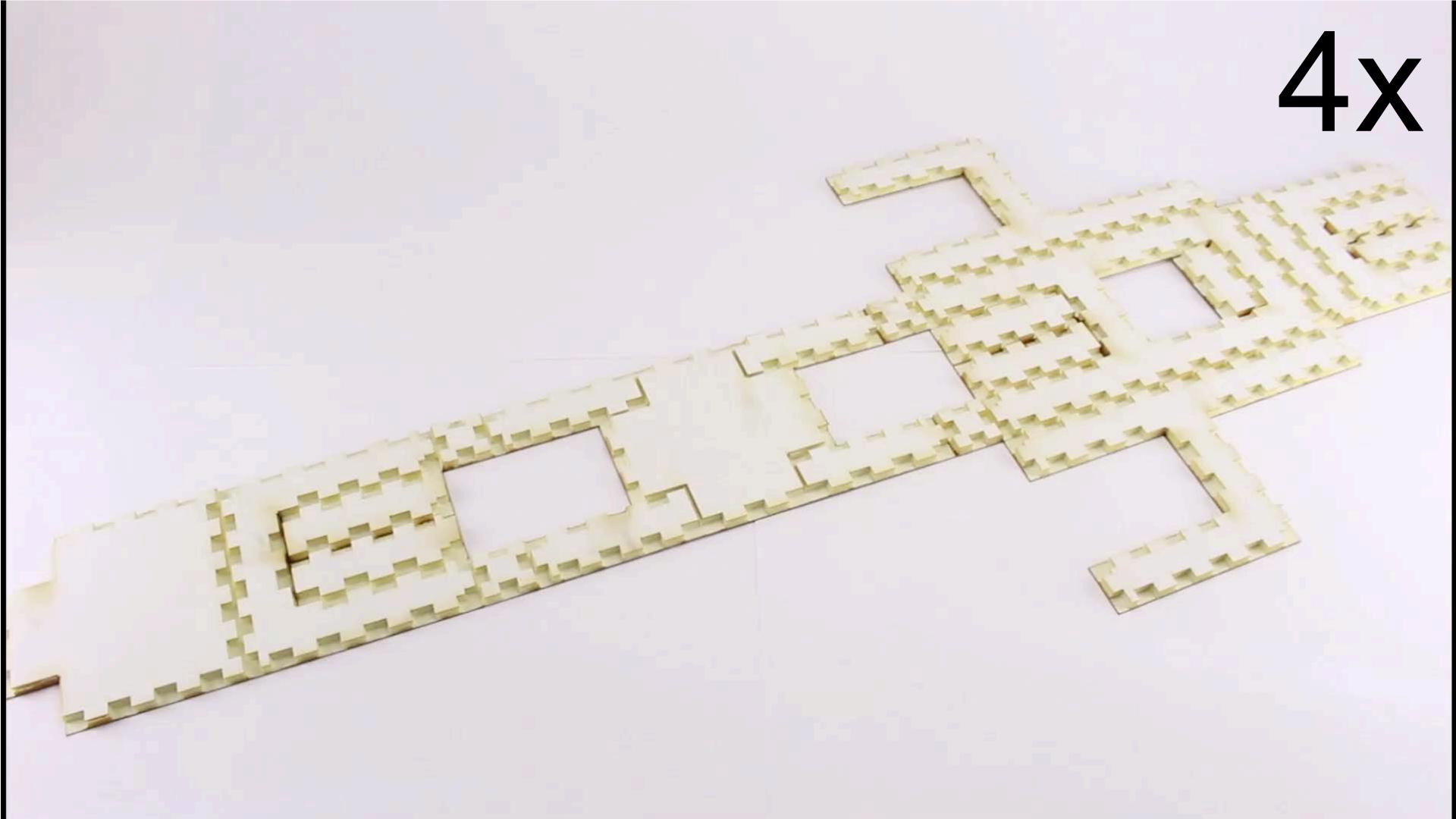
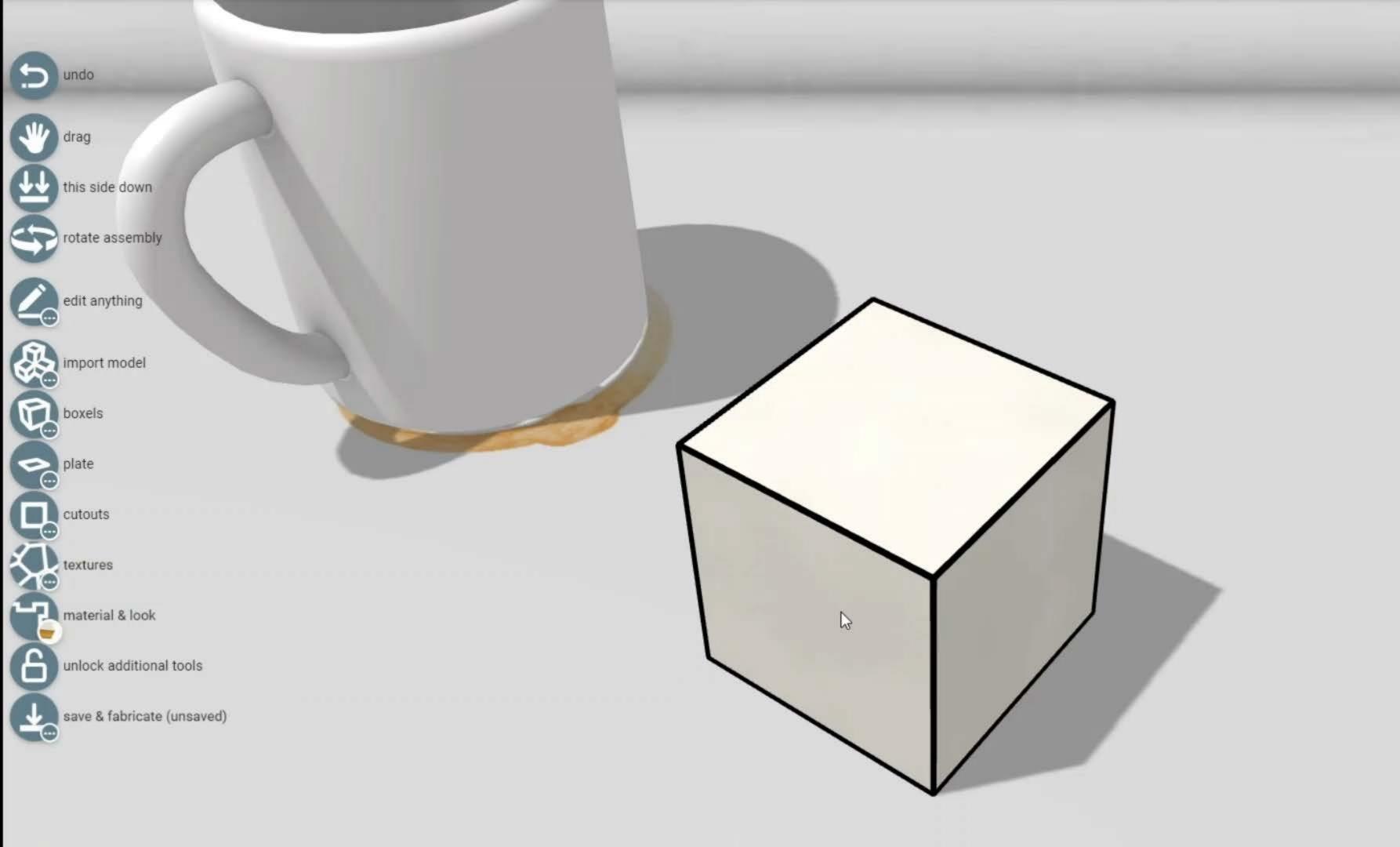
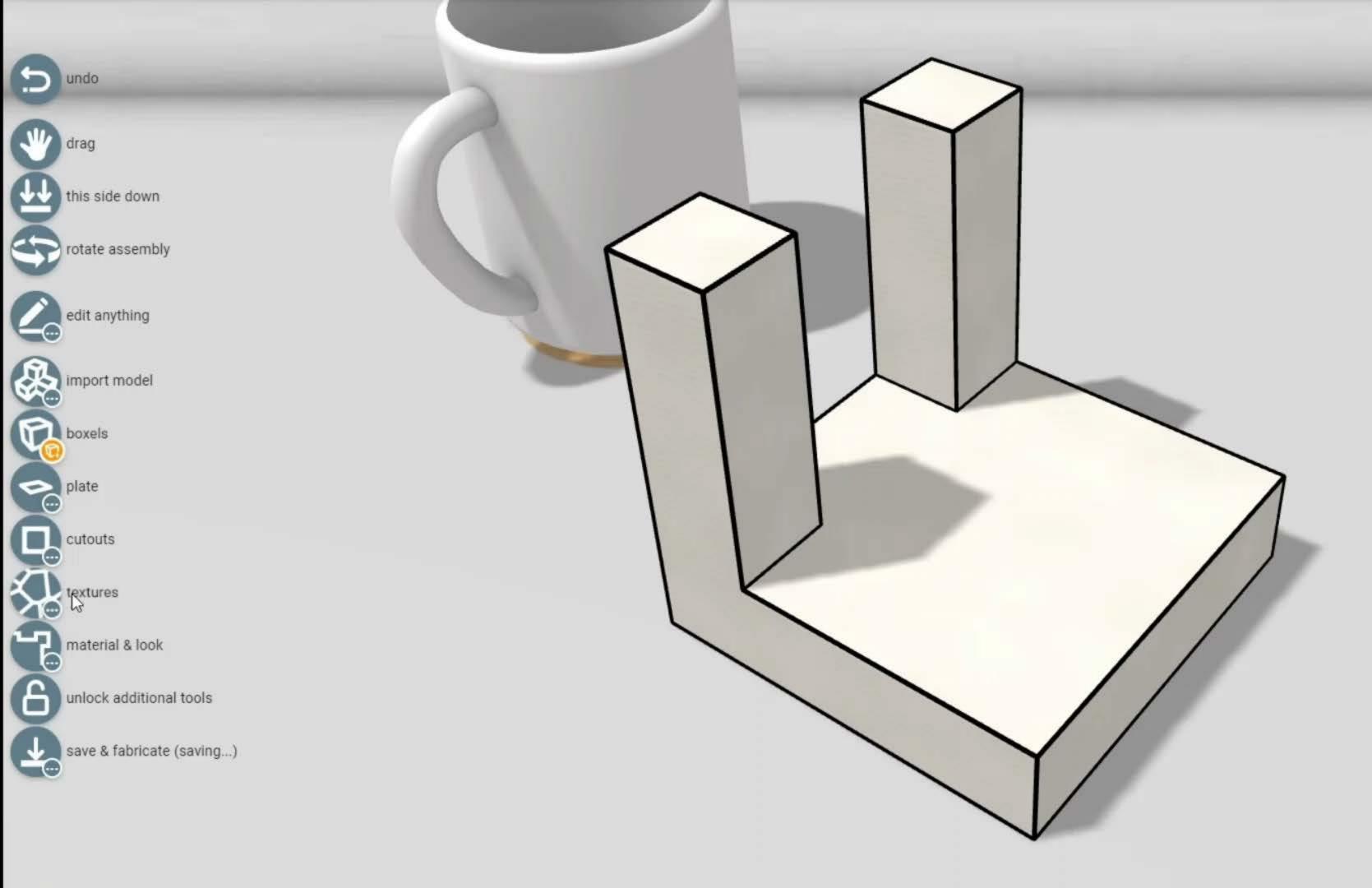


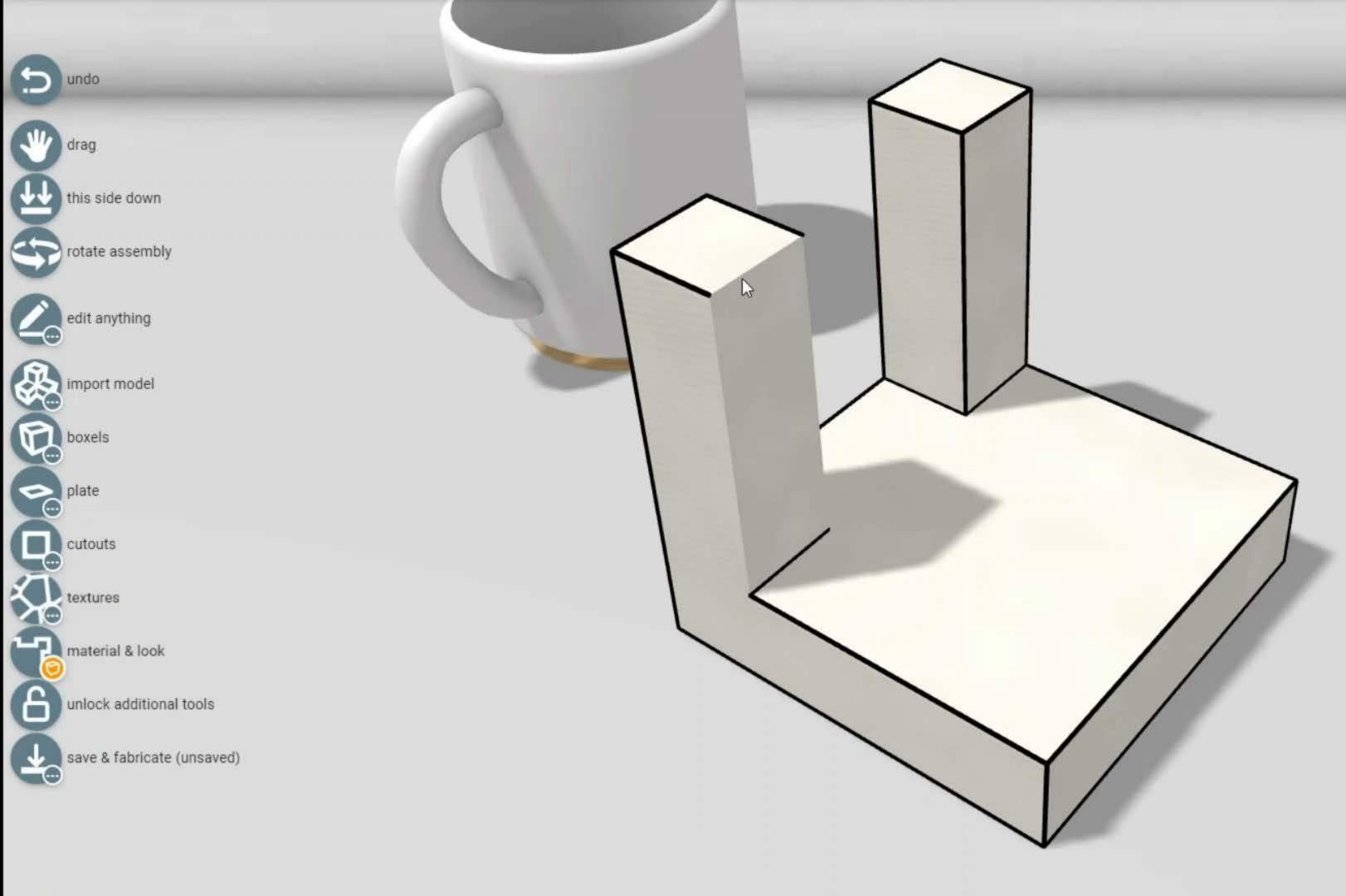
Supervisors: Prof. Patrick Baudisch & Muhammad Abdullah

