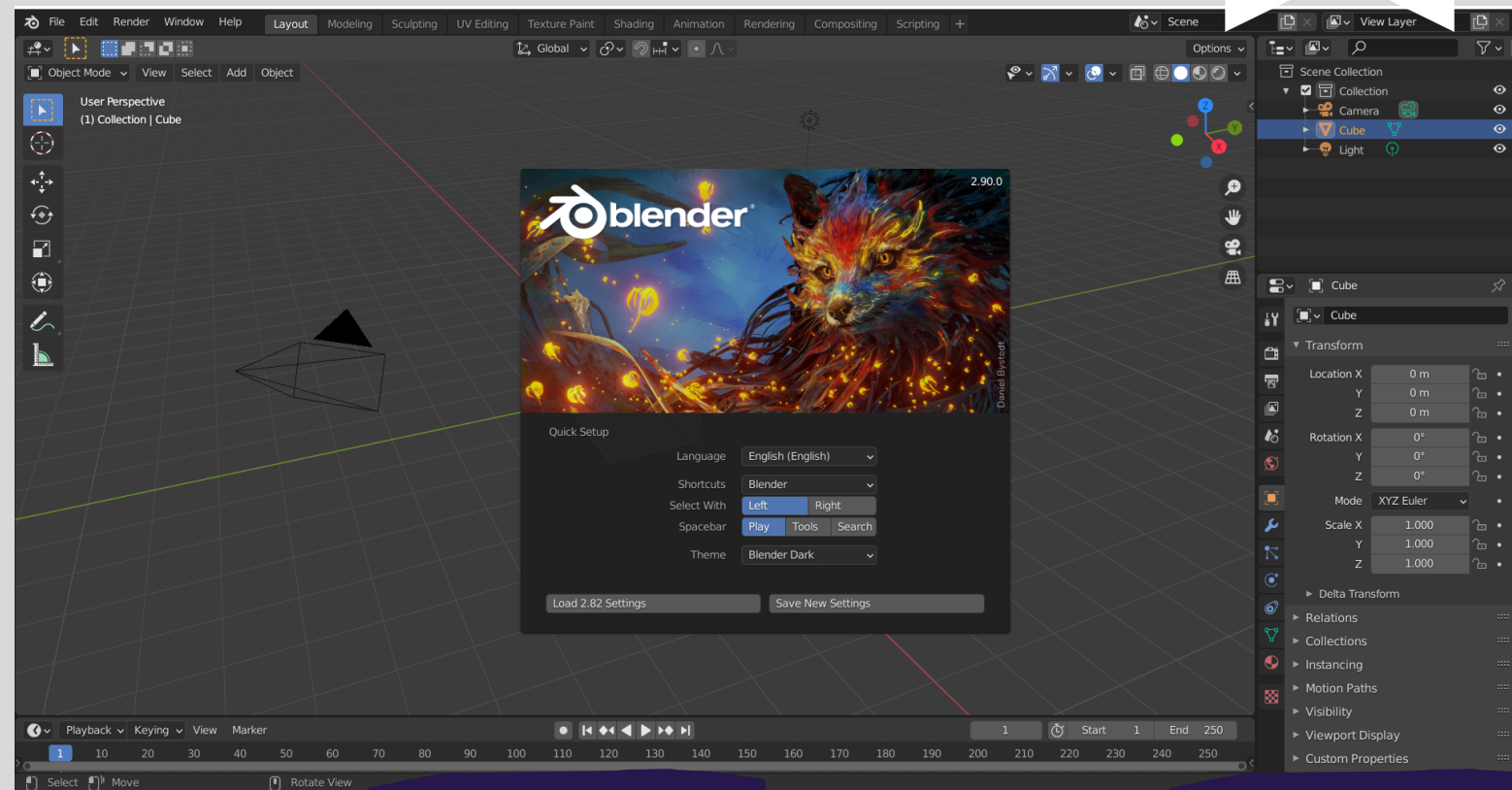
