



Connected approach to designing plastic with Autodesk PDM collection

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Today's Objectives



Reduce lead time with Injection molding rules

- We will review and discuss injection molding rules
- Learn ways to reduce lead time when designing and manufacturing with injection molding



Fusion 360 simulation & Inventor mold design

- Discover and demonstrate knowledge of Autodesk Fusion 360 injection molding simulation
- Discover and demonstrate knowledge in Inventor mold design



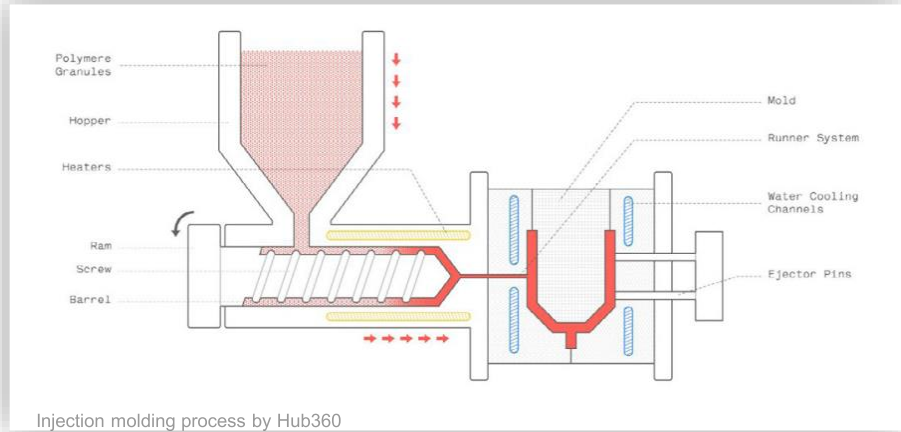
Seamless workflow with desktop connector

- Learn how to connect the plastic design workflow with Autodesk Fusion 360 desktop connector

INJECTION MOLDING

What is Injection molding?

- Injection molding is a formative manufacturing technology for producing plastics parts
- Typically for producing large volumes of plastic parts
- Parts are always identical with good tolerances
- The process is shown on the left of the slide

