

# MakerSpace Safety & Equipment Overview

Users of the MakerSpace should be aware that equipment and materials may be potentially dangerous. Improper use of them may lead to personal injury or damage to the tools and equipment.

## General Safety

- Focus your attention to the tool you are currently using, be aware of any sharp edges, pinching points, hot surfaces, and your surroundings when using tools.
- Running and horseplay are dangerous around MakerSpace equipment. Any such behavior is grounds for removal from the MakerSpace without warning.
- Loose clothing and hair may become caught in equipment. Secure anything that may prove to be a potential hazard.
- If you notice any equipment or tools are not working or seem to be damaged, please alert the MakerSpace attendant as soon as possible.
- If you need any help running any equipment see the MakerSpace attendant.
- Do not pull on cords or attempt to move heavy equipment.
- If you do become injured let the MakerSpace attendant know. There is a first aid kit available or the attendant can contact medical assistance for you.

## 3D printer

- All prints will be paid for at the main desk before being sent to the printer.
- Keep hands out of printer when a print is in process. The extruder is a burn hazard and moving parts can pinch.
- When removing rafts and supports from prints, safety glasses are required.

## Silhouette Cameo 3

- Users will provide their own materials that are approved for cutting. Ask if you are unsure about the material you would like to cut.
- Use the appropriate material settings for the material you are cutting. Improper use may cause damage to the blade and mat.
- Keep hands, clothing, and other belongings clear of the Silhouette machine when running. The blade is extremely sharp and moving parts can pinch.
- Leave enough space for the mat in the front and back of Silhouette. Jobs may be disrupted and the silhouette could be damaged if enough space is not left.

## Sewing Equipment

- Keep hands and anything you're not sewing clear of needle and other moving parts.
- Turn off the machine when making adjustments in the needle area (changing needle, threading needle, changing foot, etc.).
- Only use the bobbins that are designed for this machine. (Bobbins provided)
- Do not pull or push on the fabric too hard while sewing, this may break the needle.
- Avoid hitting pins with the needle, the needle may break or bend if you hit one.
- Close the rotary cutter when not cutting, the blade is extremely sharp.
- Never put a needle or pin in your mouth.

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## Laser Etcher

- Wear the green safety glasses rated for the laser etcher at all times while the laser etcher is running.
- Do not stare directly at the laser beam.
- Do not bump the etcher or the table it is sitting on, it will turn off.
- Use approved materials, materials with chlorine in them can be hazardous to etch.

