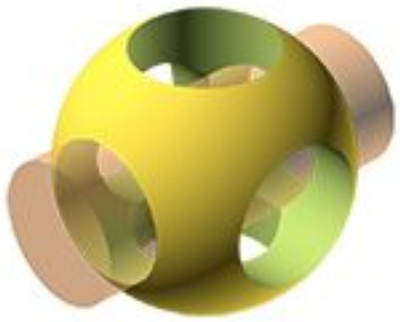


# Quick Introduction to OpenSCAD

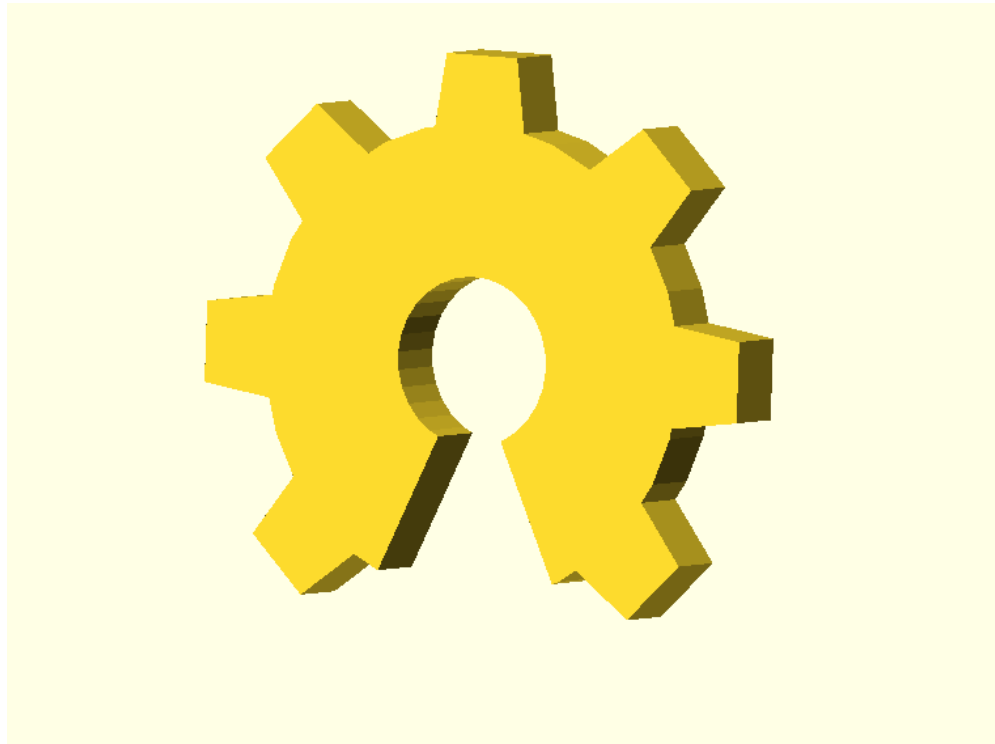
Joshua M. Pearce

Department of Materials Science & Engineering and  
Department of Electrical & Computer Engineering,  
Michigan Technological University, Houghton, MI, USA



