

3D Print Two Colors

A. Insert Coordinate System.

Step 1. Open your ASSEMBLY file.

Step 2. Click Insert Menu > Reference Geometry > Coordinate System.

Step 3. In the Coordinate System Property Manager:
under Position, **Fig. 1**

click the **Origin**  in graphics area or the midpoint  of front edge of hood, **Fig. 2**.
confirm Axis Direction  is as shown in **Fig. 2**.
click OK .

Step 4. Save  (Ctrl-S).

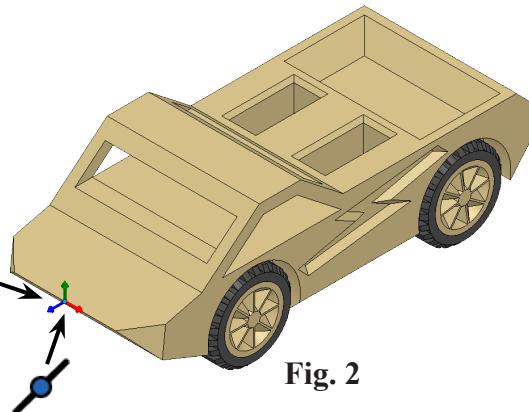
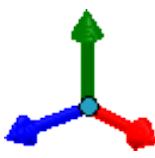


Fig. 2

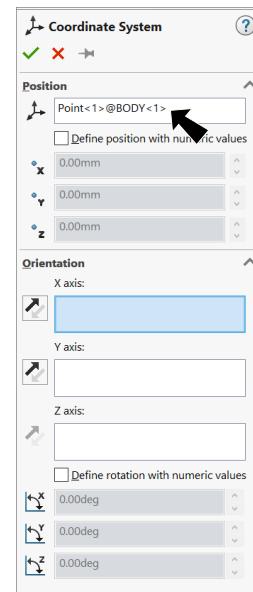


Fig. 1

B. Save Body STL File.

Step 1. Click expand arrow at the top of the Feature Manager to expand the Display Pane, Fig. 3.

Step 2. Hide WHEEL body(s). To hide, expand WHEEL<1> part in the Feature Manager and expand Solid Bodies folder. In the Feature Manager Display Pane under Hide/Show column for WHEEL body, click Show to turn off show, Fig. 3.

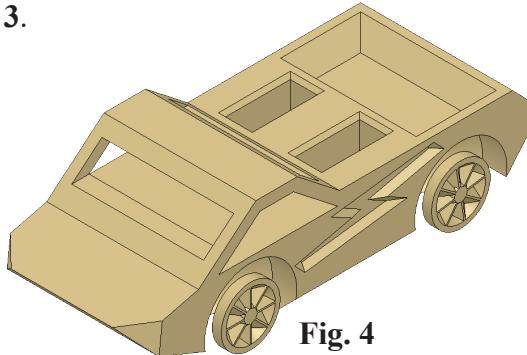


Fig. 4

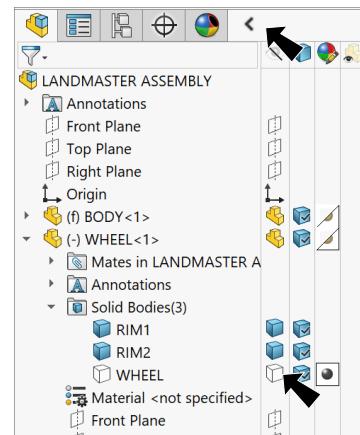


Fig. 3

Step 3. Click File Menu > Save As.

Step 4. In the Save As dialog box, Fig. 5
key in **BODY** for file name
Save as type select **STL**
click **Options** button.

In System Options dialog box, Fig. 6
set Output coordinate system
Coordinate System1
click OK
click Save.

