

# Autodesk Is to Additive Manufacturing as Stratocaster Is to "Stairway to Heaven"

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# Intro

Dave Gleason, Software Manager, Optomec, Inc.

Who am I?

- 14 years of experience at Optomec
- Expert in Optomec additive-manufacturing
- Fiercely passionate about what I do
- Love to enjoy my family and ride, hike, climb

What does Optomec make?

- We make additive-manufacturing systems (Industrial 3d printers).
- Products target a wide range of applications but include high value part repair to printed electronics.

# Key learning objectives

At the end of this class, you will be able to:

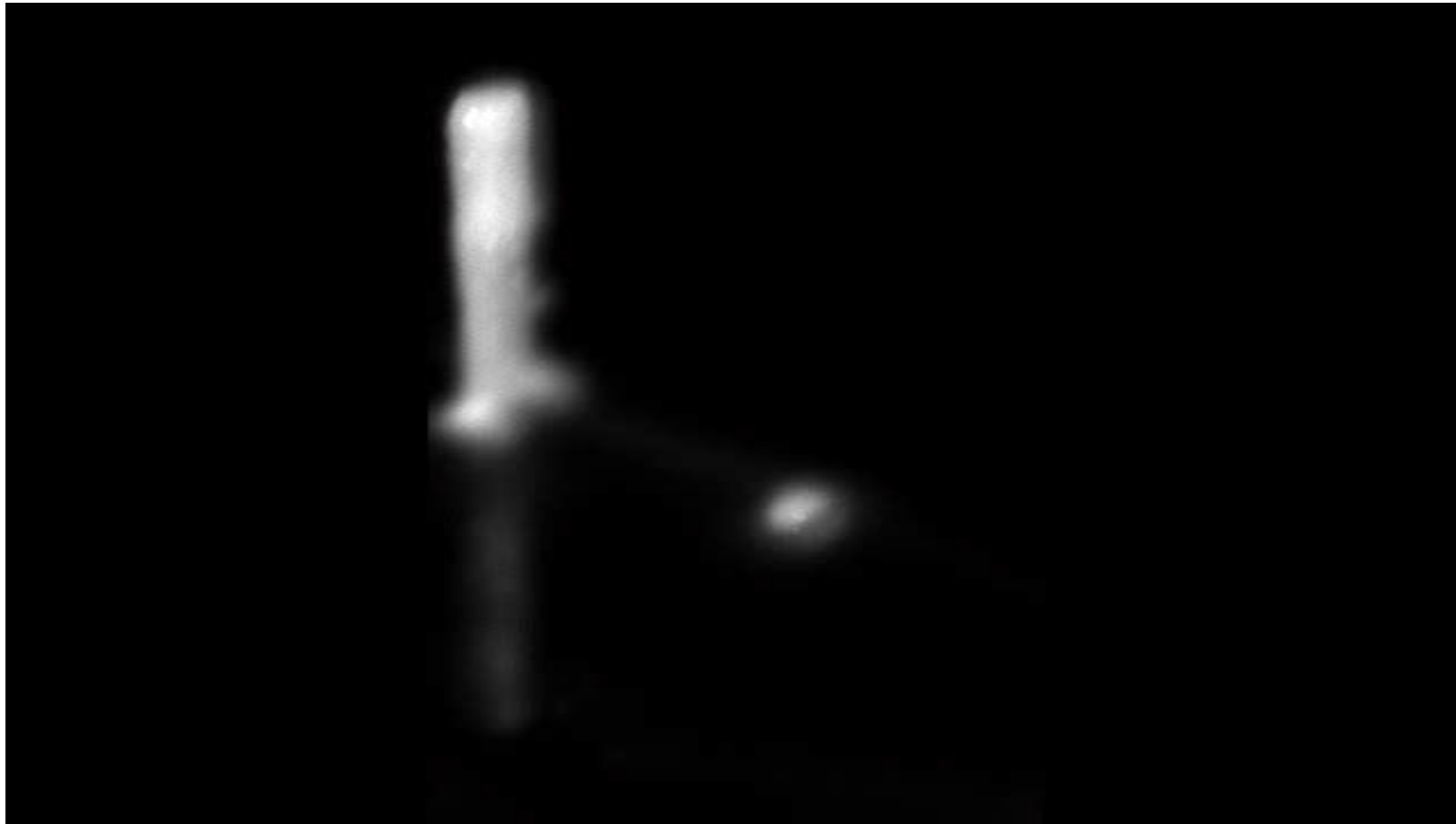
- Visualize opportunities for Autodesk product use for additive manufacturing
- Understand some key differences between additive and subtractive manufacturing



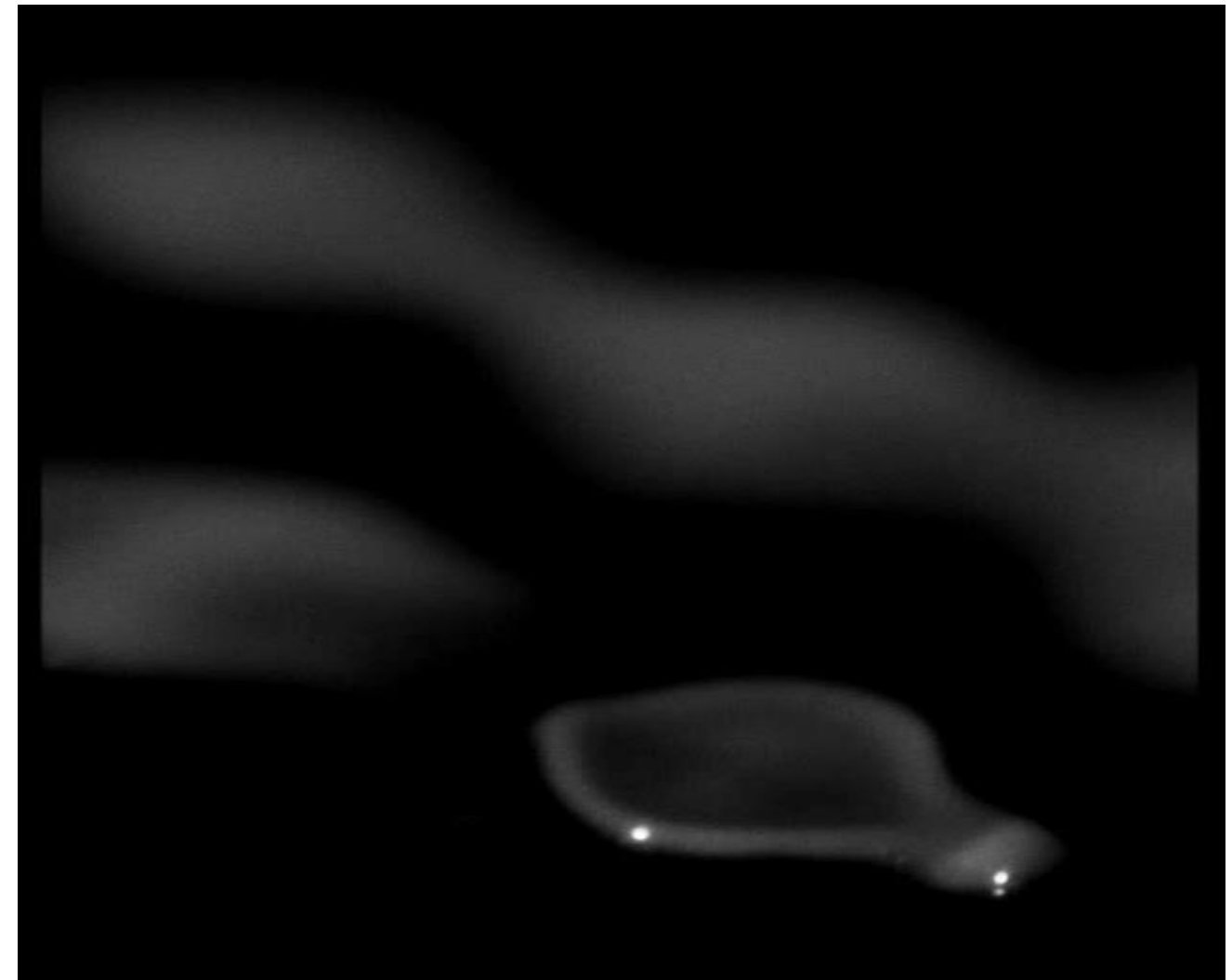
# Section 1 Optomec Additive Manufacturing



