

# FABO ACADEMY X - CHINA

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# SUBTRACTIVE MANUFACTURING

# CNC MILLING

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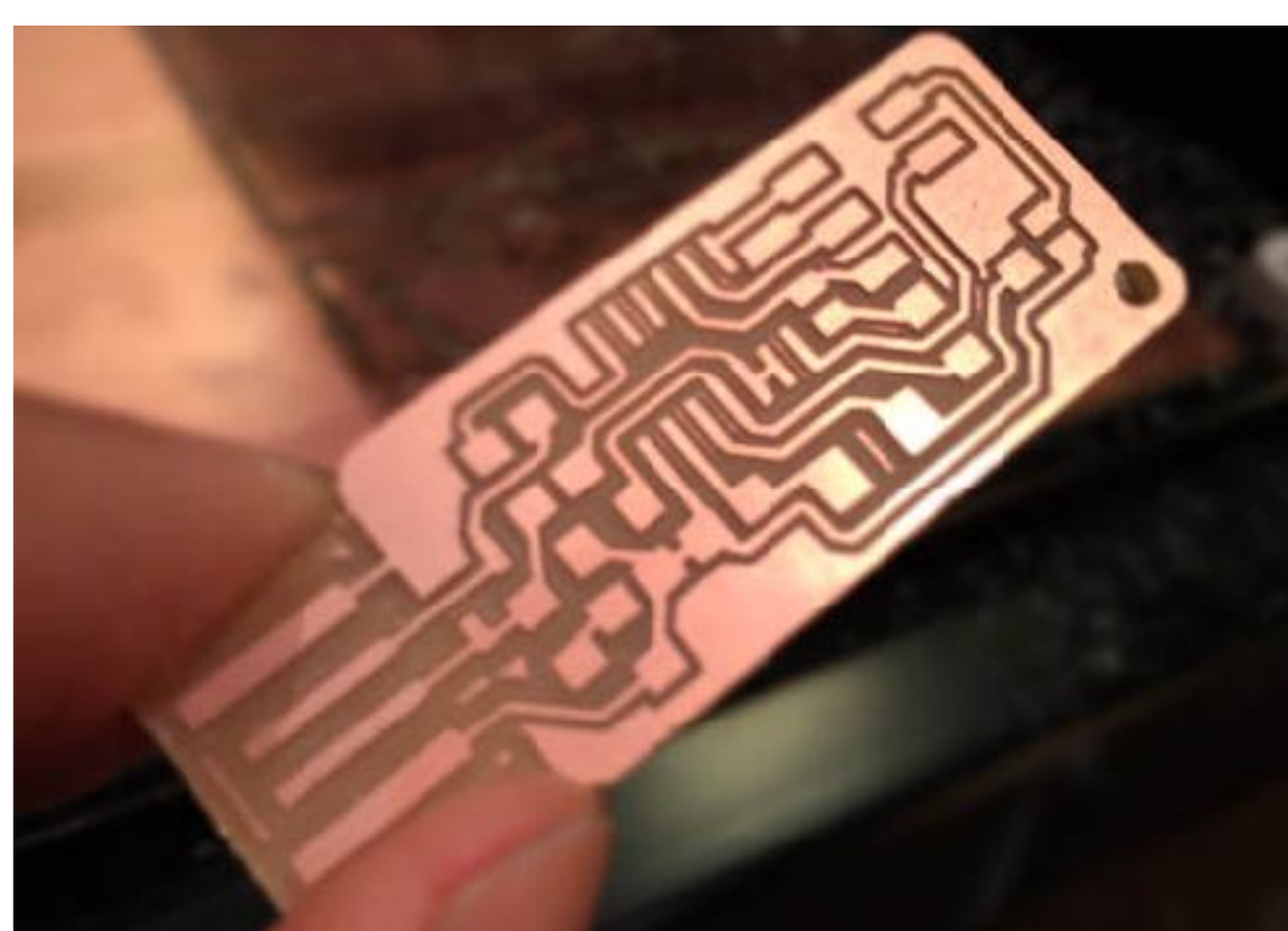
**Subtractive manufacturing: removing material or milling out a shape from a “stock material”**

# MILLING WORKFLOW

- 3D model.
- Tool path generation - Gcode or .rml (Roland format)
- Setting up the machine
- Milling

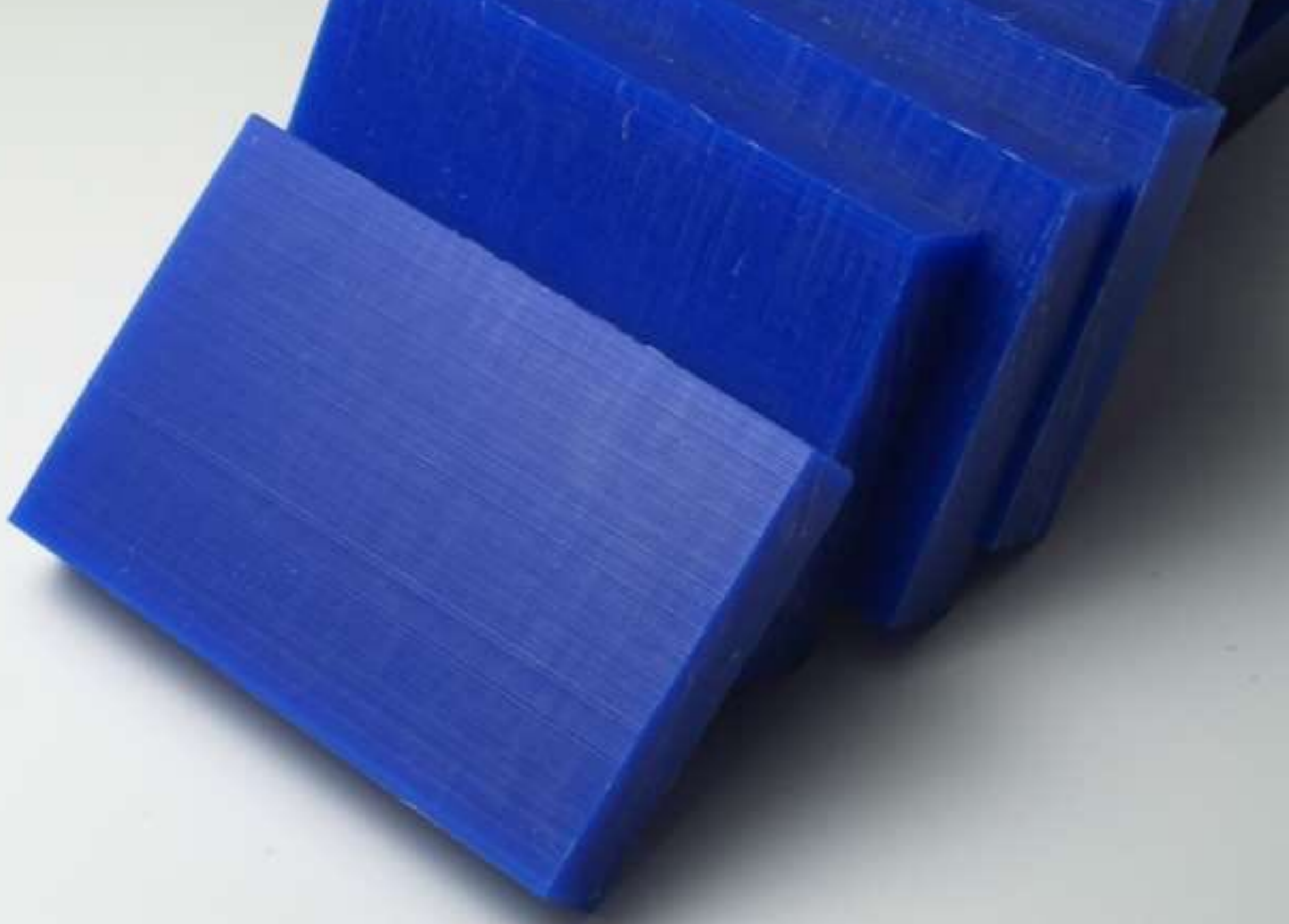
# WHEN IS IT USED?

