

An Introduction to BRL-CAD

An Open Source Solid Model CAD System

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Outline

- 1 Why BRL-CAD?
- 2 Philosophy of BRL-CAD
- 3 Demos
- 4 Questions
- 5 Resources

Why BRL-CAD?

A History of BRL-CAD

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- Open Source since December 2004

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My Thoughts About BRL-CAD

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My Thoughts About BRL-CAD

- Scriptable
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- Mixed feelings about lack of “parametricity”
- Not sure how to get from BRL-CAD to Finite Element Analysis
- Not sure how to get from BRL-CAD to CAD (ie, mill, lathe, 3D printer)
- Hardest part of probably ANY CAD system: understanding blueprints

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Some Open Source Alternatives to BRL-CAD

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- OpenSCAD – “Compiler” for 3D models

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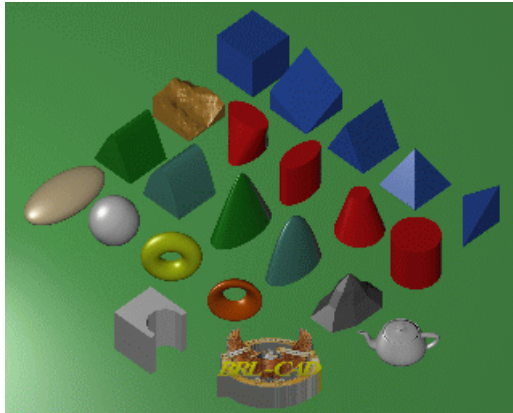
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- OpenCASCADE – an Open Source foundational library

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Philosophy of BRL-CAD

Complex “regions” are built from “primitives”

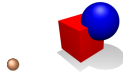


Philosophy of BRL-CAD

Primitives are combined via three basic operations

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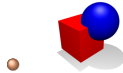
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Union

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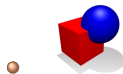
Union



Intersection

Philosophy of BRL-CAD

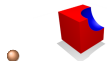
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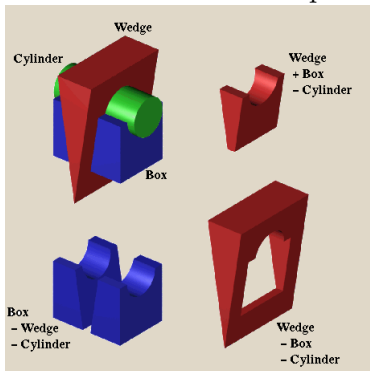
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Difference (Subtraction)

Philosophy of BRL-CAD

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- BRL-CAD's raytracing

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Questions

Any Questions?

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Resources

- BRL-CAD – <https://brlcad.org>
- SolveSpace – <http://solvespace.com/index.pl>
- FreeCAD – <https://www.freecadweb.org>
- OpenSCAD – <http://www.openscad.org>
- OpenCASCADE – <https://www.opencascade.com>
- FEM Lisp – <http://www.femlisp.org>