

Contents

Preface — V

About the authors — VII

Chapter 1 Product life cycle — 1

- 1.1 Introduction — 1
- 1.2 Product development phase in product life cycle — 3
 - 1.2.1 Phase 1: conceive — 5
 - 1.2.1.1 Meaning: idea generation, specify, plan and innovate — 5
 - 1.2.2 Phase 2: design — 6
 - 1.2.2.1 Delineate, define, develop, test, analyze and validate — 6
 - 1.2.3 Phase 3: realize — 6
 - 1.2.3.1 Fabricate, make, develop, procure, sell and deliver — 6
 - 1.2.4 Phase 4: service — 7
 - 1.2.4.1 Utilize, operate, maintenance, support, sustain, phase-out, obsolete, recycle and disposal — 7
- 1.3 Rapid prototyping technology in product development and realization — 7
- 1.4 Conclusion — 9

Chapter 2 Rapid prototyping processes — 11

- 2.1 Introduction — 11
- 2.2 Origins of rapid prototyping — 12
- 2.3 Design process — 13
 - 2.3.1 The concept — 13
 - 2.3.2 Preliminary designs — 14
 - 2.3.3 Preliminary prototype fabrication — 14
 - 2.3.4 Short-run production — 14
 - 2.3.5 Final production — 15
- 2.4 Rapid prototyping cycle — 15

Chapter 3 Applications of rapid prototyping processes — 17

- 3.1 Introduction — 17
- 3.2 Engineering application — 17
 - 3.2.1 Prototype for concept evaluation — 17
- 3.3 Nonengineering applications — 19
 - 3.3.1 Biomedical models for surgical planning — 19
 - 3.3.1.1 Steps in production of rapid prototyping models — 19
 - 3.3.1.2 Design evaluation and surgical planning — 19
 - 3.3.1.3 Additive manufacturing and production of the model — 20

3.3.1.4	Surgical simulation and virtual planning —	20
3.3.2	Development of prosthesis and implants —	21
3.3.3	Molecular models —	21
3.3.3.1	Design of physical models —	22
3.3.3.2	Fabrication of models —	23
3.3.3.3	Augmented reality interface —	24
3.3.3.4	Examples —	25
3.3.3.5	HIV protease —	25
3.3.3.6	Superoxide dismutase —	26
3.3.3.7	Ribosome —	26
3.3.4	Architectural models —	26
3.3.4.1	Architectural needs —	26
3.3.4.2	Models and architectural designs —	26
3.3.4.3	Limitations of models —	27
3.3.4.4	Representation of models —	28
3.3.4.5	Digital models for representations —	29
3.3.4.6	Rapid prototyping —	29
3.3.5	Sculptured models —	30
3.3.6	Food article models —	34
3.3.6.1	Rapid prototyping food and beverage packaging —	34
3.3.6.2	3D printing and food —	35
3.3.6.3	Applications of 3D printed food —	35
3.3.7	Models for NEMS/MEMS applications —	36
3.3.7.1	Evolution and rise of MEMS —	36
3.3.7.2	Impact in medicine —	37
3.3.7.3	MEMS evolving manufacturing alternatives —	37
3.3.7.4	Tools for modeling and simulation —	38
3.3.7.5	Prototyping and MEMS —	38
3.3.7.6	Virtual reality prototyping and MEMS —	41
3.3.8	Models for toys —	42
3.3.8.1	The challenge of toy design —	42
3.3.9	Psychoanalysis models —	43
3.3.9.1	Rapid prototyping —	43
3.3.9.2	Nuclear magnetic resonance imaging —	44
3.3.9.3	Procedure —	44
3.4	Conclusion —	45
Chapter 4	Rapid prototyping/manufacturing processes —	47
4.1	Introduction —	47
4.2	Liquid-based processes —	48
4.2.1	Stereolithography —	49
4.2.1.1	The stereolithography apparatus —	49

