



## Interactive Virtual Hands-on Manufacturing

#### Martin Jun<sup>1</sup> and Patrick Lee<sup>2</sup>

<sup>1</sup>Associate Professor, Purdue University, West Lafayette, IN

<sup>2</sup>Assistant Professor, University of Vermont, Burlington, VM



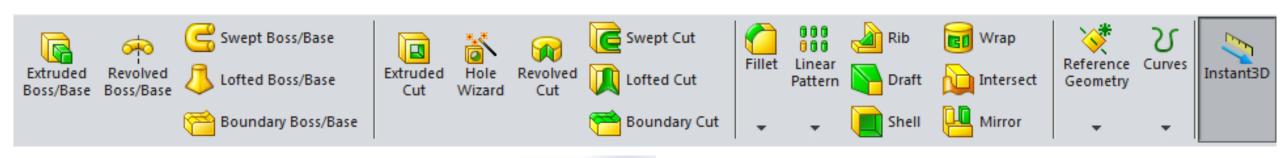


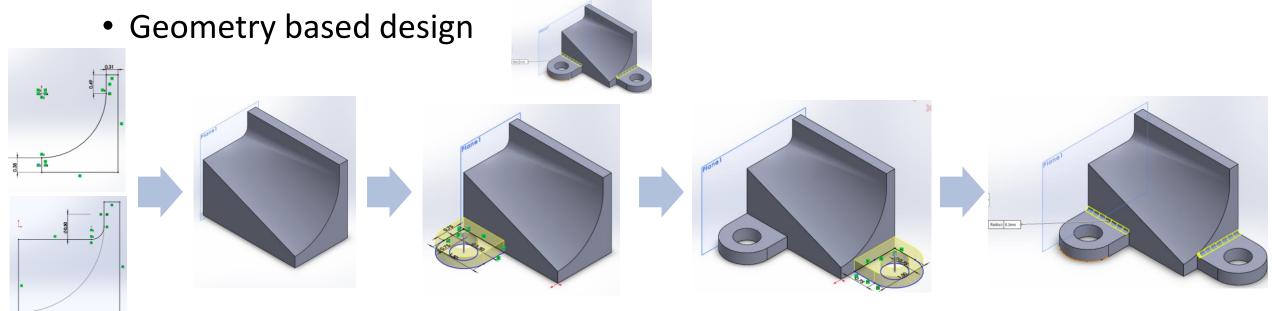


#### **Current CAD Software**



• A series of features in sequence to represent a desired solid model





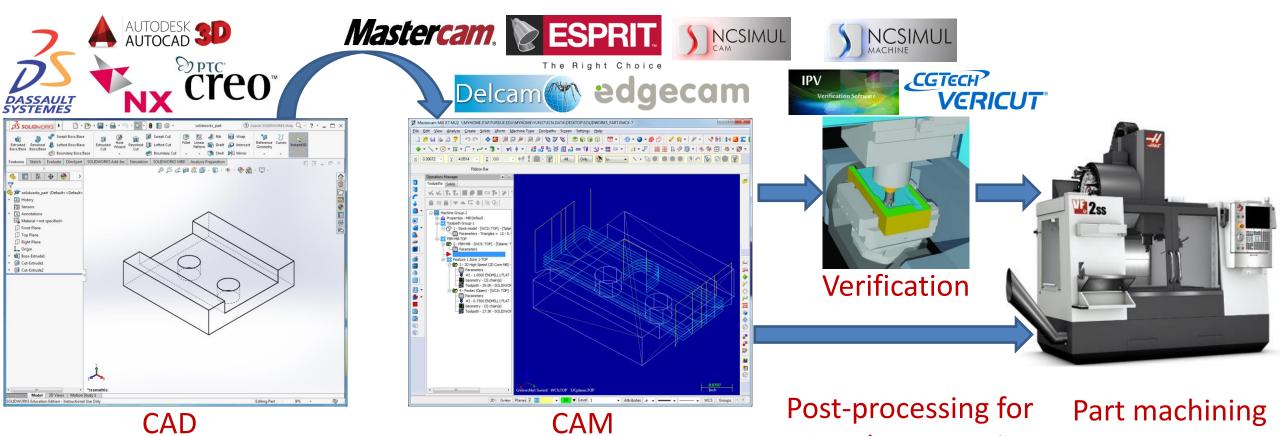




## **Current Design and Manufacturing**



- Current design and manufacturing approach for part generation
- Well established CAD/CAM and verification software products



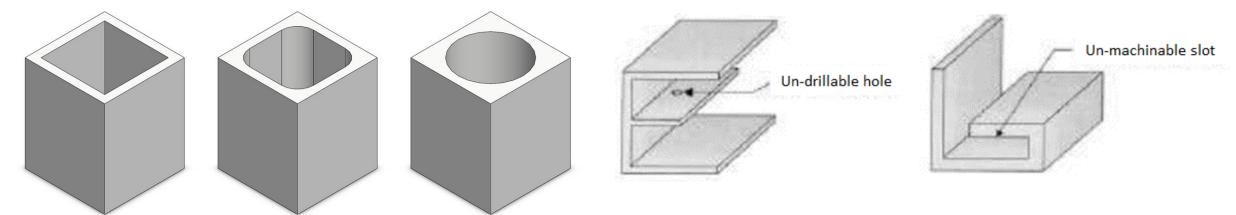
NC code generation



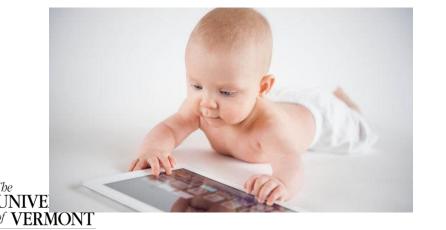
## Need for Manufacturing Integration

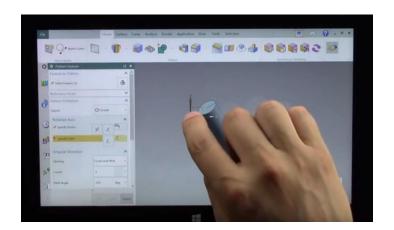


- CAD software does not take manufacturing into consideration
- Difficult to learn design for manufacturing



No environment for interactive manufacturing (not just touch capability)





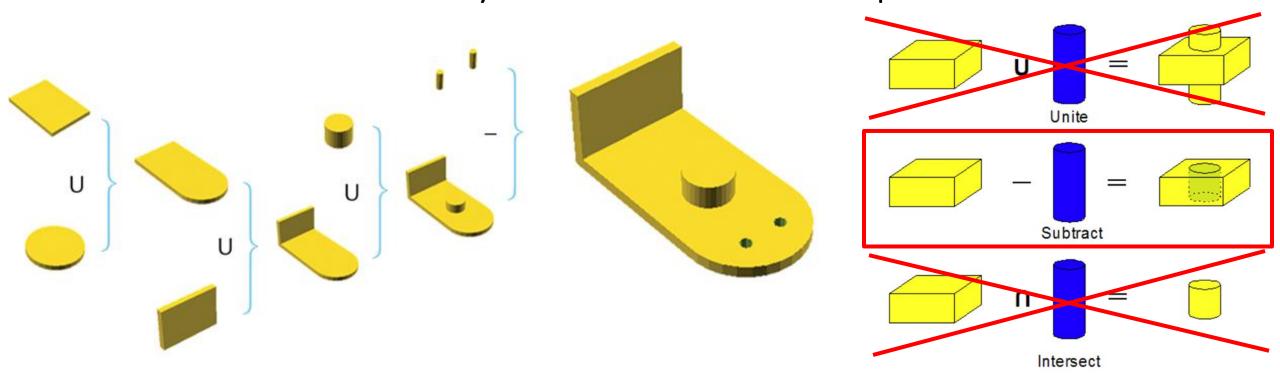




#### **Manufacturing Perspective**



CAD software essentially uses a series of Boolean operations



Can a part be generated using only Subtract Boolean operations?

Can such Subtract Boolean operations be performed interactively by user?



