HW1: STLs, G-Code and Slicer

The goal of this assignment is to increase your familiarity with STLs and G-Code

For all of these you will make a single PDF for submission on canvas

**Make an STL File**

1. Write an STL file of a Cube **by hand** using a text editor. Copy and paste the file into the PDF along with a screen shot of it being rendered.

2. Make a version of one of them that has an error (or multiple errors) such as an extra triangle, inverted normal or a hole. Copy and paste the file and a screen shot of it being rendered in a way that shows the error. . Try <https://www.viewstl.com/> for rendering an error

**Write some G-Code**

3. Write a G-Code path (**by hand** using a text editor) that visits each corner of a unit cube once. Include the proper startup and shutdown procedures for an Ultimaker, copy and paste the file and a visualization of it in Cura.

4. Convert it to relative units.

**Practice with Cura**

5. Download an item off of thingiverse. Slice it using 3 different infills. Upload the file, and the picture of the 3 infills. For each one, explain the advantages and disadvantages of this infill.