Subject: ShipWright on BoingBoing
Posted by macouno on Wed, 05 Oct 2011 07:08:45 GMT
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O Boy...

Some of you may have seen my ShapeWright webgl based project..

Part of it is a space ship generator called the "shipwright". It lets you generate a space ship based on your name, which then gets uploaded to shapeways through the API.

Just now it got a mention on boingboing.net, which usually means heaps of traffic... I hope my server survives... and I hope it does't slow down shapeways' systems too much!

File Attachments

1) shapewright-logo-temp.jpg, downloaded 233 times

Subject: Re: ShipWright on BoingBoing
Posted by stop4stuff on Wed, 05 Oct 2011 08:28:36 GMT
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lol... that explains all the new ring and ship models in the gallery.

Well Done!

Subject: Re: ShipWright on BoingBoing
Posted by duann on Wed, 05 Oct 2011 09:23:36 GMT
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congrats..

I did notice a heap of ships invade the servers...

Subject: Re: ShipWright on BoingBoing
Posted by mctrivia on Thu, 06 Oct 2011 12:28:30 GMT
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very impressive

Subject: Re: ShipWright on BoingBoing
Posted by dylpeel on Sun, 20 Jan 2013 01:55:06 GMT
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Hey I was just playing with ShipWright with my friend and we exported the file to output through shapeways. The model is huge and therefore so is the price. Should we just scale it down to make through shapeways? And get the price something a little less than $4000. We were just curious to play with materials.

Thanks for any help in advance, Chris and Dylan.

Subject: Re: ShipWright on BoingBoing
Posted by macouno on Thu, 24 Jan 2013 10:45:03 GMT
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Hi

Just make sure you have the units set as mm in the shapeways upload form.

Or... scale the model to some other unit size in a 3d package before uploading