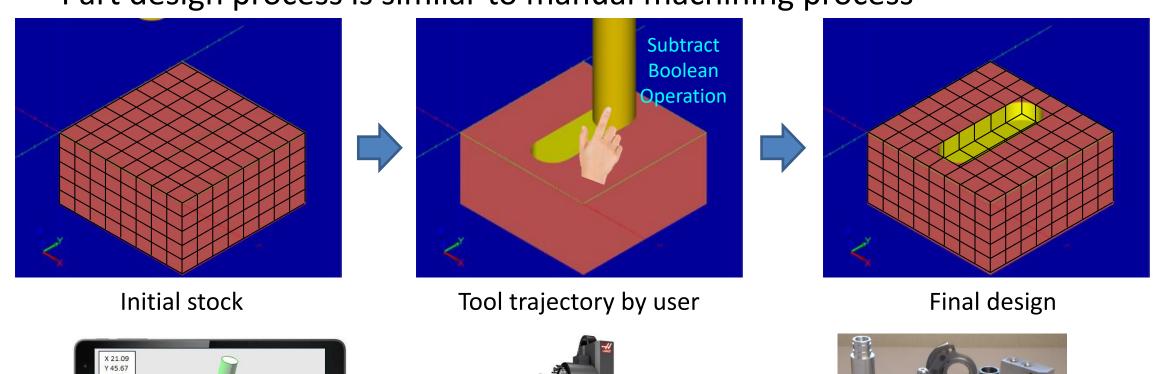




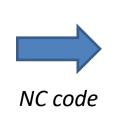
# **Proposed Approach**



- Interactive virtual hands-on manufacturing
- Part design process is similar to manual machining process











