

# Exporting STL Files from 3D Modeling Software

SOURCE:

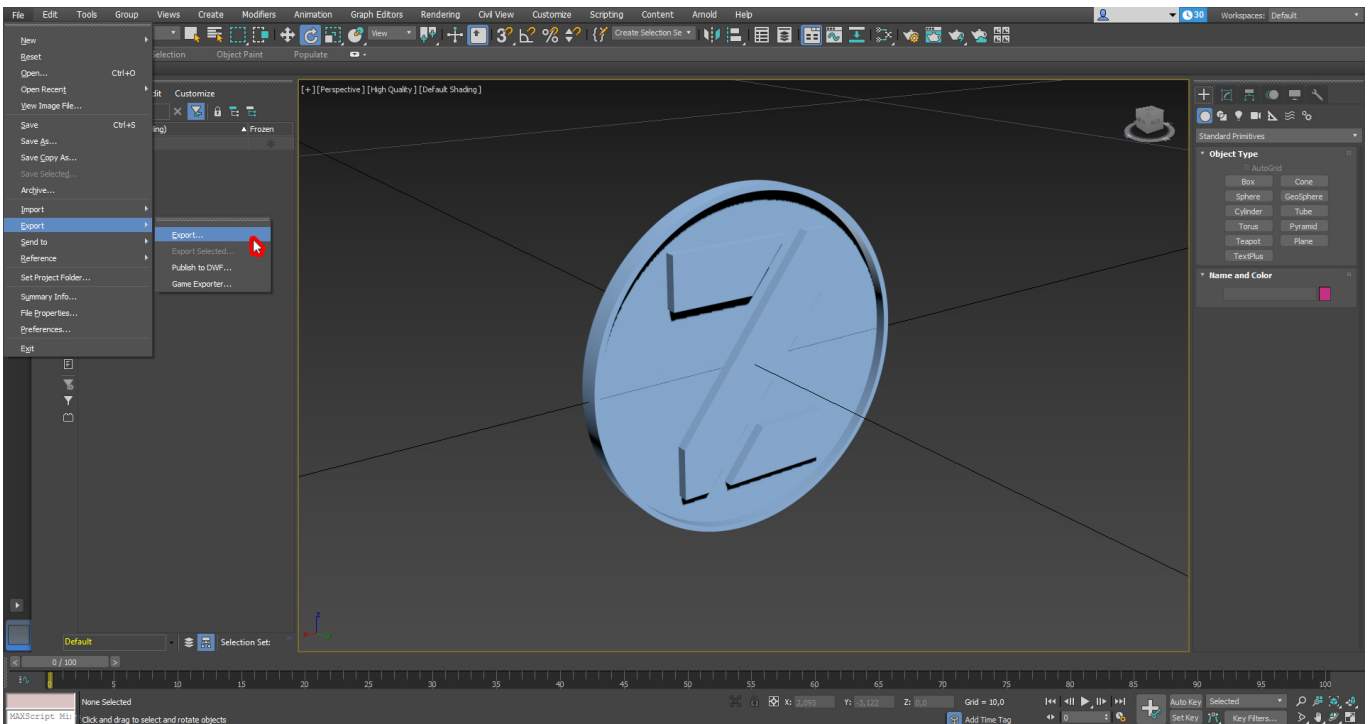
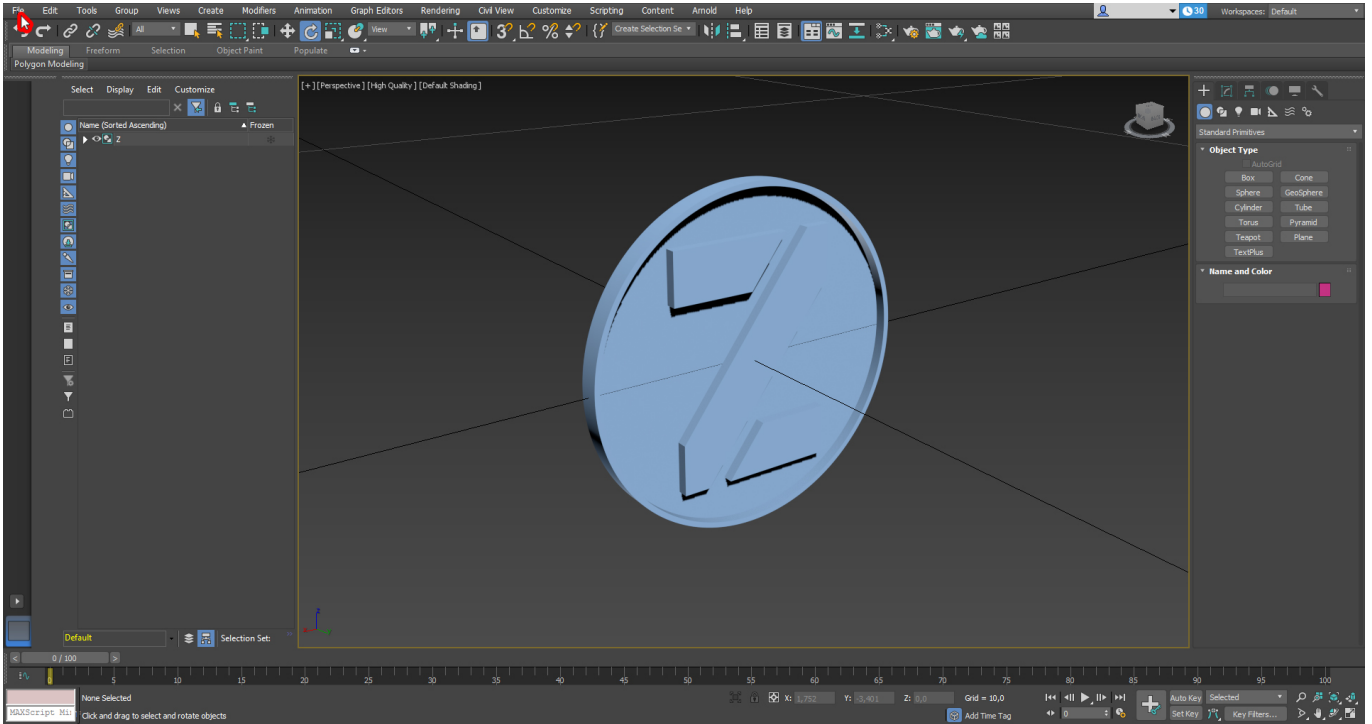
<https://support.zortrax.com/exporting-stl-files-from-3d-modeling-software/>

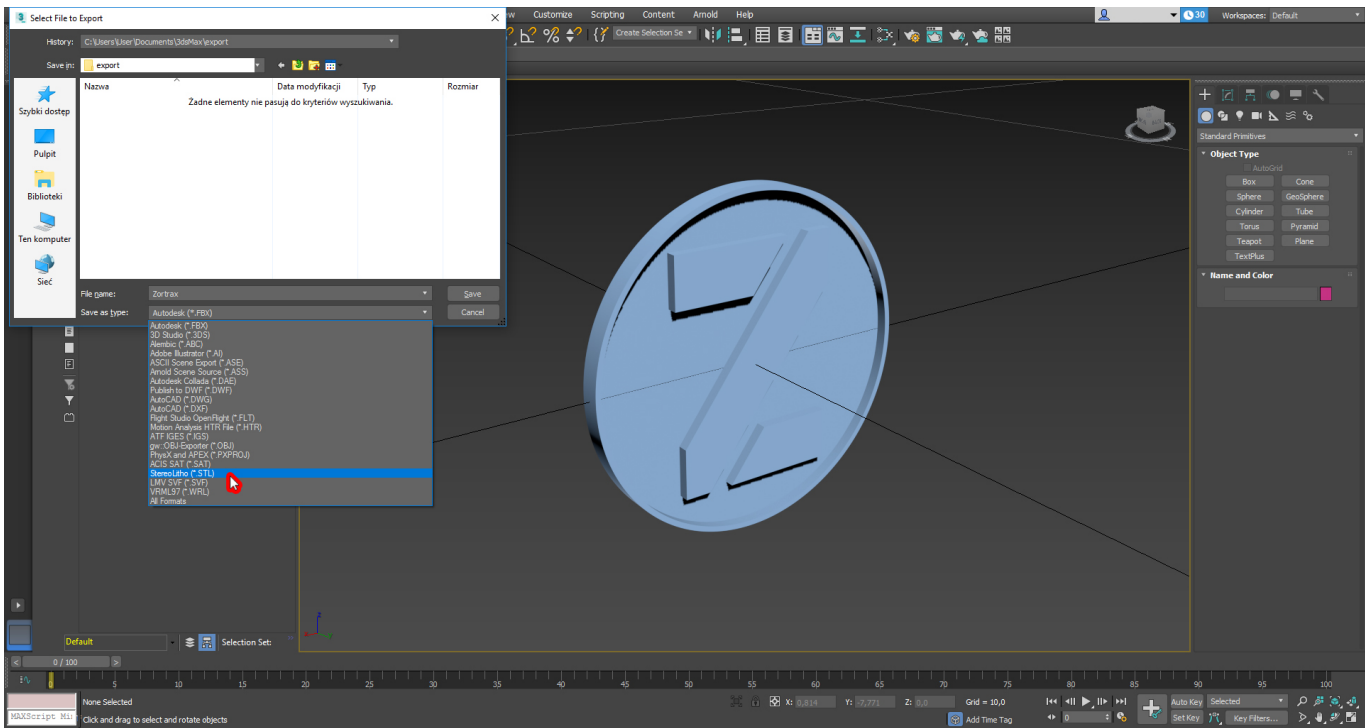
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# Autodesk 3DS MAX

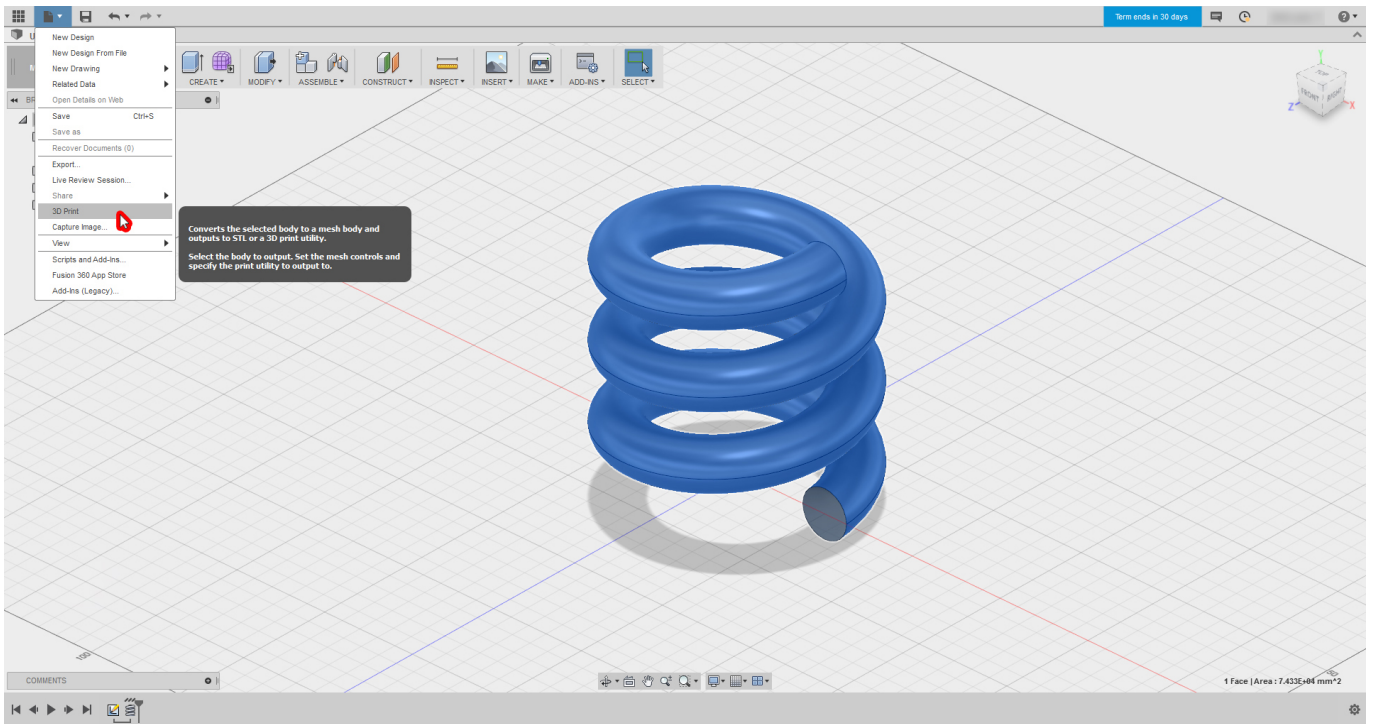
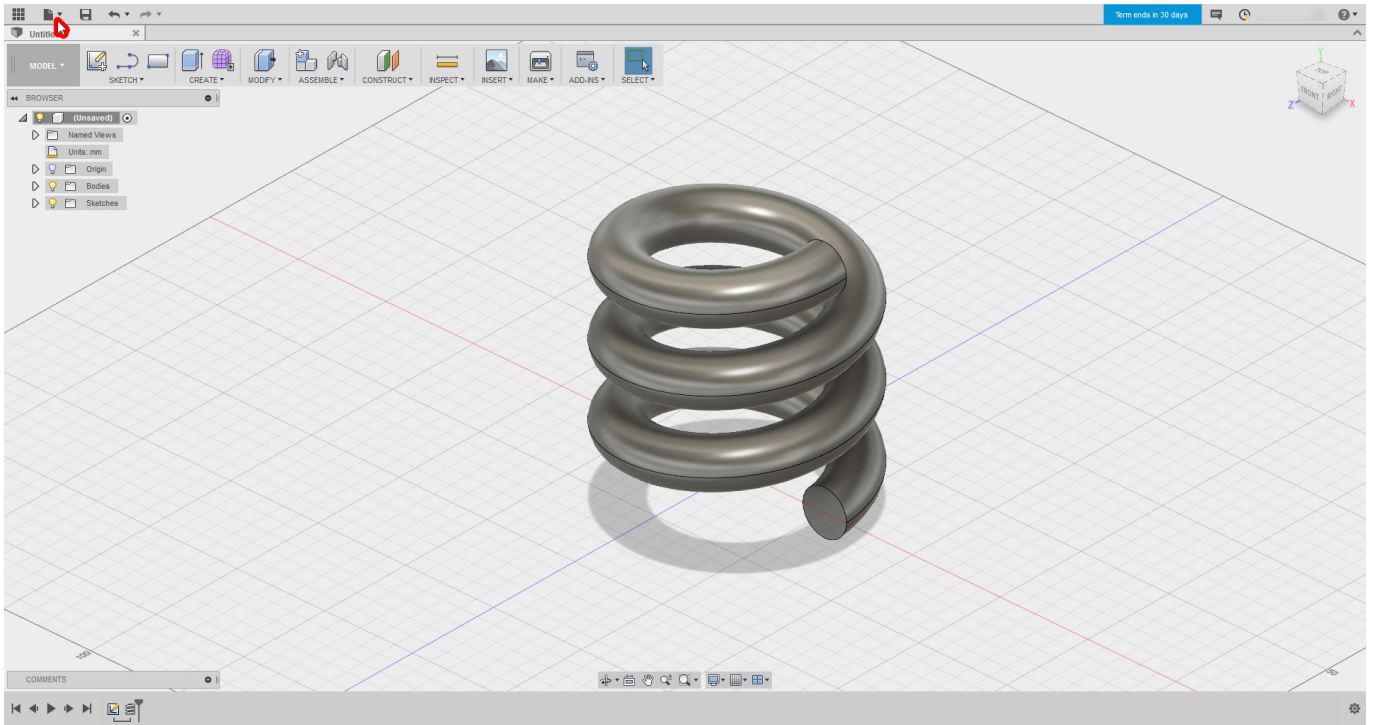
From the menu bar, select **File > Export > Export**. Choose a location for your file and from the **Save as type** drop-down list, select StereoLitho(\*.STL), and click **Save**.