- For making molds
- Milling out the part itself
- CNC (computer controlled cutting)
- Circuit boards

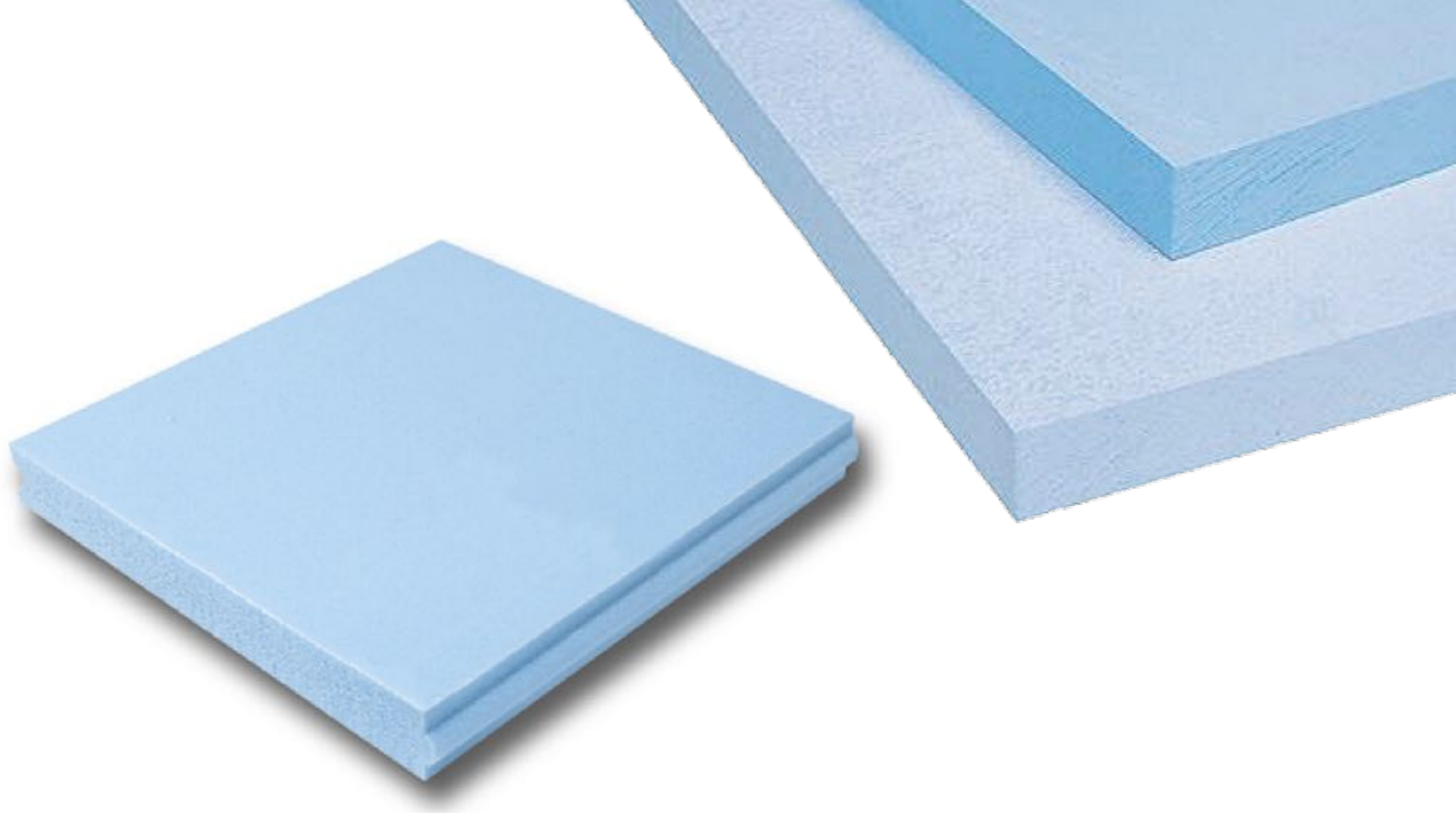


# STOCK MATERIALS

- Machinable Wax (reusable)
- Polystyrene Rigid Insulation Foam
- Veneer Plywood
- Medium Density Fiberboard (MDF)
- Medium Density Overlay (MDO)
- High Density Polyethylene boards (HDPE)
- Oriented Strand Board (OSB)
- Polycarbonate
- Aluminium



## Machinable Wax (reusable)



# Polystyrene Rigid Insulation Foam





# Veneer Plywood



## Medium Density Fiberboard (MDF)



# Medium Density Overlay (MDO)



## High Density Polyethylene boards (HDPE)



## Oriented Strand Board (OSB)



# Polycarbonate



# Aluminium

# FIXTURING OF MATERIAL

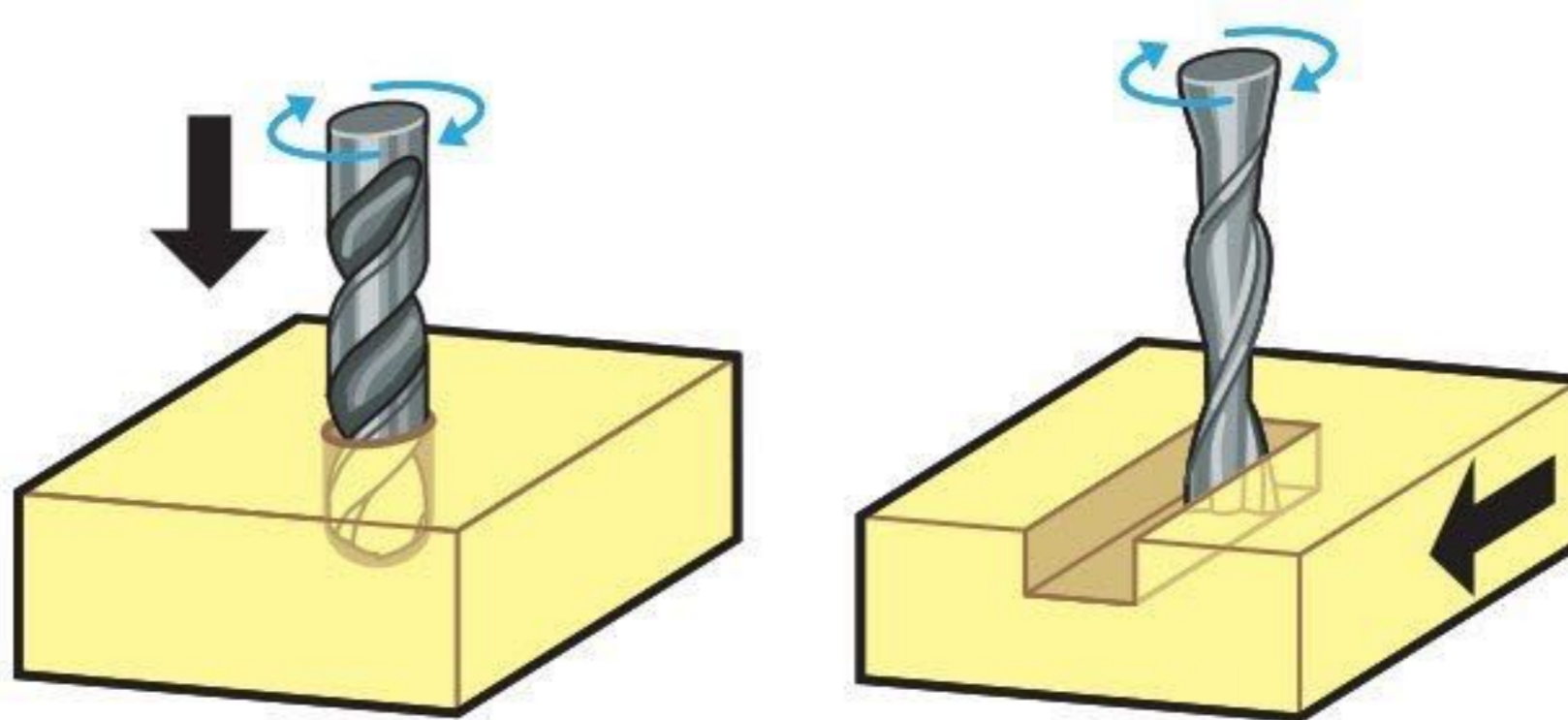
- Sacrificial layer
  - Wise
  - Clamps
  - Vacuum
  - Weights
  - Glue
  - Tape
  - Screws
- (carefully placed so not intersecting tool path)



