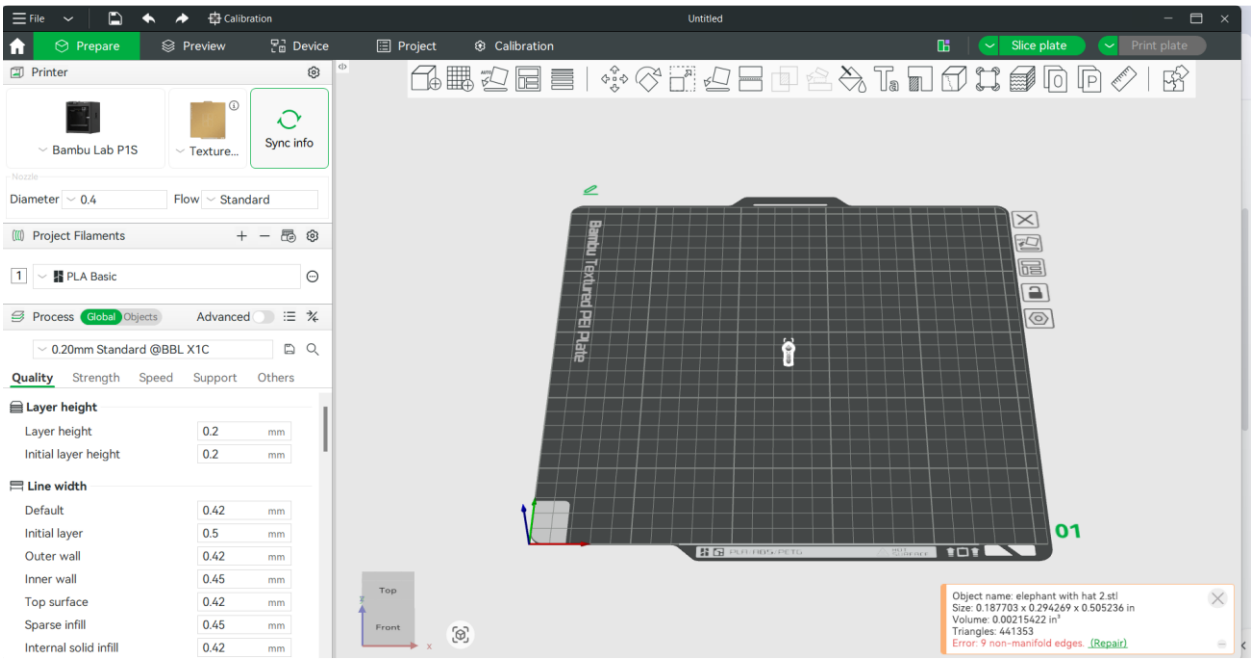
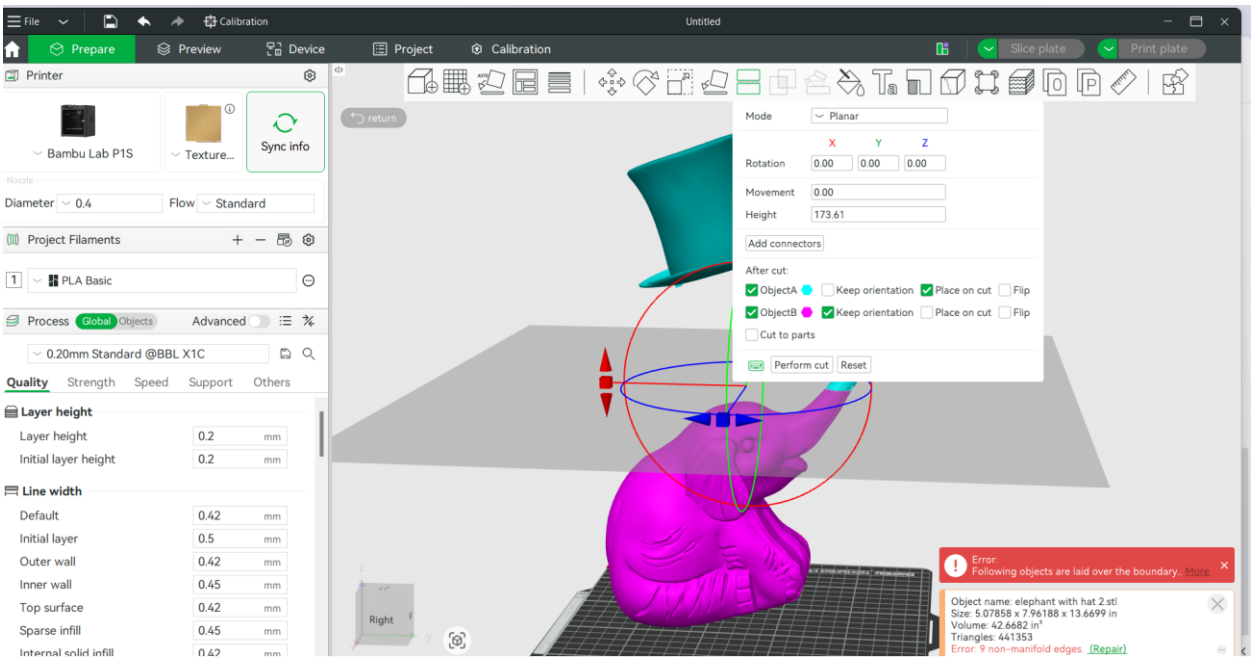
When a model is imported from Blender into Bambu Studio, it often appears considerably smaller than intended. This size discrepancy arises from the differing metric unit scales employed by each software application. The model must therefore be resized to its appropriate dimensions immediately after import to ensure accurate proportions. Performing this adjustment prior to any further modifications guarantees that subsequent edits, print configurations, and slicing operations preserve dimensional accuracy and result in a successful 3D printing process.