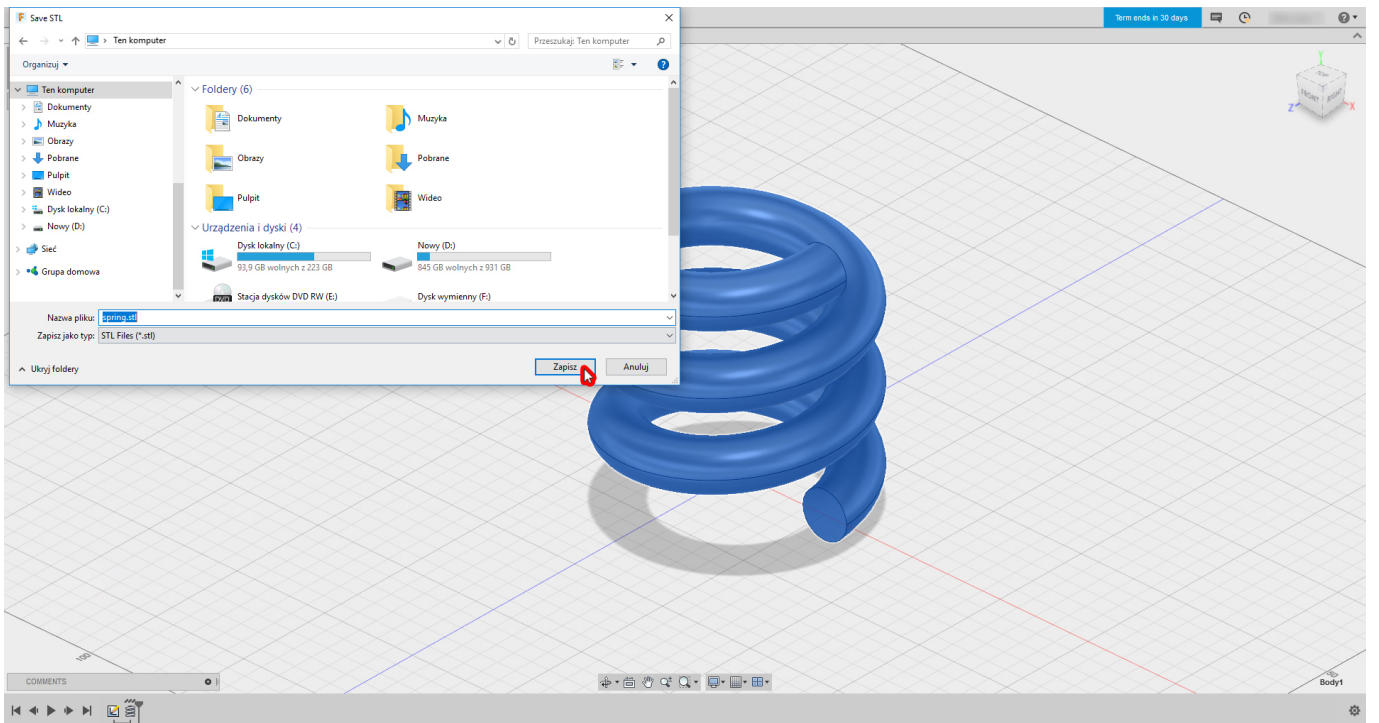
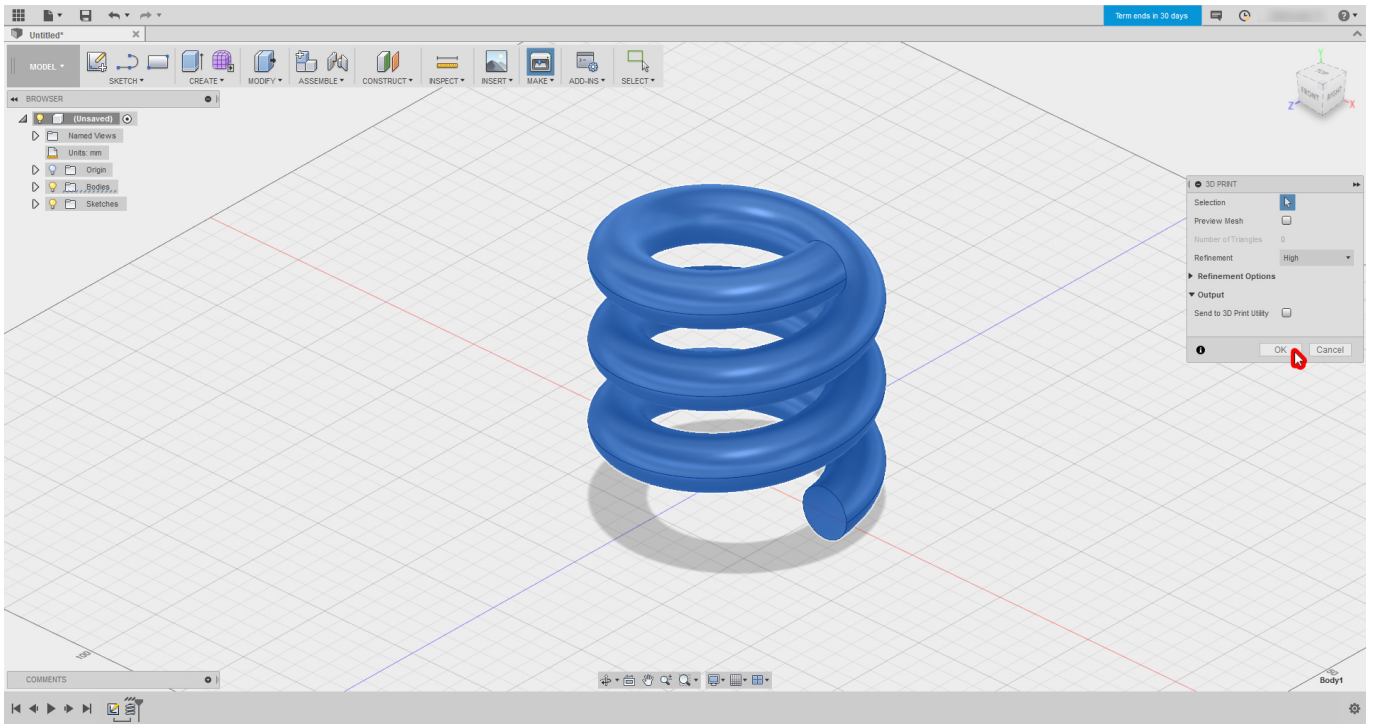




# Autodesk Fusion 360

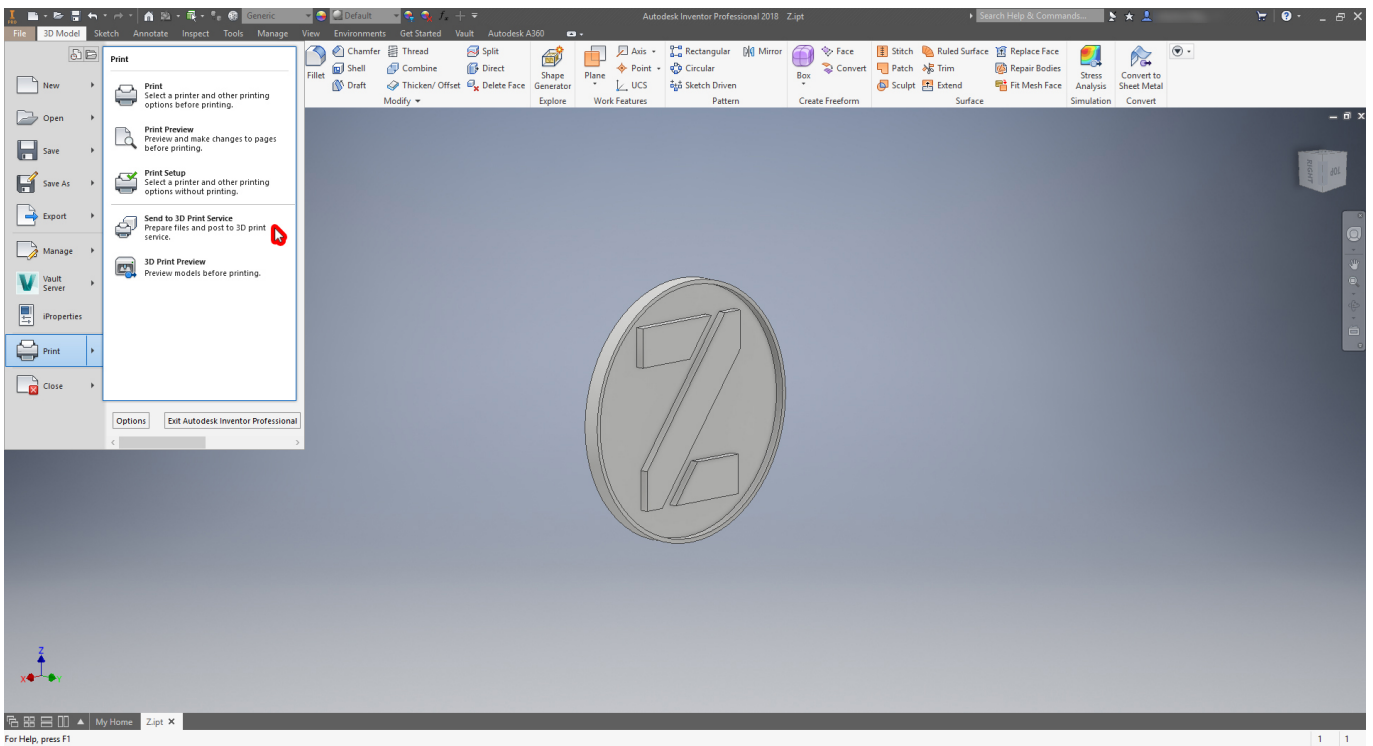
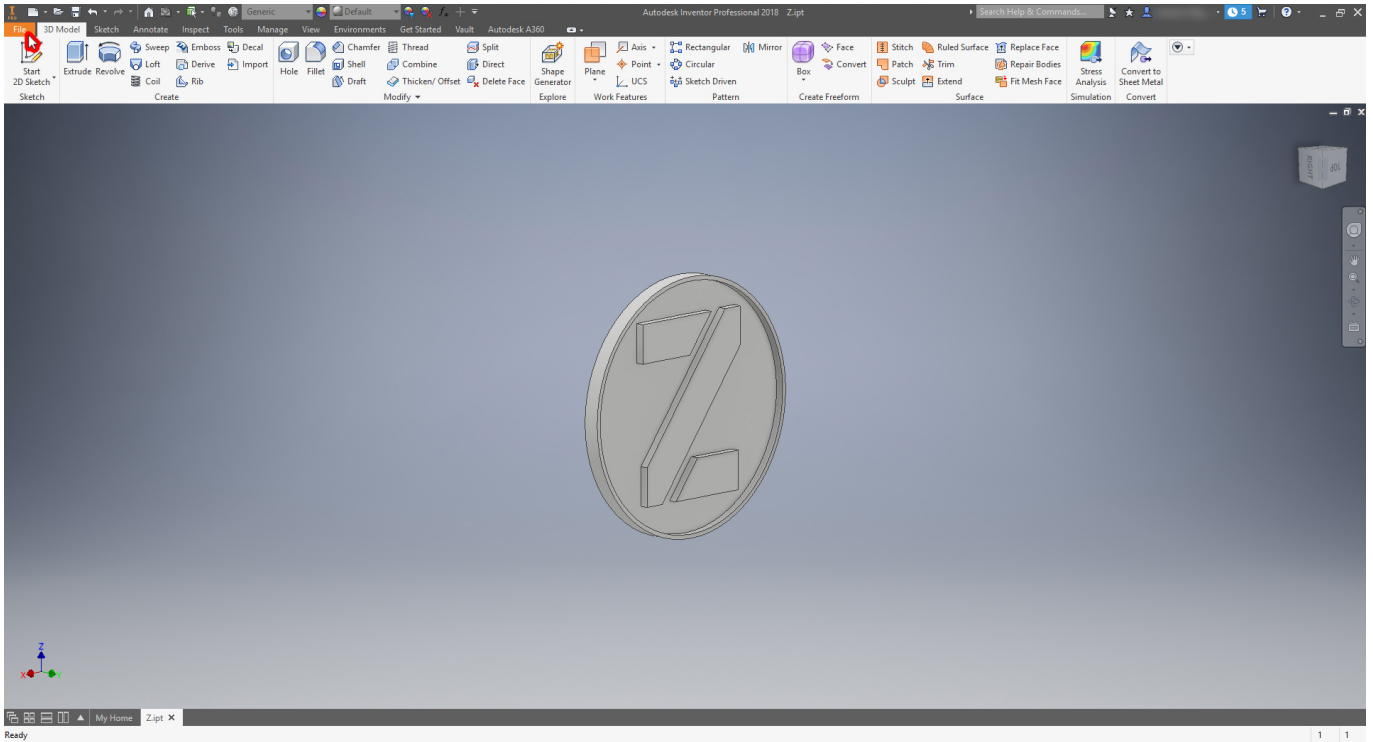
From the menu bar, select the file tab and select **3D Print**. In the pop-up window, select the number of triangles (**Refinement**), and click **OK**. Next, choose a location for your file and click **Save**.

