

Modelling for Digital Materials

Posted by alexl3 - 2012/08/29 16:21

The Objet Digital Materials available on Kraftwurx are very intriguing.

What are the restrictions on materials that can be combined? Right now I'm mostly interested in printing with two different colored plastics.

How do I create models for digital materials? What file format is required? How do I define which parts of the model use each material? I'm using Rhino 3D.

Thanks,
Alex.

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Re:Modelling for Digital Materials

Posted by Marco CM - 2012/08/30 11:41

Modeling for Digital Multi-Materials is easy. .stl model files are preferred for Digital Materials. Rhino 3d is perfect.

1st: Each material has to be a separate model or component. Where those parts intersect each other or overlap they will 3d print connected. So in other words each different material is it's own piece of geometry. This way the Printer tech simply clicks on the part and sets the material for that individual part.

2nd: In order to define which parts of the model use a specific material. Make a "Material ID image" of the model. Color the parts of the model and label which material they should be printed in. Your options: Grey/Black/Blue/White/Clear/Flexible Black/Flexible Clear/Rubber over coat.

3rd: Upload the model to Kraftwurx.com. Select the "Digital Material" for the 3d print. Complete your purchase and email the model's Material ID image to websales@kraftwurx.com with the order number in email title.

Review: Make each part to be a different material it's own model or component./ Make a material ID image labeling the parts and what material they should be.

I hope this makes it clear for you. Just let me know if you have any more questions.

-Marco Community Manager

http://www.kraftwurx.com/images/fbfiles/images/_MG_9479_web-20120830.jpg

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Posted by alexl3 - 2012/08/30 17:37

Very helpful. Thanks!

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