





About the speaker

Alessandro Gasso

Alessandro Gasso is currently employed as Fusion 360 / Generative Design Adoption Specialist within the Customer Success Organization at Autodesk, Inc. Over the past 21 years with Autodesk, Ale has worked in various roles including product support specialist for Inventor, the lead for the EMEA Inventor Product Support Team, EMEA technical lead of Inventor software, premium support specialist leading the PSS Manufacturing Team, manufacturing industry technical lead, and Enterprise Solutions leads manager. Ale was the co-author of the Being Inventive Inventor blog, and he has spoken at Autodesk University from 2012 to 2020. Before Autodesk, Ale worked for 7 years as a mechanical designer for a company in the defense industry. Ale is a native of Italy who speaks English, Italian, French, Spanish, and Portuguese, and he holds a master's degree in electromechanical engineering from the University of Naples (Napoli).

Learning Objectives

- Understand the benefits and workflow of Generative Design
- Leverage Generative Design in Fusion 360 alongside Inventor
- Understand how to associatively connect data between Inventor and Fusion
- Post-process and validate an exported Generative Design

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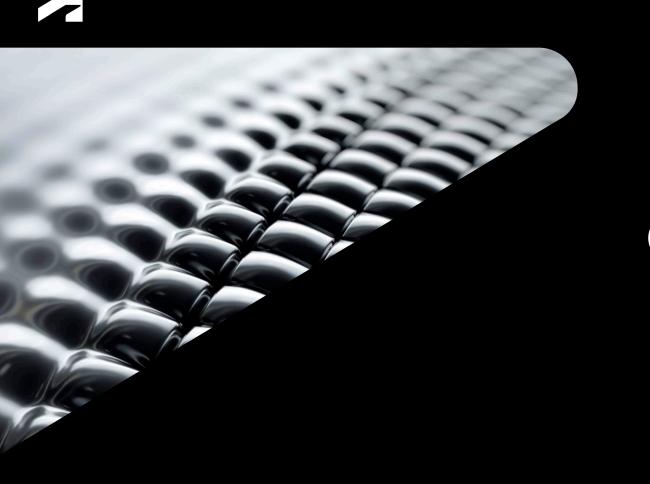
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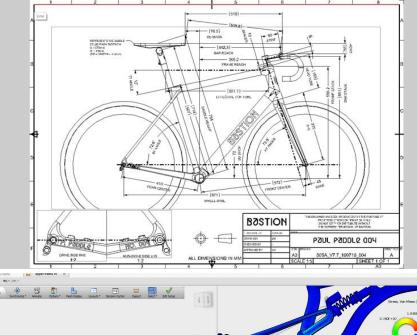
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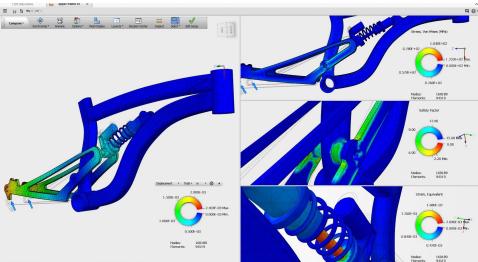
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Generative Design







Rear Tri Assy 500 lb Impact *

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Autodesk generative design is a Manufacturing-aware technology.

- ✓ **Design Exploration =** 10's, 100's, 1000's of higher performing design options
- ✓ Manufacturing Aware
- ✓ Multiple Materials
- ✓ Open Design Space exploration
- ✓ Multiple Production methods
- ✓ CAD-Ready Geometry

































