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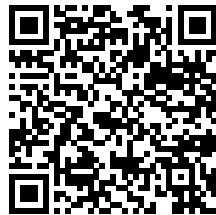


# Splitting STL using MeshMixer

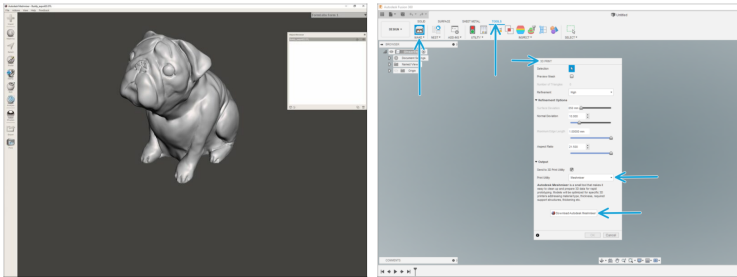


[help.prusa3d.com/g106112](https://help.prusa3d.com/g106112)

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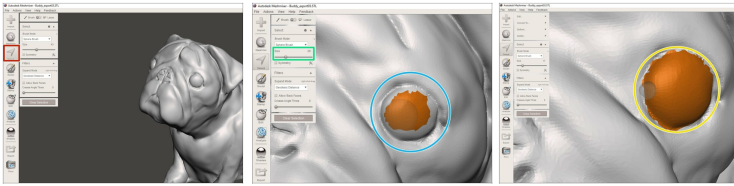


### STEP 1 Launch MeshMixer



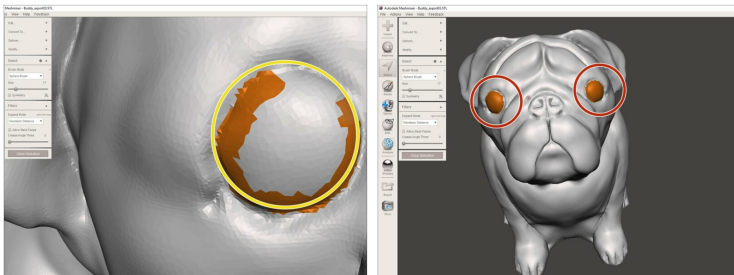
- ❶ Software used in this tutorial is Autodesk Meshmixer, you can download it at: [meshmixer.com/download.html](https://meshmixer.com/download.html)
- 🔵 If you are using Fusion 360, you can download MeshMixer from there. In DESIGN workspace, visit the TOOLS tab, go to MAKE, 3D Print, select MeshMixer as a Print Utility and click Download.
- ❶ Install MeshMixer on your PC or Mac.
- 🔵 Import your STL file in MeshMixer.

## STEP 2 Select 1st eye



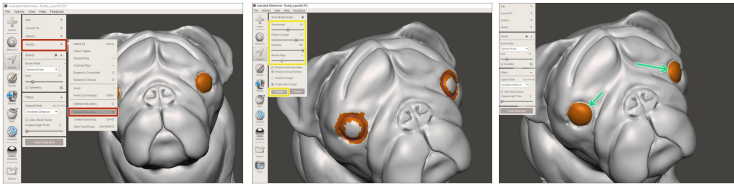
- Go to **Select**.
- Adjust Brush **Size**.
- Use mouse left-click to select mesh triangles.
- Finish selecting first Pug's eye.
- ⓘ To unselect mesh triangles: on Windows hold CTRL and mouse left-click, on MacOS hold CMD and mouse left-click.
- ⓘ Tip: Check the box Symmetry and set the symmetry plane to select both sides on symmetrical models.

## STEP 3 Select 2nd eye



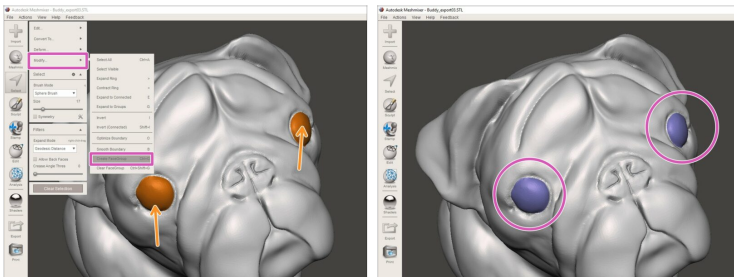
- Use the same method as in Step 2 to select second eye.
- Keep both eyes selected.

