

# An Educational Experience with Generative Design

Elizabeth Bishop

Postgraduate Researcher, University of Warwick, UK



# About me

## Elizabeth Bishop

- 2012 MEng Mechanical Engineering
- 2016 - 2017 UAV Group Project
- 2017 Started a PhD in Large-Scale 3D Printing
- Maker in Residence at Warwick Engineering Build Space

 @LizBish94

 @WEDesignMake

 Elizabeth Bishop

# The Build Space Team



# Who are we?



**Dr Simon Leigh**  
**Associate Professor**  
**Build Space Lead**  
Maker in Residence



**Dr Chris Pursell**  
**Research Fellow**  
Maker in Residence

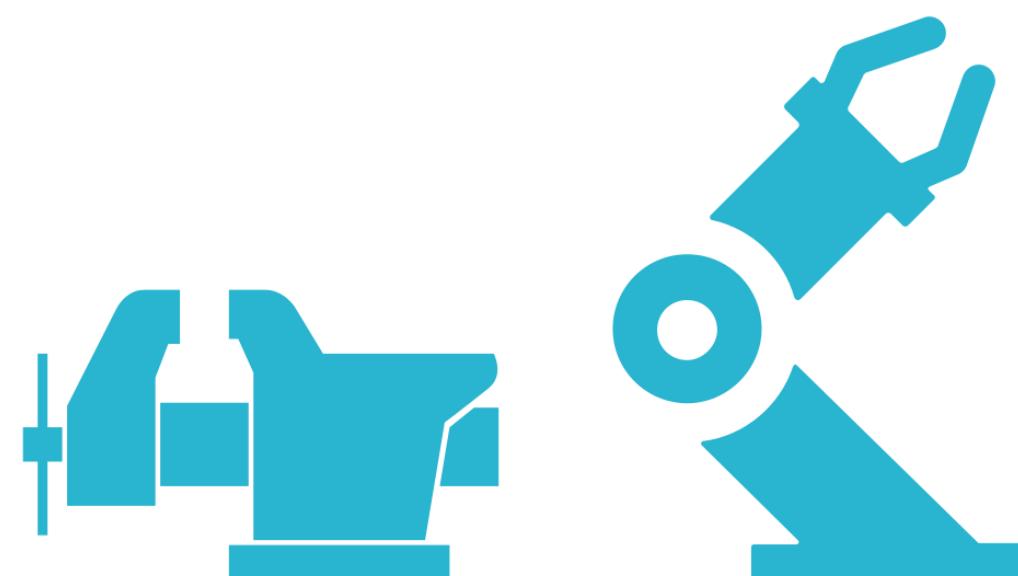


**Elizabeth Bishop**  
**PhD Student**  
Maker in Residence



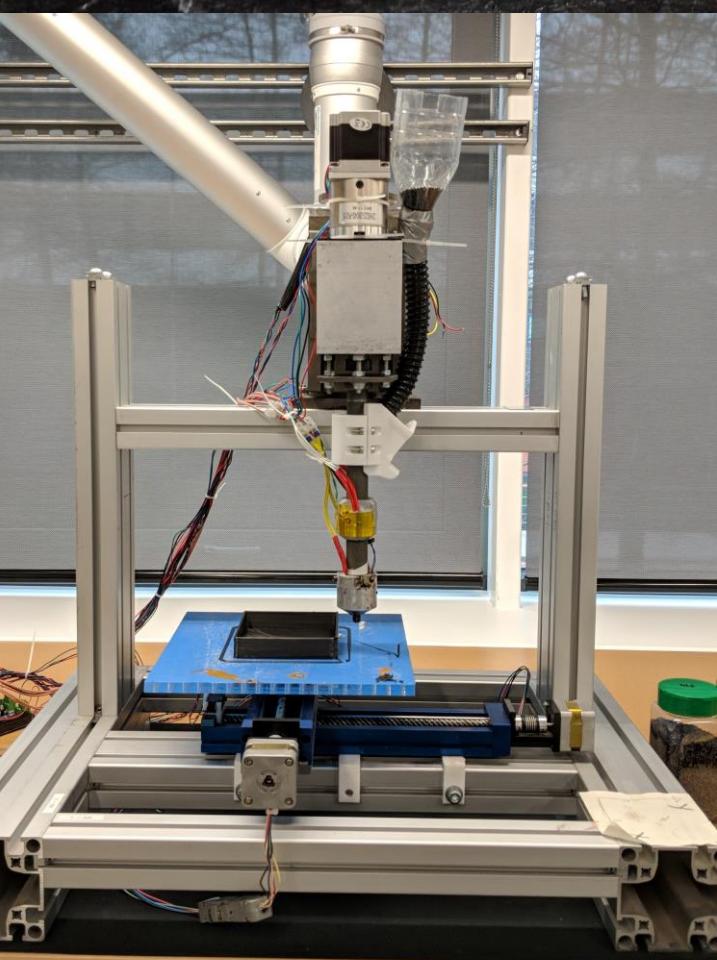
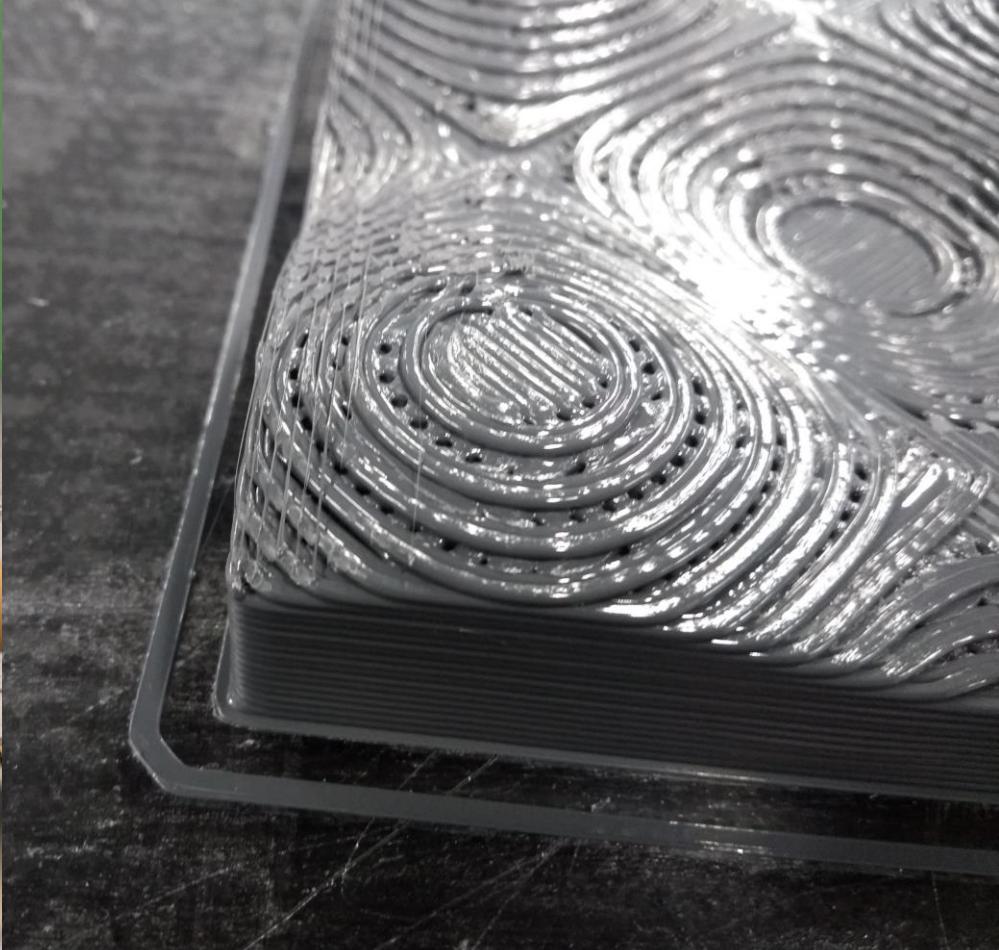
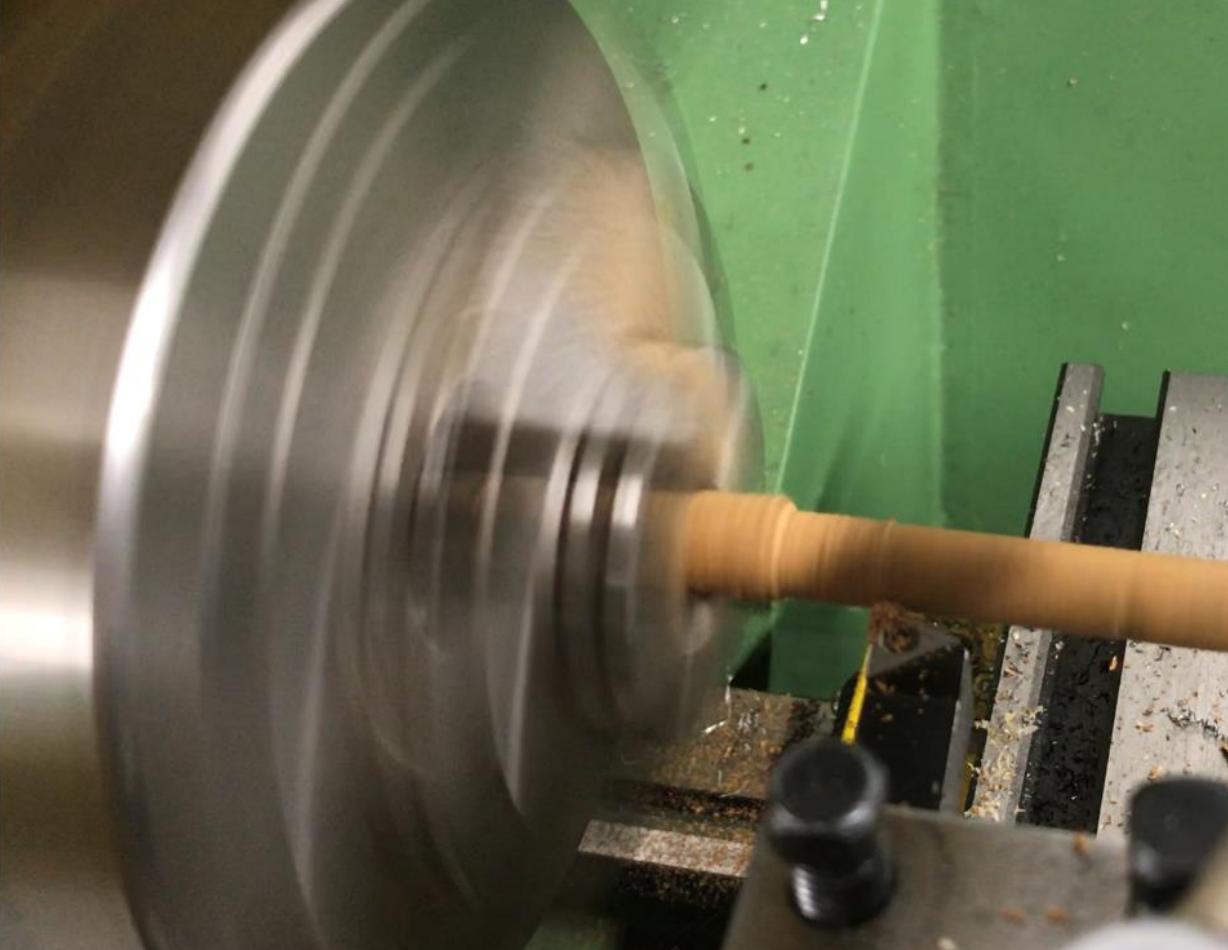
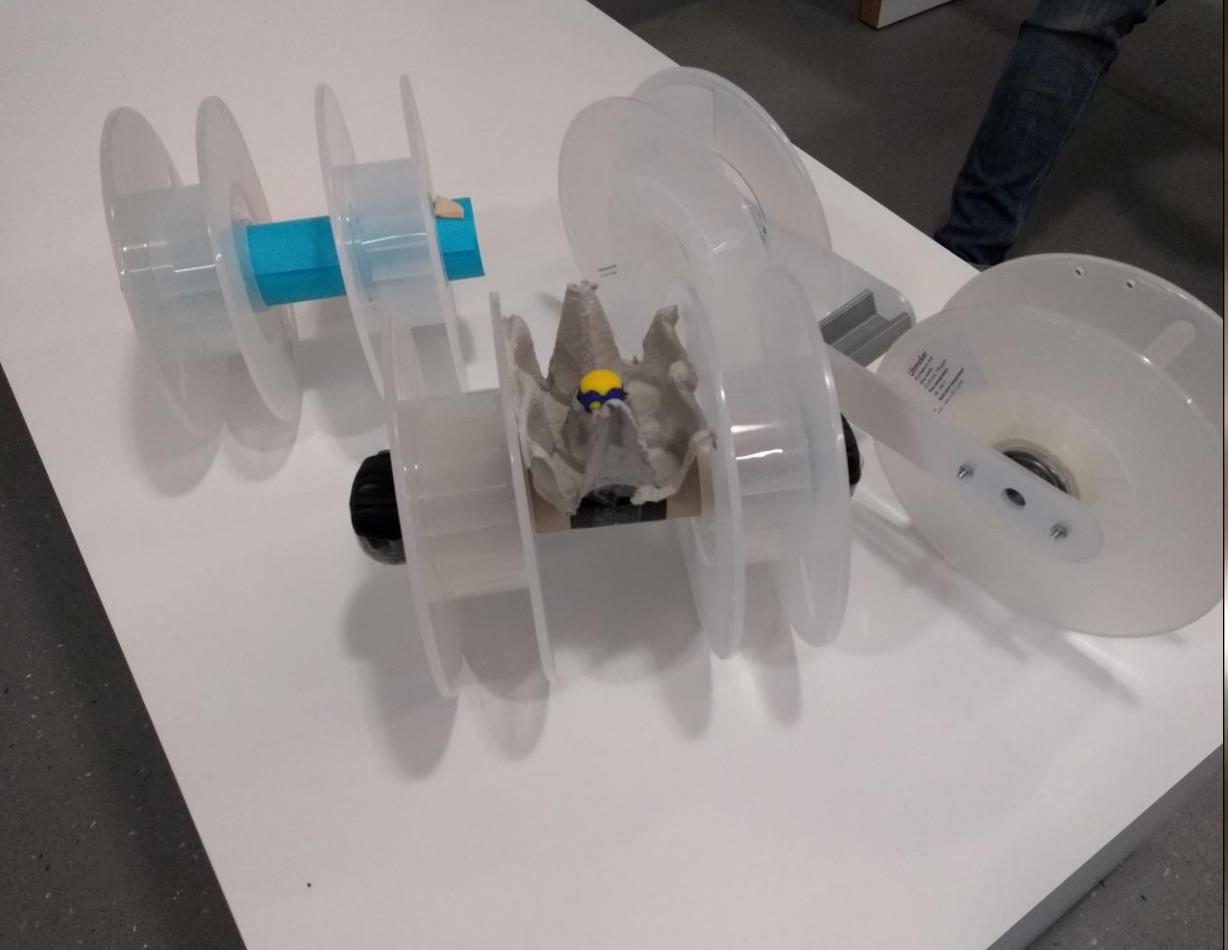
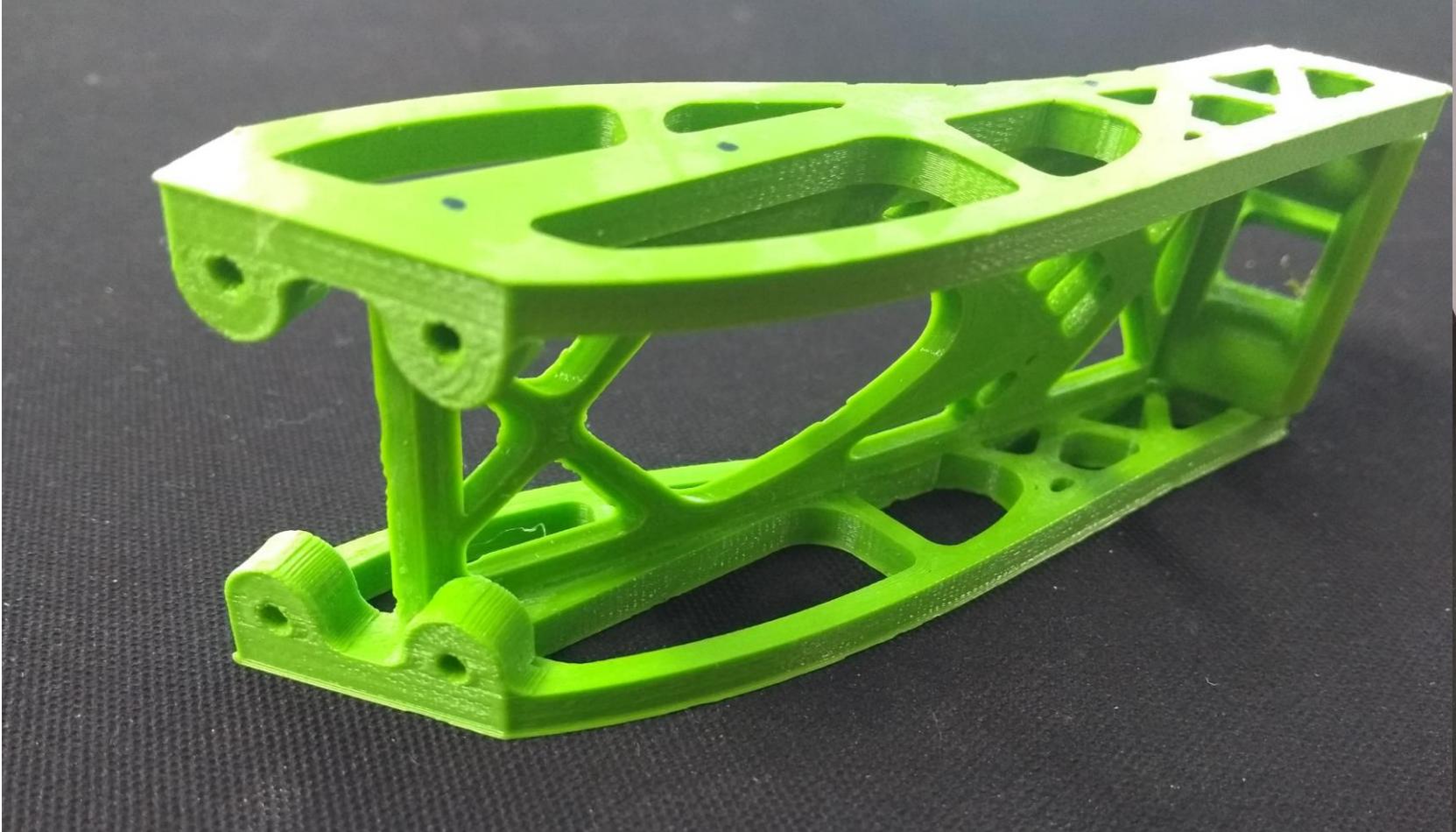
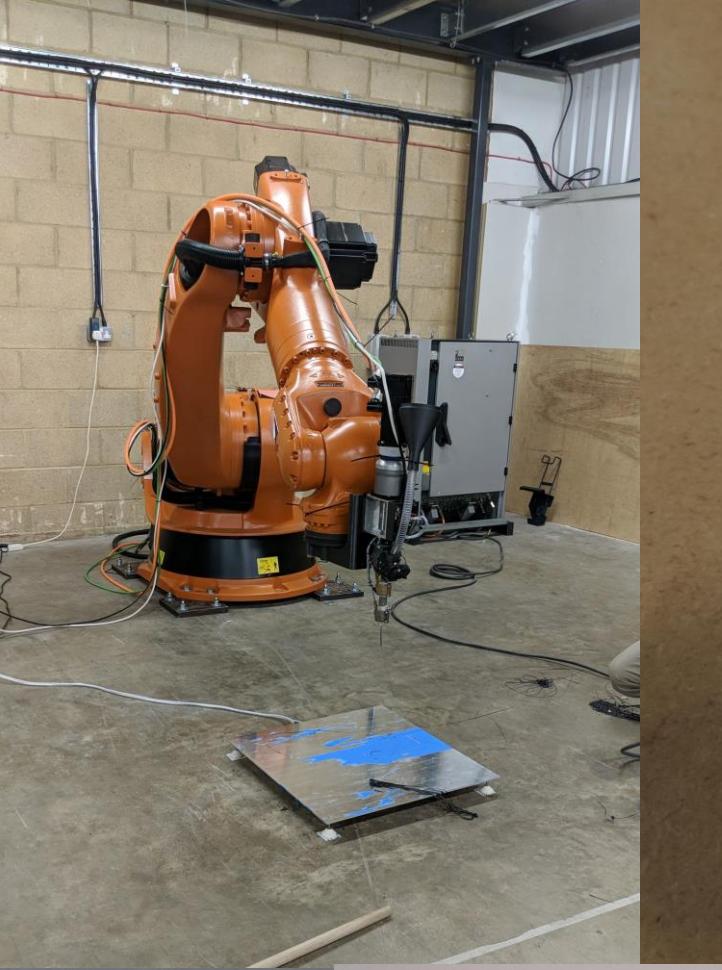
**Elliott Griffiths**  
**PhD Student**  
Maker in Residence

