
Subject: The esiest way to shell your models?
Posted by [vagos](#) on Fri, 29 Jul 2011 22:05:38 GMT
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Hi there!

I would like some help please because I've got a big problem...

I have done my hole model in 3DS max but it seems impossible to proceed to 3d print... because I can't shell my model because the polygons penetrate the exterior surface of the model plus I have to subdivide to get my parts smooth and the polygons go too high and 3ds max crashes...

It's a nightmare...

Why it should be so difficult?

Can I export my model to another software that can perform this task easier?

Please give me some help how can I tackle this matter because I want so badly to print my model...
