



# **SNS COLLEGE OF TECHNOLOGY**

**Coimbatore-35**  
**An Autonomous Institution**

Accredited by NBA – AICTE and Accredited by NAAC – UGC with 'A+' Grade  
Approved by AICTE, New Delhi & Affiliated to Anna University, Chennai



## **DEPARTMENT OF AUTOMOBILE ENGINEERING**

**19AUT303 – Additive Manufacturing and its applications**

III YEAR / V SEM

**UNIT – 1 INTRODUCTION TO 3D PRINTING & CAD FOR**

**ADDITIVE MANUFACTURING**



# Manufacturing



Manufacturing is the creation or production of goods with the help of equipment, labor, machines, tools, and chemical or biological processing or formulation. It is the essence of secondary sector of the economy.





# Classification



Manufacturing processes are classified into six broad categories:

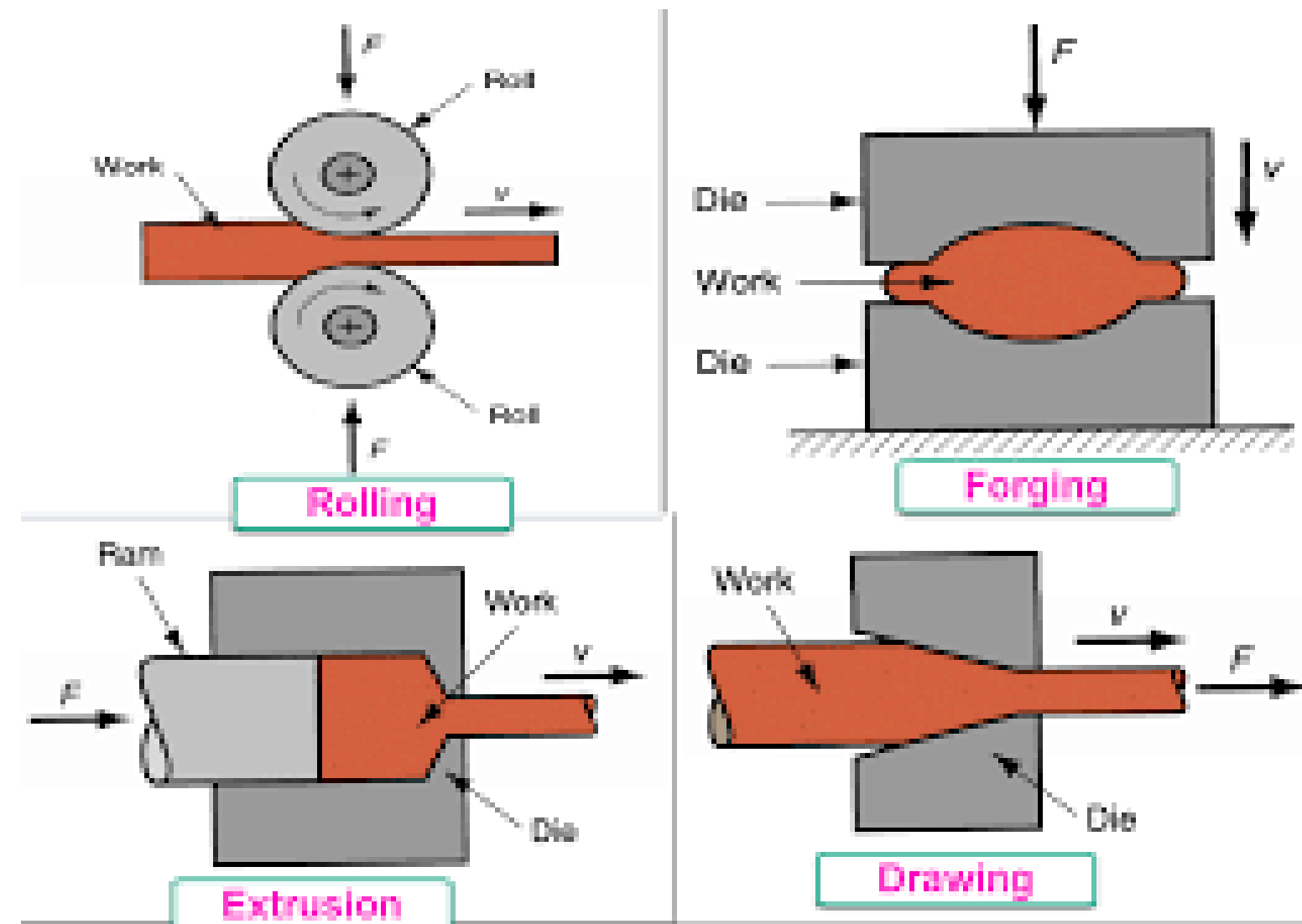
- **forming,**
- **casting, moulding,**
- **joining,**
- **machining, and**
- **additive manufacturing.**



# Forming



Forming is a process in which the shape of a partly finished product, for example sheet metal, is changed using plastic deformation

