

DeburringEXPO, 10th October 2023

Anticipation of the edge rounding during the post-processing of additively manufactured parts through centrifugal disc finishing

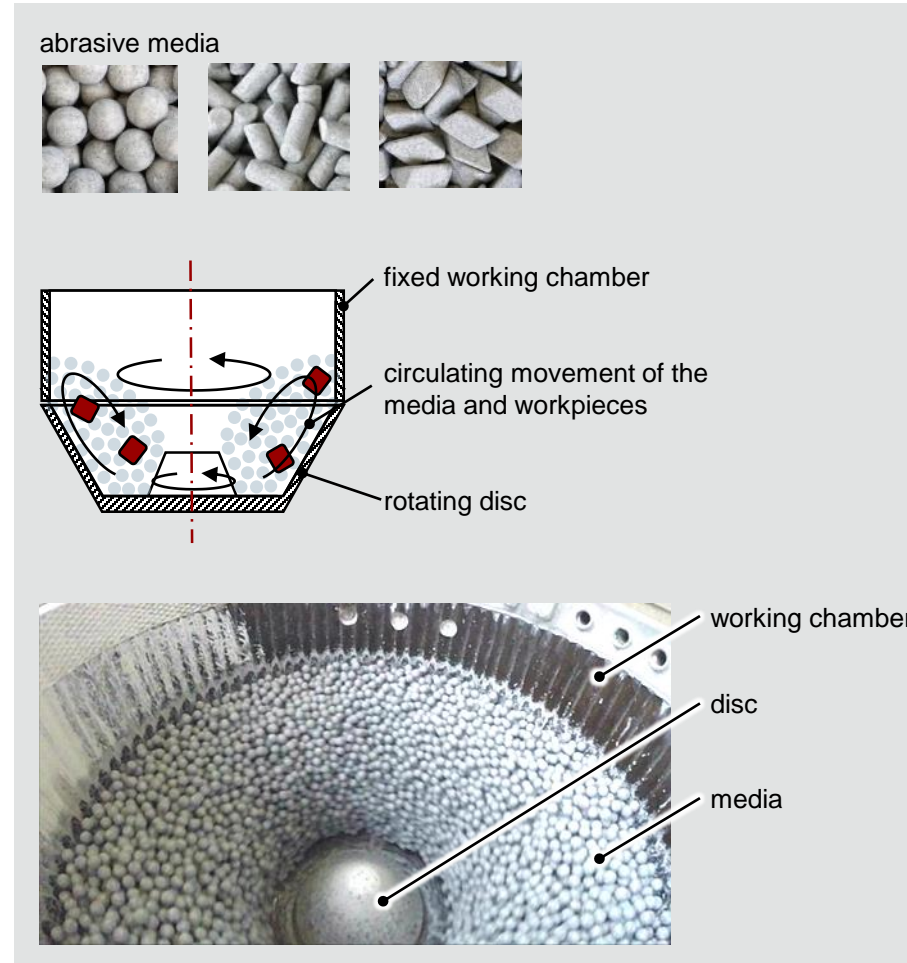
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Centrifugal disc finishing