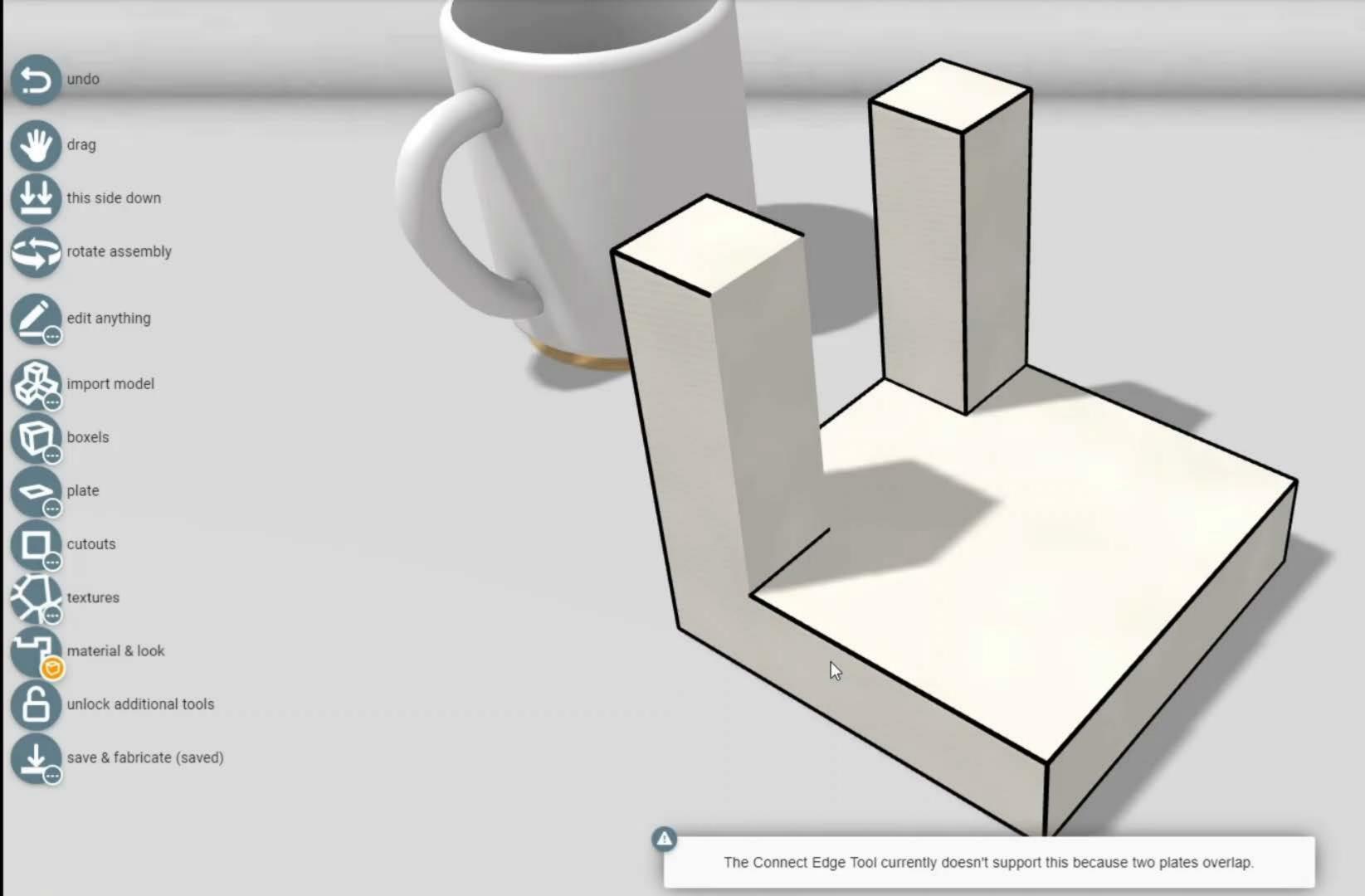


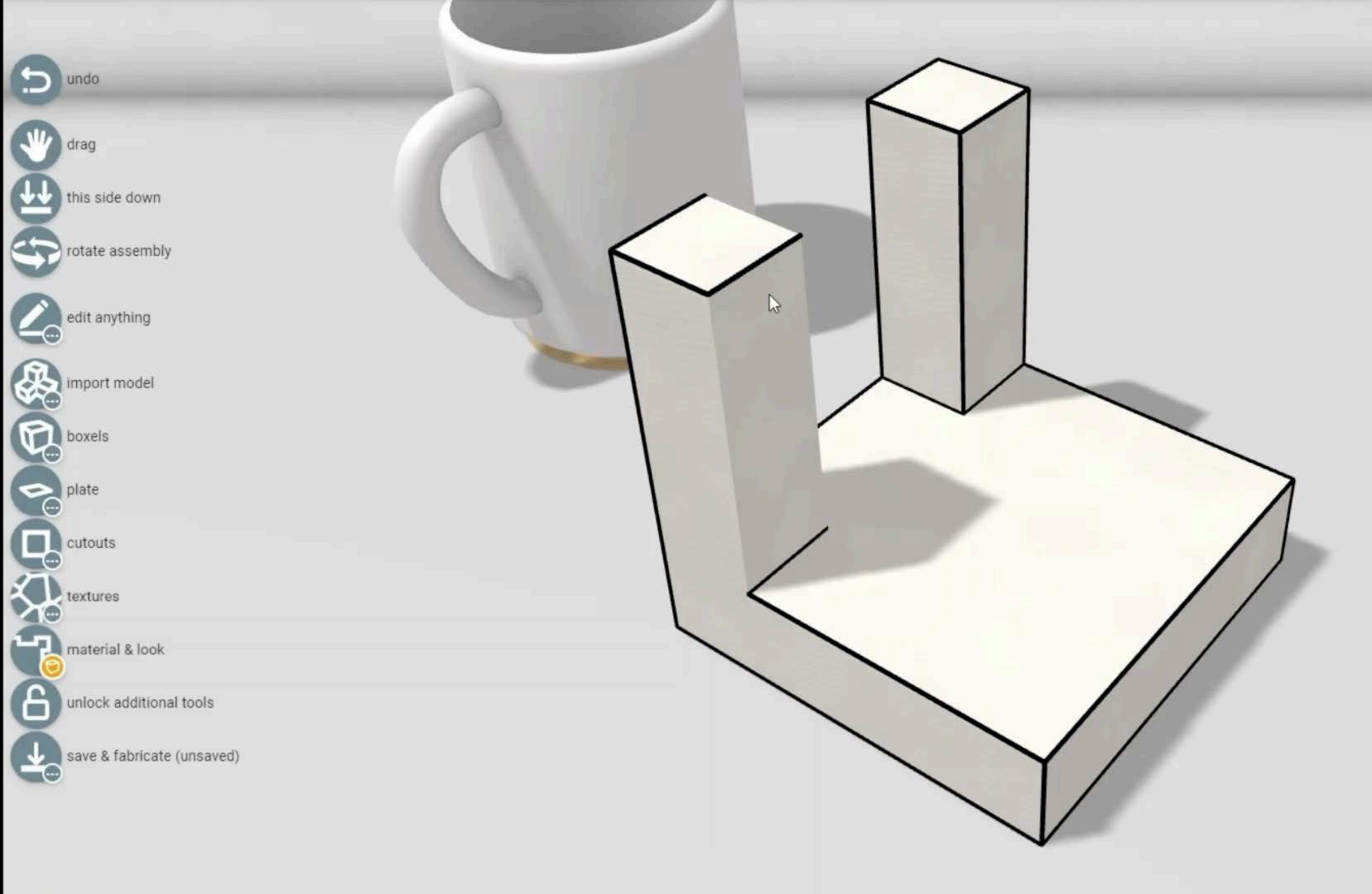








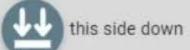


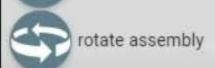


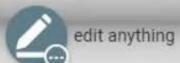






















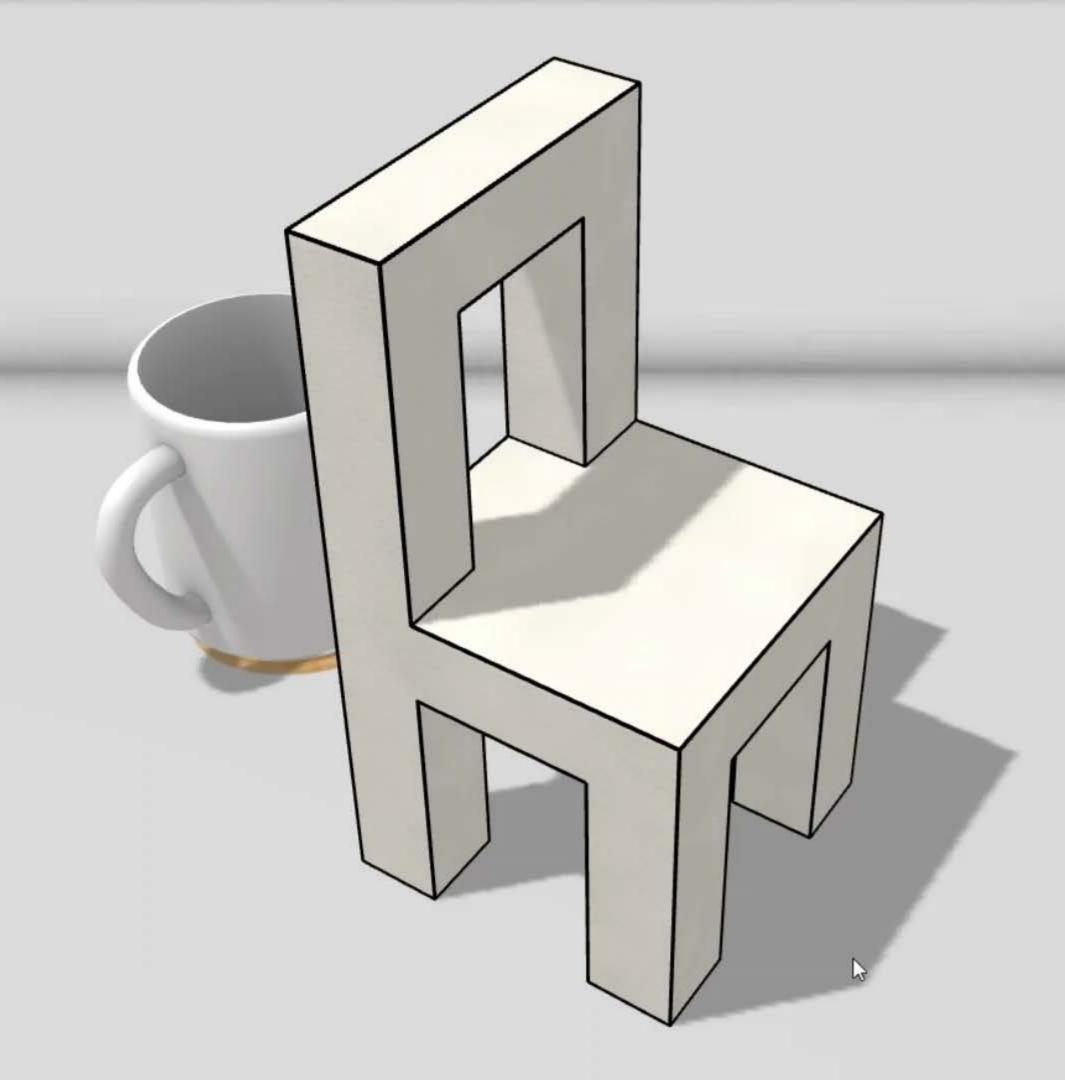
material & look



unlock additional tools



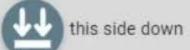
save & fabricate (saving...)

