

CAD/CAM (21-342)

*Advanced Manufacturing Laboratory
Department of Industrial Engineering
Sharif University of Technology*

Session # 7



Course Description

▪ *Instructor*

- *Omid Fatahi Valilai, Ph.D. Industrial Engineering Department, Sharif University of Technology*
- *Email: FValilai@sharif.edu, Tel: 6616-5706*
- *Website: Sharif.edu/~fvalilai*

▪ *Class time*

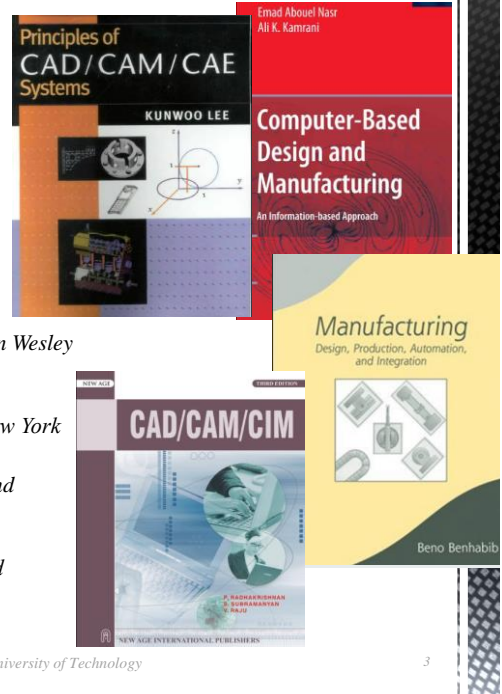
- *Saturday- Monday 10:30-12:00*

▪ *Course evaluation*

- *Mid-term (25%)*
- *Final exam (40%)*
- *Quiz (5%)*
- *Exercise (30%)*

Course Description (Continued ...)

- **Mid-term session:**
 - Monday: 8th Ordibehesht 1393, 10:30 ~ 12:30
- **Final Exam:**
 - Saturday: 24th Khordad 1393, 15:00 ~ 17:30
- **Reference:**
 - Lee, Kunwoo; "Principles of CAD/CAM/CAE systems", 1999, Addison Wesley
 - Abouel Nasr, Emad; Kamrani, Ali K.; "Computer-Based Design and Manufacturing: An Information-Based Approach", 2007, Springer, New York
 - Benhabib, Beno; "Manufacturing: Design, Production, Automation, and Integration", 2003, Marcel Dekker Inc, New York
 - Radhakrishnan, P.; Subramanian, S.; Raju, V.; "CAD/CAM/CIM", 3rd edition, 2005, New age international (P) limited publishers, New York



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Course Description (Continued..)

- **Contents:**
 - Introduction to CAD/CAM/CAE systems (5 sessions)
 - Components of CAD/CAM/CAE systems (2 sessions)
 - Geometric modeling systems (3 sessions)
 - Optimization in CAD (5 sessions)
 - Rapid prototyping and manufacturing (3 sessions)
 - Virtual engineering (2 sessions)
 - Product Life Cycle Cost Model (2 sessions)
 - Computer-Based Design and Features/Methodologies of Feature Representations (5 sessions)
 - Feature-Based Process Planning and Techniques (3 sessions)
 - Collaborative Engineering (2 sessions)

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Course Description (Continued..)

▪ Contents:

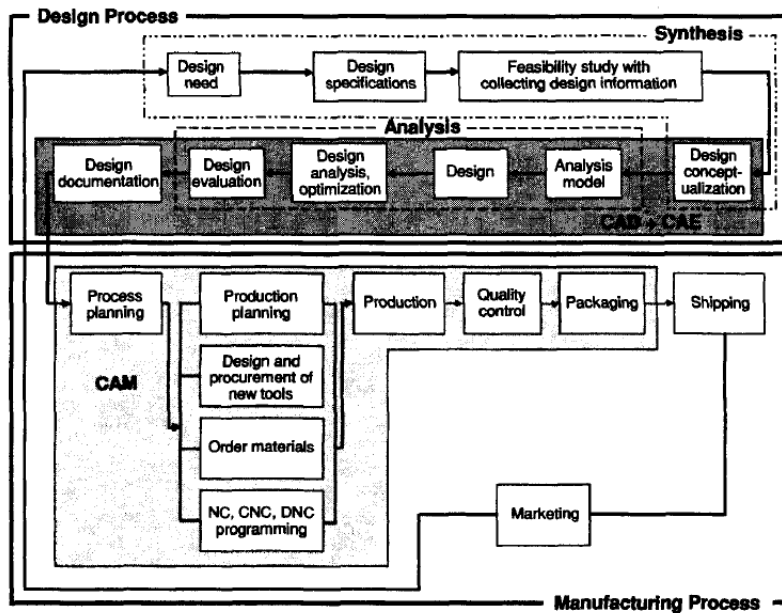
- Geometric modeling systems
- Wireframe modeling systems
- Surface modeling systems
- Solid modeling systems
- Non-manifold modeling systems
- Assembly modeling systems

