



Project code:
2019-1-EL01-KA201-062914

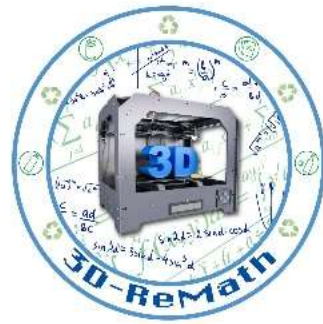
Erasmus+ Call: 2019 - KA2 -



3D printing technology aims students understanding maths and recycling procedure

*Curricula 3: Open Source S/W for Digital Files
"3D Printing & Math: Integers"*

Output 3 (O3) - 3D Printing and Maths



Overview (1/2)

In this lesson we learn how to create Integers in SketchUp Software.
We also learn how to find similar 3D models on Thingiverse.
Additionally, we import the models into the Slicing Software and present their 3D printing preparation.

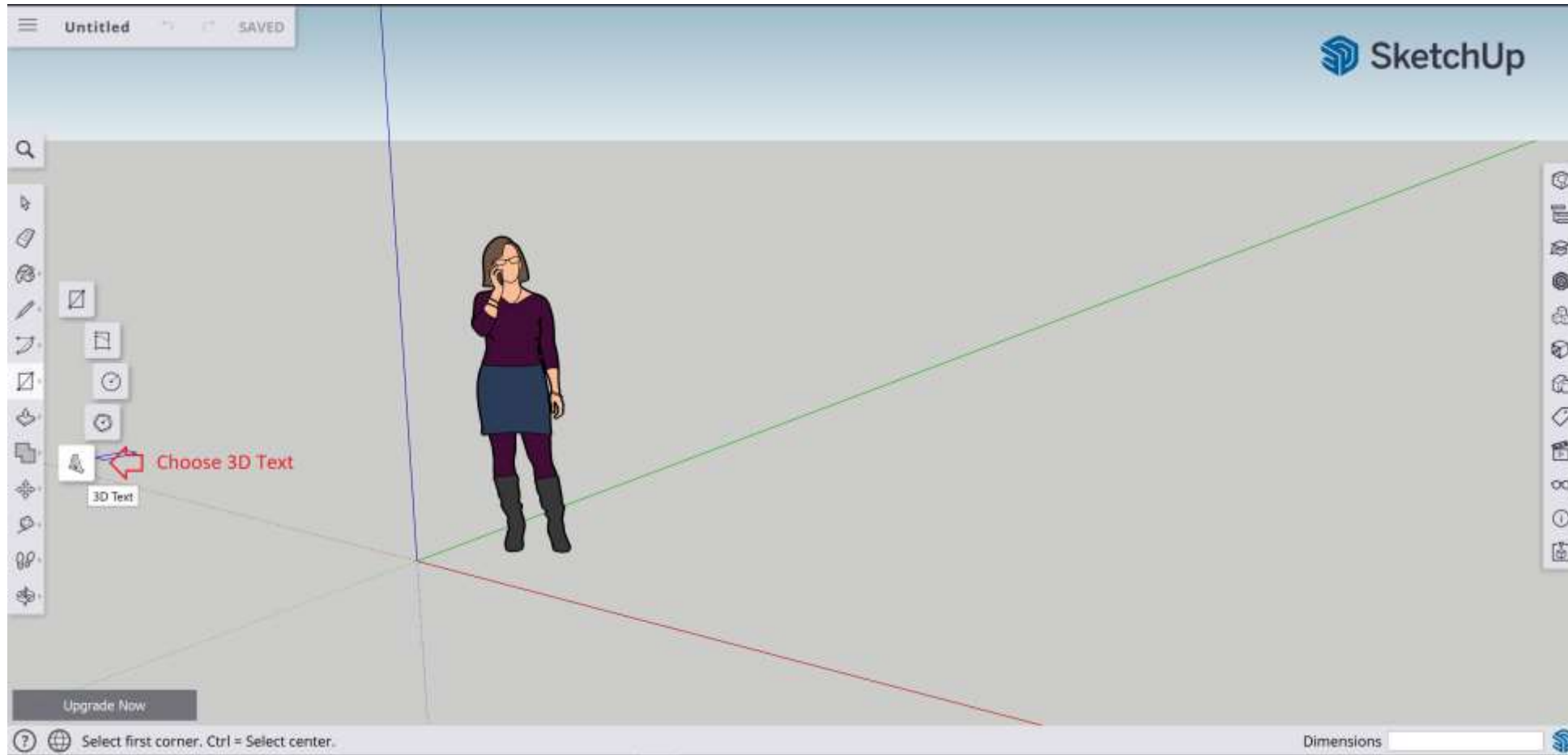
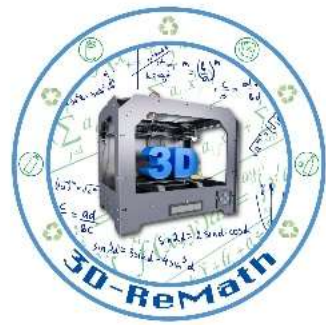


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Designing alphabet letters in SketchUp Software (2/13)

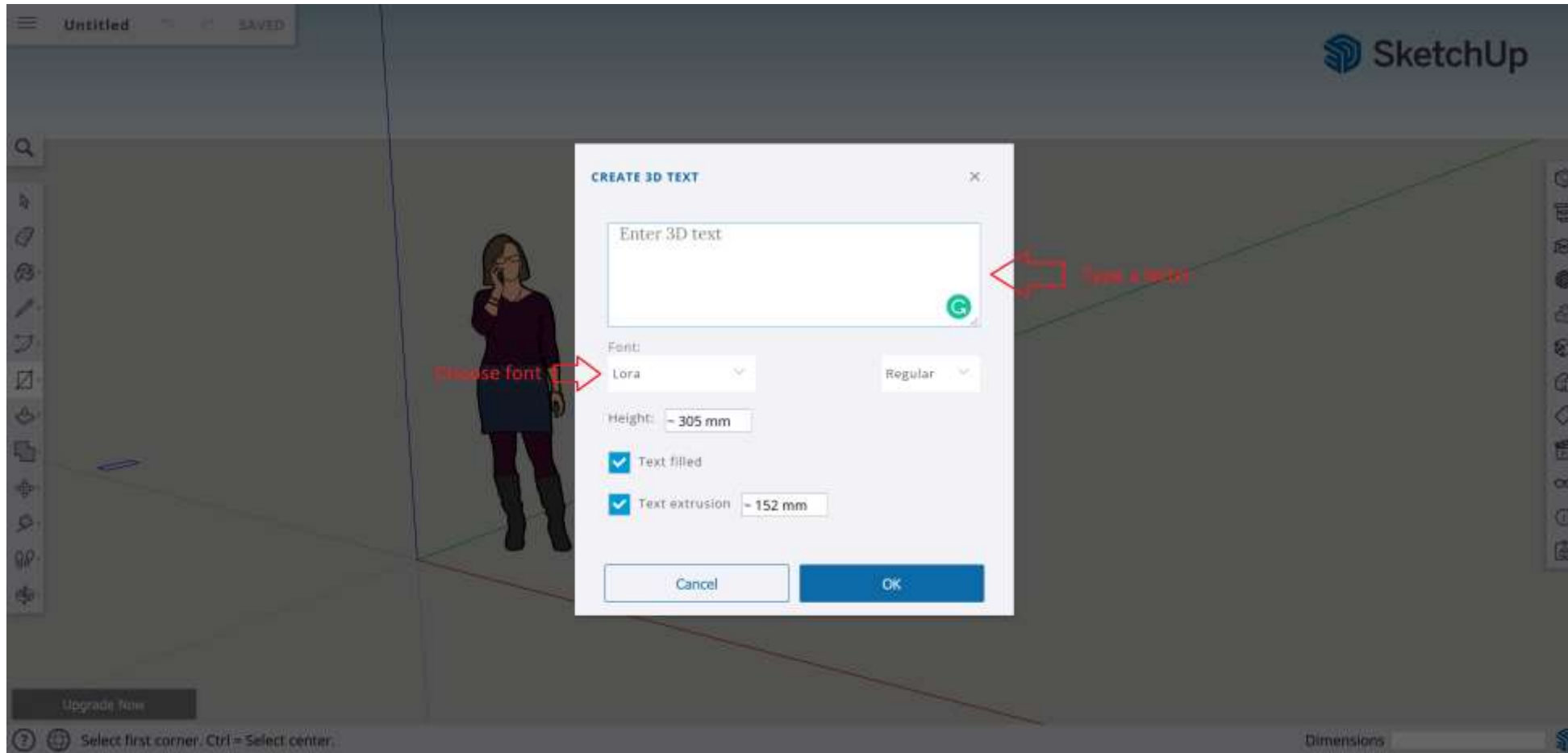
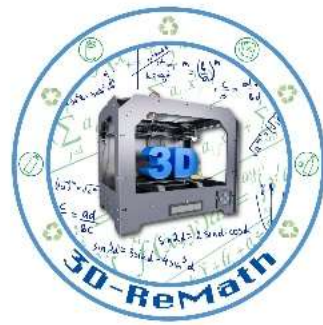


