Geometric Covering of Volumetric Representations (using Univariates) toward Additive Manufacturing (Technion)

code: COM-1810

The 3D printing process is based on two methods. The first is scan conversion which is done by ‘slicing’ an object into smaller, parallel planes, followed by Additive Manufacturing (AM) which fills these smaller parts with material, layer by layer. Although the slicing process is simple, it is not specifically adapted to the geometry of the model and as a result the surface finish quality as well as the strength of the object are compromised. This method offers an algorithm to improve the slicing process, requiring only a software upgrade, resulting in improved strength and finish of 3D printed objects

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