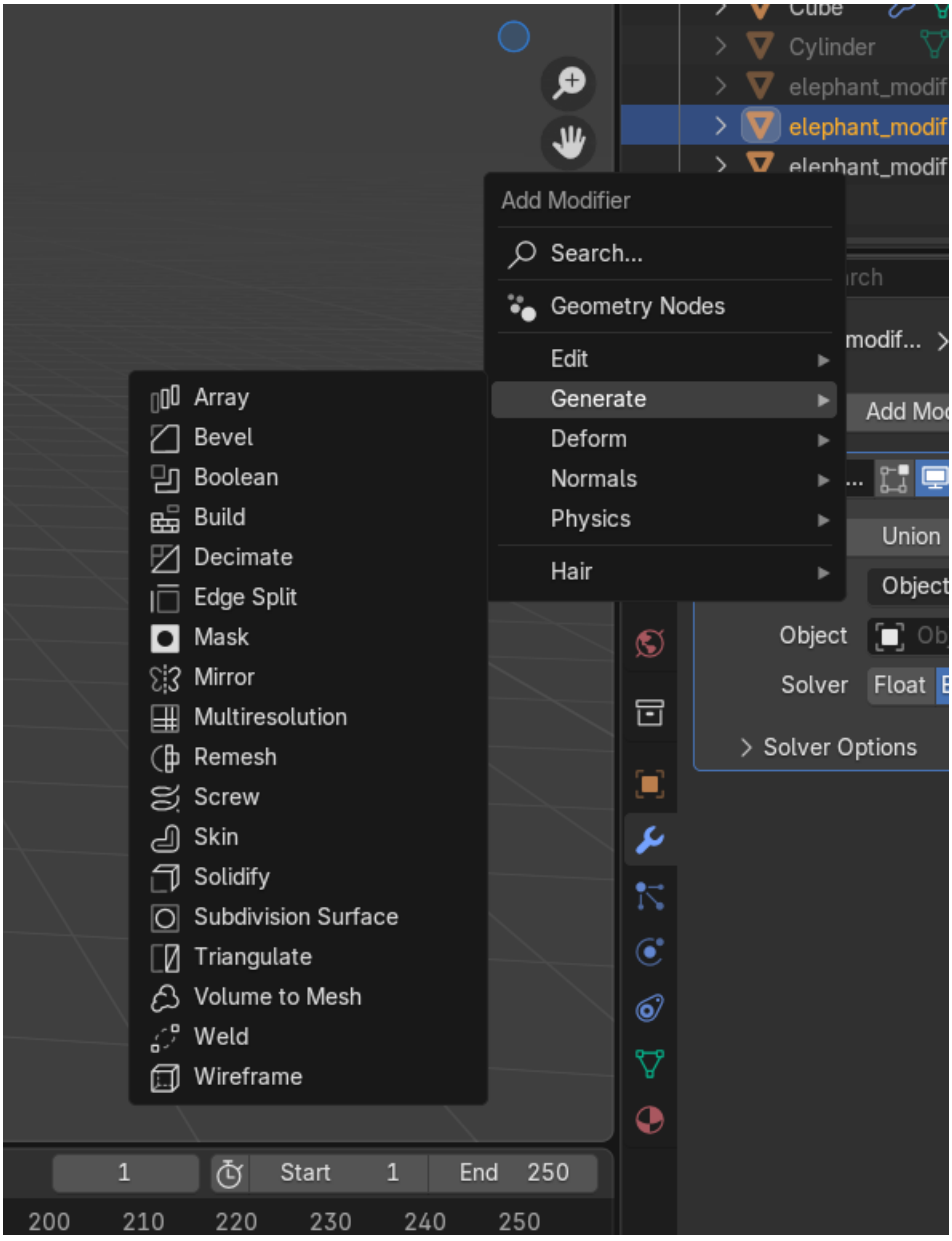
I encountered this error repeatedly after reducing the size.