# Video - Printing with UV cure

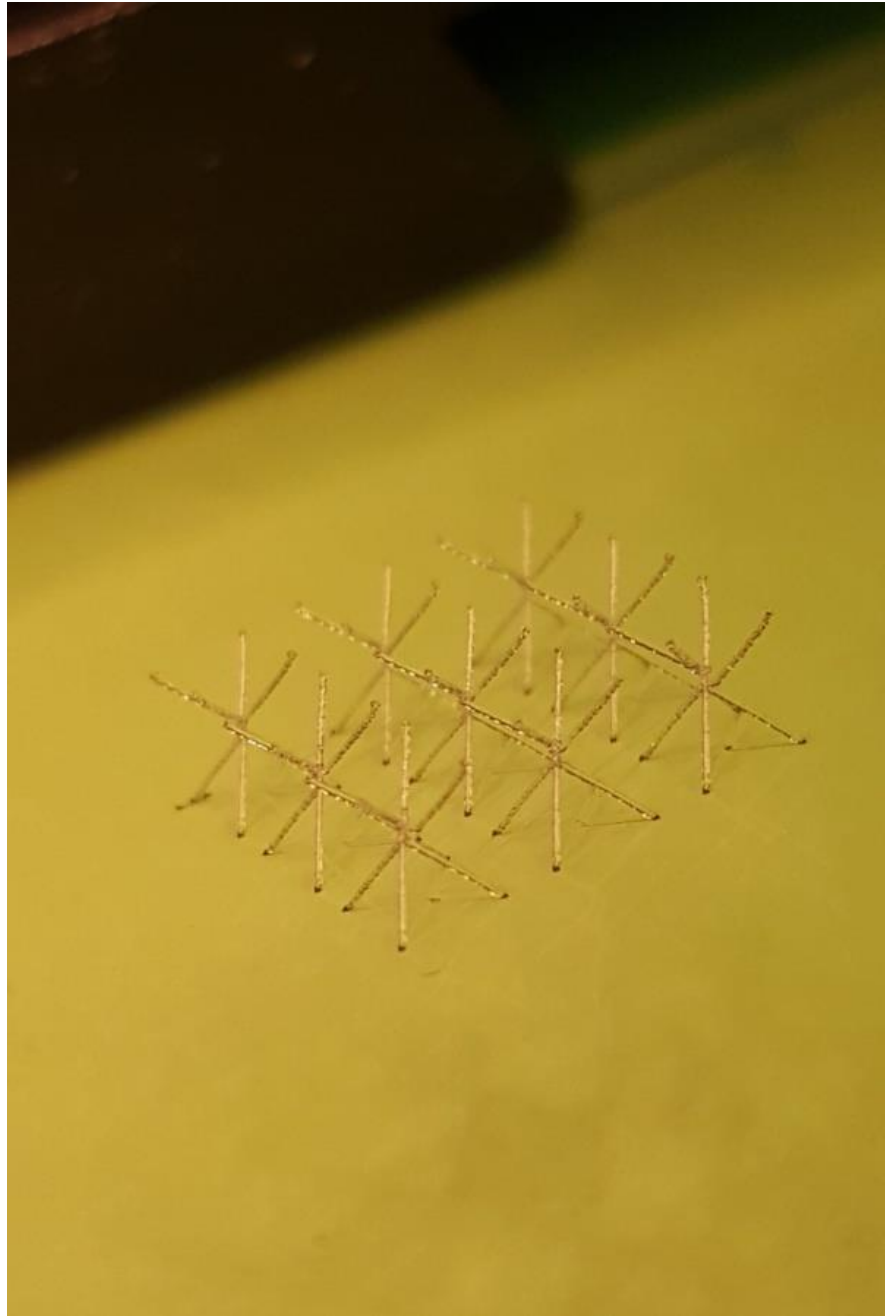


Printing **with** UV Illumination



Printing **without** UV Illumination

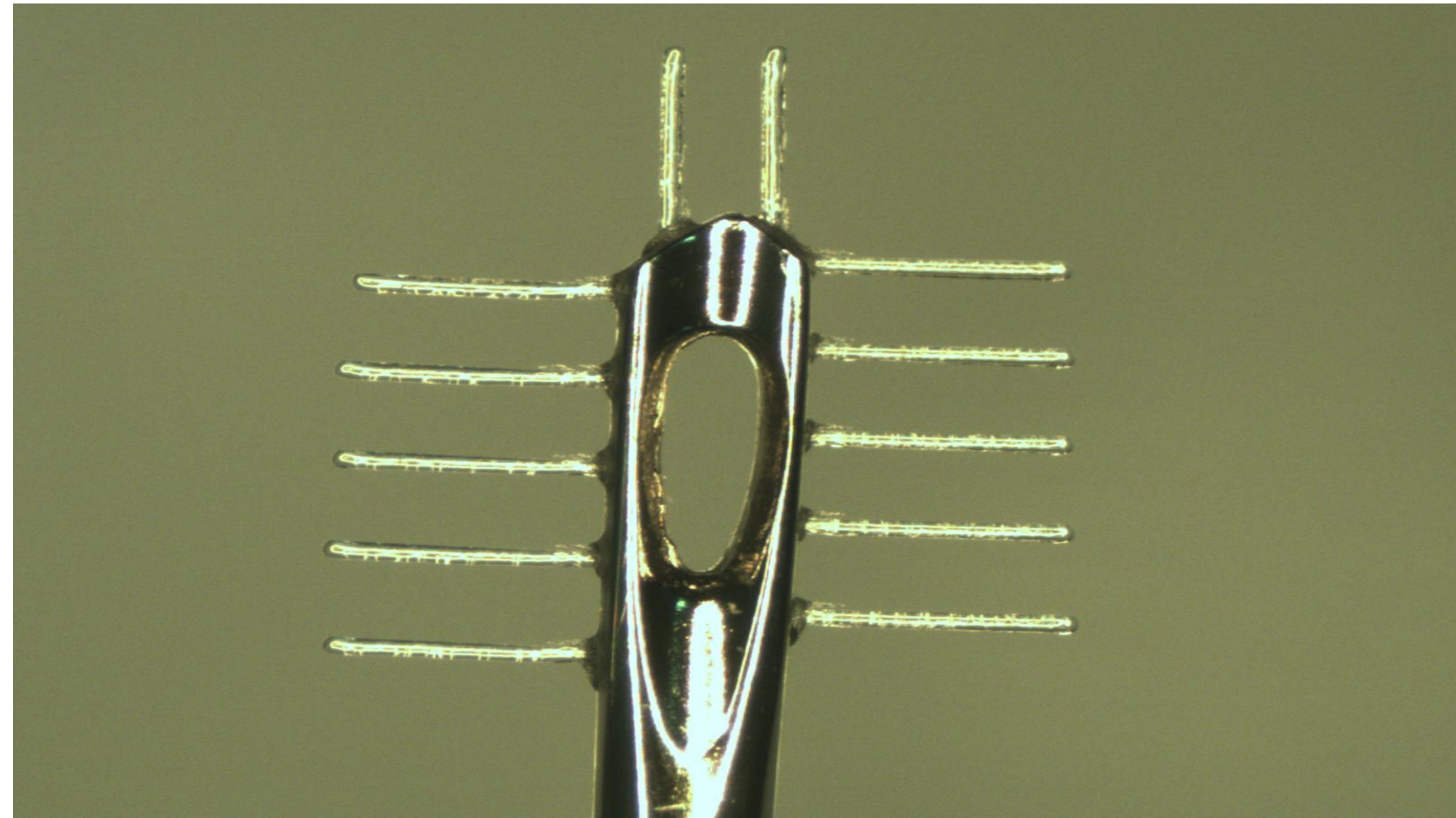
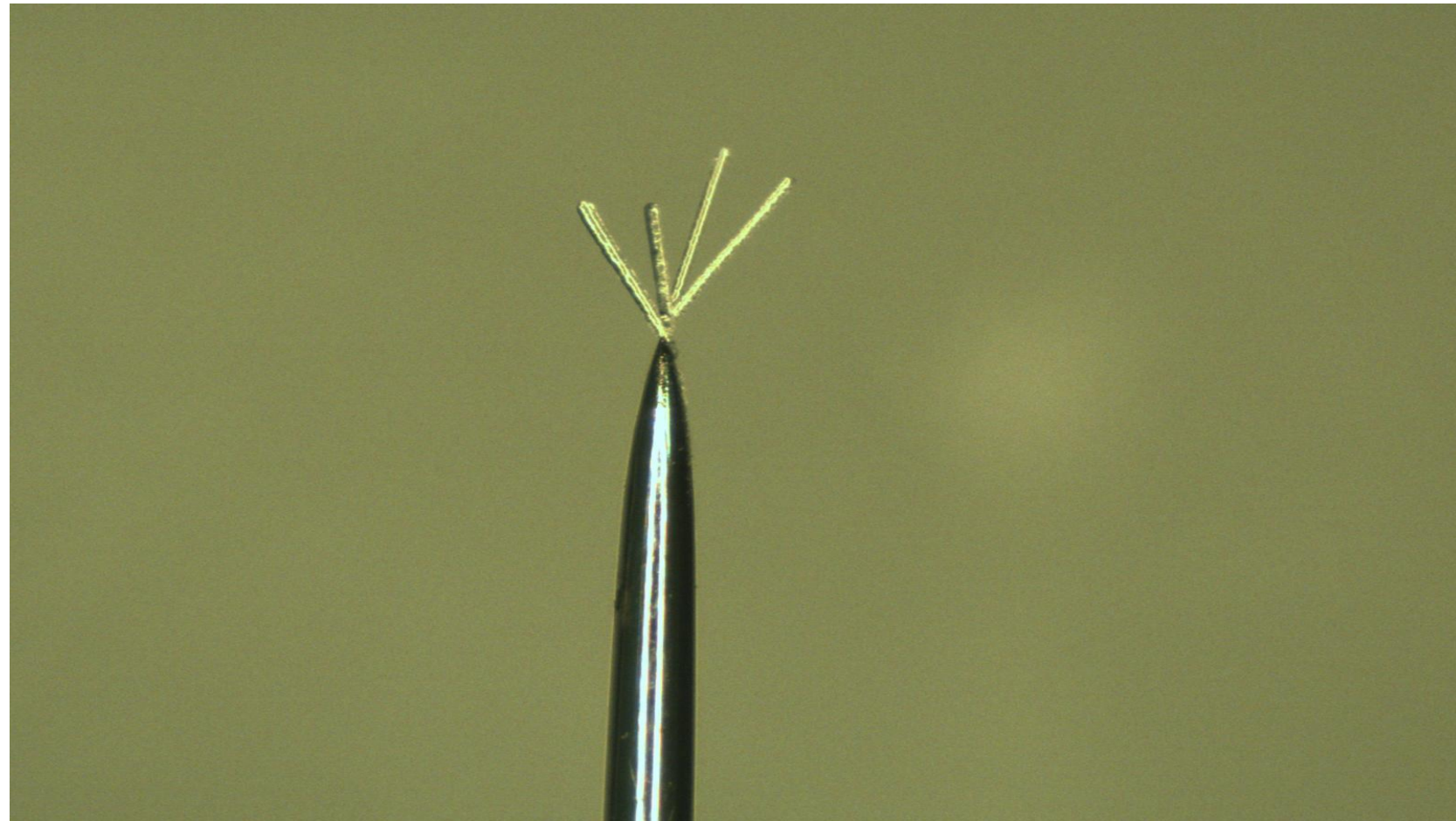
# Two-Layer Free Standing Structures



- Layers printed with x-,y- translation outwards from vertex.
- Z-axis raised 2 mm for second layer



