

Volumetric Printing by reverse tomography: pattern optimization

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Brett E. Kelly^{1,2*}, Indrasen Bhattacharya^{3*}, Hossein Heidari^{1*}, Maxim Shusteff², Christopher M. Spadaccini⁴, Hayden K. Taylor^{1†}

Object-Space Optimization of Tomographic Reconstructions for Additive Manufacturing

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Research Article

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Versatile volumetric additive manufacturing with 3D ray tracing

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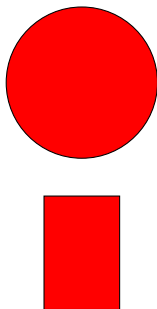
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Volumetric Additive Manufacturing (VAM)

Revisit Computed Tomography - Angle 0°

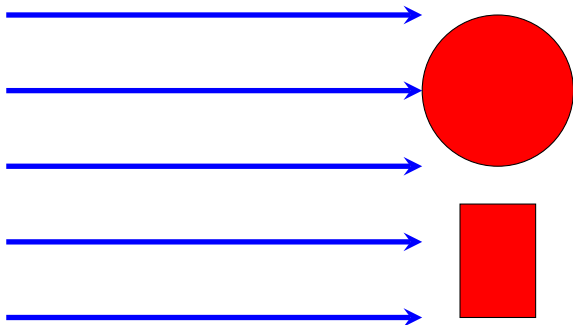
absorbing object



Revisit Computed Tomography - Angle 0°

X-ray illumination

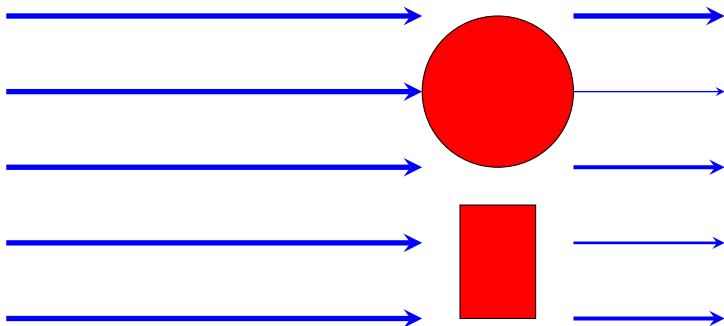
