
Subject: Release October 26th, 2011

Posted by [pete](#) on Thu, 27 Oct 2011 01:22:55 GMT

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- We released the new 3D Viewer. It does not need any plugins, and works on most systems. We are reprocessing all of our model images to work with the new 3D Viewer. As models are reprocessed, the new 3D Viewer will be automatically enabled. For models that have not yet been reprocessed, the old 3D Viewer is still available.
 - We fixed a bug with certain model pages having a broken layout.
 - Shop page descriptions no longer support javascript or iframes, to prevent abuse.
 - Some people's carts that were showing an error message when viewed have been fixed.
 - We fixed small visual bugs throughout the site.
-

Subject: Re: Release October 26th, 2011

Posted by [GWMT](#) on Thu, 27 Oct 2011 04:17:06 GMT

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Nice! The new 3D viewer loads faster than Java, but it doesn't let you zoom in to see details on the part. Is a zoom in/out feature planned for the future?

Subject: Re: Release October 26th, 2011

Posted by [Magic](#) on Thu, 27 Oct 2011 05:44:58 GMT

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pete wrote on Thu, 27 October 2011 01:22- Shop page descriptions no longer support javascript or iframes, to prevent abuse.

This has broken my menu and the specific descriptions of the category pages.

Will you propose an alternative?

It would be easy to move the javascript I wrote (or a better version you can write) in your side, and give us access to some IDs or CLASSES to get an equivalent result. This would furthermore bring some consistency to the shop.

You can also have a look at what Mctrivia did here.

What do you think?

Subject: Re: Release October 26th, 2011

Posted by [stop4stuff](#) on Thu, 27 Oct 2011 06:34:01 GMT

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The 3d viewer is not as good as the previous one.. ok it loads faster, but the functionality (zoom & full step by step rotation) is gone... one of my models Ring & Link garlic bulb hanger jumps about when spinning. (actually all of the models that I checked jump about when spinning)

[edit] another thing... colour models show up in the 3d viewer

Subject: Re: Release October 26th, 2011

Posted by [ancientbuzzard](#) on Thu, 27 Oct 2011 09:06:58 GMT

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I really like the speed that the new viewer opens at. I actually found the smoothness of model rotation perfectly acceptable for my use.

I agree a zoom function... would be useful, but only if it doesn't slow it down at the initial load stage.

Andrew

Subject: Re: Release October 26th, 2011

Posted by [mctrivia](#) on Thu, 27 Oct 2011 12:30:14 GMT

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I understand the reason to get rid of javascript. It really is not a big problem though as almost no one ever goes to the shop page. But for those that do if you have a large shop something is needed.

How about the option to define an offsite shop? I plan to make my own portal to shapeways now that I know I can transfer people to shapeways with stuff in there cart. would be great if I could define 4ddice.com as my shop and the see my shop link went there.

Maybe to prevent abuse you make it a manually checked thing first off and I can write you a spider that can periodically check peoples web sites for stuff you don't want to be linking to.

Subject: Re: Release October 26th, 2011

Posted by [Youknowwho4eva](#) on Thu, 27 Oct 2011 13:07:04 GMT
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I only tried it on one model, but it gets my vote of approval. Would be cool if you could pick a material for it to be rendered in.

Subject: Re: Release October 26th, 2011
Posted by [bluelinegecko](#) on Thu, 27 Oct 2011 13:51:26 GMT
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I like it, but would also like to see a zoom function.

But it is really pointless to upgrade this if you guys don't make the button to switch to 3d view MUCH more obvious. New visitors to this site do not notice the small cube and have no idea they can view these models in 3d. Even just putting a "3-D view" label next to the button would help.

Subject: Re: Release October 26th, 2011
Posted by [stonysmith](#) on Thu, 27 Oct 2011 14:55:11 GMT
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Really great work guys. Thank you.

Subject: Re: Release October 26th, 2011
Posted by [stop4stuff](#) on Thu, 27 Oct 2011 15:59:50 GMT
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Do everyone so far thinks models jumping about as they're spinning looks ok?

Try looking at a tall model like the one I posted earlier, & then say it's ok... might work for small models, but not for the large ones

The background blue colour is too dark for proper contrast too, but that's probably just me.

Hey ho.

