
Subject: Problems with "Hollowing Out" a model to save money
Posted by [coolbutpointless](#) on Sat, 17 Sep 2011 04:30:48 GMT
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I am having the strangest issue.

I have created a model and I priced it "solid"- with no extra areas left empty.

I started hollowing out my model to reduce the total material it would need to use to be created- updating my model as I went to see how much the cost was reduced.

Then the price started going back up even as I reduced the interior of the model further.

I am using a boolean subtraction. Is there a better way to do this or a proper way the Shapeways would recommend?

At present, my model hollowed out to what I would estimate as 40% less volume is coming out more expensive than when I price the original "solid" model.

Subject: Re: Problems with "Hollowing Out" a model to save money
Posted by [stop4stuff](#) on Sat, 17 Sep 2011 08:59:33 GMT
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With the pricing, you're seeing the volume discount that's applied to WSF - more information on the White Strong & Flexible materials page

Also, make sure you have a hole joining the hollow space to the outside world.

Subject: Re: Problems with "Hollowing Out" a model to save money
Posted by [coolbutpointless](#) on Sat, 17 Sep 2011 16:14:20 GMT
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Ahh, I had no idea there was a "volume" discount. So, basically, at this point, it would make my model cheaper to add a useless cube to bring it back down to the lowest price point that I was able to reach!

Subject: Re: Problems with "Hollowing Out" a model to save money
Posted by [stop4stuff](#) on Sat, 17 Sep 2011 16:21:06 GMT
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yep... more about that here;

http://www.shapeways.com/forum/index.php?t=msg&goto=27465&#msg_27465

Subject: Re: Problems with "Hollowing Out" a model to save money
Posted by [coolbutpointless](#) on Sat, 17 Sep 2011 16:34:07 GMT
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Wow. Well, I guess I'm about to start a collection of dice!