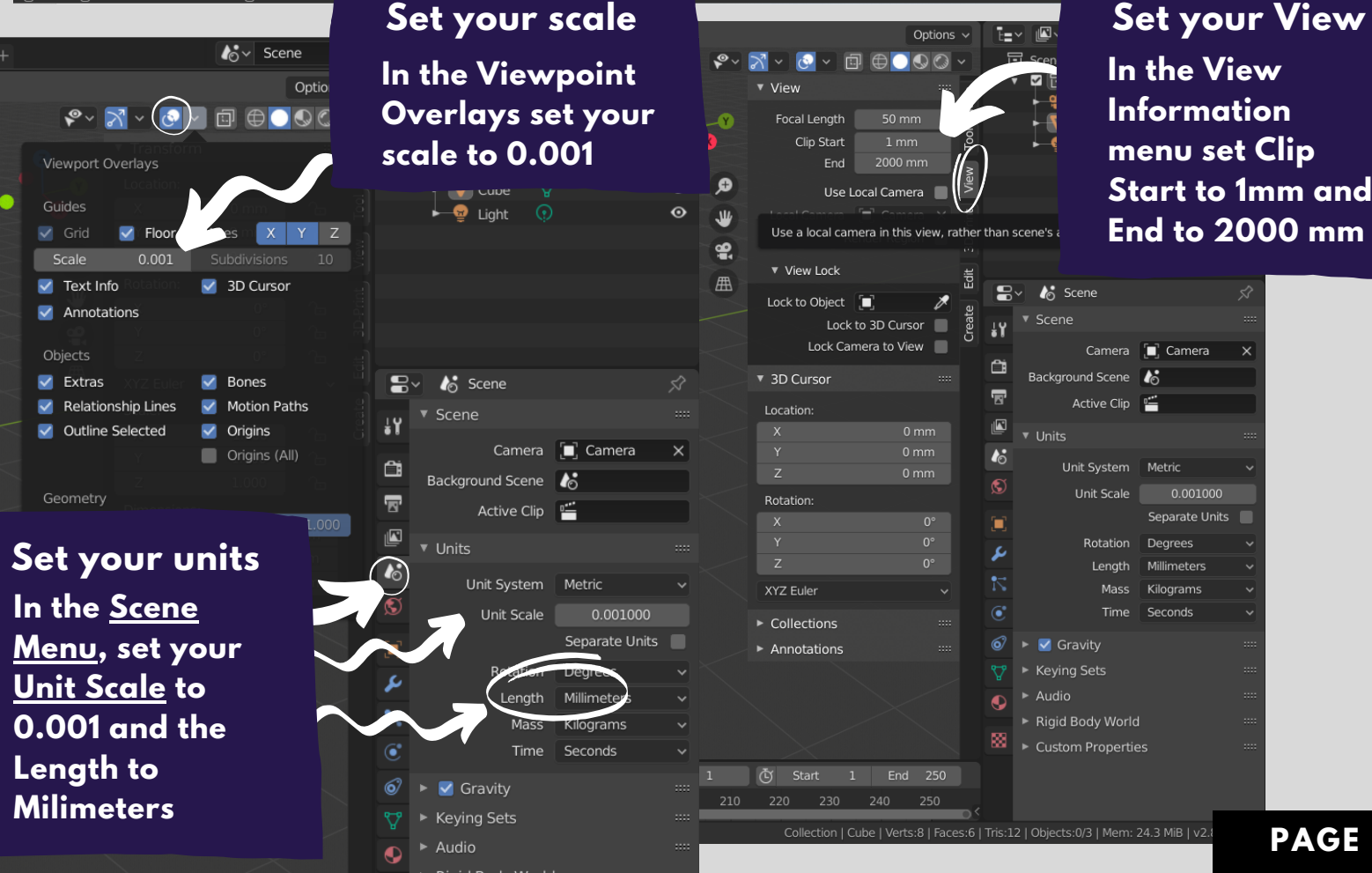


