

## Resin Printing Parts for the USS Liscome Bay



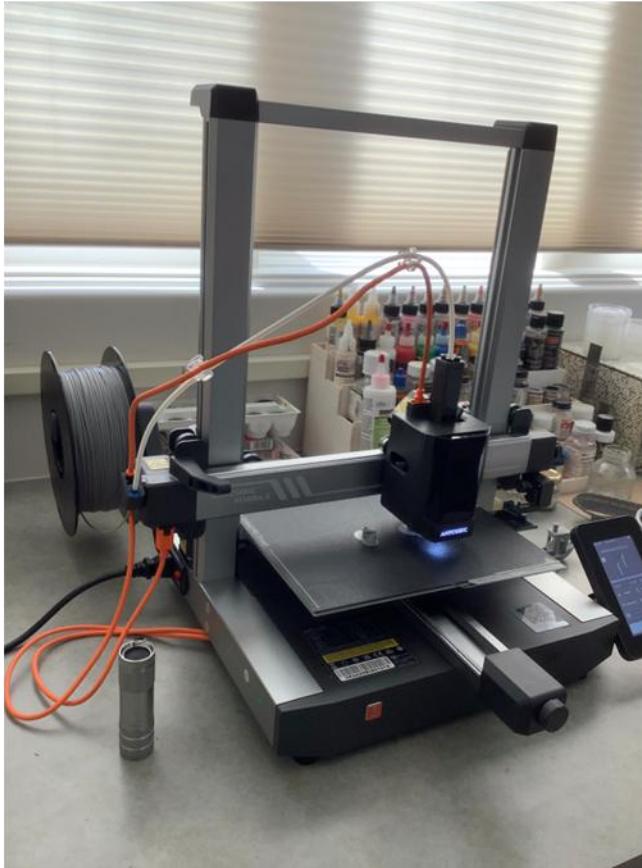
# Agenda

- Filament (FDM) 3d Printing – A Quick Review
- The Basics of Resin Printing
- Creating a Design
- Parts for the USS Liscome Bay

## Why Consider Resin Printing Parts for the Liscome Bay?

- When you need to make more than one part:  
16 Wildcats fighters, 12 Avenger Bombers ,  
8 Bofors 40 mm , 12 Oerlikon 20 mm
- When there is not other better way to make the part:  
Intricate Design, Fine Detail (Custom Photo Etching)
- When your design might change or “evolve”:  
Many “poses” for interest

# Anycubic Kobra 3 3d Printer



## Product Overview



- Biodegradable, food safe polymer
- .2 mm layer height
- Makes each part individually

# Anycubic Mono 4 Ultra Resin Printer



- UV Curable, Toxic Resin
- .05 mm Layer Height, 17 mic. Resolution
- Prints entire plate with each pass

## Anycubic Photon Mono 4 Ultra Product Details





# Washing and Curing



Wash/Cure Station



- Wash Parts with IPA
- Final Cure with UV light

# Additional Equipment



- Resin
- IPA
- Cartridge Respirator
- Nitrile Gloves
- Resin strainers
- Sharpened Putty Knife
- X-acto with Chisel Blade
- Cutters and Pliers
- Plastic/Silicone Spatula
- Spare FEPs

