Getting Started with CANVAS

If this is the first time you're using CANVAS or just need a refresher, here's a tutorial on how to set up a printer and slice a project with CANVAS.
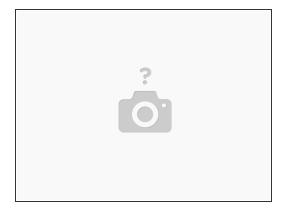
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INTRODUCTION

CANVAS is a cloud and web-based application designed for multi-material 3D printing.

CANVAS allows you to color and slice single or multi-color models and we continue to offer features and updates constantly. You can find CANVAS at https://CANVAS3D.io

We recommend following the in-application tutorial if you have purchased Palette 2 (S) (Pro) and/or CANVAS Hub (S). To access the tutorial, please follow the steps here.
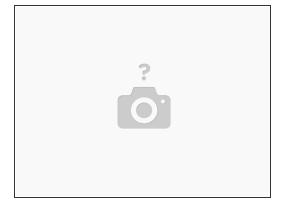
The tutorial will cover the following steps.
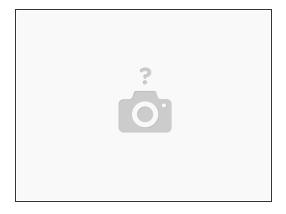
Step 1 — Set Up Your Printer with Palette

- Please follow the steps here.

- This will take you through setting up Palette with your printer, and setting up a printer profile in CANVAS.
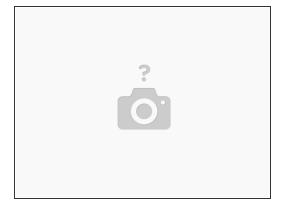
Step 2 — Create a New Project

- Please follow the steps here.

- This will take you through how to:
  - Add, configure, and save a new Printer Profile.
  - Add or create a new Style Profile (slicer settings).
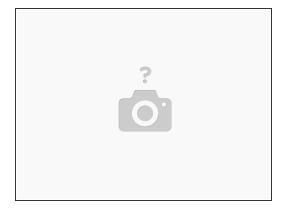
Step 3 — Uploading and Colouring Models

- Please follow the steps [here](#).

ⓘ This will take you through how to:

- How to upload a single-colour/material print or multi-colour/material models.

- How to assign colour to models.

- If you are printing for the first time, please download this [keychain.](#)

Step 4 — Slicing Your Models

- Please follow the steps [here](#).

ⓘ This will take you through how to:

- How to slice your model into GCode, preview the toolpaths and print information, and download the files for Palette and your printer.

Step 5 — Printing Your Models

- Please follow the steps here.

If you have any additional questions, please send us a message at [support@mosaicmfg.com.](mailto:support@mosaicmfg.com)