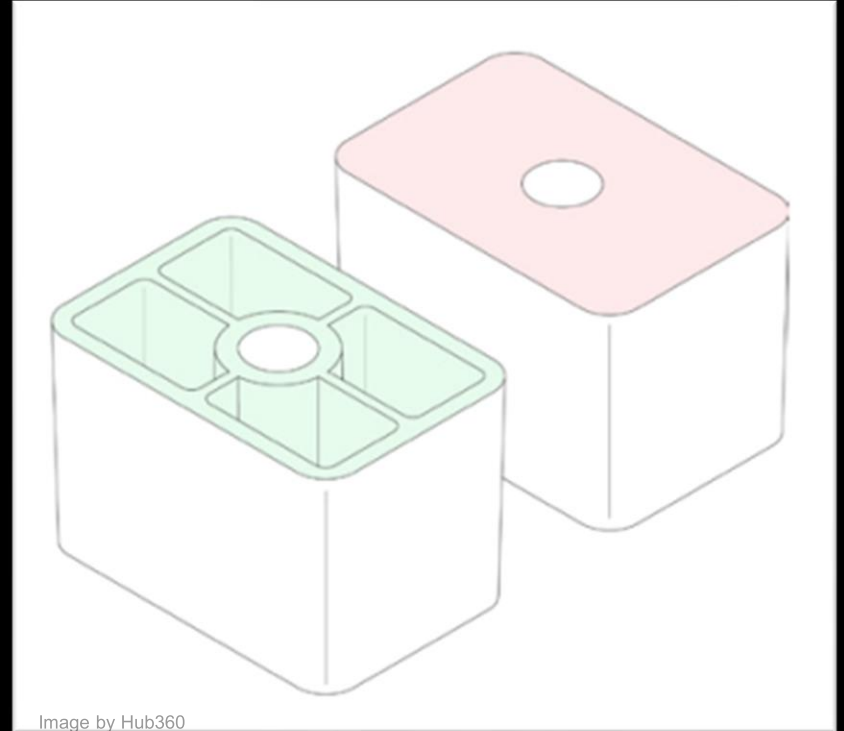


INJECTION MOLDING RULES

RULE 1: Use a constant wall thickness

Recommended thickness: 1 mm and 3 mm

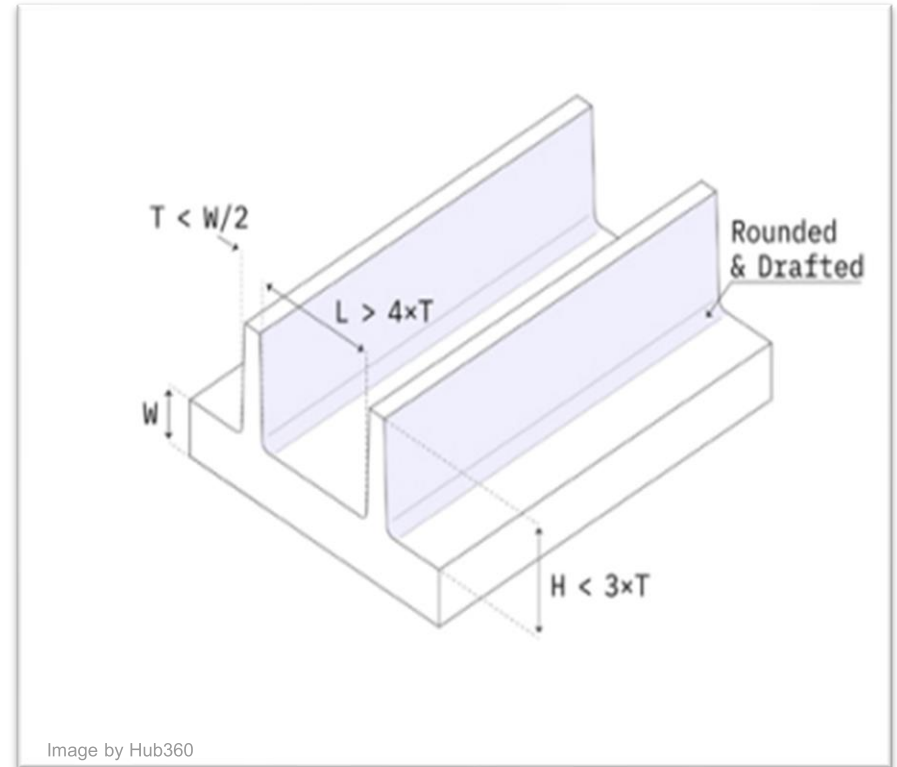
- Always design parts with the smallest possible (and constant) wall thickness
- 10% increase in wall thickness, 30% increase in stiffness.
- Use ribs to hollow out parts