GETTING THE RIGHT DIMENSIONS



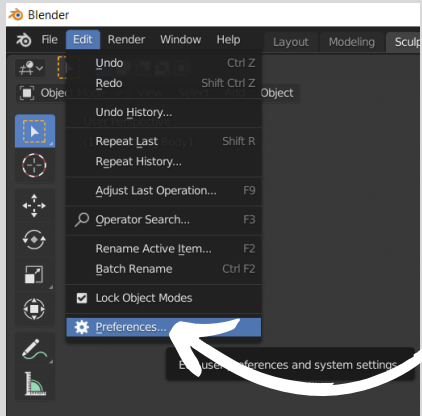
**Set your scale
In the Viewpoint
Overlays set your
scale to 0.001**

**Set your View
In the View
Information
menu set Clip
Start to 1mm and
End to 2000 mm**



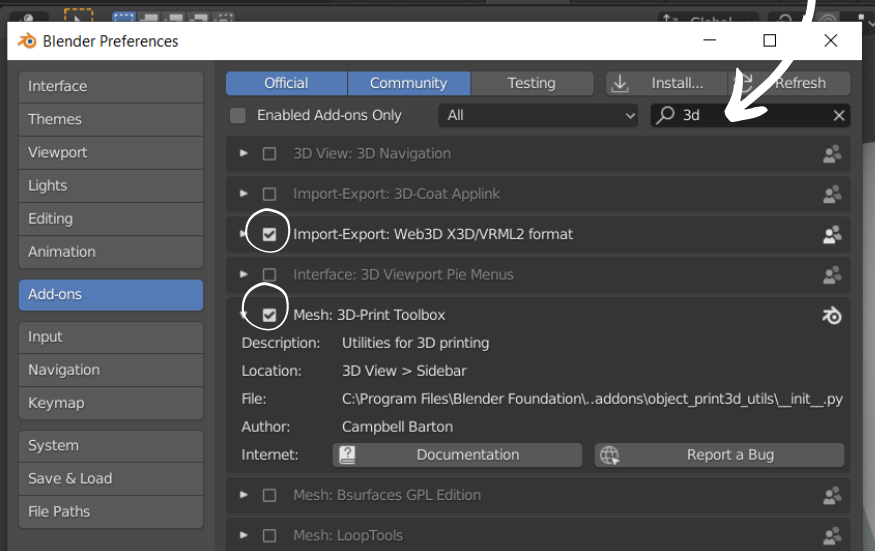
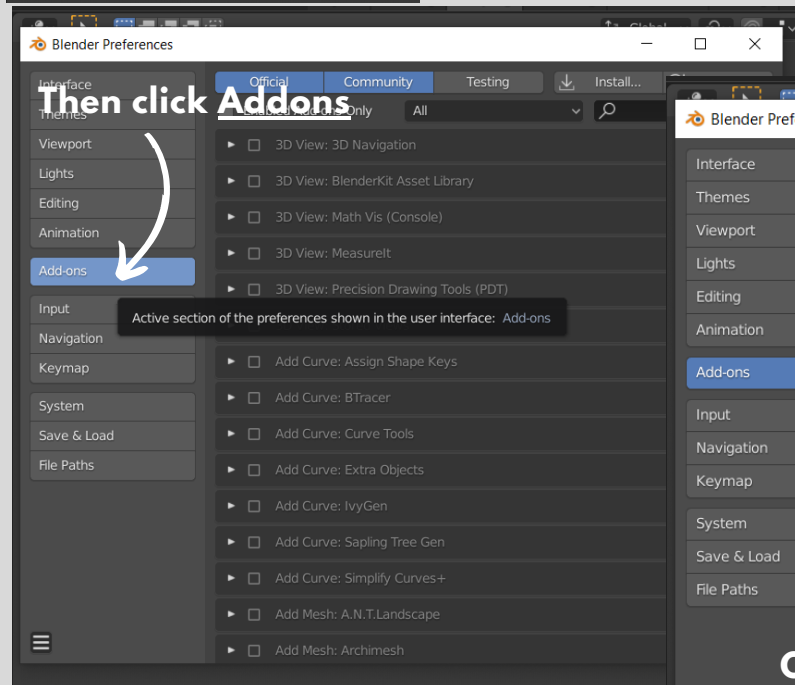
**Set your units
In the Scene
Menu, set your
Unit Scale to
0.001 and the
Length to
Millimeters**