## OpenSCAD

The Programmers Solid 3D CAD Modeller



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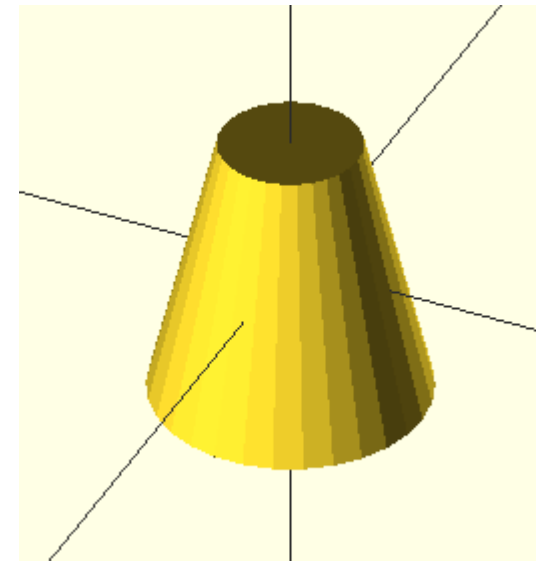
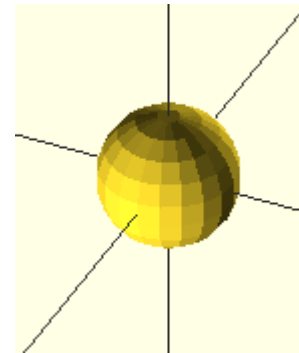
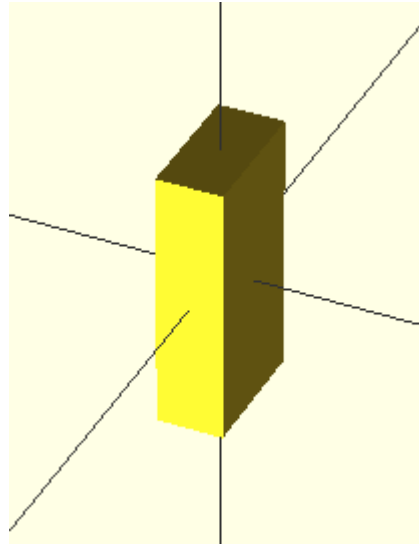


# Primitive Objects

a=5;

b=10;

c=20;



```
cube([a,b,c], center=true);
```

```
sphere(a, $fn=c);
```

//\$fn is the resolution

```
cylinder(h = c, r1 = b, r2 = a, center = true);
```

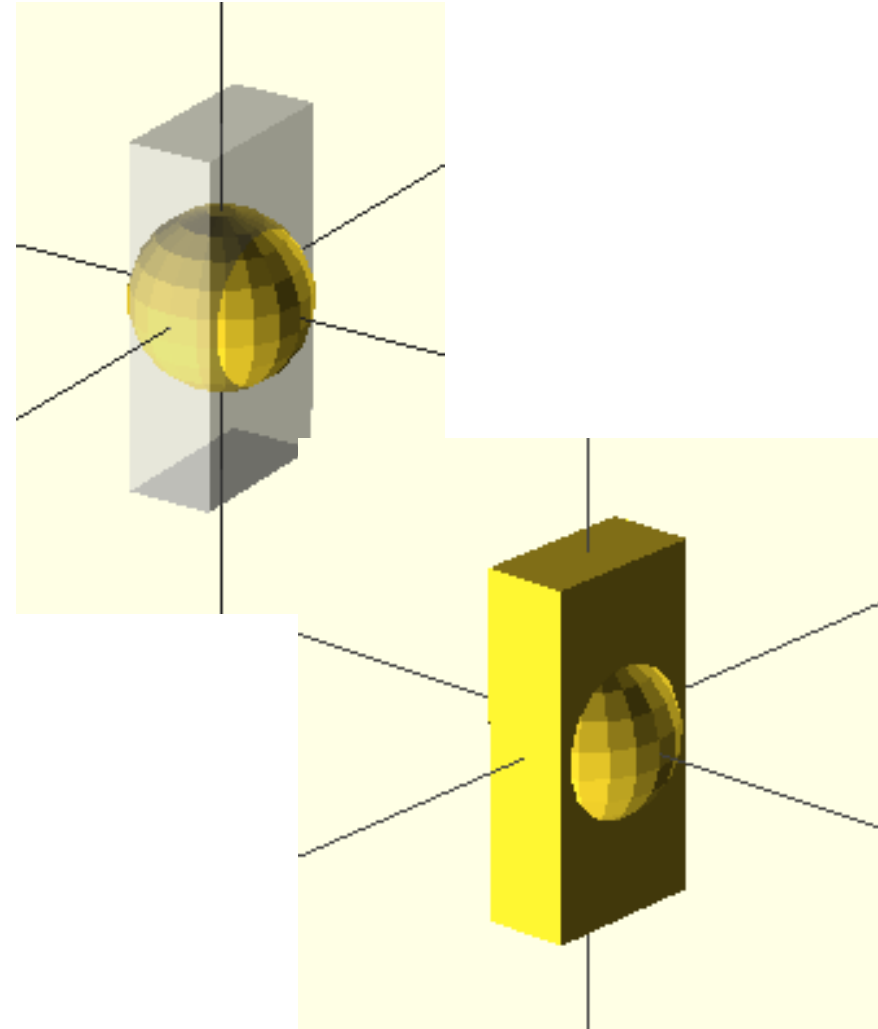
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# Union Combining Primitives

```
“Try before you Buy”=%  
union({  
  %cube([a,b,c], center=true);  
  sphere(a, $fn=c);  
})
```



