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Subject: Sketchup help!

Posted by [lucasjsmith](#) on Tue, 07 Feb 2012 07:25:47 GMT

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Hi, I'm new to all this. I have a design i want to have 3D printed, and I've created it in sketchup. It looks fine there, with everything solid where I want it to be. But when I export as dae, everything goes crazy! Please help! I have attached the sketchup and dae files that I have.

#### File Attachments

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- 1) [l-money new.dae](#), downloaded 40 times
  - 2) [L-Money 3.skp](#), downloaded 45 times
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Subject: Re: Sketchup help!

Posted by [underitall](#) on Tue, 07 Feb 2012 15:24:57 GMT

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Hello,

I've just had a quick look, there are some reversed faces (the blue ones) and internal geometry that needs removing.

Should be a quick fix, hope this helps,

Tom.

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Subject: Re: Sketchup help!

Posted by [denali3ddesign](#) on Tue, 07 Feb 2012 16:18:01 GMT

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Hi,

Like Tom said, some internal problems and reversed faces are all that's wrong. I have attached the file with some notes attached to help you understand where the problems are.

What you need to end up with is a single shell with no internal geometry. Think of the model as a container for your 3D print, you don't want anything inside that will interfere with the printing process.

If you want, I can do a live screenshare over Google+ with you to explain better.

## File Attachments

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1) [L-Money 3 help.skp](#), downloaded 44 times

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Subject: Re: Sketchup help!

Posted by [lucasjsmith](#) on Sun, 12 Feb 2012 05:47:48 GMT

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Thanks for that awesome advice!

I did all the things you said and cleaned it up a lot internally. Now I have one little part that refuses to have a face. I have noted it in the attached image and SKP file. I just need that little rectangle to get filled in.

## File Attachments

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1) [L-Money 3 help - SketchUp.png](#), downloaded 47 times

2) [L-Money 3 help.skp](#), downloaded 45 times

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Subject: Re: Sketchup help!

Posted by [denali3ddesign](#) on Sun, 12 Feb 2012 19:06:48 GMT

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Just trace over one of the bounding edges to 'heal' the face.

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