

# Additive Manufacturing Technologies

I. Gibson • D. W. Rosen • B. Stucker

# Additive Manufacturing Technologies

Rapid Prototyping to Direct Digital  
Manufacturing



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# Preface

Thank you for taking the time to read this book on Additive Manufacturing (AM). We hope you benefit from the time and effort it has taken putting it together and that you think it was a worthwhile undertaking. It all started as a discussion at a conference in Portugal when we realized that we were putting together books with similar aims and objectives. Since we are friends as well as colleagues, it seemed sensible that we join forces rather than compete; sharing the load and playing to each others' strengths undoubtedly means a better all-round effort and result.

We wrote this book because we have all been working in the field of AM for many years. Although none of us like to be called "old," we do seem to have decades of experience, collectively, and have each established reputations as educators and researchers in this field. We have each seen the technologies described in this book take shape and develop into serious commercial tools, with tens of thousands of users and many millions of parts being made by AM machines each year. AM is now being incorporated into curricula in many schools, polytechnics and universities around the world. More and more students are becoming aware of these technologies and yet, as we see it, there is no single text adequate for such curricula. We hope that now, with this book, there is.

Additive Manufacturing is defined by a range of technologies that are capable of translating virtual solid model data into physical models in a quick and easy process. The data is broken down into a series of 2D cross-sections of a finite thickness. These cross-sections are fed into AM machines so that they can be combined, adding them together in a layer-by-layer sequence to form the physical part. The geometry of the part is therefore clearly reproduced in the AM machine without having to adjust for manufacturing processes, like attention to tooling, undercuts, draft angles or other features. We can say therefore that the AM machine is a What You See Is What You Build (WYSIWYB) process that is particularly valuable the more complex the geometry is. This basic principle drives nearly all AM machines, with variations in each technology in terms of the techniques used for creating layers and in bonding them together. Further variations include speed,

layer thickness, range of materials, accuracy, and of course cost. With so many variables, it is clear to see why this book must be so long and detailed. Having said that, we still feel there is much more we could have written about.

The first three chapters of this book provide a basic overview of AM processes. Without fully describing each technology, we provide an appreciation for why AM is so important to many branches of industry. We outline the rapid development of this technology from humble beginnings that showed promise but still requiring much development, to one that is now maturing and showing real benefit to product development organizations. In reading these chapters, we hope you can learn the basics of how AM works.

The next seven chapters (Chaps. 4–10) take each group of technologies in turn and describe them in detail. The fundamentals of each technology are dealt with in terms of the basic process, whether it is photopolymer curing, sintering, melting, etc., so that the reader can appreciate what is needed in order to understand, develop, and optimize each technology. Most technologies discussed in this book have been commercialized by at least one company; and these machines are described along with discussion on how to get the best out of them.

The final chapters deal with how to apply AM technology in different settings. Firstly, we look at how the use of this technology has affected the design process considering how we might improve our designs because of the WYSIWYB approach. Having said that, there are many options concerning the type of machine you should buy in relation to your application, so we provide guidelines on how to select the right technology for your purpose. Since all AM machines depend on input from 3D CAD software, we go on to discuss how this process takes place.

These technologies have improved to the extent that many manufacturers are using AM machine output for end-product use. Called Direct Digital Manufacturing, this opens the door to many exciting and novel applications considered impossible, infeasible or uneconomic in the past. We can now consider the possibility of mass customization, where a product can be produced according to the tastes of an individual consumer but at a cost-effective price. This moves us on nicely to the subject of medical products made using AM where each part can be created according to an individual patient's data. Then we go on to discuss how to finish parts once they come off the AM machine so that they can best suit the final application. We complete the book with chapters on emerging areas of AM, with discussions on multiple material and embedded systems, how these systems enable creative businesses and entrepreneurs to invent new products, and where AM will likely develop in the future.

This book is primarily aimed at students and educators studying Additive Manufacturing, either as a self-contained course or as a module within a larger course on manufacturing technology. There is sufficient depth for an undergraduate or graduate-level course, with many references to point the student further along the path. Each chapter also has a number of exercise questions designed to test the reader's knowledge and to expand their thinking. Researchers into AM may also find this text useful in helping them understand the state of the art and the opportunities for further research.

