

Combining STLs into a  
single file.

# Download Meshmixer

[HOME](#)[FAQ](#)[MM MANUAL](#)[DOWNLOAD](#)

Meshmixer 3.5 is now available!

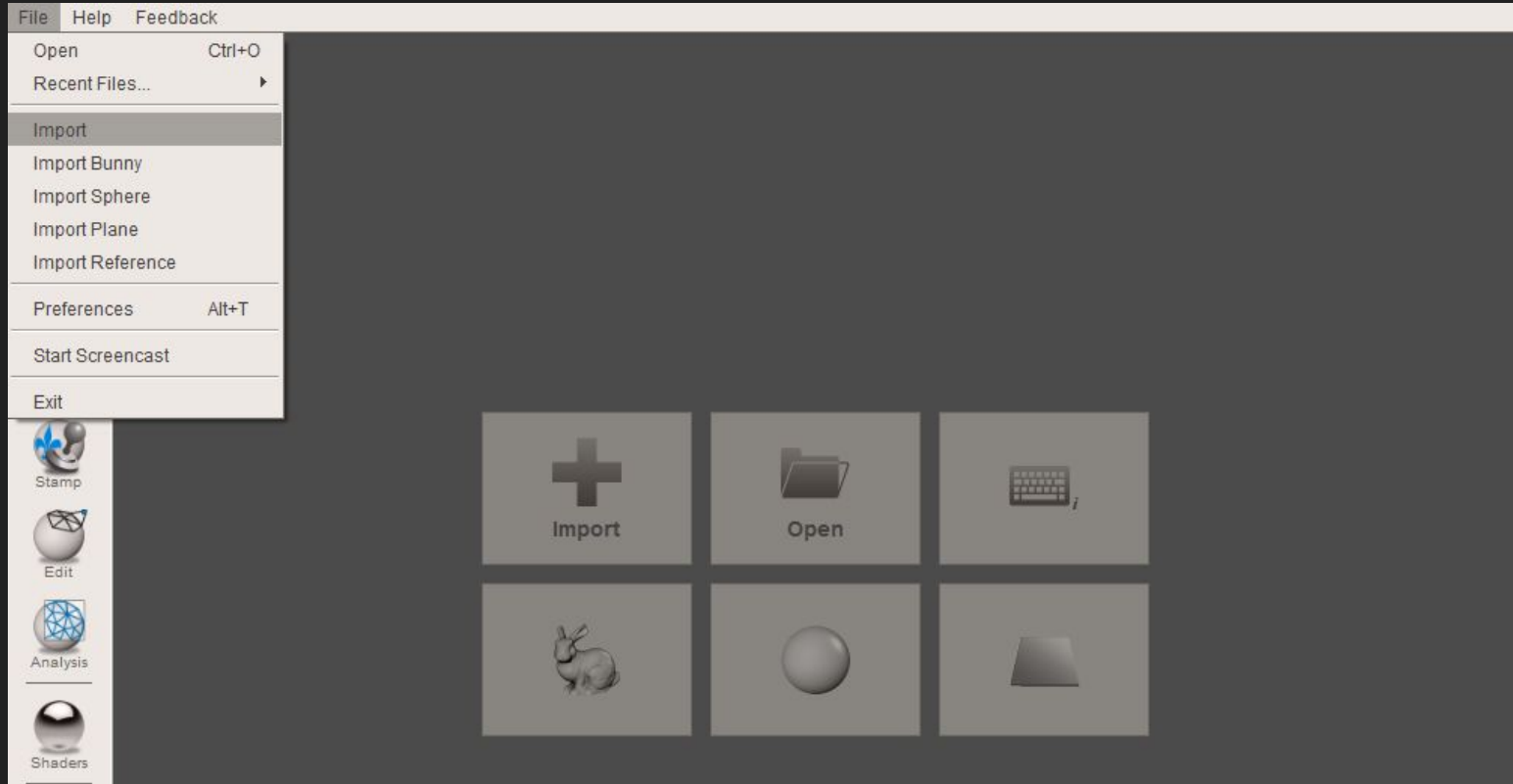
English Installer

[WINDOWS 3.5](#)[MAC 3.5](#)[WINDOWS 3.3](#)[MAC 3.3](#)

