



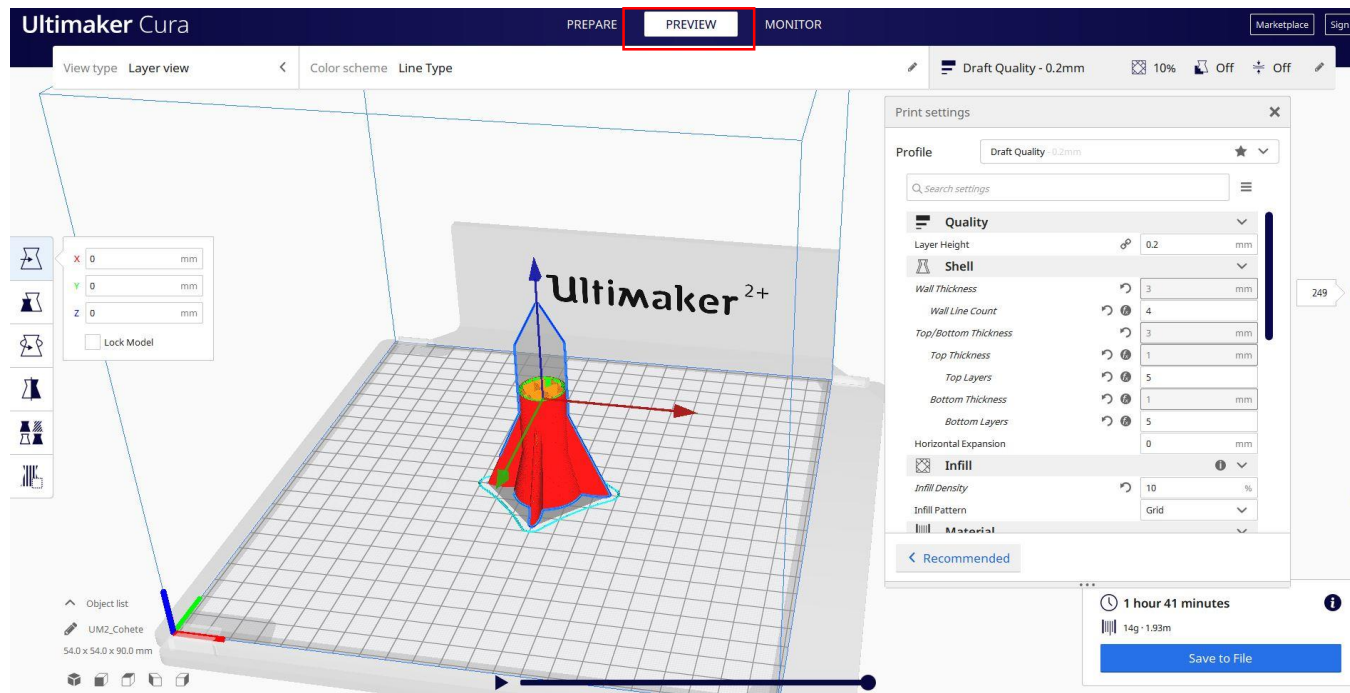
Document 5 – COHETE

1. Import the file on the Slicing Software ("Cura") and orient the piece in the best way to be printed.

The screenshot displays the Ultimaker Cura software interface. The top navigation bar includes 'PREPARE', 'PREVIEW', and 'MONITOR' tabs. The main workspace shows a 3D model of a rocket (COHETE) on a print bed. The interface includes a left sidebar with coordinate settings (X: 0 mm, Y: 0 mm, Z: 0 mm) and a right sidebar with 'Print settings' for 'Draft Quality - 0.2mm'. The 'Print settings' panel includes sections for 'Travel', 'Cooling', and 'Support'. At the bottom right, a summary box indicates a print time of 1 hour 55 minutes and a weight of 15g - 2.09m. The 'Save to File' button is highlighted.



2. I enter all the correct printing parameters (layer height, wall tickness, infill, support, speed, temperature, ...) and check for any problems from the "Preview"





3. At this point I can save the ".Gcode" file to send to the machine.

The screenshot displays the Ultimaker Cura software interface. The main window is in the 'PREVIEW' mode, showing a 3D model of a printed part on a grid. A 'Save to File' dialog box is open, showing the file path '210423_Cesar > File da stampare > Cohete'. The file name is 'UM2_Cohete' and the file type is 'G-code File (*.gcode)'. The 'Salva' button is highlighted with a red circle. The 'Print settings' panel on the right shows the 'Draft Quality - 0.2mm' profile. The 'Quality' section is expanded, showing 'Layer Height' at 0.2 mm. The 'Shell' section is also expanded, showing 'Wall Thickness' at 3 mm, 'Wall Line Count' at 4, 'Top/Bottom Thickness' at 3 mm, 'Top Thickness' at 1 mm, 'Top Layers' at 5, 'Bottom Thickness' at 1 mm, and 'Bottom Layers' at 5. The 'Infill' section shows 'Infill Density' at 10%. The 'Material' section is partially visible. The bottom right corner shows a 'Save to File' button and a '1 hour 41 minutes' print time estimate.