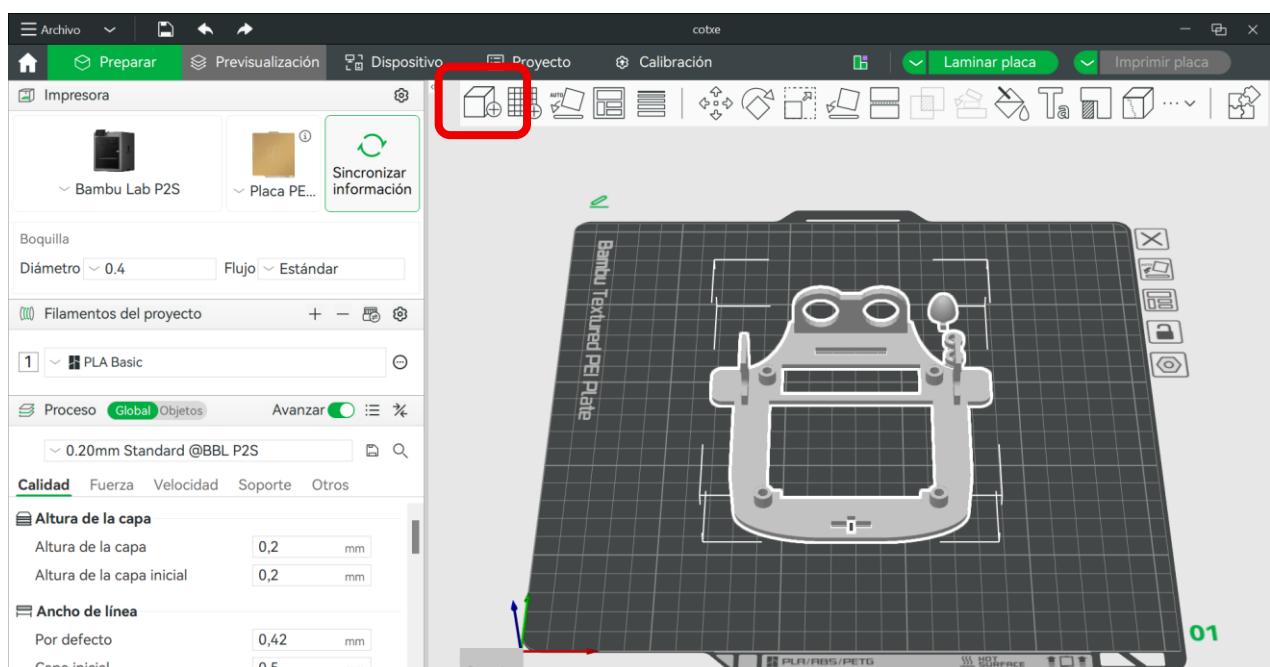
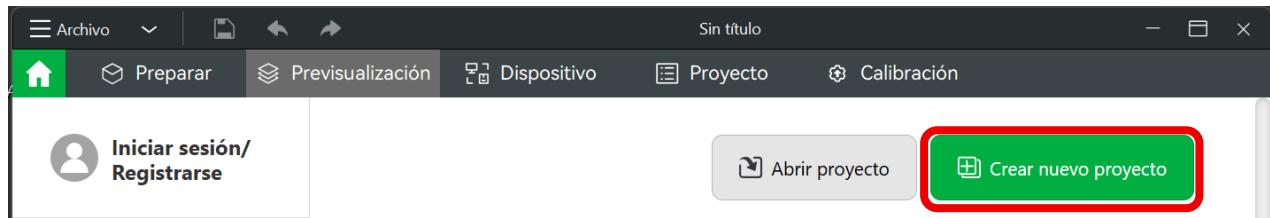


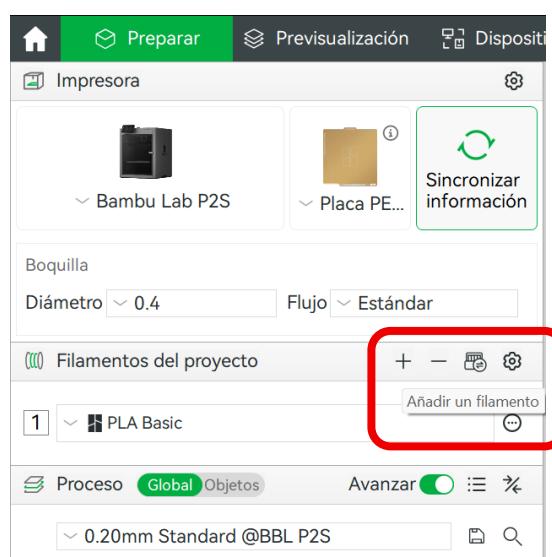


# IMPRIMIR AMB MULTICOLOR

Iniciem el programa i carreguem l'objecte que volem imprimir en diferents colors,



Hem d'afegir els diferents plàstics al programa,





## I editar el tipus de plàstic i color,

The screenshot shows the Cura software interface with two main windows side-by-side.

**Left Window:**

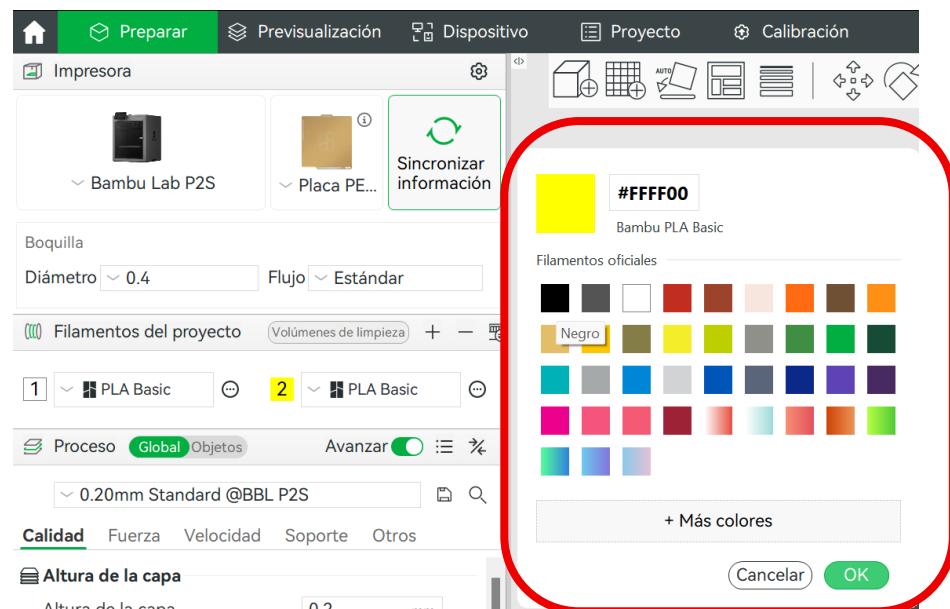
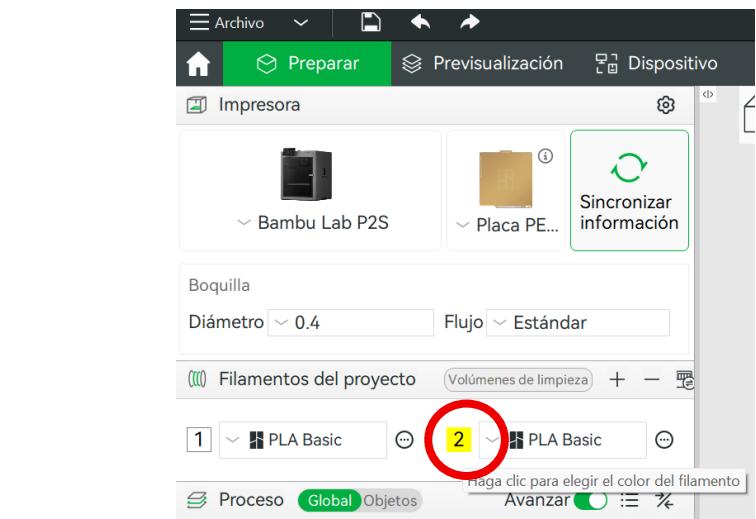
- Printer:** Bambu Lab P2S
- Nozzle:** Diámetro 0.4, Flujo Estándar
- Project Filaments:** PLA Basic (selected, highlighted with a red circle)
- Process Tab:** Global, Avanzar button