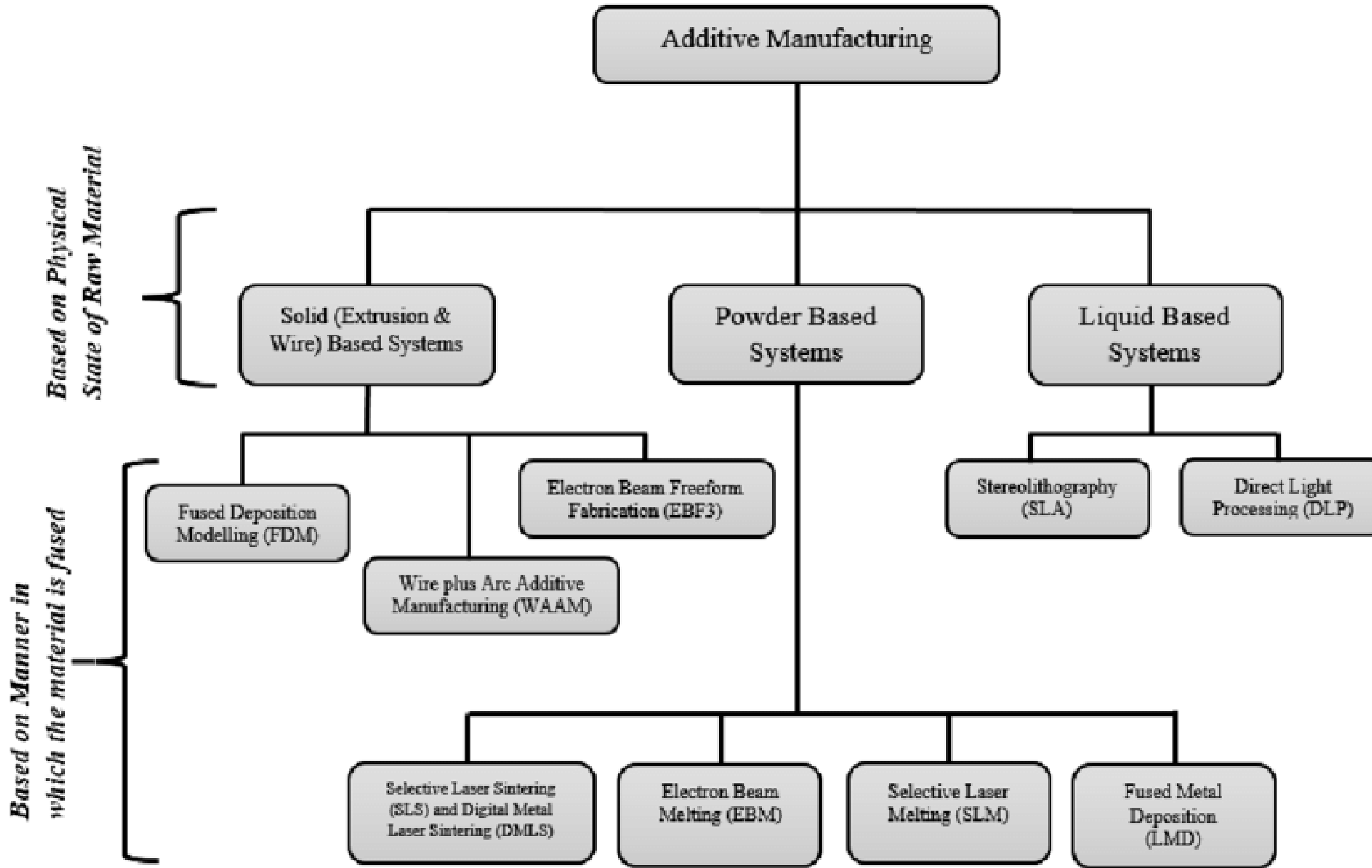




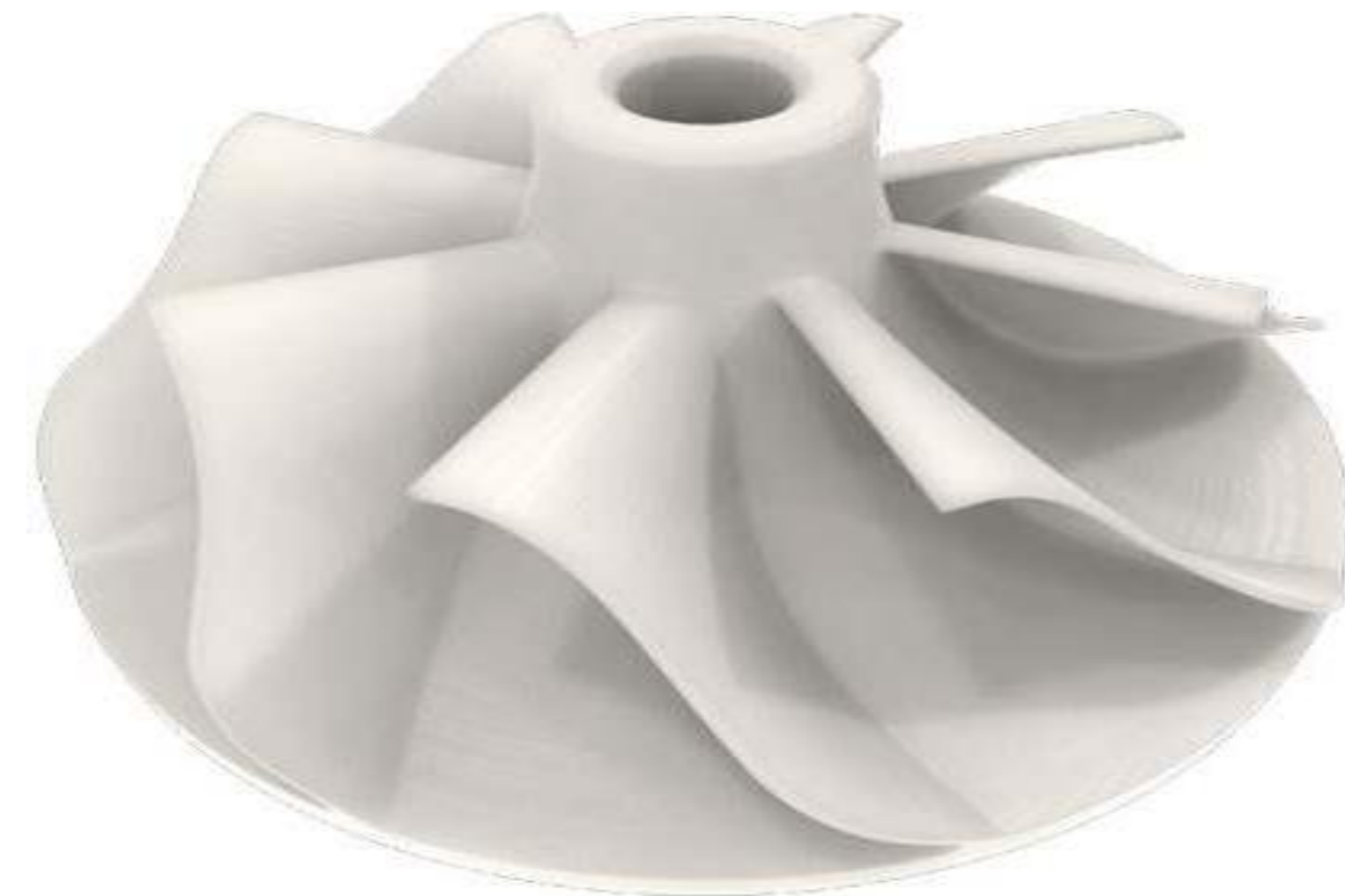
# Additive Manufacturing



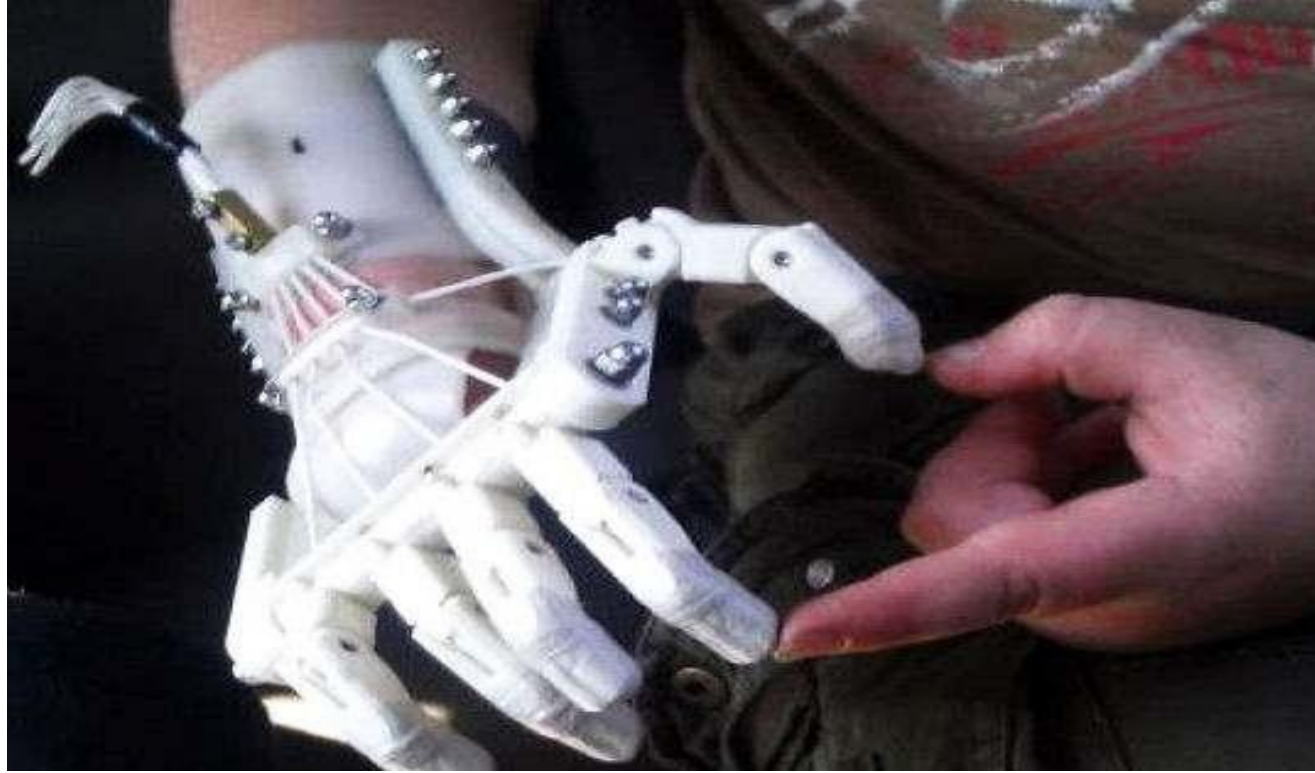
Additive manufacturing is **the process of creating an object by building it one layer at a time**