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Designing alphabet letters in SketchUp Software (3/13)

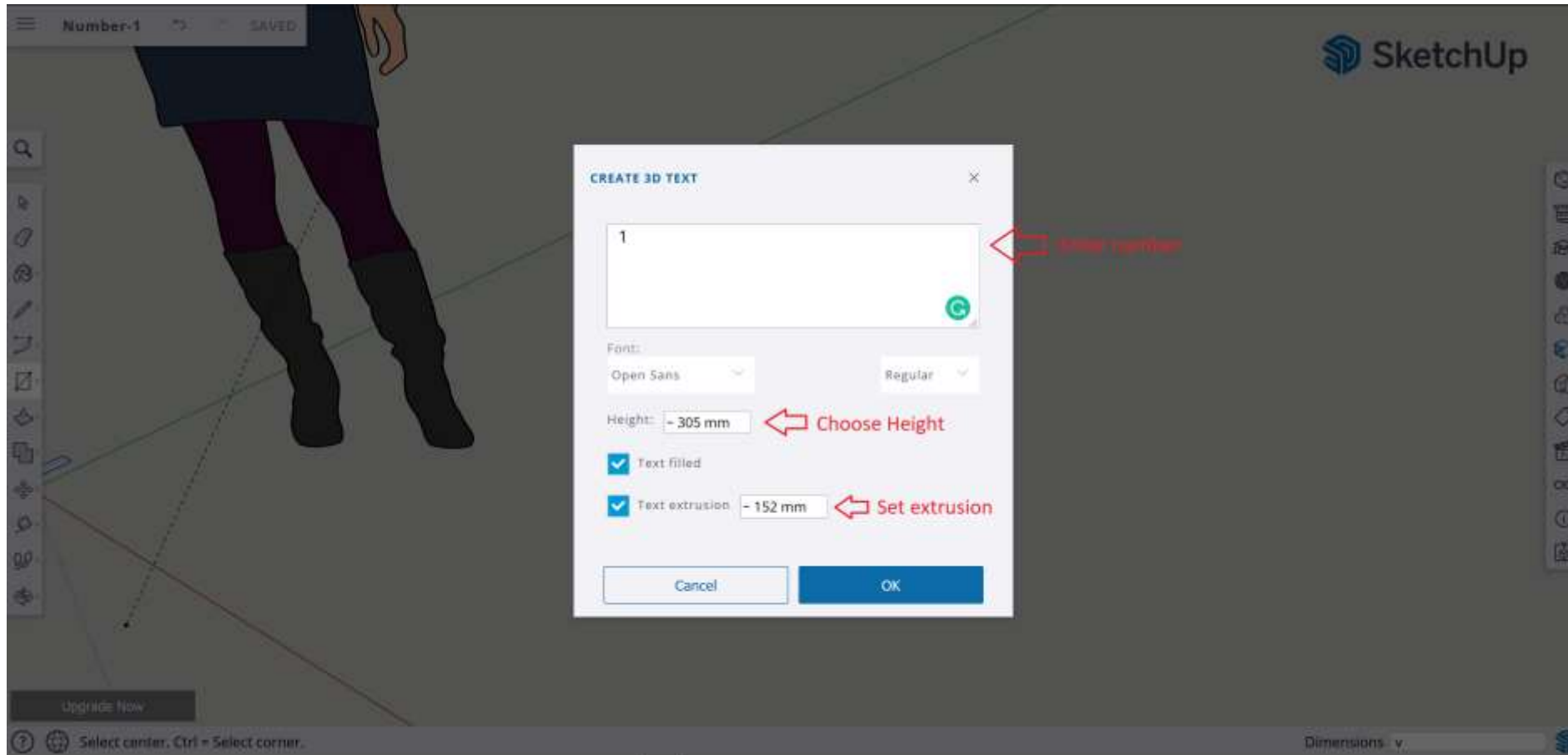
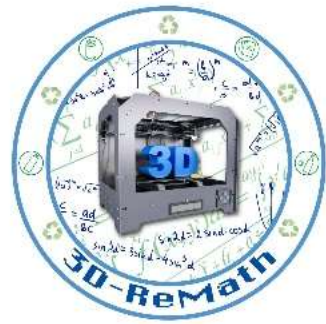


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Designing alphabet letters in SketchUp Software (4/13)



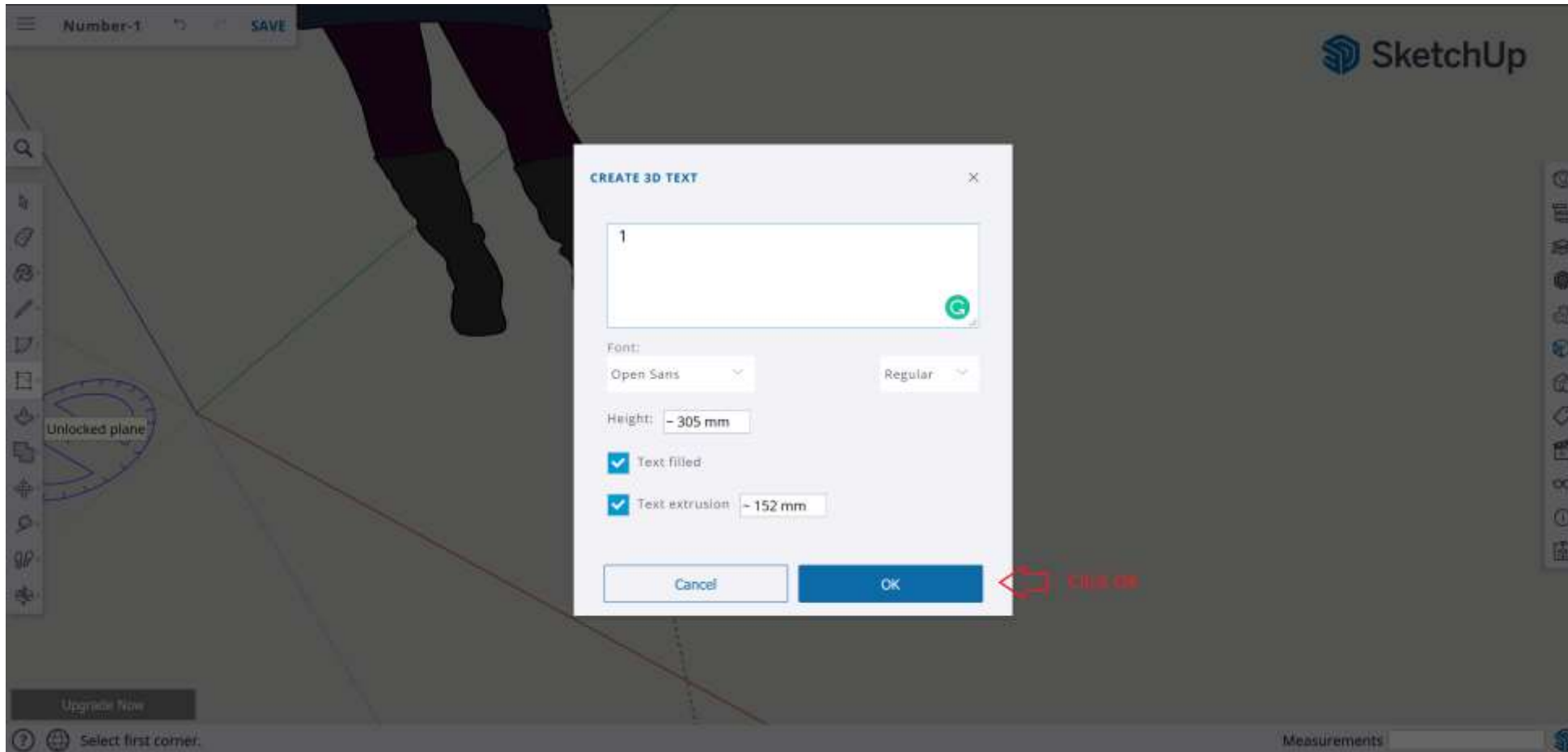
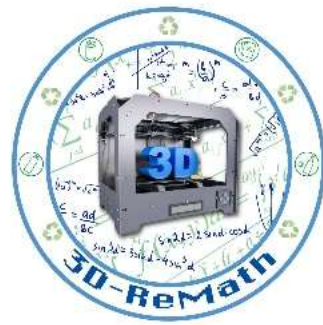
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Designing alphabet letters in SketchUp Software (5/13)