**Right Window:**

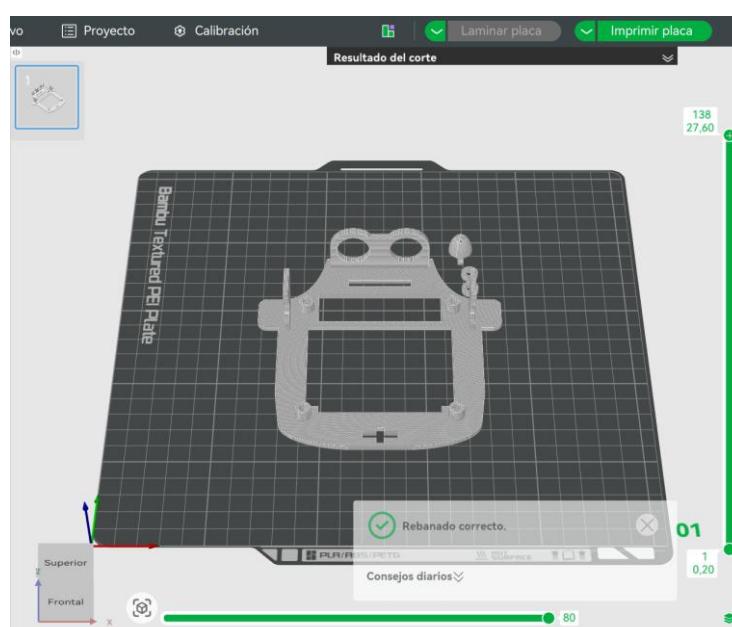
- Printer:** Bambu Lab P2S
- Nozzle:** Diámetro 0.4, Flujo Estándar
- Project Filaments:** PLA Basic (highlighted with a yellow number 2)
- Contextual Menu:** Editar, Borrar, Fusionar con...

**Bottom Panel (Ajustes del filamento):**

- Selected Filament:** Bambu PLA Basic @BBL P2S (highlighted with a red circle)
- Basic Information:**
  - Tipo: PLA
  - Proveedor: Bambu Lab
  - Color predeterminado: (color swatch)
  - Diámetro: 1,75 mm
  - Proporción de flujo: 0,98
  - Densidad: 1,26 g/cm³
  - Contracción: 100 %
  - Factor de adaptación de velocidad: 1
  - Precio: 24,99 dinero/kg
  - Temperatura de ablandamiento: 45
  - Volumen principal del filamento: Cambio de filamento 30 mm³, Cambio del Hotend 60 mm³
  - Longitud de embestida del filamento: Cambio de extrusor 5 mm, Cambio del Hotend 10 mm
- Filament List:** Bambu PLA Basic @BBL P2S (highlighted with a green border)
- Advanced Settings:**
  - Ajustes del sistema: Bambu ABS @BBL P2S, Bambu PC @BBL P2S 0.4 nozzle, Bambu PLA Basic @BBL P2S (highlighted with a green border)
  - General settings: Densidad 1,26 g/cm³, Contracción 100 %, Factor de adaptación de velocidad 1, Precio 24,99 dinero/kg, Temperatura de ablandamiento 45, Volumen principal del filamento Cambio de filamento 30 mm³, Cambio del Hotend 60 mm³, Longitud de embestida del filamento Cambio de extrusor 5 mm, Cambio del Hotend 10 mm

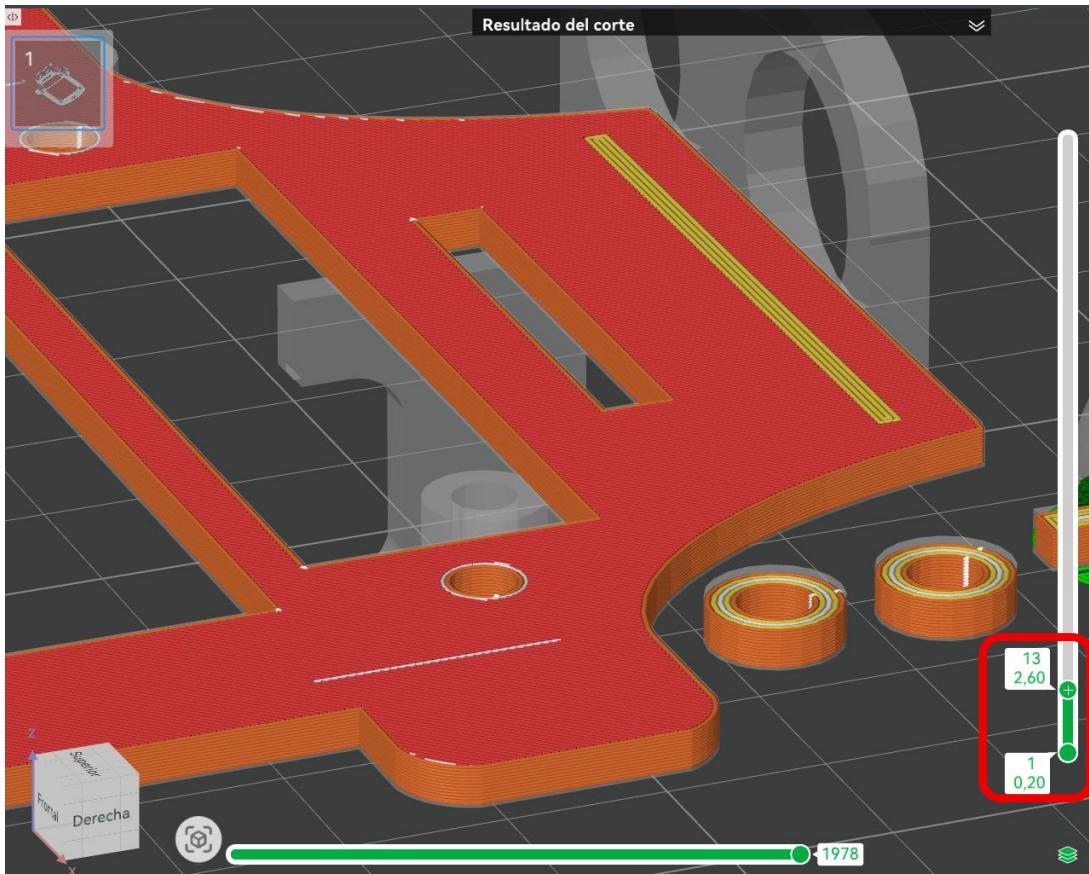


Si hem de canviar de color a partir d'una capa determinada, primer laminarem l'objecte,