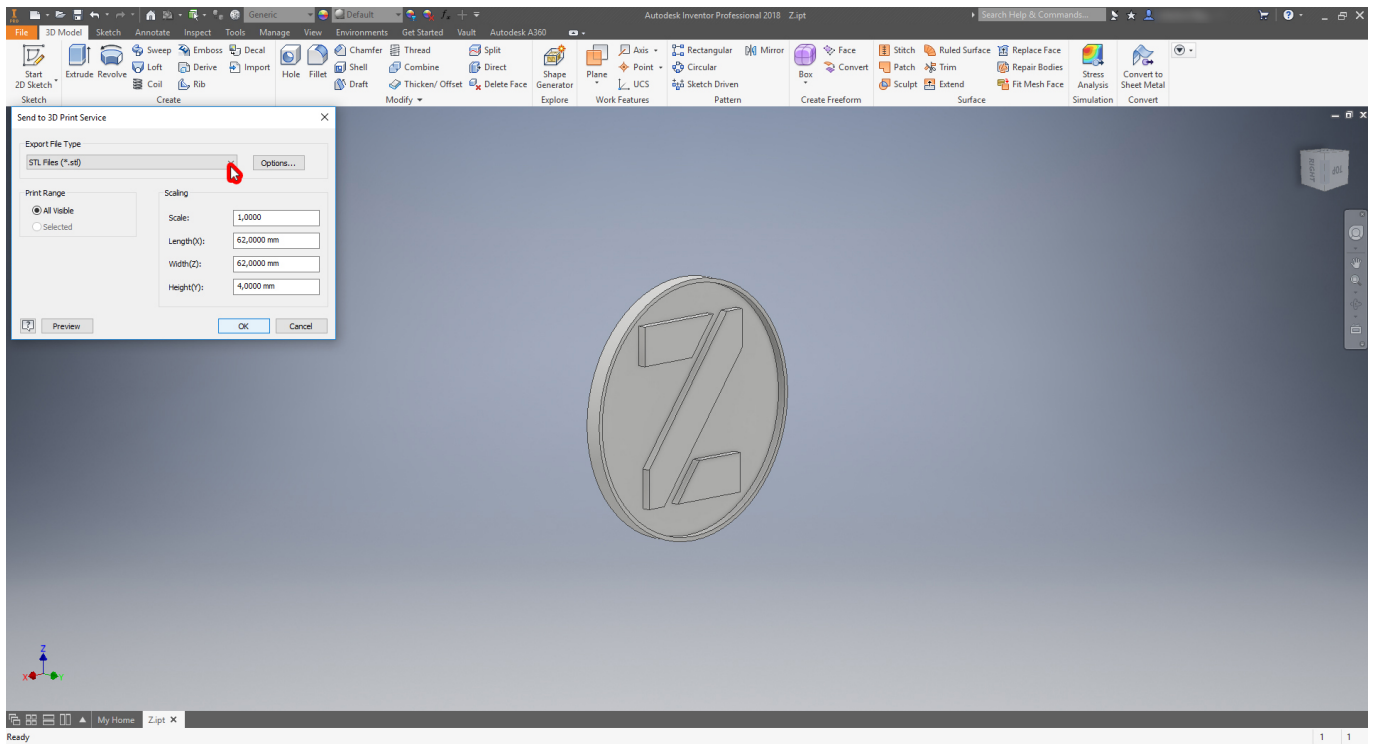




# Autodesk Inventor Professional

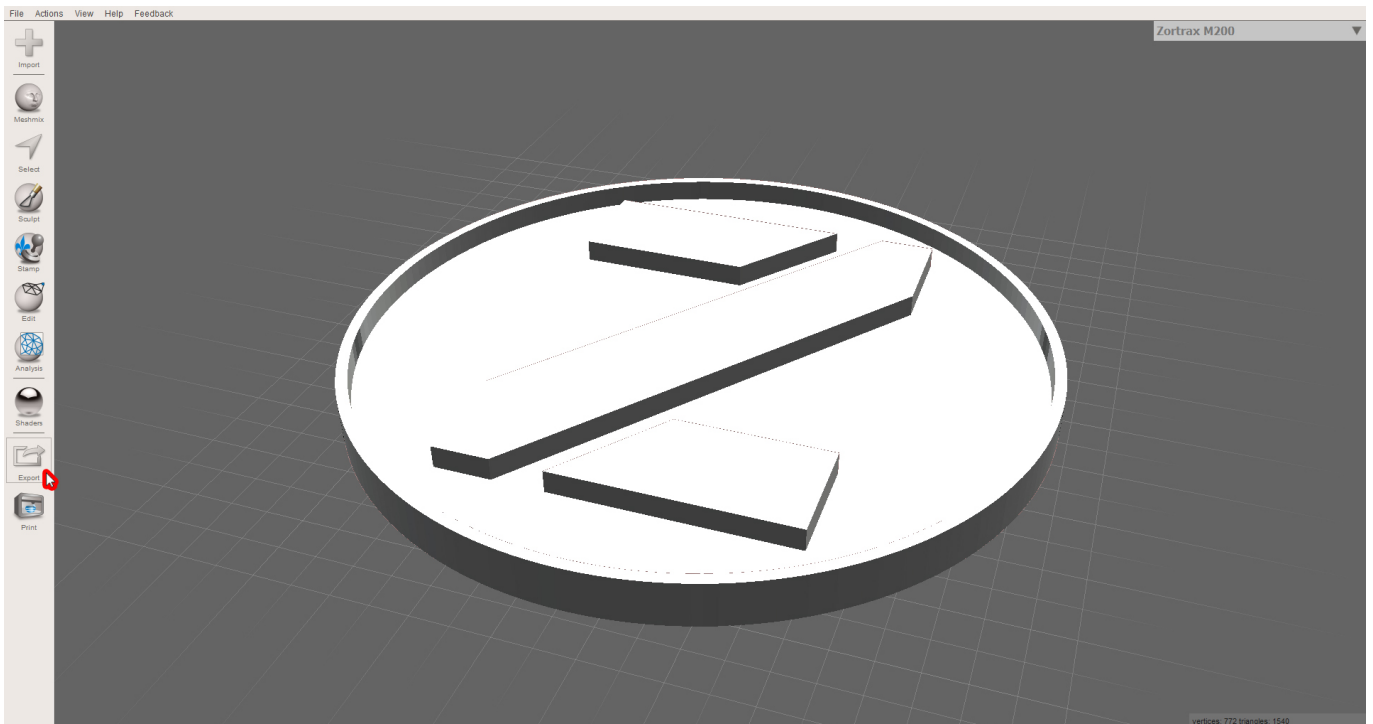
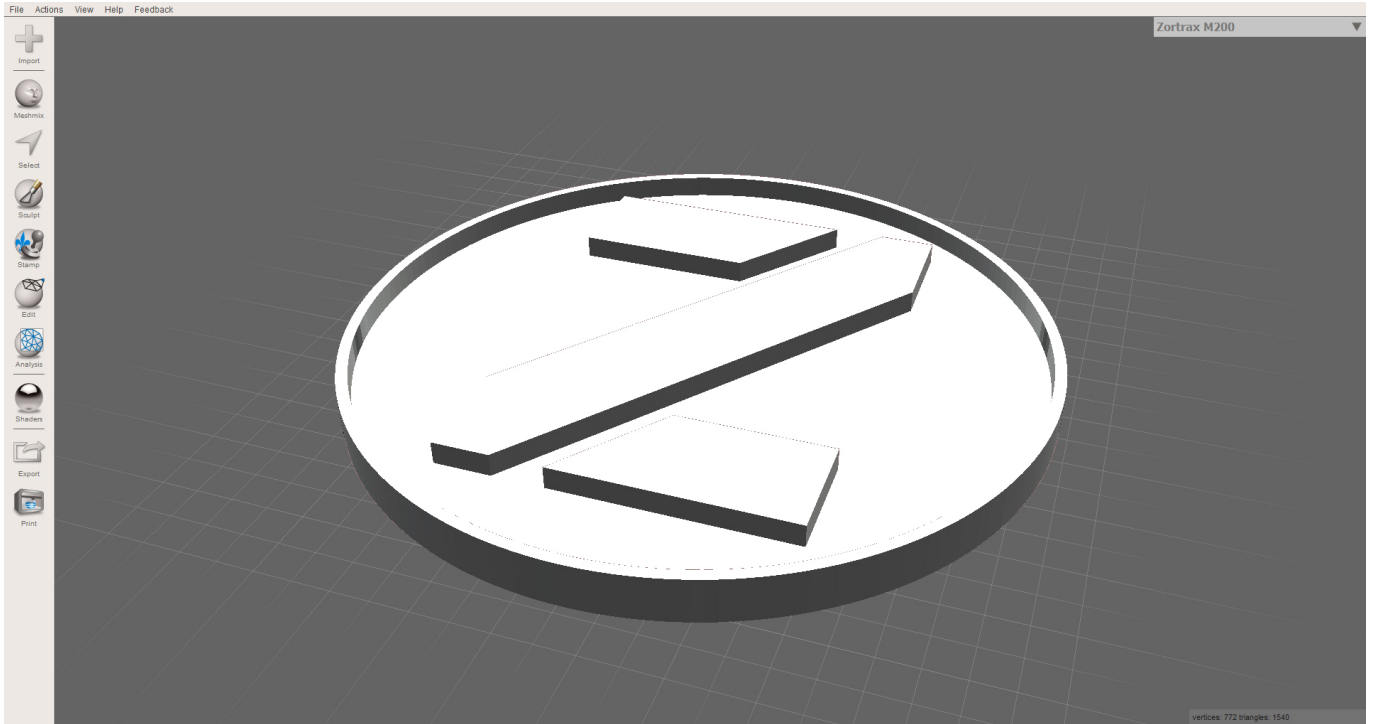
From the menu bar, select **File > Send to 3D Print Service**. Next, change the **Export File Type** to **STL Files (\*.stl)**, and click **OK**.

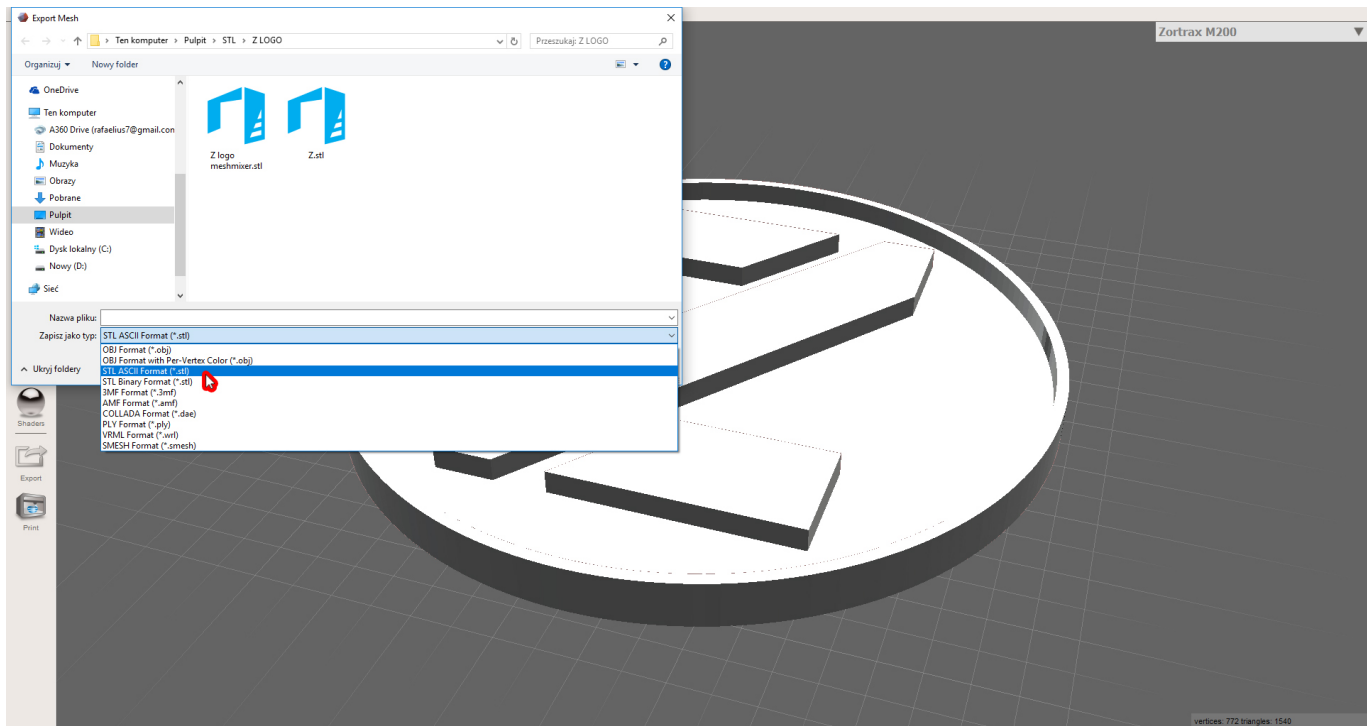




# Autodesk Meshmixer

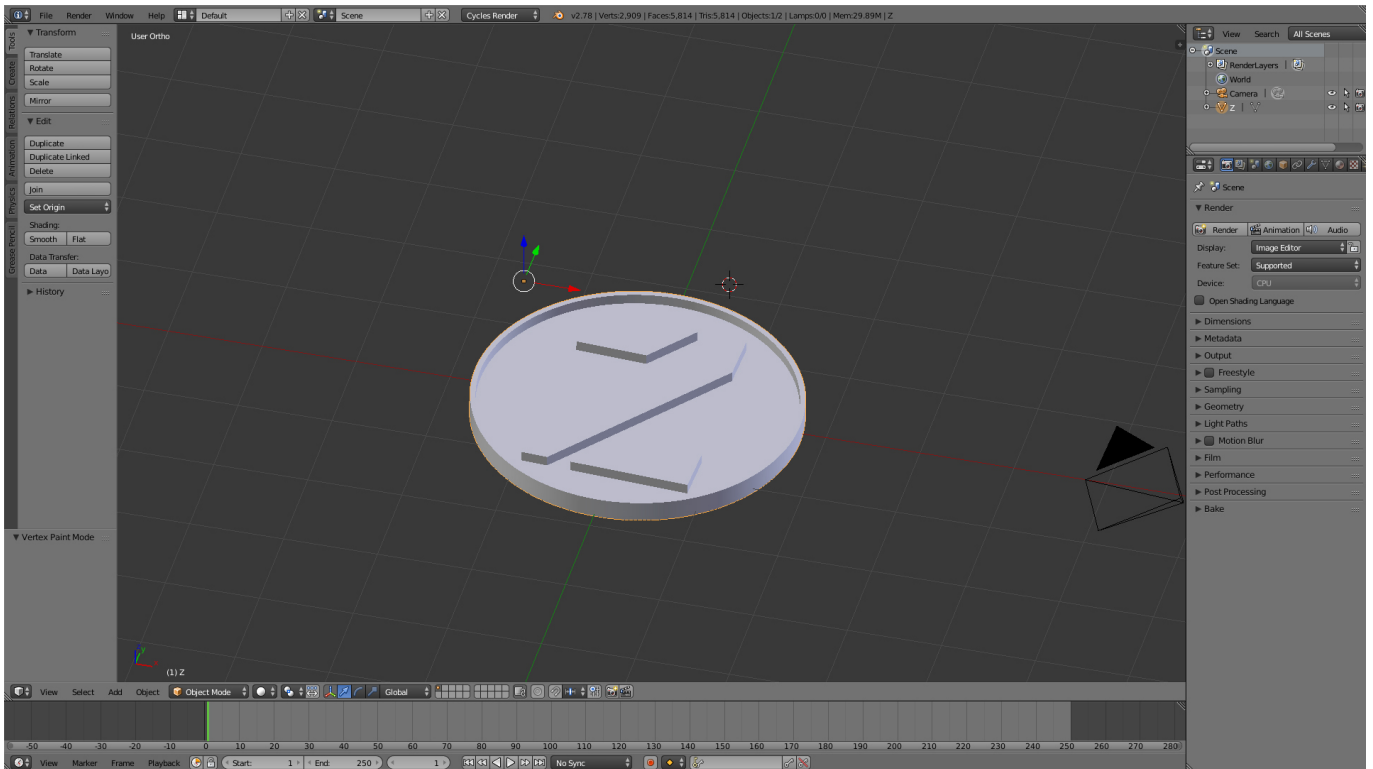
From the left menu bar, select **Export**. Choose a location for your file, and from the **Save as type** drop-down list, select **STL ASCII Format (\*.stl)**, and click **Save**.

