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Subject: Low Poly designs?

Posted by [MissStabby](#) on Fri, 25 May 2012 09:51:54 GMT

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recently i have created a few characters for a game project i was working on, so i thought about having them printed.

Though because of that im trying to print the ingame assets directly im having some pretty lowpoly models.

so i was wondering, does anyone have experience with printing lowpoly models and how will those turn out.

will they look as faceted as in the preview or will it smooth out a little. Also what are the options of sanding the models with sandpaper to obtain a smoother look. (probably the WSF material)

here's an example: <http://www.shapeways.com/model/583507/45b49dfaea64f329698d2fb7f1fbc76d>

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Subject: Re: Low Poly designs?

Posted by [pfeiffer stylez](#) on Fri, 25 May 2012 16:24:21 GMT

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MissStabby wrote on Fri, 25 May 2012 09:51 will they look as faceted as in the preview or will it smooth out a little.

Depending on the material it will smooth out a little - but not enough to cloud that the model is THAT low poly.

MissStabby wrote on Fri, 25 May 2012 09:51 Also what are the options of sanding the models with sandpaper to obtain a smoother look. (probably the WSF material)

In my opinion, that's a waste of time since Shapeways also offers polished WSF.

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