

Modify, remix & mashup the physical world around you

MeshUP is a super simple, always watertight, 3D modeling & mashup tool for meshes that is built for painless & direct fabrication. MeshUP is the first real volume modeler for meshes. Without effort, a creator can combine mesh data and be sure that their models are always ready for 3D printing.



More accurate, lighter & stronger objects

- Shell any mesh or volume regardless of complexity
- Add a variety of cellular structures to any volume and blend to the object for strength
- Slice out models directly for high resolution input to a 3D printer*

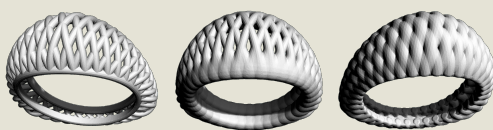
Combine any model with real world data

- Import & fix scanned mesh data
- Seamlessly combine with other models
- Create template models & quickly swap out scan data to create personalized objects 'on the fly'



Watertight models from intersecting parts

- Combine & thicken separate elements
- Blend elements together in various ways for different results
- Replicate & combine one element in many places
- Give even 'polygon soup' thickness & volume
- Boolean operations never fail



Core Features

Mesh Mixing & Blending	Painlessly combine, subtract, intersect & blend together meshes
Non-destructive	Undo, recombine and reset any values or action taken at any time
Shelling	Shell any mesh or volume no matter the complexity
Cellular Structures	Fill a volume with cellular structures & blend them to any shell
STL & Mesh Repair	Repair holes and other defects in your meshes to make solid volumes
Watertight	Model freely knowing that your models are always a true solid volume
Direct Fabrication & 3D Printing	Output STL meshes, or move to higher quality with direct fabrication by outputting slices*
I/O Formats	Import STL & VOL (more coming soon) Export STL, CLI, SLC, image stacks & VOL

System Requirements

OS	Ubuntu 12.04 LTS, OS X Snow Leopard, Windows 7, or more recent
CPU	Core 2 Duo or Athlon X2 at 2.4 GHz or better (more cores equals better performance)
Memory & Disk	4 GB RAM or higher 500 MB of free disk space
Graphics	Modern graphics card (1024x768) OpenGL compatibility is recommended
Internet Connection	High bandwidth internet connection is recommended
3D Scanner & Printer	3D scanner & 3D printer that accepts slice data is recommended*

* Currently only some printers directly take slice data, but we are working with manufacturers to allow for direct & heterogeneous fabrication. Check <http://df.uformia.com> for current list of recommended hardware.