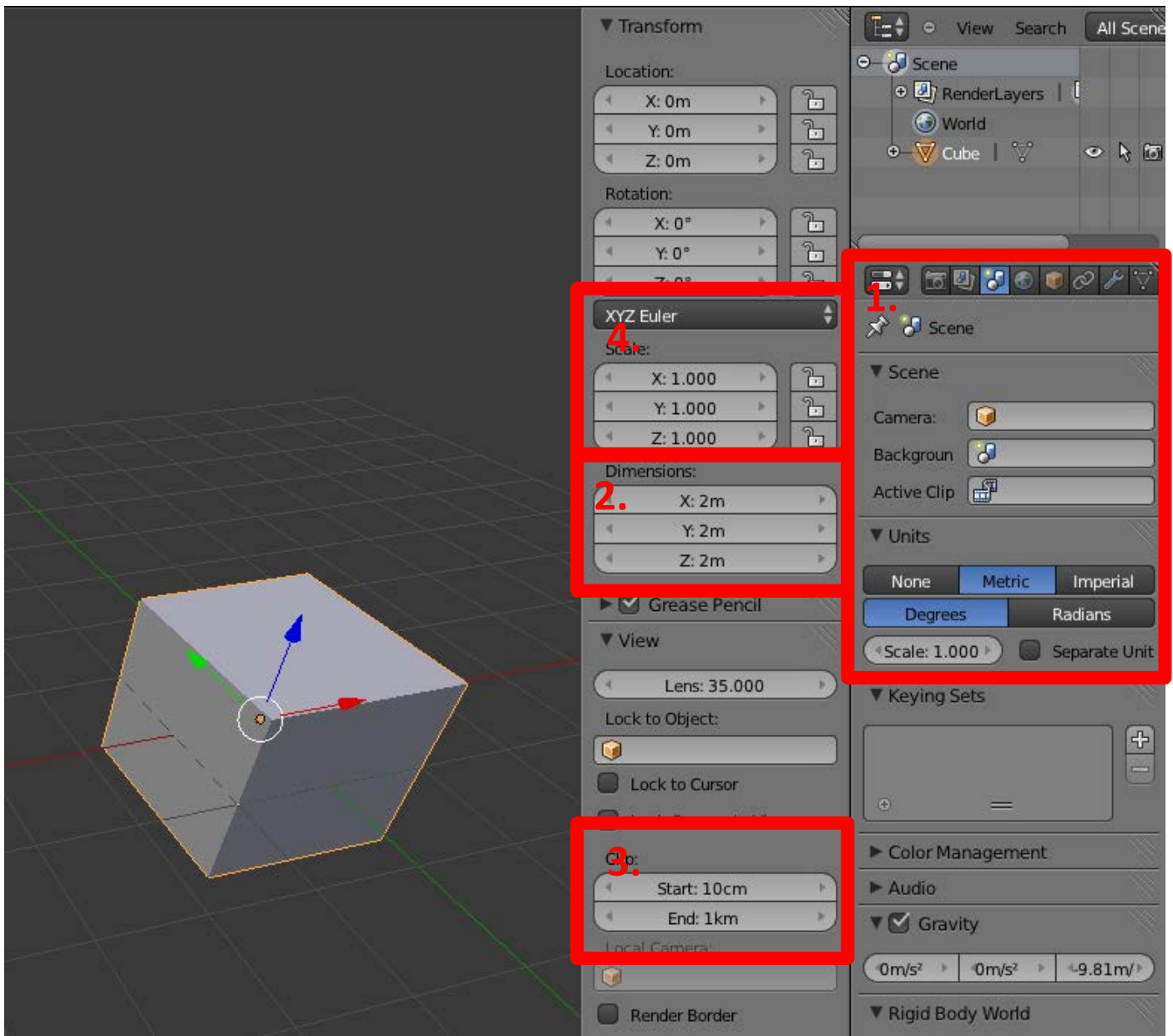# Setting up Blender for Real World Dimensions

Bring up the "Object Properties" (press "N")

1. Change the units of measurement from Blender Units to Metric (In "Editor/Scene" choose "Metric".

2. Set the approximate real world dimensions (In "Properties/Transform/Dimensions" set the initial mesh object to the approximate real world dimensions using

3. Set the scene start and end relative to the object (most 3D printable objects should have a start of 1mm and end of 25m)

4. Reset the scale so the objects scale is 1:1 (Ctrl + A, select "Scale")