
Subject: Texture problem

Posted by [focomoso](#) on Sat, 19 Nov 2011 10:08:01 GMT

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Hi,

I'm having trouble with the texture not showing up on a few seemingly random faces. I narrowed the problem down to the simplest shape here:

http://www.shapeways.com/model/385058/hand_test_00.html?gid= ug

The gray tris don't show up in 3ds max or in my .wrl viewer.

Anyone have any thoughts?

Subject: Re: Texture problem

Posted by [ashiboy](#) on Sat, 19 Nov 2011 16:24:09 GMT

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can't see

Subject: Re: Texture problem

Posted by [focomoso](#) on Sat, 19 Nov 2011 18:59:58 GMT

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So, I figured it out. Two parts of the model intersected (almost infinitesimally) which wiped out all the textures on the intersecting faces.
