



Creating Custom Prosthetic Arms Using Fusion 360's Solid and Mesh Modeling

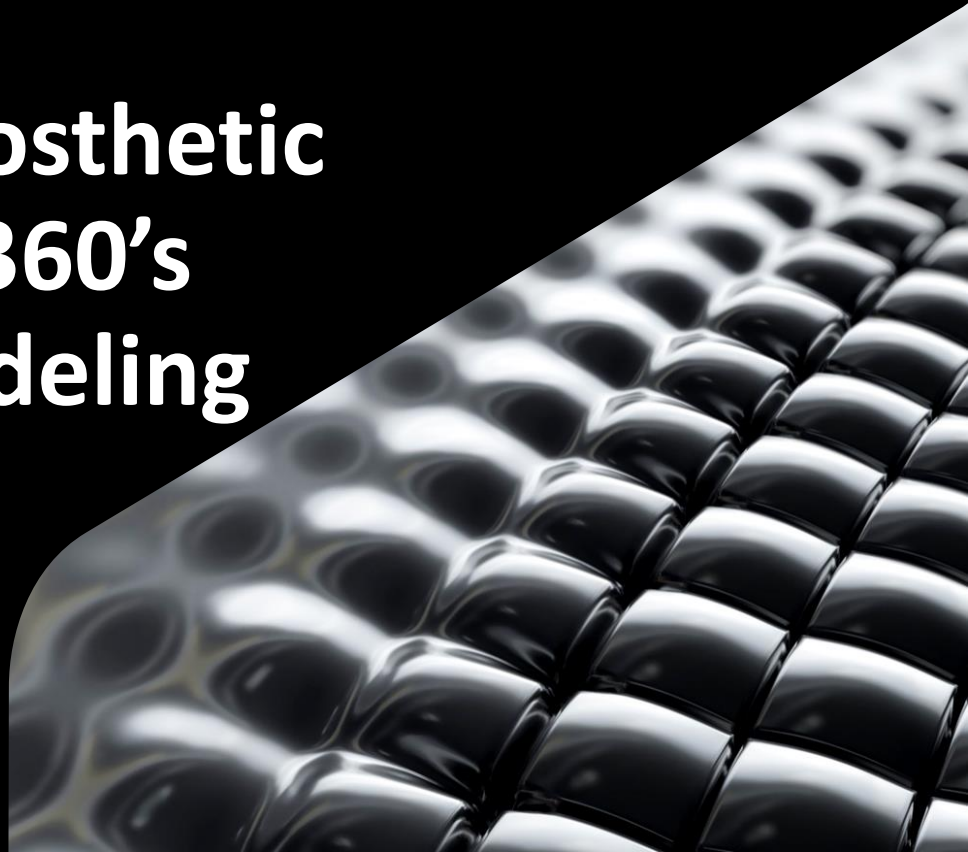
MFG501520

Michael Peirone

Chief Executive Officer | @vichandproject

Kim Arklie

Mechanical Systems Designer | @vichandproject



About the Speakers

- Michael Peirone
 - Chief Executive Officer, Victoria Hand Project (VHP)
 - B.Eng. Biomedical Engineering, University of Victoria, 2016
- Kim Arklie
 - Mechanical Systems Designer, Victoria Hand Project (VHP)
 - B.Eng. Mechanical Engineering, University of Victoria, 2021



Class Summary

- The class will cover the following topics:
 - Victoria Hand Project's international work in the field of prosthetics
 - Issues with creating upper-arm (i.e above elbow) prosthetic devices
 - Combining solid bodies with 3D scan data to produce upper-arm prosthetic devices
 - Patient case study and workflow demonstration
 - How we implement our product workflows in partner clinics around the world

Learning Objectives

1. Create custom healthcare devices by combining **3D scanning** and **CAD tools**
2. Implement custom product design workflows using the **Fusion 360 API**
3. Combine 3D scans and solid bodies using both **Solid and Mesh Modeling in Fusion 360**
4. Integrate **Fusion 360** in **clinical settings** to improve productivity



Victoria Hand Project

Background

International Work

Victoria Hand Project (VHP) Background



International Work

Victoria Hand Project (VHP) Background



Victoria Hand Project, Kenya, 2020.

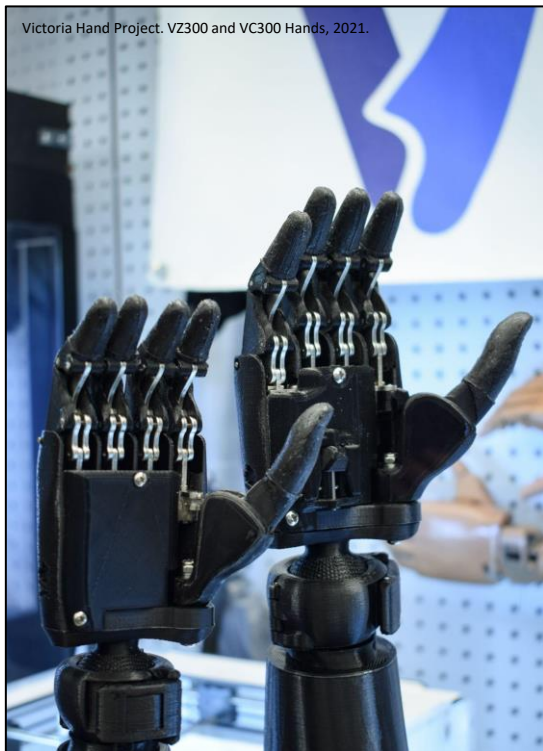
Video: <https://www.youtube.com/watch?v=prHm4fRm5q4>



Victoria Hand Project, Kenya, 2020.

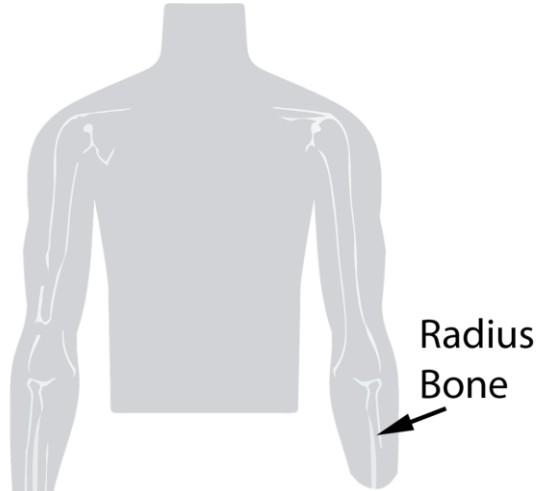
The Victoria Hand

Victoria Hand Project (VHP) Background



Creating Upper-Limb Prosthetic Sockets

Victoria Hand Project (VHP) Background



Trans-radial

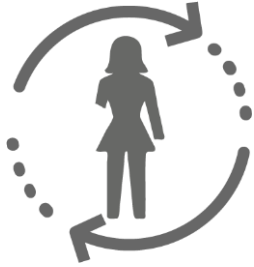
Below elbow amputation



Victoria Hand Project. Cambodia, 2018.