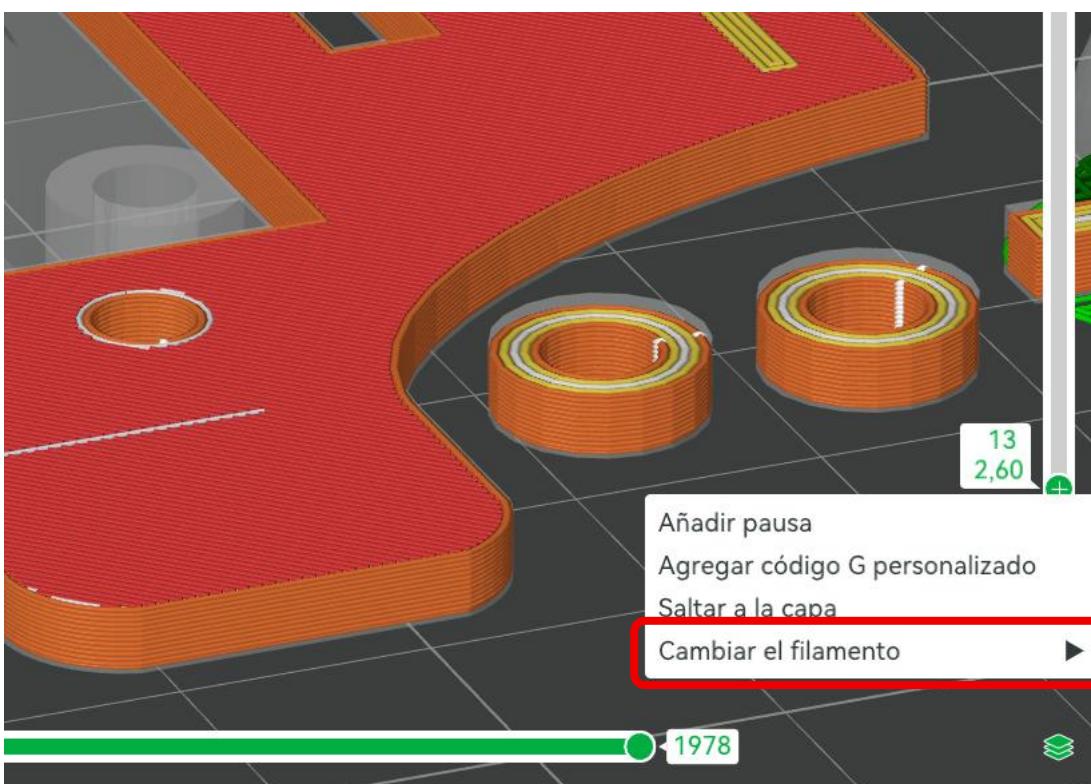


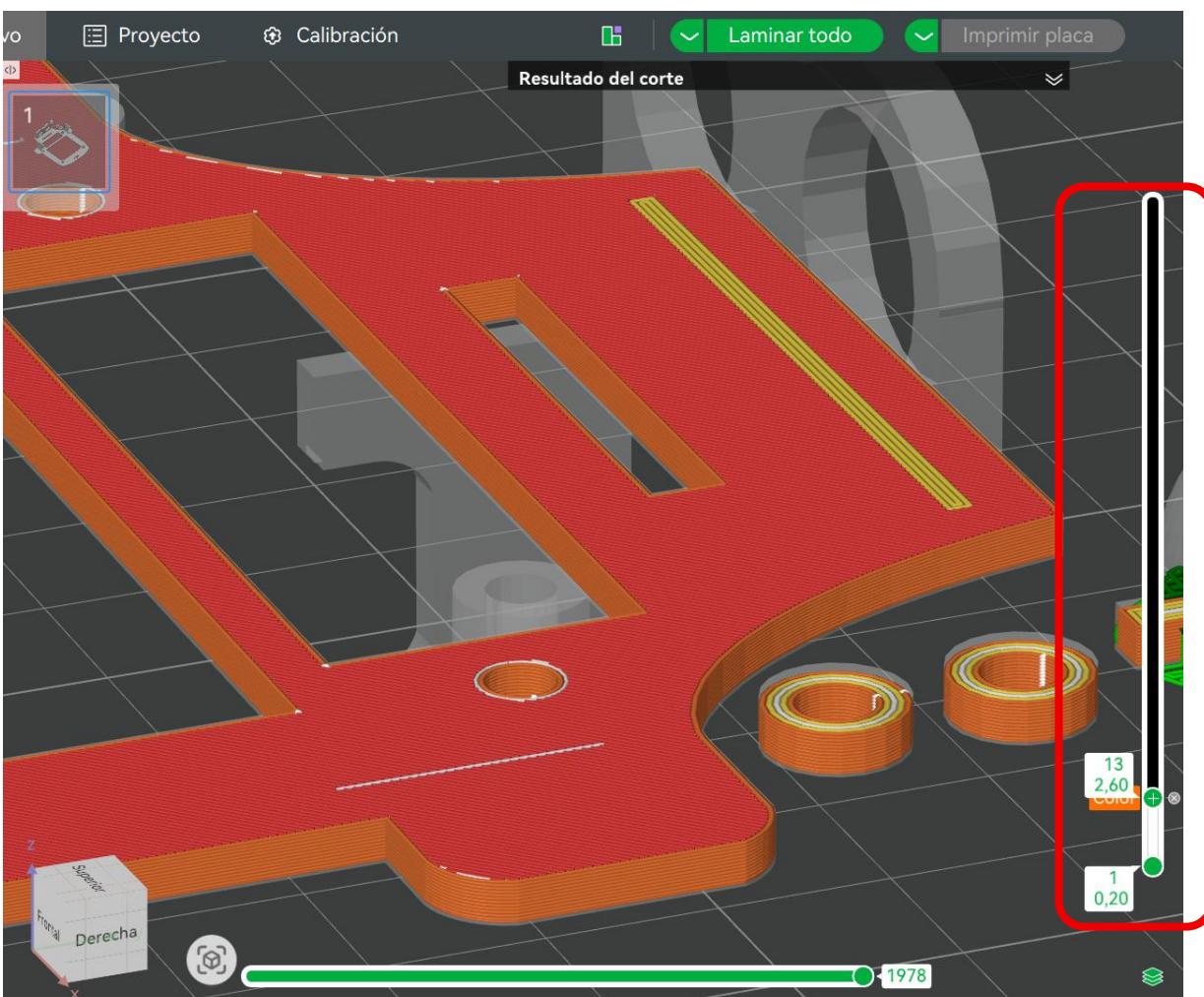
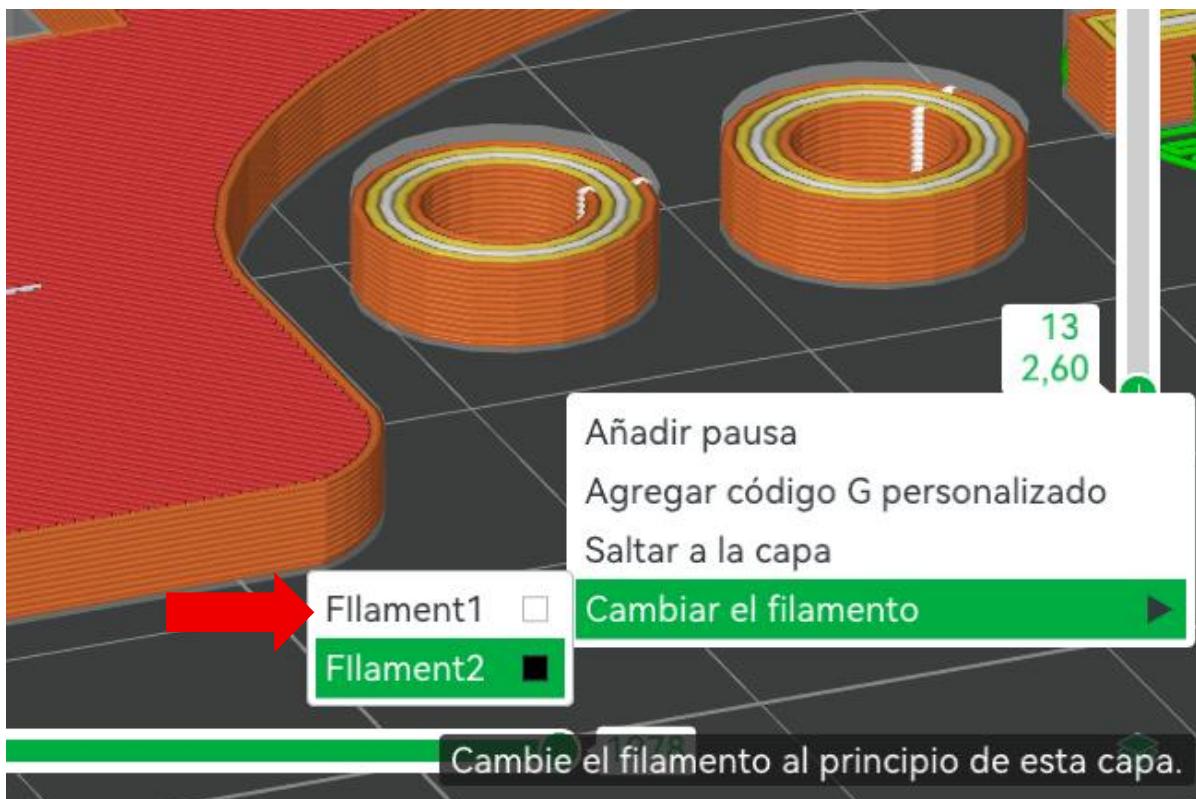