# TOOLING

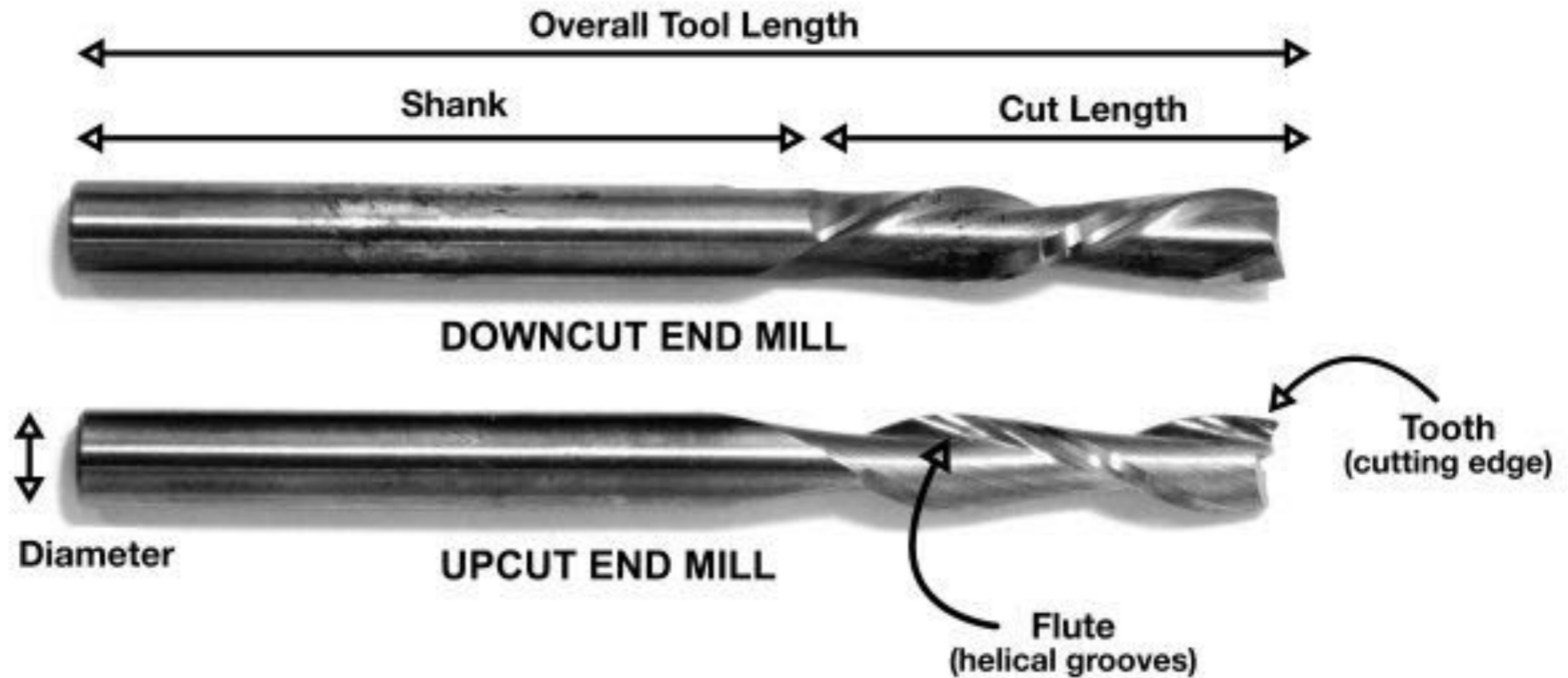
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# DRILL BIT VS END MILL

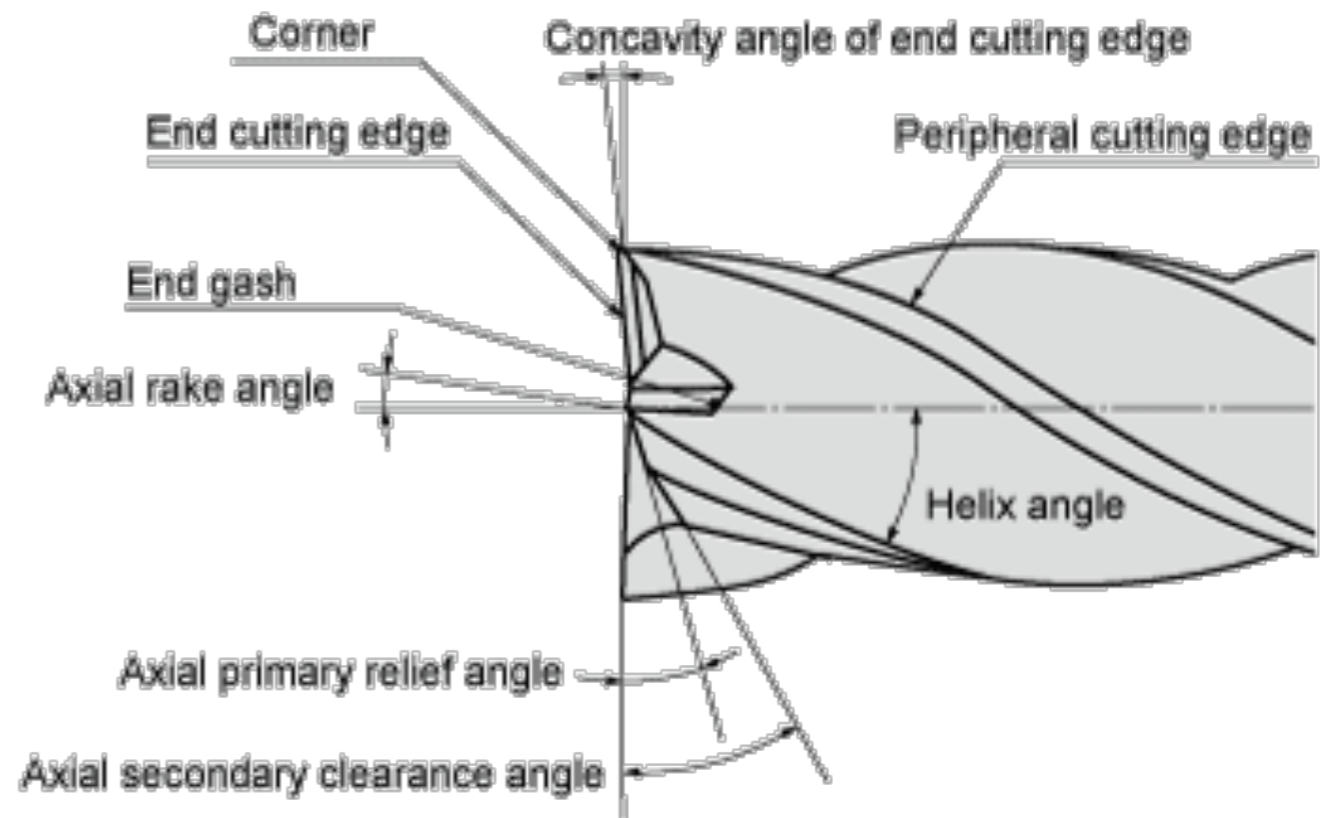
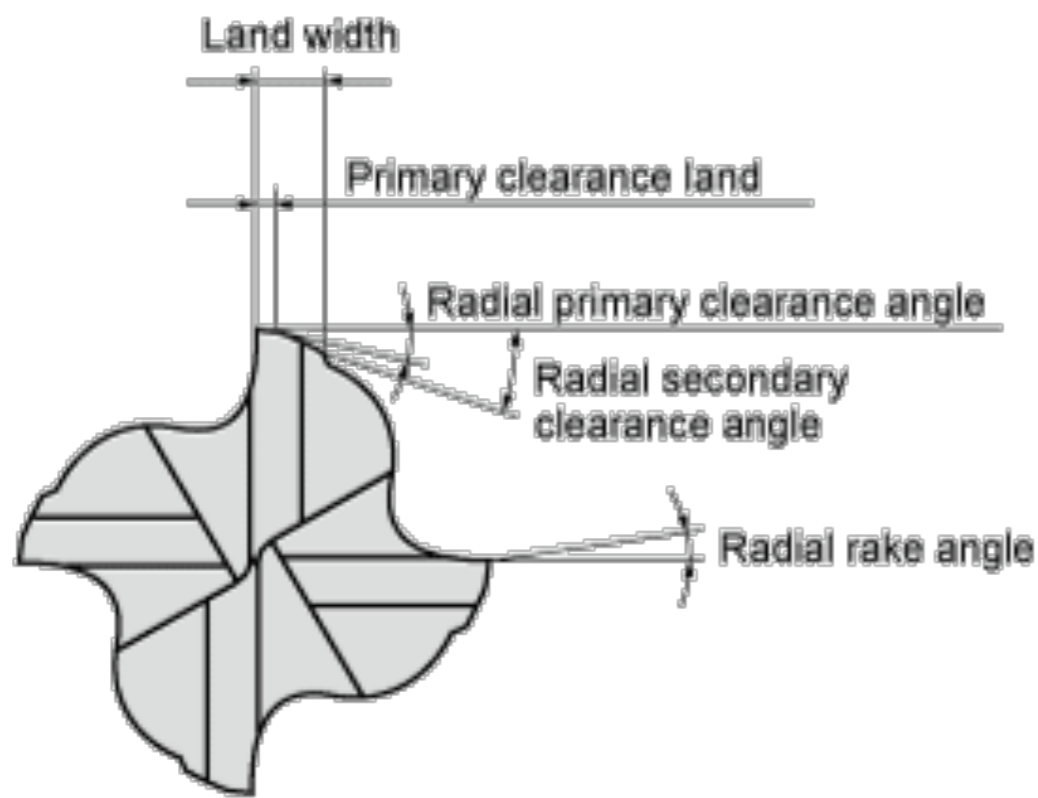
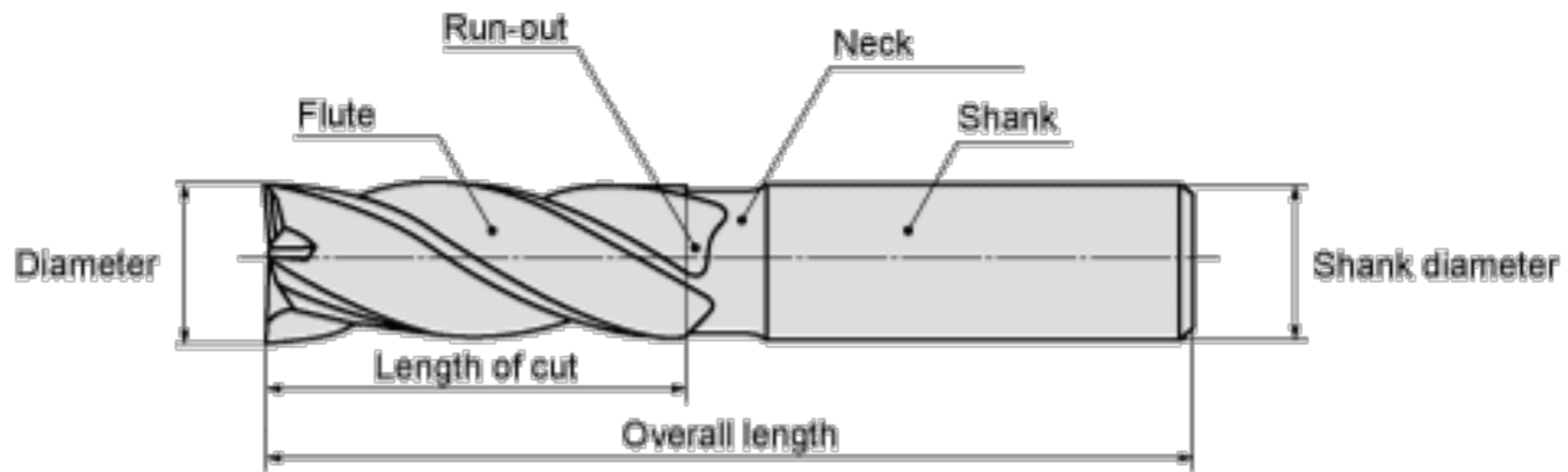