# ENGINEERING BUILD SPACE



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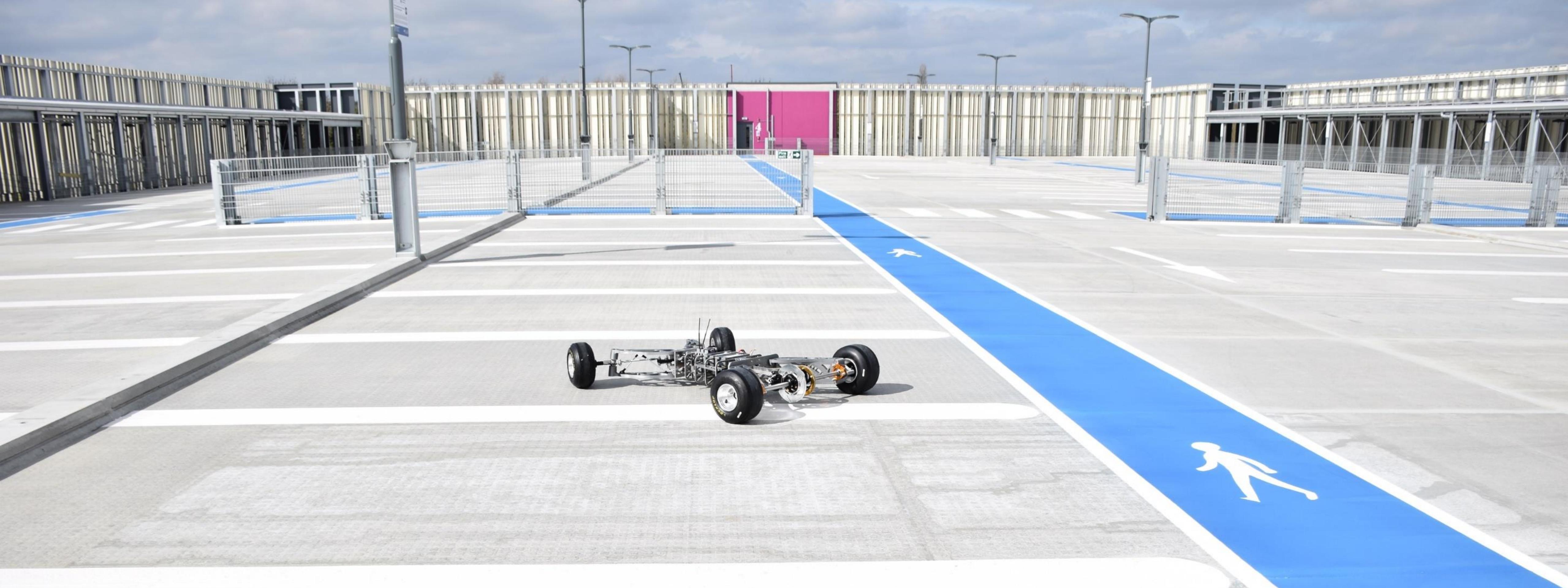
# We Make Things!

# You may remember us from...



# Warwick Autonomous Electric Racing Series (AERS) Project





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**racers** |||

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IDEAS MADE BIG

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3D PLATFORM



# The Student Team

**David Steele**  
Team Leader



**James Gardener**  
Manufacturing



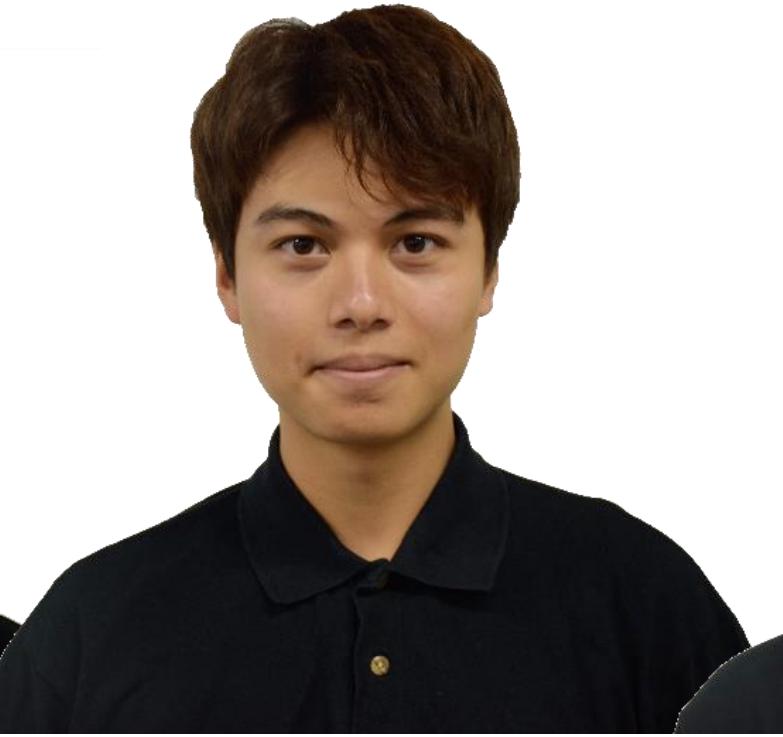
**Katie Anderson**  
Control Systems



**Max Cherrill**  
Manufacturing



**Bernard Au**  
Design



**Robbie Ellis**  
Generative Design

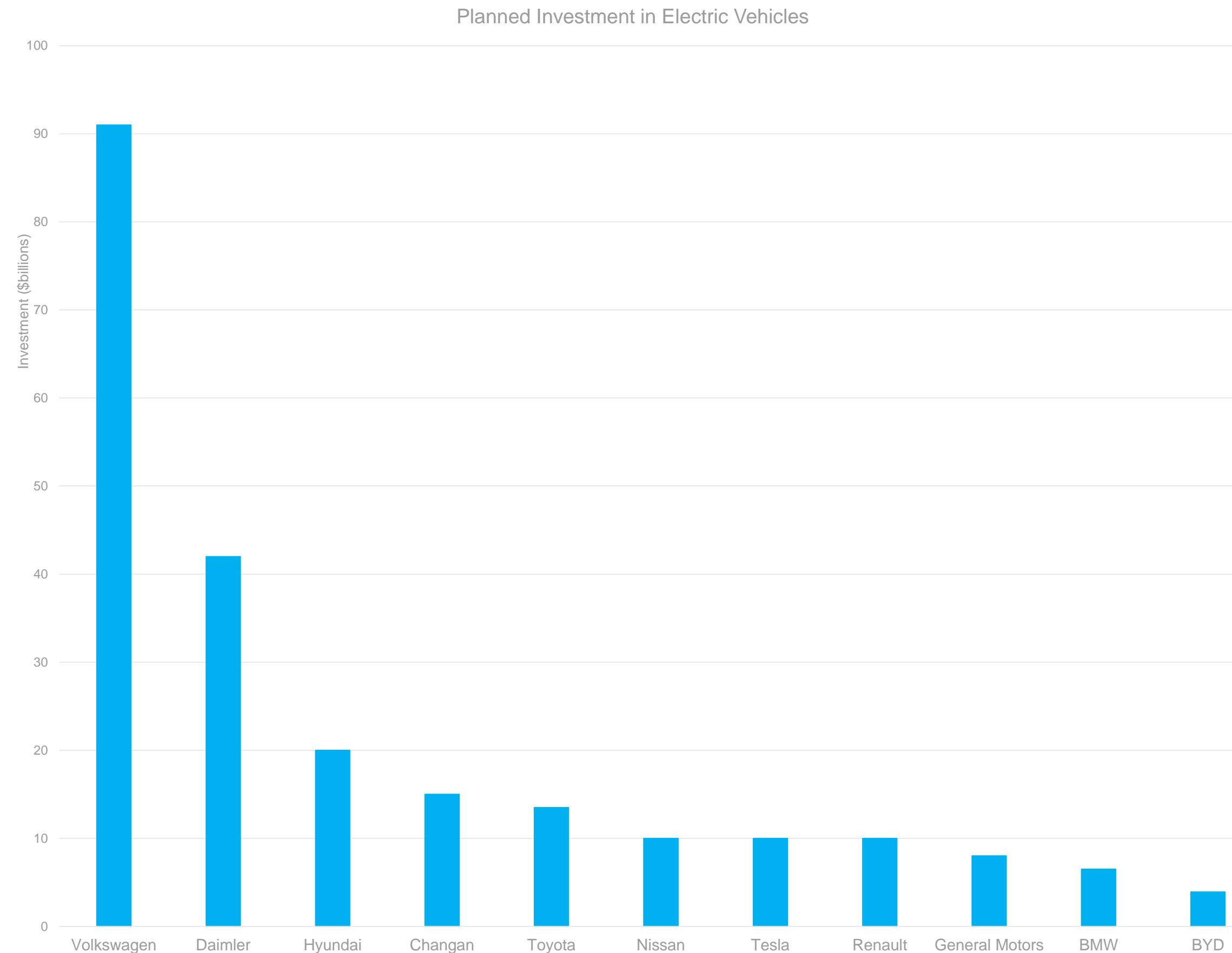


# Overview



“To demonstrate the feasibility of  
a new student-focused, semi-  
autonomous, electric vehicle  
racing series”

# Project Context

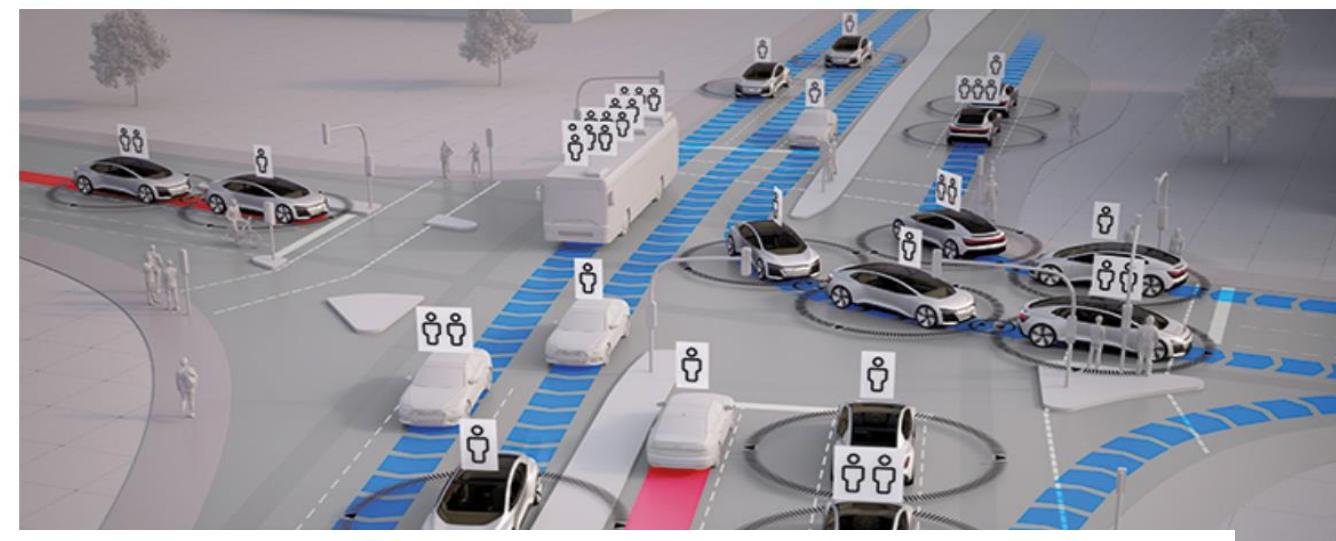


- Intelligent mobility skill gap
- Increased push for autonomous mobility solutions
- Multi-disciplinary requirements for implementation

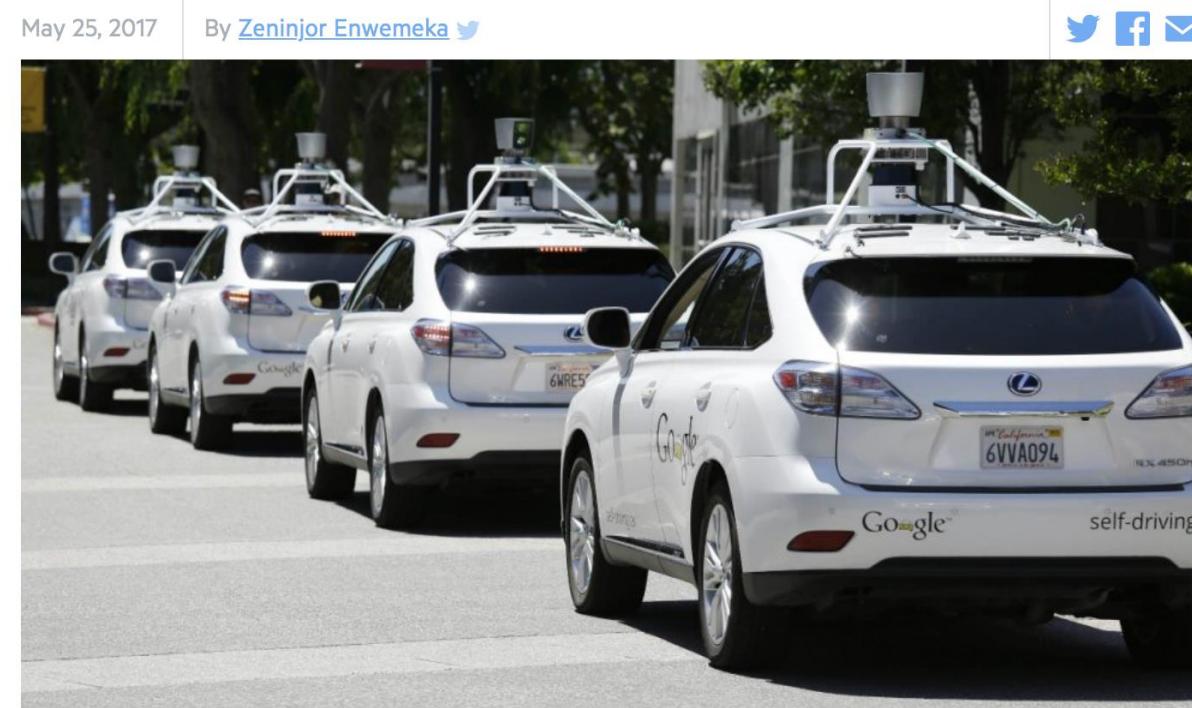
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Research from: Deloitte (2018), *New market. New entrants. New challenges. Battery Electric Vehicles*, Retrieved from <https://www2.deloitte.com/content/dam/Deloitte/uk/Documents/manufacturing/deloitte-uk-battery-electric-vehicles.pdf>

# Driverless or autonomous cars will alienate petrolheads



## Consumers Don't Really Want Self-Driving Cars, MIT Study Finds



An MIT study finds that consumers are increasingly growing uncomfortable with the idea of fully autonomous cars. Pictured: A row of Google self-driving Lexus cars at the Computer History Museum in Mountain View, California. (Eric Risberg/ AP)

Tech companies and car manufacturers are spending billions to get self-

Technology

## Don't Worry, Petrolheads. Driverless Cars Are Still Years Away

By [David Welch](#) and [Gabrielle Coppola](#)

9 January 2018, 01:44 GMT Updated on 9 January 2018, 13:15 GMT

- ▶ Lyft cautions human drivers will be needed 'a very long time'
- ▶ Toyota sees 'long journey' before drivers let go of the wheel



## The end of cars is coming, so what will happen to the petrolheads?

Driverless cars are on their way but how will Australia's car-obsessed culture give way to shared ownership, automated traffic and H plates?



## Driverless cars will END the joy of driving, warns Nick Freeman

THE moment I set eyes on her I was smitten. And my response was primitive. I had to possess her and make her mine. Apologies if this sounds like the corny romanticism of some dribbling old fool.

By [NICK FREEMAN](#)

PUBLISHED: 11:01, Thu, Feb 8, 2018 | UPDATED: 11:08, Thu, Feb 8, 2018



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ALAMY/PA

It's in the news...