En la barra que indica el nombre de la capa ens situarem a la capa on volem que faci el canvi,



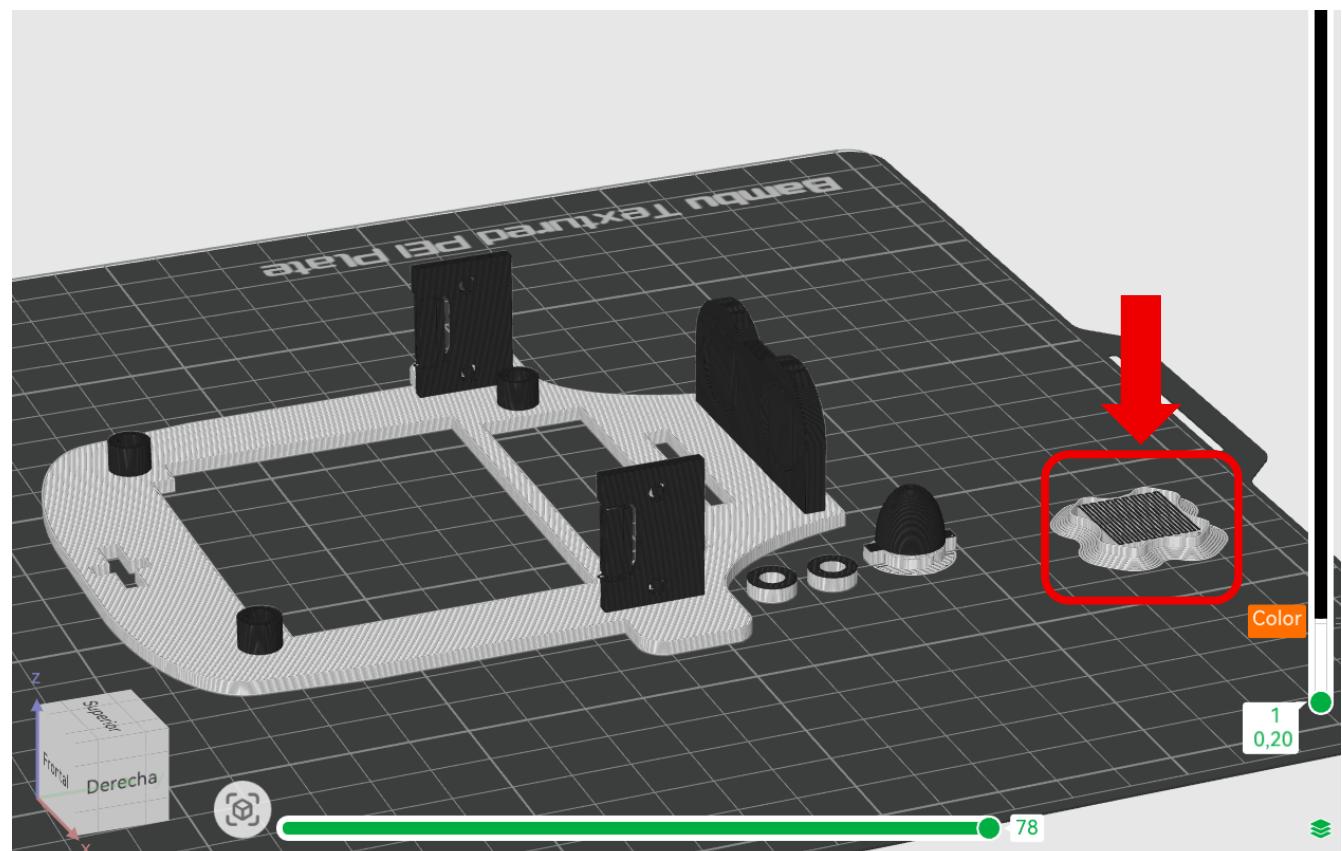
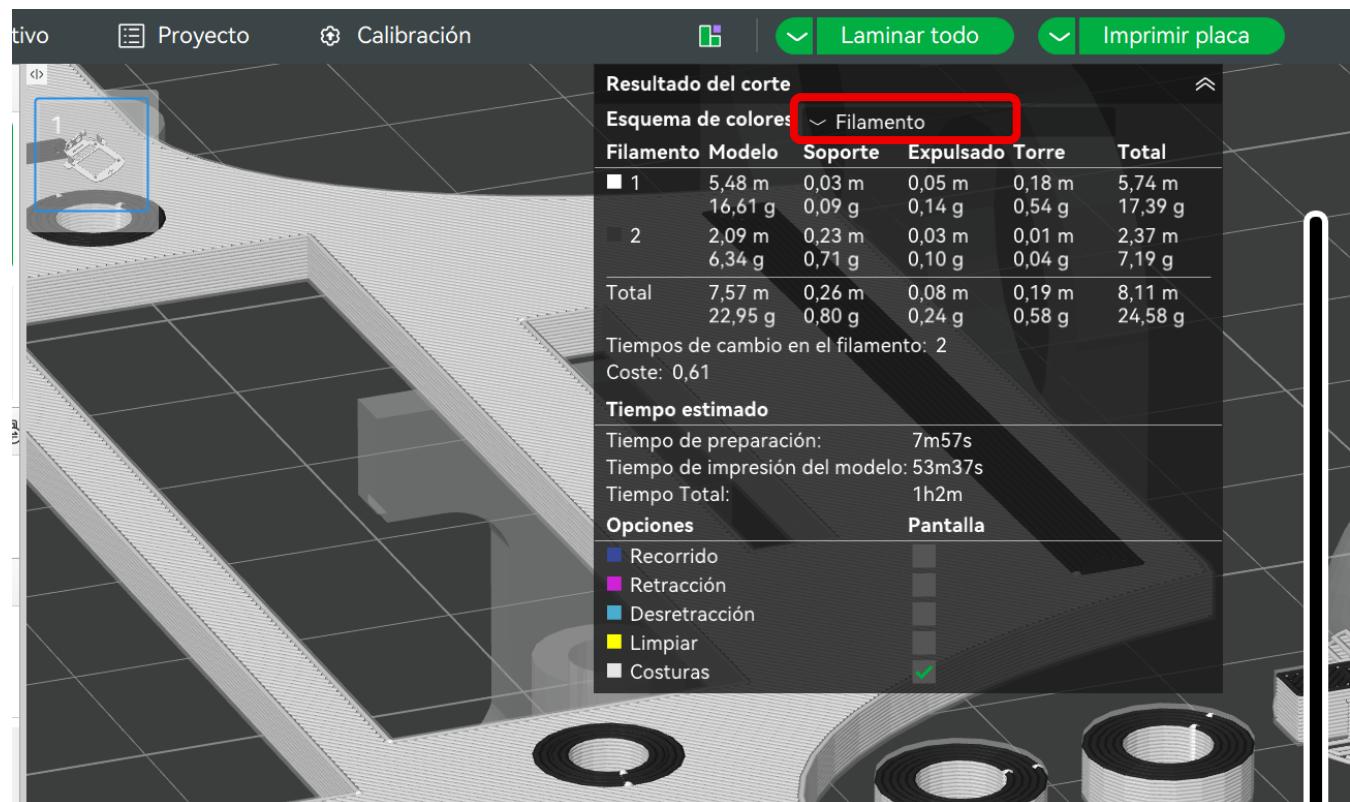
I triarem el canvi de color, amb el botó dret del ratolí,





