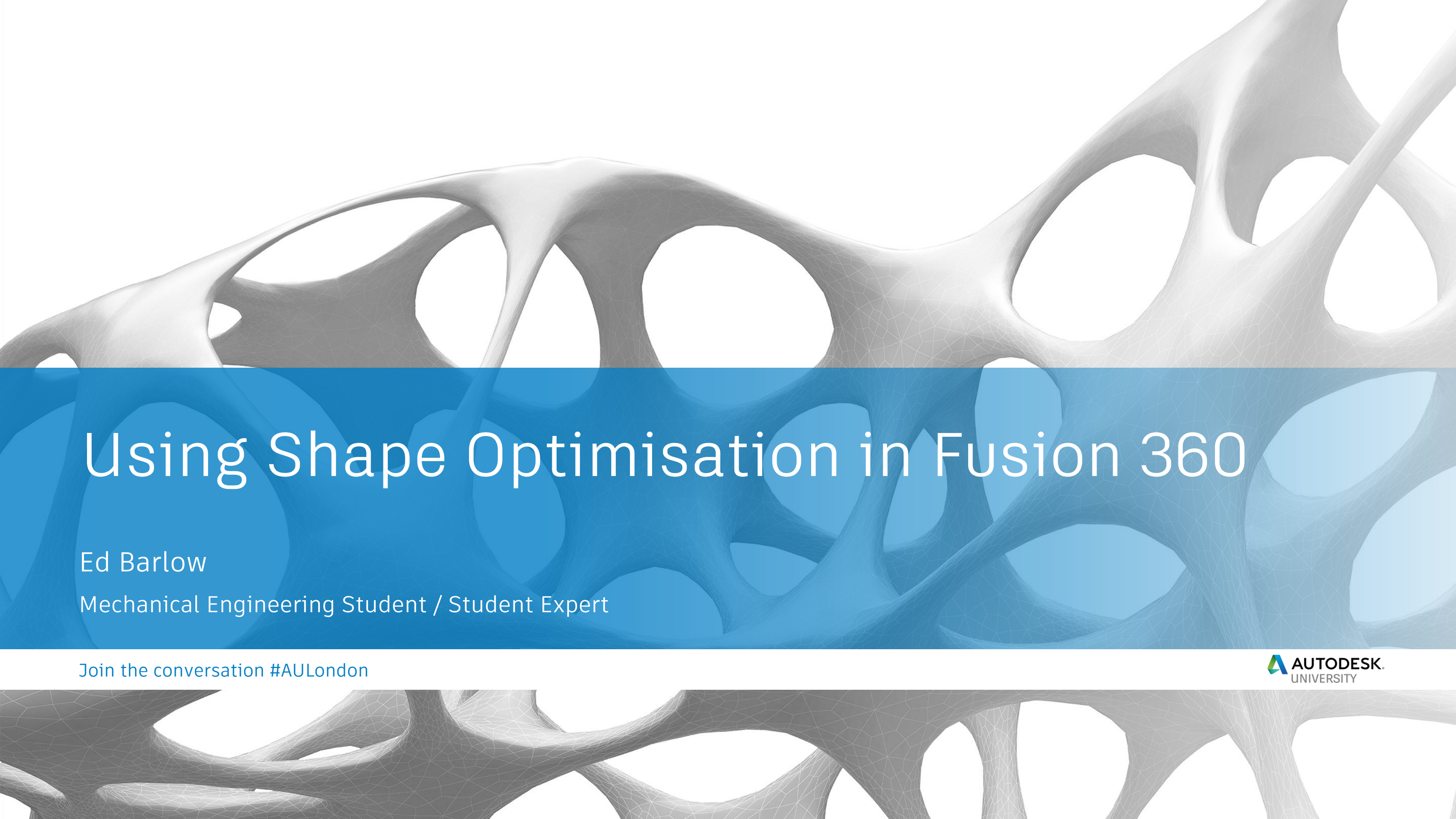




Using Shape Optimisation in Fusion 360

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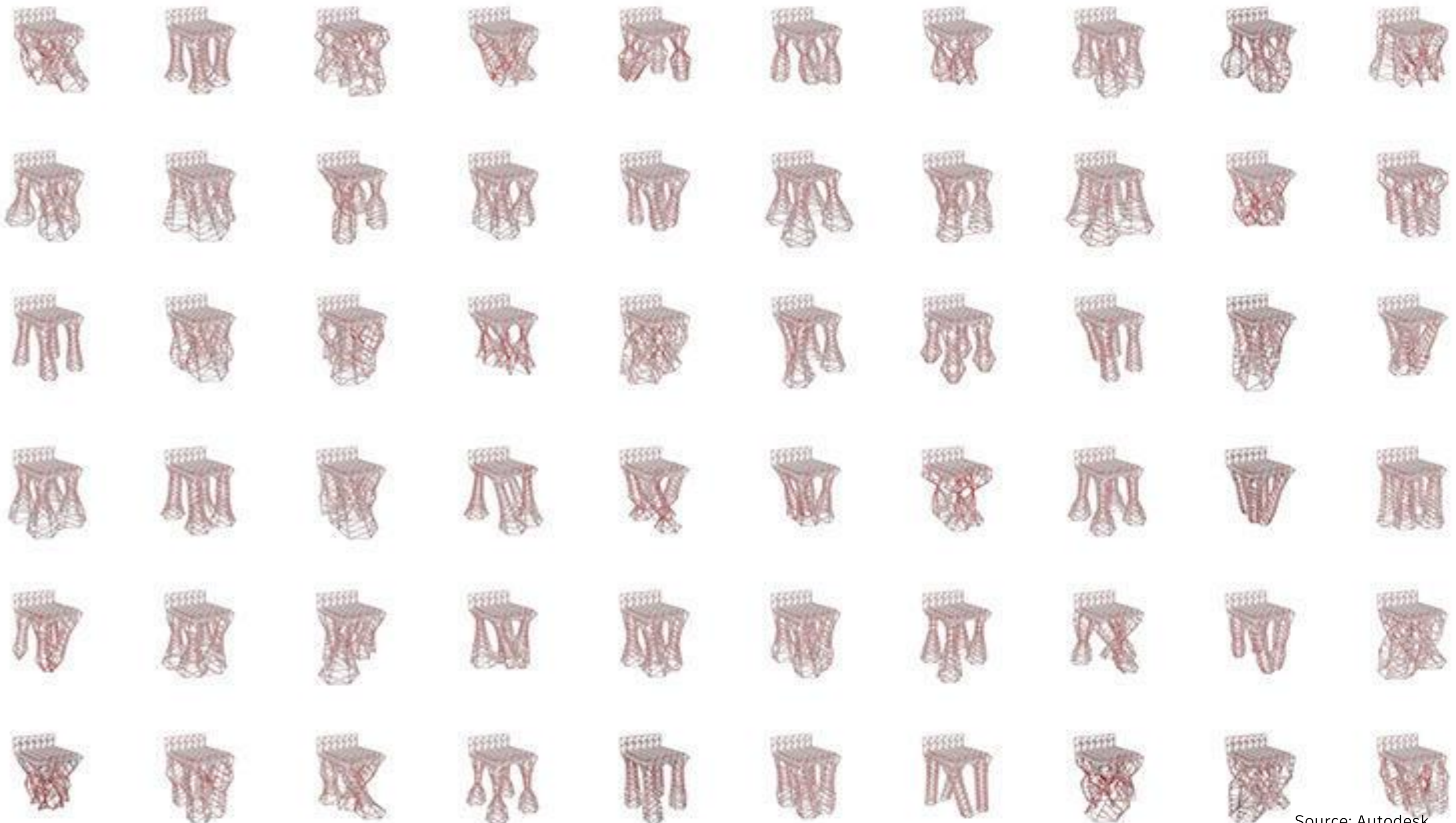
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