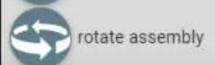


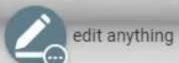




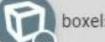






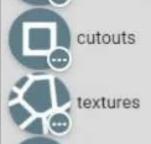


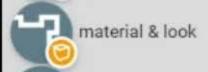










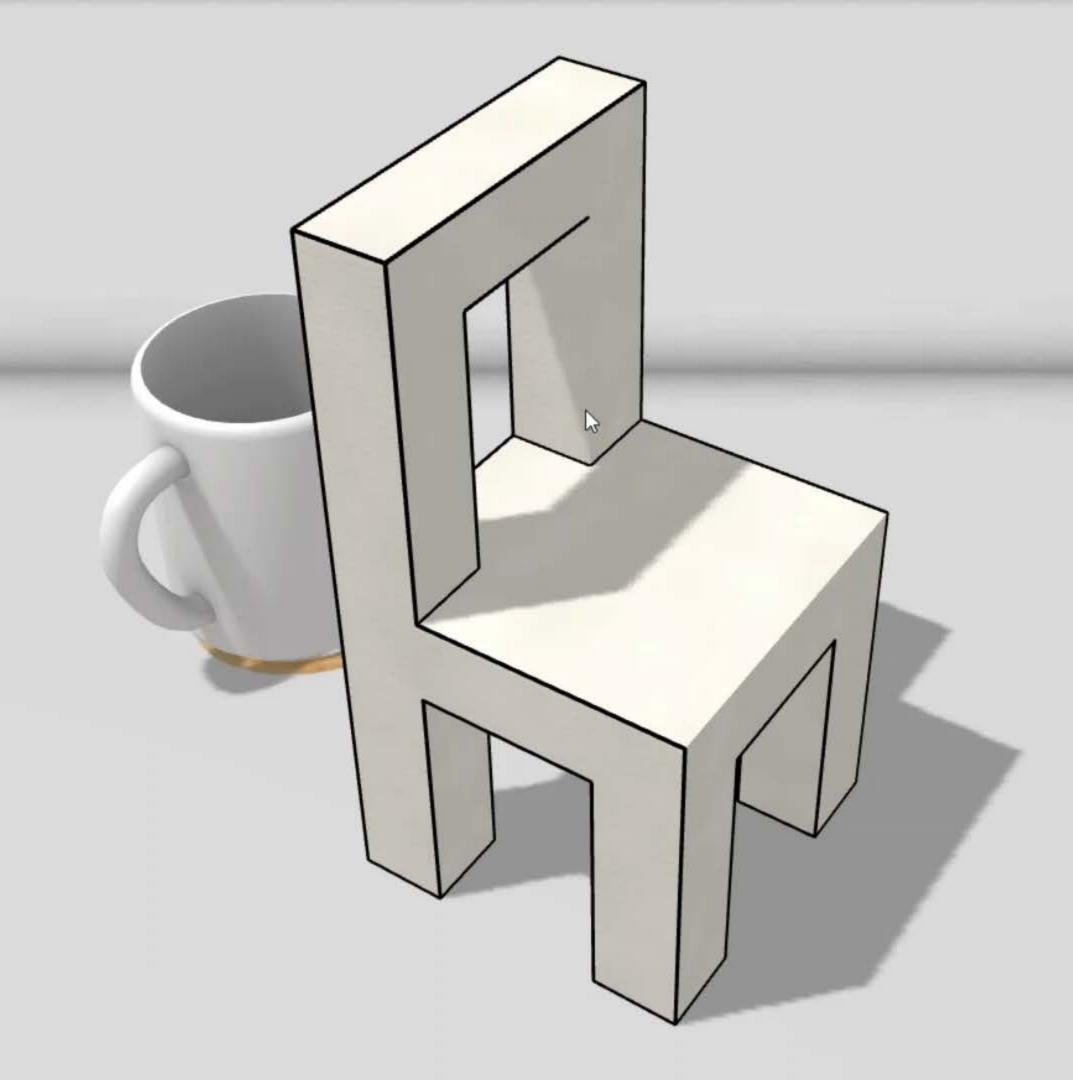




unlock additional tools



save & fabricate (saving...)

