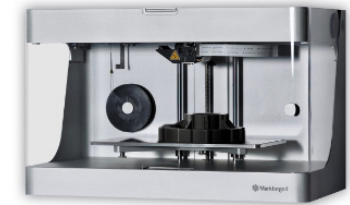


# 3D LAB PRINTER SPECS



PRINTER	<a href="#">PRUSA i3 MK3S/MK4</a>	<a href="#">PRUSA XL</a>	<a href="#">Form 3</a>	<a href="#">Markforged Mark 2</a>
<b>BUILD VOLUME</b> (L x W x H)	250 x 210 x 210 mm 9.84 x 8.3 x 8.3 in	360 x 360 x 360 mm 14.17 x 14.17 x 14.17 in	145 x 145 x 185 mm 5.7 x 5.7 x 7.3 in	320 x 132 x 154 mm 12.6 x 5.2 x 6 in
<b>LAYER RESOLUTION RANGE</b>	0.3 - 0.05 mm	0.3 - 0.05 mm	0.3 - 0.025 mm	0.1 - 0.25 mm
<b>MATERIAL</b>	<a href="#">1.75 PLA</a> and <a href="#">TPU</a> only	<a href="#">1.75 PLA</a> and <a href="#">TPU</a> only	<a href="#">Formlabs Resin</a> <a href="#">Formlabs Flex Resin</a>	<a href="#">Onyx</a>
<b>FEATURES</b>	<ul style="list-style-type: none"> <li>- Small parts print quickly</li> <li>- Models can be sanded, drilled, cut, melted, painted, etc.</li> <li>- Can bring in your own filament (UPON TECHNICIAN APPROVAL)</li> <li>- Fine detail is lost/melted in small parts</li> <li>- Thin areas can crack, break, or snap easily.</li> <li>- Complicated forms require support structures.</li> </ul>	<ul style="list-style-type: none"> <li>- Larger print bed than MK3S/MK4</li> <li>- Small parts print quickly</li> <li>- Models can be sanded, drilled, cut, melted, painted, etc.</li> <li>- Can bring in your own filament (UPON TECHNICIAN APPROVAL)</li> <li>- Fine detail is lost/melted in small parts</li> <li>- Thin areas can crack, break, or snap easily.</li> <li>- Complicated forms require support structures.</li> </ul>	<ul style="list-style-type: none"> <li>- Prints fine detail well</li> <li>- Fully solid parts</li> <li>- Less residual support</li> <li>- Smoother finish</li> <li>- Limited bed size</li> <li>- Longer print time</li> <li>- More expensive</li> </ul>	<ul style="list-style-type: none"> <li>- specialty nylon filament with the option of kevlar/carbon fiber reinforcement</li> <li>- need special permission from 3D/CNC department first, by request only</li> </ul>

\*For further questions, please feel free to email [3dlab@newschool.edu](mailto:3dlab@newschool.edu)