
Subject: saving help for blender

Posted by [SmoothJewels](#) on Mon, 16 Jan 2012 01:43:02 GMT

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hello! i made my first model and i dont know how to save the blender file. Is there a 3d viewer program that I can save blender as? i dont want it as a flat image. thanks!

Subject: Re: saving help for blender

Posted by [JACANT](#) on Mon, 16 Jan 2012 19:53:36 GMT

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Hi

Just export the file as a .stl, you can then open and view it in Netfabb.

<http://netfabb.com/basic.php>

There it can be checked, repaired and scaled. This file can then be uploaded to Shapeways as an .stl

File Attachments

1) [blender.png](#), downloaded 78 times
