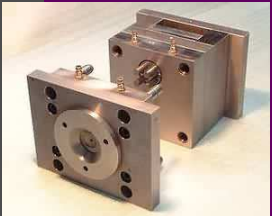
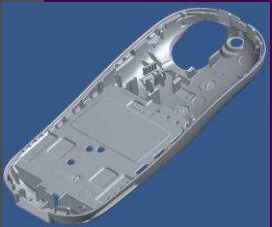


plastic injection molding

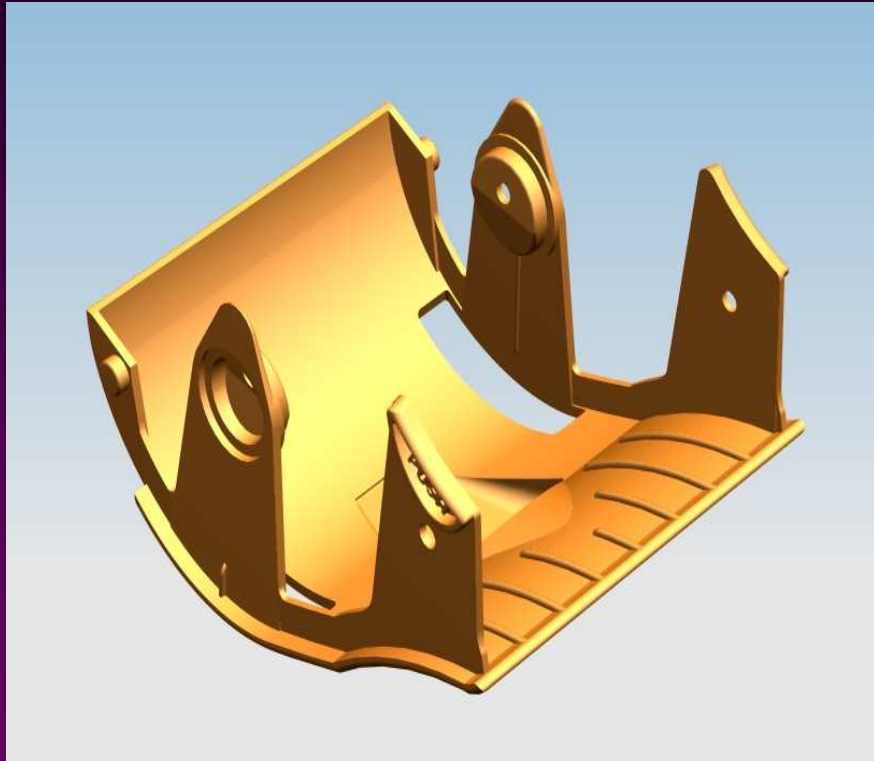
part 2

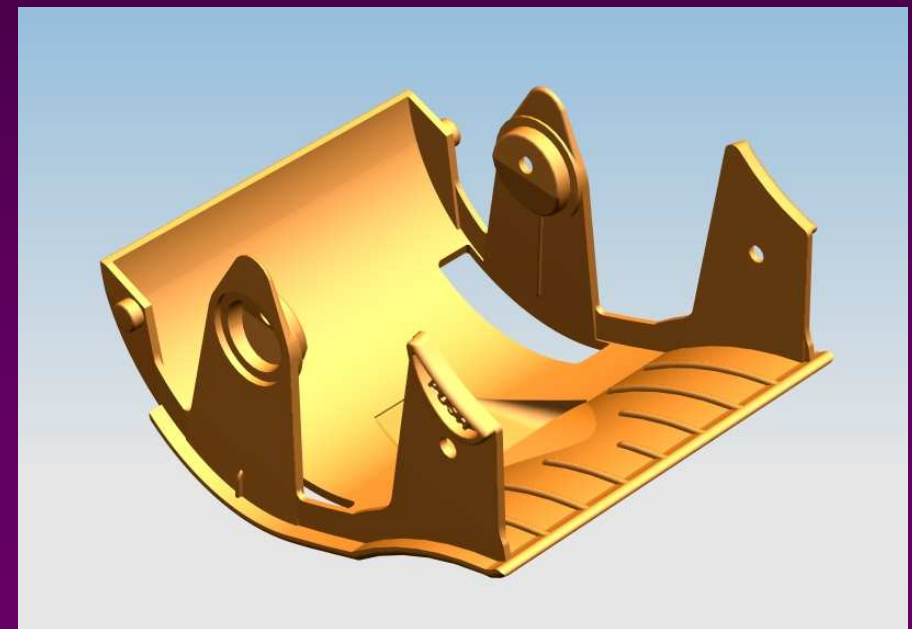
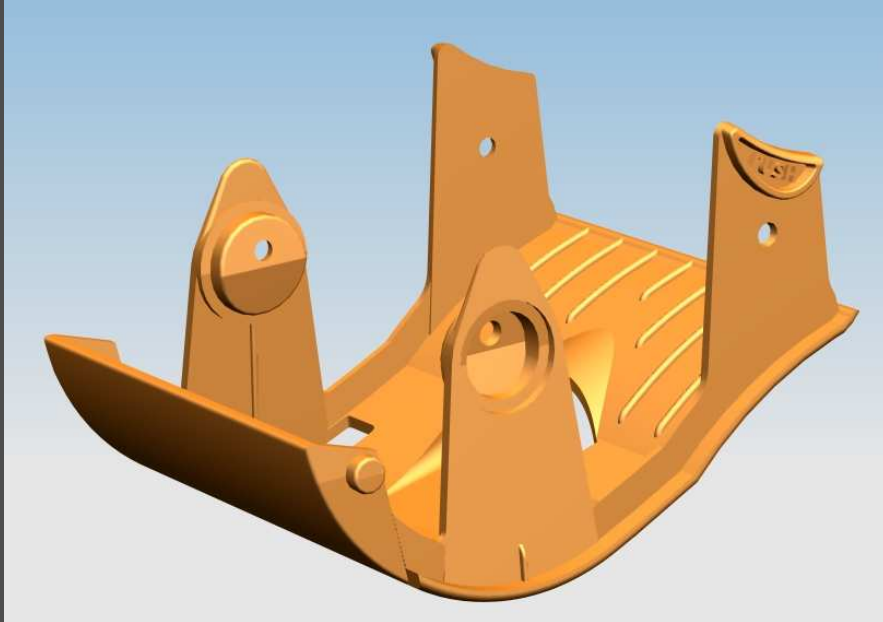
design of plastic parts and products

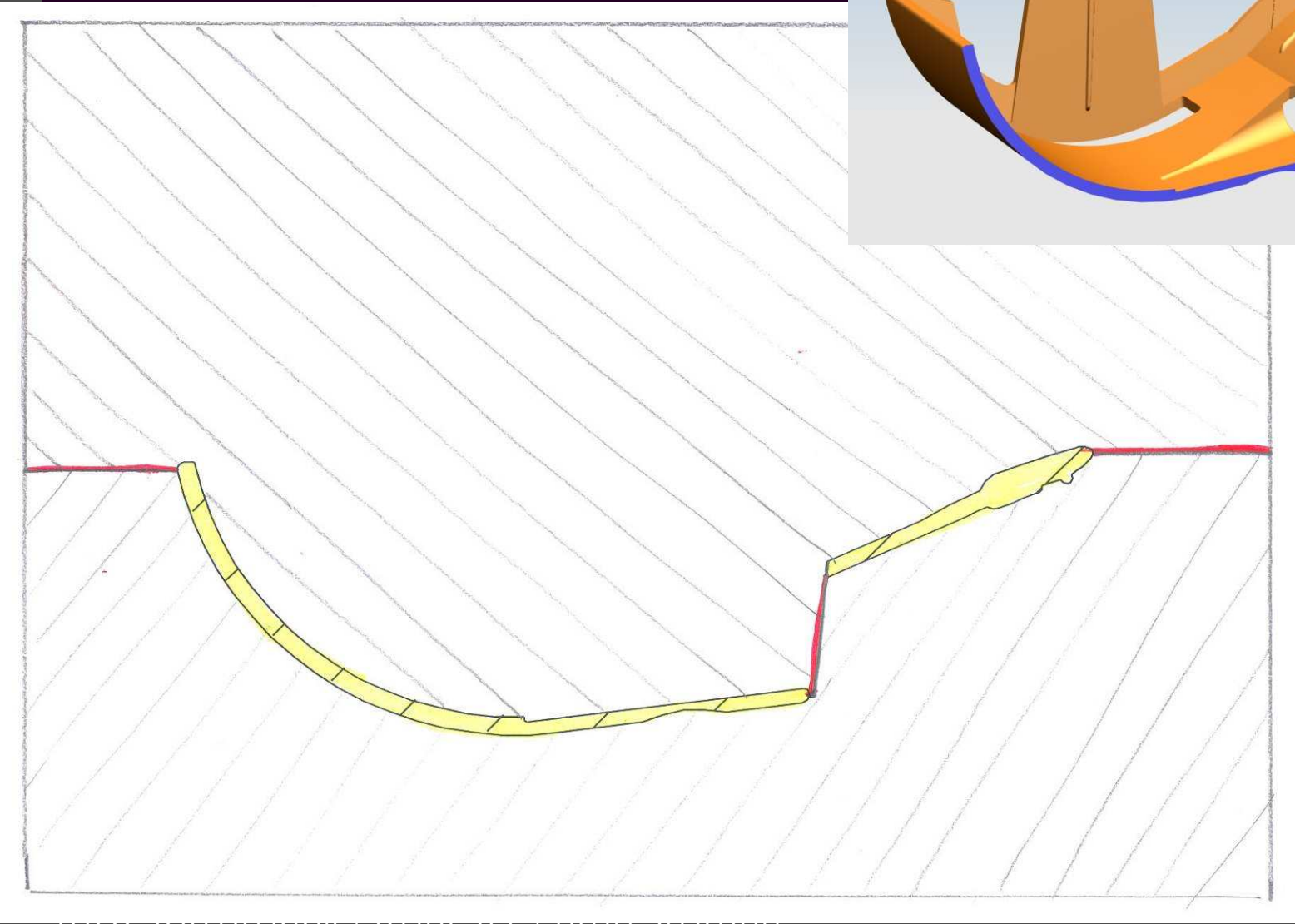
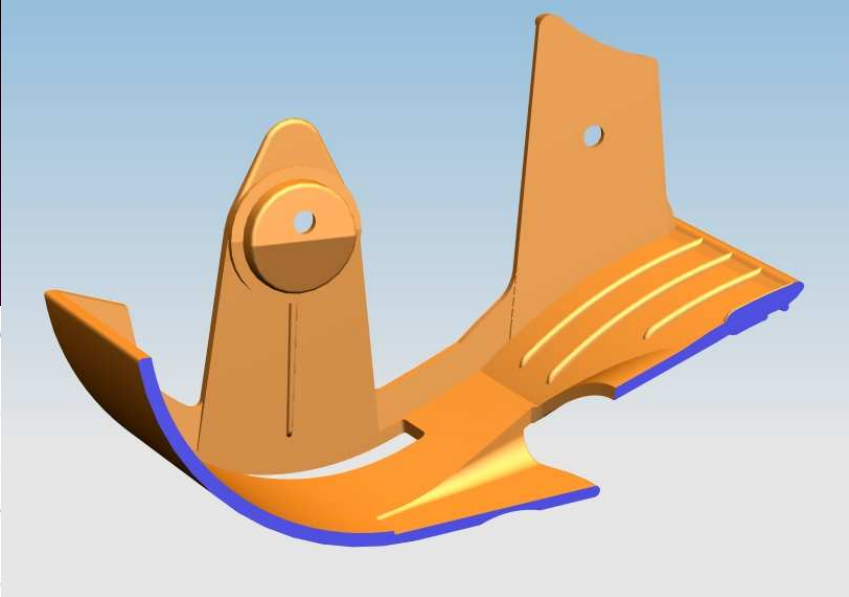
erik de lange