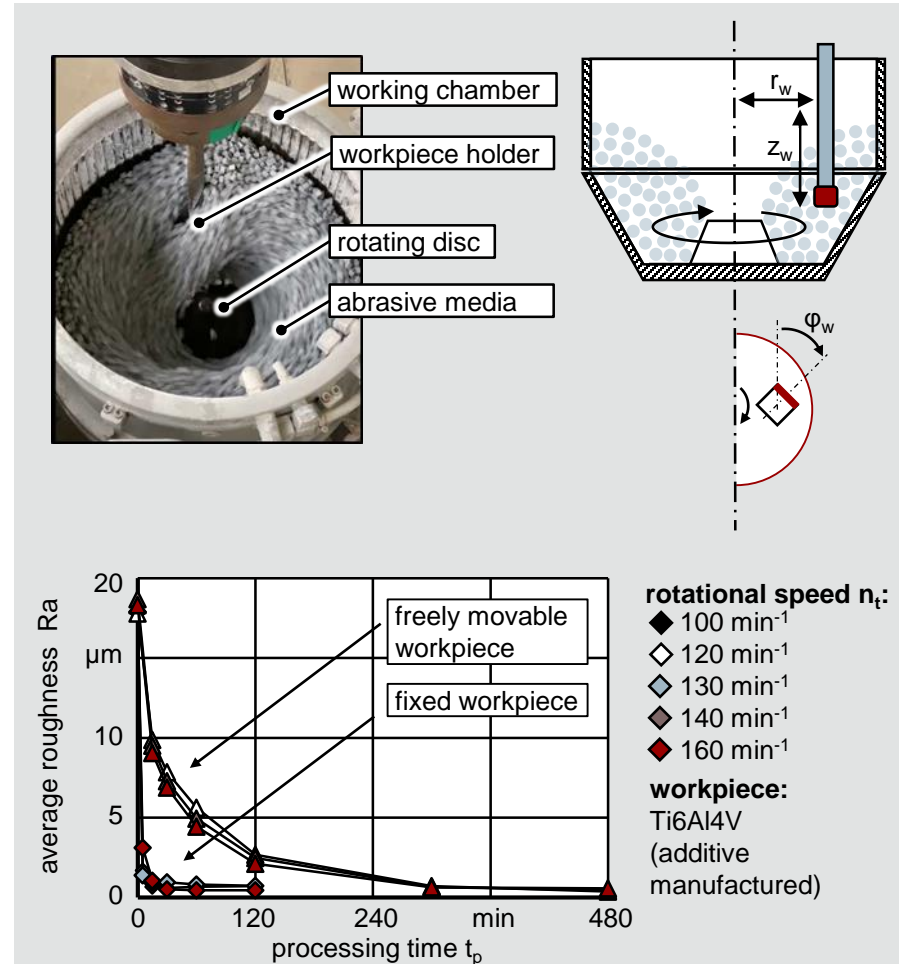
Basics



- Mass finishing
 - Manufacturing process for surface and edge processing
 - Processing through relative movement between workpieces and freely movable abrasive media
- Centrifugal disc finishing
 - Induction of the movement through rotating disc at the bottom of working chamber
 - Formation of a toroidal ring flow
 - High velocity of media
→ intensive processing
 - Suitable for finishing of additively manufactured workpieces
 - Processing of workpieces as bulk material

Centrifugal disc finishing

Basics



■ Process variant

■ Processing with fixed workpiece

■ High process control via defined positioning of the workpiece (r_w , z_w , φ_w)

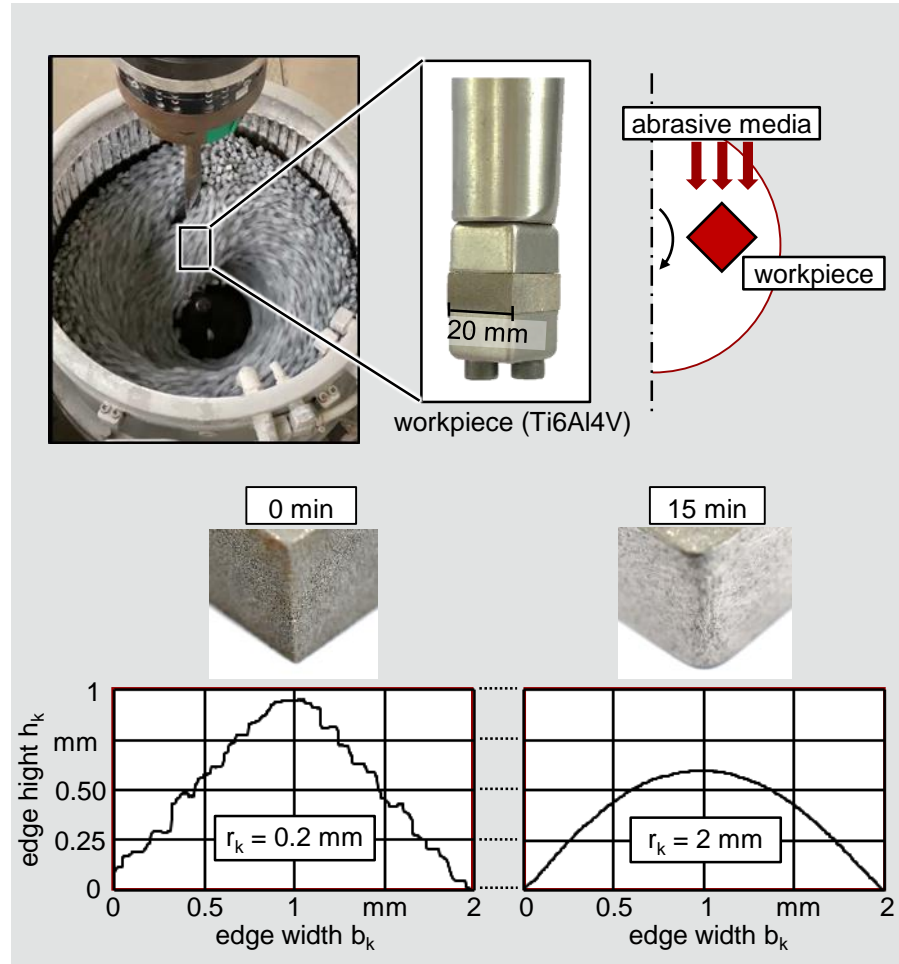
■ Increase relative speed \rightarrow Increase in machining intensity