# ANATOMY OF AN END MILL

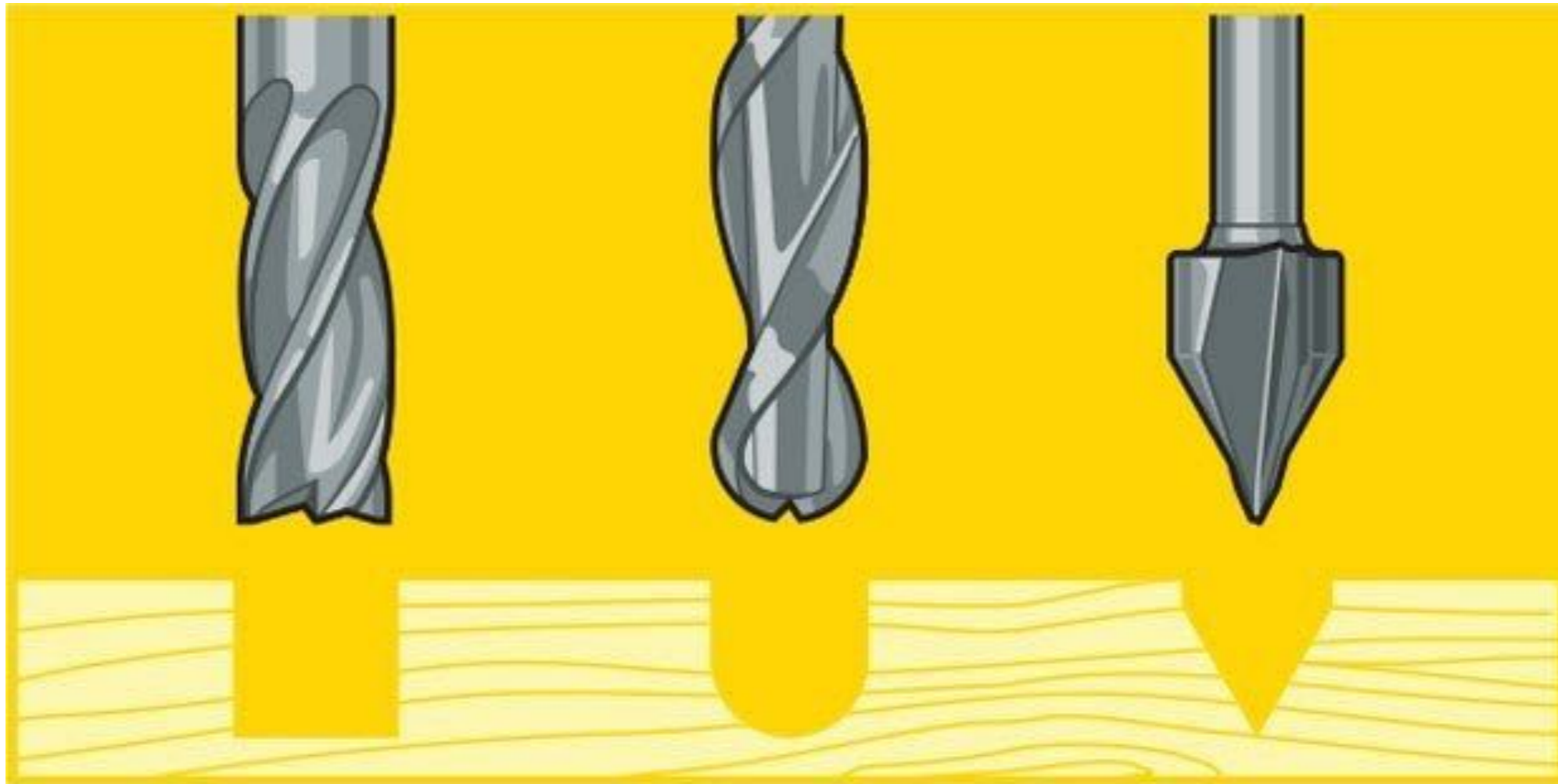
- Shank
- Flutes
- Coatings
- Diameter
- Shank Diameter (collet)
- Up/Down Cut



# ANATOMY OF AN END MILL



# SHAPE OF AN END MILL



Flat

Ball

V Shaped

# NUMBER OF FLUTES?

- More flutes create a smoother surface finish.
- Fewer flutes are better for chip clearing.
- One, two or four flute are most common.