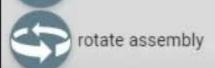














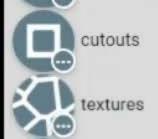
edit anything

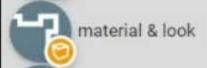










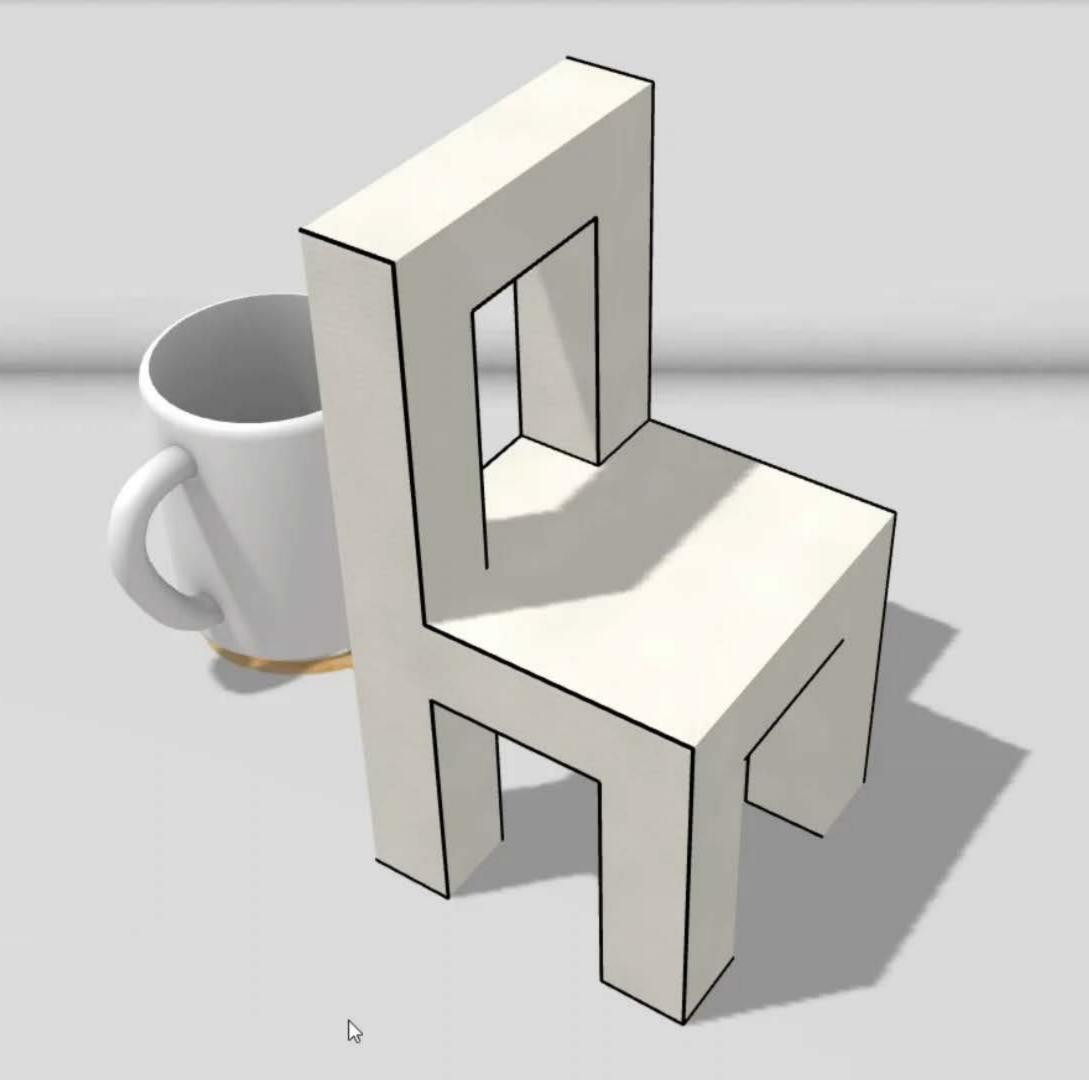


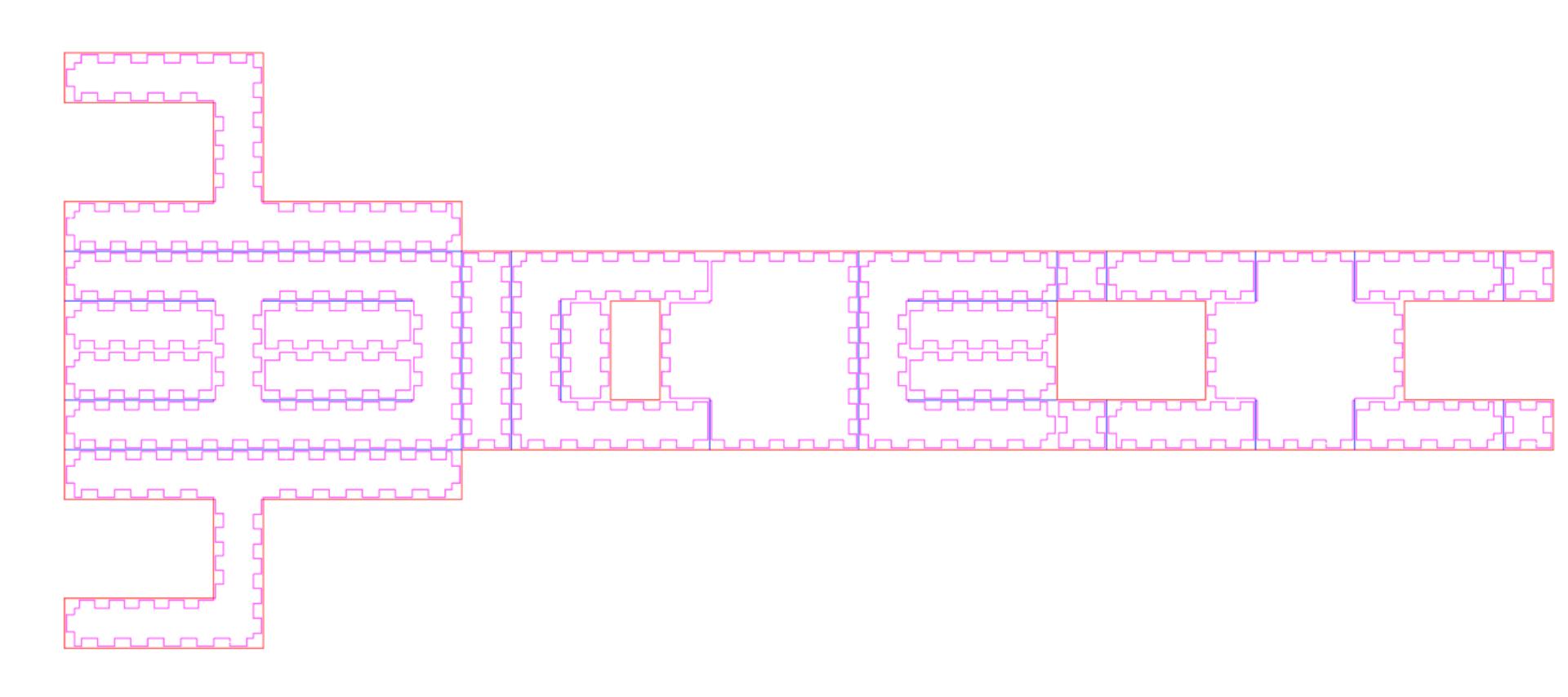


unlock additional tools

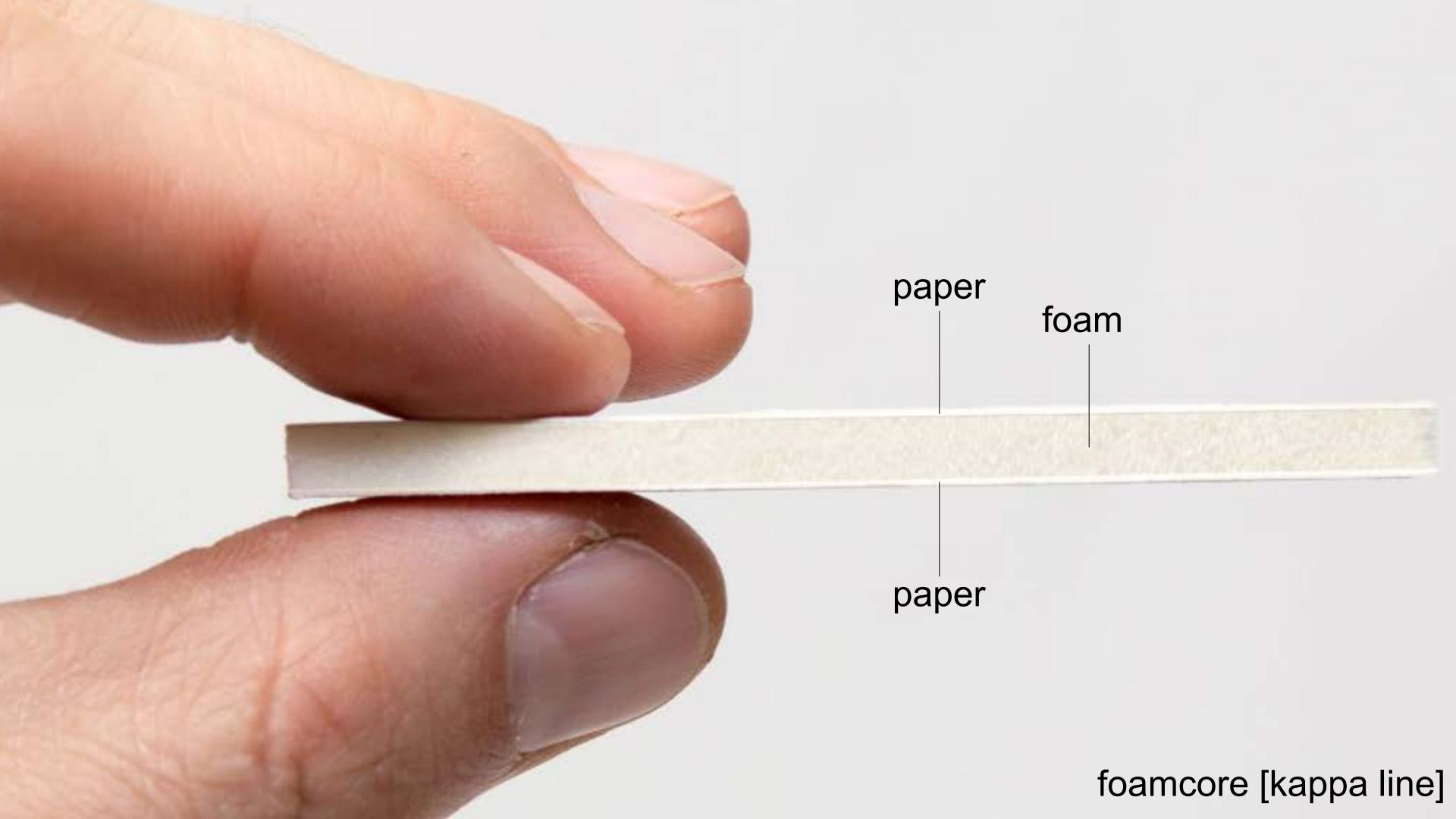


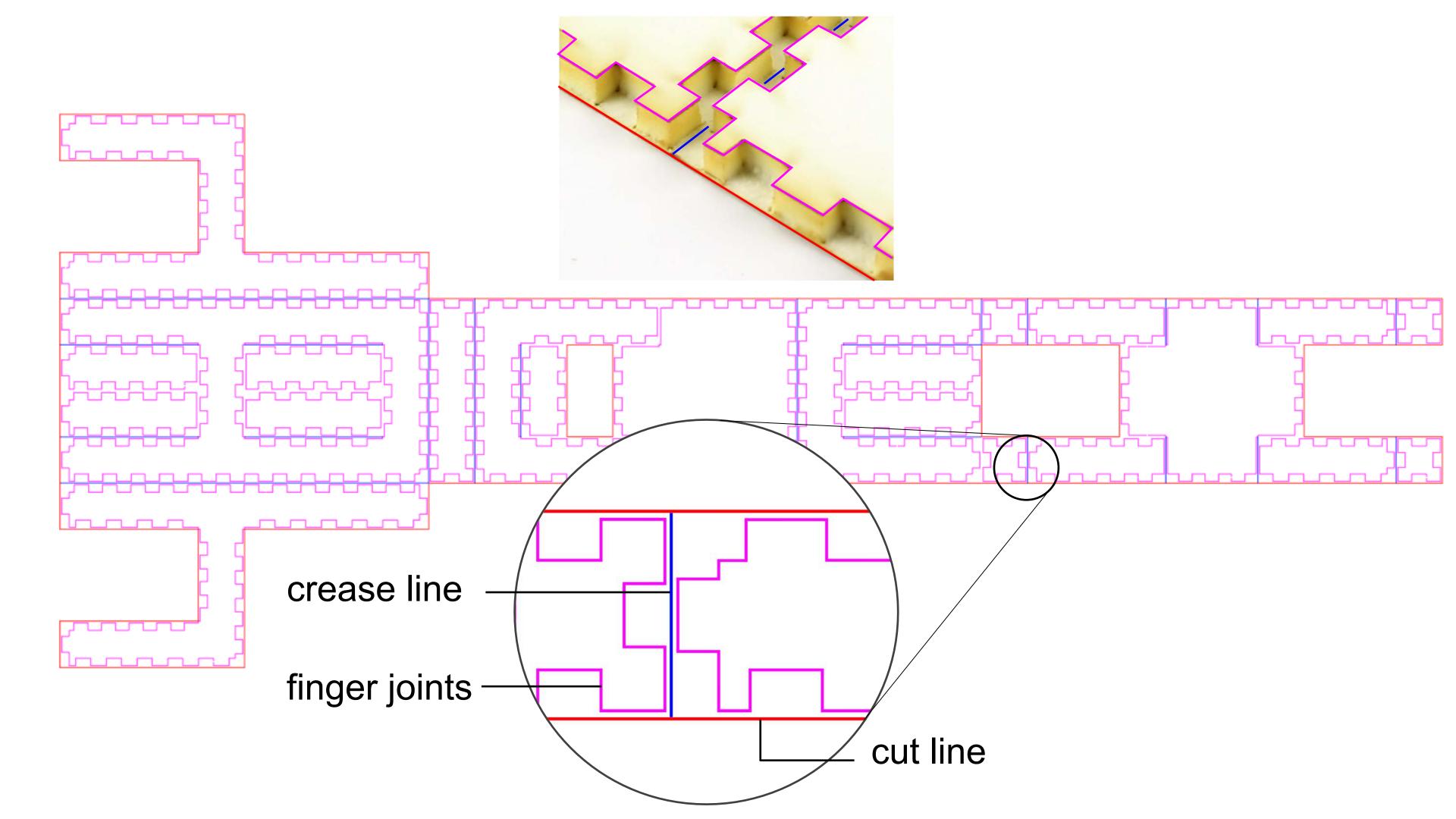
save & fabricate (saved)

