
Subject: How to make a solid object out of a skp file??
Posted by [Pziddy29](#) on Sun, 29 Jan 2012 15:36:52 GMT
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long story short I want to use a skp file to print some 3d objects.Problem is when converting or exporting from skp to a .stl file the models have holes and gaps.I have no 3d or modeling experience.How can i fix this problem?Or is there a program that can do this for me??

Subject: Re: How to make a solid object out of a skp file??
Posted by [danielprasal](#) on Sun, 29 Jan 2012 19:12:37 GMT
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Hi,

Try netfab. That software is really easy to use and free version has tools to repair most of problems like open shells, inverted triangles etc. It works with stl files.

Good luck

Subject: Re: How to make a solid object out of a skp file??
Posted by [Pziddy29-1](#) on Sun, 29 Jan 2012 21:37:58 GMT
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I have and tried netfab with no luck I've also tried meshlab to no success.Also I don't have any experience in modeling so I am very limited on my end as far as abilities go.

Subject: Re: How to make a solid object out of a skp file??
Posted by [denali3ddesign](#) on Mon, 30 Jan 2012 00:48:00 GMT
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Use the Solid Inspector Sketchup Plugin to find holes before exporting.