# GENERATING TOOLPATHS

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# GENERATING TOOLPATHS

- 2, 2.5, 3, 4, 5 Dimensions/Axes
- Feeds and Speeds
- Conventional vs Climb
- Cut Depth
- Step Over
- Kerf
- Clearance, collisions
- Tabs
- Test cuts, cutting air



# TYPES OF TOOLPATHS

## 2/2.5D

### **Contour**

A contour toolpath is used with curves and lines. It is typically used to do profile cuts from sheets of material such as ply and mdf. It is one of the most frequently used toolpaths and easiest to set up.

### **Pocket**

A pocket toolpath uses closed curves and removes all of the material within the curves boundary. The user sets the depth.

## 3/4/5D

### **Roughing Toolpath**

A Roughing Toolpath is a toolpath that removes a large amount of material quickly. It cuts at incremental depths (depth cuts) and stays offset from the finish surface.

### **Finish Toolpath**

A finishing toolpath only routes the finish surface and does not do any depth cuts.

# 2, 2.5, 3D

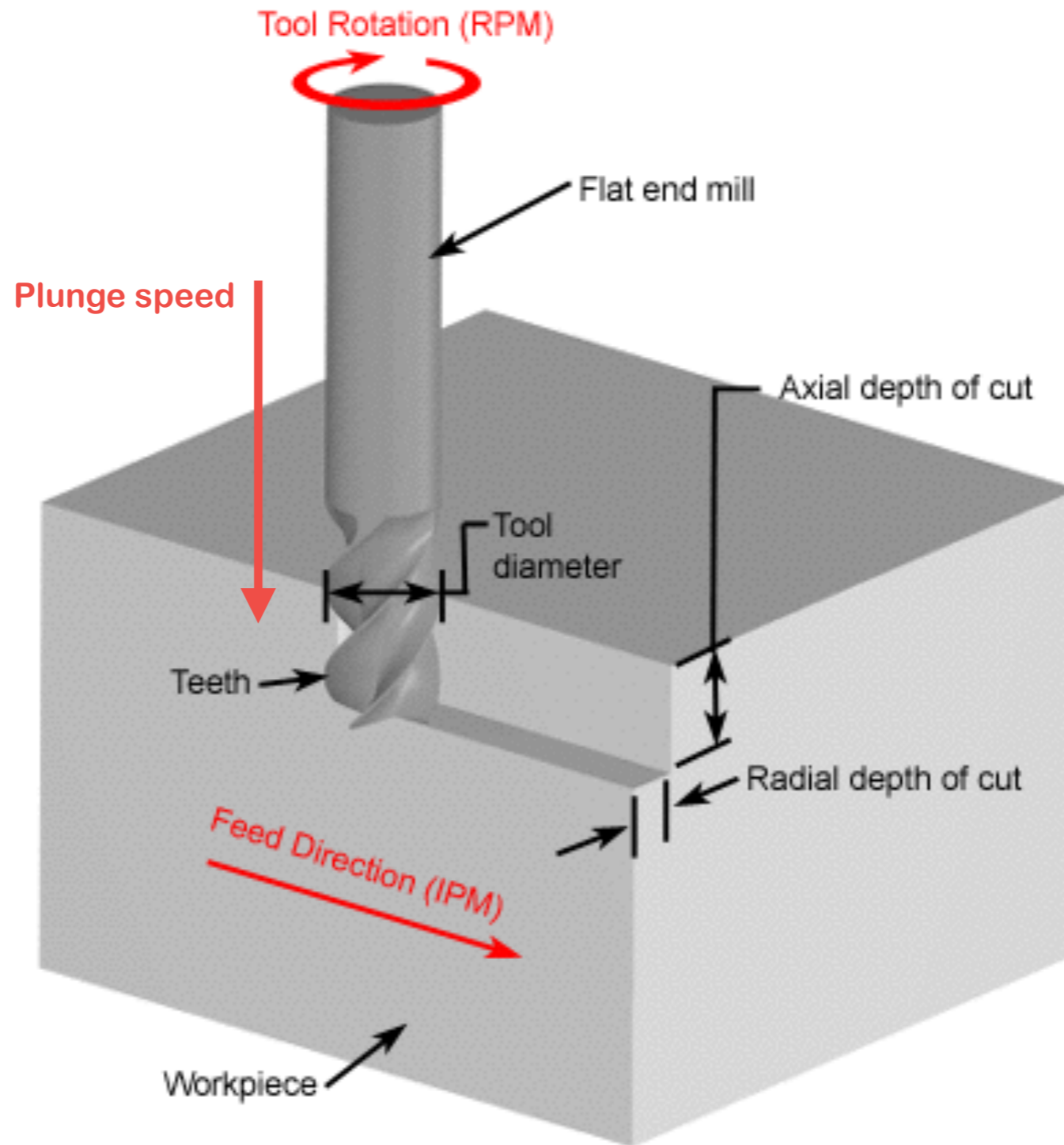
2-D Design

V-Carve Design (or 2.5D)