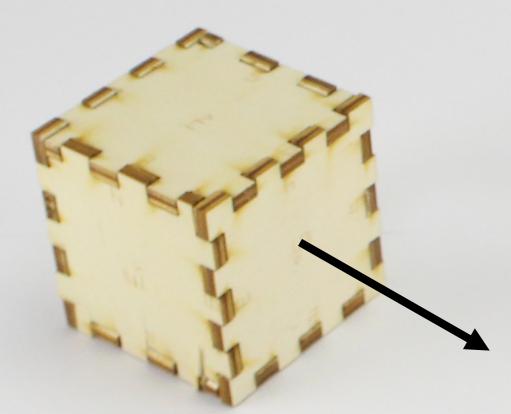




foamcore

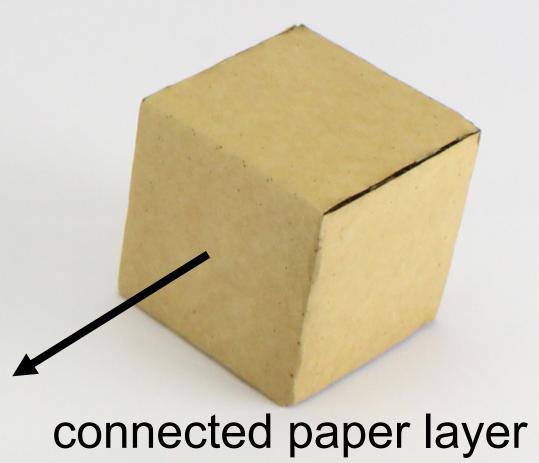


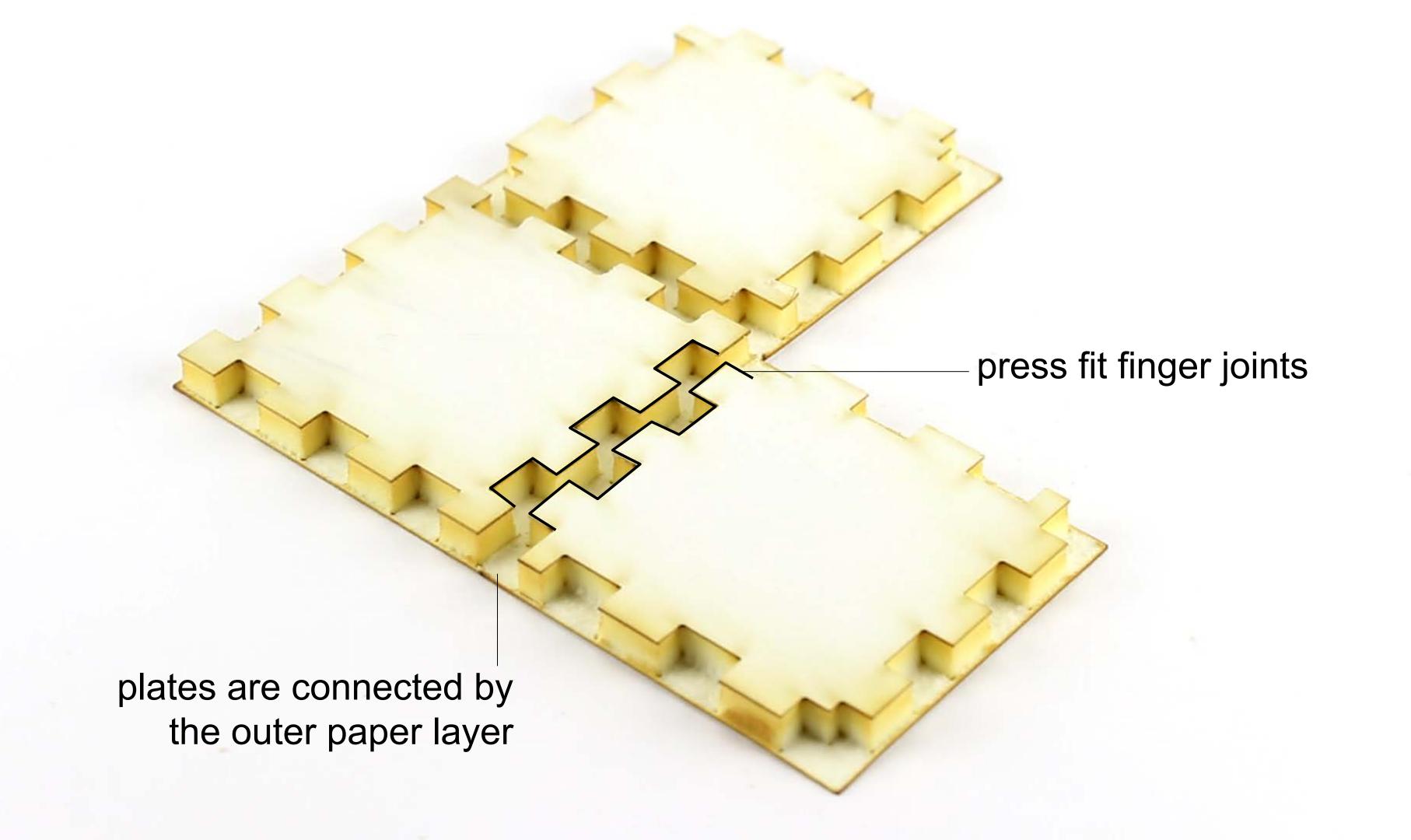


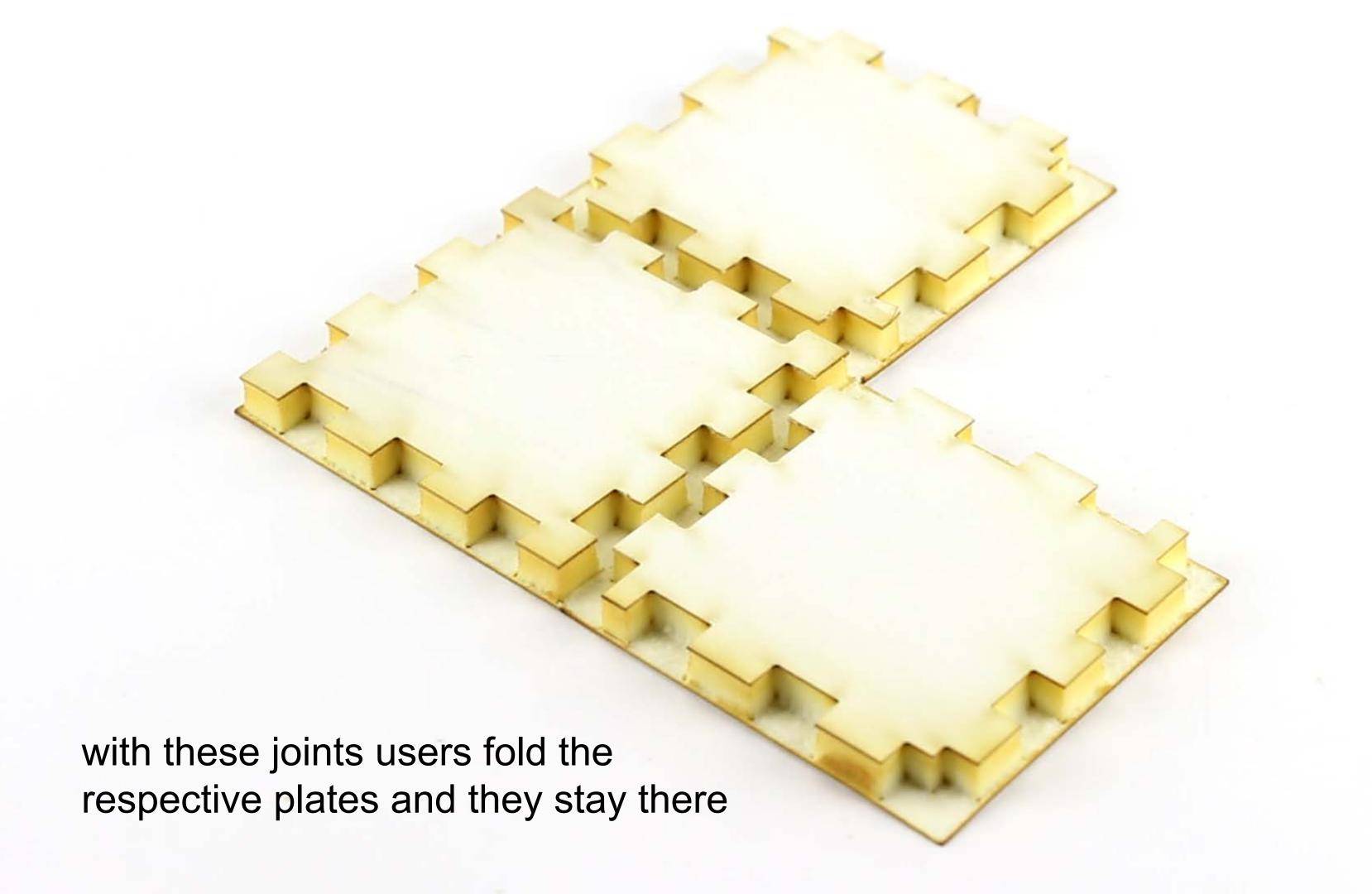


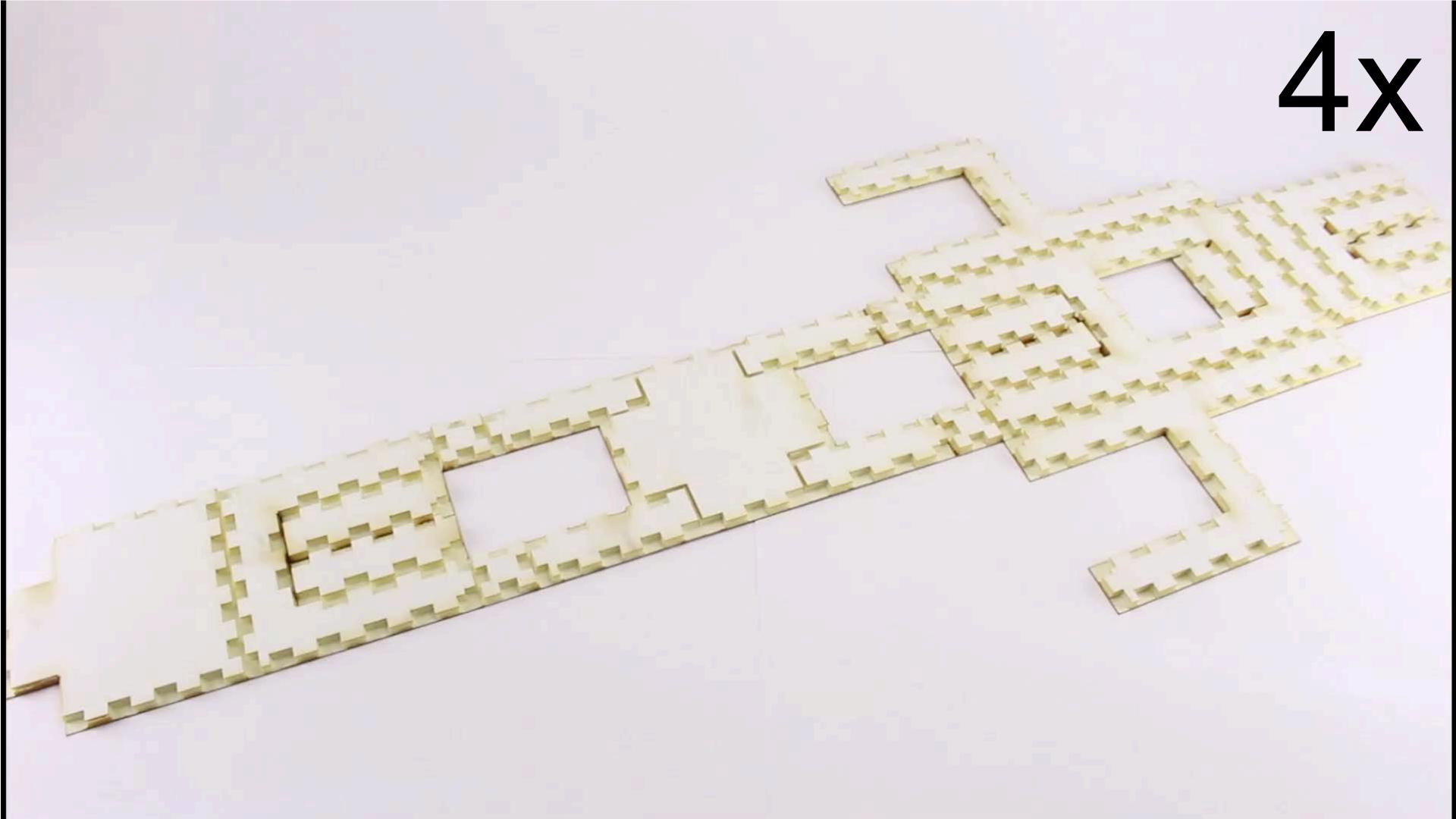
press fit finger joints







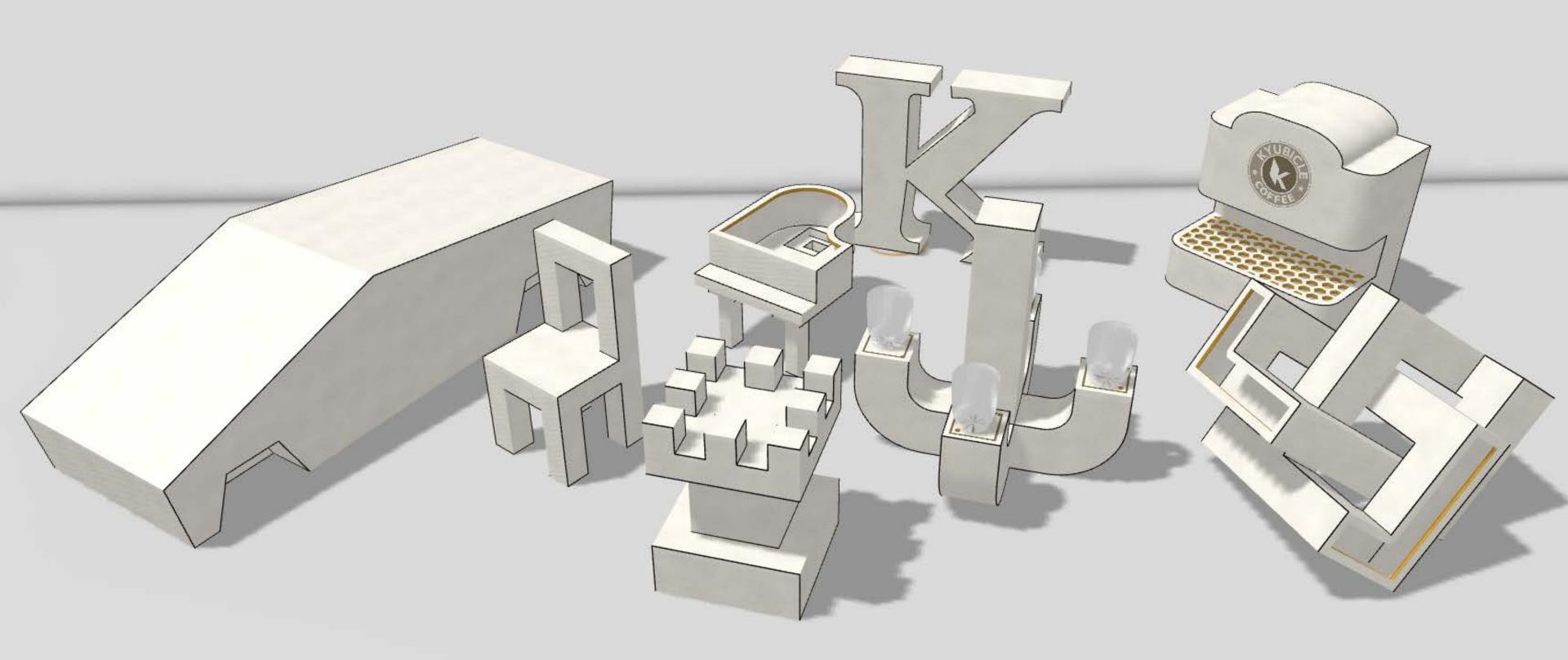






sustains 40kg of compression

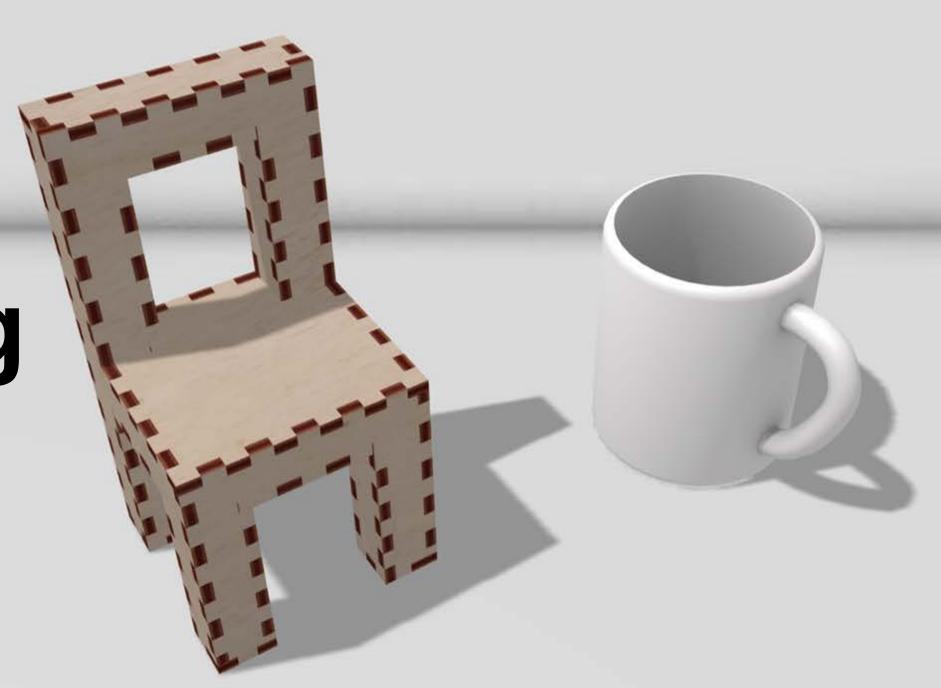
allowing users to make functional prototypes

