MeshLab Tutorials

How to complete models
Dear MeshLab…

... I always end with 3D models with lots of missing parts, open bottom/back, and large empty chunks... it is a pain using them for rendering and visualization, and do not make me start on 3D printing...

Thanks

Mr. Gruviere
Missing in action

No matter

BEWARE, this is not about filling small holes, but

This can be done for two reasons:

- Rendering or interactive visualization
- 3D Printing
Simply not possible

You probably already tried to “poisson it”... Going automatic will not do, especially for complex/non-smooth situations.

Only you know exactly how the surface goes, so there is no other solution than hand-modeling

What we normally do is to use a combination of MeshLab and Blender...
Example 1
Example 1
Example 1
Example 1
Example 1
Example 1
Example 1
Example 1
Example 2
Example 2
Example 2
Example 2
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Example 2