
Subject: Hello

Posted by [bgourl](#) on Wed, 15 Feb 2012 04:06:07 GMT

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I would like to know if I can print a model with several objects? I would like to print a bust of myself that I modeled and I have my hair modeled as geometry because I assume that it wouldn't print the Maya hair. I have one object as my head and one as my hair and I was thinking possibly separate objects for my eyebrows and eyelashes. Also I assume the objects cannot collide, please correct me if I'm wrong. Thank you for your time.

-Rebecca Gourley

File Attachments

1) [BeckyBust.mb](#), downloaded 34 times

Subject: Re: Hello

Posted by [bgourl](#) on Wed, 15 Feb 2012 04:16:17 GMT

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This is a picture of it.

File Attachments

1) [bustMe.jpg](#), downloaded 52 times

Subject: Re: Hello

Posted by [Youknowwho4eva](#) on Wed, 15 Feb 2012 14:12:36 GMT

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If you want it to be one piece, you either have to join them, or overlap them. You don't want them sitting exactly on top of each other, you want them actually inside one another. Shapeways software will automatically join them and not charge you twice for overlapping geometry.
