Getting Started in BambuStudio

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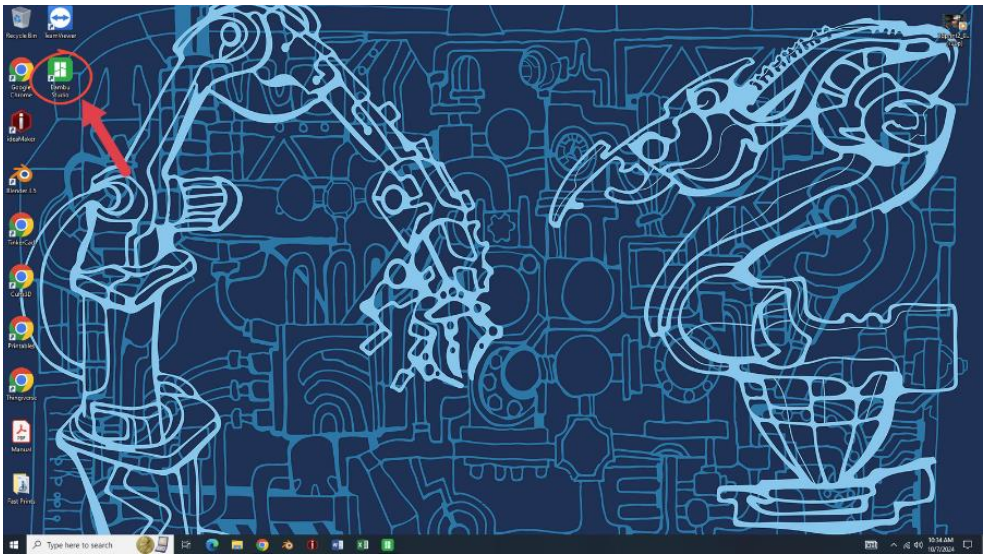
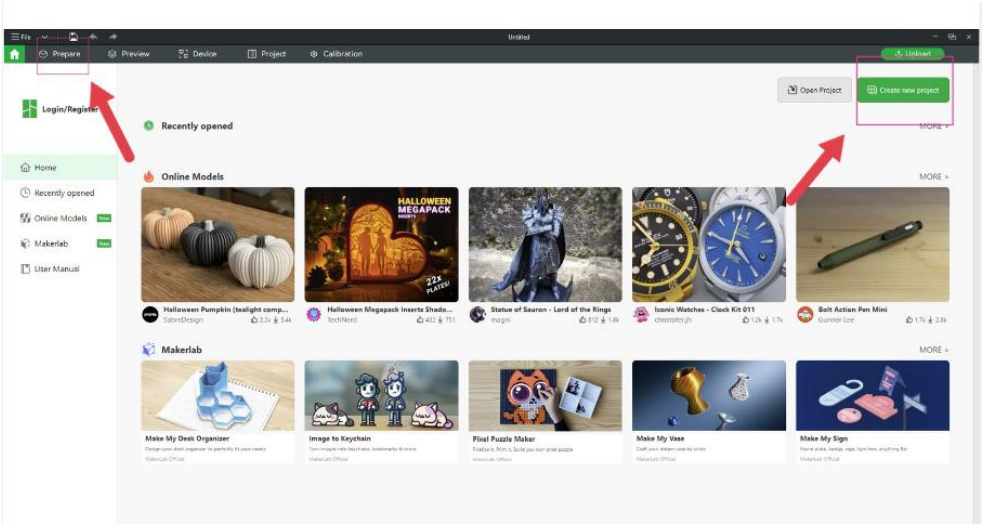
First Startup