Creating Upper-Limb Prosthetic Sockets

Victoria Hand Project (VHP) Background



3D-scan the patient's limb shape using **Autodesk Recap Pro** and take anatomical measurements



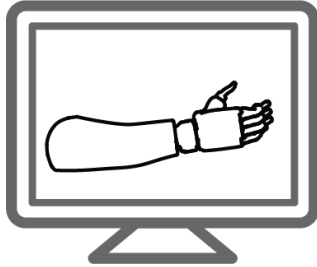
Casted Limb Impression



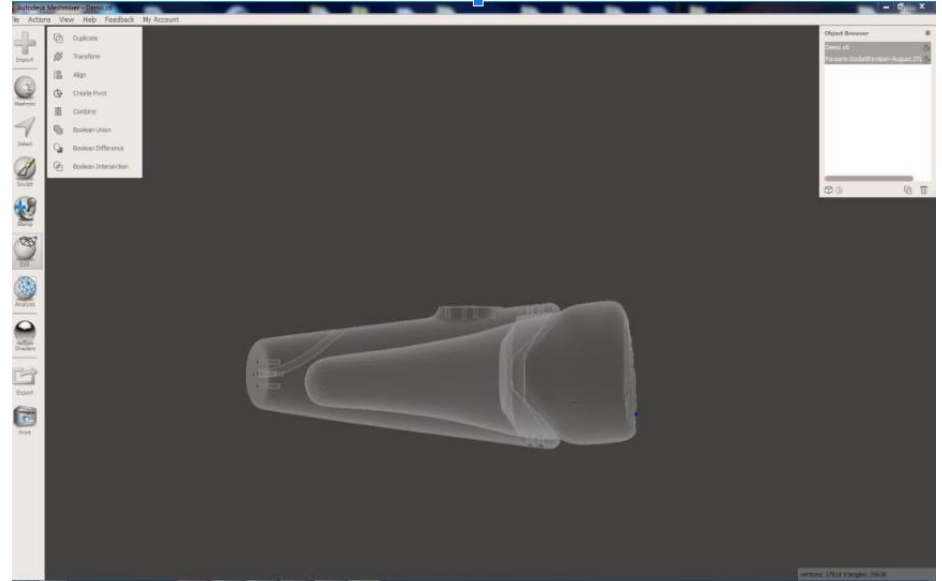
Autodesk Recap Pro

Creating Upper-Limb Prosthetic Sockets

Victoria Hand Project (VHP) Background



Generate the custom limb socket using **Autodesk Fusion 360** and **Meshmixer**



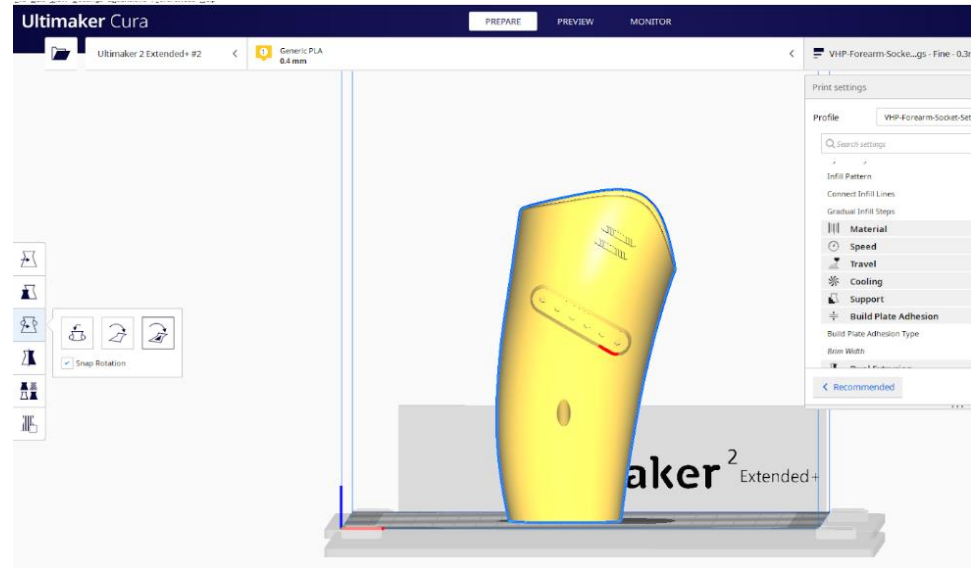
Autodesk Meshmixer

Creating Upper-Limb Prosthetic Sockets

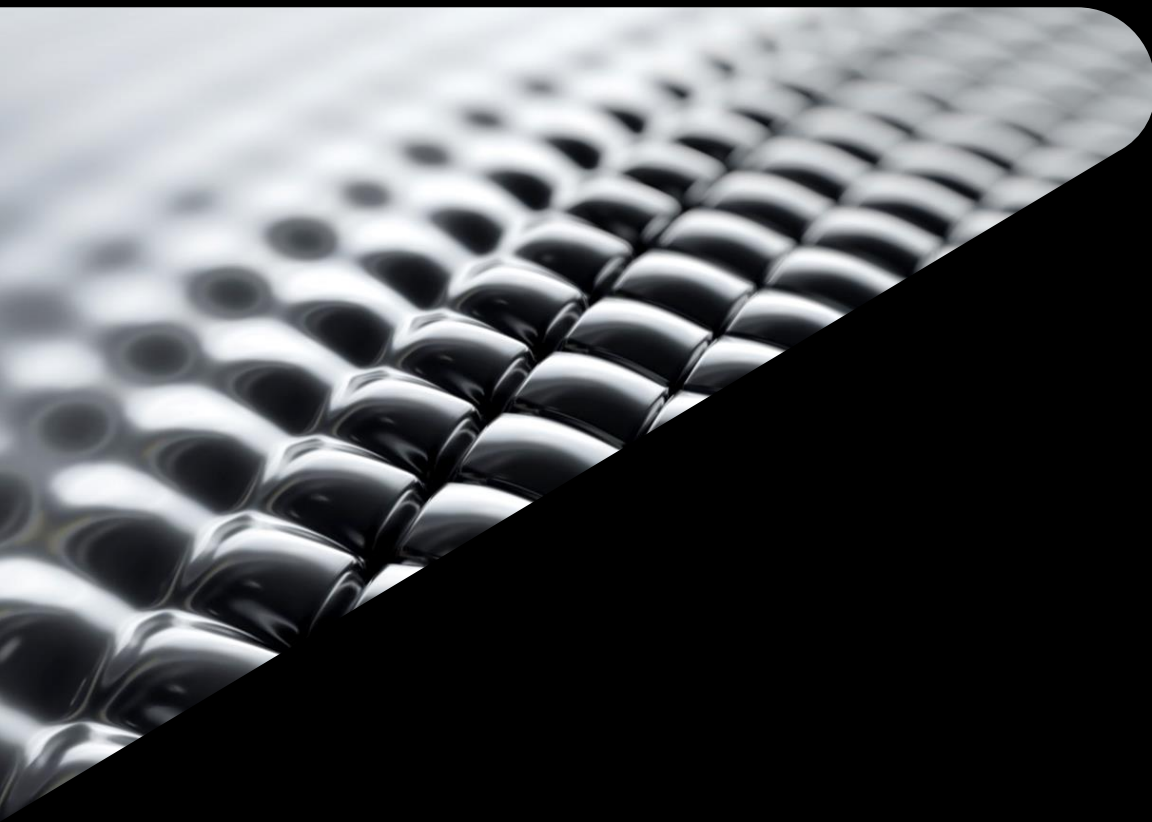
Victoria Hand Project (VHP) Background



3D-print the **custom** limb
socket



Ultimaker Cura



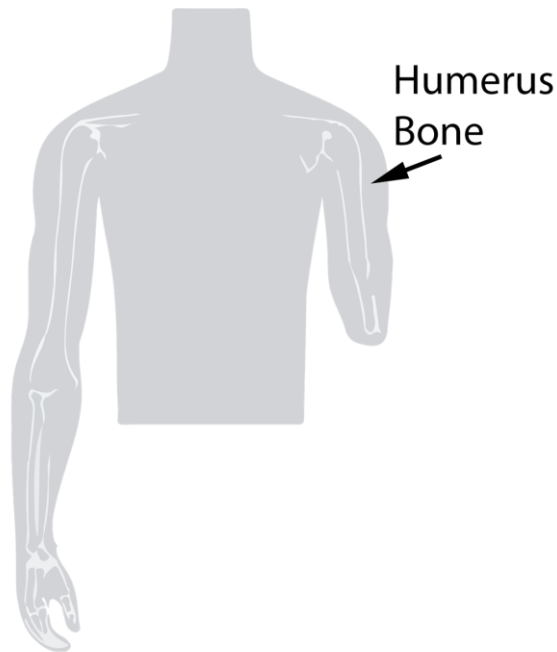
Trans-Humeral Prosthetics

Background and Original Workflow

Development of Trans-Humeral Prosthetics

Trans-Humeral Prosthetics Background

- Help more amputees globally
- More complex scan data
- Design Constraints:
 - Good cosmetic appearance
 - Low weight
 - Appropriate fit and range of mobility
