

## Tutorial 53: SKOL - Soft Kill Option for Large Displacement by Yilun Sun

2020-07-28: Tim C. Lueth, Professor at Technische Universität München, Germany (URL: <http://www.SG-Lib.org>) - Last Change: 2020-08-07

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

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The following topics are covered and 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
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- 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
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- 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
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- Tutorial 36: Creating a Patient-Individual Arm-Skin Protector-Shell
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- Tutorial 38: Some more solid geometry modelling function
- Tutorial 39: HEBO Modules robot design
- Tutorial 40: JACO Robot Simulation and Control
- Tutorial 41: Inserting Blades, Cuts and Joints into Solid Geometries
- Tutorial 42: Performing FEM Stress and Displacement Analysis and Structural Optimization of Solids
- Tutorial 43: Performing FEM Structural Optimization (CAO) and Topological Optimization (SKO) of Solids

- Tutorial 44: Creation of solids and kinematics from 3D curves and transformation matrices
- Tutorial 45: Creation of Solids using the SG-Coder - SGofCPLcommand
- Tutorial 46: Creating Fischertechnik compatible gear boxes using SGofCPLcommand
- Tutorial 47: Creating four-joints by 3 pose synthesis
- Tutorial 52: CPL Buffers and cw/ccw Orientation
- Tutorial 53: SKOL - Soft Kill Option for Large Displacement by Yilun Sun
- Tutorial 54: Automated Design of Precision Joints by Screws or Ball Bearings
- Tutorial 55: Automated Design of Manipulators with Screws or Ball Bearing

#### Motivation for this tutorial: (Originally SolidGeometry 4.9 required)

```

dbprintf('This tutorial has the task to explain the functions of Yilun Sun (MIMED PhD student since 2017) and to test the functions with every new vers
dbprintf('The SKOL functions allow the design of solid-state joint mechanisms by technical laymen without knowledge of mechanism theory');
% function VLFL_EXP53

dbprintf('This tutorial automatically designs a forceps with solid joints and the special feature of a flexible gripping surface. ');
dbprintf('First, we design an outer contour that already contains the surface to be moved later. ');
dbprintf('On the other hand it is the maximum area that might be occupied by the mechanism later. ');
dbprintf('Make sure that the moving face can be distinguished from a longer face line by an angle greater than 45 degrees');

% CPLF

% Automatic design of adaptive compliant forceps

```

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VLFL\_EXP53: On the other hand it is the maximum area that might be occupied by the mechanism later.  
VLFL\_EXP53: Make sure that the moving face can be distinguished from a longer face line by an angle greater than 45 degrees

#### Define the maximum outline contour

```

[-,CPLOutline] = SGofCPLcommand('b 100 30,move 0 -15,enter,b 30 10 -30,move 65 -5,enter,b 6 4,move 20,-,-,enter,c 20 15,move -35 -20,-,enter,b 40 10,
% CPLOutline=CPLradialEdges(CPLOutline,5);

% [-,CPLOutline] = SGofCPLcommand('b 100 30,move 0 -15,enter,b 30 10 -30,move 65 -5,enter,b 6 4,move 20,-,-,enter,b 40 10,move -35.5,-,enter,b 100 36

```

#### Define the fixation contours

```

bb=BBofCPL(CPLOutline);
CPLfix1=PLsquare(1)+[bb(2)+2 bb(4)+2]; % Base element WILL DEFINITELY BE UNMOVED PART OF STRUCTURE!
% CPLfix1=PLsquare(1)+[-15 -1]; % Base element WILL DEFINITELY BE UNMOVED PART OF STRUCTURE!

% [-,CPLfix1] = SGofCPLcommand('b 1,move 40 40'); % Base element WILL DEFINITELY BE UNMOVED PART OF STRUCTURE!
[-,CPLfix2] = SGofCPLcommand('b 20 1'); % FACE TO REALTIVELY MOVE THE

condfixation = {CPLfix1,[1 1];CPLfix2,[1 1]}; % [x y ] => > 0=false 1 = true(fixed)
% condfixation = {CPLfix1,[1 1]};CPLfix2,[0 1]};

```

#### Define the load contours

```
[-,CPLload] = SGofCPLcommand('b 10,move -35 -16');
```

```

[-,CPLload] = SGofCPLcommand('b 5 20,move -35 -20'); % MUST BE OVERLAPP OUTSIDE AND INSIDE OF CPLOUTLINE
condload={CPLload, [-0.000 +0.001]}; % Force in [x y] in Newton
% condload={CPLload, [0 -0.001]}; % Force in [x y] in Newton

```

#### DEFINE FLEXIBLE CONTOURS

```

CPLspring = CPLload; % LOAD MUST BE FLEXIBLE [X=0 Y=1/2 CPLload
pout=[50 -10]; CPL2spring=PLsquare(1)+pout; % Movable Part
[-,CPL3spring] = SGofCPLcommand('d 10 38 -5'); % OTHER FLEXIBLE ELEMENTS
condspring = {CPLload,abs(condload{1,2}/2);CPL2spring,[0 0.0005];CPL3spring,[0.000 0.00075]};
condspring = {CPLload,abs(condload{1,2}/2);CPL2spring,[0 0.0005]}; %;CPL3spring,[0.000 0.00075]};

```

#### DEFINE LOAD DIRECTION AND SIGN x- x+ y- y+

```

poutxy = 2; % 1==x 2 y=y
poutdir = 1; % +1 / -1

```

#### DEFINE AREA OF NO TOPOLOGY OPTIMIZATION

```

[-,CPLnokill] = SGofCPLcommand('c 26 18,move -35 -20,enter,b 30 10 -30,move 65 -5.5,+');
% [-,CPLnokill] = SGofCPLcommand('c 26 20,move -35 -20');
%
CPLnokill=CPLintersect(CPLnokill,CPLOutline);