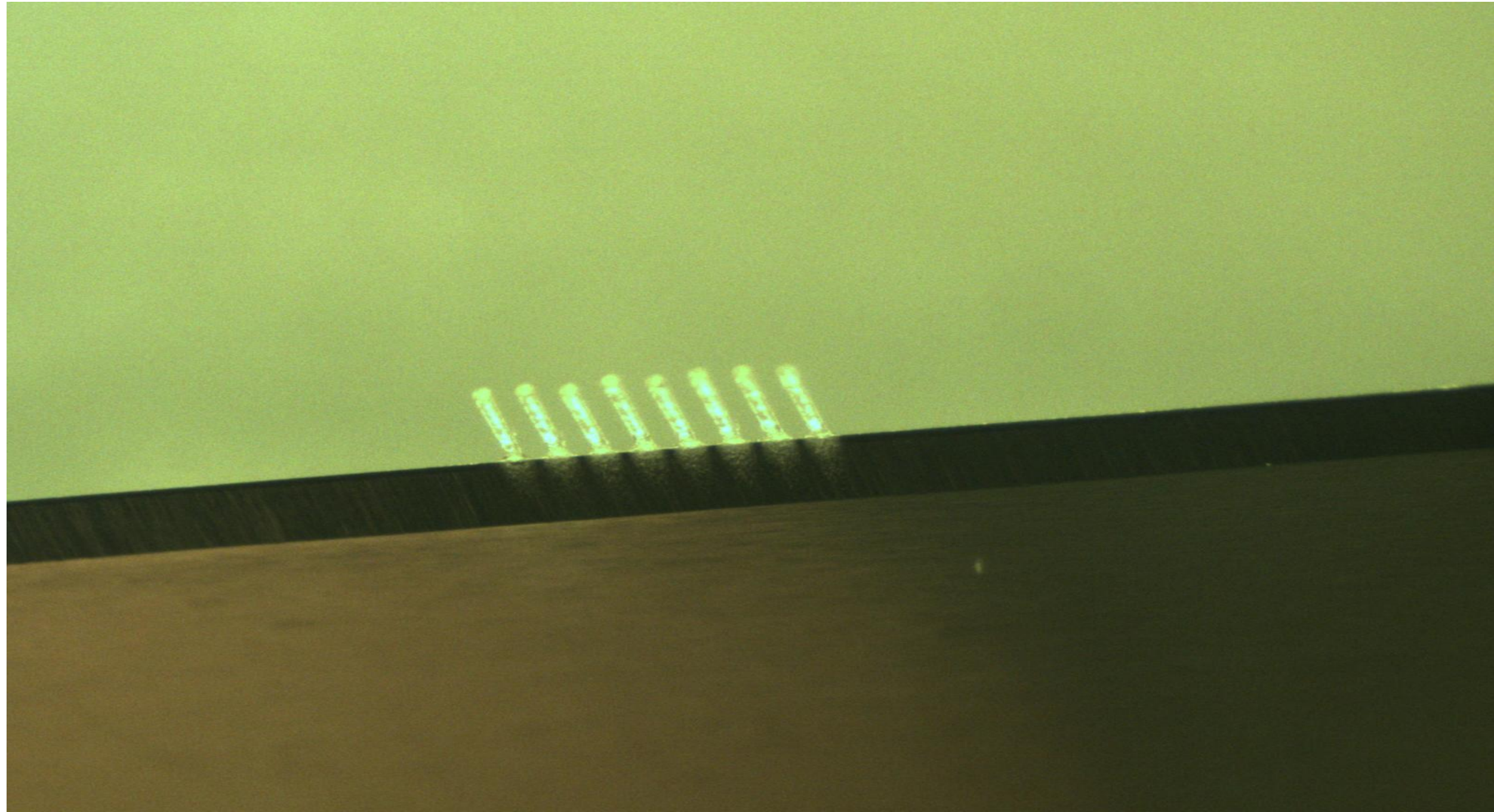
# Making a Point



Acrylic posts on the point of a needle



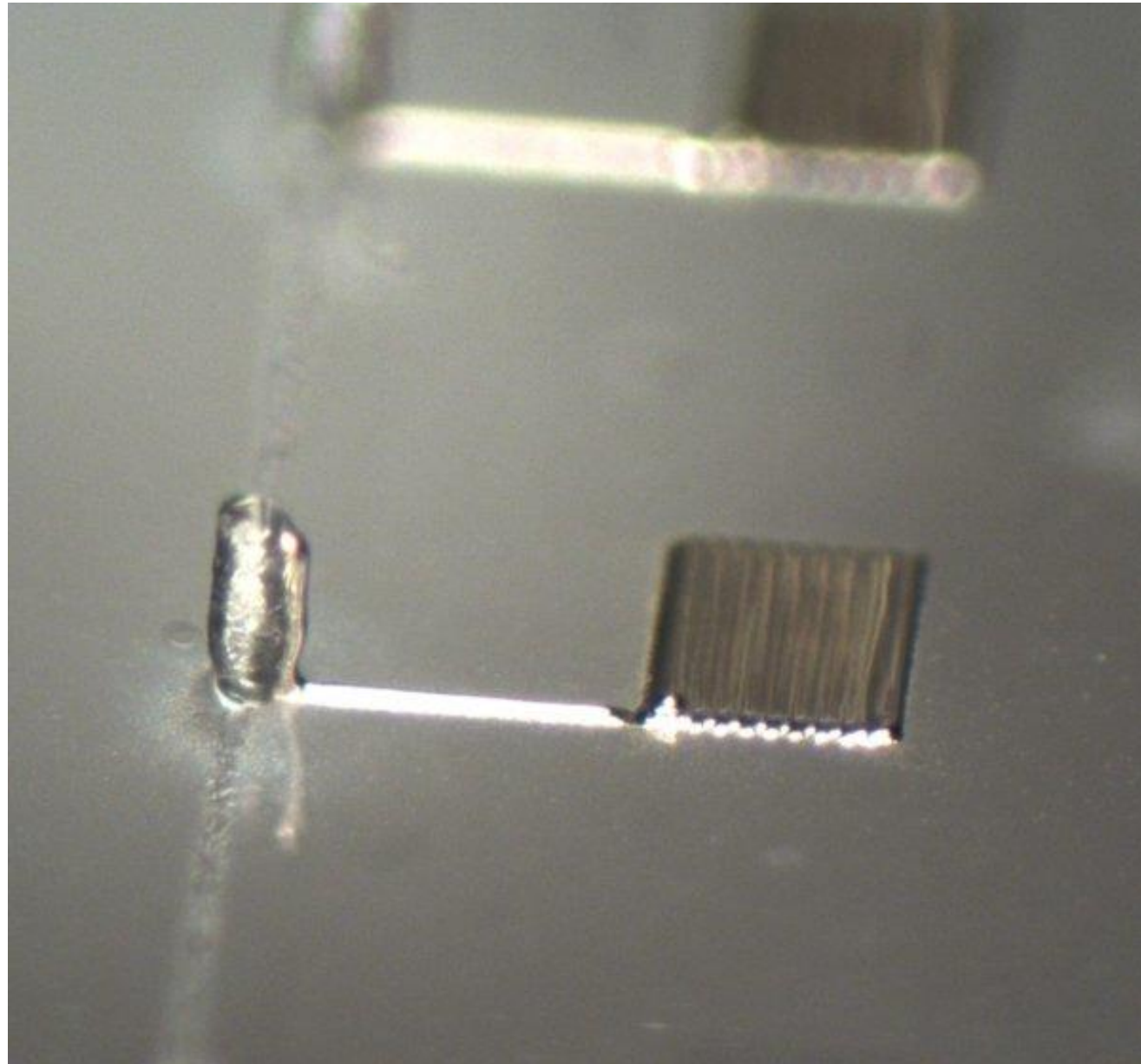
# The Cutting Edge



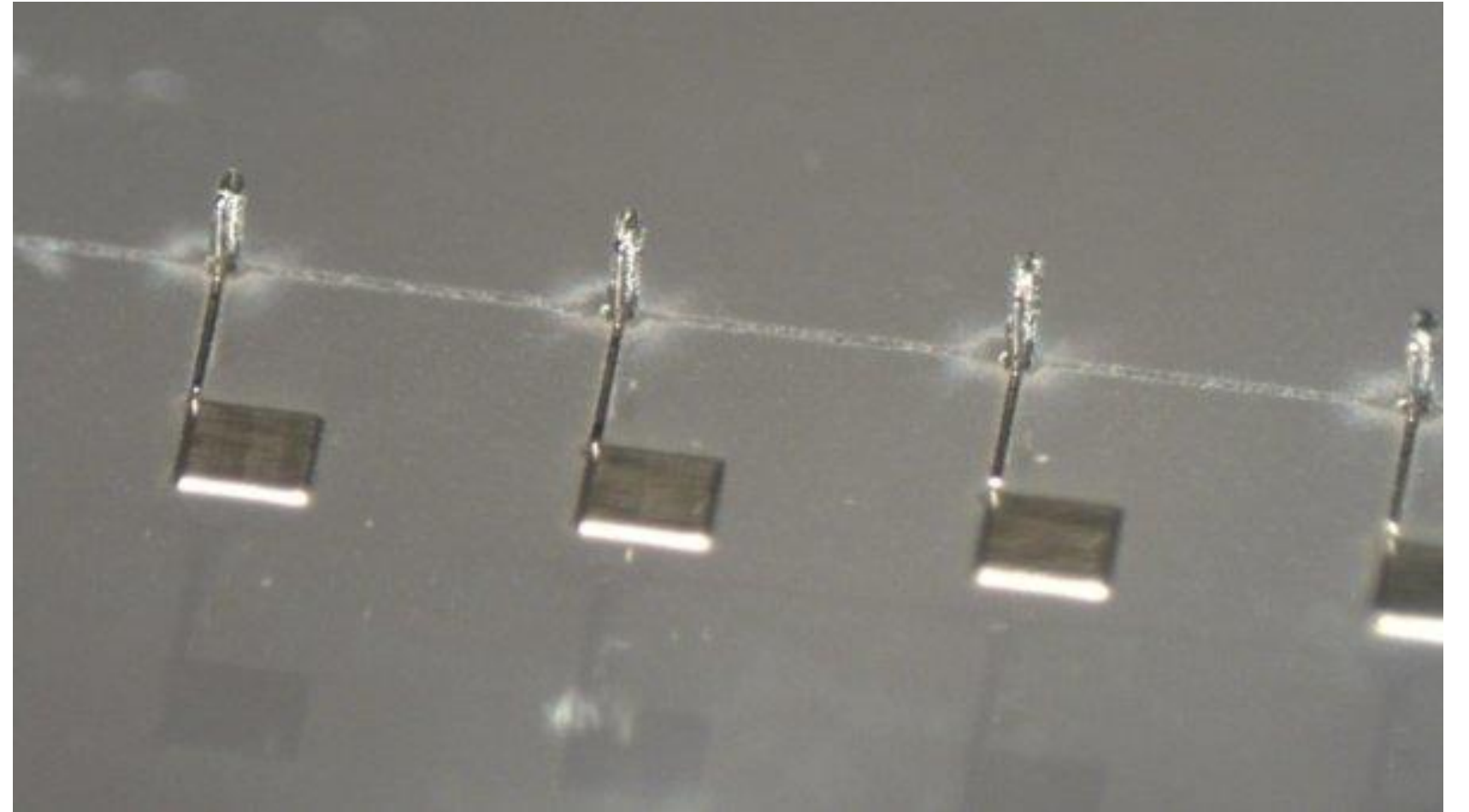
Acrylic posts on the edge of a razor blade



