

# A Computer Engineering Approach To Design For 3D-Printing Manufacturability

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University of Kentucky  
Electrical & Computer Engineering

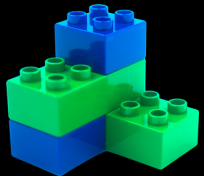
# What Is 3D Printing?



## Subtractive Building:

“Every block of stone has a statue inside it and it is the task of the sculptor to discover it.”

– *Michelangelo*



## Additive Building:

“The whole is greater than the sum of its parts.”

– *Aristotle*

# What Is Design For Manufacturability (DFM)?

Design product so that it is easy to manufacture.

- Lego doesn't easily do **curves**...
- Some methods don't easily do **unsupported**...
  - Extrusion: Fused Deposition Modeling (FDM, aka FFF)
  - Material Jetting (MJ), Drop On Demand (DOD)
- Some methods don't easily do **cavities**...
  - Stereolithography (SLA and DLP systems)
  - Selective Laser Sintering/Melting (SLS/SLM, also EBM)
  - Binder Jetting (BJ)
- Can decompose into parts made separately

# What Is A Design?

- A 3D drawing of an object isn't sufficient
  - Material, tolerance, & other constraints
  - Functional requirements (e.g., processors)
  - **Means to adjust the design for DFM**
- We suggest **a design should be a program:**
  - Parameterized (e.g., by tolerances)
  - Structured, hierarchical, & composable
- **Programs can be automatically transformed**

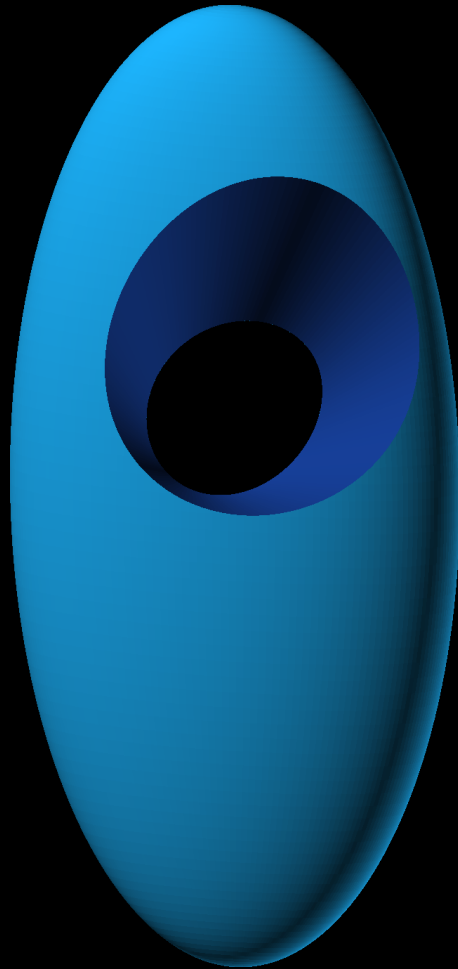
# How Is This Different?

- **Normal process for 3D printing:**
  1. Create design by **drafting in CAD system**
  2. Convert design into **“portable” STL file**  
(polygonal surface patches)
  3. Slice **STL** into **G code** X,Y,Z,E movements
- **Proposed process:**
  1. Create **parametric design as a program**
  2. **Compile design + parameter values into DFM-optimized machine-specific design**
  3. Convert design into **G code** (STL optional)

# Designs As Programs

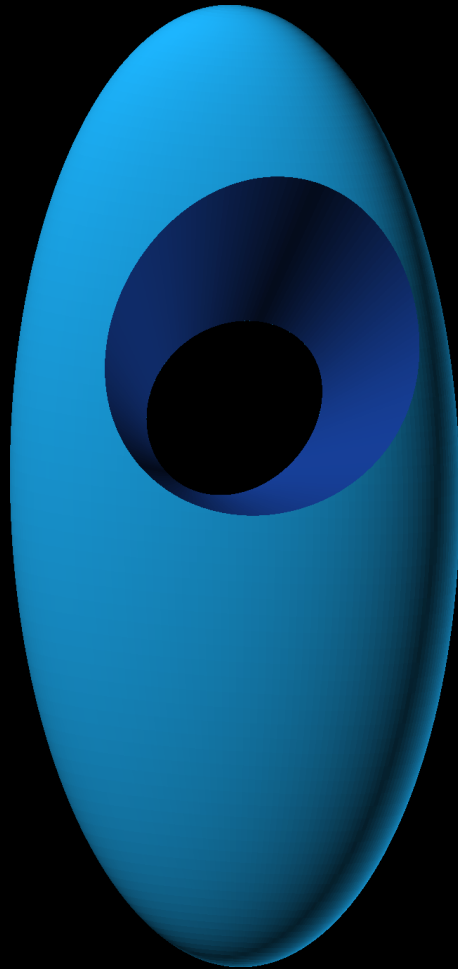
- Not really a new idea
  - **G code** is a low-level program
  - Most CAD systems *internally* specify a design as a program composing solids
- Leverage what we know about programming
  - Language design, programming practices
  - Parameters & selection of DFM options
  - **Compiler optimization** technology:  
*“correctness-preserving transformations”*