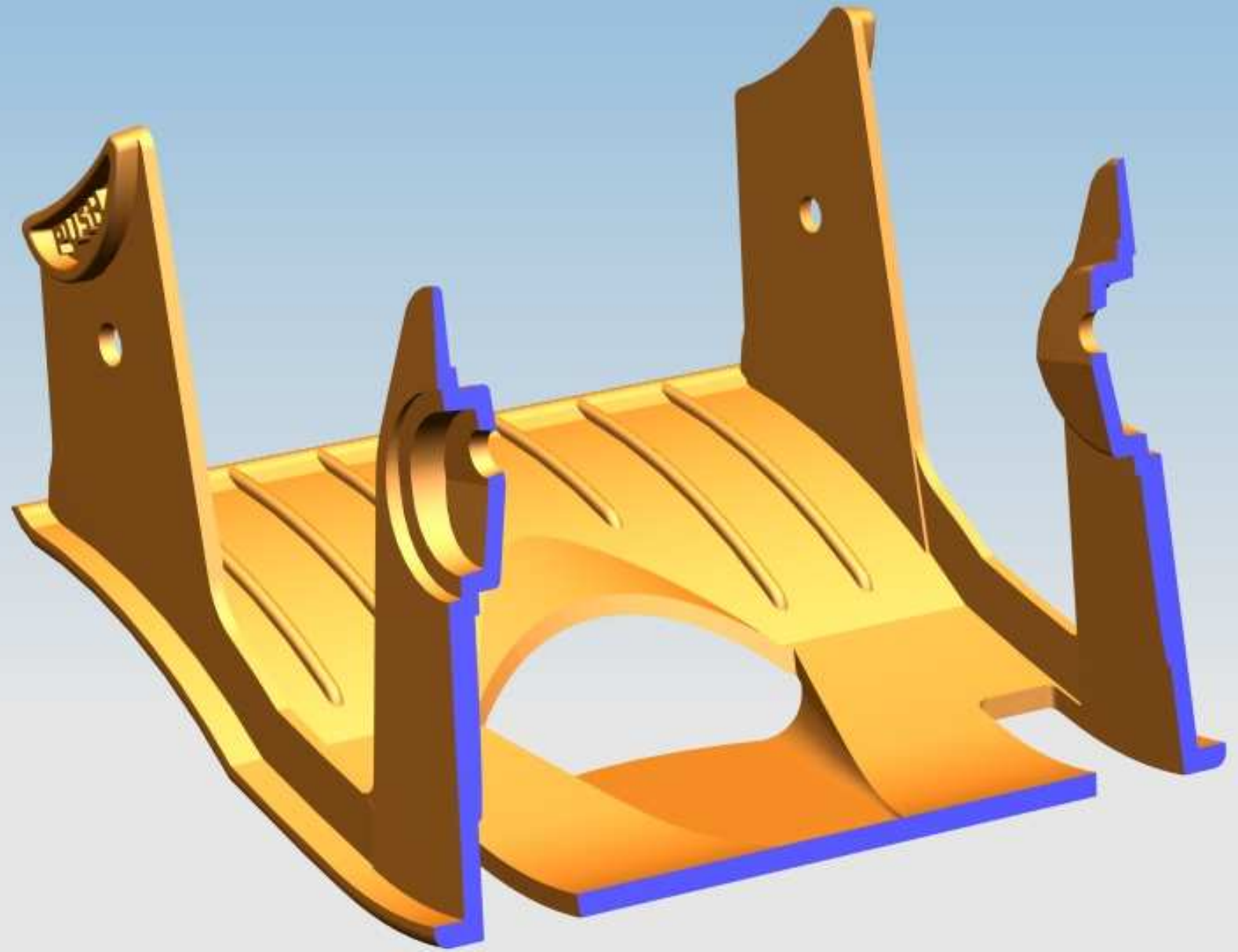


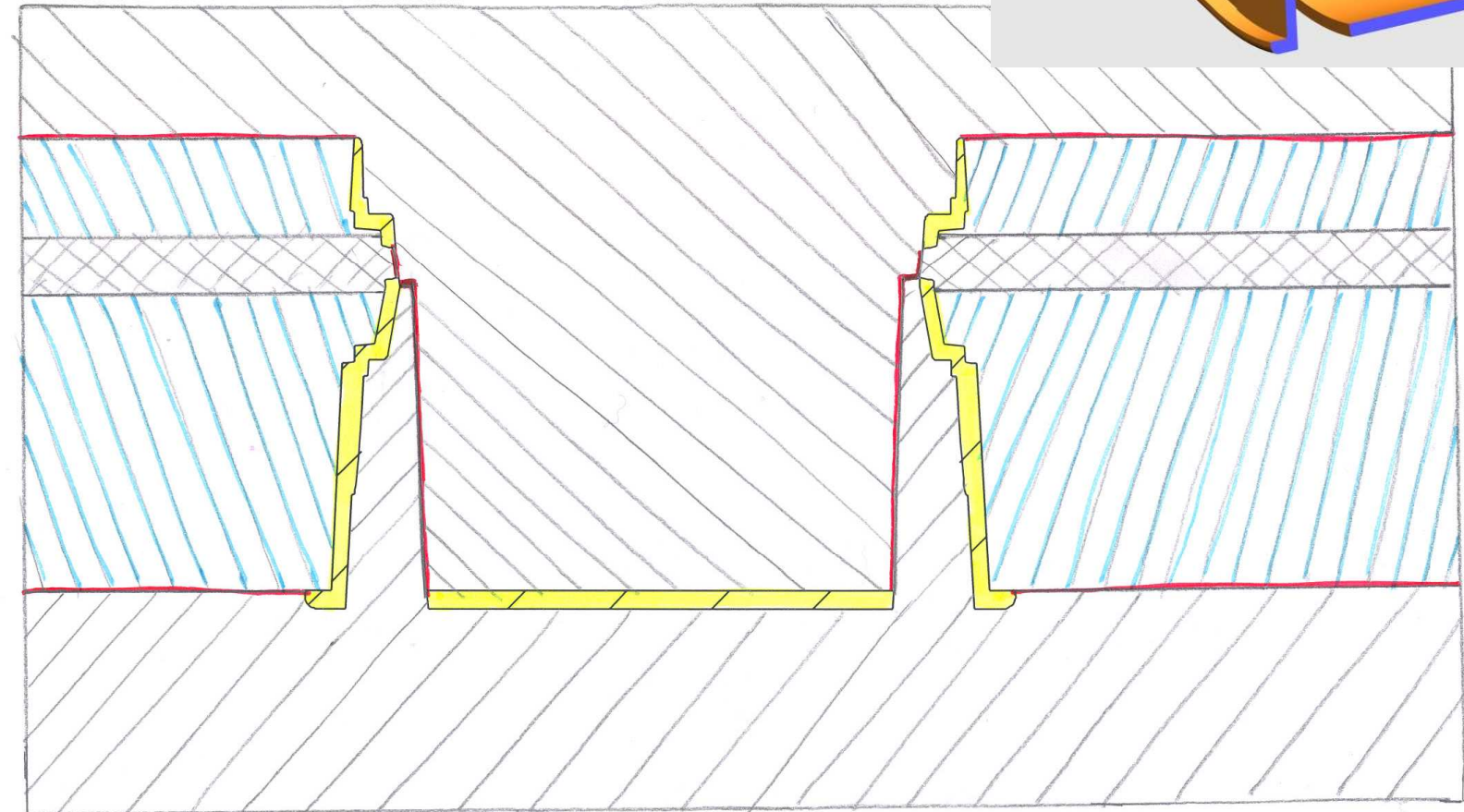
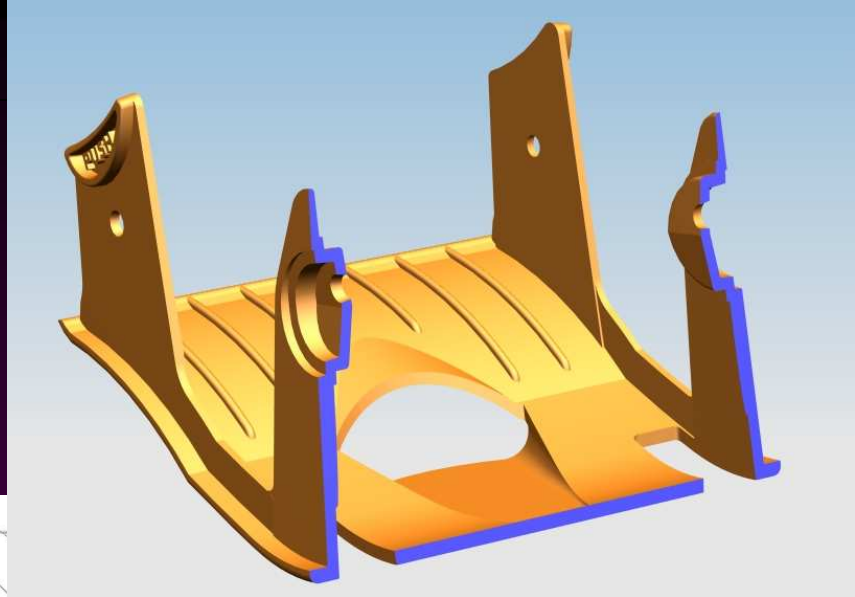
	<i>product</i>	<i>tool (=mold)</i>
<i>design</i>	design of injection-molded products	mold engineering
<i>manufacture</i>	injection molding process	mold manufacturing

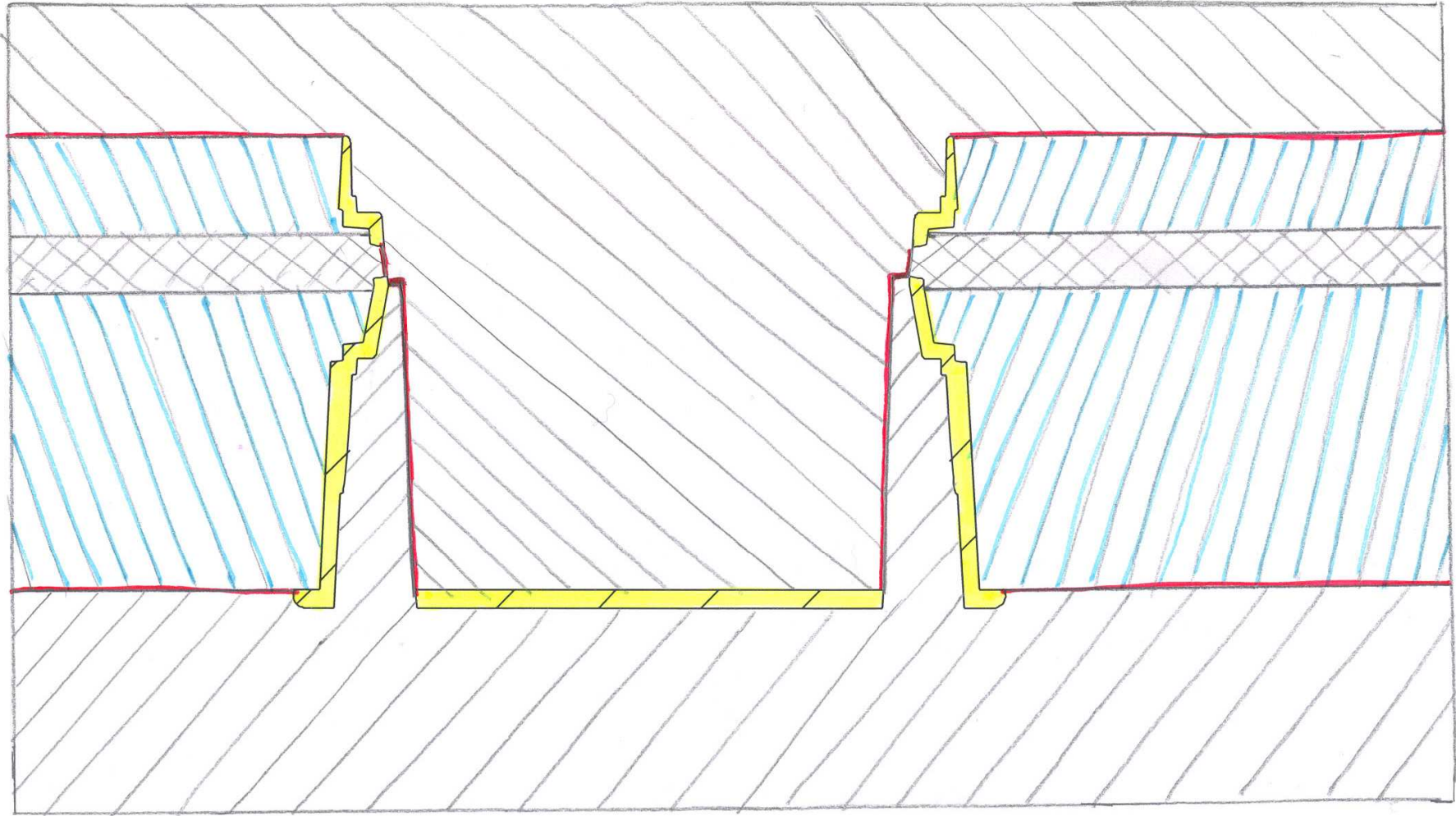


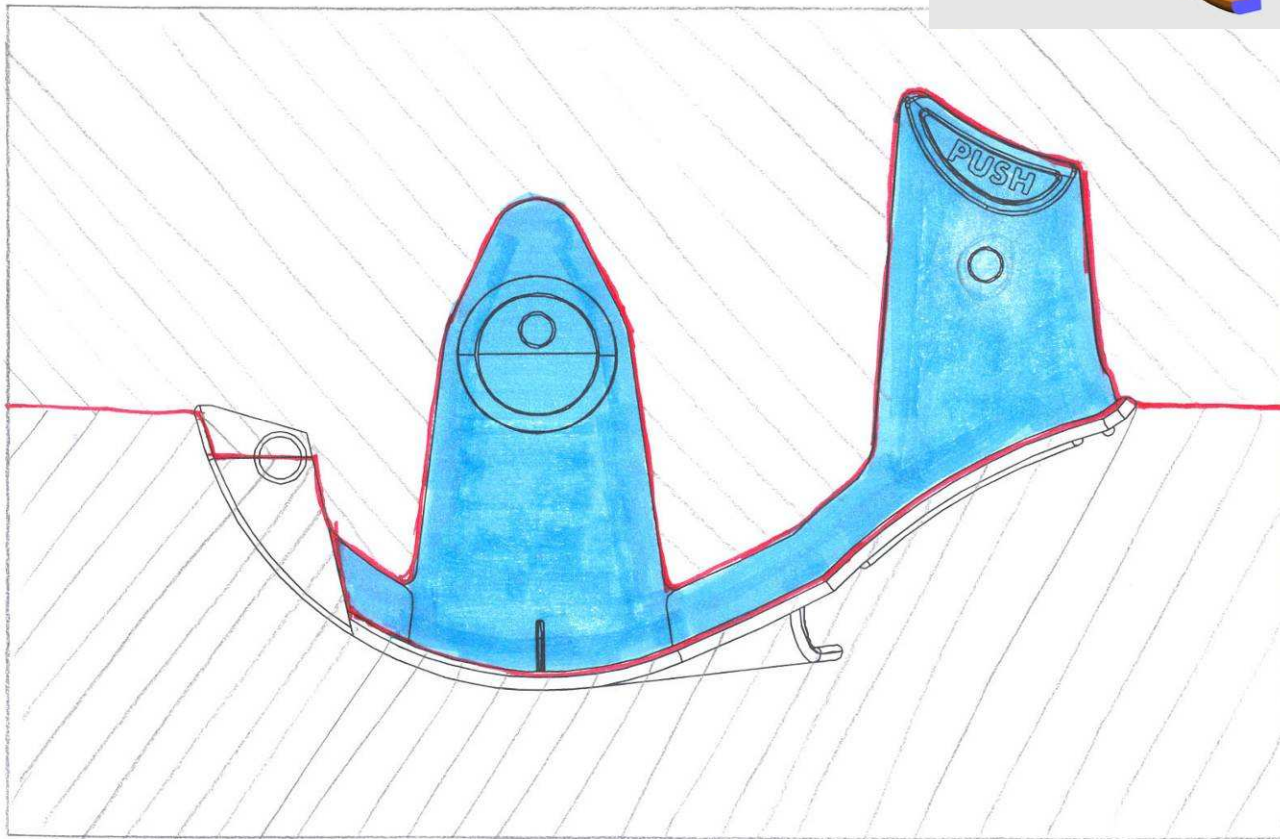
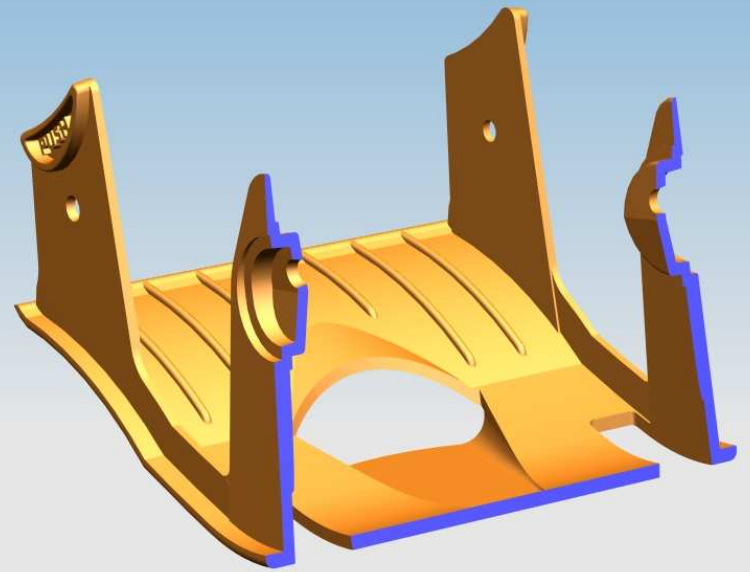
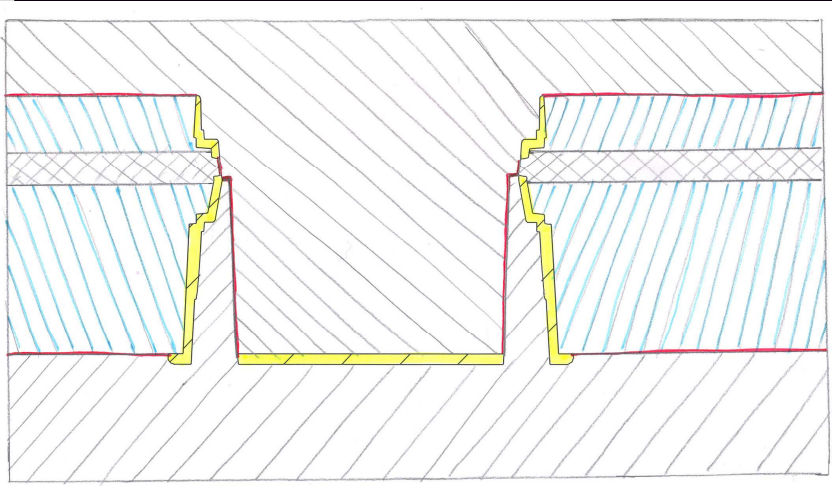