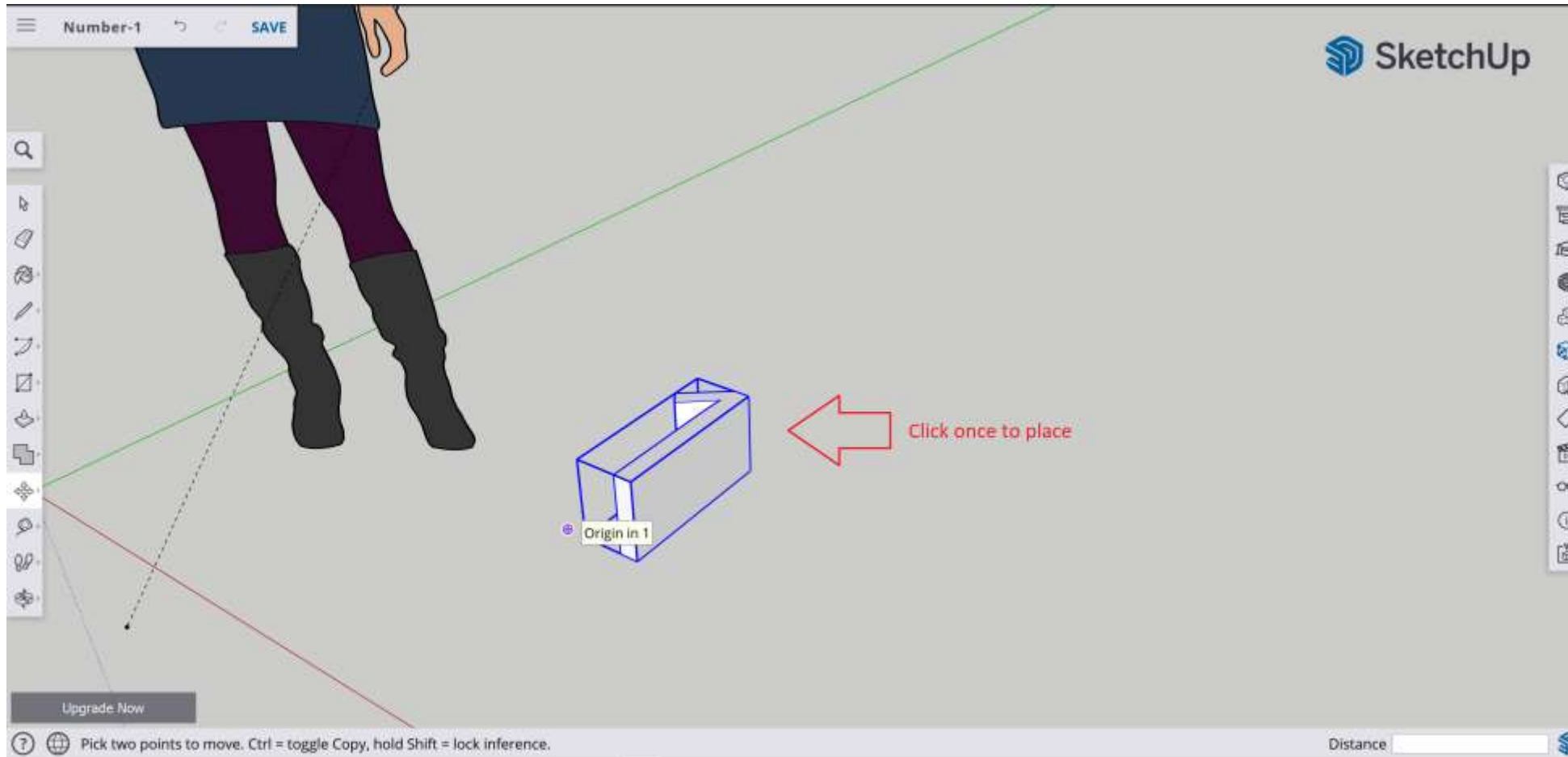
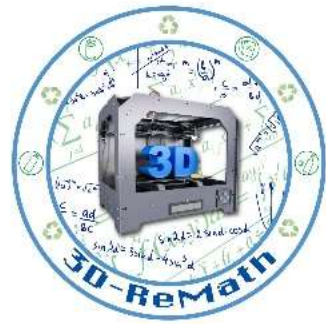


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Designing alphabet letters in SketchUp Software (6/13)