# Multi-material



- Acrylic post printed to support 3D dipole antenna

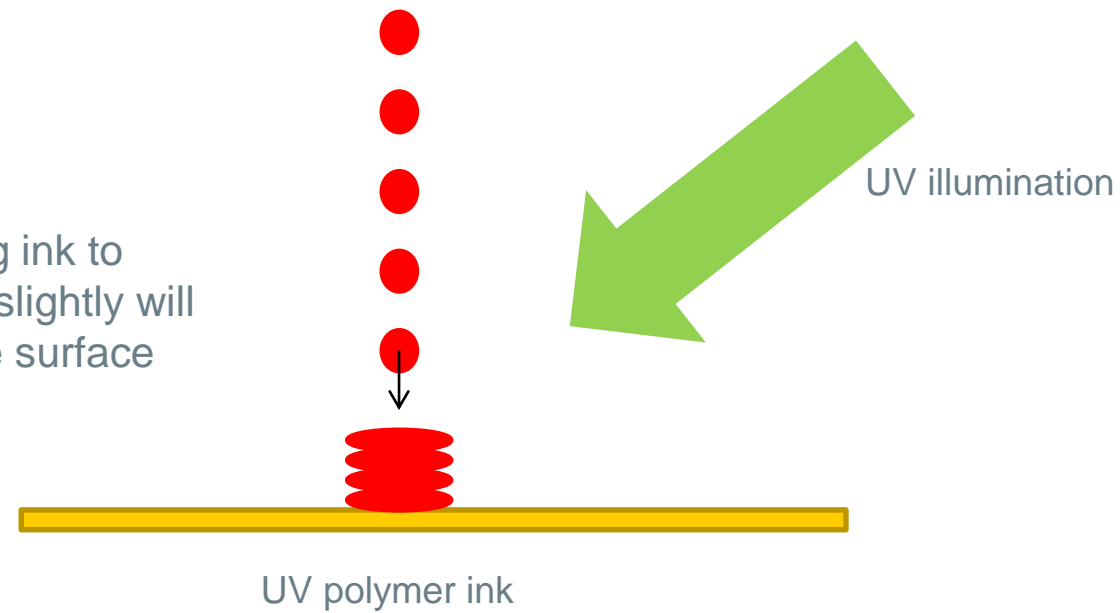


Array of mm-wave antenna with contact pads

# Strategies for Printing $\mu$ 3D structures

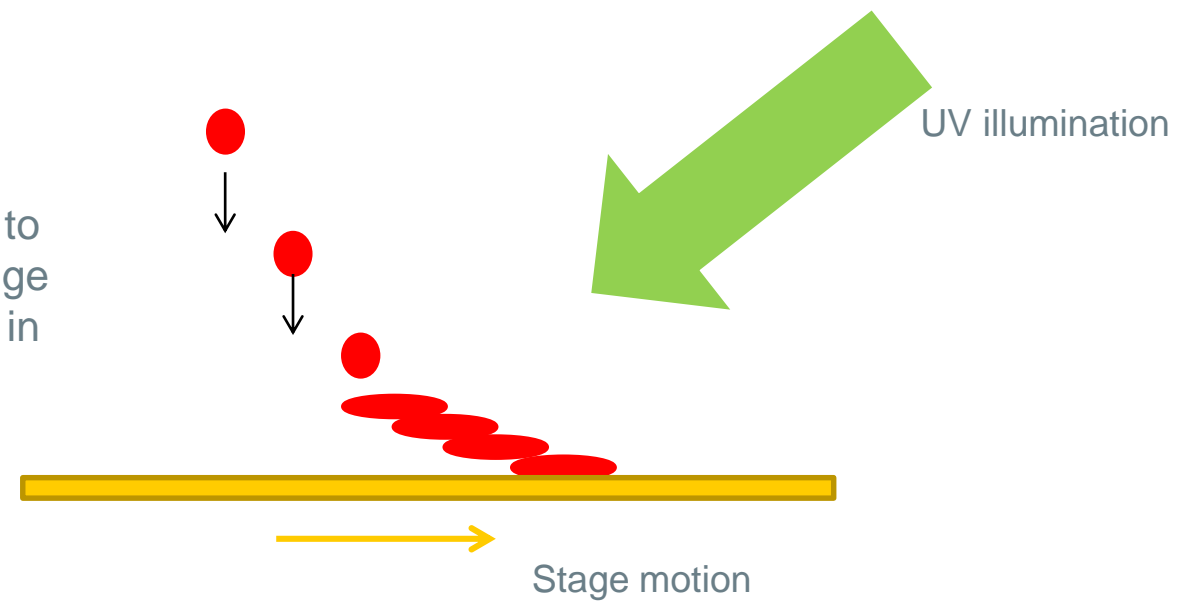
## Vertical Build

Allowing ink to spread slightly will improve surface quality

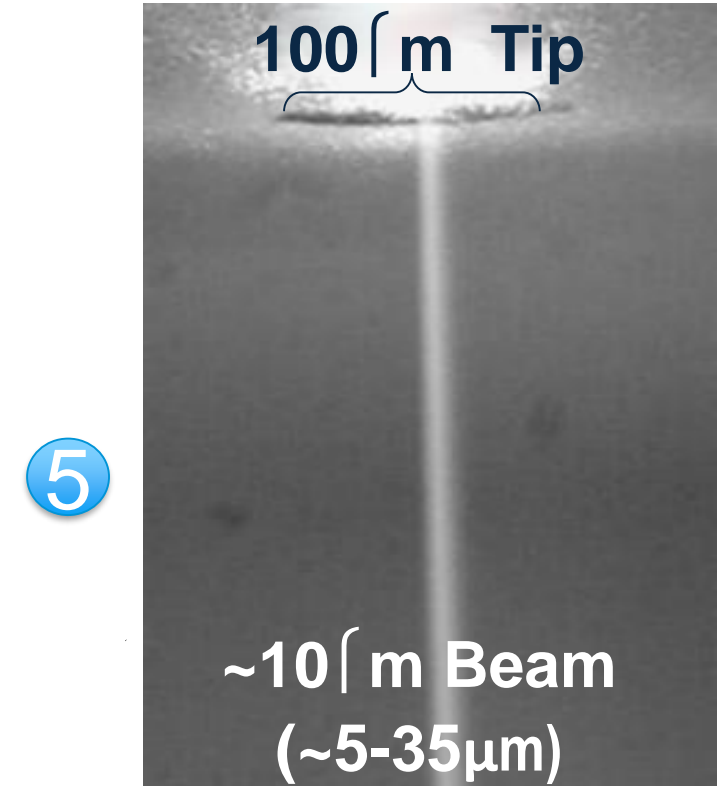
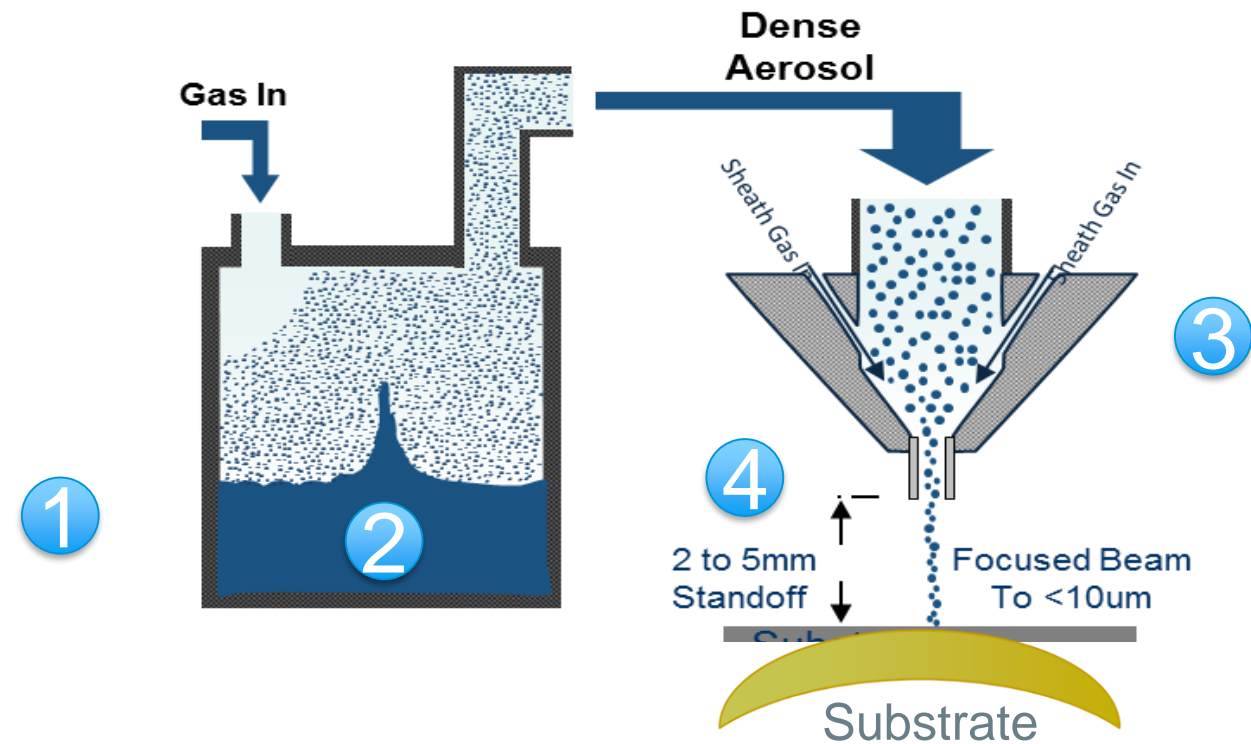


## Lateral Build

Ink added to leading edge and cured in place



# Printing Liquids (AJ Basics)

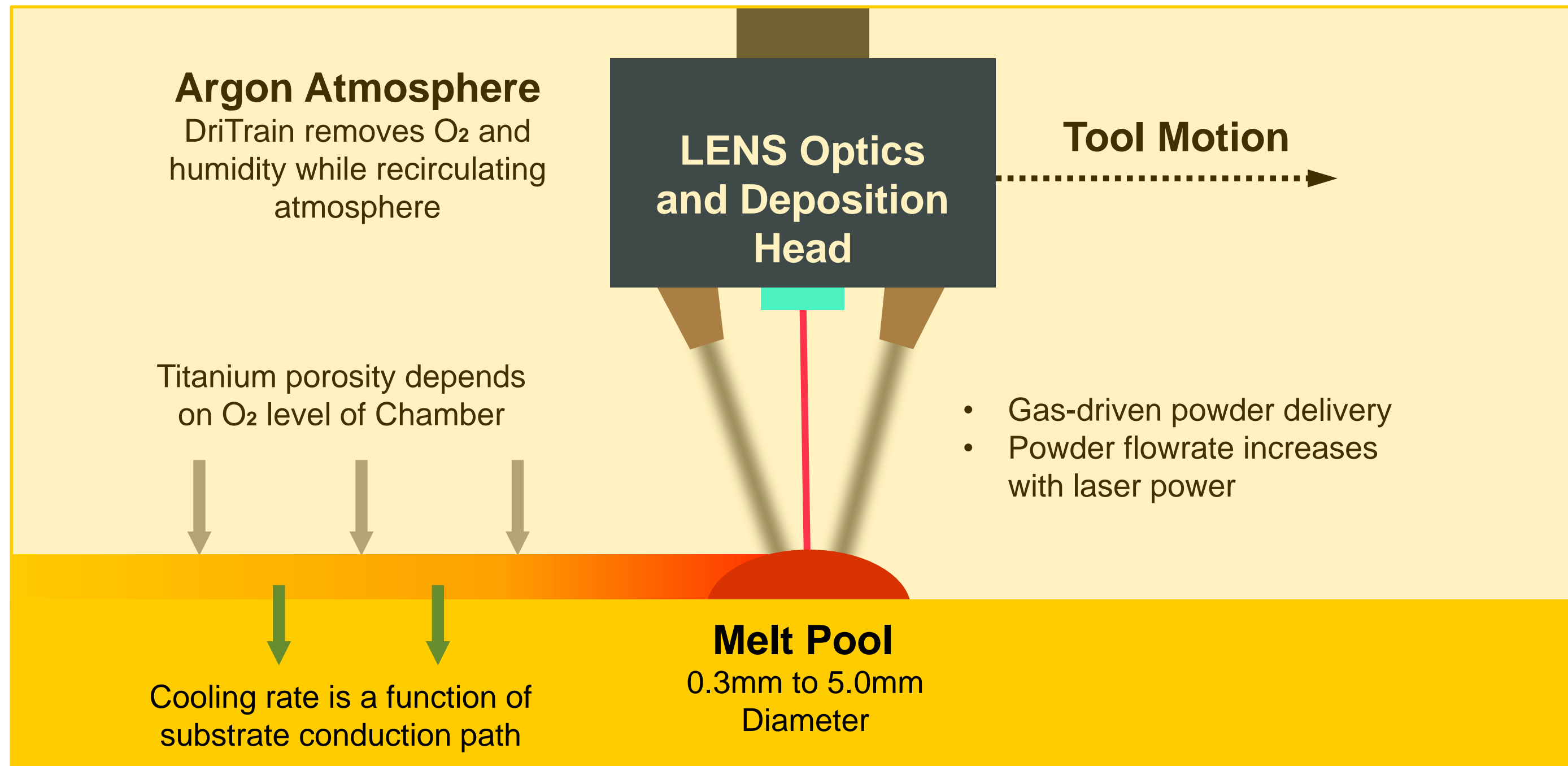


- 1** Atomize Liquid Electronic Material: conductive inks, dielectric, (1-1,000 cP)
- 2** Mist of 2 to 5 μm Ø highly dense, highly loaded droplets
- 3** Sheath gas surrounds and focuses particle beam
- 4** Continuous Flow Exits at 50m/s remains collimated for up to 5 mm
- 5** Print on planar and non planar substrates