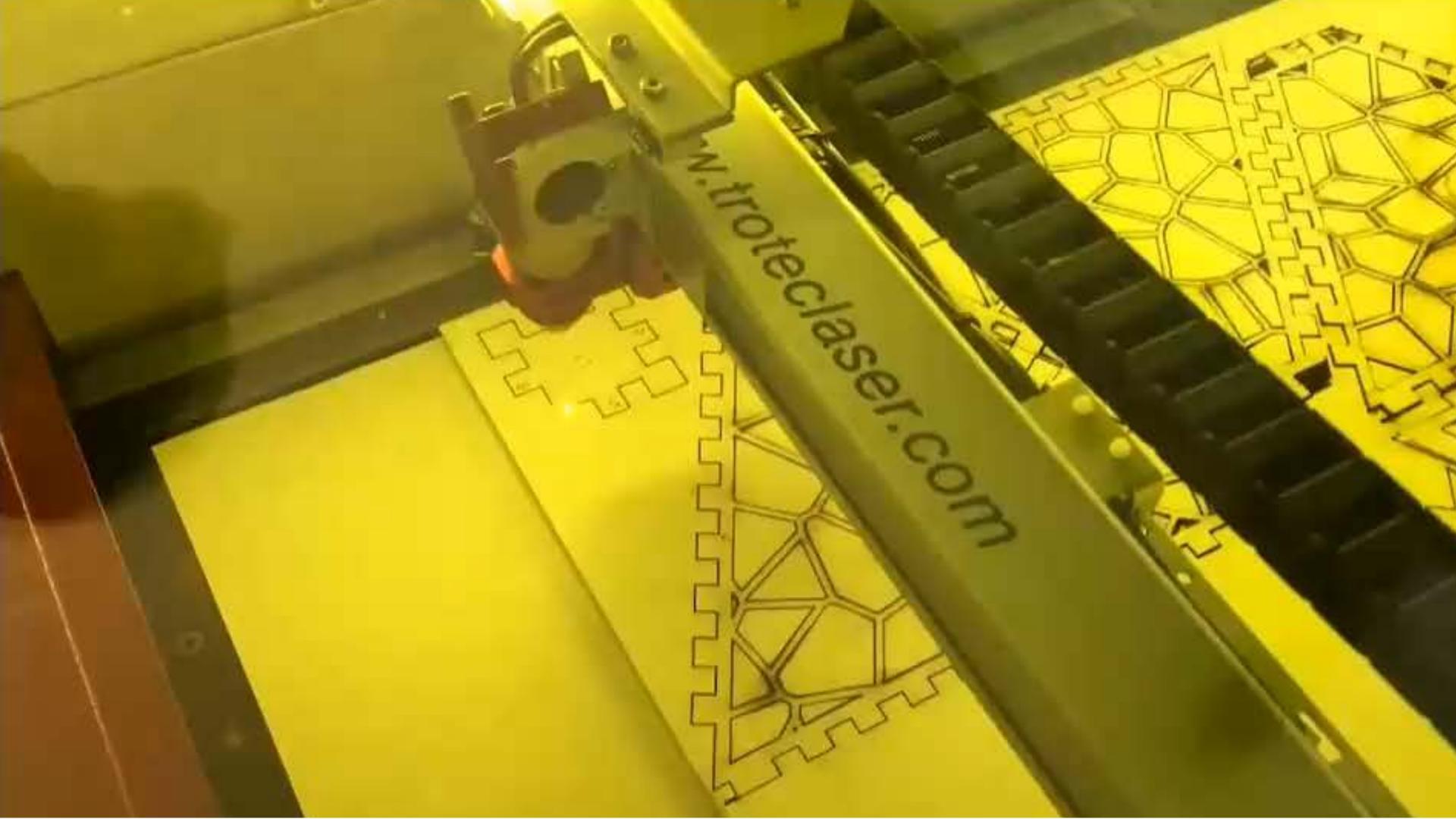


motivation

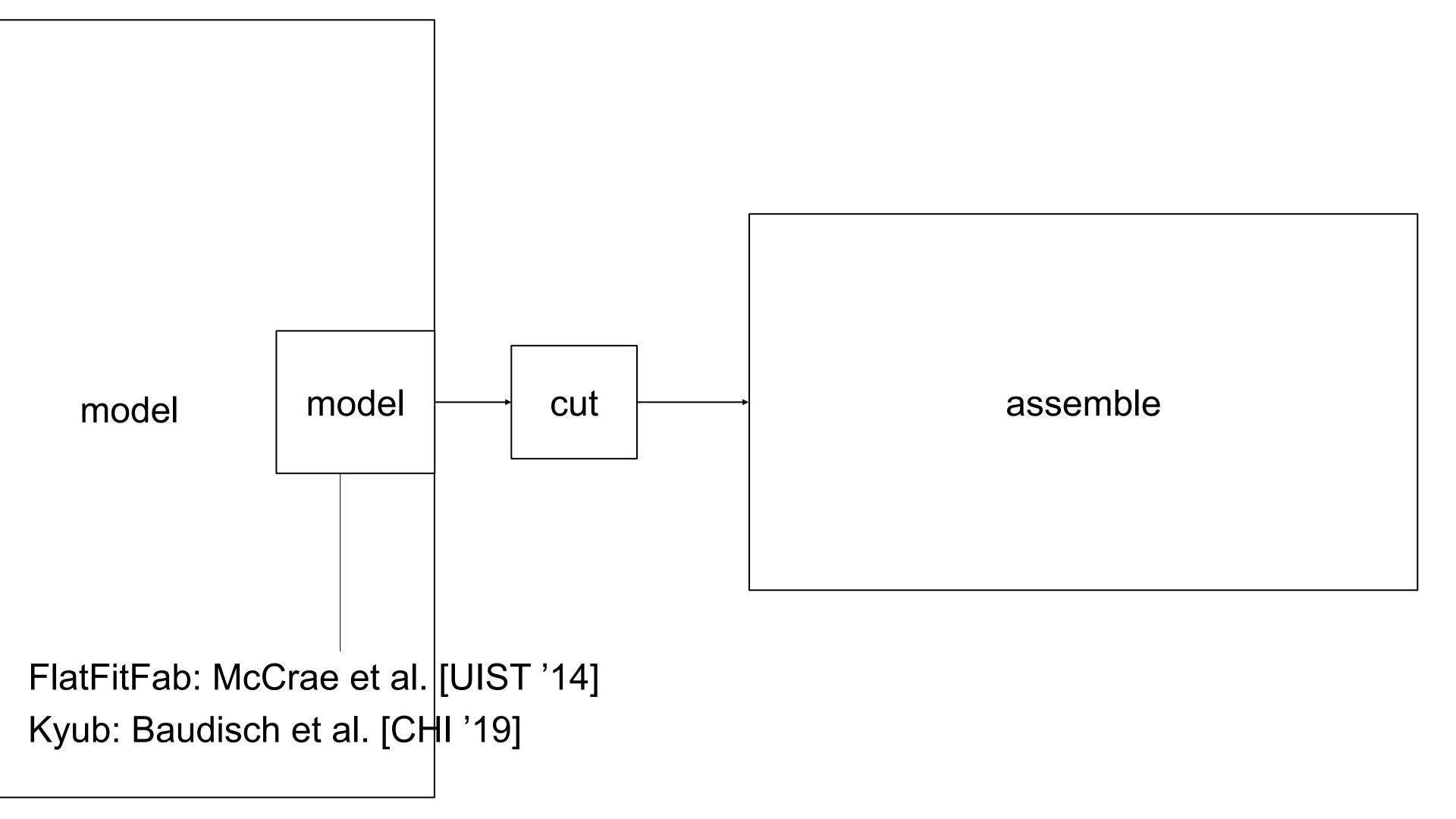
rapid prototyping

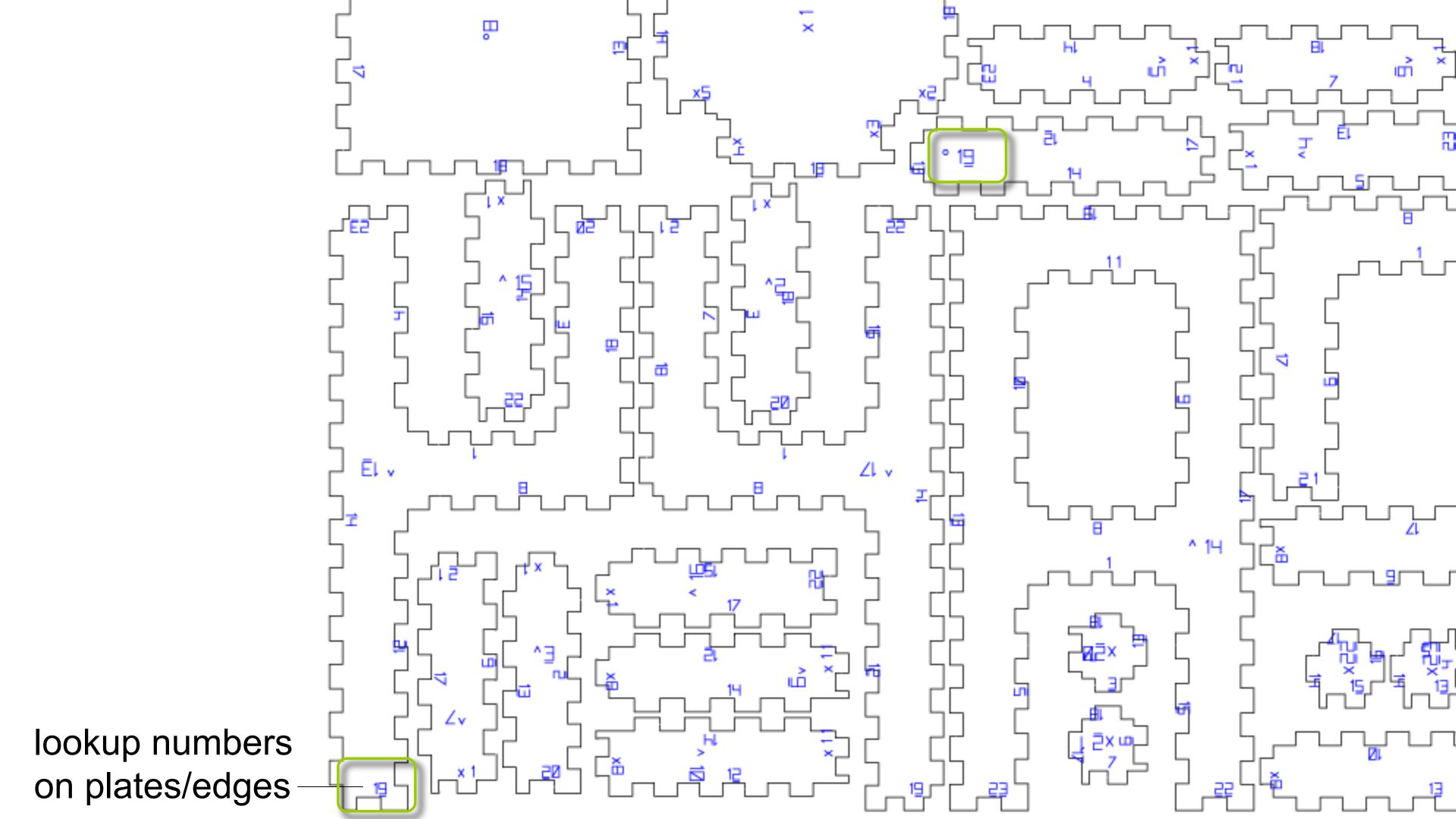
fast fabrication of a physical part, model or assembly using 3D computer aided design.

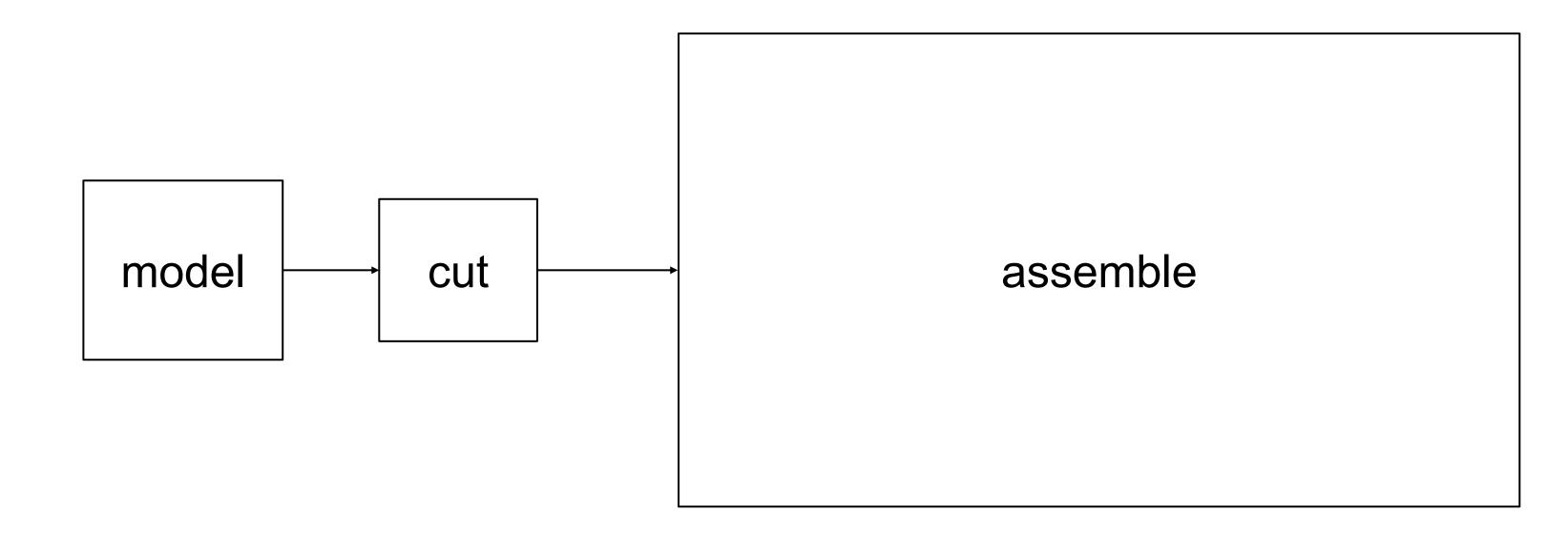


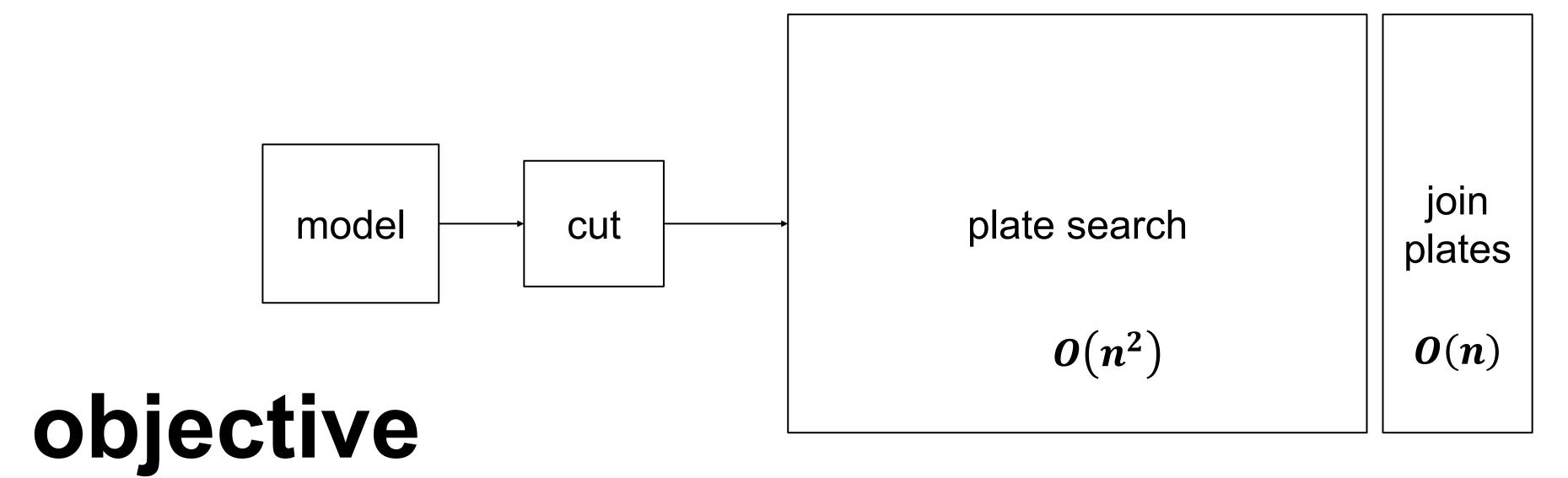












reduce complexity of plate search from $O(n^2) \rightarrow O(n)$



objective

reduce complexity of plate search from $O(n^2) \rightarrow O(n)$

how to solve this?

key idea::

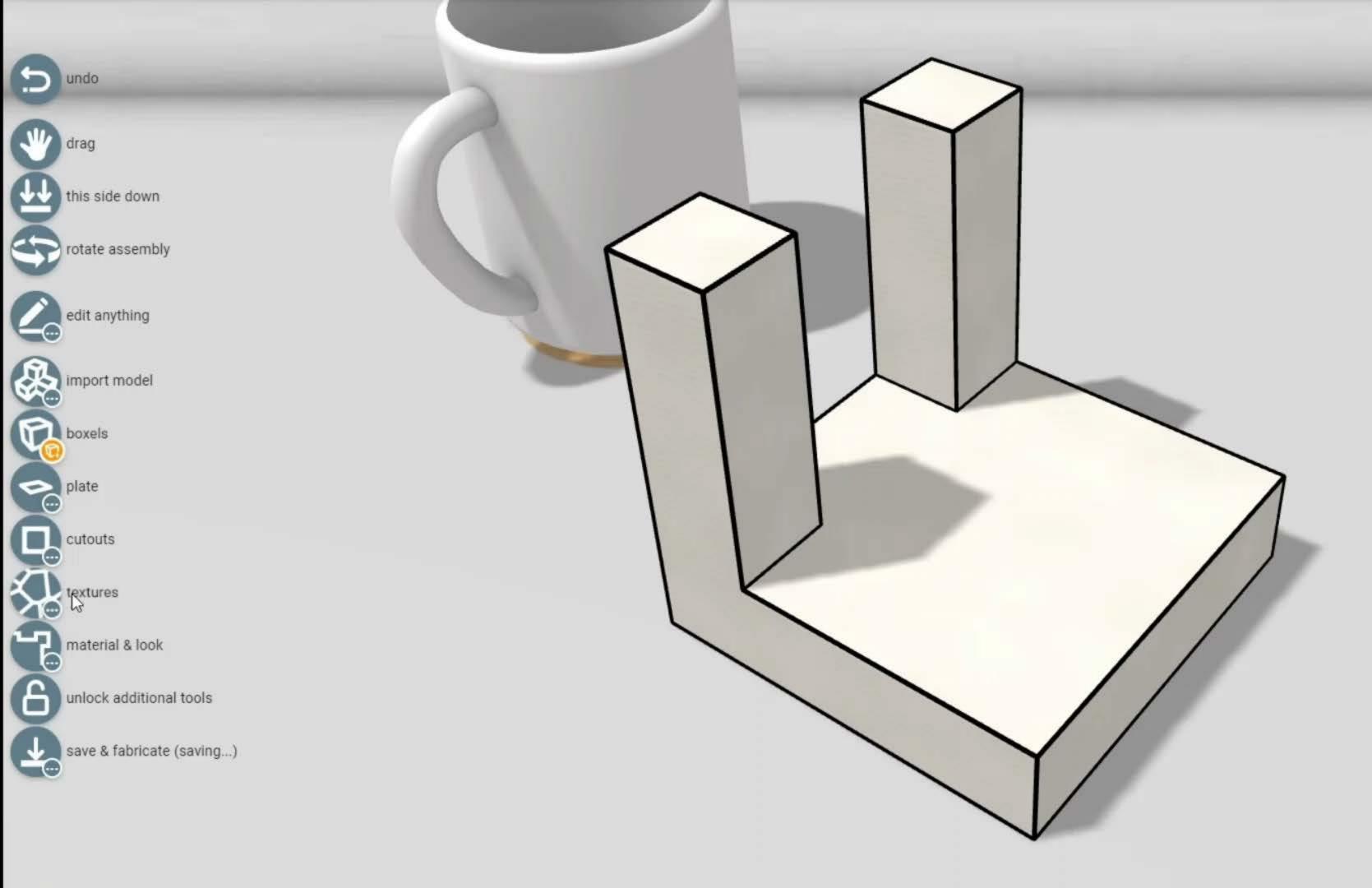
if two things are supposed to be joined: place them next to each other

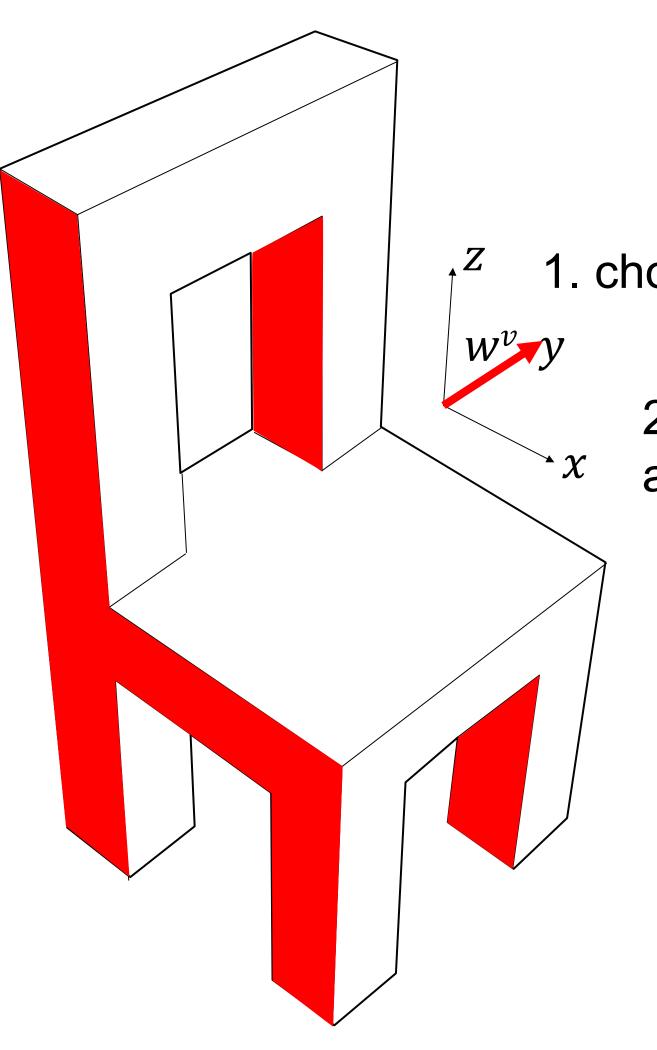
cut along these edges

edge unfolding::

cut a polyhedron along its **edges** and unfold flat to a single, non-overlapping, simple polygon