# Is Resin Printing Something You Should Consider?

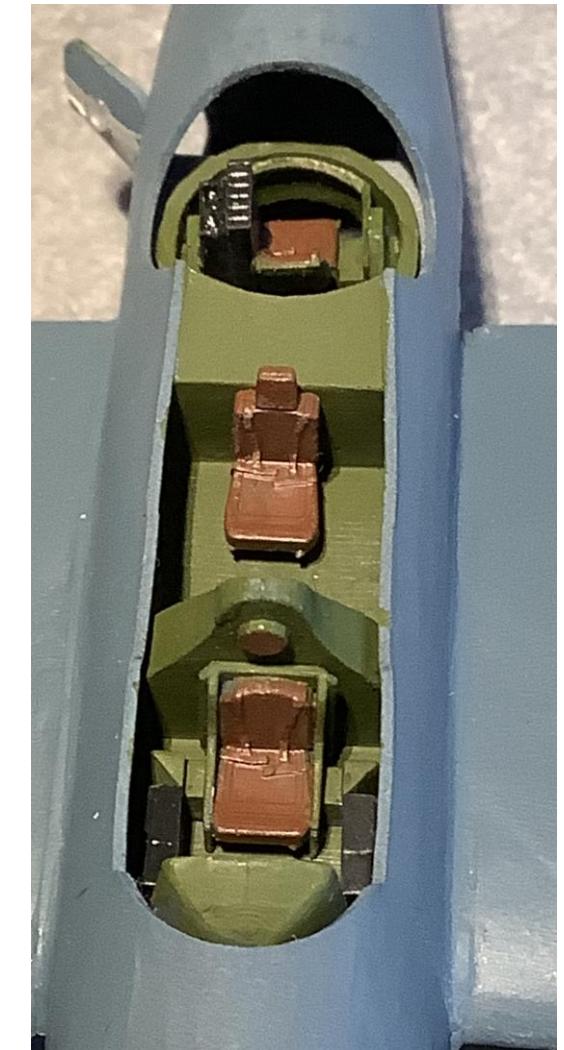
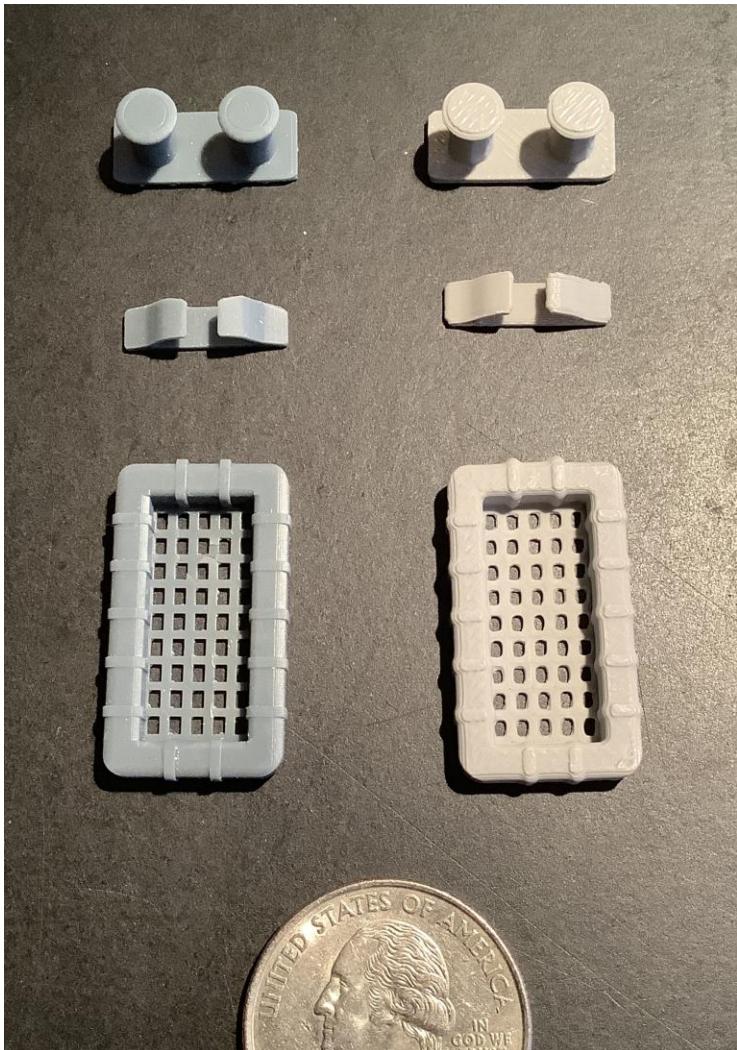
## Cons

- Requires the use Toxic Resin
- Requires the use of Solvent in the washing step
- Requires UV Curing
- Requires protective cartridge respirator and Nitrile gloves
- Requires an isolated ventilated work area away from people and pets
- It's a multiple step process to obtain a finished part
- Small build volume