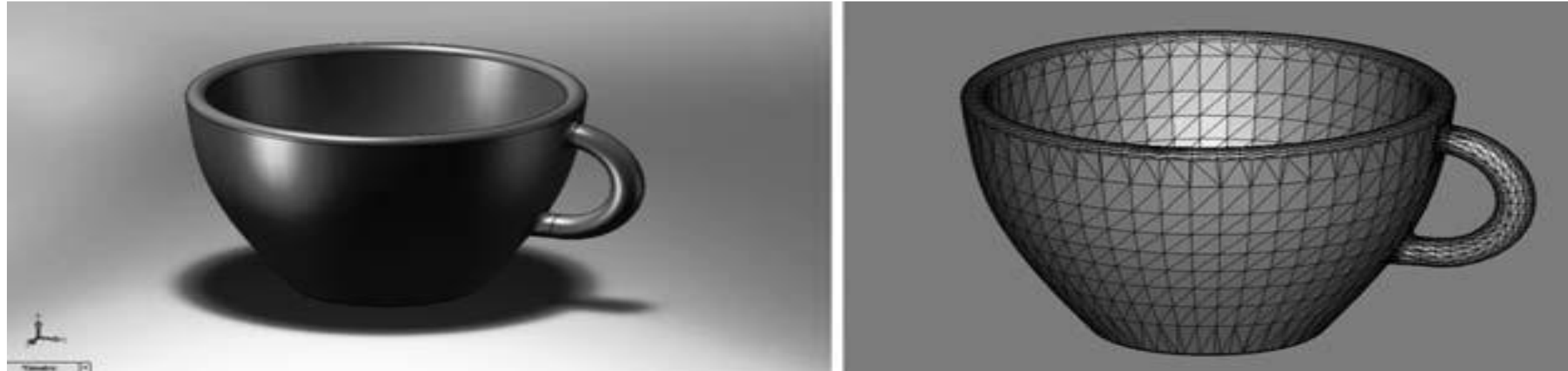








# CAD MODEL INTO STL FORMAT

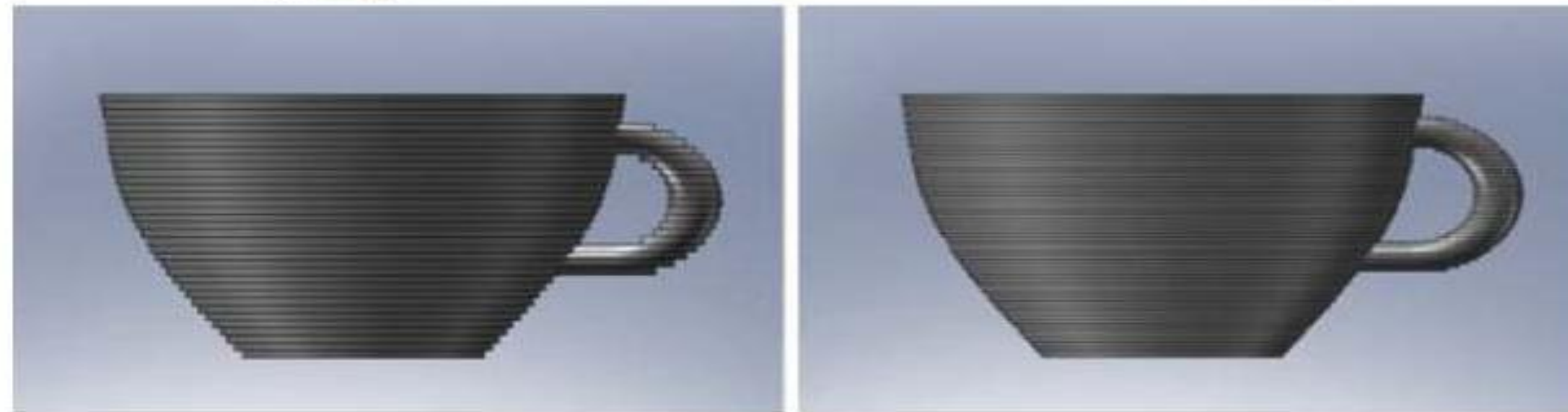


STL uses triangles to describe the surfaces to be built. Each triangle is described as three points and a facet normal vector indicating the outward side of the triangle, in a manner similar to the following:

```
facet normal 4.470293E02 7.003503E01 7.123981E-01  
outer loop  
vertex 2.812284E+00 2.298693E+01 0.000000E+00  
vertex 2.812284E+00 2.296699E+01 1.960784E02  
vertex 3.124760E+00 2.296699E+01 0.000000E+00  
endloop endfacet
```



# GENERIC AM



Effects of building using different layer thicknesses



# OTHER RELATED TECHNOLOGIES

1. Reverse engineering technology
2. Computer aided engineering (CAE):  
3D CAD model + Engineering analysis software packages
3. Haptic



Source: Gibson, Additive Manufacturing



# *Difference between various AM techniques?*

- ✓ Techniques used for creating layers;
- ✓ Techniques of bonding the layers together;
- ✓ Speed;
- ✓ Layer thickness;
- ✓ Range of materials;
- ✓ Accuracy;
- ✓ Cost.



# Evolution



## AM applications timeline

This timeline lays out past, present and potential future AM developments and applications.

(courtesy of Graham Tromans)

1988-1994	rapid prototyping
1994	rapid casting
1995	rapid tooling
2001	AM for automotive
2004	aerospace (polymers)
2005	medical (polymer jigs and guides)
2009	medical implants (metals)
2011	aerospace (metals)
2013-2016	nano-manufacturing
2013-2017	architecture
2013-2018	biomedical implants
2013-2022	in situ bio-manufacturing
2013-2032	full body organs

### CASE STUDY

#### GE AND MORRIS TECHNOLOGY Graham Tromans

The automotive and aerospace industries are two of the main beneficiaries of AM. In 2012, GE Aviation bought AM Morris Technologies, one of the biggest metal additive manufacturers in the world. GE is ramping up AM manufacturing of aero engine fuel nozzles. The conventional method of making fuel nozzles requires making 20 separate parts and welding them together, "which is extremely labour-intensive and has a high scrap rate," said Graham Tromans, Principal and President of AM consultancy GP Tromans Associates. AM allows the creation of pre-assembled nozzles. GE predicts that, by late 2015/16, it will make 10-20 fuel nozzles for each engine using AM, or 25,000 a year. The company also envisages that 50% of a jet engine will be additive manufactured within current lifetimes.



# Pros and Cons

Pros	Cons
<b>Freedom to design and innovate without penalties</b>	<b>Unexpected pre- and post-processing requirements</b>
<b>Rapid iteration through design permutations</b>	<b>High process cost</b>
<b>Excellent for mass customization</b>	<b>Lack of industry standards</b>
<b>Elimination of tooling</b>	<b>Low speed, not suitable for mass production</b>
<b>Green manufacturing</b>	<b>Inconsistent Materials</b>
<b>Minimal material waste</b>	<b>Limited number of materials</b>
<b>Energy efficient</b>	<b>High equipment cost for high-end manufacturing</b>
<b>Enables personalized manufacturing</b>	





# Benefits

## AM benefits: Weight reduction

### TRADITIONAL DESIGN

Source: SAVING project



- > A conventional steel buckle weights 155 g<sup>1)</sup>
- > Weight should be reduced on a like-for-like basis within the SAVING project
- > Project partners are Plunkett Associates, Crucible Industrial Design, EOS, 3T PRD, Simpleware, Delcam, University of Exeter

1) 120 g when made of aluminum

### AM OPTIMIZED DESIGN

Source: SAVING project



- > Titanium buckle designed with AM weighs 70 g – reduction of 55%
- > For an Airbus 380 with all economy seating (853 seats), this would mean a reduction of 72.5 kg
- > Over the airplane's lifetime, 3.3 million liters of fuel or approx. EUR 2 m could be saved, assuming a saving of 45,000 liters per kg and airplane lifetime

Source: SAVING project/Crucible Industrial Design Ltd.; Roland Berger



# MATERIAL CLASSIFICATION

1. Polymers
2. Metals
3. Ceramics
4. Composites

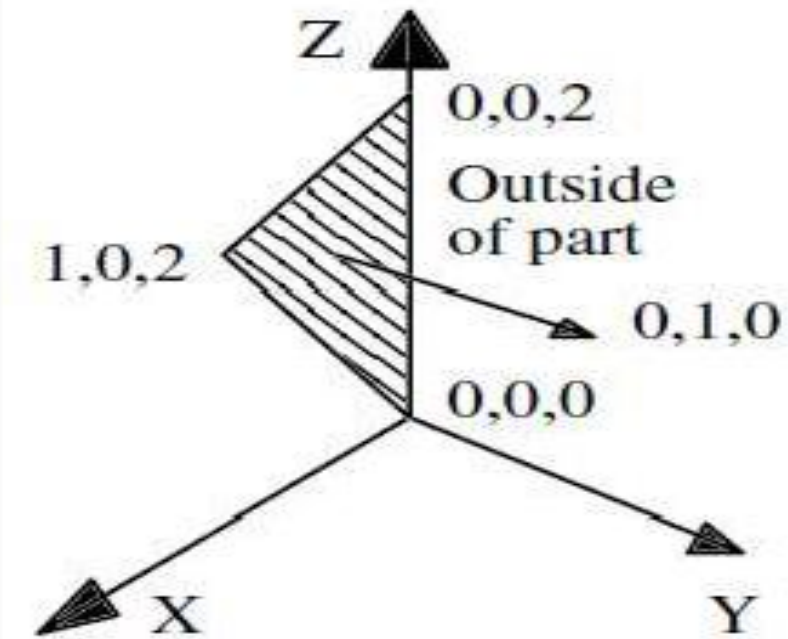
## Polymers

- a) ABS polymer
- b) Acrylics
- c) Cellulose
- d) Nylon
- e) Polycarbonate
- f) Thermoplastic polyester
- g) Polyethylene
- h) Polypropylene
- i) Polyvinylchloride



# SAMPLE STL FILE

```
solid print
facet normal 0.00000e+00 1.00000e+00 0.00000e+00
  outer loop
    vertex 0.00000e+00 0.00000e+00 2.00000e+01
    vertex 0.00000e+00 0.00000e+00 0.00000e+00
    vertex 1.00000e+01 0.00000e+00 2.00000e+01
  endloop
endfacet
facet normal 0.00000e+00 1.00000e+00 0.00000e+00
  outer loop
    vertex 1.00000e+01 0.00000e+00 2.00000e+01
    vertex 0.00000e+00 0.00000e+00 0.00000e+00
    vertex 1.00000e+01 0.00000e+00 0.00000e+00
  endloop
endfacet
.....
```