■ e.g.: from $R_a = 17 \mu\text{m}$ to $R_a = 2 \mu\text{m}$

\rightarrow 120 min of processing with freely movable workpiece

\rightarrow 5 min of processing with fixed workpiece

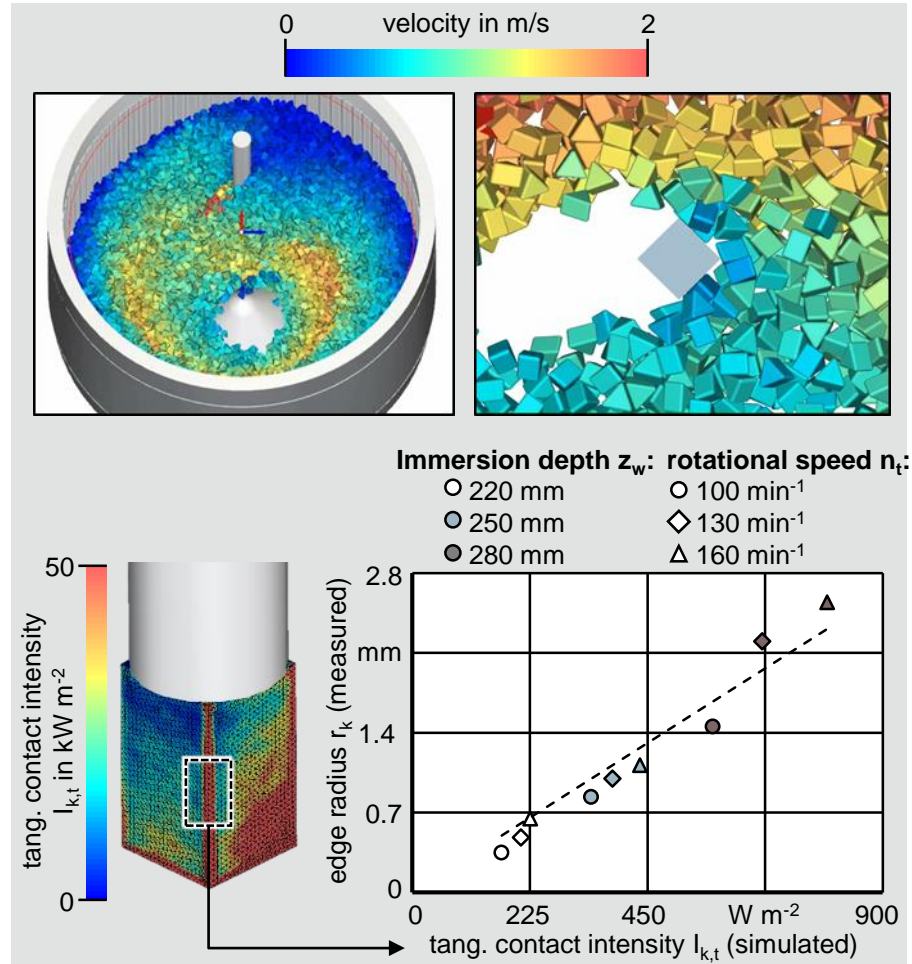
Motivation and approach



- High processing intensity
 - High material removal rate
 - Rounding of exposed edges and corners, e.g. edge radius from $r_k = 0.2$ mm to $r_k = 2$ mm in 15 min
 - Risk of undersizing/shape deviations, especially for near-net-shape manufactured workpieces
- Previous solution approach to avoid undersizing
 - Global material allowance, e.g. + 0.3 mm
 - Challenge: Metal removal rate depends on geometry of workpiece
- New approach
 - Local and demand-driven material measurement