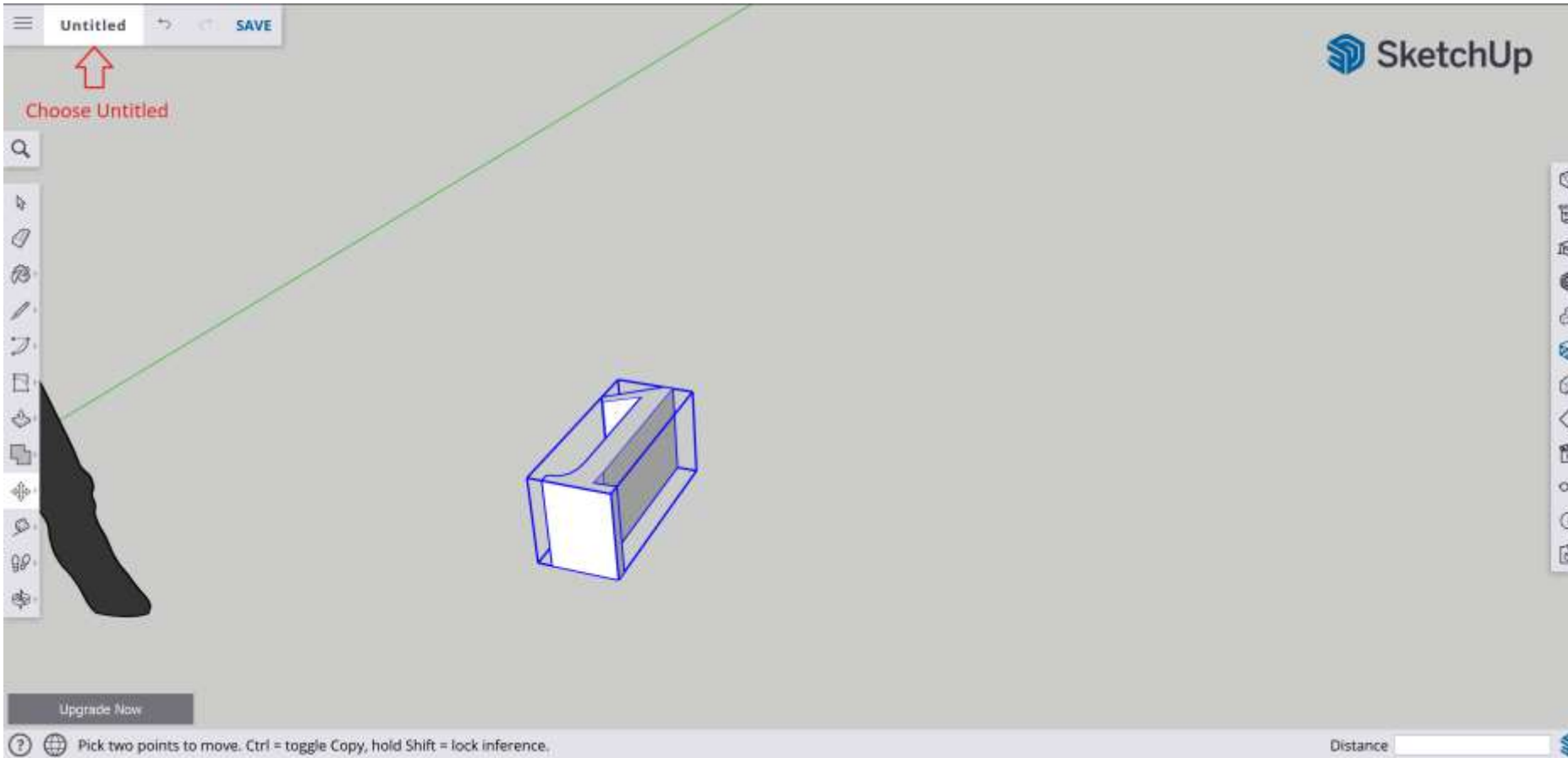
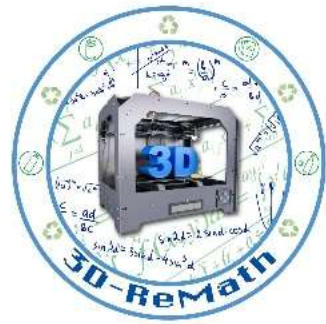


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Designing alphabet letters in SketchUp Software (7/13)

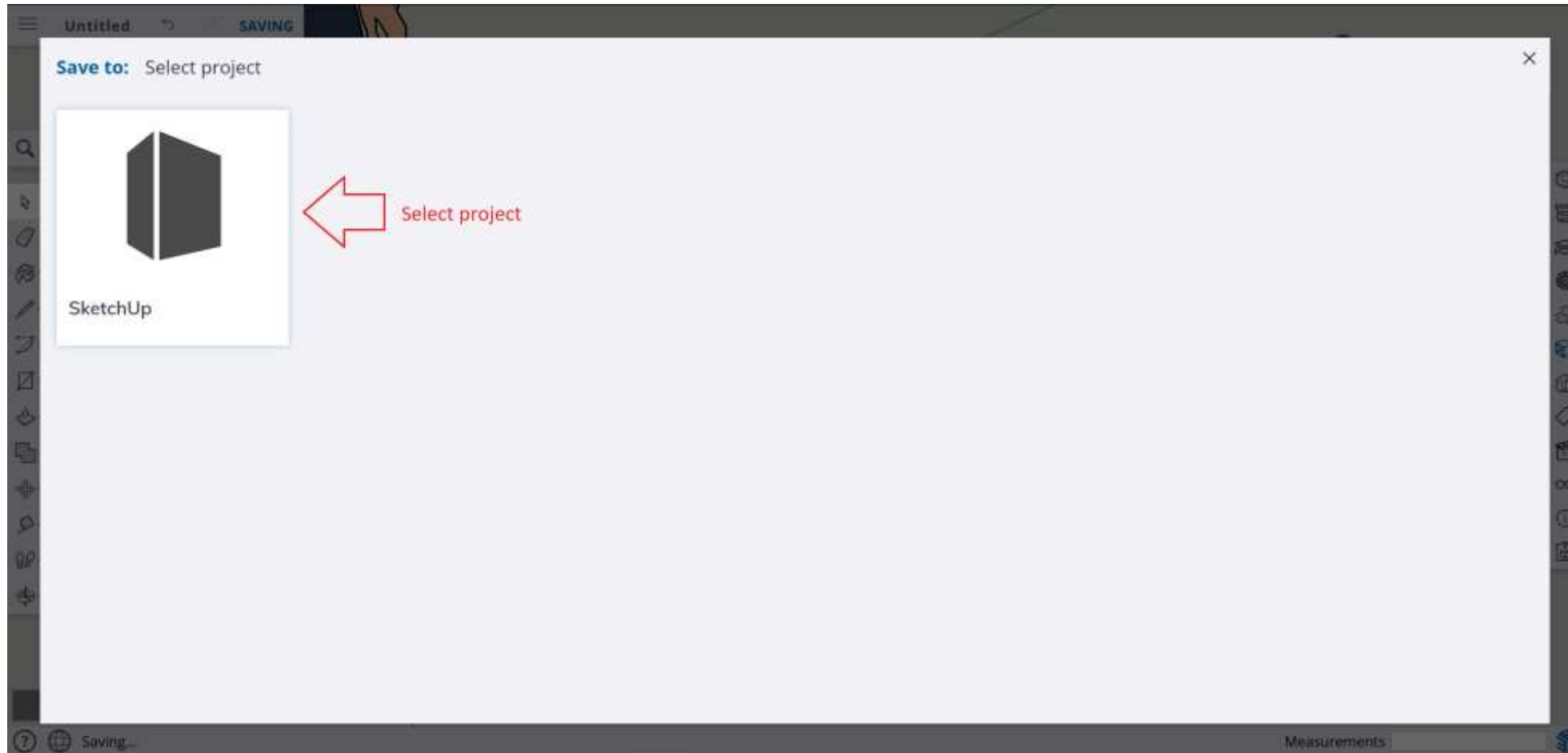


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Designing alphabet letters in SketchUp Software (8/13)

