

14:00	Intro to 3D printing – Craig McDonald <ul style="list-style-type: none"> • What is 3D printing • What can you make? • Basic design rules
14:30	Introduction to 3D modelling – Craig McDonald <ul style="list-style-type: none"> • Overview of Fusion 360 • How 2D shapes lead to 3D structures • Basic tools required
15:00	Worked example – Mairi Shepherd <ul style="list-style-type: none"> • Step by step how to create a PCR to 1.5ml Eppendorf adapter. Follow along on own laptop.
15:30	Practical session – recreate a 3D model that has been previously printed
16:30	Finish designs and brainstorm new ideas
	Beers, Pizza, Debrief

14:00	Introduction to 3D printing practicalities – Megan Davies <ul style="list-style-type: none"> • How to choose the best material for the job
14:30	Introduction to slicing software – Craig McDonald <ul style="list-style-type: none"> • Overview of Cura • How to improve print quality - which settings matter most? • Slicing the model • Multicolour printing • Brim vs raft vs skirt
15:00	Common 3D printer pitfalls – Craig McDonald <ul style="list-style-type: none"> • What does a good first layer look like? • How to fix an ugly print.
15:30	Practical session: <ul style="list-style-type: none"> • Discuss ideas from previous session • Troubleshoot designs • Provide suggestions for things to print
16:30	Begin printing any finished ideas
	Beers, Pizza, Debrief

14:00 – 17:00	Optional drop in session: <ul style="list-style-type: none"> • Troubleshoot any unfinished designs • Discuss ideas • Collect printed objects
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