(3 sessions)

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Introduction to CAD/CAM/CAE systems



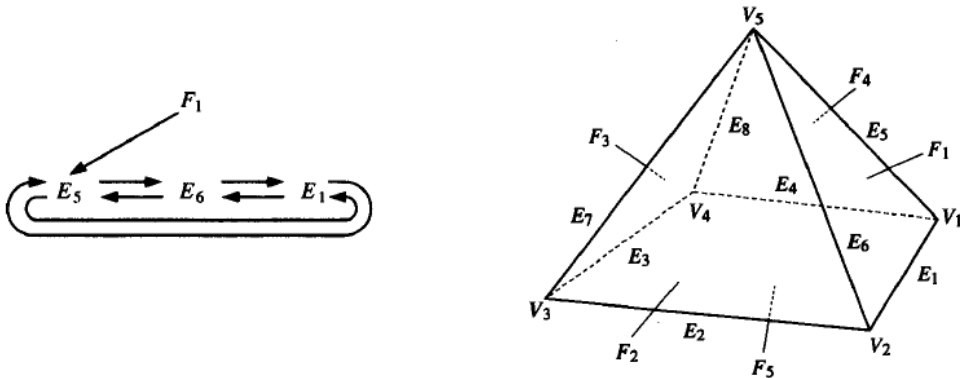
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Geometric modeling systems

▪ Data Structures

▪ Half-Edge data structure

- A remedy for variable size of face table, a list of edges for each face can be stored in a doubly linked list.



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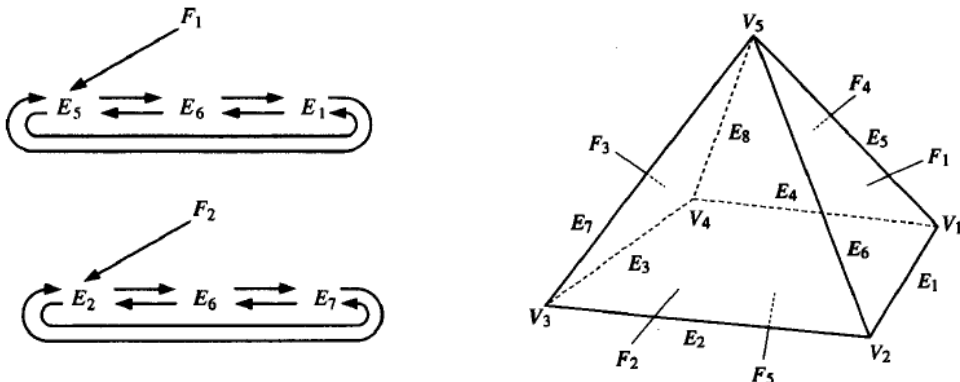
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Geometric modeling systems

▪ Data Structures

▪ Half-Edge data structure

- However, we encounter a problem for shared edges:



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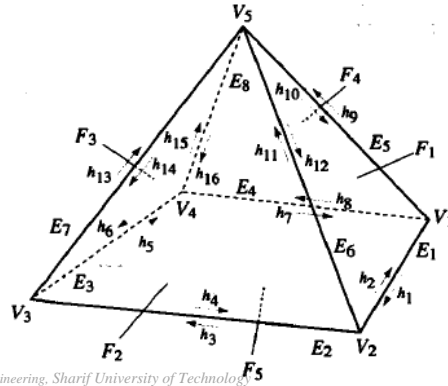
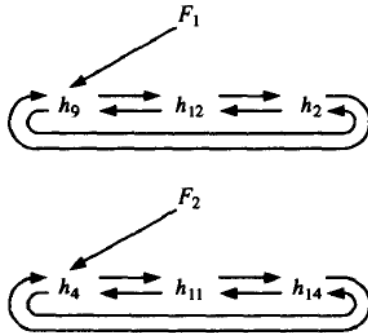
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Geometric modeling systems

▪ Data Structures

▪ Half-Edge data structure

- We can solve this problem by splitting each edge into halves and using them separately for two faces sharing the original edge.



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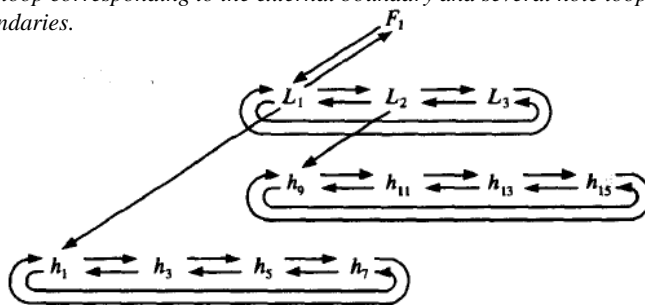
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Geometric modeling systems

▪ Data Structures

▪ Half-Edge data structure

- Loops can be used to take care of faces having inner holes without adding redundant bridge edges.
- Any face is bounded by one loop corresponding to the external boundary and several hole loops corresponding internal boundaries.



