



3DXpert™ for SOLIDWORKS®

Adjust model for 3D Printing

Scaling

14,0200,1599,1024(SP2)

In this exercise, we will learn to create **Scaling** to added 3DP component.

As the printed part cools down, it shrinks.

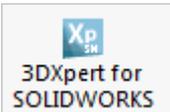
Therefore, it may be required to scale it up so that it shrinks to the correct size.

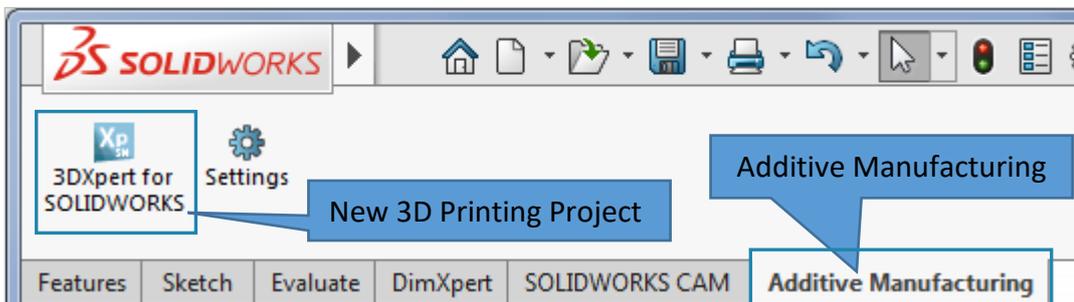
To use this command we need to follow few steps (guided):

- Load **3DXpert-Exercise-Scaling_Start.SLDPRT** to SOLIDWORKS
- Launch **3DXpert for SOLIDWORKS**.
- Add **shrinkage compensation**.

<p style="font-size: 2em; margin: 0;">!</p> <p>Notice/ Remember</p>		Left mouse button name is " pick "
		Middle mouse button name is " Exit "
		Right mouse button name is " Click "

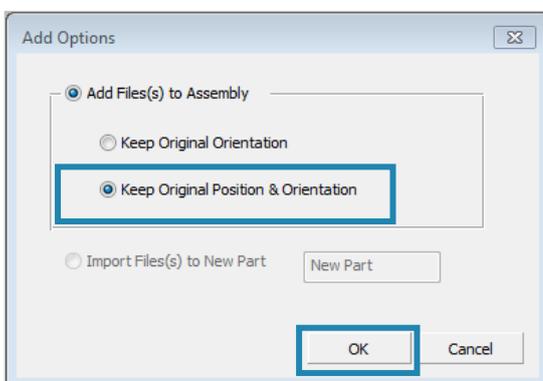
1. Load **3DXpert-Exercise-Scaling_Start.SLDPRT** to SOLIDWORKS from the folder that it was downloaded to.

2. From the Additive Manufacturing tab **pick 3XPert for SOLIDWORKS**  command.



This command will launch **3DXpert for SOLIDWORKS**.