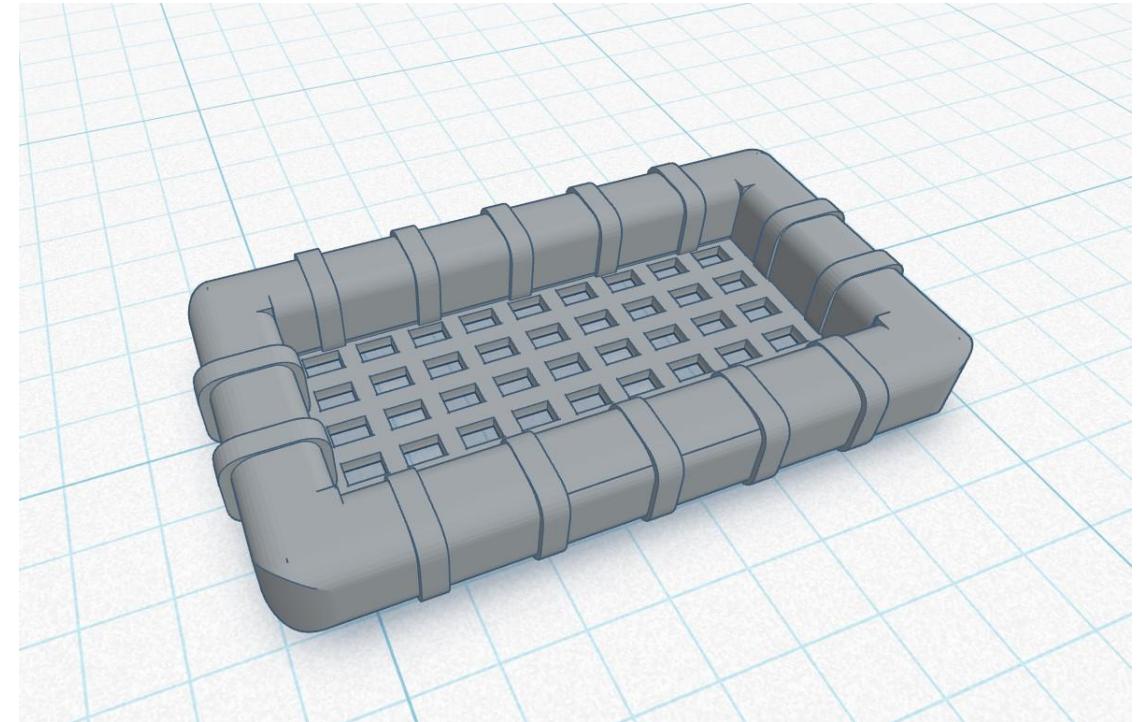
## Pros

- Capability of producing intricate, detailed 3D parts

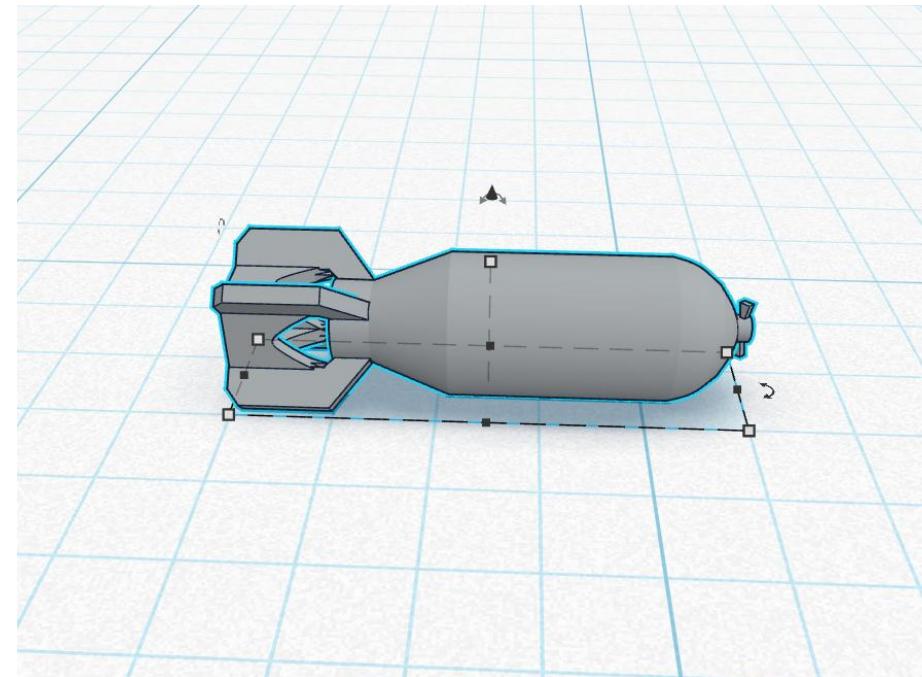
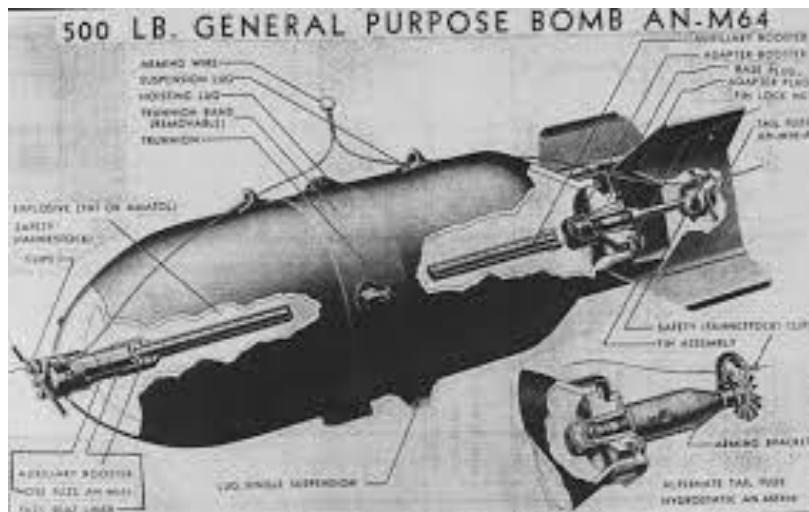
# Let's Look at the Results



