# Tutorial 10: Packaging of Sets of Solid Geometries (SG)

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### Complete List of all Tutorials with Publishable MATLAB Files of this Solid-Geoemtries Toolbox

The following topics are covered an explained in the specific tutorials:

- Tutorial 01: First Steps Using the VLFL-Toolbox for Solid Object Design
- Tutorial 02: Using the VLFL-Toolbox for STL-File Export and Import
- Tutorial 03: Closed 2D Contours and Boolean Operations in 2D
- Tutorial 04: 2½D Design Using Boolean Operators on Closed Polygon Lists (CPL)
- Tutorial 05: Creation, Relative Positioning and Merging of Solid Geometries (SG)
- Tutorial 06: Relative Positioning and Alignment of Solid Geometries (SG)
- Tutorial 07: Rotation of Closed Polygon Lists for Solid Geometry Design
- Tutorial 08: Slicing, Closing, Cutting and Separation of Solid Geometries
- Tutorial 09: Boolean Operations with Solid Geometries
- Tutorial 10: Packaging of Sets of Solid Geometries (SG)
- Tutorial 11: Attaching Coordinates Frames to Create Kinematik Models
- Tutorial 12: Define Robot Kinematics and Detect Collisions
- Tutorial 13: Mounting Faces and Conversion of Blocks into Leightweight-structures
- Tutorial 14: Manipulation Functions for Closed Polygons and Laser Cutting (SVG)
- Tutorial 15: Create a Solid by 2 Closed Polygons
- Tutorial 16: Create Tube-Style Solids by Succeeding Polygons
- Tutorial 17: Filling and Bending of Polygons and Solids
- Tutorial 18: Analyzing and modifying STL files from CSG modeler (Catia)
- Tutorial 19: Creating drawing templates and dimensioning from polygon lines
- Tutorial 20: Programmatically Interface to SimMechanics Multi-Body Toolbox
- Tutorial 21: Programmatically Convert Joints into Drives (SimMechanics)
- Tutorial 22: Adding Simulink Signals to Record Frame Movements
- Tutorial 23: Automatic Creation of a Missing Link and 3D Print of a Complete Model
- Tutorial 24: Automatic Creation of a Joint Limitations
- Tutorial 25: Automatic Creation of Video Titels, Endtitels and Textpages
- Tutorial 26: Create Mechanisms using Universal Planar Links
- Tutorial 27: Fourbar-Linkage: 2 Pose Syntheses and Linkage Export for 3D Printing
- Tutorial 28: Fourbar-Linkage: 3 Pose Syntheses and Linkage Export for 3D Printing
- Tutorial 29: Create a multi body simulation using several mass points
- Tutorial 30: Creating graphical drawings using point, lines, surfaces, frames etc.
- Tutorial 31: Importing 3D Medical DICOM Image Data and converting into 3D Solids
- Tutorial 32: Exchanging Data with a FileMaker Database
- Tutorial 33: Using a Round-Robin realtime multi-tasking system
- Tutorial 34: 2D Projection Images and Camera Coordinate System Reconstruction
- Tutorial 35: Collection of Ideas for Tutorials
- Tutorial 36: Creating a Patient-Individual Arm-Skin Protector-Shell

### Motivation for this tutorial: (Originally SolidGeometry 2.4 required)

#### 2. The four-bar-linkage kit as example for a set of multiple solids

A very interesting mechanism in mechanics is the four-bar-linkage. It consists of four bars that are linked together by 4 rotatorial joints. Such a mechanism can be built by 4 different elements

- 1. Bar: The basic mechanic link
- 2. Bolt: A simple bolt that allows rotation
- 3. Shaft: A simple shaft that transfer torque
- 4. Spacer: A simple element that is required to achieve parallel bars

close all;

fourBarLinkage (25,40,30,40);



# fourBarLinkageKit ('Bar',40);



# fourBarLinkageKit ('Bolt');





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fourBarLinkageKit ('Shaft');



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### fourBarLinkageKit ('Spacer');



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# 3. Packaging a set of solid geometries in a volume

