# Ring in 3D

Posted by Paburo - 2012/04/12 21:50

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hello I want to do a 3d ring and I want to print but how can I do please someone have a tutorial please :)

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# Re:Ring in 3D

Posted by Marco CM - 2012/04/13 10:06

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Let me mention the Kickstarters. Kickstarters are 3d models that Kraftwurx members can download for free. Go to your account profile, click the "Kickstarters" button on the upper right. There you will find free to download, ready to 3d print models. Provided is a basic men's signet ring size 11. You can start with this model as a base if you wish.

I will attempt to layout the basics for designing a wearable 3d printed ring.

First you must determine the ring size. The easiest way to do this is to lay your finger on a ruler. Measure the width at the widest part in millimeters. If you know the ring size you want to model for. Google the mm equivalent. Now that you know the inside diameter for the ring design and keeping mind a minimum wall thickness of about 1mm for rings and jewelry. You can move onto creating the 3d form.

Think about wearing the ring. It is generally a good idea to avoid sharp edges, points or hooks. Keep the lip and inside of the ring smooth. So it is comfortable to slide on and off. When someone wears it the ring will touch the fingers next to it. So avoid large protruding shapes on the sides of the ring.

Rings can be 3d printed in a variety of materials. Stainless Steel, Sterling Silver, 10k Gold, Water Clear, Amber Clear, etc. Just be sure to read the specs on the materials when designing for them.

I will add a more extensive jewelry design tutorial here soon. In the meantime please feel free to ask questions here on the forums.

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# Re:Ring in 3D

Posted by Paburo - 2012/04/14 14:49

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Ohh I see Thanks I have other question which material is good for Paintables objects?

And how Can I change in autodesk maya the measurement system please :D because I don't remember thanks

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# Re:Ring in 3D

Posted by Marco CM - 2012/04/20 17:55

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All of the "Sub-Surface" materials are acrylic and will take acrylic paint with proper acrylic primer added first. The Multi-Color Sandstone material will also take paints very well. If you select Multi-color sandstone, and do not upload a color map for your model. It will 3d print in white, and ready for paint.

No need to adjust scale in Maya, you can adjust the model to the proper scale in Kraftwurx.com after upload. All 3d software export models with "units" not actual measurements. What might be 1 inch in Maya could be 1cm when imported into another program. The user must tell the importing software if the "1" means 1mm, 1 inch or 1cm. The model file only holds the unit information: "1".

I hope this helps, let me know if you would like more clarification.

-Marco

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## Re:Ring in 3D
Posted by Paburo - 2012/04/21 10:42

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thank you Marco only one more question the other day I try to use the "create assembly"
because I want to upload something with different materials that's suppose to do that right? and didn't work the "create assembly" it's me or there is a problem thanks for your attention :)

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## Re:Ring in 3D
Posted by Marco CM - 2012/04/23 10:08

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Yes, Sorry Paburo. Create an assembly is currently non-functional for maintenance. I will notify you when Create an assembly is back up and operational. In the meantime you may email me at marco@kraftwurx.com your multi-part order if you like. Simply email me links to all the properly scaled models, and a list of the materials you'd like each one printed in.

-Marco

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## Re:Ring in 3D
Posted by Marco CM - 2012/04/24 15:58

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Paburo, here is a well rounded tutorial on exporting 3d models for 3d printing / rapid prototyping straight from Maya. I believe it is for a dated version of Maya, but the basics remain the same. I think you will find it helpful.

"Exporting from Maya for 3D Printing on the Zprint Rapid Prototyper by Daniel Tankersley"
http://www.arts.ufl.edu/aafablab/mayaexport.htm

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