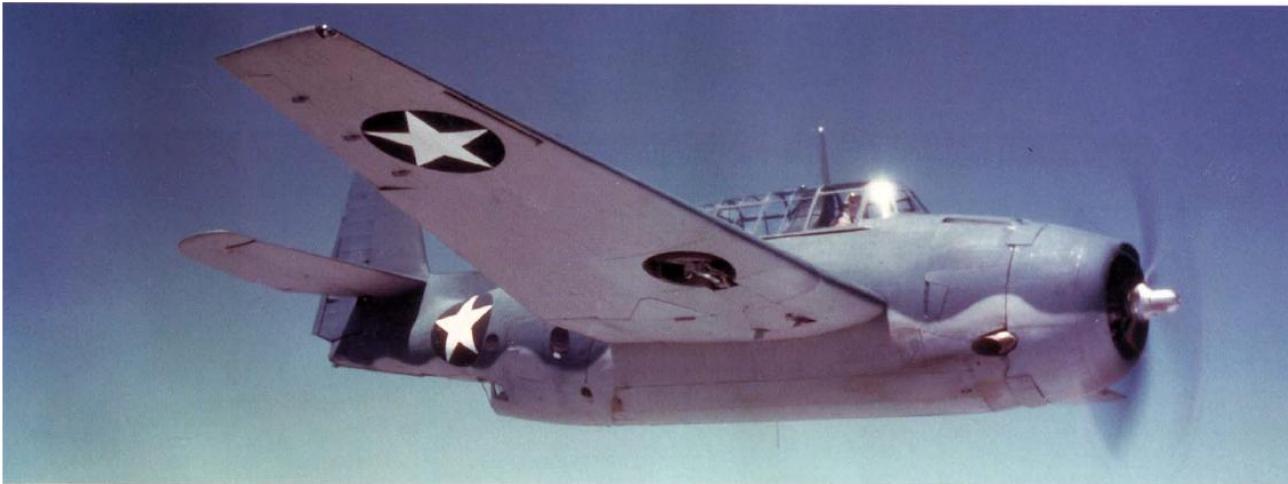
# USS Liscome Bay Life Raft