Although we have worked hard to make this book as comprehensive as possible, we recognize that a book about such rapidly changing technology will not be up-to-date for very long. With this in mind, and to help educators and students better utilize this book, we will update our course website at <http://www.springer.com/978-1-4419-1119-3>, with additional homework exercises and other aids for educators. If you have comments, questions or suggestions for improvement, they are welcome. We anticipate updating this book in the future, and we look forward to hearing how you have used these materials and how we might improve this book.

As mentioned earlier, each author is an established expert in Additive Manufacturing with many years of research experience. In addition, in many ways, this book is only possible due to the many students and colleagues with whom we have collaborated over the years. To introduce you to the authors and some of the others who have made this book possible, we will end this preface with brief author biographies and acknowledgements.

# Author Biographies

**Dr. Brent Stucker** is an Associate Professor of Mechanical & Aerospace Engineering at Utah State University. After receiving his Ph.D. from Texas A&M University in 1997, he joined the Industrial & Manufacturing Engineering faculty of the University of Rhode Island, where he established the Rapid Manufacturing Center. In 2002, he moved to Utah State, where he established and continues to lead the Additive Manufacturing Laboratory. Dr. Stucker has taught courses on AM technologies for more than 10 years, sits on the Rapid Technologies & Additive Manufacturing Steering Committee for the Society of Manufacturing Engineers, was a Selective Laser Sintering Users Group 2005 “Dinosaur Award” recipient, and is the current Chairman of ASTM International’s Committee F42 on Additive Manufacturing Technologies. His research focuses on metal AM, including Ultrasonic Consolidation, Direct Write, Laser Engineered Net Shaping, Selective Laser Sintering, and their applications.

**Prof. David W. Rosen** is a Professor in the George W. Woodruff School of Mechanical Engineering at the Georgia Institute of Technology. After receiving his Ph.D. from the University of Massachusetts in 1992, he joined the faculty at Georgia Tech. In 1995, the Rapid Prototyping & Manufacturing Institute was started at Georgia Tech through an ARPA manufacturing education grant and Dr. Rosen was asked to become its head. Since then, he has led the additive manufacturing research and education program at Georgia Tech. He is active in the Society of Manufacturing Engineers Direct Digital Manufacturing Tech Group and the 3D Systems User Group conference. His research focuses on photopolymer processing, ink-jet printing, and design for additive manufacturing.

**Dr. Ian Gibson** is an Associate Professor at the National University of Singapore (NUS). Originally from Scotland, he moved to England where he gained a Ph.D. in robotics at Hull University. His teaching career started at Nottingham University, where he specialized in advanced manufacturing technology and first came to learn about the AM technology that was then called Rapid Prototyping.

In 1994, he moved to Hong Kong, where he helped establish the technology in Asia, started the Rapid Prototyping Journal and the Global Alliance of Rapid Prototyping Associations. In 2005, he joined NUS, where he concentrates mostly on medical applications and direct digital manufacturing.

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Dr. Ian Gibson would like to acknowledge the support of NUS in providing sufficient time for him to work on this book. L.K. Anand also helped in preparing many of the drawings and images for his chapters. Finally, he wishes to thank his lovely wife, Lina, for her patience, love and understanding during the long hours preparing the material and writing the chapters. He also dedicates this book to his father, Robert Ervin Gibson, and hopes he is proud of this wonderful achievement.

# Contents

<b>1</b>	<b>Introduction and Basic Principles</b>	1
1.1	What is Additive Manufacturing?	1
1.2	What Are AM Parts Used For?	3
1.3	The Generic AM Process	3
1.3.1	Step 1: CAD	4
1.3.2	Step 2: Conversion to STL	4
1.3.3	Step 3: Transfer to AM Machine and STL File Manipulation	5
1.3.4	Step 4: Machine Setup	5
1.3.5	Step 5: Build	5
1.3.6	Step 6: Removal	5
1.3.7	Step 7: Postprocessing	5
1.3.8	Step 8: Application	5
1.4	Why Use the Term Additive Manufacturing?	6
1.4.1	Automated Fabrication (Autofab)	6
1.4.2	Freeform Fabrication or Solid Freeform Fabrication	7
1.4.3	Additive Manufacturing or Layer-based Manufacturing	7
1.4.4	Stereolithography or 3D Printing	7
1.4.5	Rapid Prototyping	8
1.5	The Benefits of AM	8
1.6	Distinction Between AM and CNC Machining	9
1.6.1	Material	9
1.6.2	Speed	10
1.6.3	Complexity	10
1.6.4	Accuracy	11
1.6.5	Geometry	11
1.6.6	Programming	11
1.7	Other Related Technologies	12
1.7.1	Reverse Engineering Technology	12
1.7.2	Computer-Aided Engineering	13
1.7.3	Haptic-Based CAD	14

