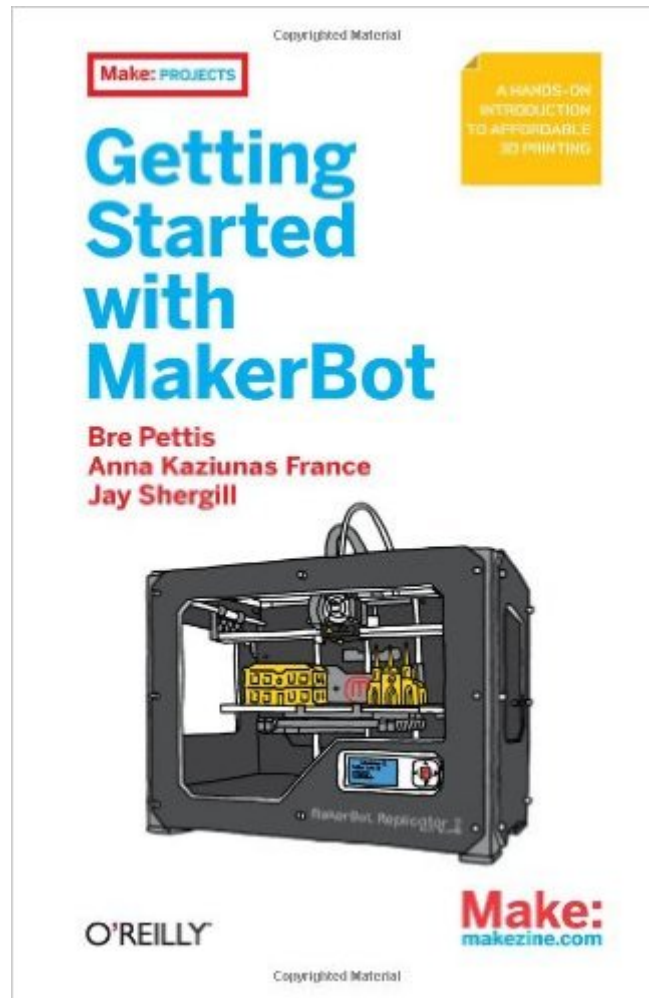


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# Getting Started With MakerBot



## Synopsis

Ready to join the personal fabrication movement? This hands-on book shows you how to make a wide variety of physical objects with the amazing MakerBot 3D printer. It's handy when you need a replacement for something lost, broken, or no longer made—like a knob on your stove. You can make things instead of buying them, or solve problems with inventions of your own. The possibilities are endless, and MakerBot is the fun, affordable, and inspiring way to go. Get started with your own little factory today! Set up your MakerBot Replicator 2 and understand how it works. Learn the basics and print 10 useful objects right away. Make objects with sturdy yet biodegradable PLA. Get examples of real-world problem solving, from ceiling hooks to hermit crab shells. Choose from thousands of free designs on Thingiverse.com—and share your own. Repurpose disposable products by making them part of your design. Design your own 3D objects, using SketchUp, Autodesk 123D, OpenSCAD, and other tools. Use 3D scanning technology to replicate real objects around you.

## Book Information

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## Customer Reviews

I would have liked a little bit more history on the founders of Makerbot and of the RepRap project. That is simply glossed over. I did not like that they are using Makerbot as a verb. i.e. you can Makerbot this and Makerbot that. But still it is a Makerbot book. I would have preferred them to use the word "print". The preface is a lot of thanking and praising by the three authors. It goes into a brief explanation of 3D printing, why they started Makerbot and why you might want to 3D print things and how you could do it using a Makerbot. Discussed were the different parts of the Replicator 2,

unboxing and setting up the machine, downloading from Thingiverse, STLs, GCode and Makerware. It also explained some of the settings in Makerware, care and maintenance. These pages are really just a setup guide for the Replicator 2. It goes over things you might want to do prior to getting a Makerbot. It builds excitement, sort of like those old RadioShack electronic books I used to read as a kid. Basically it says you are getting a factory that can make anything so think about the things you want to make while you are waiting for it to arrive. It goes on to list things that you might be interested in, such as replacement parts, gifts, products etc within the design constraints of the machine. It talks about how this machine is so much better than the previous ones the made. It is bigger, more precise and faster. Since this book is Replicator 2 centric it mentions how much faster it is than the Replicator 1 and goes on to talk about how huge the build platform is and how you can build really large things and also how precise it is.

A recent news journal's front cover had a picture of the Thinker sitting on a commode, with the thought bubble overhead, "Will we ever invent anything this useful again? " One only has to learn about recent advances in replicators to realize that article was woefully ignorant of what is happening in the world of 3D printing. Much as computers initially created little excitement in the business world, and really only took off when they became available at a reasonable price to consumers, replicators are likely to follow much the same course. As they become available at modest cost to hobbyists, uses will expand exponentially in many unanticipated ways. Now most of the replicas are produced using a kind of plastic, but it is likely there will be major advances in materials that are available over the next several years that will allow printing in sturdier materials. This will allow for the home manufacture of most small items that one can imagine. And the size of replicable items is increasing rapidly, current models allow creating an item that fits into ~400 cubic inches, that size limitation is very likely to quickly expand. This book is several things, an introduction to 3D printing, a user manual for MakerBot Replicator 2, a general overview of the field, including access to libraries of items that have already been created and made, and an introduction to the various types of 3D software that are used to control a replicator. The authors approach the field from the open source viewpoint, so that once the Replicator is in hand with the build filaments (materials that are used to create/build the replicated items), additional costs should be minimal as free software is available to control the printer.

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