absorbing object



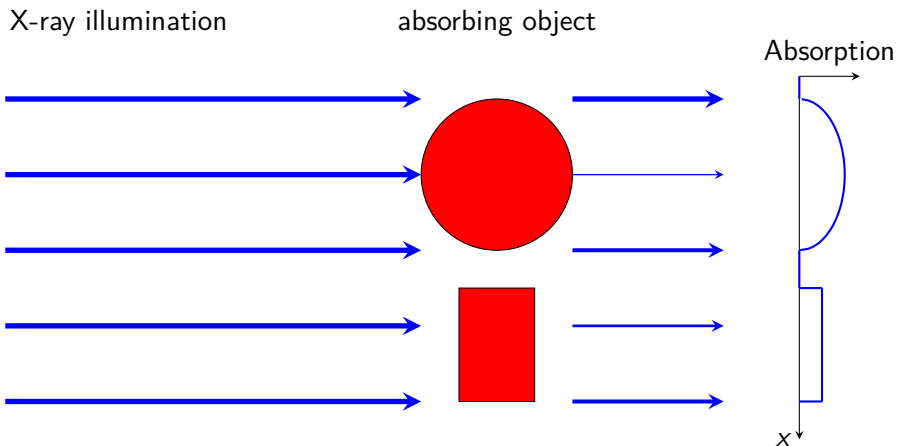
Revisit Computed Tomography - Angle 0°

X-ray illumination

absorbing object

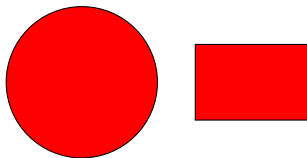


Revisit Computed Tomography - Angle 0°



Example CT - Angle 90°

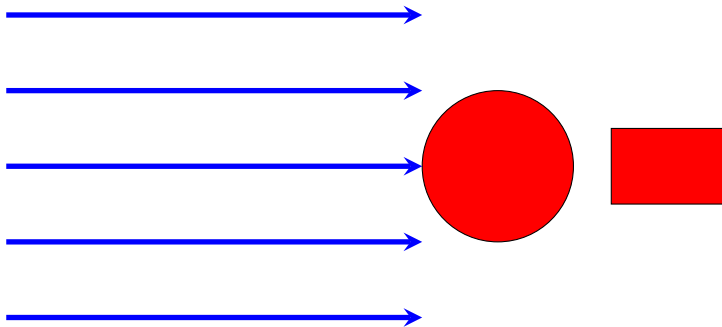
absorbing object



Example CT - Angle 90°

X-ray illumination

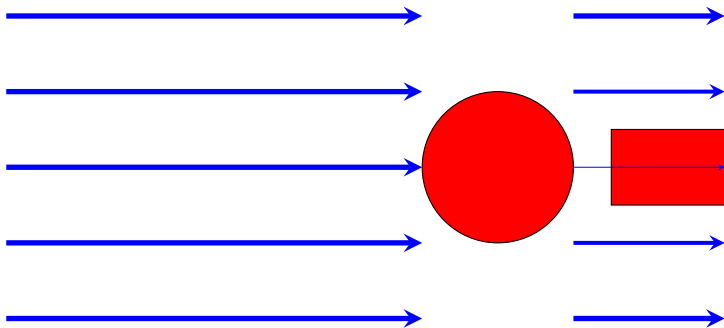
absorbing object



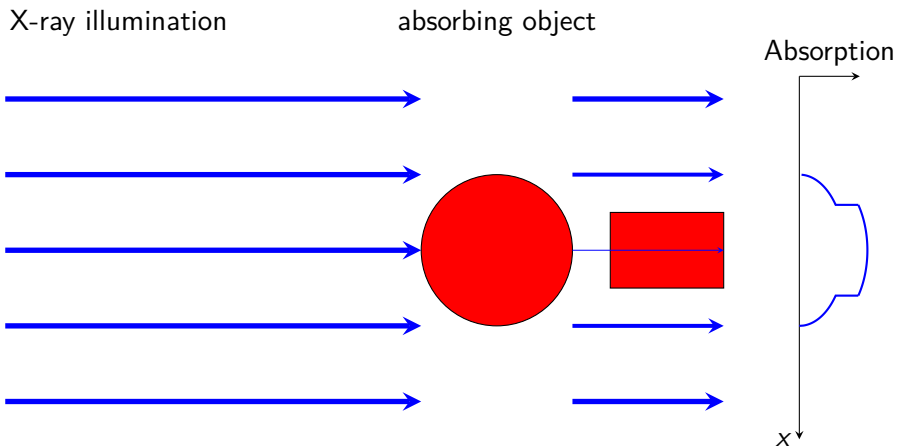
Example CT - Angle 90°

X-ray illumination

absorbing object



Example CT - Angle 90°



Revisit Computed Tomography (CT)

The mathematical concept of the CT is the Radon transform $\mathcal{R}$:

$$\mathcal{R}f(\alpha, s) = \int_{-\infty}^{\infty} f((z \sin \alpha + s \cos \alpha), (-z \cos \alpha + s \sin \alpha)) dz \quad (1)$$

The sinogram $\mathcal{R}f(\alpha, S)$ stores the integral for each angle and detector position.

