Chair for Computation in Engineering
Deparment of Civil, Geo and Environmental Engineering
Technical University of Munich

3D printing: make objects hollow

Setting:

3D printing is now more affordable and convenient than ever before. However, solid models consume lots of unneeded resin that could be saved up for future prints.

Your Tasks:

- Learn about geometry representations and 3D printing techniques on our Formlabs Form2
- Develop a tool that makes 3D objects hollow
- Consider stability issues and analyze your produced models in this regard
- Programming language: preferably C#, but any other suggested language is fine, too

Project Characteristics

Modeling:	★★★☆☆
Mathematics:	★★★★☆
Programming:	★★★★☆
Science:	★★★★☆

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