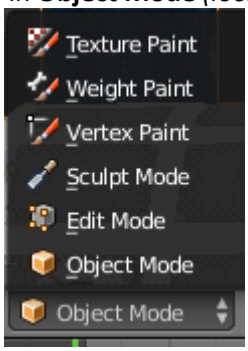
How to split from blender model

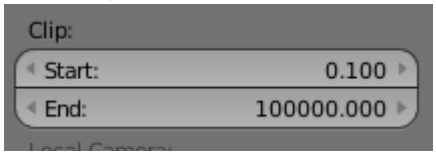
Monday, December 30, 2019 12:14 PM

1. Open ISS Blender File. Can be downloaded here: https://nasa3d.arc.nasa.gov/detail/iss

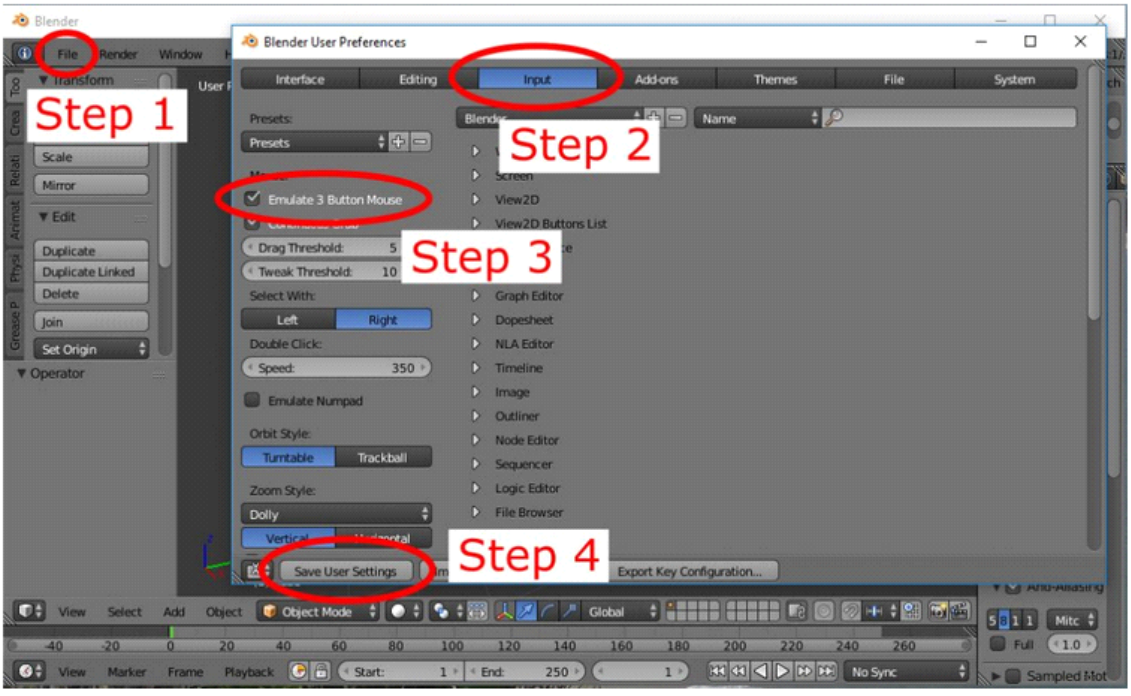
2. While in **Object Mode** *(located lower left)*



3. Extend Clipping distance as follows, then hit **ENTER** button or click away from box
   Start: 0.100 (default)
   End: 100,000