# The Project Objectives

## DESIGN A NEW RACE SERIES

Design a new race series for students to compete, manufacturing a vehicle which must have some autonomous functionality, combined with remote control and no on-board driver.

## EXPLORE THE USE OF GENERATIVE DESIGN

Use Autodesk Fusion 360 to explore the use of Generative Design in a design and make project.

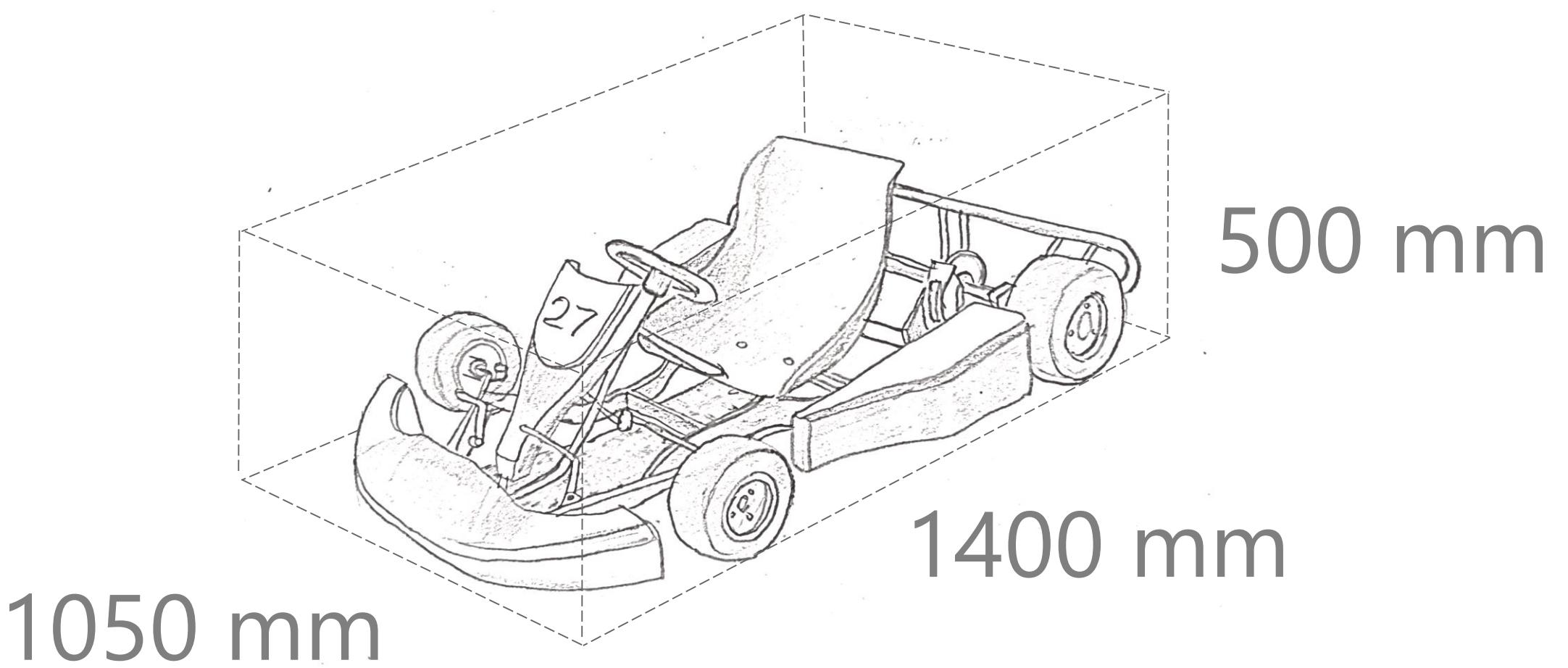
## MANUFACTURE A VEHICLE FOR THE RACE

Demonstrate the feasibility of the new race series by manufacturing a working vehicle which could compete in the series.

# The Race Series

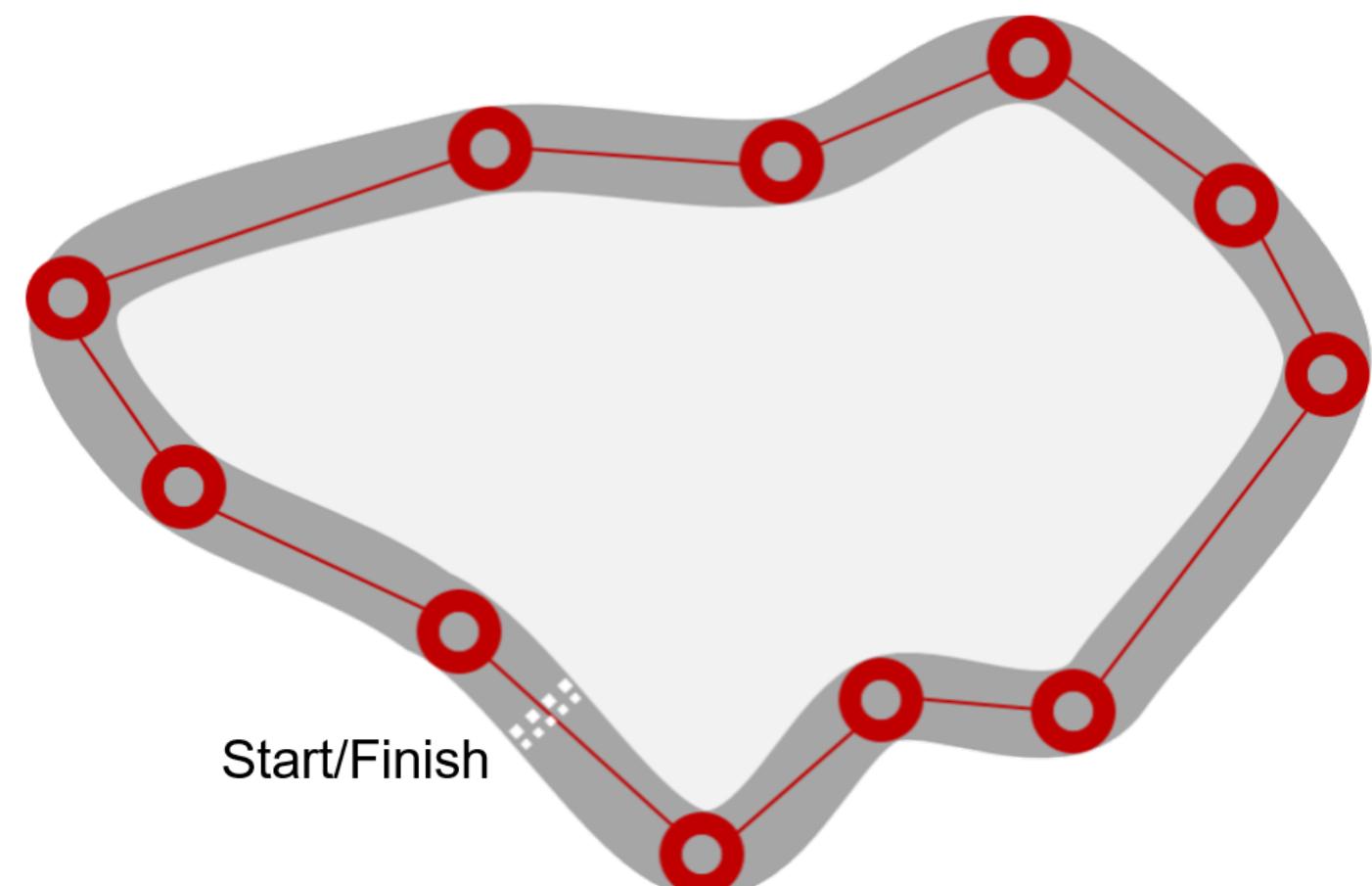
## VEHICLE SPECIFICATIONS

- Dimension Limit: 1400 mm x 1050 mm x 500 mm
- Weight Limit: 40 kg

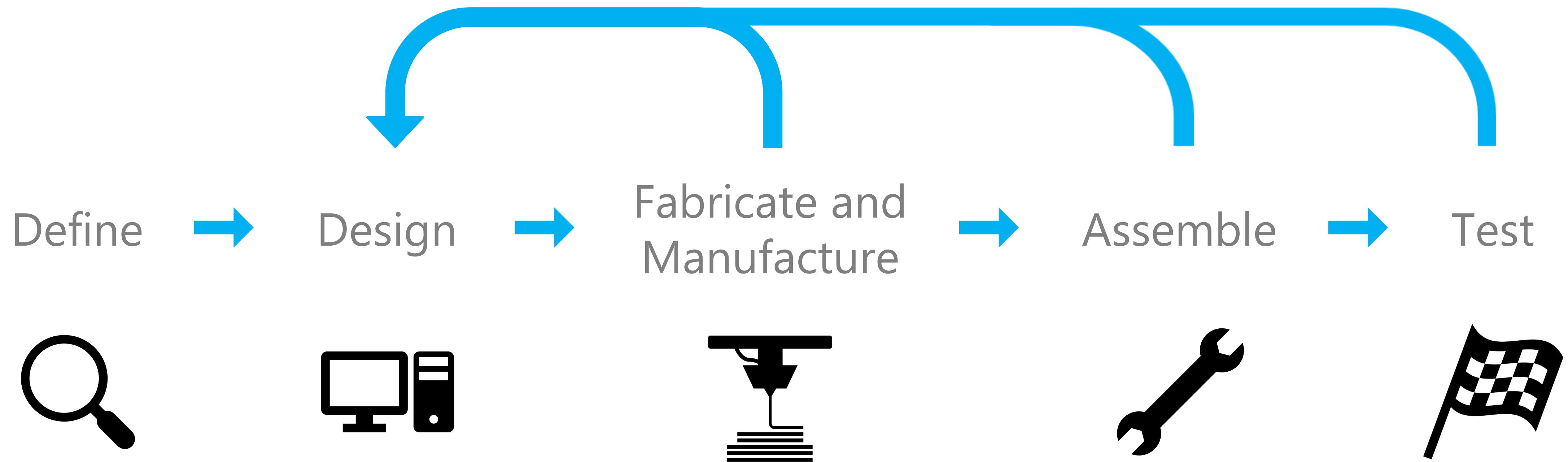


## RACE SERIES PLAN

- Timed laps for semi-autonomous vehicles (follow pre-set GPS waypoints)
- Design and racing aspects

