

Introduction to CAD - CAM - CGI

Thomas Jörg, Johannes-Kepler-Gymnasium Weil der Stadt





Goal of the lessons



- Teach the students Design Thinking using 3D-printing
- Model basic forms inside a professional CAD-Package
- Explain the relationship between CGI, CAD and CAM
- Utilize CGI-techniques to visualize an object before production
- Use a 3D-Printer to implement a 3D-model
- Exercise the idea of iterative workflows



Essential thoughts



- This lesson is NOT about 3D-printing!
- It USES 3D-printing, which is something different.
- A 3D-printer solely is a tool, which can bring ideas to reality.
 Therefore it enables something previously impossible.
- This lesson is about creating realizable ideas, which can be brought to life with computer assisted skills.



Prerequisites



What students will need during the lesson

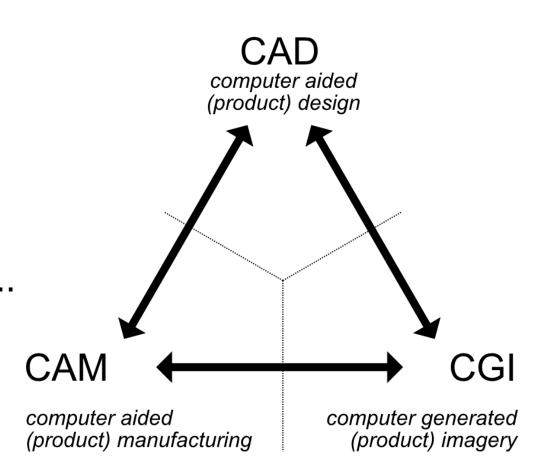


are the are th

Lessons 182

Start here ...

- Define the 3 different domains of CAD and how they fit together.
- Discuss the perception of CGI in workaday life: Movies, Advertising ...

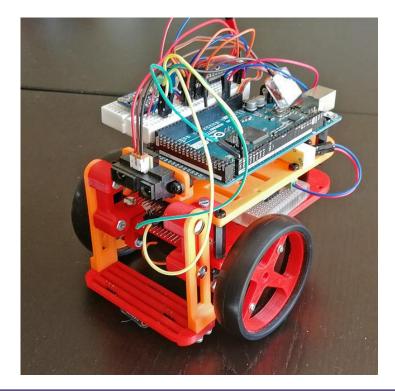


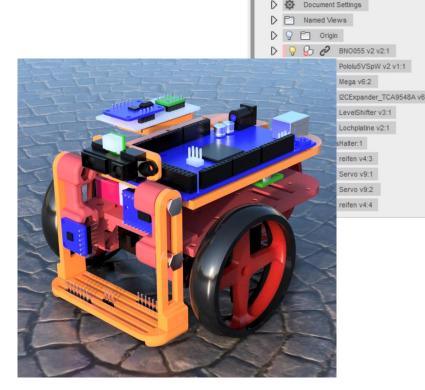




Lessons 182 Demonstrating examples of

any 3D-printed models

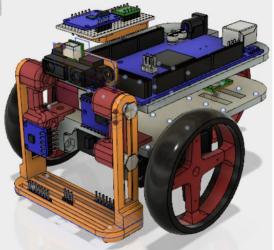




- BROWSER

Linienfolger v4 🔘

0



are the are th











Intro to Fusion 360: Tutorial of the basic concepts

- Components as containers: *Everything's inside a 'bag'*
- Sketches as base elements of a model: *3D mostly begins in 2D*
- **Constrained** modeling: *define the models proportions well!*
- Timeline concept of modeling: *be prepared for later changes*
- **Top Down**, from coarse to fine: *big forms before details*



Lessons 182: CAD-Topics

- Components
- Sketching planes
- Construction planes
- Lines and Arcs
- Rectangles, circles
- 2D-fillets and trims
- Timeline

- Patterns
- Dimensions
- Extrude / PressPull
- Filet / Chamfer
- Combine
- Split body
- Mirroring

Advanced:

- Constraints...
- ...Horizontal/Vertical
- ...Dimensional
- ...Coincident (difficult!)
- Include 3D Geom.