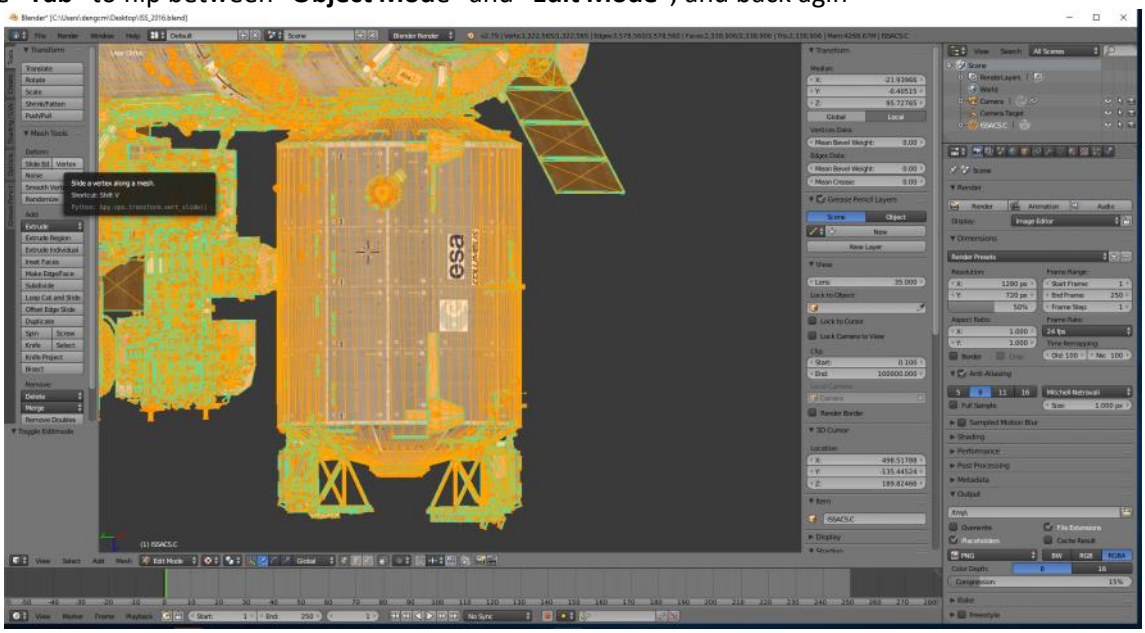


4. Click and hold middle mouse button to spin model. Click axis arrow then slid up/down/side to move model left, right, up or down. If middle mouse button is not available, you can Emulate 3 button Mouse by following these settings…
   File -> **User Preferences** -> **Input** -> check "**Emulate 3 button Mouse**" -> **Save User Settings**
   Same can be done with "**Emulate Numpad**"

