



3D printed prosthetic finger: design, model and simulation

By

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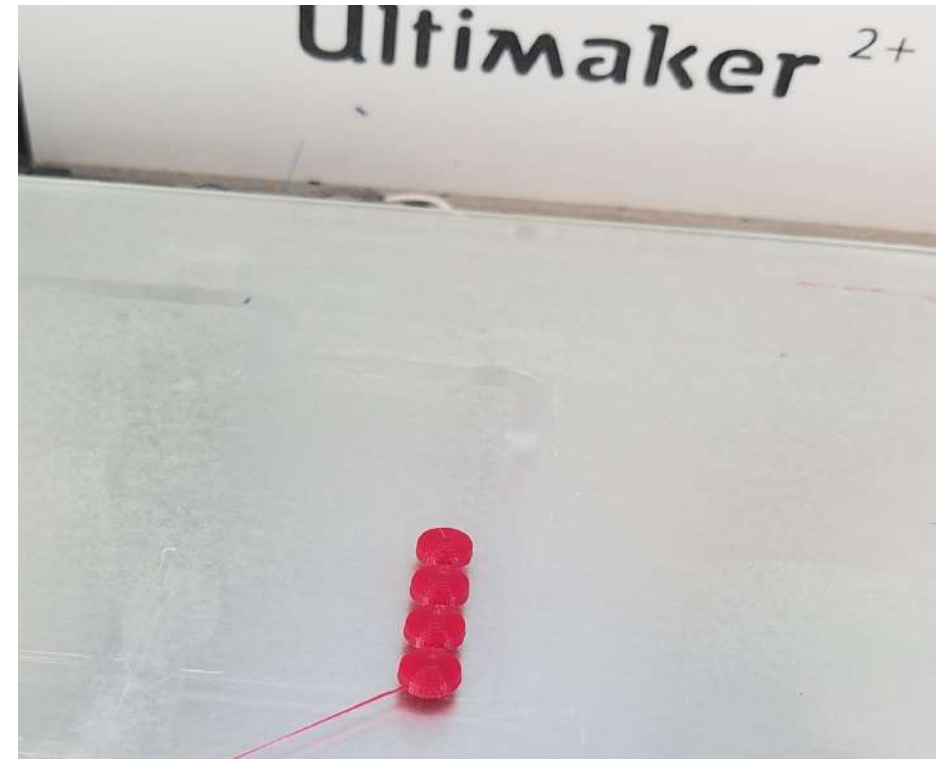
Project Goals

Build a 3D printed prosthetic finger

- I. Open source prosthetic design
- II. Create static model
- III. Simulate finger motion using inverse kinematics

Design and 3D printing

- Finger measurements - input for the OpenSCAD
- Rendering to create that particular part
- Export individual file as STL
- Import STL files into Ultimaker 2+
- Change 3D printer settings based on the part and the type of material in Cura Software
- Transfer files from Cura software to Ultimaker 2+ printer with SD card
- Print layer-by-layer