3. After the **3DXpert for SOLIDWORKS** is invoked, new window will open:

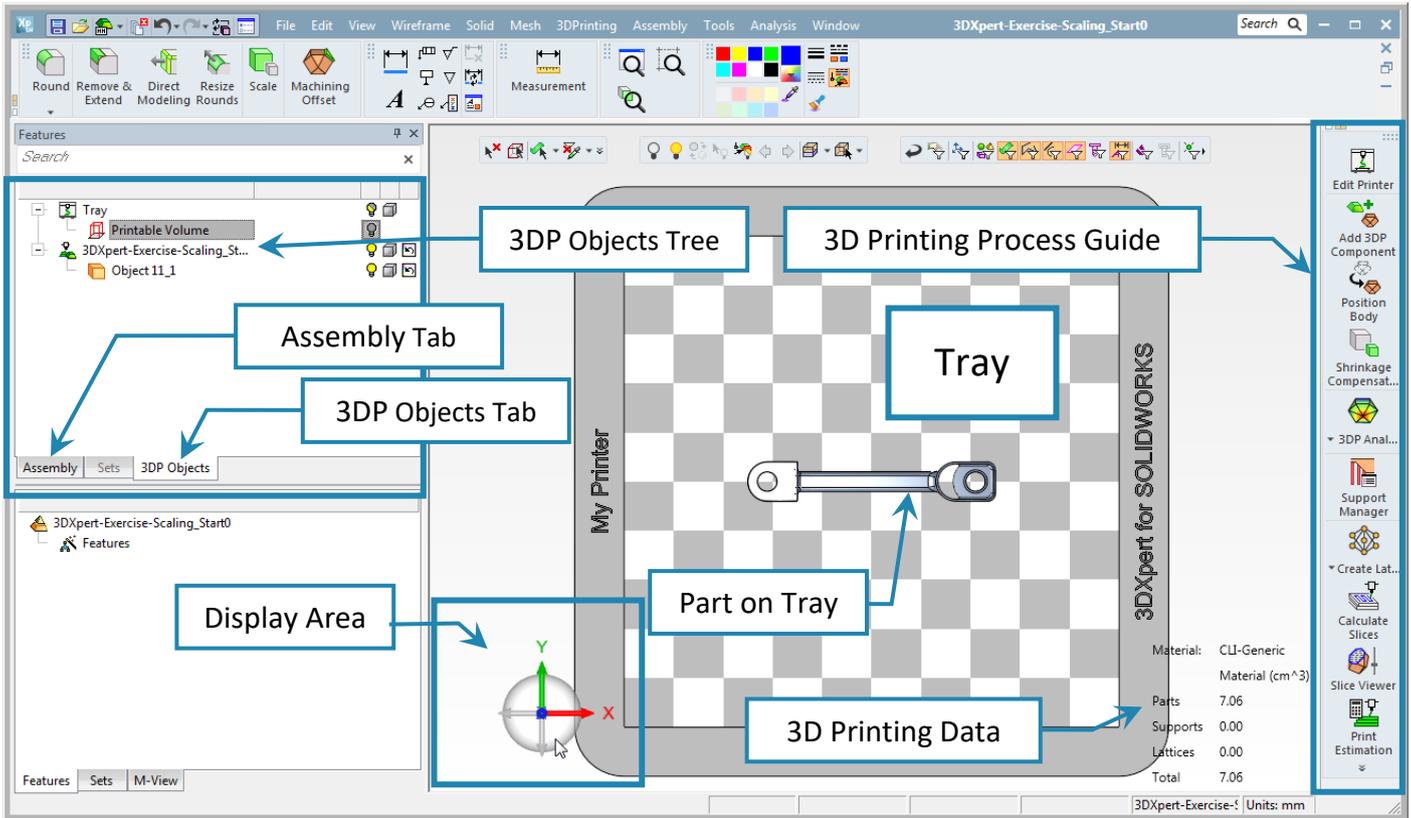


Pick Keep Original Position & Orientation and OK:

In this window we set the basic positioning of the part on the tray

- **Keep Original Orientation** means that the part will not rotate to any direction - XYZ of the part will be parallel to the XYZ of the tray - but the center of the bounded silhouette will move to the center of tray.
- **Keep Original Position & Orientation** means that the part will not rotate to any direction - XYZ of the part will be parallel to the XYZ of the tray - but the center of the part (UCS 0,0) will move to the center of tray.

After the file is open the screen will look like this:

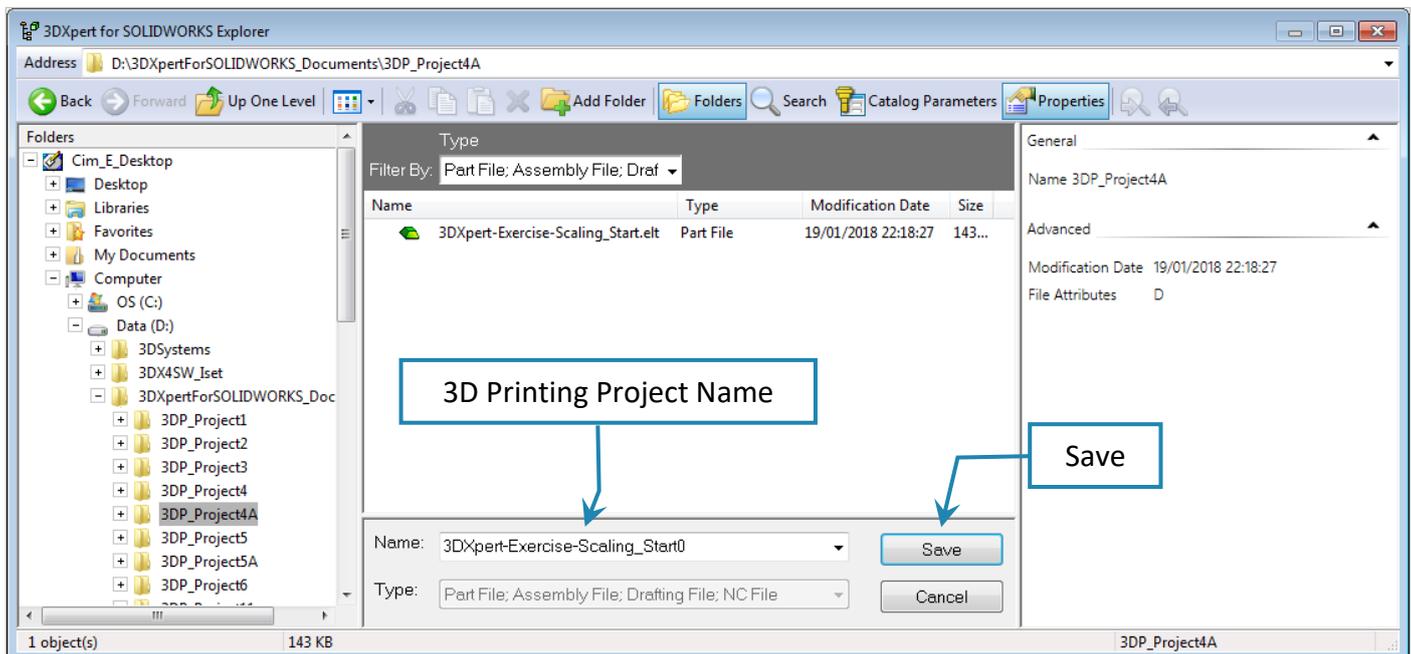


Notice the Process Guide on the right side of the screen. This guide contains most of the functionality to enable preparing the part for printing.

4. Save the project, pick the Save  command on top left corner.

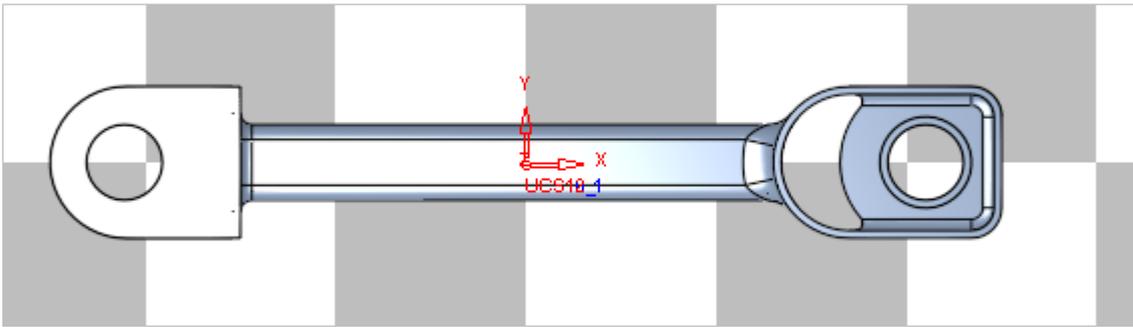


This command will open the **3DXpert for SOLIDWORKS Explorer**. Save the file to the same folder with the downloaded files.

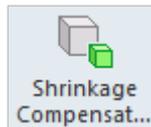
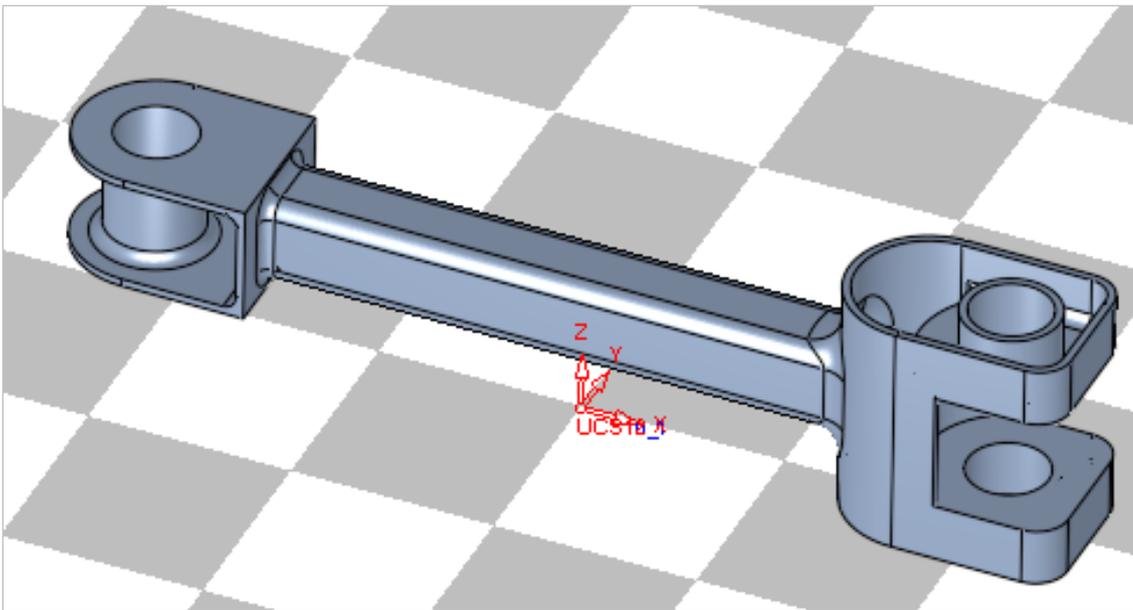