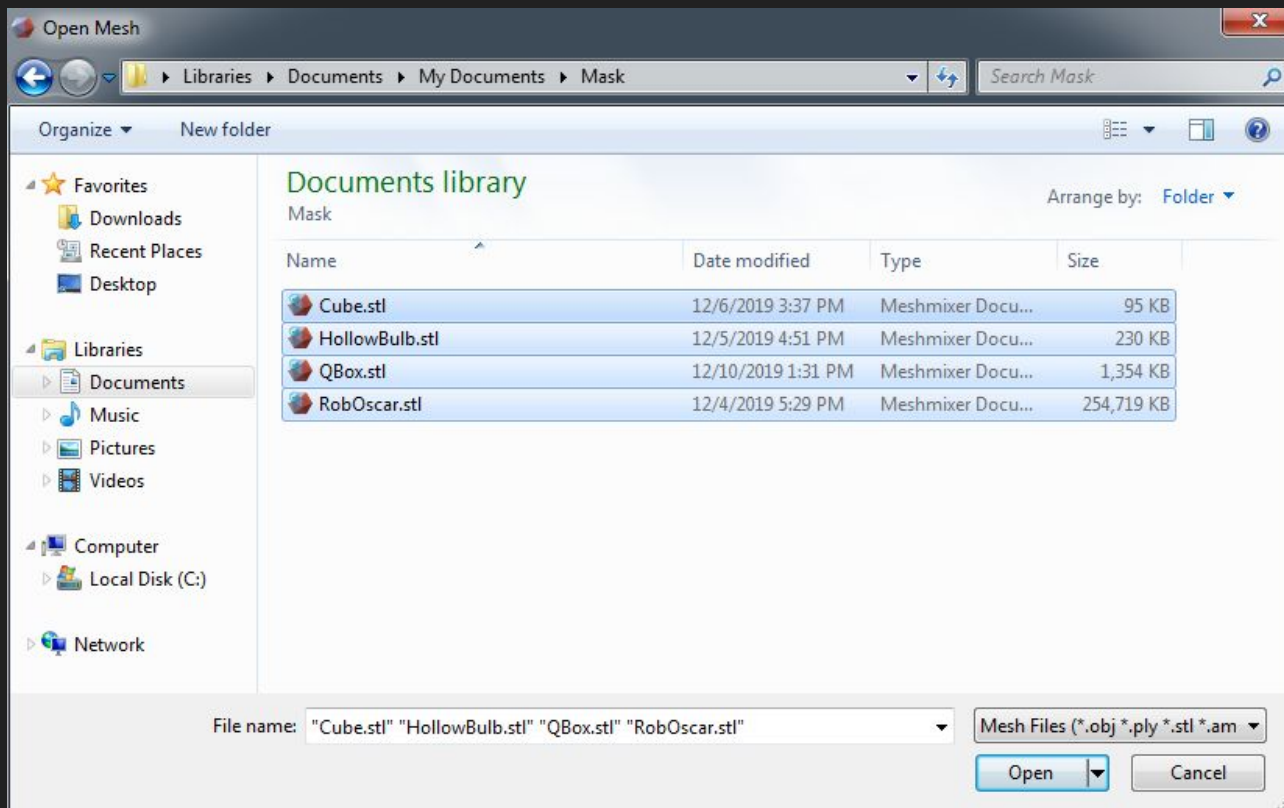
Japanese Installer

[WINDOWS 3.5](#)[MAC 3.5](#)[WINDOWS 3.3](#)[MAC 3.3](#)