Actual 3D printed parts



Socket width top



Socket scallop depth



Socket depth top



Socket depth bottom



Socket width bottom



Middle section length



Tip length



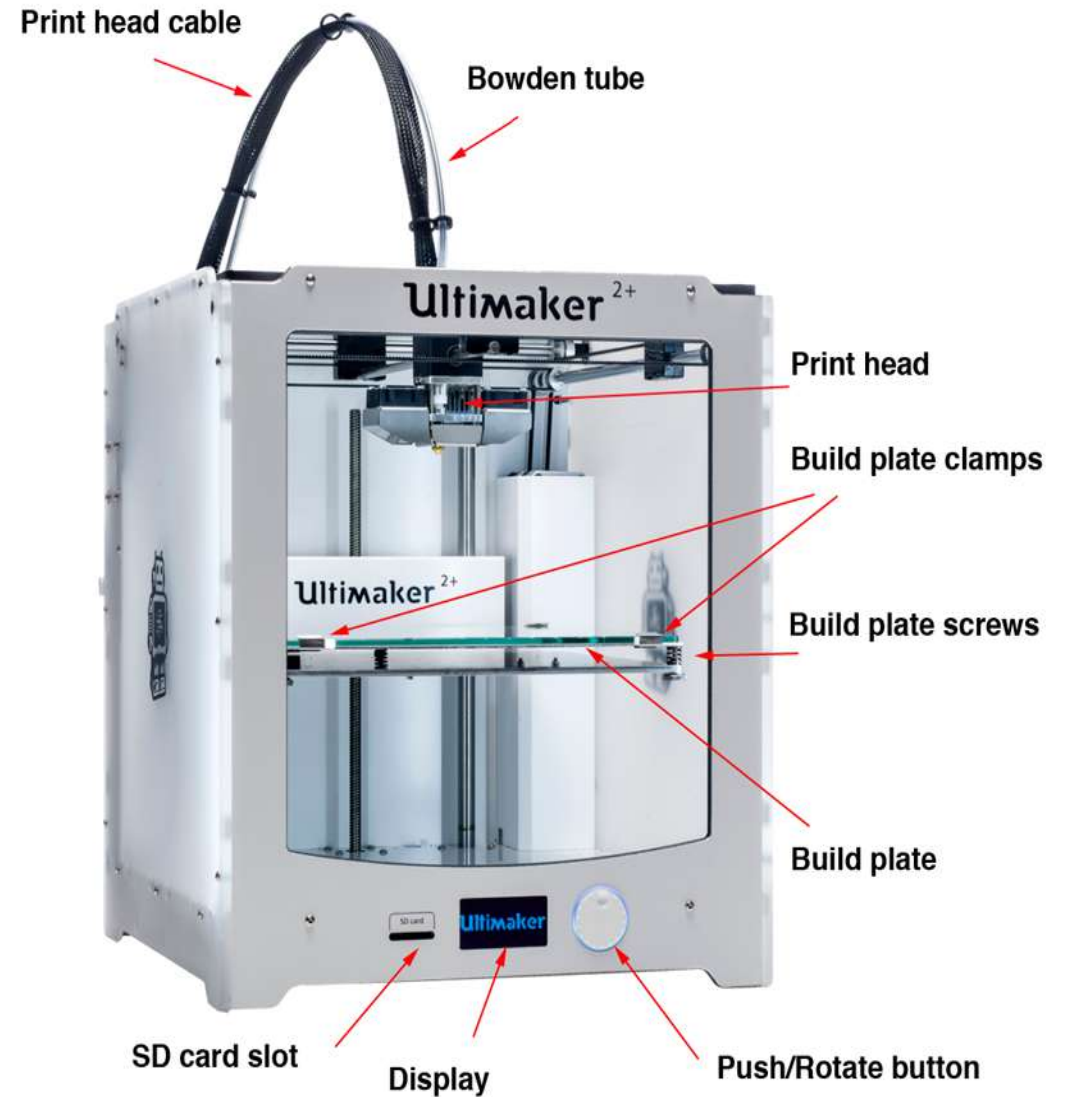
Linkage length

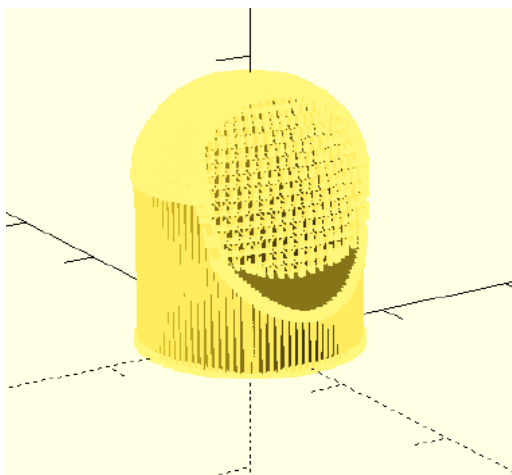
Material used

- PLA – Polylactide , for hard items (2 knuckles, middle section and linkage)
- TPU – Thermoplastic polyurethane, for flexible items (socket, tip cover, hinge plugs)
- Aluminum wire – for metal knuckle pins
- Elastic cord – for connecting the two knuckles
- Strong braided fishing line – to built tension for actuating the movements