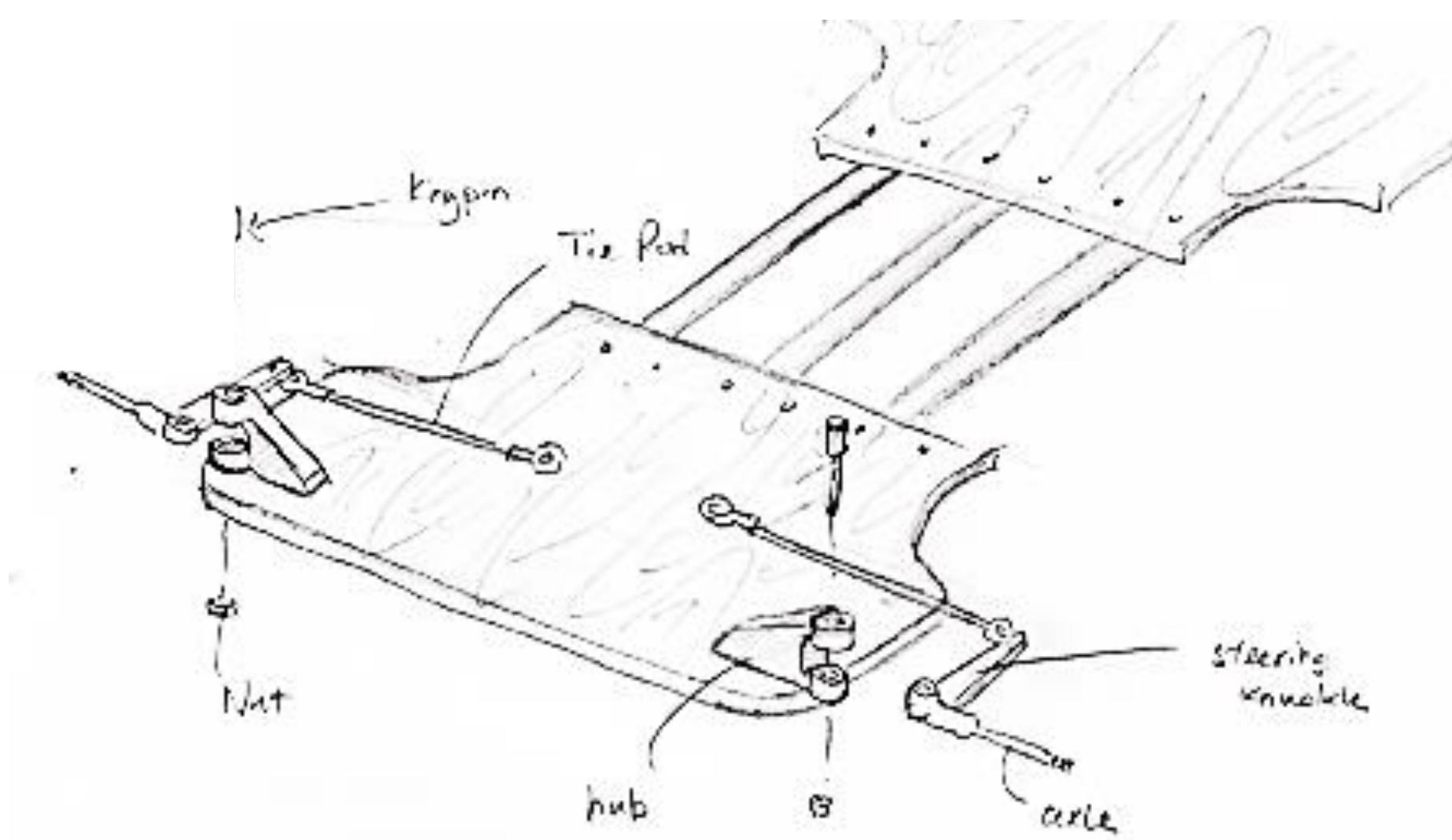
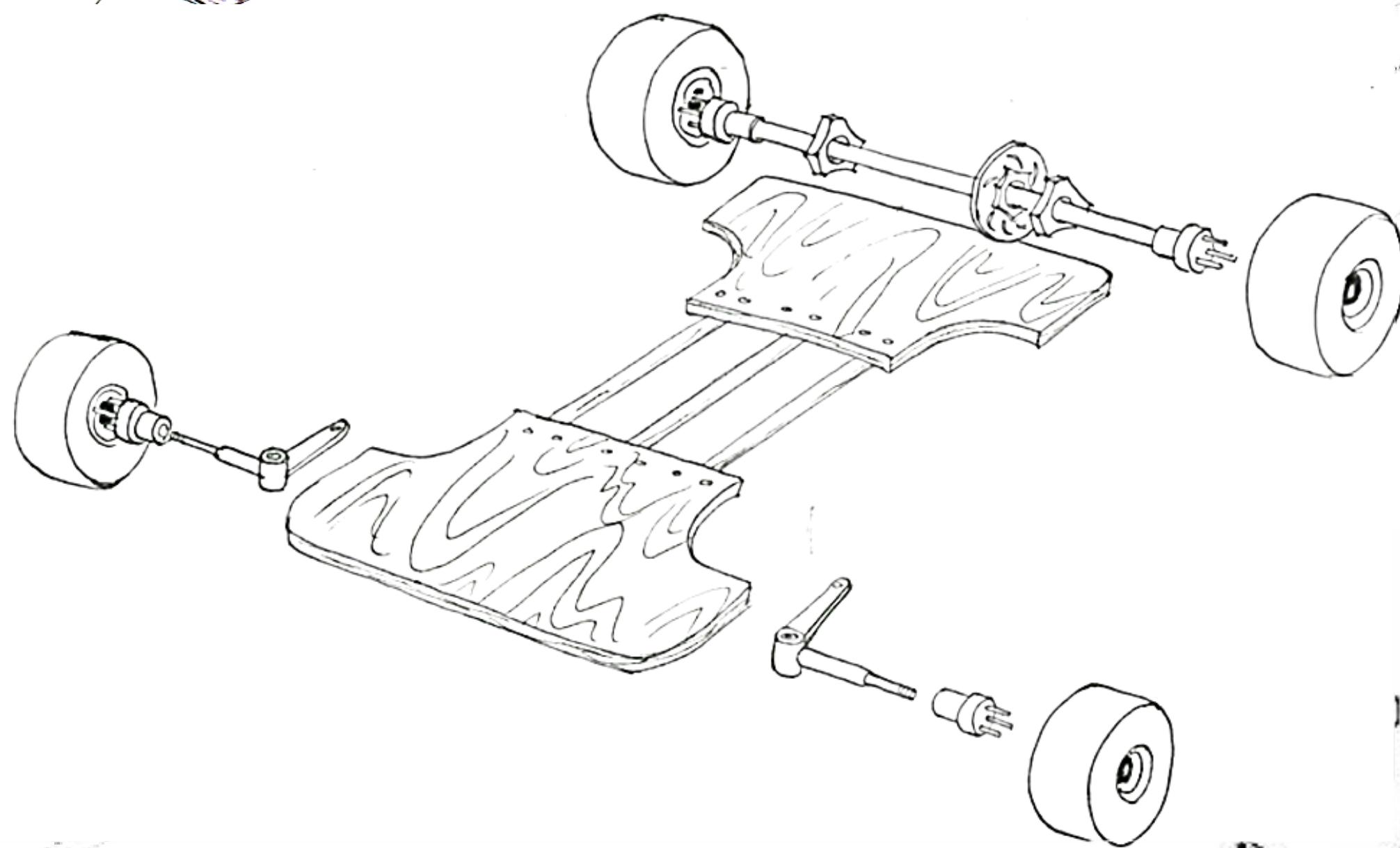
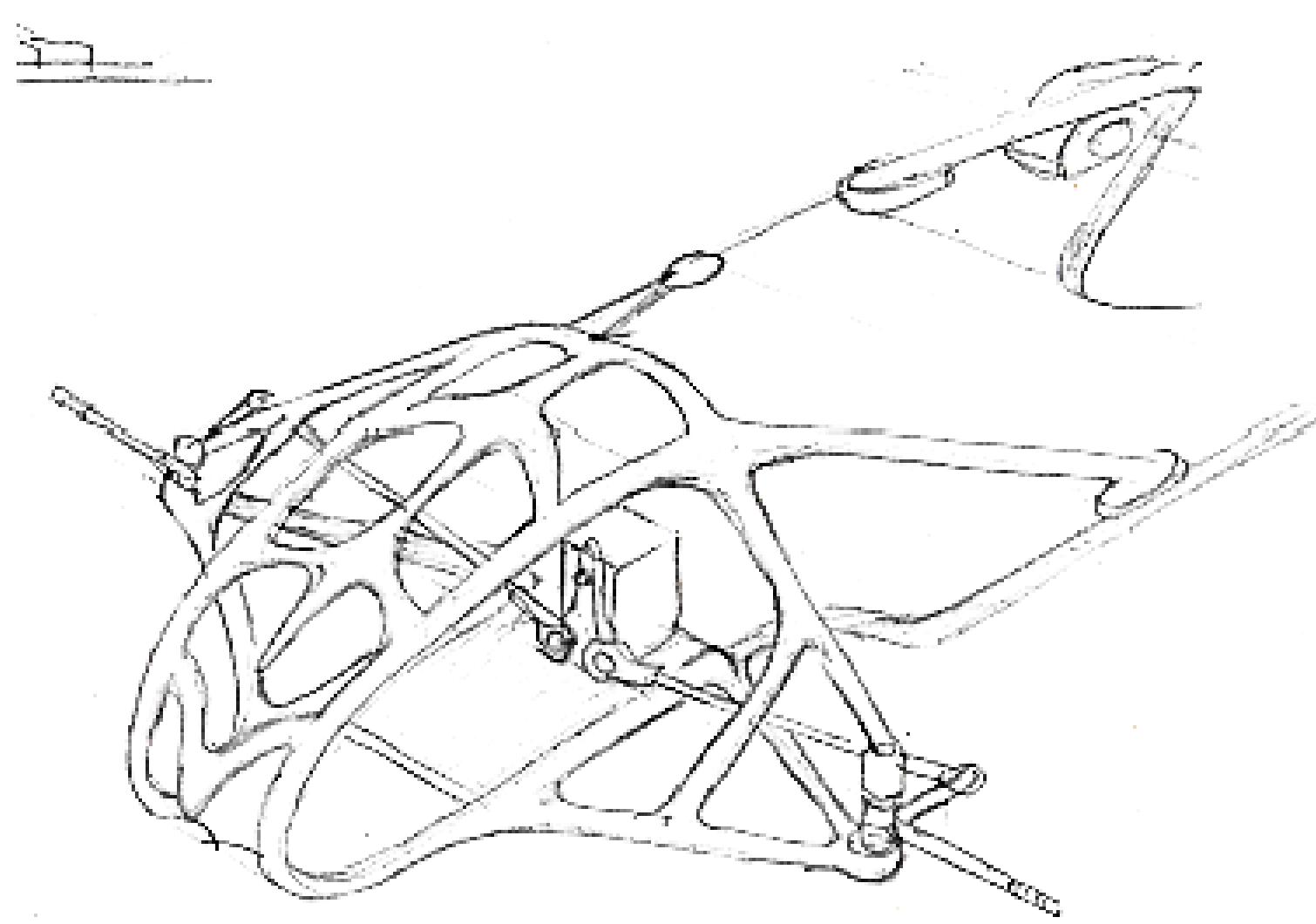
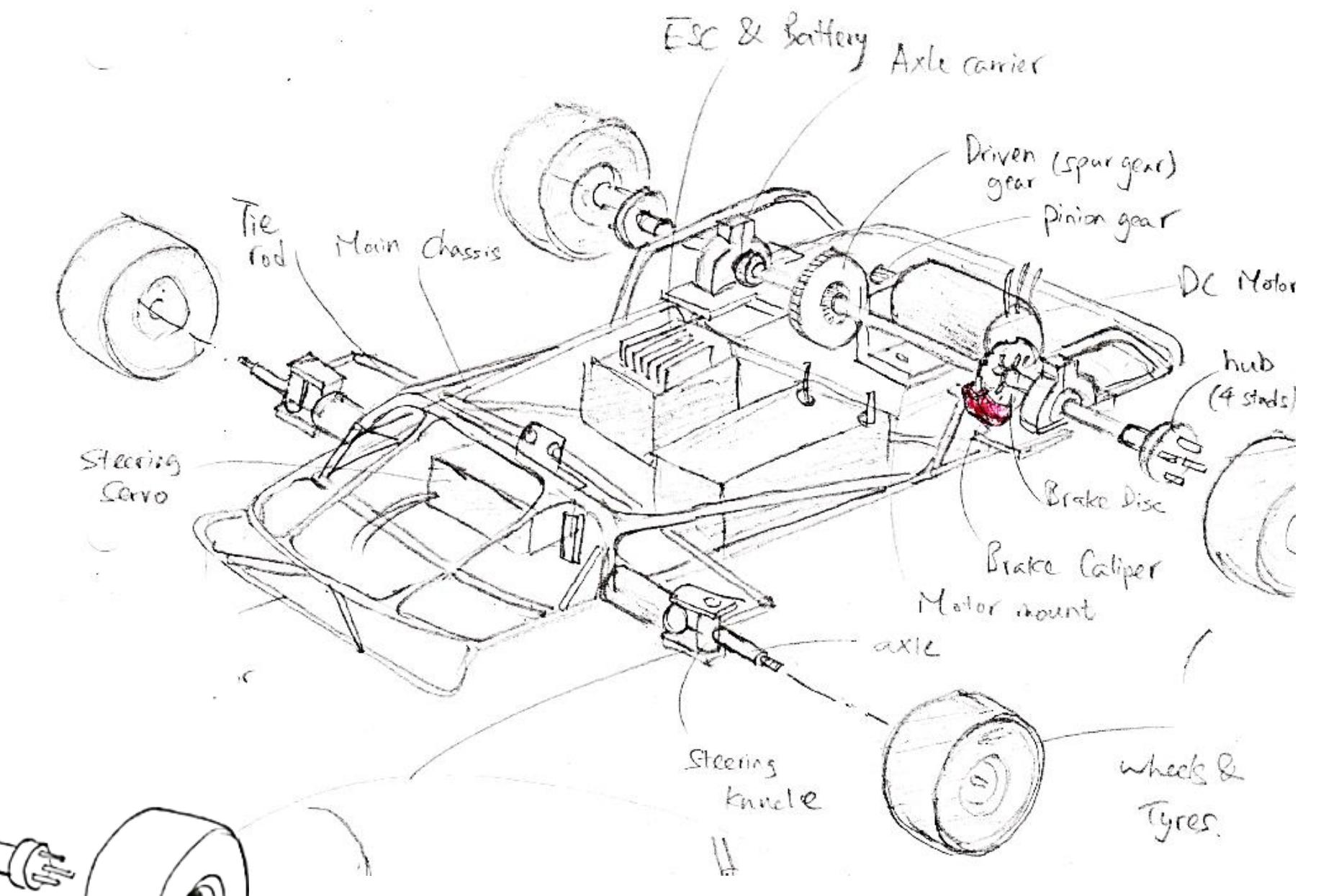
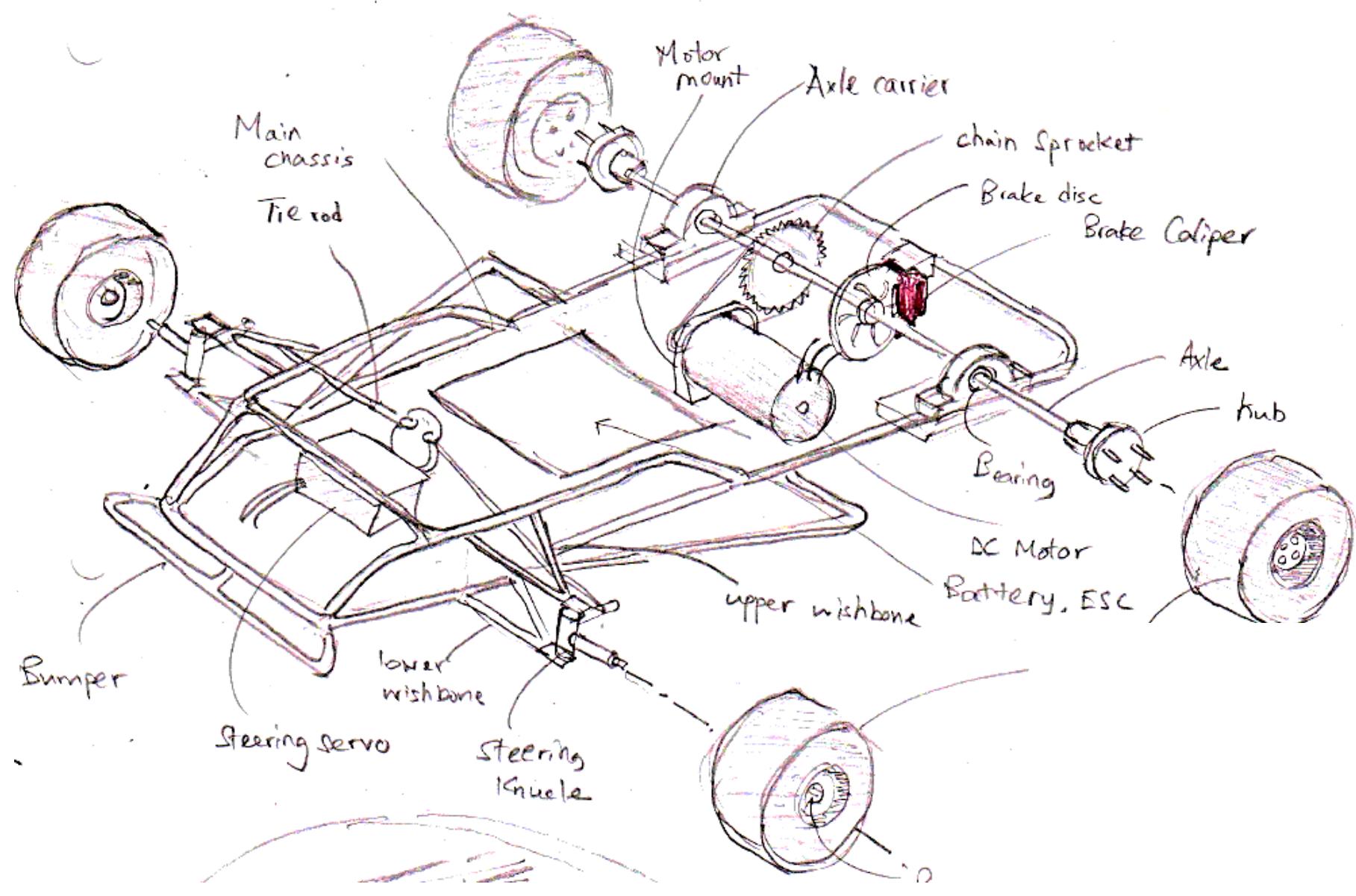


