
Subject: My model too big?

Posted by [iSay](#) on Thu, 12 Jan 2012 02:03:37 GMT

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Hi all,

I'm trying to make myself a coffee cup, I've created it but when I upload it to the shop it's showing as a whopping \$108 - have I done something wrong?

Oops, probably helps if I link my shop.

<http://www.shapeways.com/shops/icraft>

Subject: Re: My model too big?

Posted by [Youknowwho4eva](#) on Thu, 12 Jan 2012 02:52:21 GMT

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Helps even more if you make your model public .

Subject: Re: My model too big?

Posted by [iSay](#) on Thu, 12 Jan 2012 03:32:03 GMT

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LOL! Sorry, you should now be able to see it.

Also, any idea how this will come out as glazed ceramics? Will it keep its square look?

Subject: Re: My model too big?

Posted by [christopherlowe](#) on Fri, 20 Jan 2012 04:03:00 GMT

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i think that your cup will do just fine.

the reason it is so much money is because of the way glazed ceramics is calculated... it isn't by volume but by surface area... exactly what is making this cup cool is cranking up the price tag... i would chamfer off the parts that you can while keeping the look of the part... that will help it our price wise...

good luck.

Subject: Re: My model too big?
Posted by [iSay](#) on Fri, 20 Jan 2012 14:52:40 GMT
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Thanks for the reply.

I think I'll take another crack at it now that I'm a little more familiar with Blender and how Shapeways works with it.