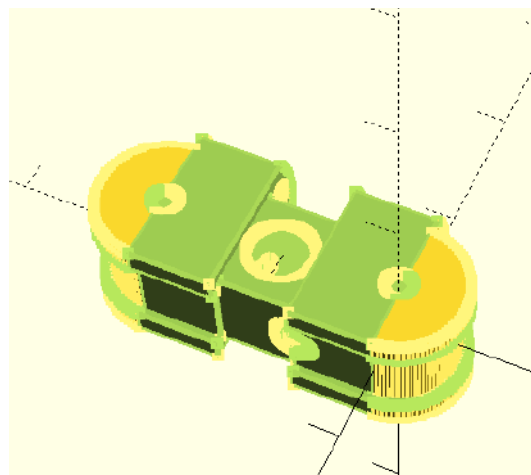


3D printer used – Ultimaker 2+

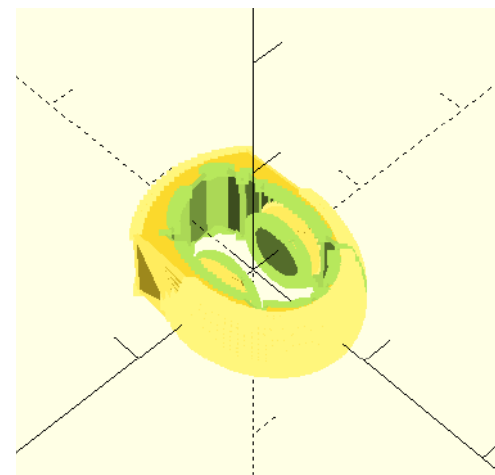




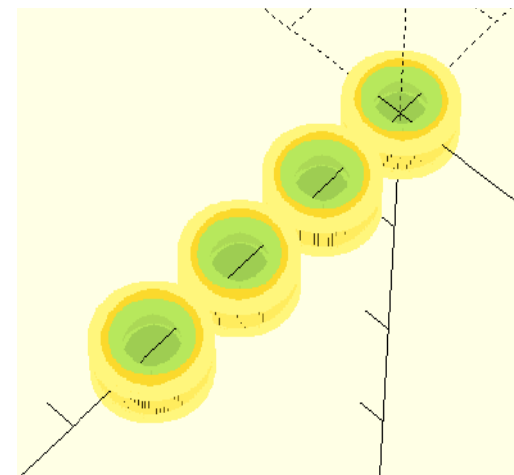
Tip cover



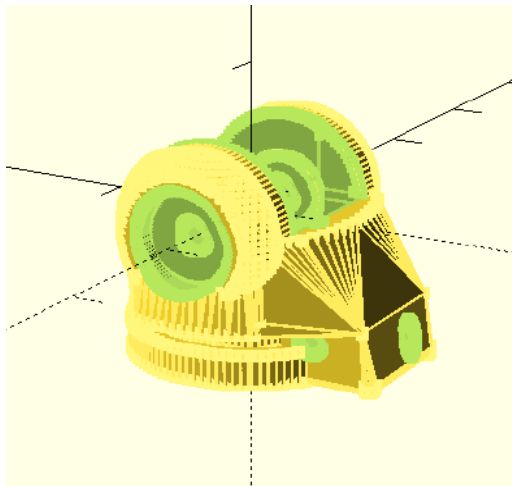
Middle segment