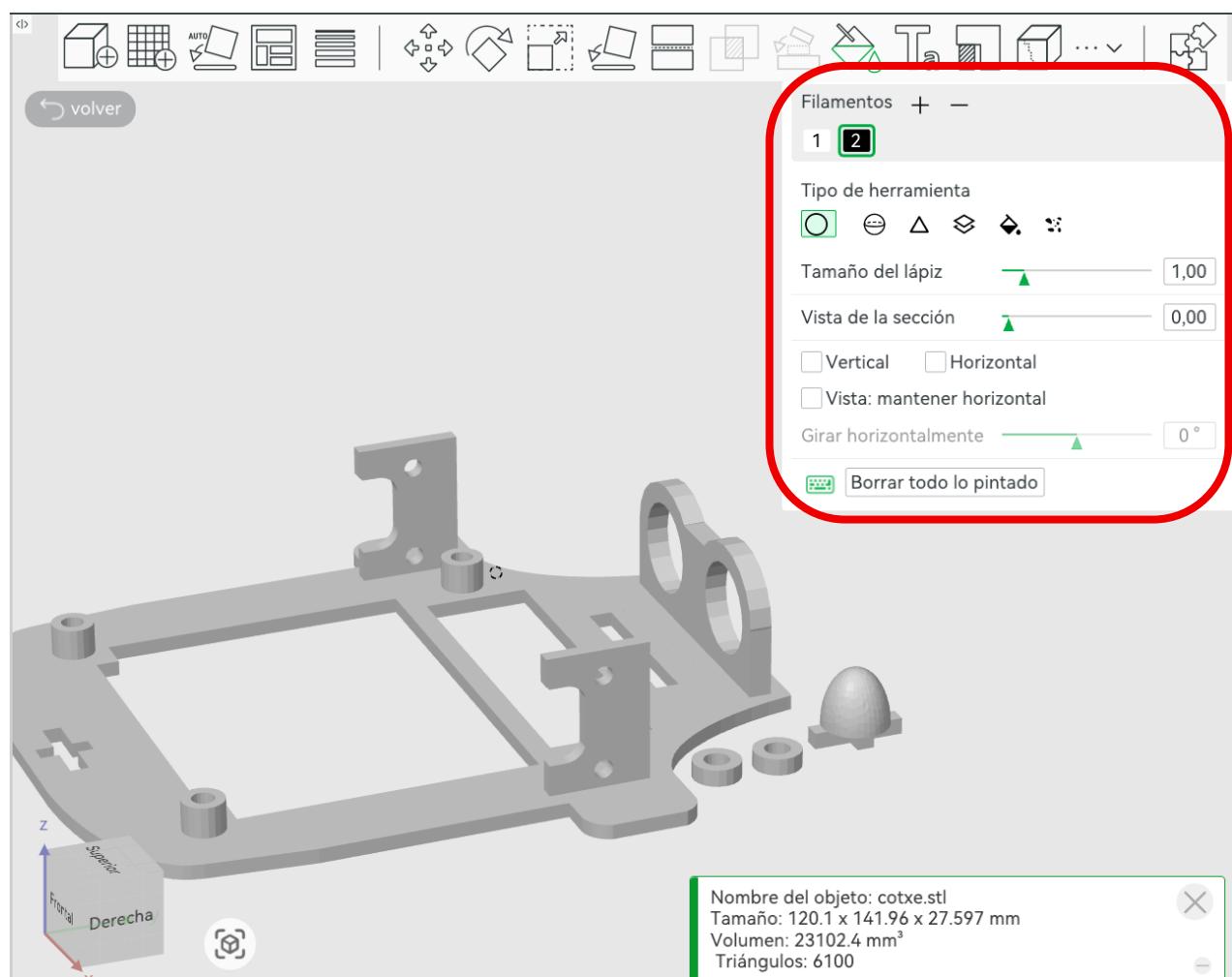
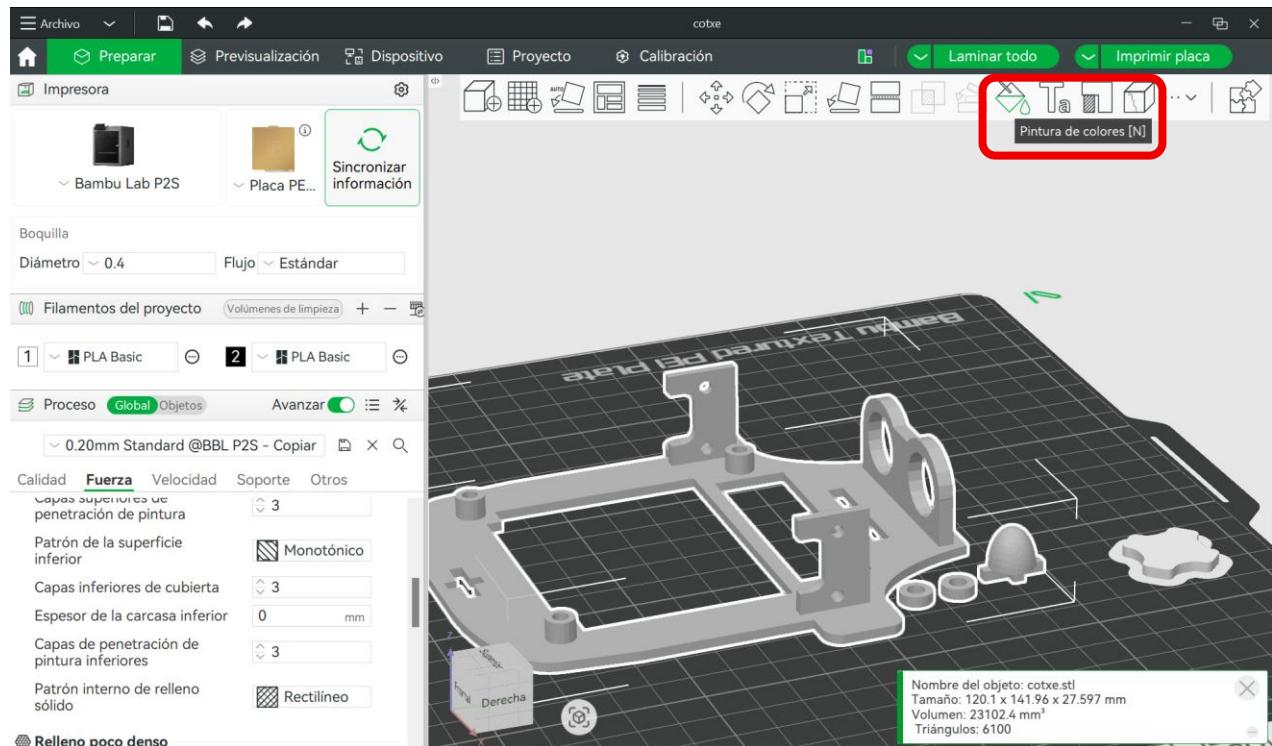


Tornem a laminar i dintre de les opcions de visualització, canvien a l'opció de "Filament", per veure el resultat.



