

Beginning Design for 3D Printing



Joe Micallef

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ISBN-13 (pbk): 978-1-4842-0947-9

ISBN-13 (electronic): 978-1-4842-0946-2

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Distributed to the book trade worldwide by Springer Science+Business Media New York, 233 Spring Street, 6th Floor, New York, NY 10013. Phone 1-800-SPRINGER, fax (201) 348-4505, e-mail orders-ny@springer-sbm.com, or visit www.springeronline.com. Apress Media, LLC is a California LLC and the sole member (owner) is Springer Science + Business Media Finance Inc (SSBM Finance Inc). SSBM Finance Inc is a Delaware corporation.

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Contents at a Glance

About the Author	xiii
About the Technical Reviewer	xv
Acknowledgments	xvii
■ Chapter 1: What's Possible with 3D Printing?	1
■ Chapter 2: Exploring Design Techniques for 3D Printing.....	31
■ Chapter 3: Begin with a Box	67
■ Chapter 4: Preparing the Box for 3D Printing.....	91
■ Chapter 5: Creative Applications for Simple Shapes	129
■ Chapter 6: Design Strategies for 3D Printing	175
■ Chapter 7: Basic Solid Modeling Techniques.....	201
■ Chapter 8: Organic Modeling Techniques	249
■ Chapter 9: Customization Techniques	311
■ Chapter 10: 3D-Scanning Techniques.....	339
■ Chapter 11: Intermediate Solid-Modeling Techniques	349
■ Chapter 12: Advanced Techniques Using Blender	367
■ Chapter 13: Working with 3D-Printing Service Bureaus	391
■ Appendix A: Timeline of 3D Printing Design Milestones.....	397
Index.....	403

Contents

About the Author	xiii
About the Technical Reviewer	xv
Acknowledgments	xvii
■ Chapter 1: What's Possible with 3D Printing?	1
Enter a New Era of Design with 3D Printing.....	2
The Importance of Universal Access	3
New Creative Possibilities Emerge with 3D Printing	4
3D Printing Everyday Things.....	5
Reinventing Common Objects	5
3D Printing in Schools	6
Pushing the Boundaries of Sculpture, Structure, and Form.....	8
3D Printing to Complement Traditional Sculpture.....	8
Engineering Impossible Objects	10
3D Printing for Architecture	11
3D-Printed Jewelry and Luxury Items	13
3D-Printed Fashion and Wearables	15
The Independent Manufacture of 3D-Printed Toys	15
3D-Printed Drones and Robotics	16
The Migration to 3D Printing	17
Evolving Material Technologies	18
Advancements in Software Design.....	20
Open Source Initiatives	22
Crowdfunding Driving the Development of New Machines	23
The New Maker Culture.....	24

New Ventures Grow with 3DP Democratization	25
Design Collapses	26
Additive vs. Subtractive.....	27
Growing Objects	28
The Paradigm Shift in Design and Manufacturing: Is This the Beginning of a Manufacturing Renaissance?	28
Summary.....	30
■ Chapter 2: Exploring Design Techniques for 3D Printing.....	31
You Become the Factory.....	31
Reviewing Your Design Options.....	32
Generating Ideas for 3D Printing: Where to Begin	32
The Importance of Sketching to Developing Ideas	32
Take Advantage of Online Model Databases to Create and Modify Objects.....	39
Reverse Engineering Is Essential	41
Mashup Manufacturing and Kit Bashing	42
Explore Artistic and Organic Sculpting Techniques	48
Using 3D Scanning to Modify Preexisting Objects.....	49
Photogrammetry.....	50
Lidar Scanning.....	50
Remember: Shape Complexity Is Free.....	54
Getting Started with Free 3D Modeling Software.....	56
A Summary of the 3D Software Used in This Book	57
Autodesk Tinkercad	57
OpenSCAD	58
Microsoft 3D Builder.....	59
FreeCAD.....	60
Autodesk 123D Design	61
Pixologic Sculptris	62

