

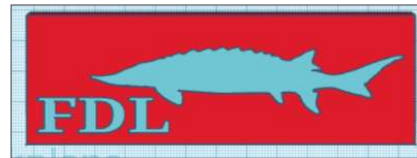


tinkerCAD 2-color print

Building a model from scratch

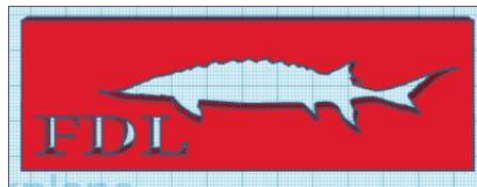
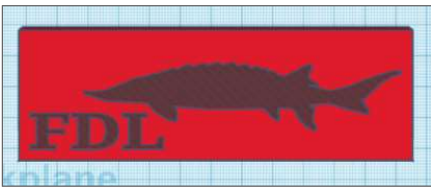
1: Create the model as two parts, grouping objects as needed:

Once your design is finalized, do not move it or any of its pieces around on the workplane until the remainder of this process is finished.

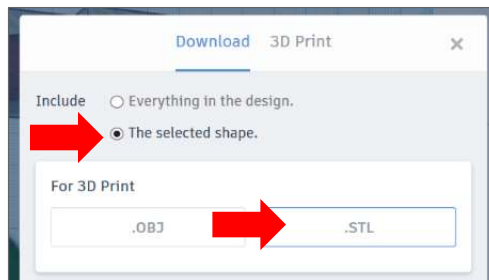


2: Prepare and save the first color

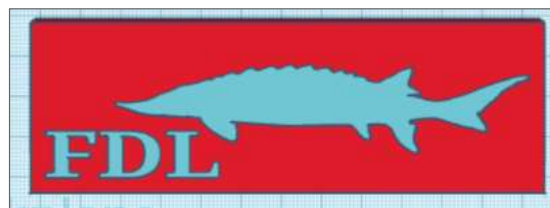
a- Set the first color as a hole, then group the two colors



b- With the object selected, click "Export," then with "The selected shape" checked, export as ".STL" file type

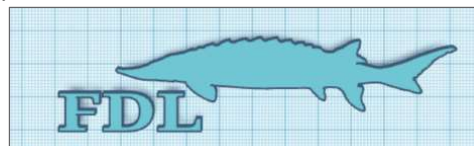
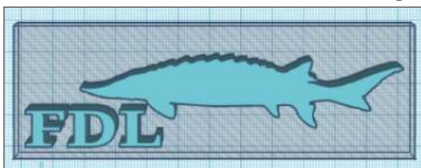


3: Use the "Undo" function to ungroup and make solid



4: Prepare and save the second color

a- Set the first color as a hole, then group the two colors



b- With the object selected, click "Export," then with "The selected shape" checked, export as ".STL" file type

5: Use the "Undo" function to ungroup and make solid



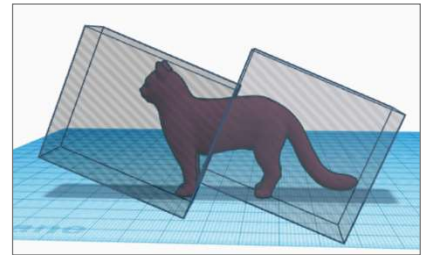
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Modifying an existing model

1: Download a model from thingiverse.com, youmagine.com, or any source of .stl files, then import it into tinkerCAD

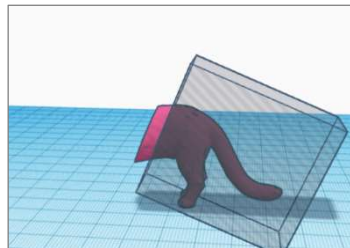
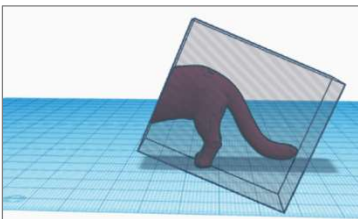
2: Create a set of hole-shapes that organizes the model into pieces for each color

- a- Rotate the view to be sure you understand what is in each shape and what is not
- b- The shapes should just touch each other, but never overlap
- c- Do not group the parts yet



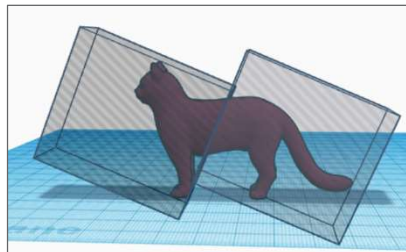
3: Prepare and save the first color

- a- Select and group the pieces that make up one of the colors. That part of the model will then disappear
- b- Move the remaining box back a bit so you can select just the model, not the box as well.
- c- With the model (and not the box) selected, click "Export" and export it as an .STL file