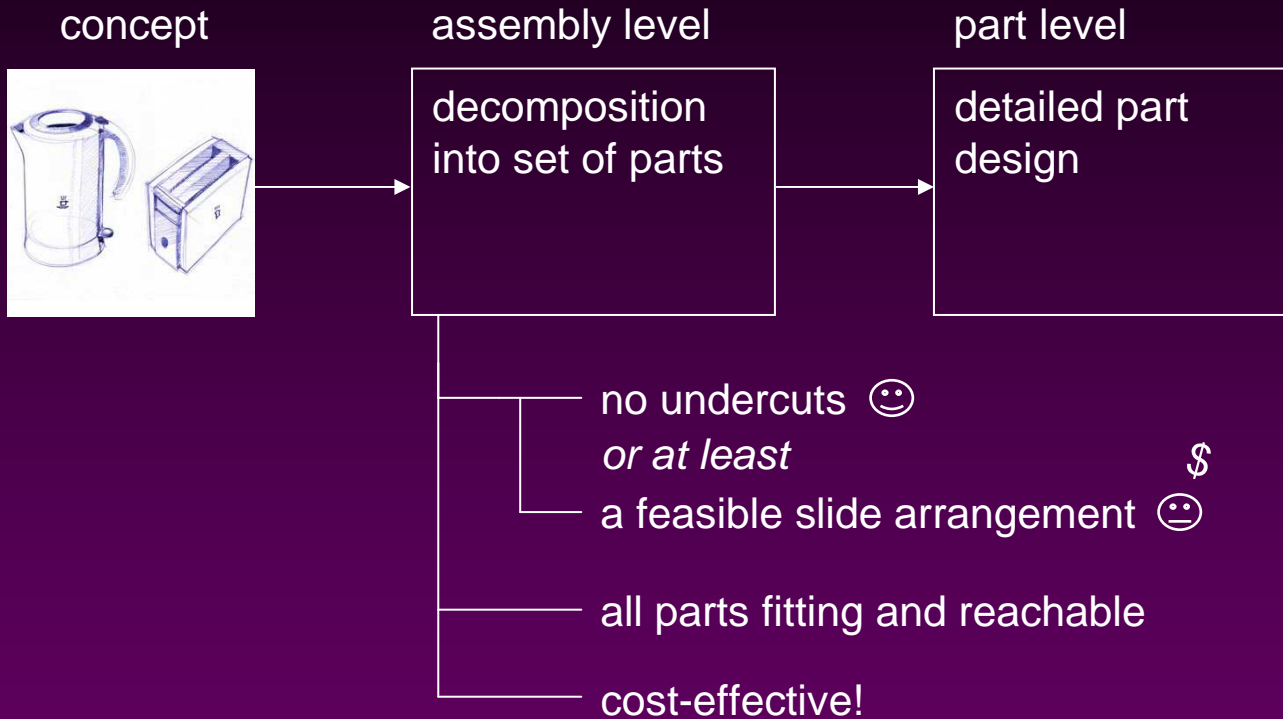




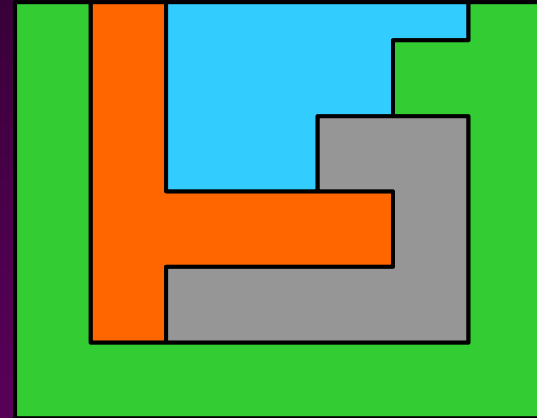
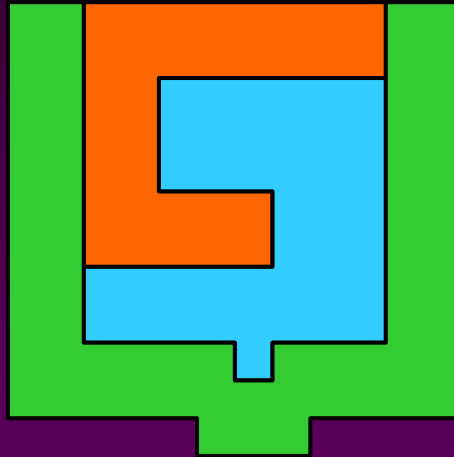








Reachable: a possible assembly order must exist



Cost-effectiveness of the assembly

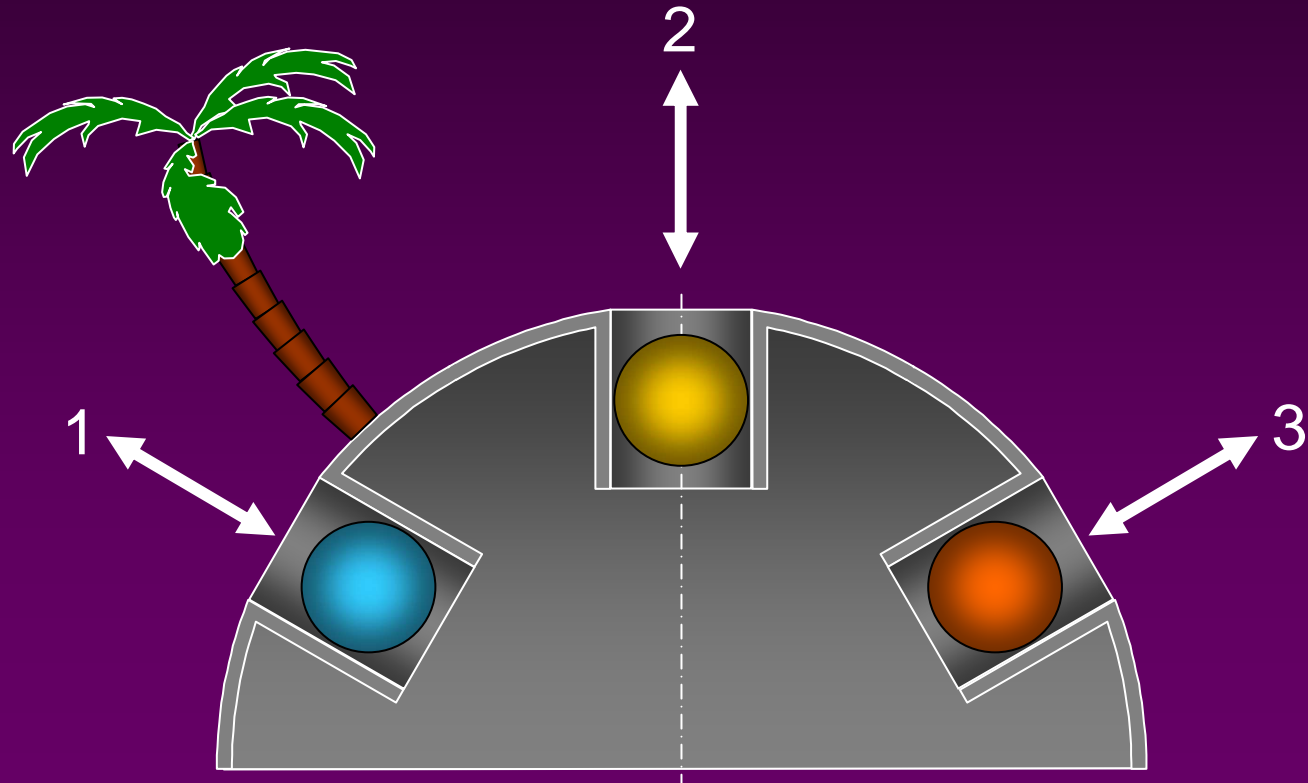
Three golden rules:

- try to decompose you concept design in the smallest number of parts you can think of
- try to use the same part more than once
- try to eliminate separate hinges and fasteners
 - hinge function → living hinge
 - fastening → snap rims, snap hooks

Example:

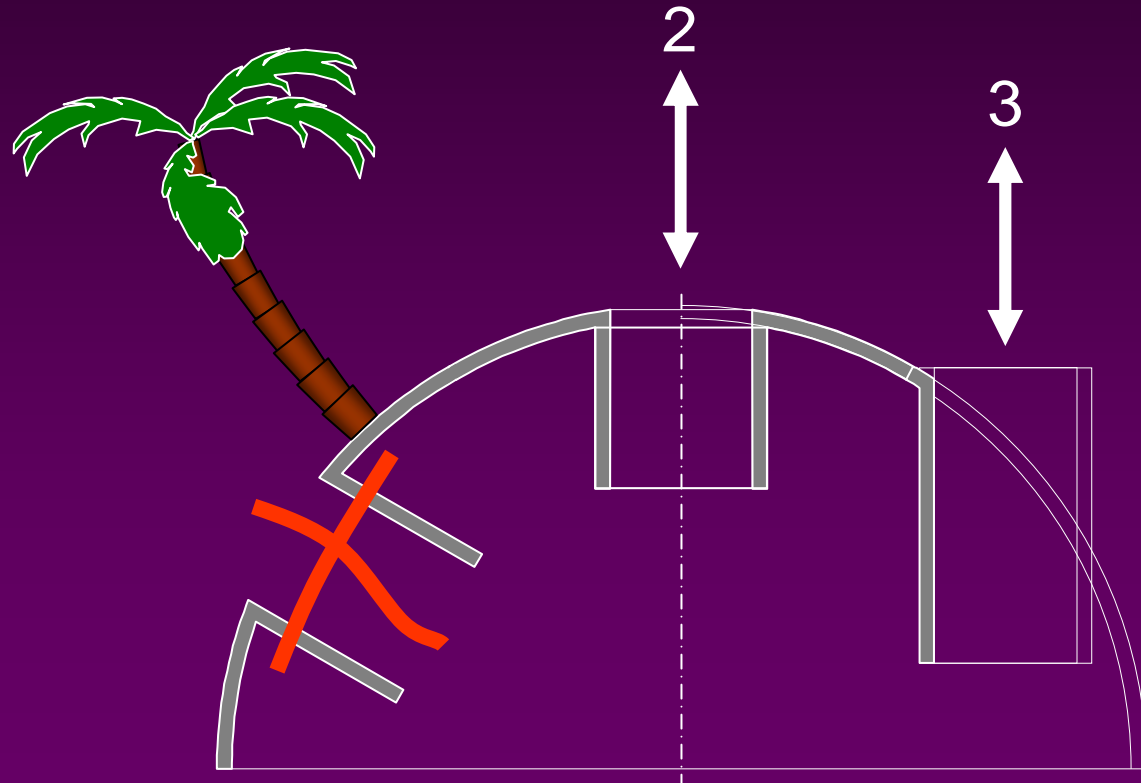
This part has three *conflicting* lines of draw.

You cannot make this part in a mold, not even with slides.



Solution #1:

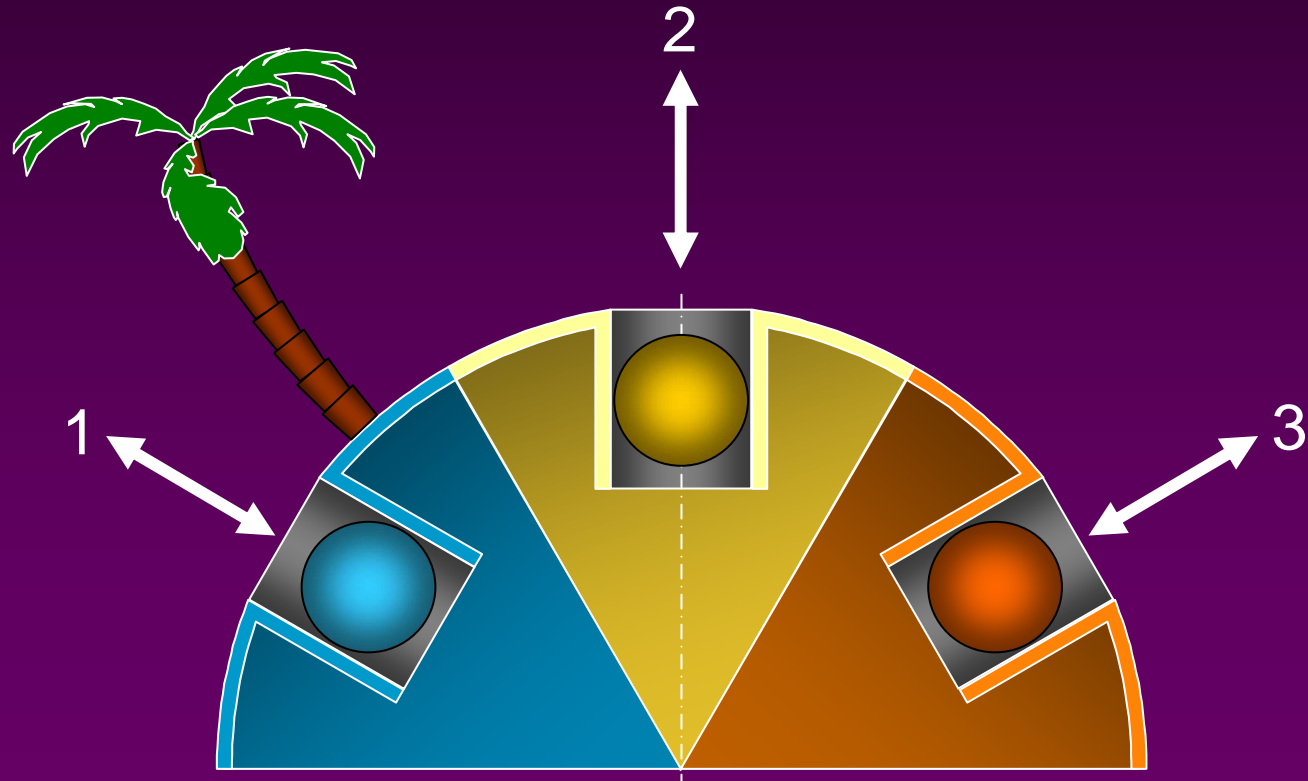
You might reorient the holes. This solves the drawing problem, but it's probably not what you had in mind.