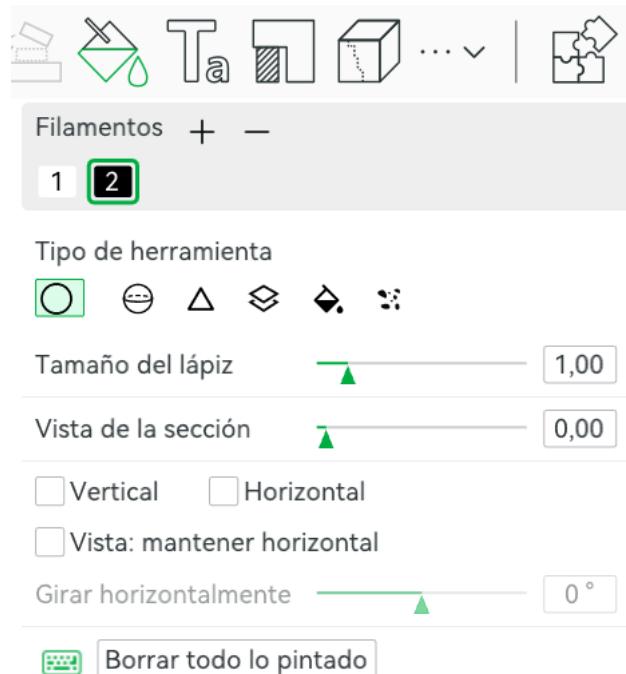


Si hem de retocar el resultat o el canvi de color no és a partir d'una capa, farem servir l'eina de pintura de colors,