INJECTION MOLDING

RULE 2: Use Ribs to hollow out part

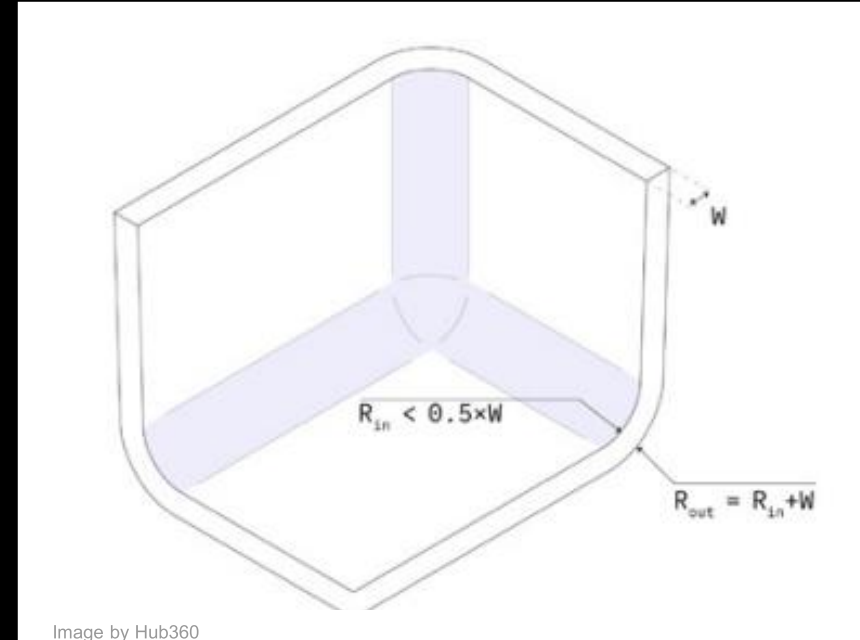
- Rib thickness = $0.5 \times$ main wall thickness
- Height should be lesser than $3 \times$ rib thickness
- Fillets greater than $\frac{1}{4} \times$ rib thickness should be applied to the edges
- Add a draft angle of at least $0.25^\circ - 0.5^\circ$
- When possible, use a minimum of $4 \times$ rib thickness between ribs & walls



INJECTION MOLDING RULES

RULE 3: Round all edges

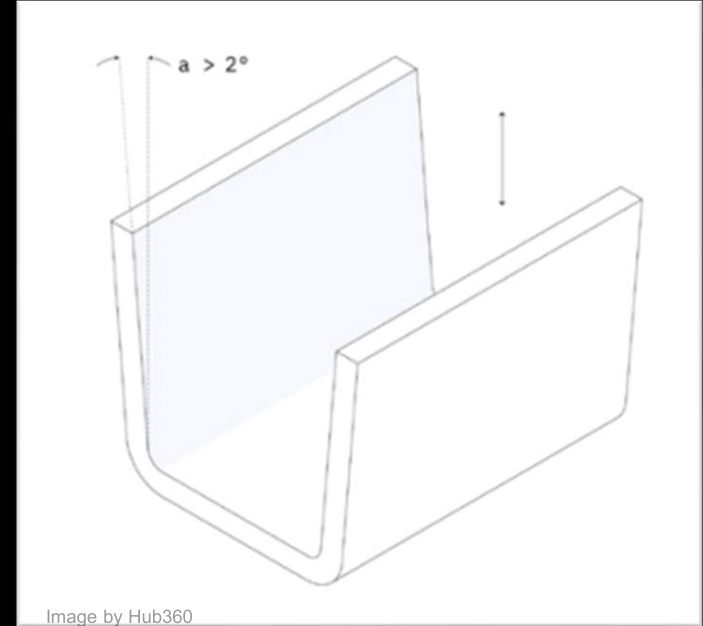
- Add a fillet with a radius that is as large as possible to all internal and external edges.
- The constant wall thickness rule must also be applied to the corners of the part.