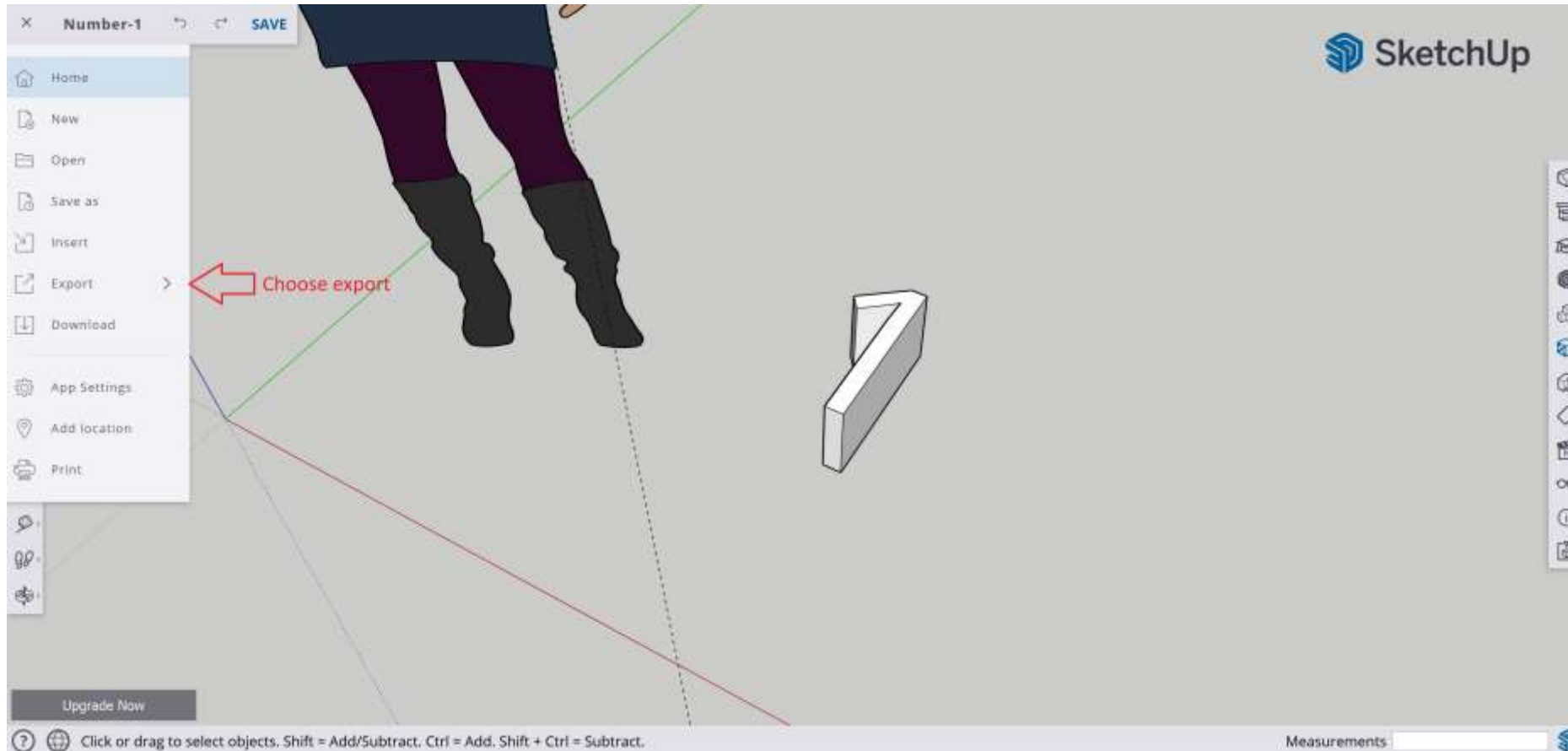
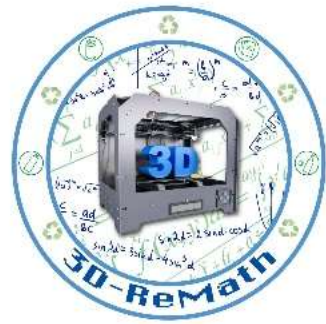


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Designing alphabet letters in SketchUp Software (12/13)

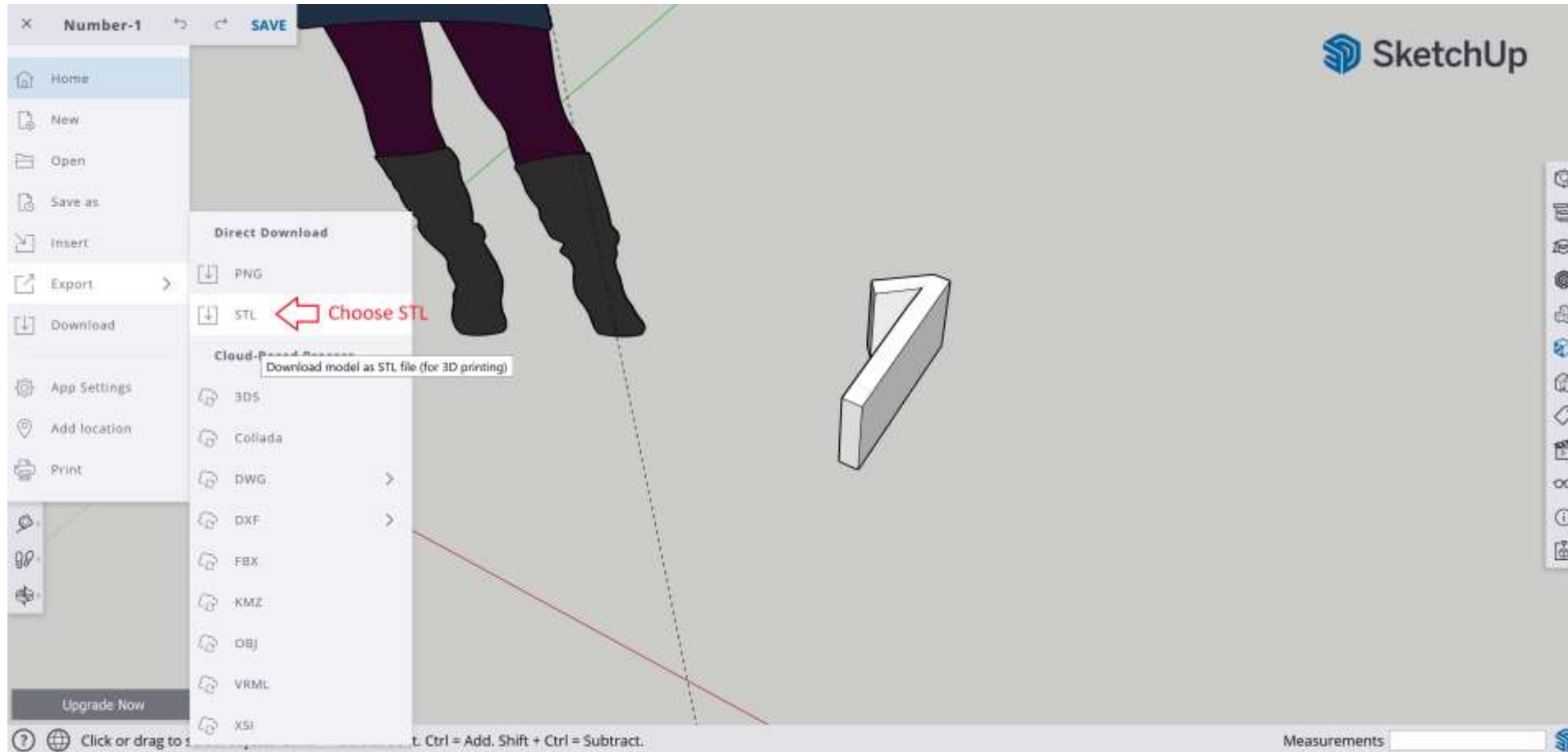
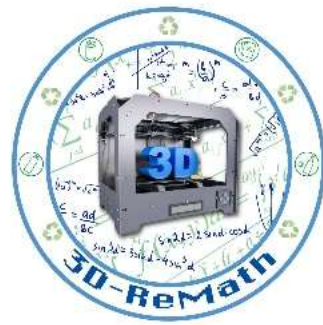


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Designing alphabet letters in SketchUp Software (13/13)