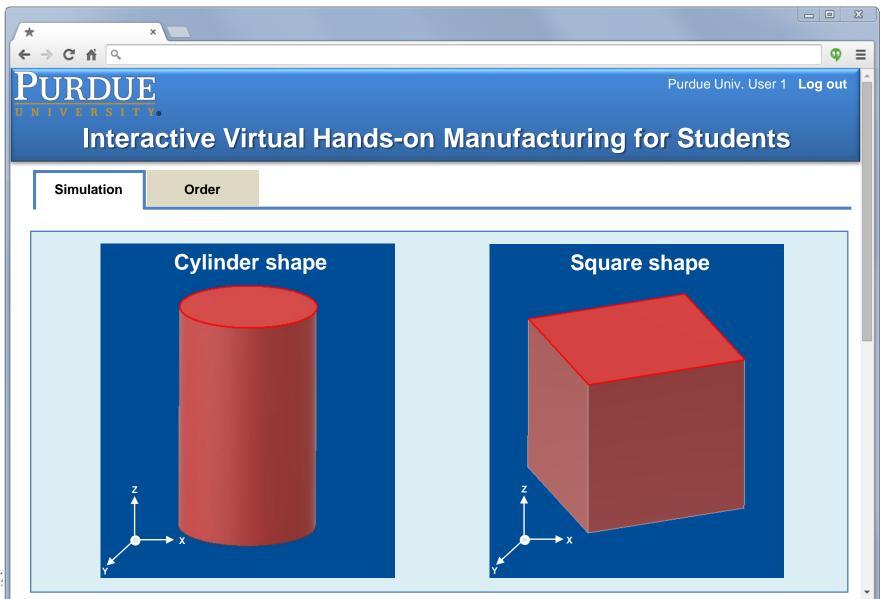




















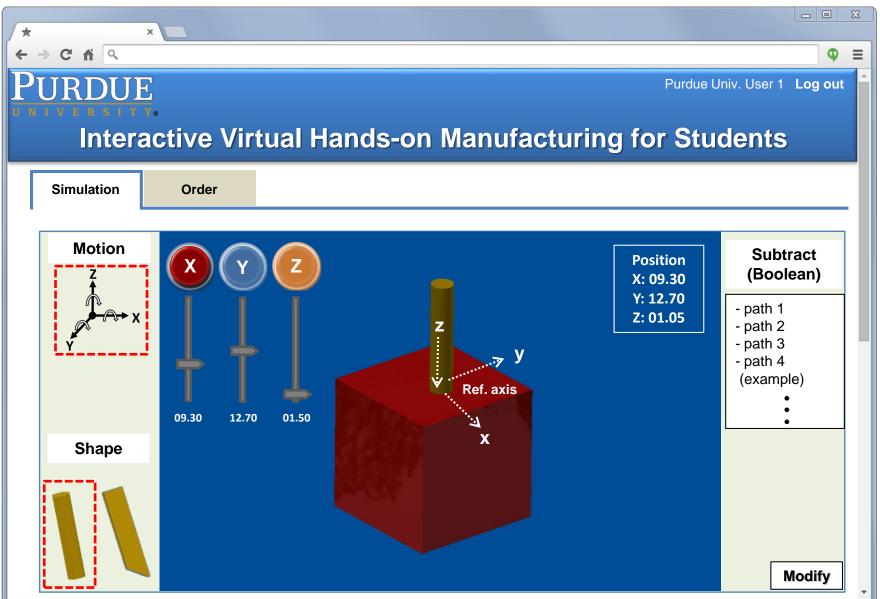
















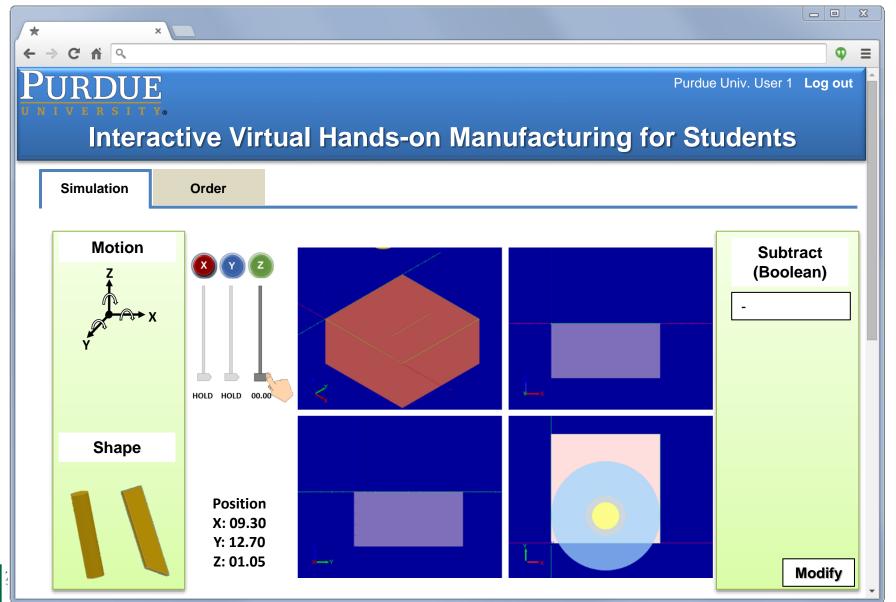










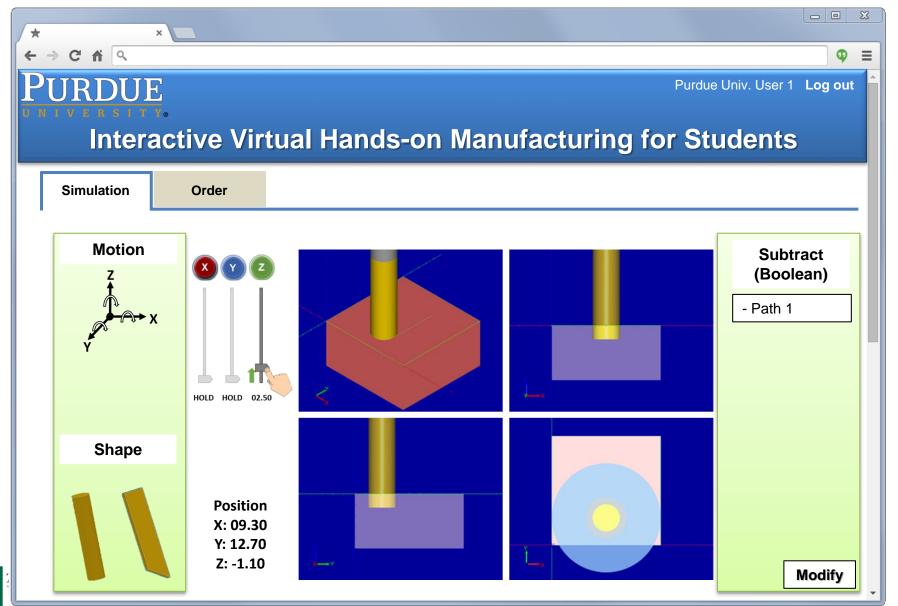










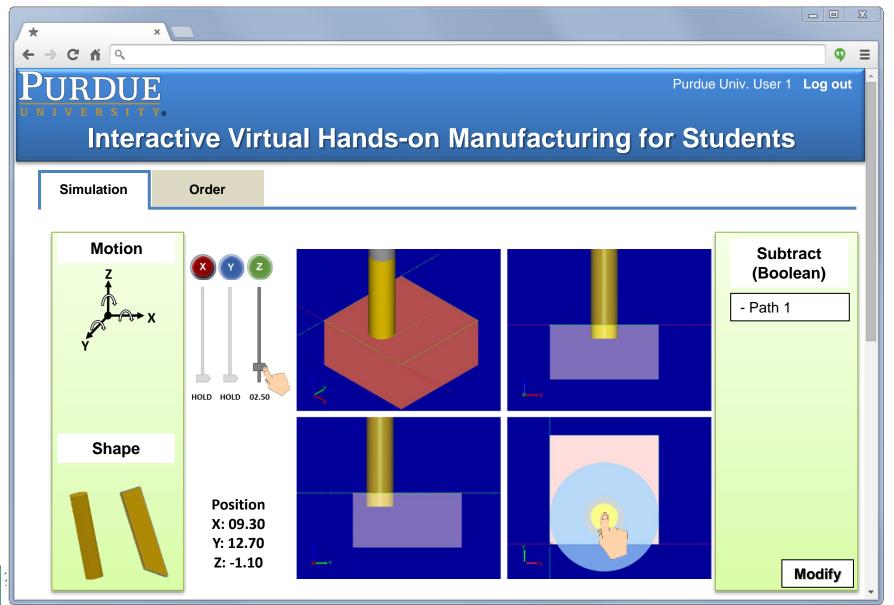










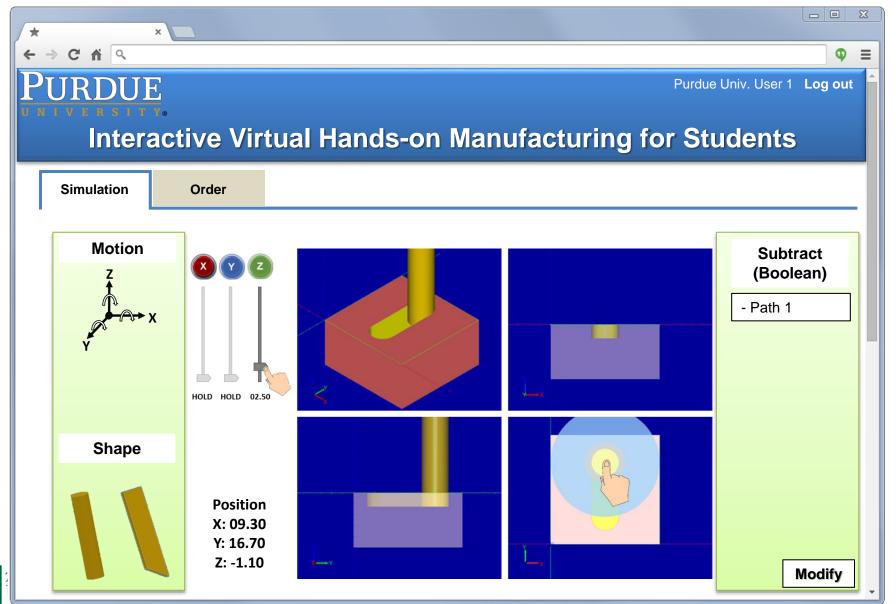










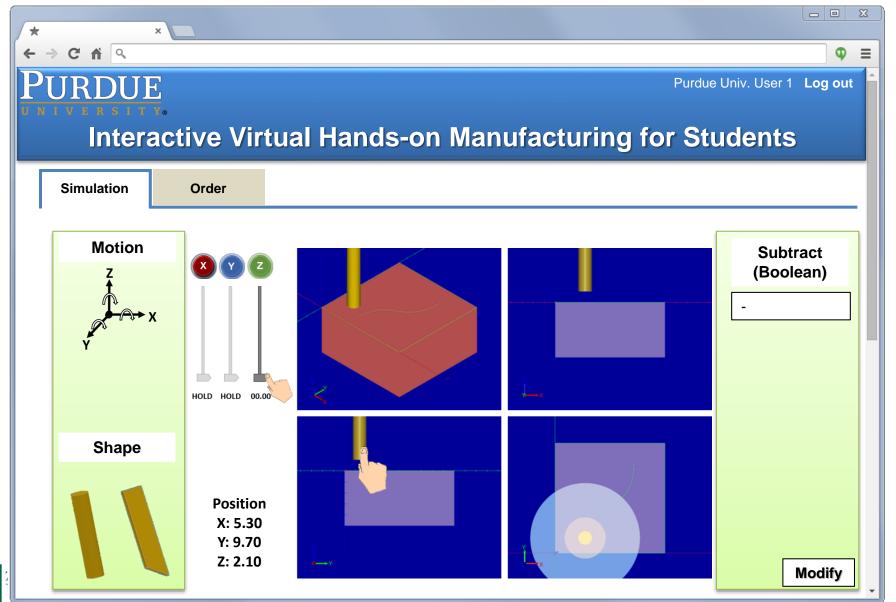










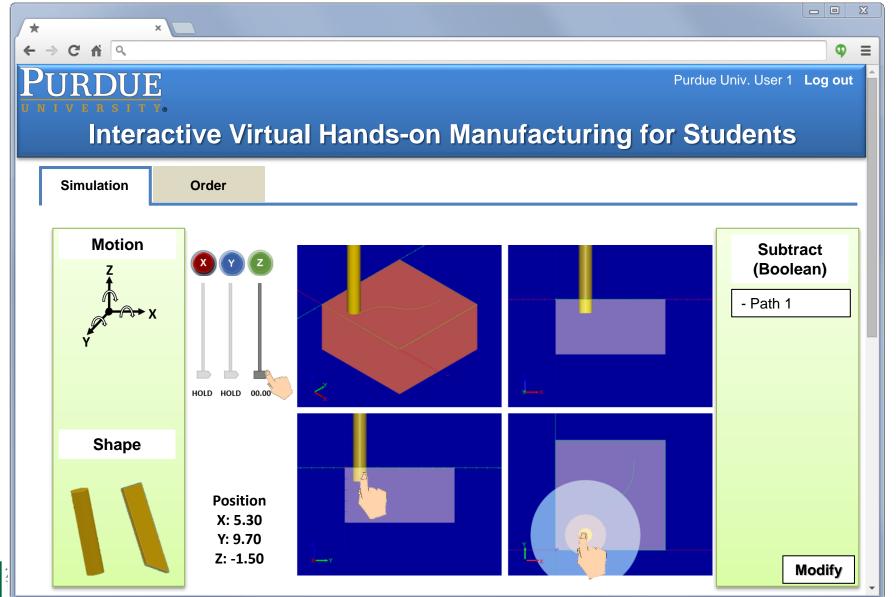










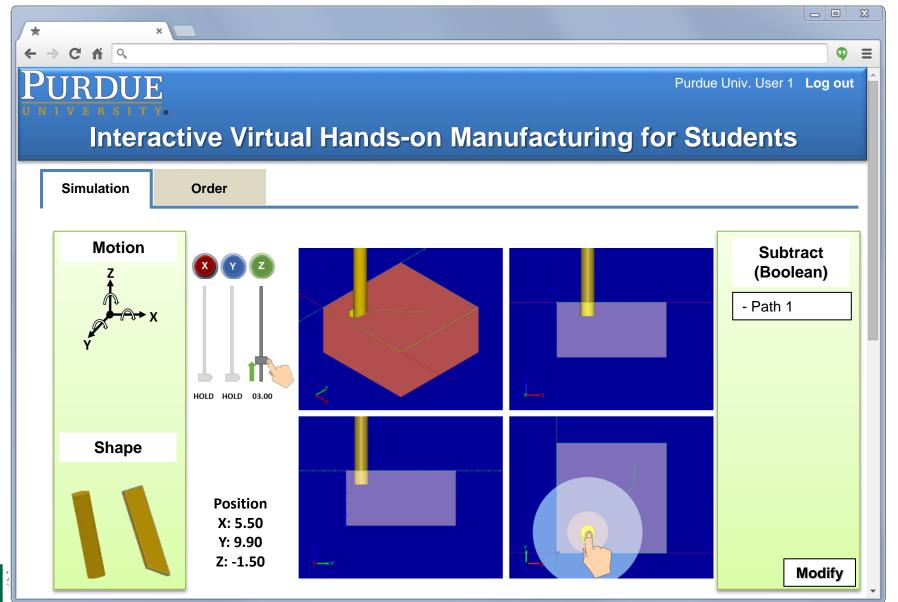










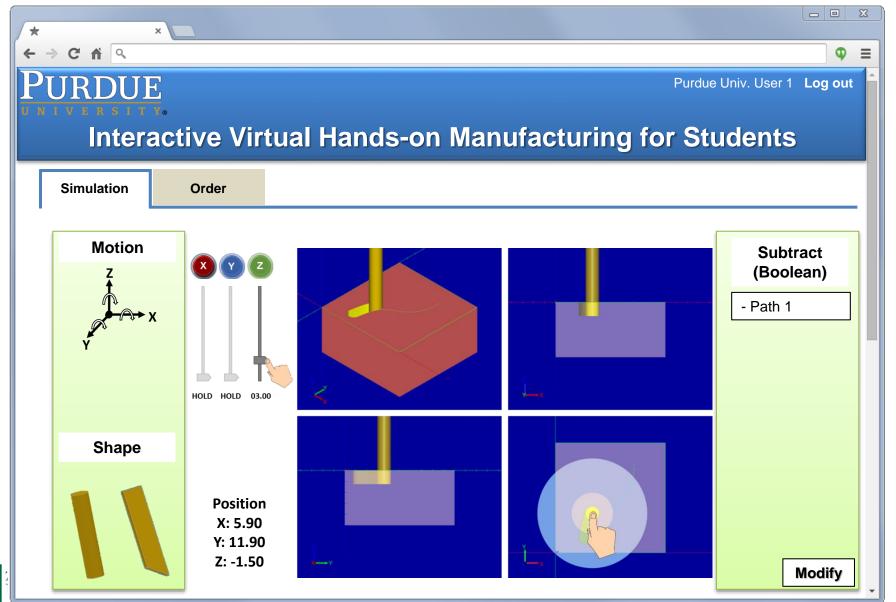