 - Functional elbow
 - Adaptable workflow



Trans-humeral

Above elbow amputation

Original Trans-Humeral Socket Workflow

Trans-Humeral Prosthetics Background

- Used Autodesk Fusion 360 and Autodesk Meshmixer
- Various pre-sized lower sockets made in Fusion 360
- Patient's scan data smoothed and offset in Meshmixer to produce the upper socket
- Imported the pre-made lower socket into Meshmixer and combined with the upper socket

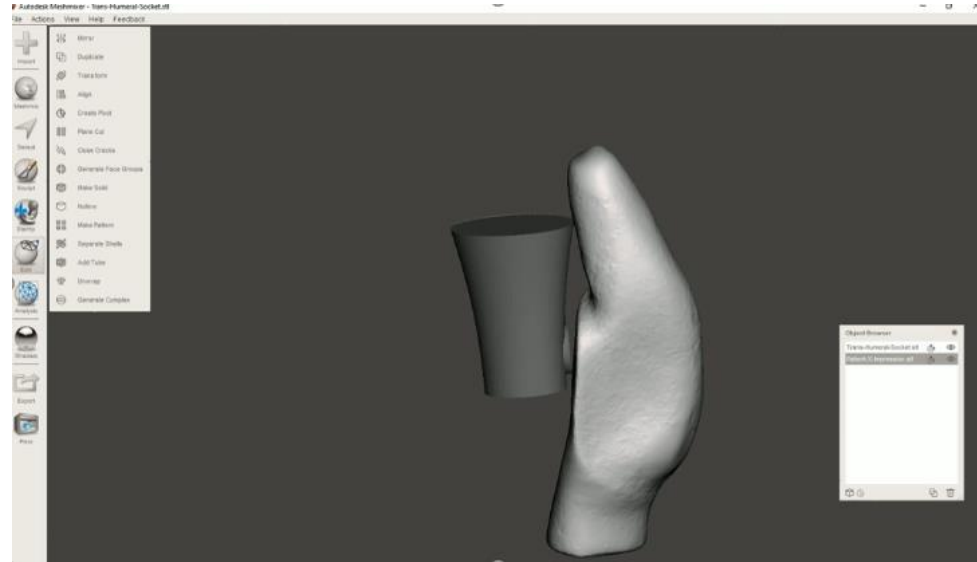


Fusion 360 Pre-Sized Lower Sockets

Original Trans-Humeral Socket Workflow

Trans-Humeral Prosthetics Background

- Used Autodesk Fusion 360 and Autodesk Meshmixer
- Various pre-sized lower sockets made in Fusion 360
- Patient's scan data smoothed and offset in Meshmixer to produce the upper socket
- Imported the pre-made lower socket into Meshmixer and combined with the upper socket



AutoDesk MeshMixer Socket Workflow

Video: <https://www.youtube.com/watch?v=FoOp7GjkJxU>

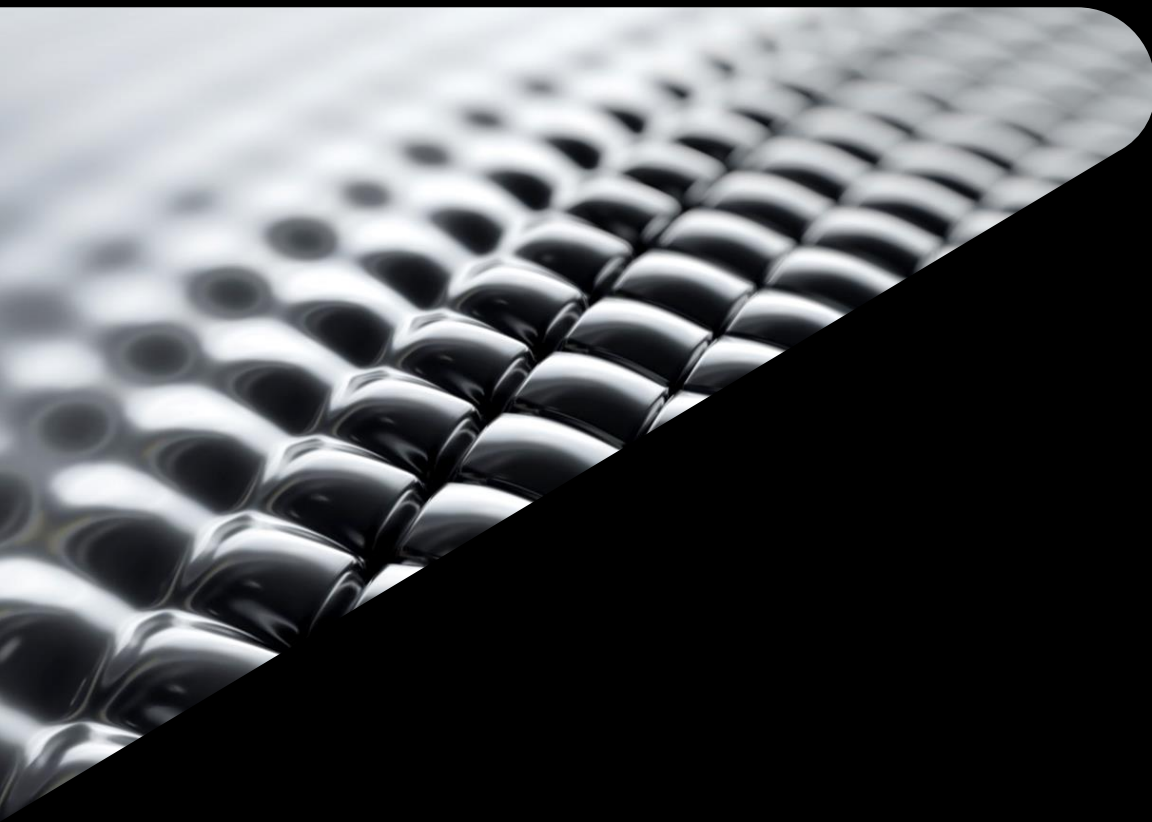
Issues with the Original Trans-Humeral Socket Workflow