Geometric Folding Algorithms: Demaine et al. [2001]

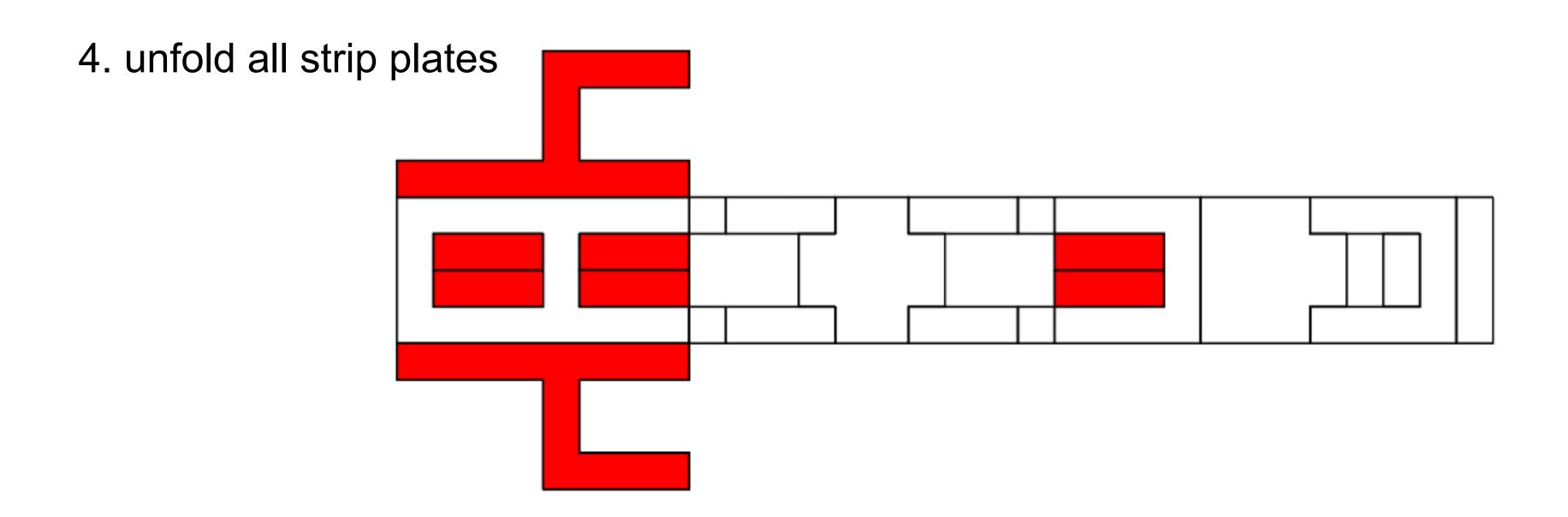




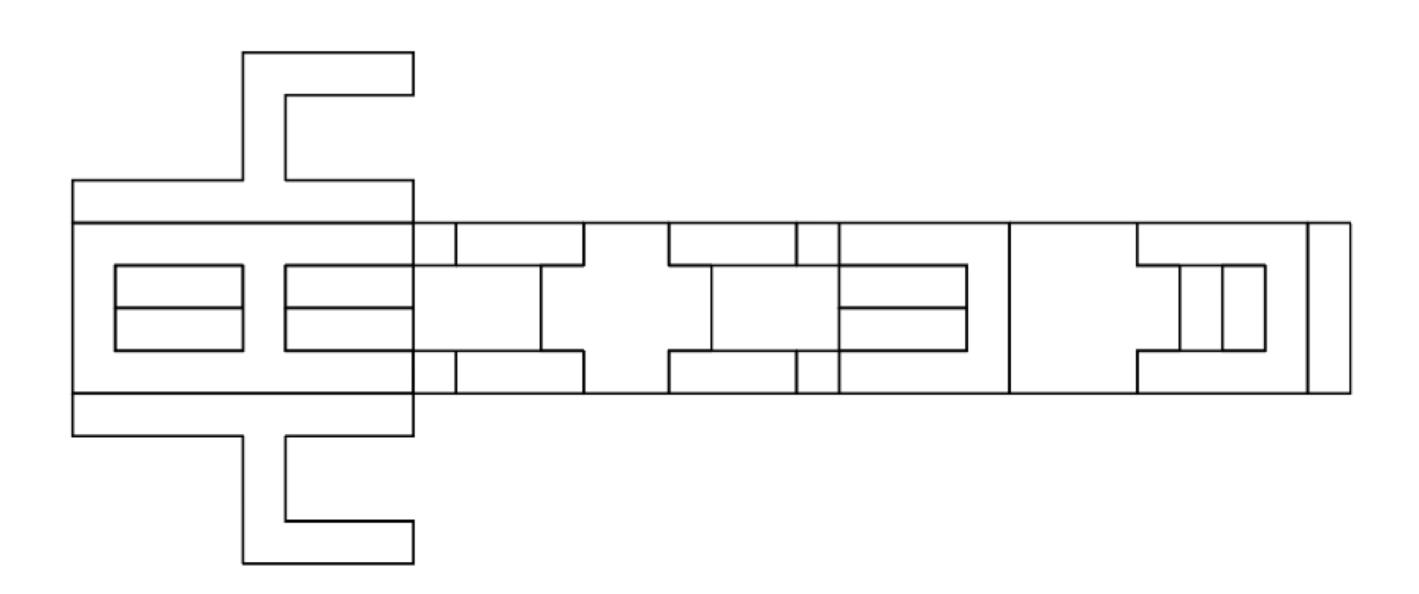
1. choose a "wing" dimension

2. all plates with normal parallel to w^{ν} are now "wing" plates

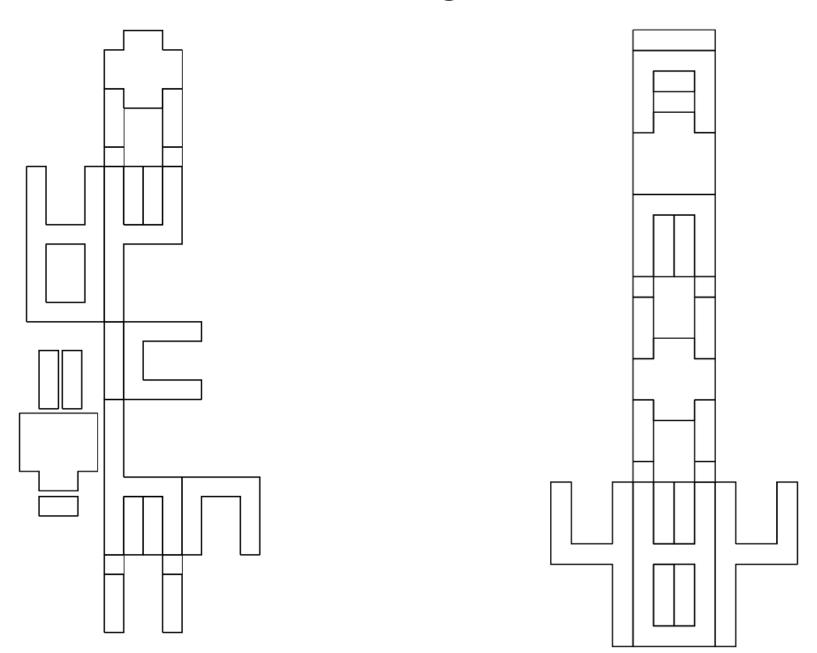
3. All remaining plates are "strip" plates