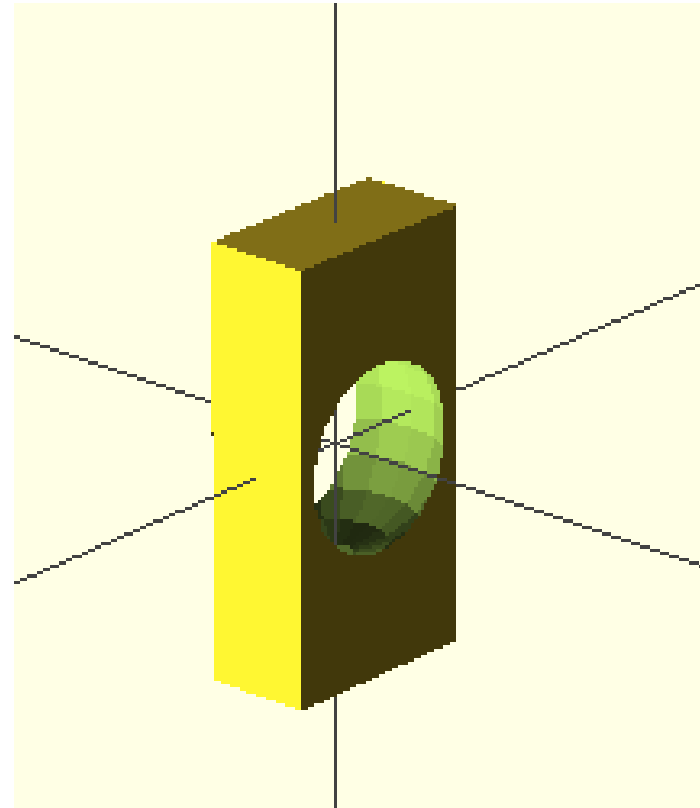
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# Difference

```
difference({  
  cube([a,b,c], center=true);  
  sphere(a, $fn=c);  
})
```



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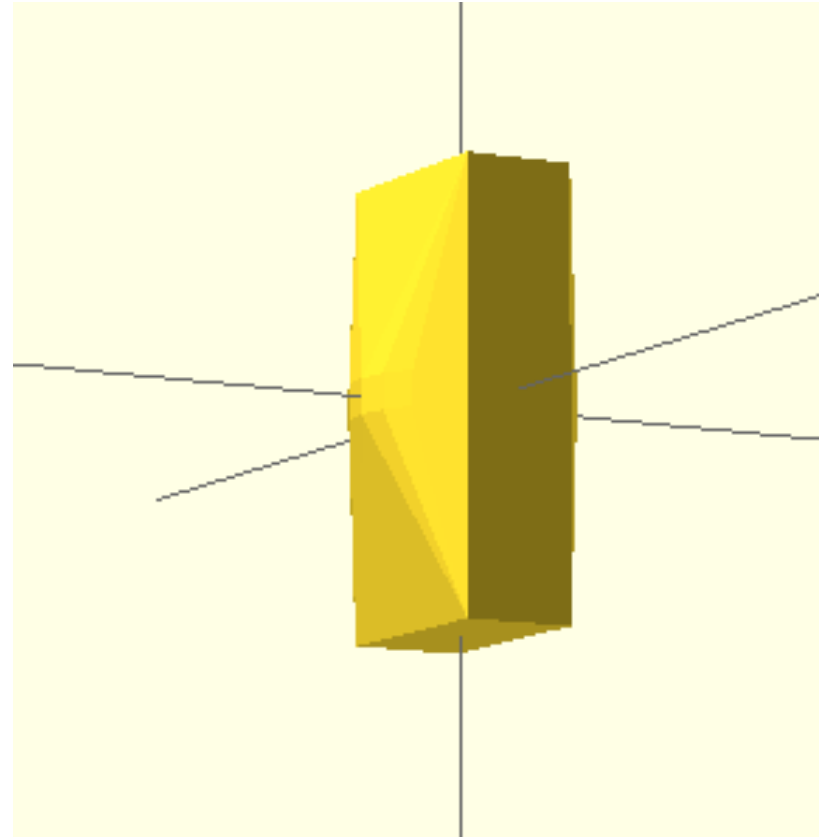
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# Hull

```
hull(){  
  cube([a,b,c], center=true);  
  sphere(a, $fn=c);  
}
```



