

3-D Printing Intro

basic tools!

workshop for The MILL @ UIdaho Library
cc-by-sa 2016

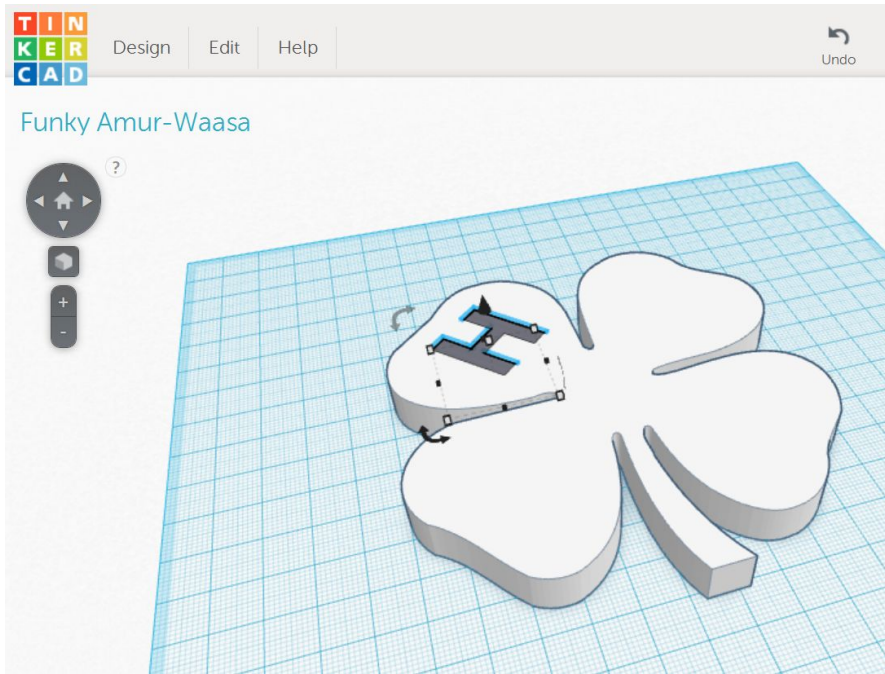
Create a simple model from SVG:



1. Get an SVG file

4H Emblem, https://commons.wikimedia.org/wiki/File:4H_Emblem.svg

SVG can be created and edited with Inkscape, <https://inkscape.org/en/>

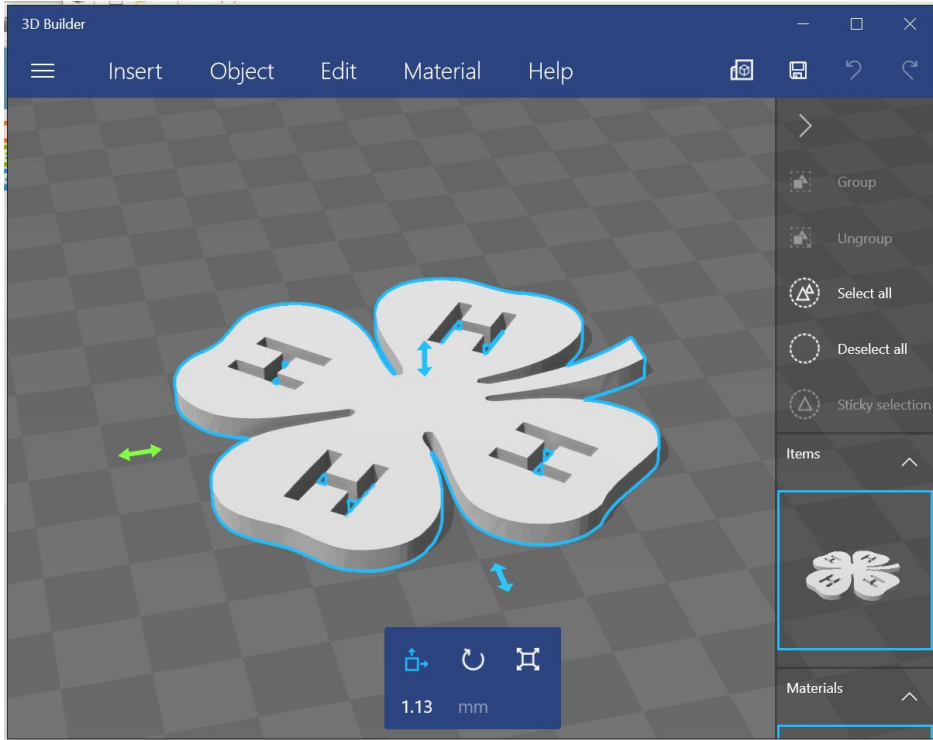


2. Import and edit with 3-d modeling program

Tinkercad (online), <https://www.tinkercad.com/>

Autodesk 123D, <http://www.123dapp.com/design>

3D Slash (like minecraft), <https://www.3dslash.net/index.php>



3. Prepare and send to your 3-D printer (slicer)

Cura, <https://www.lulzbot.com/cura>

Meshmixer, <http://www.meshmixer.com/>

3D Builder, <https://www.microsoft.com/en-us/store/apps/3d-builder/9wzdnrcfj3t6>

3-D Printing Resources

Lulzbot (the printer at the MILL), <https://www.lulzbot.com/>

Thingiverse (free models), <http://www.thingiverse.com/>

Blender (free advanced 3-d modeling), <https://www.blender.org/>

Ultimate Cheatsheet, <https://blog.astroprint.com/the-ultimate-3d-printing-cheat-sheet/>