Subject: Size is tenfold?
Posted by tempusr108184_6d3764e535 on Wed, 12 Oct 2011 07:23:46 GMT
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When I measure my model (a sole for a shoe) it is 28.5 cm long, but after upload it seems to be 285 cm long.

Can anybody recognize this error or give me any suggestions?

I made my model in SketchUp and exported it to .dae

I am new to this so I really need some help. Please

Thomas Glerup

File Attachments

1) basic better sole A.dae, downloaded 147 times

Subject: Re: Size is tenfold?
Posted by duann on Wed, 12 Oct 2011 07:31:54 GMT
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The easiest way may be to scale it down by a factor of 10 in SketchUp prior to uploading?

Subject: Re: Size is tenfold?
Posted by tempusr108184_6d3764e535 on Wed, 12 Oct 2011 07:53:10 GMT
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Thanks Duann,

a very simple solution to the problem.
I will try that. And if it works I will wonder what happened:-)

Thomas

Subject: Re: Size is tenfold?
Posted by tempusr108184_6d3764e535 on Wed, 12 Oct 2011 08:57:35 GMT

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Still!
After reducing the size in 2 ways:
first by the measure-tape to 0.1
second by scale tool to the desired length

my model is still around ten times to big when it is exported to .dae and uploaded?

This is really frustrating???

Any ideas?

Subject: Re: Size is tenfold?
Posted by duann on Wed, 12 Oct 2011 09:52:27 GMT
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That is weird,

There are others who are more experience in outputting from SketchUp to Shapeways but there is a tutorial here that may help?

http://www.shapeways.com/tutorials/sketchup_3d_printing_expo rt_to_stl_tutorial

Let me know if this works?

Subject: Re: Size is tenfold?
Posted by mctrivia on Wed, 12 Oct 2011 11:07:35 GMT
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Some here have found scketchup useful. For me the money for a paremetric modeling program like Alibre was worth it.

However to fix your current problem download netfabb basic. It will scale the stl properly.

tg@betterfelt.com wrote on Wed, 12 October 2011 08:57Still!
After reducing the size in 2 ways:
first by the measure-tape to 0.1
second by scale tool to the desired length

my model is still around ten times to big when it is exported to .dae and uploaded?

This is really frustrating???

Any ideas?

Subject: Re: Size is tenfold?
Posted by Youknowwho4eva on Wed, 12 Oct 2011 14:35:24 GMT
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Have you tried uploading it as mm?

Subject: Re: Size is tenfold?
Posted by tempusr108184_6d3764e535 on Wed, 12 Oct 2011 15:26:56 GMT
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Thanks everybody for your suggestions.
I simply can't figure out whats wrong.
I have upgraded to SketchUp Pro, and exported to another format (.obj).

The size is still different from SketchUp to "Shapeways".
And the factor is around 10.

Beats me???

Subject: Re: Size is tenfold?
Posted by tempusr108184_6d3764e535 on Wed, 12 Oct 2011 15:28:58 GMT
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Yes I have also tried mm :J
Still no solution:(

Thanks everybody for your suggestions.
I simply can't figure out whats wrong.
I have upgraded to SketchUp Pro, and exported to another format (.obj).

The size is still different from SketchUp to "Shapeways".
And the factor is around 10.

Beats me???

Subject: Re: Size is tenfold?
Posted by mctrivia on Wed, 12 Oct 2011 15:30:19 GMT
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just use netfabb if it is exactly multiple of 10. It will take the file allow you to scale and then resave.

Subject: Re: Size is tenfold?
Posted by tempusr108184_6d3764e535 on Wed, 12 Oct 2011 15:31:21 GMT
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I ment that by uploading the .obj format I was able to print the model and define the size in mm.

Thanks for your help!
I think I am OK for now:D