What you can expect: students work examples (age 14-17 years)

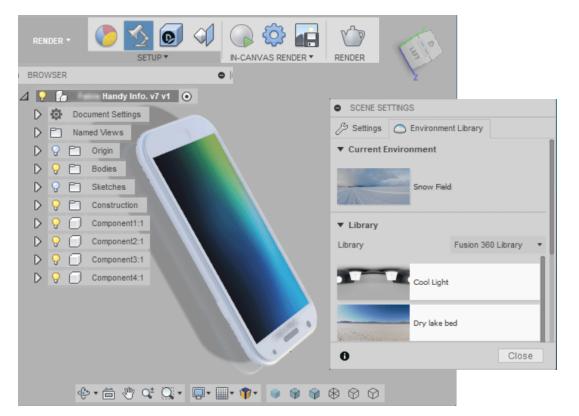




Lessons 384

Use CGI-techiques to visualize before production:

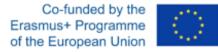
- What is an HDR-Image?
- What is a shader?
- What are textures?
- How to set up a render scene?
- What is important to see?
- What is the role of light? (basics)



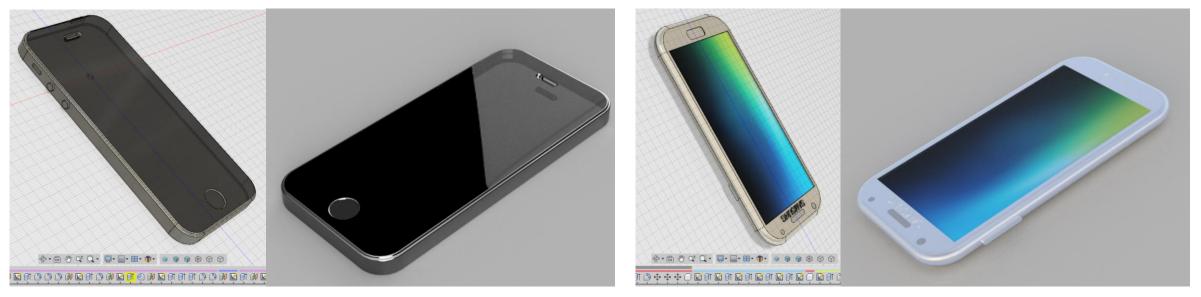








Some examples of students work *(ages between 14-17 years)*



intermediate, age 15, 1 hours of work*

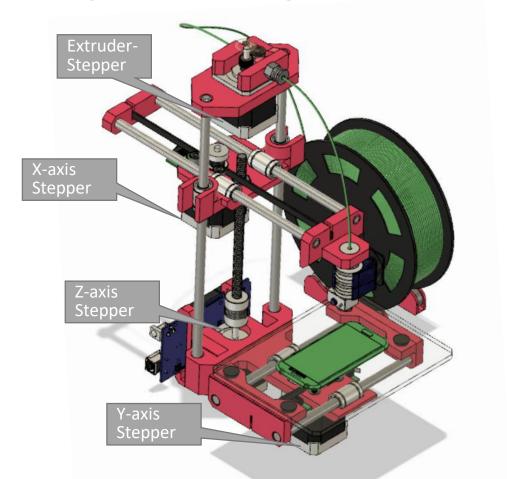
beginner, age 15, 2 hours of work*

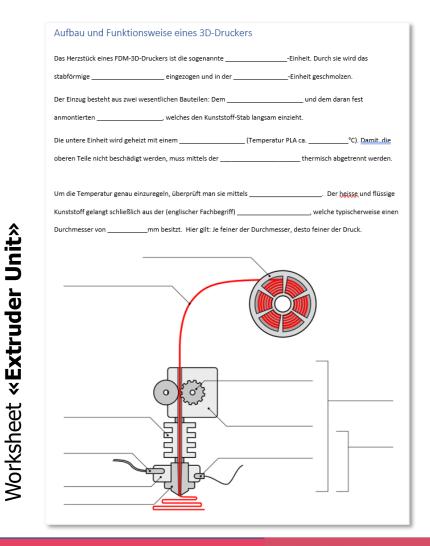
* Explanation: some of the students (20-30%) enjoyed working in the CAD-package very much. They installed the educational version of Fusion360 on their computers at home and practiced in their free time.



