



Using Shape Optimisation in Fusion 360

Ed Barlow

Mechanical Engineering Student / Student Expert

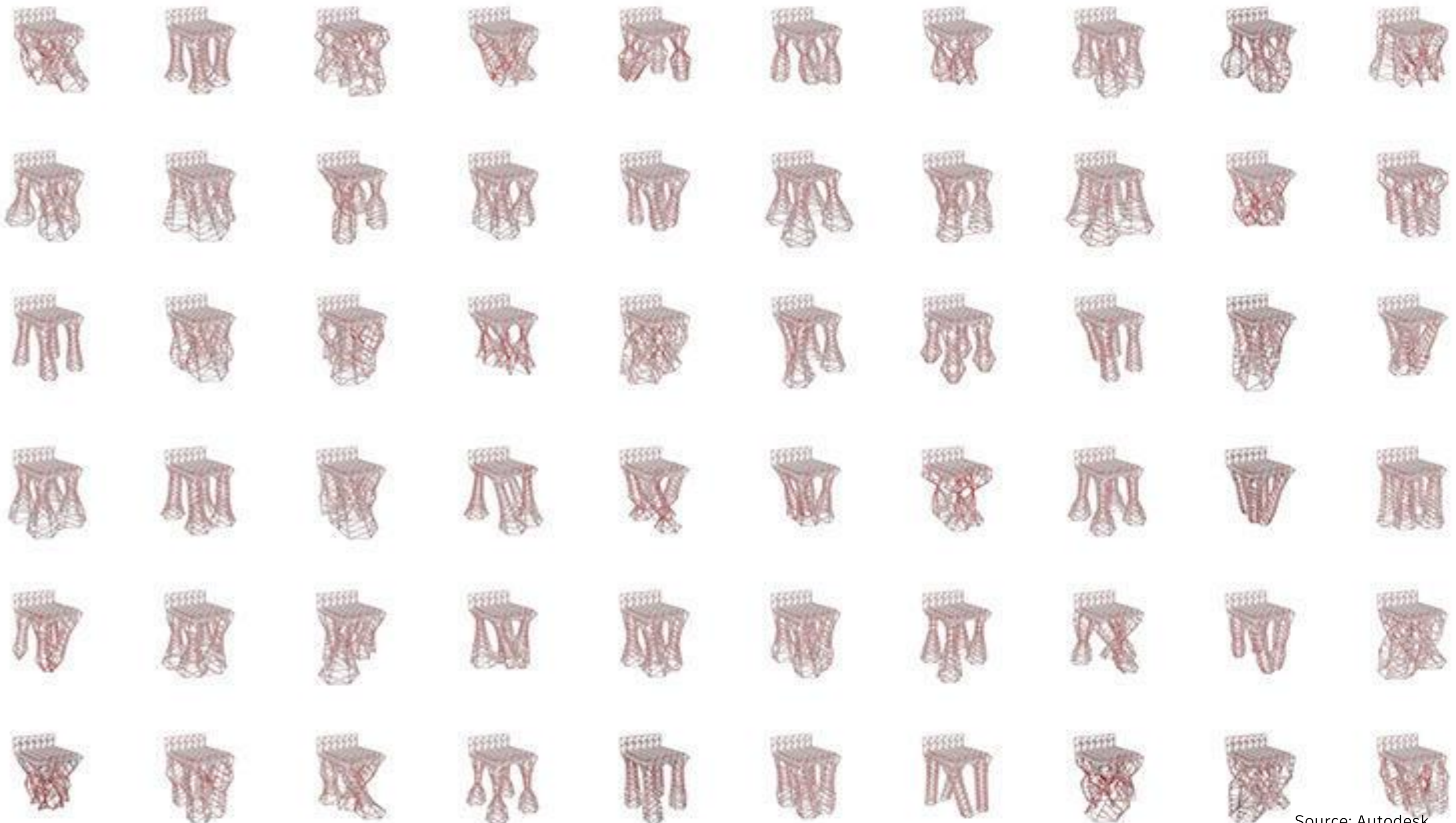
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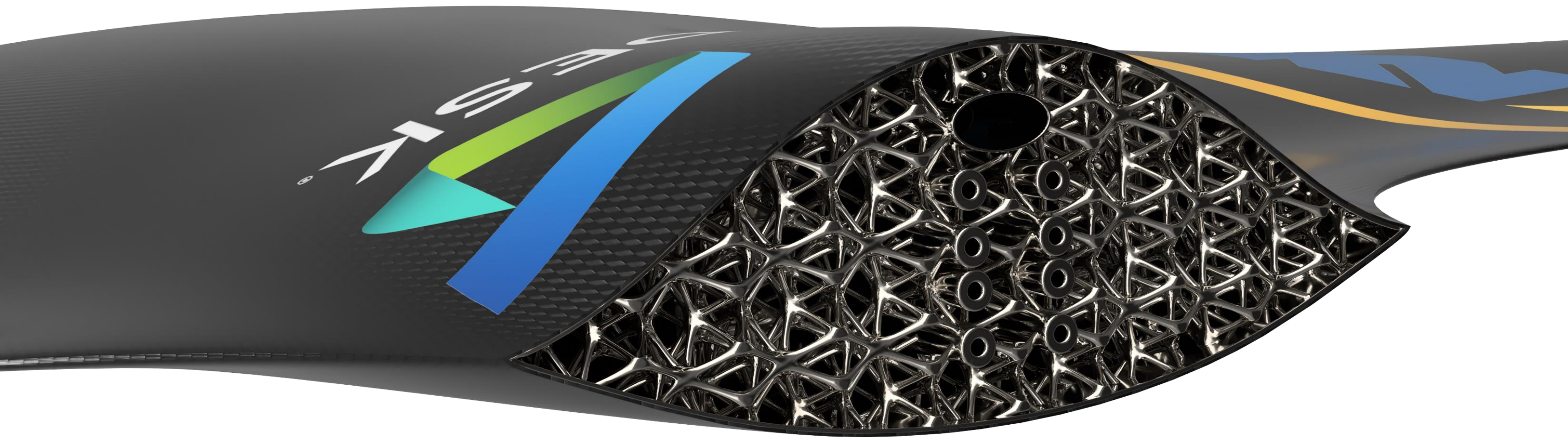