1.8 About This Book .....	15
1.9 Exercises.....	15
References .....	16
<b>2 Development of Additive Manufacturing Technology .....</b>	<b>17</b>
2.1 Introduction.....	17
2.2 Computers .....	17
2.3 Computer-Aided Design Technology .....	20
2.4 Other Associated Technologies .....	23
2.4.1 Lasers.....	23
2.4.2 Printing Technologies .....	24
2.4.3 Programmable Logic Controllers .....	24
2.4.4 Materials.....	25
2.4.5 Computer Numerically Controlled Machining .....	25
2.5 The Use of Layers.....	26
2.6 Classification of AM Processes .....	27
2.6.1 Liquid Polymer Systems .....	29
2.6.2 Discrete Particle Systems .....	30
2.6.3 Molten Material Systems.....	30
2.6.4 Solid Sheet Systems.....	31
2.6.5 New AM Classification Schemes .....	31
2.7 Metal Systems .....	32
2.8 Hybrid Systems.....	33
2.9 Milestones in AM Development .....	34
2.10 AM Around the World.....	35
2.11 The Future? Rapid Prototyping Develops into Direct Digital Manufacturing.....	37
2.12 Exercises .....	38
References .....	38
<b>3 Generalized Additive Manufacturing Process Chain .....</b>	<b>41</b>
3.1 Introduction.....	41
3.2 The Eight Steps in Additive Manufacture .....	42
3.2.1 Step 1: Conceptualization and CAD .....	42
3.2.2 Step 2: Conversion to STL.....	44
3.2.3 Step 3: Transfer to AM Machine and STL File Manipulation.....	45
3.2.4 Step 4: Machine Setup .....	45
3.2.5 Step 5: Build.....	46
3.2.6 Step 6: Removal and Cleanup.....	46
3.2.7 Step 7: Post-process .....	46
3.2.8 Step 8: Application .....	47
3.3 Variations from One AM Machine to Another .....	47
3.3.1 Photopolymer-Based Systems.....	48

- 3.3.2 Powder-Based Systems..... 48
- 3.3.3 Molten Material Systems..... 49
- 3.3.4 Solid Sheets ..... 50
- 3.4 Metal Systems..... 50
  - 3.4.1 The Use of Substrates ..... 50
  - 3.4.2 Energy Density ..... 50
  - 3.4.3 Weight ..... 51
  - 3.4.4 Accuracy..... 51
  - 3.4.5 Speed ..... 51
- 3.5 Maintenance of Equipment..... 51
- 3.6 Materials Handling Issues..... 52
- 3.7 Design for AM ..... 53
  - 3.7.1 Part Orientation..... 53
  - 3.7.2 Removal of Supports ..... 53
  - 3.7.3 Hollowing Out Parts..... 54
  - 3.7.4 Inclusion of Undercuts and Other Manufacturing  
Constraining Features ..... 54
  - 3.7.5 Interlocking Features ..... 55
  - 3.7.6 Reduction of Part Count in an Assembly ..... 56
  - 3.7.7 Identification Markings/Numbers ..... 56
- 3.8 Application Areas That Don't Involve Conventional  
CAD Modeling ..... 56
  - 3.8.1 Medical Modeling..... 56
  - 3.8.2 Reverse Engineering Data..... 57
  - 3.8.3 Architectural Modeling..... 57
- 3.9 Further Discussion..... 57
  - 3.9.1 Exercises..... 59
- References ..... 59
  