After adding the **3DP component** the tray will look like this:

From a TOP view



From ISO view



5. **Pick shrinkage compensation** command from the 3D Printing Process Guide.

	shrinkage compensation	
	<ol style="list-style-type: none"> 1) Pick object 2) Pick a pivot point 3) Set parameters 	
		"Preview" the result without executing
		To approve and finish use the "OK"
		To approve and continue use the "Apply" .
		"Cancel" – exit the comand without keep changes

Since the command have some defaults its "jumps" to the last stage in this command.

6. **Pick** the first stage in the Feature Gide - **Pick object** .

At the first stage it is possible to choose between **All Objects** (default) and **By Pick** **By Pick**. The option **All Objects** does the same **shrinkage compensation** to all and in case of **By Pick** we have to repeat the command as needed.

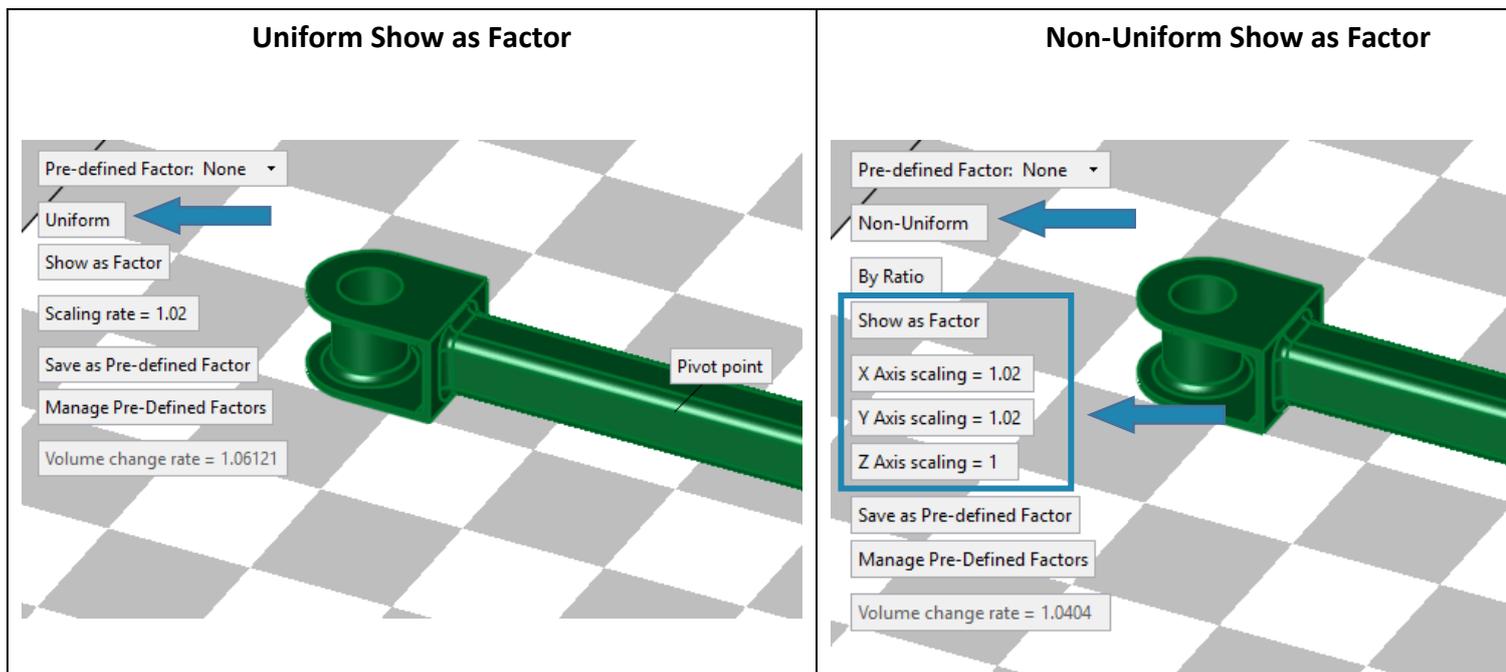
Keep **All Objects** and **Exit** (left mouse button) to continue.