Solution #2:

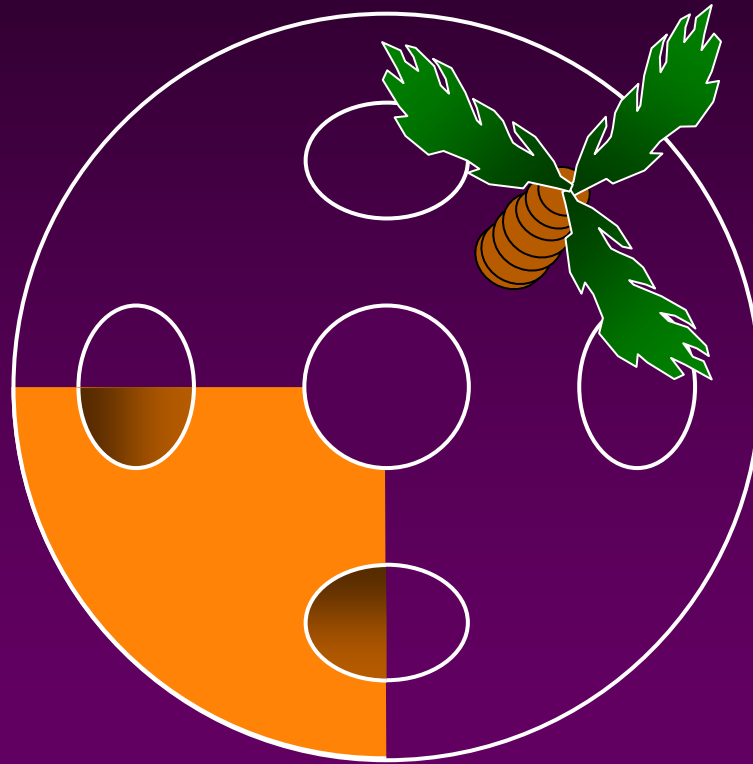
Decomposition along lines of draw.

There might be a problem in the fitting or the fastening.



Solution #4:

Changing your viewpoint might give new ideas for decomposing your concept.



Assembly design and parts design have conflicting design guidelines.

Assembly design guidelines

- small number of parts
- integrating functions (hinges, fastening means)

Part design guidelines

- injection-moldable shape
- single draw
- no slides

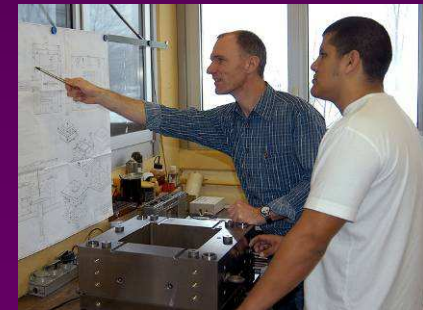


Conflict!

Try to find a good balance.

Advice

- Discuss the parts decomposition with your mold manufacturer
- Treat your subcontractors as co-makers, rather than only subcontractors
- Have them involved in the early stages of the project

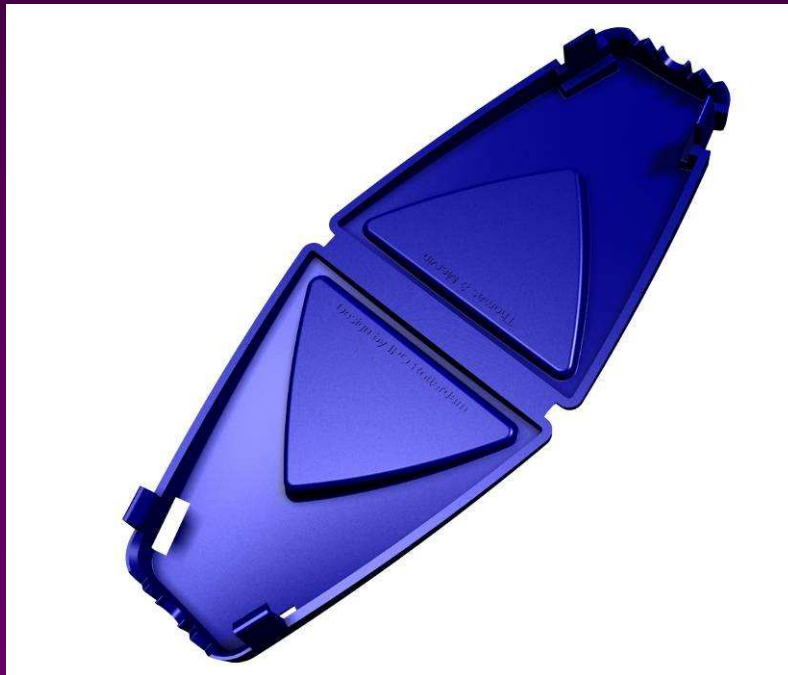


Function integration reduces the number of parts.

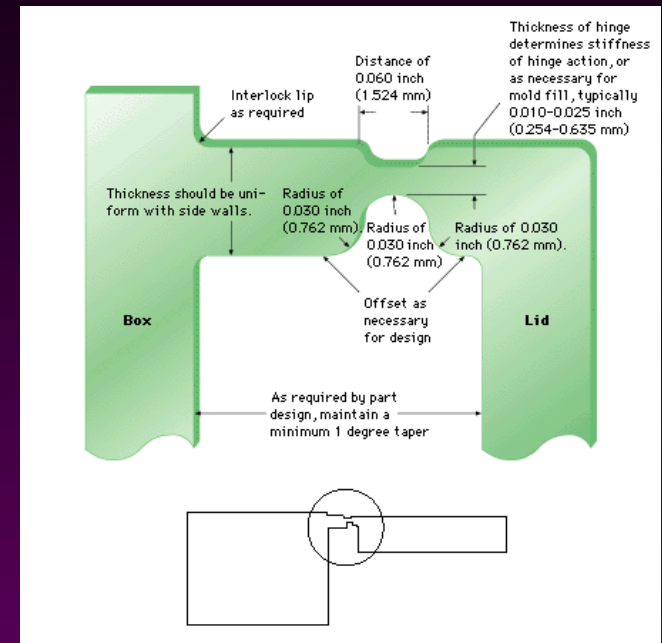
Examples:

- Hinge function
- Fastening function
- Closure fastening
- Spring function

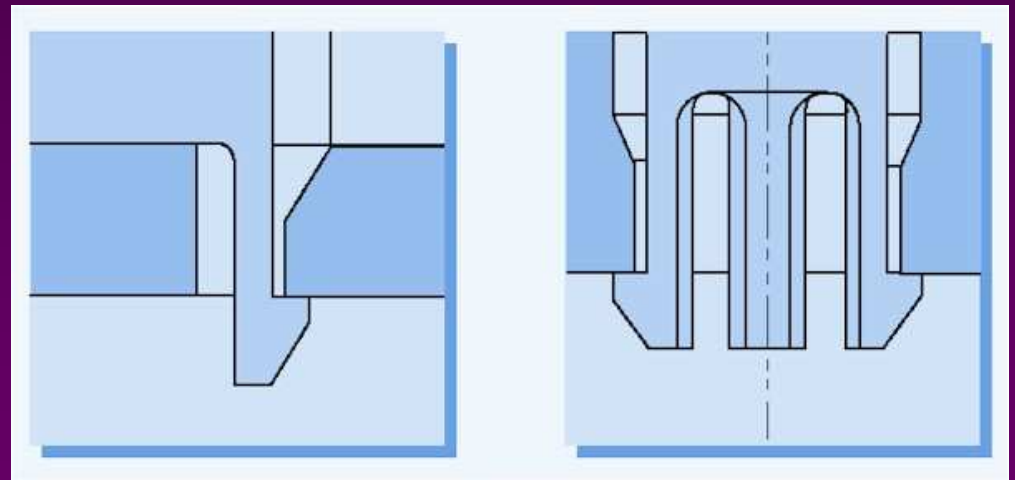
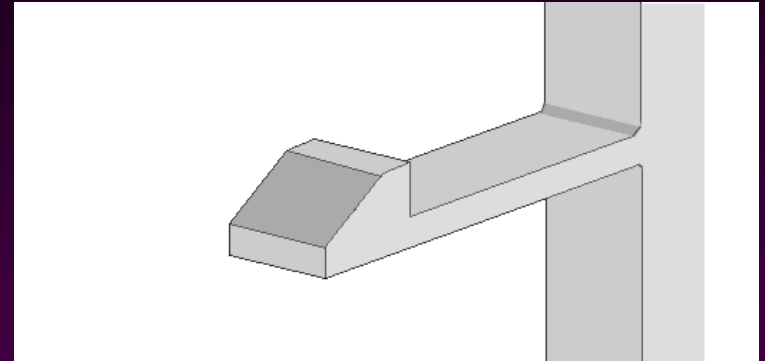
- PP-hinges can survive many thousands of open/close movements
- Right after the molding (when it is still hot) the hinge should be opened end closed once to arrange (orient) the molecules.
- Sources for instance: www.efunda.com

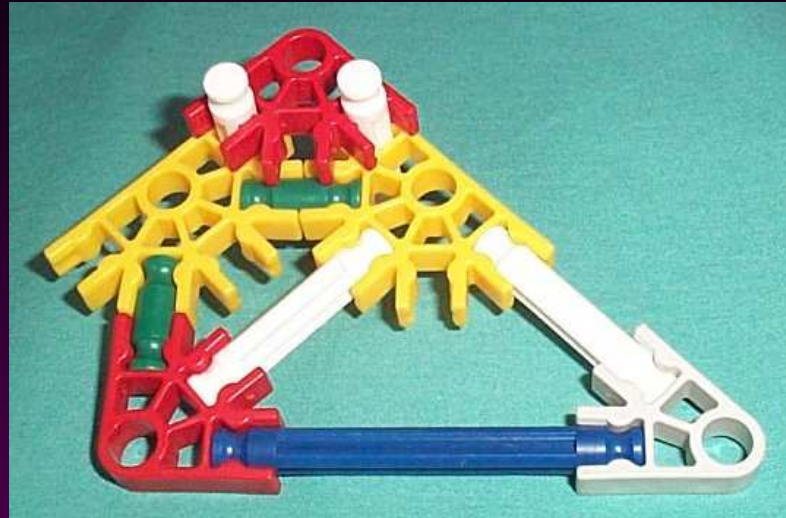


herring clip



Snap hooks that are too short will overstrain or break.