Trans-Humeral Prosthetics Background

1. Not a smooth transition between lower and upper portions of the socket
2. Cannot resize the socket easily due to the cross-platform workflow (i.e. export from Fusion 360, import into Meshmixer)
3. Too many user inputs and commands



Poor Quality Socket Transition



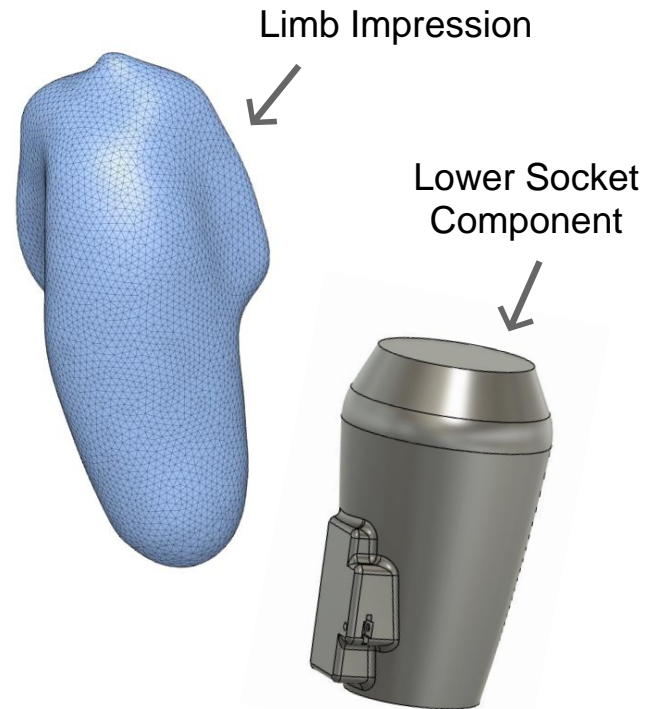
Trans-Humeral Prosthetics

Optimization of Workflow

Workflow Overview

Optimization of Trans-Humeral Socket Workflow

- Utilizes the Mesh Workspace in Autodesk Fusion 360
- Pre-made lower socket was redesigned to be parametrically dimensioned, allowing for more customization
- Limb impression is imported into Fusion 360 as a mesh and kept as a mesh body to be edited

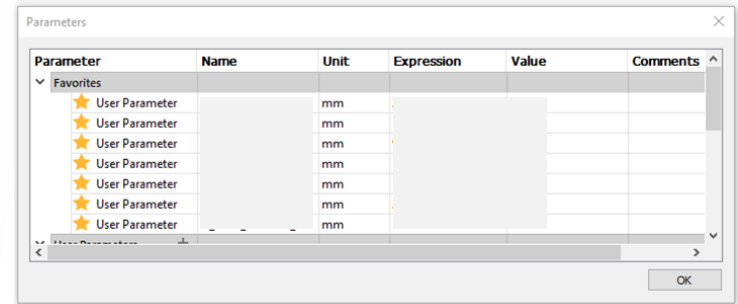


Trans-Humeral Socket Creation

Optimization of Trans-Humeral Socket Workflow

1. Create the Lower Socket

Size the lower socket by inputting the patient's recorded measurements into the solid body design parameters.

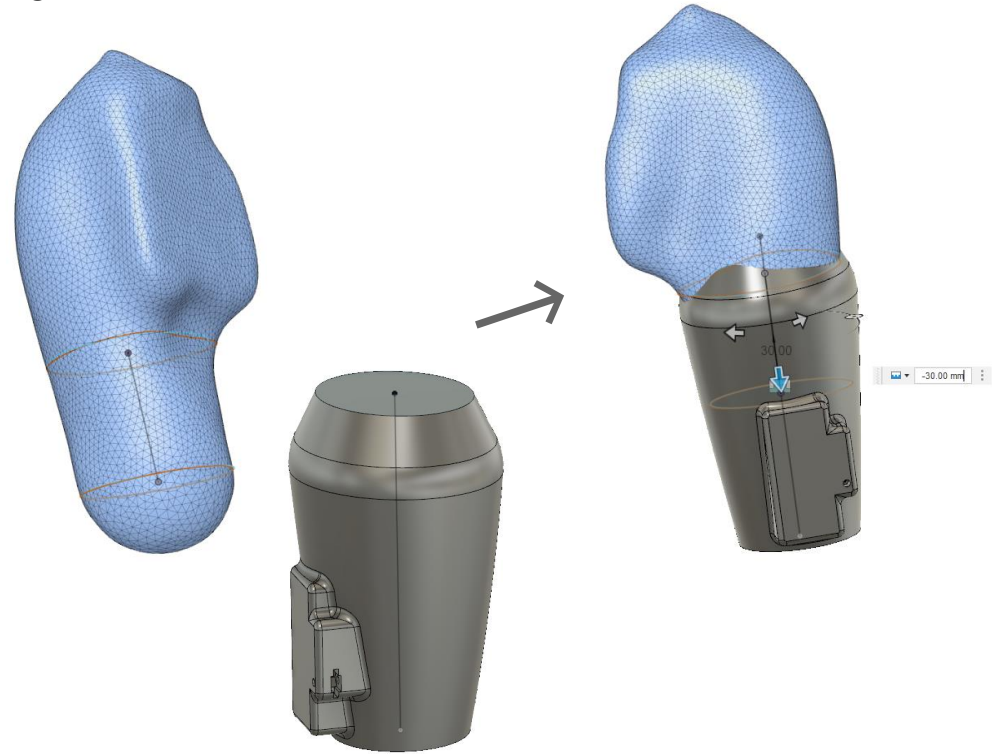


Trans-Humeral Socket Creation

Optimization of Trans-Humeral Socket Workflow

2. Import and Align the Limb Impression

Insert the limb impression into Fusion 360 as a mesh body. Upon insertion, align the limb impression to the lower socket solid body.



Trans-Humeral Socket Creation

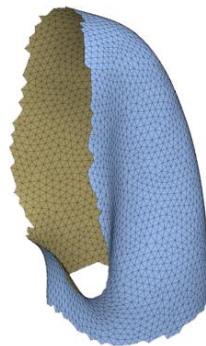
Optimization of Trans-Humeral Socket Workflow

3. Create the Upper Socket

Duplicate, trim, repair, remesh, smooth, and offset the limb impression 5mm outwards to create the basis of the upper socket.



