

# MECE 4606 DIGITAL MANUFACTURING

## Lampshade Lattice

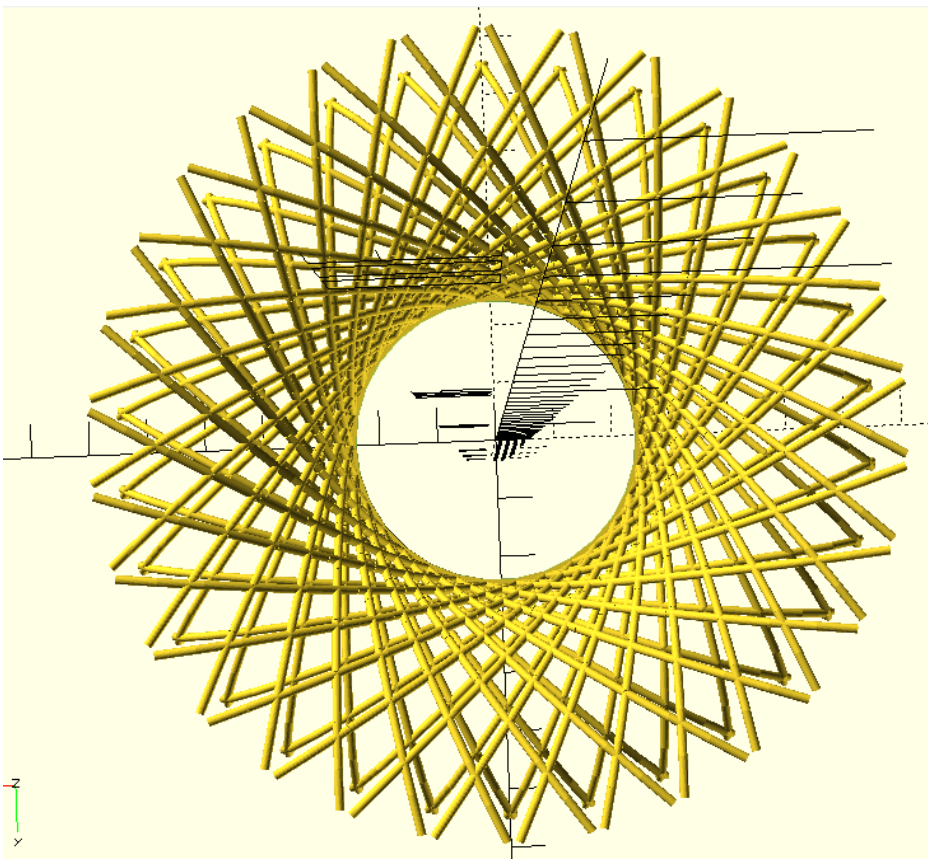
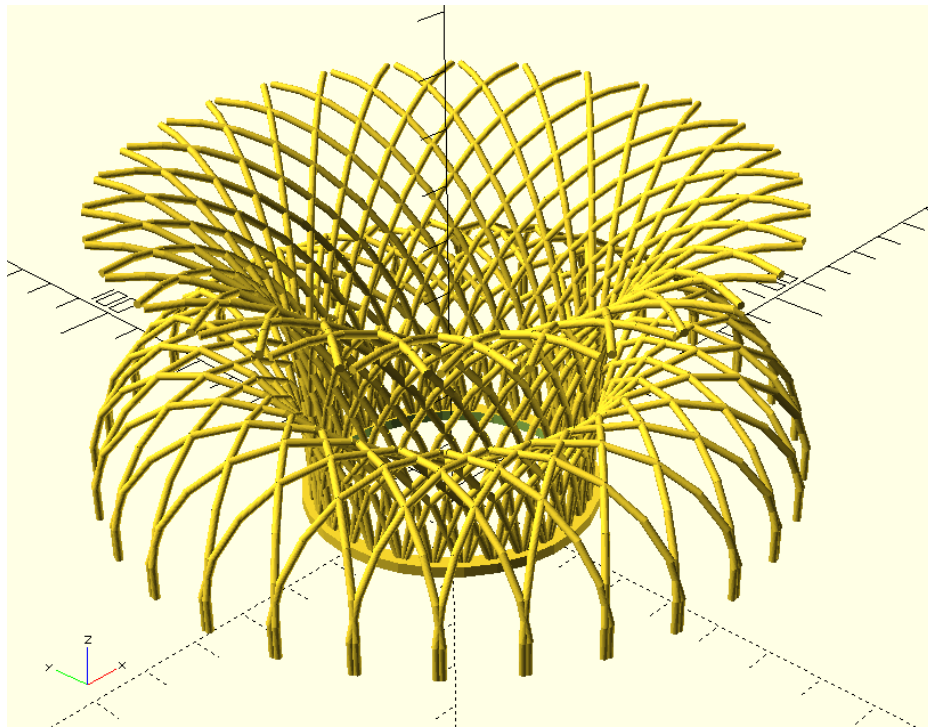
Rohan Sahu (rzs2120), Brock Taylor (btt2115)

