#### 1

### A Method of 3D Printing which is Consistent with Natural Direction in Shape

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## **Problem to Solve**

•An object to be printed, such as a collection of fibers, may have "natural direction" in shape.



• The printing direction of FDM 3D printers may contradict with the "natural direction".

Staircase effect

2

Printing direction

Natural direction

## **"Field" Based Solution**

• To model objects with "natural directions," and to slice and to print objects in the "natural direction."

3



# **Modeling Methods**

### Two methods

4

-Field-oriented 3D CAD

-Field-oriented 3D painting

### Field-oriented 3D CAD

#### **–Parts combination**



### Field-oriented 3D painting - By using human body tracking Tracking fingers **Dynamically** Motion

changing width and shape

Sense width, shape, and direction



- By using sensors (accelerometers, etc.)

Pressure sensors

**Motion** 

Sense width, shape, and direction

# **Tool-path Generation Methods •**Basic field-based method

- Parallel hashing

not slicing

Cross sections (constant extrusion)

- Widening / narrowing





Decreasing cross section and extrusion

### Several techniques



8

### Method for making unprintable objects printable

-Objects which cannot be printed may become printable by dividing them and by changing printing order.



# 9 Printing Techniques • Problem in steep printing



### Two solutions

- Needle-shaped nozzle



- Five-axis print-head



# **Implementation Status**

### Field-oriented modeling

–Kinect-based modeler is being designed.

### Field-based slicing

10

-Slicing algorithms are being tested.



KINECT





### Non-horizontal 3D printing

-Printing methods are being tested using Rostock MAX (and printrbot) 3D printers.





# **Applications**

### Art: 3D calligraphy

- Solid 3D calligraphy





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Directed 3D calligraphy
 3D printing based







12 •Hobby





### Industry



# **Concluding Remarks**

13

- Natural direction of 3D objects can be expressed by FDM 3D printing using field-oriented/based modeling, slicing, and printing methods.
- •The developments of field-oriented/based algorithms and applications are in early stages.