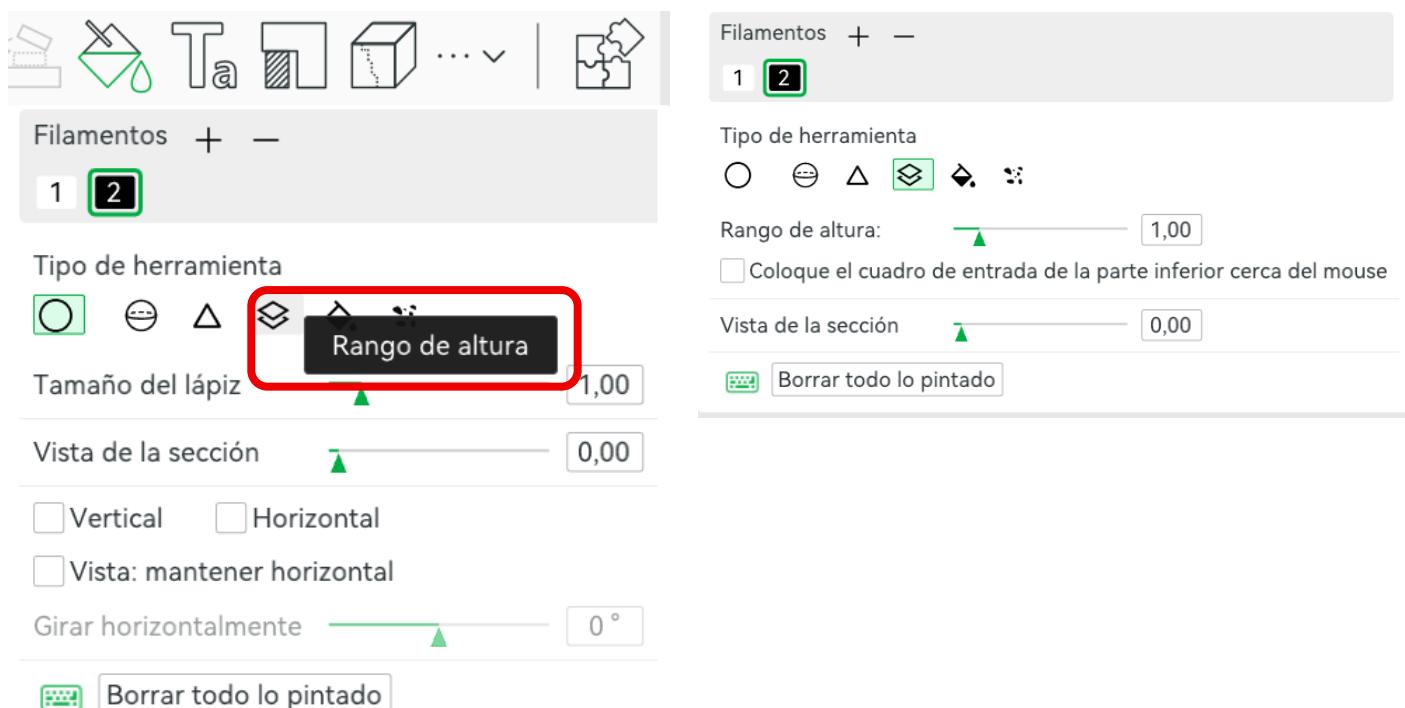


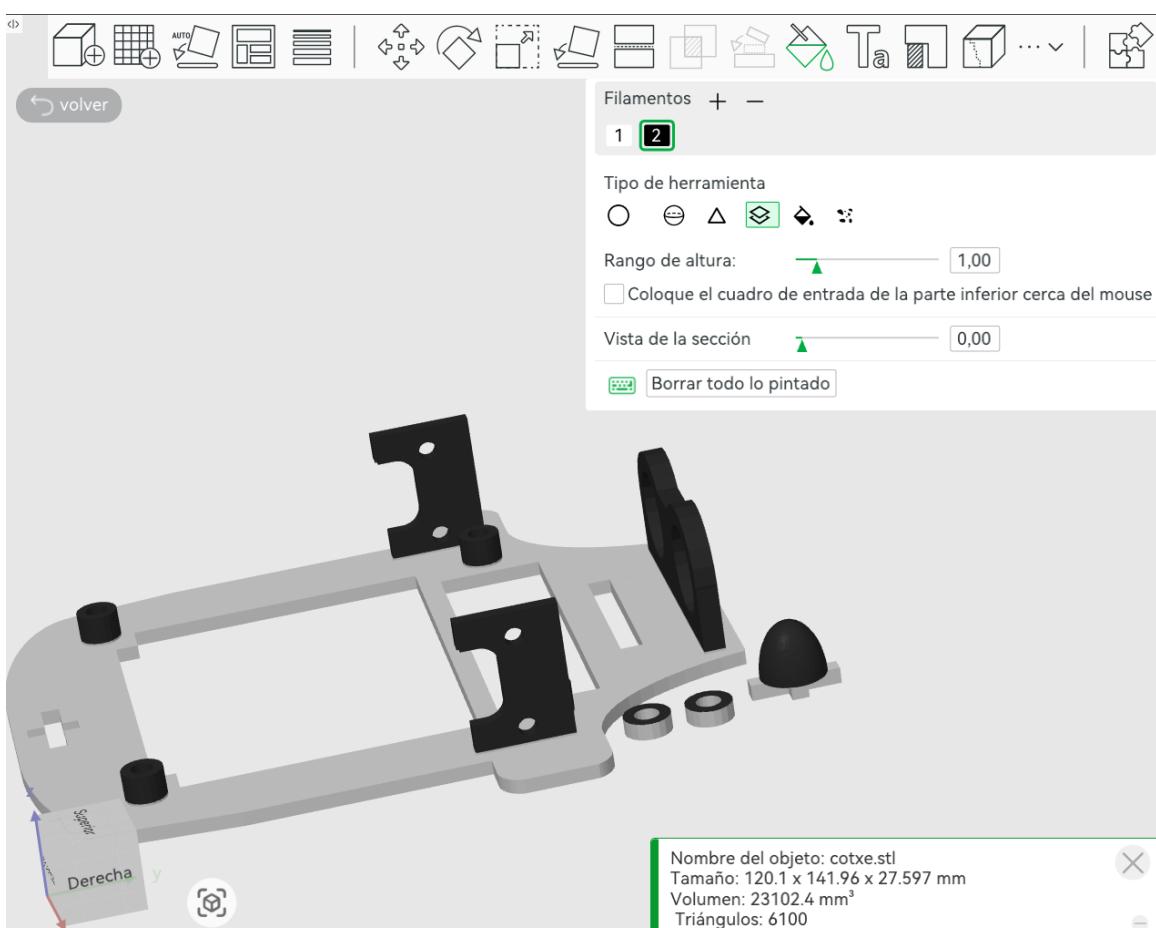
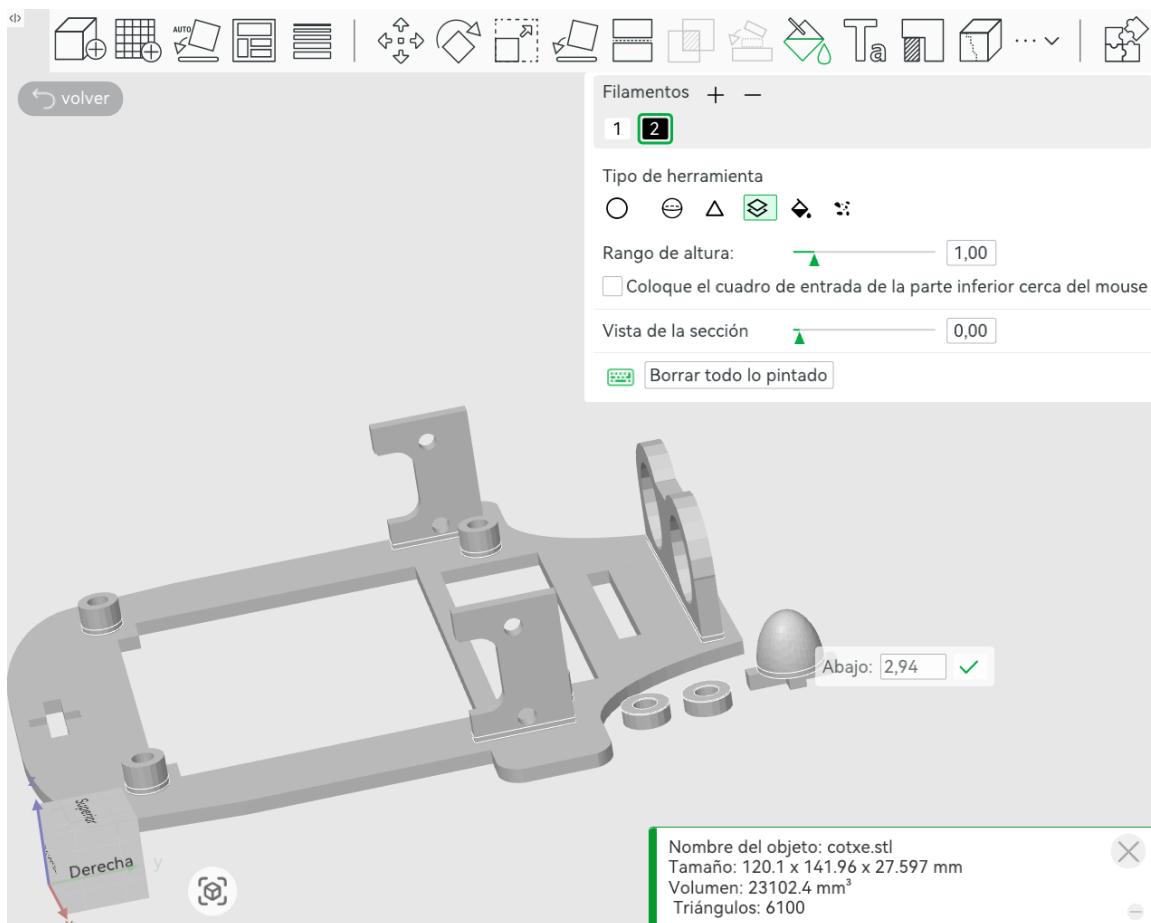


Aquí tenim les opcions de triar el color, el tipus d'eina i els paràmetres de l'eina,