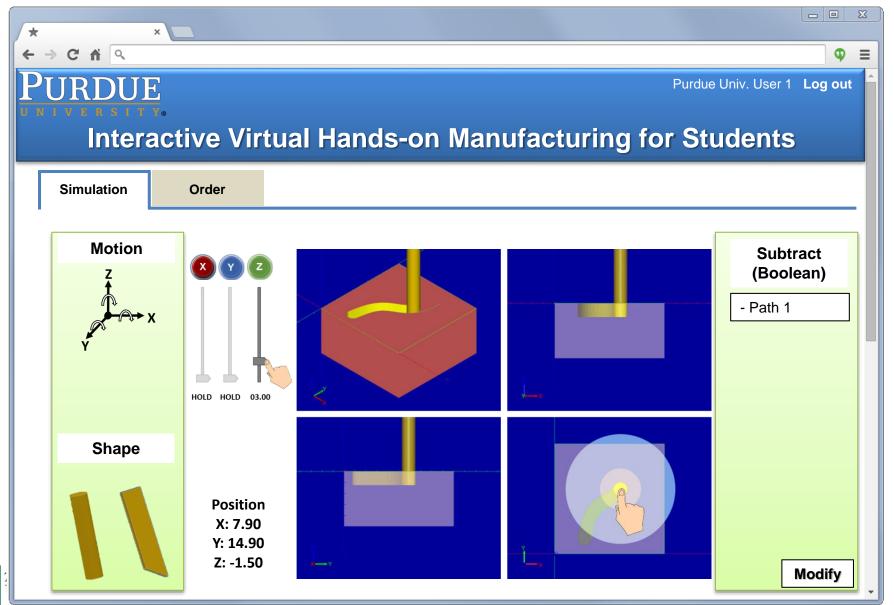








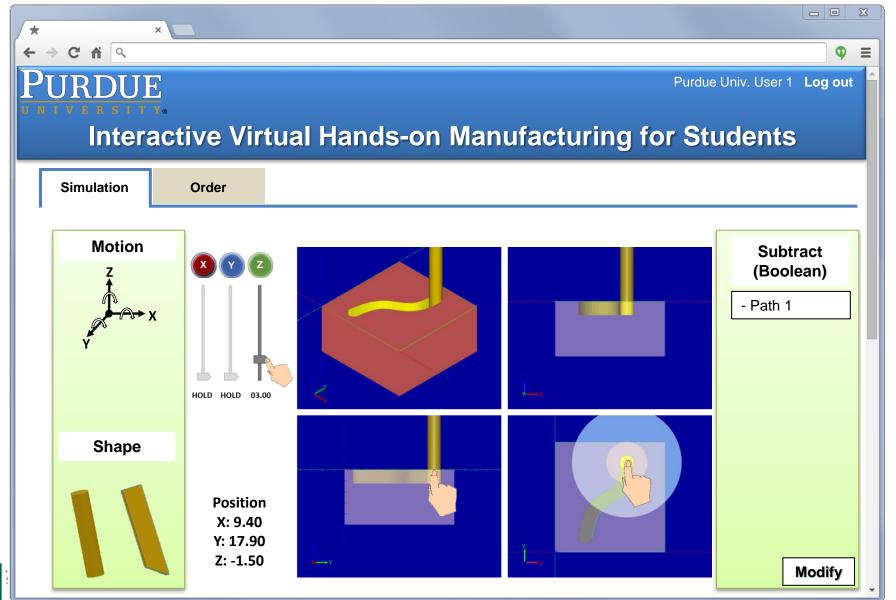










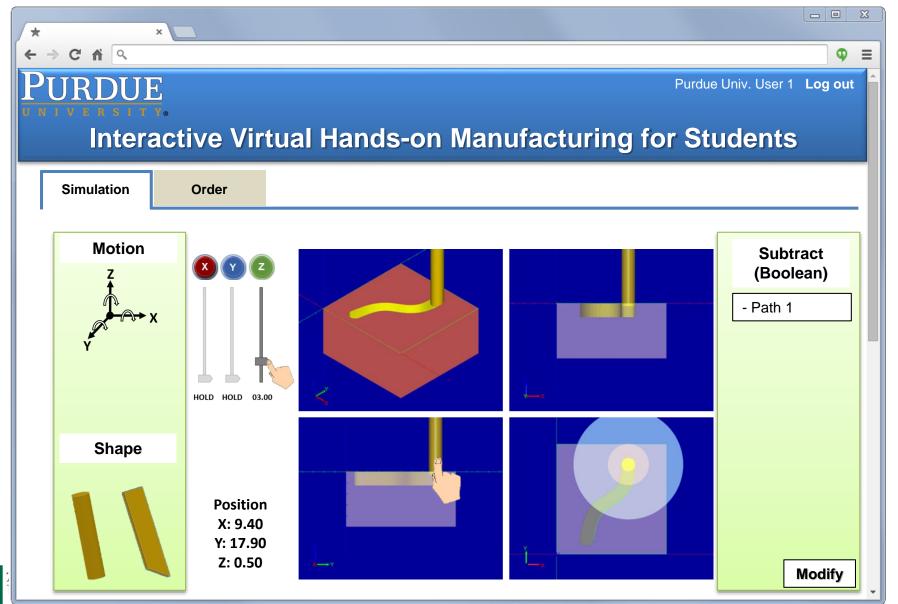




















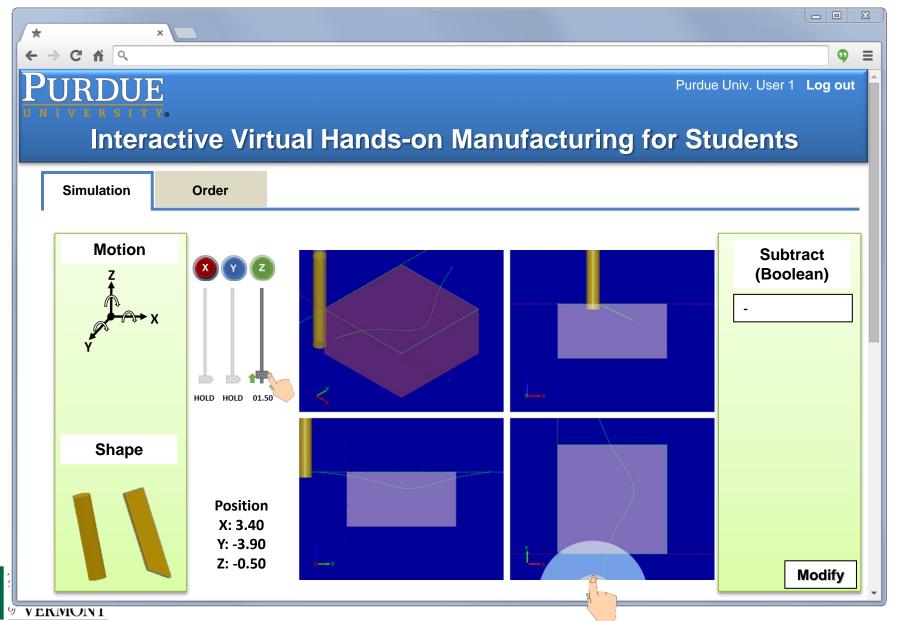










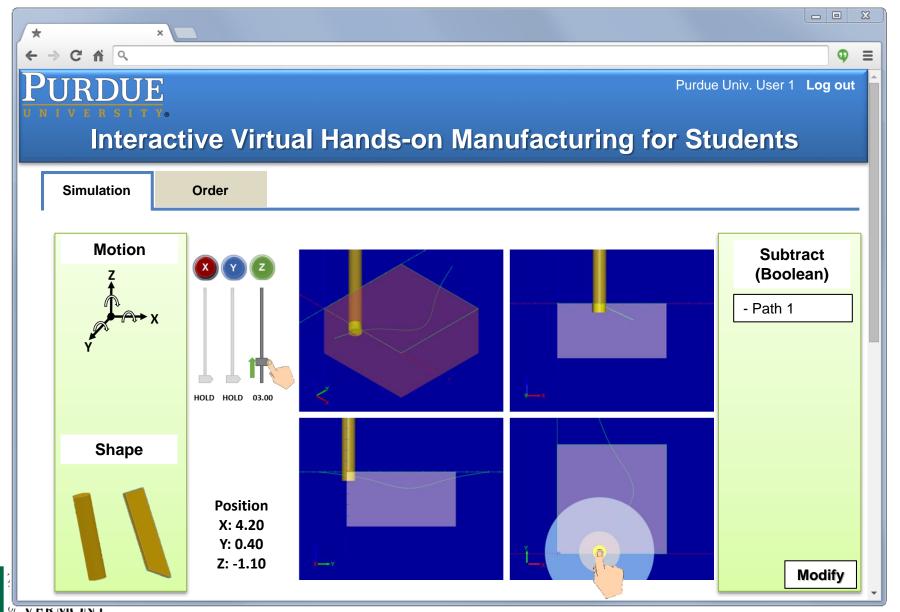










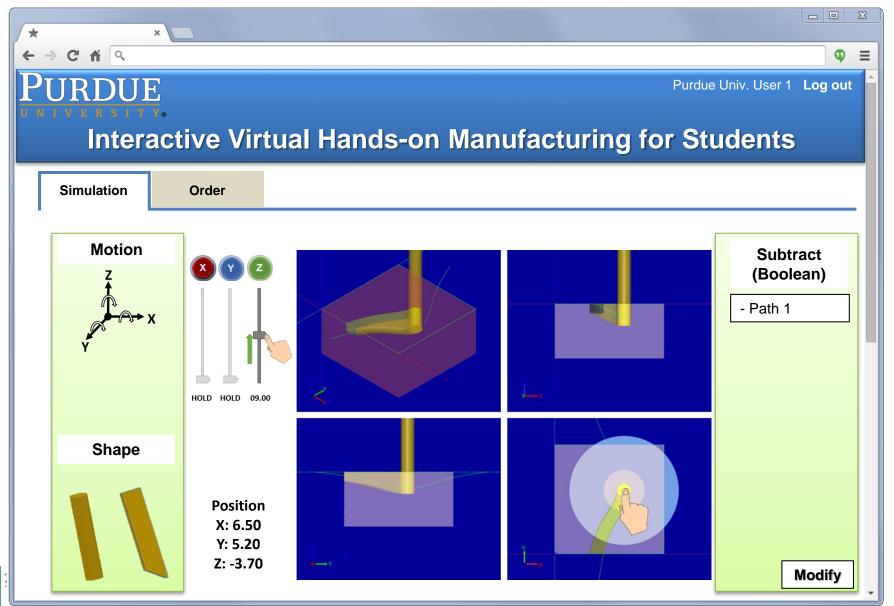










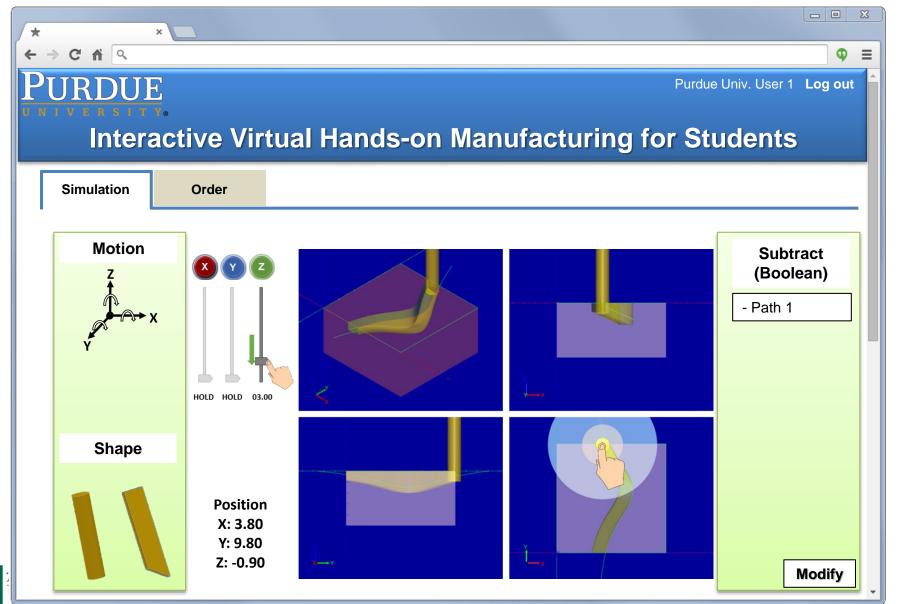




















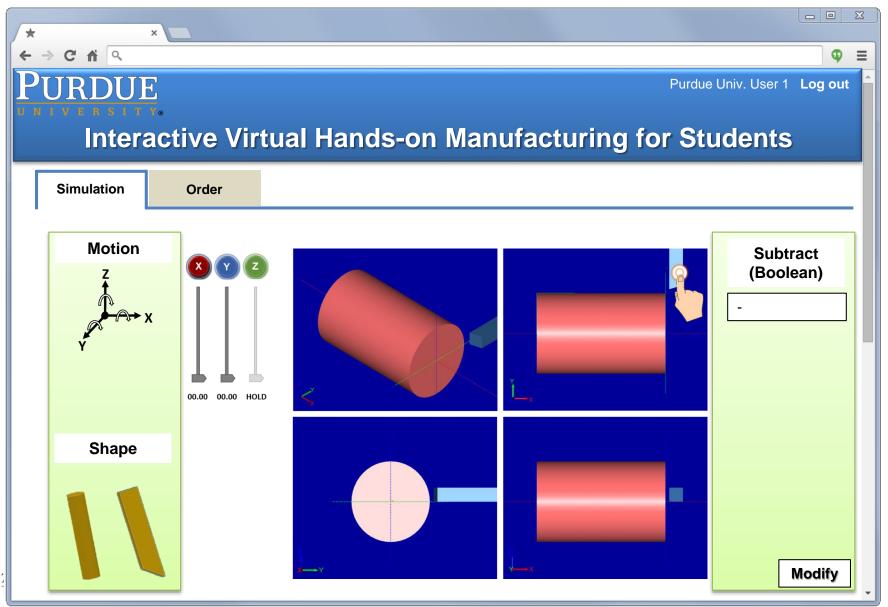










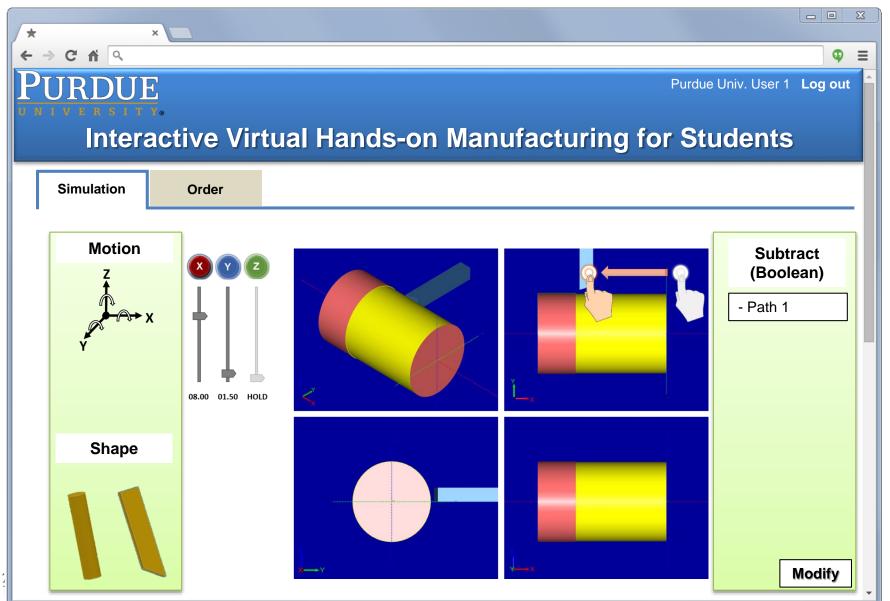










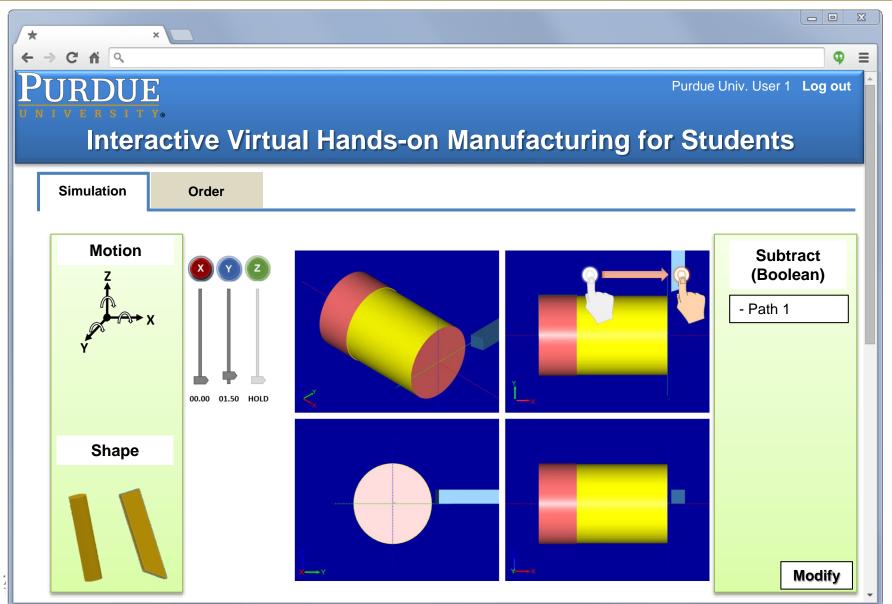










