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Subject: Complex assemblies

Posted by [gomi](#) on Sat, 15 May 2010 09:57:03 GMT

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I what to built a set of gears in a single printing, but when I have tried it has not worked. Basically I want 2 interlocking rings, and it looks like it can be done from the examples.

With Blender does is have to be a single object? Or can I create the cog, then add the framework.

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Subject: Re: Complex assemblies

Posted by [esnouijs](#) on Tue, 18 May 2010 23:39:51 GMT

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You can print fully functional mechanical constructs in 1 go. However, you have to keep a very close eye at the specifications of the material you want it printed in. If two parts are too close together they will be fused together.

There is a lot more info available on the tutorials page.

<http://www.shapeways.com/tutorials/index>

Take a look under "Advanced tutorials: mechanical parts & designing for 3D printing"

You can also get a feel for it by looking at a few models from the 3D parts database.

<http://www.shapeways.com/themes/3dparts>

There are a few mechanical parts there. You can download them and have a look.

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