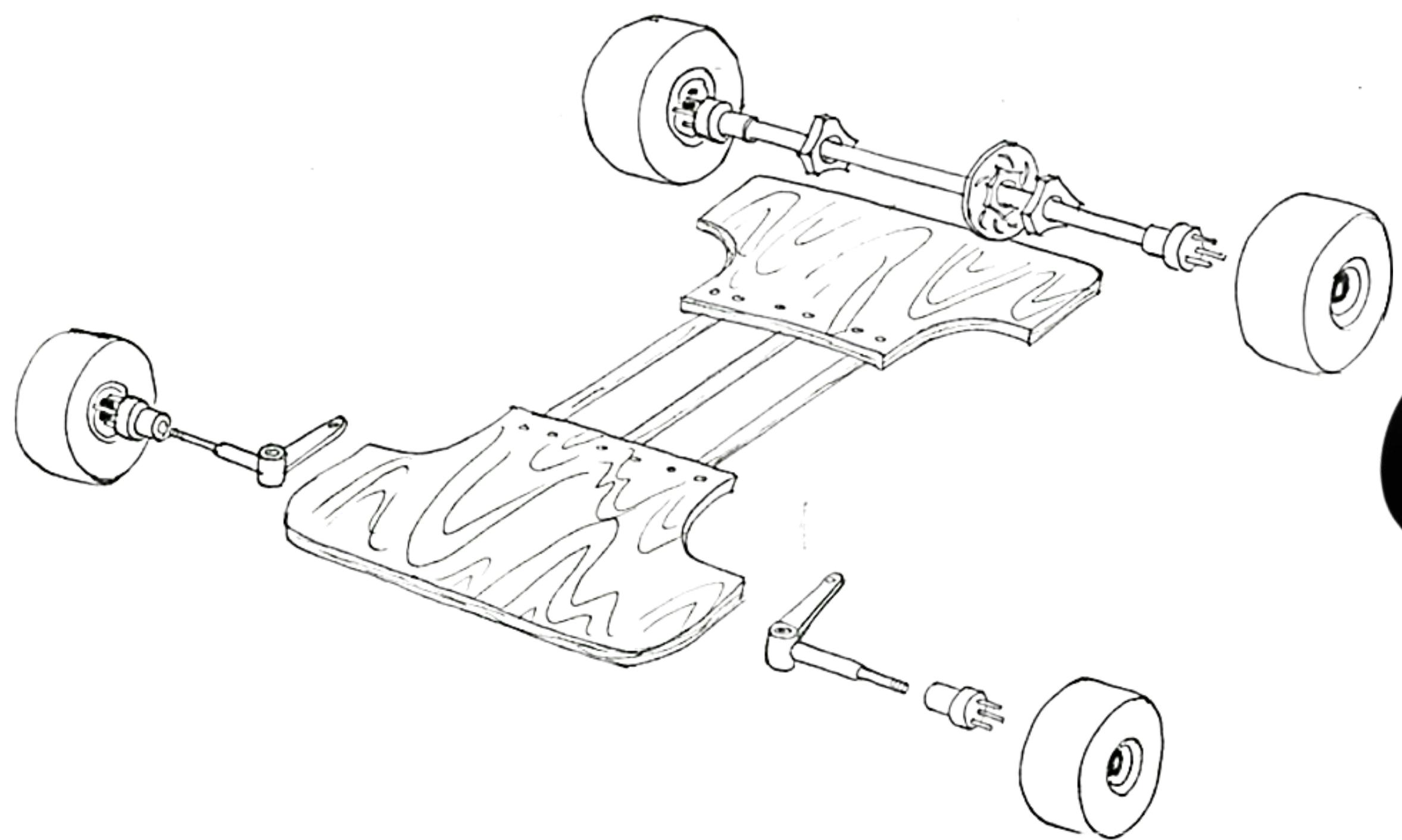
# Project Workflow



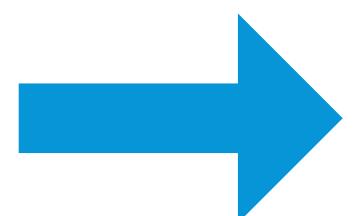
# Prototype Design



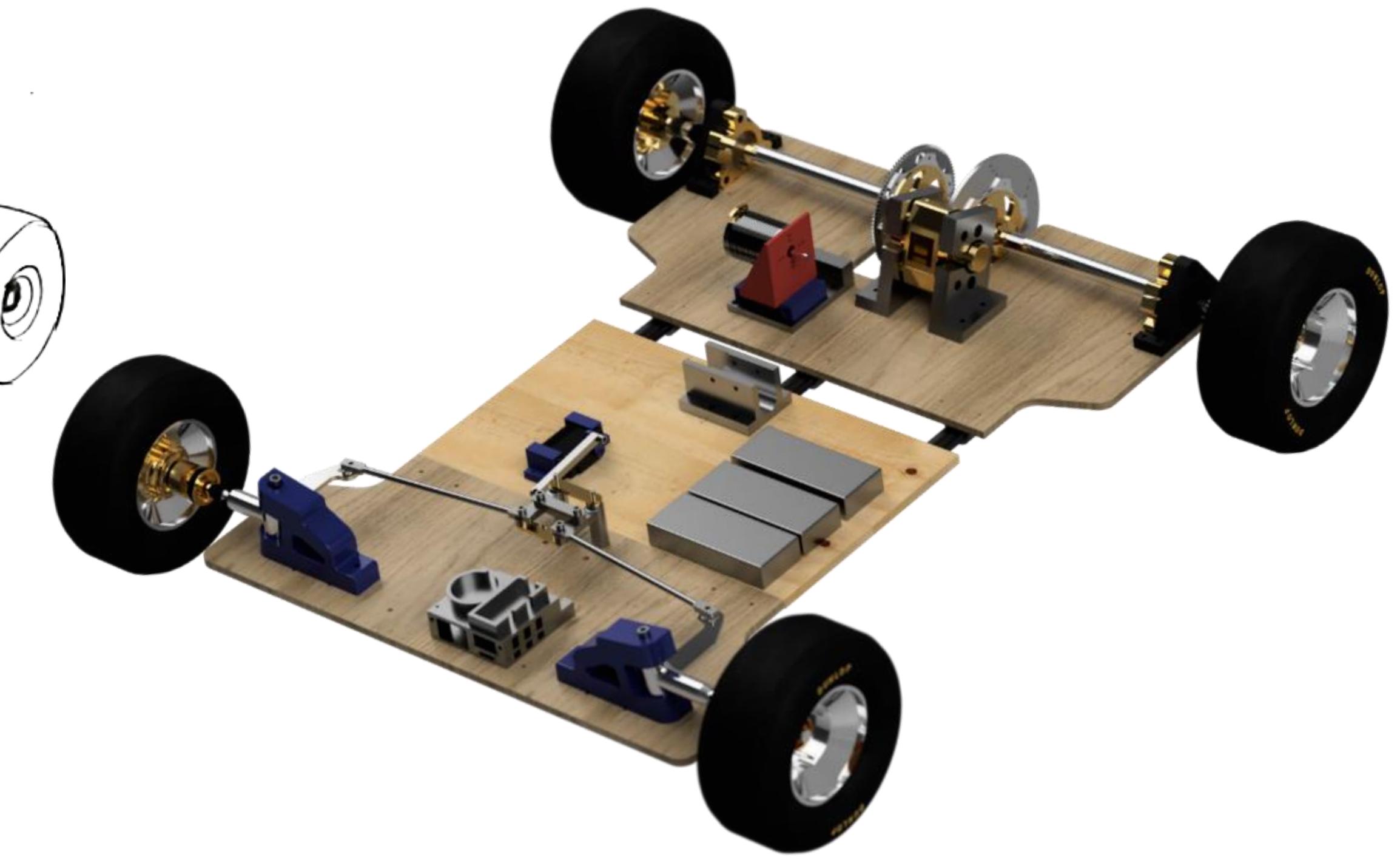




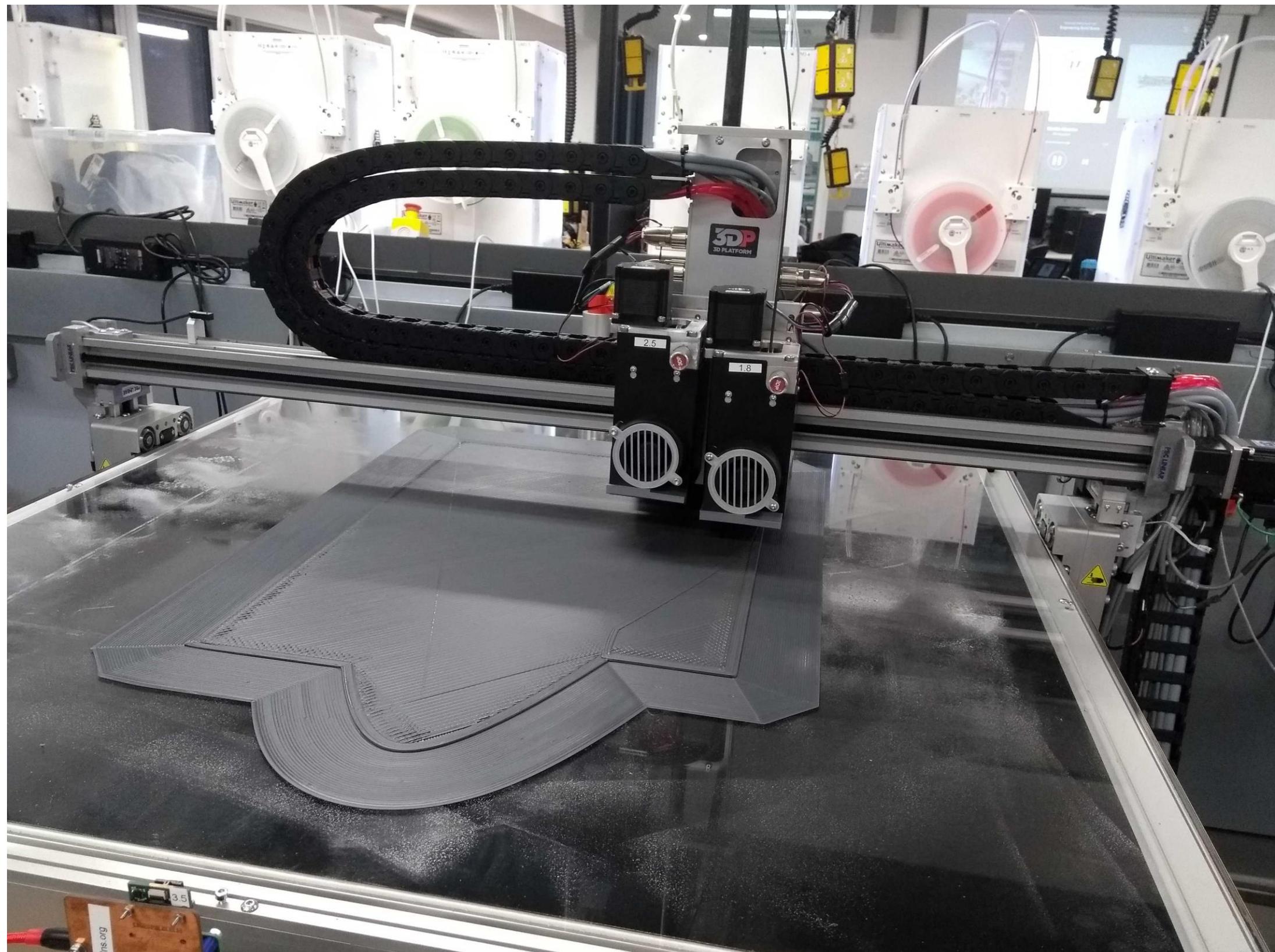
CONCEPT



CAD MODEL



# Using Large-Scale AM



## FEATURES

- Bigger build volumes – 1 m x 1 m x 0.7 m
- Bigger nozzles – 2.5 mm
- Faster flow rates –  $70 \text{ mm}^3\text{s}^{-1}$

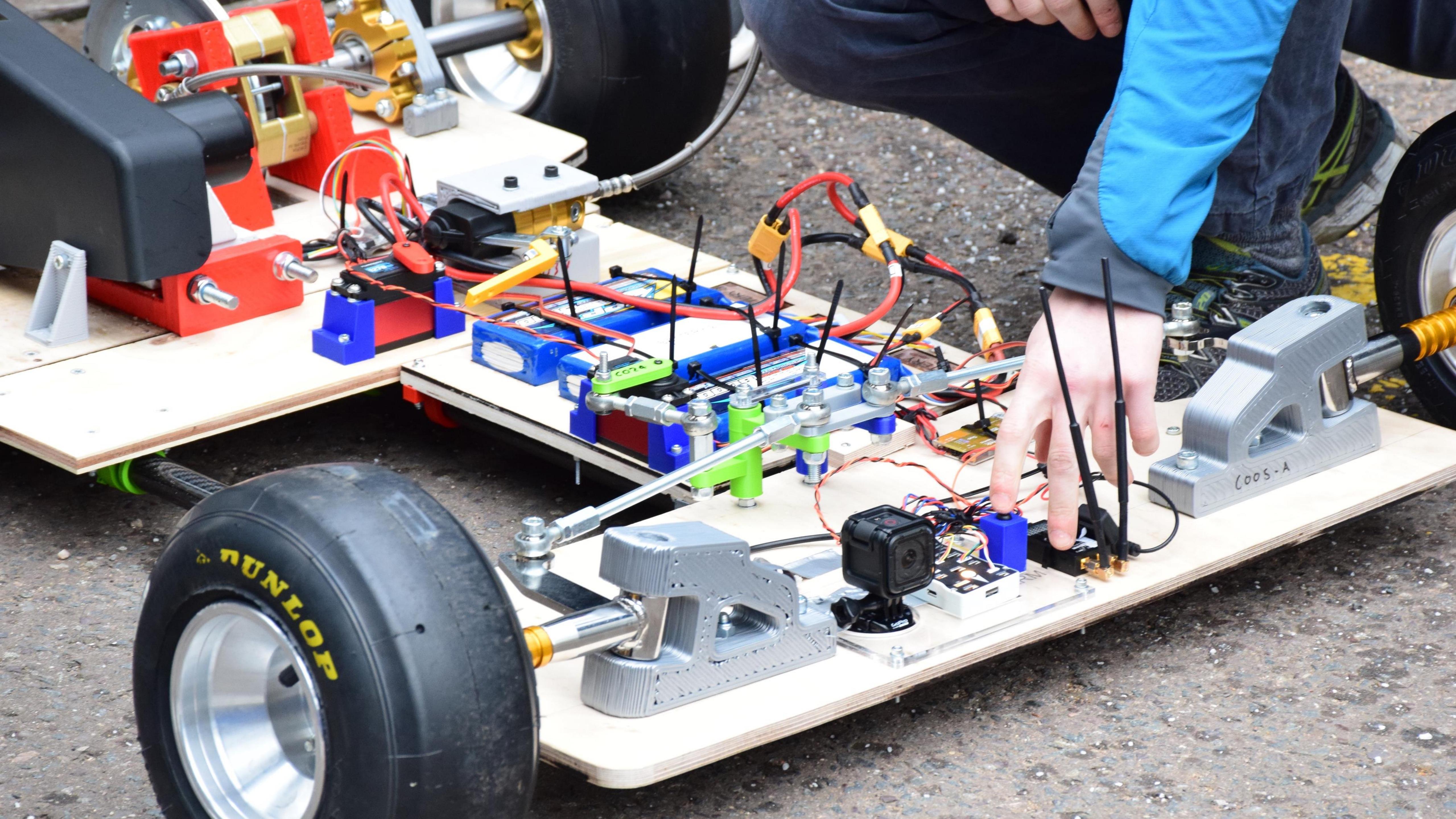
## ADVANTAGES

- Build bigger parts
- Build parts faster

## DISADVANTAGES

- Minimum feature size is much larger
- Support cannot be removed easily
- Overhang staircase is more pronounced



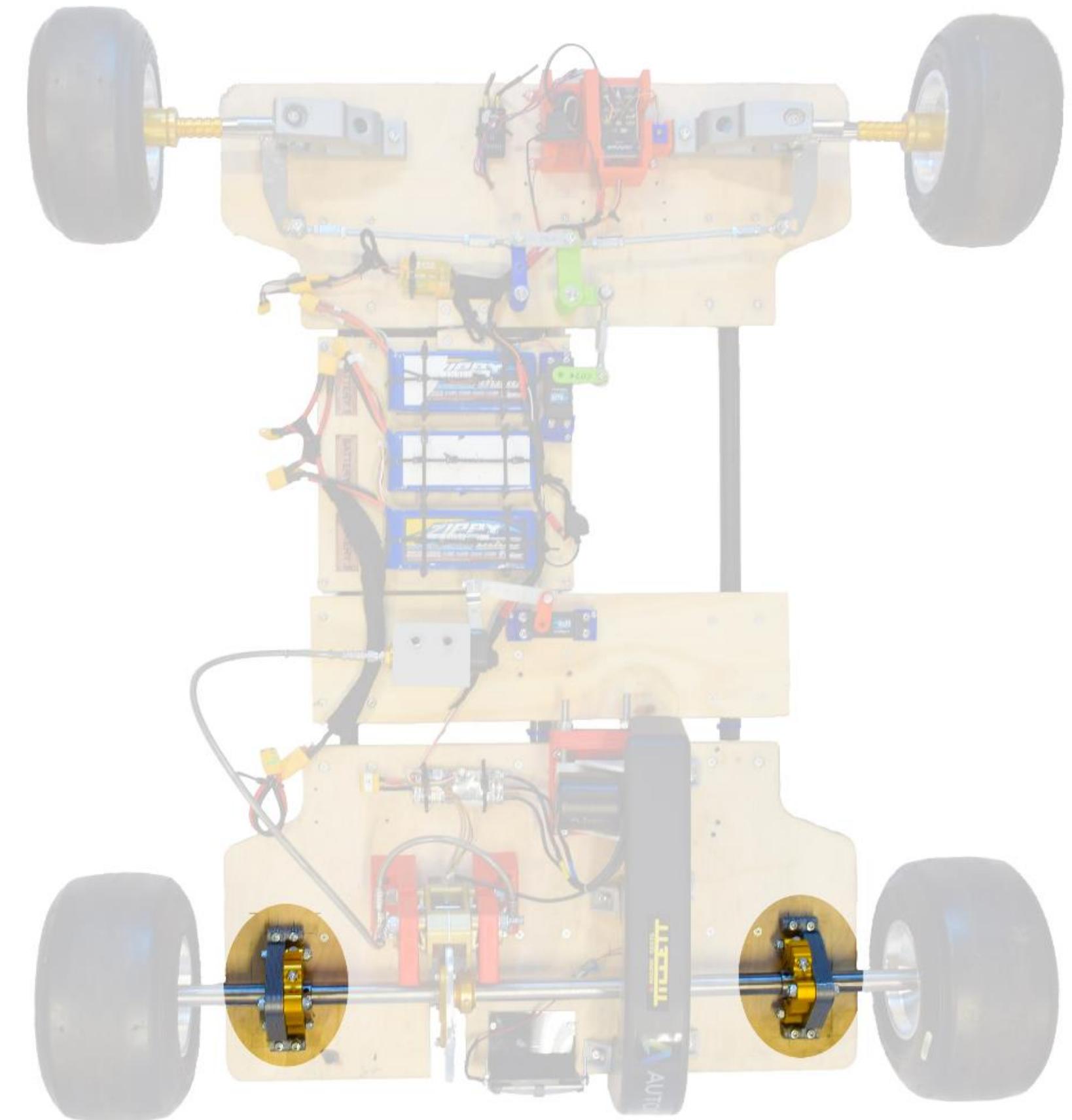




**Fail Fast, Fail Often...?**

# Large-scale AM - Rapid Part Iteration

Using Large-scale AM meant that large structural parts could be tested and iterated in less than an hour in some cases.



# Generative Design

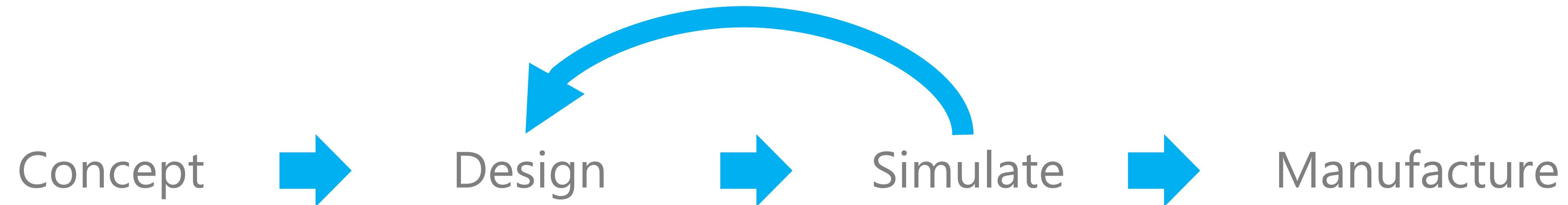


“Generative design mimics nature’s evolutionary approach to design. Designers or engineers input design goals into generative design software, along with parameters such as materials, manufacturing methods, and cost constraints. Unlike topology optimization, the software explores all the possible permutations of a solution, quickly generating design alternatives. It tests and learns from each iteration what works and what doesn’t.”

Autodesk



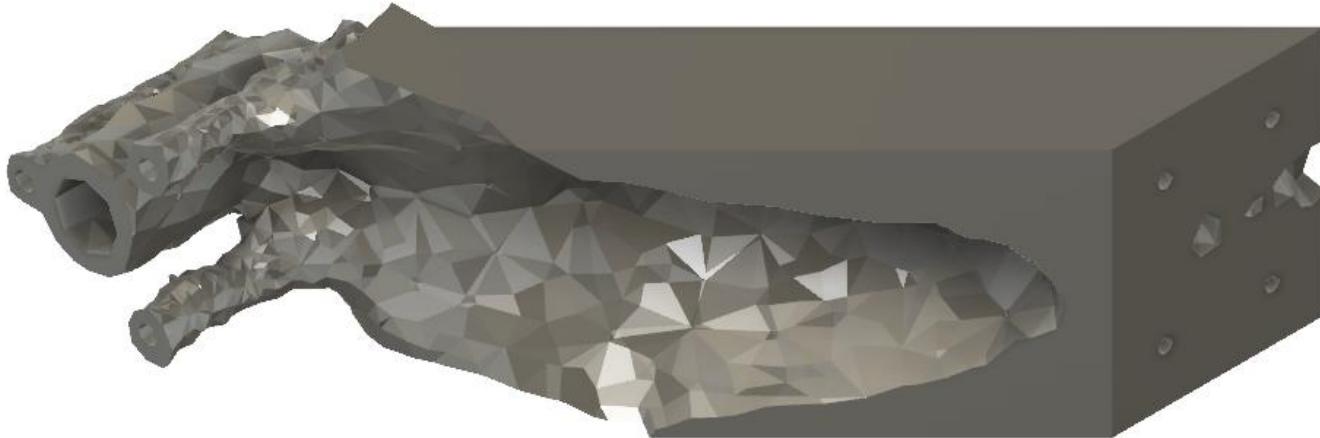
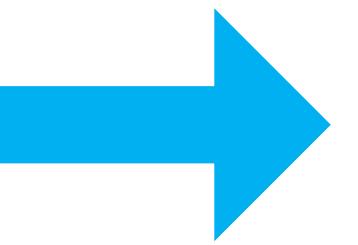
## TRADITIONAL DESIGN PROCESS



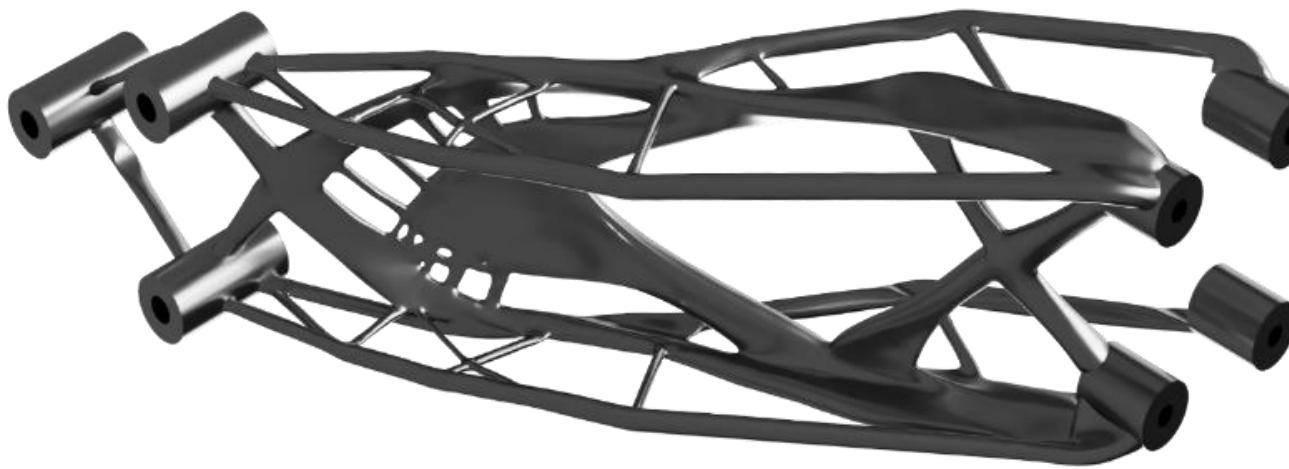
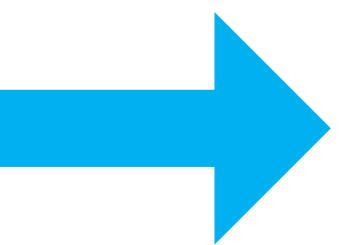
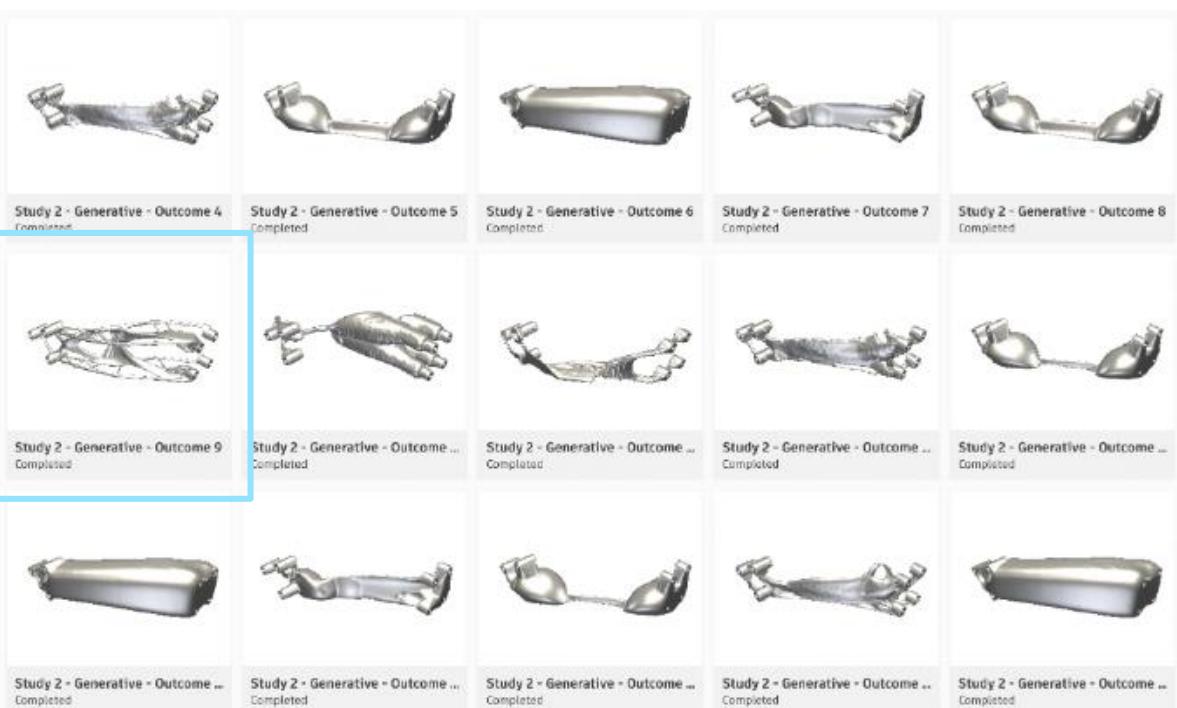
## GENERATIVE DESIGN PROCESS