Trim Area



Open Mesh
Shell



Offset Stitched
Solid Mesh



Duplicate

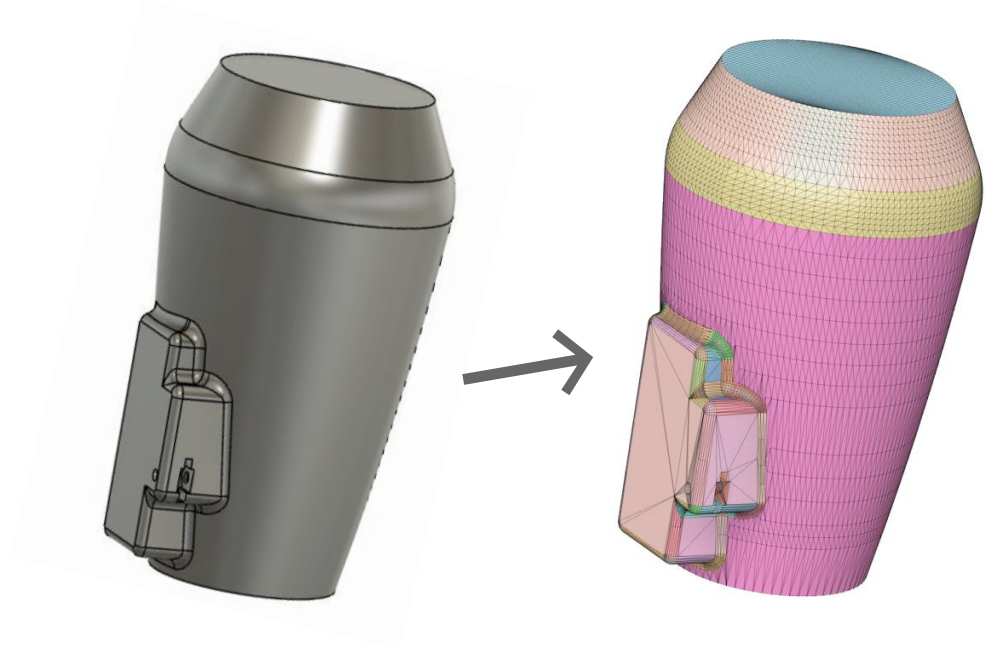
Original

Trans-Humeral Socket Creation

Optimization of Trans-Humeral Socket Workflow

4. Tessellate the Lower Socket

Confirm the alignment of the limb impression, and lower and upper socket. Then tessellate the lower socket into a mesh body.

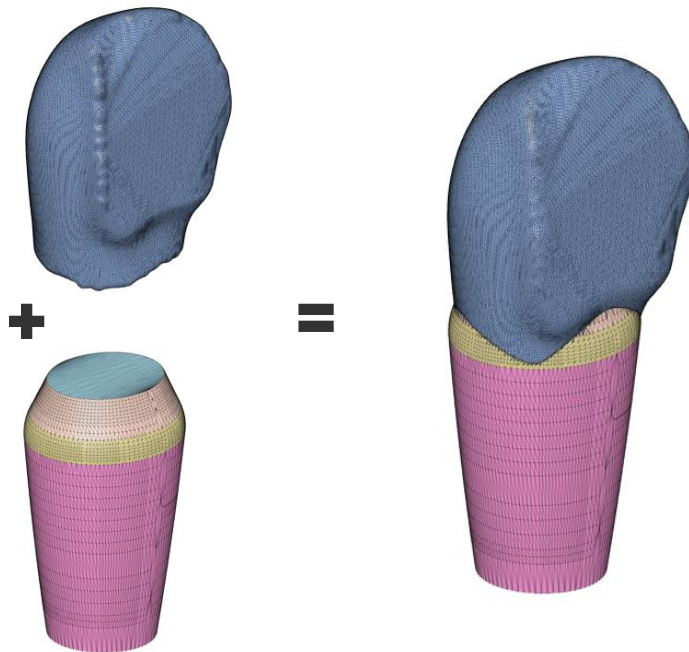


Trans-Humeral Socket Creation

Optimization of Trans-Humeral Socket Workflow

5. Boolean Union the Lower and Upper Socket

Perform a Boolean Union operation to combine the previously prepared lower socket and 5mm offset of the upper socket.

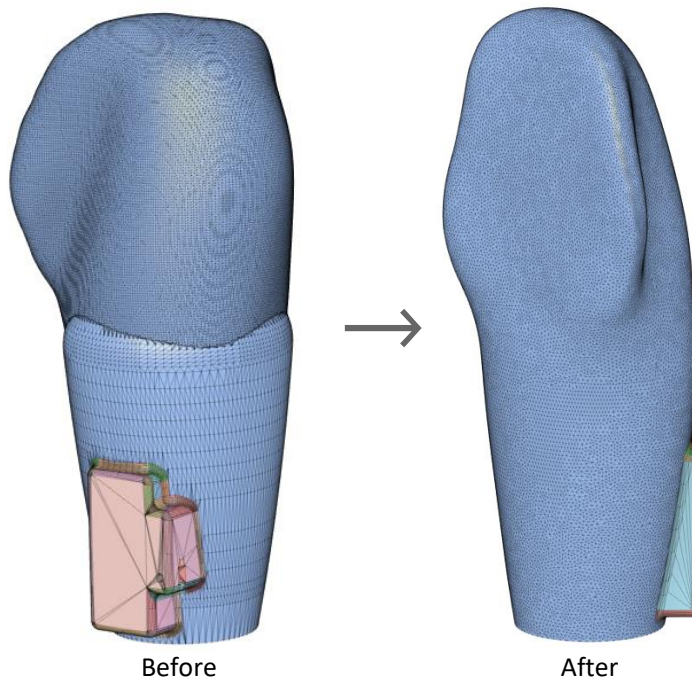


Trans-Humeral Socket Creation

Optimization of Trans-Humeral Socket Workflow

6. Clean Up Socket Transition

Combine the face groups on the main socket body. Erase and fill, remesh, and smooth the socket to achieve a seamless transition between the two socket components (i.e. lower and upper).

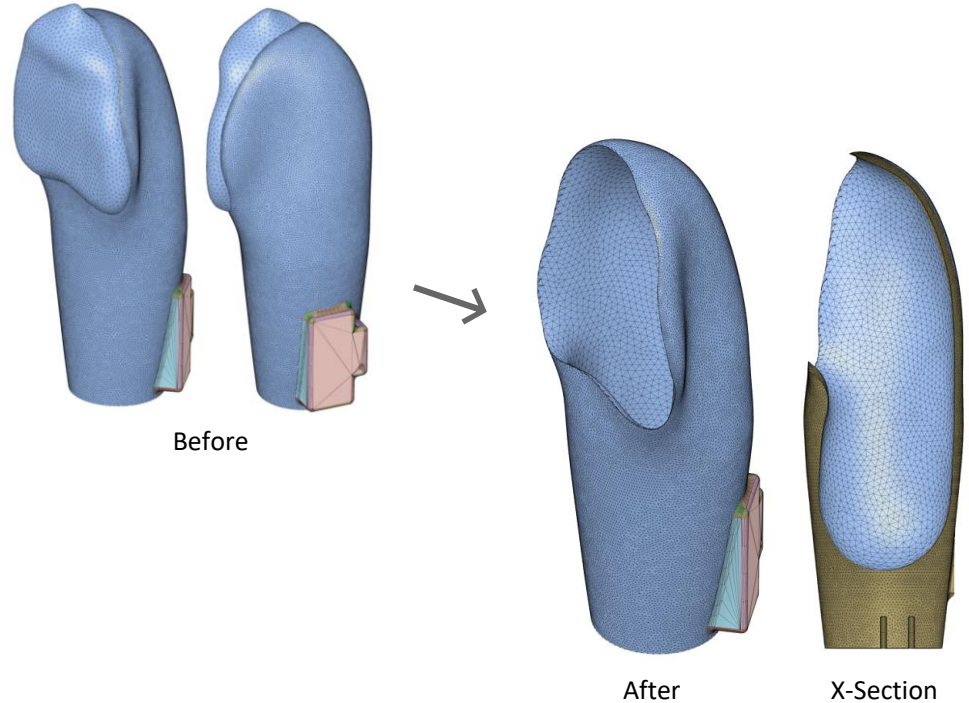


Trans-Humeral Socket Creation

Optimization of Trans-Humeral Socket Workflow

7. Boolean Difference the Limb Impression and Combined Socket

Perform a Boolean Difference operation to cut the limb impression from the combined lower and upper socket. The socket is now complete and ready to be prepared for 3D printing.