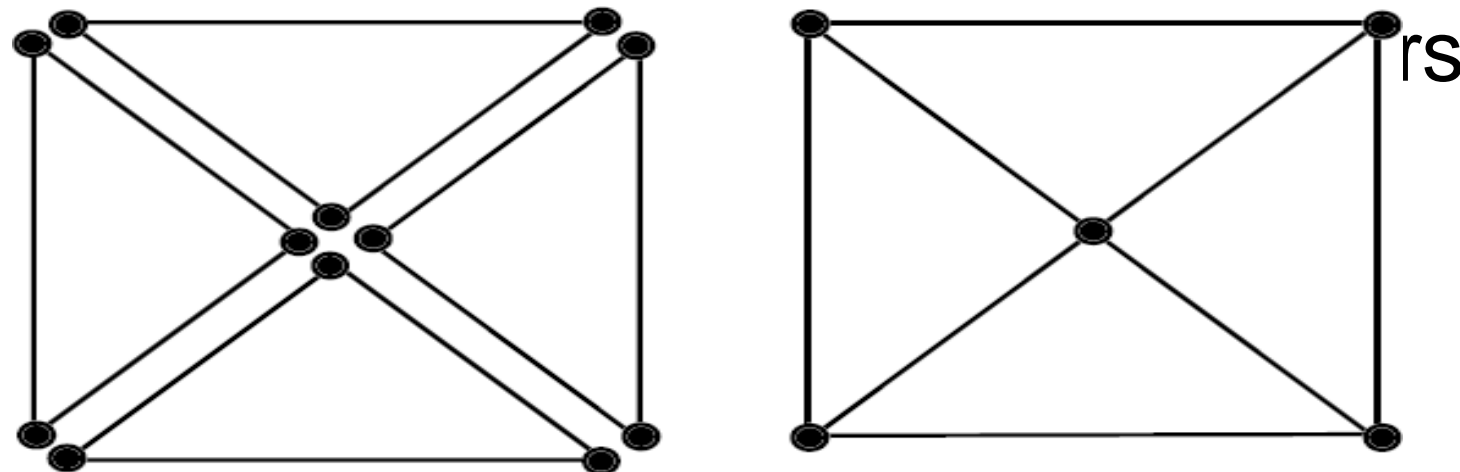
# STL FILE

## Advantages

- (i) Provides a simple method of representing 3D CAD data
- (ii) A *de facto* standard and has been used by most CAD systems and RP systems
- (iii) It can provide small and accurate files for data transfer for certain shapes

## Disadvantages

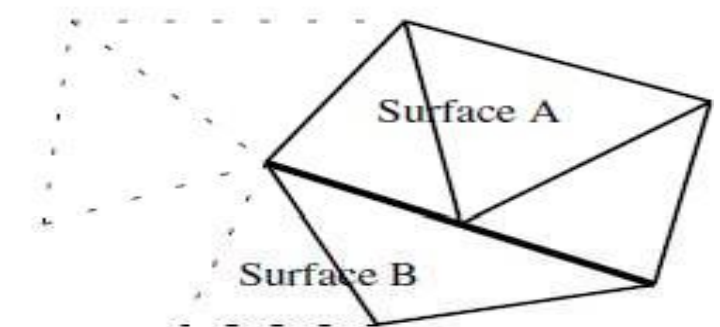
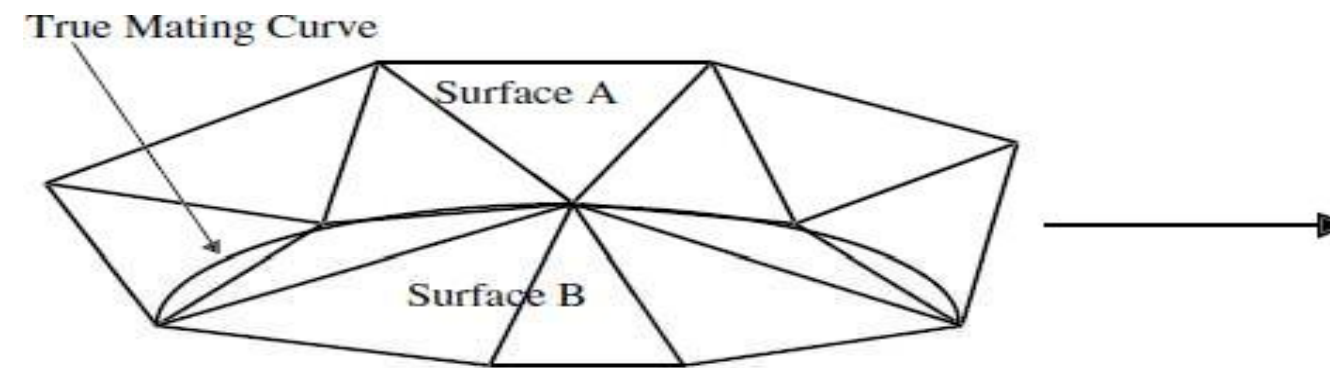
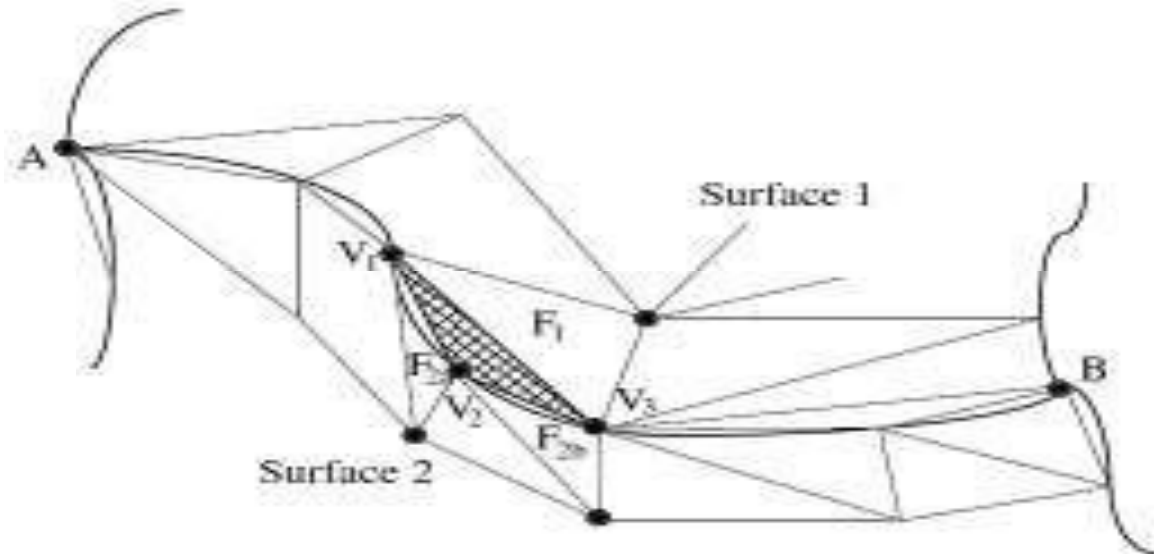
- (i) The STL file is many times larger than the original CAD data file
- (ii) The geometry flaws exist in the STL file
- (iii) The subsequent slicing





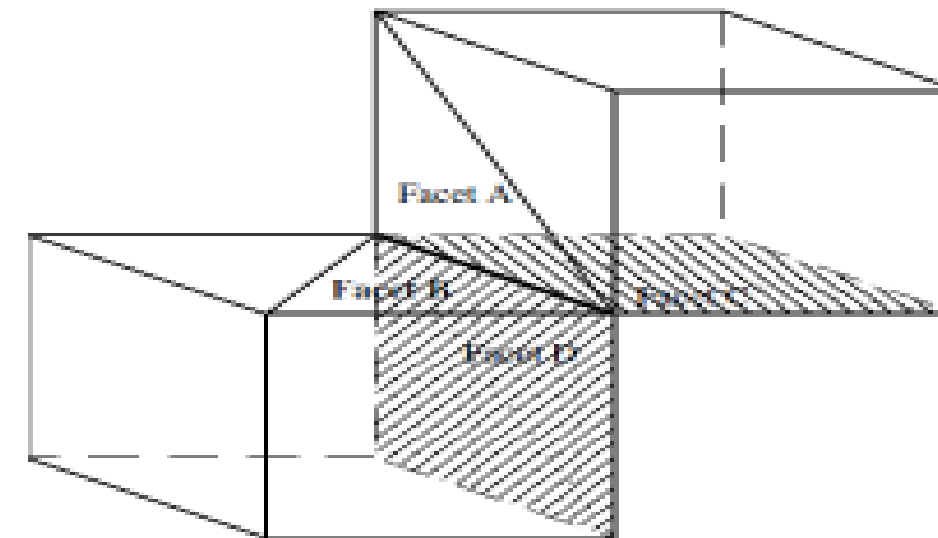
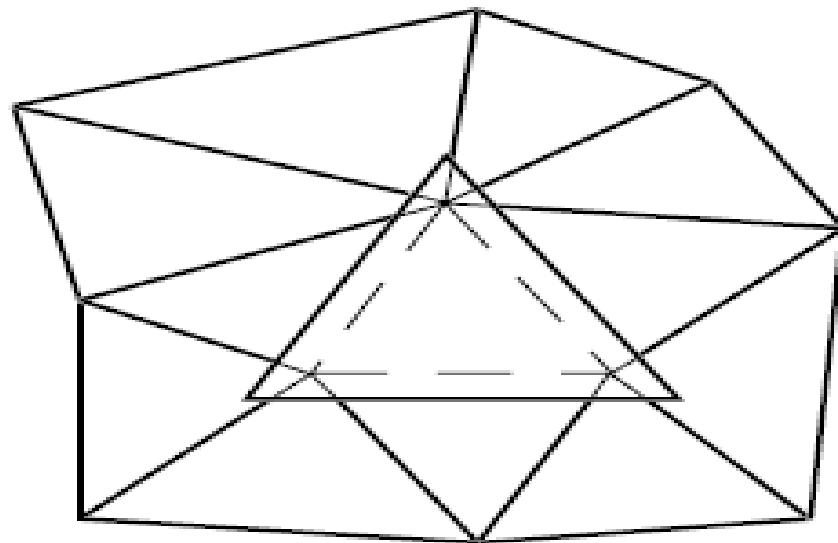
# STL File Problems

- (1) Gaps (cracks, holes, punctures) that is, missing facets.
- (2) Degenerate facets (where all its edges are collinear).
- (3) Overlapping facets.
- (4) Non-manifold topology conditions.



