Hollowing out a 3D model?
Posted by jsantos - 2011/11/15 12:39

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I'm trying to cut down on the cost of a model, how do you hollow out an 3D model?

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Re:Hollowing out a 3D model?
Posted by Waldo - 2011/11/15 12:41

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It all depends on the software. In your example, you would have (depending on software) either subtract the inner circle, or flip it's normals. From there you have to have a hole from the outside to the inside to remove the powder from the inside.

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Re:Hollowing out a 3D model?
Posted by Marco CM - 2013/04/11 10:44

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I've posted a basic tutorial on how to use ZBrush to hollow models.
http://www.kraftwurx.com/forum/7-3d-printing/218-hollowing-your-model-with-zbrush-dynamesh

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