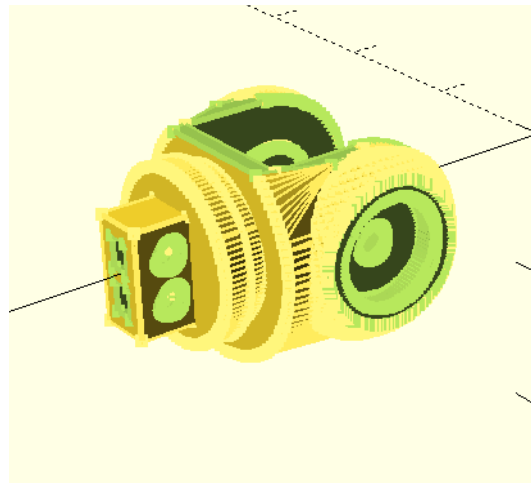
Middle bumper



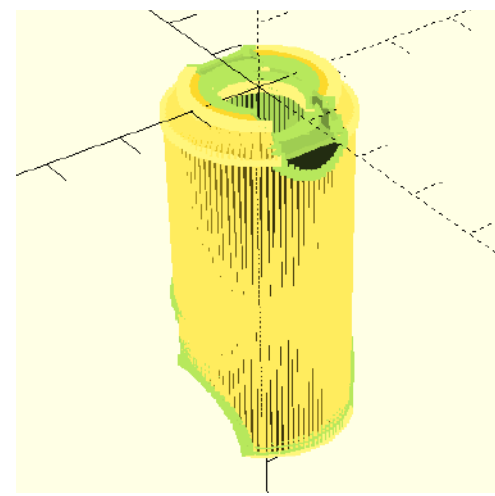
Knuckle plugs



Base knuckle



Tip knuckle



Finger socket

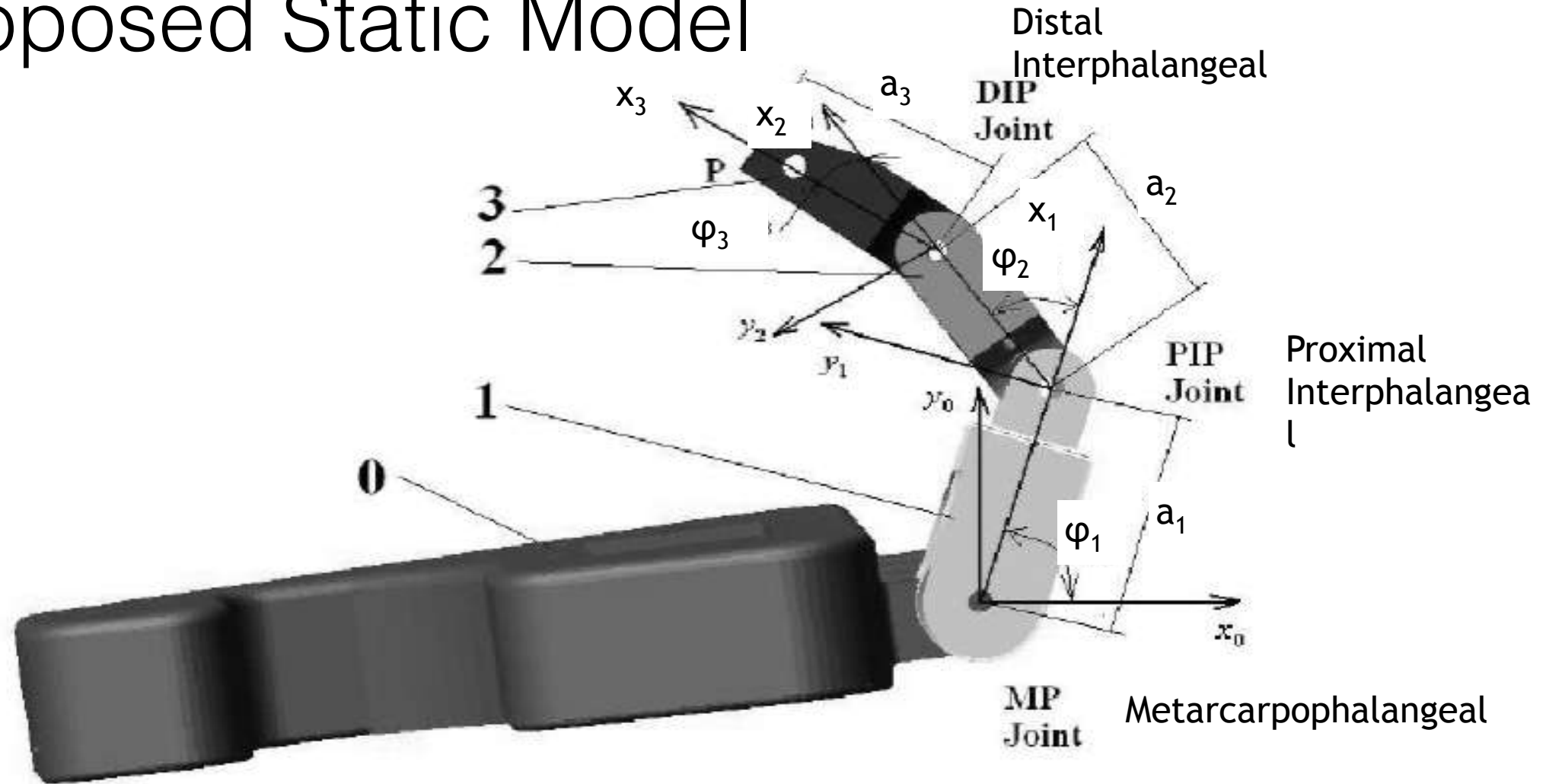


Wrist linkage



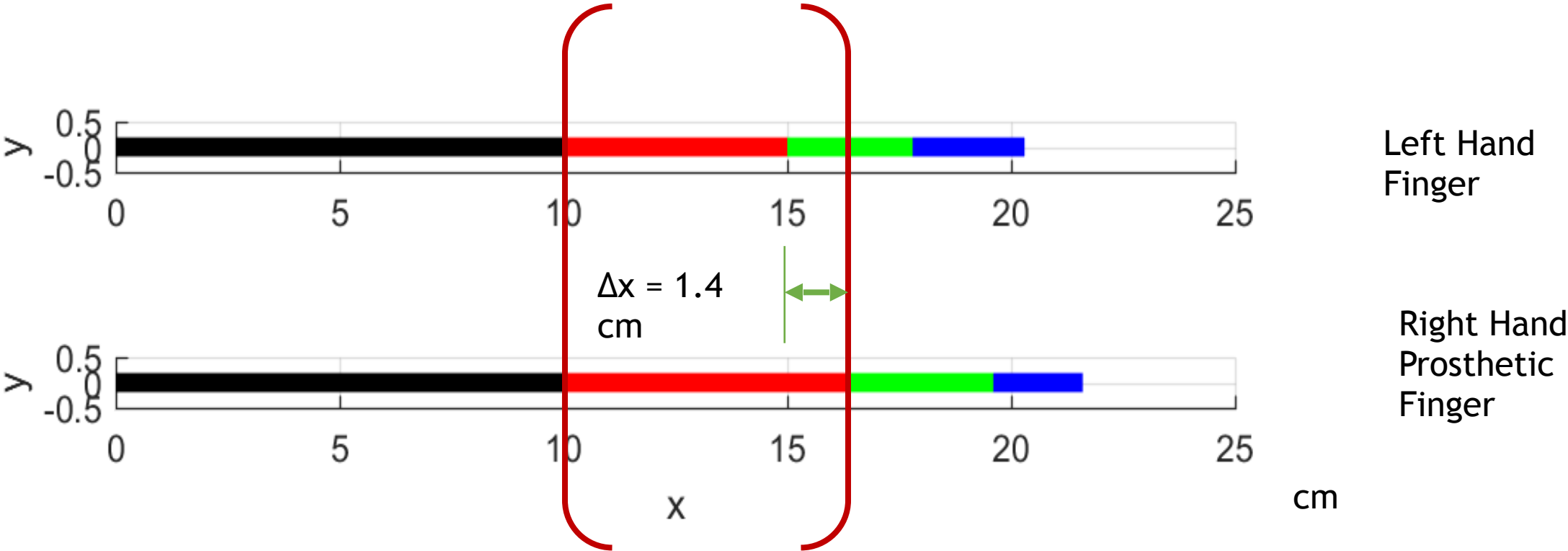
