



Multi Jet Fusion technology allows for printing letters, and a number of drawings with a very high resolution and definition.

In order to get the best possible output, any text, number or drawing included on a part should have at least 1 mm of depth or protrusion.

For parts with high thickness, depth or protrusion should be higher than 1 mm.



Multi Jet Fusion allows to print topology-optimized, generative designs or even small lattice structures. This kind of designs helps to reduce the weight of the part and the quantity of material used, which causes not only the drop of the part cost, but also helps to reduce the operating cost in applications which are very weight sensitive.

The minimum gap recommended in a lattice structure to assure all the powder inside the part can be removed is 0.5 mm.

At this moment we consider it same as clearance



The minimum wall thickness that can be printed in a part depends on the aspect ratio: $A \, s \, p \, e \, c \, t \, r \, a \, t \, i \, o = \mathbb{Z} l \, e \, n \, g \, t \, h \mathbb{Z} w \, i \, d \, t \, h \mathbb{Z}$

The minimum wall thickness is 0.3 mm for short walls orientated in the XY plane, and 0.5 mm for short walls orientated in the Z plane, for an aspect ratio of 1.

However, it is recommended to increase thickness from this value or add ribs or fillets in order to reinforce the parts.

Very thick walls (XXmm) can accumulate heat and cause spot shrinkage in dense areas with accumulation of material. Check with latest heat map.





Before sending a job to a 3D printer, the model to be printed needs to be tessellated. That means that its geometry needs to be traduced into triangles.

These triangles are the geometry that later on the printer uses to create the layers. It is very important to pay attention at this step, because it may create plot quality issues associated, such as lack of accuracy, or high processing times if it is not done correctly.

Some of the standard formats in the Additive Manufacturing industry are 3MF (with more information about the model) and STL.

A normal file size for a model is around 1-30 Mb. But it depends on a host of factors such as type of software it comes from, number of triangles, number and level of details, etc.