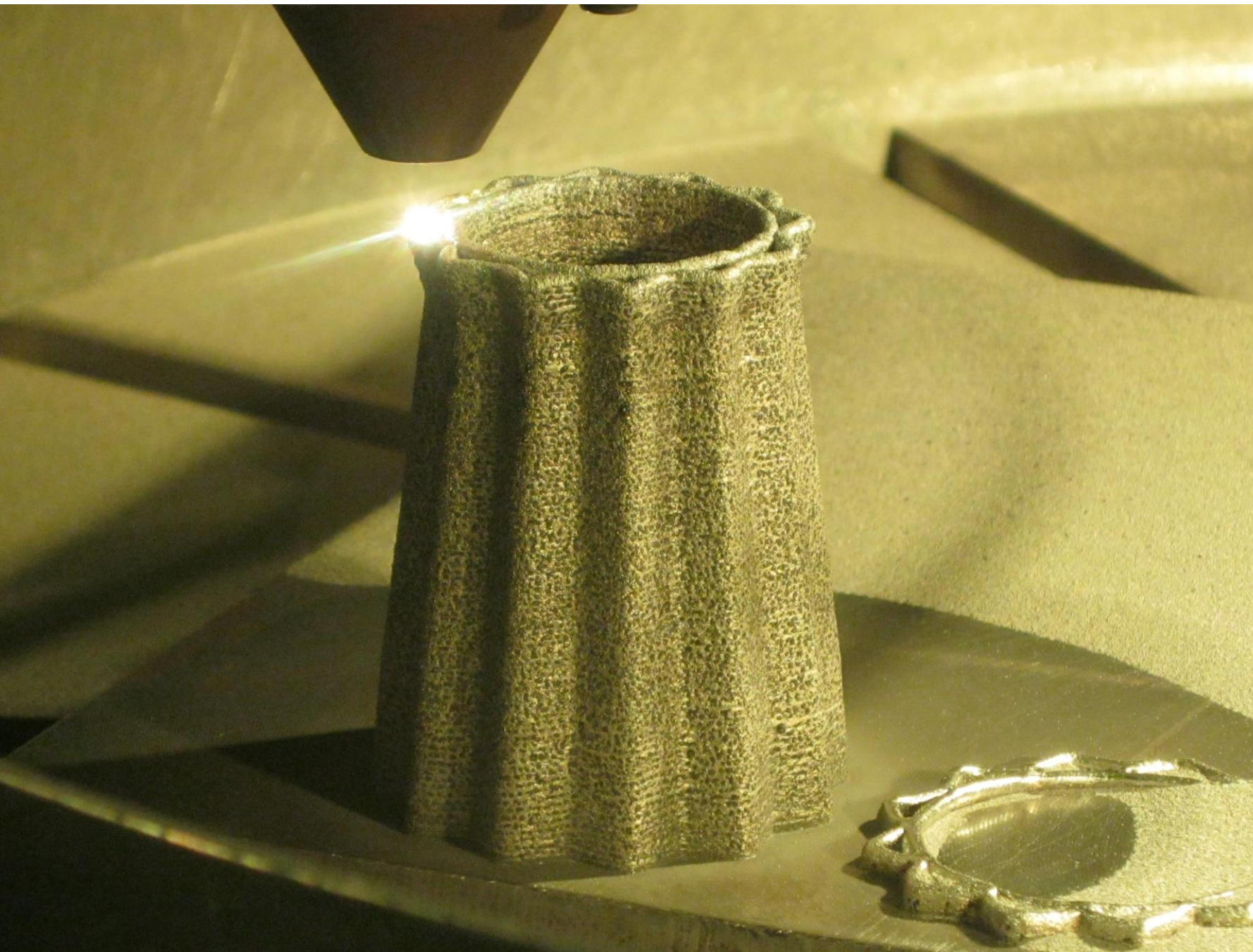
# Chapter 2 LENS - Technical Basics



# Printing powder (LENS basics)



# Functional Prototypes and Impossible parts





# Optomec additive

## Key differences:

- Make parts that can't be manufactured any other way!
- Structures are built out of thin air!
- Add features to existing surfaces!
- Blend or layered materials!
- Speed matters (constant velocity is important)
  - Changes in speed effects material thickness and width
- Nearby Features can present challenges
  - Side walls may affect printing by blocking gas flow