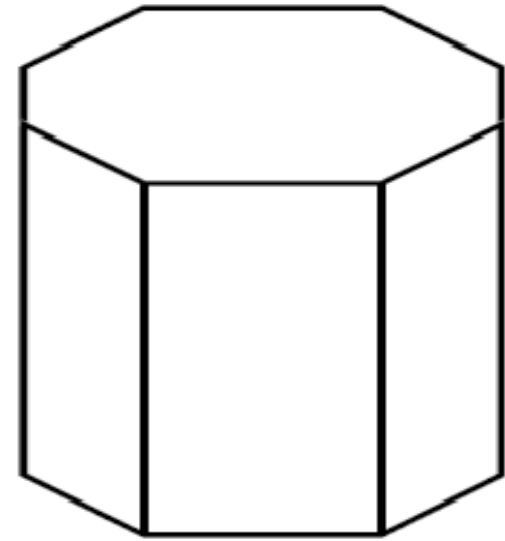
**Figure 6.4(a):** Shell punctures created by unequal tessellation of two adjacent surface patches along their common mating curve

**Figure 6.4(b):** Shell punctures eliminated at the expense of adding degenerate facet

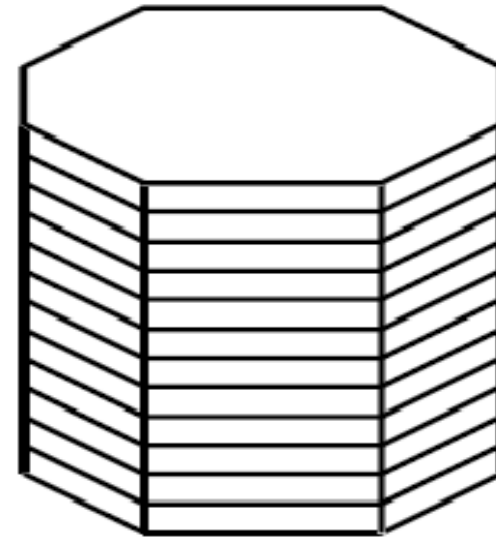




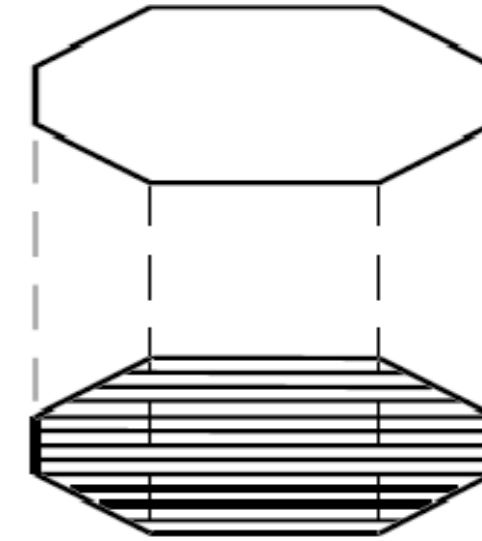
# Valid vs. Invalid Tessellated Models



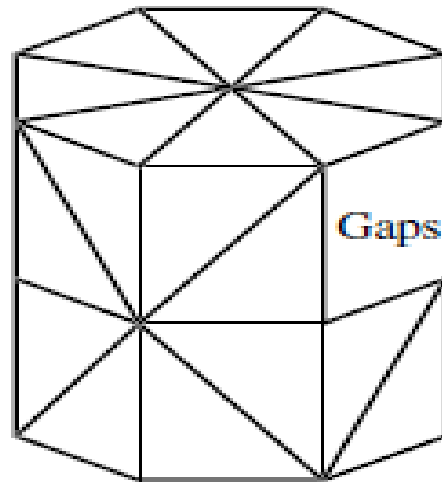
**Figure 6.7(a):** A valid 3D model



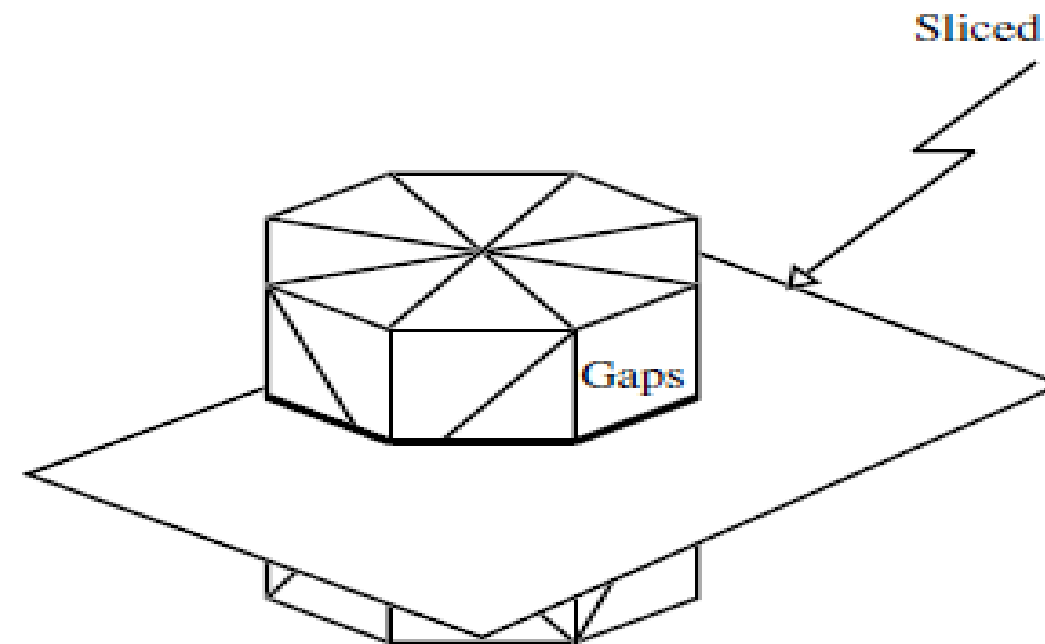
**Figure 6.7(b):** A 3D model sliced into 2D planar layers



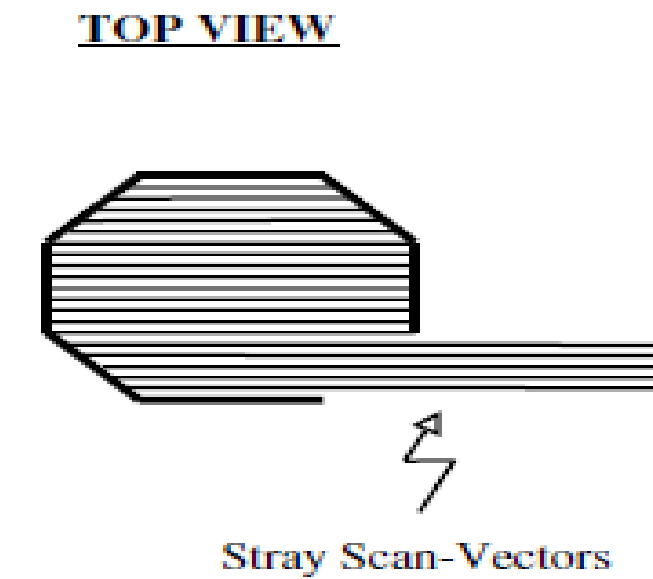
**Figure 6.7(c):** Conversion of 2D layers into 1D scan lines