## STEP 4 Smoothing the selection boundary



- ◆ In **Modify** option choose **Smooth Boundary**.
- ◆ Set smoothing options and click on **Accept**.
- ◆ Eyes boundary are now smoothed.
- ⓘ Decrease Border Rings number to prevent boundary overlapping.

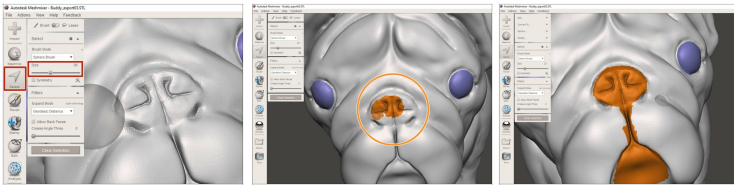
## STEP 5 Creating Facegroup



- ◆ While having eyes area selected go to **Modify** and choose **Create FaceGroup**.

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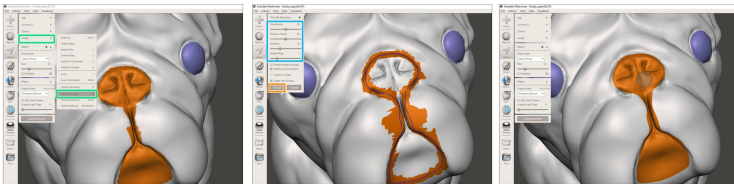
## STEP 6 Selecting the muzzle surface



- ◆ Continue with selecting the muzzle surface.
- ◆ Click on **Select** and adjust the brush **Size**.
- ◆ Select the muzzle surface.

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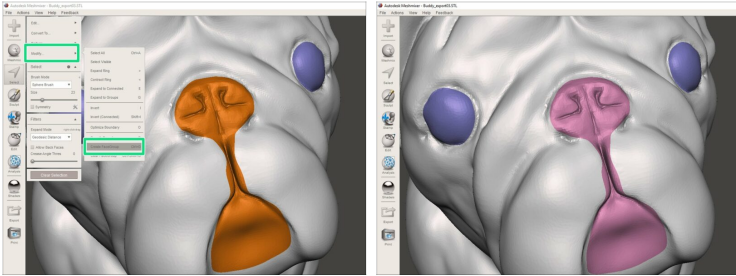
## STEP 7 Smoothing of the muzzle part



- ◆ Go to **Modify** and select **Smooth Boundary**.
- ◆ Adjust smoothing settings.
- ◆ **Accept** the changes.

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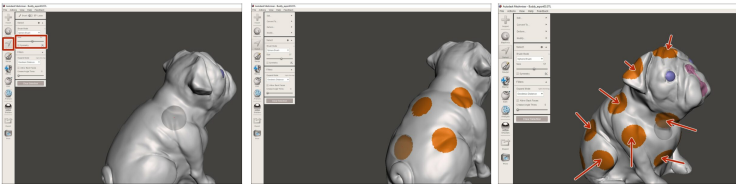
## STEP 8 Separation of the muzzle part



- Keep the muzzle part selected.
- Go to **Modify** and choose **Create FaceGroup**.

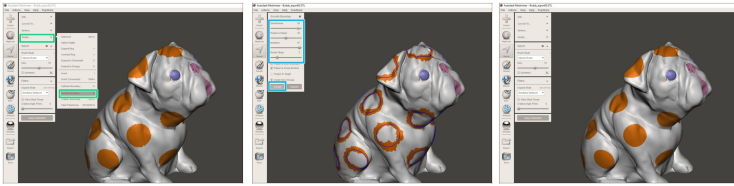
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## STEP 9 Selecting the dalmatin dots



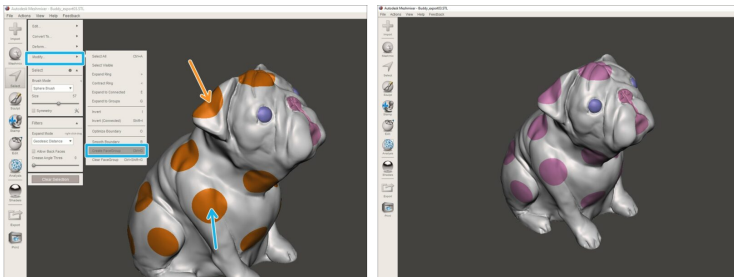
- Continue with selecting dalmatin dots surfaces.
- Click on **Select**, set the brush **Size** and pick the relevant surfaces.