Before scaling the model to its intended real-world dimensions, it is essential to first separate the hat from the elephant using Bambu Studio's cutting tools. This preparatory

step allows for greater precision and flexibility during the scaling process. By isolating the two components, each can be individually adjusted to ensure accurate proportions and optimal alignment. Moreover, separating the model enhances print efficiency, as it enables tailored settings for each part—such as support placement, orientation, and print resolution. Utilizing the cut tools in this manner ensures a clean and controlled division, maintaining the structural integrity and visual fidelity of both the hat and the elephant in their independent forms.



BLENDER SCALING

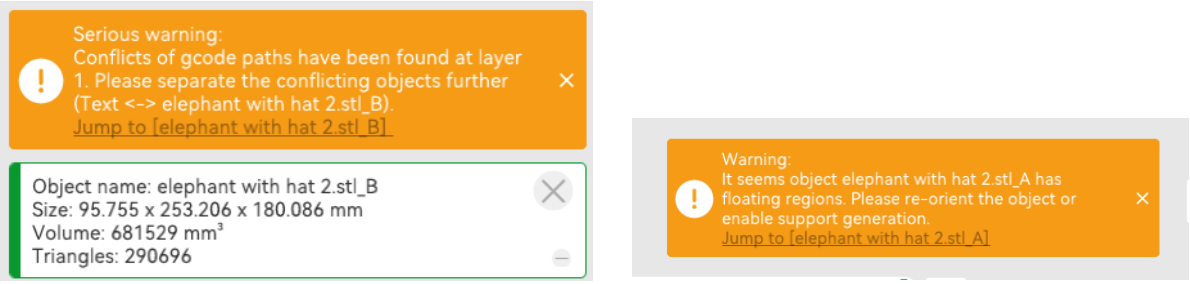


In Blender 3D modeling software, the wrench icon located on the right-hand side of the interface represents the *Modifiers* system, a core feature that enables non-destructive alterations to an object's geometry. Within this system, the *Generate* category provides a range of tools designed to streamline model creation and modification.