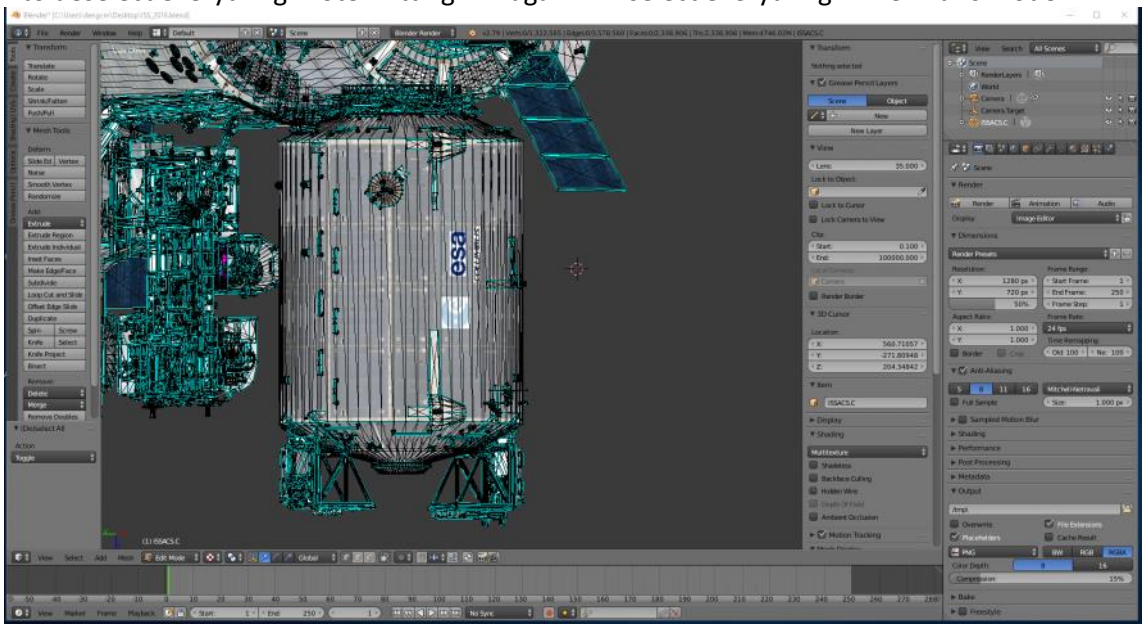


5. Locate piece of ISS to split

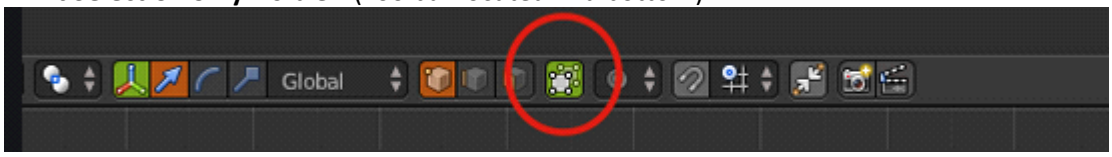
6. Go to **"Edit Mode"** *(located bottom left, see 2)*
   Or use "**Tab**" to flip between "**Object Mode**" and "**Edit Mode**"; and back again



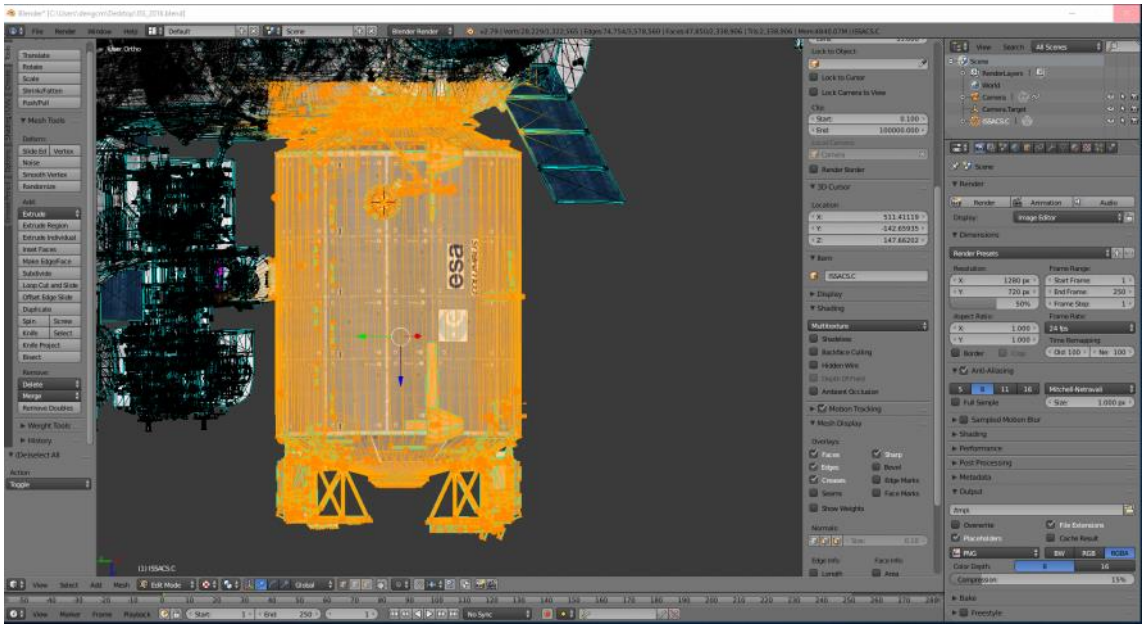
7. Hit "**A**" to deselect everything. Note: Hitting "**A**" again will select everything while in this mode