- f : the object
- α : rotation angle object
- S : 1D detector coordinate

Live Demonstration

Inverse Radon transform

To reconstruct the object, *smear* each projection of the sinogram back into space:

$$\mathcal{R}^*g(x, y) = \frac{1}{2\pi} \int_0^{2\pi} g(\alpha, \mathbf{n}(\alpha) \cdot (x, y)^T) d\alpha \quad (2)$$

- $g = \mathcal{R}f$
- $\mathbf{n}(\alpha)$ is the normal vector to α

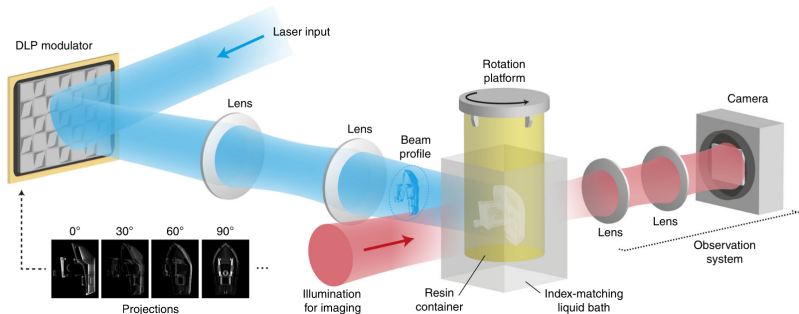
Drawback, it's not an inverse operation!

$$\mathcal{F}[\mathcal{R}^*\mathcal{R}f](\mathbf{k}) = \frac{\mathcal{F}[f](\mathbf{k})}{\|\mathbf{k}\|} \quad (3)$$

⇒ We need to filter the projection patterns.

Volumetric Additive Manufacturing (VAM)

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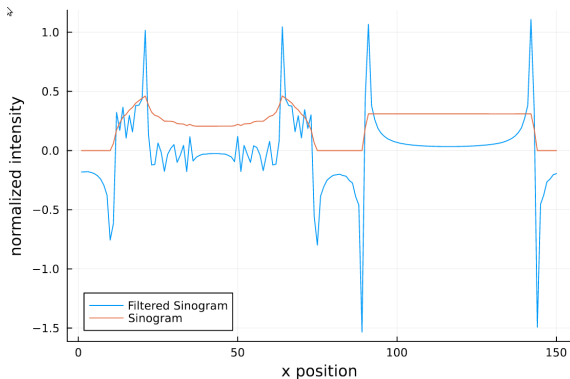


- Coherent Laser $\lambda \approx 405 \text{ nm}$ with $P \approx 6 \text{ W}$
- Photosensitive resin polymerizes after reaching a single photon absorption threshold
- Printing time $\approx 20 \text{ s}$

Figure taken from [LDM20]

Issue with VAM

Filtered sinogram for exact reconstruction contains negative projection intensities



But: We can't project negative intensities (yet).

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Iradon is not exact

Naively sending non-zero intensities produces smeared image

But:

- Photoresin has a certain absorption threshold
- ⇒ intensity regions below threshold don't polymerize

Rackson et al. propose iterative scheme to adapt the projections

Object Space optimization

Print object *virtually* with non-negative intensities and adapt the object.