Accessing BambuStudio

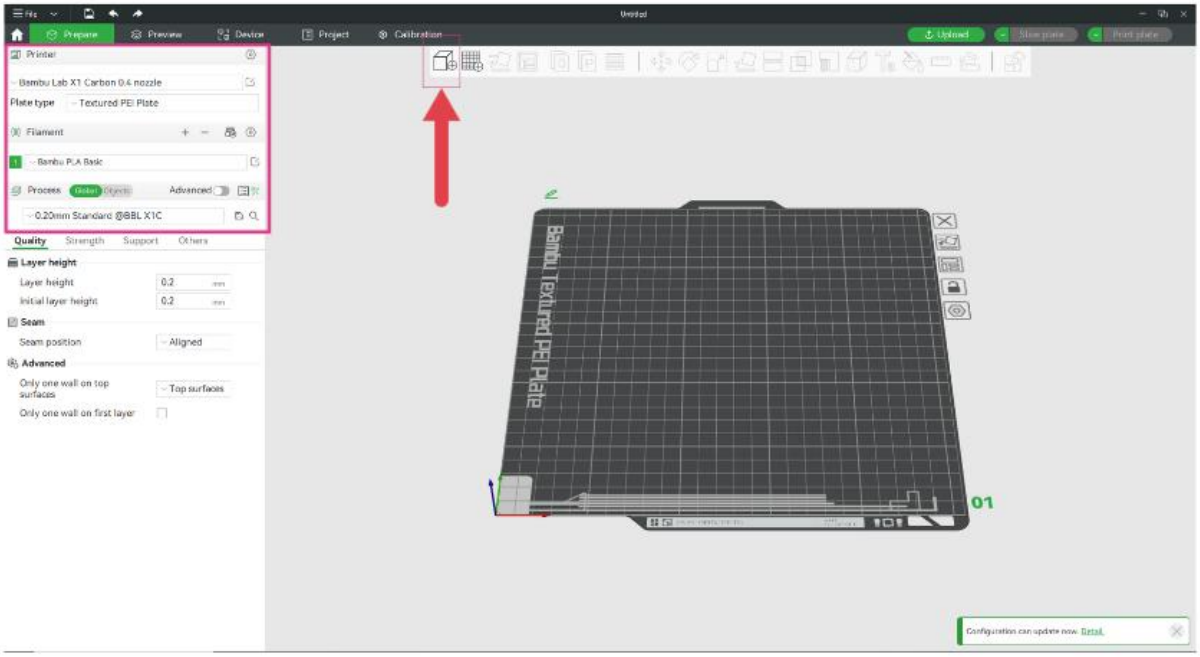
BambuStudio is the editing and slicing software specified to Bambu Studio printers. To access BambuStudio, click on the icon in the top left of the desktop.



This will open the BambuStudio Home Page. From here Makers can either import a model, view any recently opened projects, view online models that users have submitted either on MakerWorld or BambuStudio itself, or read any quick User Guides that BambuLab have provided.



Makers can import models from the *Create New Project* button, located at the top right of the screen, which will open the *Prepare* section, or open the *Prepare* section itself. The *Prepare* section opens the build viewer with the printer specifications on the left-hand side. The import model button is located on the far left of the toolbar.



Controls:

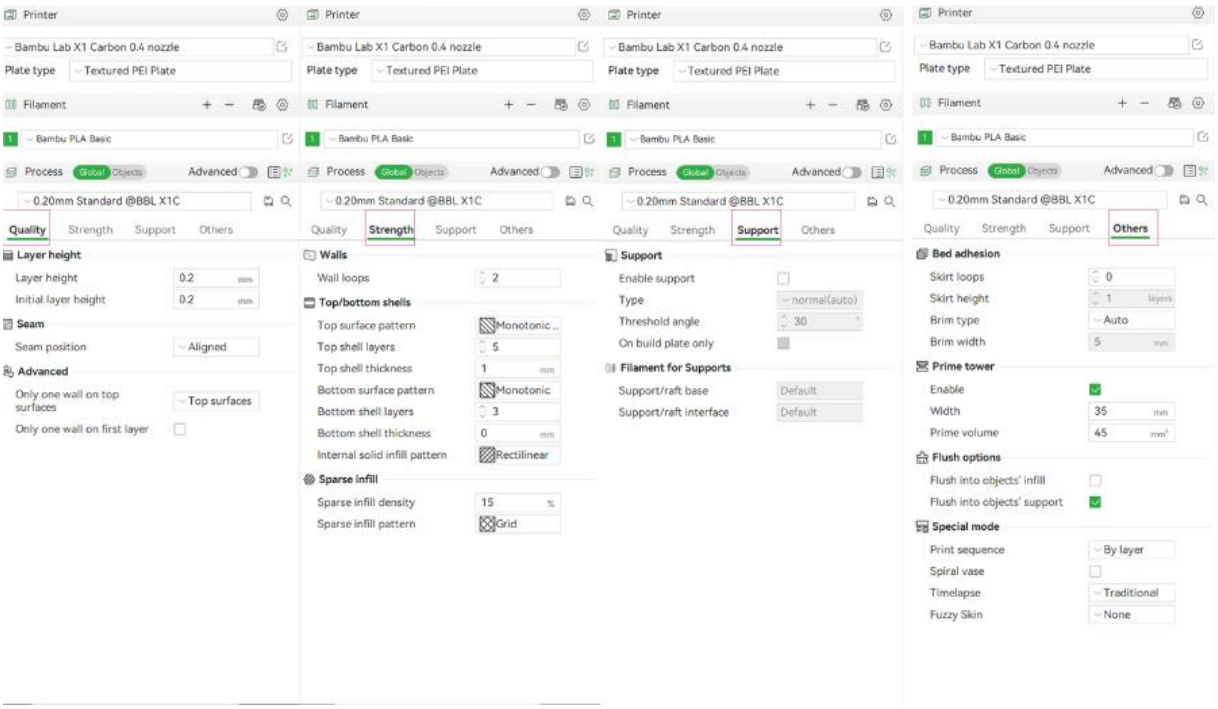
To change the position of the view, click and hold the Right Mouse Button or the Middle Mouse Button. To change the angle of the view, click and hold the Left Mouse Button. To zoom in or out, use the scroll wheel.

Disclaimer: Makers will only use BambuStudio for Bambu Lab printers.

Project Workflow

Process Settings:

Once BambuStudio is open and the model is imported, there are many settings that are able to be individually manipulated. **Quality**, **Strength** (infill, density, walls, etc), and **Supports** as well as any platform additions can be changed and adjusted in these sections. This is all located on the left side banner on the lower section.



Quality:

Controls the layer height and resolution at which each layer is printed at, as well as the seam positioning.

Strength:

Controls the number of walls, infill pattern and density, and the thickness of the base.

Support:

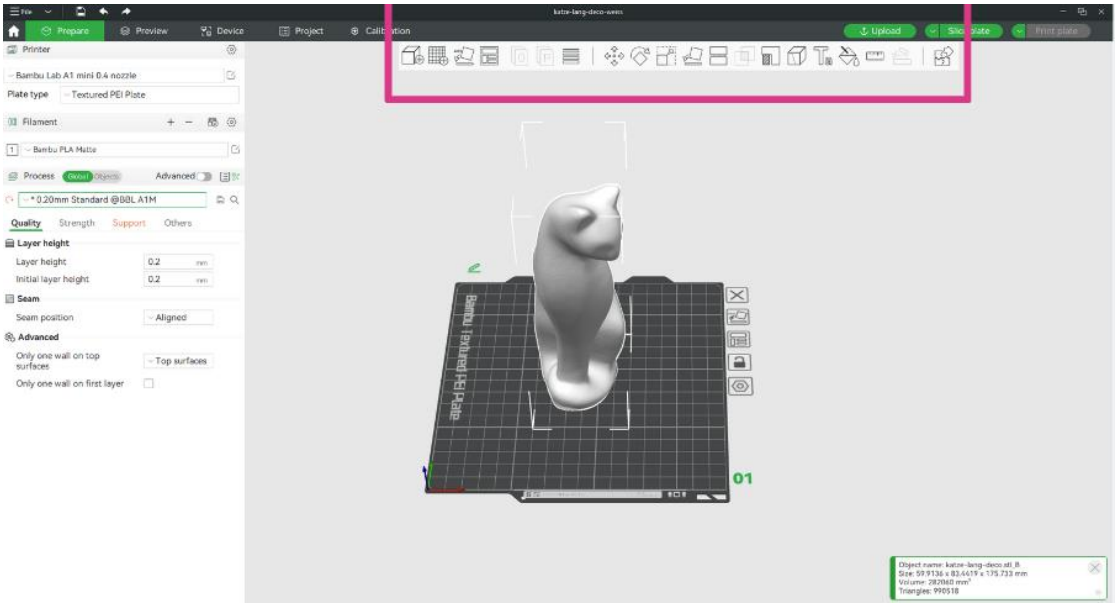
Controls supports. Can change the support pattern, the size of the support pillar and the overhang angle.