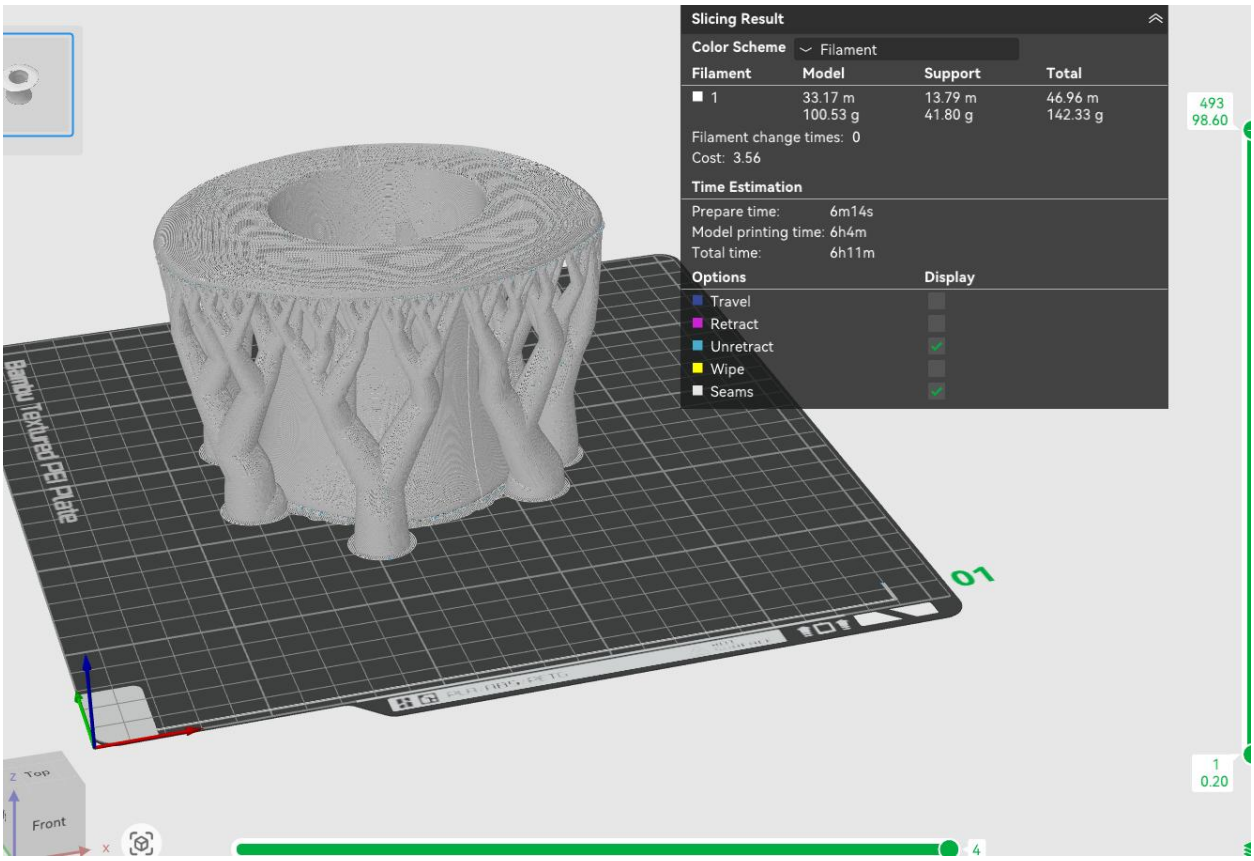
Among these tools, the *Boolean* modifier stands out for its precision and versatility. It operates based on Boolean logic, allowing one object to be used as a reference to cut, join, or intersect with another. In practical application, a designer may employ the Boolean