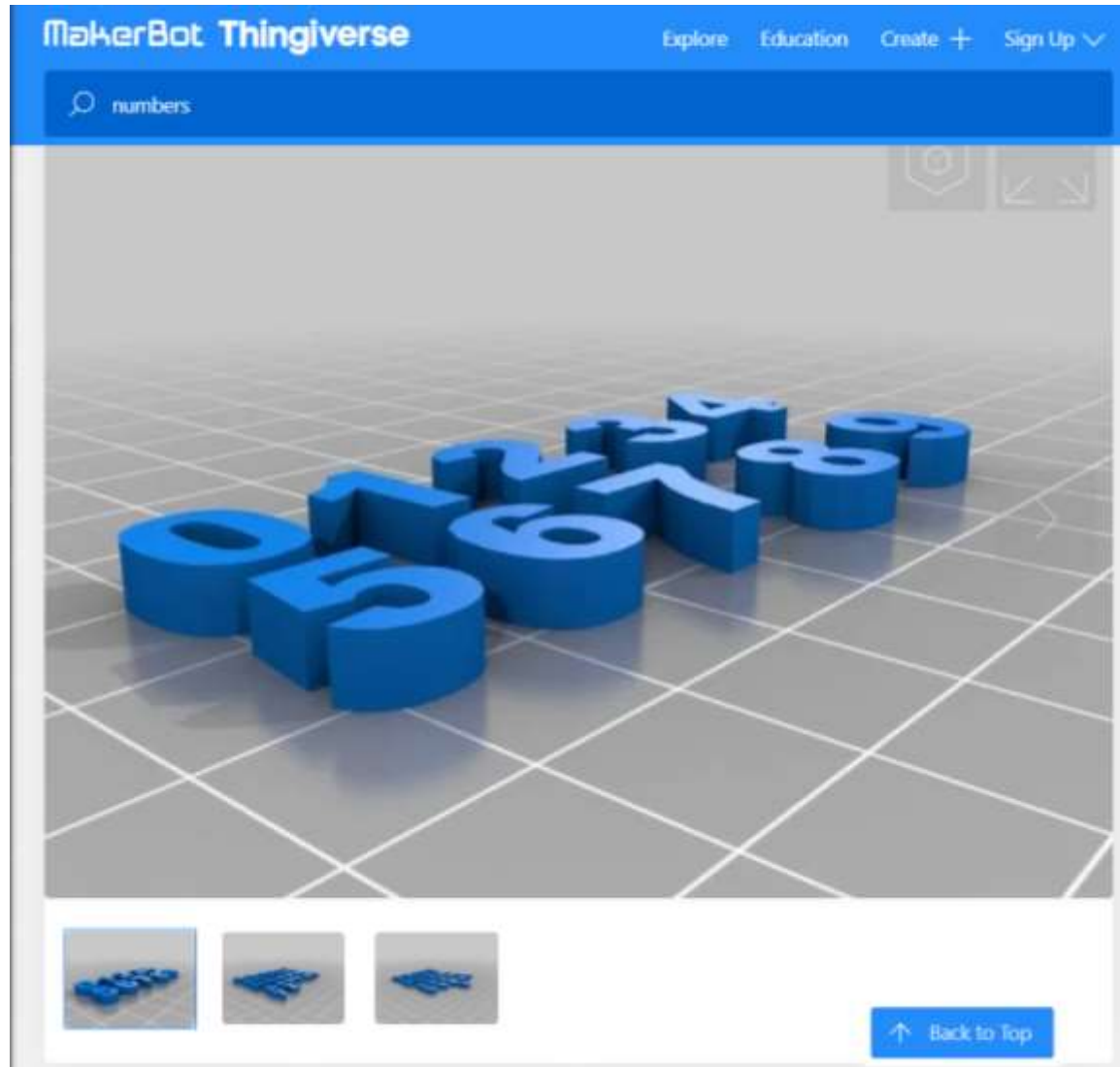
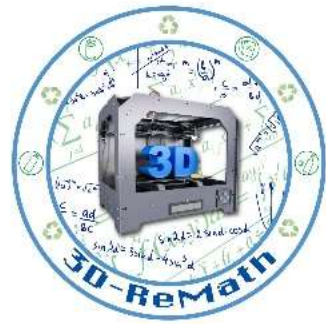


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Finding integers in Thingiverse (1/2)

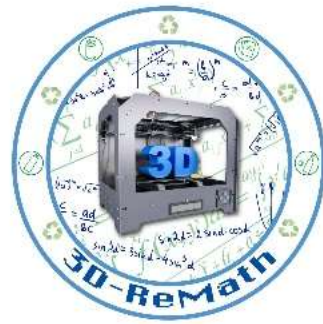


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Finding integers in Thingiverse (2/2)



MakerBot Thingiverse

numbers

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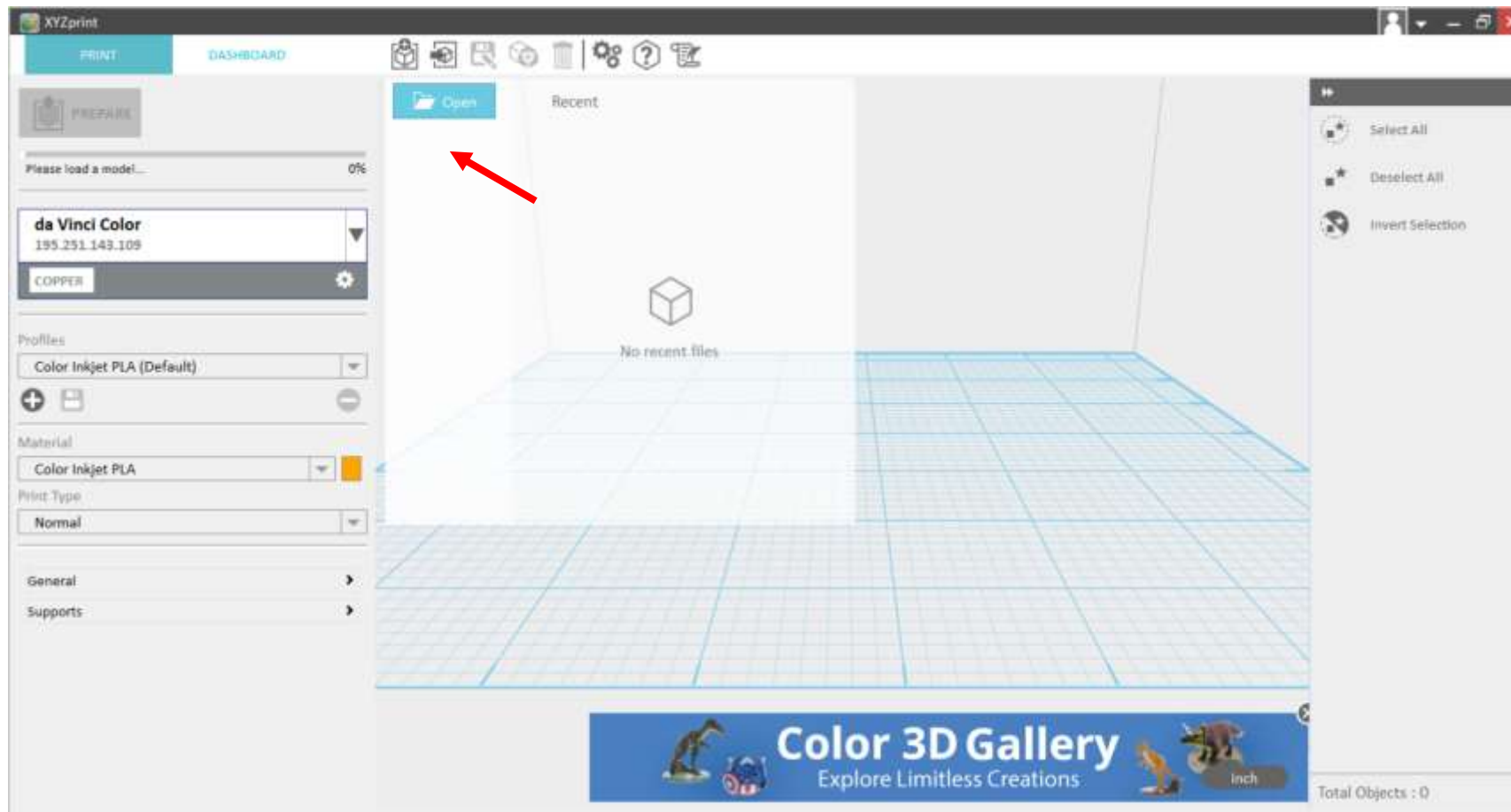
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Importing numbers in XYZ slicer (1/3)