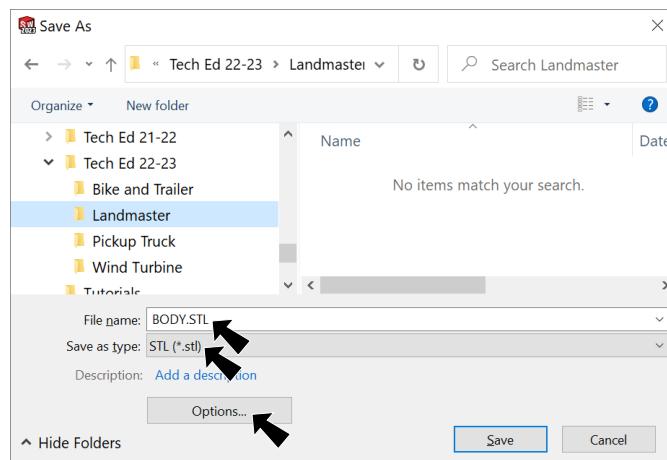


Fig. 5

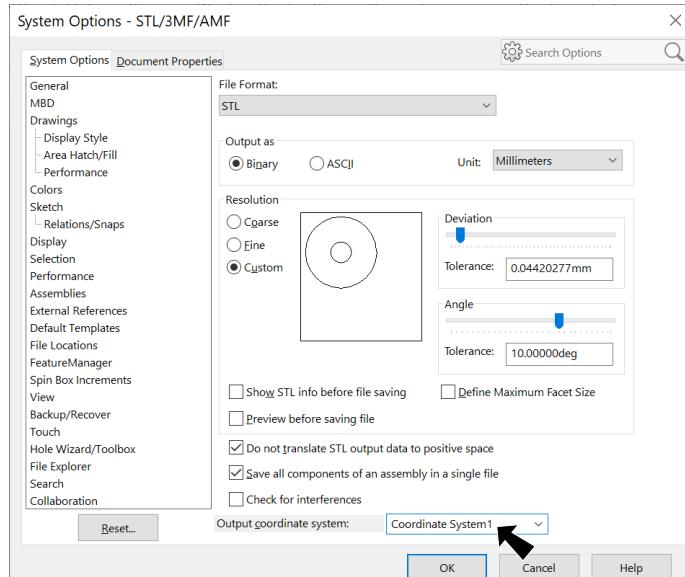


Fig. 6

C. Save Wheels STL File.

Step 1. Show WHEEL body(s). To show, in the Feature Manager Display Pane under Hide/Show column for WHEEL body click Hide to turn off hide, Fig. 7.

Hide BODY part and both RIM body(s). To hide, in the Feature Manager Display Pane under Hide/Show column for BODY part click Show to turn off show, Fig. 7.

And hide both RIM1 and RIM2 bodies. To hide, in the Feature Manager Display Pane under Hide/Show column for RIM1 body click Show for both RIMs to turn off show, Fig. 7.

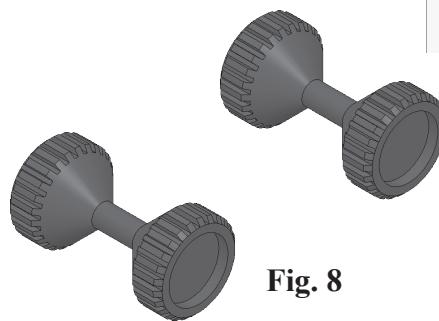


Fig. 8

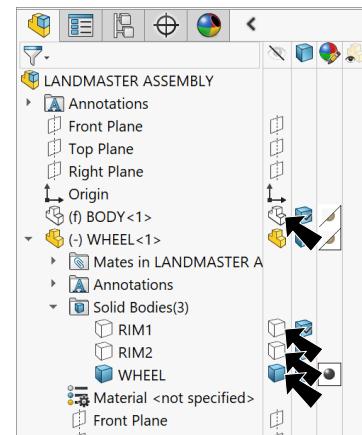


Fig. 7

Step 2. Click File Menu > Save As.

Step 3. In the Save As dialog box, Fig. 9.
key in WHEEL for file name
Save as type select STL
click Options button.

In System Options dialog box, Fig. 10
confirm Output coordinate system is Coordinate System1
click OK
click Save.

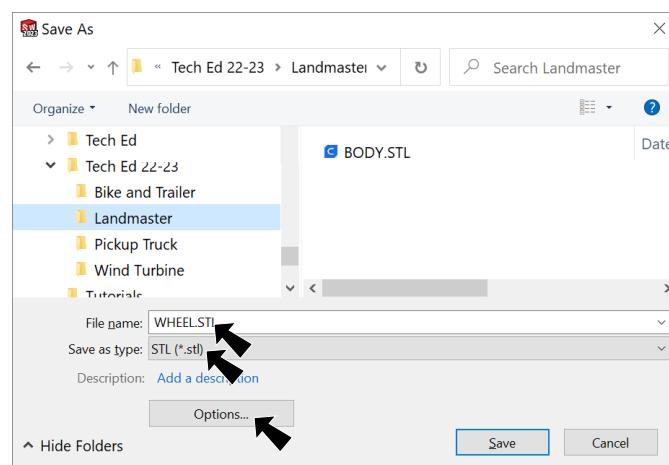


Fig. 9

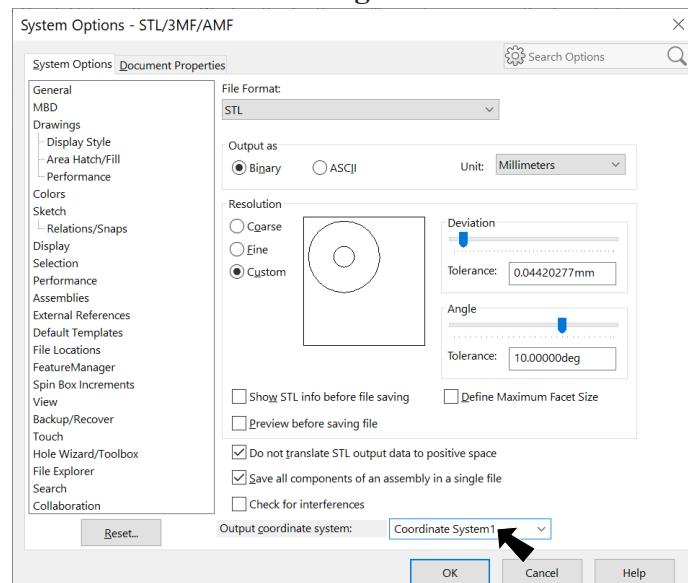


Fig. 10

Step 4. Show BODY  part and both RIM  body(s), Fig. 11.