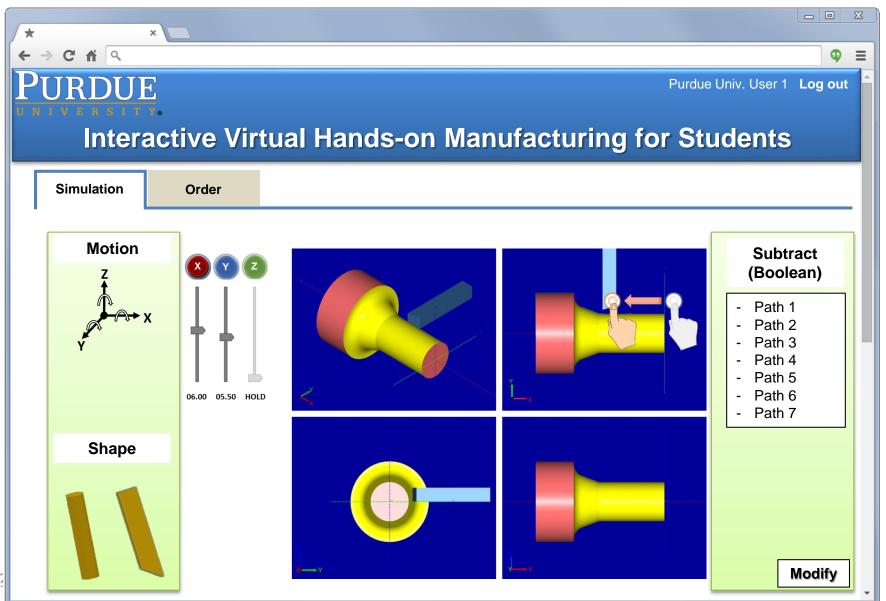






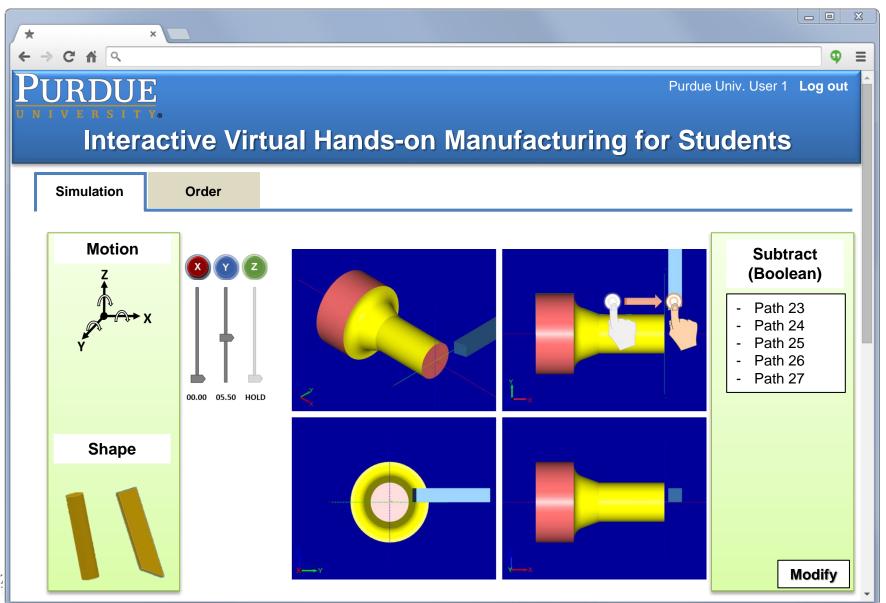






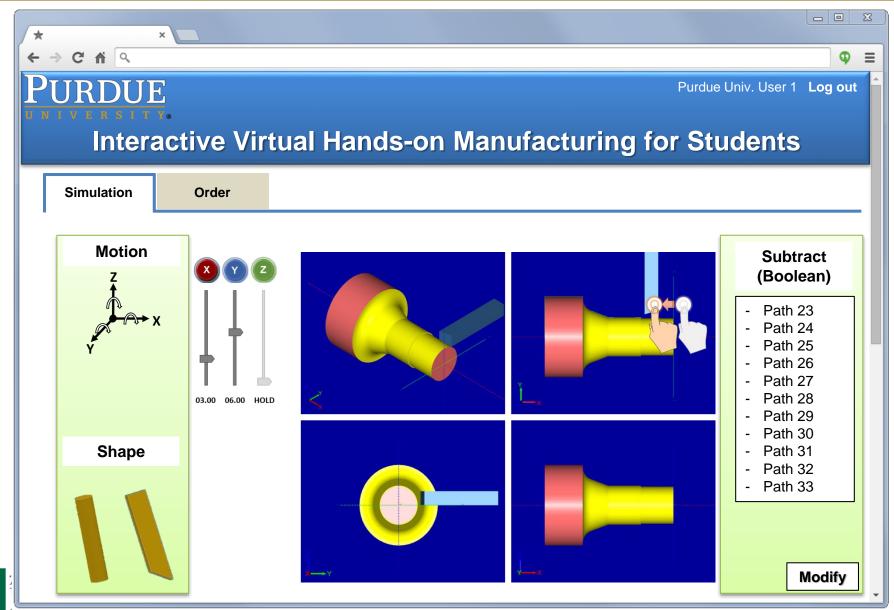










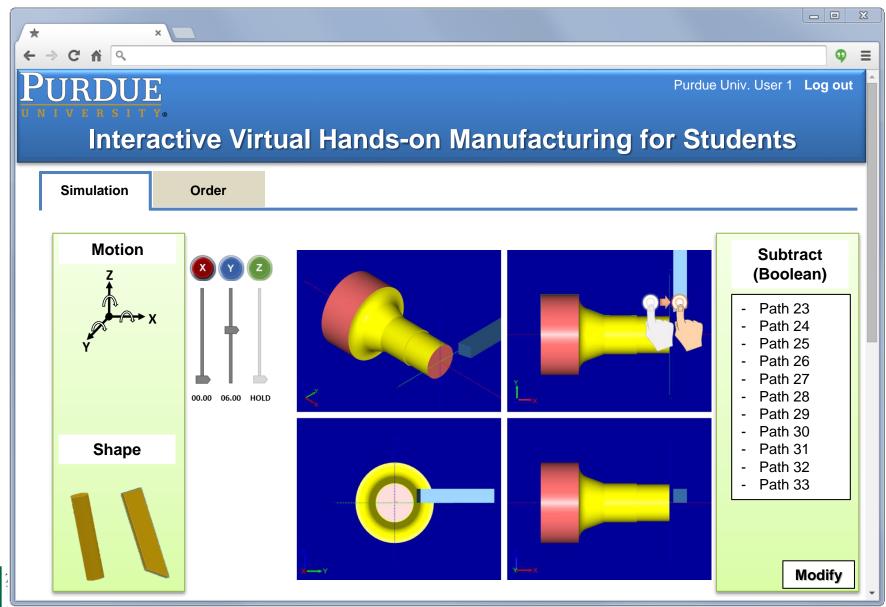










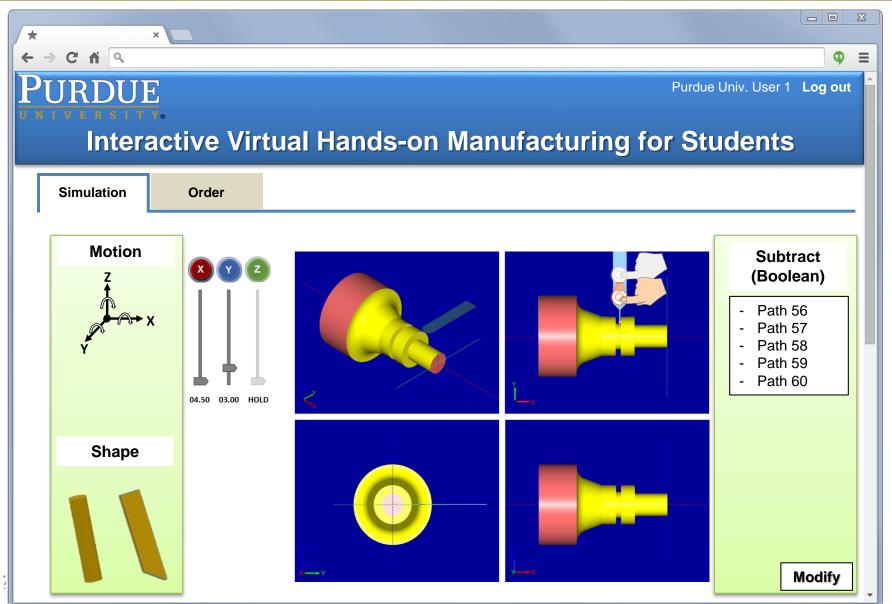










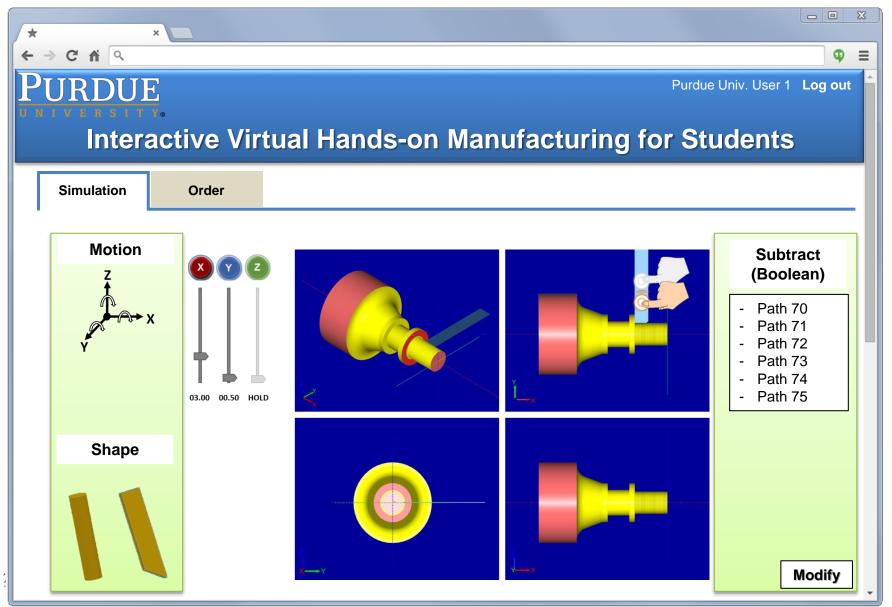












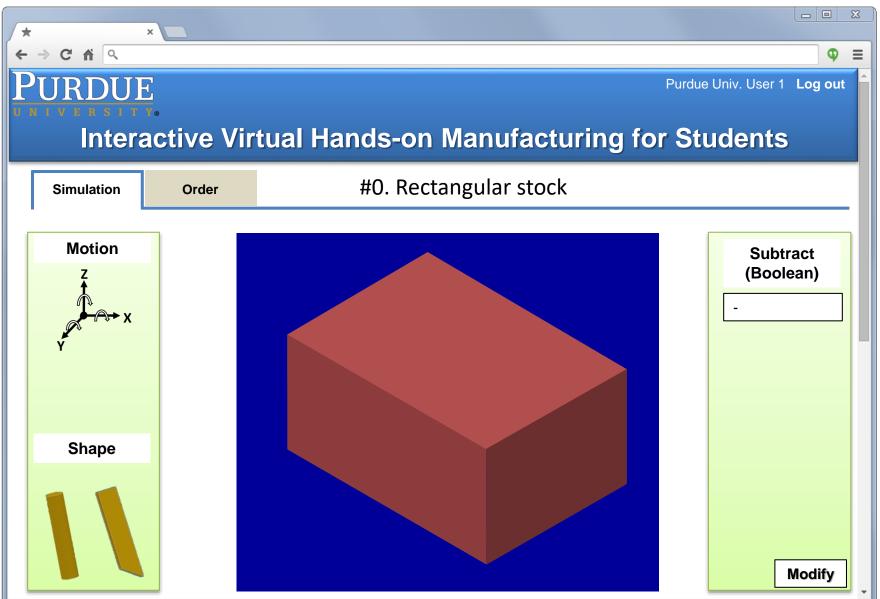






### Part Generation Example













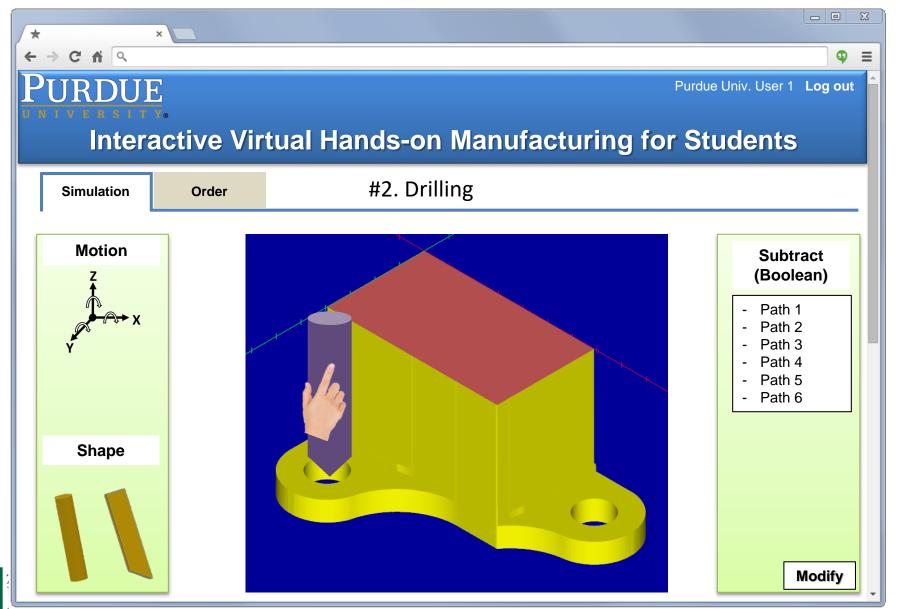




















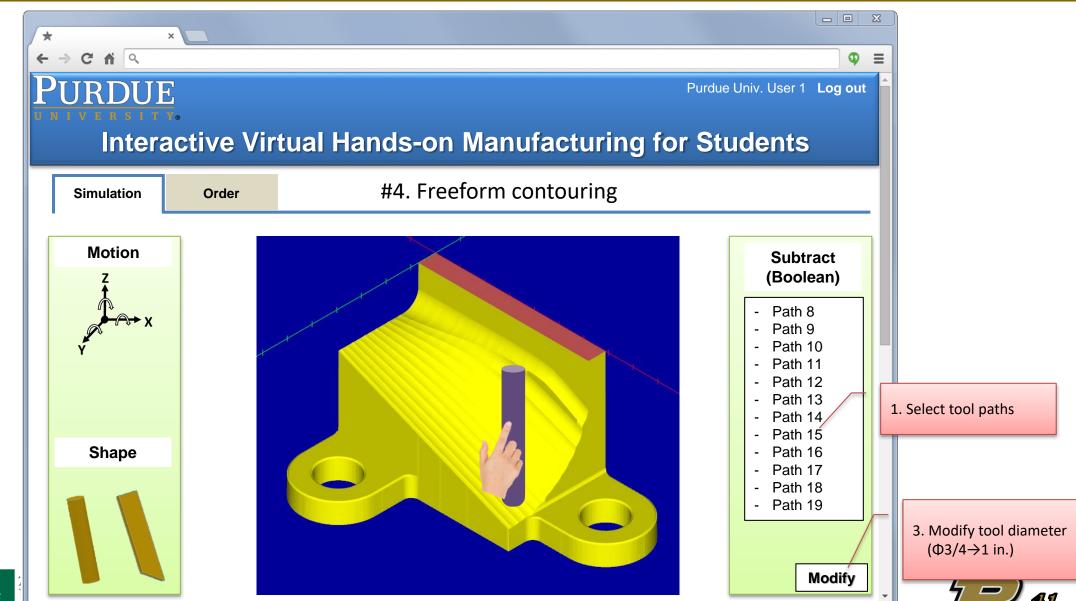


