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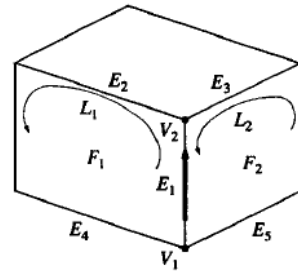
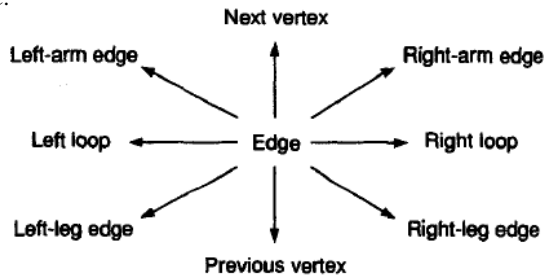
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Geometric modeling systems

▪ Data Structures

▪ Winged-Edge data structure

- In this data structures , the edges play the major role in contrast with the faces in half-edged data structures
- Each edge stores the faces sharing the edge, the neighboring edges sharing the any of the vertices of the edge.



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Geometric modeling systems

▪ Data Structures

▪ Decomposition model structure

- A solid model can be described approximately as an aggregate of simple solids such as cubes.
- Typical decomposition models and the data structures for storing them include:
 - Voxel representation
 - Octree representation
 - Cell decomposition

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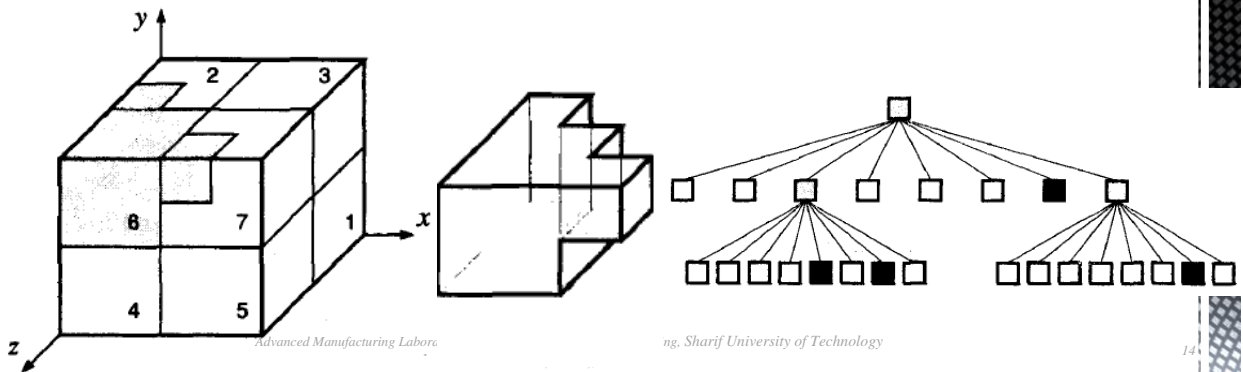
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Geometric modeling systems

▪ Data Structures

▪ Decomposition model structure

- Octree representation
- It represents a solid as an aggregate of hexahedra but it reduces the memory requirement considerably dividing the space differently.
- Octants can be represented as the nodes of a tree, this tree is called an Octree.



Geometric modeling systems

▪ Data Structures

▪ Decomposition model structure

▪ Octree representation

```

struct    octreeroot
{
    float    xmin, ymin, zmin;        /*space of interest*/
    float    xmax, ymax, zmax;
    struct    octree    *root        /*root of the tree*/
};

struct    octree
{
    char    code;/*BLACK, WHITE, GREY*/
    struct    octree    *oct[8]; /*pointers to octants, present if GREY*/
};

```

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Geometric modeling systems

- Data Structures
 - Decomposition model structure
 - Octree representation

```

make_tree( p, t, depth)
primitive *p;      /* p = the primitive to be modeled */
octree *t;         /* t = node of the octree, initially
                   the initial tree with one grey node */
int depth;        /* initially max. depth of the recursion */
{
    int i;
    switch( classify( p, t ) )
    {
        case WHITE:
            t-> code = WHITE;
            break;
        case BLACK:
            t-> code = BLACK;
            break;
        case GREY:
            if (depth == 0 )
            {
                t-> code = BLACK;
            }
            else
            {
                subdivide( t );
                for( i = 0; i < 8; i++)
                    make_tree( p, t-> octfil, depth-1 );
            }
            break;
    }
}

```

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