# An Example Using *OpenSCAD*



```
difference() {  
  scale([0.5, 1, 2])  
  sphere(d=100);  
  translate([0, 0, 20])  
  rotate([30, -115, 0])  
  cylinder(d1=80, d2=20,  
          h=100, center=true);  
}
```

# How About A Base Fitting This?



- Make this a module:

```
module statue() { ... }
```

- Make a base module too
- Just difference 'em:

```
difference {base(); statue();}
```

A printer-dependent tolerance  
between them for best fit?



# Parametric *OpenSCAD*

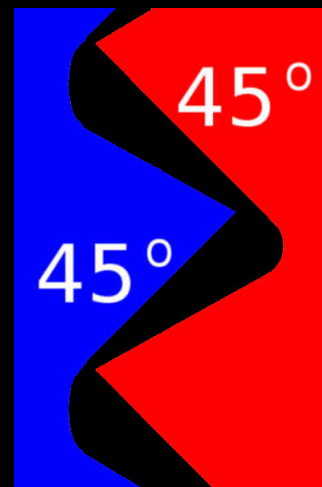
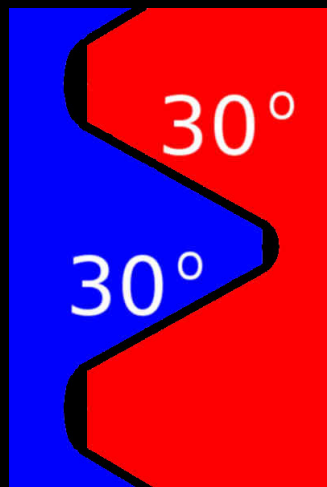
```
module tol(xt=defxt, yt=defyt, zt=defzt) {  
  for(c=[0:1:$children-1]) minkowski() {  
    children(c); scale([xt, yt, zt]) cylinder();  
  }  
}
```

```
difference() {base(80); tol() statue(80);}  
difference() {base(); tol() statue();}  
difference() {base(); tol(yt=2) statue();}
```



# A Manufacturability Example

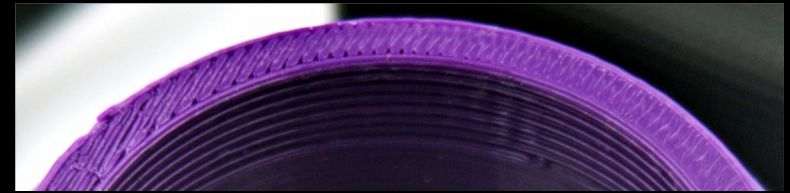
- The **Unified Thread Standard (UTS)** specs a **30° angle** for screw threads
- Most FDMs can't print that without **droop**
- So, replace 30° angle with a printable one...



45° is safe.

Could allow for droop...