# Section 2 Art to Part – How do we do it?

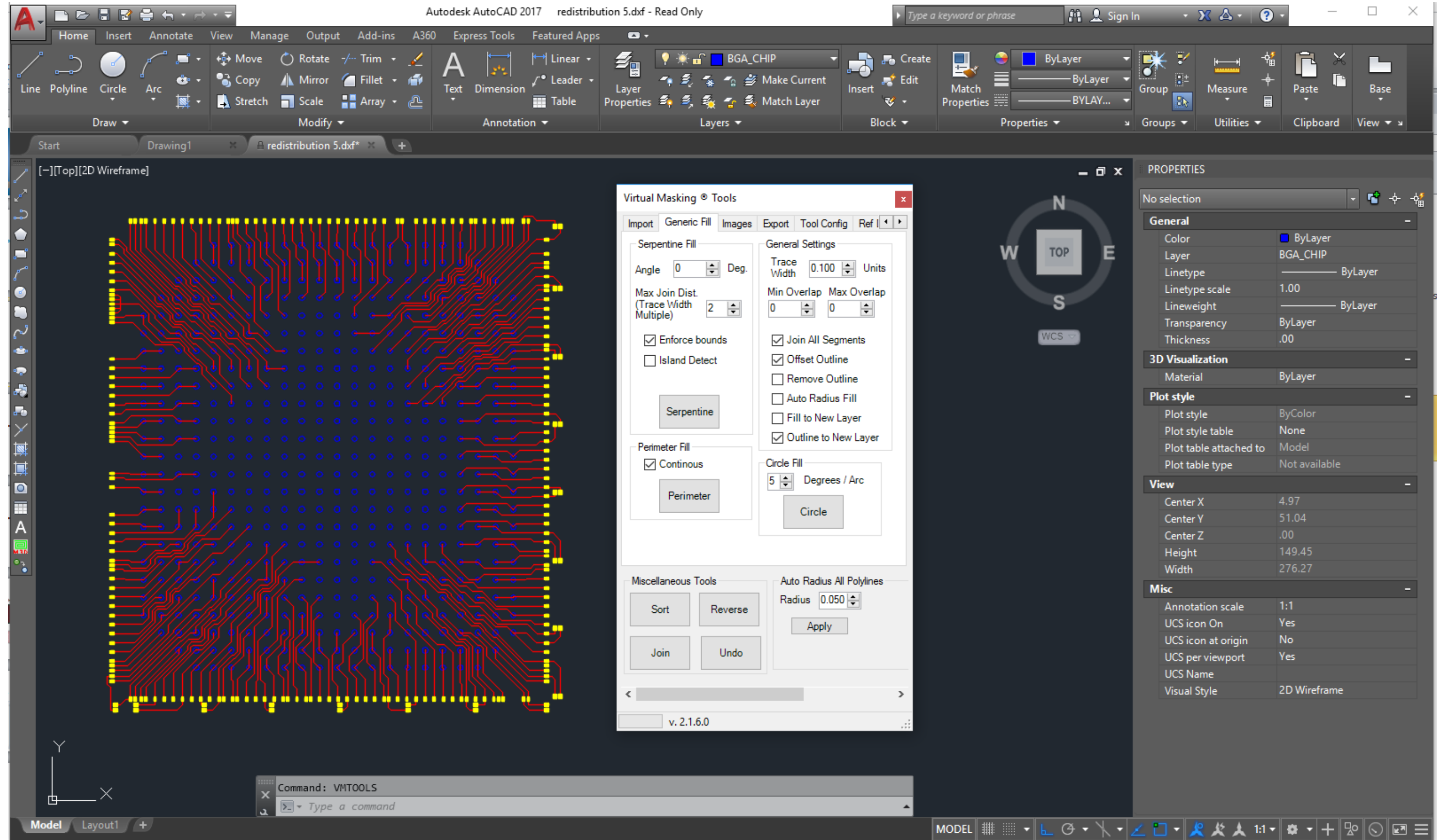




# Chapter 1 AutoCad 2017 – 2, 3 axis motion

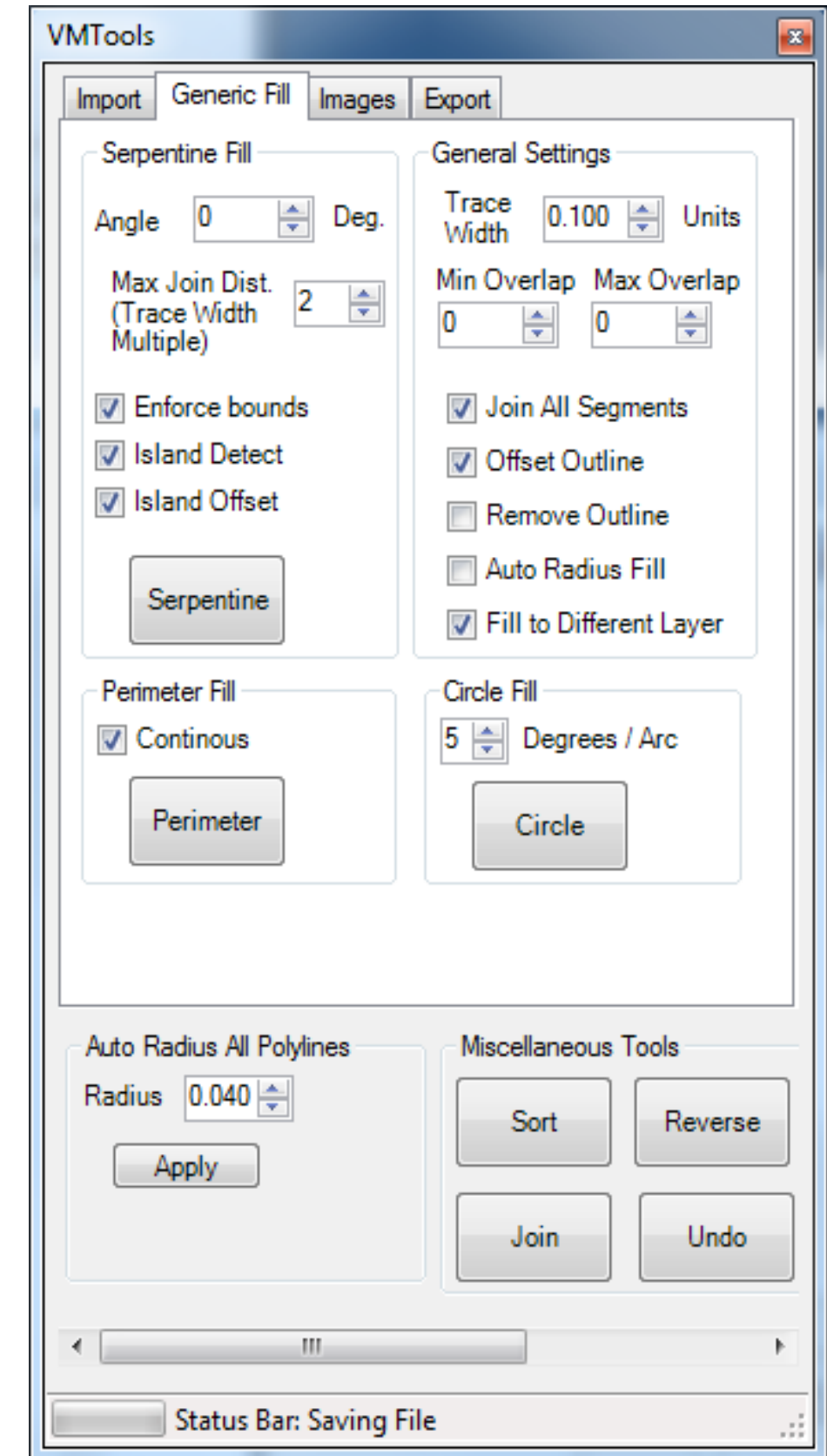
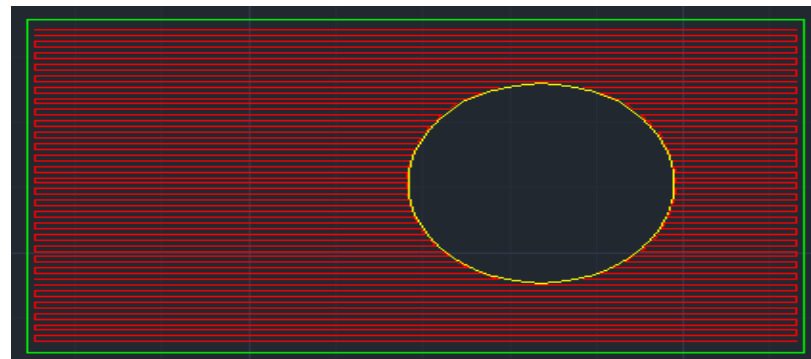
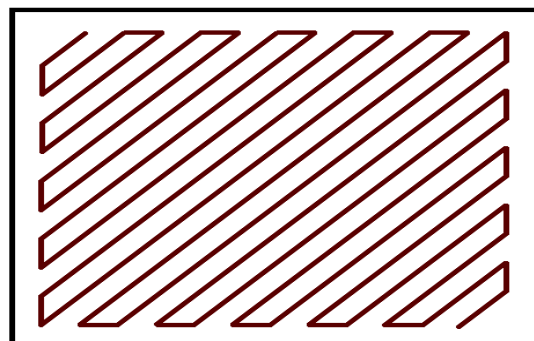
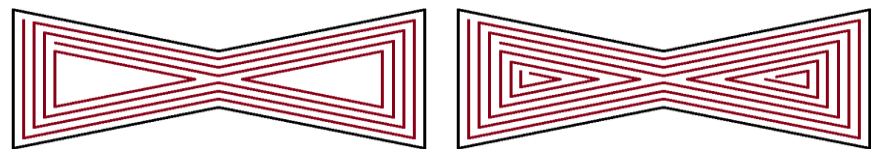
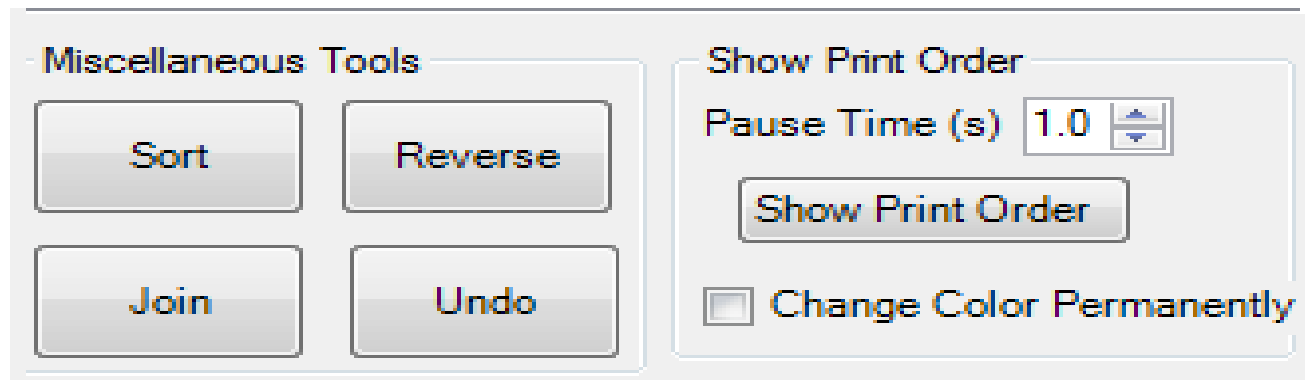


# AutoCAD



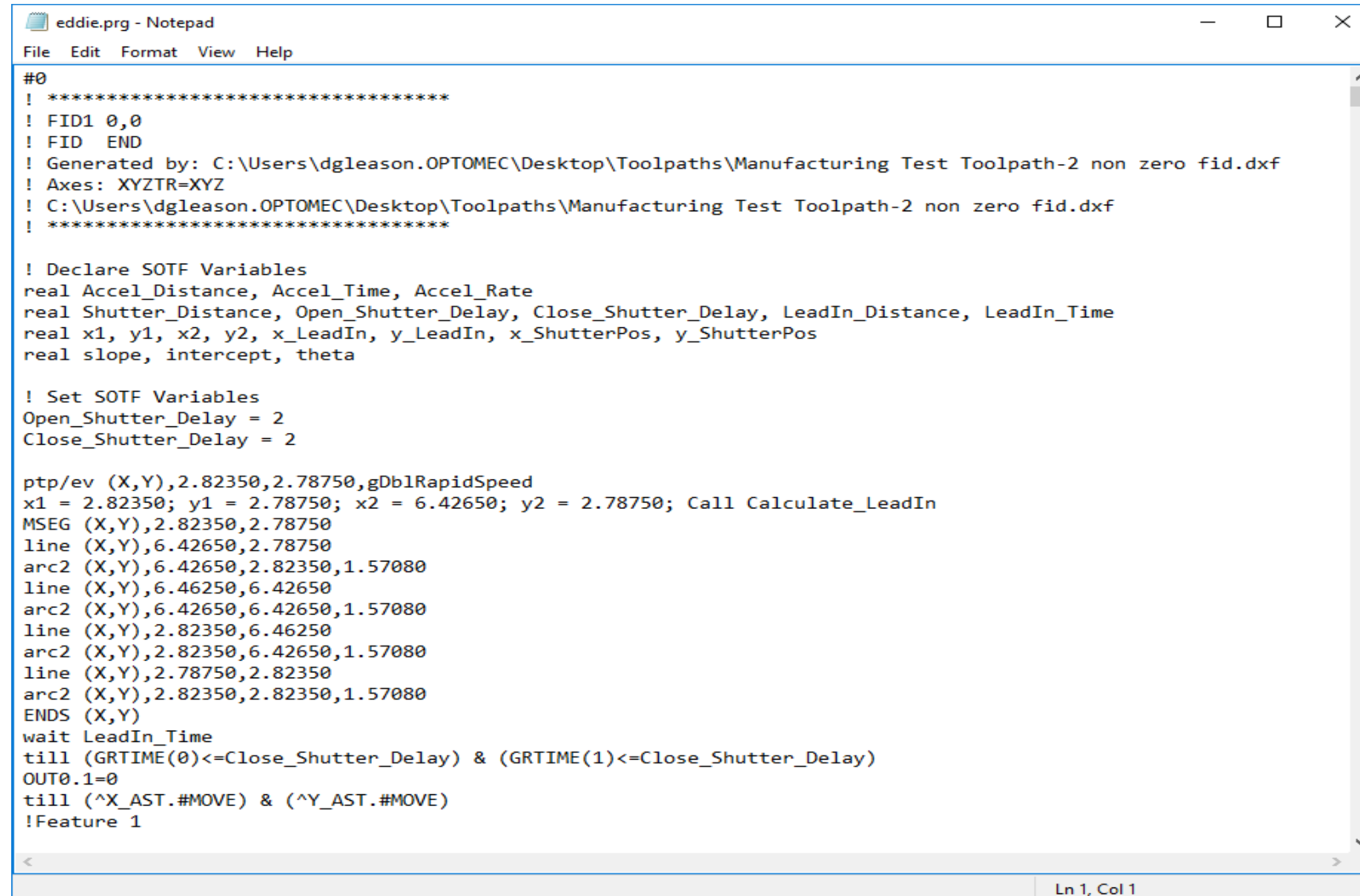
# VMTools Filling

- Supports Serpentine, Perimeter and Circle fills
- Allows users tailor filling to geometry
- Allows users to sort entities
- Provides tools to automatically change geometry