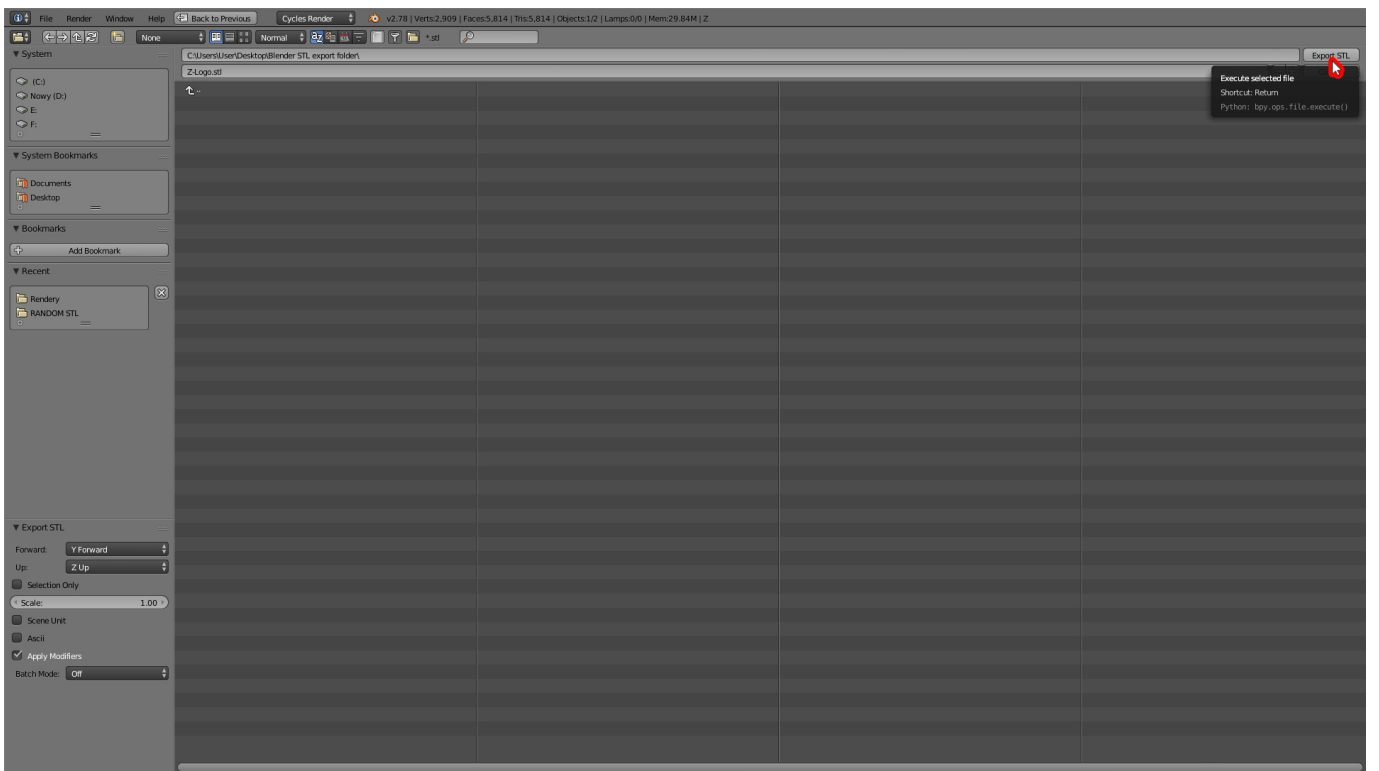




# Blender

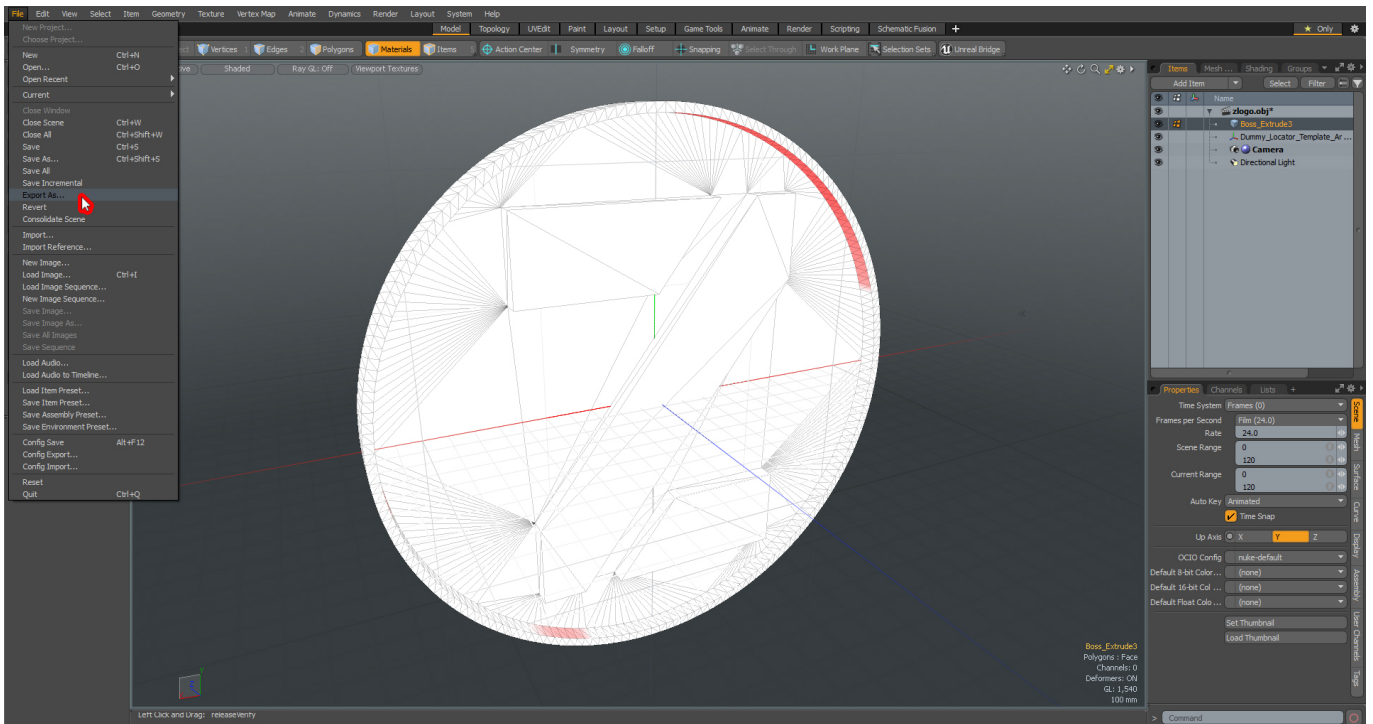
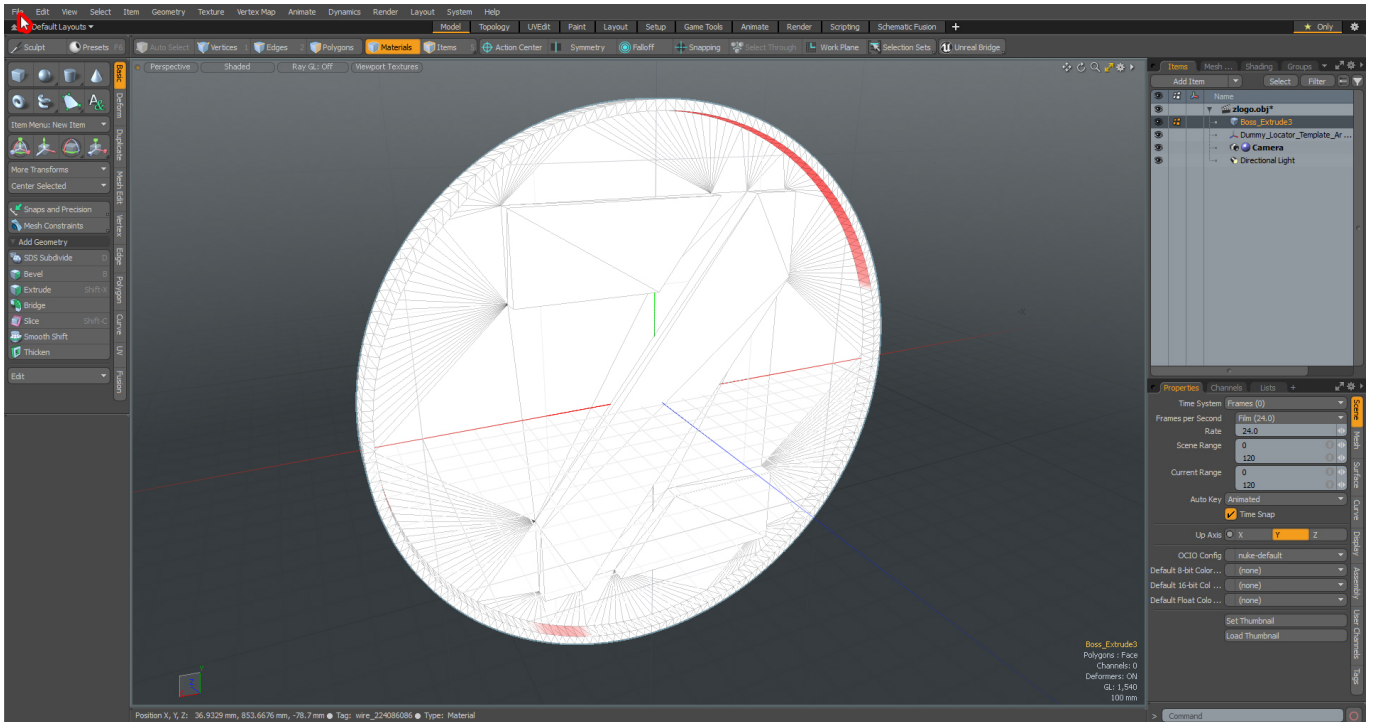
From the menu bar, select **File > Export > Stl (.stl)**. Next, choose a location for your file, and click **Export STL**.

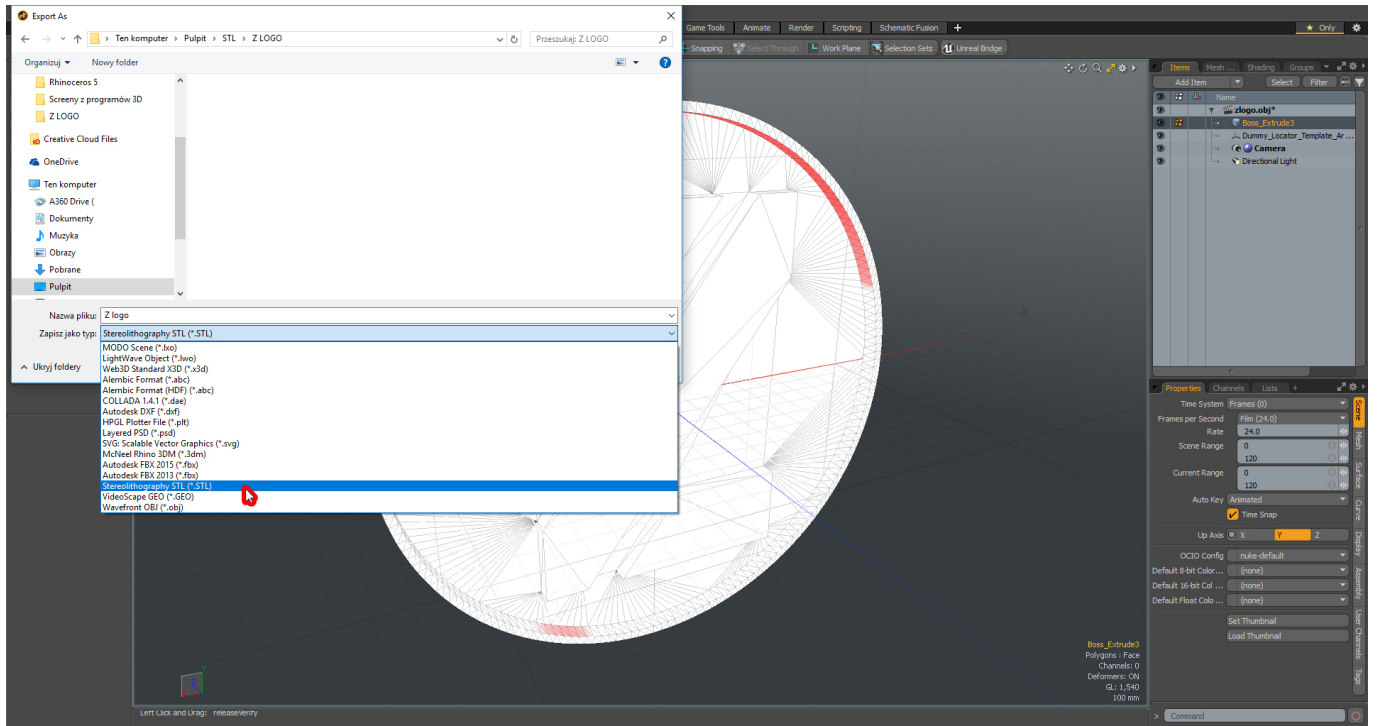




# Foundry MODO

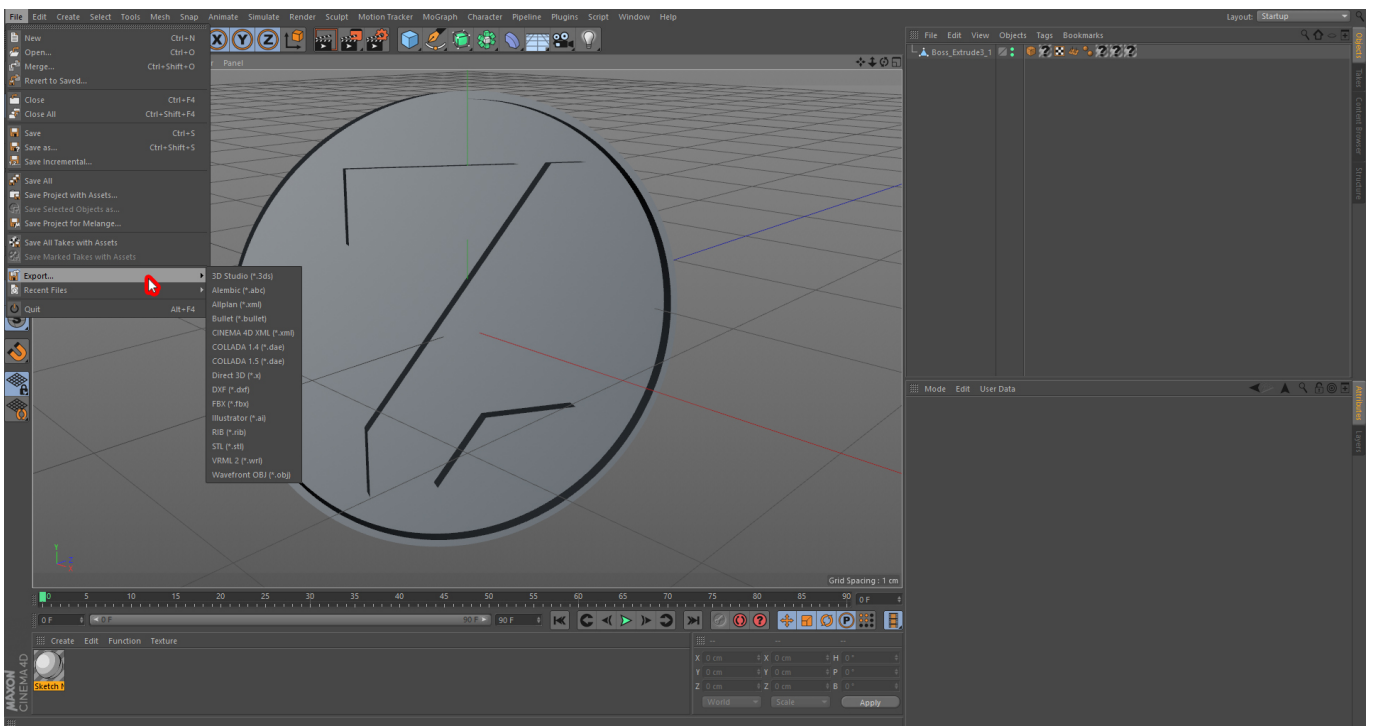
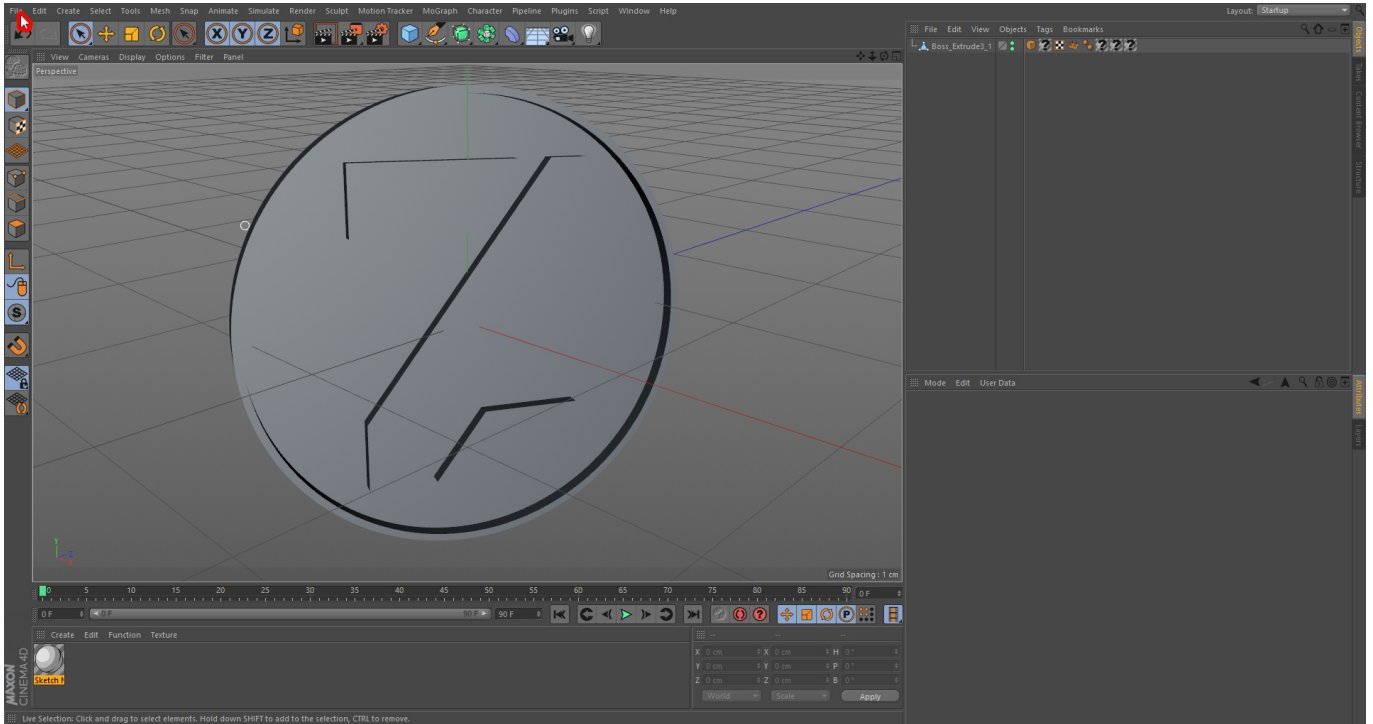
From the menu bar, select **File > Export As....** Next, choose a location for your file and from the **Save as type** drop-down list, select **StereoLithography STL (\*STL)**, and click **Save**.