Advantages

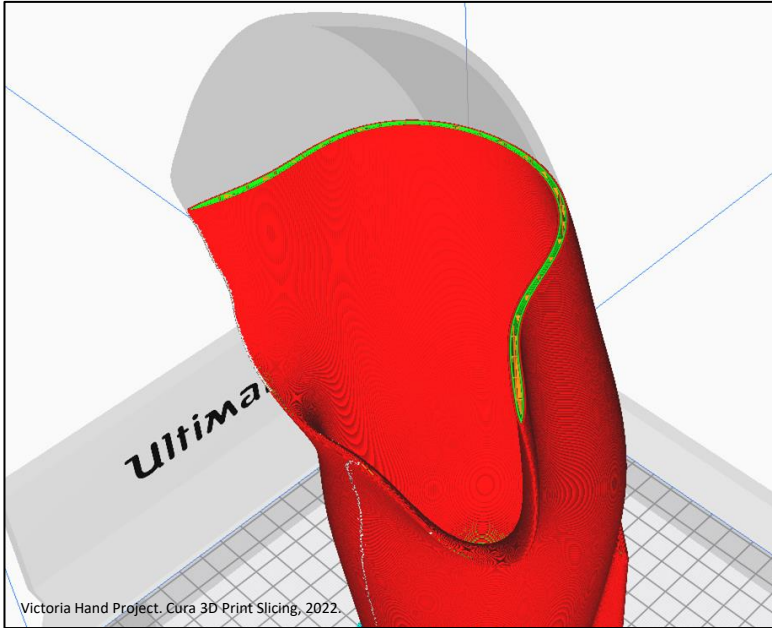
Optimization of Trans-Humeral Socket Workflow

- Higher precision model
- Improved socket fit for better usability of the prosthetic device



Advantages

Optimization of Trans-Humeral Socket Workflow



- Uniform thickness of the upper socket
- Improved socket appearance
- Integration with the Fusion 360 API

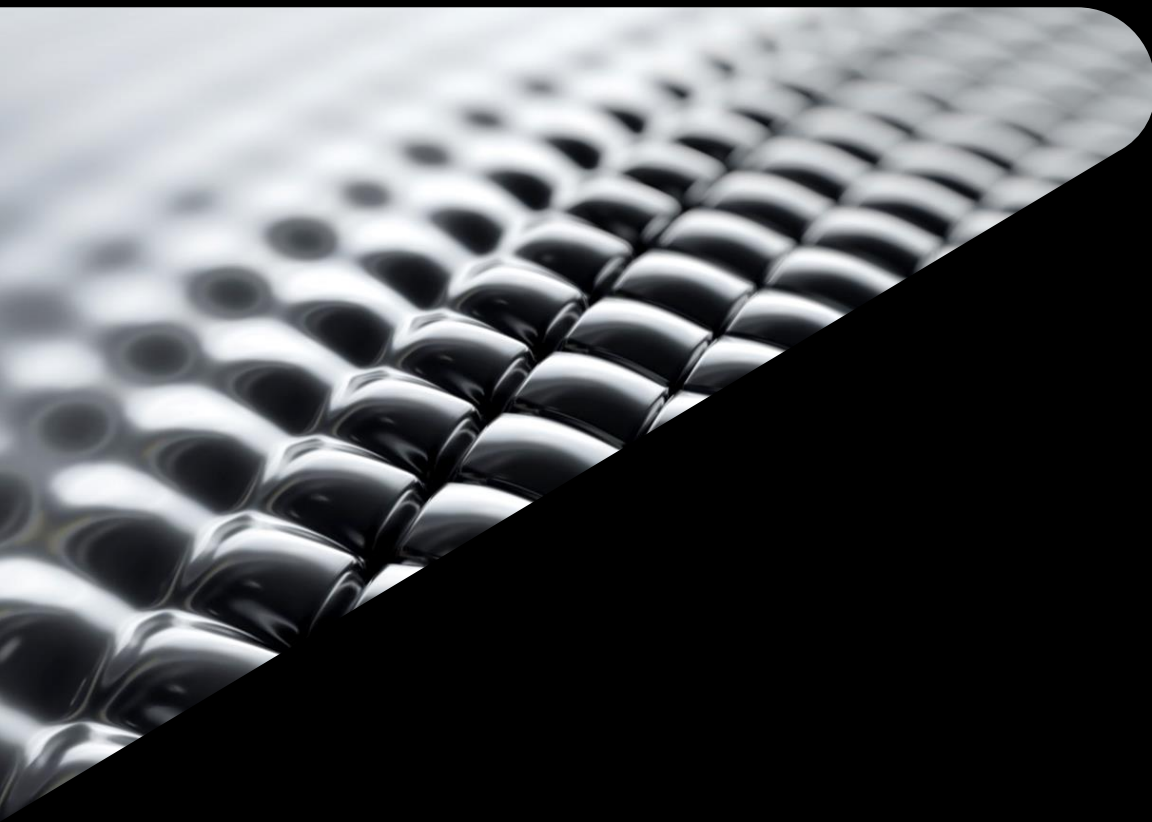
Advantages

Optimization of Trans-Humeral Socket Workflow

- Semi-automate alignment process
- More easily modify and realign components throughout workflow
- Simplification of workflow



Victoria Hand Project, Haiti, 2016.



Case Study Demonstration

Haiti Trans-Humeral Patient

Case Study Demonstration

Haiti Trans-Humeral Patient

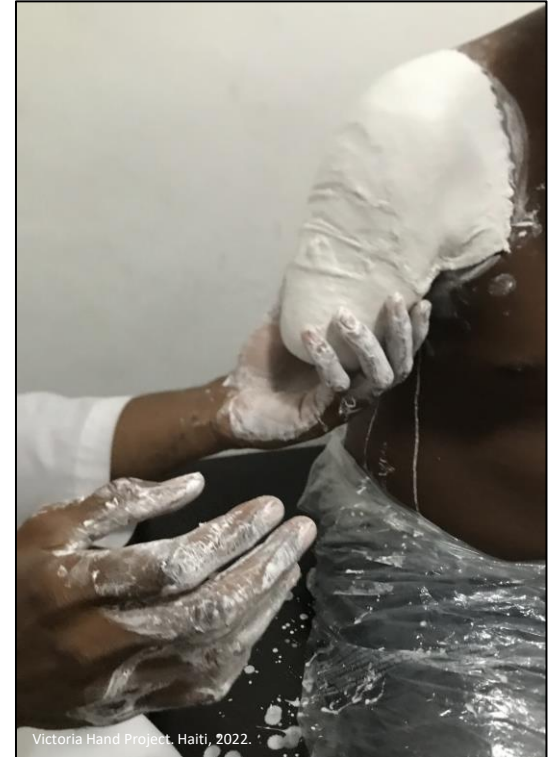
- 7.0 magnitude earthquake occurred in Haiti on January 12, 2010 ^[3]
- Hundreds of thousands were killed or injured in the disaster ^[3]