Others:

Controls any platform additions for bed adhesion and any print towers that need to be made.

Manipulating the Model

All model manipulation settings can be found in the toolbar.



Each button has a different job, as well as different keyboard shortcuts to easily manipulate the model. In order to affect the model with these tools, the model must be highlighted by the white bounding box. To affect multiple models, hold shift and the left mouse button and highlight the models needed.

Import Model:

Will open the files on the desktop to import models. [**Ctrl+I**] 

Add Build Plate:

Will add another build plate to better visualize multi part models that can be individually changed, as well as rename each plate for better project organization. 

Auto-Orient:

The BambuStudio software reads the faces of the model and places it on what it calculates as the flattest surface on the model. 

Arrange All Objects:

The BambuStudio software reads the model dimensions and places it on the most efficient position for the printer. [**A**] or [**Shift+A**] 

Split to Objects/Split to Parts:

A tool that can be used to easily split up complicated models. 

Variable Layer Height:

Tool that can adjust the layer height as the model is nearing the topmost layers. Can provide a smoother surface feeling for rounded models. 

Move:

Moves the model around the build area. [**M**] 

Rotate:

Changes the degree of rotation of the model. [**R**] 

Scale:

Change the size and ratio of the model, whether it be uniform or only affecting one axis. [**S**]

Lay on Face:

This tool will read the model selected on the build plate and display a range of highlighted areas where the software reads there is a flat plane on the model. [**F**] 

Cut:

Cut different sections of the model into separate pieces using a linear or planar cutter. Used for more complex models that can not be printed as one. [**C**] 

Mesh Boolean:

Boolean describes a merging process between two models. Mesh is the series of faces, and vertices that make up a model. This tool can be used to combine or subtract certain areas of two models that intersect. [**B**] 

Supports Painting:

This tool is used to customize support placement on a model using a paint tool. [**L**] 

Seam Painting:

This tool is used to customize seam placement on a model. [**P**] 

Text Shape:

This tool is used to add custom Text Polygons onto the model in a custom location. [**T**] 

Color Painting:

This tool is used to differentiate areas that need different colors of filament, providing more creativity to Makers. [**N**] 

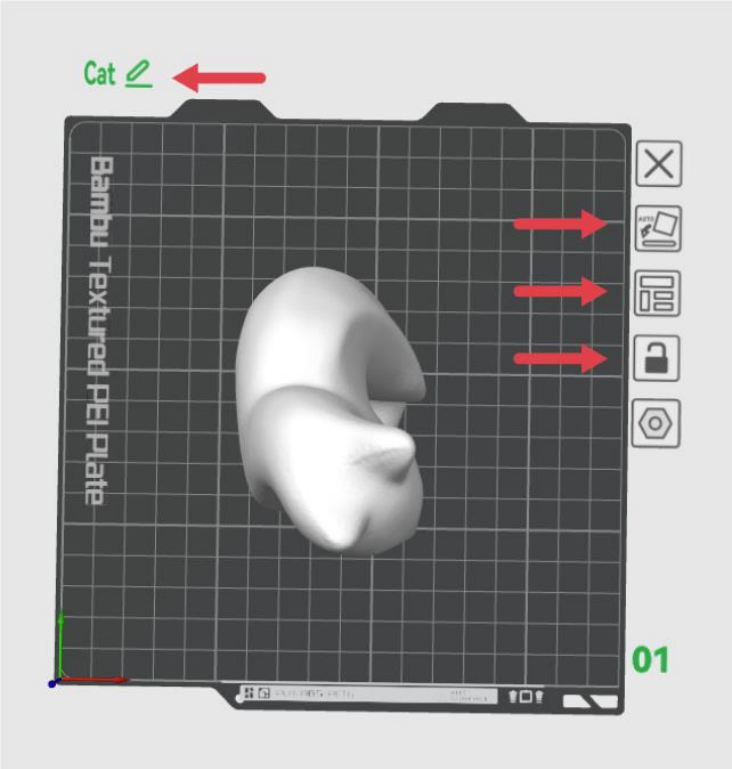
Measure:

This tool is used to measure the distance between two points on the build plate. [**U**] 

Assemble/Assembly View:

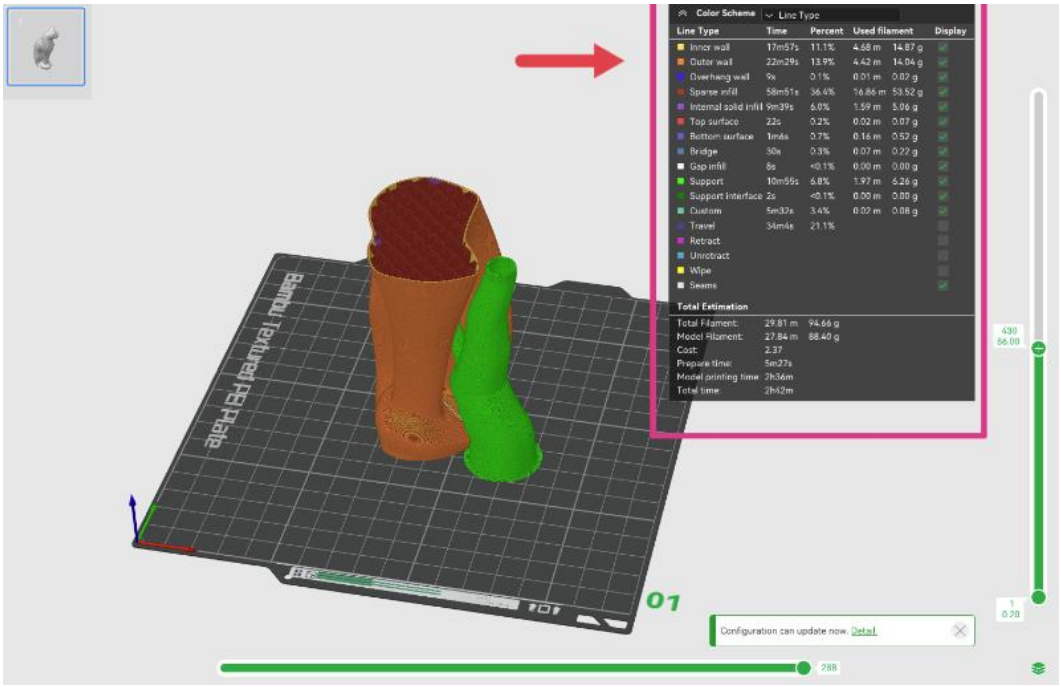
Used to view multi-piece models put together to visualize a completed piece.

The Auto-Orient and Variable Layer Height buttons are also located to the right of the build plate, and the plate is able to be locked, so as not to be affected by any settings that are changed on the other build plates.



Preview

Once the settings are set for the model, Makers can then move onto the *Preview* tab to view the sliced version of said model. This is where BambuStudio creates the different layers and instructions that make the model. The vertical sliding bar allows us to see the layers, and the horizontal sliding bar is for seeing the movement of the printer head at each layer and shows what the exact G-Code for each movement at that layer. BambuStudio will also provide helpful tips in the bottom right of this screen as it slices.



View Types

BambuStudio provides different **Views** to help better understand the processes that are being created as the model forms. The most prominent is the Line Type View.

The **Line Type View** has the different types of layers in different colors and lists exactly how much of each type makes up the model. It also shows how much time, filament, and the overall cost of the model.