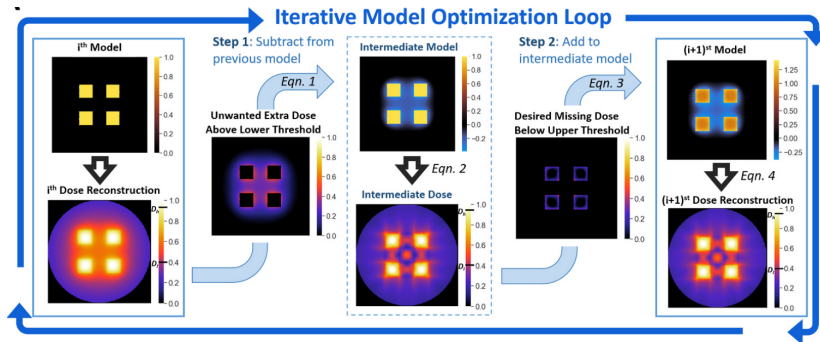
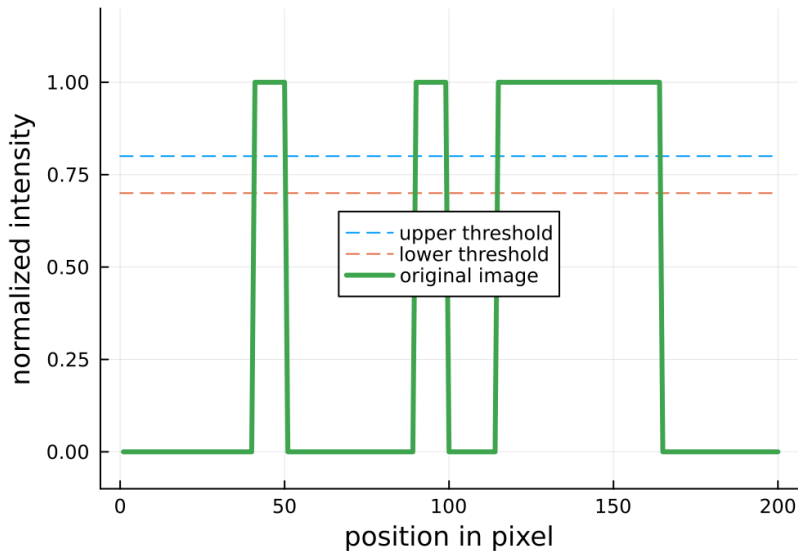
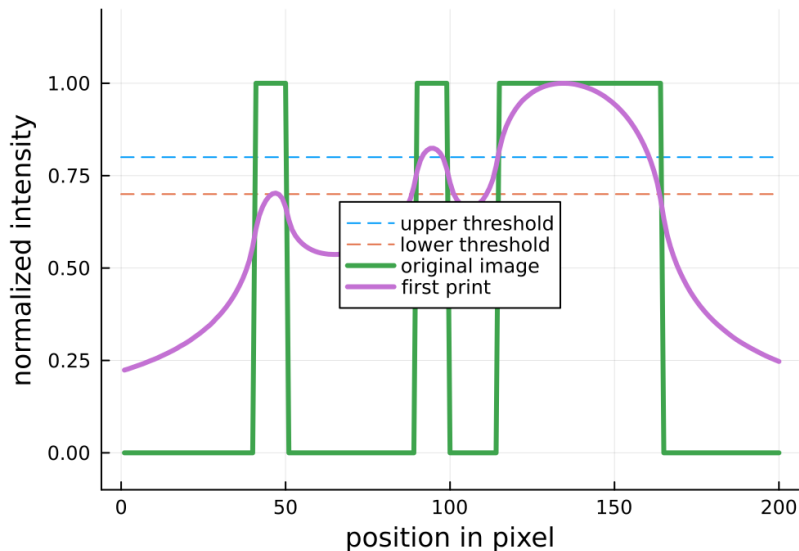


Figure taken from [Rac+21].

