
Subject: Reduce material usage/cost

Posted by [aarondobie555](#) on Sun, 30 Dec 2012 22:19:54 GMT

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Hi,

I have just finished my design and uploaded it here;

<http://www.shapeways.com/model/849346/skateboard-longboard-tool.html?li=my-models&key=030d720464e11be71584036015b52f6b>

and was wondering if anybody could recomend how to reduce the cost - is it a case of the total volume of material in the design , or is it the size block the material would be cut from?

Thanks,

Aaron

Subject: Re: Reduce material usage/cost

Posted by [stonysmith](#) on Mon, 31 Dec 2012 00:56:35 GMT

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Effectively, your object is a cylinder 17cm long. If you want it to be able to apply any significant amount of torque, you'll have to have it nearly solid.

That means it's going to be expensive.

<http://stonysmith.com/wired/VolumeEstimator.asp?L=20&W=20&H=170&T=0>

3d printed items are not "cut from a larger block".. they start out as powder that is welded together by a laser, or as a liquid that is hardened by UV rays. You pay only for the volume of material consumed.

If you had the option of making the item hollow, then you could reduce the price considerably, but if you want to use it to tighten/loosen bolts.. hollow won't withstand the torque.

Subject: Re: Reduce material usage/cost

Posted by [aarondobie555](#) on Mon, 31 Dec 2012 12:31:59 GMT

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Thankyou for the reply, I think I will have to find another method of construction

Thanks Again,

Aaron

Subject: Re: Reduce material usage/cost
Posted by [Youknowwho4eva](#) on Wed, 02 Jan 2013 13:53:50 GMT
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There is this crazy method for reducing volume
<http://www.instructables.com/id/3D-printing-on-the-cheap/>
