EDIT TYPE DESIGN ISSUES IN 3D FOR ELEMENTS SCULPTED ANTIQUE STYLE FURNITURE

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Abstract
3D CAD-CAM system through the edit type 3D is a powerful tool for increasing productivity in the manufacture of sculpted furniture.

Key words: design in 3D, antique style furniture, CNC.

INTRODUCTION

We propose in this paper to achieve different elements of art carved furniture that are processed by CNC program and designed with E3 Type D. We propose in this paper to achieve different elements of antique style sculpted furniture that are processed by CNC program and designed with E3 Type D.

Making elements with sculpted decoration NCC fail in obscurity manual sculpture, personality and finesse are observed every part sculptor, but helps make a decorative furniture of a high quality level. Their costs are lower because they are made in less time.

MATERIAL AND METHOD

To manufacture the elements in the following figures 3D interface design using TYPE EDIT 3D program.

a)

Fig. 1 a). Different elements sculpted furniture made with 3D EDIT TYPE
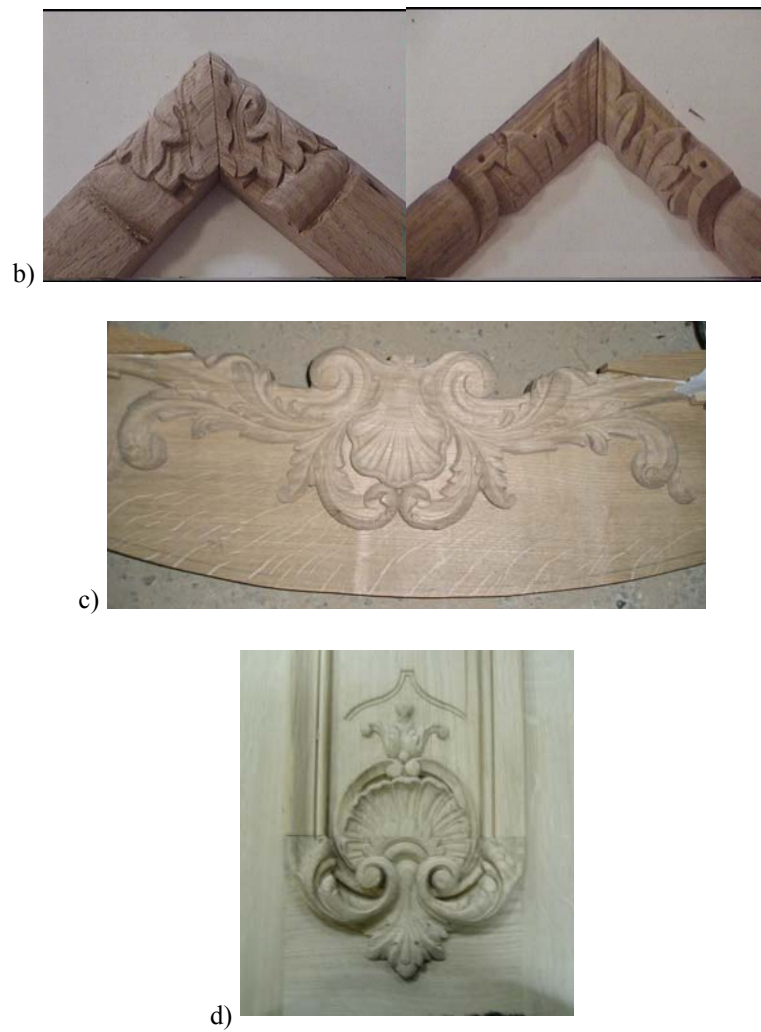
b)

c)

d)

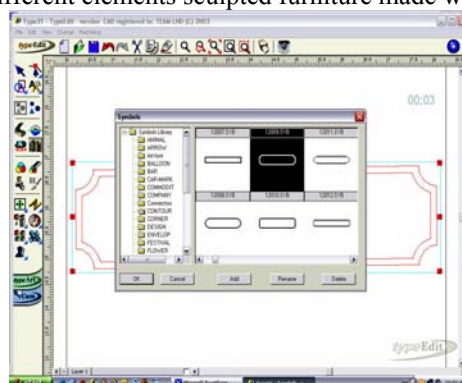Fig. 1 b), c), d). Different elements sculpted furniture made with TYPE EDIT 3D
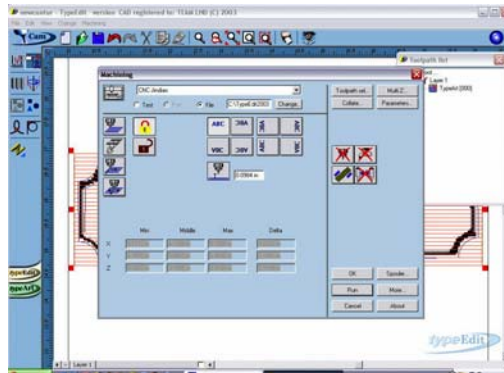

Fig. 2. Choosing contour
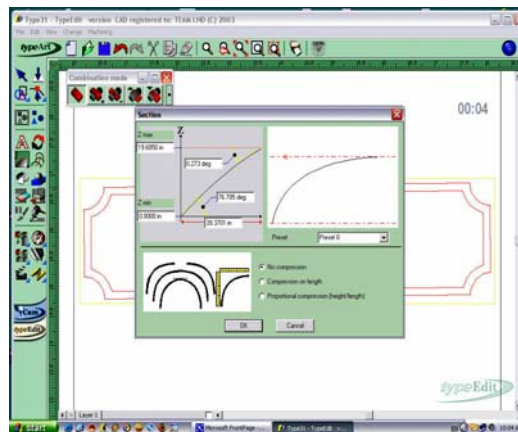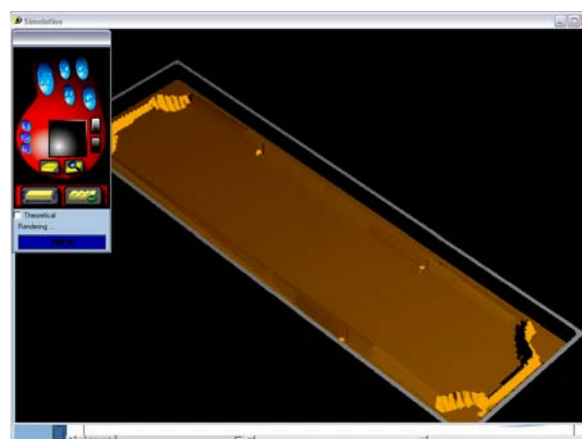
Fig. 3. Choosing tools

Fig. 4. Enter data on the form

Fig. 5. Simulation result

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The program interface is simplified substantially furniture art design processes. The data interface introduced numerous sizes, choosing the contour landmark positioning, depth and roundness forms, choosing tools, simulation etc.

RESULTS AND DISCUSSION

Processing CAD / CAM design requires a strong interface, in this case in 3D, which increases productivity. This resulted in a many landmarks sculpted design made by a dedicated powerful digital tools.

CONCLUSIONS

Soft accompanying such sites machining centers have a more user-friendly interface, allowing its easy programming regardless of its degree of specialization. Because modules set, the operator is able to see in advance if there are some problems or programming errors. These machining centers its investment pays off in short time.

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