

---

Subject: Material Costs vs Scale

Posted by [TinBane](#) on Fri, 26 Nov 2010 00:53:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I'm creating a model at the moment, still working on the design. I've uploaded a copy which is about 10cm on it's longest axis.

The cost for the model at 10cm is \$ 14.70 WSF, \$ 10.21 for sandstone. Which intuitively is correct, because sandstone costs 2/3 for materials, plus the surcharge to start with.

However, if I upscale exactly the same model to 20cm, using the same blender file and exporting it out the cost comparison changes.

The cost for the 20cm model is \$ 69.24 WSF, and \$ 71.12 for sandstone.

Is there a cost to exceeding a certain scale in sandstone?

I thought sandstone was recommended only for larger scale models?

Or is it a bug in the calculation?

Sandstone should be around \$45, assuming the WSF estimate is correct.

---

---

Subject: Re: Material Costs vs Scale

Posted by [stannum](#) on Fri, 26 Nov 2010 01:50:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

WSF and family have some extra pricing rules for big objects that use more than 10% of the bounding box. You'll have to search for that, the materials page lacks it... try the blog.

---

---

Subject: Re: Material Costs vs Scale

Posted by [GHP](#) on Fri, 26 Nov 2010 02:13:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Assuming you scaled the model by 2 in all three dimensions, the new volume should be  $2 \times 2 \times 2 = 8$  times the previous volume, so the sandstone price looks right, and the WSF must be discounted because of the larger size.

---

---

Subject: Re: Material Costs vs Scale

---

Posted by [TinBane](#) on Fri, 26 Nov 2010 02:22:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thanks for your replies!  
I understand why the cost is different now.

---

---

Subject: Re: Material Costs vs Scale  
Posted by [bitstoatoms](#) on Fri, 26 Nov 2010 04:15:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hey TinBane

I will update the material page asap

but the deal with WSF is:

# On a White, Strong & Flexible model you will then pay the regular \$1.50 per cubic cm for any model that is less than 20 cubic cm as well as a start up fee of \$1.50 per model. So no change there.

# On White, Strong & Flexible model larger than this you will pay a start up fee of \$1.50. You will also pay \$1.50 per cubic cm for the first 20 cubic cms. Any additional cubic centimeters are only \$0.75 per cubic cm.

Or you could say WSF from 75c percm<sup>3</sup>\*

\*plus start up costs

Cheers

---

---

Subject: Re: Material Costs vs Scale  
Posted by [Magic](#) on Fri, 26 Nov 2010 07:56:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Yes you ar right Drscott, we could say that for dense object of more than 20 cm<sup>3</sup>, you pay a start up cost of \$31.50 (for the first 20 cm<sup>3</sup>) and \$0.75/cm<sup>3</sup> for any cm<sup>3</sup> exceeding the 20 first ones... It is perhaps easier to understand (or isn't it? ).

---

---

Subject: Re: Material Costs vs Scale

---

Posted by [TomZ](#) on Fri, 26 Nov 2010 11:22:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It's easier to think of it as a startup of \$16.50 + \$0.75 per CM3.

---

Subject: Re: Material Costs vs Scale

Posted by [Magic](#) on Fri, 26 Nov 2010 13:13:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yes, you are right. As long as it is more than 20 cm<sup>3</sup> (and has a density of more than 10%, of course).

---

Subject: Re: Material Costs vs Scale

Posted by [stannum](#) on Fri, 26 Nov 2010 18:42:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Found it, Price Reduction Offer. Basically half price for centimeters beyond first 20, if the item is dense.

---