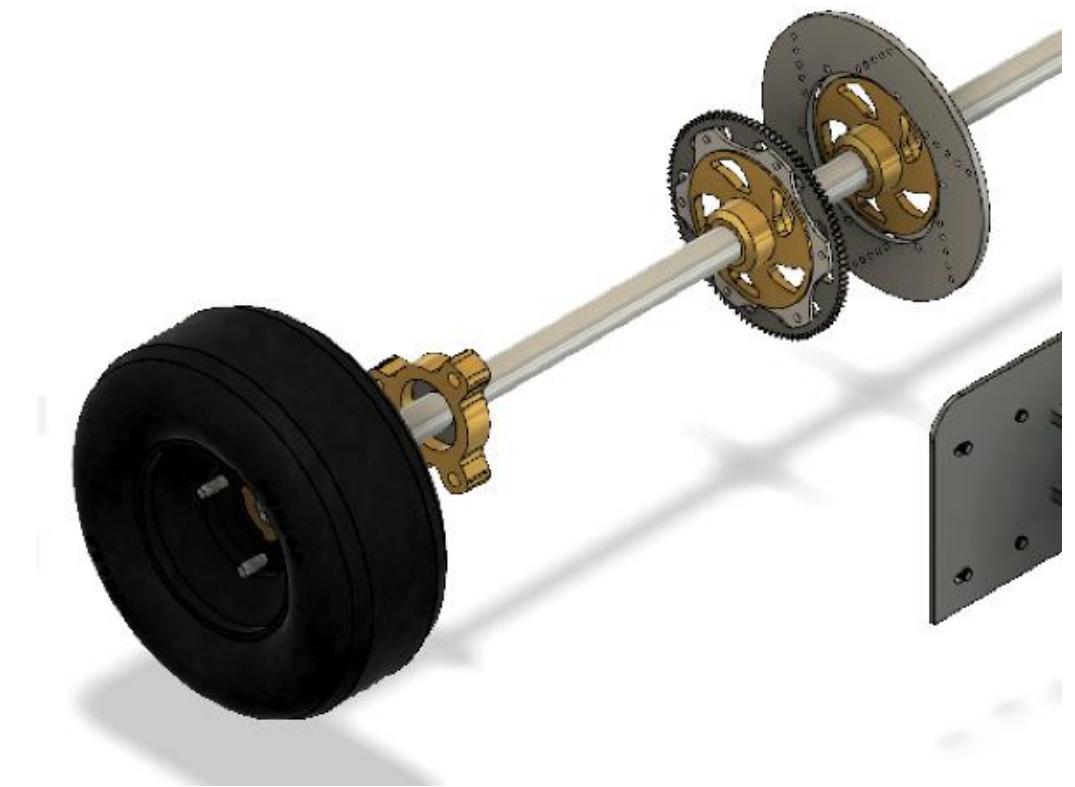


# TOPOLOGY OPTIMISATION

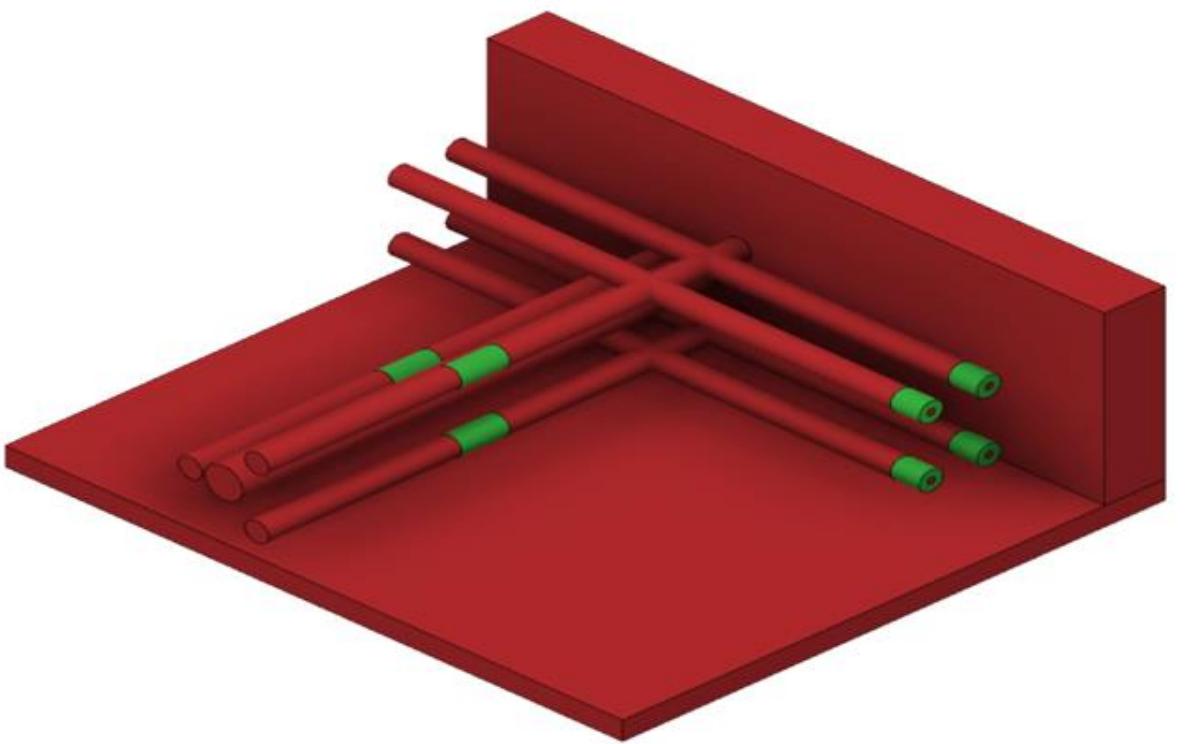


# GENERATIVE DESIGN

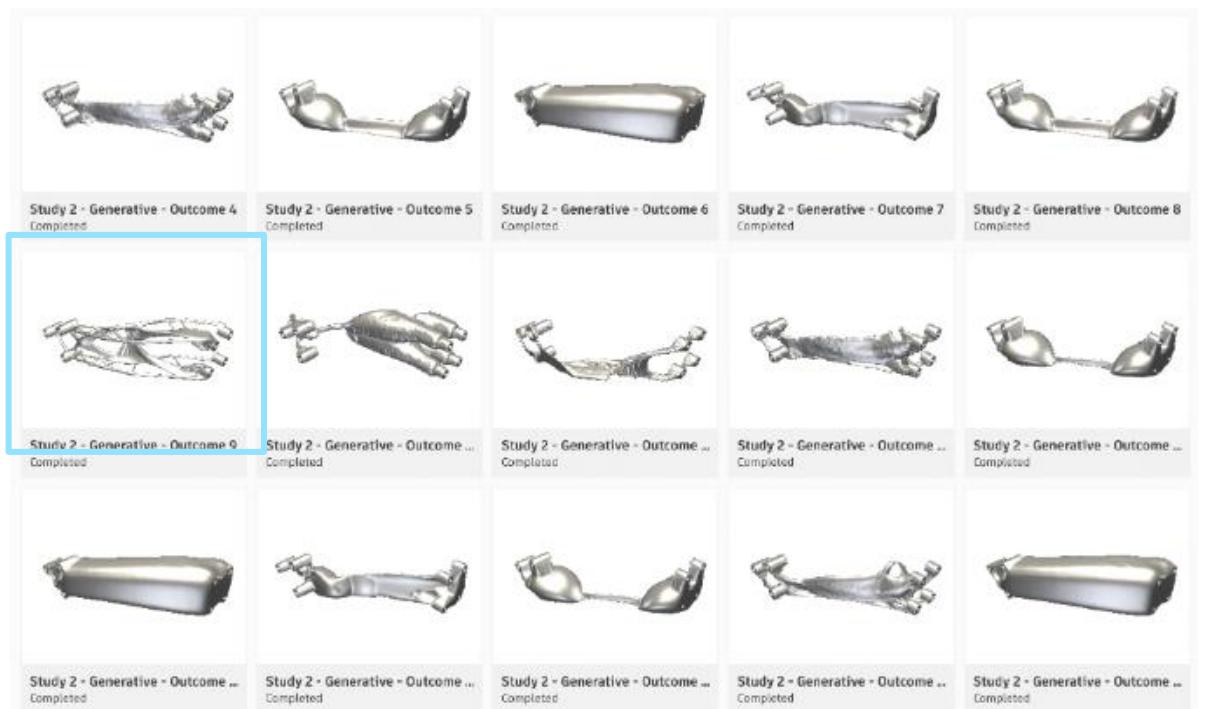




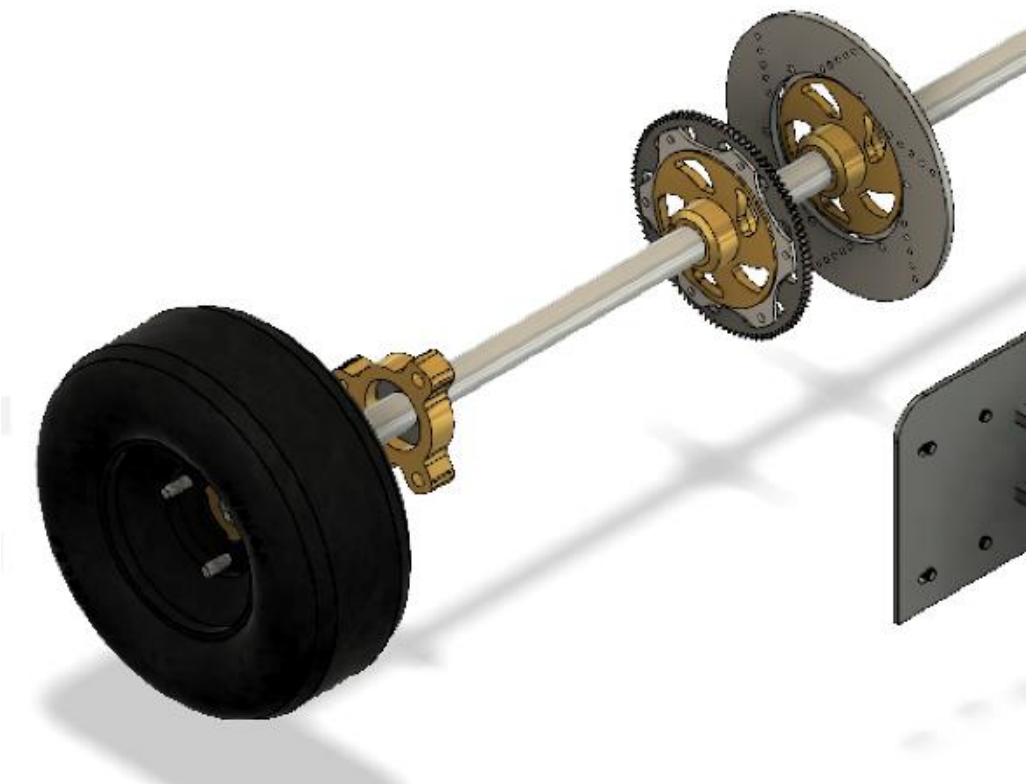
Stage 1: Design Space



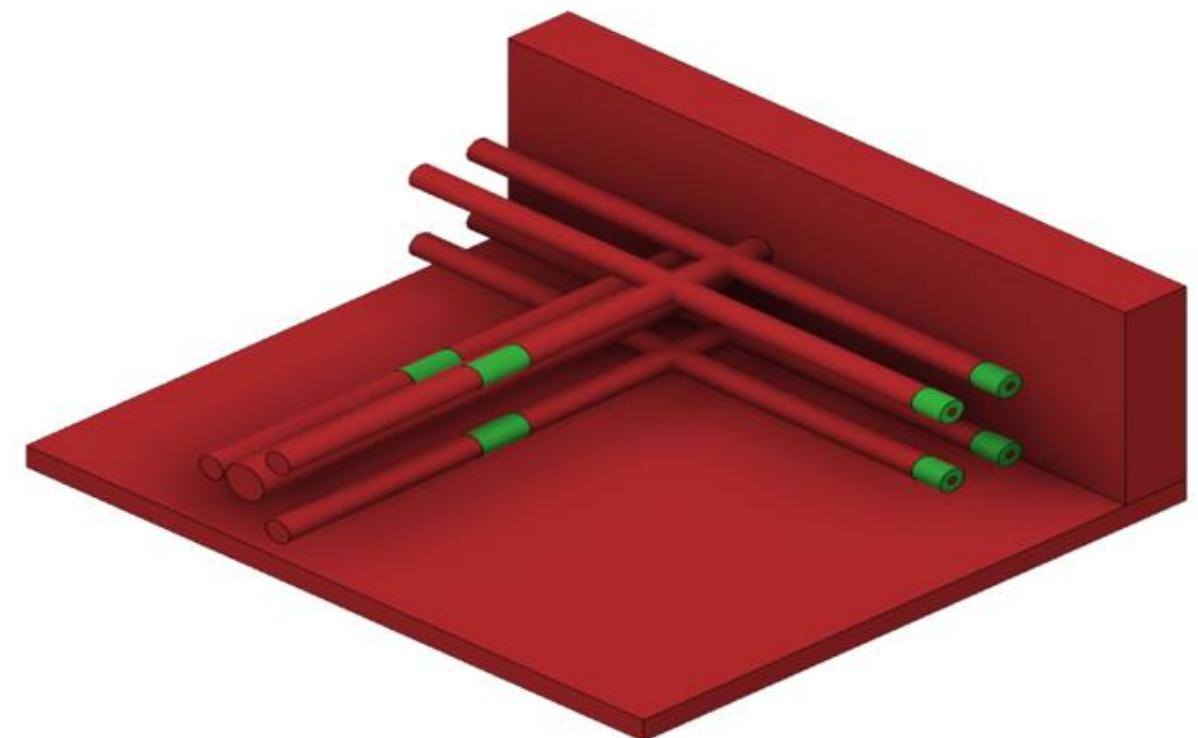
Stage 2: Set-up



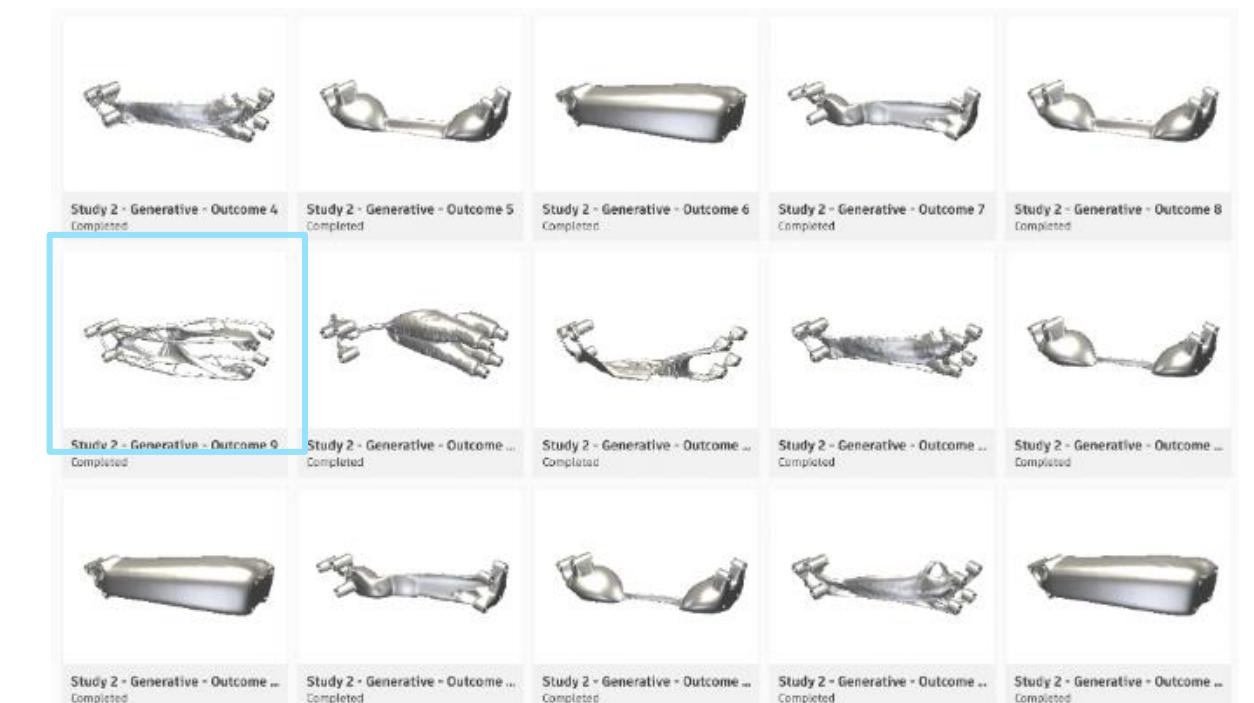