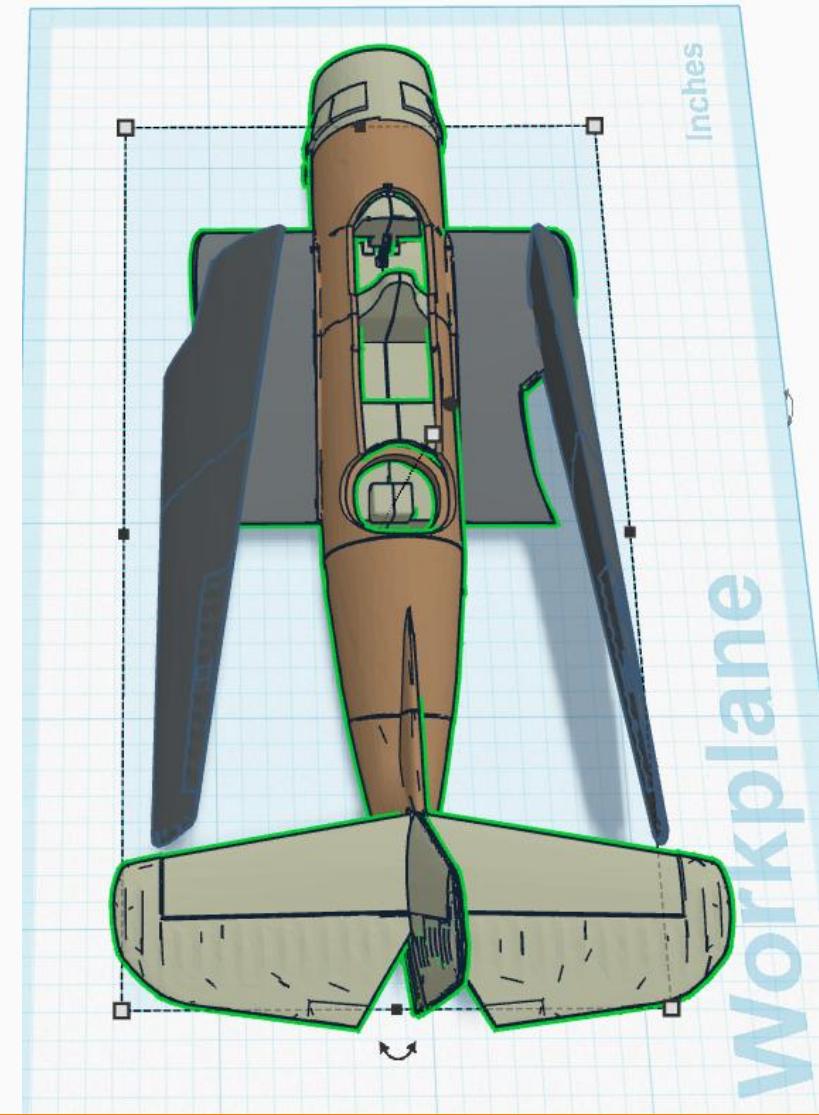
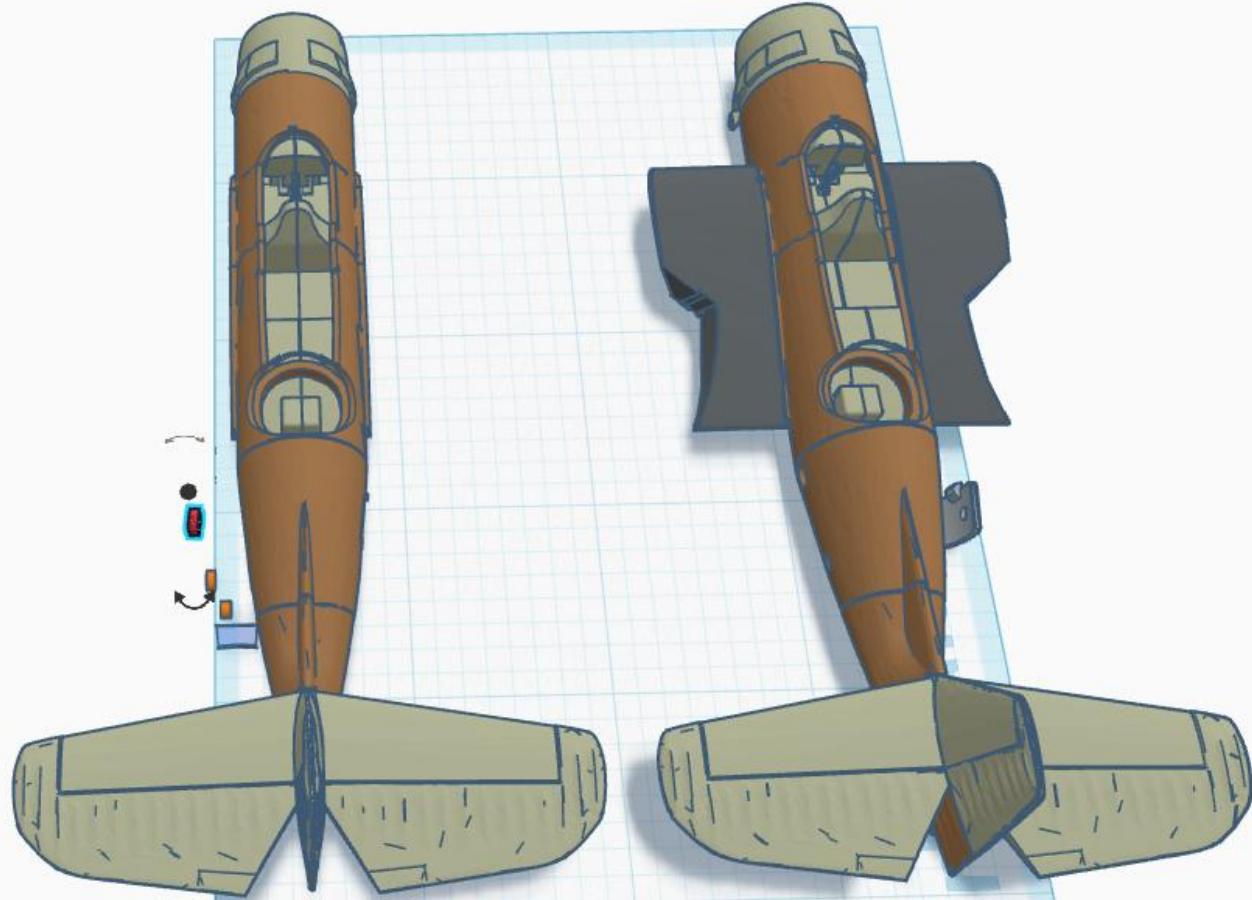
# 500 LB M-64 Bomb



