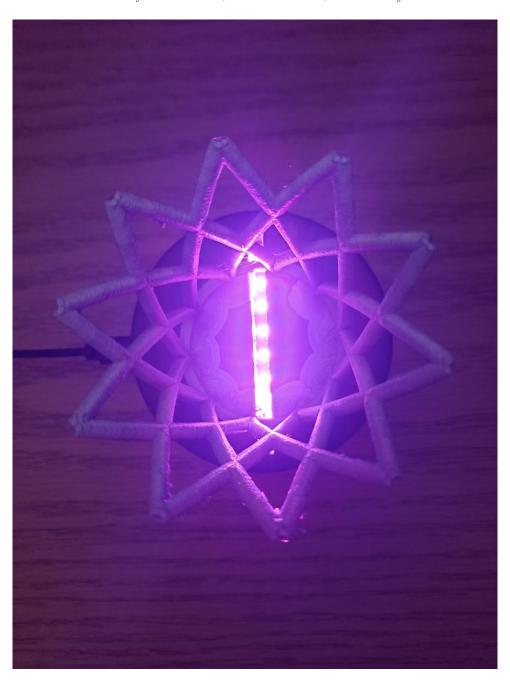
MECE 4606 DIGITAL MANUFACTURING

Lampshade Lattice

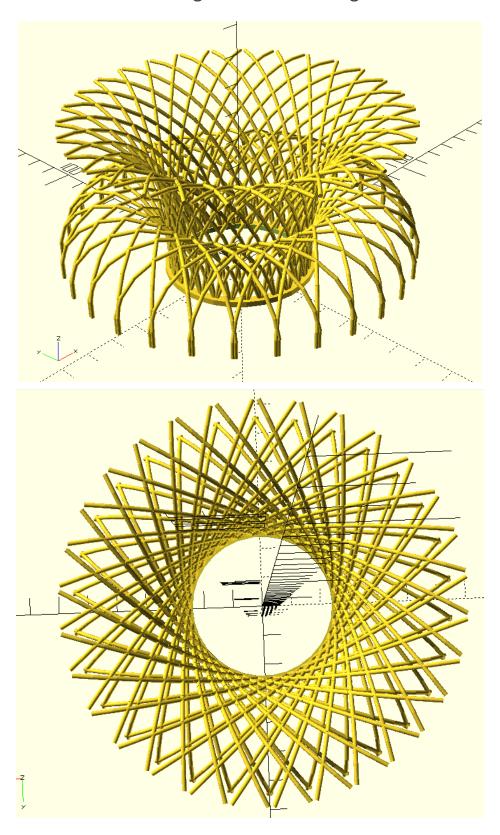
Rohan Sahu (rzs2120), Brock Taylor (btt2115)

February 27th: 10 PM

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

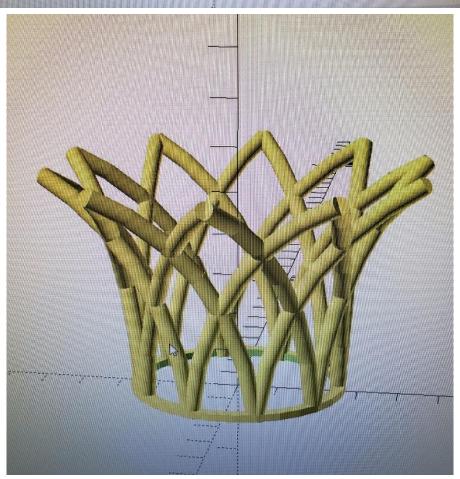


I. Design : CAD Rendering



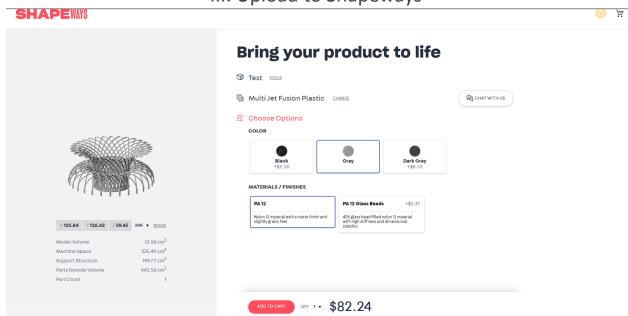
Variant Designs





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

IV. 3-D Physical Print Out





- 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):