Autodesk Meshmixer	63
Blender	64
Additional Skills Needed for 3D Printing	65
Summary.....	66
■ Chapter 3: Begin with a Box	67
Tools of the Trade	67
Beginning with Essential Building Blocks: Boxes, Spheres, and Cylinders	68
Designing a Basic Box in Tinkercad	68
Tinkercad: Getting Started.....	69
How to Use Tinkercad.....	71
Building the Box in Tinkercad.....	72
Drag a Cube onto the Work Plane.....	72
Scale the Cube to the Proper Dimensions	73
Duplicate the Cube to Create the Hollow Box.....	74
Duplicate Objects in Tinkercad	75
Scale Down and Align the Cubes.....	75
Create the Lid by Duplicating the Larger Cube.....	76
Scale Down the Larger Cube	77
A Note on Using Color Coding to Aid in Selecting/Identifying Parts of the Model.....	78
Create an Inset on the Lid.....	79
Use Tinkercad's Hole Operation to Perform a Boolean Difference Operation	80
Add a Handle to the Lid	82
Designing a Basic Box in OpenSCAD.....	84
OpenSCAD: Getting Started.....	85
How to Use OpenSCAD	85
Building the Box in OpenSCAD	86
Summary.....	89

■ Chapter 4: Preparing the Box for 3D Printing	91
The 3D-Printing Production Pipeline	93
Four Paths to 3D Printer Access.....	93
Ensuring That 3D Models Are 3D Print Ready.....	94
Software Preconfigured (Plug and Play) to Work with 3D Printers	94
Final Design Considerations to Ensure 3D Printing Success.....	95
Consideration 1: What Type of 3D Printing Process Will Be Used?	95
Consideration 2: Final Output Size.....	96
Consideration 3: Orientation of the Parts on the Print Bed	97
Consideration 4: Supports	98
Consideration 5: Material Type	99
Testing, Exploration, and Experimentation	100
Software Tools to Validate 3D Models for Printability.....	100
Getting the Box Ready to 3D Print in Meshmixer	100
Using Meshmixer.....	101
Getting the Box Ready to 3D Print in Cura.....	113
Navigating in Cura	114
Getting the Box Ready to 3D Print in MatterControl	120
Navigating in MatterControl.....	120
Getting the Box Ready to 3D Print in Slic3r.....	122
Navigating in Slic3r	122
Using Netfabb to Correct Mesh Errors.....	124
Navigating in Netfabb	124
Summary.....	127
■ Chapter 5: Creative Applications for Simple Shapes	129
Begin with Base Shapes.....	130
Letters, Numbers, Symbols, and Extras.....	130
Extra Shapes.....	149
Hole Shapes.....	149

Shape Generators.....	149
Text Generator	151
Voronoi Shape Generator.....	152
Image Embossing Generator	156
Extrusion Generator.....	156
Ring Generator.....	157
Creating Your Own Shape Generators	158
Favorites.....	159
Tinkerplay.....	159
Importing Your Own Shapes.....	159
Remember: Simple Shapes Are Your Friends.....	161
Quick Ideas Using Tinkercad’s Vast Library of Shapes.....	162
Additional Ideas.....	171
Summary.....	173
■ Chapter 6: Design Strategies for 3D Printing	175
Design Guidelines for Successful 3D Printing	176
Part Heights.....	176
Build Orientation.....	177
Overhangs and Angled Geometry (the 45-Degree Rule).....	179
Repeated Overhangs	181
Part Thickness	182
Connected Parts	184
Fine Details.....	185
Chamfers	185
Recesses and Holes.....	189
Work with Gravity, Bridges, and Arc.....	190
Pinnacles	190
Dividing Objects Into Pieces and Creating Assemblies for Best Outcomes	191
Smooth vs. Hard-Edge Parts	197
Hollow Parts	198
Summary.....	200

■ Chapter 7: Basic Solid Modeling Techniques.....	201
The Benefits of Solid Modeling	201
Discovering 123D Design for Solid Modeling Techniques	202
Using 123D Design	203
Navigation.....	205
Creating Geometry in 123D Design.....	206
Sketch Profiles in 123D Design	206
The Construct Menu: Extrude, Loft, Sweep, and Revolve	213
The Shell Tool	217
Projects Using 123D Design	218
Creating a Desktop Organizer.....	218
Creating a Picture Frame.....	228
Creating a Funnel	233
Make a Paper Clip Bookmark	237
Create a Mini-Shelf.....	241
Summary.....	247
■ Chapter 8: Organic Modeling Techniques	249
Organic Modeling with Sculptris	250
Sculptris: Getting Started.....	250
Freeform Design in Sculptris	251
Levels of Detail	251
A Breakdown of the Sculpting Tools in Sculptris	256
Combining Parts in Meshmixer	291
Summary.....	310
■ Chapter 9: Customization Techniques	311
Adding Variation	311
Optimizing High-Resolution Files in Meshmixer.....	315
Combining Hard-Edge and Organic Modeling Techniques	319
Summary.....	338