Case Study Demonstration

Haiti Trans-Humeral Patient

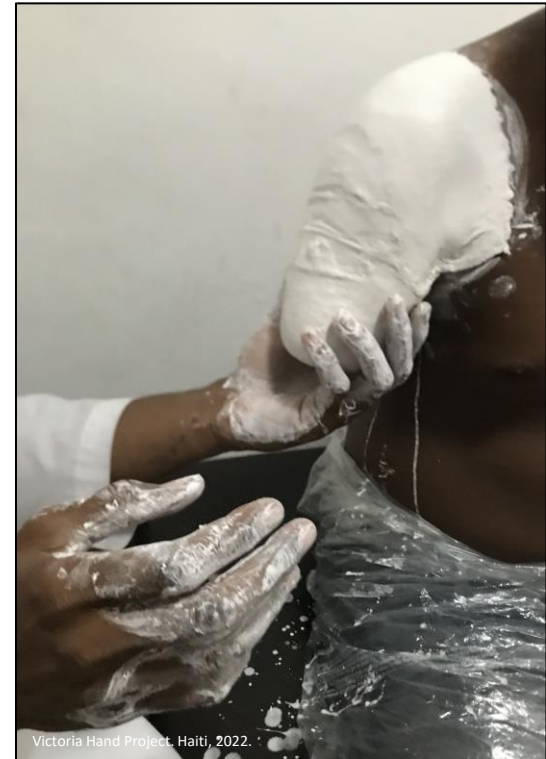
- John was injured in the earthquake when his house collapsed on top of him
- Never received a prosthetic arm
- Recently met with VHP in-country partner clinician in Haiti to be fit with a device



Case Study Demonstration

Haiti Trans-Humeral Patient

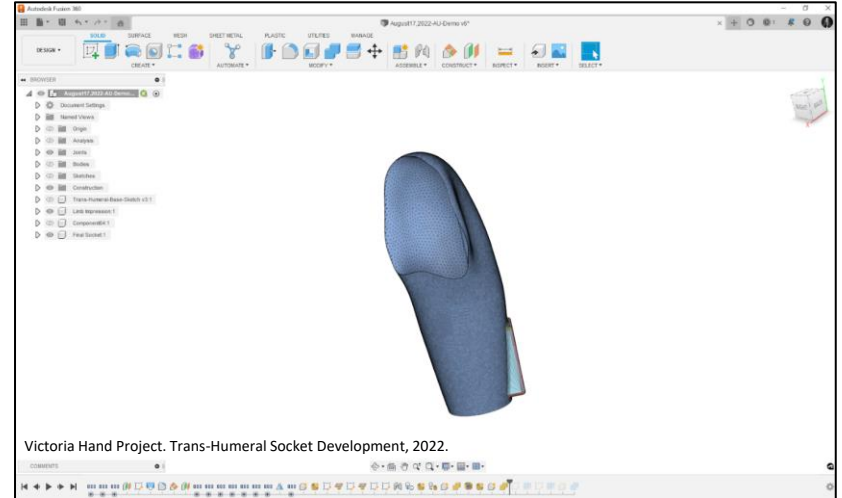
- In-country clinician completes end-to-end workflow independently
- Plaster limb impression and patient measurements taken



Case Study Demonstration

Haiti Trans-Humeral Patient

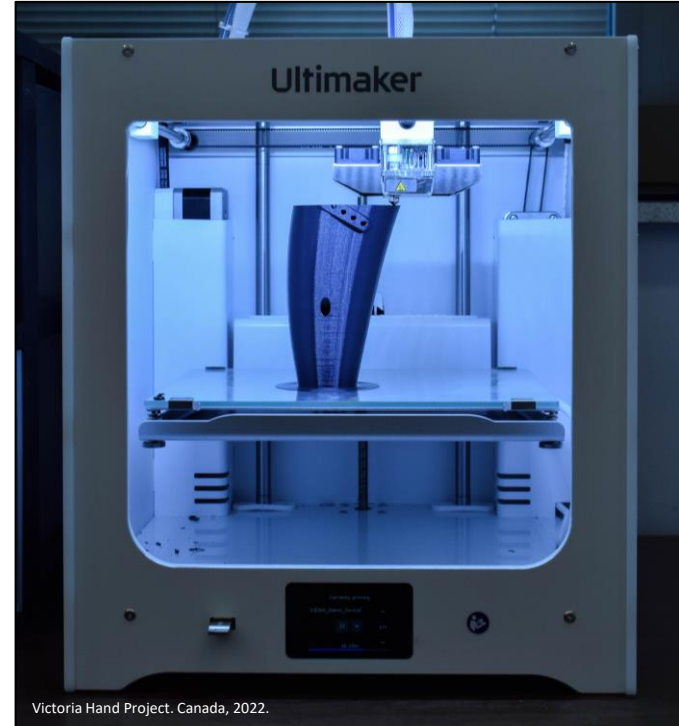
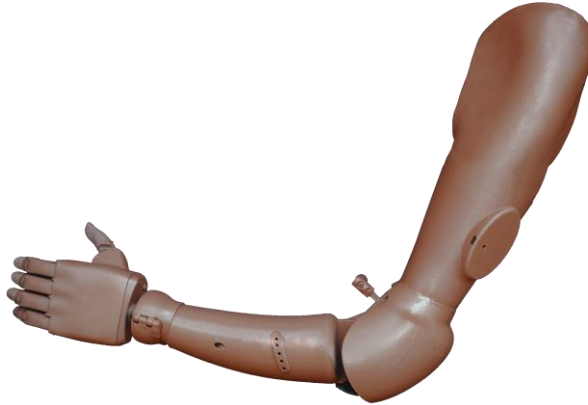
- Limb impression is digitized using photogrammetry methods
- Optimized trans-humeral upper socket workflow is followed to create the upper socket
- Clinician applied their knowledge and expertise to create a proper fitting socket



Case Study Demonstration

Haiti Trans-Humeral Patient

- Socket is exported from Fusion 360 and 3D printed on an Ultimaker 3D printer
- Victoria Hand and additional trans-humeral components are 3D printed by the local 3D Print Technician



