Subject: Scuptris to Shapeways
Posted by Youknowwho4eva on Tue, 27 Dec 2011 17:01:21 GMT
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An instruction sheet for creating colored items in Scuptris and getting them uploaded to Shapeways. In case anyone was wondering :d

File Attachments

1) sculptris instructions.jpg, downloaded 195 times

Subject: Re: Scuptris to Shapeways
Posted by dizingof on Tue, 27 Dec 2011 17:55:11 GMT
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I'm pretty sure you can skip the Blender stage...

Upload the OBJ straight to shapeways - OBJ has all the colors data inside - no need to convert to textures.

Subject: Re: Scuptris to Shapeways
Posted by Youknowwho4eva on Tue, 27 Dec 2011 18:09:54 GMT
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I tried that with no luck. On the upload page it doesn't include OBJ for color models. And if it had the color data wouldn't it already have the color when opened in blender?

Subject: Re: Scuptris to Shapeways
Posted by dizingof on Tue, 27 Dec 2011 18:24:48 GMT
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I tried it now too.. you're right .. i recall Bart said shapeways accepts OBJ but without the colors

data..

Cool guide.

Subject: Re: Scuptris to Shapeways
Posted by stannum on Tue, 27 Dec 2011 21:23:54 GMT
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Text is wrong, you mean Blender 2.49 and 2.59. ^_^ The 1.x series is really old.

Subject: Re: Scuptris to Shapeways
Posted by Youknowwho4eva on Tue, 27 Dec 2011 23:18:28 GMT
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You are right, I'll have to fix that.

Edit: Fixed Thanks

Subject: Re: Scuptris to Shapeways
Posted by stop4stuff on Wed, 28 Dec 2011 12:31:16 GMT
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Nice tutorial.

You might be able to save the 'Blender' time by importing the .obj into Accutrans3D and then export as VRML2.0... Accutrans also has options to scale and more importantly truncate the UV map filename ready for zipping.

Subject: Re: Scuptris to Shapeways
Posted by Youknowwho4eva on Wed, 28 Dec 2011 13:36:24 GMT

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More than one way to skin a cat, or a 3D model in this case :lol: . This was just the easiest way for me using what I know, and what I was able to get to work.