USEFUL ADD-ONS



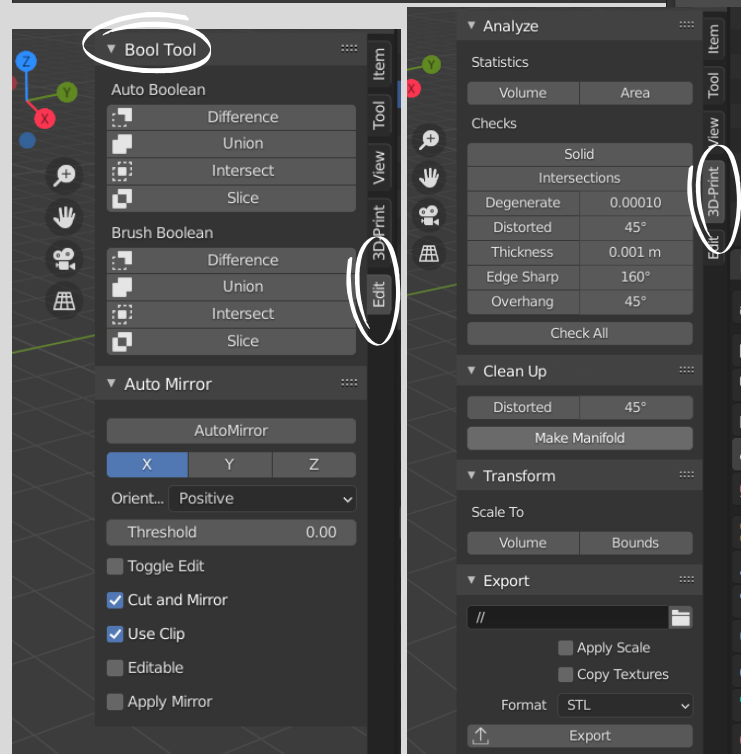
Now we're going to quickly install a few plugins to make exporting a 3D printable model easier.
Head to **Edit > Preferences**

Type in '3D'
And install the Import-Export plugin and the Mesh 3D-print Toolbox



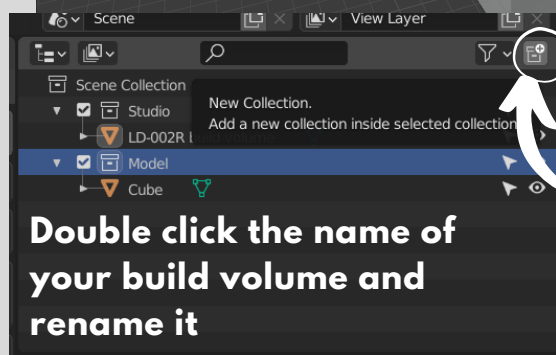
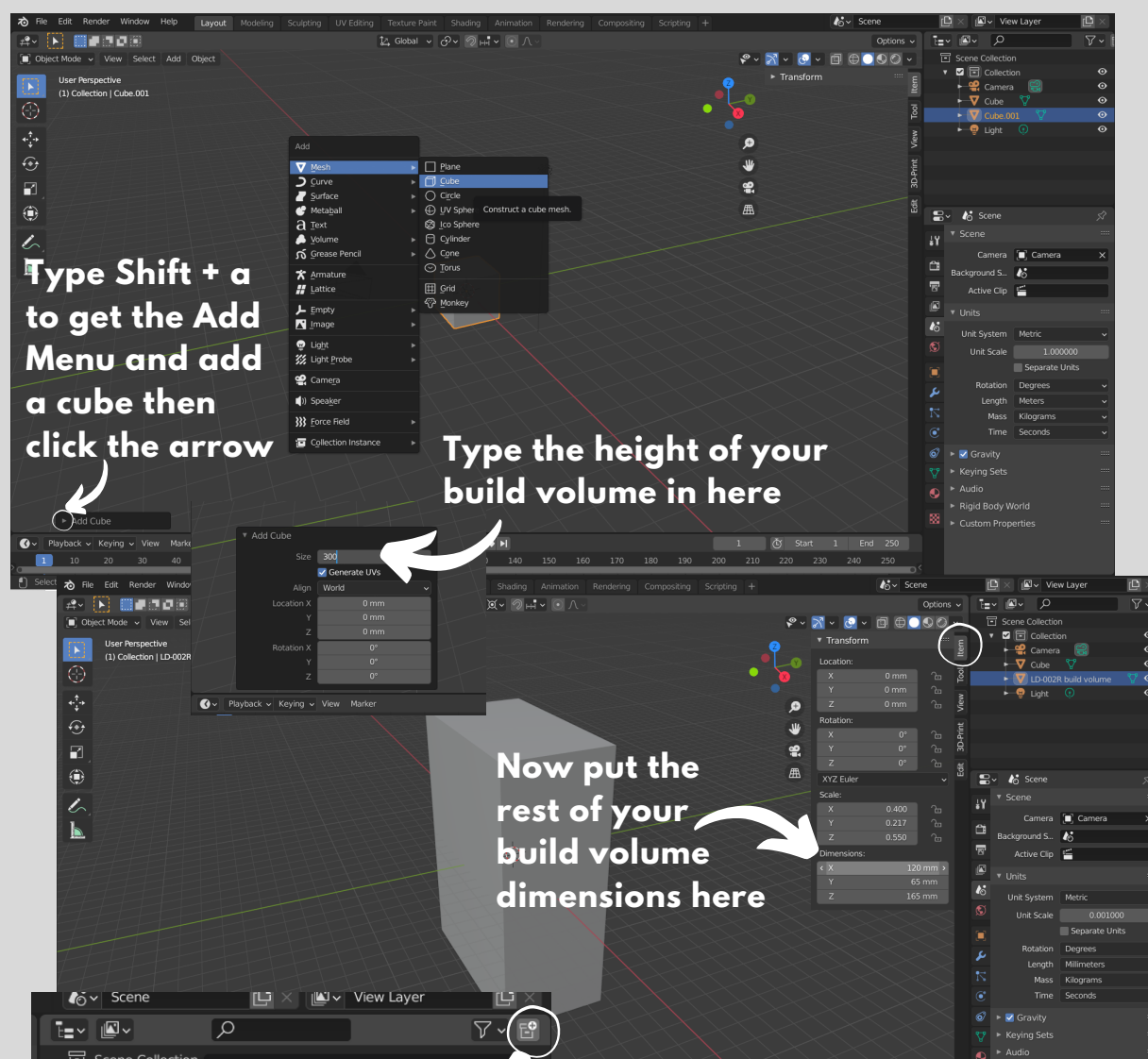
Other plugins to install:

- **Object: Bool Tool**
- **Mesh: Auto Mirror**
- **Add Curve: Extra Objects**
- **Add Mesh: Extra Objects**



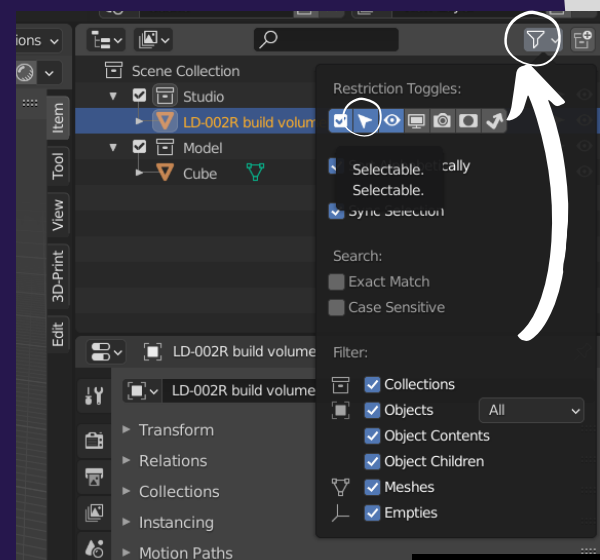
You can find the Bool Tool/Auto Mirror and 3D Print toolboxes on the side here