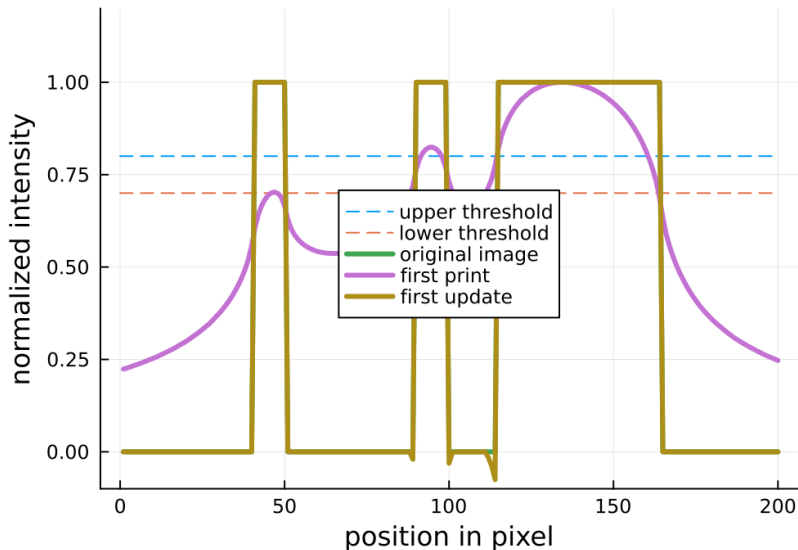
Object space optimization



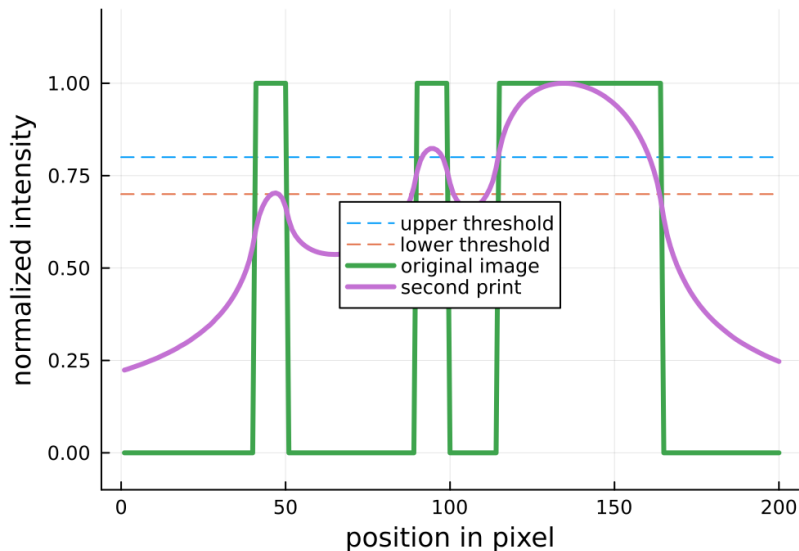
Object space optimization



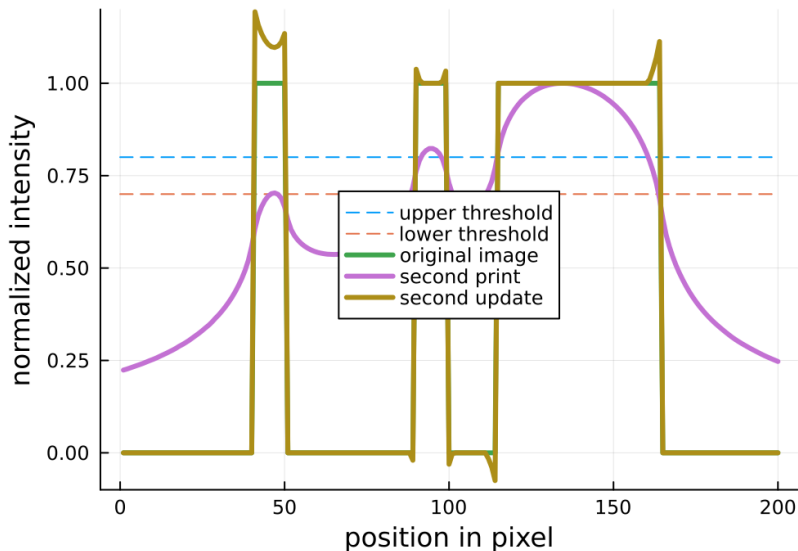
Object space optimization



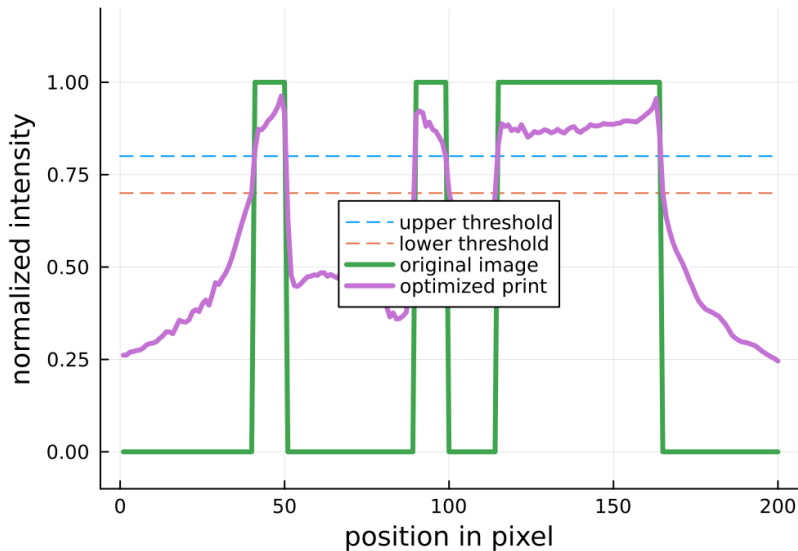
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Replacing Radon Transform