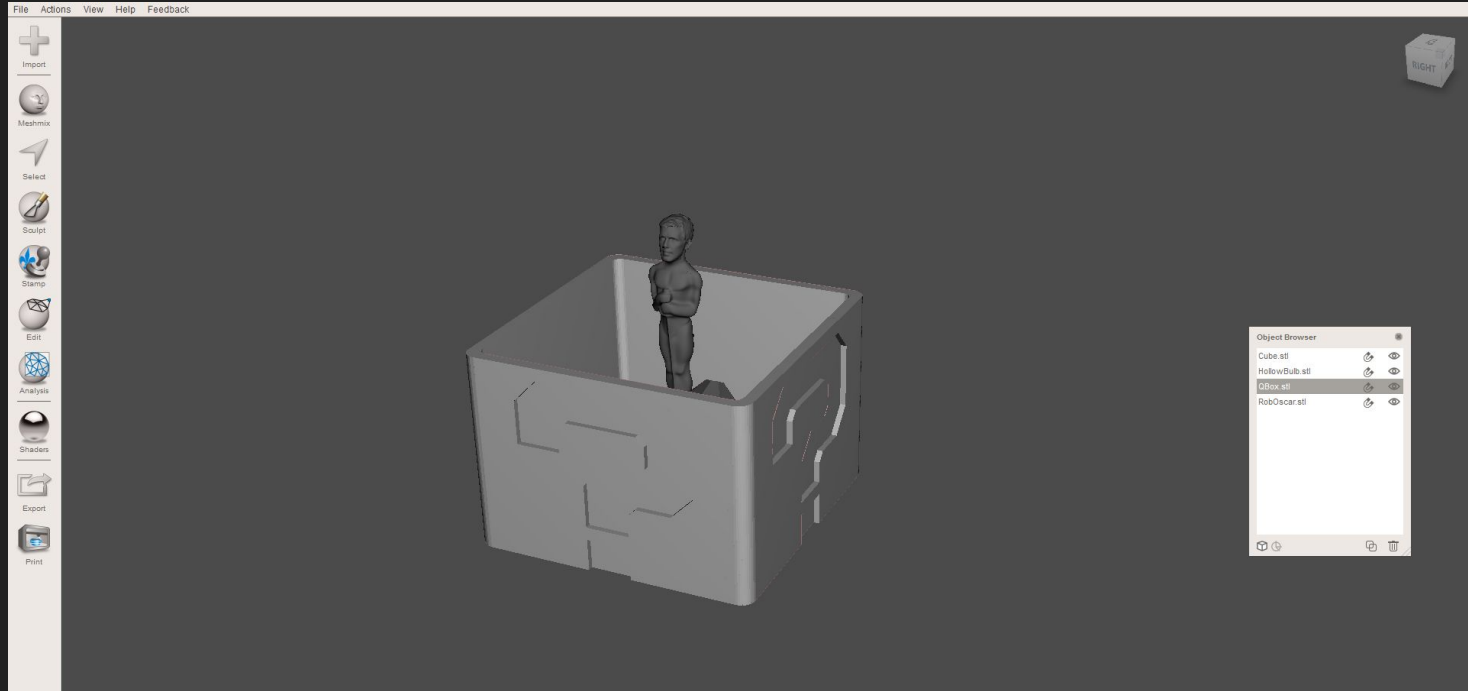
# Select “File” -> “Import”