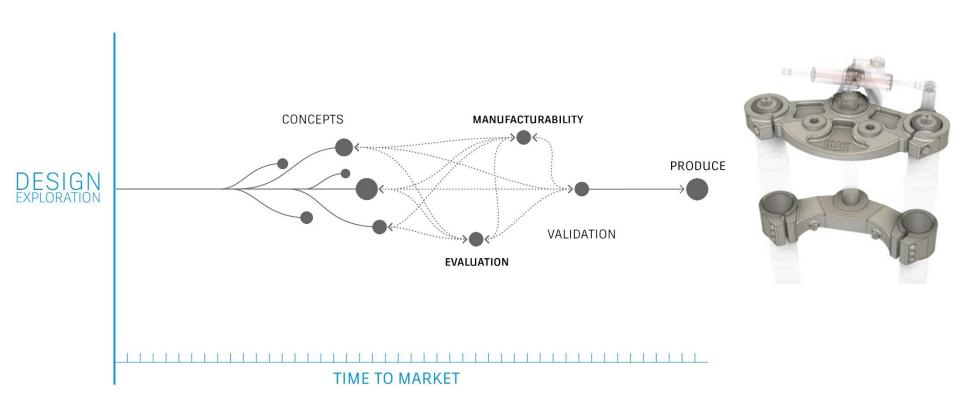






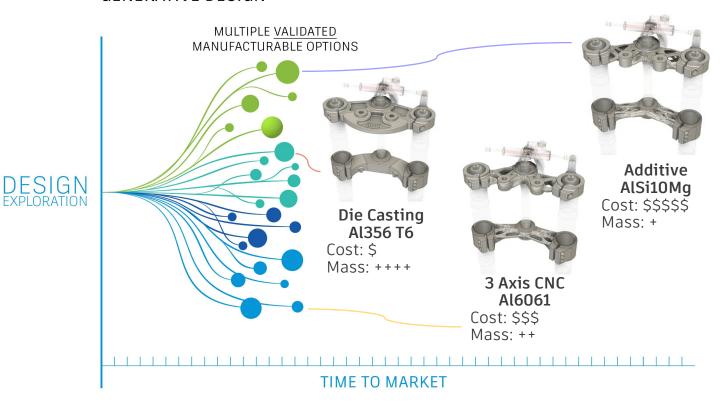
How Generative Design help the product development process

TRADITIONAL



How Generative Design help the product development process

GENERATIVE DESIGN





2.5 Axis CNC Al7075Cost: \$

Cost: \$ Mass: +++



Generative Design & Additive Manufacturing 150 Design Options

8 components into 1 part 40% lighter 20% stronger











GENERAL MOTORS



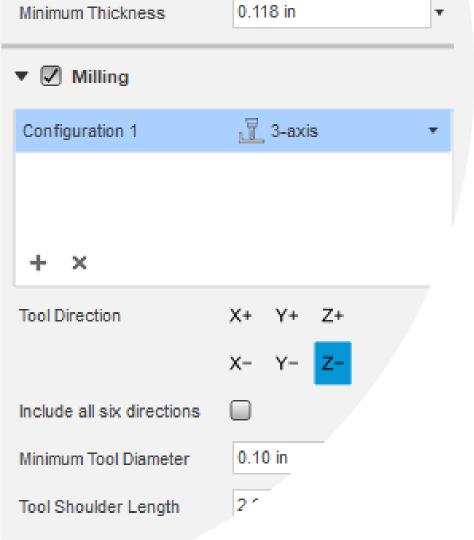








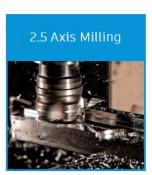




Generative Design is NOT exclusive to Additive Manufacturing

Design for MFG







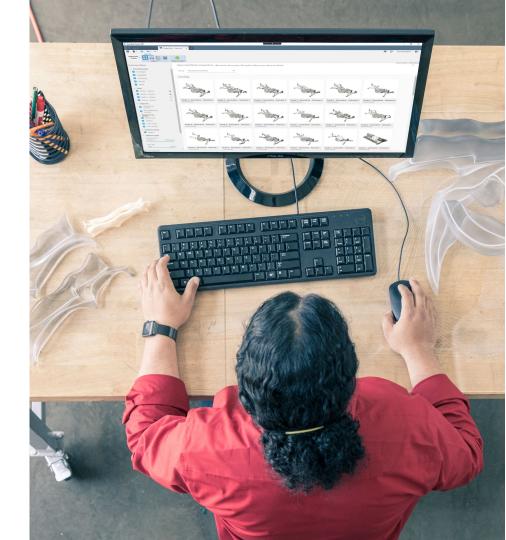
Cost Analysis





Challenges Today

- Limited time to ideate
- Increasing demand for engineering expertise
- Design and manufacturing disconnect
- Late-stage changes are cost prohibitive



Why Generative Design?

Top benefits and outcomes customer realize



Improve profit margins



Improve time to market



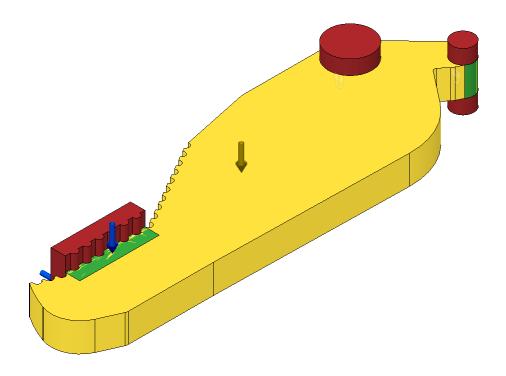
Win more business





How Generative Design works

How Generative Design works



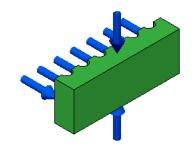
Preserve Geometry

"Keep-ins"