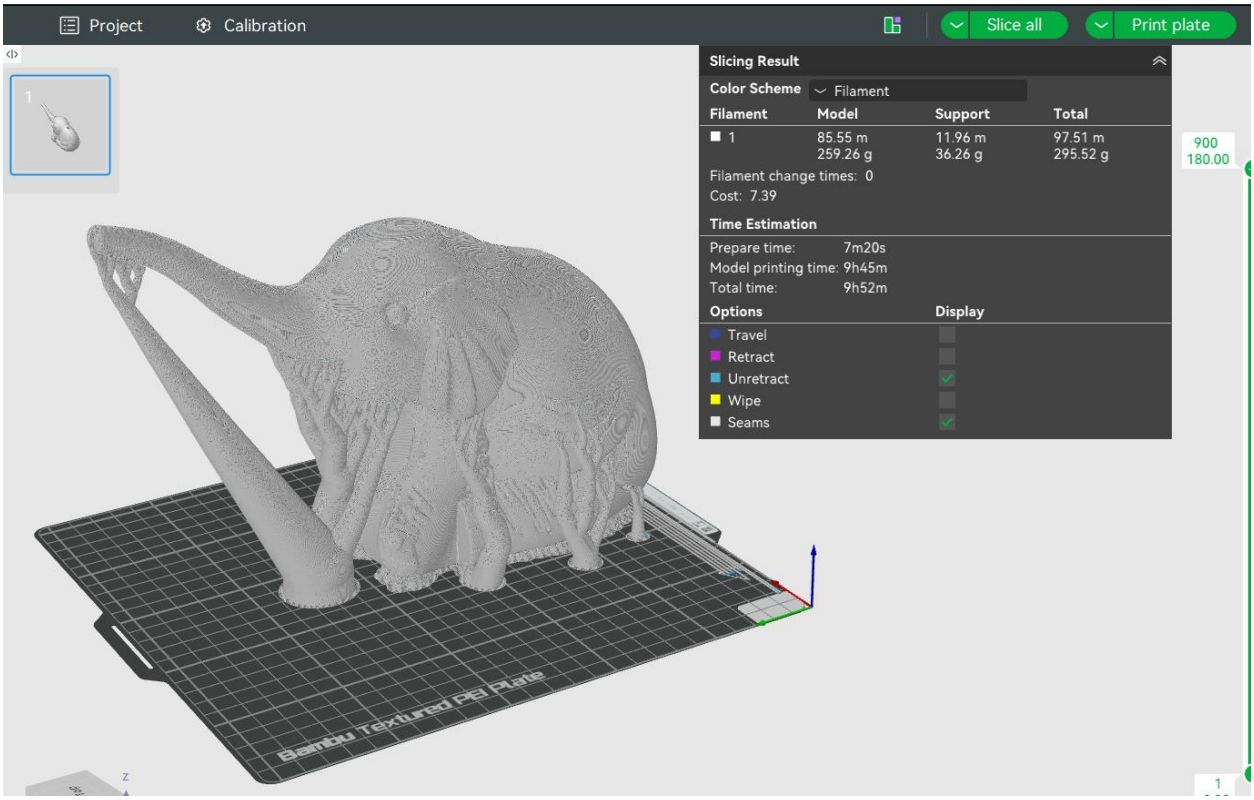
modifier to subtract one mesh from another, creating cavities, engravings, or openings within a model.

For instance, when applied to an elephant model with a smaller internal object serving as the operand, the Boolean modifier can perform a *Difference* operation that removes intersecting geometry. This process produces a smooth internal cavity, effectively transforming a solid elephant model into a hollow structure, such as an “elephant kettle.” The Boolean modifier therefore serves as a powerful tool for achieving complex geometric modifications efficiently while maintaining flexibility for further adjustments.



After several adjustments and troubleshooting stages, the elephant and hat models were successfully positioned and prepared for the final 3D printing process.


Slicing Result
Color Scheme
Filament
Filament
Model
Support
Total
1
33.17 m
100.53 g
13.79 m
41.80 g
46.96 m
142.33 g
Filament change times: 0
Cost: 3.56
Time Estimation
Prepare time: 6m14s
Model printing time: 6h4m
Total time: 6h11m
Options
Display
Travel
Retract
Unretract
Wipe
Seams
493
98.60
Bambu Textured PEI Plate
01
1
0.20
Top
Front
4


Project
Calibration
Slice all
Print plate
Slicing Result
Color Scheme
Filament
Filament
Model
Support
Total
1
85.55 m
259.26 g
11.96 m
36.26 g
97.51 m
295.52 g
Filament change times: 0
Cost: 7.39
Time Estimation
Prepare time: 7m20s
Model printing time: 9h45m
Total time: 9h52m
Options
Display
Travel
Retract
Unretract
Wipe
Seams
900
180.00
Bambu Textured PEI Plate
1