
Subject: object resizes on export
Posted by [berky93](#) on Sat, 11 Sep 2010 23:29:27 GMT
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I have an object I am creating that should be a few inches wide. Before exporting from 3ds max I confirmed the size. But after I export both netfabb and shapeways tell me the model is less than 3mm wide. Is there a way to prevent this? I've never had this issue before with any other objects.

Subject: Re: object resizes on export
Posted by [Shuggster](#) on Sun, 12 Sep 2010 00:43:16 GMT
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3ds max seems to always mess the scale up for me on export, all I do is make a note of what the largest dimension is supposed to be and then divide that number by what the largest dimension reads out as in netfabb and use that as a scale factor with the scale tool in netfabb.

Its a bit of a pain really but it works.

Subject: Re: object resizes on export
Posted by [berky93](#) on Sun, 12 Sep 2010 04:31:17 GMT
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hmmm I've never even used any tool in netfabb except repair. Good idea.

Subject: Re: object resizes on export
Posted by [bitstoatoms](#) on Sun, 12 Sep 2010 12:35:05 GMT
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I always assume 1 MAX unit = 1mm

This seems to work for me?

Subject: Re: object resizes on export
Posted by [Shuggster](#) on Sun, 12 Sep 2010 16:35:50 GMT
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Well it never works for me

Subject: Re: object resizes on export
Posted by [Magic](#) on Sun, 12 Sep 2010 20:17:15 GMT
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I used to have a similar problem.
Please check this topic to see the solution that worked for me. I hope it will work also for you.

Subject: Re: object resizes on export
Posted by [berky93](#) on Mon, 13 Sep 2010 03:37:55 GMT
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I never work in max units, especially when I'm creating an object for print.

And thanks for the link, I think that's my problem.

Subject: Re: object resizes on export
Posted by [Magic](#) on Mon, 13 Sep 2010 06:22:55 GMT
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It seems that 3DS Max has some display (or working) units and some internal (or actual) units.
Let us know if this solve your problem: it is at least the 3rd or 4th time someone complains about wrong export sizes with 3DS Max, so perhaps this has to be mentioned in the appropriate tutorial, if it is not already the case.

Subject: Re: object resizes on export
Posted by [Shuggster](#) on Wed, 15 Sep 2010 19:21:30 GMT
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It works so long as I use mm as display units in max, when I change to cm display units its then out by a factor of 10, still its a lot easier to deal with knowing I can just scale by a factor of .1 in netfabb for all objects.

Subject: Re: object resizes on export
Posted by [Magic](#) on Wed, 15 Sep 2010 19:55:38 GMT
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Yes, I assume that display units and internal units must be the same to avoid any scaling at export.