- Simple Radon transform describes collimated rays
- Relax that by enabling full ray tracing

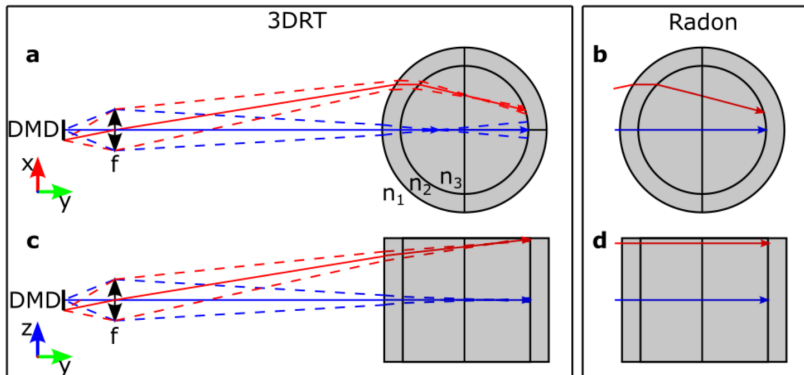
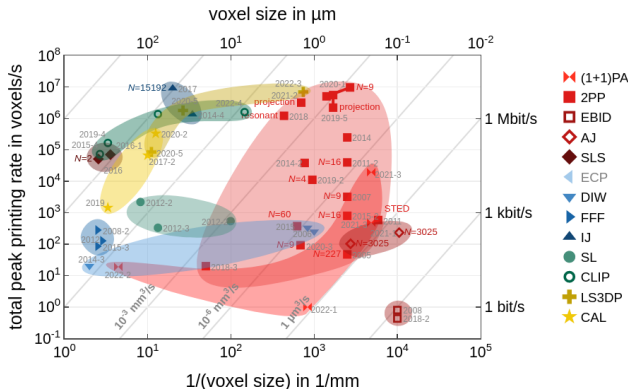


Figure taken from [Web+23]

Summary

Volumetric Printing is fast! However:

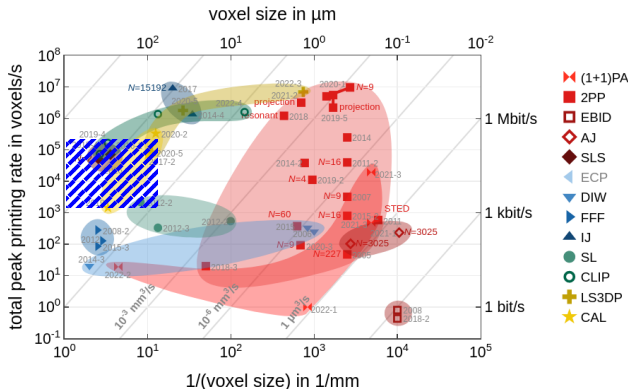
- ✓ non-negative intensity makes reconstruction harder
- ✓ vial geometry makes light propagation harder
- ✗ resolution still limited to $\approx 80 \mu\text{m}$



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Volumetric Printing is fast! However:

- ✓ non-negative intensity makes reconstruction harder
- ✓ vial geometry makes light propagation harder
- ✗ resolution still limited to $\approx 80 \mu\text{m}$



References

Damien Loterie, Paul Delrot, and Christophe Moser. "High-resolution tomographic volumetric additive manufacturing". en. In: *Nature Communications* 11.11 (Feb. 2020). 126 citations (Crossref) [2023-03-03], p. 852. ISSN: 2041-1723. DOI: 10.1038/s41467-020-14630-4.

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