Introduction

What is Shape Optimisation?

- Computer generated shapes according to specified design criteria.
- Reduce material
- Reduce weight
- Make it pretty
- Additive manufacture
- Difference between Shape and Lattice Optimisation



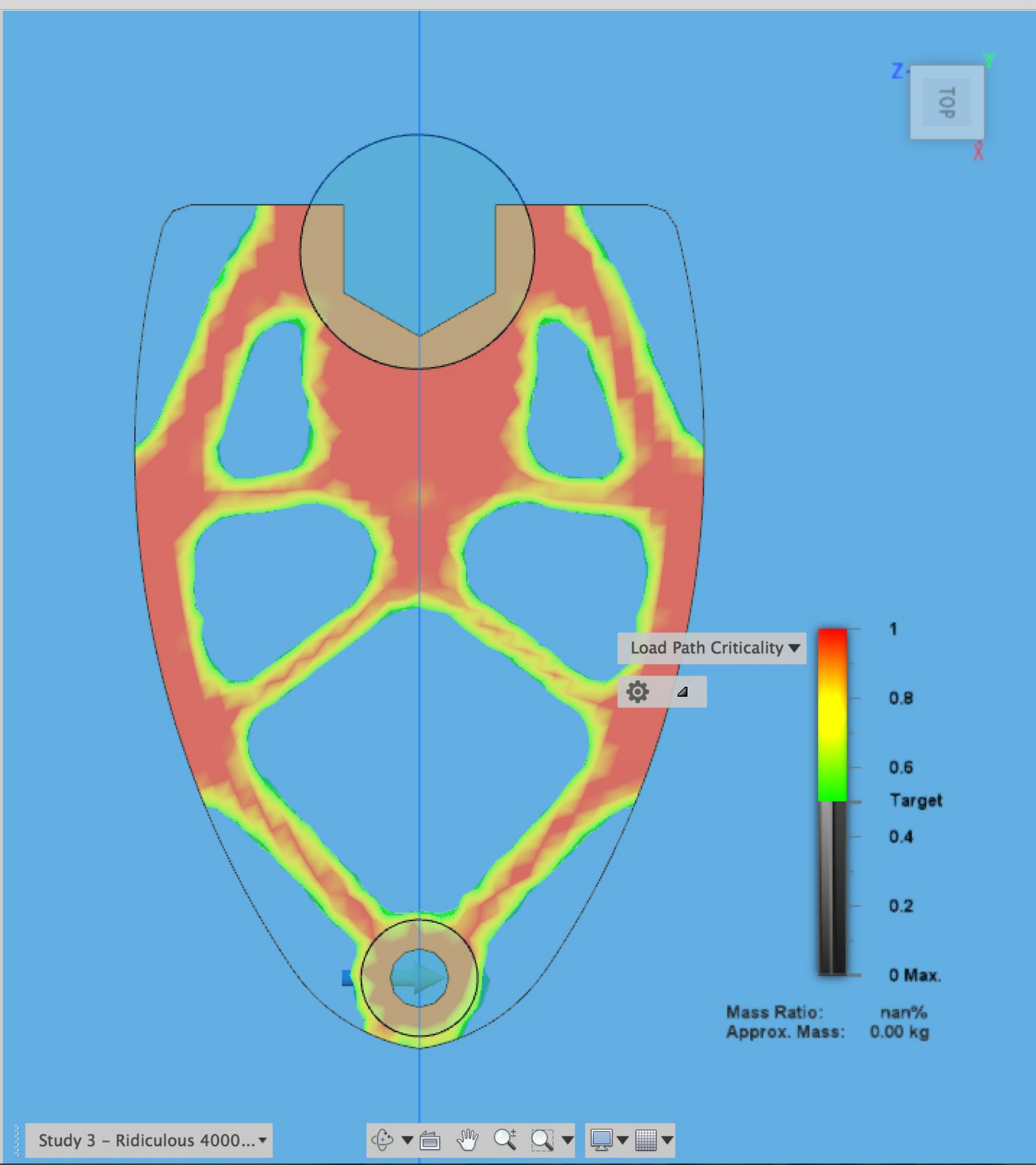
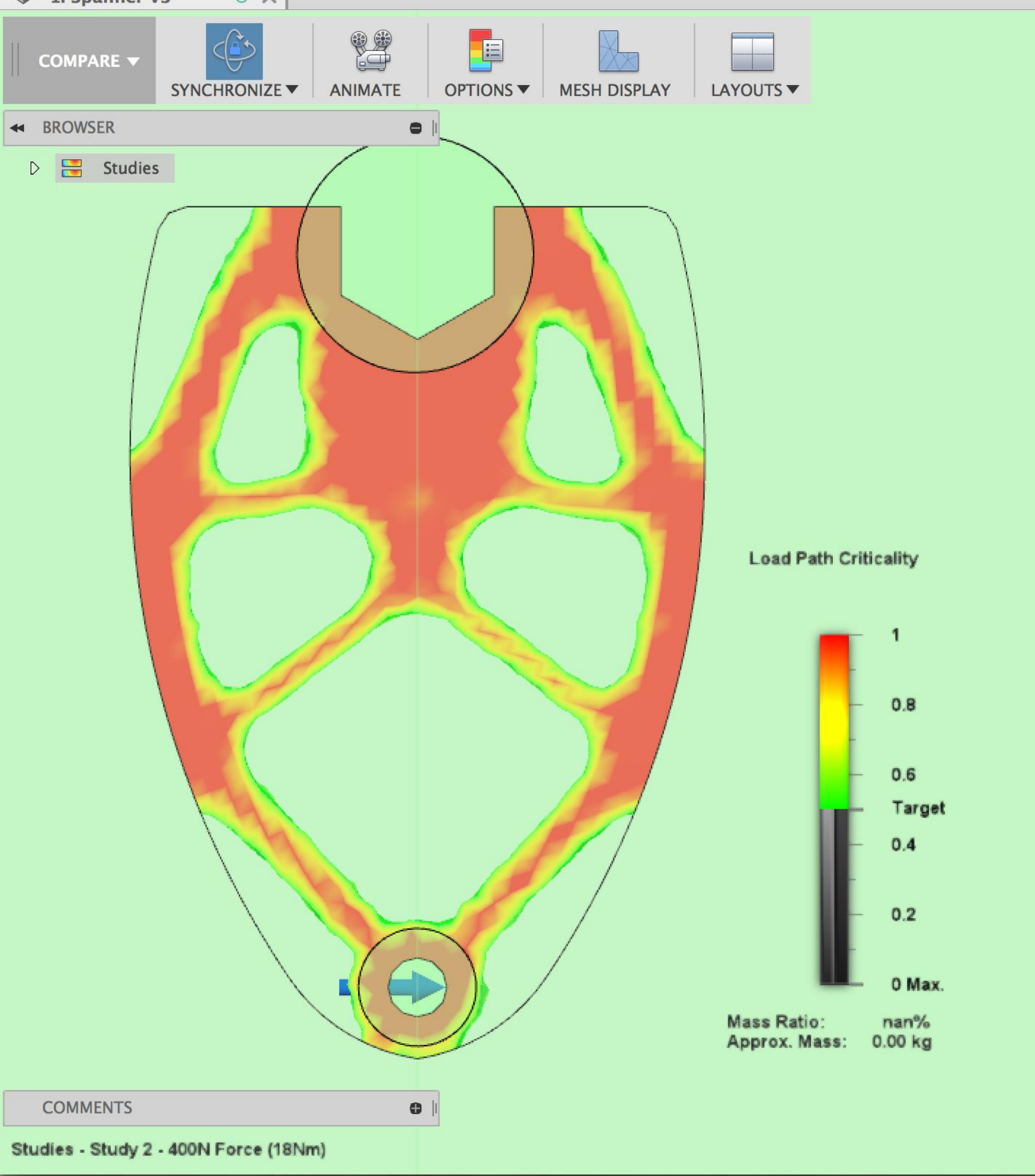


Agenda

- Basic optimisation setup
- Mesh tools
- Working with other bodies



1. Spanner Optimisation





2. The Result

The image features a complex, multi-colored mesh structure that resembles a stylized, interconnected network or a series of overlapping, curved surfaces. The mesh is composed of numerous small, irregular polygons, creating a dense and intricate pattern. The colors transition from light blue at the top to a darker, more saturated blue at the bottom. A solid blue horizontal band is positioned at the bottom of the image, containing the text '3. Mesh Density' in white. The overall aesthetic is technical and modern, likely representing a concept in computer graphics or data visualization.

3. Mesh Density



4. Other Bodies



5. Face Modification



Make anything.