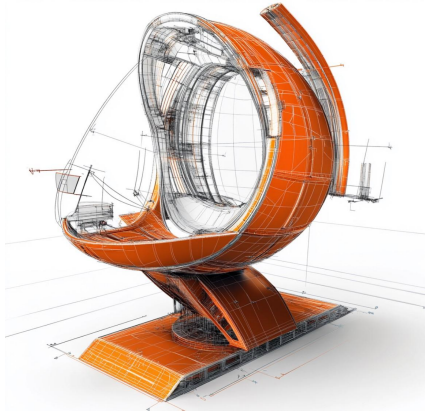


09.05.2024 - #1 Recitation



# **Introduction to CAD (Computer-Aided Design) & Parametric Design - Design for Manufacturing**

**A Tool for Engineering and Design**

How To Make (Almost) Anything

Miana Smith & Diana Mykhaylychenko

[diana\\_mk@mit.edu](mailto:diana_mk@mit.edu) miana@mit.edu

09.05.2024 - #1 Recitation

# **What is CAD?**

How To Make (Almost) Anything

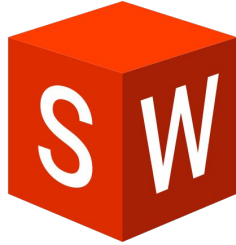
## What is CAD?

**Definition:** CAD, or Computer-Aided Design, is software used to create detailed 2D or 3D models of physical objects or systems.

**Applications:** Architecture, mechanical engineering, product design.

09.05.2024 - #1 Recitation

What is CAD?



How To Make (Almost) Anything

09.05.2024 - #1 Recitation

# **What is Parametric Design?**

How To Make (Almost) Anything

## What is Parametric Design?

**Definition:** Parametric design is a design process where relationships between elements are governed by parameters, allowing for dynamic updates and flexibility when changes are made.

- **Dynamic relationships:** Changes to one parameter automatically adjust related components, maintaining design integrity.
- **Efficient design process:** Allows rapid iteration and updates, improving flexibility and speed.
- **Complex geometries:** Ideal for designing complex shapes and structures that would be difficult or time-consuming to modify manually.
- **Optimization:** Facilitates exploring multiple design variations and optimizing for factors like material usage, aesthetics, or performance.
- **Used in various fields:** Commonly applied in architecture, product design, and engineering.

How To Make (Almost) Anything

09.05.2024 - #1 Recitation

# **From Concept to 3D Modeling**

How To Make (Almost) Anything

## From Concept to 3D Modeling: Tips for Beginners

- **Start with a clear idea:** Visualize the object in your head, considering its purpose, shape, and functionality.
- **Sketch on paper:** Begin by drawing rough 2D sketches from different angles to help define the proportions and key features.
- **Break the design into basic shapes:** Simplify the concept into geometric forms like cubes, spheres, cylinders, etc., to make it easier to model.
- **Choose the right CAD software:** Start with beginner-friendly tools like Fusion 360 or Tinkercad, which have intuitive interfaces.
- **Use parametric modeling:** Define dimensions and constraints early, so you can easily modify the design later.
- **Start with 2D sketches in CAD:** Create basic 2D sketches on different planes (front, side, top) to form the base for 3D features.
- **Extrude or revolve the sketches:** Use the extrude or revolve tools to turn your 2D shapes into 3D objects.
- **Add details gradually:** Incorporate smaller design features like holes, chamfers, fillets, and curves once the basic shape is ready.
- **Constantly check proportions and dimensions:** Regularly review your model to ensure it aligns with the original concept and practical measurements.



09.05.2024 - #1 Recitation

Keep your material in mind!

How To Make (Almost) Anything

DO **NOT** SET THE LASER CUTTER ON FIRE!



