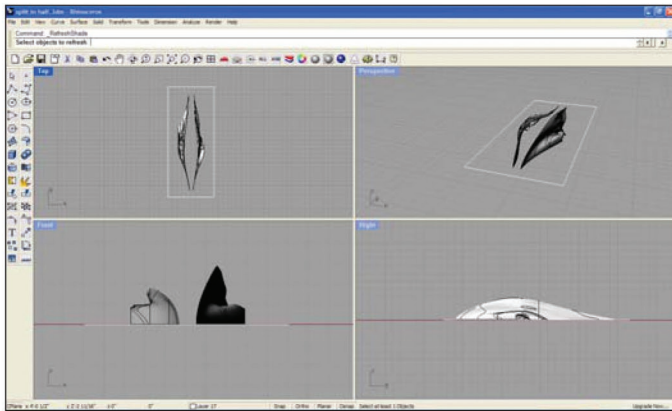
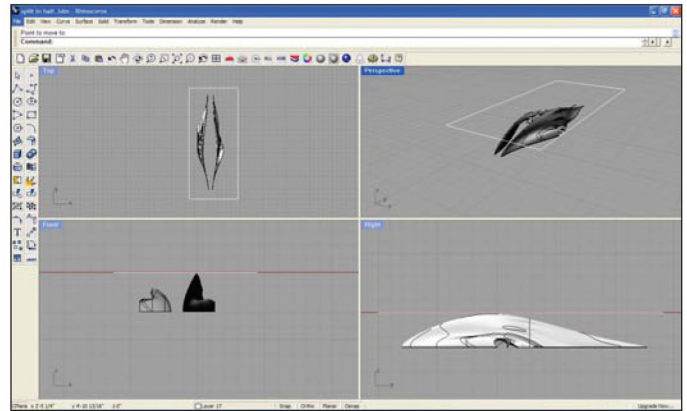


# File Setup process for milling 3D shapes (Rhino).

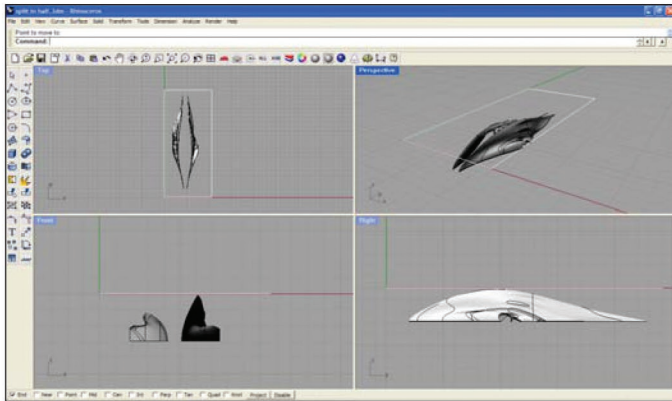
Before you begin make sure that all layers are turned on and your file only contains objects you want to mill (no hidden layers with objects, they may export even if you do not see them) Your model units need to be in inches.



1. In top view draw a bounding box around your object. This is a basic rectangle that completely surrounds the object you want to mill. Leave at least 1 inch of free space on all sides



2. In front view move your entire model so that the highest point of your model is just beneath the rectangle (Z=0)



3. In plan view move the rectangle and the model (everything) so that the bottom left corner of the bounding box is at X0 Y0 Z0.

4. Select everything and go to File>export selected.

Select .STL from the pull down menu, use your name and click save. resolution 0.01

Binary, Check export open object, you may get a pop up window reading “you have open objects”.



Note:

Your material needs to be at least 1 inch bigger on all side than your bounding box to allow for tool movement and securing.

Bring the STL file as well as the Rhino (3dm)