# A 3D-Printed UTS-Compatible Thread

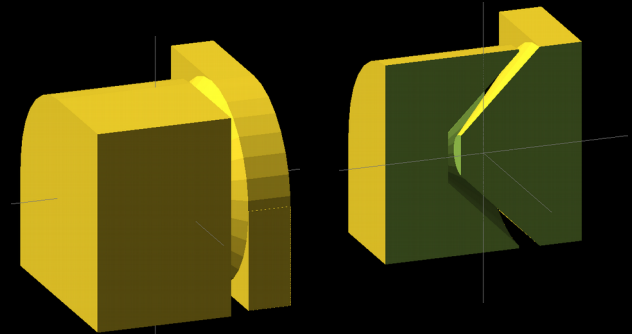


Lens adapter  
**M42 x 1 mm pitch**  
to Sony E

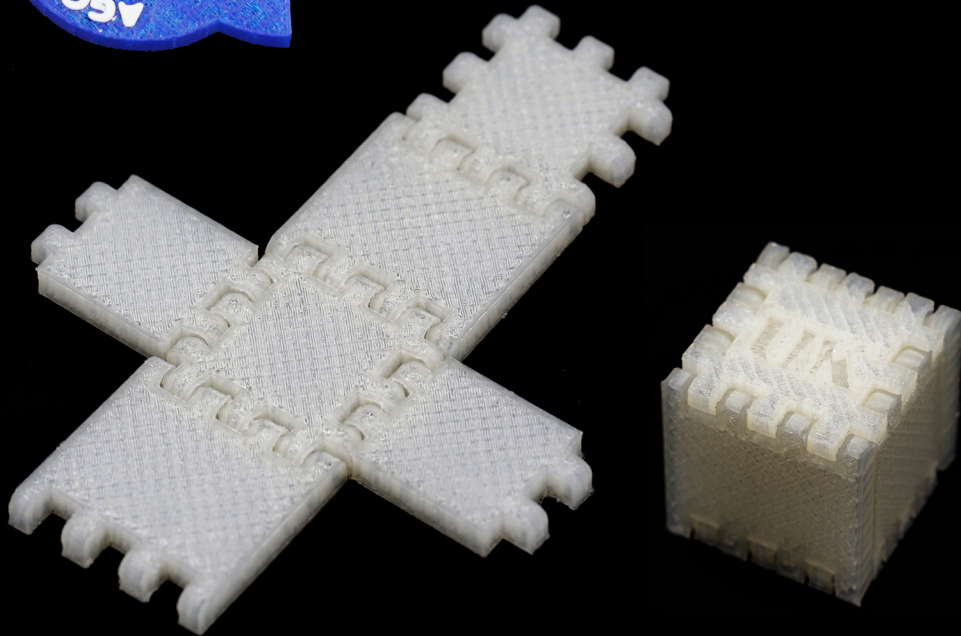
on \$225 printer,  
0.25mm layers!

# Another Manufacturability Example: **Spanless Hinges**

- There are many types of hinge, but most require some type of trapped pin... which generally **implies an unsupported span**
- This doesn't... **the 45° angle is its own inverse and is self-supporting (and can print-assembled):**

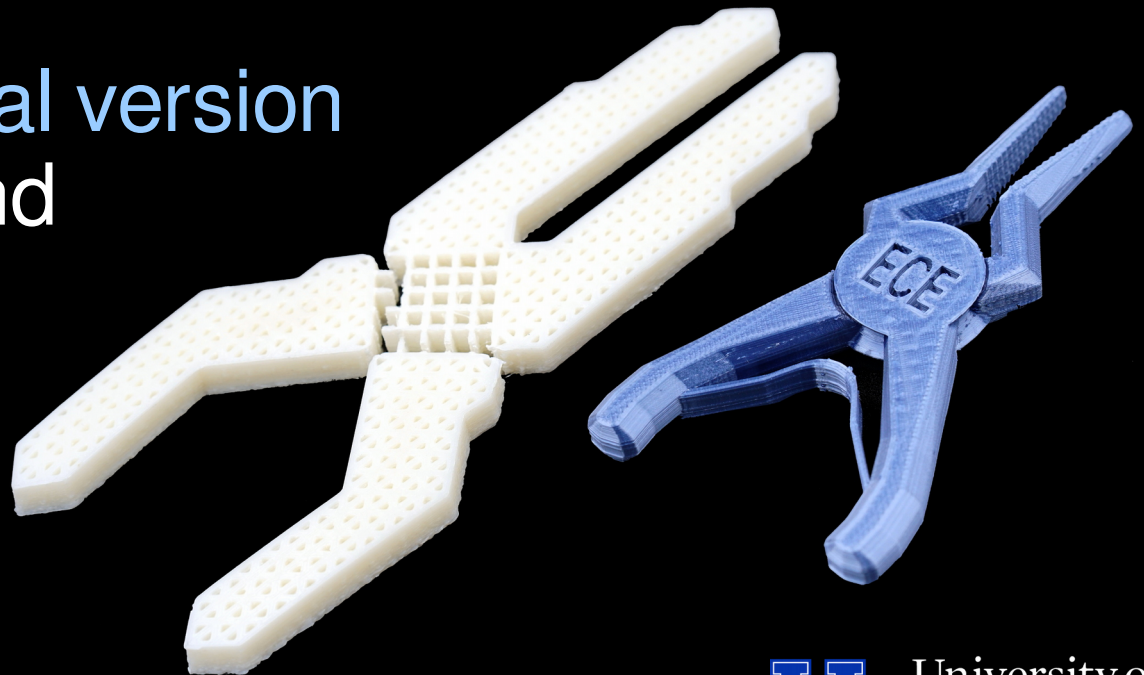


# 3D-Printed Spanless Hinges



# Multiple Substitutions

- In 2016, researchers at the *Hasso Plattner Institute* made “**metamaterial pliers**”: a single part with stiffness, spring, & bending hinge
- Our metamaterial version has a **spring** and a **spanless hinge** and it works...



# Status & Future Work

- A design should allow DFM transformations
- Optimizing compiler technology can transform designs expressed as programs
- Creating the library of transformations is hard, we welcome collaborators



# Other Stuff We're Doing

- Quantum computing Education & Research In Kentucky – [QERKY . ORG](http://QERKY.ORG)
- Optimizing / parallelizing compilers
- Nanocontrollers to cluster supercomputing (we built the world's 1<sup>st</sup> Linux cluster back in 1994)
- Computational photography

