Blender Night II Chat Window
November 16, 2023

http://cs.oregonstate.edu/~mjb/blender

17:28:27 I can confirm my decimated JWST loads now without crashing. [The original James Webb Space Telescope OBJ file was too big for an OpenGL DL, so he decimated the polygon count in Blender and re-exported it as an OBJ.]

Great – nice job!

17:30:52 I'm trying to wrap my head around how they made this [JWST] model

There surely was a digital CAD file of the design. I imagine they dropped the OBJ file out from that.

17:31:17 Here's the link https://nasa3d.arc.nasa.gov/detail/jwst

Thanks!

**17:31:51 The face count is 820,000 after decimating [leaving just 16% of the original detail]**

Wow!

17:37:50 Could we 3D print the wireframe then, since it has thickness?

I've wondered about that too. I believe it would be printable, but the 3D Printer might need to add so many overhang supports that it might not be worth it.

18:10:23 Could you make each particle a Suzanne model?

Like this? **Do Add→Mesh→Monkey** , then:
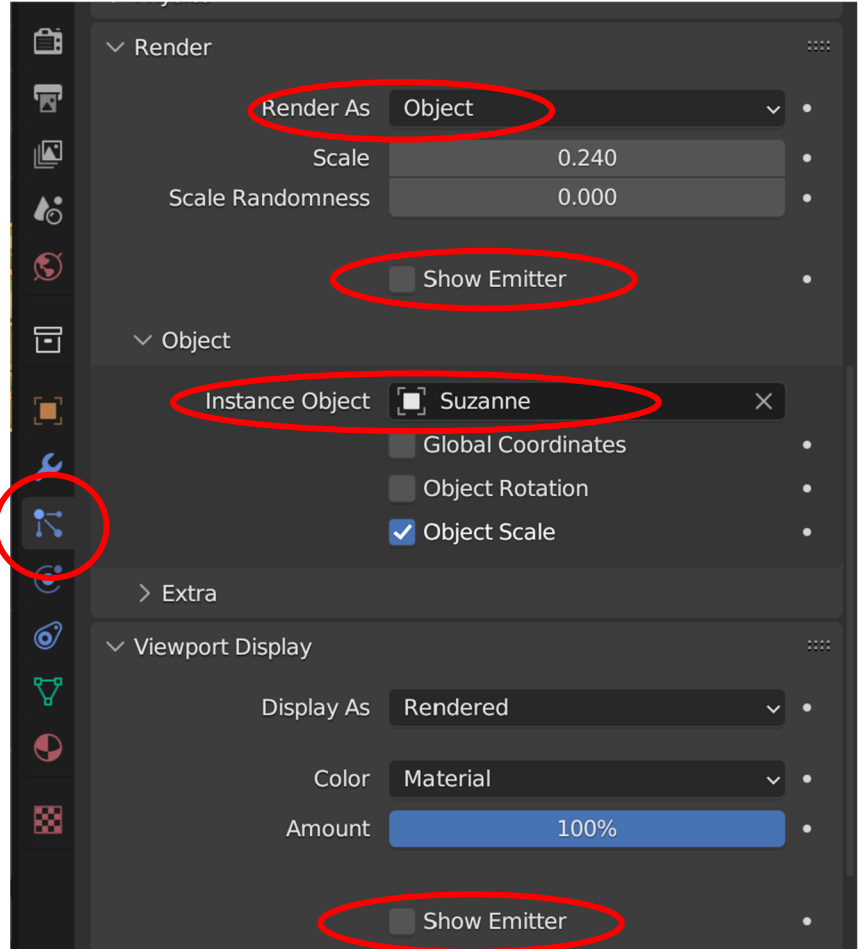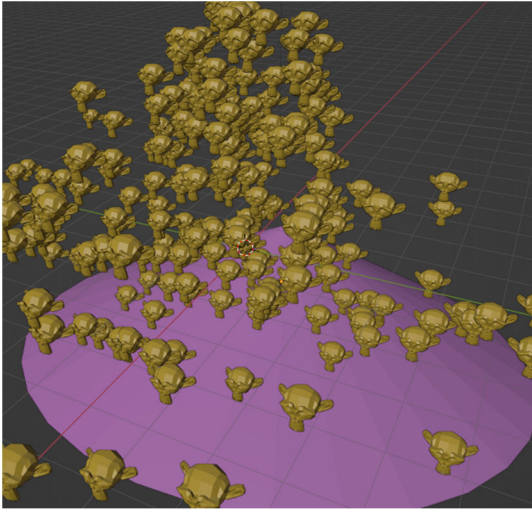
18:40:04 Does dyntopo affect shader quality? I can imagine it would start to look kind of wonky with the vertex count.

It tends to *look* great, but the higher vertex/triangle count can start to wear down the graphics card.