Introduction to CAD/CAM/CNC

Jeff Spugnardi
jeff@spugnardi.com
@jeffspugnardi

©Jeff Spugnardi, 2016, using the Creative Commons License All images are copyrighted by their respective owners.

Target Audience: K-12 STEM & STEAM students

Agenda

- TLAs
- The Future is today this class could not have happened five or ten or 25 years ago
- Focus on STEM and STEAM
- Digitalization & miniaturization
- Costs drop; access increases; Maker movement rises; compress the design/build chain
- Design is everywhere great, good, and bad
- Manufacturing offshore; more custom
- CNC from industrial niche to garages
- Practical Application design, build, test, cut

Learning About TLAs

- The Three Letter Acronym (TLA)
- Computer-aided Design (CAD)
- Computer-aided Manufacturing (CAM)
- Computer Numeric Control (CNC)
- More acronyms coming soon BIM, ABS, DoE, STEM, STEAM, DoD, DARPA, GPS, etc.
- Not sure why technology uses so many TLAs, but that is the state of affairs

The Future is Today

- Design & manufacturing costs plummet over time
- Software democratizes from the niche: architects and manufacturers to anyone
- Ubiquity of apps, specialized internet sites, and practical how-to videos
- Miniaturization of hardware
- Focus on STEM as the US loses international competitiveness

Focus on STEM and STEAM

(OECD members as of the time of the study in boldface)

- Back to the Future shop classes and hands-on fell out of favor since the 1980s
- Quantifiable testing results below many countries
- Educators realize STEM and STEAM can be fun, useful, and interesting
- Other countries are doing this already
- K-12 & college students now compete with other countries who were not competitors even a short while ago
- Specializing any any or all of these disciplines makes a student far more marketable

539

536

526

524

521

520

515

508

Hong Kong, China

Digitization & Costs

- Old way: proprietary hardware & expensive software
- New way: hardware anywhere tablets, phones, inexpensive laptops; open source software and open source hardware
- Formerly huge CNC machines can now fit on a student's desk
- Subtractive: CNC machines control a router in a very precise manner and remove material
- Additive: 3D printers use special raw materials to build something from nothing



The Rise of the Maker Movement

- Nerdy is now cool
- Computer Science majors contribute to many technical advances
- Anyone at any age can learn to code at CodeAcademy, code.org, etc.
- The original term "hacker" meant someone who fixes and invents things – it's back
- Social media also helped the movement explode
- Maker Spaces are in many cities no need to buy hardware, just rent it

Design is Everywhere

- Architects will still design buildings via CAD
- Other designers are now anyone with access to open source software and hardware
- Access does not necessarily mean beauty
- Design is both art and science
- How-to sites and videos are practical and everywhere
- Think about the physical object you intend to create – size, shapes, thickness

Manufacturing is Everywhere

- Old way: major production runs for a select few; most likely in a US factory; over a pretty long time
- New way: On your desktop; anywhere in the world; in minutes and hours
- Simulation and modeling of what you are about to cut – saves time and materials before you CNC

Introduction to CNC

- Design in CAD software (Autodesk, Vectric, etc.)
- Design does not know what a toolpath is you need CAM to design your router toolpaths to "connect the dots"
- Simulate what you are about to cut for testing
- Fail fast, fail cheap in the software, not the CNC
- A router with specialized bits will cut what you intend to cut