Subject: Model orientation in shop
Posted by nautilus on Sat, 18 Dec 2010 14:57:59 GMT
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My Models all seem to have the wrong orientation in my shop. Why is this happening?
How do I change the orientation
(changing the upload model does not help, i tried that)

and an other question?
Wy do some of the older shops have nice pictures in ther shops and I get only 3D images in wrong orentation????

http://www.shapeways.com/shops/nautilus

Subject: Re: Model orientation in shop
Posted by stop4stuff on Sat, 18 Dec 2010 17:08:13 GMT
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To get your model looking right in the preview render, you need to orientate your model to the way you want it to look before you save and upload. The 'up' direction in the render preview is the global Y axis for some reason.

You can see the difference between the three axis orientated models below;
http://www.shapeways.com/model/191729/
http://www.shapeways.com/model/191728/
http://www.shapeways.com/model/191727/

As for 'other images', you have the option of uploading an image, the image may be a render saved from your 3D software, a photograph, or any image in an allowed format. Once uploaded, you have the option of making the image the default image on you item page.

[edit]... who messed up my keyboard?

Subject: Re: Model orientation in shop

Posted by nautilus on Sat, 18 Dec 2010 20:36:52 GMT
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thank you for your clear aswher, I will test this tomorow

Subject: Re: Model orientation in shop
Posted by bartv on Tue, 21 Dec 2010 15:36:26 GMT
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stop4stuff wrote on Sat, 18 December 2010 17:08The 'up' direction in the render preview is the global Y axis for some reason.

Indeed. We're using Blender for rendering the uploads [1], and it seems to use the Y-axis as up. Do you think it's too confusing?

Bart

[1] http://www.shapeways.com/blog/archives/404-Shapeways-release
s-Blender-rending-files-under-Creative-Commons-License.html

Subject: Re: Model orientation in shop
Posted by nautilus on Tue, 21 Dec 2010 17:41:42 GMT
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Hi,
Confusing Yes/no I did not know.
In my program (Inventor) the Y- axe is not up.
I did expect that this could be a problem.
But now I know and can try to work with that.
I already had a sulution, I changed al the defold pictures.

Thank You

http://www.shapeways.com/shops/nautilus