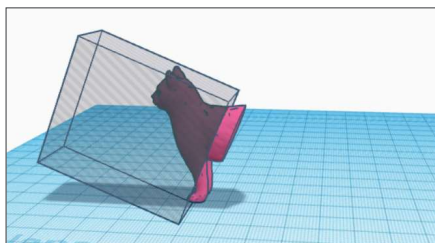
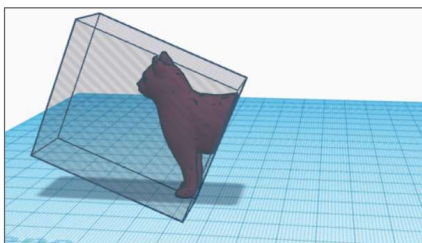
4: Return to the original setup

Use the "Undo" function to return to the original set of model and hole-shapes



5: Prepare and save the second color

Repeat the above steps, selecting and grouping the pieces that make up the other color, and saving that piece

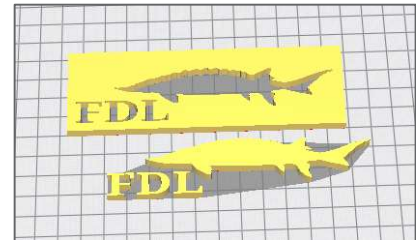




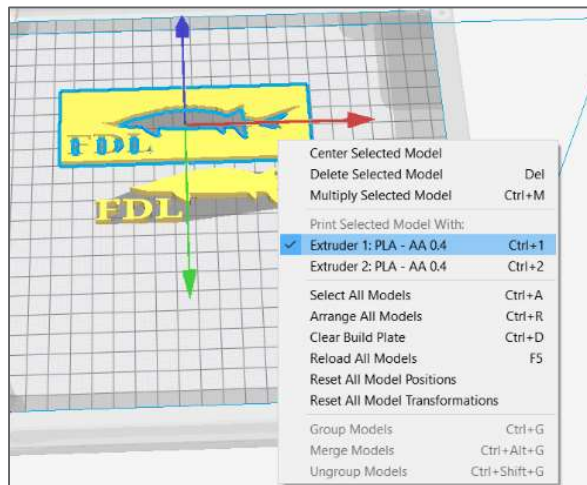
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Preparing to print

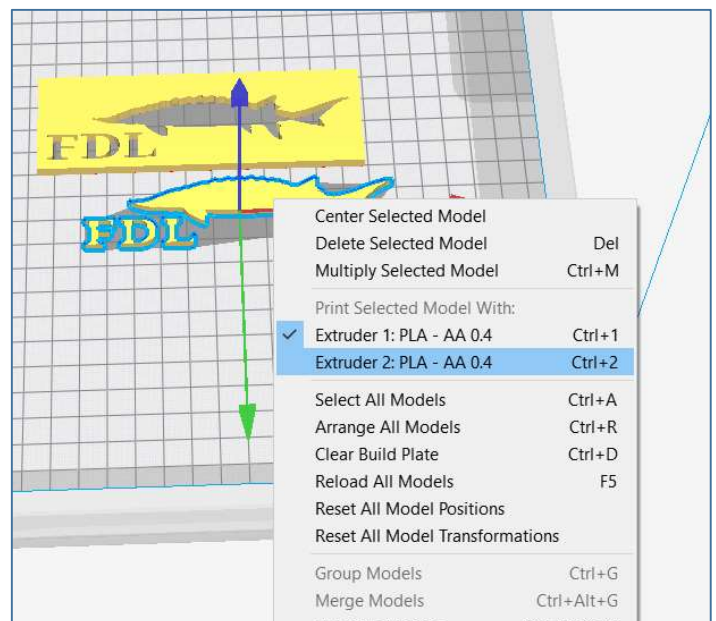
- Open the two models in Cura (make sure you have the Ultimaker selected as the printer):



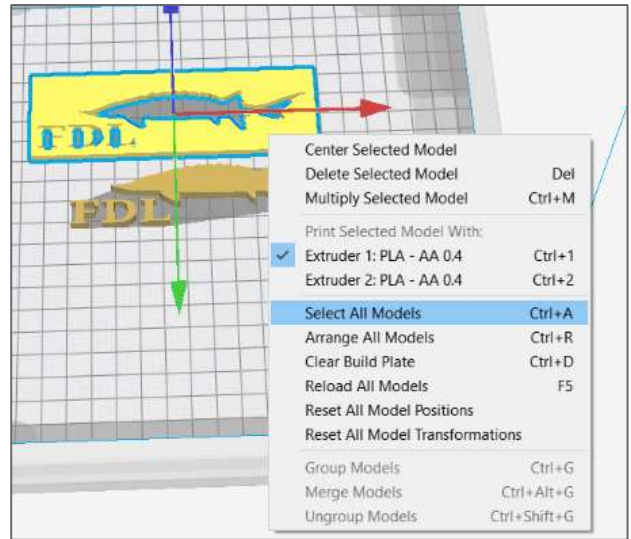
- Right-click on the first model and select "Extruder 1:"



- Right-click on the second model and select "Extruder 2:"



- Right-click on either model and choose "Select All Models:"



- Right click yet again, and choose "Merge Models:"

