

MobiPrint

A Mobile 3D Printer for Environment-Scale Design and Fabrication



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Conventional Digital Fabrication



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Our Vision – Real-World Context for Fabrication



Our Vision – Converting space into printable canvas



Our Vision – Converting space into printable canvas



















Roumen et. al (2017)

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Masive Fabrication

SOD



- Mobile Fabrication - Robotics















Environment-Scale Fabrication: Replicating Outdoor Climbing Experiences

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ABSTRACT

Despite rapid advances in 3D printing, fabricating large, durable and robust artifacts is impractical with current technology. We focus on a particularly challenging environmentscale artifact: rock climbing routes. We propose a prototype fabrication method to replicate part of an outdoor climbing route and enable the same sensorimotor experience in an indoor gym. We start with 3D reconstruction of the rock wall using multi-view stereo and use reference videos of a climber in action to identify localized rock features that are necessary for ascent. We create 3D models akin to traditional indoor climbing holds, fabricated using rapid prototyping, molding and casting techniques. This results in robust holds accurately replicating the features and configuration of the original rock route. Validation was performed on two rock climbing sites in New Hampshire and Utah. We verified our results by comparing climbers moves on the indoor replicas and original outdoor routes.



Figure 1. We capture the crux of an outdoor rock climbing route (left), fabricate the key holds and mount them in an indoor climbing wall (right). Our replica mimics the climbing experience of the original outdoor route.

















- Navigate, map, and print in ad-hoc environments
- Convert a floorplan into a 3D printable canvas
- Enable large working area

Workflow

Мар



Robot completes initial scan and generates map Select



Select from model library or upload a new design

Plan + Edit



Arrange and edit objects in the environment





Robot navigates to target location and prints objects

Workflow





Robot completes initial scan and generates map Select from model library or upload a new design Plan + Edit

Arrange and edit objects in the environment



Robot navigates to target location and prints objects





Rooted Firmware



*Printer removed to show LiDAR





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Workflow





Robot completes initial scan and generates map



Select from model library or upload a new design

Plan + Edit



Arrange and edit objects in the environment



Robot navigates to target location and prints objects



3D Files Library

Select the Models you woud like to print





Cane-Holder.gcode

Target.gcode Rai



Raised-Bowl.gcode





• Slice & Upload New Objects

Workflow





Robot completes initial scan and generates map elect from model library or upload a new desian Plan + Edit



Arrange and edit objects in the environment

Print

Robot navigates to target location and prints objects

Planning and Editing

Users can treat the map as a canvas to place and edit objects





Workflow





Robot completes initial scan and generates map Select

elect from model library or upload a new design Plan + Edi



Arrange and edit objects in the environment





Robot navigates to target location and prints objects







Assembled Views

– Printing

Prints directly on the ground surface







Evaluation – Mapping Speed



	1 Bedroom Apartment	Makerspace	Computer Lab and Hallway
Area	120 m ²	80 m²	174 m²
Mapping Time	12 min	15 min	43 min

10N

Evaluation – Adhesion Strength

Evaluation – Adhesion Strength



Carpet	Hardwood	Vinyl	Tile
>50N	8.7N	37N	N/A

Adhering too strongly to carpet







Average Error was 5.1cm





Accessibility

Signage and Wayfinding

Home Furnishing





Tactile Surface Indicators

Cane Holder



Signage and Wayfinding



Conference Signage





Floor mural

Ergonomic footrest

Raised pet bowl

Discussion

Limitations

Can't print on-the-move

- Limited Design Operations
- Can only store one environment at a time and can't share the map with other machines

Future Work

- Improve hardware precision and slicing algorithms
- More expressive design tool (patterning, annotations)
- Support for multiple maps and robots

Design Considerations for Mobile and Environmental-Scale Fabrication

- Integrate Environment and Context Information into Design Process
- Support a Spectrum of Automation
- Work Directly In/On the Environment
- Consider Permanence, Removal, and Lifecycle

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