MAKING YOUR PRINT BED REFERENCE

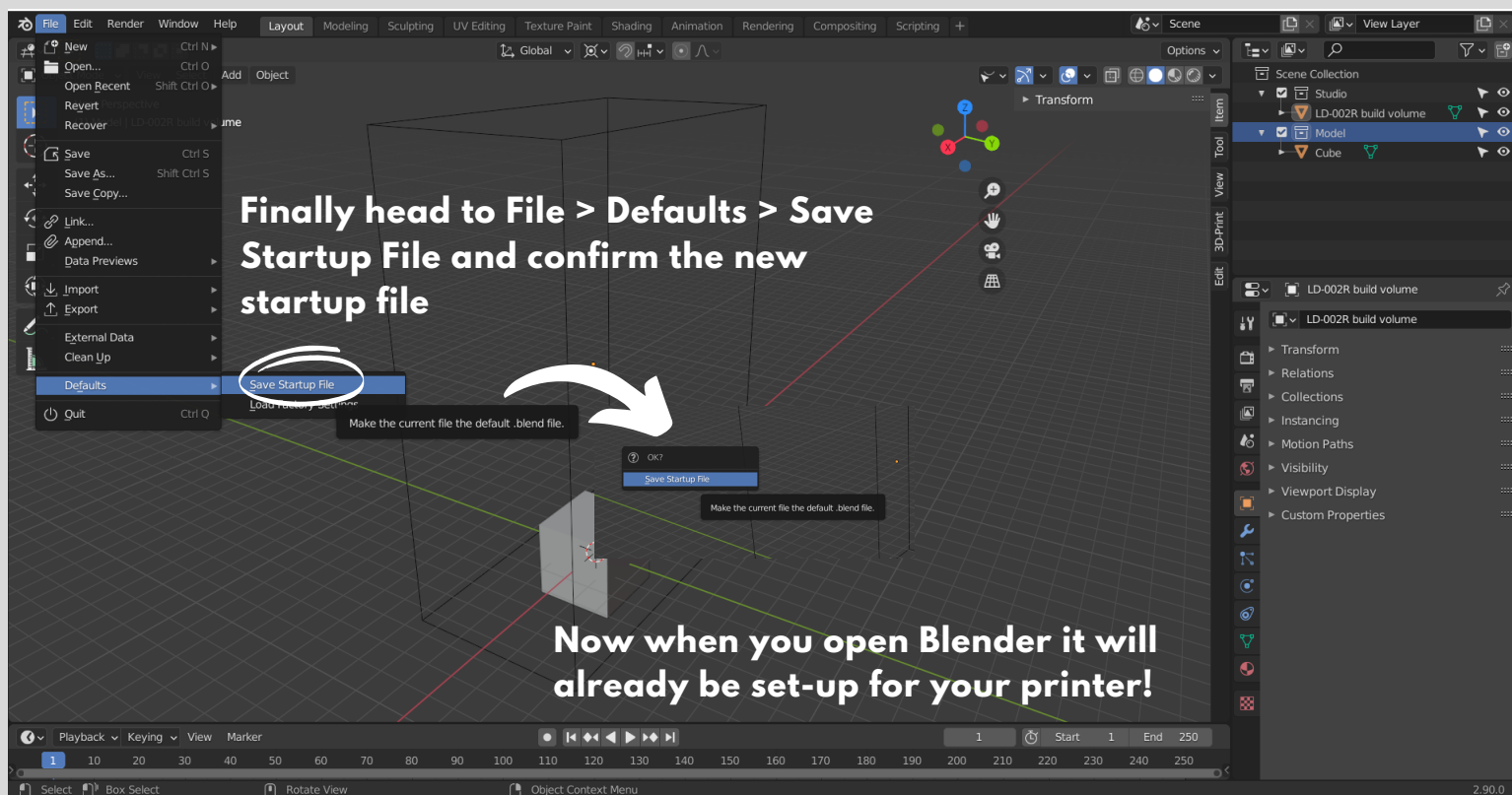