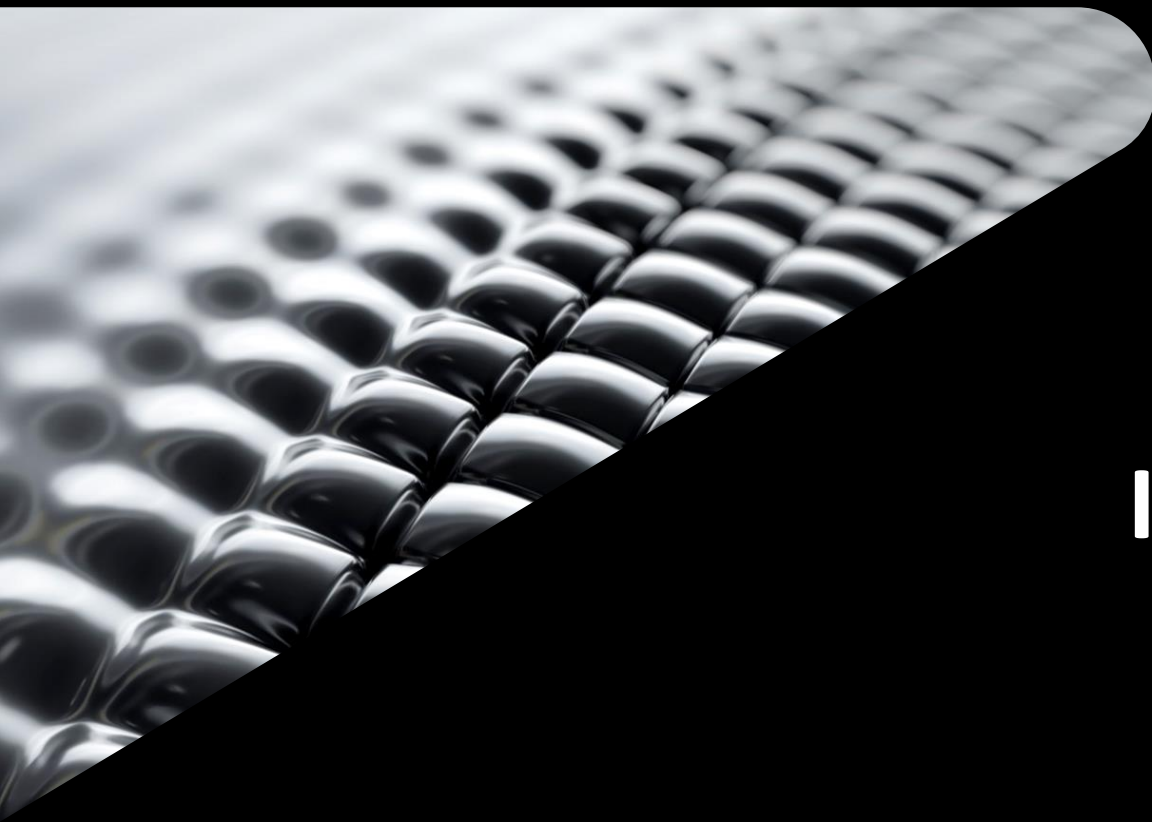
Victoria Hand Project. Canada, 2022.

Case Study Demonstration

Haiti Trans-Humeral Patient

- Trans-humeral system is assembled by the local 3D Print Technician
- Clinician fits patient with the upper socket and prosthetic system
- In-country partner team provides feedback to VHP team in Canada





Workflow Implementation

VHP Partner Clinics

Workflow Deployment Model

Workflow Implementation in VHP Partner Clinics

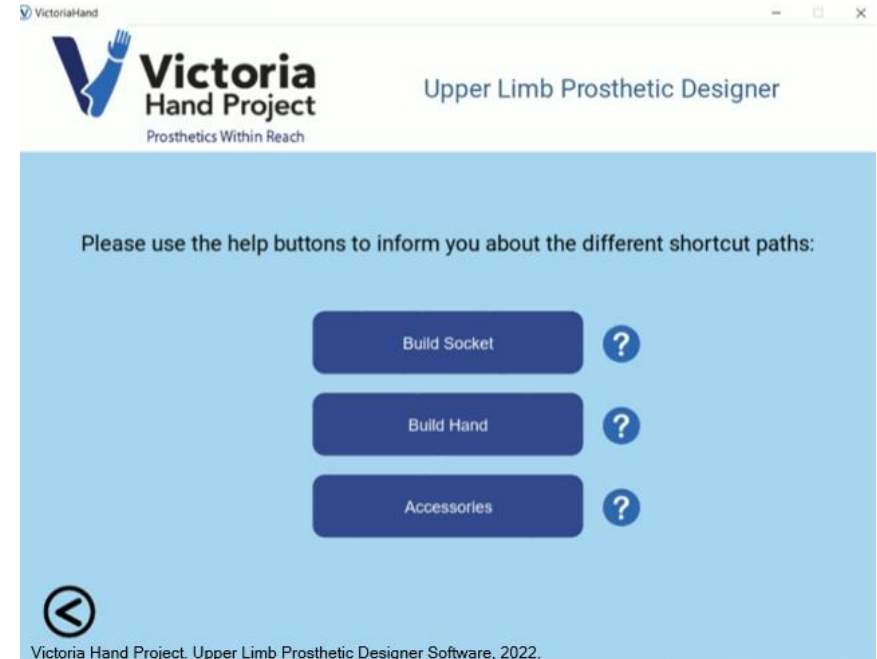
- Workflow provided to VHP's partners
- Integrated into VHP software
- Easier to produce custom devices



Combining Advanced Technologies with Traditional Workflows

Workflow Implementation in VHP Partner Clinics

- Combine CAD tools and additive manufacturing with traditional prosthetic fitting methodologies
- More efficiently create devices at a lower cost
- Allow clinicians to focus more time on patient care
- Produce better custom fit devices



Victoria Hand Project Software Demo

Video: <https://www.youtube.com/watch?v=tC7kadLzsJU>

Combining Advanced Technologies with Traditional Workflows

Workflow Implementation in VHP Partner Clinics

- Combine CAD tools and additive manufacturing with traditional prosthetic fitting methodologies
- More efficiently create devices at a lower cost
- Allow clinicians to focus more time on patient care
- Produce better custom fit devices



Future Work

Workflow Implementation in VHP Partner Clinics

- Refining the development of the trans-humeral socket workflow
- Automating the workflow further with VHP software and the Fusion 360 API to make the process of creating the socket easier for the clinician
- Realistic color information for increased accuracy when creating the socket



Future Work

Workflow Implementation in VHP Partner Clinics

- Refining the development of the trans-humeral socket workflow
- Automating the workflow further with VHP software and the Fusion 360 API to make the process of creating the socket easier for the clinician
- Realistic color information for increased accuracy when creating the socket



Socket Shape Sketched on Impression

To Summarize

- Custom 3D printed prosthetic arms
- Previous trans-humeral socket workflows were too tedious and resulted in sockets with a poor appearance
- Use Fusion 360 Mesh Workspace to easily create custom prosthetic sockets
- Easier workflow resulting in a socket with a better cosmetic appearance



To Summarize

- Custom 3D printed prosthetic arms
- Previous trans-humeral socket workflows were too tedious and resulted in sockets with a poor appearance
- Use Fusion 360 Mesh Workspace to easily create custom prosthetic sockets
- Easier workflow resulting in a socket with a better cosmetic appearance



Our Team



**Kelly Knights,
B. Eng., EIT**

Biomedical Systems Designer



**Jacqui Moreland, B.
Eng.**

Biomedical Software Developer



**Dr. Nick Dechev,
Ph.D., P. Eng.**

Chief Technical Officer

A photograph of three young women in light blue shirts, likely students, clapping and smiling. The woman in the center is looking directly at the camera with a joyful expression. The woman on the right is seen in profile, also clapping. The woman on the left is partially visible from the back. The background is a warm, orange-toned wall with some faint posters. The text "Thank you!" is overlaid in a large, white, sans-serif font in the center of the image.

Thank you!



Prosthetics Within Reach



Victoria Hand Project



Victoria Hand Project



@VicHandProject



Victoria Hand Project



@VicHandProject



www.victoriahandproject.com

References

- [1] B. Phillips, G. Zingalis, S. Ritter, and K. Mehta, “A review of current upper-limb prostheses for resource constrained settings,” 2015 IEEE Global Humanitarian Technology Conference (GHTC), 2015.
- [2] M. LeBlanc, “Give Hope - Give a Hand - The LN-4 Prosthetic Hand,” November 2008. [Online]. Available: <https://web.stanford.edu/class/engr110/2011/LeBlanc-03a.pdf>.
- [3] “2010 Haiti earthquake,” History.com, 18-Jul-2011. [Online]. Available: <https://www.history.com/this-day-in-history/massive-earthquake-strikes-haiti>. [Accessed: 19-Aug-2022].