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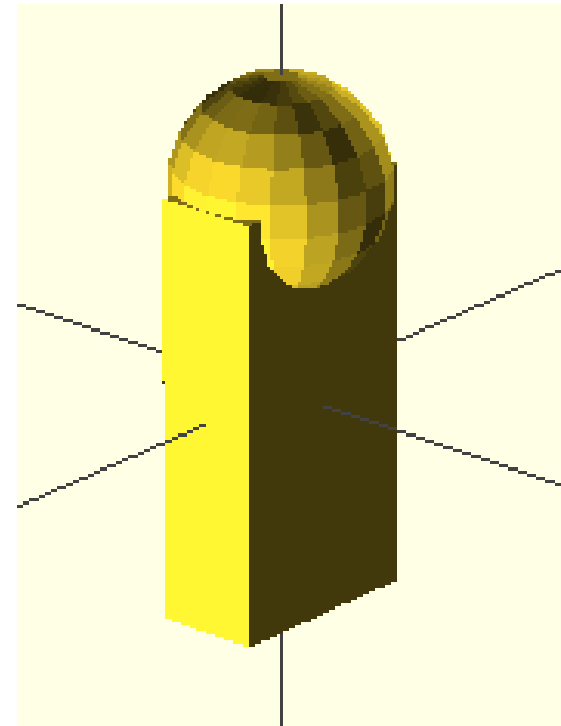
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# Moving Stuff Around

```
union(){  
  cube([a,b,c], center=true);  
  translate([0,0,b])sphere(a, $fn=c);  
}
```



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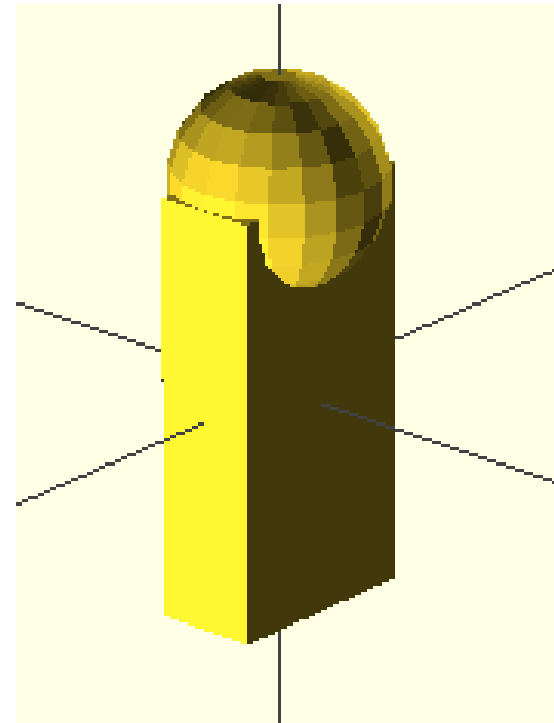
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# Modules

```
module example(){  
  union(){  
    cube([a,b,c], center=true);  
    translate([0,0,b])sphere(a,  
      $fn=c);  
  }  
}
```

```
example();
```



