SURFACE **FINISHING**

ONE3D



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PLASTIC MATERIALS

Plastic materials

The standard for our plastic parts 'output quality are the basic operations that we always perform with all materials. At the end of the production process, we clean the surface from powder and blast it with an abrasive for refinement. Transparent parts are cleaned of resin and cured with UV light.

Below you can see all of our plastic materials in basic finishes.



SLA - WaterClear Transparent material



SLS - PA2200 Polyamide 12



SLS - PA3200GF Polyamide 12 + Glass filled



MJF - PA12 Polyamide 12



MJF - TPU Ultrasint



Basic processing of plastics

At the end of the production process, each plastic part is carefully cleaned of powder and blasted with an abrasive to achieve a smoother surface. Standard post-processing of plastic parts are sanding and machining.



Sanding We use a combination of automatic manual tools for sanding.



Machining

We use 5-axis CNC machine to meet the precise dimensions and tolerances or to improve surface quality.

Transparent SLA

After the production is complete, the parts are in the so-called raw state. In order to achieve the desired properties, the parts are then cleaned from resign and UV cured. During post-processing we can finish the surface with milky glass effect or apply spray painting.



Raw material The raw parts typically have a smooth surface and visible building layers. Post-processing is required.



Abrasive blasting More even surface finish with milky glass effect is achieved by blasting the surface.



Spray painting Applying the clearcoat will result in fully transparent SLA part with no tint.







Thanks to this technology, parts in hard-to-reach structures and surfaces can be colored. The pigment of the color in which the product is dyed penetrates the surface of the material to the depth of tenths of a millimeter. At the end, the parts are washed of any dye residues and dried carefully.

Dip dyeing is suitable for parts that require high resistance to paint abrasion.







BM5766	BM6654	BM7199
Blond	Turquoise	Orange
BM7302	BM7382	BM8211C
Cyan	Fluo Anise	Black
BM8266	BM8322	BM8323
Neutral Grey	Ivory	Chocolate



BM8352	BM8353	BM8360
Brown	Golden Yellow	Emerald
BM8361	BM8362	BM8547
Green	Khaki	Grey





Smoothing the surface and sealing the surface pores will produce hydrophobic surface with higher water resistance. Such surface also allows for easier maintenance and less bacteria.

Furthermore, the mechanical properties are improved. There are not as many stress concentrators on the surface of a smoothed part and failure due to fatigue occurs much later.









BM8352-VN000	BM8353-VN000	BM8360-VN000
Brown	Golden Yellow	Emerald
BM8361-VN000	BM8362-VN000	BM8547-VN000
Green	Khaki	Grey



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Spray painting consists of applying liquid fillers, bases, paints or varnishes using paint guns to the surface of the part. It is mainly used for design parts and visual prototypes produced in smaller series.

Thanks to painting, it is possible to achieve a very realistic appearance with high quality, various properties and roughness of the surface or exact RAL color shades.

Our offered options for spray painting

- Filler base layer, used in case of different absorbency of materials to seal the pores. It thus ensures a uniform surface.
- Base opaque paint, which can be mixed into any RAL shade, needs to be finished with clearcoat.
- Xylacryl paint thicker paint with better covering and adhesion to the surface.

More durable than the base. Dries longer.

Polyurethane paint - for outdoor use, wheather resistant. Abrasion resistant. Dries longer.

- **Epoxy paint** for use on stressed surfaces. Any RAL colour. High mechanical and chemical resistance. It takes a long time to dry.
- Coloured topcoat to achieve a durable, opaque surface. Any RAL colour can be chosen.

Graining - used to achieve a grainy surface. Any RAL color can be chosen. Plating applications.