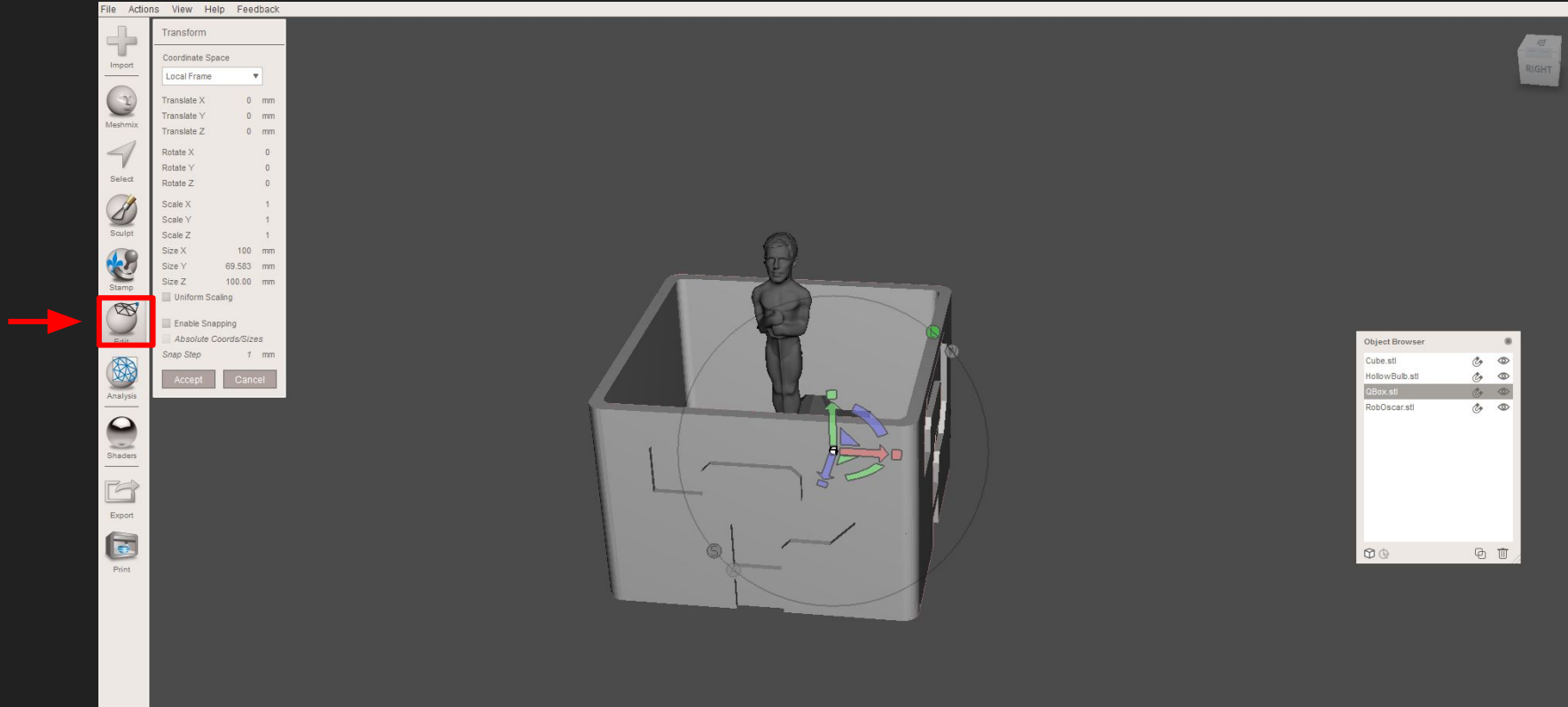
# Select the files you want to combine, and click “open”



