
Subject: Blender meta
Posted by [Ayewondery](#) on Mon, 16 May 2011 16:13:18 GMT
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Looking around in Blender 2.49
was wondering if the things called metas are printable?

Can one use the "Metaball" form a shape and have it be used in 3D printing ?

the shapes listed under Meta

Balls
tube
plane

Subject: Re: Blender meta
Posted by [Eeppium](#) on Mon, 16 May 2011 16:27:23 GMT
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Indeed they are.
you`ll just need to conver them into a mesh by pressing "alt+c"
there are some settings for them in editing panel.

Subject: Re: Blender meta
Posted by [Ayewondery](#) on Wed, 18 May 2011 17:06:57 GMT
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Thanks for the reply

and the key shortcut

Like blenderit is a little bit over for someone just starting out in modeling with computers.

Subject: Re: Blender meta
Posted by [Eeppium](#) on Wed, 18 May 2011 18:39:54 GMT
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No problem.

Blender was my first contact to cg-graphics, back then I was so excited to find a Free 3D-modelling software I didn't even think of searching tutorials or guides. I just banged the keyboard trying to find different cool key combinations to do stuff !

It took me about 2 weeks learn to build something vaguely regognisable. then I discovered that there are tutorials and stuff on the net from wich I would have learned all and more during those 2 weeks in just few hours... I've grown a "bit" more patient now

anways here's some links for blender:

<http://www.blendercookie.com/>

http://en.wikibooks.org/wiki/Blender_3D:_Noob_to_Pro

<http://www.3dbuzz.com/vbforum/showthread.php?188849-Blender-Fundamentals-First-drop-of-videos-now-available-to-the-public>
