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Subject: how many points make a ring "round"?

Posted by [izorg](#) on Sat, 26 Nov 2011 18:05:33 GMT

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Hi,

i'm using sketchup to build a ring. How many sides do you need so that a circle is actually felt and seen like a circle?

The default setting in sketchup is 24 sides, which looks not really round. 200 sides makes my pc really slow if i turn the circle into a 3d object (with the follow me tool)

Do i need more or is 200 enough? Or are there other techniques to make things round?

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Subject: Re: how many points make a ring "round"?

Posted by [stonysmith](#) on Sat, 26 Nov 2011 19:55:04 GMT

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The real question is how big around is your object, and what material are you designing for? 16 faces on a 1mm post may seem nicely circular, whereas 2000 faces on a 10cm surface may still seem faceted.

I have a bit more of a writeup here about it..

<http://stonysmith.com/wired/scaling.asp>

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Subject: Re: how many points make a ring "round"?

Posted by [izorg](#) on Sat, 26 Nov 2011 20:12:46 GMT

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thank a lot Stonysmith. I'll just go for the maximum 200 sides, this should hopefully do it for such a small object as a ring.

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