**Figure 6.8(a):** An invalid tessellated model



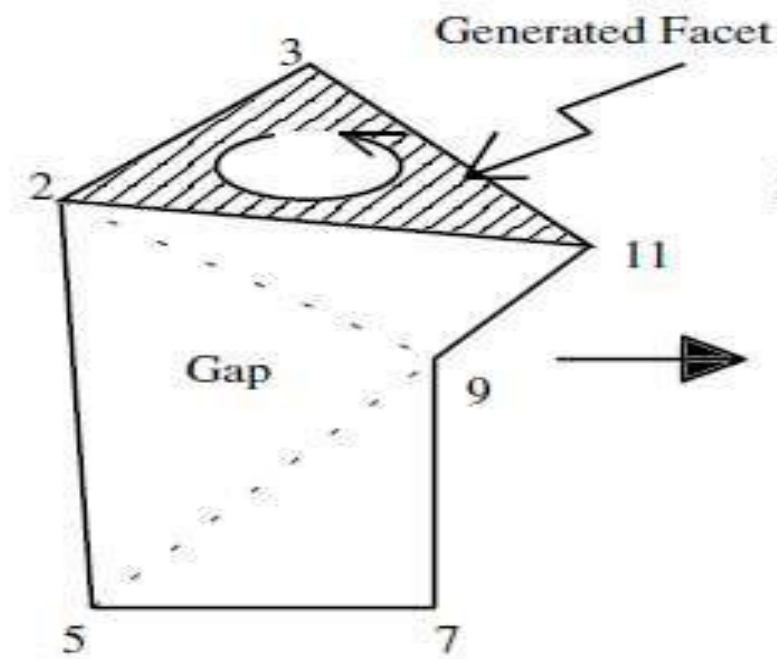
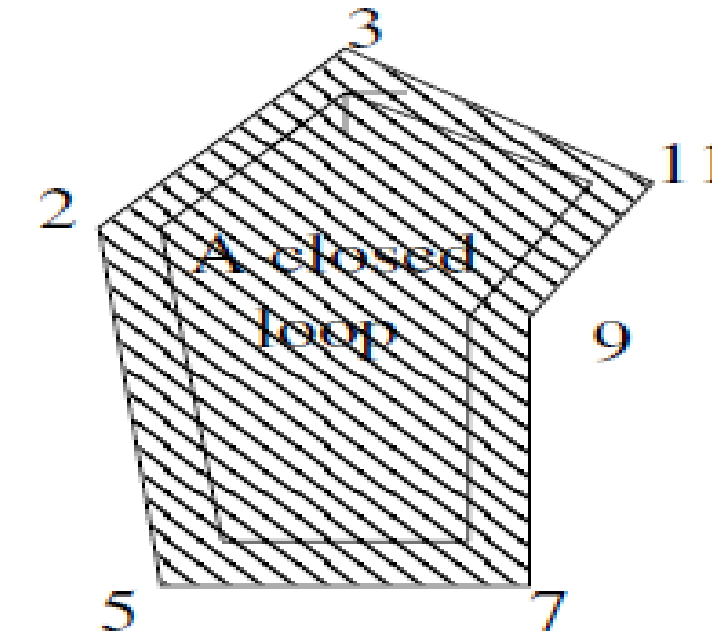
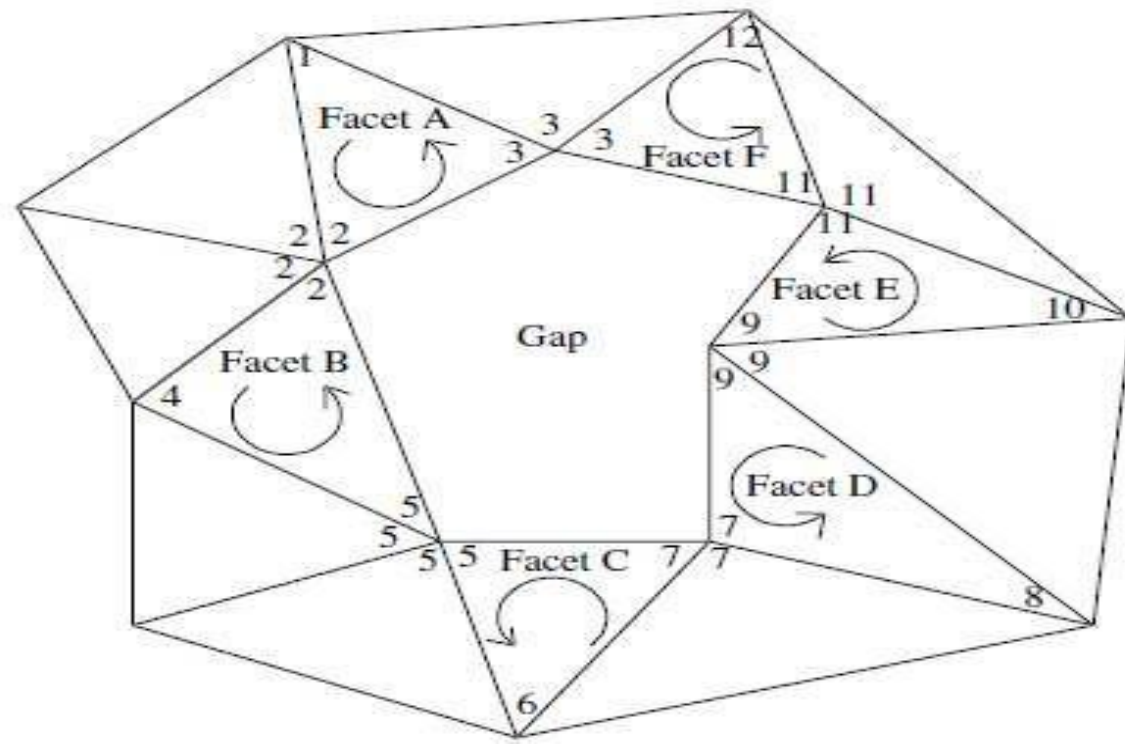
**Figure 6.8(b):** An invalid model being sliced



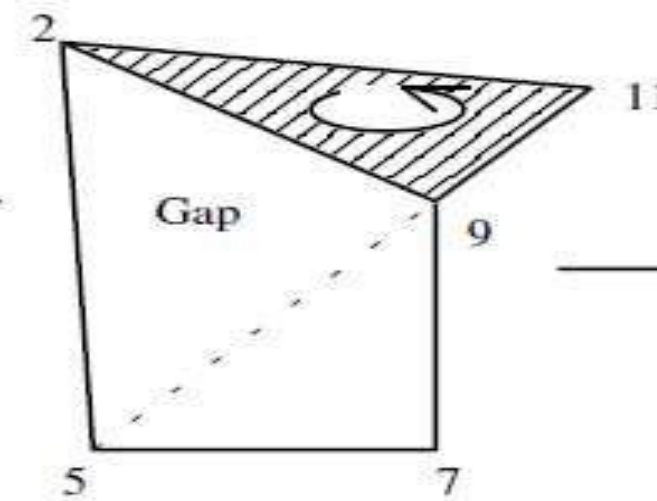
**Figure 6.8(c):** A layer of an invalid model being scanned



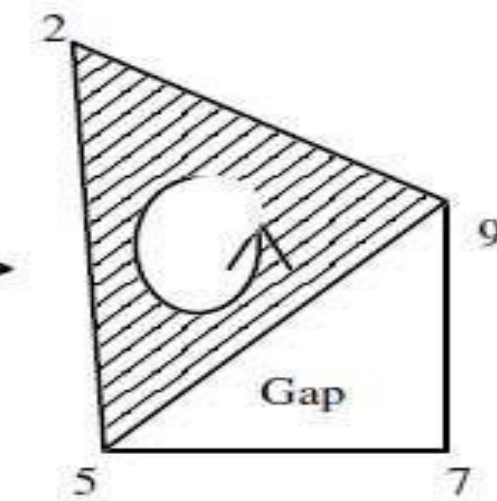
# STL File Repair



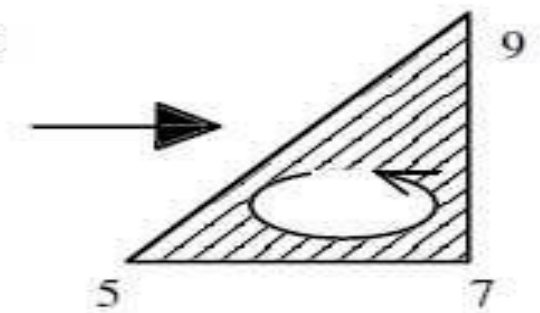
**Figure 6.12(a):**  
First facet  
generated