7. At the second stage **Pick a pivot point**  is possible to choose between **Center of Selected Geometry** (default) and **Free Selection** **Free Selection** to **pick** any point as a pivot point.

Keep **Center of Selected Geometry** and **Exit** (left mouse button) to continue.

8. Last stage **Set parameters** .

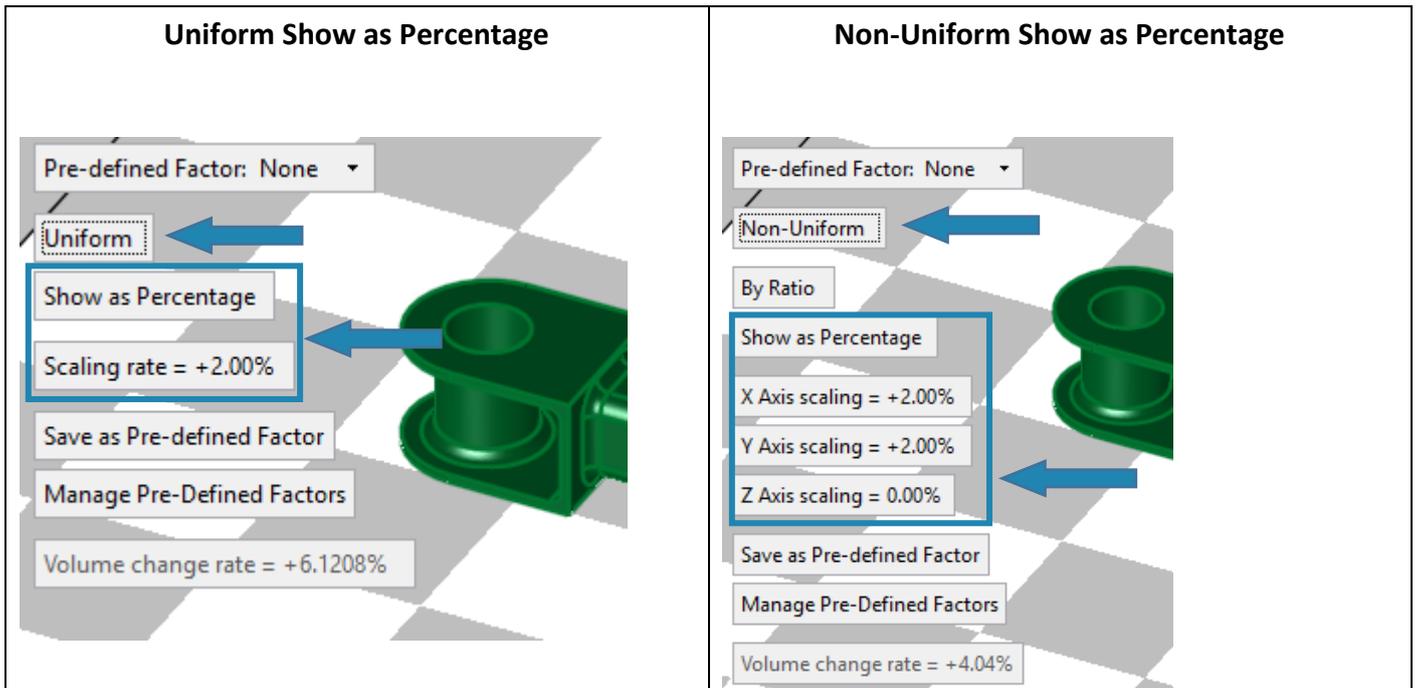
Set parameters as shown in the following pictures, to approve and finish use the "OK":



The **Uniform** parameter is used when the shrinkage compensation is the same to all main directions (XYZ) and can be changed to **Non-Uniform** **Non-Uniform** for different values can be used for each main directions (X-Y-Z) separately.

In any method chosen, the Volume Change Rate **Volume change rate = 1.06121** is displayed.

It is possible to show the values as Factor or as Percentage .



After shrinkage compensation setting is finished and while the command is active the user can **save as Pre-defined Factor** (for a certain material or printing technology for example) and to use it next time.

! *Please notice:
when using Non-Uniform compensation with different values in any main plan direction (i.e. XY plane), cylinder in that plane are deformed*

End of Exercise.