Become an STL expert – the print

The print went awfully, but not quite spaghetti mess awful.

The first mistake I made was a scale issue, I made it way too big in Fusion 360.

I saw my model was far too large when I imported it into the slicer program, when I saw the size I tried using the slicers scaling function but didn’t scale it down enough and it was far larger than I intended.

Due to his large stature Duck Named Finger (the print) used up too much filament and the print didn’t end up finishing.

I also used supports that were very difficult to remove and in the process I broke the legs off the print

