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Subject: Why is my design so expensive to print?  
Posted by [Scooley01](#) on Thu, 20 Oct 2011 05:35:22 GMT  
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I had an idea for something last night, so I drew it up in Sketchup and uploaded it to see what it'd cost to get printed.

The first time I uploaded it, I accidentally made it solid, so it was understandably pretty pricey to print, but even after hollowing it out, it's still nearly \$100. Is that typical for something around 10x3.8x25cm? Is my design just too big to be cost effective to print?

Solid version

Hollowed version

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Subject: Re: Why is my design so expensive to print?  
Posted by [duann](#) on Thu, 20 Oct 2011 11:55:57 GMT  
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Hi, that sounds about right, depending on the object and wall thickness.

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Subject: Re: Why is my design so expensive to print?  
Posted by [Scooley01](#) on Thu, 20 Oct 2011 23:04:29 GMT  
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Alright well I guess I just had a different idea of how much that much material would cost...seems like another option might be less cost prohibitive.

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Subject: Re: Why is my design so expensive to print?  
Posted by [dynath](#) on Fri, 30 Dec 2011 19:13:46 GMT  
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Material cost is cubic. You double the dimensions, you multiply the cost by itself 3 fold. Thus it scales extremely quickly when you are dealing with large models.

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Subject: Re: Why is my design so expensive to print?  
Posted by [Dragoman](#) on Sun, 01 Jan 2012 10:49:10 GMT  
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Actually, if you double all dimensions, the volume grows 8-fold (2 to the third power).

Volume is length x width x height, so by doubling them all you get  $2 \times 2 \times 2 = 8$  times the volume.

Greetings  
Karl Heinz

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