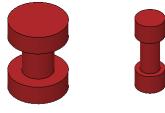


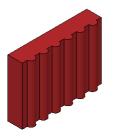




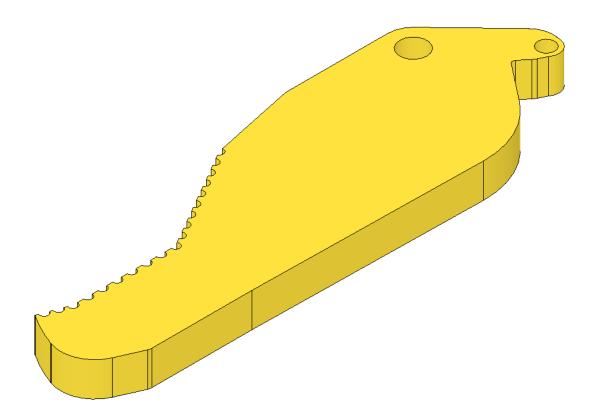
Obstacle Geometry

- "Keep-outs"
 - clearances
 - fastener and tool access
 - motion/state
 - o assembly





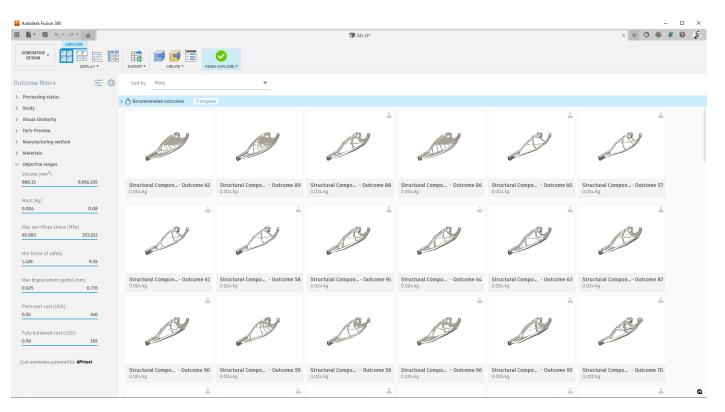
Starting Shape "Optional"



Design Conditions, Design Criteria, Materials



Outcomes





Trade-off



HUMAN DESIGNED

3-AXIS **GENERATIVE**

2.5-AXIS GENERATIVE

FOS

Mass

Cycle Time

5.7

389.7g

51 min

3.0

186.7g

123min

35min

3.0

204.2g

AUTODESK UNIVERSITY

HUMAN DESIGNED 3-AXIS GENERATIVE 2.5-AXIS GENERATIVE

Design Time

3.5 Hours

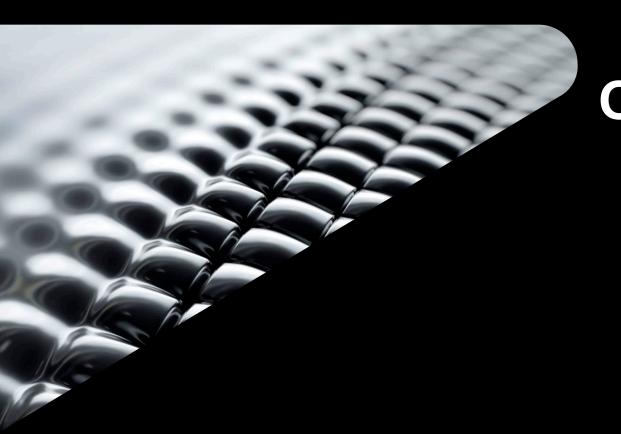
20 Minutes 20 Minutes

Options

3

100

100



Topology Optimization Generative Design

Standard Topology Optimization vs Generative Design

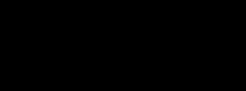
Standard Topology Optimization

- SIMP Method
 (Solid Isotropic Microstructure with Penalization)
- Using the FEA (finite element method) engine, we define which voxel is necessary for a certain load
- In this method, it is possible to obtain only one solution for a given condition

Generative Design

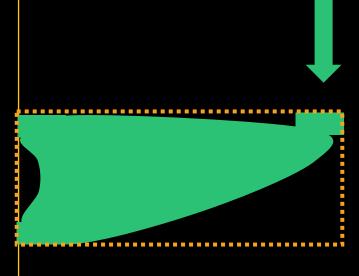
- Level Set Method
- Define the minimum distortion parameter by repeatedly calculating the solver by moving the surface boundary of the part in the direction perpendicular to the load path
- It is possible to request multiple proposals
- Gray zone is excluded and results are clean
- It can output with Solid, Mesh, T-Spline