```

**No kill by creation of walls of all the inside contours (!) AND IF A CLEAR SURFACE IS WANTED****Additional Parameter**

```

VolFrac = 0.3;    % 30 percent of CPL outline
MaxIter = 50;    % Number of iterations

h=0.4;          % height
E0=1;          % E moudlus
nu=0.3;        % Poissin

```

**JUSRT PLOT**

```

SGfigure; CPSplot(CPLOutline,'b',0.2,'k',1); CPSplot(condload(:,1),'r',1); CPSplot(condfixation(:,1),'m',1); % return
CPSplot(condspring(:,1),'g',1); CPSplot(CPLnokill,'y',0.2,'y');

copyfig(gcf,100);

warn=warning('off','MATLAB:nearlySingularMatrix'); % UNCLEAR USAGE
warning('off','MATLAB:polyshape:repairedBySimplify');
[CPL_TOP,z,fem] = CPLTopCM_SUN(CPLOutline,h,E0,nu,condfixation,condload,condspring,pout,poutxy,poutdir,CPLnokill,VolFrac,MaxIter);
warning(warn);

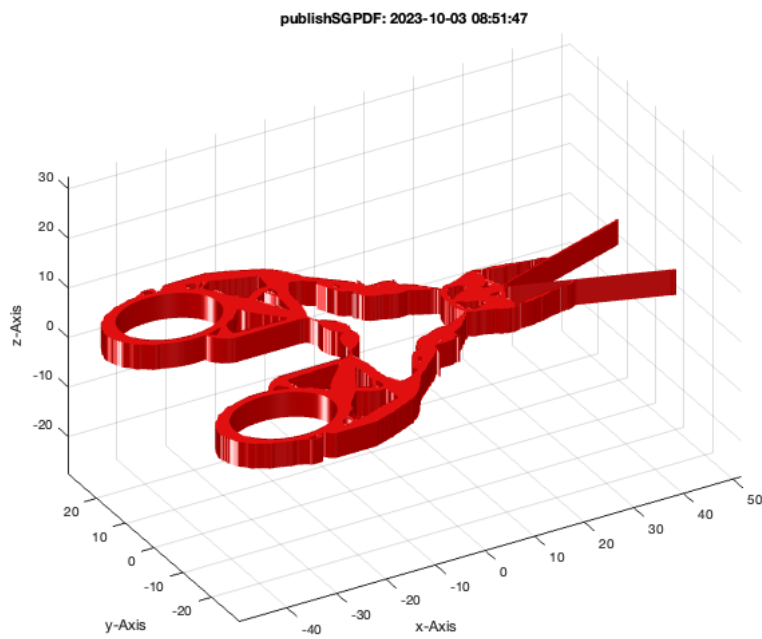
SG2 = SGofCPLz(CPL_TOP,5);T2.VL = SG2.VL;T2.FL = SG2.FL;
SGfigure(T2);

```

```

sf =
    100
It: 1   Objective: -0.020   Change: 0.700
It: 2   Objective: -0.024   Change: 0.050
It: 3   Objective: -0.006   Change: 0.050
It: 4   Objective: -0.001   Change: 0.050
It: 5   Objective: -0.000   Change: 0.050
It: 6   Objective: 0.000    Change: 0.050
It: 7   Objective: 0.000    Change: 0.050
It: 8   Objective: 0.000    Change: 0.050
It: 9   Objective: 0.001    Change: 0.050
It: 10  Objective: 0.002    Change: 0.050
It: 11  Objective: 0.005    Change: 0.050
It: 12  Objective: 0.008    Change: 0.050
It: 13  Objective: 0.013    Change: 0.050
It: 14  Objective: 0.018    Change: 0.050
It: 15  Objective: 0.020    Change: 0.050
It: 16  Objective: 0.022    Change: 0.050
It: 17  Objective: 0.024    Change: 0.050
It: 18  Objective: 0.025    Change: 0.050
It: 19  Objective: 0.027    Change: 0.050
It: 20  Objective: 0.028    Change: 0.050
It: 21  Objective: 0.029    Change: 0.050
It: 22  Objective: 0.030    Change: 0.050
It: 23  Objective: 0.031    Change: 0.050
It: 24  Objective: 0.031    Change: 0.050
It: 25  Objective: 0.032    Change: 0.050
It: 26  Objective: 0.033    Change: 0.050
It: 27  Objective: 0.033    Change: 0.050
It: 28  Objective: 0.033    Change: 0.050
It: 29  Objective: 0.034    Change: 0.050
It: 30  Objective: 0.034    Change: 0.050
It: 31  Objective: 0.034    Change: 0.050
It: 32  Objective: 0.035    Change: 0.050
It: 33  Objective: 0.035    Change: 0.050
It: 34  Objective: 0.035    Change: 0.050
It: 35  Objective: 0.036    Change: 0.050
It: 36  Objective: 0.036    Change: 0.050
It: 37  Objective: 0.036    Change: 0.050
It: 38  Objective: 0.036    Change: 0.050
It: 39  Objective: 0.037    Change: 0.050
It: 40  Objective: 0.037    Change: 0.050
It: 41  Objective: 0.037    Change: 0.050
It: 42  Objective: 0.037    Change: 0.050
It: 43  Objective: 0.037    Change: 0.050
It: 44  Objective: 0.038    Change: 0.050
It: 45  Objective: 0.038    Change: 0.050
It: 46  Objective: 0.038    Change: 0.050
It: 47  Objective: 0.038    Change: 0.050
It: 48  Objective: 0.038    Change: 0.050
It: 49  Objective: 0.038    Change: 0.050
It: 50  Objective: 0.038    Change: 0.050

```



### Final Remarks

close all VLFLlicense

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