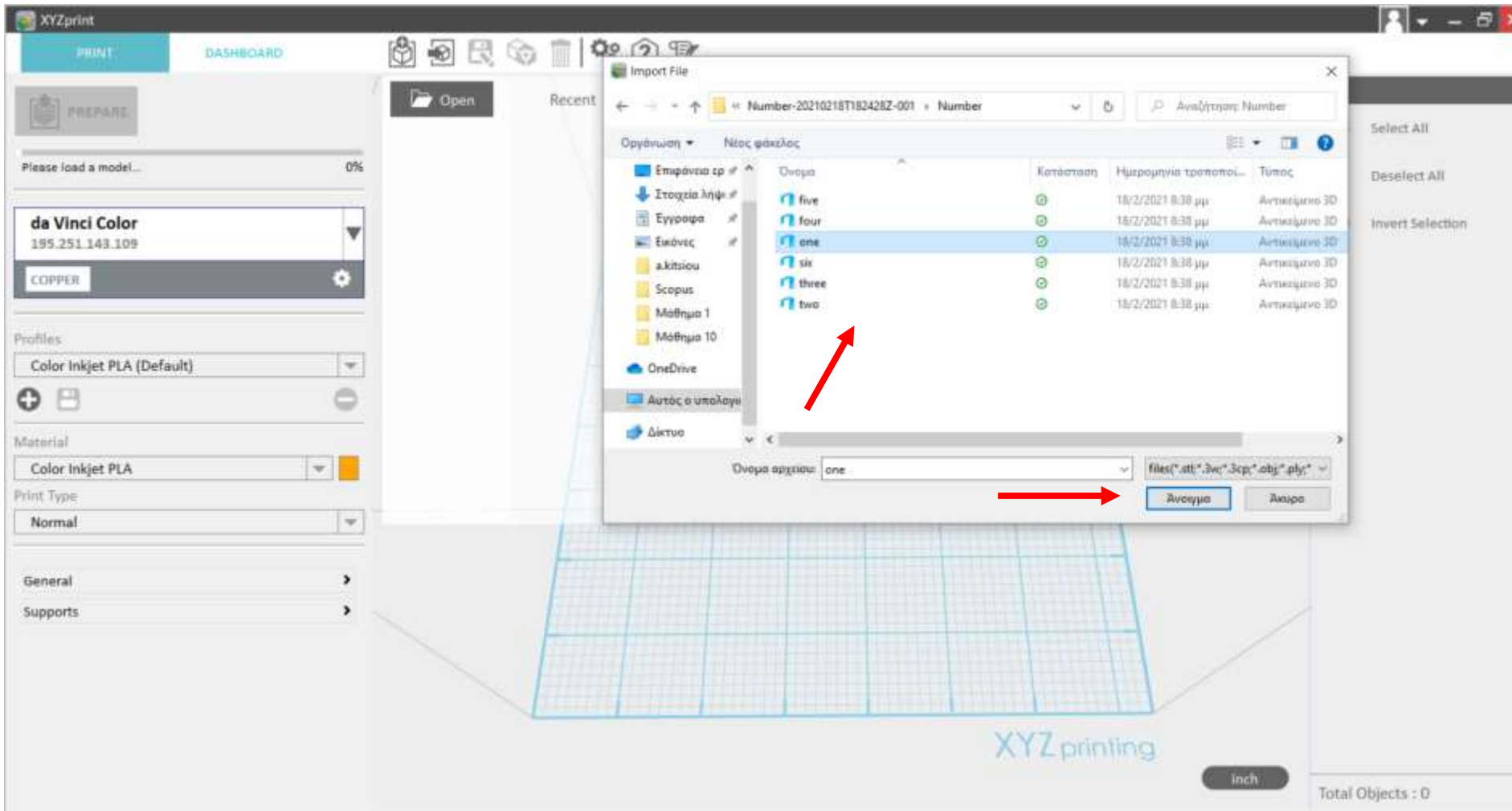
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Importing numbers in XYZ slicer (2/3)

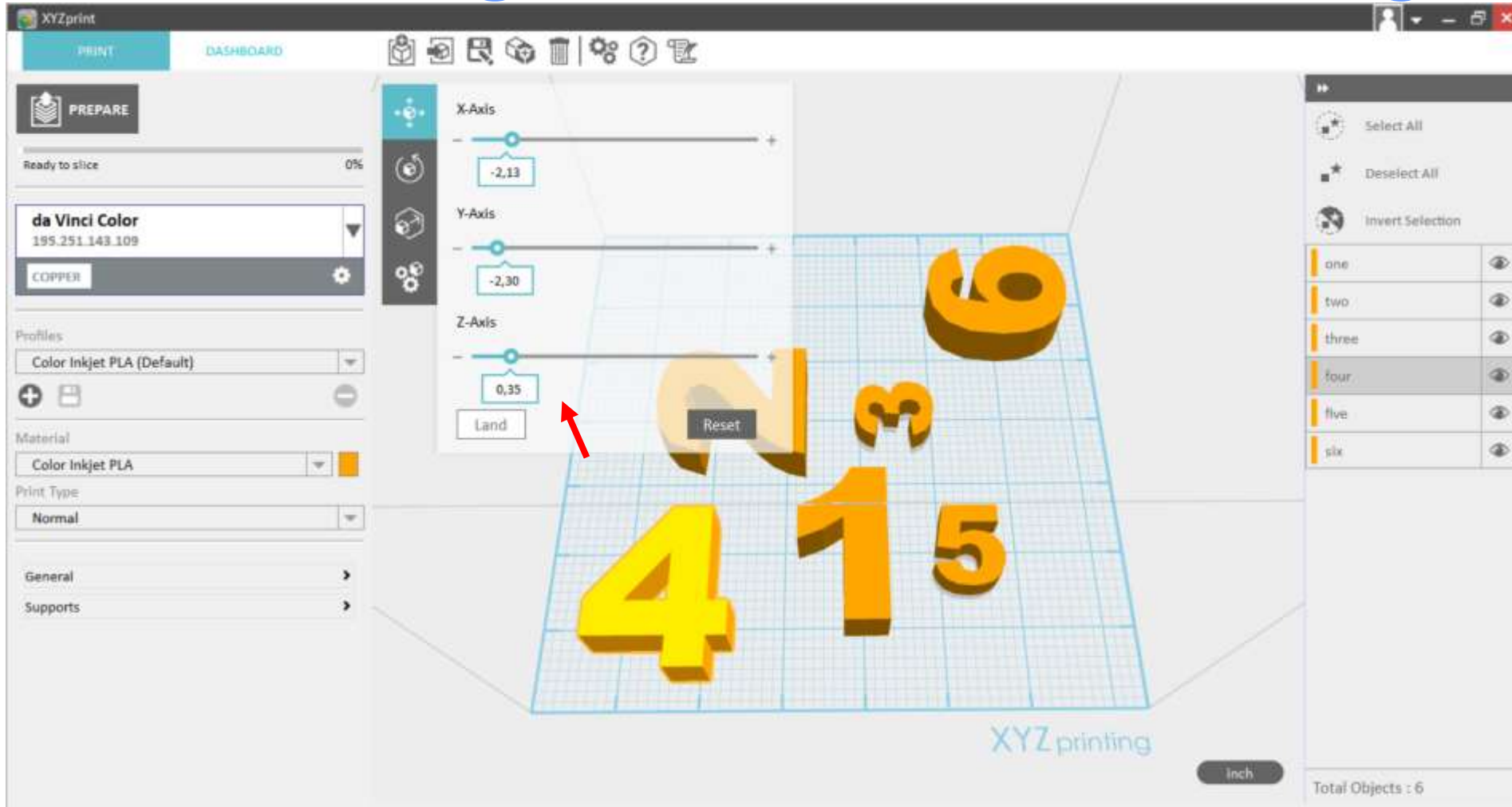
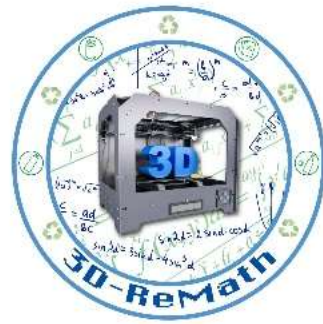


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Preparing 3D models for printing (2/6)