# VMTools Export

- Exports dxf entities into ACS motion instructions
- Handles specific motion IO triggers (Shuttering)



```
eddie.prg - Notepad
File Edit Format View Help
#0
! *****
! FID1 0,0
! FID END
! Generated by: C:\Users\dgleason.OPTOMECH\Desktop\Toolpaths\Manufacturing Test Toolpath-2 non zero fid.dxf
! Axes: XYZTR=XYZ
! C:\Users\dgleason.OPTOMECH\Desktop\Toolpaths\Manufacturing Test Toolpath-2 non zero fid.dxf
! *****

! Declare SOTF Variables
real Accel_Distance, Accel_Time, Accel_Rate
real Shutter_Distance, Open_Shutter_Delay, Close_Shutter_Delay, LeadIn_Distance, LeadIn_Time
real x1, y1, x2, y2, x_LeadIn, y_LeadIn, x_ShutterPos, y_ShutterPos
real slope, intercept, theta

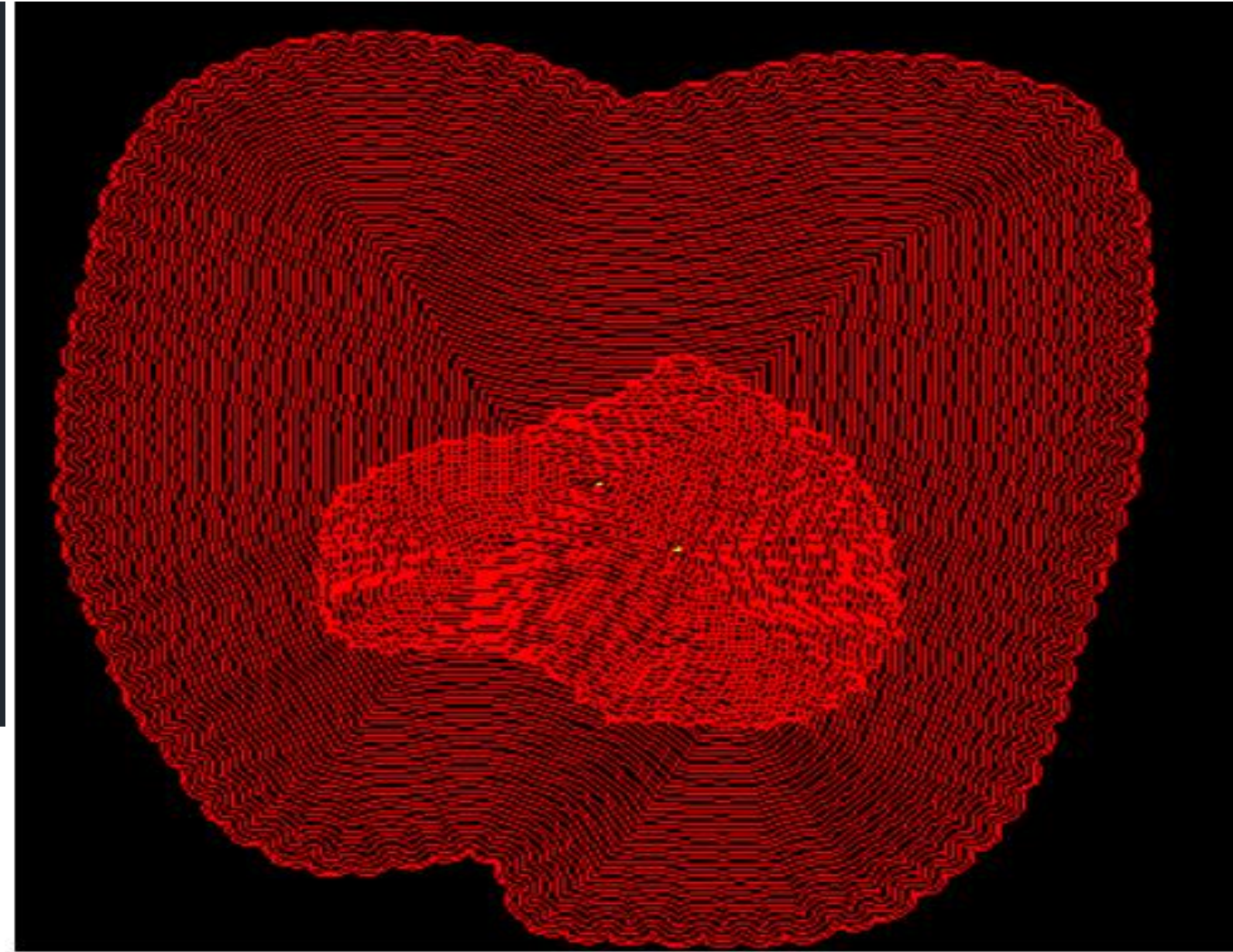
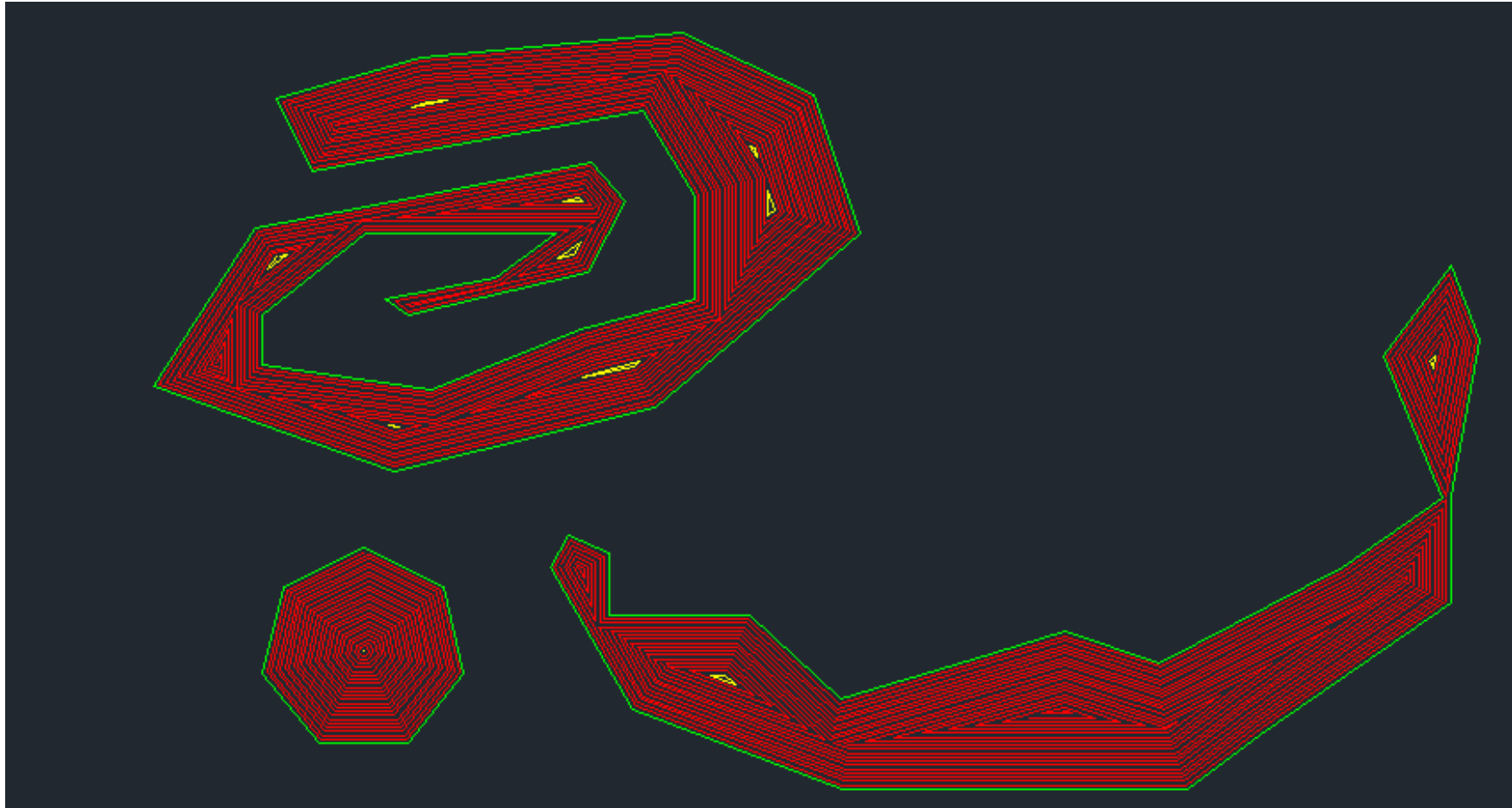
! Set SOTF Variables
Open_Shutter_Delay = 2
Close_Shutter_Delay = 2

ptp/ev (X,Y),2.82350,2.78750,gDblRapidSpeed
x1 = 2.82350; y1 = 2.78750; x2 = 6.42650; y2 = 2.78750; Call Calculate_LeadIn
MSEG (X,Y),2.82350,2.78750
line (X,Y),6.42650,2.78750
arc2 (X,Y),6.42650,2.82350,1.57080
line (X,Y),6.42650,6.42650
arc2 (X,Y),6.42650,6.42650,1.57080
line (X,Y),2.82350,6.42650
arc2 (X,Y),2.82350,6.42650,1.57080
line (X,Y),2.78750,2.82350
arc2 (X,Y),2.82350,2.82350,1.57080
ENDS (X,Y)
wait LeadIn_Time
till (GRTIME(0)<=Close_Shutter_Delay) & (GRTIME(1)<=Close_Shutter_Delay)
OUT0.1=0
till (^X_AST.#MOVE) & (^Y_AST.#MOVE)
!Feature 1

Ln 1, Col 1
```



# For fun!



# Workflow for 3+2 (Non-coordinated 5 axis)

- **Import Solid model** using ACAD import (STEP or IGES)
- **Explode model**
- **Delete the solid portion**, leaving just the surface antenna pattern.
- Use Gizmo tool to **orient** the surface so we are looking down on the surface to be printed.
- Use **Flatshot** command to project this orientation. Check Hide lines and save to a new file.
- **Open 2D file**. Make a new active layer called printed.
- **Use 2d polyline** tool to generate perimeter line around the antenna shape. Avoid getting too close to the edges of the part where there is high curvature. Might need some design rules here.
- **Close the polyline**, if necessary, with Join. Now we can use VMTools or other 2d software tools for filling.
- My preference is to use **Offset** first. I offset the first line by approximately  $\frac{1}{2}$  line width. Subsequent lines are offset by about  $\frac{3}{4}$  line width so we get enough overlap. Then **explode** the lines. **Join** where needed to generate a continuous line. Use Joint to reform the polyline. It may take an iteration or two to get all the lines back together. Don't forget to **erase** the original perimeter line.
- **Manually edit the ends** of the polylines so that the shutter points do not potentially short neighboring areas.
- **Manually add more raster lines** in critical areas, such as vias or contact pads. More material will be printed in those locations.
- **Save file** and / or post it to ACS format.
- **Manually edit file** to include shutter open and close times.
- **Repeat procedure** for other orientations (eg. Top, side, and bottom).



# Chapter 2 FeatureCAM - 5 axis motion





# 5 Axis motion!

FeatureCAM (Milling) - [LOM Fixture and Case Mouse Bite FINAL.fm \*]

File Edit View Construct Manufacturing Options Window Help

Part View

- Global Settings
- Tool Manager...
- Spindles and Tool Hol
- Feeds Speeds Table
- Part Library...
- Post Process...
- Machining Configuration
- LOM Fixture and Case Mo
- Machining Attributes...
- stock1
  - Setup1
    - OutsideSU
      - srf\_mill1
      - srf\_mill1\_1**
    - InsideSU
      - srf\_mill2
      - srf\_mill1\_2
    - MouseSU
      - srf\_mill3
  - Stock Models
  - Curves
  - Surfaces
  - Solids
  - Layers

TOOLBOX

Operation List

Automatic Ordering  
Manual Ordering

F	Operation	Feature	Tool	Feed	Speed	Depth
+	finish1 - spiral...	srf_mill1_1	* Small Aero...	* 60.0 MMPM	20000 RPM	
	Results					

