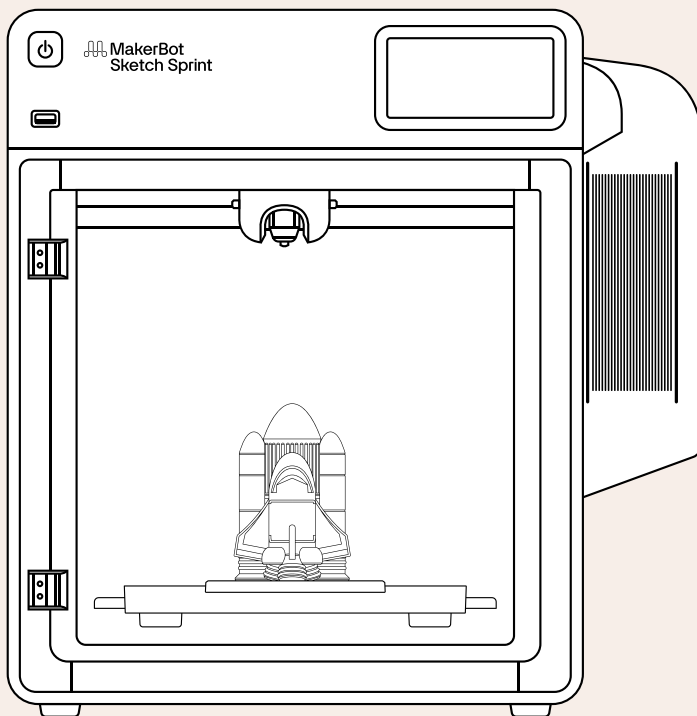# MakerBot Sketch Sprint

Quick Start Guide

Visit support.ultimaker.com for manuals and troubleshooting guides. Download the user manual for your MakerBot Sketch® Sprint 3D printer and make sure to read all safety information before operation.

⚠ **CAUTION:** Never remove the nozzle or build plate from your 3D printer during or immediately after printing. Always allow for the nozzle and build plate to cool down before handling.
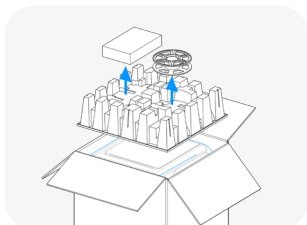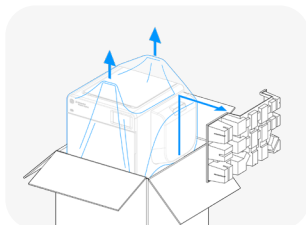
Unboxing

Need help?
US/CAN call: +1 844-226-8871 (Mon—Fri 9am—6pm ET)
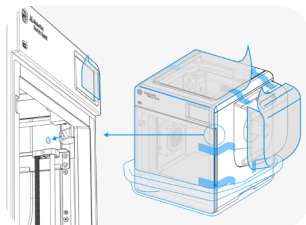or visit support.ultimaker.com
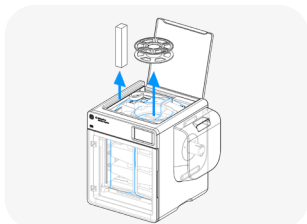**International:** makerbot.com/resellers

1. Open the box and remove the accessory box, filament spool, and top packaging material.
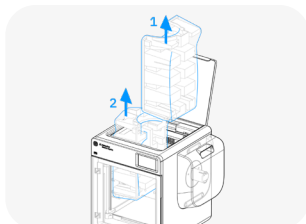
2. Use the plastic handle to lift the printer in the plastic bag out of the box.
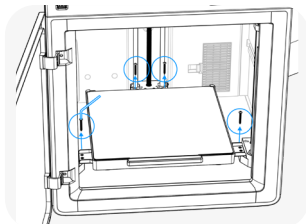
3. Take the printer out of the bag and remove the protective films on the outer panels and on the camera lens inside the build chamber.
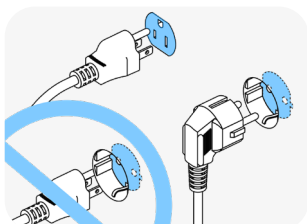
4. Open the top lid and remove the second filament spool and power cords.
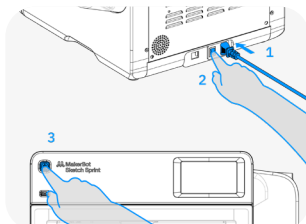
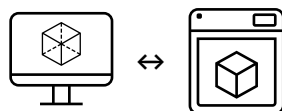5. Remove the right (1) and then left (2) inner packing materials.

6. Use the 2mm hex key provided to remove 4 screws holding down the Z-stage.

7. Locate the power input on the rear of the machine and use the correct cable to connect the machine to an accessible power outlet.

8. Enable power to the machine by using the switch next to the power inlet, then press the power button on the front left of the machine to turn it on.

Follow the on-screen instructions to finish setting up the printer.

Visit digitalfactory.ultimaker.com to create an account and connect your printer to UltiMaker Digital Factory.

UltiMaker Digital Factory is a browser-based app that enables you to prepare and send files directly to your printer.

MakerBot