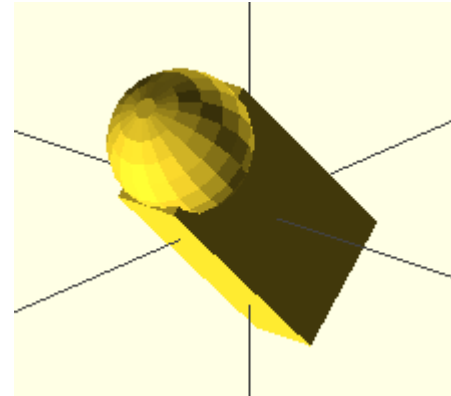
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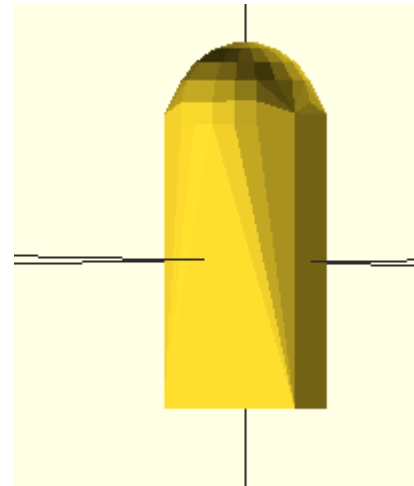


# Manipulate Your Module

```
rotate([45,0,0])example();
```



```
hull() {  
example();  
}
```



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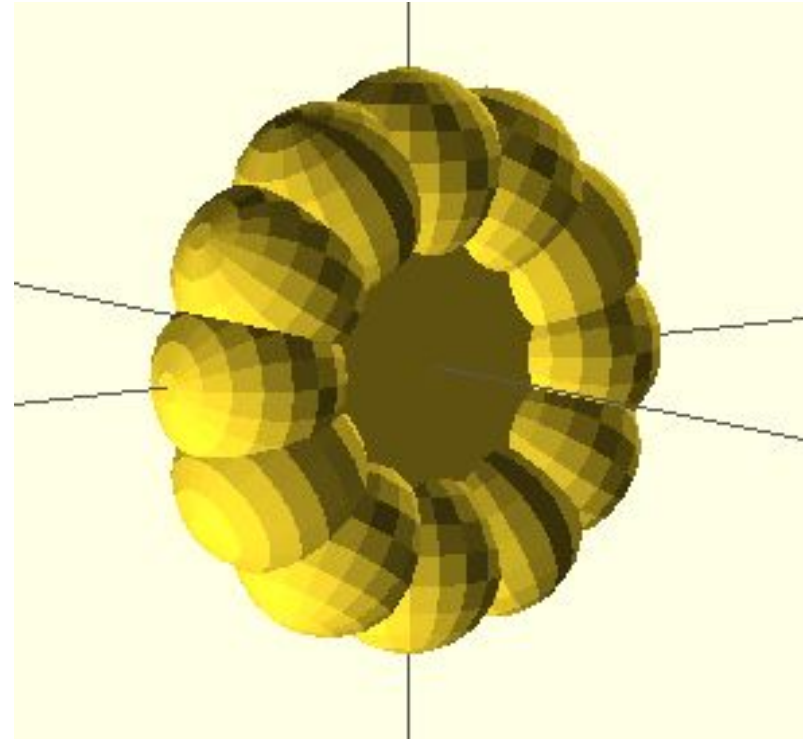
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# Loops

```
for (i = [1:12])  
{  
    assign (angle = i*30)  
    {  
        rotate(angle, [1,0,0])  
        example();  
    }  
}
```



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# Putting it All Together to Make Something Useful

Shelling corn is a chore done by hand in much of the rural developing world. Yet there are handy corn shellers that can save people hours of labor. DIY shellers are a big chore to make...so you can print one.



The finished, cement-filled corn sheller is on the right. A commercial aluminum corn sheller is on the left. The bottom sheller that was cut from a PVC pipe cap. It did not perform as well as the can.