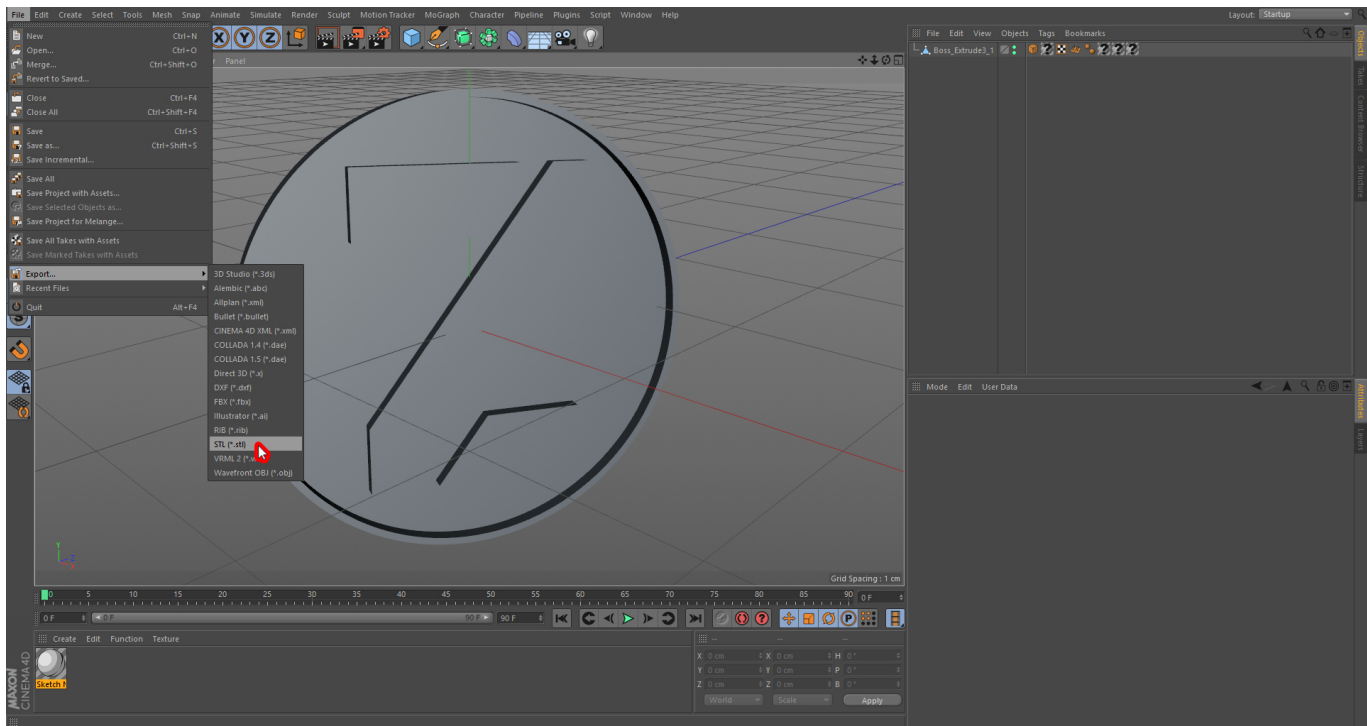




# Maxon Cinema 4D

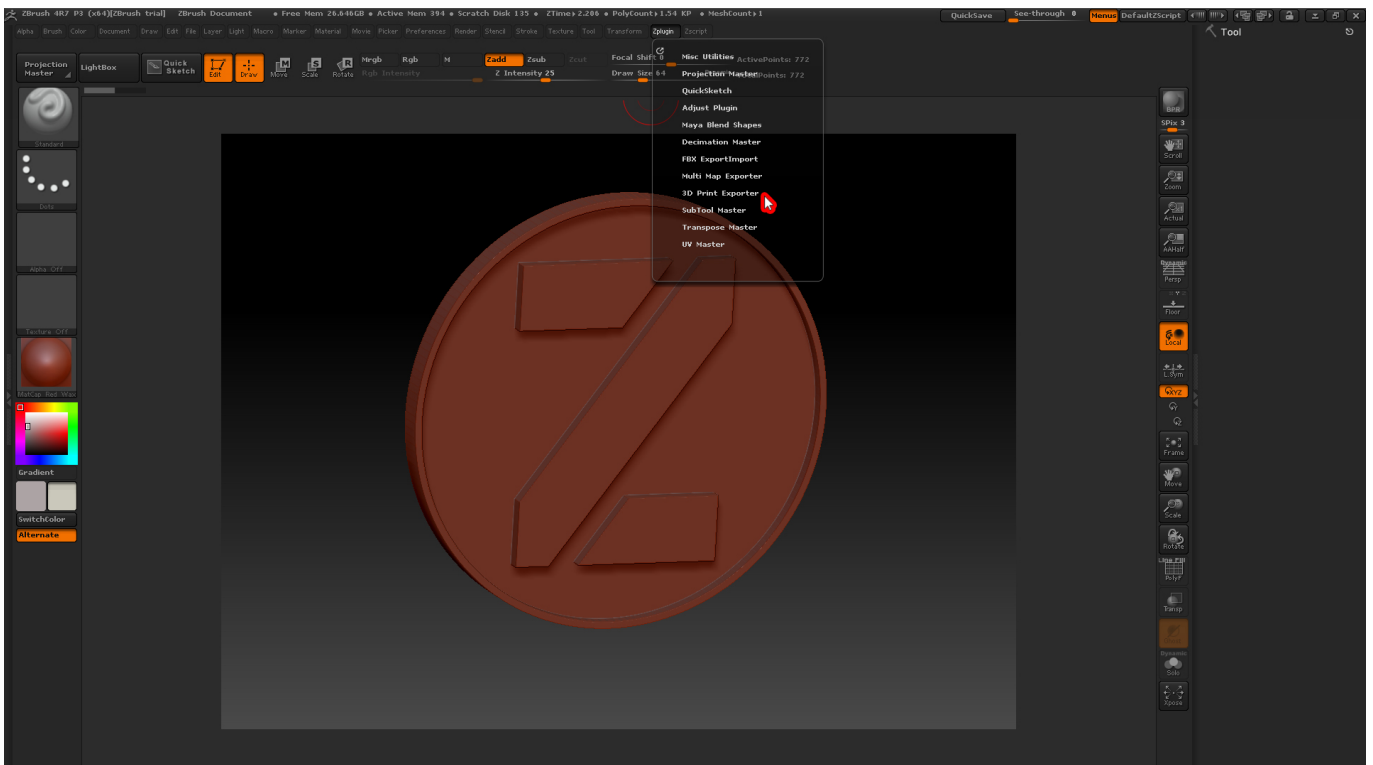
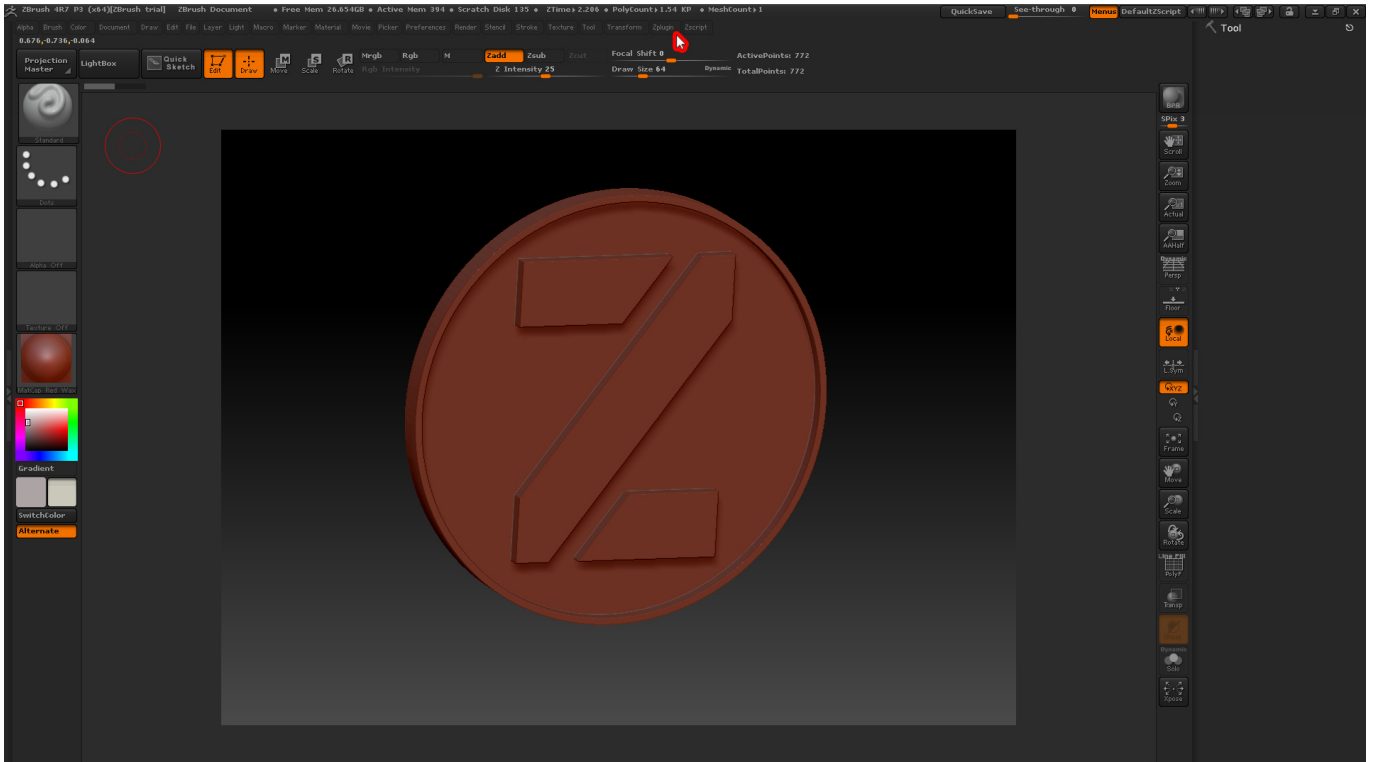
From the menu bar, select **File > Export > STL (\*.stl)**. Next, choose a location for your file and click **Save**.

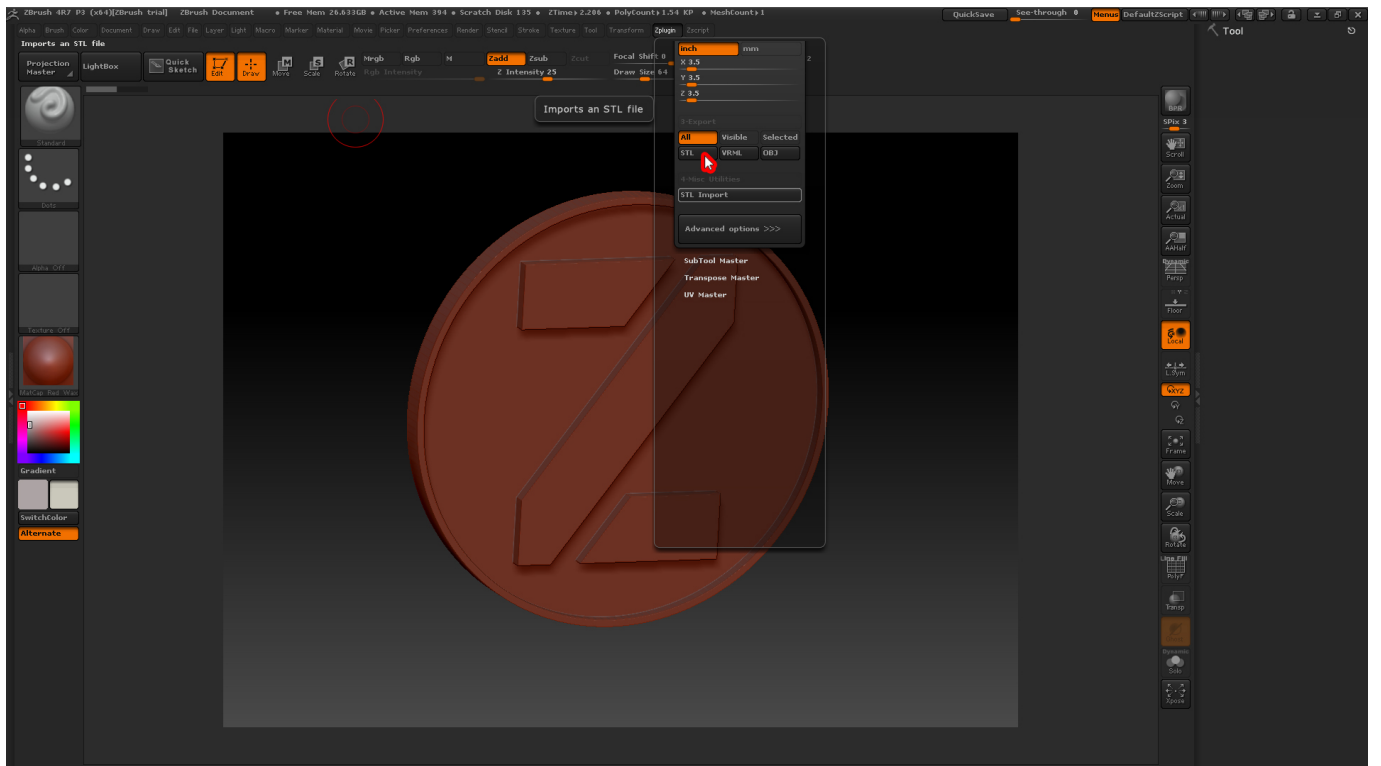




# Pixologic Zbrush

From the menu bar, select **Zplugin > 3D Print Exporter**. Next, click **STL** and save the file.