Simulation of mass finishing processes

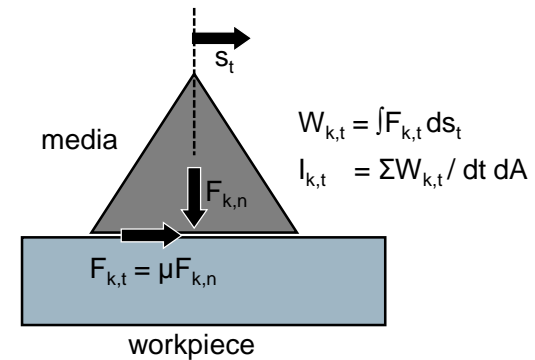
Characterization of the media-workpiece-contact



- Application of the Discrete Element Method for the simulation of the motion of abrasive media

→ Knowledge about media-workpiece-contact

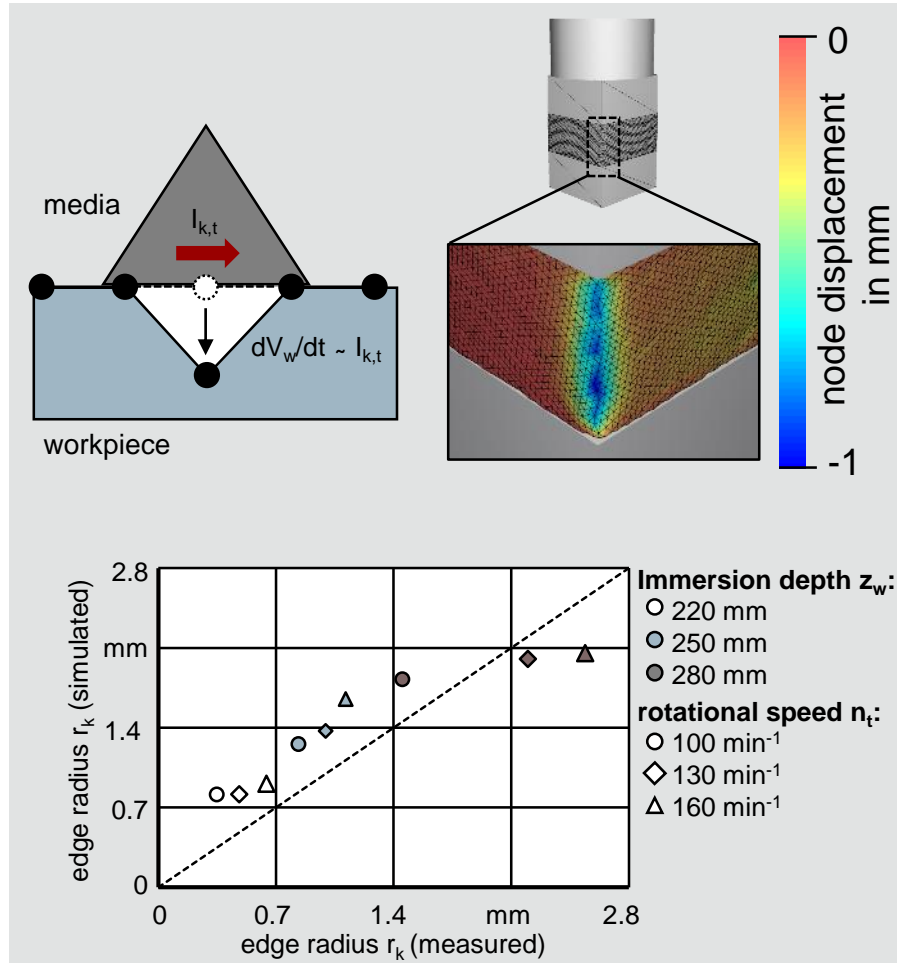
→ Characterization of the media-workpiece-contact with **tangential contact intensity $I_{k,t}$**



- High correlation ($R^2 = 0.94$) between measured edge radius r_k and simulated tangential contact intensity $I_{k,t}$