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# Parametric – Design ALL of the Products at Once

Lay out variables with comments to input to Customzier

```
//Open-source parametric hand corn sheller  
  
// height of corn sheller  
h=55;  
  
// radius of top of corn sheller  
rt=35; //[50:130]  
  
rb=0.85*rt; //radius of bottom of corn sheller  
  
//number of digits  
d=6;  
  
// digit radius  
r=1.5;  
  
// extra length of digit  
l=1;  
  
// thickness of sheller  
t=3;
```

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# Using Modules

```
module sheller(){
union (){
for (z = [0:d]) // d iterations, z = 0 to d
{
    rotate([0,0, z*360/d])translate([rb,0,h*.1])finger();
}
difference(){
cylinder(h = h, r1 =rt, r2 =rb, center = true, $fn=100);
translate([0,0,0])cylinder(h = h+1, r1 =rt-t, r2 =rb-t, center = true, $fn=100);
}
}
}
module finger(){
rotate([0,(rb/rt)*-10,0])
hull(){
cylinder(h = h*.9, r1 =2*r, r2 =2*r, center = true, $fn=100);
translate([1-(rt-rb),0,0])cylinder(h = h*.9, r1 =r, r2 =r, center = true, $fn=100);
}
}
}
```

Many  
Fingers

Bucket Wall

Finger

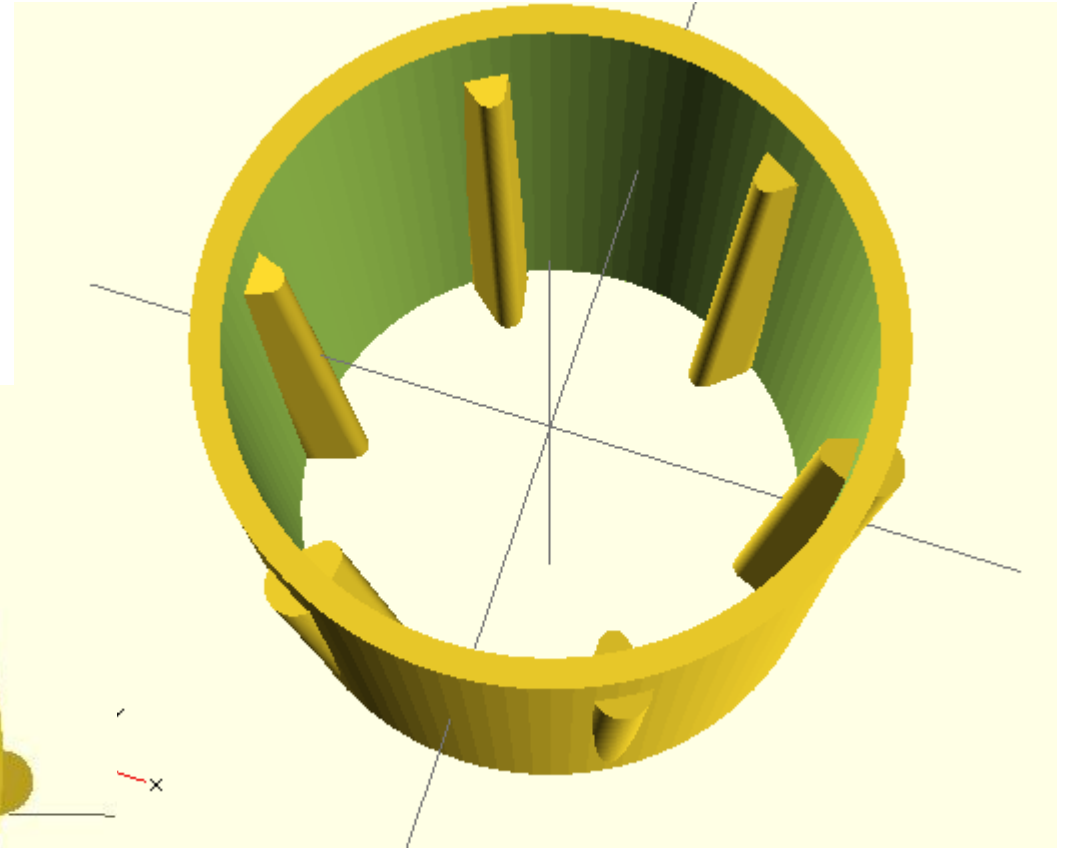
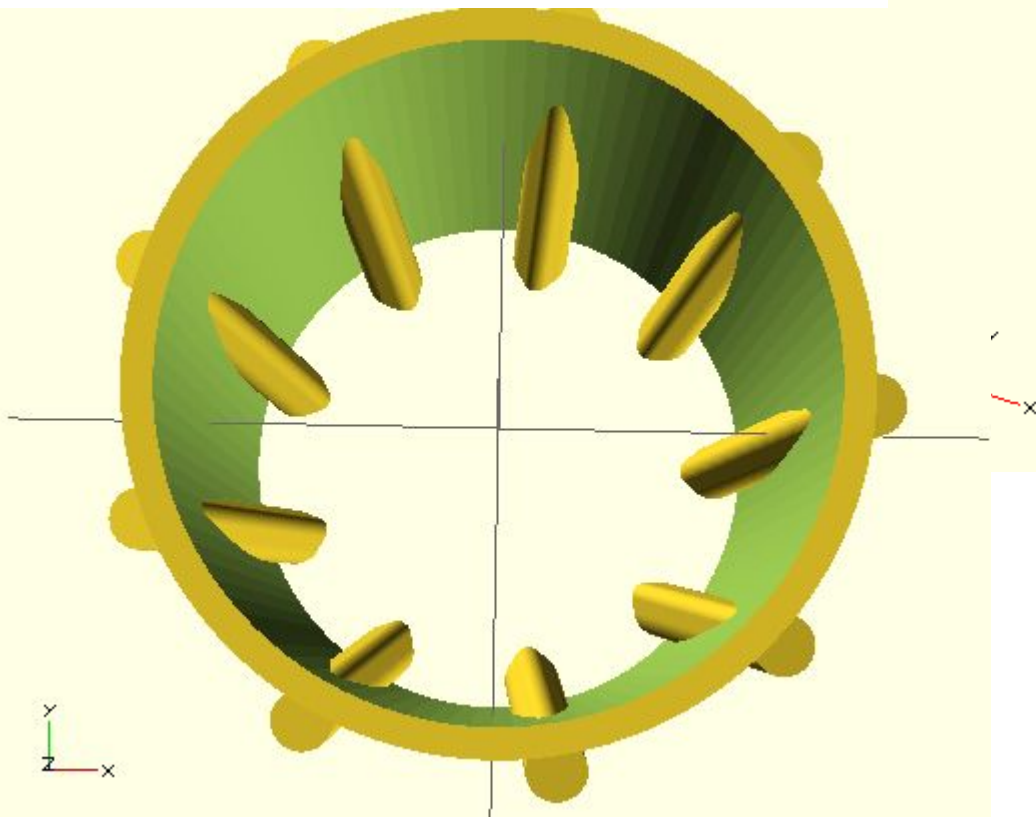
Best practices:  
Indent to see,  
comment everything  
\$fn=100 once