For a four-bar-linkage we need 4 bars and 4 bolts and may be 2 spacer and 2 shafts. For this purpose there is one function

• SGpacking arranges several solid geometries side by side in a volume

```
close all;
A=fourBarLinkageKit ('Bar',40);
B=fourBarLinkageKit ('Bolt');
C=fourBarLinkageKit ('Shaft');
D=fourBarLinkageKit ('Spacer');
SG=SGpacking({A,B,C,D});
SGplot(SG); view (-30,30); VLFLplotlight (1,0.9); zoompatch;
```

binpacking3D: Packing 4 objects (h=24):



Similar it is possible to pack several objects of the same kind into the volume and also to define the dimensions of the packing volume. Typically the z-coordiante of the volume specification is unlimited or much bigger than the xy-coordinats.



binpacking3D: Packing 12 objects (h=45):



## 4. Using container/collections insted of itemizing the solids

In many cases we are not interested to list the items in the source code but to create a structure containing all objects we want to pack later Therefor, we need a data structure that allows to collect several solids into something like a container. This can be done by the following functions:

- SGCaddSG Add a single solid geometry to a collection
- SGCaddSGn Add multiple copies of a single solid geometry to a collection

close all

### Tutorial 10: Packaging of Sets of Solid Geometries (SG)

<pre>SGC=[]; SGC=SGCaddSGn(SGC,fourBarLinkageKit ('Bolt'),20); SGC=SGCaddSGn(SGC,fourBarLinkageKit ('Shaft'),20);</pre>	<pre>% Create a Solid Geometry Collection % Add 20 bolt to the container % Add 20 shafts to the container</pre>	
SG=SGpacking(SGC,[30, 30 ,1000]);	% SGpacking accepts also SGC structs	
SGplot(SG); view (-30,30); VLFLplotlight (1,0.9); zoompatch;		

binpacking3D: Packing 40 objects (h=48): .....



### 5. Create boxes around the packed solids for the final 3D print job

To handle the print job in a convinient way, it makes sense to create a box around the parts and also to write on top of the cover the content or the intended use of the box plus may by a date.



VLFLtextattachVLUL: Text ". Test for Packaging and Boxing

." attached to union Nr: 2

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### 6. Create the four-bar-linkage kit as print job

close all;	
SGC=[];	
SGC=SGCaddSGn(SGC,fourBarLinkageKit	('Bar',25),2);
SGC=SGCaddSGn(SGC,fourBarLinkageKit	('Bar',35),2);
SGC=SGCaddSGn(SGC,fourBarLinkageKit	('Bar',40),4);
SGC=SGCaddSGn(SGC,fourBarLinkageKit	('Bolt'),4);

SGC=SGCaddSGn(SGC,fourBarLinkageKit ('Shaft'),4); SGC=SGCaddSGn(SGC,fourBarLinkageKit ('Spacer'),4); SGB=SGpacking(SGC,[55, 60,100]); SGB=SGboxing(SGA,[],[],'.\nTim Lueth''s Linkage Kit\n.'); VLFLfigure(SGA); SGplot(SGB,'g'); SG=SGcat(SGA,SGB); view (-130,30); VLFLplotlight (1,0.9); zoompatch; SGwriteSTL(SG,'EXPl0: Four-Bar-Linkage-Kit');

binpacking3D: Packing 20 objects (h=58): .....VLFLtextattachVLUL: Text ".

Tim Lueth's Linkage Kit

." attached to union Nr: 2  $\,$ 

publishSGPDF:<a href = "matlab: openbydoubleclick ('/Users/timlueth/Desktop')">/Users/timlueth/Desktop/</a><a href = "matlab: openbydoubleclick ('/Users/timlueth/Desktop')">/Users/timlueth/Desktop/</a></a>

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#### Final remarks on toolbox version and execution date

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Tim Lueth, tested and compiled on OSX 10.7.5 with Matlab 2014b on 2015-06-08

Christina Friedrich, executed and published on 64 Bit PC using Windows with Matlab 2015a on 2015-06-17

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