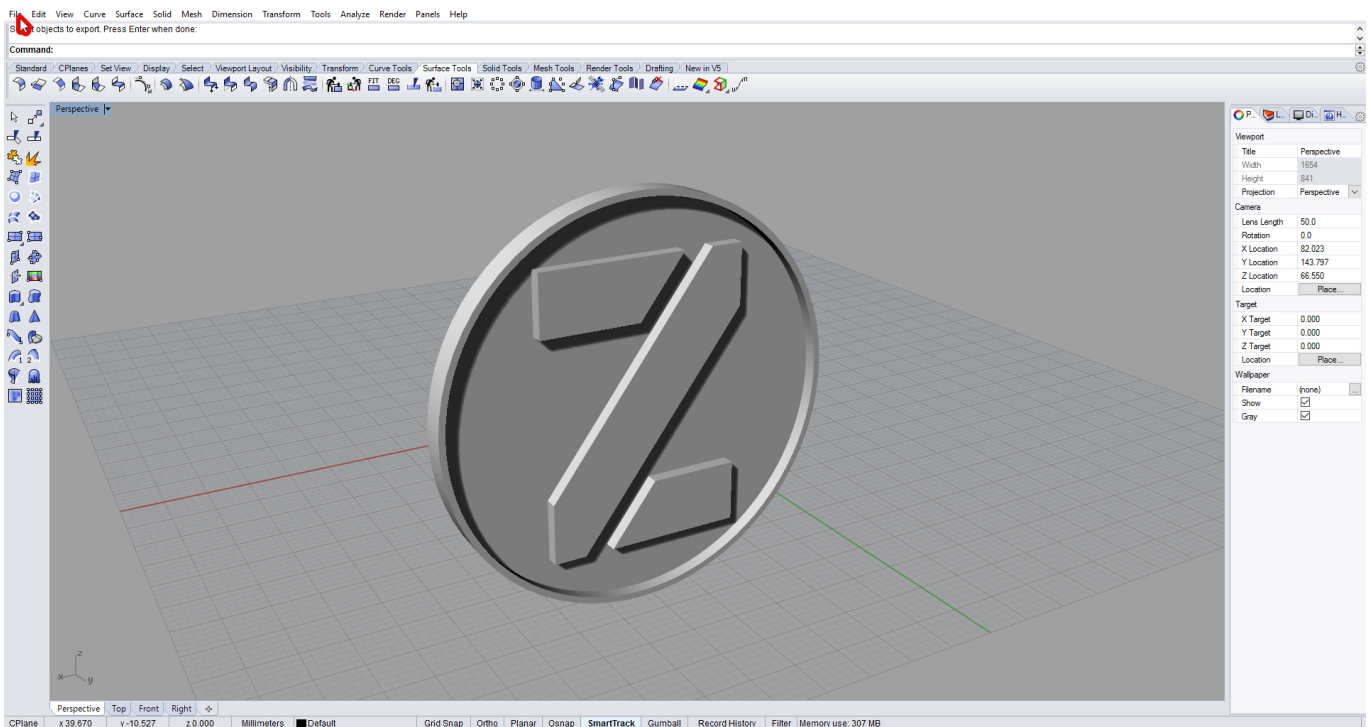


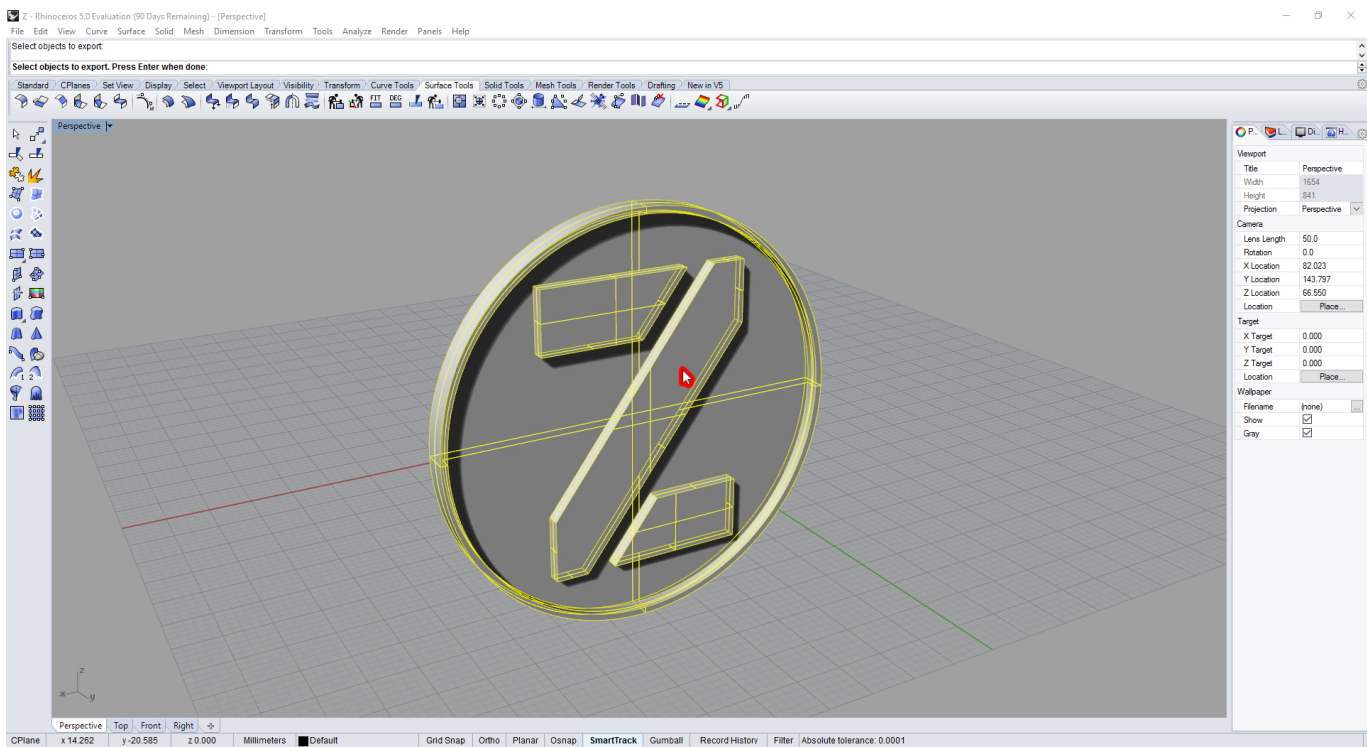
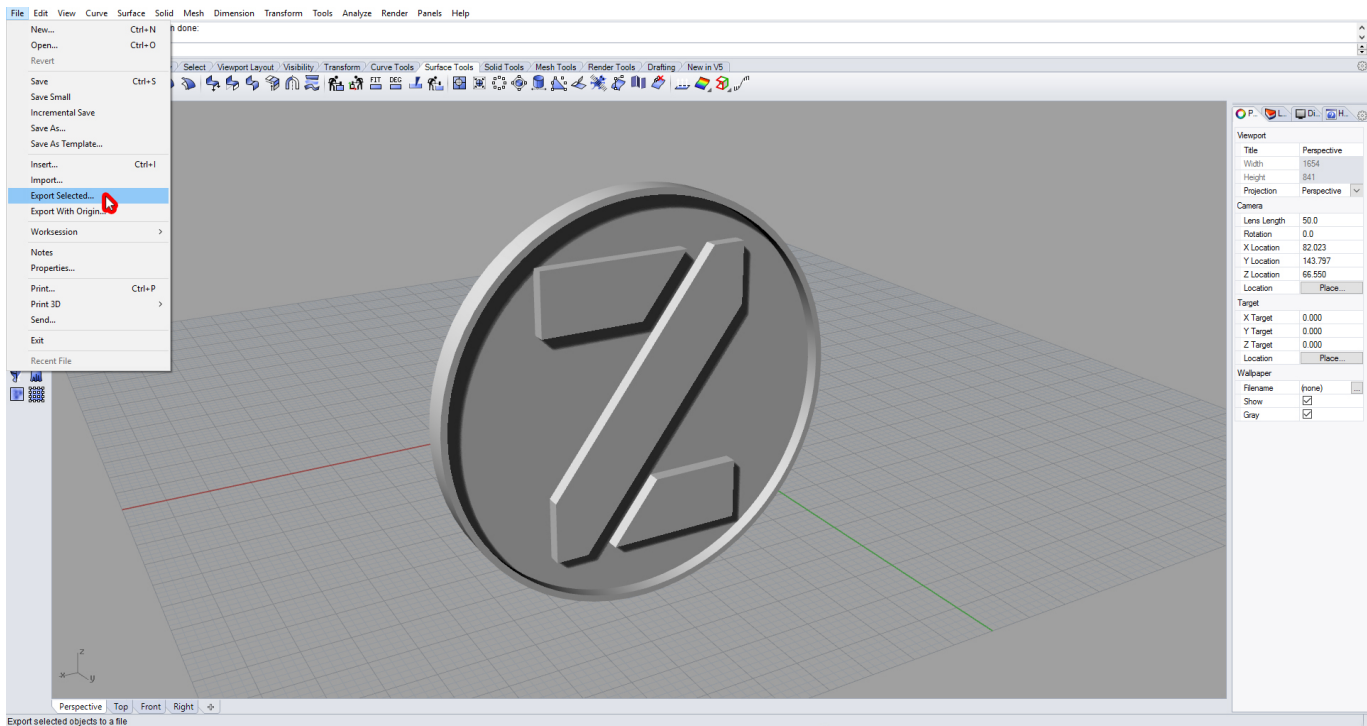
# Rhinoceros

Rhinoceros allows exporting STL files in two ways:

-from the menu bar, select **File > Export Selected**. Next, select the 3D model which you want export as an STL file, and then press Enter. In the pop-up window, select **STL (Stereolithography) (\*.stl)**, and click **Save**,

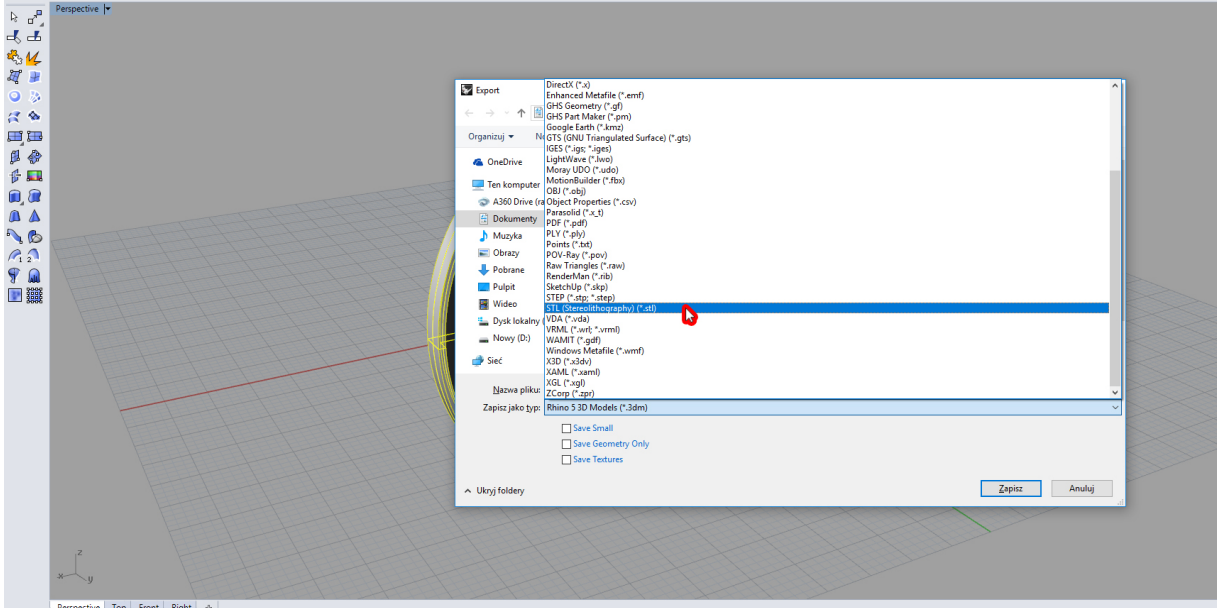
-from the menu bar, select **File > Save as**. In the pop-up window, select **STL (Stereolithography) (\*.stl)**, and click **Save**.





Select objects to export. Press Enter when done.

Select objects to export. Press Enter when done.



Viewport

Title	Perspective
Width	1654
Height	841
Projection	Perspective

Camera

Lens Length	50.0
Rotation	0.0
X Location	82.023
Y Location	143.797
Z Location	66.550
Location	Place...

Target

X Target	0.000
Y Target	0.000
Z Target	0.000
Location	Place...

Wallpaper

Filename	(none)
Show	<input checked="" type="checkbox"/>
Gray	<input checked="" type="checkbox"/>

Export

- DirectX (\*.x)
- Enhanced Metafile (\*.emf)
- GIS Geometry (\*.glt)
- GIS File Maker (\*.gfm)
- Google Earth (\*.Arms)
- GTS (GNU Triangulated Surface) (\*.gts)
- IGES (\*.igs)
- LightWave (\*.jwo)
- Moray UDC (\*.udc)
- MotionBuilder (\*.fbx)
- OBJ (\*.obj)
- A360 Drive (\*.a360)
- Object Properties (\*.csv)
- Parasolid (\*.x\_b)
- PDF (\*.pdf)
- Muzyka
- PLY (\*.ply)
- Points (\*.txt)
- Obrazy
- POV-Ray (\*.pov)
- Raw Triangles (\*.raw)
- Pobrane
- RenderMan (\*.rib)
- Pulpit
- SketchUp (\*.skp)
- STEE (\*.stee)
- Wideo
- STL (Standard Tessellation) (\*.stl)
- Dysk lokalny
- VDA (\*.vda)
- VRML (\*.vml)
- Windows Metafile (\*.wmf)
- Nowy (D)
- WAMIT (\*.gad)
- K3D (\*.k3d)
- Siec
- XAML (\*.xaml)
- Nazwa pliku:
- XGL (\*.xgl)
- ZComp (\*.zcp)

Nazwa pliku: Rhino 5.0 Models (\*.3dm)

Zapisz jako typ: Rhino 5.0 Models (\*.3dm)

Save Small  
 Save Geometry Only  
 Save Textures

Ukryj foldery

Zapisz Anuluj

# Sketchup

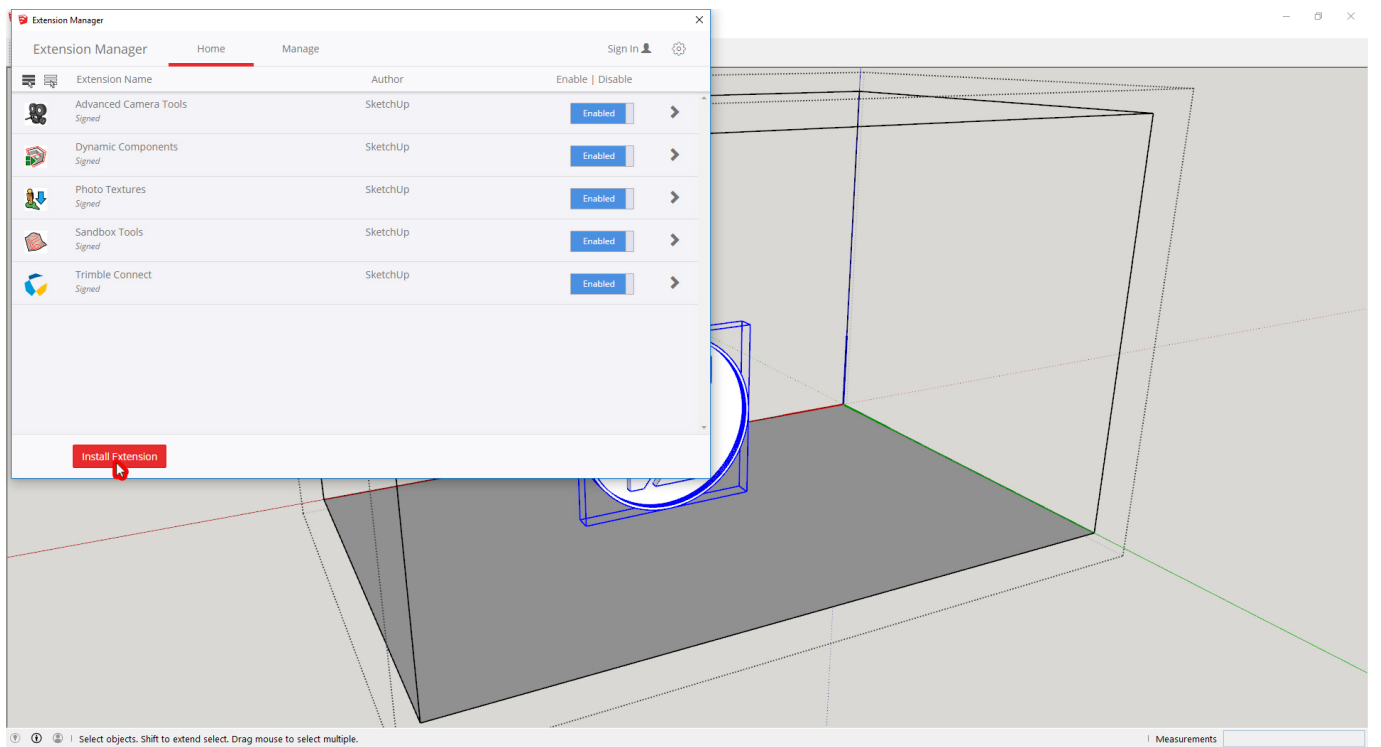
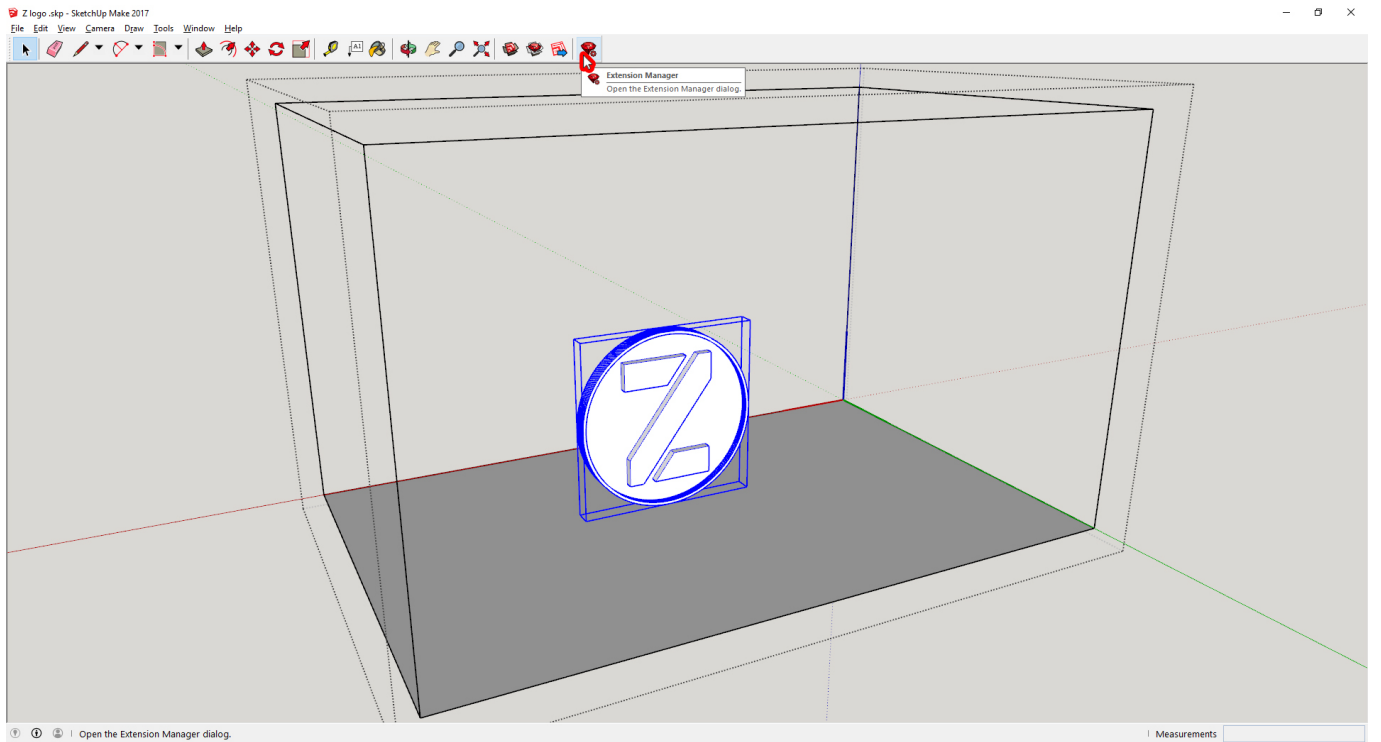
Sketchup requires a special plug-in allowing to export the model as an STL file. The plug-in is available for download [here](#).