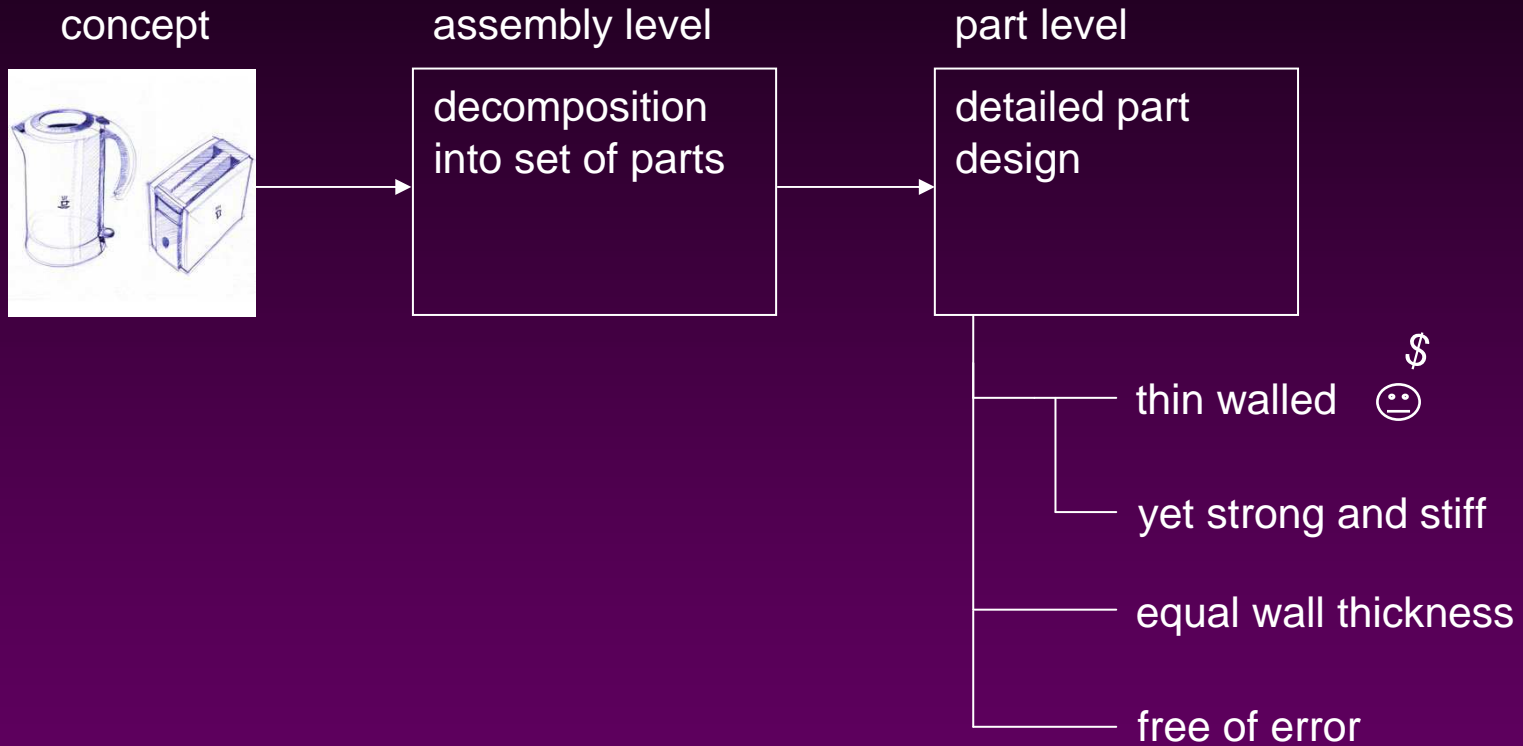




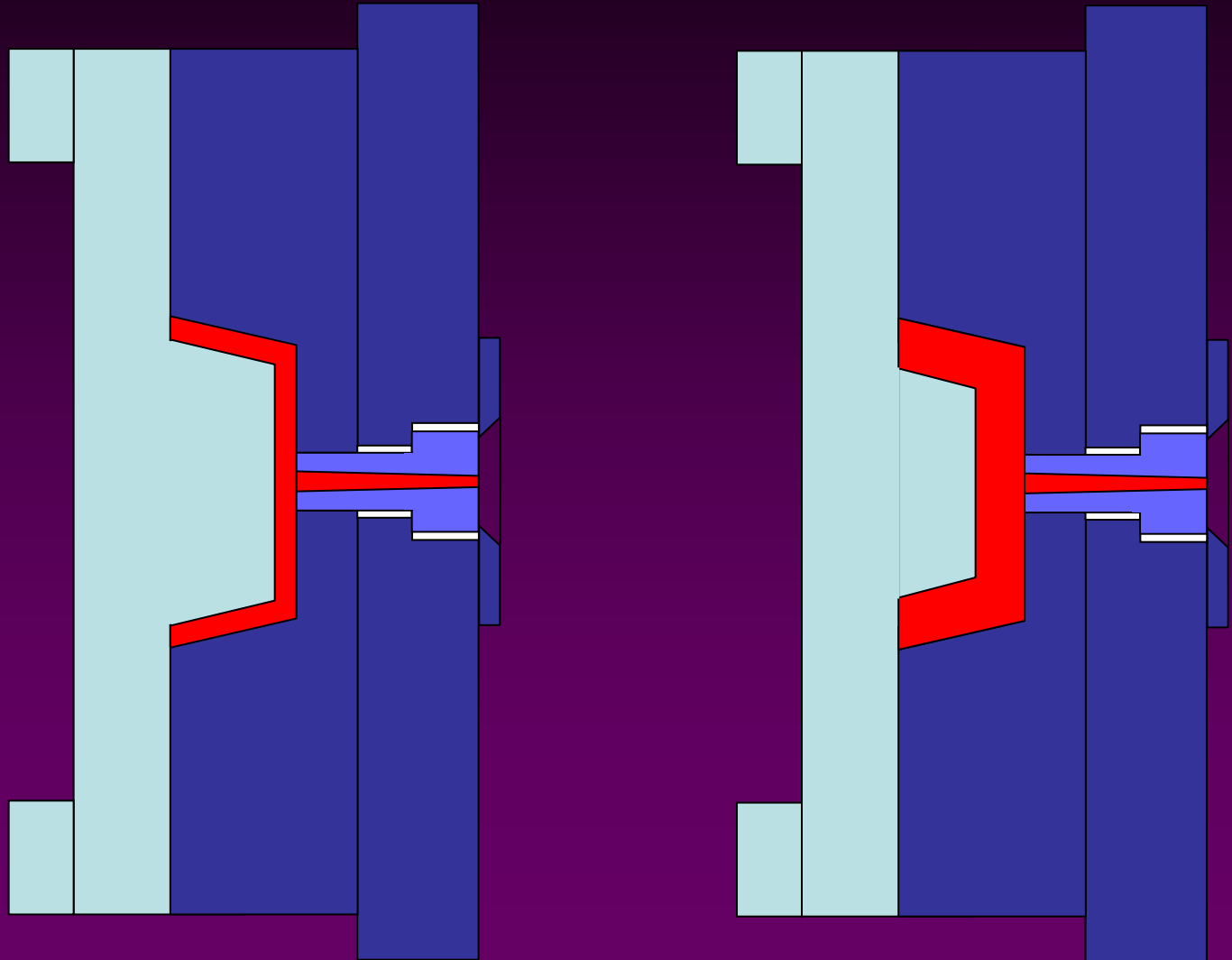


BREAK!

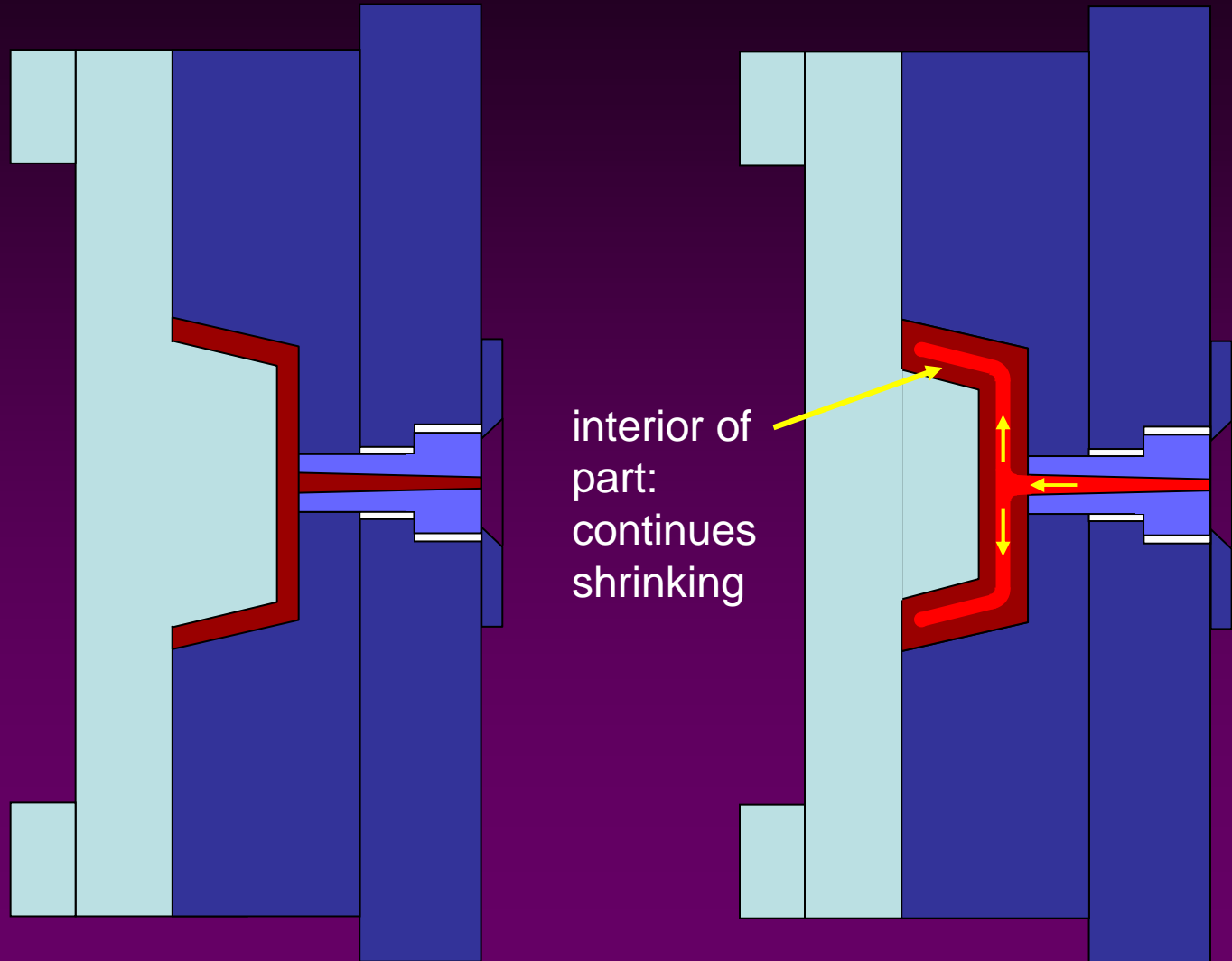
After the break: part design

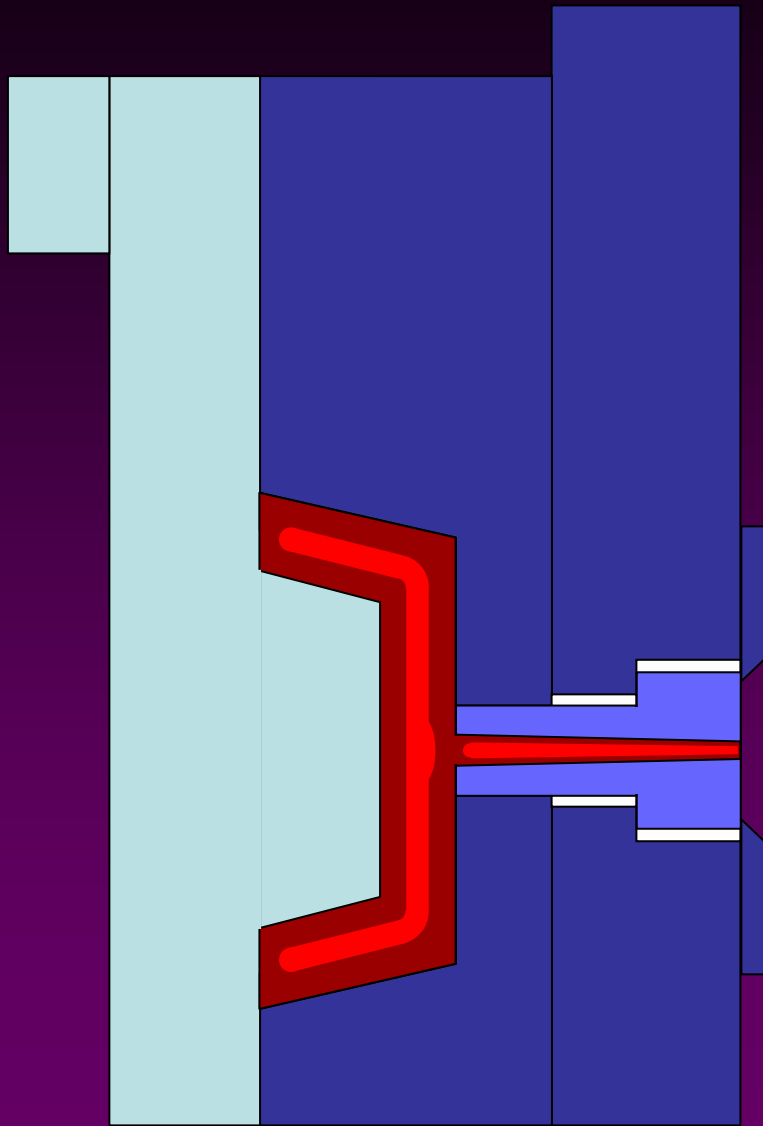


Shortly after injection: both products are still fully plastic (not solidified)



A couple of seconds later: the left product has solidified completely, the right one not yet.





Sputneus komt rechtstreeks in de holte uit

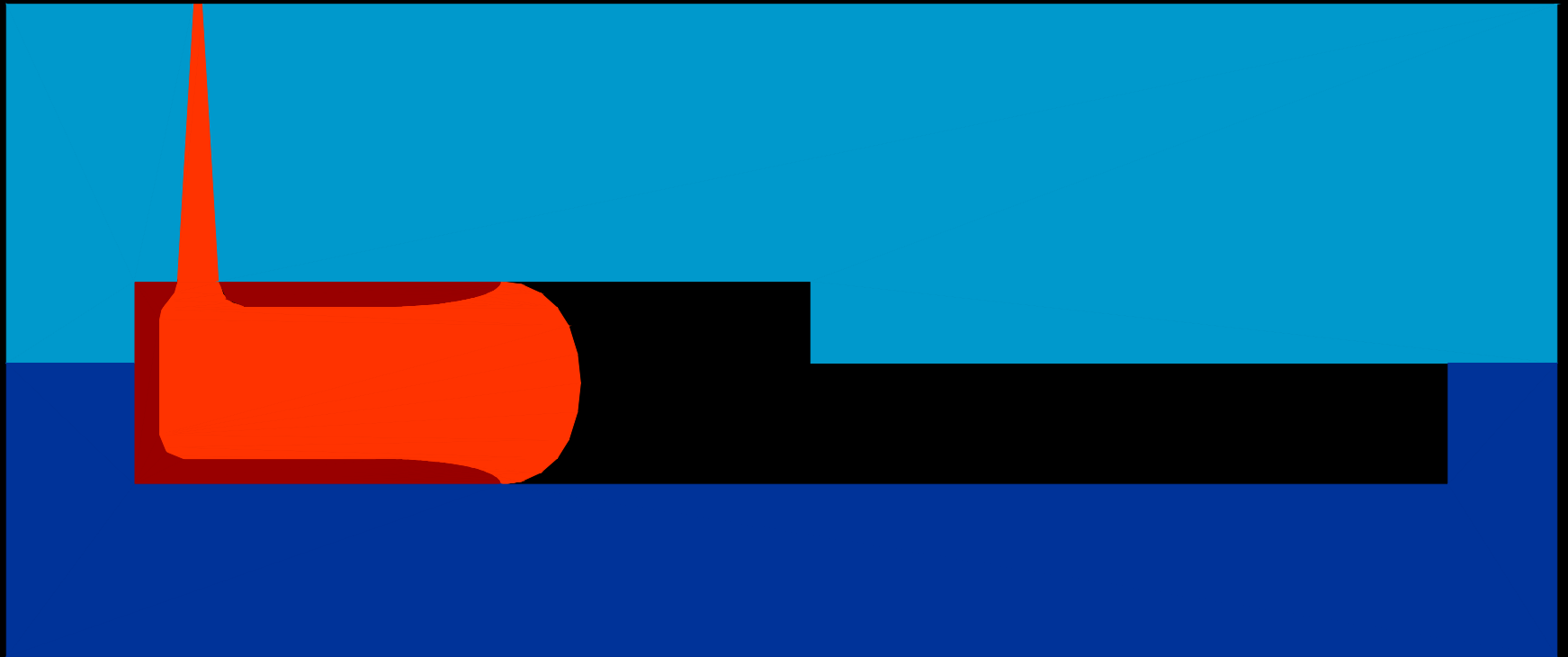
If the gate “freezes” (solidifies) too soon, no further injection of material is possible.

However: the product will continue to shrink.