Stage 3: Results



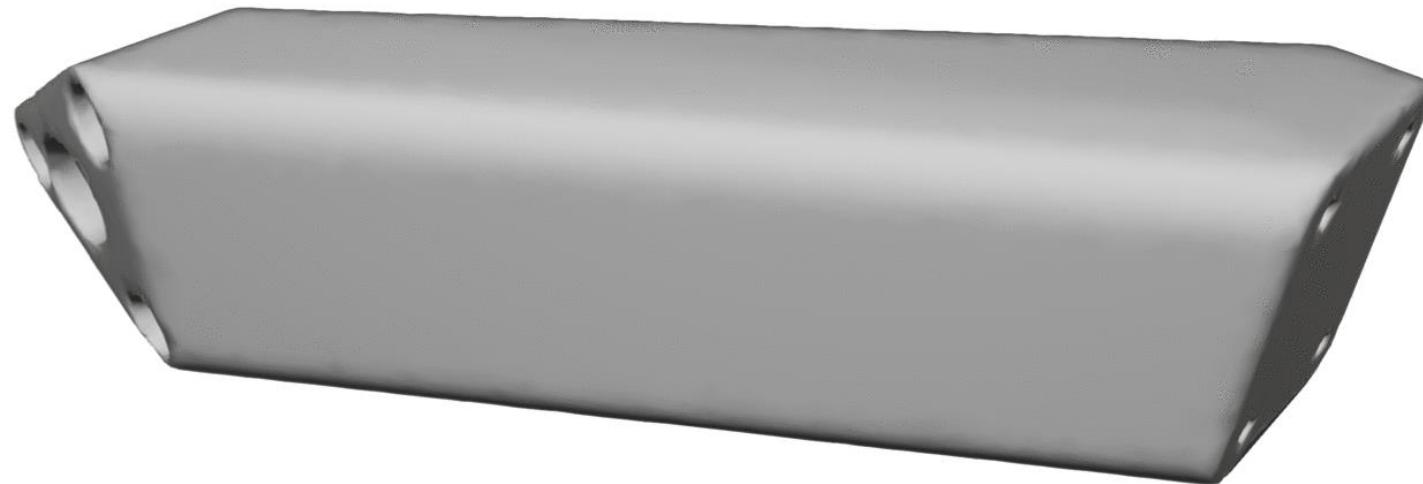
Stage 1: Design Space



Stage 2: Set-up



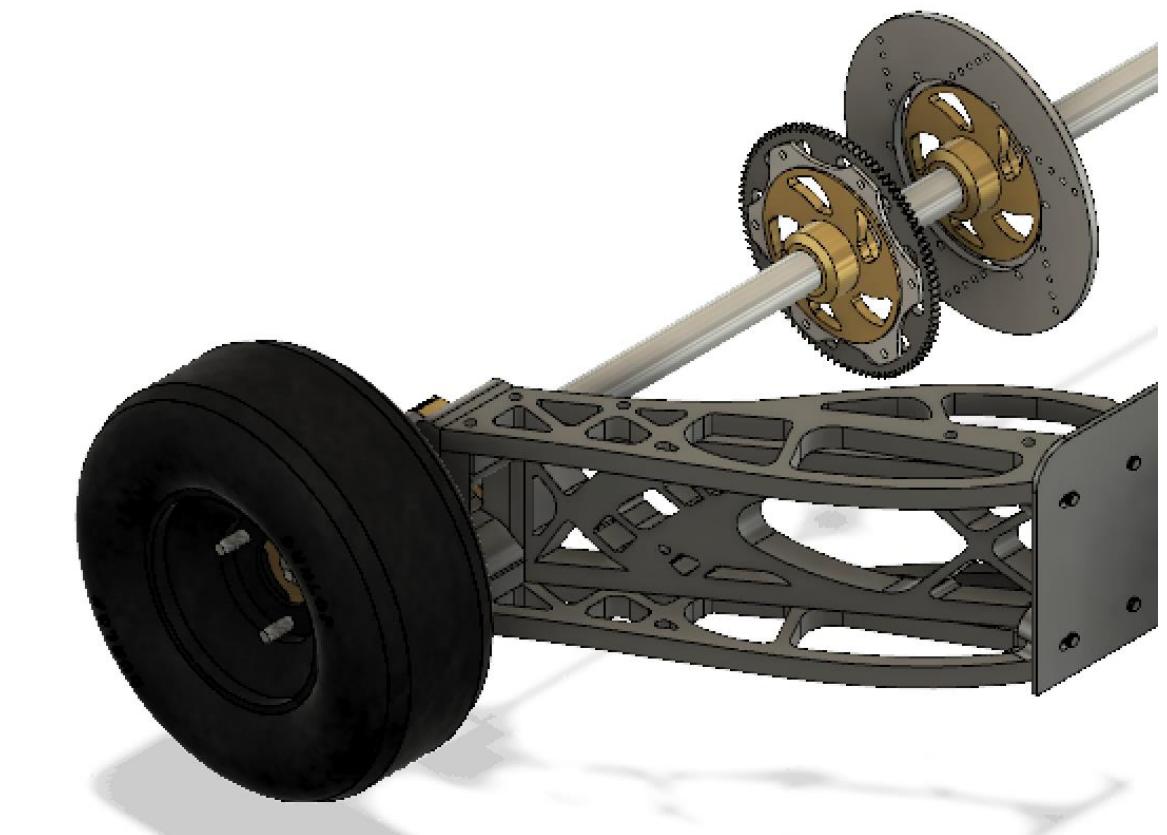
Stage 3: Results



Stage 4: Selected Design

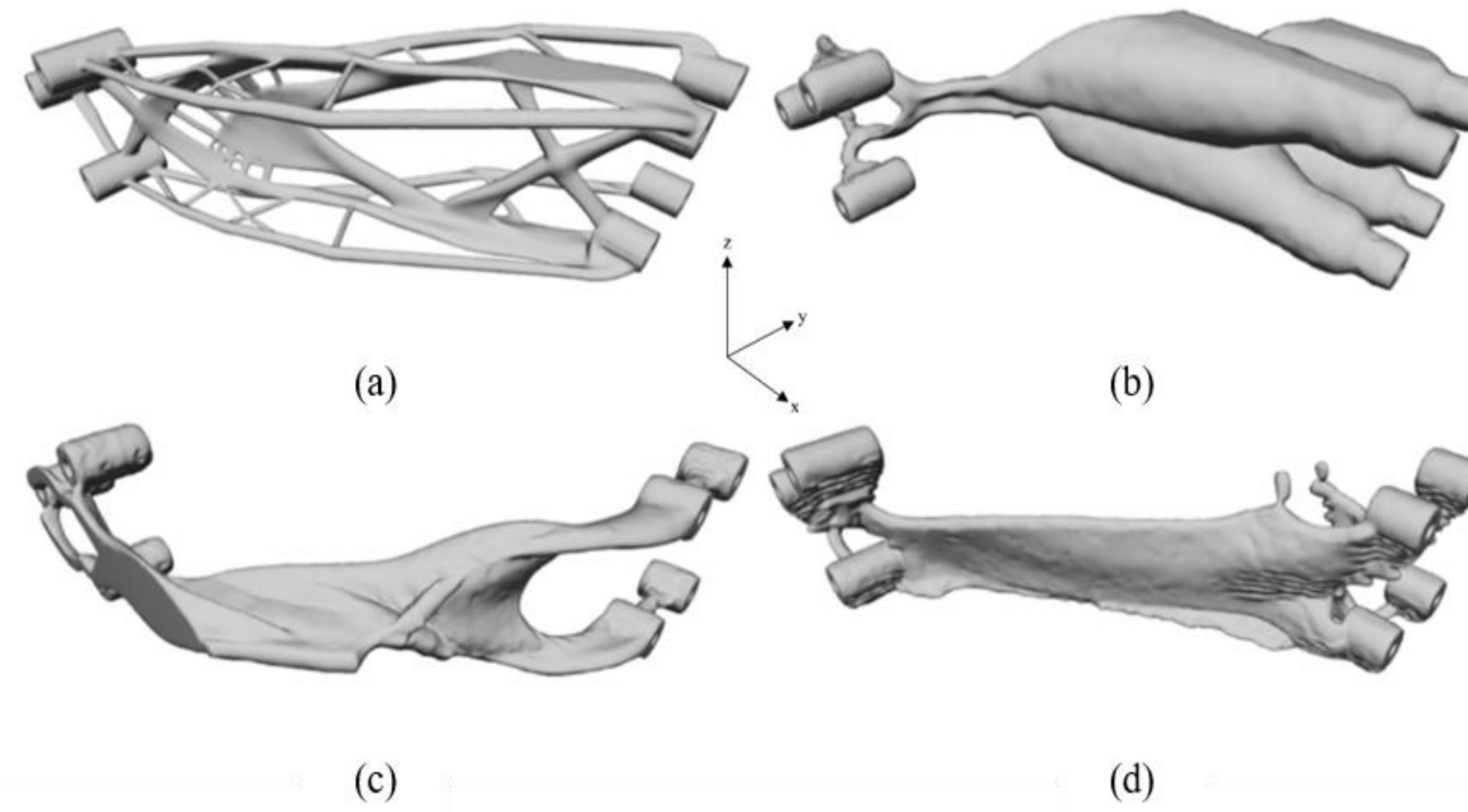


Stage 5: DFM



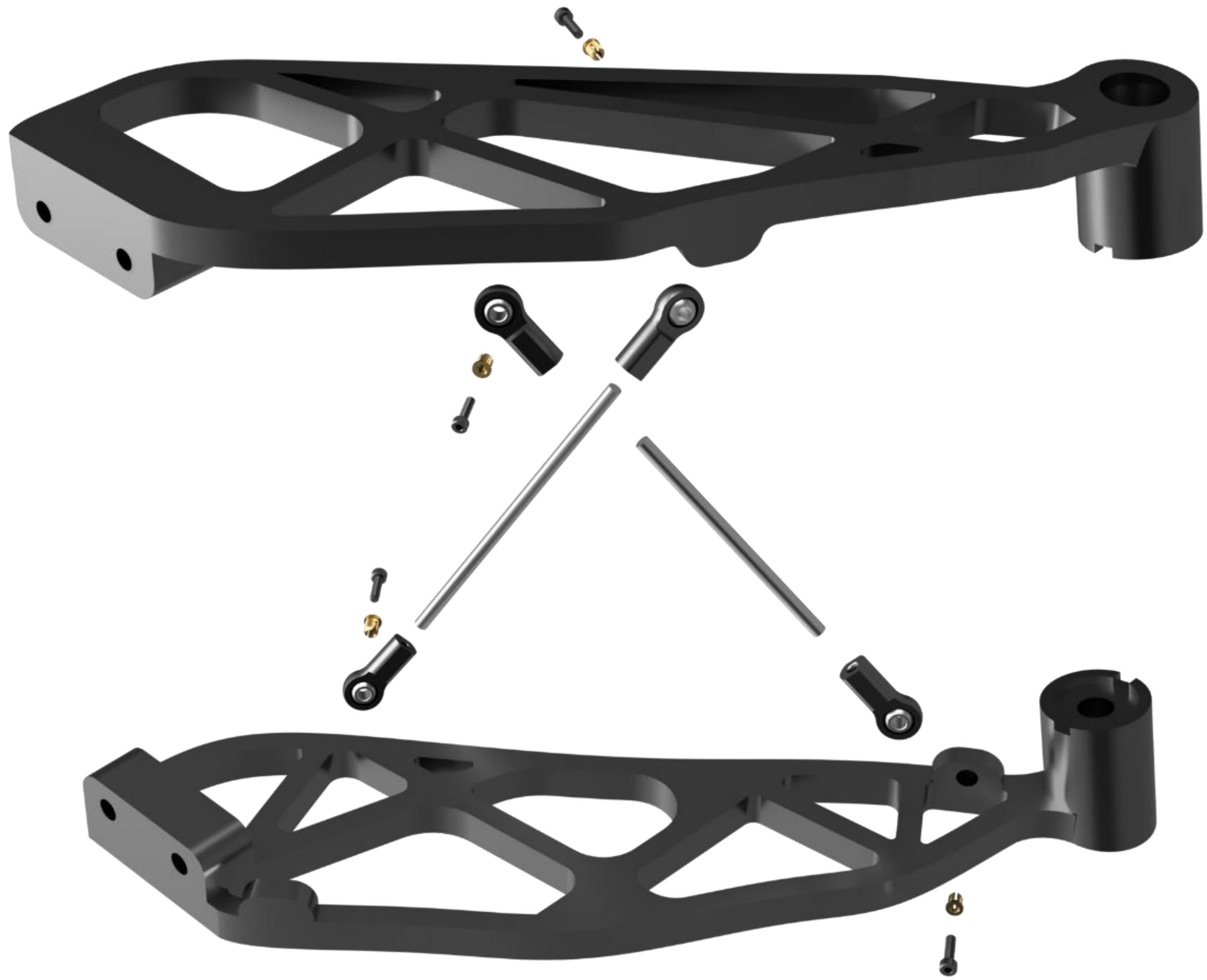
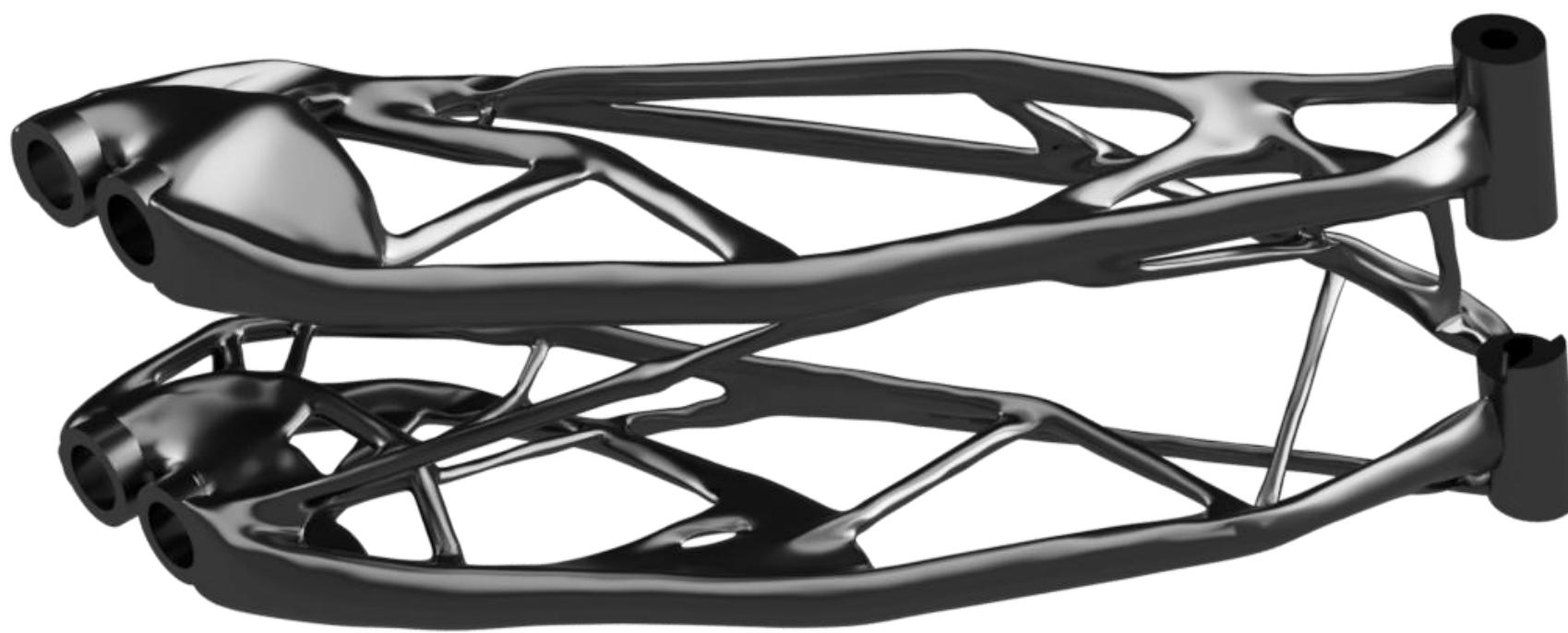
Stage 6: Implementation