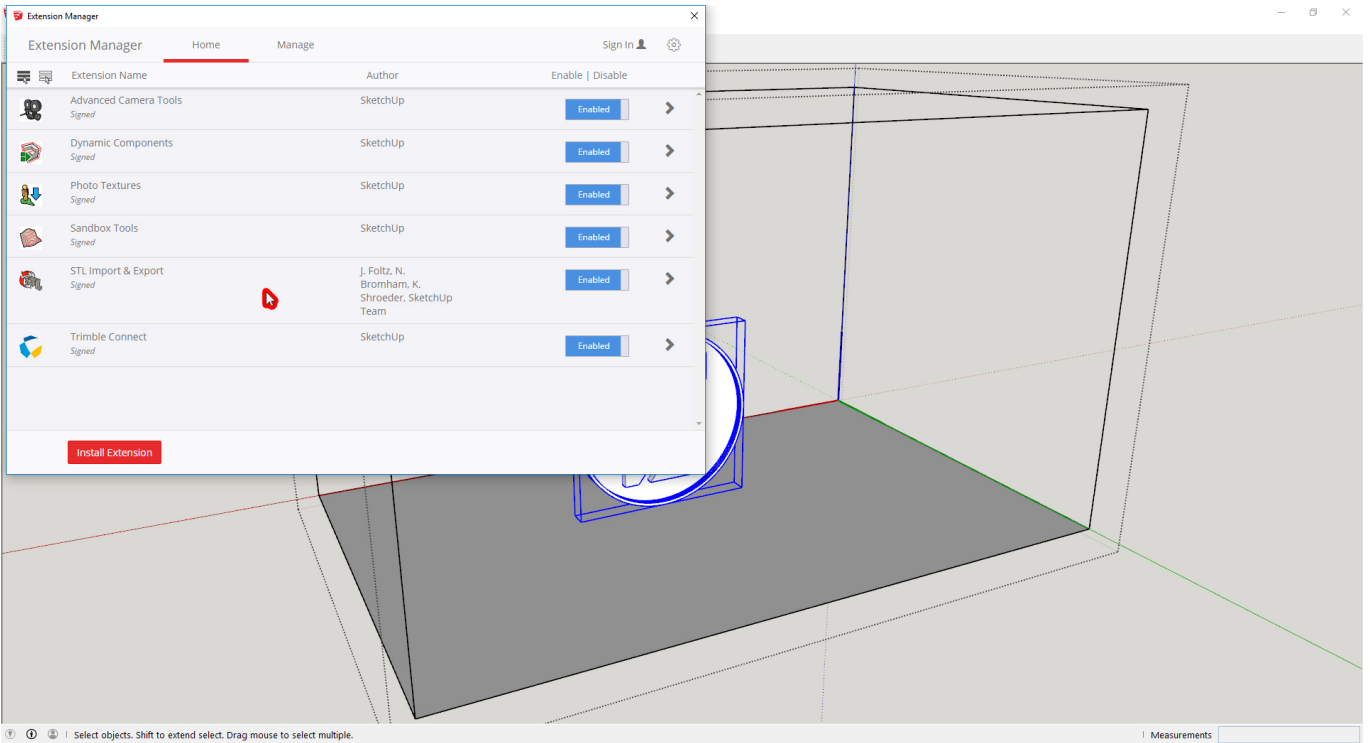
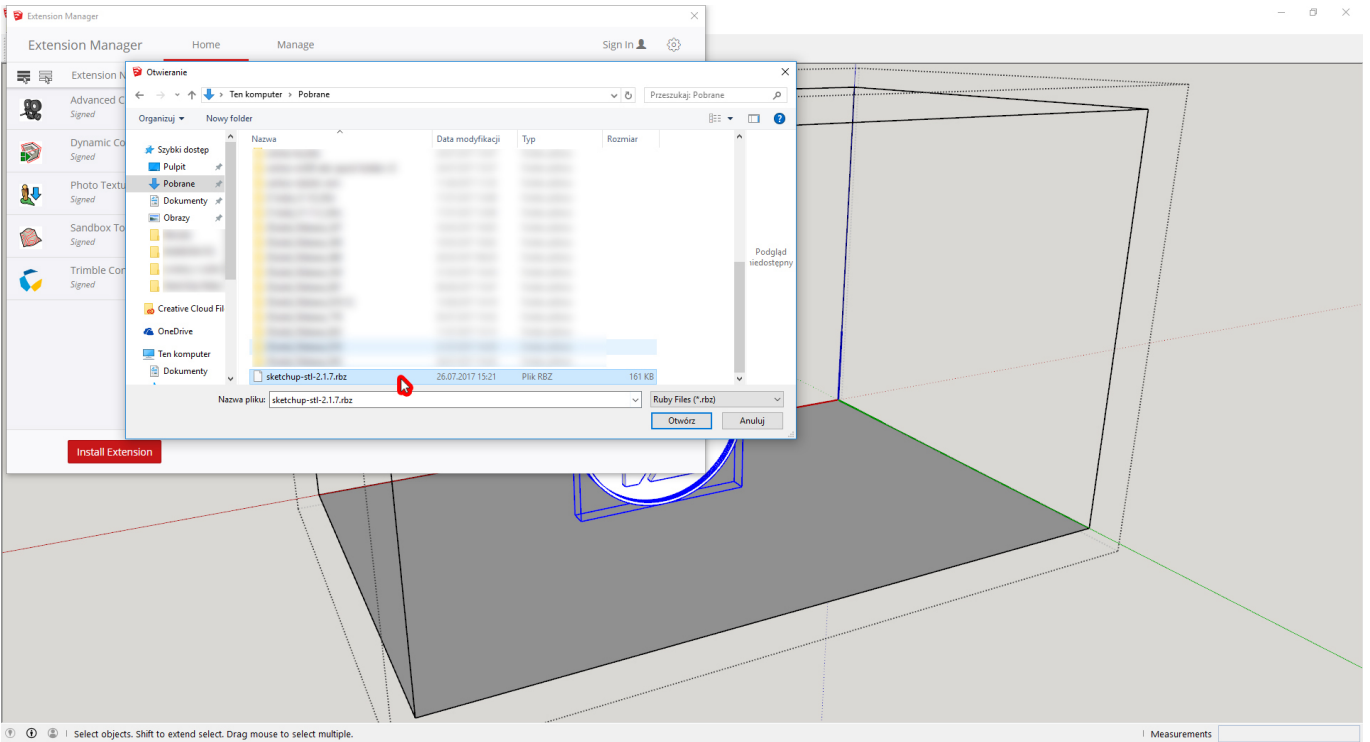
From the menu bar in Sketchup, select **Extension Manager**. In the pop-up window, click **Install Extension**. From the drop-down list, select the plug-in you've just downloaded, and click **Open**. The plug-in will be installed automatically.

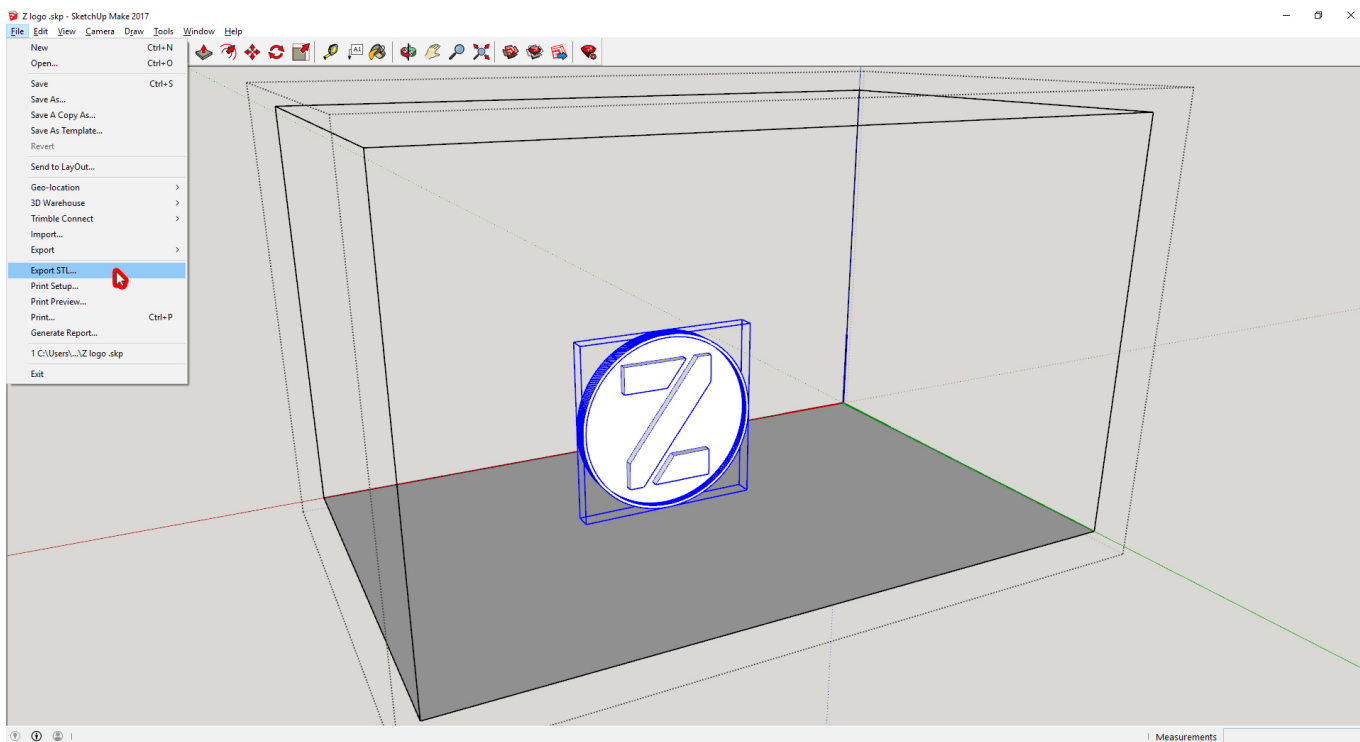
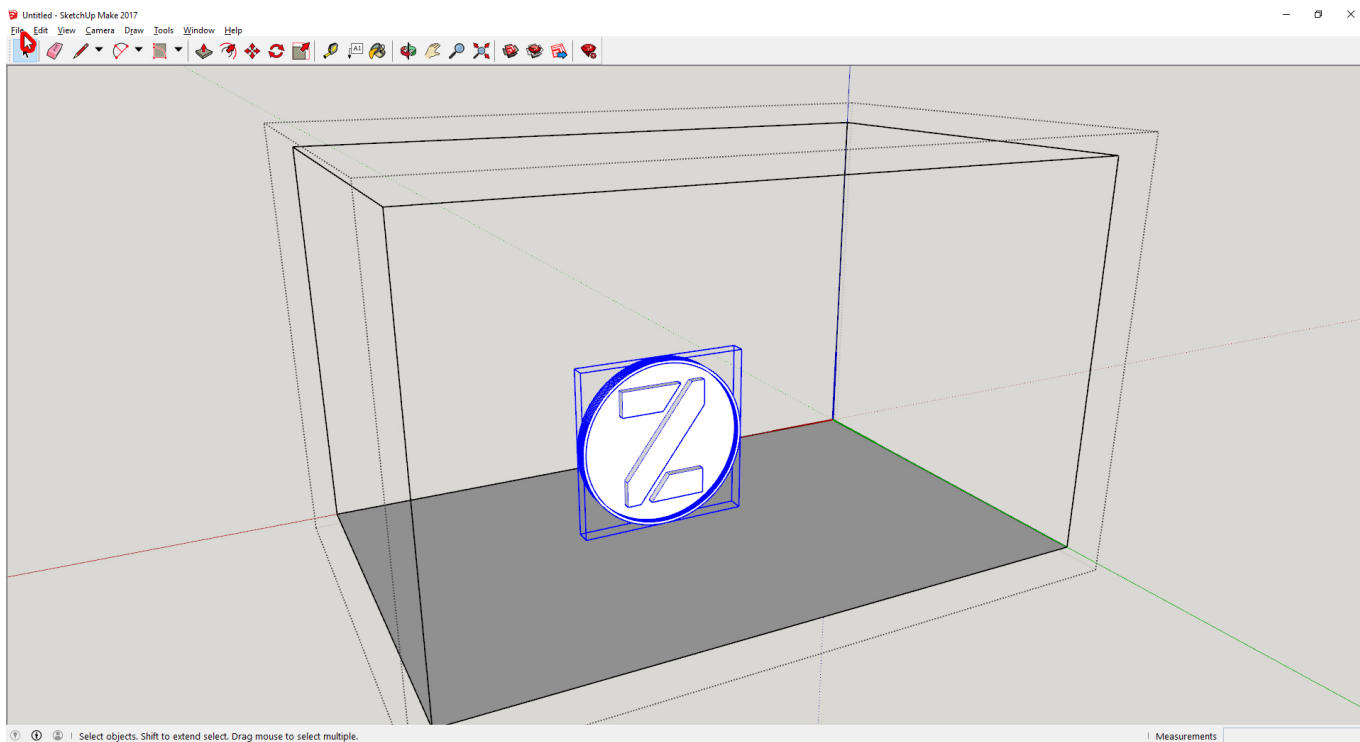
Once you've installed the plug-in, select **File > Export STL** from the menu bar, and click **Export**.