■ Chapter 10: 3D-Scanning Techniques.....	339
Getting Started	339
How to Use 123D Catch.....	339
Summary.....	348
■ Chapter 11: Intermediate Solid-Modeling Techniques	349
Designing Articulated and Mechanical Objects in 123D Design.....	349
Solid Modeling in FreeCAD.....	359
FreeCAD: Getting Started.....	359
How to Use FreeCAD.....	359
Navigation in FreeCAD	361
Summary.....	366
■ Chapter 12: Advanced Techniques Using Blender	367
Exploring New Ideas with Blender	367
What Can Blender Do?.....	368
Blender: Getting Started.....	368
How to Use Blender	368
Blender's Interface	368
Navigation in Blender	369
Use Blender to Create 3D-Printed Polyhedrons	377
Summary.....	390
■ Chapter 13: Working with 3D-Printing Service Bureaus	391
What Is a 3D-Printing Service Bureau?.....	391
Independent Service Bureaus.....	391
Online Service Bureaus	392
Checklist When Submitting Files.....	393
General Best Practices	393
Get to Know Your Service Bureau.....	393
File Formats.....	393

■ CONTENTS

Optimizing File Size	394
Making Meshes Watertight	394
Summary	396
■ Appendix A: Timeline of 3D Printing Design Milestones.....	397
Index.....	403

About the Author



Joe Micallef spent 10 years working as a graphic designer before pursuing a Masters degree in animation at the University of Southern California. At USC Joe became the university's Adobe Scholar and also was awarded an Annenberg Fellowship that required him to collaborate with USC's Virtebi School of Engineering. Through this collaboration Joe began to conceptualize workflows that combined animation and 3D printing. After attaining his Masters, Joe provided his media expertise to various manufacturing organizations for training, marketing, and advocacy purposes. He has deep experience creating models for 3D printing, animation and video games simultaneously, and teaches modeling and animation at Pasadena City College.

About the Technical Reviewer



Alexander Chen is the Class of 2018 at Duke University, North Carolina. He is pursuing a bio-medical engineering degree with plans to work on prosthetics in the future. He is heavily involved with volunteering at a non-profit called Palos Verdes on the Net (PVNet) where he managed the educational programs and gained his experience with 3D printers. In high school, he has spent time to teach youth hands-on science learning skills in his non-profit organization - Science Study Buddies. Due to the inspiration from his science research teacher, he founded the Science Study Buddies program to enhance and enrich youth science learning skills and critical thinking processes through fun, hands-on science activities. He has also done 5 years of intensive research in photovoltaics, that has led to various accolades on the national and international level.

Acknowledgments

As the design process for 3D printing continues to grow, collaboration among makers, artists and engineers will pave the way to develop new breakthroughs with this revolutionary, addictive technology. Without this vibrant 3D community, my book would not be possible. Therefore, I must extend my deepest appreciation to all the professionals who helped me immensely along the way. A big thank you must be given to Toy Builder Labs (www.toybuilderlabs.com), MatterHackers (www.matterhackers.com), Deezmaker (www.deezmaker.com), and 3D Print Life (www.3dprintlife.com/), who provided necessary 3D printing assistance with filament, advice, 3D printers (especially the Deezmaker Bukito) and supplies. A special thank you goes out to PVNet (edu.pvnet.com/), who provided inspiration and introduced me to Alex Chen, my technical reviewer. I must also thank 3D Printer World, Joan Horvath, Pasadena City College, and the University of Southern California for helping me establish growing relationships in the 3D printing community. Above all, I must thank my family for supporting my creative ambitions to design and educate.

A final dedication goes out to my sons and to the future generation - with grit, dedication, and imagination may they strive to make the world a better place for us all.