- 4 Photopolymerization Processes ..... 61**
  - 4.1 Introduction..... 61
  - 4.2 Photopolymerization Materials..... 63
    - 4.2.1 UV Curable Photopolymers..... 63
    - 4.2.2 Overview of Photopolymer Chemistry..... 65
    - 4.2.3 Resin Formulations and Reaction Mechanisms..... 67
  - 4.3 Reaction Rates..... 70
  - 4.4 Vector Scan SL..... 71
    - 4.4.1 SL Process Overview..... 71
    - 4.4.2 SL Machines..... 72
  - 4.5 SL Resin Curing Process..... 75
    - 4.5.1 Irradiance and Exposure..... 76
    - 4.5.2 Laser-Resin Interaction ..... 78
    - 4.5.3 Photospeed..... 81
    - 4.5.4 Time Scales..... 82

- 4.6 SL Scan Patterns ..... 83
  - 4.6.1 Layer-Based Build Phenomena and Errors ..... 83
  - 4.6.2 WEAVE ..... 83
  - 4.6.3 STAR-WEAVE ..... 85
  - 4.6.4 ACES Scan Pattern ..... 87
- 4.7 Vector Scan Microstereolithography ..... 91
- 4.8 Mask Projection Photopolymerization Technologies and Processes ..... 92
  - 4.8.1 Mask Projection SL Technology ..... 92
  - 4.8.2 Commercial MPSL Systems ..... 94
  - 4.8.3 MPSL Modeling ..... 95
- 4.9 Two-Photon SL ..... 96
- 4.10 Summary ..... 98
- 4.11 Exercises ..... 99
- References ..... 100
  
- 5 Powder Bed Fusion Processes ..... 103**
  - 5.1 Introduction ..... 103
  - 5.2 SLS Process Description ..... 103
  - 5.3 Powder Fusion Mechanisms ..... 105
    - 5.3.1 Solid-state Sintering ..... 105
    - 5.3.2 Chemically-induced Sintering ..... 108
    - 5.3.3 Liquid-phase Sintering and Partial Melting ..... 108
    - 5.3.4 Full Melting ..... 112
  - 5.4 Powder Handling ..... 113
    - 5.4.1 Powder Handling Challenges ..... 113
    - 5.4.2 Powder Handling Systems ..... 115
    - 5.4.3 Powder Recycling ..... 116
  - 5.5 Approaches to Metal and Ceramic Part Creation ..... 117
    - 5.5.1 Metal Parts ..... 117
    - 5.5.2 Ceramic Parts ..... 119
  - 5.6 Variants of Powder Bed Fusion Processes ..... 120
    - 5.6.1 Laser-based Systems for Low-temperature Processing ..... 120
    - 5.6.2 Laser-based Systems for Metals and Ceramics ..... 123
    - 5.6.3 Electron Beam Melting ..... 126
    - 5.6.4 Line-wise and Layer-wise PBF Processes ..... 130
  - 5.7 Process Parameters ..... 133
  - 5.8 Applied Energy Correlations and Scan Patterns ..... 135
  - 5.9 Typical Materials and Applications ..... 138
  - 5.10 Materials ..... 138
    - 5.10.1 Capabilities and Limitations ..... 140
  - 5.11 Conclusions ..... 141
  - 5.12 Exercises ..... 141
  - References ..... 142

- 6 Extrusion-Based Systems** ..... 143
  - 6.1 Introduction..... 143
  - 6.2 Basic Principles ..... 144
    - 6.2.1 Material Loading ..... 144
    - 6.2.2 Liquification ..... 145
    - 6.2.3 Extrusion ..... 146
    - 6.2.4 Solidification ..... 149
    - 6.2.5 Positional Control ..... 150
    - 6.2.6 Bonding..... 151
    - 6.2.7 Support Generation..... 152
  - 6.3 Plotting and Path Control ..... 153
  - 6.4 Fused Deposition Modeling from Stratasys..... 157
    - 6.4.1 FDM Machine Types..... 157
  - 6.5 Materials..... 159
  - 6.6 Limitations of FDM..... 160
  - 6.7 Bioextrusion ..... 162
    - 6.7.1 Gel Formation ..... 162
    - 6.7.2 Melt Extrusion..... 162
    - 6.7.3 Scaffold Architectures..... 164
  - 6.8 Other Systems ..... 165
    - 6.8.1 Contour Crafting ..... 165
    - 6.8.2 Nonplanar Systems ..... 165
    - 6.8.3 FDM of Ceramics ..... 166
    - 6.8.4 Reprap and Fab@home ..... 167
  - 6.9 Exercises..... 168
  - References ..... 168
  
