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Subject: Multiple Materials

Posted by [FreakingRiddle](#) on Sat, 17 Dec 2011 16:28:05 GMT

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I created a model with 2 different materials (one with transparency and one with sandstone), is it possible to print them in one model like this below?

Thanks in advance!

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Subject: Re: Multiple Materials

Posted by [Youknowwho4eva](#) on Sun, 18 Dec 2011 00:54:06 GMT

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No, but what you could do is print the FCS part, and encase it in transparent resin. Like these <http://www.traderscity.com/board/products-1/offers-to-sell-and-export-1/real-bugs-in-acrylic-resin-lucite-and-novelty-gifts-248635/>

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Subject: Re: Multiple Materials

Posted by [crsdf](#) on Sun, 18 Dec 2011 11:39:19 GMT

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[Youknowwho4eva](#) wrote on Sun, 18 December 2011 00:54: No, but what you could do is print the FCS part, and encase it in transparent resin. Like these <http://www.traderscity.com/board/products-1/offers-to-sell-and-export-1/real-bugs-in-acrylic-resin-lucite-and-novelty-gifts-248635/>

This would be the best option. Take the FCS part and make a small box for it to sit in, then use a clear epoxy or polyurethane to encase it.

Otherwise there's two other ways of producing a "different" colour inside a clear part using 3DP.

- SLA: Using a clear material you can "overcure" sections by scanning it with the laser multiple times (or using higher laser powers/different infill param's). I've seen parts with 10 different shades of yellow incased in a clear shell.

- Objet: Using VeroClear as the outer material, and any of the other Objet materials for the bug inside. Only a Connex printer is technically capable of this.

Shapeways doesn't offer either of these processes, but hey, the more you know

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Subject: Re: Multiple Materials

Posted by [stop4stuff](#) on Wed, 21 Dec 2011 16:47:32 GMT

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If you don't mind the interior model being white, you can exploit the wax support material in FUD like I did with my Kraken in Crystal - the squid is a wax filled hollow space within the block of FUD

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