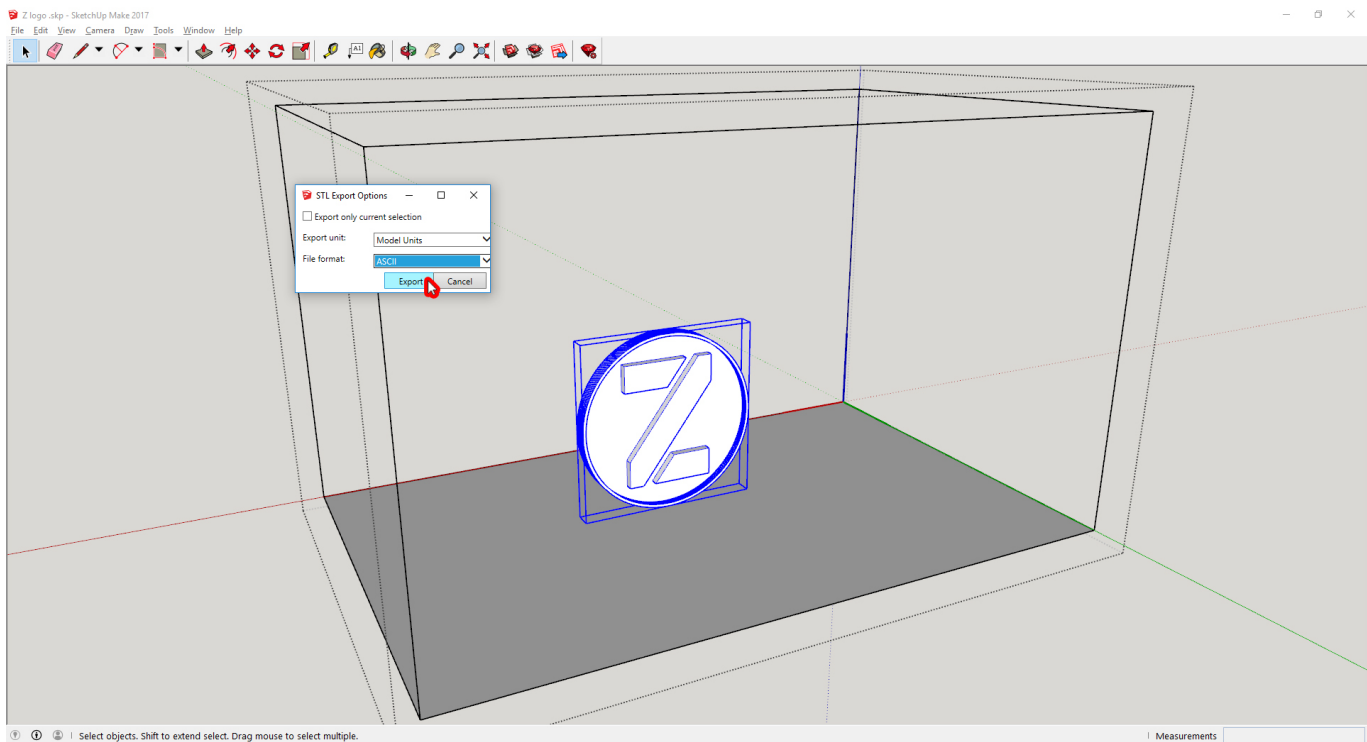


The screenshot shows the 'SketchUp STL' extension page on the 'Extension Warehouse' website. The page features a header with the extension name and a 'Download' button. Below the header is a preview image of the SketchUp interface showing a 3D model of a mechanical part. To the right of the preview is a sidebar with user statistics: 518030 users, 457 reviews, and a size of 160.68 KB. The sidebar also lists the version (2.1.7), release date (January 25, 2017), number of views (2341), and category (3D Printing). The industry list includes Architecture, Construction, Education, Engineering, Film & Stage, Gaming, Heavy Civil, Interior Design, Kitchen & Bath, Landscape Architecture, Urban Planning, and Woodworking. The sidebar also lists SketchUp compatibility (SketchUp 8, SketchUp 2013, SketchUp 2014, SketchUp 2015, SketchUp 2016, SketchUp 2017) and OS compatibility (Mac OS X, Windows). Below the sidebar are links for 'Extension Installation Help', 'Extension Warehouse Help', 'Knowledge Center', 'Forum', 'Ruby API Documentation', and 'SketchUp Pro Technical Support'. At the bottom of the page, there is a 'SketchUp Team' logo.



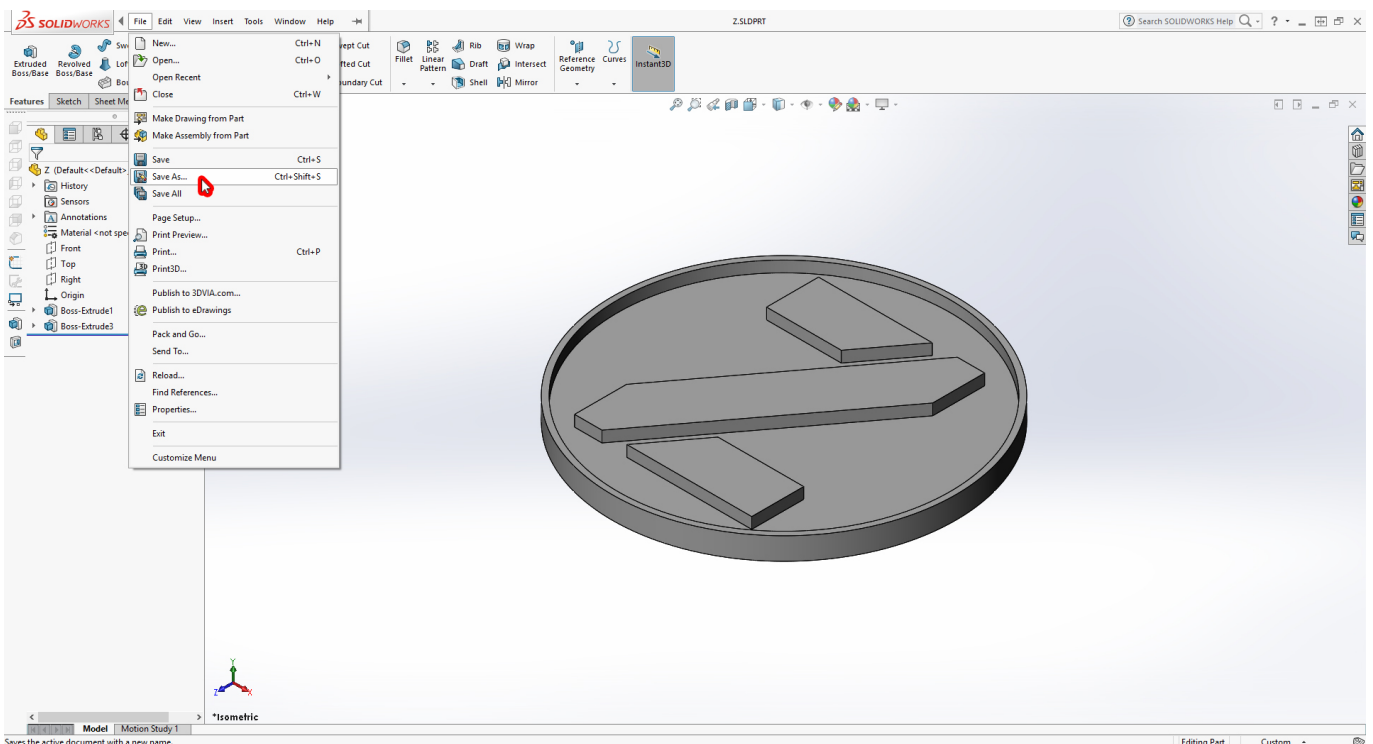
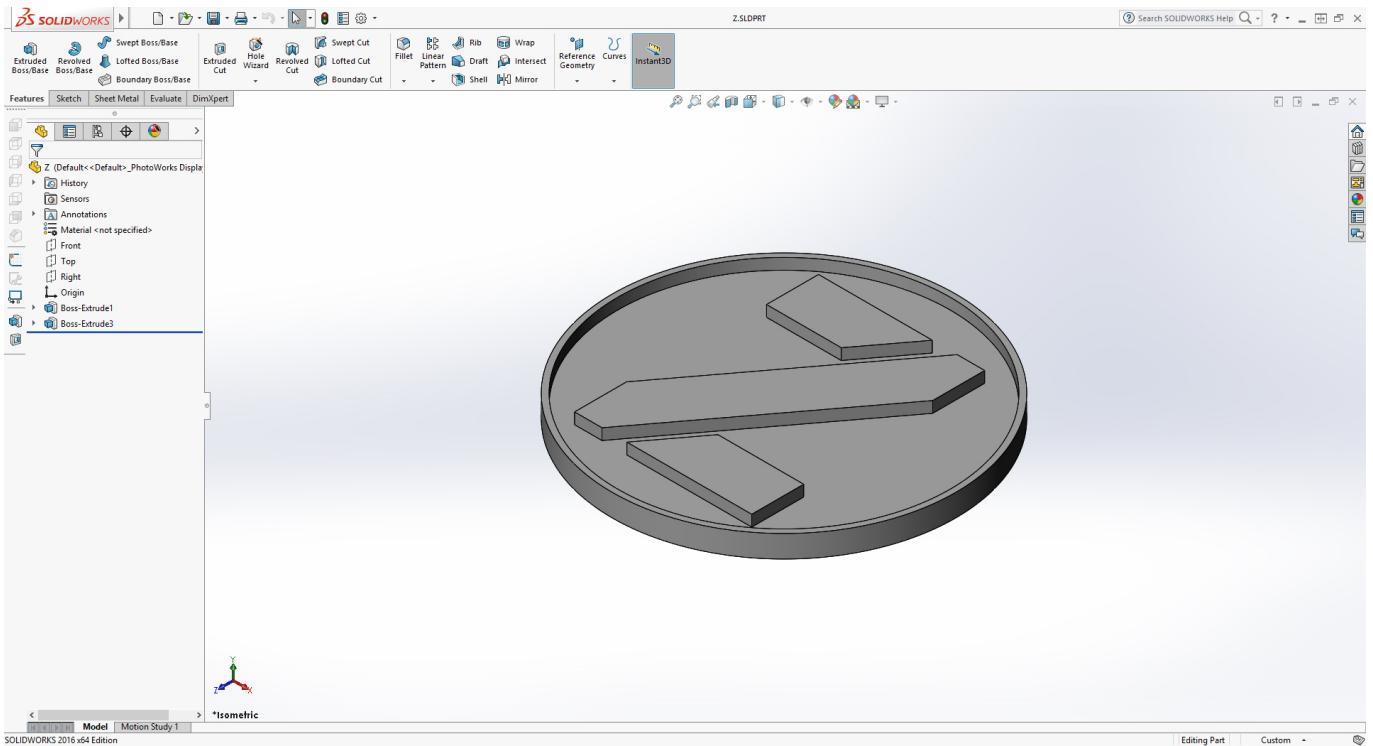


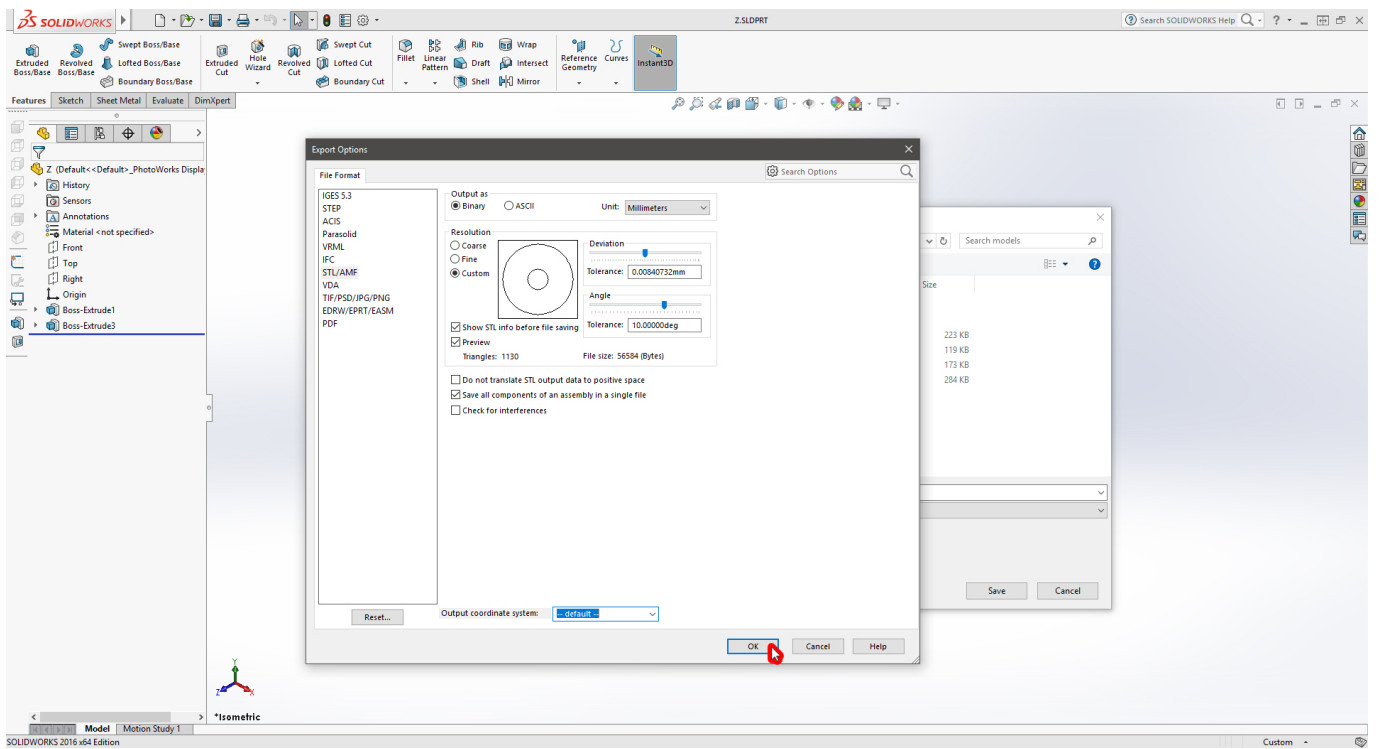
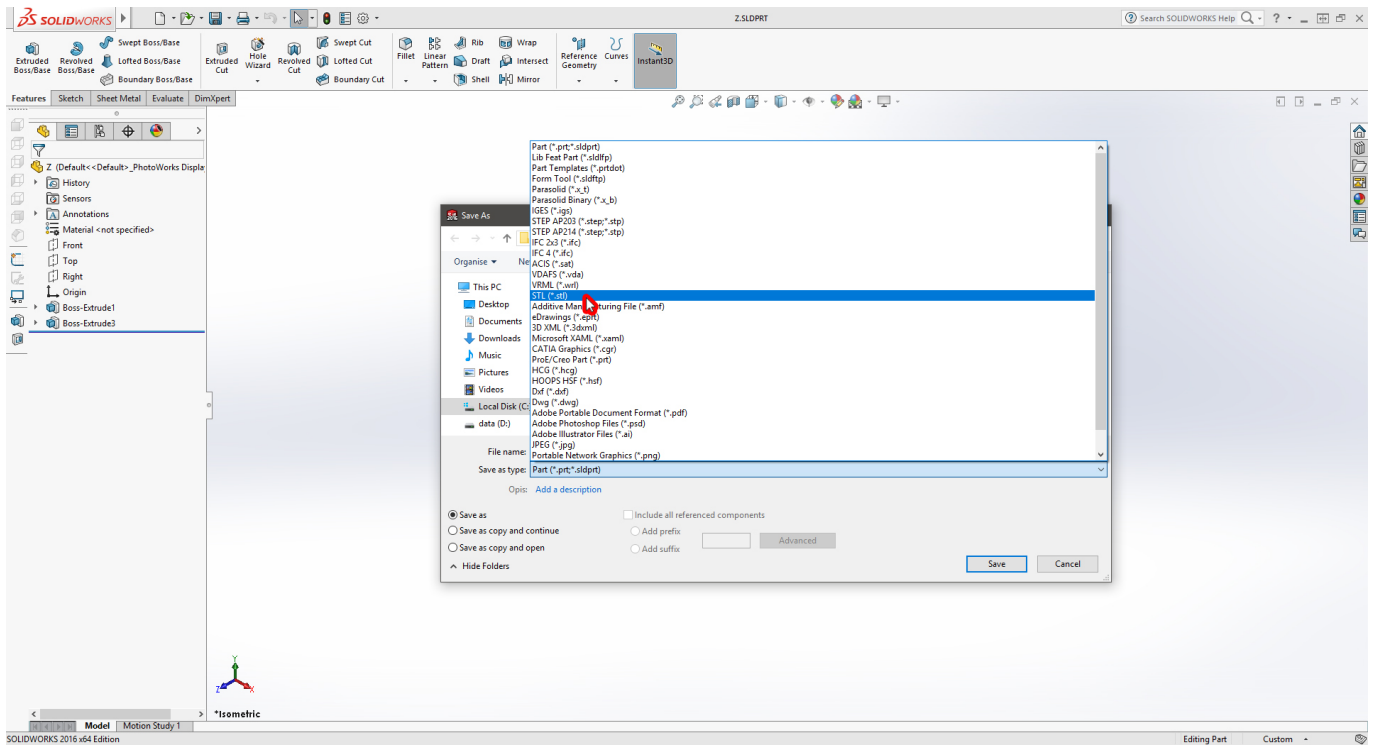




# Solidworks

From the menu bar, select **File > Save as**. Next, choose a location for your file, and from the **Save as type** drop-down list, select **STL (\*.stl)**, and click **Save**. If you want to increase the number of triangles, before you click **Save**, select **Advanced** and adjust the **Deviation** and **Angle** sliders to achieve the desired results.





# Tinkercad

To export the model as an STL file, click the left mouse button select it, and click **Export** button located on the left. In the pop-up window, select which elements should be included in the file, and choose **.STL**.

