# Design guide 316L

## NANOE SAS

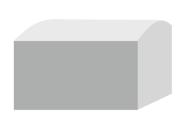
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# The printing limits of a 316L part :

- The values given below are found with the "Template 316L 0.6 Diameter" print profile with a 0,6mm nozzle. By changing some parameters or the size of the nozzle, some features can be improved, but at the expense of others.
- Part shrinkage: Due to post-printing treatments, the dimensions of the final piece will be different from the printed one. It is recommended to create the .stl file with the dimensions of the final piece, then change the scale in x and y and to 115% directly into the slicer.

## MAXIMUM PART SIZE



The maximum size of a workpiece is determined by the size of the thermal debinding/sintering furnace chamber.

Thus, a part cannot exceed the following dimensions (after printing) X = 200mm X=100mm (recommended) Y=70mm Z1=55mm Z2=70mm

## MINIMUM PART SIZE

#### 7mm x 7mm x 7mm



The minimum final dimensions are a cube of 7mm. A smaller piece could have non protruding edges.

Limiting factors are the width and height of the layer. Decreasing the layer height as well as the printing speed can improve the sharpness of the print.

### MINIMUM WALL THICKNESS

1mm



The width of the wall must be proportional to the width of a layer, since such a thin wall does not have an infill.

2 shells (so 4-layer widths) are required, i.e. about 1mm thick. It is possible to print a single shell but considering the fragility of the part this is not recommended.

If the Height/Width ratio > 6, there is a risk of the wall collapsing during the postprocess

The maximum thickness of a solid wall is 5mm (green part). Cracks will appear during debinding if you do not respect this recommendation.

For example, if the layer width is 0.6mm, you should not exceed 8 outlines. If the layer thickness is 0.2mm, you should not exceed 25 top or bottom layers. If it is a large part, you cannot print it with 100% infill.

## MINIMUM UNSUPPORTED OVERHANG

The angle between the floor and the piece must be at least 35°. If it is not the case or your angle isn't reinforced by your part, supports will be required or else your part will collapse during the postprocess.

MINIMUM PIN DIAMETER	$\emptyset=3mm$
	1
	The minimum size of the diameter for a pin is 3mm.
	Be careful, if the height is too important compared to the diameter, the piece will be very brittle. It is therefore recommended to reinforce the base.

## MINIMUM VERTICAL HOLE SIZE

The minimum size of a vertical hole is 1,5mm in diameter. A smaller hole may be closing up.

## MINIMUM HORIZONTAL HOLE SIZE

The minimum size of a horizontal hole is 1,5mm in diameter. A smaller hole may be closing up.









 $\theta = 35^{\circ}$ 



 $\emptyset = 1,5mm$ 



In Z : Width = 1mm Depth = 0.4mm In X/Y : Height = 0.6mm Height = 0.2mm

This information is especially useful for writing a text on a surface. Printing too small may cause the material to be indistinguishable from the rest of the surface.

#### MINIMUM DEBOSSED FEATURE



**In Z :** Width = 1mm Depth = 0.4mm **In X/Y :** Height = 0.6mm Height = 0.2mm

This information is especially useful for writing a text on a surface. Printing too small may cause the material to be indistinguishable from the rest of the surface.

#### SOME EXAMPLE

#### Geometry



Complex parts



Small details



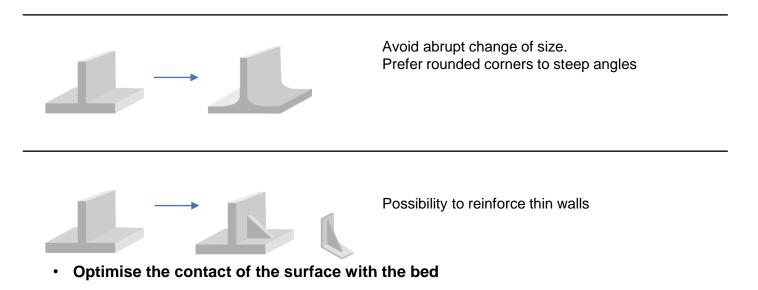
#### Complex parts



# Different constraints related to metals

## • Beware of critical angles in the printing part :

Make sure that the characteristics of the part match the criteria mentioned above. Furthermore, reinforcing the part at critical points will limit the risk of fracture during the various processes



The direction in which the piece is printed will have a significant impact. It can:

- Reduce printing time
- Increase surface quality
- Increase mechanical properties (FDM printing of Zetamix is anisotropic due to the orientation of the layers)
- Avoid the presence of support

The presence of a large flat surface can help along with the choice of the side to be printed first.



## Twisted parts

Some parts can twist during the postprocess depending on the geometry and the way you printed them.

If your part is indeed twisting, it is necessary to print one layer clockwise and the other one counterclockwise

