



Ossfila Technology Ltd 2021

■ **Ossfila**

3D Printing bioactive filament for **Vet**

# 3D Printing bioactive filament for Vet | Ossfila

## Product feature

### 3D printing Surgical guide for veterinary use

Ossfila bioactive filament can be used with different limb deformities, fractures, shoulder arthrodesis, and aid in other stabilization surgeries

Filaments are manufactured under strict control with biocompatible materials, **ISO 13485** is under progress



# 3D Printing bioactive filament for Vet | Ossfila

## Product feature

### 3D Printing Prosthesis/ Implant for External and Internal use

**External Prosthesis:** Ossfila bioactive filament is able to produce customized veterinary orthopedics and prosthesis include braces for knee, ankle and paws, etc with 3DP technology

**Internal Implants:** Ossfila bioactive filament can be used for producing bone parts for small animals



# 3D Printing bioactive filament for Vet | Ossfila

## Technical info

The product comes in as 1.75mm filament and is 1kg per spool, with basic technical spec suggested as below

Material	PMMA + 10% Hydroxyapatite
Colour	Transparent/ Translucent
Printing Temperature	230-250 °C
Ambient Temperature	N/A
Build Plate Temperature	85-90 °C
Drying setting	In 50 °C oven for 12 hrs



# 3D Printing bioactive filament for Vet | Ossfila

## Possible applications

A sea turtle received a **3D printed beak implant** after collision with a propeller losing two-thirds of upper and lower jaw (2015)

A dog received a **3D printed skull mask** after bitten by another dog severely with her cheekbone and jawbone fractured and temporomandibular joint (TMJ) damaged (2017)

An **Amur tiger** Malena received a hip replacement at Brookfield Zoo as she suffered from the **hip arthritis** (2021)



# 3D Print filament for Vet | Ossfila

Contact

If you are interested to get to know more about professional 3D Print solution for vet and more cases , you are welcomed to schedule an appointment with us

**Mr. Justin Suen**

**info@ossfila.com**

