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Subject: SolidWorks problem, lack of colour  
Posted by [MehMeh27](#) on Sun, 08 May 2011 14:47:37 GMT  
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I am having problems with saving as .stl or .wrl, in SolidWorks. It works, but it loses all colour. At first I had individual faces coloured, which took a long time, now I've got a seperate bodies for each colour, which saves a lot of time when trying to change it. Using either method though, it's not saving the colour to .stl or .wrl, and I don't know why. :\

Help!

Oh, it saves the colour of the overall part specifically, but not any applied to faces or individual bodies.

Edit:

Okay, I'm trying to use Blender now to colour the parts. I've attached the .blend file. When I try to export all the parts as .stl, .obj, or .x3d it doesn't save with colour.

Am I doing something wrong here? Or is it not supposed to save with colour? :\

Okay, I figured out how to add colour using textures with AccuTrans 3D, to .wrl format. Very happy I've done it, now I can start making more stuff. :) (well, I'll order this and see how it turns out...)

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