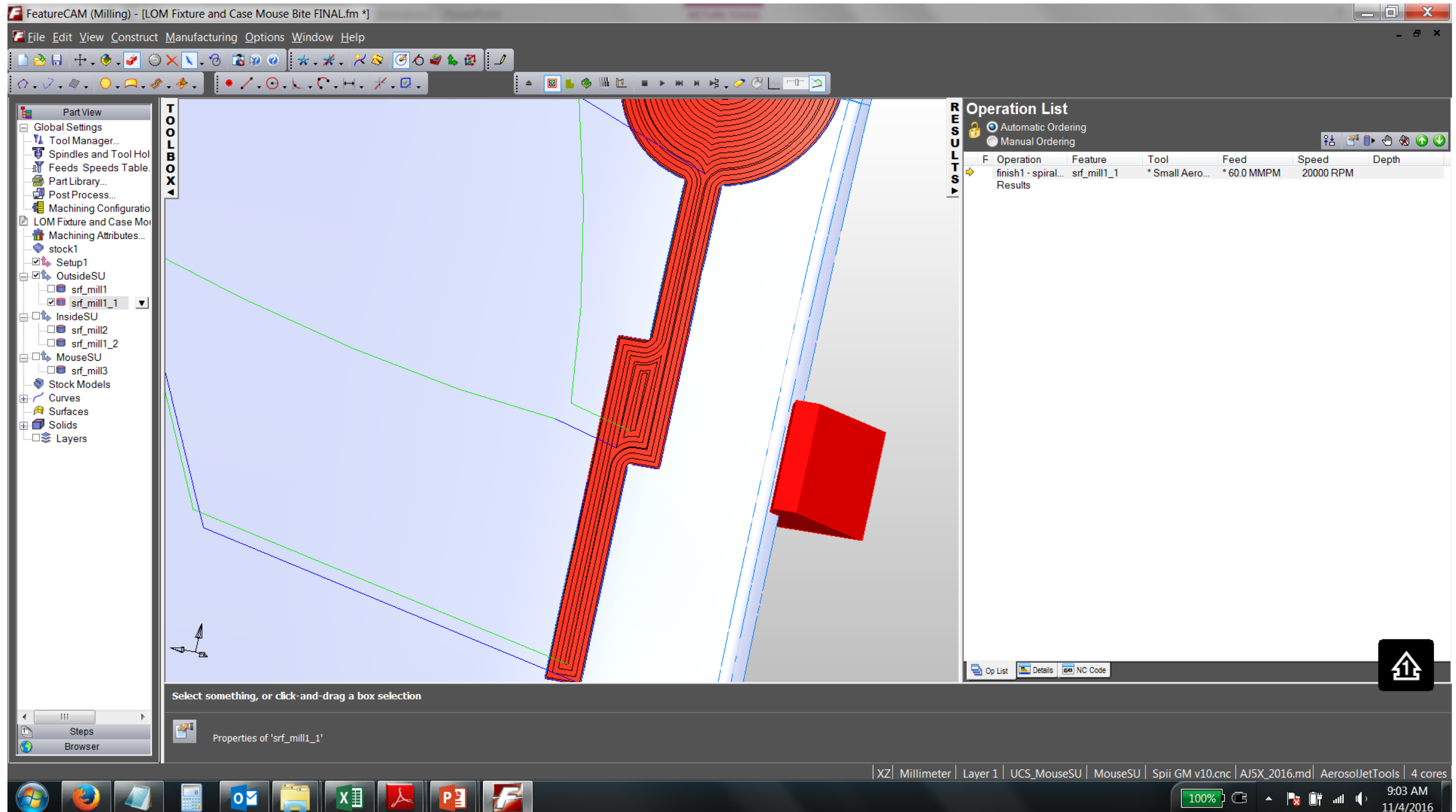
Estimated machining time = 21:37.0, BCL objects generated: 35

XZ | Millimeter | Layer 1 | UCS\_MouseSU | MouseSU | Spii GM v10.cnc | AJ5X\_2016.md | AerosolJetTools | 4 cores

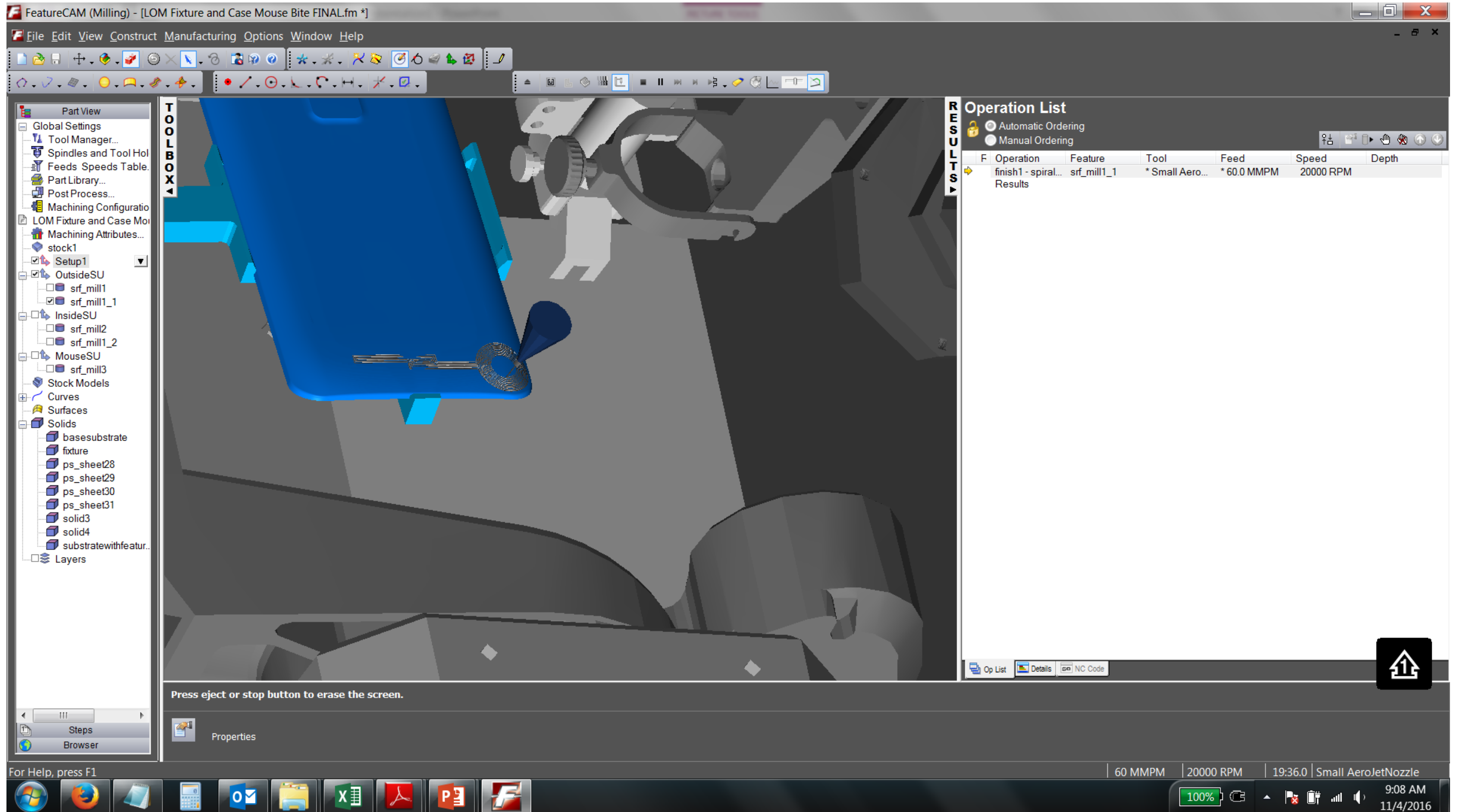
100% 9:02 AM 11/4/2016



# Print projected on curved surface



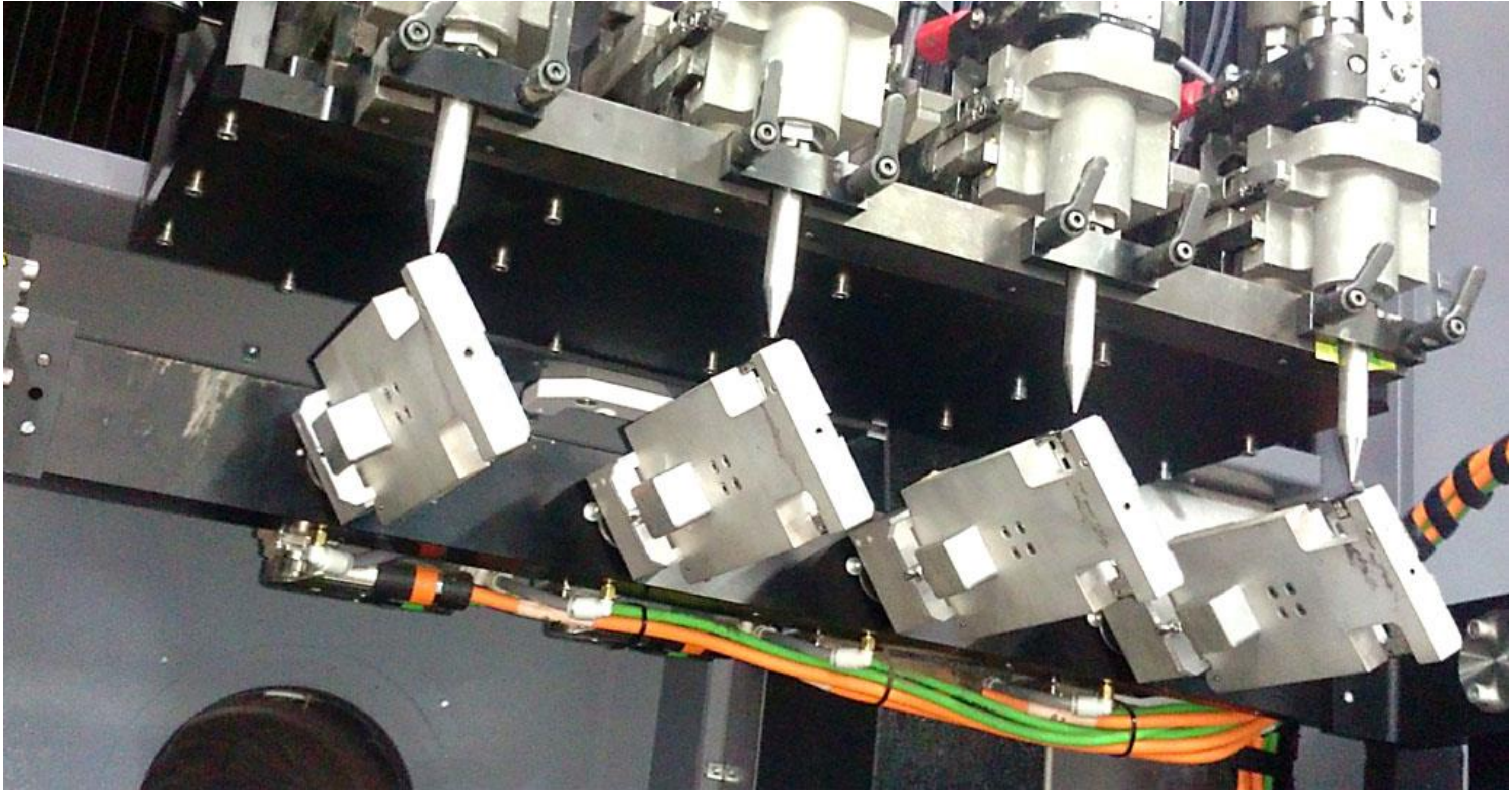
# Simulation to evaluate and detect collisions!







# Scale to production!





# Summary in five

- ① Additive-manufacturing is different, but the boundary is your imagination
- ② Optomec makes the best additive tools on the planet
- ③ Autodesk is key to Optomec success
- ④ You want the best, go get it!
- ⑤ Autodesk Is to Additive Manufacturing as Stratocaster Is to "Stairway to Heaven"

# Acknowledgements

AutoCAD 2017

FeatureCAM 2014

Optomec management

- AJ Product Mgr. Mike O'Reilly
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- CTO Mike Renn
- Dr. Kurt Christenson
- Dr. David Sessoms

Optomec LENS

- Op Mgr. Amy Anderson
- ME Zach Stevens
- Application Engineer Himanshu Sahasrabudhe

Led Zeppelin – “Stairway to Heaven”