Simulation of mass finishing processes

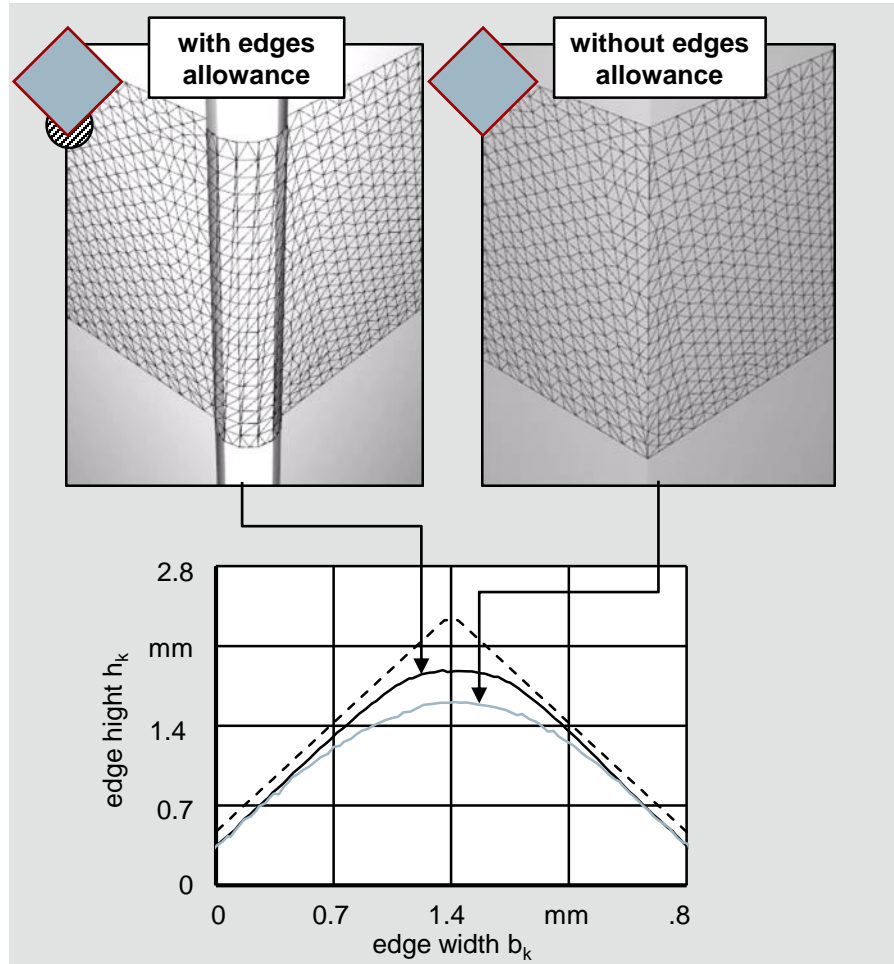
Simulation of material removal



- Previously: Characterization of the media-workpiece-contact
- Now: Simulation of material removal
- Model of material removal
 - $dV_w/dt = k I_{k,t}$
 - Node displacement to achieve dV_w/dt
- Comparison of the measured and simulated edge radii r_k
 - Qualitative agreement
 - 48 % deviation
 - Adjustment of the material removal model necessary