Level set method

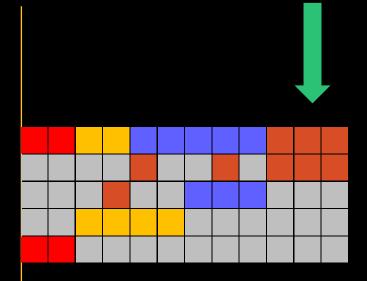


Divide Solid Volume to Blocks

Level set method

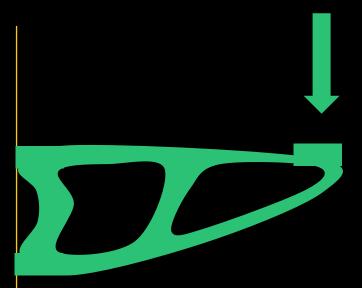


While repeatedly calculating one chunk, it gradually transform

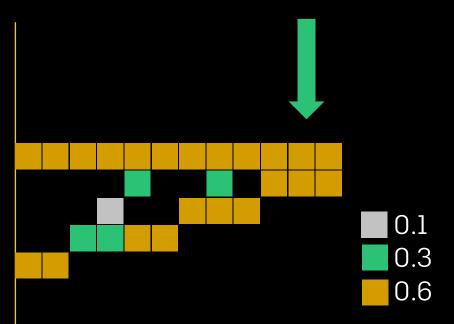


Based on how much stress is applied to each block, it removes ones not under any stress

Level set method

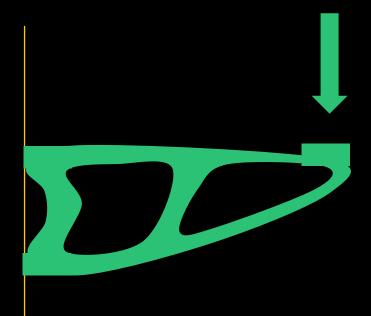


It repeatedly calculate and remove parts that do not apply force



It is required to set threshold between 0 to 1. Based on the value, it is possible to end up having a gray zone.

Level set method



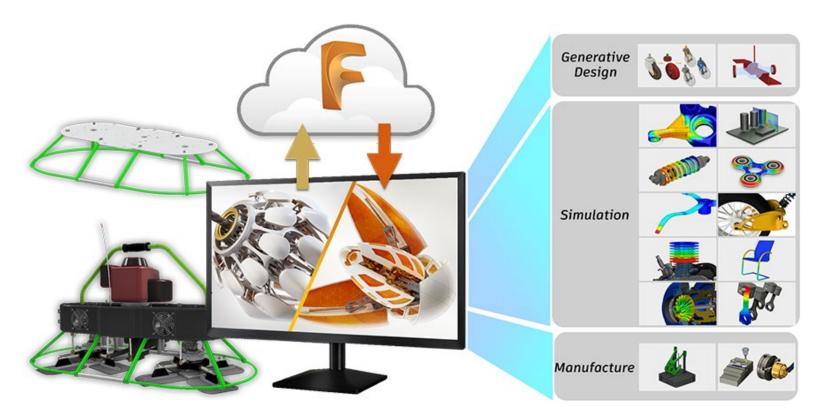
Since it is mono-form from the beginning, it is difficult to make a break



Inventor and Generative Design

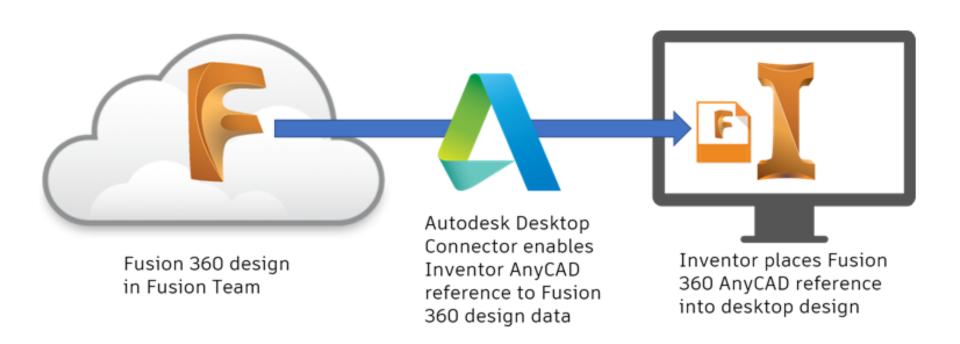
From Inventor to Fusion 360

Send to Fusion 360 - Setup - Generate - Explore - Validate



From Fusion 360 to Inventor

Desktop Connector





Live Demo

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