

### Want a more hands-on experience?

Join the **Columbia Maker Space** (Mudd, 12th floor). There you will find 3D printers, vinyl cutters, woodworking tools, and various other resources to get you creating and making!

For more details, visit:

**[make.columbia.edu](http://make.columbia.edu)**

Submit your models to:  
**[3dprint@libraries.cul.columbia.edu](mailto:3dprint@libraries.cul.columbia.edu)**

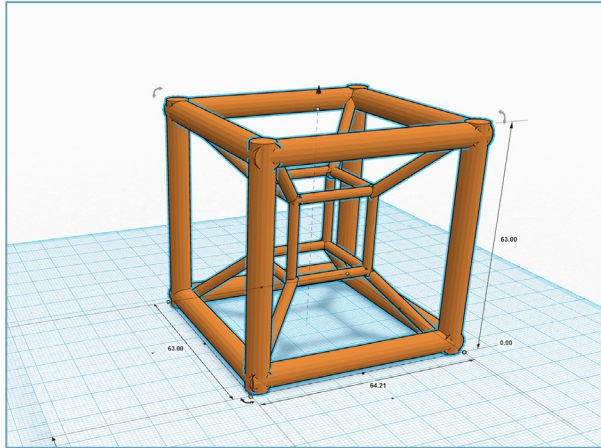
Find tips on getting started, our policies,  
and more:  
**<http://3dprint.cul.columbia.edu>**

#### Science & Engineering Library

Northwest Corner Building, 4th Floor  
550 West 120th Street  
New York, NY 10027

Phone: 212-851-2950  
E-mail: **[ref-sci@columbia.edu](mailto:ref-sci@columbia.edu)**

## Science & Engineering Library 3D PRINTING



## FROM YOUR MIND...

Whether it's a beautiful piece of art, a prototype of a novel piece of equipment, or an anatomical model for study and display, 3D printing technology allows you to obtain a physical item rapidly and cheaply. The Science & Engineering Library offers **FREE** 3D printing services for Columbia University faculty and students from all disciplines, as well as access to design software on the library's computers. We have a large collection of resources, from books to Lynda.com tutorials, which can help you get started on your design journey.

## The Basics

1. Design something!
2. Save, convert, or export your design in STL format; most 3D design applications will do this
3. Write a brief note about what you want to print and email us the STL file at **3dprint@libraries.cul.columbia.edu**
4. We'll assess your model for design and printability issues; if something is not going to work, we'll get in touch with you and discuss how to modify the design to maximize the chances of a successful print. Otherwise, we'll put your model in our print queue.
5. Once your model is printed, we'll send you an email and you can pick it up at the front desk of the Science & Engineering Library!

## Software

3D models can be designed in any number of programs, although it's easier to get started with a **solid modeler** such as:

Tinkercad.com (SEL)(*)	123d Design (*)
SolidWorks (SEL)	Autodesk Inventor (SEL)(*)
Autodesk Fusion 360 (*)	OpenSCAD (*)

In addition, there are other programs that can be helpful, particularly if you already know how to use them:

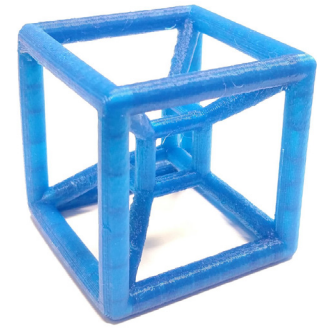
Rhino 3D (SEL)	Blender (SEL)(*)
SketchUp (SEL)(*)	AutoCAD (SEL)
3ds Max (SEL)	Creo (SEL)

...and many others

(SEL) Available in the Science & Engineering Library

(\*) Available for free download, or with free student licenses

Need help? Visit **bit.ly/cul\_lynda** and search for your program of choice!



## ...TO REALITY

Teach yourself new software, repair a broken item, create art, invent a new device — explore the possibilities of this and other technologies in the Science & Engineering Library!

**<http://3dprint.cul.columbia.edu>**