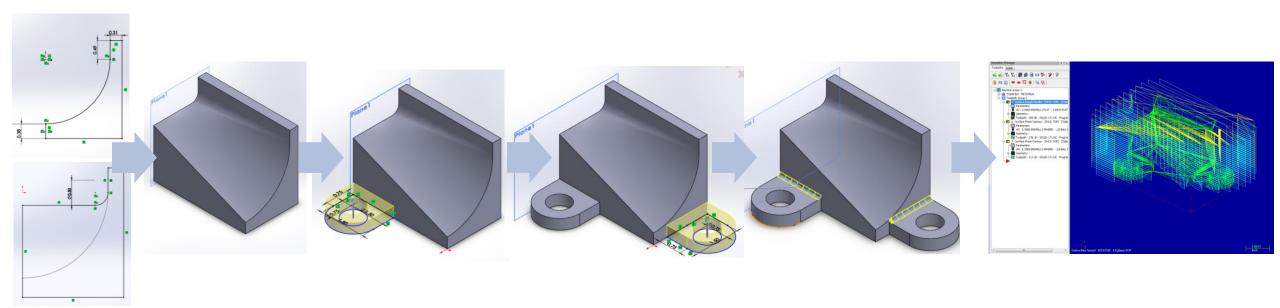


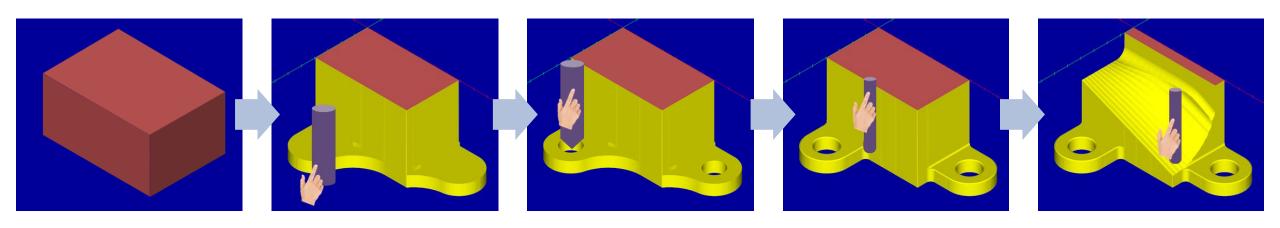




# New Approach for CAD/CAM









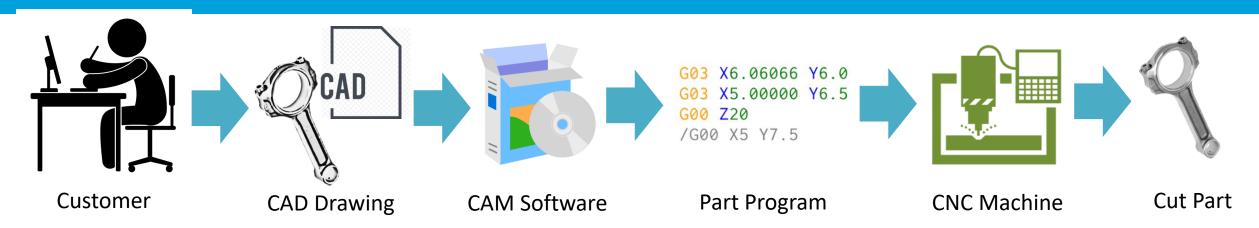




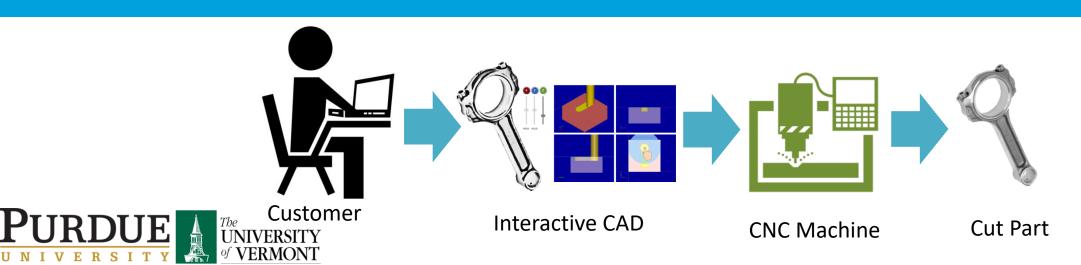
### Manufacturing Workflow



#### Conventional Design-to-Manufacture Workflow



#### Streamlined Virtual Manufacturing Workflow

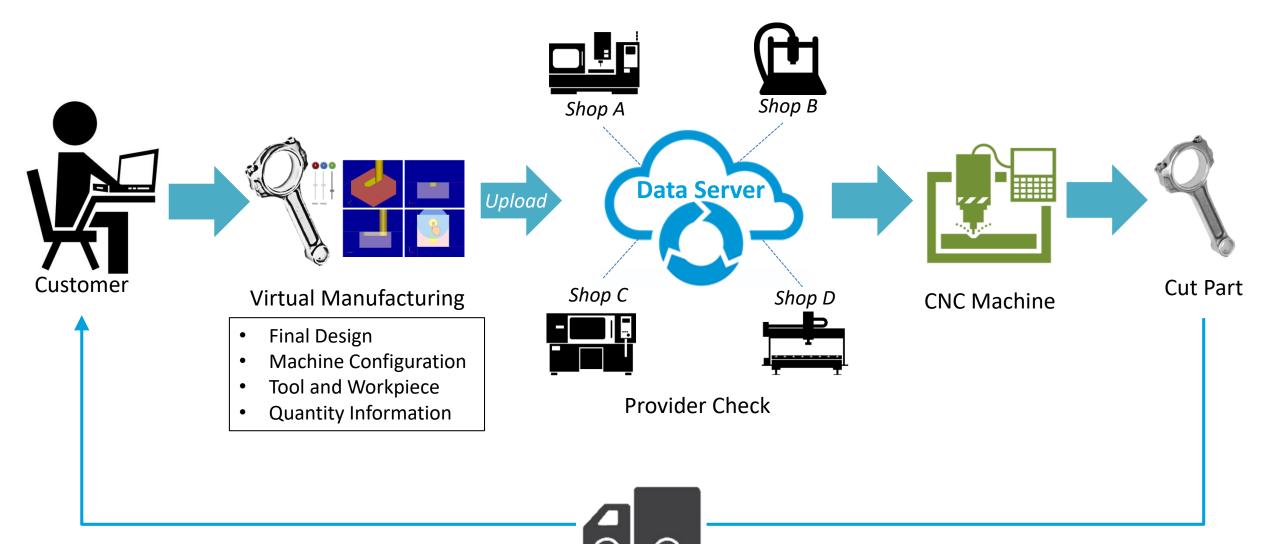






# Cybermanufacturing





Delivery

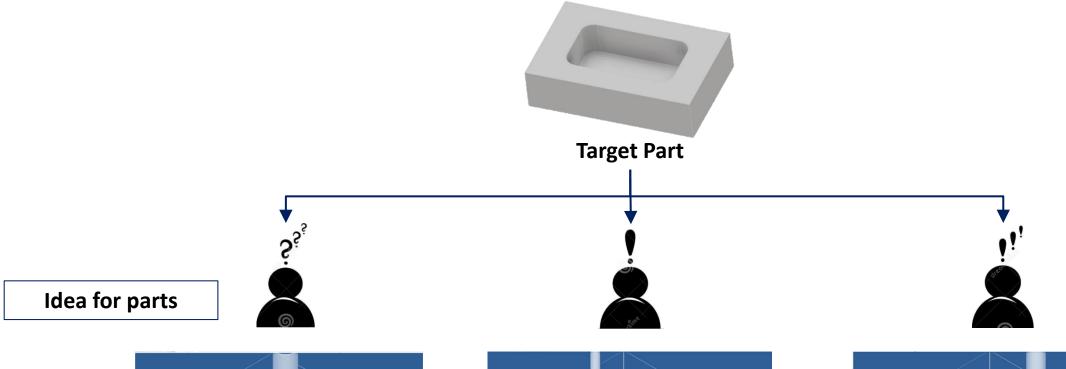


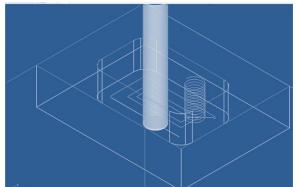


