

Figure 4[™] Production

Industry's first scalable, fully-integrated factory solution for direct 3D production



Figure 4 Production

Printable Build Volume (xyz)	124.8 x 70.2 x 346 mm (4.9 x 2.8 x 13.6 in)
Throughput	Up to 1 print job per minute (part geometry dependent)
Max Resolution	1920 x 1080 pixels
Pixel Pitch	65 microns (0.0025 in) (390.8 effective PPI)
Wavelength	405 nm
Build Materials	30+ UV curable materials, including:
Material Packaging	10 kg click-in cartridges for automated replenishment; 2 per printer quad
Operating Environment Temperature Humidity (RH)	24/7 operation design 18-28°C (64-82°F) 20-80%
Electrical	208/120 Vac, 3-phase Y, 60 Hz; 60A (max)
Compressed Air	90 psi min, 2 cfm, dry air
Machine Dimensions (WxDxH) Control Cell crated / uncrated 4-Print Engine Cell crated / uncrated	116.8 x 121.9 x 233.7 cm (46 x 48 x 92 in) / 76.2 x 132 x 210.8 cm (30 x 52 x 83 in) 116.8 x 121.9 x 233.7 cm (46 x 48 x 92 in) / 88.9 x 91.4 x 210.8 cm (35 x 36 x 83 in)
Machine Weight (approx.) Controller Cell crated / uncrated 4-Print Engine Cell crated / uncrated	430.9 kg (950 lbs) / 363 kg (800 lbs) 408.2 kg (900 lbs) / 340 kg (750 lbs)
Native file format	PXL native via 3D Sprint
System Interface	Ethernet, USB host
3D Connect	3D Connect Service provides a secure cloud-based connection to 3D Systems service teams for proactive and preventative support. 3D Connect Manage helps customers manage and monitor equipment with anytime, anywhere access to print jobs, system performance metrics and usage.
Post-Processing	Integrated resin removal / Post-processing customization available
Accessories	Resin container mixer
3D Sprint™ Software	Easy build job set-up, submission and job queue management; Automatic part placement and build optimization tools; Part nesting capability; part editing tools; Automatic support generation; Job statistics
Client Hardware Recommendation	 3 GHz multiple core processor (2 GHz Intel® or AMD® processor mini) with 8 GB RAM or more (4 GB mini) OpenGL 3.2 and GLSL 1.50 support (OpenGL 2.1 and GLSL 1.20 mini), 1 GB video RAM or more, 1280 x 1024 (1280 x 960 mini) screen resolution or higher SSD or 10,000 RPM hard disk drive (minimum requirement of 7 GB of available hard-disk space, additional 3 GB free disk space for cache) Google Chrome or Internet Explorer 11 (Internet Explorer 9 mini) Other: 3 button mouse with scroll, keyboard, Microsoft .NET Framework 4.6.1 installed with application
Client Operating System	Windows® 7 and newer (64-bit OS)
Input Data File Formats Supported	STL, CTL, OBJ, PLY, ZPR, ZBD, AMF, WRL, 3DS, FBX, IGES, IGS, STEP, STP and X_T

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