Subject: Re: Release October 26th, 2011
Posted by [mctrivia](#) on Thu, 27 Oct 2011 16:14:46 GMT
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It spins to fast for my liking. How about adding a slider to control the delay between picture changes. It is a pretty smart way to do it. Never would have thought of just using a series of still pictures rapidly switched.

Subject: Re: Release October 26th, 2011
Posted by [dizingof](#) on Thu, 27 Oct 2011 17:14:08 GMT
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Good job.

Since months ago all my models have a rotating "3D" Gif
ex:

- i've posted about it many times - it helps customers grasp and visualize the design better and FAST.

The new viewer -

Pros:

- * Fast loading - extremely better then the old Java viewer
- * Fast rotating - a bit jittery but ok by me.

- * Zero risk to our STL files against hackers (a set of pictures is loaded not the actual stl data)

Cons:

- * No zoom
- * White is rendered as gray when viewing full color sandstone design

I still think the icon for the 3D viewer should have a text "3D viewer" - first time visitors/search engines traffic dont dwell on every link on the model page they find and this could help the spontaneous buy mode.

Subject: Re: Release October 26th, 2011
Posted by [mctrivia](#) on Thu, 27 Oct 2011 17:24:32 GMT
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why not make this default if no picture has been uploaded?

Subject: Re: Release October 26th, 2011
Posted by [pete](#) on Fri, 28 Oct 2011 01:37:09 GMT
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Hey guys, great feedback and ideas.

@McTrivia: you mean make the 3d viewer default? It is quite a bit of a download, which is not something you want as default.

@Dezingof: like the rotating gif idea. Also really like your material. Perhaps we should offer renders in different materials? We are working on zoom!

@stop4stuff what browser do you use? No jumping around in the browser we tested with.

Pete

Subject: Re: Release October 26th, 2011
Posted by [stop4stuff](#) on Fri, 28 Oct 2011 05:33:35 GMT
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Pete, I use IE8.0 - I have just checked using Firefox, and there's no jumping about... so same as the model page again, IE users get alienated

Paul

Subject: Re: Release October 26th, 2011
Posted by [Magic](#) on Fri, 28 Oct 2011 05:35:28 GMT
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Same issue with IE9 (under Windows7).

Subject: Re: Release October 26th, 2011
Posted by [Bunrattypark](#) on Fri, 28 Oct 2011 09:30:36 GMT
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Just one thing I don't like so much, there is only a very short moment to view one angle before the model suddenly starts rotating again. It would be nice if it didn't rotate again after clicking, or at least delayed for a minute.

I have generally two renders for my models, an 'as delivered' render (the models come in three parts) and a fully assembled render. Would it ever be possible to choose a different render for 3D viewing? The fully assembled render would look better, in my particular case.

Subject: Re: Release October 26th, 2011
Posted by [dizingof](#) on Sat, 29 Oct 2011 17:20:17 GMT
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@pet renders in different materials would be awesome for customers but probably a server-intense job

Subject: Re: Release October 26th, 2011
Posted by [pete](#) on Sun, 30 Oct 2011 00:08:51 GMT
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Update:

IE8/9 issue is not with all models therefor we missed it - no purpose (small joke: come on guys FF rocks)

We will hope to release fix with next weekly release

@Bunrattypark: ok good feedback, we'll look into it

@dizingof: well we have the CPU horsepower (kinda) but the biggest challenge is great material definition for Blender. Help is more than welcome!

Pete

Subject: Re: Release October 26th, 2011
Posted by [TurtlesAreCool](#) on Sun, 30 Oct 2011 04:34:31 GMT
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@stop4stuff: Although this does not excuse proper verification on all platforms (It sounds like an effort was made, however), IE has been notorious for standards incompliance. I have not done any web development for a while, so I am unaware of the status of 8/9. However, I would not be surprised to find that Microsoft managed to disregard the web standards for some reason or another.

@pete: You might try the Blender Open Material Repository - I have not used it extensively, but it may be a good jumping-off point. <http://matrep.parastudios.de/>

Subject: Re: Release October 26th, 2011
Posted by [mctrivia](#) on Sun, 30 Oct 2011 14:09:34 GMT
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actually internet explorer is starting to get pretty good at following standards with IE9.

