A set of objects
Posted by kaosdesign - 2012/01/03 06:04

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So I know that when making something such as a chain, you must leave the links floating and not touching so that it can be printed as a usable chain. But I was curious about what if it's a set of objects that are meant to be a set, but can function as individual pieces. Can we design the pieces as a set and have them not be connected to any of the other objects if the the objects still all fit in the max printing area allowed and yet individually, all the objects are water tight? Take for example a mini tea set. You want a teapot, 2 cups and a tray. But you want the cups and teapot to be able to be removed from the tray. I obviously can't design it to be printed with those objects floating above the tray, but if they are designed outside of the tray but still within the constraints of the max printing area can you upload and print it as a part, I do I have to wait until the assembly option is working and available?

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Re:A set of objects
Posted by Marco CM - 2012/01/03 20:45

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You are correct. You can have multiple components in a single model that are NOT connected to one another. Such as a plate, tea cup, and spoon. They will print separate from one another and in one build. Does this answer you question?

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Re:A set of objects
Posted by kaosdesign - 2012/01/04 04:13

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Question answered. Thank you. Even thought of a better example. A chess piece set.

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