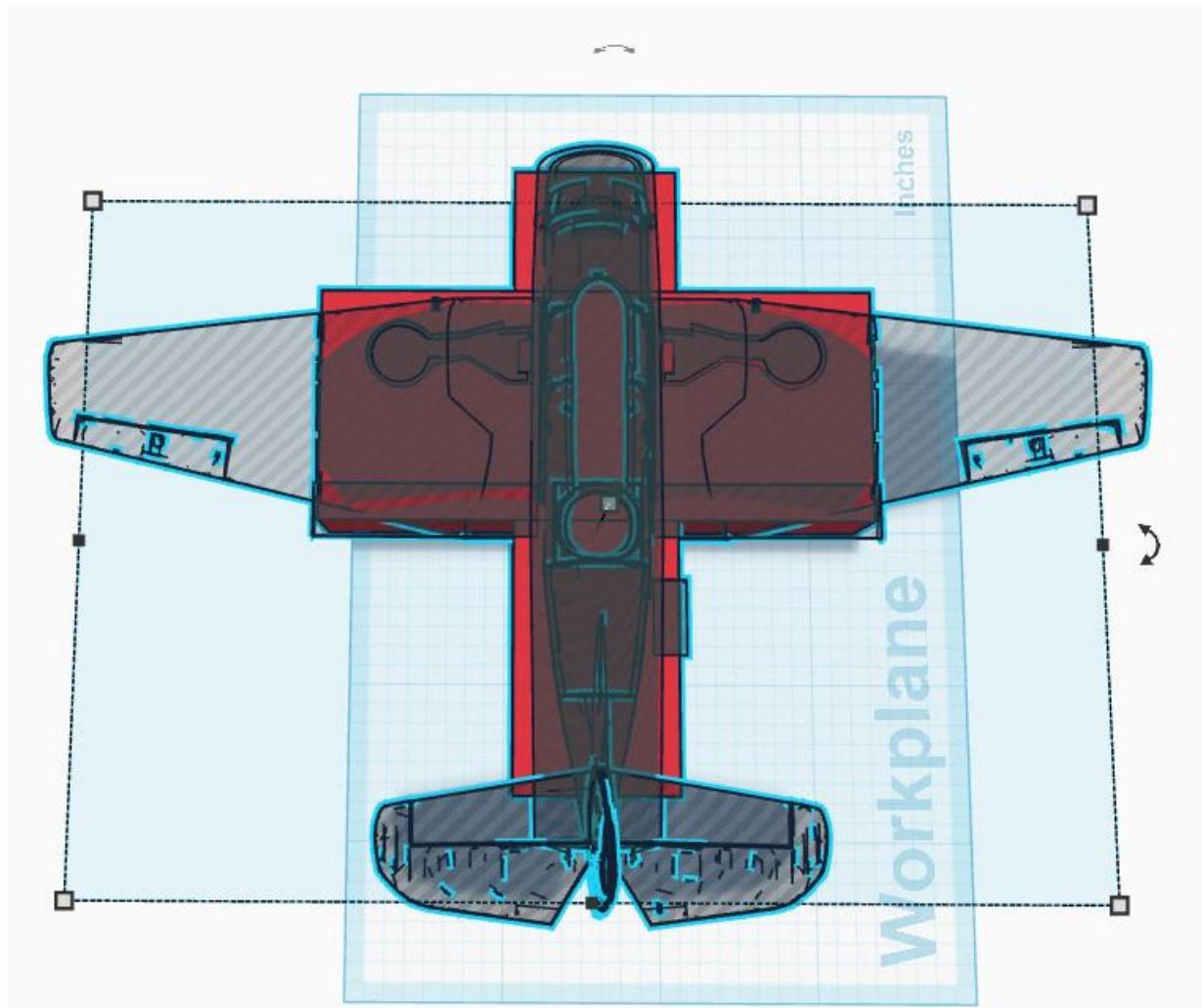
# 1/96 th Scale TBM Avenger