- 7 Printing Processes** ..... 171
  - 7.1 Evolution of Printing as an Additive Manufacturing Process ..... 171
    - 7.1.1 Historical Development of 3D Printing..... 172
    - 7.1.2 Commercially Available Printing Machines..... 172
    - 7.1.3 Advantages of Printing..... 174
  - 7.2 Research Achievements in Printing Deposition ..... 176
    - 7.2.1 Polymers..... 176
    - 7.2.2 Ceramics..... 178
    - 7.2.3 Metals..... 179
  - 7.3 Technical Challenges of Printing ..... 181
    - 7.3.1 Droplet Formation Technologies..... 183
    - 7.3.2 Continuous Mode..... 184
    - 7.3.3 Drop-on-Demand Mode..... 186
    - 7.3.4 Other Droplet Formation Methods..... 187
  - 7.4 Printing Process Modeling ..... 188
  - 7.5 Material Modification Methods ..... 192
    - 7.5.1 Hot Melt Deposition..... 193

- 7.5.2 Solution- and Dispersion-Based Deposition ..... 193
- 7.5.3 Prepolymer Deposition ..... 194
- 7.6 Three-Dimensional Printing ..... 195
  - 7.6.1 Technology ..... 195
  - 7.6.2 Commercial Machines ..... 196
  - 7.6.3 Other Materials ..... 199
- 7.7 Advantages of Binder Printing ..... 201
- 7.8 Exercises ..... 201
- References ..... 203
  
- 8 Sheet Lamination Processes ..... 207**
  - 8.1 Gluing or Adhesive Bonding ..... 207
    - 8.1.1 Bond-then-Form Processes ..... 208
    - 8.1.2 Form-then-Bond Processes ..... 210
  - 8.2 Thermal Bonding ..... 212
  - 8.3 Processes Based on Sheet Metal Clamping ..... 214
  - 8.4 Ultrasonic Consolidation ..... 214
    - 8.4.1 UC Bond Quality ..... 216
    - 8.4.2 UC Process Fundamentals ..... 216
    - 8.4.3 UC Process Parameters and Process Optimization ..... 220
    - 8.4.4 Microstructures and Mechanical Properties of UC Parts ..... 222
    - 8.4.5 Modeling of UC ..... 226
    - 8.4.6 UC Applications ..... 231
  - 8.5 Conclusions ..... 234
  - 8.6 Exercises ..... 235
  - References ..... 235
  
- 9 Beam Deposition Processes ..... 237**
  - 9.1 Introduction ..... 237
  - 9.2 General Beam Deposition Process Description ..... 239
  - 9.3 Material Delivery ..... 240
    - 9.3.1 Powder Feeding ..... 240
    - 9.3.2 Wire Feeding ..... 243
  - 9.4 BD Systems ..... 244
  - 9.5 Process Parameters ..... 248
  - 9.6 Typical Materials and Microstructure ..... 248
  - 9.7 Processing–Structure–Properties Relationships ..... 252
  - 9.8 BD Benefits and Drawbacks ..... 256
  - 9.9 Exercises ..... 258
  - References ..... 258
  
- 10 Direct Write Technologies ..... 259**
  - 10.1 Direct Write Technologies ..... 259
  - 10.2 Background ..... 259