*February 27th: 10 PM*

*120 Grace Hours Before Submission, +2 Hours Gained, 122 Hours After Submission*

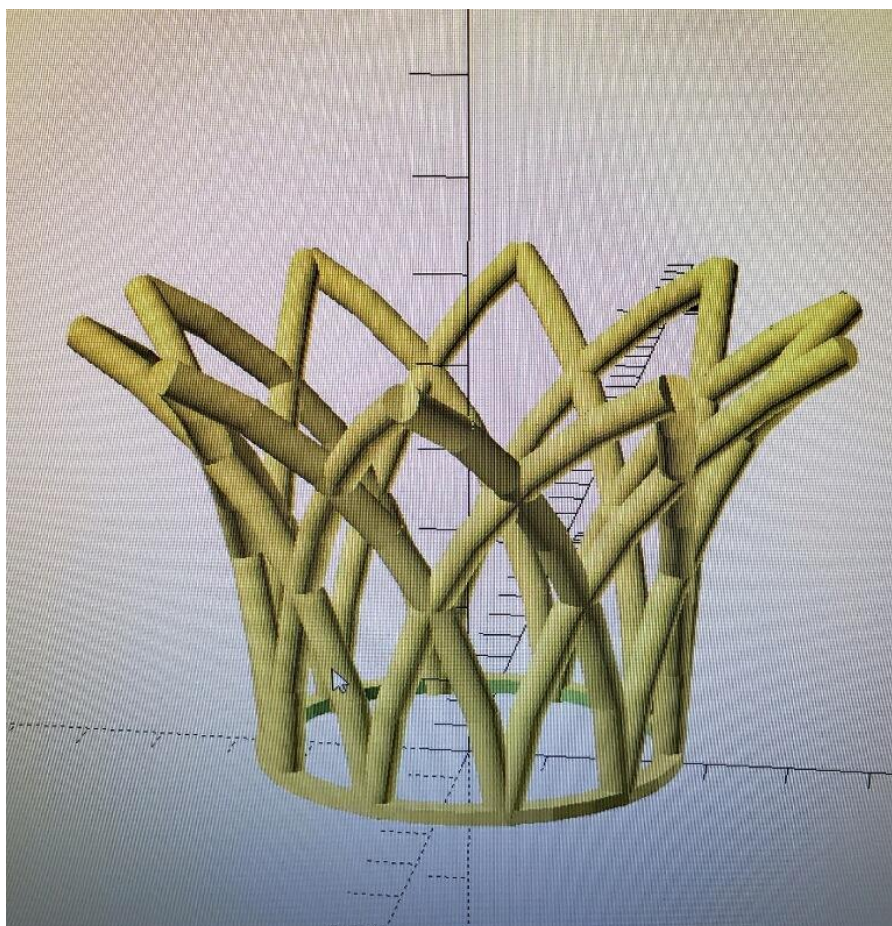
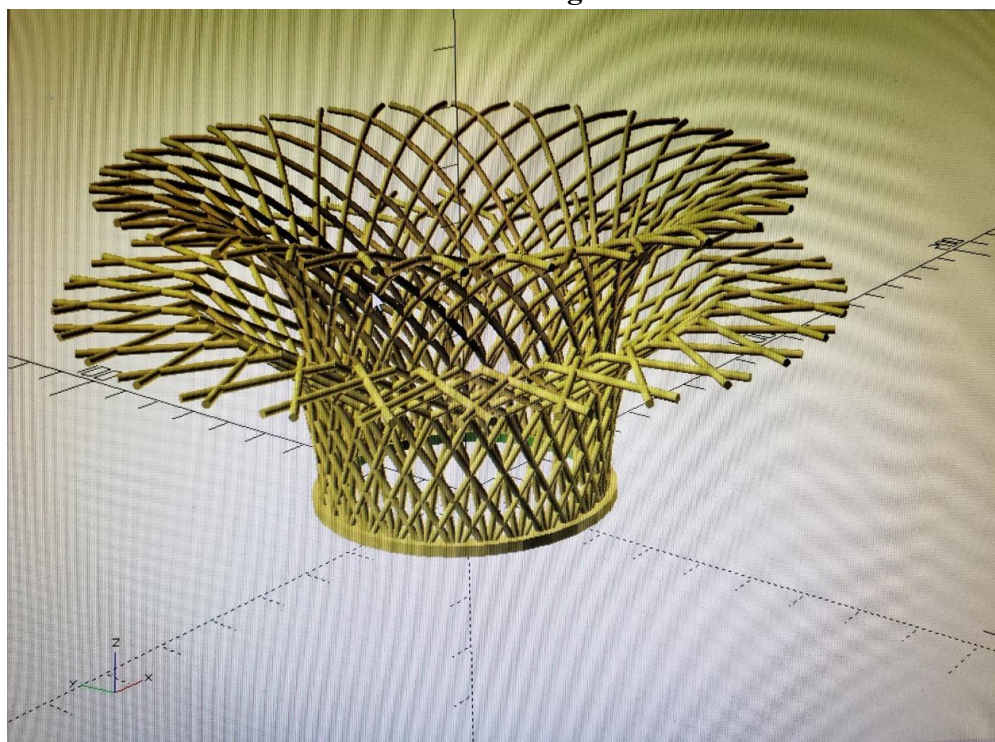