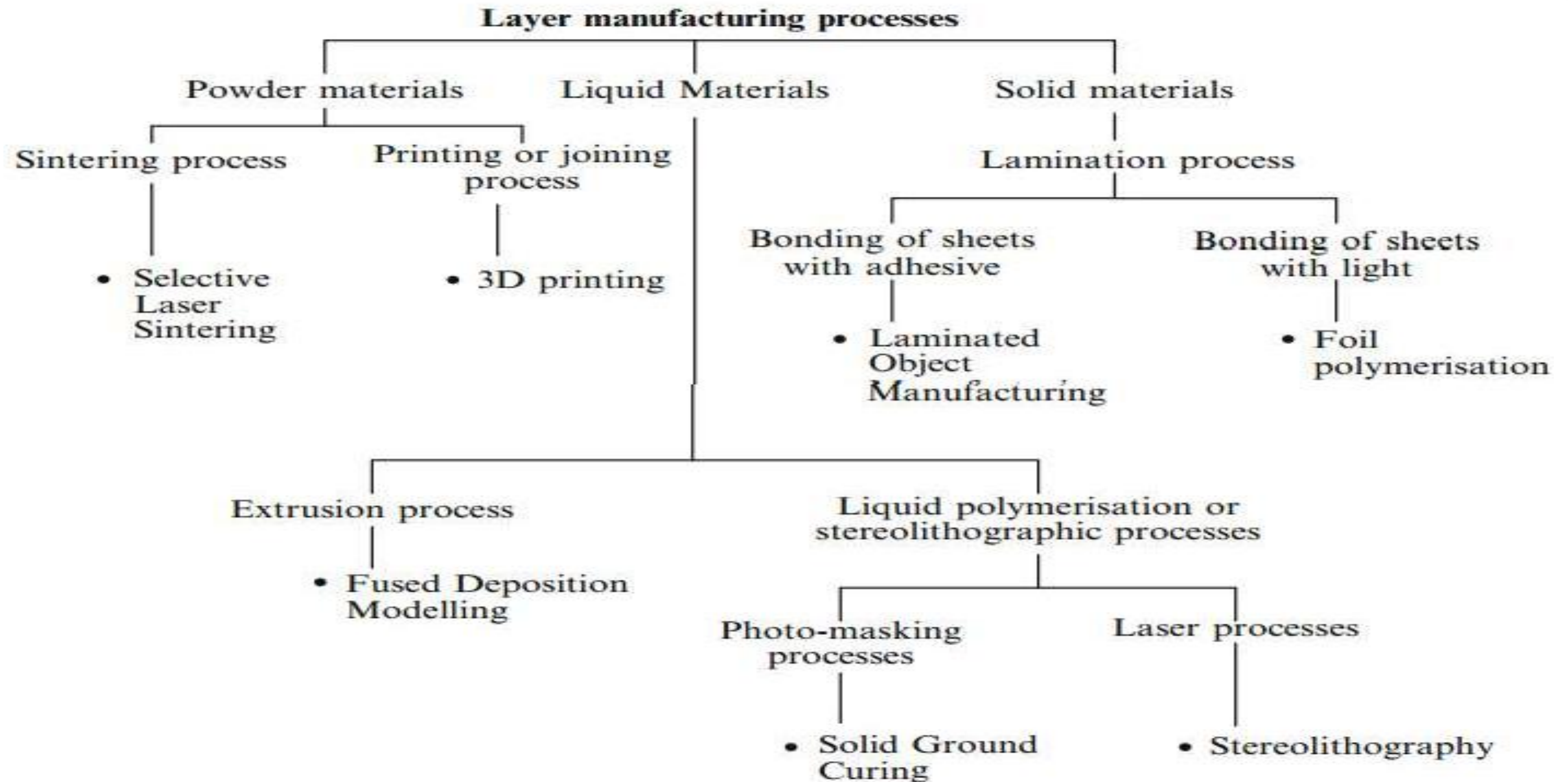
**Figure 6.12(b):**  
Second facet  
generated



**Figure 6.12(c):**  
Third facet  
generated



**Figure 6.12(d):**  
Fourth facet  
generated







# 2D Vs 3D Modelling



## Aspects of 2D and 3D

A 2D shape is a figure that has **only length and height** as its dimensions. **Because 2D shapes lie on a flat surface**, they are also known as plane figures or plane shapes. While they **have areas**, 2D shapes have **no volume**.

Apart from length and height, **a 3D shape also has width or depth as its third dimension**.



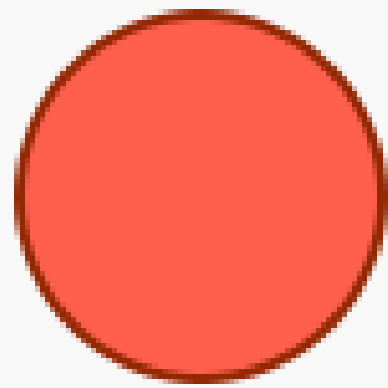
# 2D Vs 3D Modelling



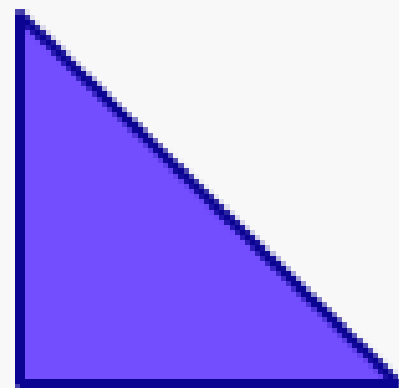
	2D	3D
<b>Definition</b>	Two-dimensional	Three-dimensional
<b>Dimensions</b>	Length and height	Length, height, and width
<b>Mathematical Definition</b>	x- and y-axes	x-, y-, and z-axes
<b>Examples</b>	Circle, triangle, square, rectangle, and pentagon	Cylinder, pyramid, cube, and prism