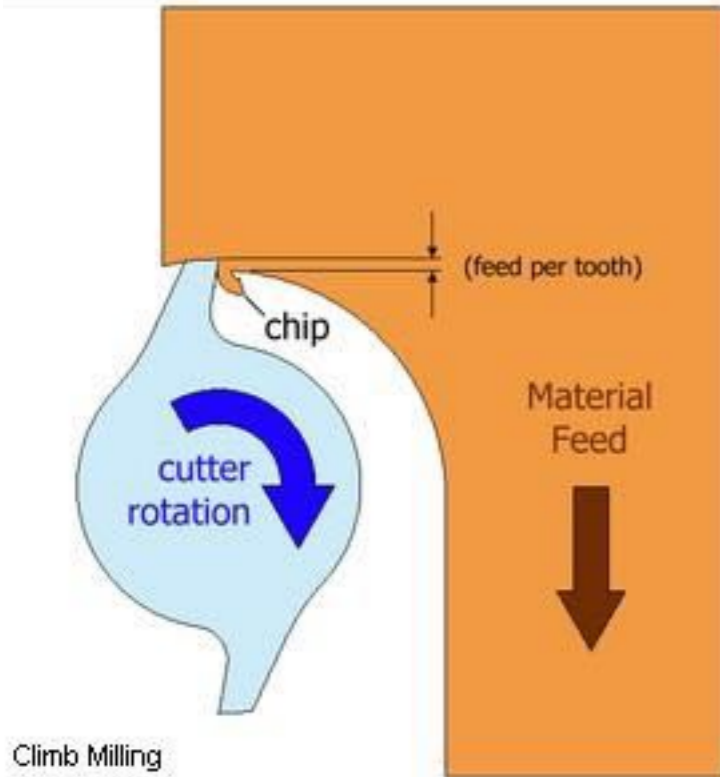
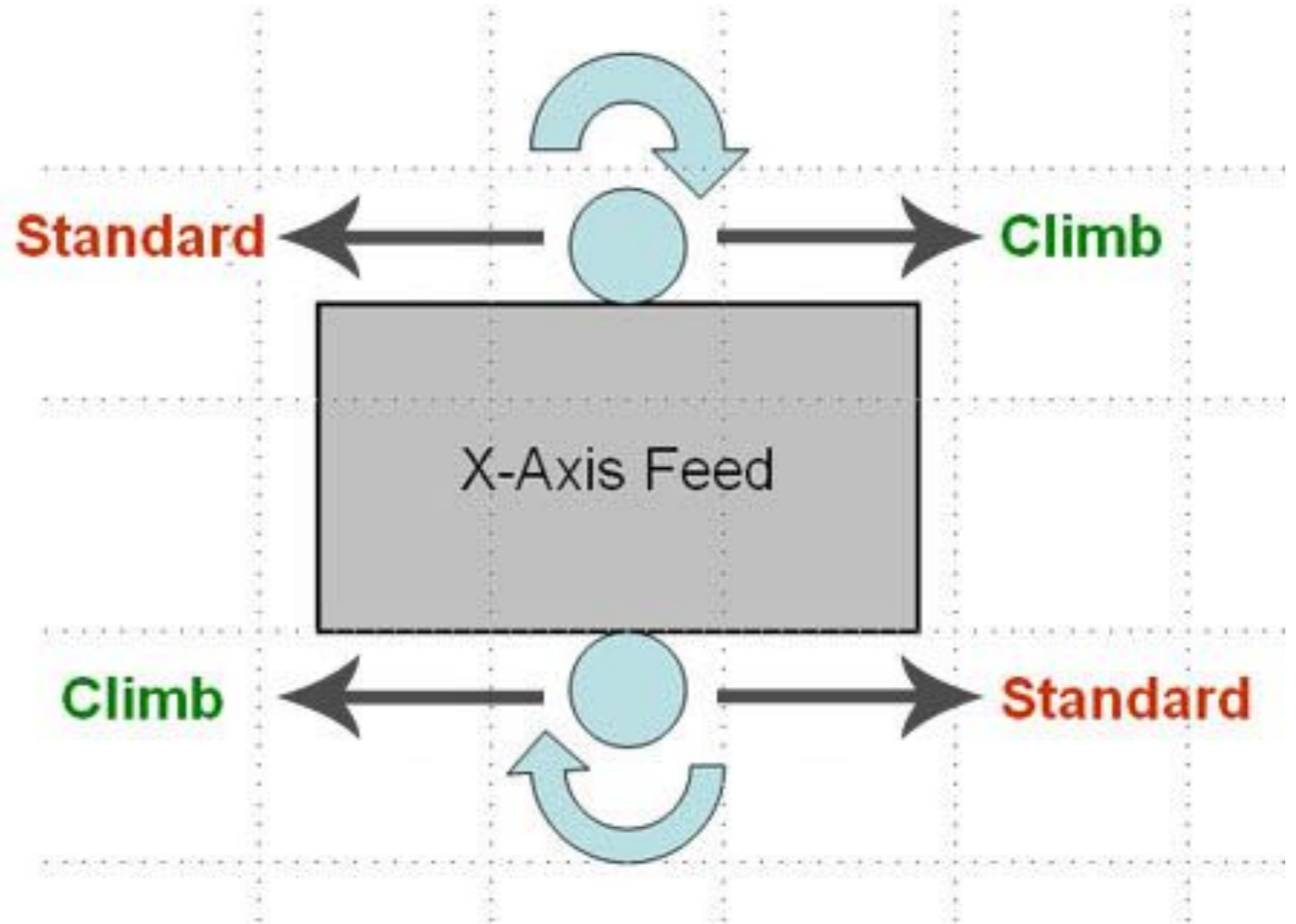
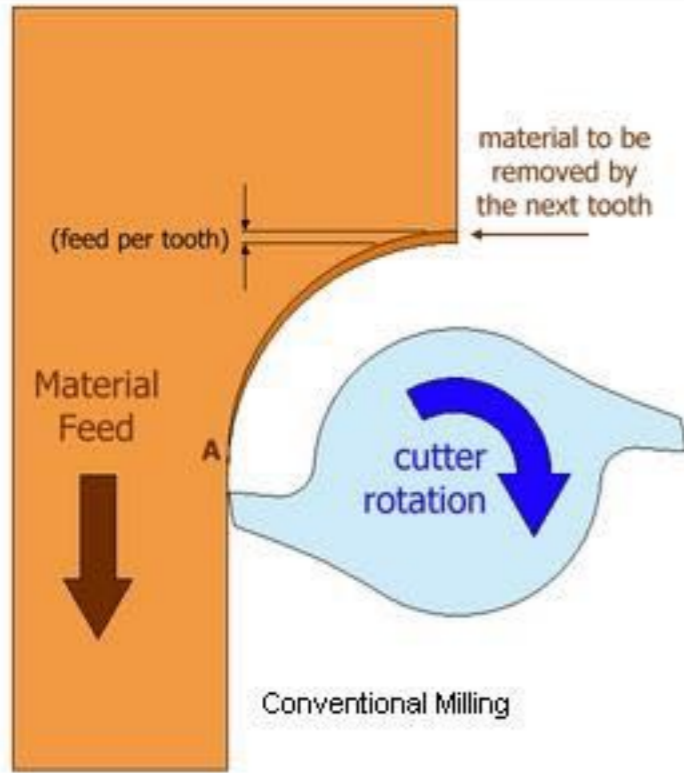


Full 3-D Design/Model (surface and relief)