# Your Screen should look something like this

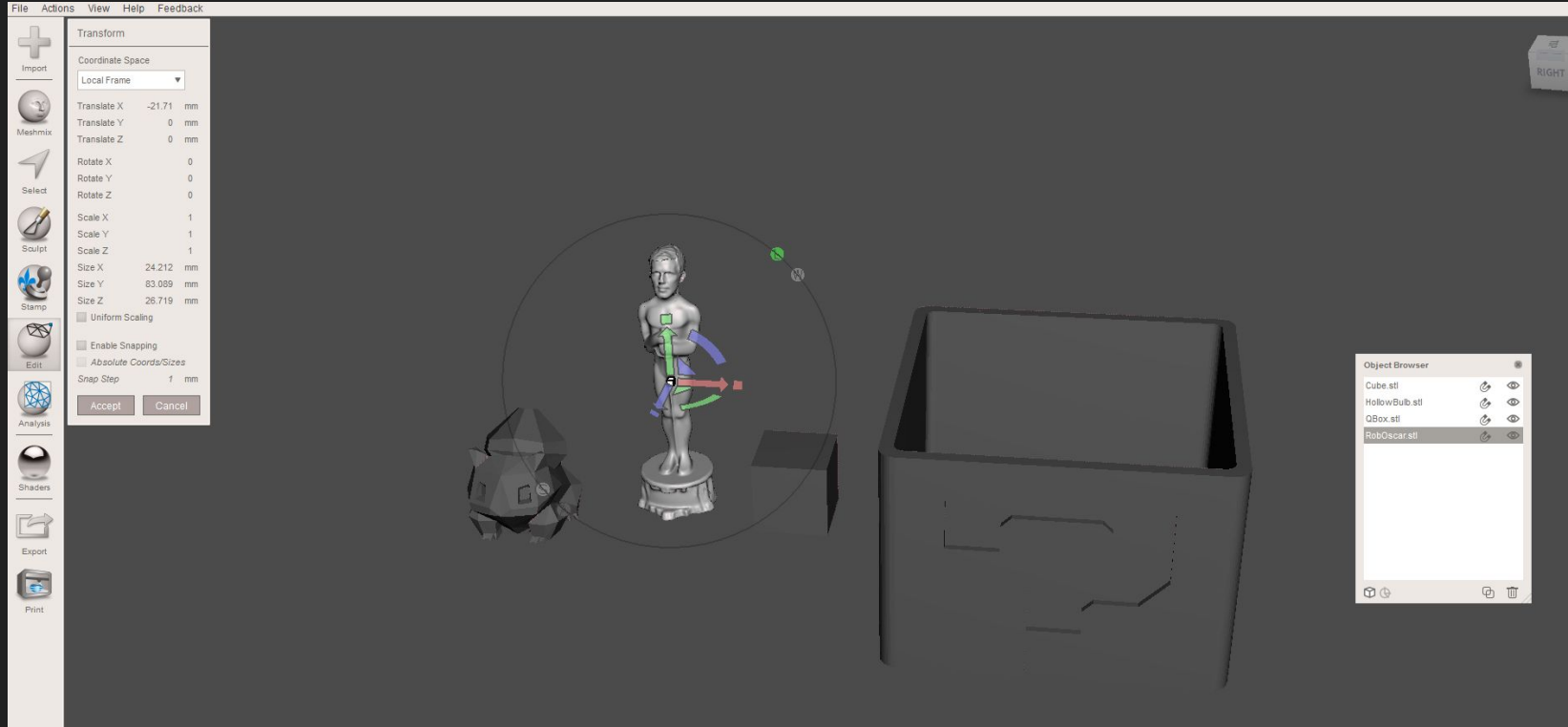


## Select "Edit" -> "Transform"

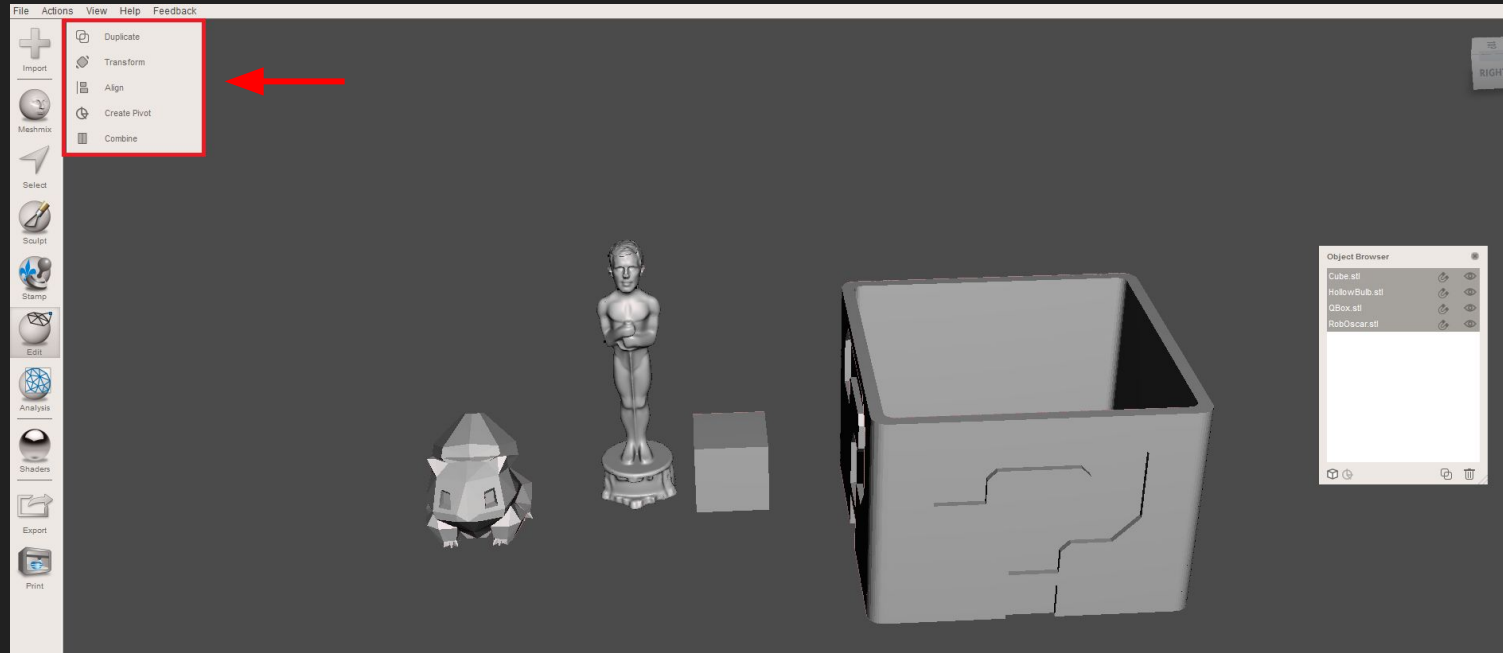


# Use the arrows to separate the STLs

The goal is for the shells to not be overlapping

