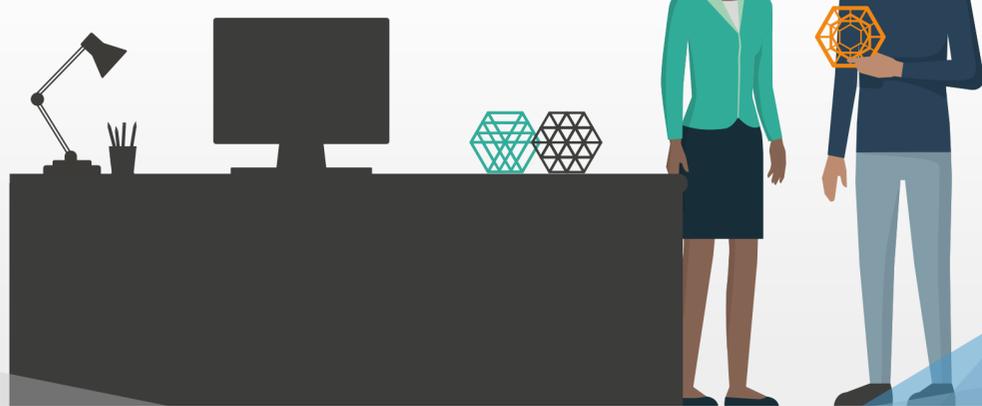


# Advanced Materials for Rapid Prototyping



## Plastic 3D printing materials are diverse and versatile.

The materials in this graphic are a great fit for prototyping use cases, including concept and visualization models, functional prototypes, and test parts.



3D printing gives you the design fidelity, speed, and cost you want; the right material selection gives you the look and feel you need. Available rapid prototyping materials include:



### GENERAL PURPOSE

Rubber-like elastomers to rigid and ultra-tough plastics

**GREAT FOR:**

- Rapid prototyping
- Rapid tooling
- Master patterns



### TOUGH & DURABLE

Rugged nylon, composite, ABS-like, and polypropylene-like parts

**GREAT FOR:**

- Snap-fit assemblies
- Living hinges
- Functional prototypes



### TRANSPARENT

Rigid, thermal resistant, and high clarity parts

**GREAT FOR:**

- Transparent assemblies
- Casting patterns
- Visualization models



### FULL-COLOR

Monochrome to full CMYK parts

**GREAT FOR:**

- Concept models
- Photorealistic parts



### HIGH TEMPERATURE

Rigid and stable thermal resistant parts

**GREAT FOR:**

- Under-the-hood components
- Hot fluid flow visualization
- Master patterns



### BIOCOMPATIBLE

USP Class VI capable and/or ISO 10993 capable parts

**GREAT FOR:**

- Digital dentistry
- Certain medical applications

## 3D PRINTING IS DEVELOPING FAST.

With ever-evolving technologies and materials, the range of addressable applications across industries has never been so varied or offered such huge opportunities.



## Get metal part prototypes fast with castable materials.

3D printing materials for casting include:



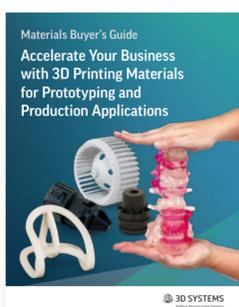
**OPTIMIZED CASTING PLASTICS**



**100% WAX FITTING INTO EXISTING FOUNDRY WORKFLOWS**



**OTHER EXPENDABLE, FOUNDRY-FRIENDLY OPTIONS**



## Get the complete guide for a full breakdown of rapid prototyping material options.

Download this free materials guide to help you find the right materials for your rapid prototyping project.

[Download Materials Guide](#)