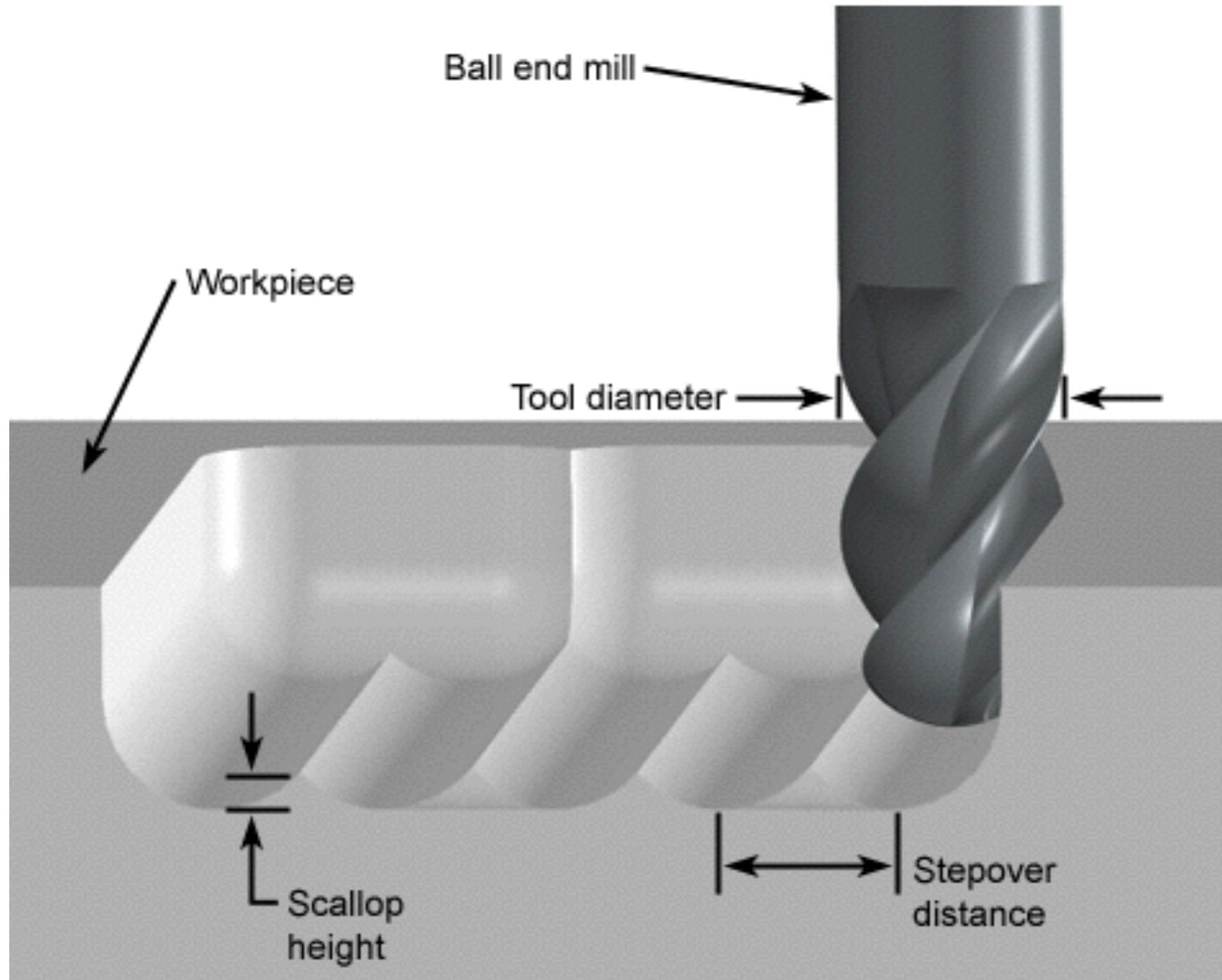
# FEEDS, SPEEDS



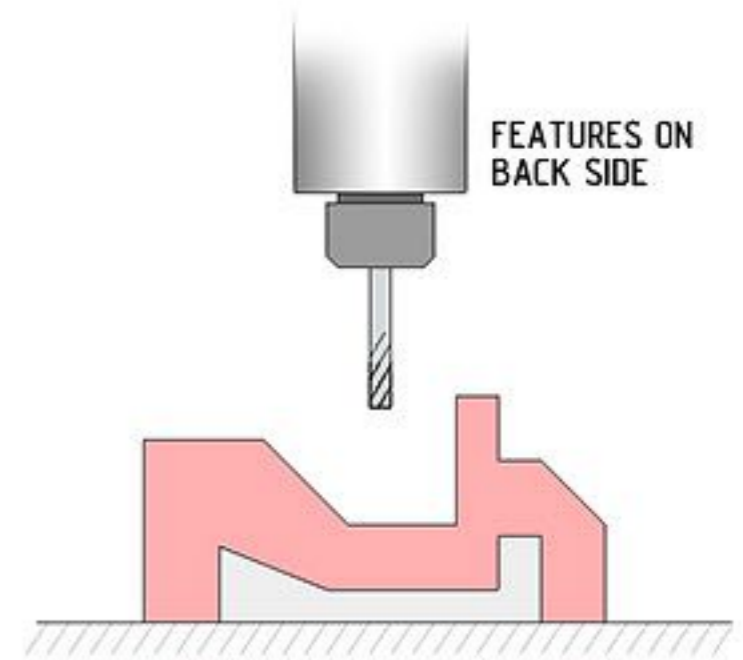
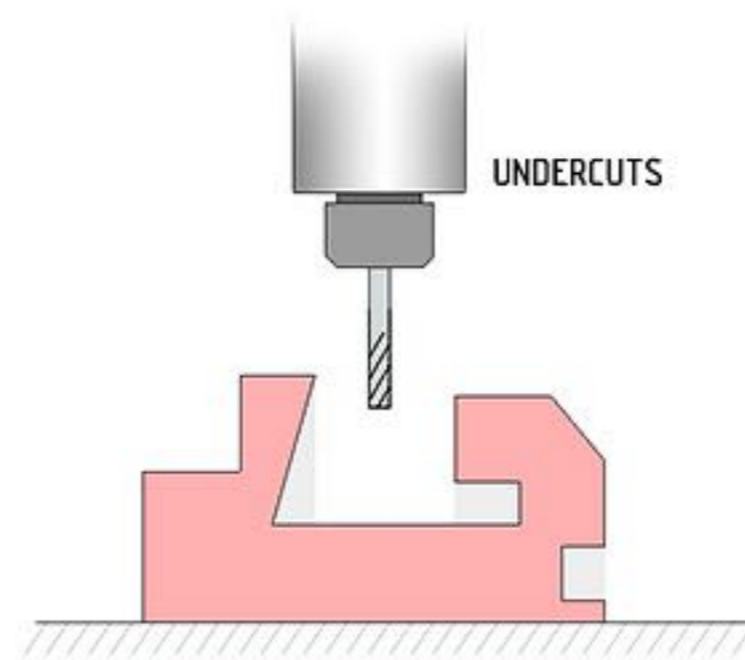
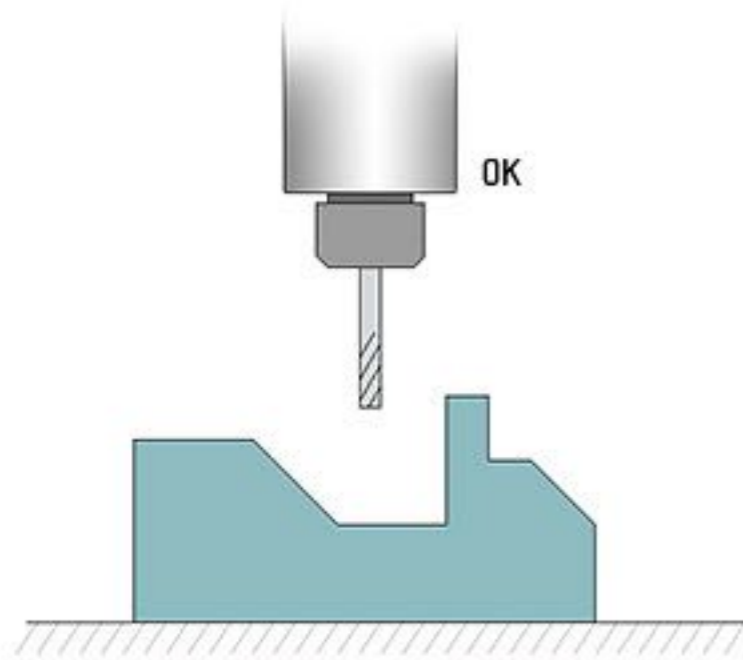
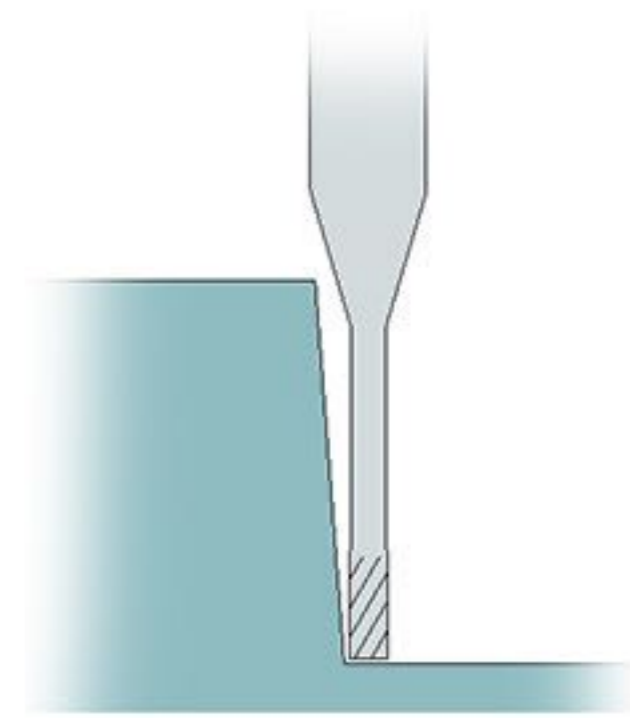
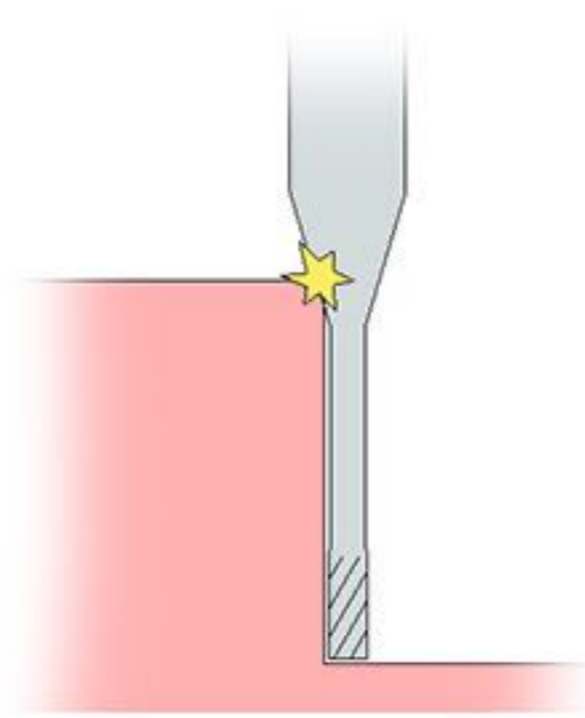
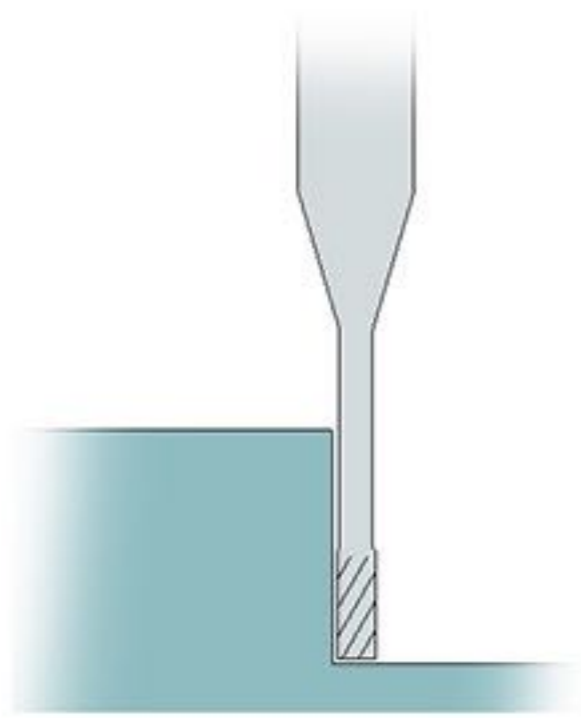
# CONVENTIONAL VS CLIMB