## STEP 10 Smoothing dalmatin dots boundary



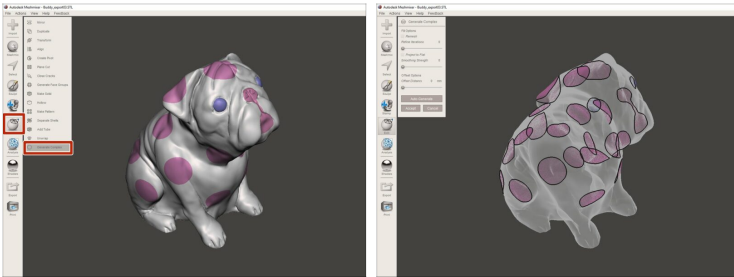
- Go to **Modify** and choose **Smooth Boundary**.
- Adjust boundary options and **Accept** changes.

## STEP 11 Creating dalmatin dots FaceGroup



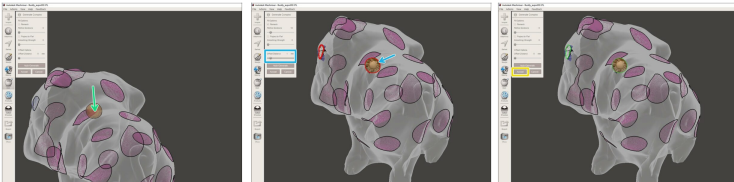
- Keep the surfaces selected.
- Go to **Modify** and choose **Create FaceGroup**.

## STEP 12 Generating complex geometry



- Go to **Edit** and choose **Generate Complex**.

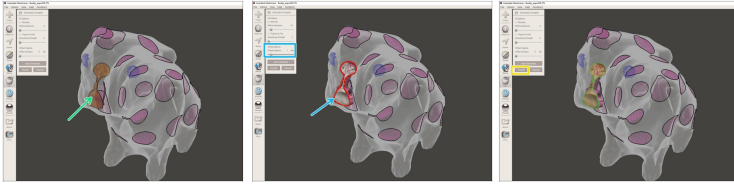
## STEP 13 Offsetting the eye geometry



- Double-click on eye geometry.
- Click on the boundary - when the boundary goes red the **Offset Distance** option is enabled. Set the proper offset distance.
- Click on **Accept**.

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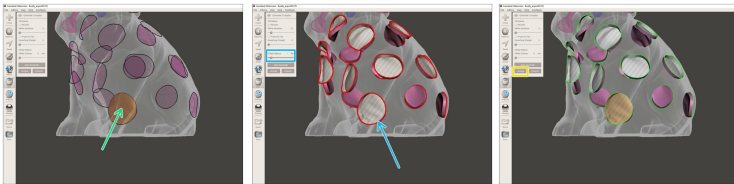
## STEP 14 Offsetting the muzzle geometry



- Go to **Edit** and choose **Generate Complex**.
- Double-click on muzzle geometry.
- Click on the boundary - when the boundary goes red the **Offset Distance** option is enabled. Set the proper offset distance.
- Click on **Accept**.

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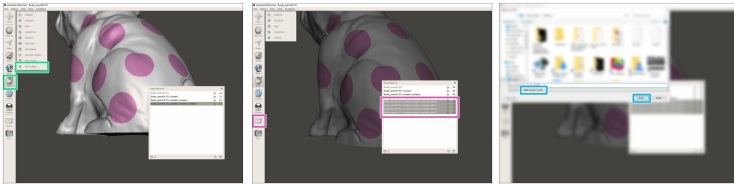
## STEP 15 Offsetting the dalmatin dots geometry



- Go to **Edit** and choose **Generate Complex**.
- Double-click on dots geometry.
- Click on the boundary - when the boundary goes red the **Offset Distance** option is enabled. Set the proper offset distance.
- Click on **Accept**.

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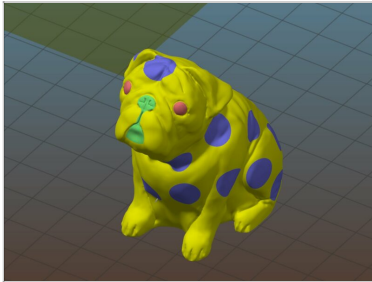
## STEP 16 Splitting complex geometry



- ◆ Stay in **Edit** submenu and choose **Split Complex**.
- ◆ This will generate from each FaceGroup separated geometry. New objects will appear in Object Browser. Click on **Export**.
- ◆ **Save** the file. The .amf files works just great.

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## STEP 17 Loading .amf into PrusaSlicer



- ◆ **Load .amf file into the PrusaSlicer**
- ◆ Continue by Generating G-code for Multi Material print.



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