## I. Design : CAD Rendering





## Variant Designs

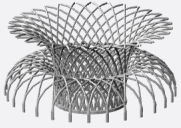


## II. Algorithm Description

The algorithm works by calling various methods to construct different elements of the lampshade. It begins by creating a ring of inner radius, outer radius and height. It then calls a method that builds two ‘flowers’ which creates a lattice pattern with branches at a specified angle, branching in both the positive and negative direction of the angle. These branches recursively call themselves to a specified depth, which can be altered in order to produce different/alternative designs. Further description can be found in the code appendix at the end of the document.

## III. Upload to Shapeways

**SHAPEWAYS**



X 125.84 Y 126.42 Z 59.45 MM RESIZE

Model Volume	13.58 cm <sup>3</sup>
Machine Space	335.49 cm <sup>3</sup>
Support Structure	199.77 cm <sup>3</sup>
Parts Bounds Volume	945.58 cm <sup>3</sup>
Part Count	1

### Bring your product to life

Test TOOLS

Multi Jet Fusion Plastic CHANGE

CHAT WITH US

#### Choose Options

COLOR

Black  
+\$2.50

Gray

Dark Gray  
+\$8.53

MATERIALS / FINISHES

PA 12  
Nylon 12 material with a matte finish and slightly grainy feel.