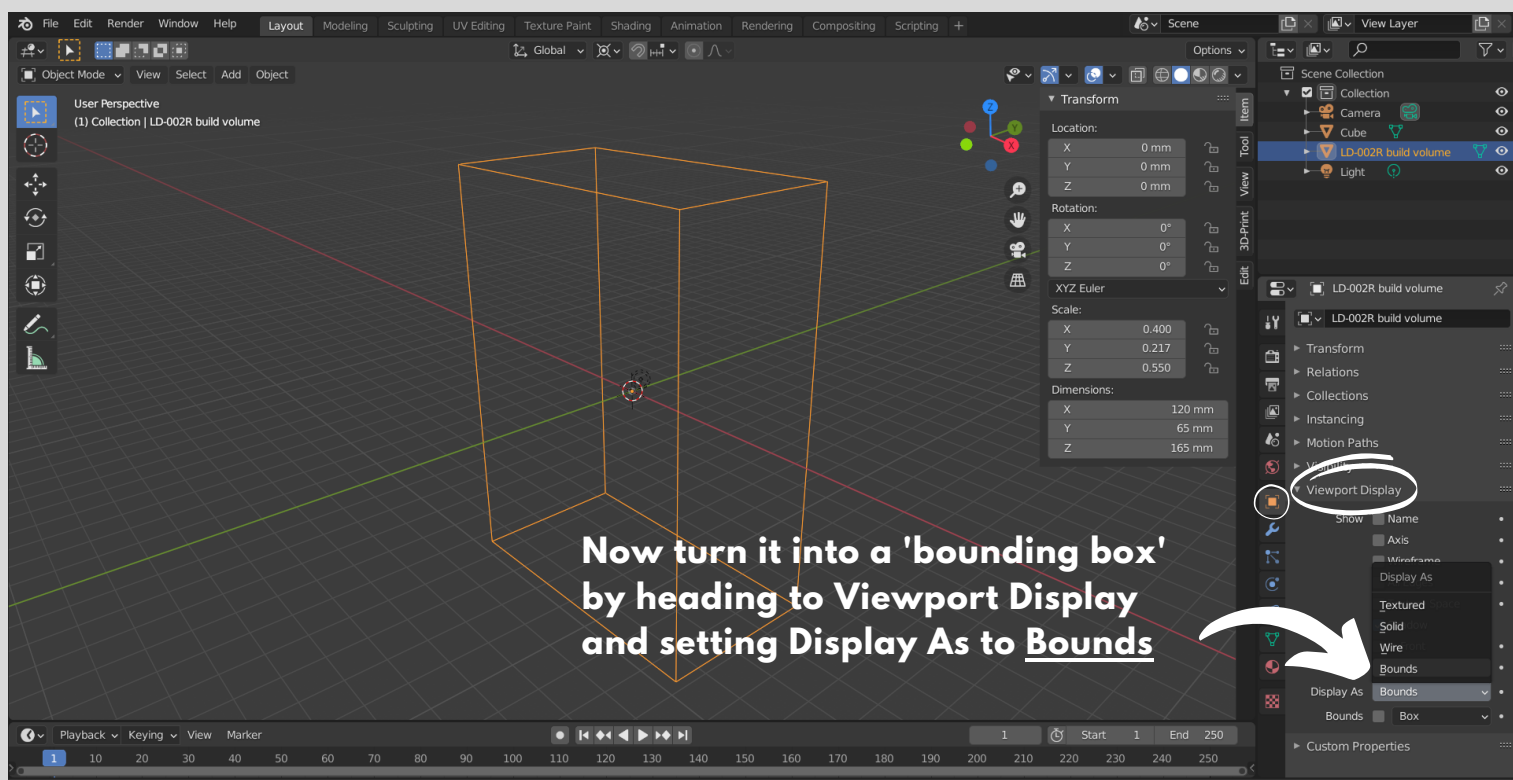