Google chrome is the only browser to pass Acid 3, but IE9 and Firefox both get a score of 100%(which is not a pass because they get a few errors in running the test)

Browser compliance for HTML5(source
http://en.wikipedia.org/wiki/Comparison_of_web_browsers)
Google Chrome 341/450
Mozilla Firefox 313/450
Apple Safari 293/450
Opera 286/450
Internet Explorer 141/450

well they aren't doing so well in HTML5 so far but they are usually behind. Personally Firefox is my favorite.

Subject: Re: Release October 26th, 2011
Posted by [dizingof](#) on Sun, 30 Oct 2011 14:40:19 GMT
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@pete i have no clue about blender - found it to be more annoying then zbrush..

I'm certain there are renderers for blender with textures options that produce realistic images - Bart surely knows about them.

Subject: Re: Release October 26th, 2011
Posted by [stop4stuff](#) on Sun, 30 Oct 2011 16:03:56 GMT
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Pete et al,

I'm not particularly fussed about my own experience with 3D view and ther IE anomalies, but the ~18% of visitors to my model pages might be... so being blase about browser choice is not a good show is it?

Paul

Subject: Re: Release October 26th, 2011
Posted by [pete](#) on Sun, 30 Oct 2011 17:47:53 GMT
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@TurtlesAreCool thanks for the pointer! I'll have a look-see!

@stop4stuff you did notice my "joke" reference?

We did test the 3D viewer on IE7/8/9 and as said on the test models, we had no problems. On certain other models you guys have found there are, so we are fixing ok?

In general we do test extensively on Chrome (Win/Linux/Apple), Firefox (Win/Linux/Apple), Safari, IE 7/8/9, Opera, but also on iPad iOS3/4/5, also iPhone and Android etc so you can see balancing quality and speed is quite tedious.

Pete

Subject: Re: Release October 26th, 2011
Posted by [woody64](#) on Fri, 04 Nov 2011 14:47:13 GMT
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The viewer now also works on my Ubuntu system, that's great. So I also assume it works on many customer systems now, which had also problems before that's also great.

@dizingof: I like the idea of the gif, how do you create this?

What would be nice to have the possibility to get a snapshot of the item from another angle for use as default image.

The snapshot should result in the same colors and feeling of the default one to have it easily mixed with the real default images.

Since the uploaded stl is maybe more orientated to printing it may not be suitable for viewing.

Subject: Re: Release October 26th, 2011
Posted by [stonysmith](#) on Fri, 04 Nov 2011 17:10:00 GMT
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Is there any reason that the 3d View is available on some models and not on others?

I only see the 3d icon on about 15 of my models. It's missing from the rest. Doesn't seem to be by upload date or such.

Subject: Re: Release October 26th, 2011

Posted by [dizingof](#) on Fri, 04 Nov 2011 17:18:25 GMT
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woody64 wrote on Fri, 04 November 2011 14:47

@dizingof: I like the idea of the gif, how do you create this?

You can use your renderer if it has this option then use any free gif maker to bind the frames to one gif.

Subject: Re: Release October 26th, 2011
Posted by [pete](#) on Fri, 04 Nov 2011 20:03:13 GMT
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@stonysmith

We are rendering all models for use with the 3D viewer this will take some time (weeks....) as we are rendering over 150,000 models!

Subject: Re: Release October 26th, 2011
Posted by [erckgillis](#) on Fri, 04 Nov 2011 20:22:33 GMT
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Export to any GIF, PNG or JPG format then try <http://gickr.com/>

Subject: Re: Release October 26th, 2011
Posted by [stonysmith](#) on Fri, 04 Nov 2011 20:30:40 GMT
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pete wrote on Fri, 04 November 2011 20:03 We are rendering all models for use with the 3D viewer this will take some time (weeks....) as we are rendering over 150,000 models!
I didn't realize that it was a separate process. NO WORRIES.. take as much time as you need.

Subject: Re: Release October 26th, 2011
Posted by [woody64](#) on Sun, 06 Nov 2011 13:01:59 GMT
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pete wrote on Fri, 04 November 2011 20:03@stonysmith

We are rendering all models for use with the 3D viewer this will take some time (weeks....) as we are rendering over 150,000 models!

Would be great to have a possibility to do that also manually by designer request:

- Would give us the possibility to add the most needed/popular ones
- Would also overcome your cpu limitations

Maybe you remember the changed default image, which are still not updated for all (I think you have stopped it due to cpu costs).

Looks still ugly on the pages and the only way to deal with it from designer side is to upload the 3d file once more.

Woody64