Final assembled finger

Proposed Static Model

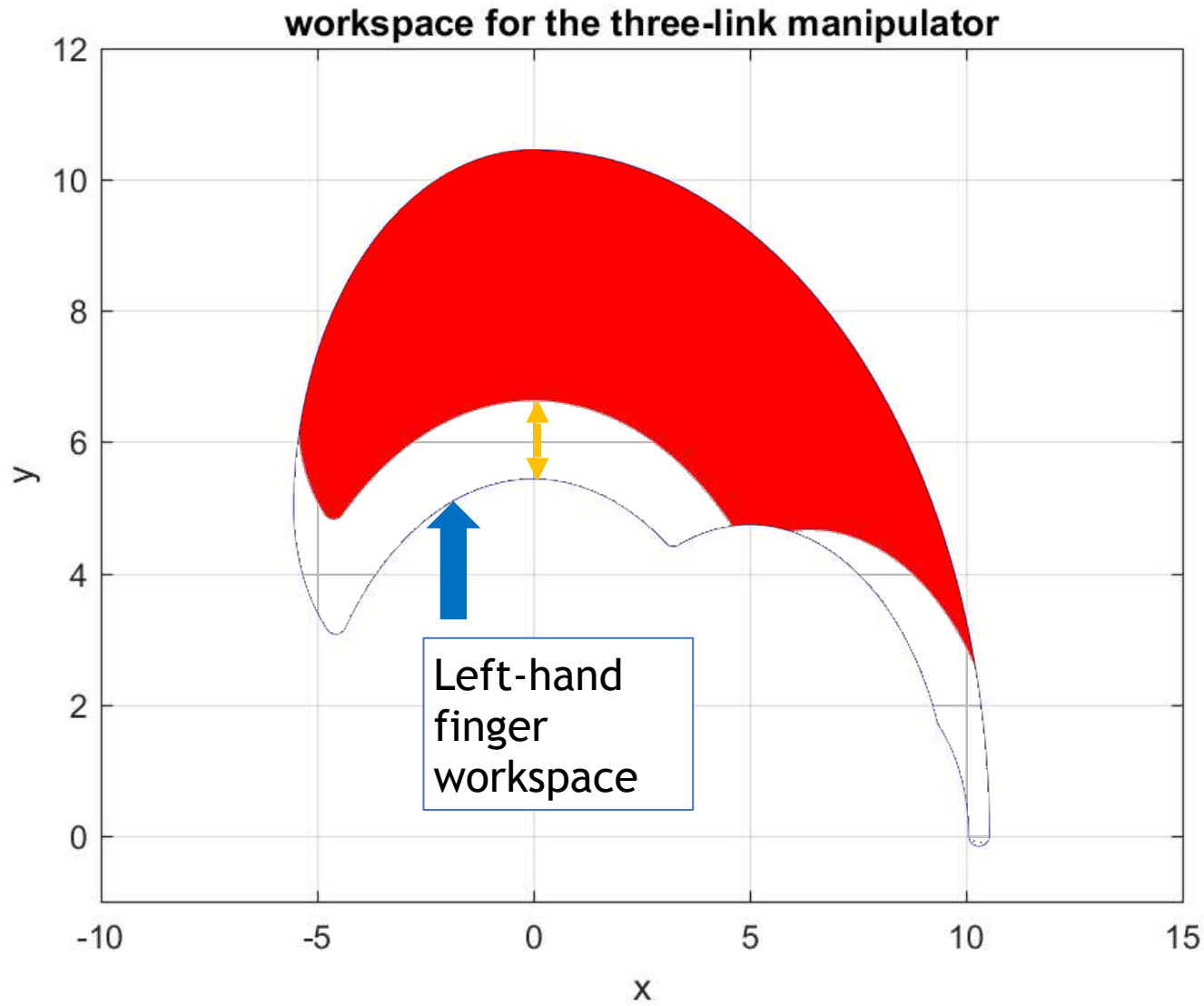


Modified from C. Berceanu et al.

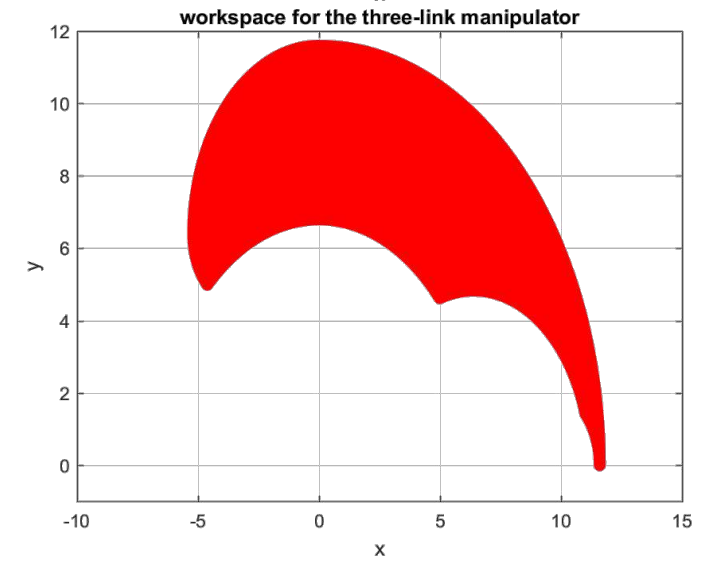
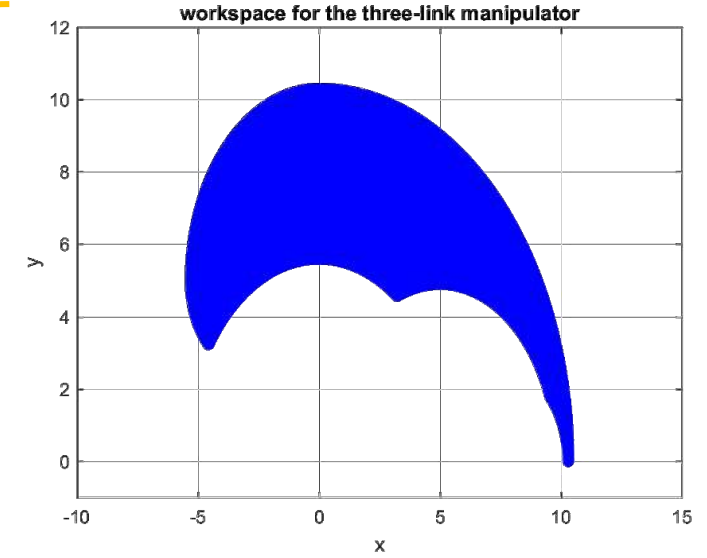
MATLAB Static Model