INJECTION MOLDING RULES

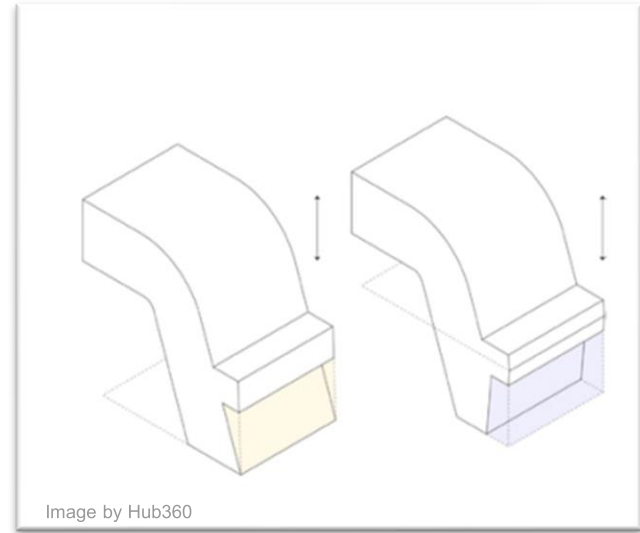
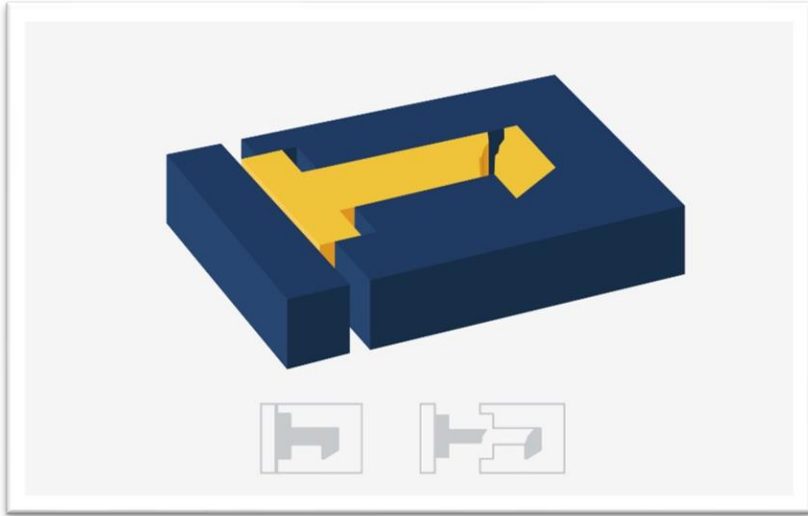
RULE 4: Add draft angles

- Add a draft to all vertical walls to make the ejection of the part easier and avoid drag marks.
- If they serve a functional purpose, external walls may be left undrafted



UNDERCUTS

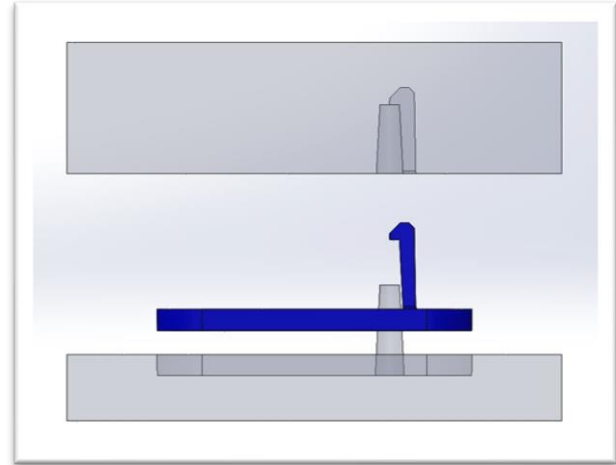
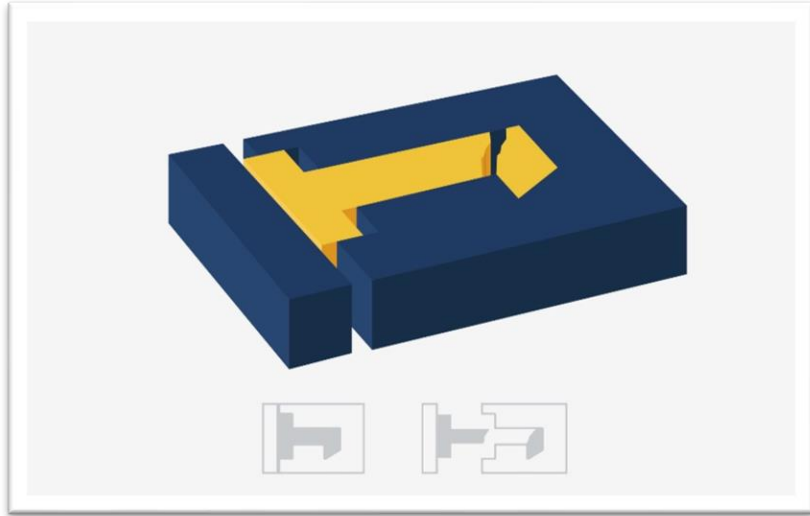
RULE 5.0: Moving the parting line



The simplest way to deal with an undercut is to move the parting line of the mold to intersect with it.

