, but usually only causes issues with rendering and sometimes pricing.

Subject: Re: What is wrong with this and how can I fx it?
Posted by [donanton](#) on Thu, 01 Jul 2010 17:49:43 GMT
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<http://www.shapeways.com/model/130996/2inwallsecstraight.htm> I

Subject: Re: What is wrong with this and how can I fx it?
Posted by [Youknowwho4eva](#) on Thu, 01 Jul 2010 18:00:56 GMT
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I think you have that link set to private, and I meant the file you uploaded.

Subject: Re: What is wrong with this and how can I fx it?
Posted by [crsdf](#) on Thu, 01 Jul 2010 23:48:59 GMT
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That image is from Magics.

The red indicates an inverted normal, so your main problem is that the model is entirely inverted (a pretty common problem translating from skp). The other problem is that its not unified, and comprised of around 184 separate shells.

Upload the model here in the forums as an attatchment and I'll have a squiz for you.

Subject: Re: What is wrong with this and how can I fx it?
Posted by [donanton](#) on Sat, 03 Jul 2010 03:31:24 GMT
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I'm not gonnaa be with internet access on the comouter the file is on. I have pro-e, blender, and meshlab. What should I do to solidify it?

thanks