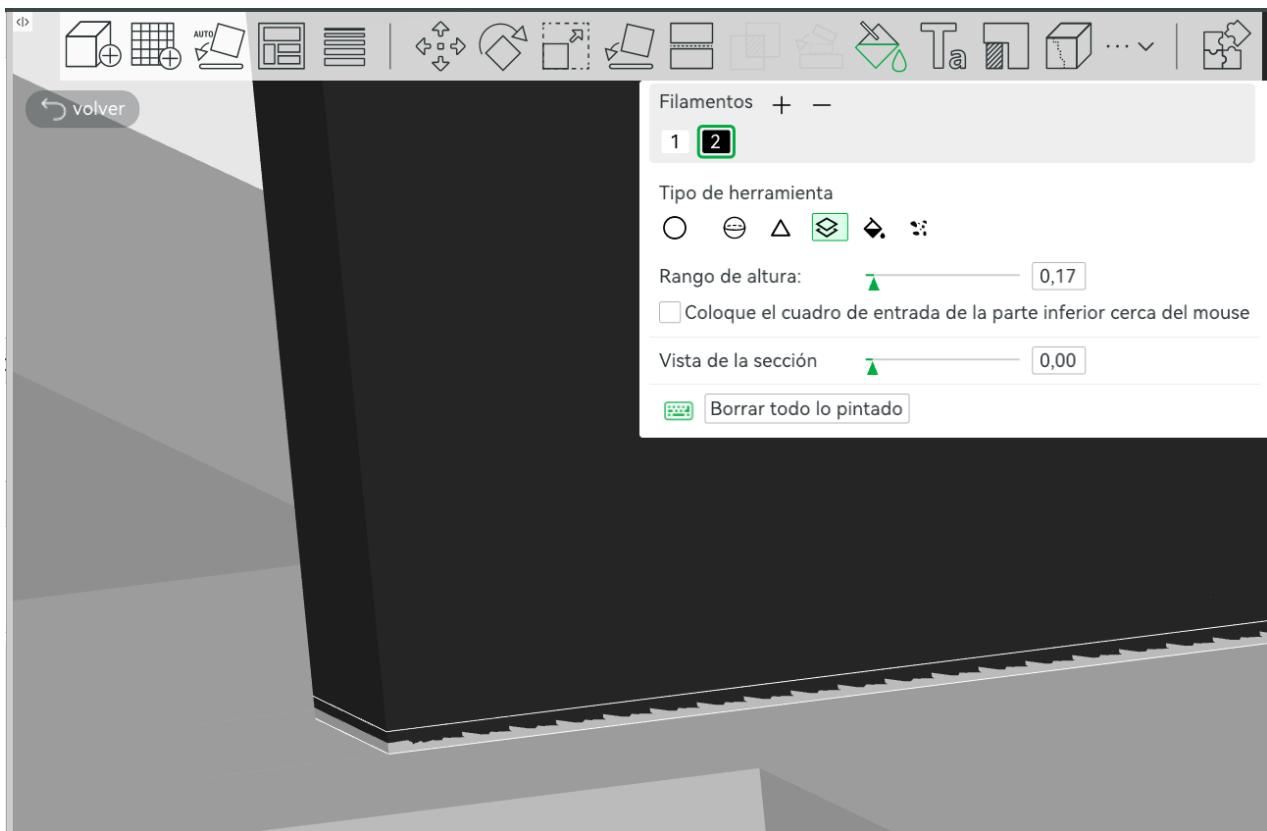
Podem triar un rang d'alçada de capa,



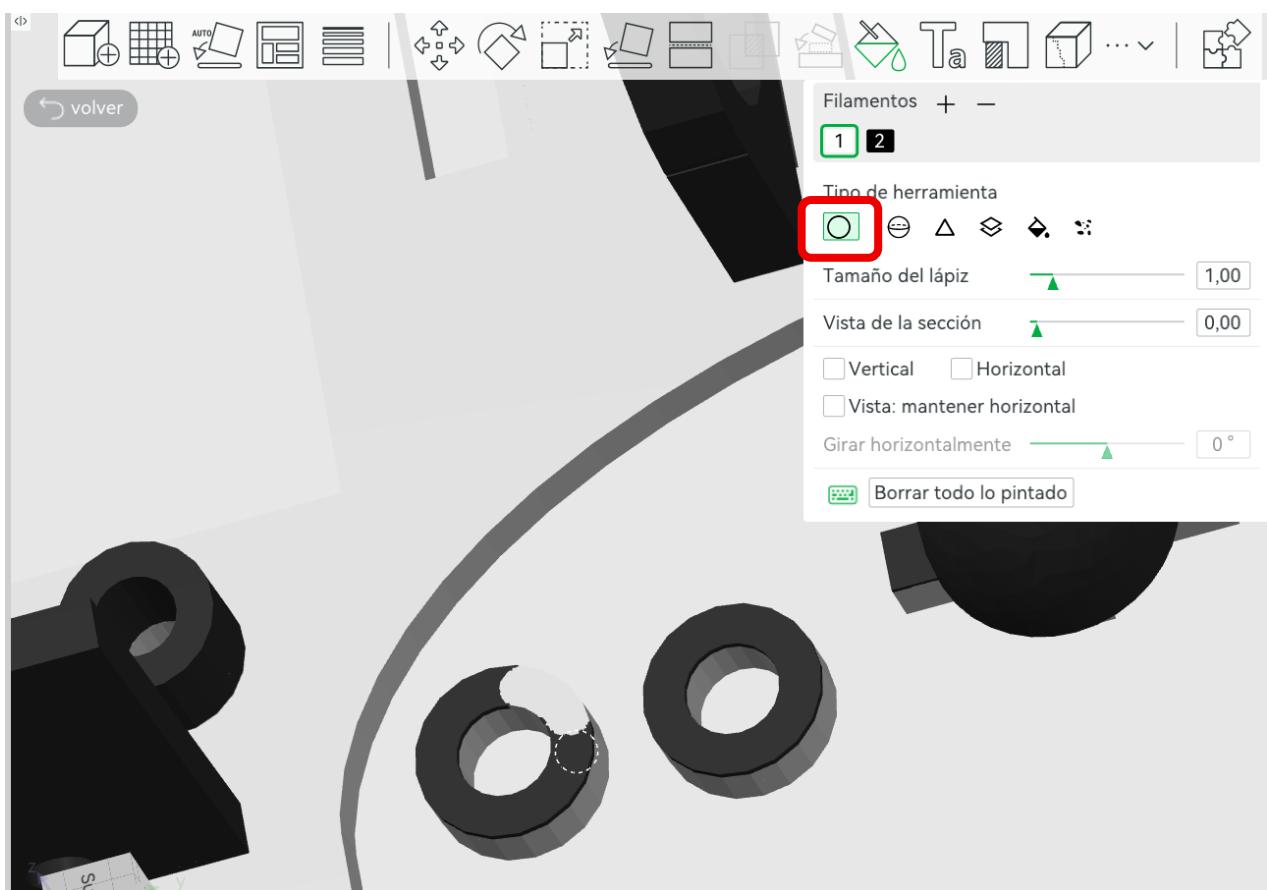




I ara editar,

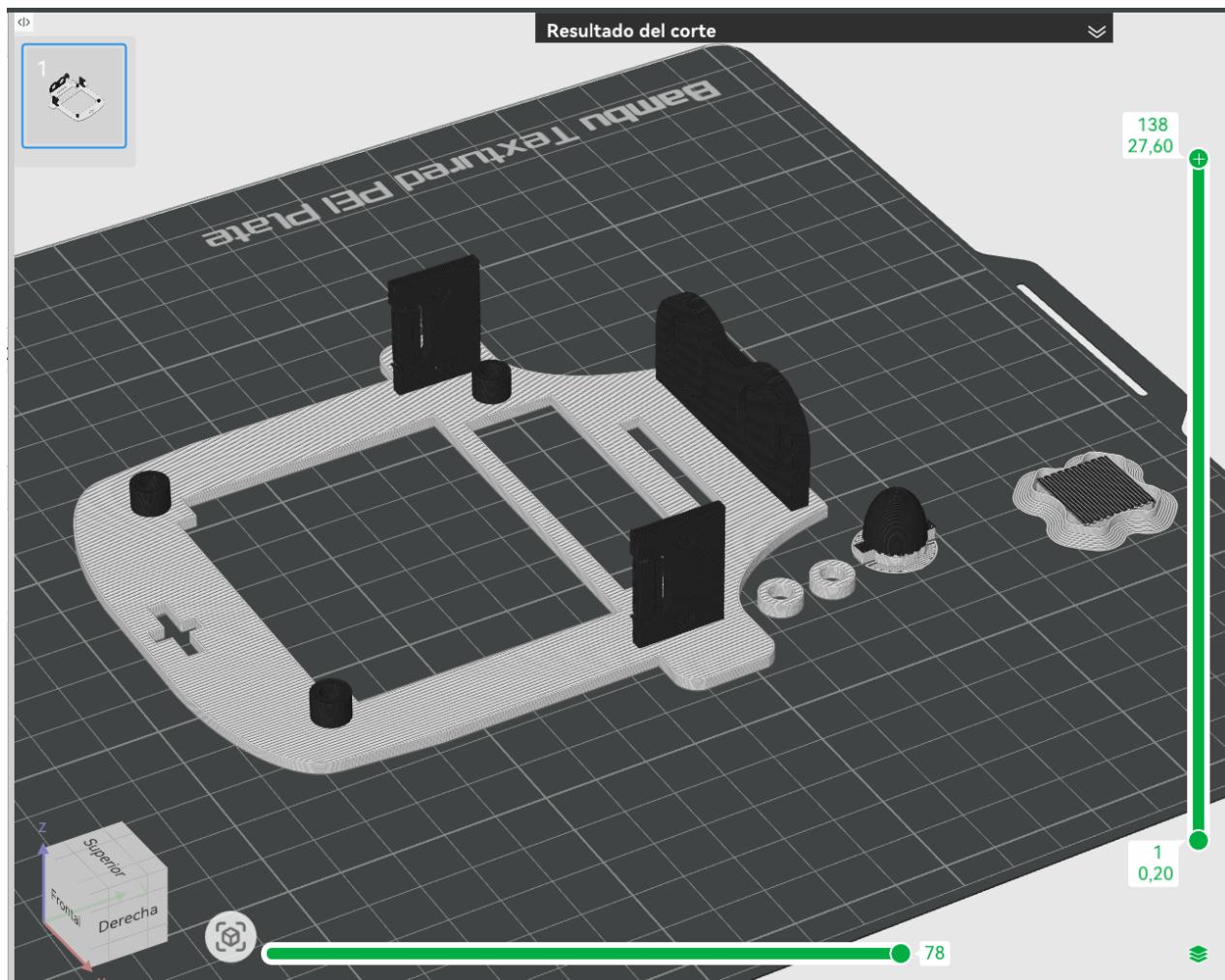


amb el pinzell,





Una vegada acabat, ja podem laminar,



I guardar, imprimir o exportar el projecte.

Bambu Studio és un programari de codi obert creat per **Bambu Lab**.



Totes les imatges són captures de pantalla fetes per l'autor.