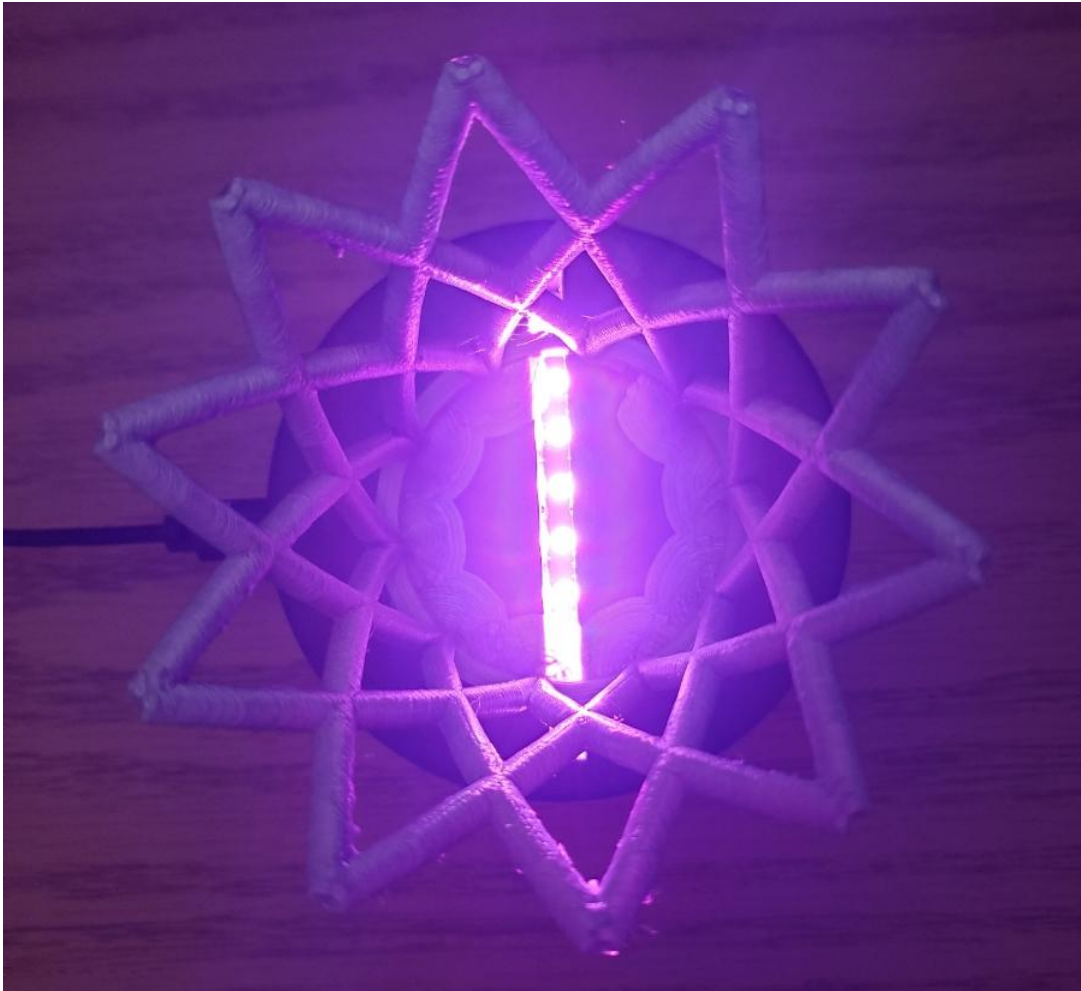
PA 12 Glass Beads  
40% glass bead filled nylon 12 material with high stiffness and dimensional stability  
+\$5.37

ADD TO CART QTY 1 \$82.24



#### IV. 3-D Physical Print Out





## V. Code Appendix

```
$fn=30;

module branch(start, length, angle, phi, depth, max_depth) {
    //recursive method for branching with a given angle
    if(depth < max_depth){
        // move to the starting position and rotate
        translate(start)
        rotate(angle, [1, 0, 0])
        //place one cylinder with specified length
        cylinder(r=2/3, h=length);

        //move to start again, then call this function again
        translate(start)
        rotate(angle, [1, 0, 0])
        translate([0, 0, -1/2])
        branch([0, 0, length], length * 0.9, angle, phi, depth + 1,
max_depth);
    }
}
```

```

}
module ring(inner, outer, height){
    //method for creating a ring with specified inner radius, outer radius,
    and height
    difference(){
        cylinder(r=outer, h=height);
        translate([0, 0, -1])
        cylinder(r=inner, h=height + 2);
    }
}
module flower(length, num, angle, depth){
    //method for creating a "flower" pattern with branches on each degree
    for(i=[0:360/num:359]){
        // rotate to specified angle by i then make a branch
        rotate(i, [0, 0, 1])
        translate([25, 0, 0])
        branch([0, 0, 0], length, angle, i, 1, depth);

        // rotate to specified angle by i then branch opposite direction
        (negative angle)
        rotate(i, [0, 0, 1])
        translate([25, 0, 0])
        branch([0, 0, 0], length, -angle, i, 1, depth);
    }
}
module flowers(){
    flower(15, 30, 10, 10);
    flower(15, 30, 20, 10);
}

ring(24, 27, 2);
flowers();

```

## VI. Rubrics Attempted

Items highlighted in yellow will be present after printing:

1. 10pts Cover page correct and complete
2. 10pts Report neatly organized and formatted
3. 10pts Report with initial upload to Shapeways submitted a week before the deadline
4. 10pts Program code listed in appendix
5. 10pts rendering in OpenSCAD or Blender
6. 10pts model complexity (based on number of elements, pattern)
7. 10pts Screenshot of Shapeways page with product cost <\$500
8. 10pts multiple variations of the design shown
9. 10pts product is stable on flat surface (attaches to base)

10. 30pts 3D Printed lampshade
11. 10pts Glamour photo of printed lampshade with light, in dark
12. 10pt lampshade rendering posted on Ed at least 24h day before the deadline (show screenshot):

## Lampshade - Brock Taylor & Rohan Sahu #204



Brock Taylor  
19 hours ago in [General](#)

★  
STAR

👁  
WATCH

44  
VIEWS

