IT'S NOT THAT CAMERA IN BLENDER
COMPUTER AIDED MACHINING IN BLENDER
CNC MACHINES

- Used for milling into many materials
- Industry standard for manufacturing parts, moulds
- 3 – n axes
- Compared to 3d printers, take away material, not add it
- In the future perspective, still usefull for work in natural materials – not replaceable
CAM PROCESS
BLENDER CAM

• Add-on for blender
• 2.5 years of continued development, tested on many machines
• Fills a hole in the open source world
• Reasonably fast with meshes of up to several million polygons
• Has a small community of people helping out
• 10-20 downloads per day
FEATURES

- different strategies (some experimental)
- features to limit operation space = save machining time
- Bridges
- Possibility to define chains
- Export for many machines – Heeks NC library
- Simple shape packing
WORKFLOW

1. Create what you want
2. Get it into blender, if you created it elsewhere
3. Think!
4. Make the toolpaths
5. Run the simulations
6. Export the gcode
7. Watch the machine do your artwork. Be close to the red button. If you have to hit the red button, return to step 3.