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Subject: Newbie help

Posted by [Camazine](#) on Tue, 26 Jul 2011 19:18:01 GMT

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I have just created a model using TopMod, and exported it as an .stl file ([www.shapeways.com/model/301956/](http://www.shapeways.com/model/301956/)). How do I specify a particular size for the model. The design now appears to be 0.7 cm. I would like to make it larger.

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Subject: Re: Newbie help

Posted by [virtox](#) on Tue, 26 Jul 2011 20:21:12 GMT

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You will need to scale the object to the correct size, prior to upload.

I'm not familiar with Topmod, but I imagine it has some scaling capabilities?

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Subject: Re: Newbie help

Posted by [Camazine](#) on Tue, 26 Jul 2011 20:30:20 GMT

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Actually, TopMod doesn't seem to have scaling abilities. How about meshlab? Is there a way to scale an object within that program? I could import my TopMod models and work from there. I looked briefly at Meshlab, but didn't see a menu item there for scaling an object.

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Subject: Re: Newbie help

Posted by [virtox](#) on Tue, 26 Jul 2011 21:04:56 GMT

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It's "hidden" under "normals, curvature, orientation" -> "apply transform"

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