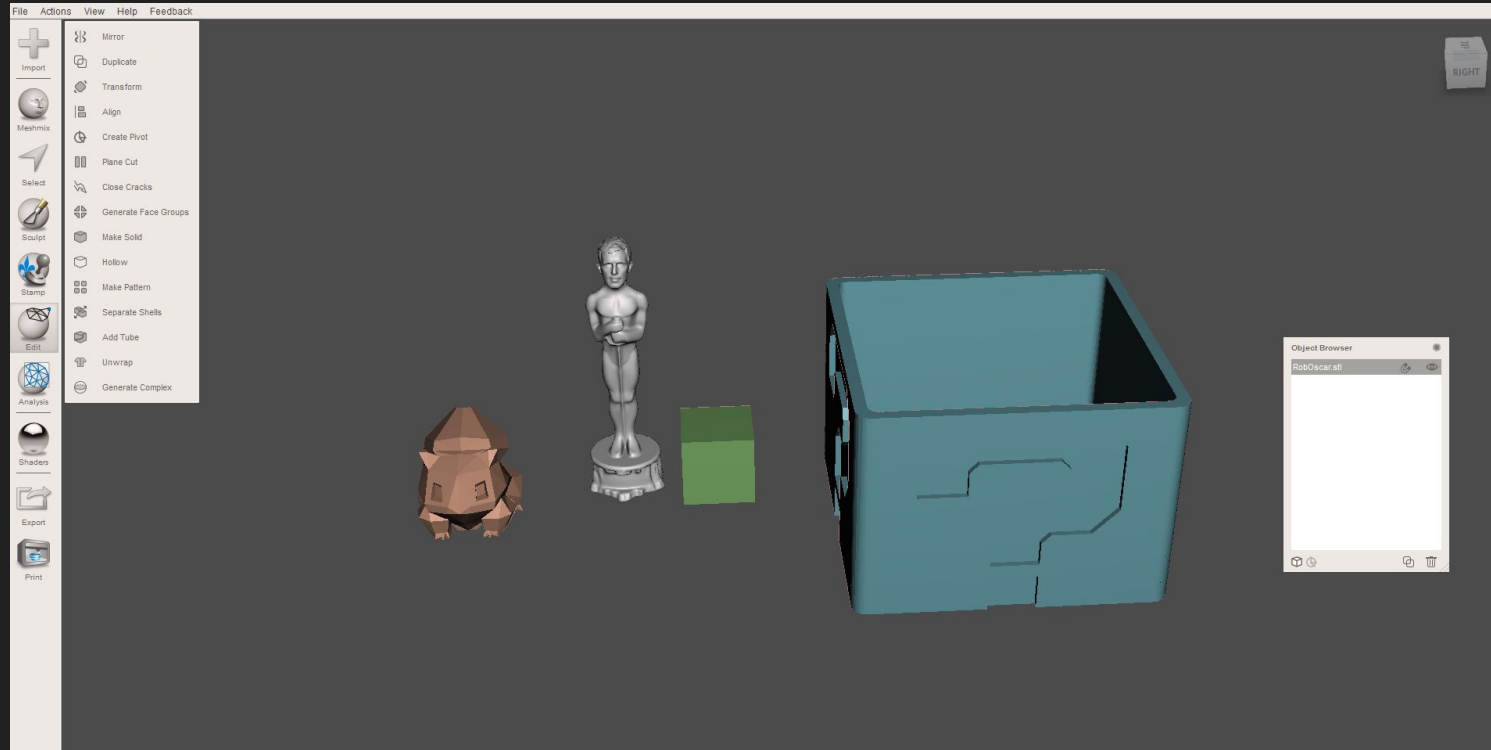


Select all the models by holding the “shift” key and clicking on each model  
A new menu should appear

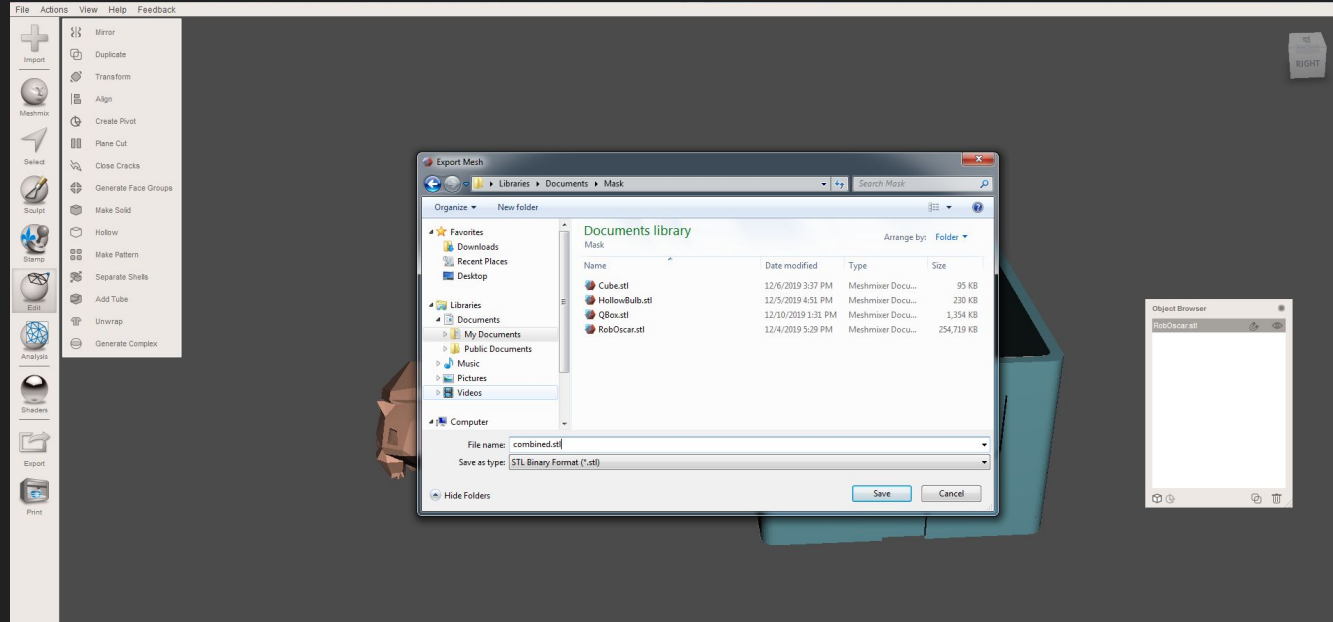




Select “combine” on the new menu  
Your Screen should look something like this



# Lastly, select “File” -> “Export” -> “STL”



## Make sure you export as .stl and not .mix, .ply, .obj, or anything else

That's it! If you have any questions feel free to reach out to Ted Sirota at [tsirota\(at\)seas.harvard.edu](mailto:tsirota@seas.harvard.edu)



Happy printing!