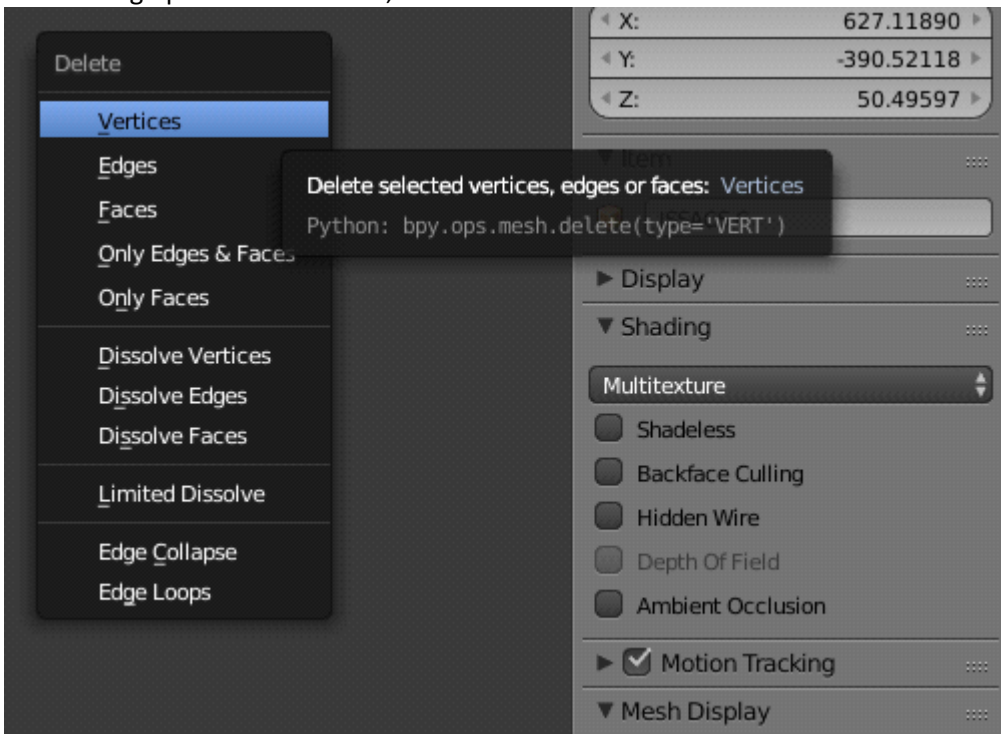
8. Click "**Limit Selection only visible**" (*Toolbar located mid bottom*)



9. Press "**B**" to select everything you want to <u>delete</u>. (aka, don't select what want to keep).



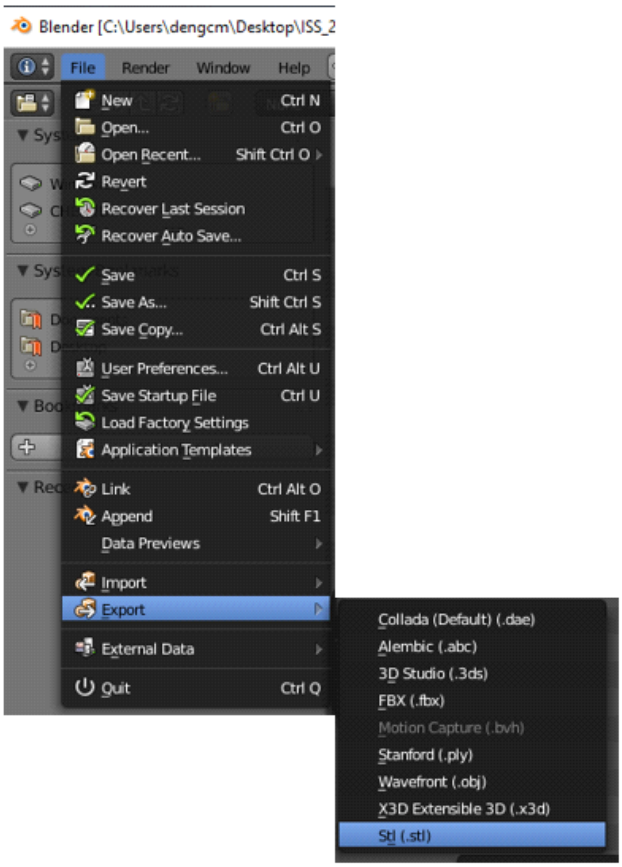
10. Press **"X"** to bring up the delete menu; then click **"Vertices"**