Simulation of mass finishing processes

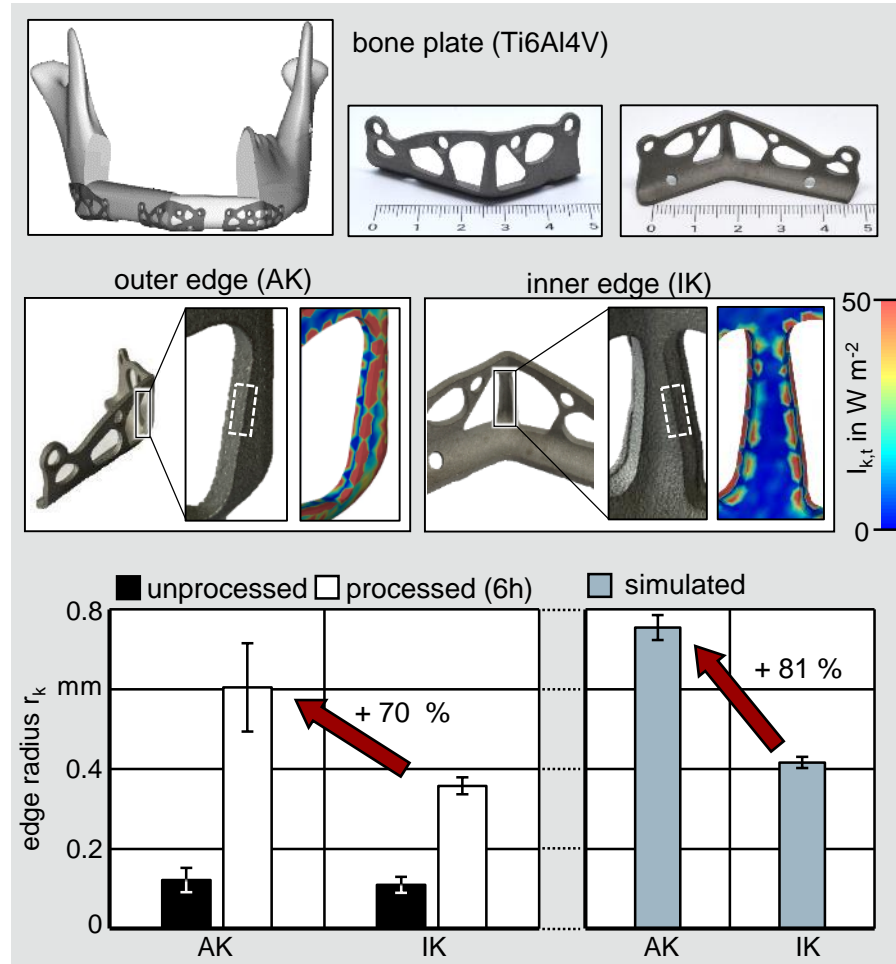
Simulation-based design of edge allowance



- Simulation of material removal with varying edge geometries
→ Prediction of the resulting edge rounding
- Resulting edge rounding is influenced by edge allowance