How To Make (Almost) Anything

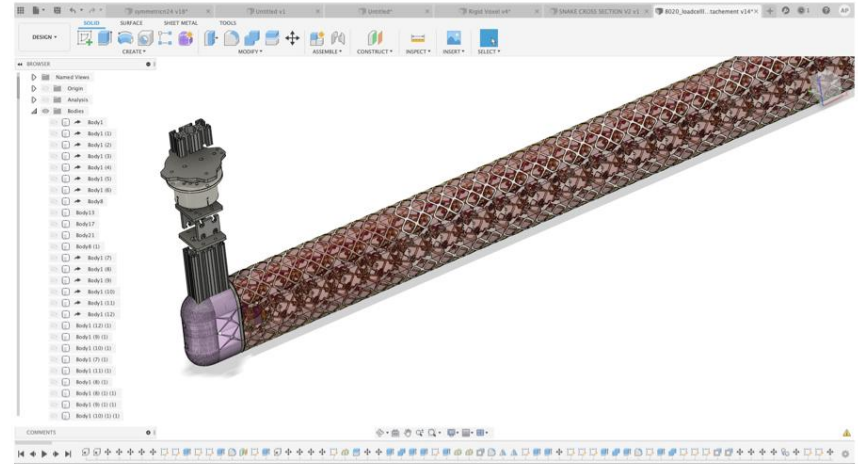
09.05.2024 - #1 Recitation

# **Getting Started with Fusion 360**

How To Make (Almost) Anything

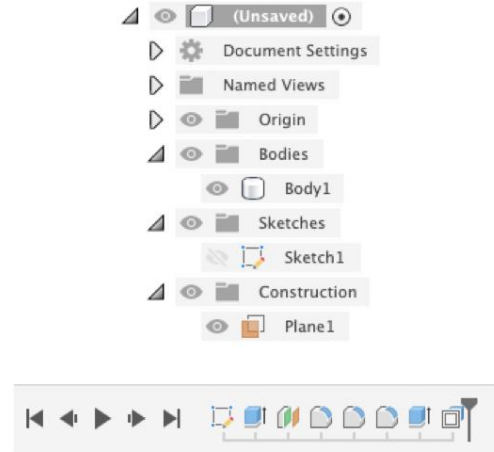
# Why Fusion 360

- Its free for students
- Its a friendly first CAD experience
- Available literature
- Cloud storage, share files
- Nice CAE, render, drawing interaction



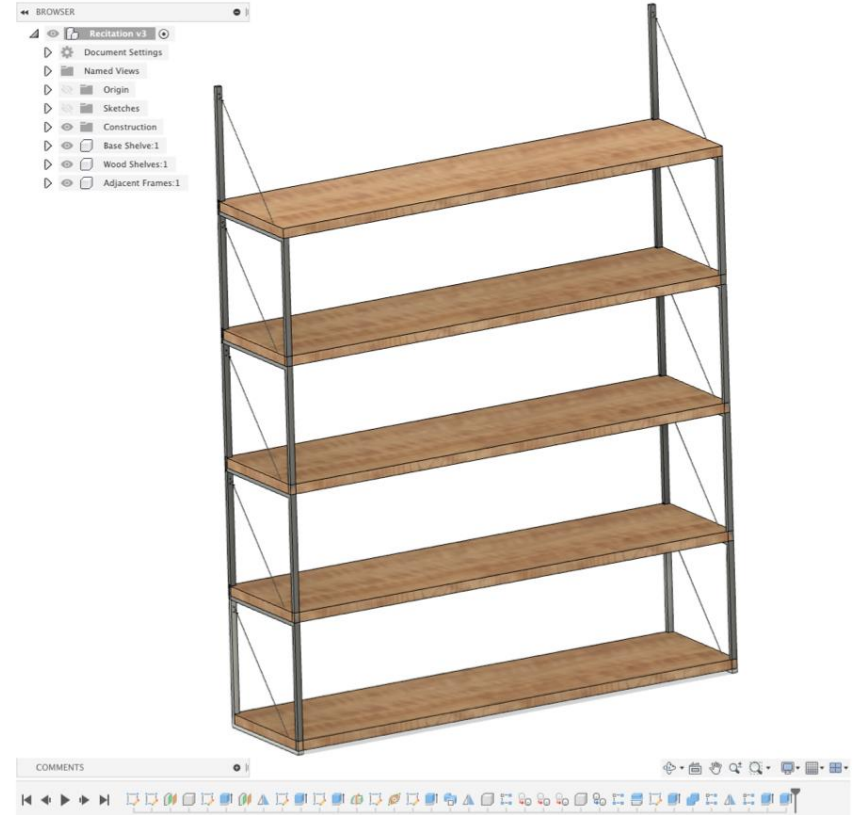
# Tree Structure and Timeline

- **General Spatial Sense of the Canvas**
  - 2d zones
  - 3d environment
- **Timeline**
  - Record of the actions done
  - Can go back in time!
- **Tree**
  - Personal organisation of the elements generated



# Parametrize almost anything!

- What do we call a parameter
- Learning curve of designing
- Flexibility
- Iteration
- Do not waste your time later