UNDERCUTS

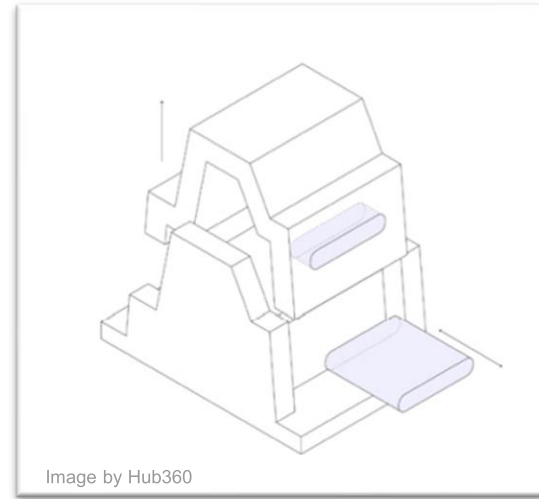
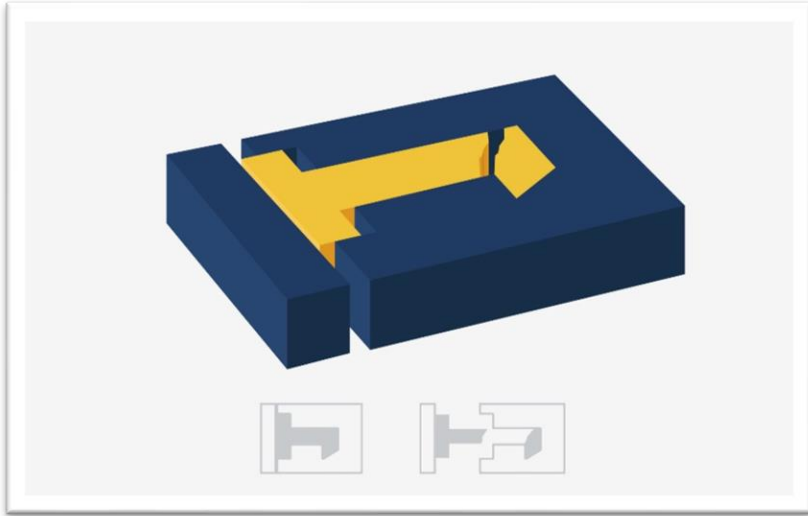
RULE 5.1: Moving the parting line



The next best way to deal with an undercut is to use shut off to remove material from under the area of interest

