
Subject: Hello

Posted by [Johntleman](#) on Tue, 13 Sep 2011 02:53:07 GMT

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Hello everybody,

I'm John and beginner with 3D printing. I did some 3D on 3DS max long time ago but now i'm on mac OSX and using Blender. I would like to know if someone can take time to help me about one thing : I want to define the size of my object but not "pixel" but in "cm" I really can't find it.

Looking forward to read you,

Thanks

John

Subject: Re: Hello

Posted by [Youknowwho4eva](#) on Tue, 13 Sep 2011 14:36:44 GMT

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Welcome John, I'm no blender expert, but I believe if you draw your item, export to STL and upload as cm will do the trick. As far as I know there isn't a way to set units in blender.

Subject: Re: Hello

Posted by [bartv](#) on Tue, 13 Sep 2011 16:01:17 GMT

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Hey John,

Youknowwho4eva is right - Blender doesn't use units. You decide for yourself how large you want 1 Blender to be. I recommend using 1 Blender unit = 1 mm (you can select this during upload of STL files, other file formats require 1 unit = 1 meter).

Have fun!

Bart

Subject: Re: Hello

Posted by [Johntleman](#) on Tue, 13 Sep 2011 23:52:52 GMT

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thank you guys for your fast replies and your help !
John
