

Numerous subjects in everyday life are moulded with textured surfaces. Leather-similar surfaces in automobiles are the most well-known example. Textures give an attractive optics and a pleasant haptics to surfaces. Simple materials become considerable gentrified textures.

Introduction

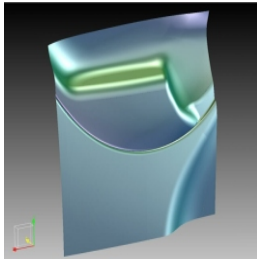
Direct Texturing (DT) describes a protected procedure for the production of forms, prototypes and production items with defined textured or grained surfaces, as you will find at automotive inner linings. In particular forms for In Mold Graining (IMG) can be manufactured for the first time directly with a textured surface. Complex intermediate steps such leather sheath models, rollers and silicone forms are no longer necessary!

Process

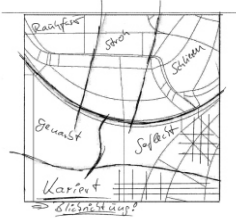
The product to be manufactured or the mould to be worked on is usually available by CAD data. Texture and decoration elements (pictograms, logos, signatures) are described by graphic formats. Identical conditions as before. In DT cover-data and CAD-data are processed together. Texture process, adjustment and depth can be defined and modified. Control and first release at the screen. Finally, 3D-data is available that can be used for direct manufacturing of the mould; an exact reproductibility is ensured.

DIRECT TEXTURING (DT)

Concept - Discussion

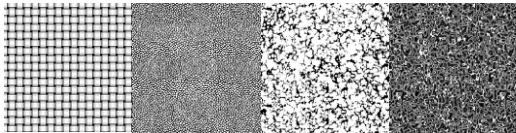


3D-data article



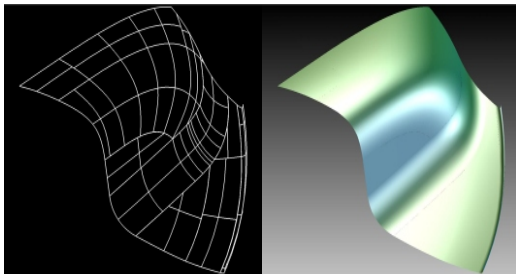
concept sketch

Preparation of the 3D-data



Sample range or customer's request

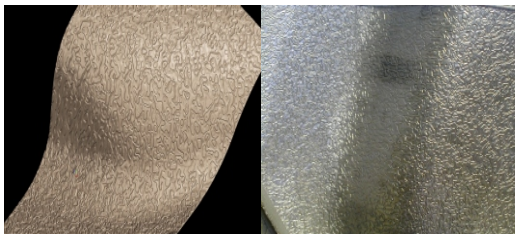
Preparation of the 3D-data



Separation

Definition

Texturation processing



3D-Daten

Finished mould outline

Advantages

DT shortens the development times around at least 50%

DT halves tooling expenses

DT permits the application of new materials

DT gives organization flexibility.

DT permits changes of details.

DT allows fast face-lifting.

DT integrates functions by logos and pictograms.

DT reduces the number of construction units.

DT permits changes during the development.

DT permits modifications of the outline.

DT needs no galvanic process.

DT exceeds previous limits.

Tool development/Production

Ancient

conventional procedure

New

DIRECT TEXTURING

CAD-data and texture are at disposal.

CAD-data and texture are at disposal.

Tool engineering

Tool engineering

Production of embossing roll

Texture data produce, release at the screen

Production covering with leather-model

Production of the form including texture

Production texture foil

Final assembly

Manual covering with leather

1. Silicone form

1. Work model

Correction, engraving

2. Silicone form

2. Work model

Correction, design release

3. Silicone form

Model for bathing

Galvanic structure of the mould

Manual fetching of the cooling

Final assembly

Endurance 11 months

Endurance 4 months
saving of time of over 60 %

Subsequent changes at data or texture require new run.

Subsequent changes are possible any time.