# Selection of Candidate Design

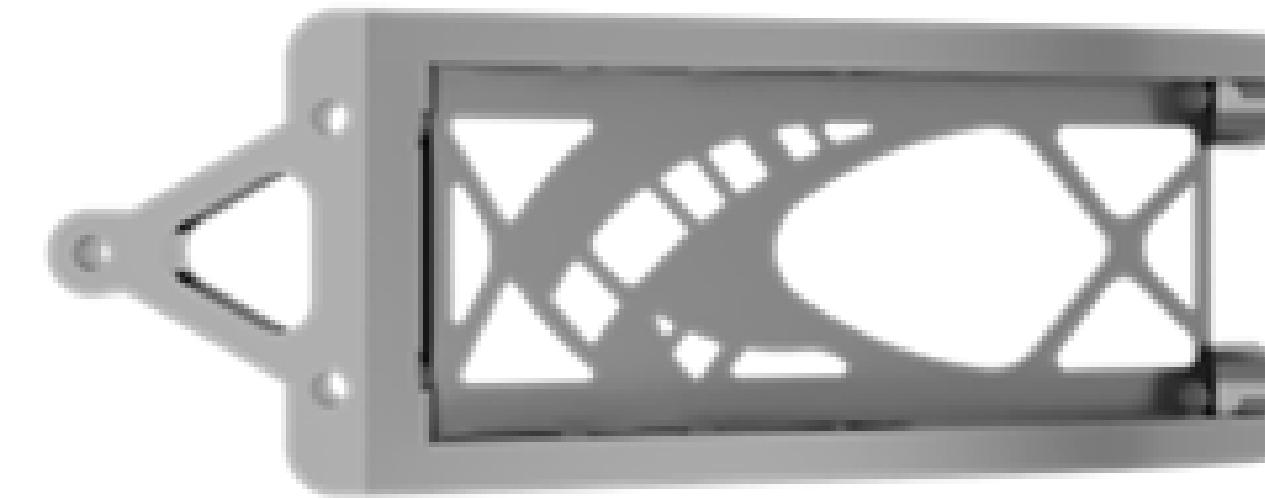


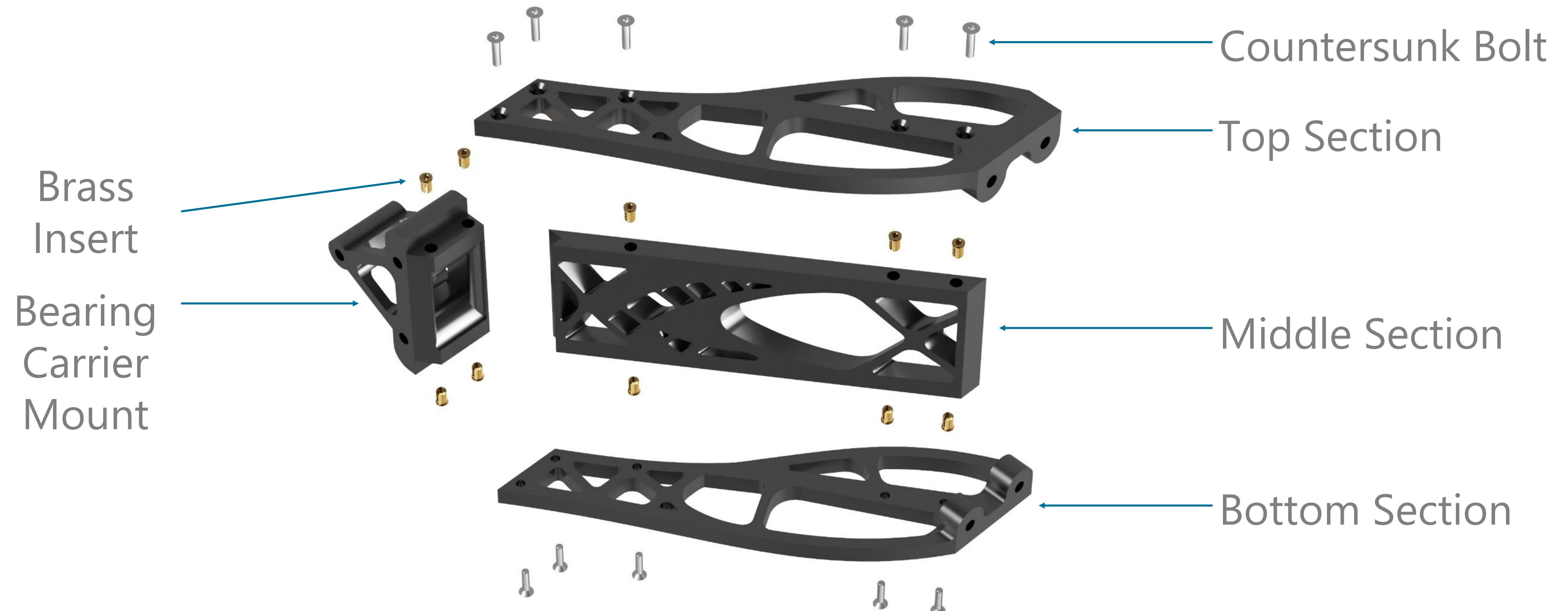
Rear right arm generative output optimised for (a) unrestricted manufacturing, (b) AM x+ manufacturing, (c) AM y+ manufacturing, and (d) AM z+ manufacturing

# Front Arm DfAM

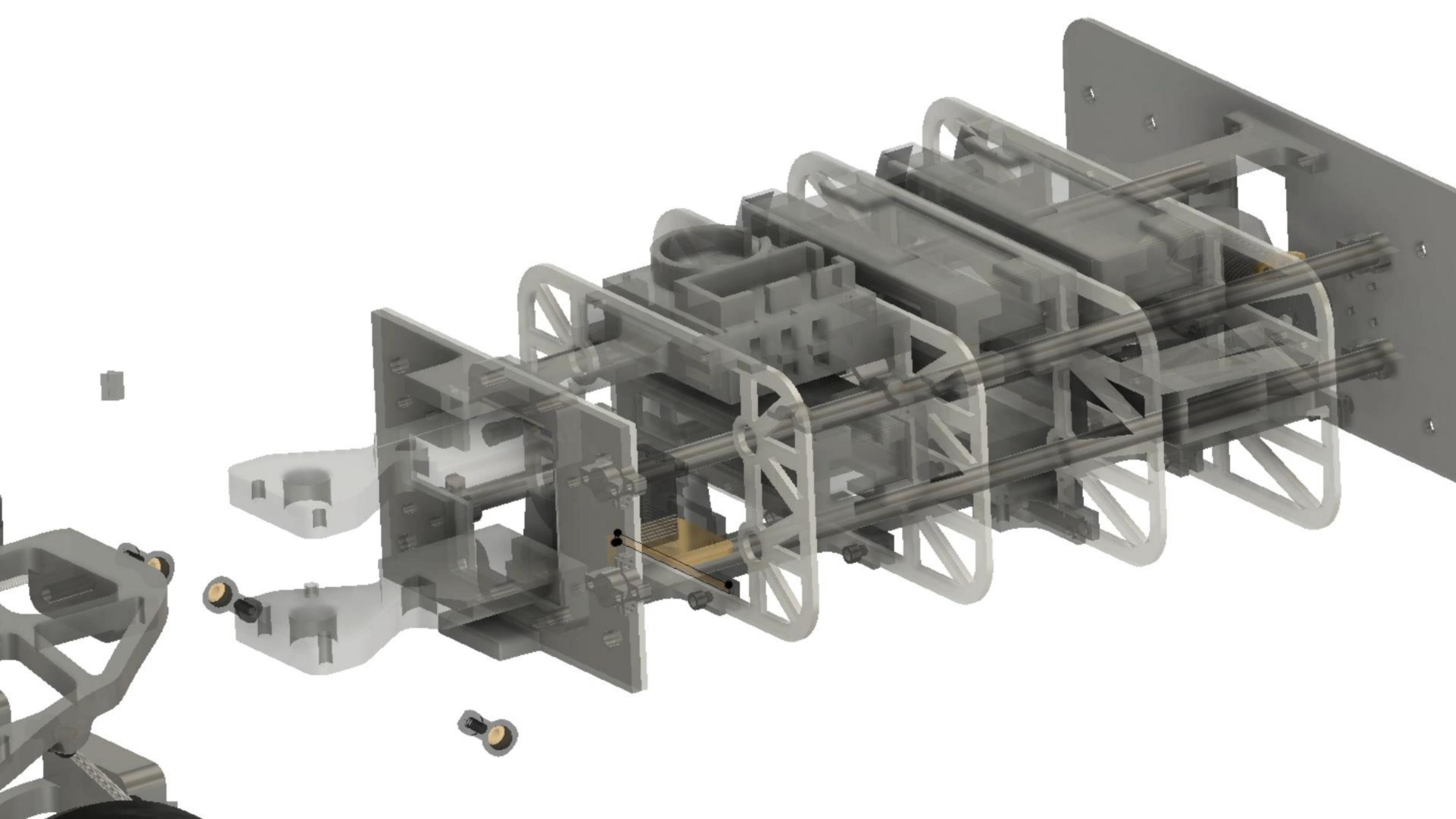


# Rear Arm DfAM



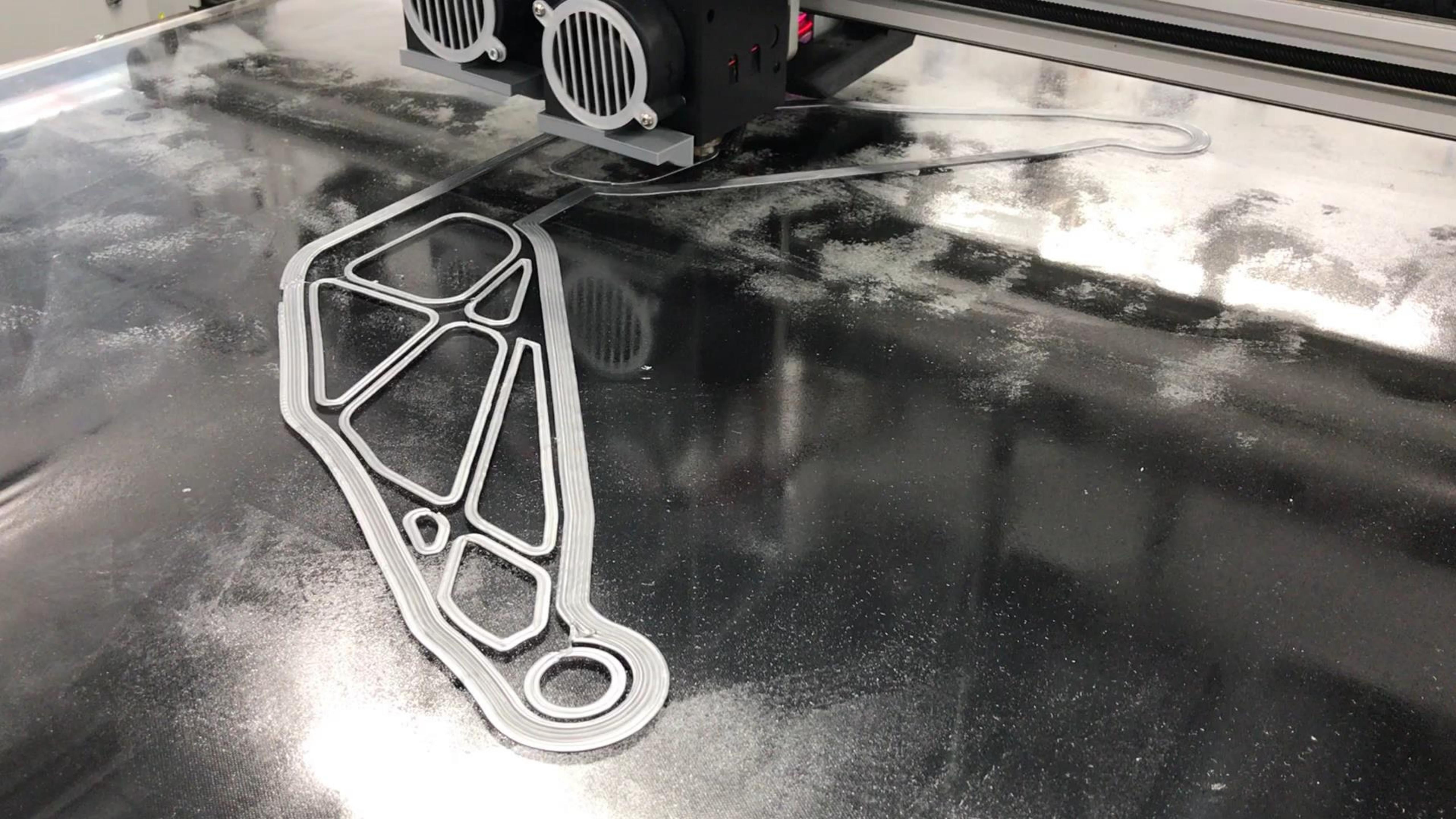


**Rear Arm Exploded View**

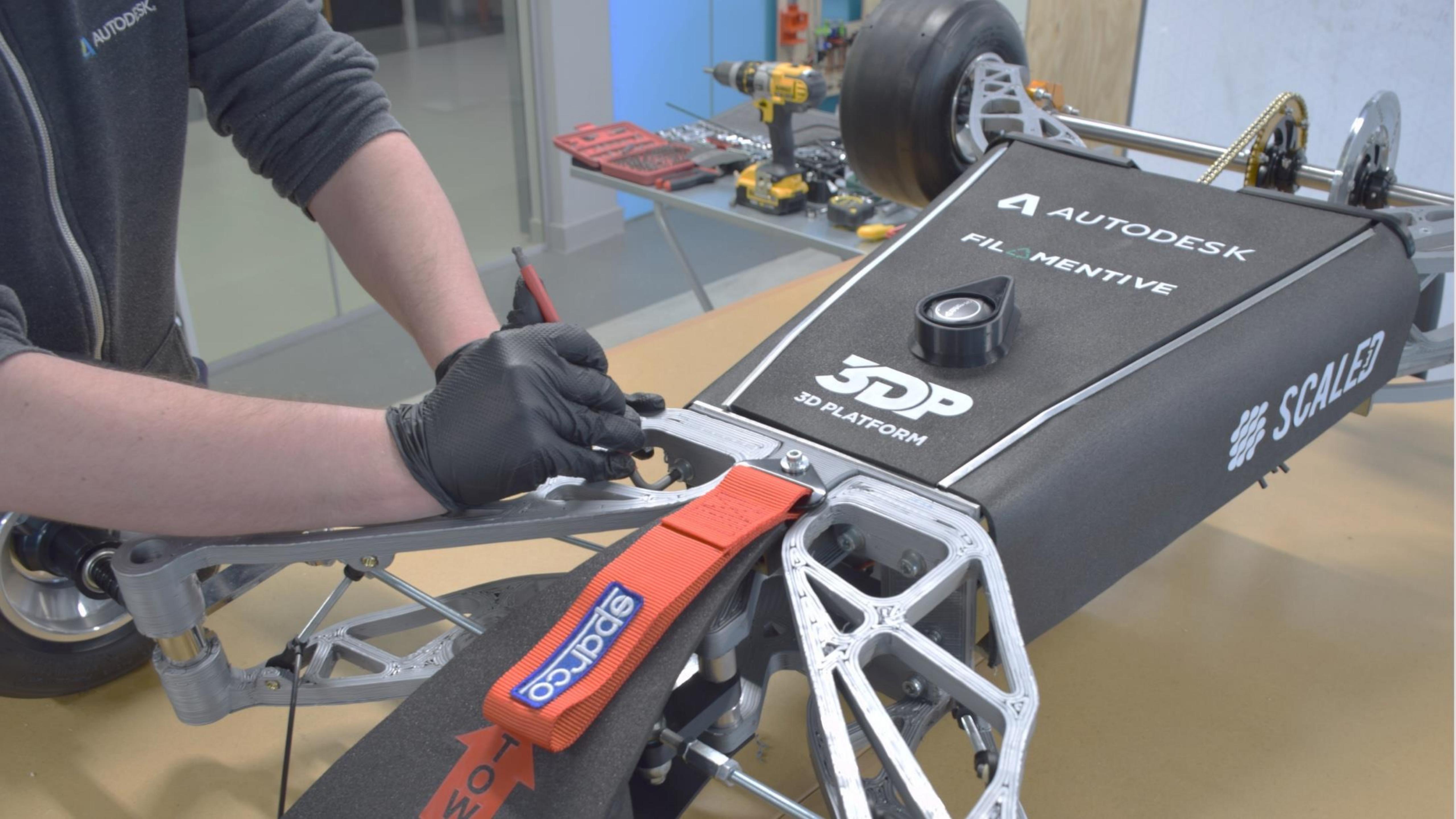


# Manufacturing









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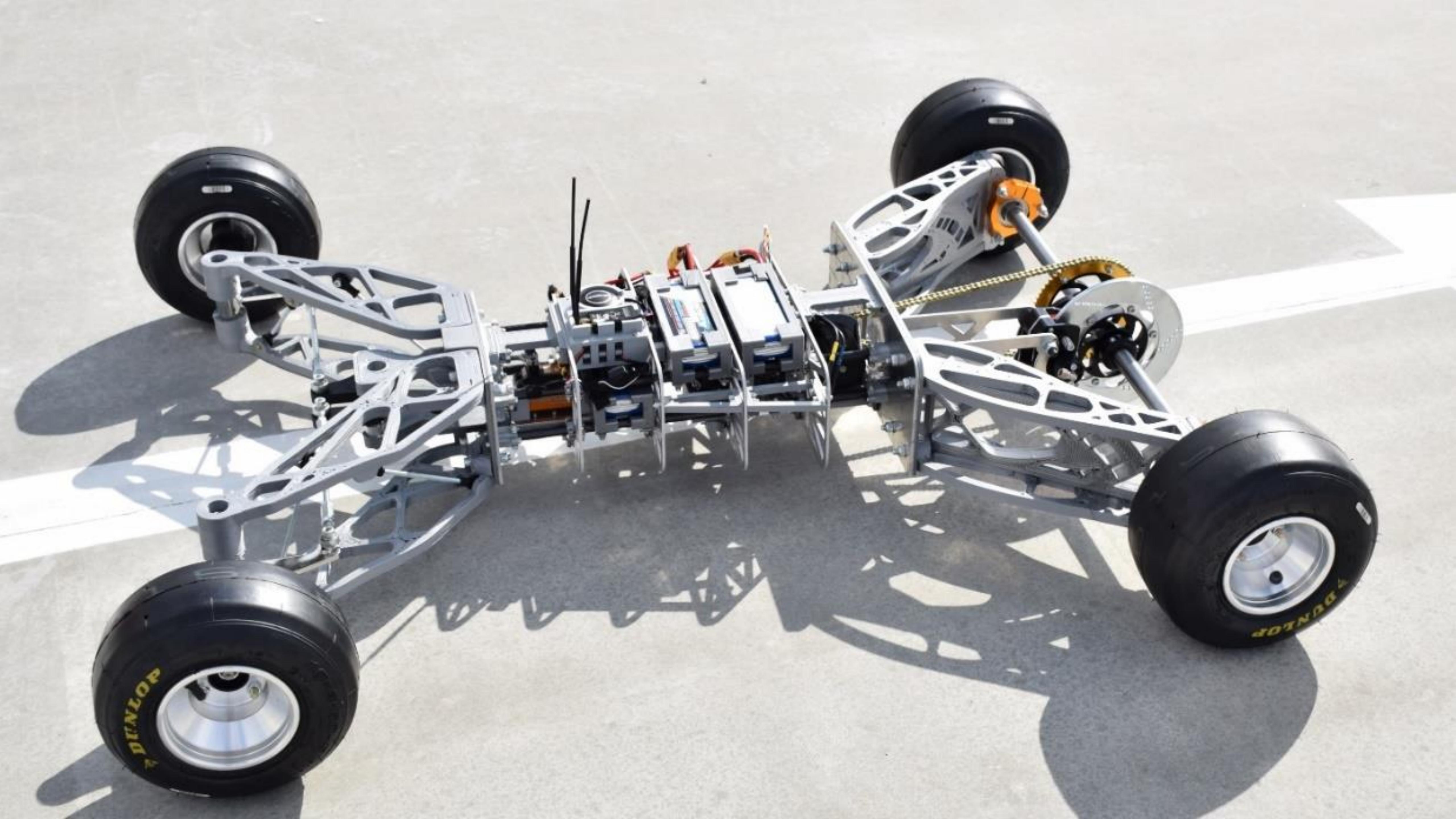
TOW

# Learning Points



# What We've Learnt From the Process for Education

- Intelligent selection of load cases and problem definition is obviously key
  - *actually a great tool for complementing the taught theory*
- Knowing the key constraints of your manufacturing process in advance is important
  - *sometimes it's actually easier to use the unrestricted output*
- Shape Optimisation in Fusion is a great 'onboarding' tool before students get into Generative but obviously no substitute as Generative requires a very different 'mindset'
- No 'hard and fast' rules about how long it takes someone to pick up Generative
- Still requires core competency in Fusion to work properly (*i.e. how to create assemblies properly*)



# What's Next?





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