- 10.3 Ink-Based DW ..... 260
  - 10.3.1 Nozzle Dispensing Processes ..... 261
  - 10.3.2 Quill-Type Processes..... 264
  - 10.3.3 Inkjet Printing Processes..... 265
  - 10.3.4 Aerosol DW ..... 266
- 10.4 Laser Transfer DW..... 267
- 10.5 Thermal Spray DW ..... 270
- 10.6 Beam Deposition DW..... 272
  - 10.6.1 Laser CVD ..... 272
  - 10.6.2 Focused Ion Beam CVD..... 274
  - 10.6.3 Electron Beam CVD ..... 275
- 10.7 Liquid-Phase Direct Deposition ..... 275
- 10.8 Beam Tracing Approaches to Additive/Subtractive DW..... 276
  - 10.8.1 Electron Beam Tracing ..... 277
  - 10.8.2 Focused Ion Beam Tracing ..... 277
  - 10.8.3 Laser Beam Tracing ..... 277
- 10.9 Hybrid Technologies..... 278
- 10.10 Applications of Direct Write Technologies ..... 278
  - 10.10.1 Exercises ..... 281
- References ..... 281
  
- 11 Design for Additive Manufacturing ..... 283**
  - 11.1 Motivation..... 283
  - 11.2 Design for Manufacturing and Assembly ..... 284
  - 11.3 Core DFAM Concepts and Objectives ..... 287
    - 11.3.1 Complex Geometry ..... 288
    - 11.3.2 Customized Geometry ..... 288
    - 11.3.3 Integrated Assemblies..... 288
    - 11.3.4 Elimination of Conventional DFM Constraints ..... 289
  - 11.4 AM Unique Capabilities ..... 289
    - 11.4.1 Shape Complexity..... 290
    - 11.4.2 Hierarchical Complexity..... 291
    - 11.4.3 Functional Complexity..... 292
    - 11.4.4 Material Complexity ..... 295
  - 11.5 Exploring Design Freedoms ..... 296
    - 11.5.1 Part Consolidation and Redesign ..... 296
    - 11.5.2 Hierarchical Structures..... 297
    - 11.5.3 Industrial Design Applications..... 299
  - 11.6 Design Tools for AM ..... 300
    - 11.6.1 Challenges for CAD ..... 301
    - 11.6.2 Solid-Modeling CAD Systems..... 302
    - 11.6.3 Promising Technologies ..... 304
    - 11.6.4 Search and Synthesis Methods..... 308
    - 11.6.5 Cantilever Beam Example ..... 312

- 11.7 Summary ..... 314
- 11.8 Exercises ..... 314
- References ..... 314
  
- 12 Guidelines for Process Selection ..... 317**
  - 12.1 Introduction ..... 317
  - 12.2 Selection Methods for a Part..... 318
    - 12.2.1 Decision Theory..... 318
    - 12.2.2 Approaches to Determining Feasibility..... 319
    - 12.2.3 Approaches to Selection ..... 321
    - 12.2.4 Selection Example ..... 323
  - 12.3 Challenges of Selection ..... 327
  - 12.4 Example System for Preliminary Selection ..... 329
  - 12.5 Production Planning and Control ..... 335
    - 12.5.1 Production Planning..... 336
    - 12.5.2 Pre-processing..... 336
    - 12.5.3 Part Build..... 337
    - 12.5.4 Post-processing..... 337
    - 12.5.5 Summary ..... 338
  - 12.6 Open Problems ..... 338
  - 12.7 Exercises ..... 339
  - References ..... 339
  
- 13 Software Issues for Additive Manufacturing ..... 341**
  - 13.1 Introduction ..... 341
  - 13.2 Preparation of CAD Models – the STL File..... 341
    - 13.2.1 STL File Format, Binary/ASCII..... 342
    - 13.2.2 Creating STL Files from a CAD System ..... 343
    - 13.2.3 Calculation of Each Slice Profile ..... 345
    - 13.2.4 Technology Specific Elements..... 349
  - 13.3 Problems with STL Files ..... 351
  - 13.4 STL File Manipulation..... 354
    - 13.4.1 Viewers..... 355
    - 13.4.2 STL Manipulation on the AM Machine ..... 356
  - 13.5 Beyond the STL File..... 357
    - 13.5.1 Direct Slicing of the CAD Model ..... 357
    - 13.5.2 Color Models..... 357
    - 13.5.3 Multiple Materials ..... 358
    - 13.5.4 Use of STL for Machining..... 358
  - 13.6 Additional Software to Assist AM..... 359
    - 13.6.1 Exercises ..... 360
  - References ..... 361