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# Parametric Corn Sheller



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# Thingiverse Customizer

## Customizable corn sheller



### Parameters

H height of corn sheller

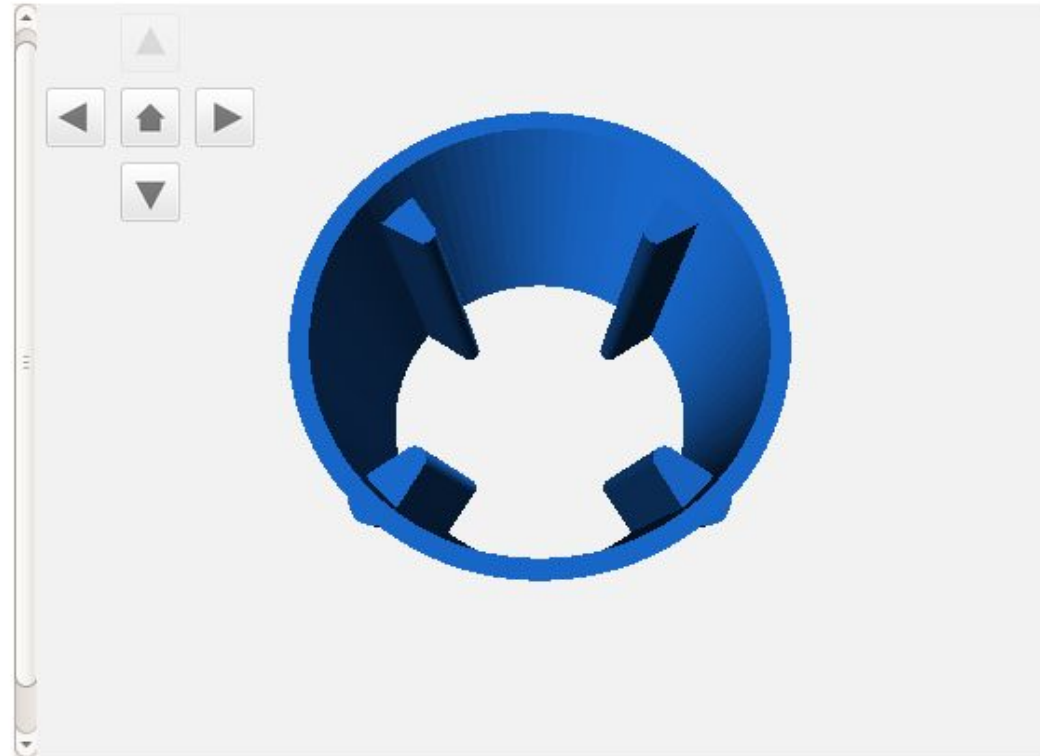
Rt radius of top of corn sheller 50

D number of digits

R digit radius

L extra length of digit

T thickness of sheller



<http://www.thingiverse.com/app/>

Copy

View Source

Create Thing

Anyone can make a corn sheller perfect for them with no coding.

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# Cheat Sheet

## Syntax

```
var = value;
module name(_) { _ }
name();
function name(_) = _
name();
include <_..scad>
use <_..scad>
```

## 2D

```
circle(radius)
square(size,center)
square([width,height],center)
polygon([points])
polygon([points],[paths])
```

## 3D

```
sphere(radius)
cube(size)
cube([width,height,depth])
cylinder(h,r,center)
cylinder(h,r1,r2,center)
polyhedron(points, triangles, convexity)
```

## Transformations

```
translate([x,y,z])
rotate([x,y,z])
scale([x,y,z])
mirror([x,y,z])
multmatrix(m)
color("colorname")
color([r, g, b, a])
hull()
minkowski()
```

## Boolean operations

```
union()
difference()
intersection()
```

## Modifier Characters

```
* disable
! show only
# highlight
X transparent
```

## Mathematical

```
abs
sign
acos
asin
atan
atan2
sin
cos
floor
round
ceil
ln
len
log
lookup
min
max
pow
sqrt
exp
rands
```

## Other

```
echo(_)
str(_)
for (i = [start:end]) { _ }
for (i = [start:step:end]) { _ }
for (i = [_,_,_]) { _ }
intersection_for(i = [start:end]) { _ }
intersection_for(i = [start:step:end]) { _ }
intersection_for(i = [_,_,_]) { _ }
if ( _ ) { _ }
assign ( _ ) { _ }
search(_)
import("_.stl")
linear_extrude(height,center,convexity,twist,slices)
rotate_extrude(convexity)
surface(file = "_.dat",center,convexity)
projection(cut)
render(convexity)
```

## Special variables

```
$fa minimum angle
$fs minimum size
$fn number of fragments
$t animation step
```

<http://www.openscad.org/documentation.html>

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# Thank you!

## More information

- <http://www.openscad.org/>
- [http://en.wikibooks.org/wiki/OpenSCAD\\_User\\_Manual](http://en.wikibooks.org/wiki/OpenSCAD_User_Manual)
- <http://www.appropedia.org/MOST>
- <http://reprap.org/>
- [pearce@mtu.edu](mailto:pearce@mtu.edu)

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