CAD/CAM of Sculptured Surfaces on Multi-Axis NC Machine The DG/K-Based Approach

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CAD/CAM of Sculptured Surfaces on Multi-Axis NC Machine: The DG/K-Based Approach Stephen P. Radzevich

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CAD/CAM of Sculptured Surfaces on Multi-Axis *NC* Machine

The DG/K-Based Approach

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ABSTRACT

Many products are designed with aesthetic sculptured surfaces to enhance their appearance, an important factor in customer satisfaction, especially for automotive and consumer electronics products. In other cases, products have sculptured surfaces to meet functional requirements. Functional surfaces interact with the environment or with other surfaces. Because of this, functional surfaces can also be called dynamic surfaces. Functional surfaces do not possess the property to slide over itself, which causes significant complexity in machining of sculptured surfaces. The application of multiaxis numerically controlled (NC) machines is the only way for an efficient machining of sculptured surfaces on multiaxis NC machines. To reduce the machining cost of a sculptured surface, the machining time must be as short as possible.

KEYWORDS

sculptured surface, generating surface of a cutting tool, surface generation, NC machine, kinematics of surface generation, DG/K-based method, indicatrix of conformity

Dedication

Dedicated to friends of mine.

Preface

Many products are designed with aesthetic sculptured surfaces to enhance their appearance, an important factor in customer satisfaction, especially for automotive and consumer electronics products. In other cases, products have sculptured surfaces to meet functional requirements. Examples of functional surfaces can be easily found in aero-, gas-, and hydrodynamic applications (turbine blades); optical (lamp reflector), and medical (parts of anatomical reproduction) applications; manufacturing surfaces (molding die, die face), etc. Functional surfaces interact with the environment or with other surfaces. Because of this, functional surfaces can also be called *dynamic surfaces*.

Functional surfaces do not possess the property to slide over itself. This causes significant complexity in machining of sculptured surfaces. The application of multiaxis numerically controlled (NC) machines is the only way for an efficient machining of sculptured surfaces.

Reduction of machining time is a critical issue when machining sculptured surfaces on multiaxis NC machines. To reduce the machining cost of a sculptured surface, the machining time must be as short as possible. Definitely, this is the case where the adage "Time is money!" applies. Generally speaking, the optimization of surface generation on multiaxis NC machine results in time savings. It is the right point to recall the shrewd observation¹ that "gaining time is gaining everything!"

This book is the author's attempt to cover briefly the modern theory of surface generation with focus on optimal machining of sculptured surfaces on multiaxis NC machine.

Contents

1.	Intro	oduction1		
2.	Anal	ytical Representation of Sculptured Surfaces5		
3.	Kinematics of Sculptured-Surface Machining11			
	3.1	Local Reference System		
	3.2	Elementary Relative Motions		
		3.2.1 Generating Motions of the Cutting Tool 14		
		3.2.2 Motions of Orientation of the Cutting Tool 19		
		3.2.3 Coordinate System Transformations: Their Impact on Fundamental		
		Forms of the Surfaces		
4.	Analytical Description of the Geometry of Contact of the Sculptured Surface and of			
	the (Generating Surface of the Form-Cutting Tool		
	4.1	Local Relative Orientation of Surfaces <i>P</i> and <i>T</i>		
	4.2	Dupin's Indicatrix		
	4.3	Rate of Conformity of Surfaces <i>P</i> and <i>T</i> at the CC-Point		
	4.4	Directions of the Extremal Rate of Conformity of Surfaces P and T		
	4.5	Implementation of Plücker's Conoid		
	4.6	$AN_{R}(P)$ -Indicatrix of Surface <i>P</i>		
	4.7	Relative Characteristic Curves		
5.	Form-Cutting Tools of Optimal Design			
	5.1	On the Principal Concept of Profiling Form-Cutting Tools for		
		Sculptured-Surface Machining 45		
	5.2	\mathbb{R} -Mapping of Part Surface P on Generating Surface T of the		
		Form-Cutting Tool		
	5.3	Reconstruction of the Generating Surface <i>T</i> of the Form-Cutting Tool		
	5.4	An Algorithm for the Computation of the Design Parameters of		
		the Form-Cutting Tool		

x *CAD/CAM* OF SCULPTURED SURFACES ON MULTI-AXIS *NC* MACHINE

	5.5	Selection of the Form-Cutting Tools of Rational Design		
	5.6	Form-Cutting Tools Having Continuously Changeable Generating Surface 56		
6.	Con	ditions of Proper Sculptured-Surface Generation57		
	6.1	Optimal Workpiece Orientation on the Worktable of Multiaxis		
		NC Machine		
	6.2	A Set of Necessary and Sufficient Conditions of Proper Part		
		Surface Generation		
	6.3	Global Verification of Satisfaction of the Conditions of Proper		
		Sculptured-Surface Generation		
7.	Pred	icted Accuracy of the Machined Sculptured Surface67		
	7.1	Components of the Resultant Deviation of the Machined Surface from the		
		Desired Surface		
	7.2	Local Approximation of the Contacting Surfaces		
	7.3	Configuration of the Approximating Torus Surfaces71		
	7.4	Predicted Elementary Surface Deviations		
	7.5	Total Displacement of the Cutting Tool with Respect to the		
		Sculptured Surface75		
	7.6	Efficient Ways for Increasing Accuracy of the Machined		
		Sculptured Surface		
	7.7	Principle of Superposition of the Elementary Deviations		
8.	Optimal Sculptured-Surface Machining			
	8.1	Criteria of the Optimization		
	8.2	Synthesis of Optimal Operations of Sculptured-Surface Machining 89		
	8.3	An Example of Implementation of the DG/K-Based Method of		
		Sculptured-Surface Machining		
Nota	tion			
References				
Bibliography111				
Author Biography				