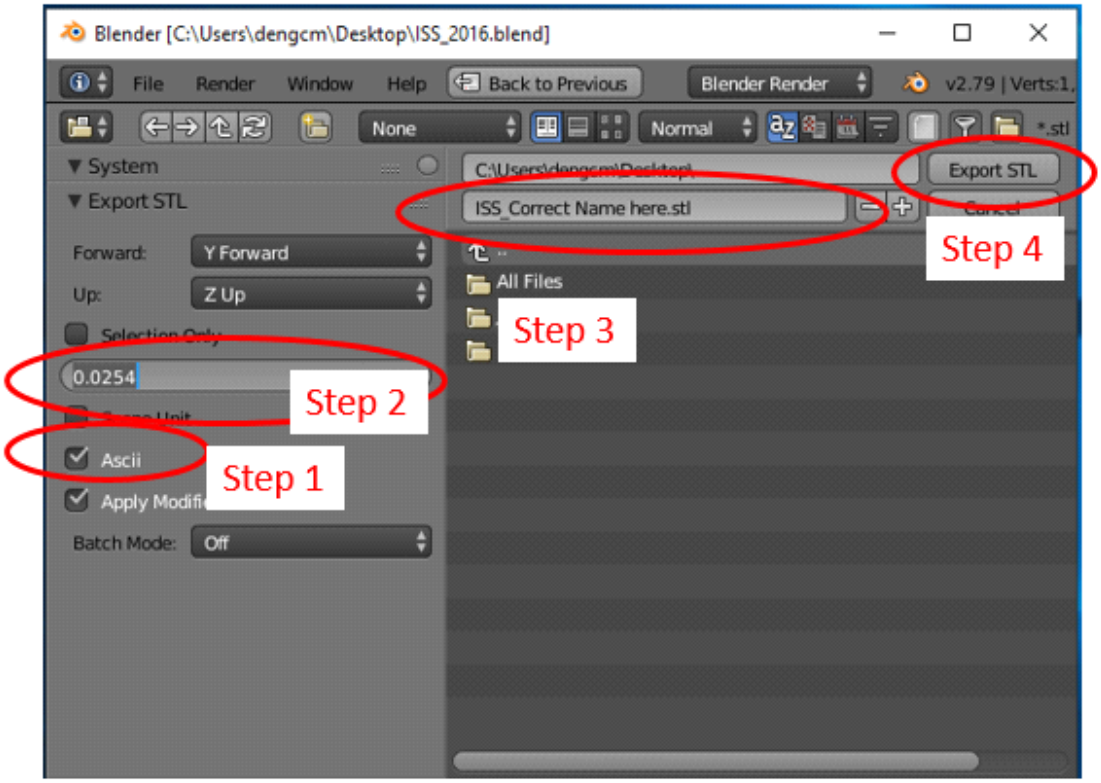


11. Repeat delete area until only the desire model piece wanted for printing remains

    Note: If cursor has issues (aka, locked curser), pressing L while over something will select everything attached to whatever your cursor is over (but it's a bit non precise, sometimes it will just jump to nearby faces). If it ever selects the wrong stuff, pressing A will unselect everything.
    Note: Number pad 5 & then Number pad 1 will take you center to model if you get lost in the margin
    Note: Number pad "." will take you back to center of model

12. Saving file to STL format for printing:
    File -> **Export STL**
    Select "**Ascii**" check box (*left bottom ish*)
    Just above "Ascii", click Scale, then type in "**0.0254**"
    At top, **title it**, then click "**Export STL**" upper right





(Note: Scale display only display up to 2 decimal. So you will notice it will auto change to '0.03' after input of '0.0254'. Know that Blender will still apply the '0.0254' factor)