

Using the Objet 3D Printer

- Have student copy and paste STL file to a folder on the desktop. If a folder doesn't exist, create a team/lab folder.
- Open "Objet Studio"
- Click "Insert"
- Navigate to STL file and press "Insert"
- If scale is *WAY* off, click "Units" tile and switch to other unit of measurement
- Click on the part and modify material by using drop down arrow to select material, as needed
- If scaling is necessary, look under the "Manipulate" tile for appropriate action
- Once file manipulation & settings are complete, press "Tray Settings" tab
- Under the "Build Process" tile, click "Placement". Wait for process to finish as indicated in lower left hand corner of window
- Press "Validate", wait for process to finish
- Press "Build"
- When "Printing Mode Selection" window pops up, click "Fine Estimation" and wait for process to finish
 - Note: Only "Digital Material" is available when 2 materials are loaded into printer
- Use the model material and support values to complete the online 3D Printer Log. To access the log, open web browser and click shortcut "OEDK – Rice University – 3D Printer Log"
- Once user has successfully submitted the 3D Printer Log, click "Next"
- If "Model Material Substitution" window pops up, select "No, use only the selected model material." Then click "Build"
- Type name of Student/Lab/Team and a brief part description. Navigate to folder where STL file is located. Click "Save"
- Press and release the following keys: Scroll lock, scroll lock, enter
- Once you see file name appear in left hand corner of window, click red button (Go Online Mode) to start print job