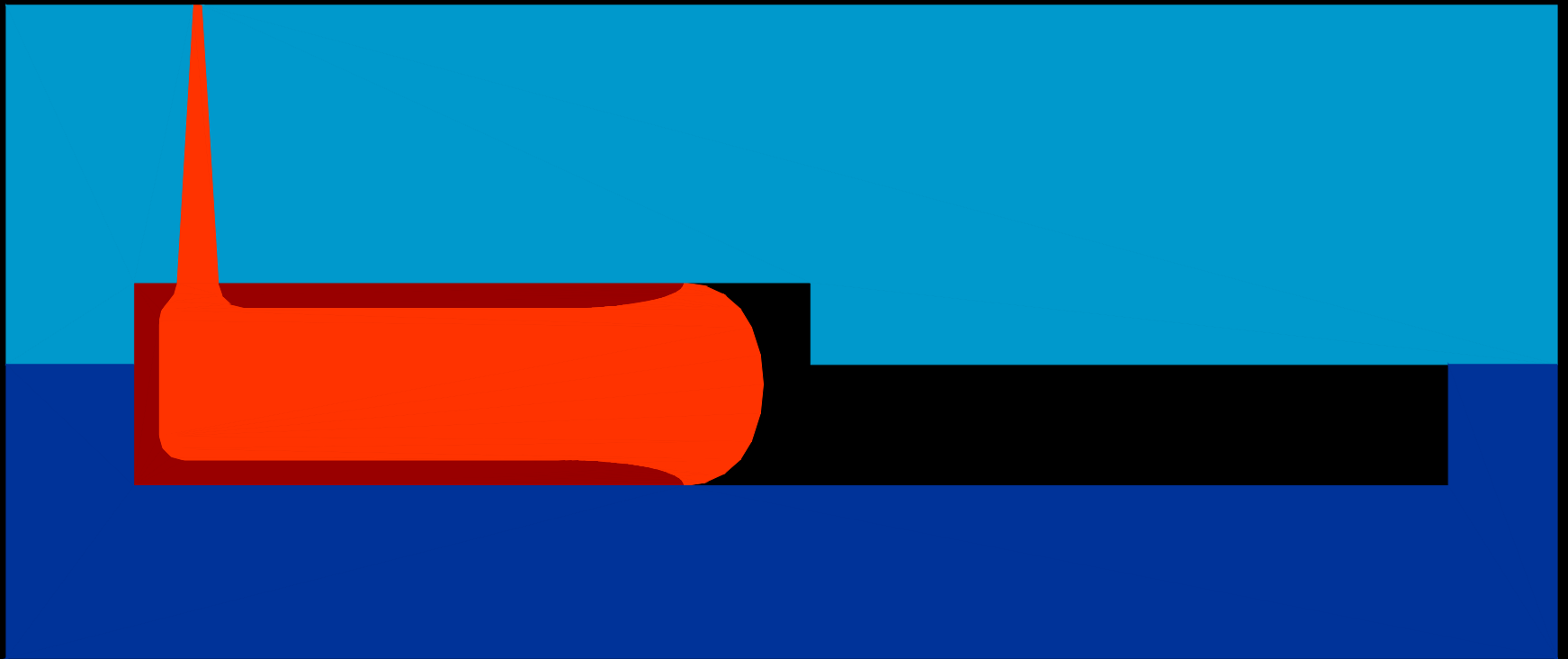
This will result in a faulty product, having not the correct shape and dimensions.

	When the	goes
	wall thickness	↑
then:	cooling time	↑
	products per hour	↓
	part cost	↑
	profit	↓