(b)



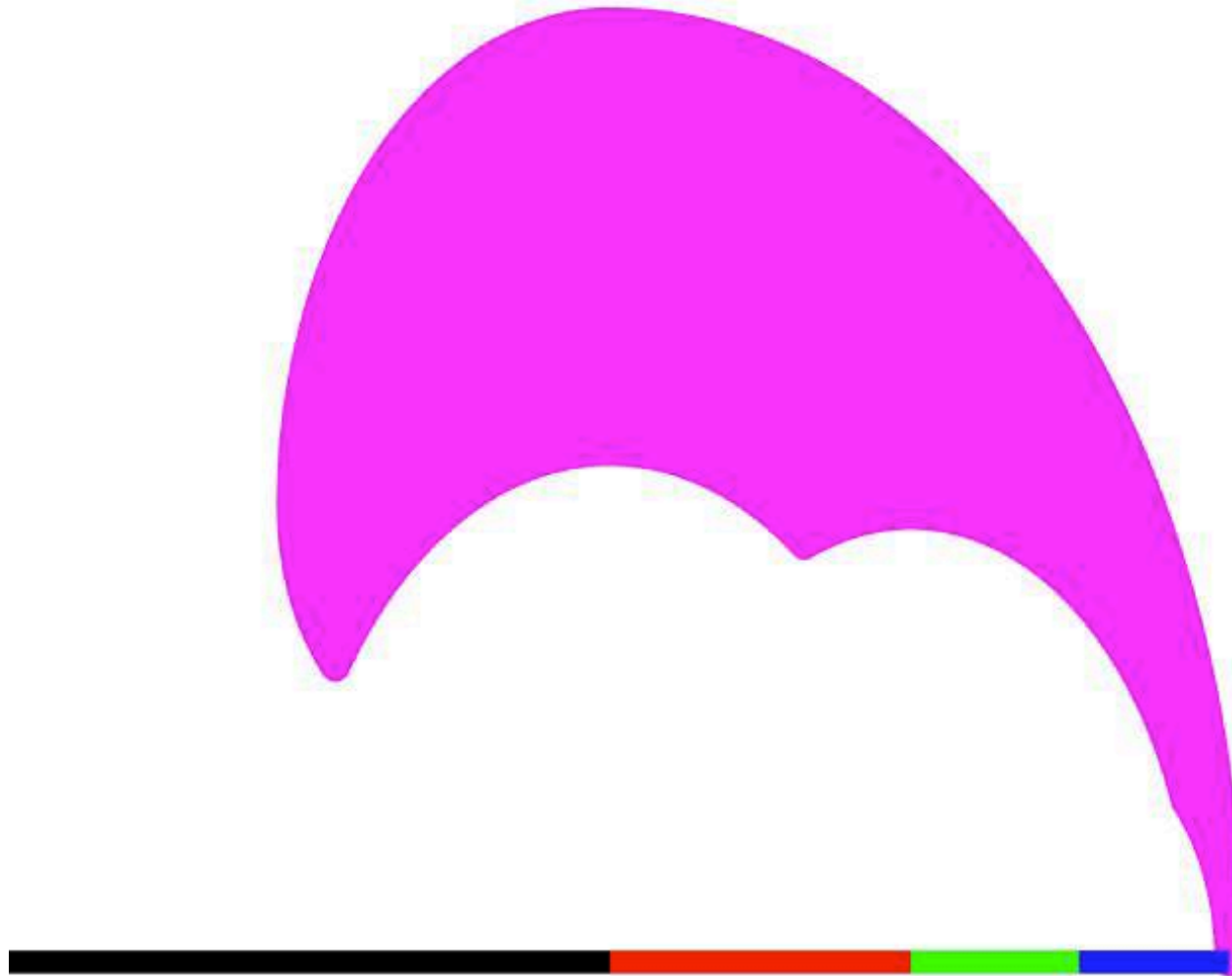
(a)