Next create a collection for your 'non-printing' objects and one for modeling in

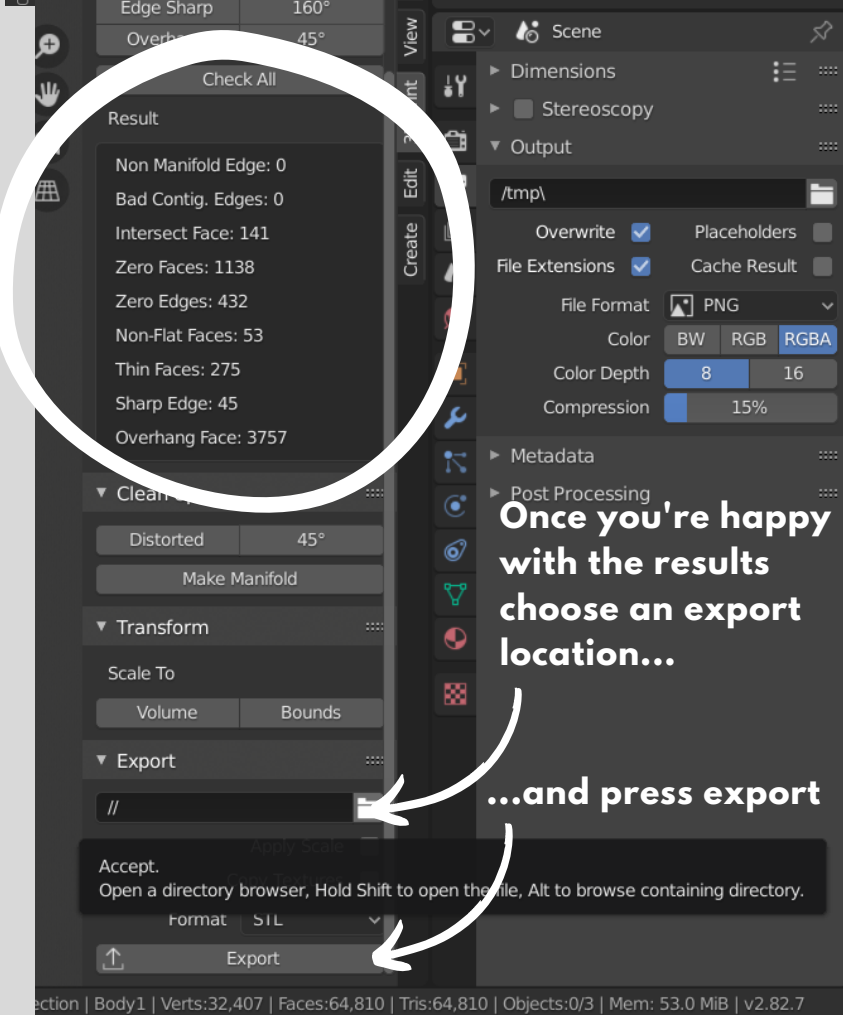
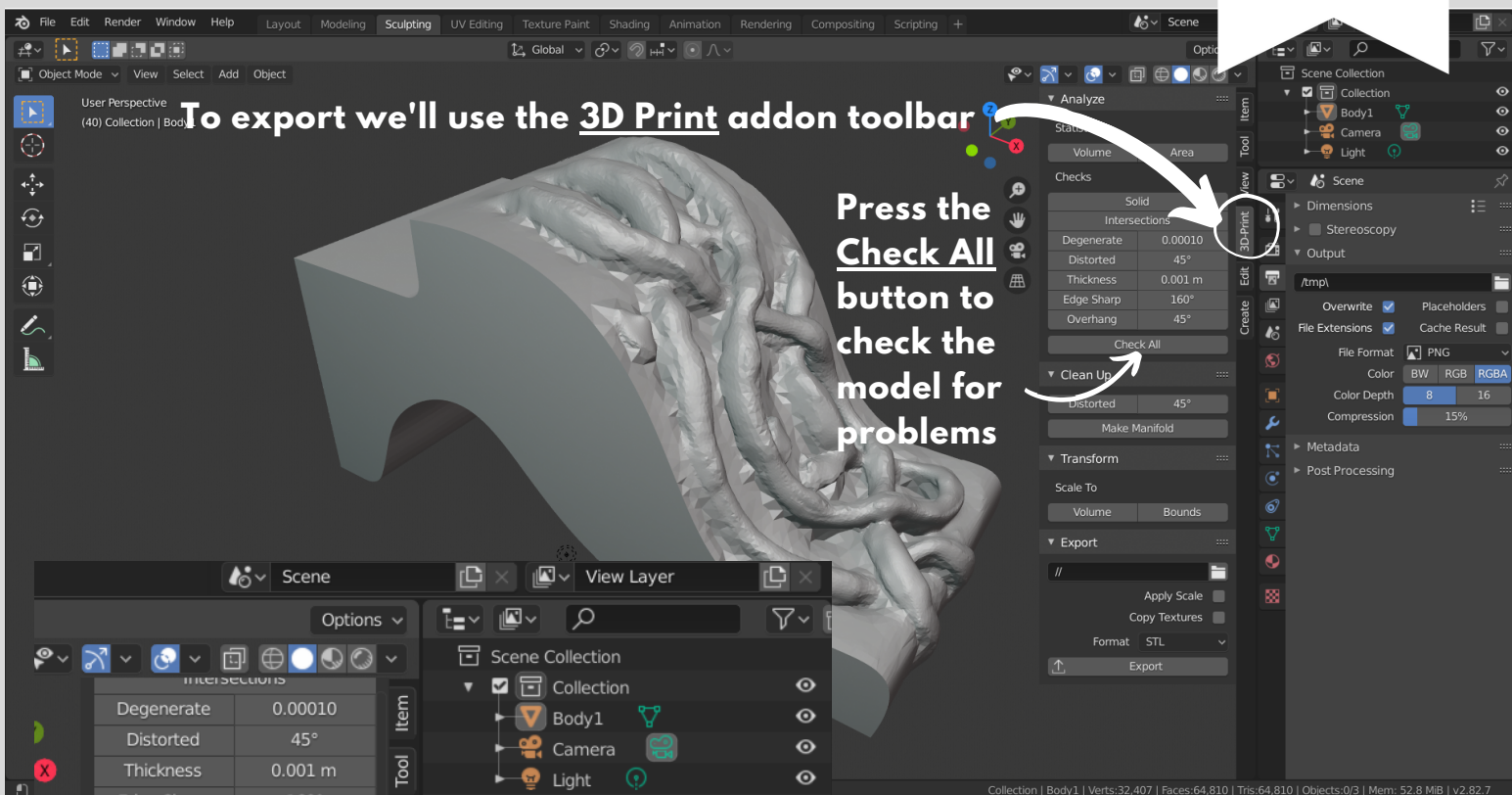
Then click your build volume and click the funnel button. Click the arrow button so it's highlighted blue - this will make the build volume 'unselectable'



SAVE AS YOUR DEFAULT STARTUP



EXPORT AS AN STL



Happy printing!