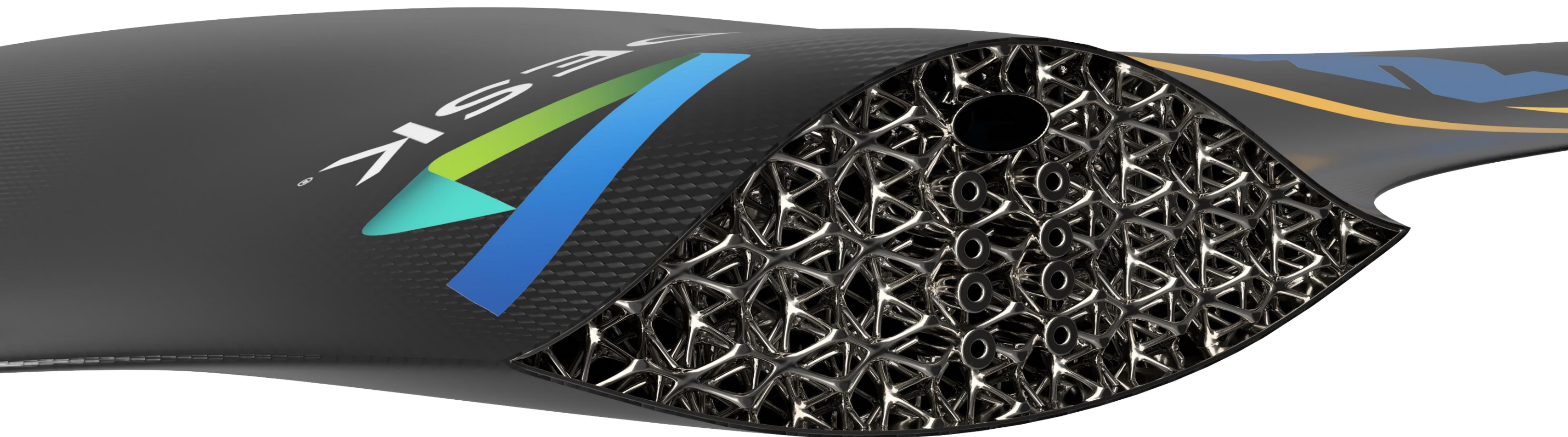
The background features a blue gradient bar at the bottom, transitioning from a darker blue on the left to a lighter blue on the right. Overlaid on this is a complex, light gray wireframe mesh pattern that forms a series of interconnected, flowing, and somewhat circular shapes, resembling a stylized, abstract representation of a network or a series of connected loops.