Blue - Left-Hand Finger
Red - Right-Hand Prosthetic Finger

Original Design for Left Finger

Constraints:
 $\theta_1 = 0$ to $\pi/2$
 $\theta_2 = 0$ to $\pi/2$
 $\theta_3 = 0$ to $\pi/4$



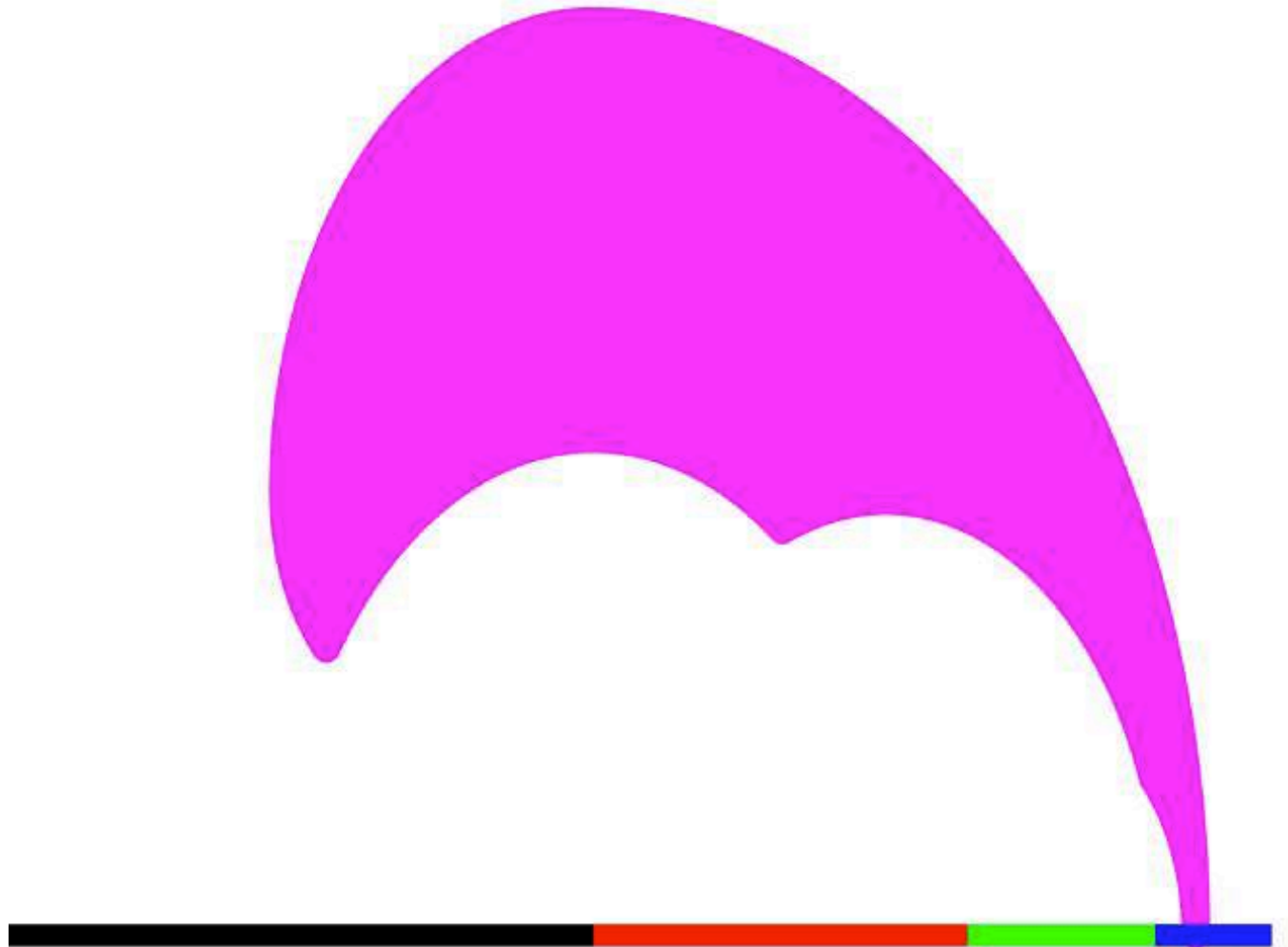
Original Design for Prosthetic Finger

Constraints:

$$\theta_1 = 0 \text{ to } \pi/2$$

$$\theta_2 = 0 \text{ to } \pi/2$$

$$\theta_3 = 0 \text{ to } \pi/4$$



New Design for Prosthetic Finger

Constraints:

