
Subject: Convert Image to Mesh-- how's it done?
Posted by [Mick Lang](#) on Sat, 23 Jul 2011 17:30:55 GMT
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I see several creations where you can personalize mesh's with an image (much more detail than a displacement) and appears to be a conversion of a bump map to an actual mesh.

Does anyone have a recommendation on how to apply this and be able to print with Shapeways?

I'm a blenderhead, but would love to know a ways/means to do this.

Thanks in advance,

Mick

Subject: Re: Convert Image to Mesh-- how's it done?
Posted by [bartv](#) on Mon, 25 Jul 2011 08:05:57 GMT
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Hi Mick,

it depends on the software that you use. A displacement/height map can work really well - we use that in our Photoshapers as well. You'll need to work on a finely subdivided mesh though or else you just don't get the resolution.

Bart