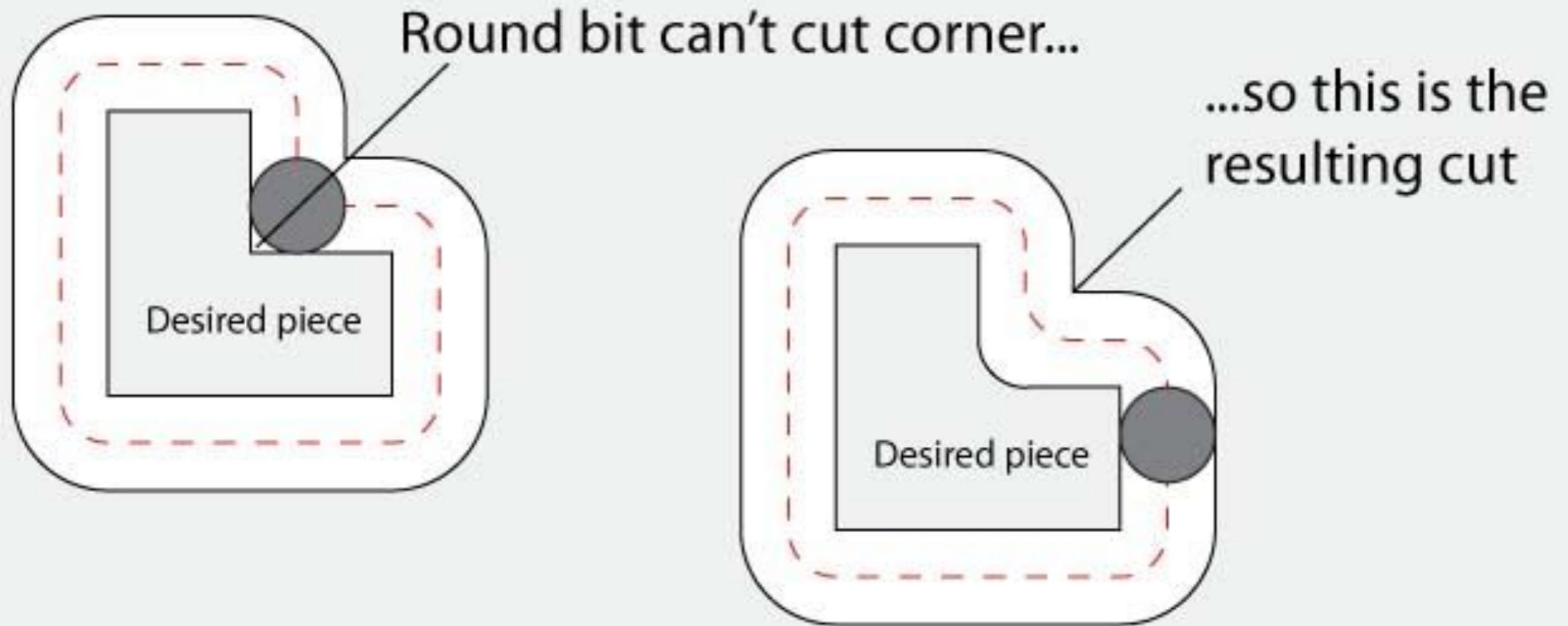
# STEP OVER



# CLEARANCE, COLLISIONS



# GEOMETRY LIMITATIONS



# GEOMETRY LIMITATIONS

Make a circle slightly larger than bit diameter and place in all 4 corners



Combine / union / merge / weld shapes (term varies by program)

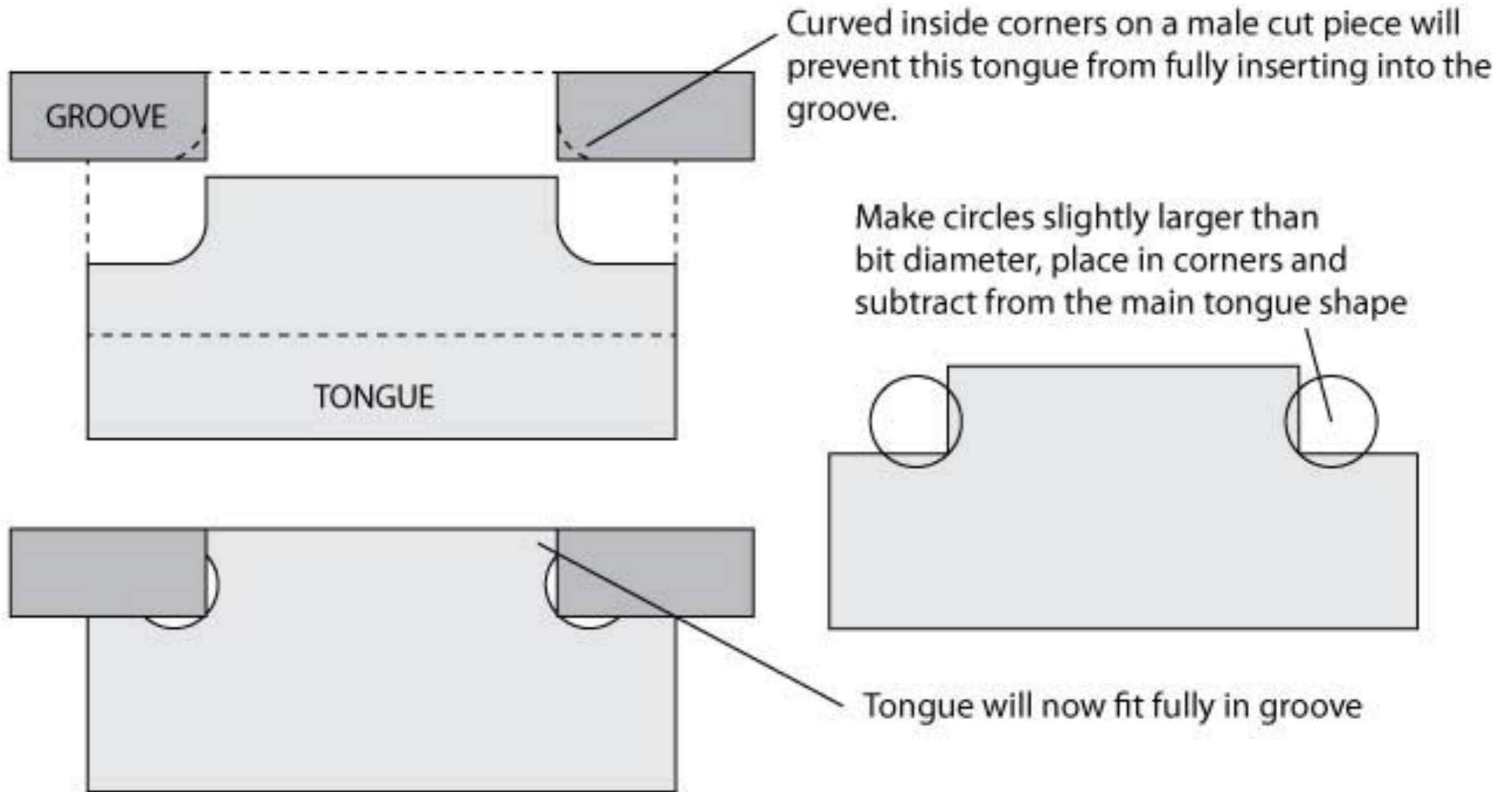


Square end piece (tongue) can now slot inside.





# GEOMETRY LIMITATIONS



# SOFTWARE WORKFLOW

## DESIGN (CAD 2D/3D)

- Autocad
- Rhinoceros
- Fusion 360

## GENERATE AND MANAGE TOOLPATHS (CAM)

- Fab Modules
- Roland Modela Player
- V Carve (Cut 2D, Cut 3D)
- Autodesk Fusion 360
- Rhino Cam

# EXERCISE

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**Design and mill a mold (12 x 12 x 4,5 cm) from blue foam (negative) and make a concrete cast (positive).**