MLO14L Polyurethane paint - glossy



ML015M Epoxy paint - matte



ML015L Epoxy paint - glossy



ML023M Coloured topcoat - matte







MLO23L Coloured topcoat - glossy



ML031 Visual graining



ML032 Abrasion-resistant graining



ML024 Tinted SLA





MLOO1-MLO11 Filler + Base



MLOO1-MLO13M Filler + Xylacryl paint matte



MLOO1-MLO13L Filler + Xylacryl paint glossy



MLOO1-MLO14M Filler + polyurethane paint matte



MLOO1-MLO14L Filler + polyurethane paint glossy



MLOO1-MLO15M Filler + epoxy paint matte



ML001-ML015L Filler + epoxy paint glossy







In additive manufacturing, plating is typically used for design parts with a metallic appearance or to achieve a conductive surface through which electrical charge can be conducted.

Plating can also increase the durability and change the functional properties of the final product.



PVOO1 Aluminium - glossy



METAL MATERIALS

14101010

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Metal materials

Our portfolio of metal materials includes aluminium alloy, stainless steel and tool steel.

During production, metal supports are always used. They serve as a support and have the function of heat dissipation.

For each part, the supports need to be removed in post-process and the surface needs to be blasted to achieve the desired surface quality.



DMLS - AISi10Mg Aluminium alloy



DMLS - 1.2709 (MS1)

Tool steel



DMLS - 1.4404 (316L) Stainless steel



VO000 AlSi10Mg alloy - roughing



VOOOO Tool steel - roughing



VO000 Stainless steel - roughing



VOO01 AlSi10Mg alloy - polishing



VOOO1 Tool steel - polishing



VO001 Stainless steel - polishing



Basic metal finishing

In modern industry and manufacturing, metal finishes play a key role in achieving optimum material properties. Our basic metal finishes include sandblasting, vibratory tumbling, heat treatment and machining. These metal finishing methods are a key step in achieving optimal results and ensuring the long-term performance of materials in a wide variety of applications. Each treatment has its specific use and contributes to the improved properties and aesthetic appearance of metal products.



Sandblasting

To achieve a smooth surface and eliminate any remaining powder, we utilize corundum particles during the sandblasting process.



Vibratory tumbling

The goal of surface preparation is to enhance performance and remove defects before electroplating or painting.



Heat treatment

The microstructure and material properties are affected. The process takes place at defined temperatures and times.



Machining

To obtain machining precision, improve mechanical properties and surface quality, we use a 5-axis CNC center.



Metal surface finishing

Metal surface finishing are procedures used to enhance the metal materials properties, safeguard them from external factors, and customize them for specific uses. These treatments can be administered to a range of metals and alloys and are tailored to meet the specific demands and product or material specifications.

Our offered metal finishing options:

Nickel plating

Adding a layer of nickel on the part's surface to prevent corrosion and abrasion. This also enhances its hardness and potentially improves its electrical conductivity.

Anodizing

Aluminium can form a durable oxide layer that protects it from corrosion and damage when exposed to metal acids such as sulphuric acid.



VOOO1-EX000 Anodizing - roughing



VOOOD-EXOOO Anodizing - polishing



EXOOO Anodizing - raw material



VO001-Ni000 Nickel plating - roughing



VO000-Ni000 Nickel plating - polishing



NiOOO Nickel plating - raw material



Aluminum components painting



ML014 (AlSi10Mg)

Base Galvinol + Polyurethane paint



ML001-ML014 (AlSi10Mg)

Base Body 960 + filler Challenger + Polyurethane paint



ML014 (AlSi10Mg)

Base Body 960 + Polyurethane paint



ML001-ML015 (AlSi10Mg)

Base Body 960 + filler Challenger + Epoxy paint



ML015 (AlSi10Mg)

Base Body 960 + Epoxy paint



ML033 (AlSi10Mg)

BASF paint



ML001-ML033 (AlSi10Mg)

Base Body 960 + filler Challenger + BASF paint



ML033 (AlSi10Mg)

Base Body 960 + BASF paint



OB000-ML015 (AlSi10Mg)

Milled surface + base Body 960 + Epoxy paint

Note: Colours may vary slightly on your monitor. The metal surface is raw if not otherwise stated.