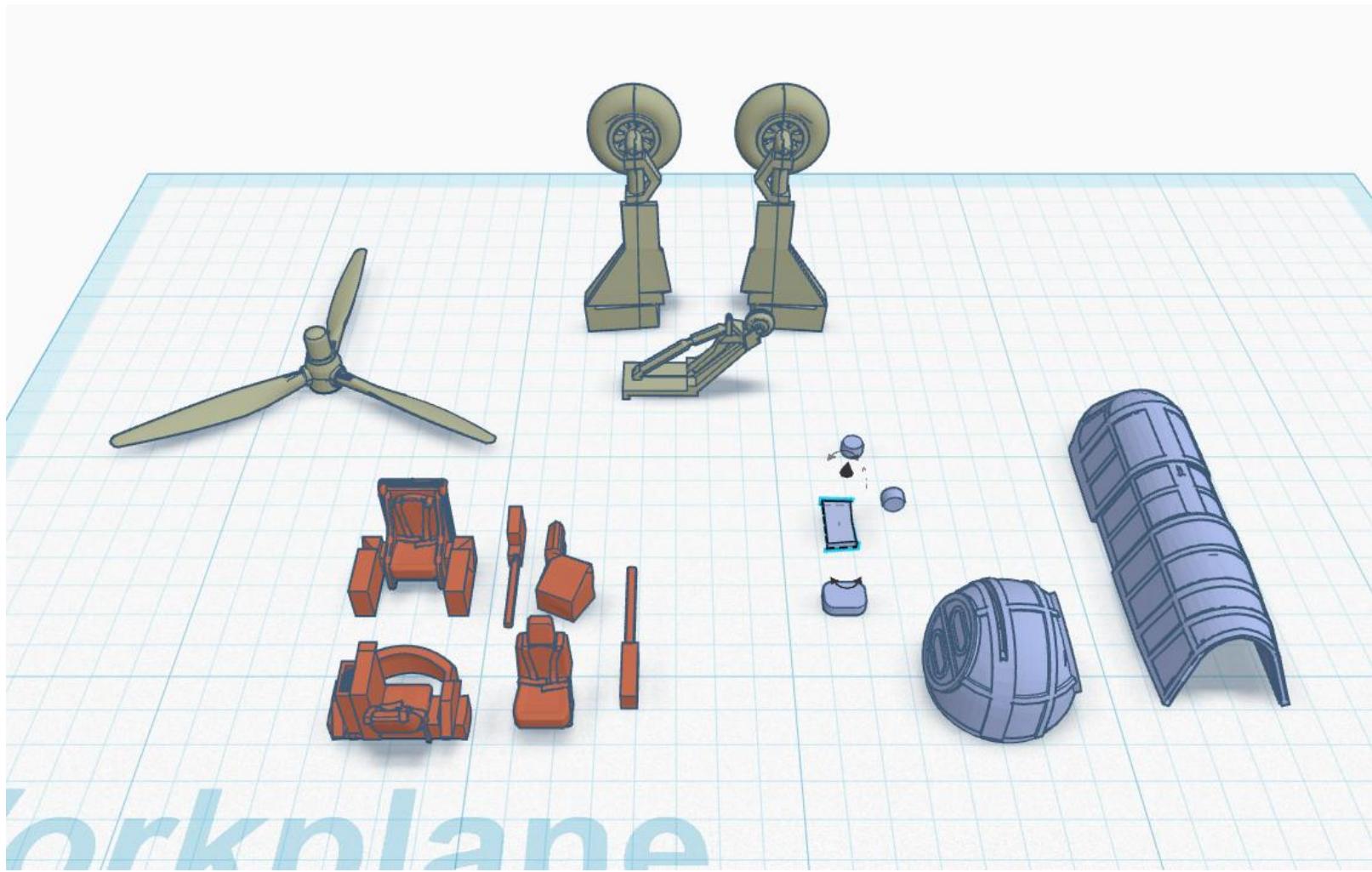


# Avenger Fuselage



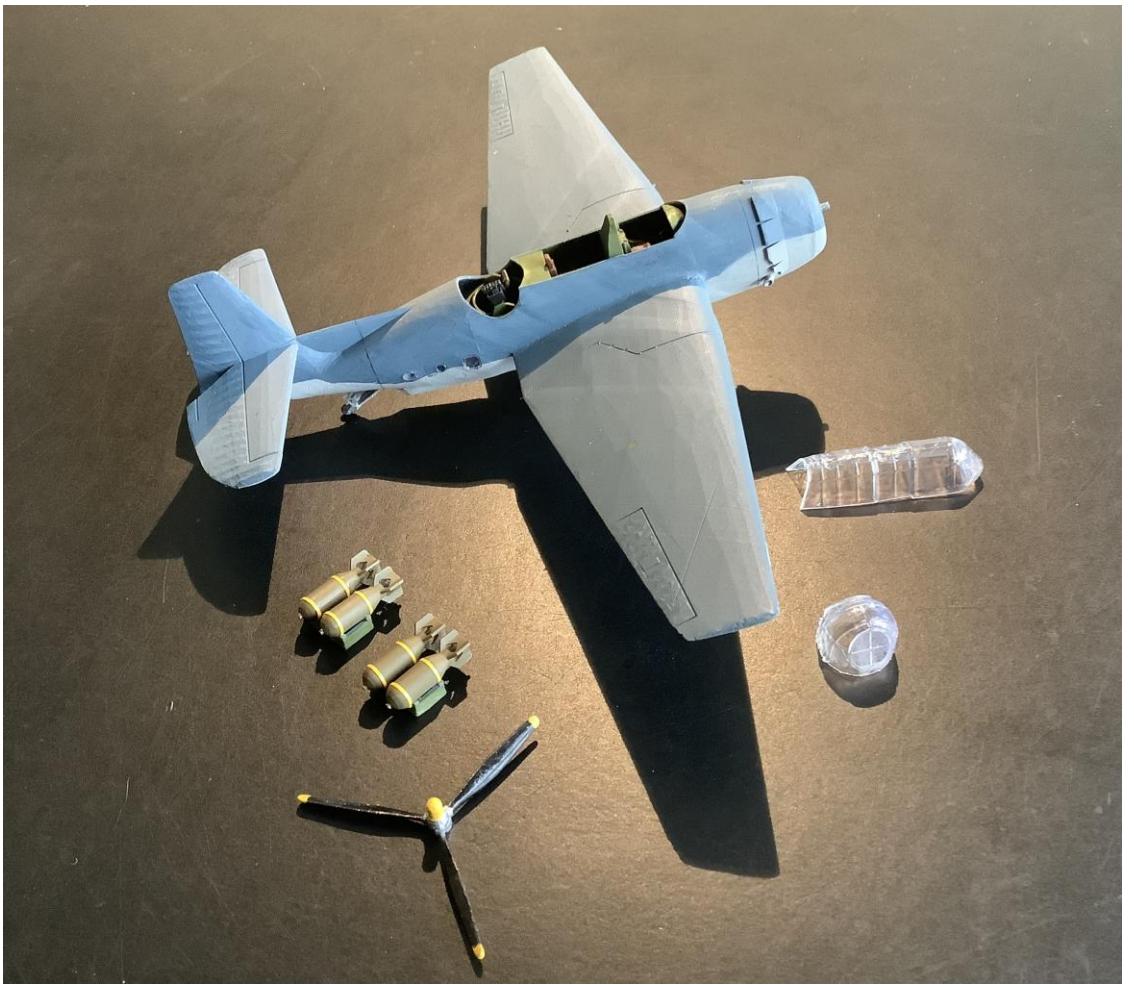
# Extended Wing Assembly Jig





# Avenger Flight Line





# Cockpit Detail