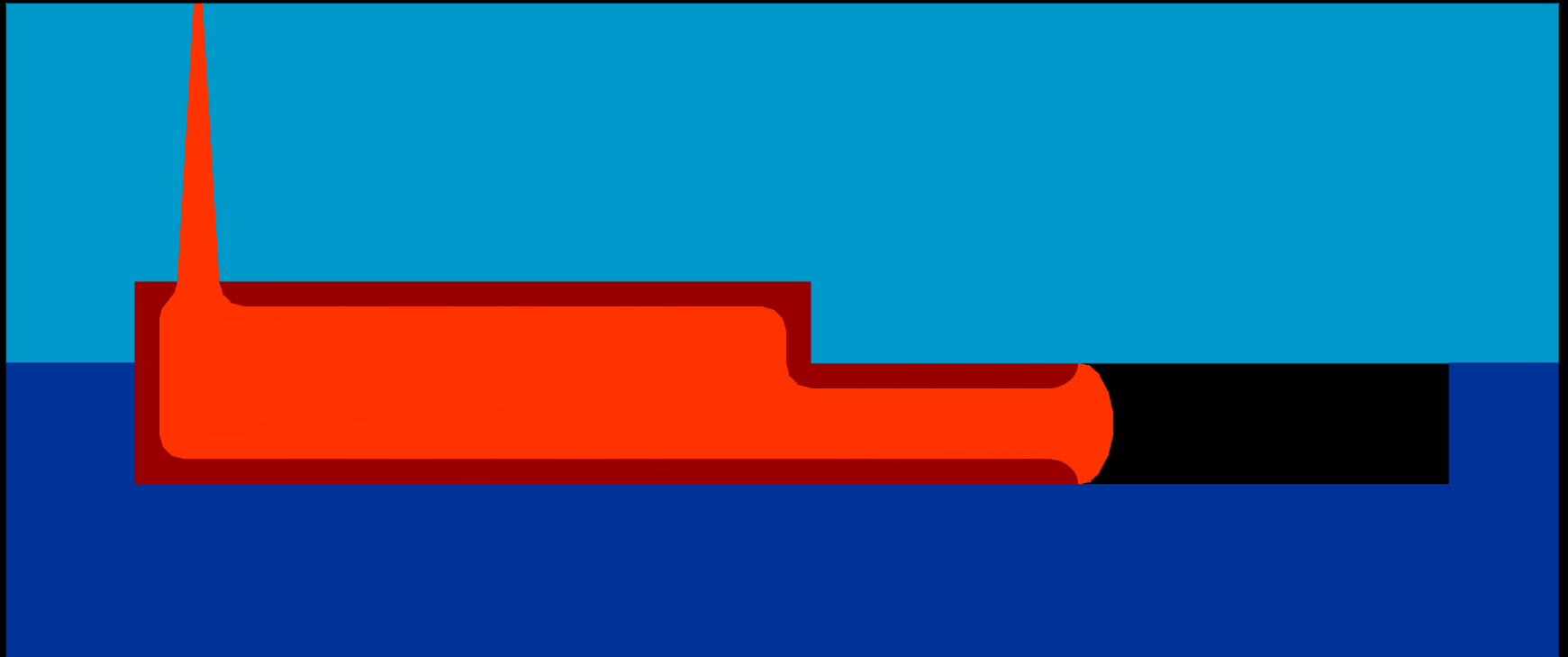
Example: Nokia mobile phone top part



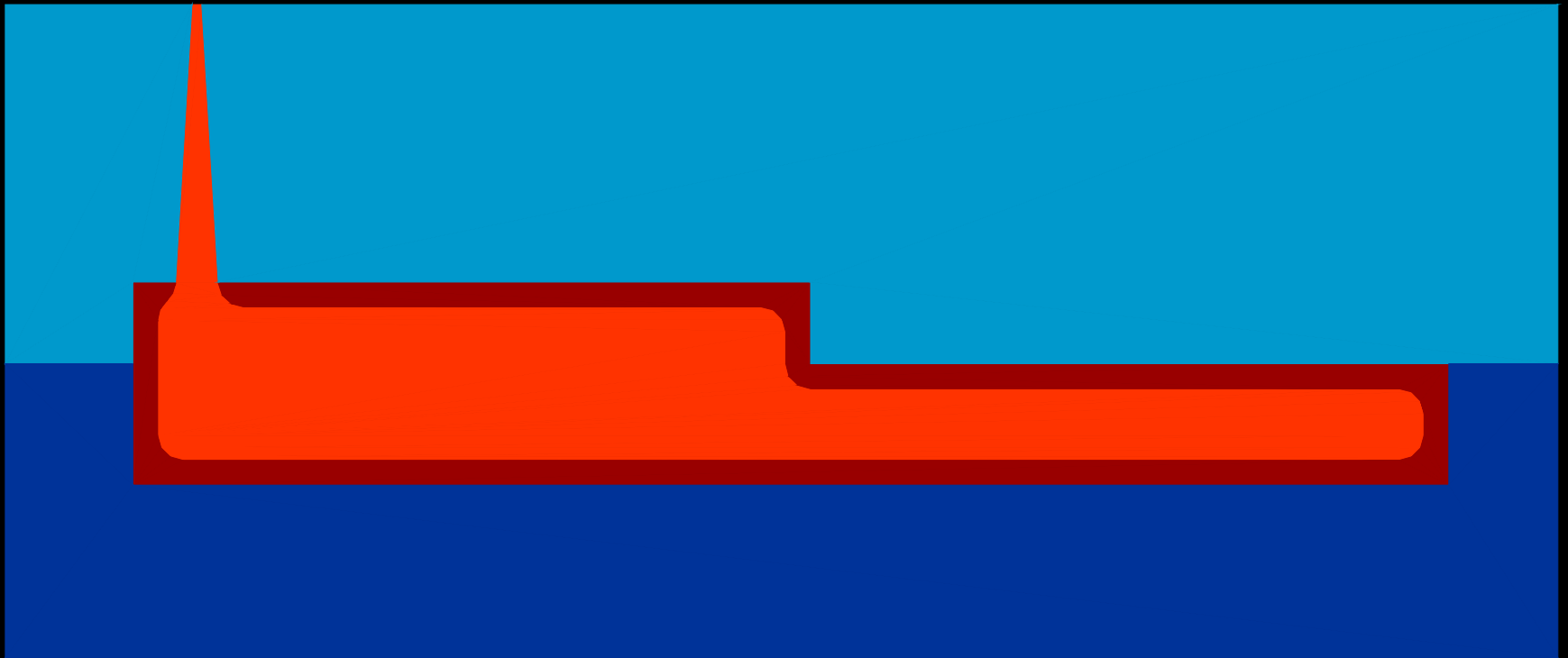
Splutneus komt rechtstreeks in de



Splijtneus komt rechtstreeks in de



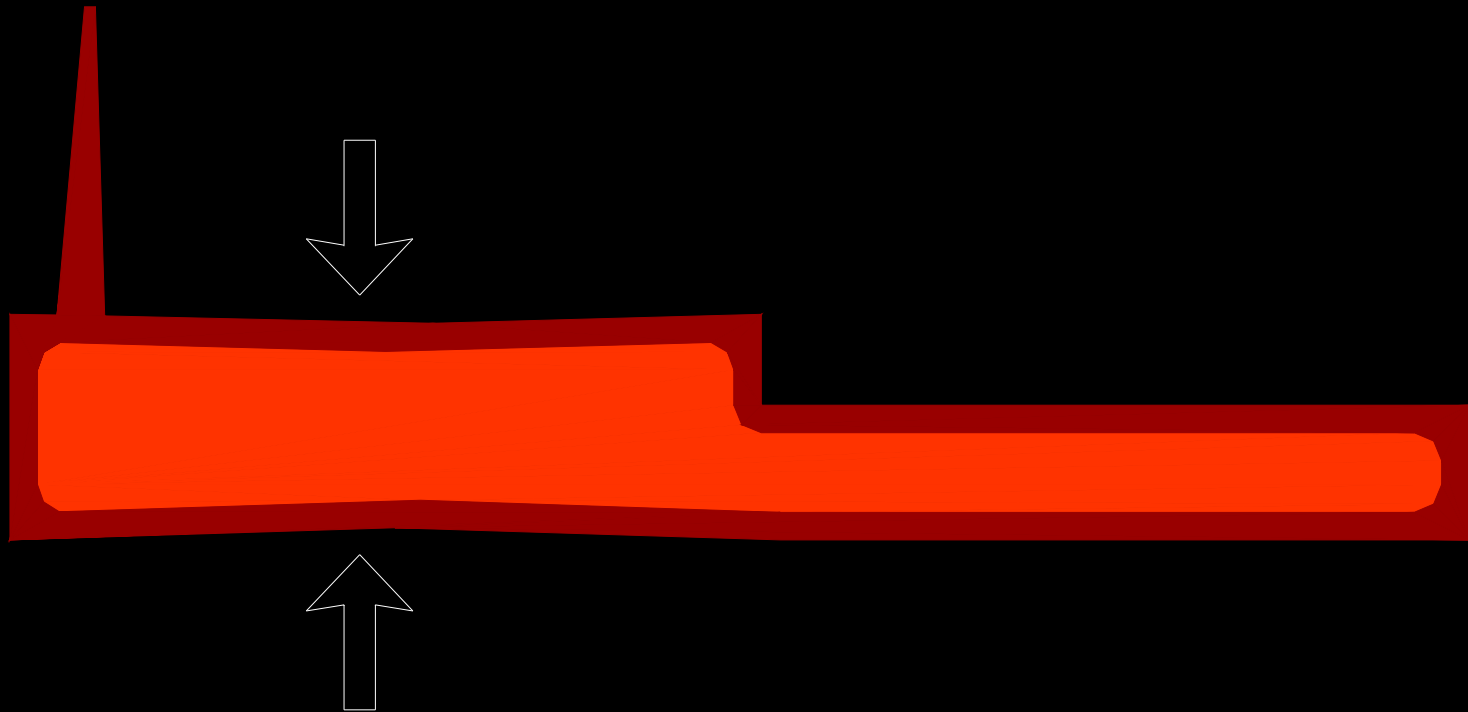
Sputneus komt rechtstreeks in de



Splutneus komt rechtstreeks in de



Spuitneus komt rechtstreeks in de

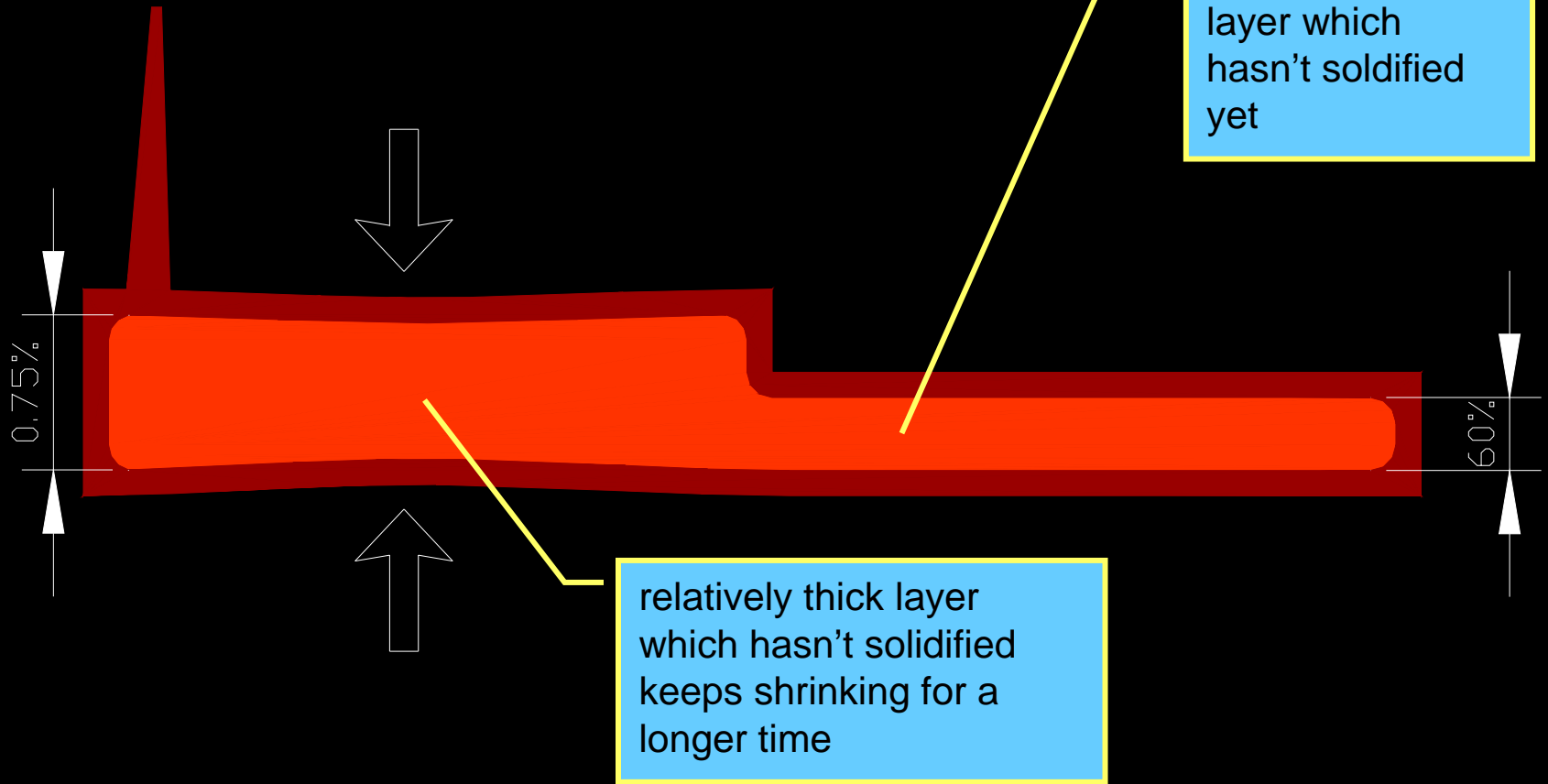


Sputneus komt rechtstreeks in de

Cause #1

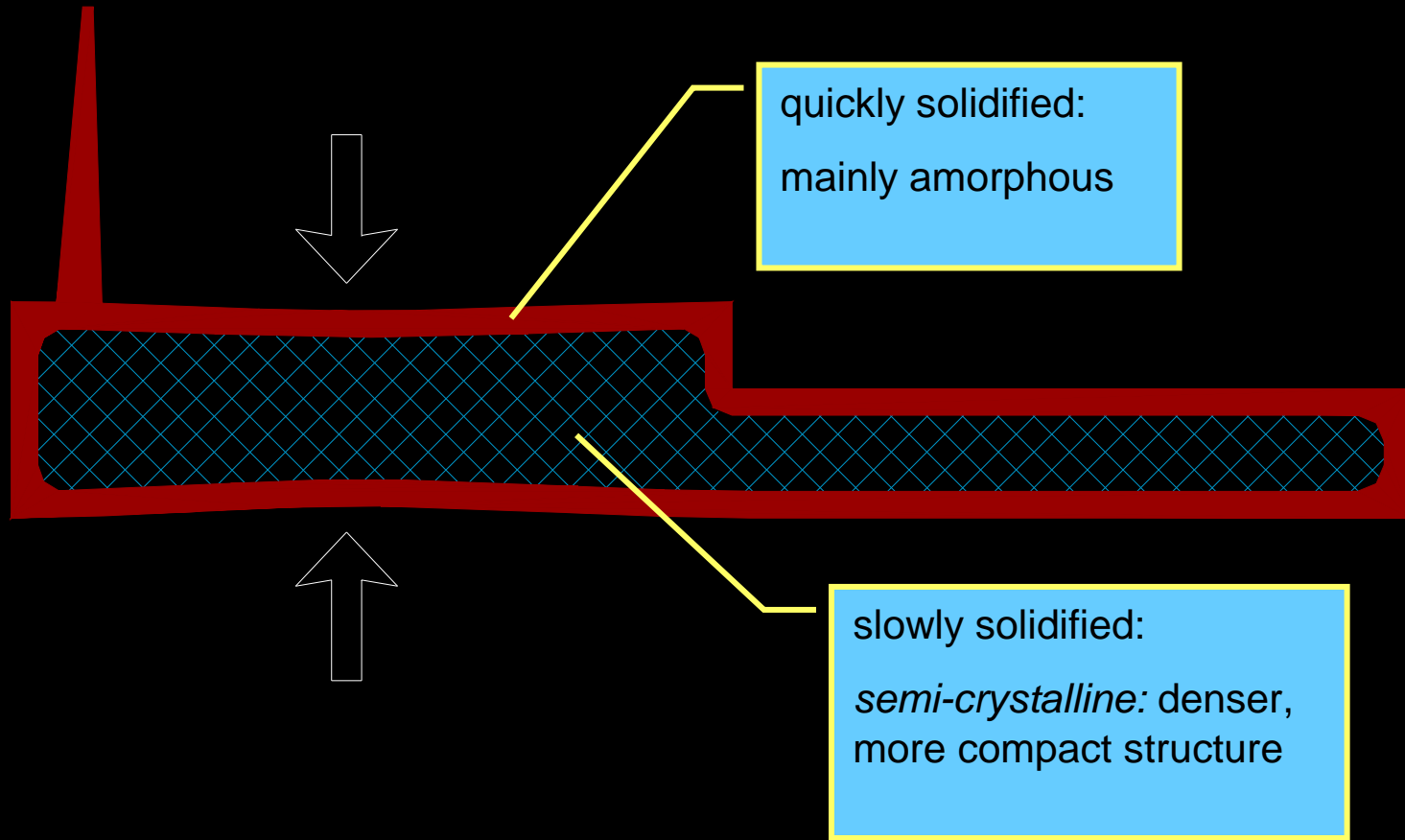
relatively thin layer which hasn't solidified yet

relatively thick layer which hasn't solidified keeps shrinking for a longer time

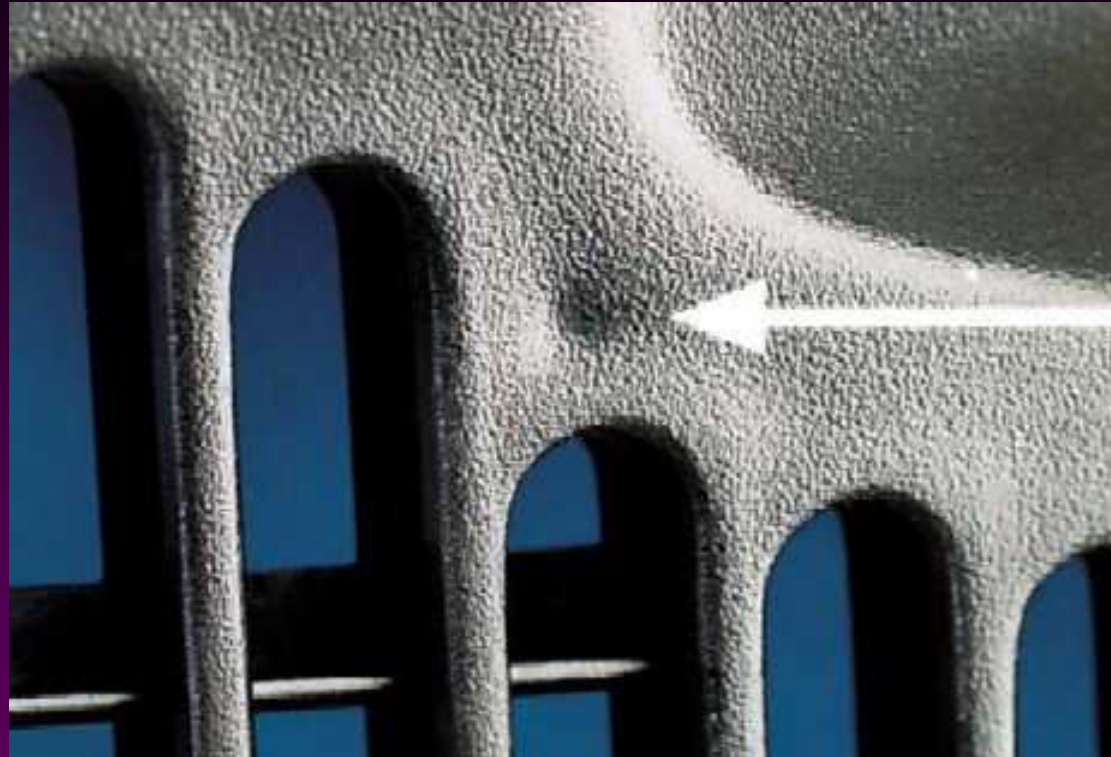


Splutneus komt rechtstreeks in de

Cause #2



Spuitneus komt rechtstreeks in de



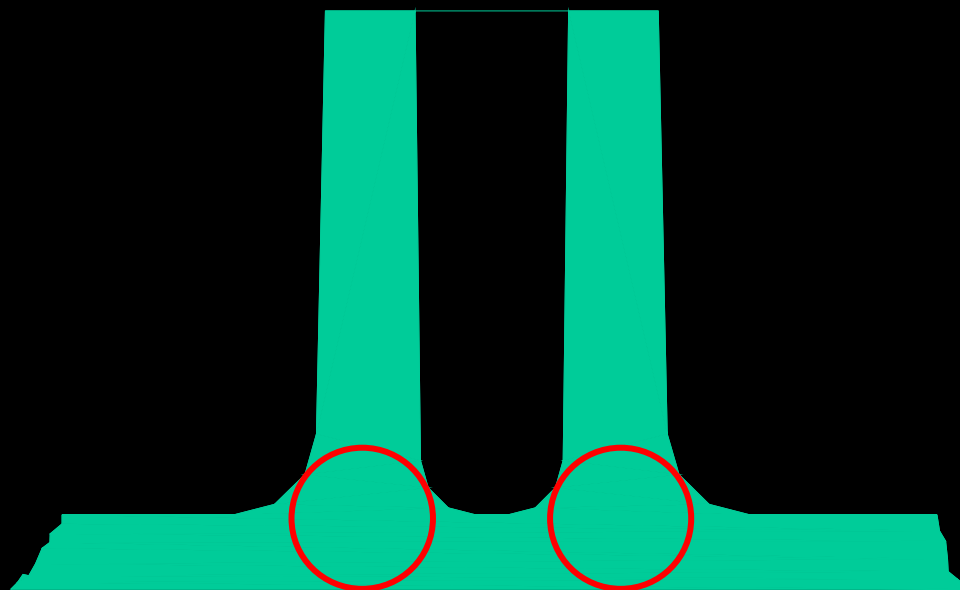
Sinkmarks are localized depressions in the product's surface. They make the product looking “low quality” and “cheap”.

Sputneus komt rechtstreeks in de holte uit

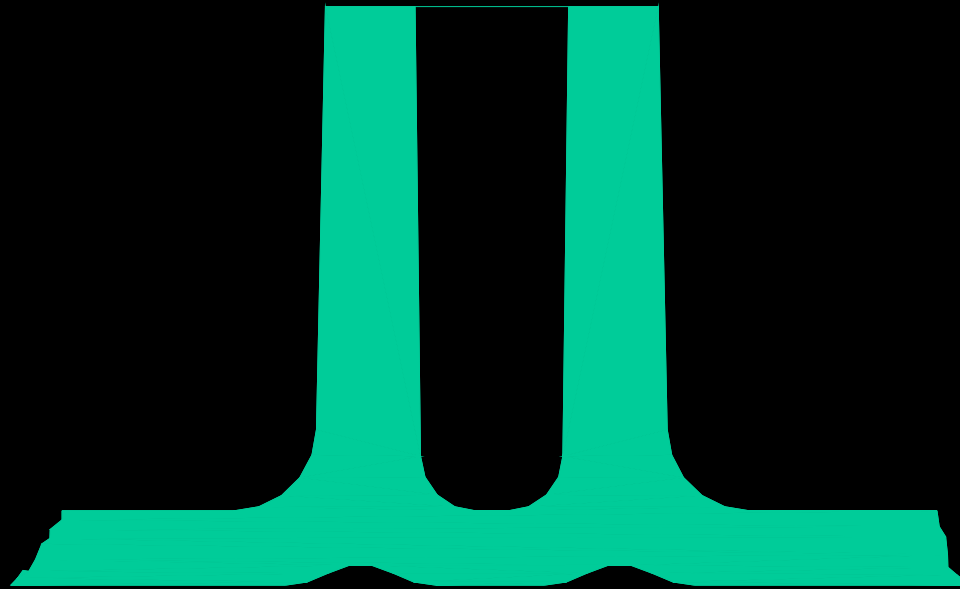


iPod: absence of sinkmarks give the sensation of a quality product.

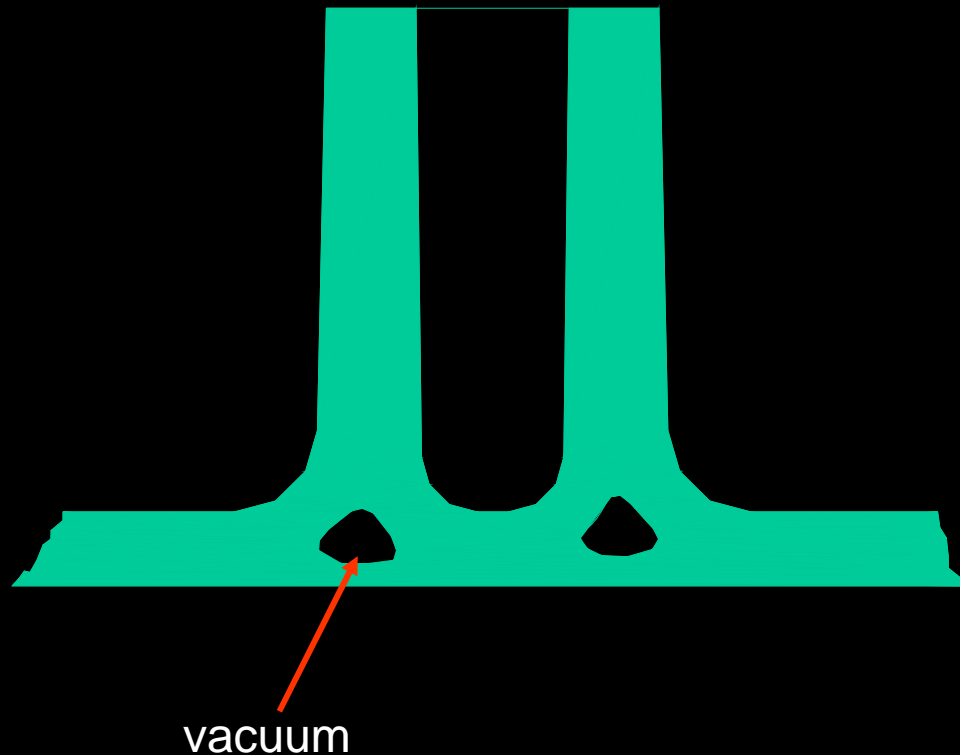
Sink marks typically occur in locations where there is a “lump” of material:



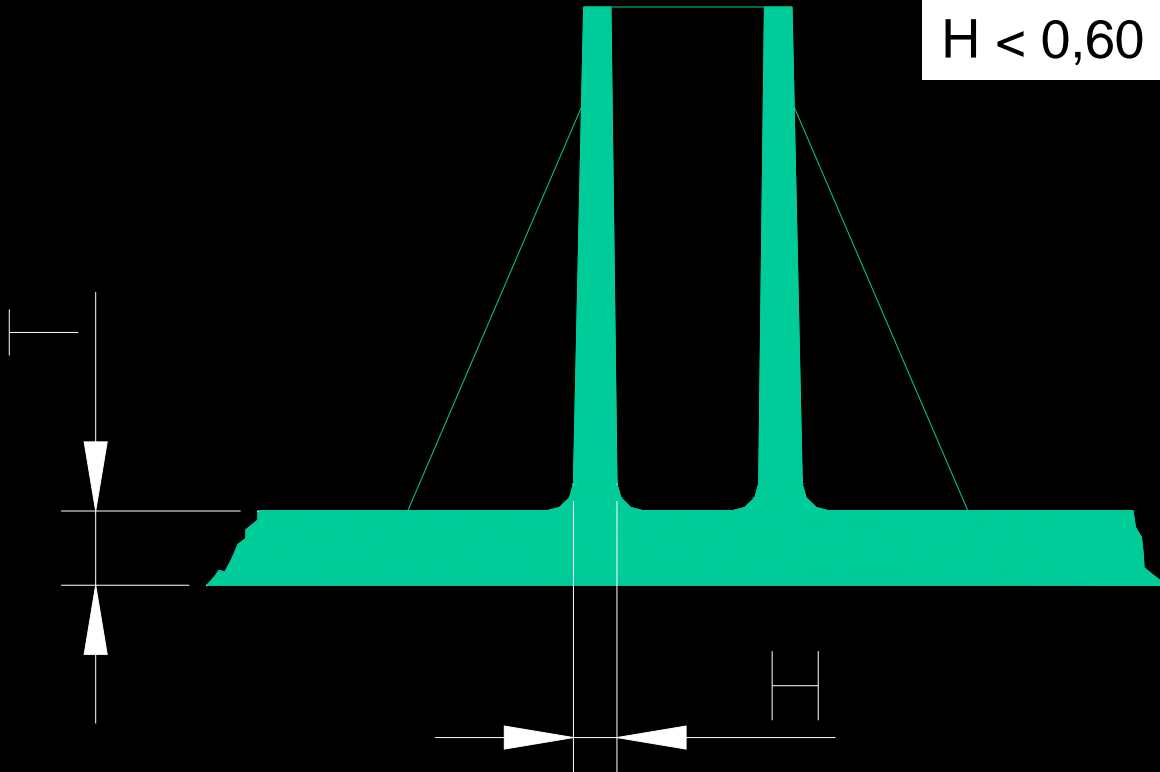
Sink marks typically occur in locations where there is a “lump” of material:



Excessive shrinkage in the lump might even cause voids, compromising the strength of the product.



Design rule:
no sink marks when
 $H < 0,60 \times T$

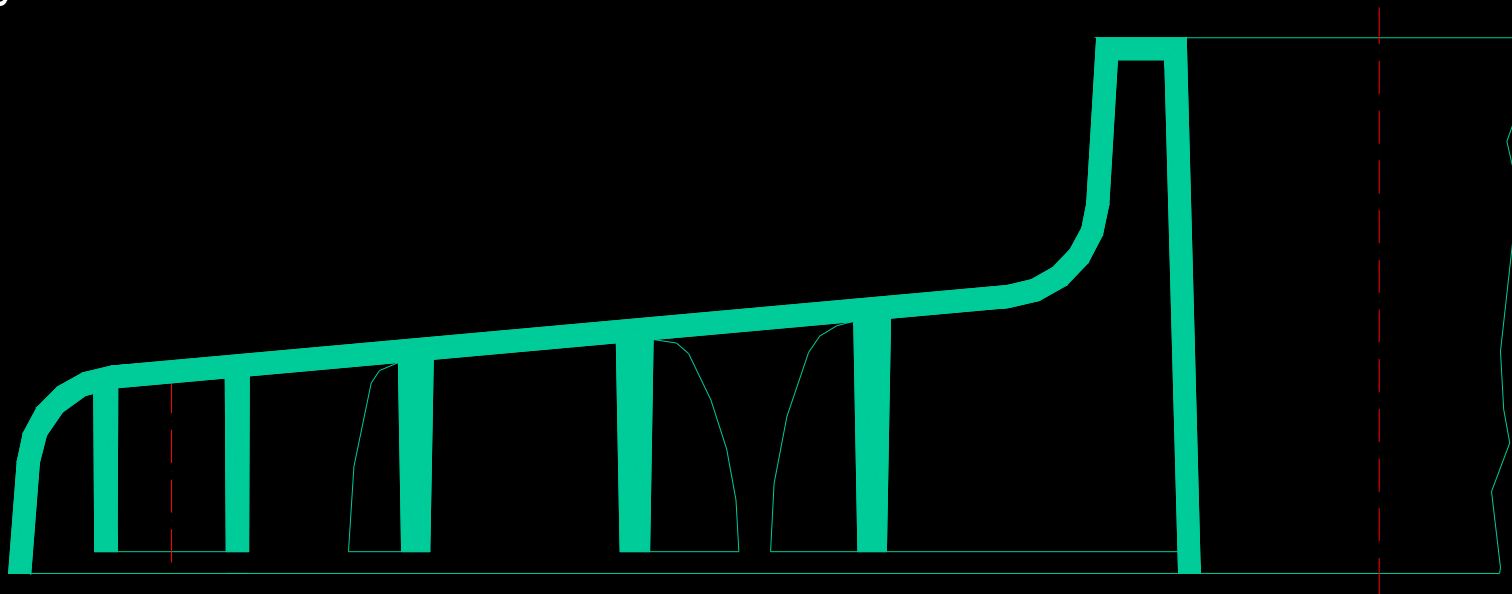




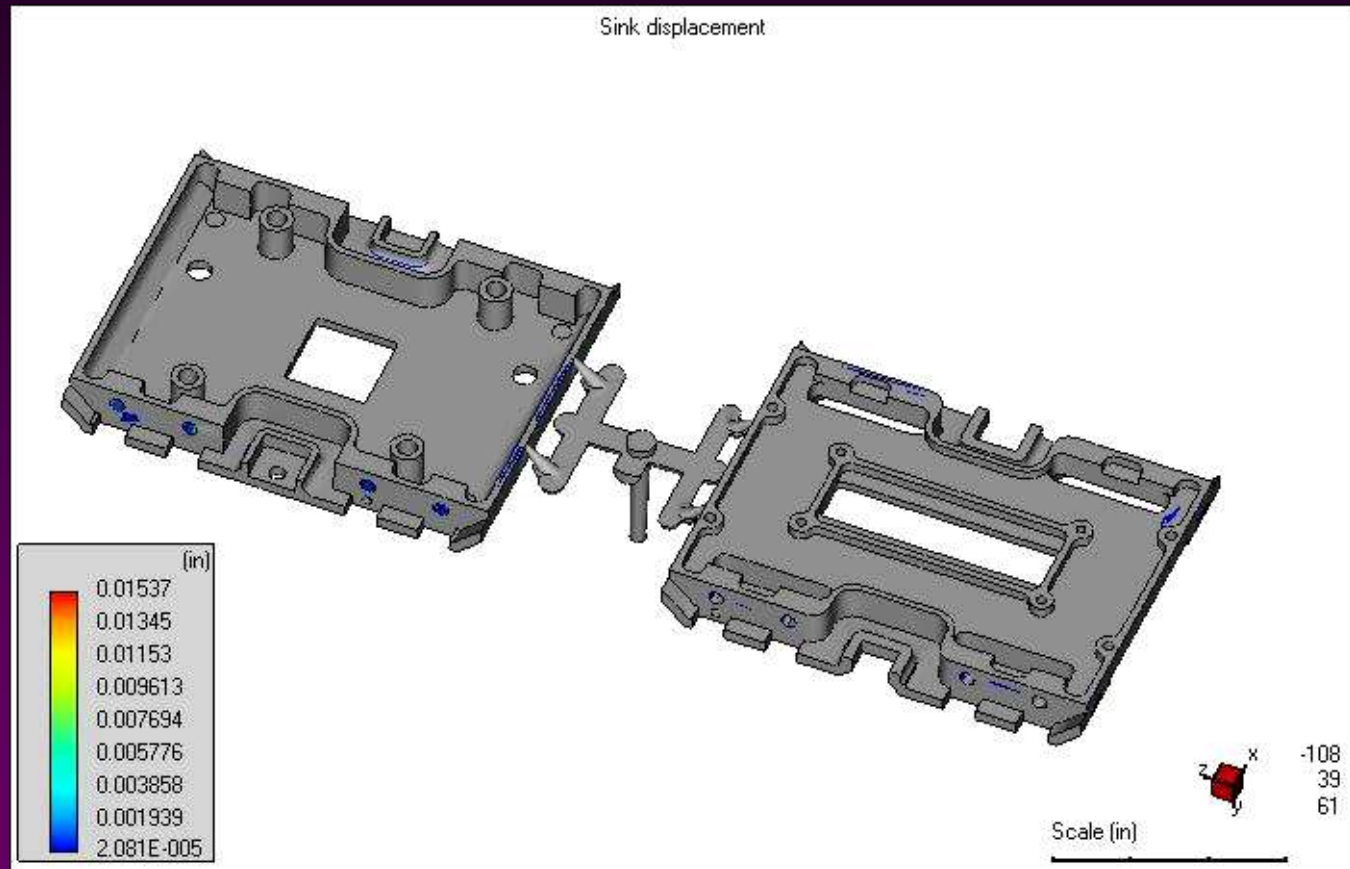
- excessive amount of material
- cycletime > 10 min

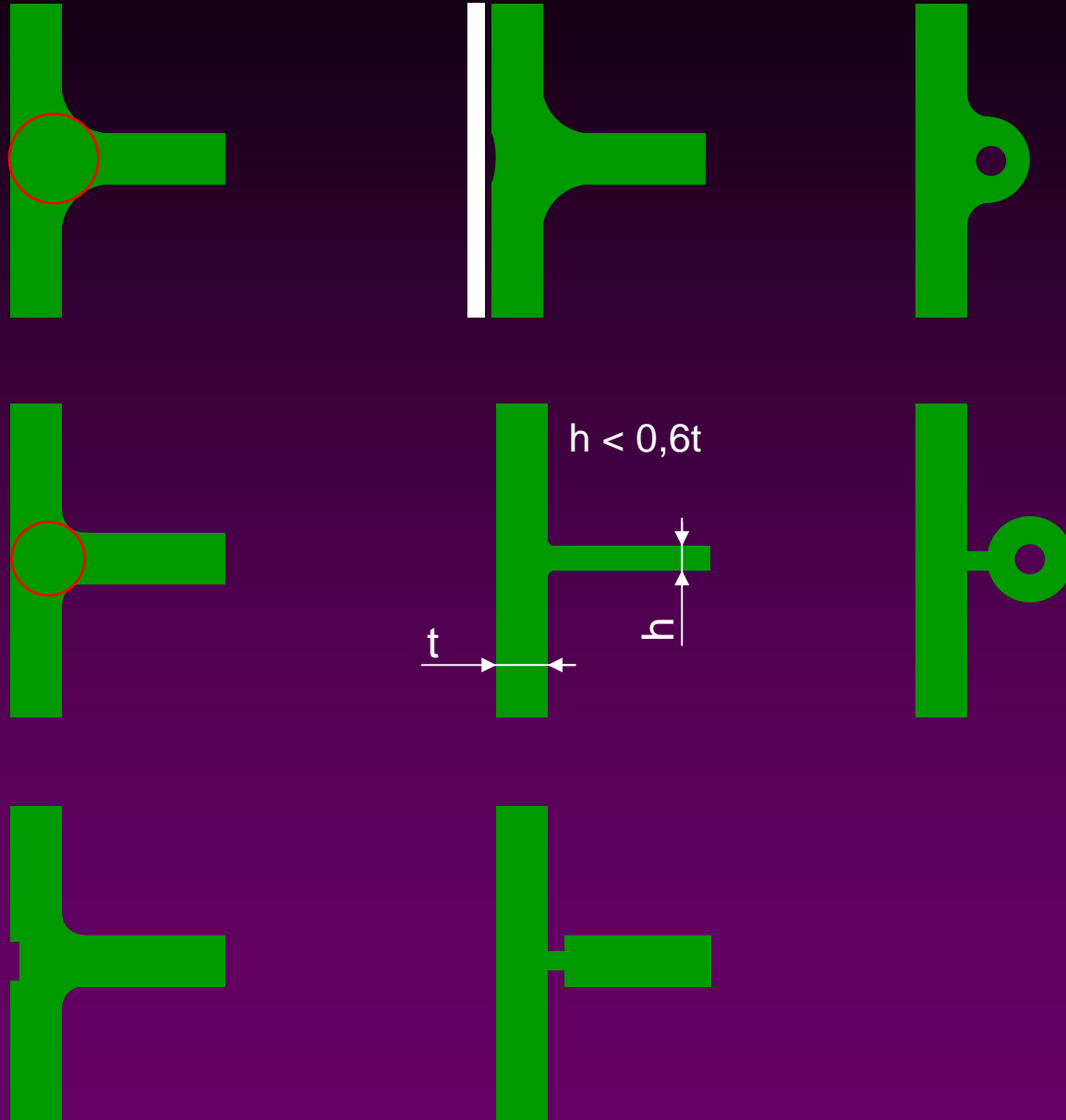


- thin walled product with ribs
- cycle time 35 secs



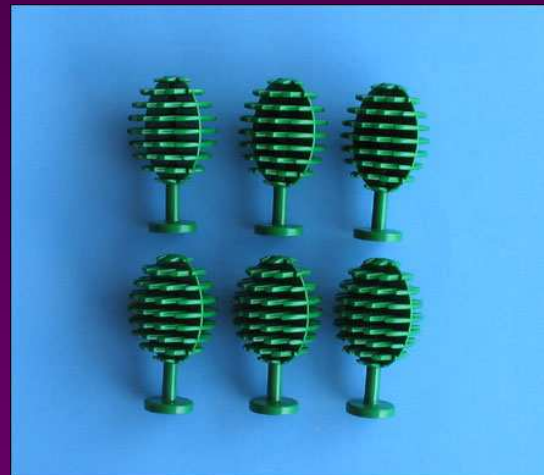
Shrinkage prediction using Moldflow software





Ribs are being used:

- to increase the product's stiffness
- to fix other parts onto
- to make a thick “solid looking” part for instance a handle, or Lego trees



Material	Young's modulus (E) in GPa
Rubber (small strain)	0.01-0.1
Low density polyethylene	0.2
Polypropylene	1.5-2
Polyethylene terephthalate	2-2.5
Polystyrene	3-3.5
Nylon	3-7
Oak wood (along grain)	11
High-strength concrete (under compression)	30
Magnesium metal (Mg)	45
Aluminium alloy	69
Glass (all types)	72
Brass and bronze	103-124
Titanium (Ti)	105-120
Carbon fiber reinforced plastic (unidirectional, along grain)	150
Wrought iron and steel	190-210
Tungsten (W)	400-410
Silicon carbide (SiC)	450
Tungsten carbide (WC)	450-650

- balance the cost of the parts against the cost of the assembly
- co-operate with mold engineers: use their experience!

Thank you for your attention, and see you in Rotterdam!