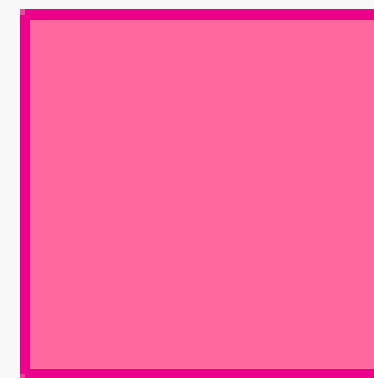
# 2D Examples



Circle



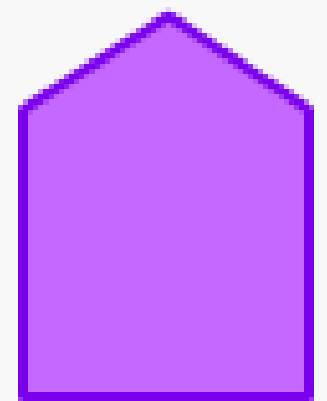
Triangle



Square



Rectangle



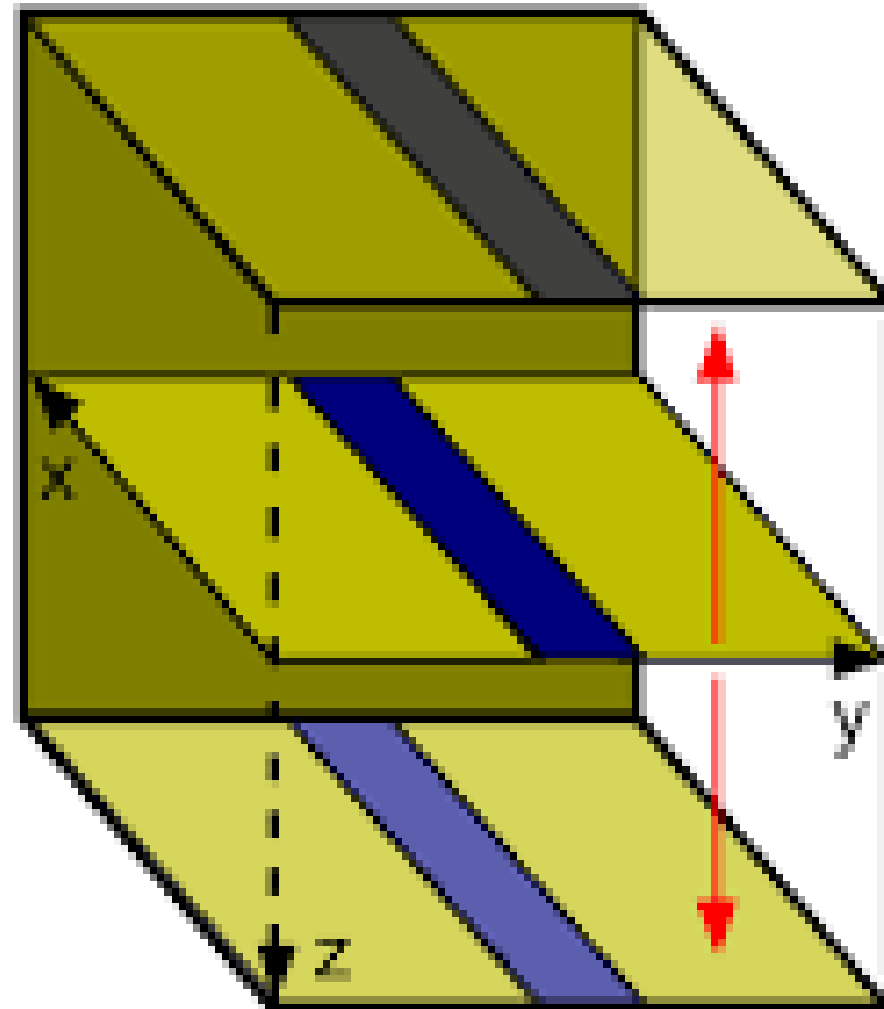
Pentagon



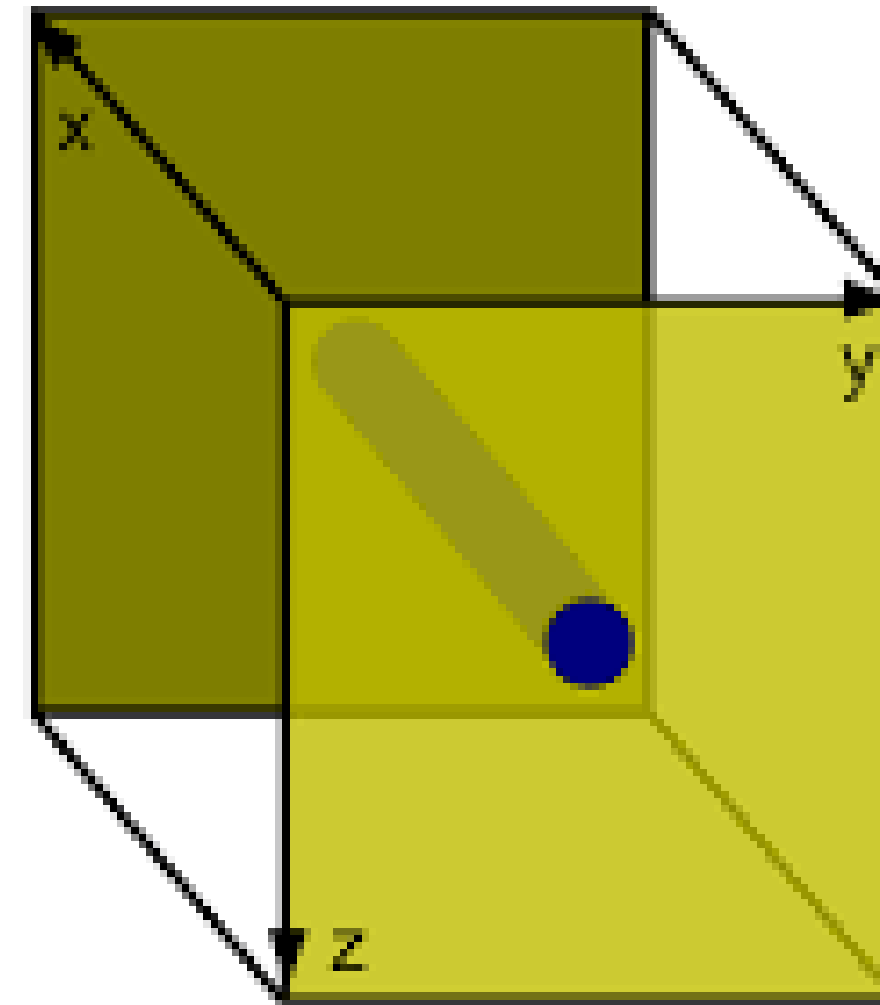
# 2D Examples



2D




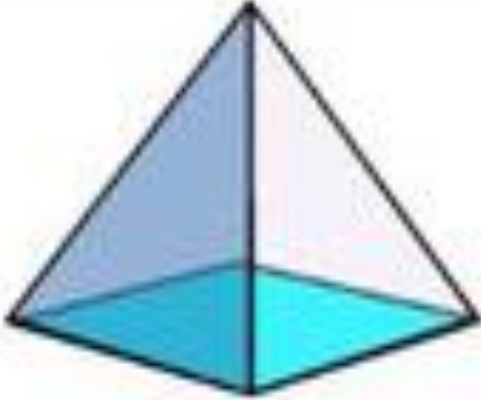
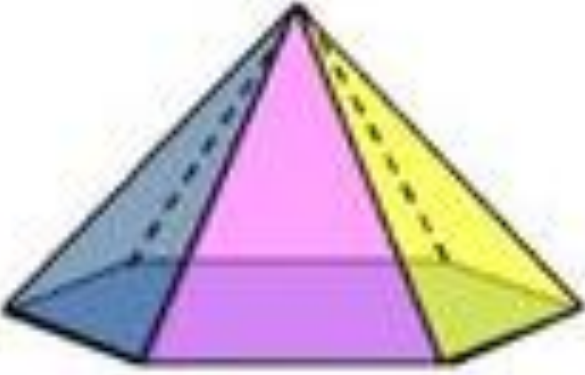
3D



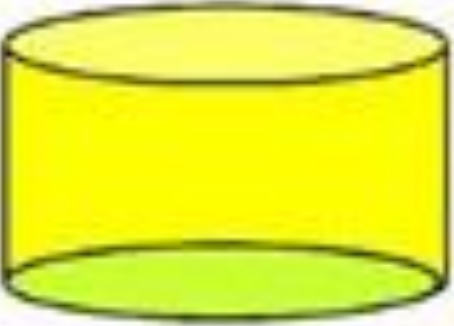




# 3D Examples





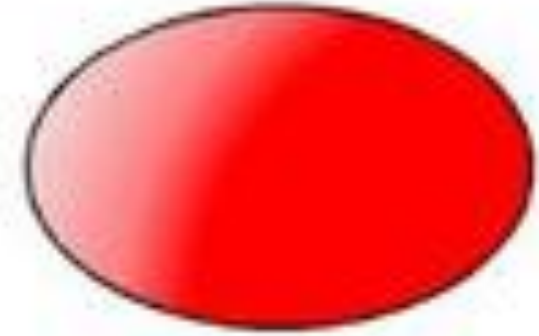
		
Tetrahedron (Triangular pyramid)	Square pyramid (Square-based pyramid)	Hexagonal pyramid


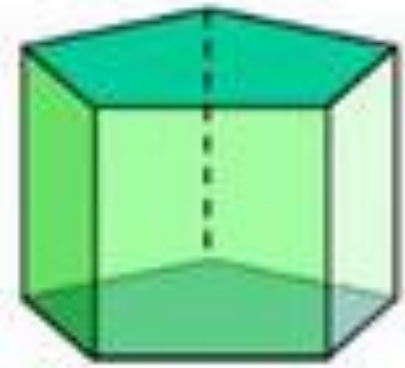
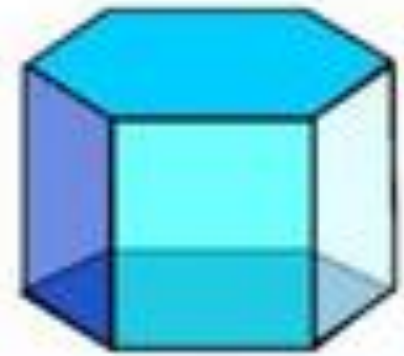
		
Icosahedron	Cone	Cylinder



# 3D Examples



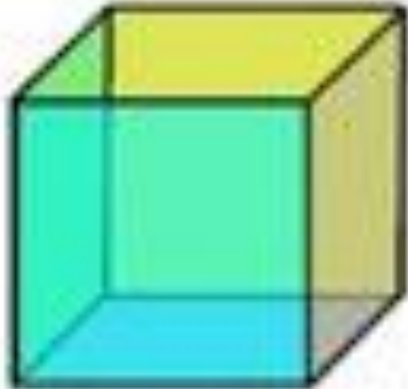
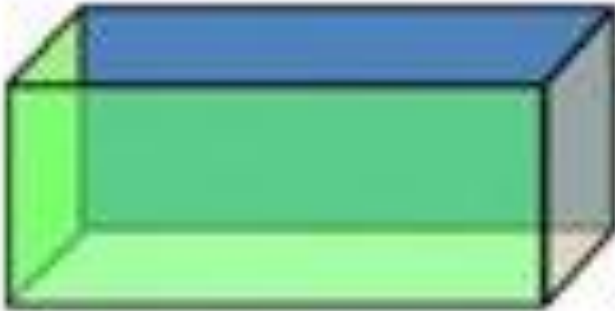
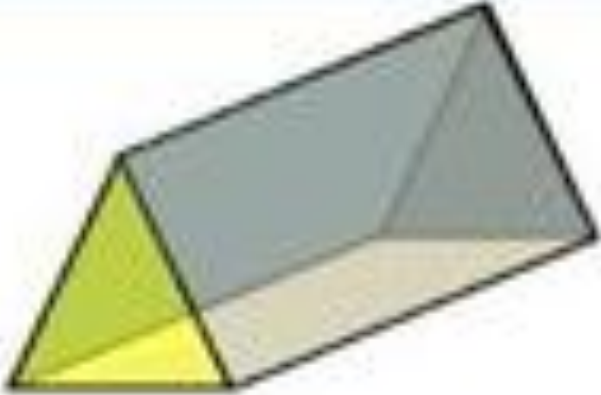
		
Dodecahedron	Sphere	Ellipsoid

		
Octahedron	Pentagonal prism	Hexagonal prism



# 3D Examples



		
Cube	Cuboid	Triangular prism



# 3D Modelling Softwares



- Inventor
- Solid Edge
- Solidworks
- CATIA
- ProE.Houdini
- Cinema 4D
- Modo
- Autodesk 3Ds Max
- Autodesk Maya
- Autodesk Mudbox
- ZBrush
- Rhinoceros





# 2D Modelling Softwares



- AutoCAD.
- LibreCAD.
- nanoCAD.
- QCAD.
- DraftSight.
- Draft IT.
- ActCAD 2019 Professional.
- BricsCAD.



*Thank You*