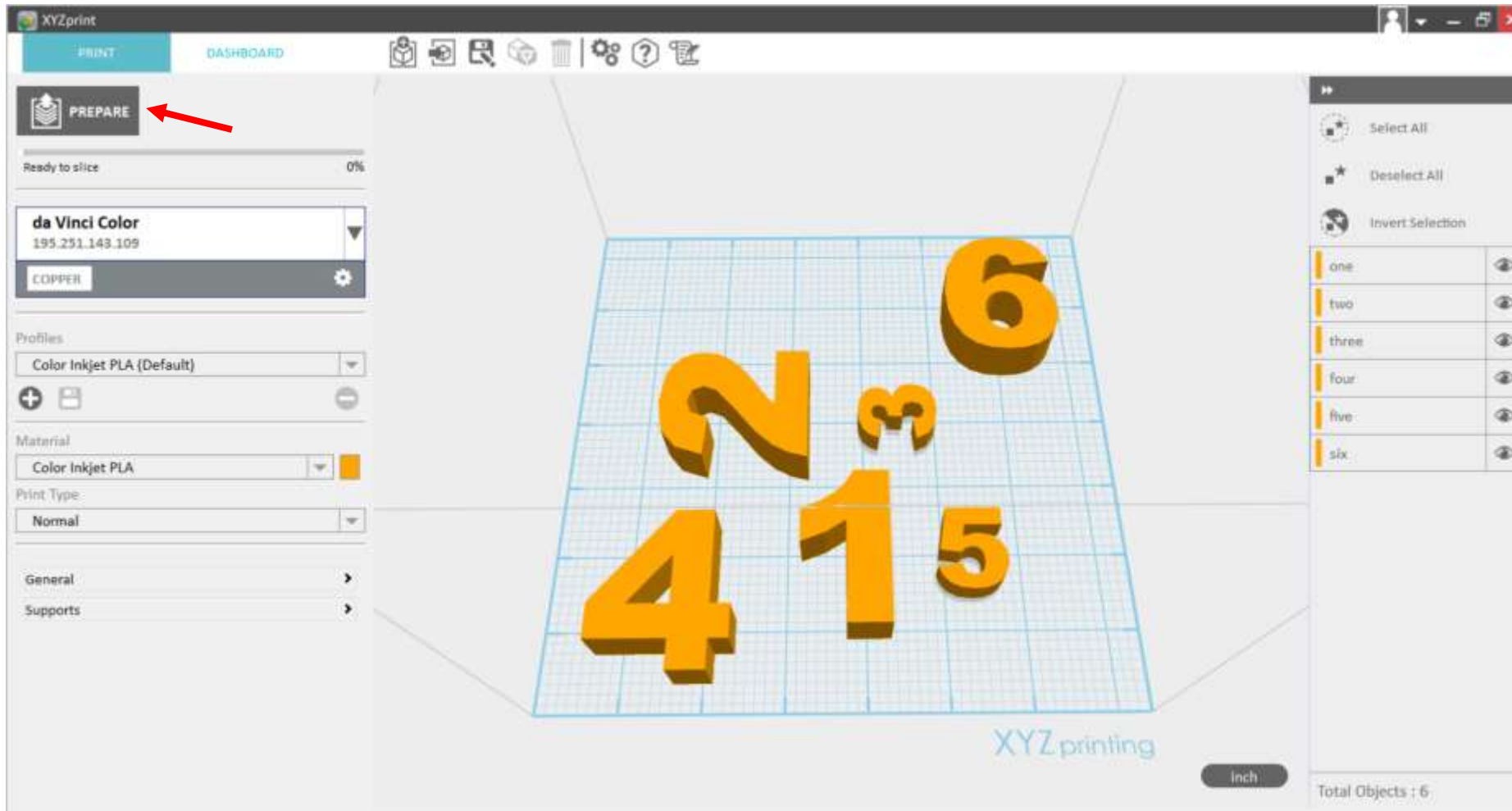
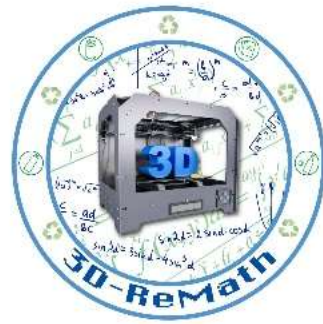
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Preparing 3D models for printing (4/6)

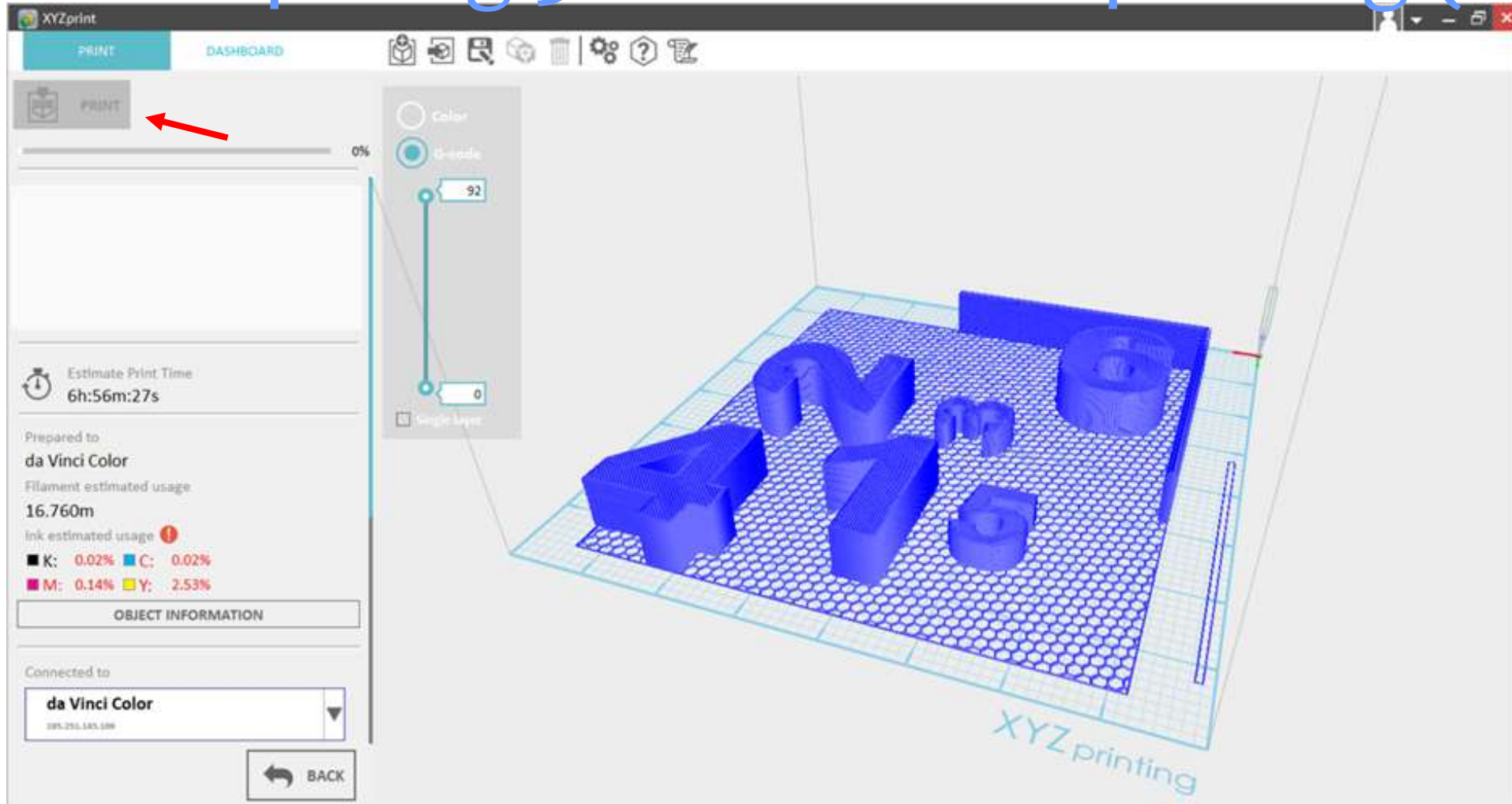
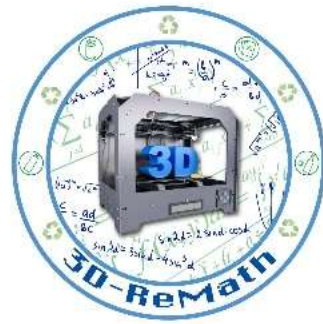


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Preparing 3D models for printing (6/6)



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