Introduction

What is Shape Optimisation?

- Computer generated shapes according to specified design criteria.
- Reduce material
- Reduce weight
- Make it pretty
- Additive manufacture
- Difference between Shape and Lattice Optimisation



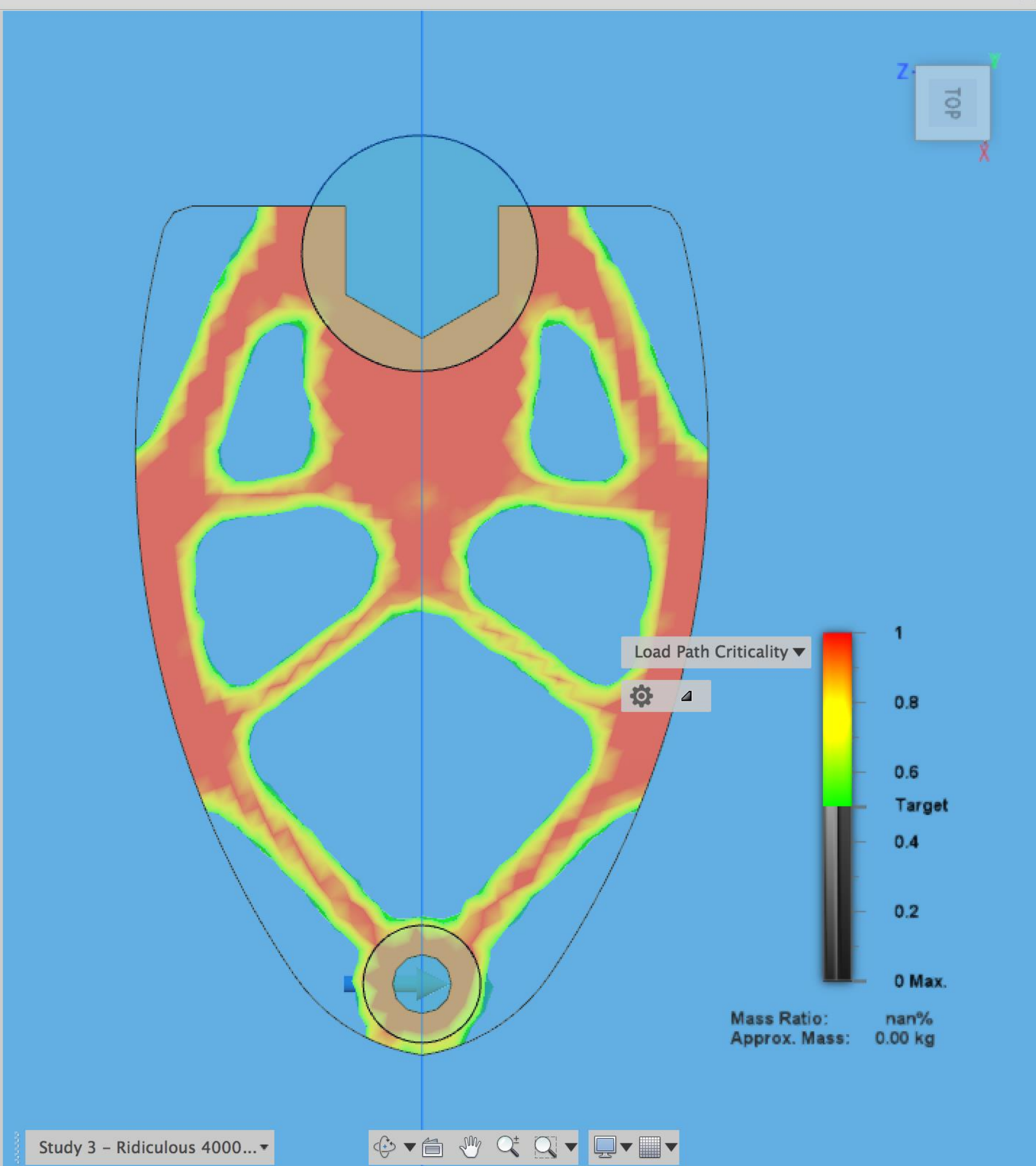
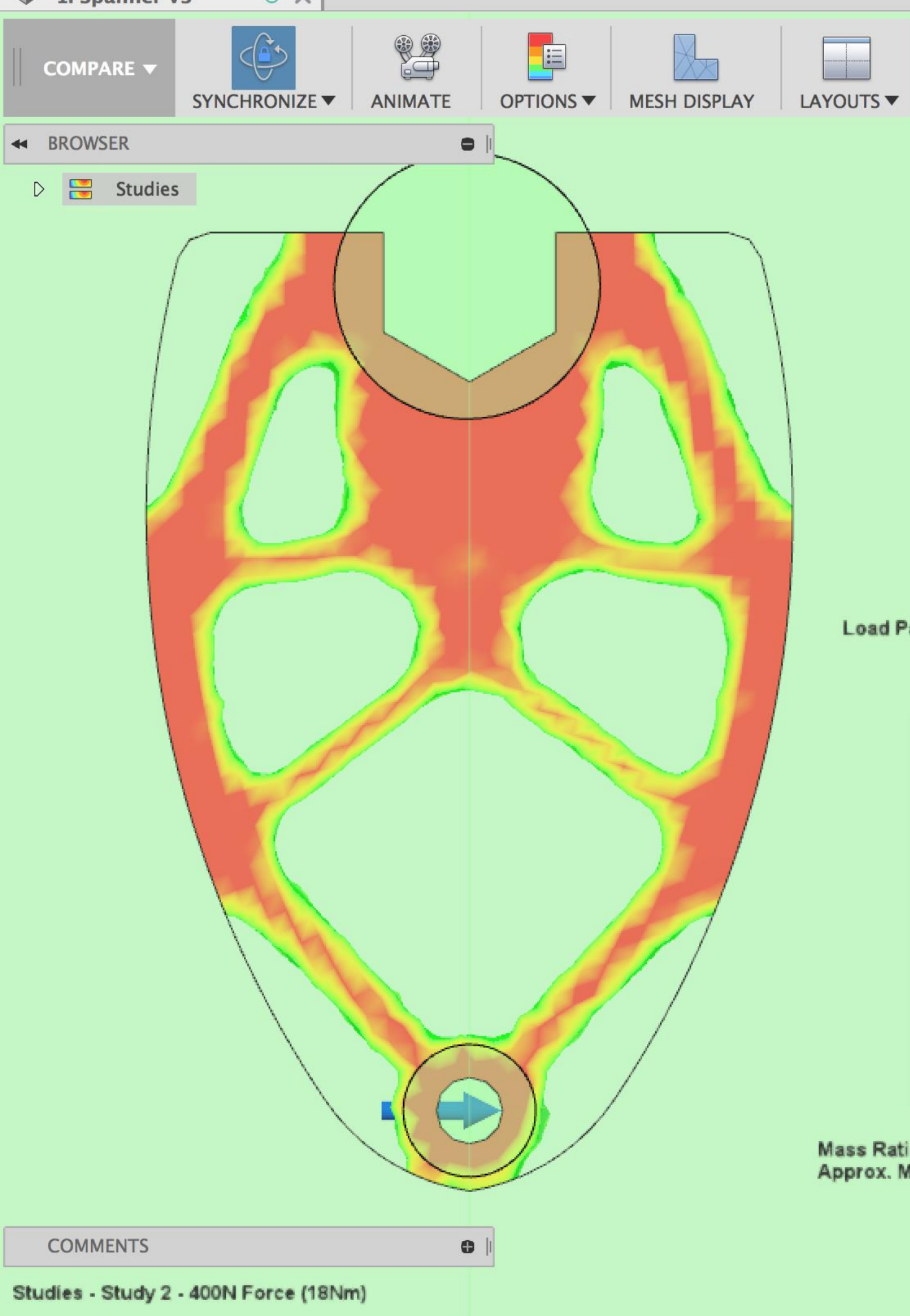