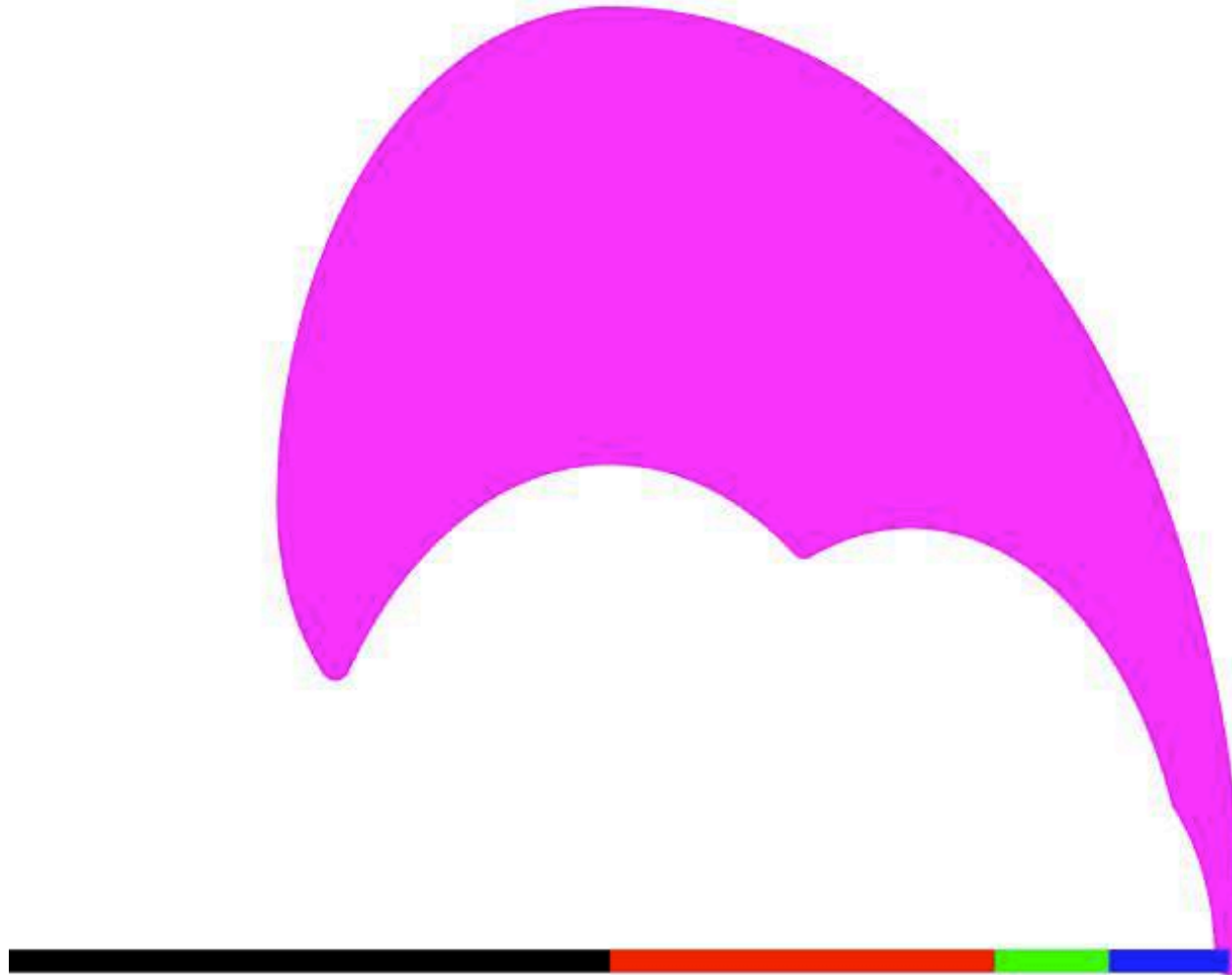
$$\theta_1 = 0 \text{ to } \pi/2$$

$$\theta_2 = 0 \text{ to } \pi/2$$

$$\theta_3 = 0 \text{ to } \pi/4$$

$$L_{\text{tot}} = 10.3 \text{ cm (3 links)}$$

$$a_1 = 6.4 \text{ cm}$$



Future Work

- i. Automatically optimize length of middle and top section
- ii. Re-design of prosthetic finger using SolidWorks

References

- Knick's Prosthetic Finger Design (Nicholas Brookins): <https://www.thingiverse.com/thing:1340624>
- Knick's 3d printed prosthetic finger v3.5: <https://www.youtube.com/watch?v=G6F8aj2A8MY>
- openSCAD (free-source): <http://www.openscad.org/>
- Guo J., Jiagnan N., "Analysis and Simulation on the Kinematics of Robot Dexterous Hand", 2nd International Conference on Electronics, Network and Computer Engineering (ICENCE), August 13-14, 2016. Yinchuan, China.
- Ficuciello, F., "Modelling and Control for Soft Finger Manipulation and Human-Robot Interaction". Defense Thesis. Universita degli Studi di Napoli Federico II. November, 2010. Napoli, Italy
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References

- Rahim Mutlu, Gursel Alici, Marc in het Panhuis, and Geoff Spinks, “Effect of Flexure Hinge Type on A 3D Printed Fully Compliant Prosthetic Finger”, 2015.
- E. Sachs, M. Cima, and J. Cornie, "Three-Dimensional Printing: Rapid Tooling and Prototypes Directly from a CAD Model," CIRP Annals - Manufacturing Technology, vol. 39, pp. 201-204, 1990
- Rahim Mutlu, Gursel Alici, Marc in het Panhuis, and Geoff Spinks, 2015, “ Effect of Flexure Hinge Type on A 3D Printed Fully Compliant Prosthetic Finger,” IEEE International Conference on Advanced Intelligent Mechatronics (AIM), July 7-11, 2015. Busan, Korea