UNDERCUTS

RULE 5.2: Side-action cores

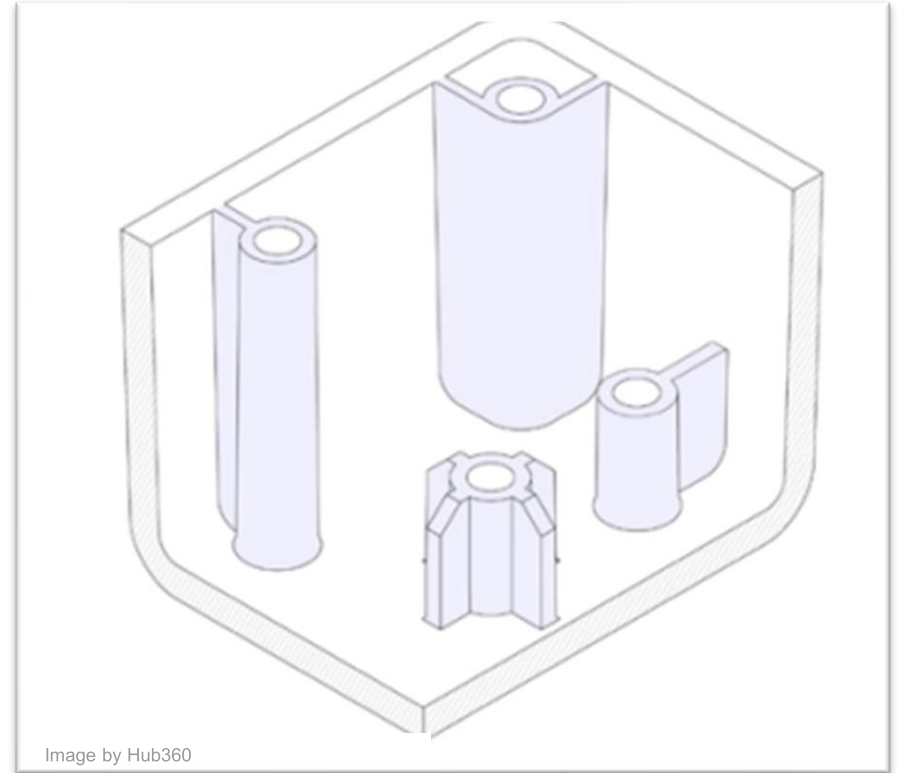


Side action is used in situation where undercut and shutoff are not possible

INJECTION MOLDING

RULE 6: BOSSES

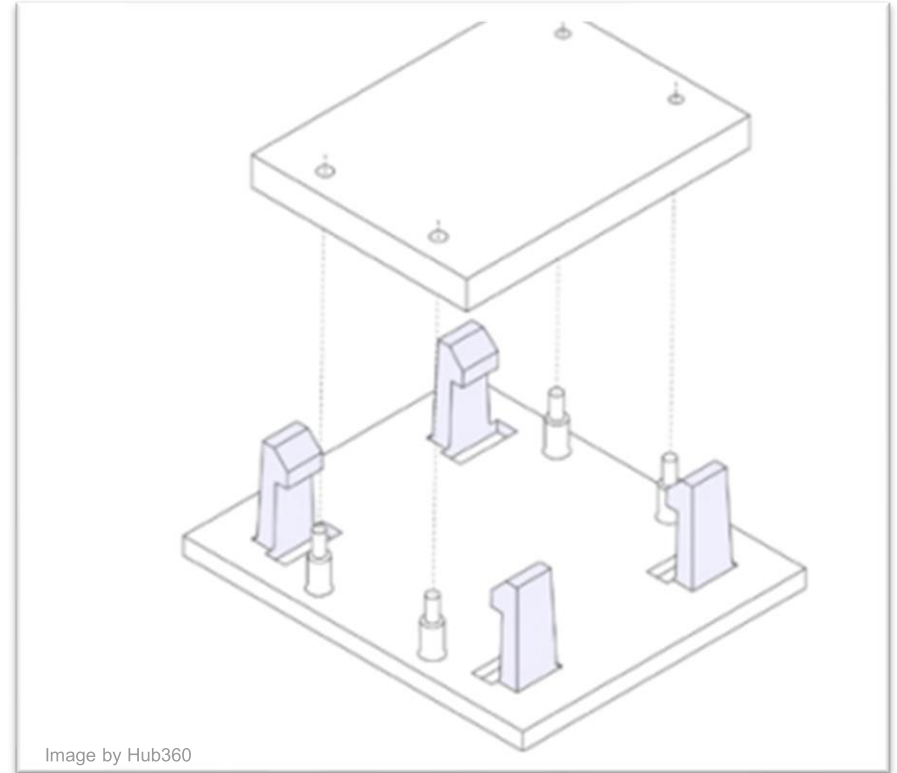
- Avoid designing bosses that merge into main walls.
- Support bosses with ribs or connect with main wall as shown
- For bosses with inserts: Use an outer diameter = $2 \times$ the insert's nominal size.



INJECTION MOLDING

RULE 7: SNAPFITS

- Add a draft to the side-walls of the snap-fit.
- Use a thickness of $0.5 \times$ main wall thickness.
- Adjust the width & length to control the deflection & force.
- Think how to deal with the created undercut.





INJECTION MOLDING SIMULATION AND SETUP

A CASE STUDY



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