Agenda

- Basic optimisation setup
- Mesh tools
- Working with other bodies

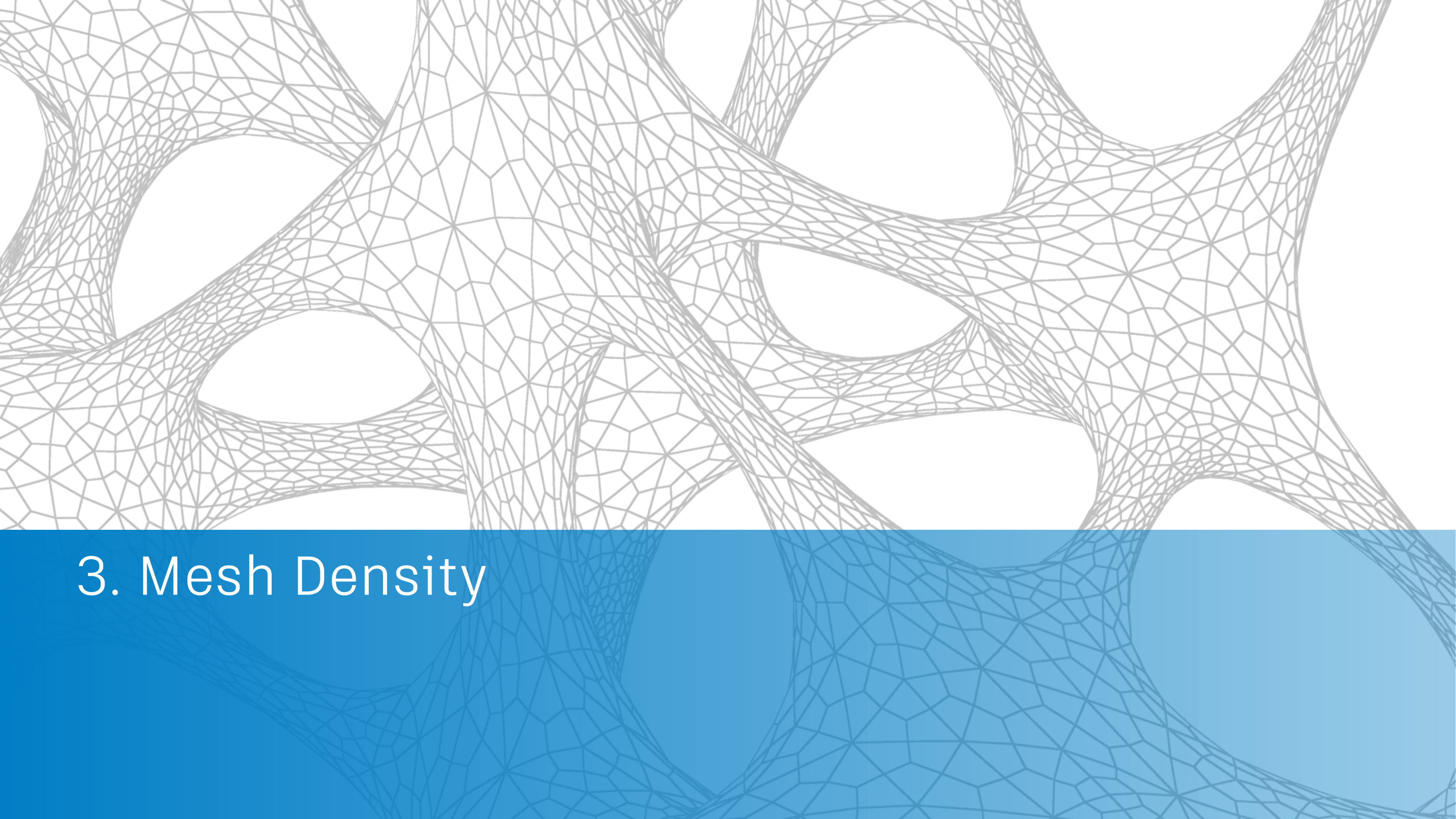


1. Spanner Optimisation

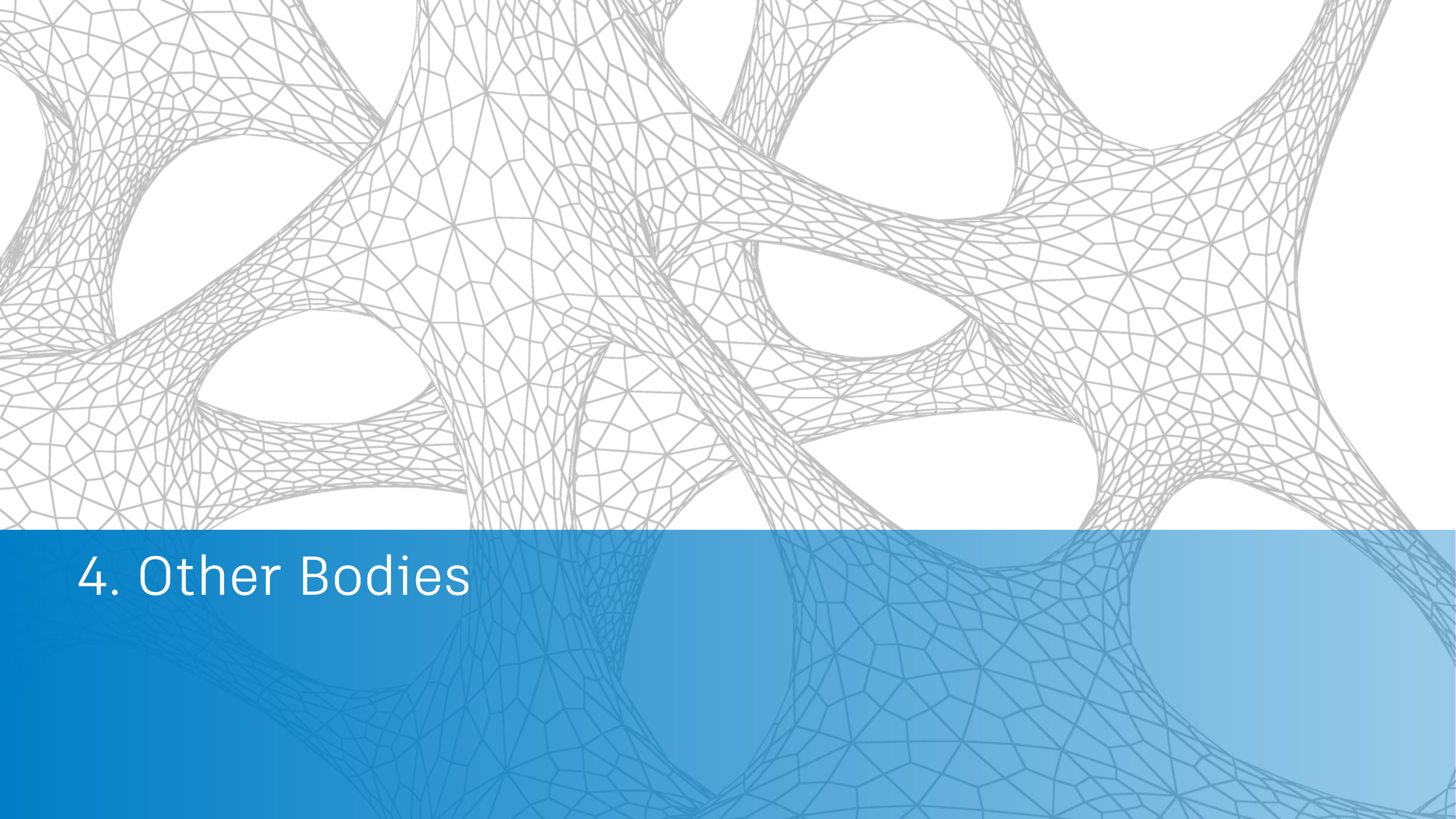




2. The Result



3. Mesh Density

The background of the slide is a complex, abstract wireframe mesh. It consists of a dense network of thin, light gray lines that form a series of interconnected, flowing, and undulating shapes. These shapes resemble organic, cellular structures or perhaps a mathematical representation of a fluid surface. The mesh is more densely packed in some areas, creating a sense of depth and volume, while other areas are more sparse. The overall effect is one of dynamic, organic complexity.

4. Other Bodies

The background of the slide is an abstract, complex wireframe mesh. It consists of a dense network of interconnected lines forming a series of organic, flowing shapes that resemble a stylized, multi-lobed figure or a complex knot. The mesh is rendered in a light gray color against a white background. A solid blue horizontal band is positioned across the lower third of the image, serving as a backdrop for the text.

5. Face Modification

