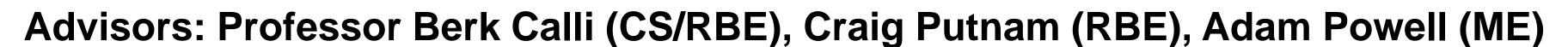


# Metamorphic Manufacturing v2

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#### **Abstract**

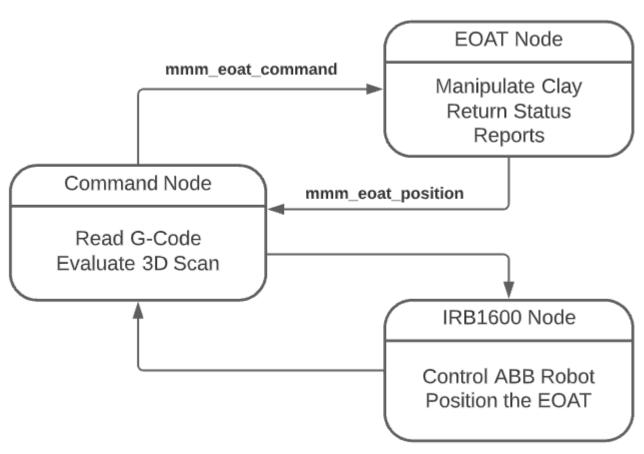
This project focuses on continuing the development of a Metamorphic Manufacturing robot at WPI. Metamorphic Manufacturing is a type of fabrication where material is incrementally deformed to create a desired shape or part. Picking up from the mechanical designs of the previous team, this project developed the control systems for each independent subsystem and integrated all subcomponents into a functional robot capable of molding plasticine clay following instructions from an open loop G-Code style program.

# **Objectives**

- Develop control and communications protocols for independent subsystems
- Develop UI and Integrated system interface
- Develop new tools for shaping plasticine
- Develop open loop control program
- Explore closed loop control program

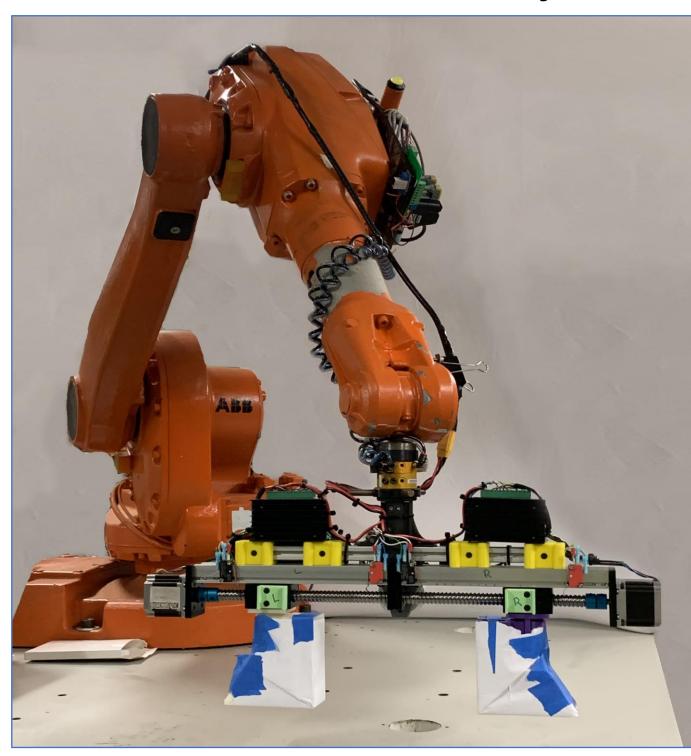
#### **Code Overview**

- Open-loop system using a pre-written file similar to G-Code
- Robot Position and Tool Positions extracted
- Commands transmitted via Robot Operating System to Robot and Tooling
- Scan Procedure produces 3D Scan of work object



### Manipulator

- Independent pair of lead screws
- Positioned by the IRB1600 6-DOF Arm
- Controlled by a ROS Node on a Raspberry Pi
- Automatic Calibration and Safety Sensors



