3D Printing a Sketch-Up-Designed Object

By: Peter Bonino

Sketch-Up

* Open sketch-up
* Experiment with tools to figure out how objects are created (most important tools are the draw line and polygon tools, rotate, pan, zoom, and push/pull.
* Keep in mind that the printer must be able to build the object from bottom up while you are designing it

Export

* After object is completed, save the file to a google doc, drop box, or internet-accessible file
* Open this file on the special black laptop
* Now export the sketch-up file to an .stl file
* Open the makerware program and open the .stl file of your object
* The object will appear in the field it will be printed on
* You may have to scale it so that it is the proper size when printed
* Once it is the proper size, click the “Make” button
* Change the settings so that the right temperatures are selected for the build plate and extruders (ask Mr. Minich for the appropriate temperatures)
* Determine whether rafts and supports are necessary and select accordingly
* Click “Export!” and save as a .x3g file to an sd card

Print

* Put sd card into 3d printer
* Click “build from sd” and select your .x3g file
* Yay! You're done!