Lessons 586

Learning 3D-printing: worksheets





are the are th

2017-1-DE03-KA201-035615

printer»

BD

ofa

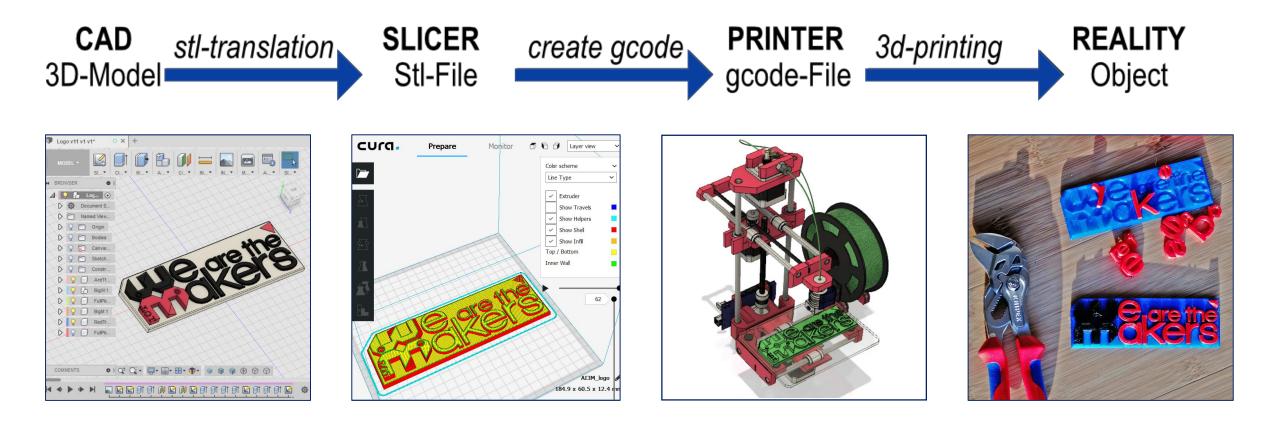
dn

Worksheet **«build**





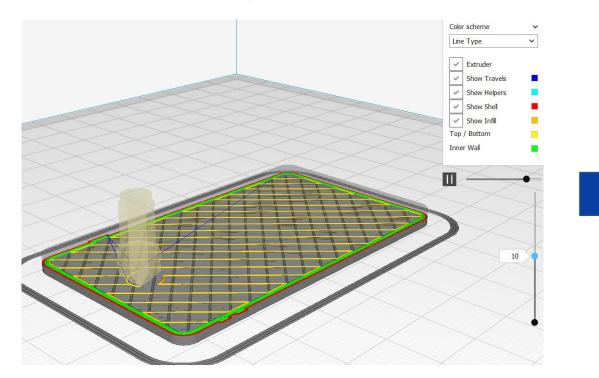
From CAD to CAM: *The CAM-pipeline*



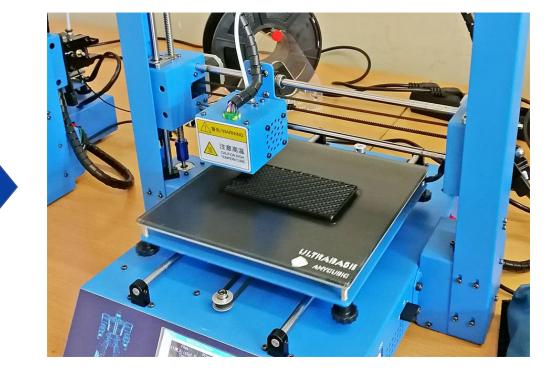




Lessons 526 Use the slicing software and the 3D printer



Cura-Software, *simulating the toolpath*



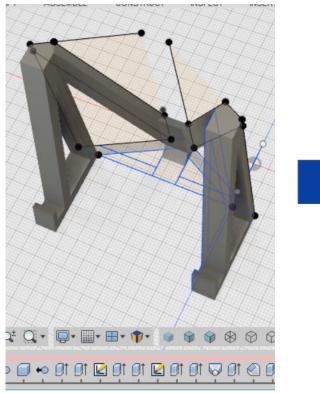
actual printing, est. 5 hours of printing

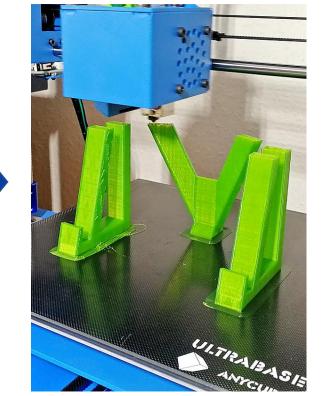






Designing, testing and refining the smartphone stand







intermediate, age 15, 2 hours of work*









