

Transformation from additive to injection molding to increase sustainability for personalized bionic arms

John Sparkman Albert Manero



Limbitless Solutions | University of Central Florida @Limbitless3D

© 2021 Autodesk. All rights reserved.



John Sparkman Manufacturing Director Limbitless Solutions



Albert Manero, PhD Executive Director Limbitless Solutions



Bradley Ribaric

Engineering Scholar Junior Status Limbitless Solutions



Bionic Arms

What we do - Overview



In 2005, an estimated 1.6 million people in the US had a limb difference: 541,000 people had an upper-arm limb difference.

This value was projected to double by 2050.

Adams et al (1999) Ziegler-Graham et al (2008)



More than 32,500 children in the US have experienced a major pediatric amputation



5 in 10,000 children are born with congenital limb difference



Cosmetically realistic myoelectric hands that open and close may cost \$20,000 to \$30,000 or more, while a neuroprosthetic arm may cost as much as \$100,000. ŤŤŤ

Usage rates reported for upper limb devices are as low as 37%.

Cignini el al (2012)

Parker el al (2010)

McGimpsey et al (2010)

Wright et al (1995)

Bionic Kids

Who we serve

Impact for our community



Overview

Bionic Impact

Process Flow

Student Experience





2

3

4

Choose Your

Choose Your Color Palette

-



MEASUREMENTS



Ethereal represents freedom within an individual. The lighter designs seen throughout this class reflect the elements of beauty and grace, making this class the most elegant of our collection. The flourishes reflected in this class symbolize a fluid sense of direction in life and the accents that accompany them throughout the design reflect harmony in one's life.







MY DESIGNS

Edit Colors on Your Sleeve \rightarrow



Overview

Bionic Impact

Process Flow

Student Experience

Electromyographic Control



Single-sensor multigesture controls has been prioritized for ease of use and training in pediatric patients. Magnitude and time domain inputs can be leveraged to establish multiple controls for a variety of hand gestures.

Customization of the activation states improves the human machine interface.

Additive to Molding Conversion

Design changes and new manufacturing process

Objectives

- Increase strength and robustness while decreasing weight of subcomponents to minimize maintenance and downtime
- Increase production speed and repeatability

Convert design from 3D printing optimization to injection molding



Overview

Bionic Impact

Process Flow

Student Experience

Challenges with Additive

- Too easy to make "impossible" geometries
- 2 Difficult part analysis/ simulation (anisotropic)
- 3 Linear costs- increase scale, increase cost
- 4 Time Limiting

1

5 Limited materials











Previous Setup

Tormach PCNC 440



Morgan-press G55 molding machine (modified)



New Equipment

Tormach Bandsaw

Tormach 770



RobotDigg Injection Molding Machine



Design Process

Battery Core design for molding













Manufacturing Process

Battery Core design for molding















Completed Molds





Assembly



Student Experience

Providing hands-on experiences for undergraduate students to learn manufacturing













Overview

Bionic Impact

Process Flow

Student Experience





Future Casting

Improving readiness and scale

Next Steps

- 1 Convert to steel molds
- 2 Add textures to parts
- Finalize conversion of remaining 3D printed parts
- 4 Increase strength in weld areas
- 5 Evaluate Alternative Materials



Overview

Process Flow

Student Experience





AUTODESK

Autodesk and the Autodesk logo are registered trademarks or trademarks of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and/or other countries. All other brand names, product names, or trademarks belong to their respective holders. Autodesk reserves the right to alter product and services offerings, and specifications and pricing at any time without notice, and is not responsible for typographical or graphical errors that may appear in this document.

© 2021 Autodesk. All rights reserved.