

3D Printing Oriented Design: Geometry and Optimization

Siggraph Asia 2014 Course
Dec. 5, 2014 , Shenzhen



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Part 5: Future Problems

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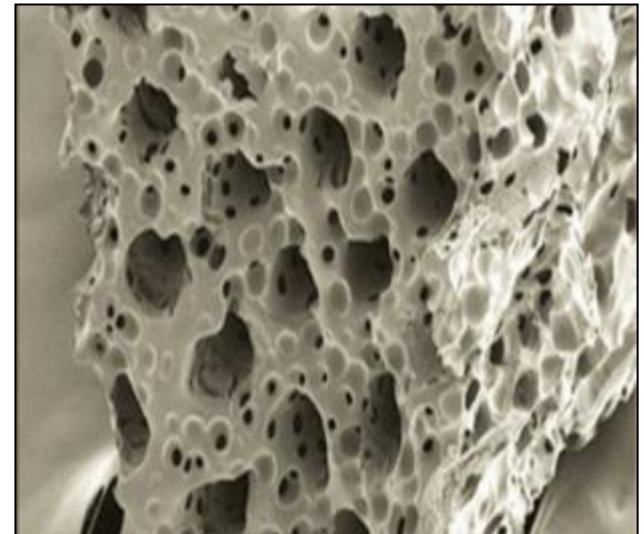
- ▶ Collected from everyone
- ▶ Amazingly good (and hard) problems:
 - ▶ Efficiency
 - ▶ Structures and multi-materials
 - ▶ Modeling
 - ▶ Customization
 - ▶ Scale

- ▶ Hierarchical representation for efficient 3D printing
- ▶ Adaptive Slicing
- ▶ Path planning
- ▶ Shape decomposition

- ▶ ...
- ▶ Efficient non-linear simulation
- ▶ Fast Computation of FEM

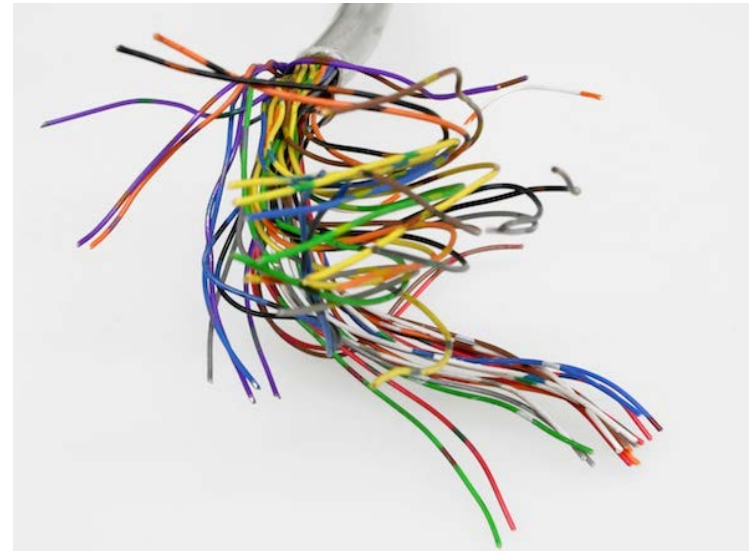
Solid Material Structures

- ▶ Complex volumetric structures exist in nature
- ▶ How to represent these complex structures in geometry?
- ▶ How to analyze and synthesize them?



Designing Multi-Materials Objects

- ▶ Typical constructions are a combination of poured concrete and steel reinforcement.
- ▶ Electronics have wires and insulating materials

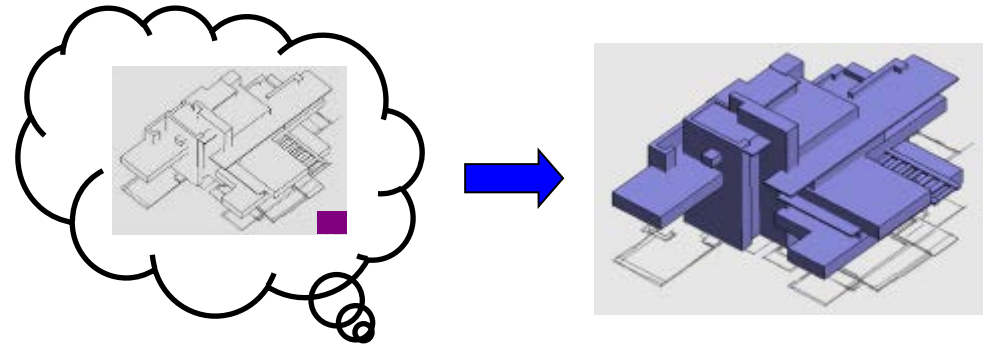


Specification Based Design

- ▶ Design object shapes according to more complex constraints and specification in physics, motion, and other functionality (sound?).



- ▶ How to let home users create 3D contents easily and intuitively?
- ▶ More friendly UIs?
 - ▶ Sketch-based UI
 - ▶ Photo based
 - ▶ Big data (data driven)



Customization

- ▶ How to design an object that is not mass manufactured and is only defined by its specific functionality?
- ▶ How to design and represent a family of objects that are fabricable (valid)?



- ▶ Large scale 3D printing for architectural construction?
- ▶ The mechanical problem: printers that can print objects larger than themselves? (both in surface area and height)



“Closing the Loop”

- ▶ Physical simulation of 3D printing?
- ▶ We already have a program that can print itself...

```
char *p="char *p=%c%s%c;main() {printf(p,34,p,34);}";main()  
{printf(p,34,p,34);}
```

- ▶ A printer that can print itself?

Thank you!



Comment and feedback via course webpage