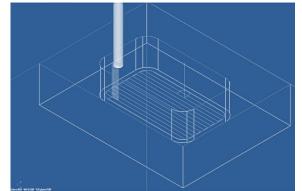


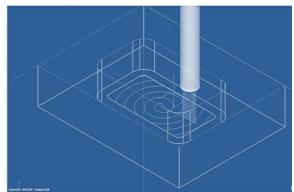
# Good Manufacturing Designer











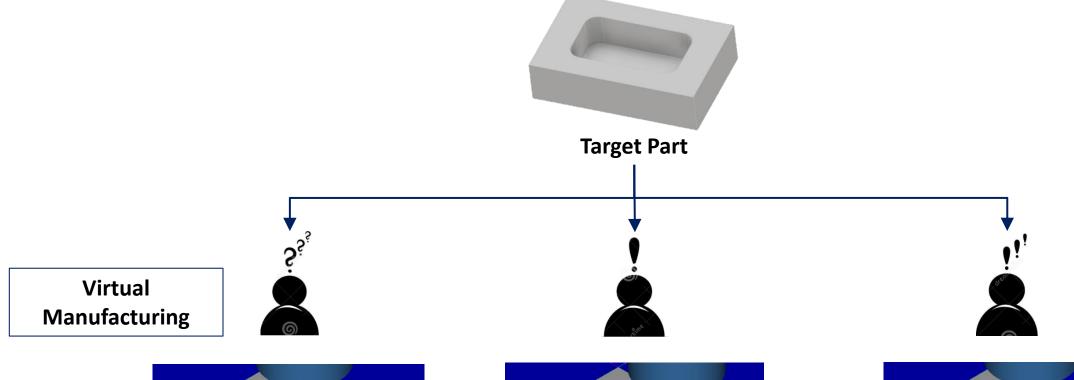


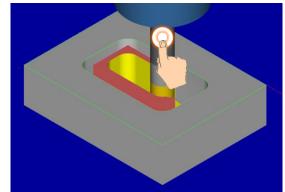


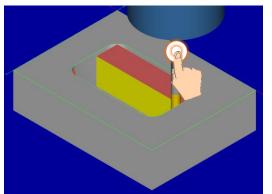


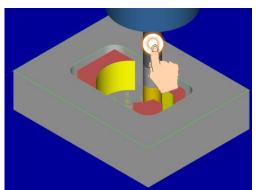
# Good Manufacturing Designer















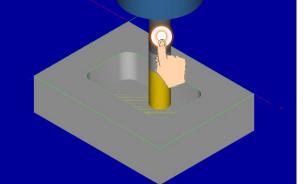


# Good Manufacturing Designer





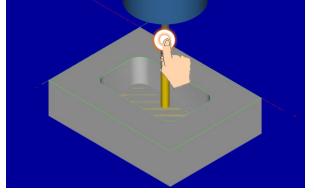




Machining time : 39.0 sec Part shape : Good

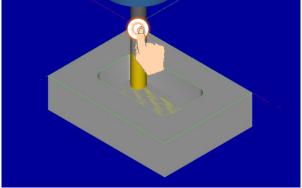


**Target Part** 



Machining time : 42.3 sec Part shape : Normal





Machining time: 25.7 sec Part shape: Good





### Conclusion



- If the design process is similar to manufacturing, manufacturable parts can be readily designed
- Learning of manufacturing processes can be naturally obtained
- It provides a platform that allows innovative human inputs to manufacturing during the design process
- It can be a great tool for education and cybermanufacturing



