

Tutorial 36: Creating a Patient-Individual Arm-Skin Protector-Shell

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

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

- Tutorial 01: First Steps Using the VLFL-Toolbox for Solid Object Design
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- Tutorial 04: 2½D Design Using Boolean Operators on Closed Polygon Lists (CPL)
- Tutorial 05: Creation, Relative Positioning and Merging of Solid Geometries (SG)
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- 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 Lightweight-structures
- Tutorial 14: Manipulation Functions for Closed Polygons and Laser Cutting (SVG)
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- 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: Creation of Kinematic Chains and Robot Structures
- Tutorial 36: Creating a Patient-Individual Arm-Skin Protector-Shell
- Tutorial 37: Dimensioning of STL Files and Surface Data
- Tutorial 38: Some more solid geometry modelling function

Motivation for this tutorial: (Originally SolidGeometry 4.0 required)

I'd like to thank Gweni-Viani Alonso-Aruffo for her student internship in Spring 2017 in my lab at TU of Munich. She recorded the surface data and wrote Matlab fnctns for also creating SVG data for laser cutting of cloth to protect the skin from getting direct in contact to the 3D printed polymers.

```
% function VLFL_EXP36
```

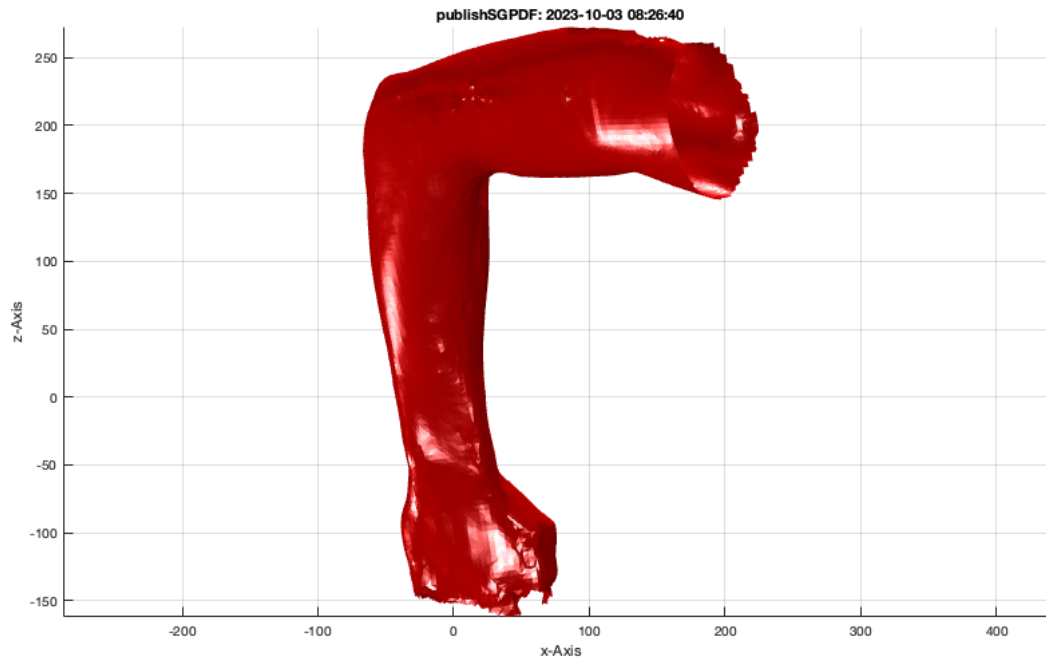
1. Loading Surface Data

2. Interactive Selection of the Area

```
load AAruffo_surf.mat % use loadweb('AAruffo_surf.mat'); the first time
```

```
SGfigure(SG1); view(19,15); camlight;  
beep; pause;  
ginput(1); p1=select3d  
ginput(1); p2=select3d  
T=T2P(p1,p2-p1)  
Ti=eye(4)/T  
pn=VLtransT(p2',Ti); z=pn(3)  
  
SGX=SGtransT(SG1,Ti); SGfigure(SGX); view(0,0)
```

```
p1 =  
-23.5437  
581.8615  
64.5263  
p2 =  
-4.7223  
568.4742  
-58.4266  
T =  
0.9886 0 0.1504 -23.5437  
0.0163 -0.9941 -0.1070 581.8615  
0.1496 0.1082 -0.9828 64.5263  
0 0 0 1.0000  
Ti =  
0.9886 0.0163 0.1496 4.1497  
0 -0.9941 0.1082 571.4584  
0.1504 -0.1070 -0.9828 129.2237  
0 0 0 1.0000  
z =  
125.1035
```



Cut the selected arm area

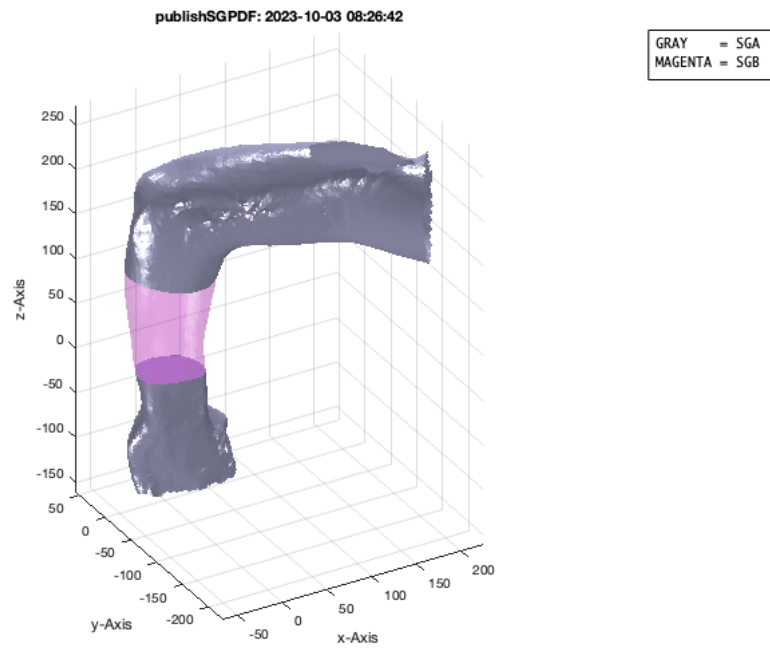
```
pn=VLtransT(p2',Ti); z=pn(3)
SGcut(SGX,[0 z]);
[SGout,SGin]=SGcut(SGX,[0 z]);
```

```
z =
    125.1035
```

```
ans =
Figure (1: AOI Matlab Solid Modeler app_2012_11_09) with properties:
```

```
Number: 1
Name: 'AOI Matlab Solid Modeler app_2012_11_09'
Color: [1 1 0.9000]
Position: [1 833 960 540]
Units: 'pixels'
```

Use GET to show all properties

**Show only the selected**

```
SGfigure(SGin); view(-30,30); VLFLplotlight(1,1);
```