

# THE PATH TO 3-D PRINTING

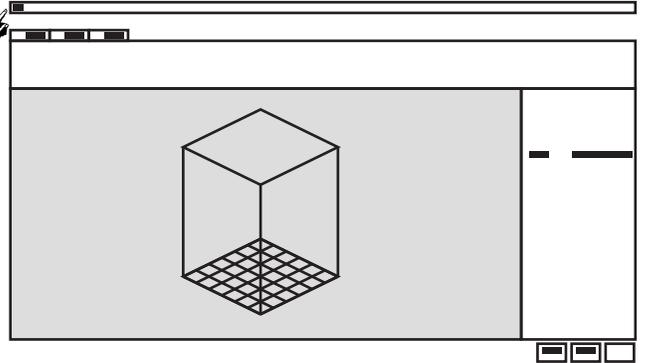
PLASTICS

DETAILED

## PART CHECKING-COST ESTIMATING

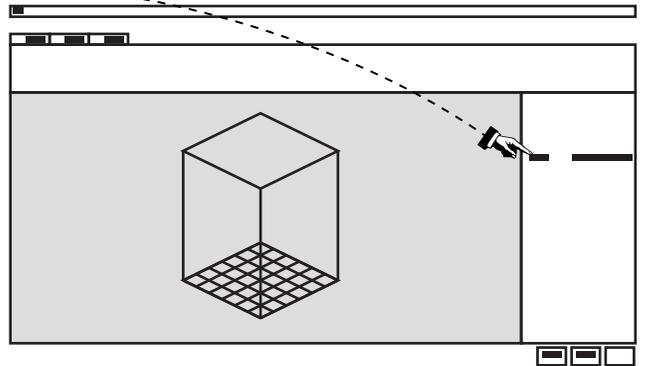
### • OPEN .STL FILE •

Open the 3D printer software. Open your .STL file , FILE => OPEN.Your object will be placed into the workspace .Rotate the workspace (click and drag) to check if you have any open edges or inverted surfaces. Bad surfaces will disappear when you rotate the object through 360 degrees. If you find any bad surfaces, go back to your original modelling software and fix them! Any bad objects printed you still pay for.



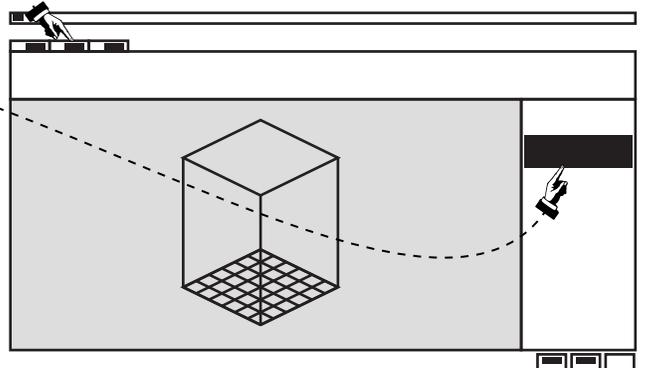
### • CONFIRM UNITS •

Make sure your units in the printer software (".stl units") are the same as the units of your original file (inches or M.M.) or your object will be way too big or way too small. If you are unsure what units you used, go back to the software you created the file in and check. **This is very important information!**



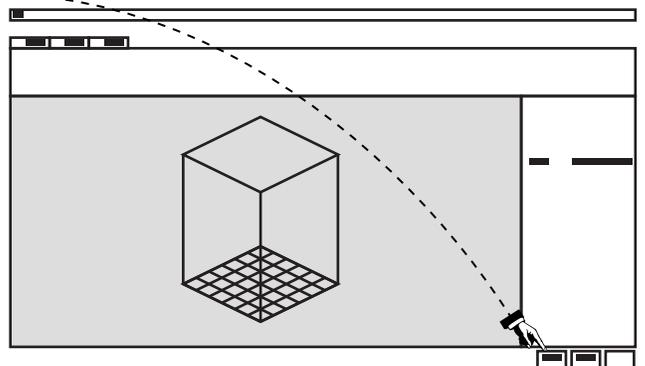
### • • ORIENT • •

Click on the ORIENT TAB, then Click on the X,Y,orZ button to rotate your object to the best orientation. Orientation makes a big difference to how much support material needs to be printed.



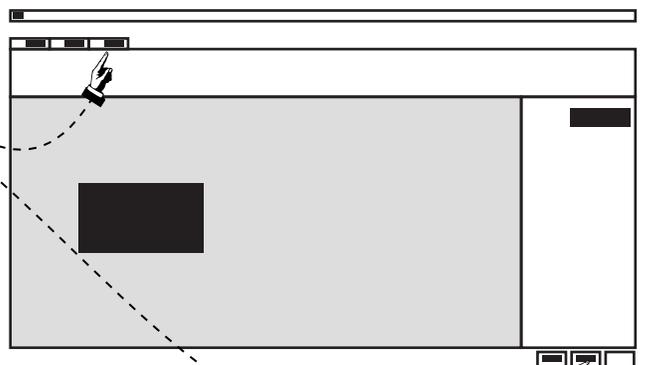
### • PROCESS .STL •

Click on the process stl button. This will divide your object into layers that can be printed. Red indicates your object . Grey indicates the support material. The plastic 3-D printer always prints some support material.



### • • ADD TO PACK • •

Click on the Add to pack button . This places your prepared .stl file onto a representation of the print surface. Than click on the PACK TAB to see a top view of your file on the print surface. Look at the numbers in the pack details (model,support and time) and take note of these numbers to put into the "3D Printer Cost Estimator", this will give an estimate of your print costs.



ALMOST DONE