IGL Fabrication

This wiki space is to document resources for making things in the IGL using the paper cutter and the 3D printer.

The IGL has a Silhouette SD paper cutter and a MakerBot Replicator 3D printer.

Silhouette SD

- Silhouette Basic Use - cut a rectangle
- Pre-Made Polyhedra Nets
- Inkscape Plugin for Polyhedra Nets
- Export files from Inkscape to Silhouette Studio
- Other Pre-Made Mathematical Paper Designs

MakerBot Replicator

- Replicator Basic Use - print a dodecahedron from the SD card
- Other Software For Manipulating Models
- Mathematica to MakerBot Design Flow
- Using OpenSCAD For MakerBot - create simple geometry
- Problems with STL meshes and what you can do about them
- Using Dual Extruders
- Using support material (not reliable right now)
- Using alternative slicers (Miracle-Grue or Slic3r ) to generate g-code from your model
- Other Pre-Made Mathematical 3D Printer Designs
- Mathematica utilities for manipulating polyhedra
- Conic Sections using OpenSCAD