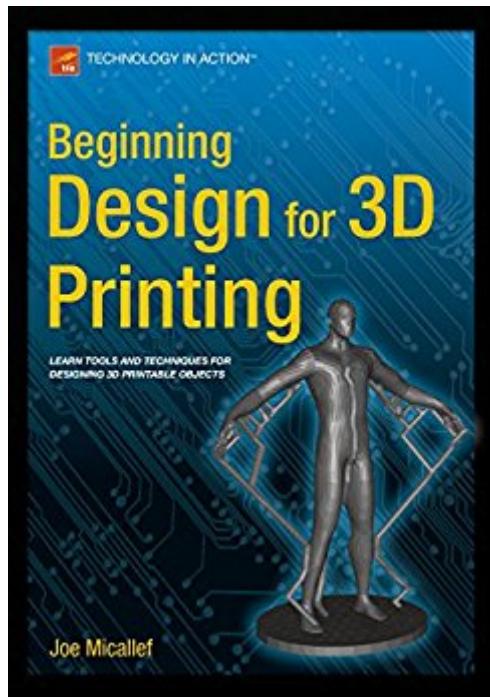


The book was found

Beginning Design For 3D Printing



Synopsis

Beginning Design for 3D Printing is the full color go-to-guide for creating just about anything on a 3D printer. This book will demystify the design process for 3D printing, providing the proper workflows for those new to 3D printing, eager artists, seasoned engineers, 3D printing entrepreneurs, and first-time owners of 3D printers to ensure original ideas can be 3D printed. Beginning Design for 3D Printing explores a variety of 3D printing projects. Focus is on the use of freely available 3D design applications with step-by-step techniques that will demonstrate how to create a wide variety of 3D printable objects and illustrate the differences between splines, polygons, and solids. Users will get a deep understanding of a wide range modeling applications. They'll learn the differences between organic modeling tools, hard edge modeling, and precision, CAD-based techniques used to make 3D printable designs, practical products, and personalized works of art. Whether you are a student on a budget or a company exploring R & D options for 3D printing, Beginning Design for 3D Printing will provide the right tools and techniques to ensure 3D printing success.

What you'll learn

- Learn the differences between the software modeling tools available for 3D printing.
- Understand the fundamental design concepts and definitions in the 3D modeler's toolkit.
- Learn the best tool for the project, and how to design 3D printable objects quickly and efficiently.
- Learn the differences between organic, hard edged, and precision based CAD techniques.
- Avoid common design errors and mistakes that can lead to frustration.
- Ensure cost-efficient designs through optimization techniques.
- Create a range of objects from simple every-day designs to complex, articulated assemblies that are printable.
- Gain an understanding of advanced procedures that exemplify how, in 3D printing, "design complexity is free".

Who this book is for

Beginning Design for 3D Printing is for anyone interested in essential 3D printing design techniques. This book is intended for artists, designers, engineers, students and entrepreneurs wanting to create their own original content for 3D printing.

Book Information

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Customer Reviews

The book has good information for the beginner and is full of resources listings, but it is repetitive and contains numerous language errors. Needs more editing. Also, the book has little information for SLA 3D printing.

I was fortunate to get my paws on an advance copy of Joe Micallef's book on 3D printing. It's superbly written, easy to follow, and for newbies who don't have a lot of beans to spend. I love how the author gives so many resources on how you can get started using free or open source software and even outsource the printing if you can't afford to invest in equipment right away. I don't have a technical background and although it is for people who have some experience with 3-D art, you don't need it to follow along and learn. If you're fascinated by this innovative technology, I highly recommend it.

Lots of good information on an amazing tech. 3D printing is coming your way people--- be ready. There are many 3DP files out there for free but many have print-ability issues. This book offers lots of advice to help you choose files wisely, or how to build them right yourself.

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