Method verification

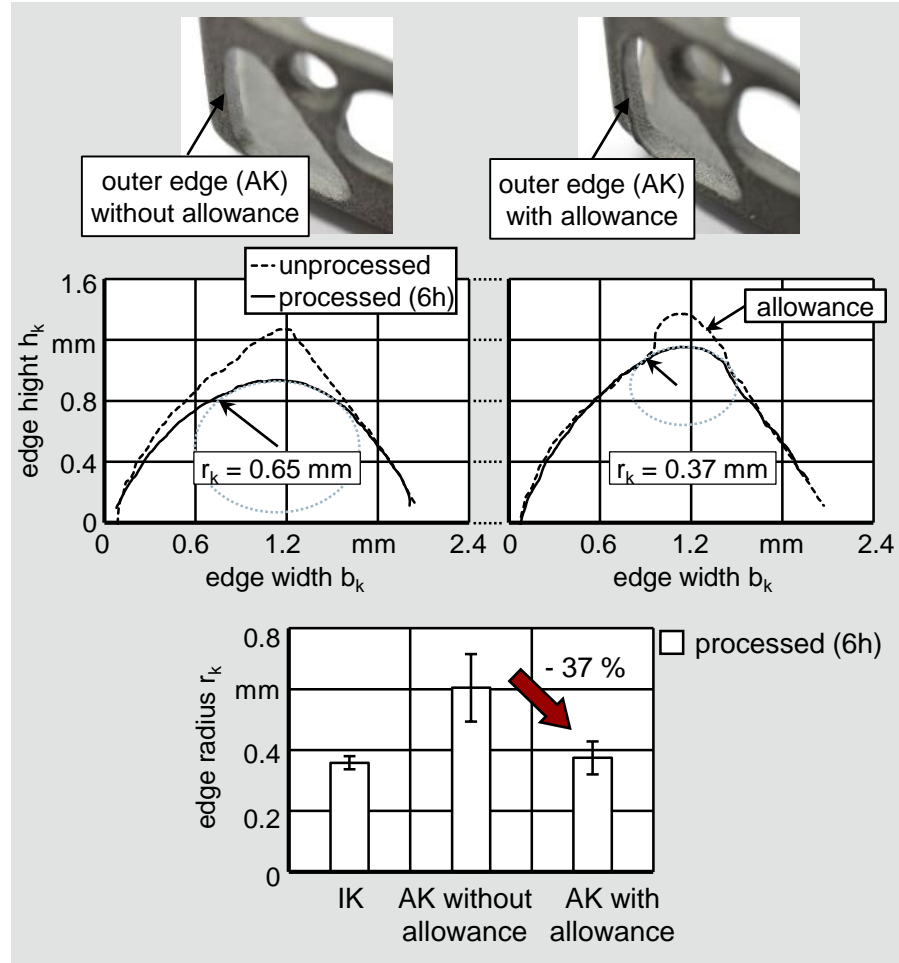
Use case: individualized bone plate



- Additive manufacturing enables economical production of complex and individualized components
- Post-processing required due to high as-built roughness
 - Target roughness $R_a < 1 \mu m$ to avoid bone ingrowth
- Complex component geometry poses a challenge for finishing
 - accessible outer edges
 - limited access to inner edges
 - 70 % higher rounding of the outer edge than the inner edge
 - Reduction of the component strength
- By means of simulation, this information could already be available before the component is manufactured.

Method verification

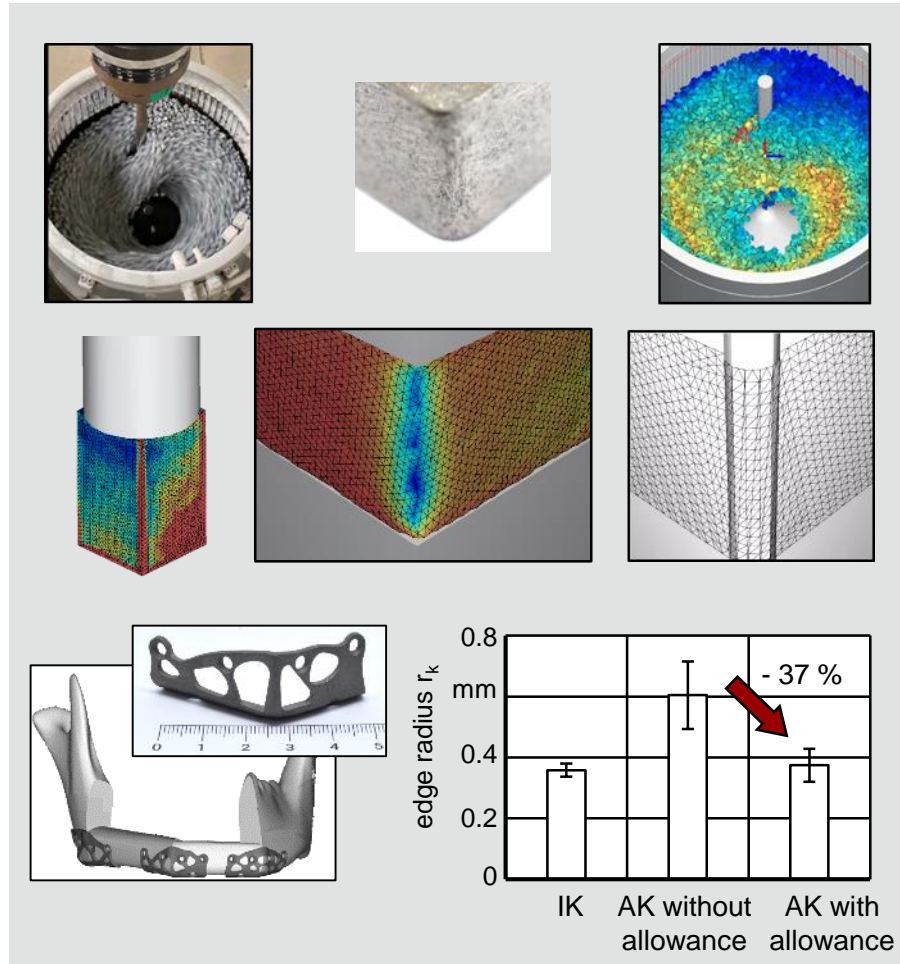
Use case: individualized bone plate



■ Anticipation of edge rounding

- Adaptation of the component geometry with local and demand-driven edge allowance
- Reduced edge roundness after processing
- Uniform rounding of the inner and outer edge

Summary



- Centrifugal disc finishing is a suitable process for the surface finishing of additively manufactured components
 - high material removal rate
- Process can be simulated using Discrete Element Method
- Tangential contact intensity is a suitable parameter for describing the media-workpiece-contact
 - Simulation of material removal: $dV_w/dt = k I_{k,t}$
 - Simulation-based design of local and demand-driven edge allowance for influencing resulting edge rounding
- Testing on the real use case
 - Uniform edge rounding through simulation-based design of edge allowance

Thank you for the attention



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