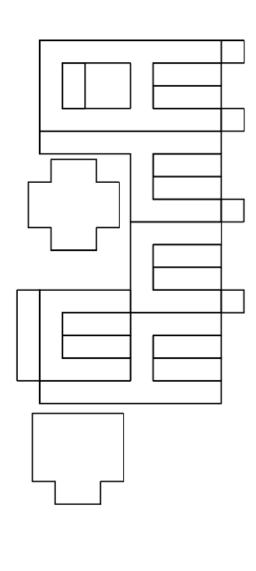


5. add wing plates, switch joint if overlap occurs

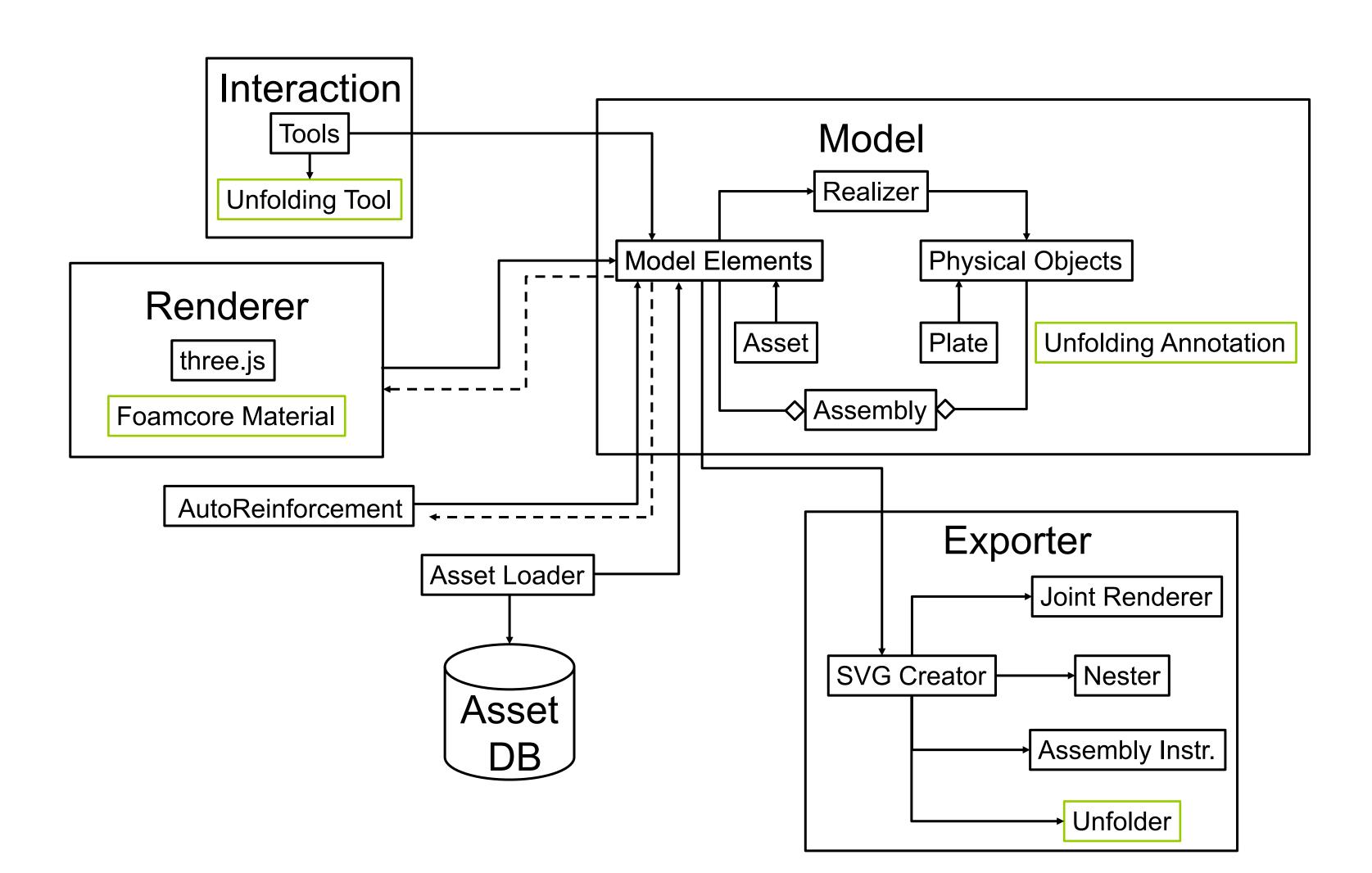


choosing different wing dimensions results in different unfoldings

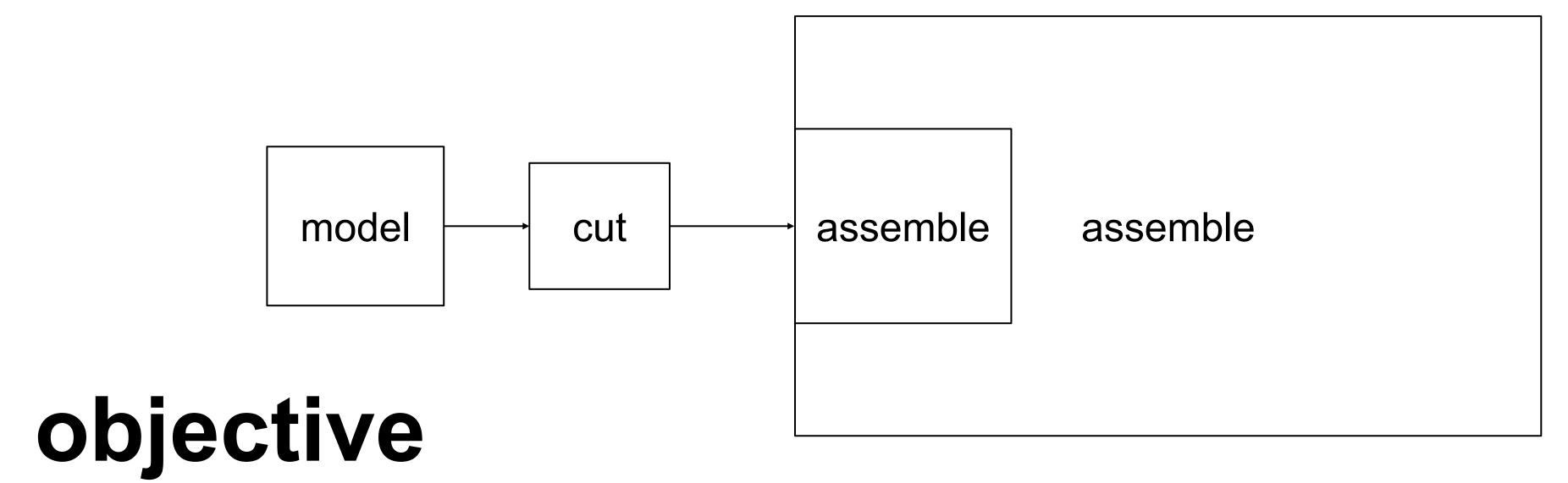




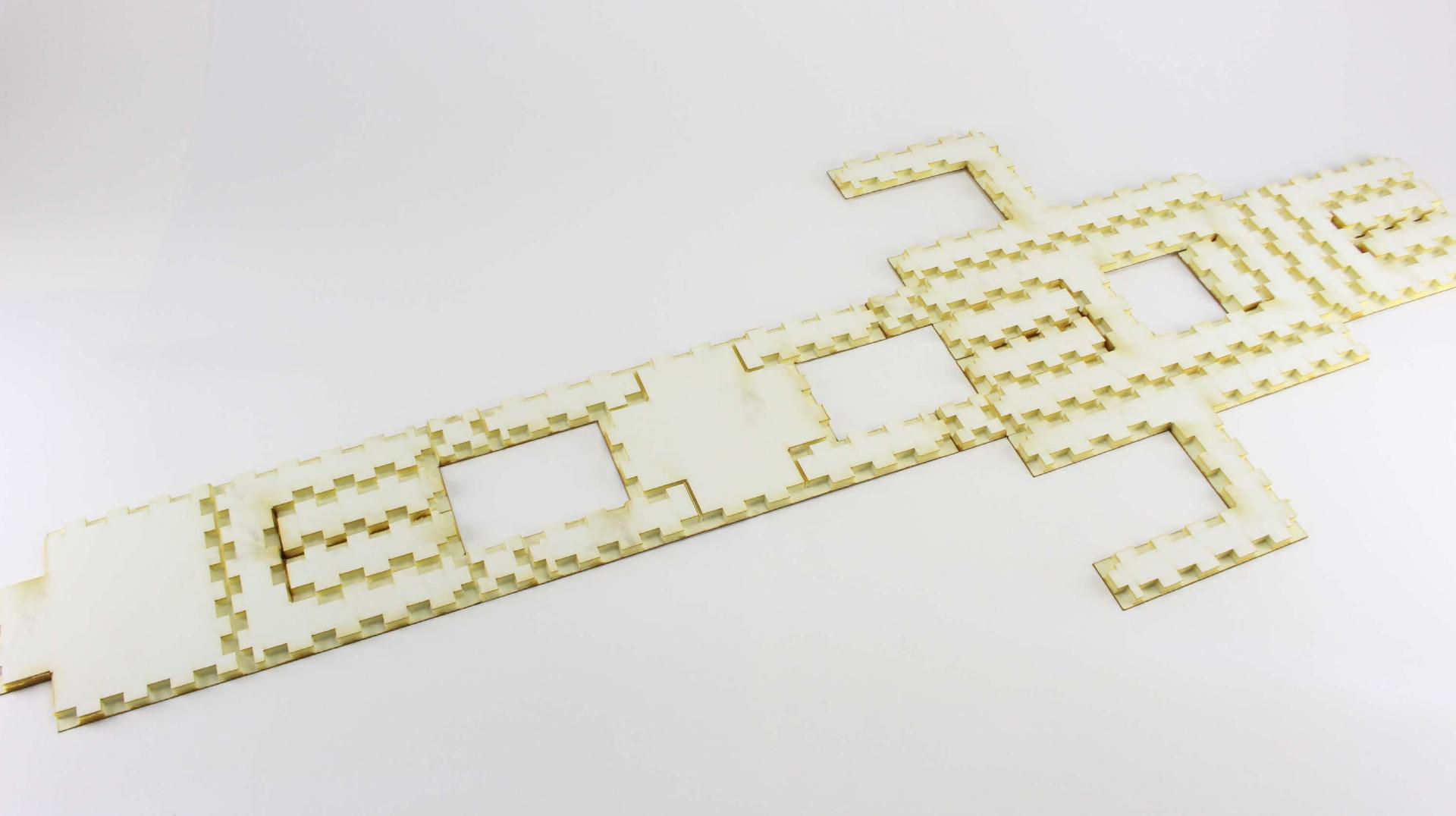
integration into 3D editor

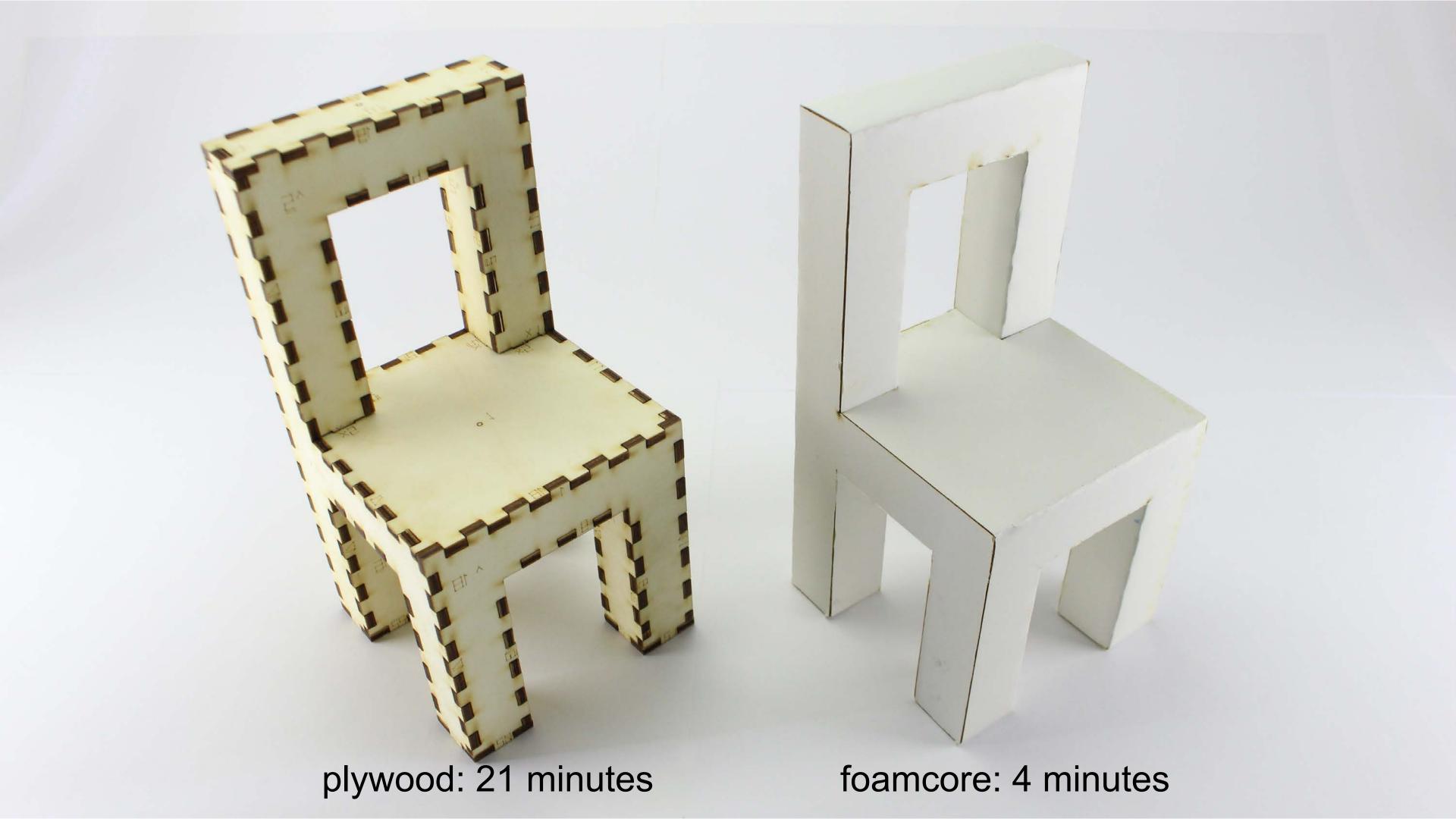


conclusion



reduce complexity of plate search from $O(n^2) \rightarrow O(n)$





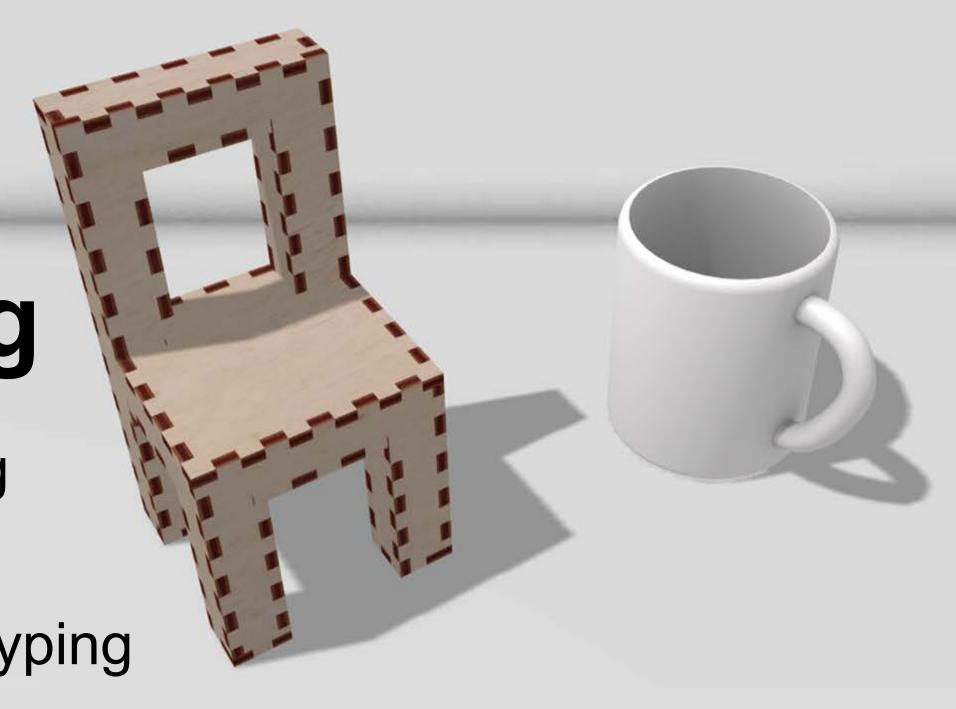
rapid prototyping

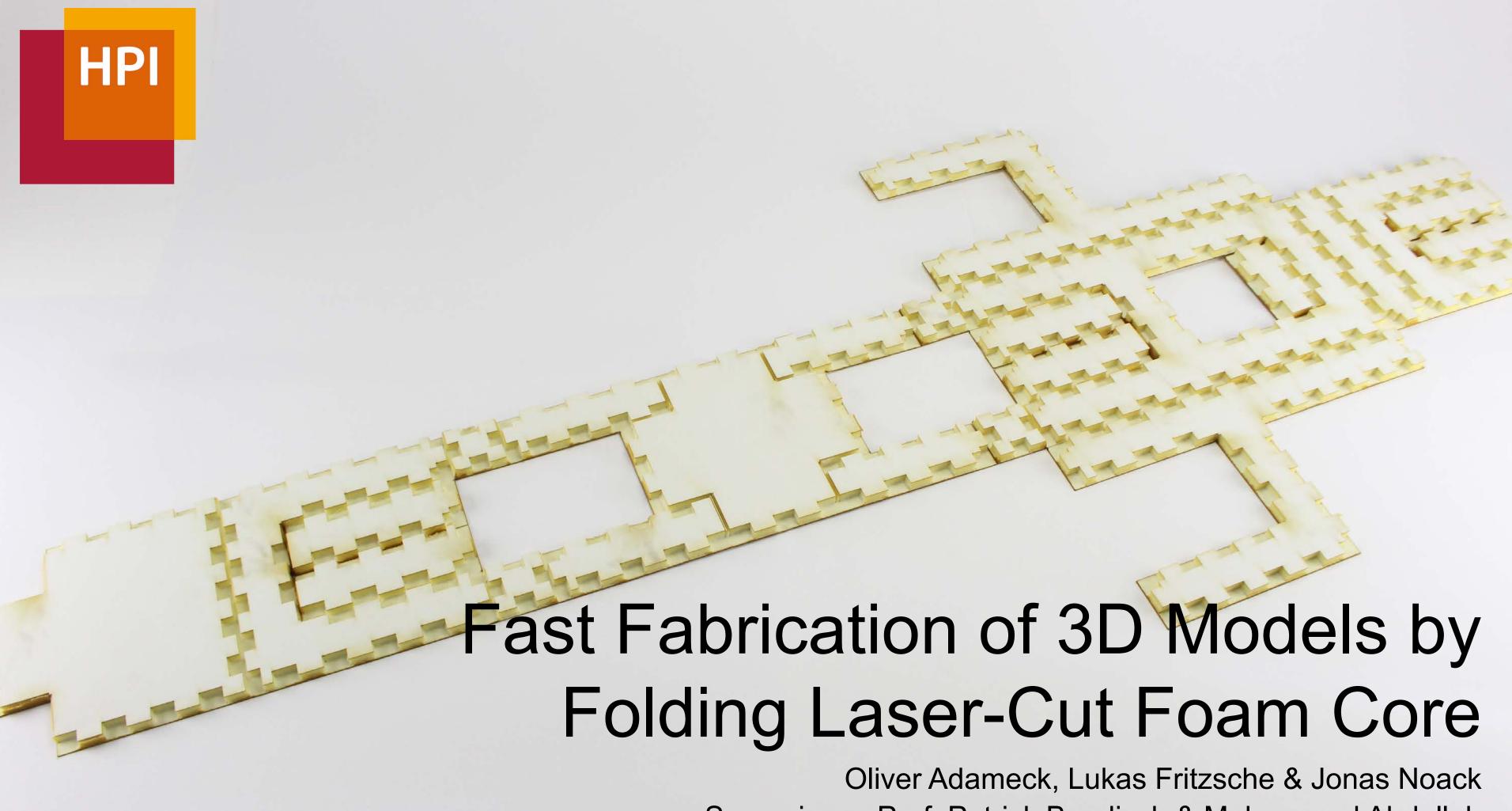
carpenter: next week prototyping

3D printing: next day prototyping

lasercutting: next meeting prototyping

foamcore: within meeting prototyping





Supervisors: Prof. Patrick Baudisch & Muhammad Abdullah