- 4.2.1.2 Stereolithography apparatus operation — 50
- 4.2.1.3 Relation to other rapid prototyping technologies — 51
- 4.2.1.4 Advantages and disadvantages — 51
- 4.2.2 Jetting systems — 52
- 4.2.3 Direct light processing technologies — 52
- 4.2.4 High-viscosity jetting — 53
- 4.2.5 The Maple process — 53
- 4.3 Powder-based processes — 54
- 4.3.1 Selective laser sintering (polymers) — 54
- 4.3.2 Selective laser sintering (ceramics and metals) — 55
- 4.3.3 Direct metal laser sintering — 55
- 4.3.4 Three-dimensional printing — 56
- 4.3.5 Fused metal deposition systems — 56
- 4.3.6 Electron beam melting — 56
- 4.3.7 Selective laser melting — 57
- 4.3.7.1 Process — 57
- 4.3.7.2 Advantages of SLM — 58
- 4.3.8 Selective mask sintering — 58
- 4.3.9 Electrophotographic layered manufacturing — 58
- 4.3.10 High-speed sintering — 59
- 4.4 Solid-based processes — 60
- 4.4.1 Fused deposition modeling — 60
- 4.4.1.1 FDM process parameters — 61
- 4.4.2 Sheet stacking technologies — 62
- 4.4.2.1 System hardware — 62
- 4.4.2.2 Process — 64
- 4.4.2.3 Software — 64
- 4.4.2.4 Part orientation — 64
- 4.4.2.5 Crosshatching — 65
- 4.4.2.6 System parameters — 65
- 4.4.2.7 Technique — 66
- 4.4.2.8 Finishing — 68
- 4.4.2.9 Advantages and disadvantages — 68
- 4.5 Bioprinter — 69
- 4.5.1 Three-dimensional bioprinting techniques — 70
- 4.5.1.1 Ink-jet-based printing — 70
- 4.5.1.2 Extrusion-based printing — 73
- 4.5.1.3 Laser direct write — 74
- 4.6 Conclusion — 76

Chapter 5	Mass manufacturing from rapid prototyped products — 77
5.1	Introduction — 77
5.2	Casting processes — 77
5.2.1	Investment casting — 77
5.2.1.1	The process — 77
5.2.1.2	Investment casting design parameters — 78
5.2.1.3	Advantages and disadvantages of investment casting — 84
5.2.2	Sand casting — 85
5.2.2.1	Pattern — 86
5.2.2.2	Types of pattern — 89
5.2.2.3	Parting line — 90
5.2.2.4	Core and core box — 90
5.2.2.5	Binders — 91
5.2.2.6	Molding material — 91
5.2.2.7	Molding sands — 92
5.2.2.8	Refractory sands — 93
5.2.3	Permanent mold casting processes — 94
5.2.3.1	Pressure die casting process — 94
5.2.3.2	Squeeze casting — 95
5.2.3.3	Centrifugal casting — 95
5.2.3.4	Continuous casting — 95
5.3	Rapid tooling — 96
5.3.1	Direct rapid prototyped tooling — 96
5.3.1.1	3D printing (Z402 system) — 97
5.3.1.2	Laser engineered net shaping — 100
5.3.2	Silicone rubber tooling — 101
5.3.2.1	Process — 102
5.3.2.2	Dimensional accuracy of products manufactured using silicone rubber tooling — 102
5.3.3	Investment-cast tooling — 103
5.3.4	Powder metallurgy tooling — 103
5.3.4.1	3D Keltool — 103
5.3.5	Spray metal tooling — 104
5.3.6	Desktop machining — 105
5.4	Conclusion — 105
Chapter 6	Reverse engineering using rapid prototyping — 107
6.1	Introduction — 107
6.2	Process — 108
6.2.1	Phase 1 – Scanning — 108
6.2.1.1	Contact scanners — 108
6.2.1.2	Noncontact scanners — 109

- 6.2.2 Phase 2 – point processing — 109
- 6.2.3 Phase 3 – Application geometric model development — 110
- 6.2.4 Integration of RE and RP for layer-based model generation — 110
 - 6.2.4.1 The adaptive slicing approach for cloud data modeling — 111
 - 6.2.4.2 Planar polygon curve construction for a layer — 112
 - 6.2.4.3 Initial point determination — 113
 - 6.2.4.4 Constructing the first line segment — 114
 - 6.2.4.5 Constructing the remaining line segments (Si) — 116
 - 6.2.4.6 Determination of adaptive layer thickness — 117
- 6.3 Other reverse engineering applications — 117
 - 6.3.1 Reverse engineering and the automotive industry — 117
 - 6.3.1.1 Reverse engineering – workflow for automotive body design — 118
 - 6.3.2 Reverse engineering in the aerospace industry — 119
 - 6.3.2.1 Reducing costs of hard tooling — 119
 - 6.3.3 Reverse engineering and the medical device industry — 121
 - 6.3.3.1 Reverse engineering – A better knee replacement — 121
- 6.4 Conclusion — 122
- Chapter 7 3D bioprinting — 124**
 - 7.1 Introduction — 124
 - 7.2 Extrusion-based bioprinting — 125
 - 7.3 Laser-assisted bioprinting — 128
 - 7.4 Stereolithography-based bioprinting — 129
 - 7.5 Challenges, applications and future perspective — 131
 - 7.6 Conclusion — 132
- Glossary — 135**
- Bibliography — 149**
- Index — 159**