## **Tooling**

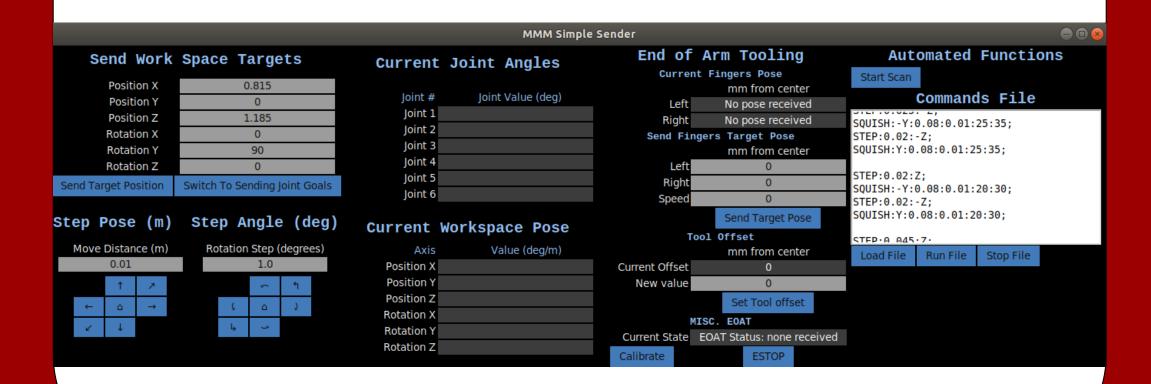
- The Universal Tool Changer (UTC) interfaces with the lead screws and tools using magnets for easy tool changing.
- Slots in tools allow for operatorless tool changes
- The Press handles the deformation of plasticine, pushing both laterally and longitudinally to shape the plasticine.





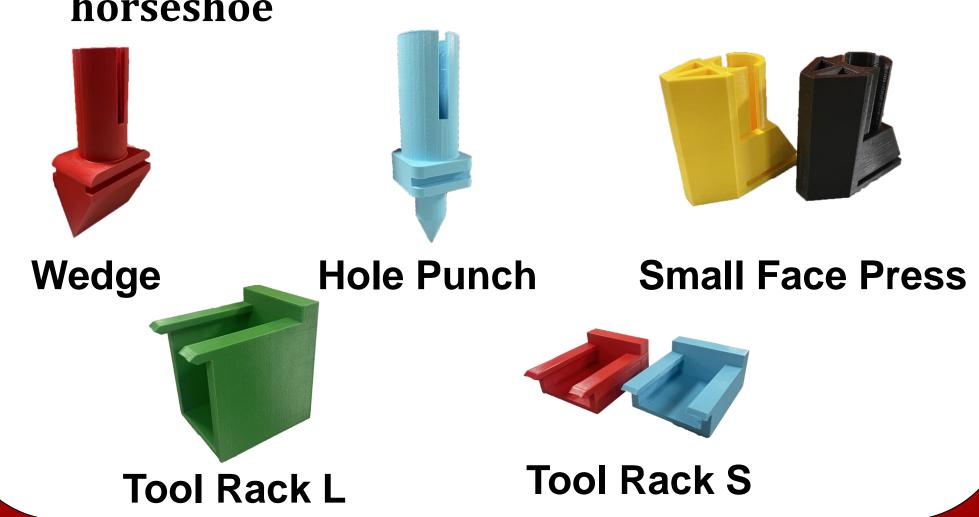
#### **Software Results**

- Developed controls for each subsystem
  - ABB Robot
  - Independent EOAT
- Integrated each system through ROS
- Developed User Interface
- Developed G-Code style command file



#### **Hardware Results**

- Created specialized tools and tool racks for various plasticine molding techniques
- Experimented in the manufacturing of a horseshoe



## Why Plasticine?

Plasticine behaves similarly to metals heated to blacksmithing temperatures and is both safer and easier to reset after testing deformations during development.