- 14 Direct Digital Manufacturing** ..... 363
  - 14.1 Align Technology ..... 363
  - 14.2 Siemens and Phonak ..... 365
  - 14.3 Custom Soccer Shoes and Other DDM Examples ..... 367
  - 14.4 DDM Drivers..... 370
  - 14.5 Manufacturing vs. Prototyping ..... 372
  - 14.6 Cost Estimation ..... 374
    - 14.6.1 Cost Model..... 374
    - 14.6.2 Build Time Model ..... 376
    - 14.6.3 Stereolithography Example ..... 379
  - 14.7 Life-Cycle Costing..... 380
  - 14.8 Future of Direct Digital Manufacturing ..... 382
  - 14.9 Exercises ..... 383
  - References ..... 384
  
- 15 Medical Applications for Additive Manufacture** ..... 385
  - 15.1 Introduction ..... 385
  - 15.2 The Use of AM to Support Medical Applications..... 386
    - 15.2.1 Surgical and Diagnostic Aids..... 387
    - 15.2.2 Prosthetics Development..... 389
    - 15.2.3 Manufacturing..... 390
    - 15.2.4 Tissue Engineering and Organ Printing ..... 390
  - 15.3 Software Support for Medical Applications ..... 392
  - 15.4 Limitations of AM for Medical Applications ..... 393
    - 15.4.1 Speed..... 394
    - 15.4.2 Cost..... 394
    - 15.4.3 Accuracy ..... 395
  - 15.5 Materials ..... 395
    - 15.5.1 Ease of Use..... 395
  - 15.6 Further Development of Medical AM Applications..... 396
    - 15.6.1 Approvals ..... 396
    - 15.6.2 Insurance ..... 397
    - 15.6.3 Engineering Training ..... 397
    - 15.6.4 Location of the Technology ..... 398
    - 15.6.5 Service Bureaus ..... 398
  - 15.7 Exercises ..... 398
  - References ..... 399
  
- 16 Post-Processing** ..... 401
  - 16.1 Support Material Removal..... 401
    - 16.1.1 Natural Support Post-Processing..... 402
    - 16.1.2 Synthetic Support Removal..... 403
  - 16.2 Surface Texture Improvements ..... 405
  - 16.3 Accuracy Improvements ..... 406

- 16.3.1 Error Sources..... 406
- 16.3.2 Model Pre-processing ..... 407
- 16.3.3 Machining Strategy ..... 408
- 16.4 Aesthetic Improvements ..... 412
- 16.5 Preparation for use as a Pattern..... 413
  - 16.5.1 Investment Casting Patterns ..... 414
  - 16.5.2 Sand Casting Patterns..... 414
  - 16.5.3 Other Pattern Replication Methods..... 415
- 16.6 Property Enhancements using Non-thermal Techniques ..... 416
- 16.7 Property Enhancements using Thermal Techniques..... 417
- 16.8 Conclusions ..... 420
- 16.9 Exercises ..... 420
- References ..... 421
  
- 17 The Use of Multiple Materials in Additive Manufacturing ..... 423**
  - 17.1 Introduction ..... 423
  - 17.2 Multiple Material Approaches ..... 423
  - 17.3 Discrete Multiple Material Processes..... 424
  - 17.4 Porous Multiple Material Processes ..... 427
  - 17.5 Blended Multiple Material Processes..... 429
  - 17.6 Embedded Component AM..... 431
  - 17.7 Commercial Applications Using Multiple Materials ..... 432
  - 17.8 Future Directions..... 433
    - 17.8.1 Design Tools ..... 434
    - 17.8.2 Analysis ..... 434
    - 17.8.3 Multi-axis Systems..... 434
    - 17.8.4 Materials Development ..... 435
    - 17.8.5 Applications..... 435
  - 17.9 Conclusions ..... 435
  - 17.10 Exercises ..... 436
  - References ..... 436
  
- 18 Business Opportunities and Future Directions ..... 437**
  - 18.1 Introduction ..... 437
  - 18.2 New Types of Products and Employment ..... 439
    - 18.2.1 New Types of Products ..... 439
    - 18.2.2 New Types of Employment..... 440
  - 18.3 Digipreneurship ..... 442
  - 18.4 Conclusions ..... 445
  - 18.5 Exercises ..... 446
  - References ..... 446
  
- Index ..... 447**