D. Slicer.

Step 1. In your slicer, open both STL files and assign extruders, Fig. 12.

Step 2. Merge both STL files, Fig. 13.

Step 3. Rotate to side, Fig. 14.

Step 4. Add custom supports, Fig. 15.

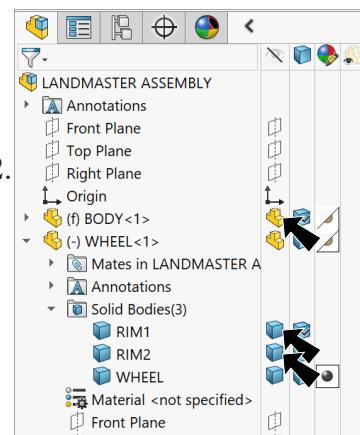


Fig. 11

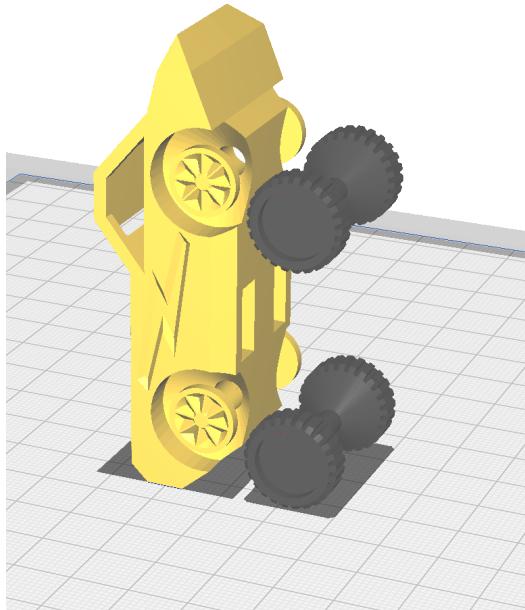


Fig. 12

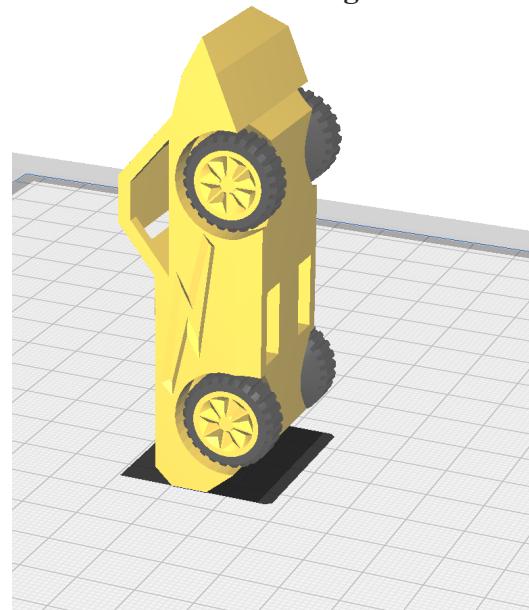


Fig. 13

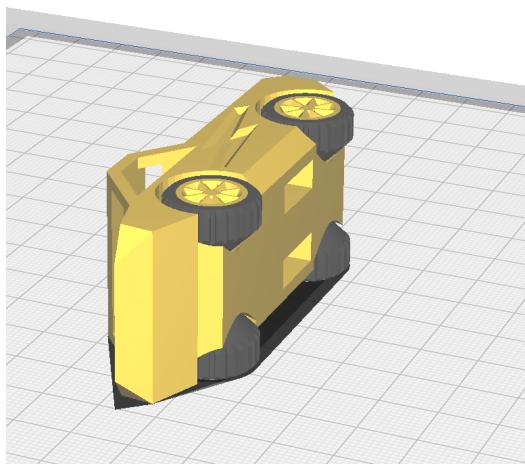


Fig. 14

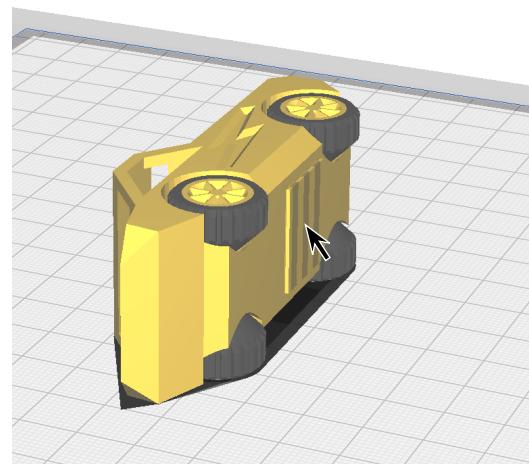


Fig. 15