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Subject: Full color sandstone back-lighting and wall thickness

Posted by [bvr](#) on Sun, 19 Feb 2012 12:16:24 GMT

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Can anyone give me any insights into wall thicknesses and back-lighting FCS?

Also at what point does the print process smooth out faces?. I want to print a smooth sphere without going overboard with faces.

thanks everyone

bvr

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Subject: Re: Full color sandstone back-lighting and wall thickness

Posted by [aeron203](#) on Thu, 23 Feb 2012 01:15:21 GMT

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Back lighting is going to be tough at the minimum wall thickness of 3mm. The material is basically plaster so you will need a bright light to make this work. If you have a fairly wide opening on the bottom you could use something like this 3-watt, wide-angle LED module.

A sphere is a very strong shape, and I'm sure it could easily be printed about 1.5 inches wide at 1.5mm thickness for your application, if the opening was reinforced.

I would not worry too much about faceting. Making the faces about a millimeter wide would be fine.

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Subject: Re: Full color sandstone back-lighting and wall thickness

Posted by [bvr](#) on Thu, 23 Feb 2012 01:47:50 GMT

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aeron203,

Thanks for the input. My "test" model will be 10cm in dia., with the full size model being as big as I can get it printed(20cm in dia). So, I imagine 3mm wall thickness will be required.

The led module is what I was planning on using. Now after your input I may try to source a brighter module.

Thanks for the tip on the faceting. This is going to be a pricey test piece so I'm trying to get as

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many of the variables correct before I commit to it. Unfortunately blender has thrown me a curve and as it is right now I can't get it printed correctly.

thanks much for the input.

bvr

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