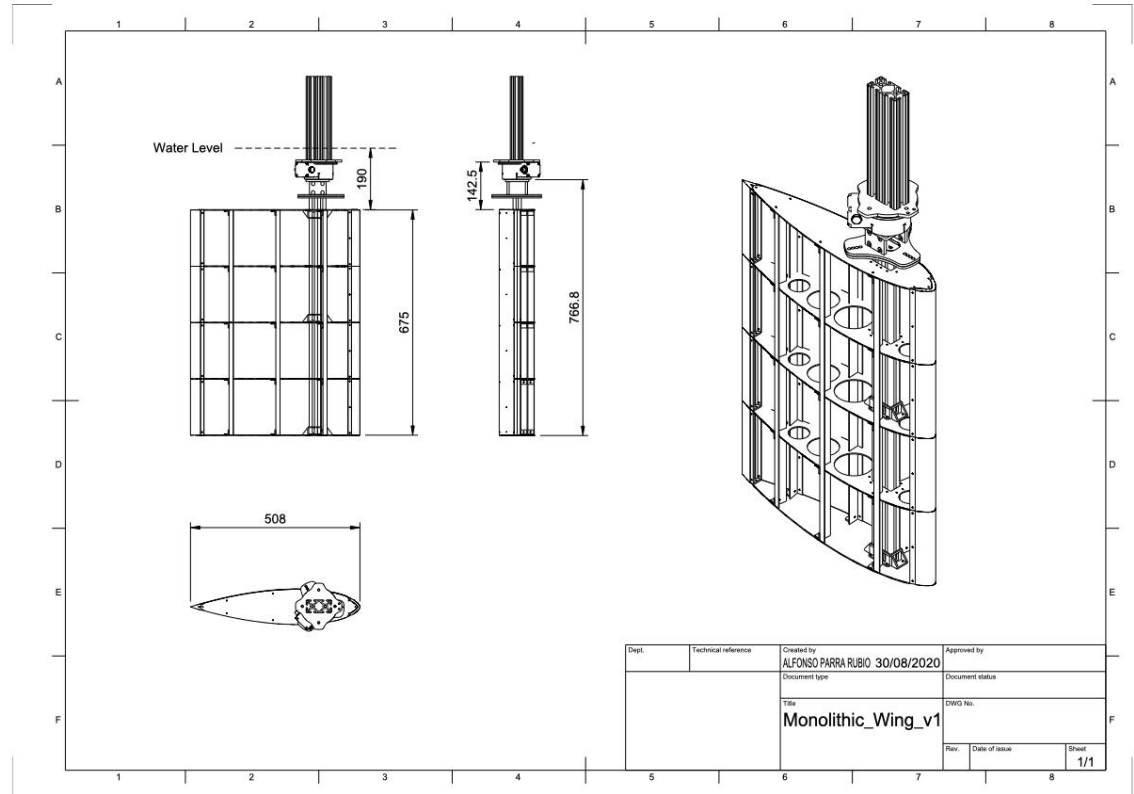


# Sketches, Solids, and Surfaces

- Space allocation model. 3D perception
- Everything starts with a sketch
- When to use solids. Solids 101
- When to use surfaces. Surfaces 101
- Transform surfaces into volumes?
- Splitting Solids with surfaces

# Drawings

- Technical Documentation
- Any View in your active part





# Importing and exporting stuff

- Internal importing. So convenient. Can be tricky
- External importing. STEP, DXF and STL.
- Make your design to take away. Exporting STL, STEP and DXF.
- McMaster

DEMO :)

# Some recommended resources:

Fusion 360 tutorial:

[https://www.youtube.com/watch?v=WKb3mRkgTwg&list=PLrZ2zKOtC\\_-C4rWfapgnngoe9o2-ng8ZBr](https://www.youtube.com/watch?v=WKb3mRkgTwg&list=PLrZ2zKOtC_-C4rWfapgnngoe9o2-ng8ZBr)

Alfonso's 2023 page (includes instructions for activating Autodesk Student account):

[https://alfonso.pages.cba.mit.edu/recitations/parametric\\_design.html](https://alfonso.pages.cba.mit.edu/recitations/parametric_design.html)

And 2023 zoom recording:

[https://mit.zoom.us/rec/share/naNtj0jNP\\_LRUCg4DdoYADzZCT97NhLnjEqwzm4mxIRJI7psBYL8o50hOjlrEumm.3crQ9w0PDVe1ONPG](https://mit.zoom.us/rec/share/naNtj0jNP_LRUCg4DdoYADzZCT97NhLnjEqwzm4mxIRJI7psBYL8o50hOjlrEumm.3crQ9w0PDVe1ONPG)

FYI, since we're not recording recitations this year, you can find prior year's recitation videos under "Prior years": <https://fab.cba.mit.edu/classes/863.24/file/prior.html>, 2023 has all recitation videos recorded, 2020 has both lectures and recitations recorded.