

# Manufacturing Processes for Engineering Materials

FOURTH EDITION

Serope Kalpakjian

Illinois Institute of Technology, Chicago, Illinois

Steven R. Schmid

University of Notre Dame, Notre Dame, Indiana



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## **PREFACE**

The fourth edition of this text, like the previous editions, continues to make an attempt at presenting a comprehensive, balanced, and up-to-date coverage of the relevant fundamentals and real-world applications of engineering materials and manufacturing processes and systems and the analytical approaches involved. The topics covered throughout the 16 chapters reflect the rapid and significant advances that have taken place in various areas in manufacturing, and they are organized and described in such a manner to draw the interest of students. The case studies, mostly from industry, make the subject of manufacturing science and engineering less abstract by showing students the practical aspects of process applications.

Integration of product design and manufacturing has justly resulted in greater recognition and prestige for these disciplines, and this edition therefore puts greater emphasis and better focus on this increasingly important subject. While studying this text, students should be able to assess the capabilities, limitations, and potential of production processes, including, particularly, the processes' economic and competitive aspects. The discussions throughout the chapters are aimed at motivating and challenging students to explore technically and economically viable solutions to a wide variety of important questions and problems in product design and manufacturing.

This book has been written mainly for undergraduate students in mechanical, industrial, and metallurgical and materials engineering programs; it is also useful for graduate courses in manufacturing science and engineering. The text, as well as the numerous examples and case studies in each chapter, clearly shows that manufacturing engineering is an interdisciplinary and complex subject and that it is as important, exciting, and challenging as any other engineering discipline.

#### What's new in this edition

- A new chapter has been added that covers the fabrication of microelectronic and micromechanical devices.
- The discussion of design considerations in each chapter have been expanded.
- Several new examples and case studies have been added throughout all chapters.
- A total of 1230 questions and problems has been added—30% more than in the third edition.
- Questions and problems now include a total of 140 design problems.
- Figures have been improved for better graphical impact.
- More cross-references to sections and chapters have been added throughout the text.
- All chapter bibliographies have been thoroughly updated.

#### New or expanded topics for this edition include the following:

- Automated guided vehicles
- Biodegradable plastics
- · Cryogenic machining and grinding
- Cryogenic treatment of cutting tools
- Design considerations for casting
- Design considerations for powder metallurgy

- Design considerations for sheet-metal forming
- Electrically conducting adhesives
- Enterprise resource planning
- Flexible fixturing
- ISO 9000 and 14000 standards
- Life-cycle assessment
- LIGA process
- Metal foams
- Microelectromechanical systems fabrication
- Microelectronics device fabrication
- Micromachining
- Modeling of casting
- Nanomaterials
- Plasma and wet etching
- Polymer processing
- Printed circuit boards
- Rapid protoyping and rapid tooling
- Rotary ultrasonic machining
- Silicon microstructure
- Six-sigma quality
- Solid free-form fabrication
- Stick-slip in extrusion
- Superconductor processing
- Surface-mount technology
- Value assessment
- Vibration and chatter in rolling
- Water-jet peening

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SEROPE KALPAKJIAN Chicago, Illinois

STEVEN R. SCHMID Notre Dame, Indiana

# ABOUT THE AUTHORS

Serope Kalpakjian taught and conducted research at the Illinois Institute of Technology for 38 years prior to his retirement in 2001 as professor emeritus of mechanical and materials engineering. After graduating from Robert College (high honors), Harvard University, and the Massachusetts Institute of Technology, he joined Cincinnati Milacron, where he was a research supervisor in advanced metal-forming processes. He is the author of numerous technical papers and several articles in handbooks and encyclopedias and has edited various conference proceedings. In addition, Professor Kalpakjian has served on the editorial boards of several journals and the Encyclopedia Americana and is the coauthor of Lubricants and Lubrication in Metalworking Operations. Both first editions of his textbooks, Manufacturing Processes for Engineering Materials and Manufacturing Engineering and Technology, have received the M. Eugene Merchant Manufacturing Textbook Award. He is a Life Fellow of the ASME, Fellow of the SME, Fellow and Life Member of ASM International, emeritus member of CIRP (International Institution for Production Engineering Research), and a founding member and past president of NAMRI/SME.

Among the awards Professor Kalpakjian has received are the Forging Industry Educational and Research Foundation Best Paper Award (1966), an Excellence in Teaching Award from IIT (1970), the Centennial Medallion from the ASME (1980), the International Education Award from the SME (1989), a Person of the Millennium Award from IIT (1999), and the Albert Easton White Distinguished Teacher Award from ASM International (2000). SME named the Outstanding Young Manufacturing Engineer Award after Professor Kalpakjian for the year 2002.

Steven R. Schmid is an associate professor with the Department of Aerospace and Mechanical Engineering, University of Notre Dame, where he teaches and performs research in the general areas of manufacturing, machine design, and tribology. As the director of the Manufacturing Tribology Laboratory at the university, he oversees industry- and government-funded research on a variety of manufacturing topics, including tribological issues in rolling, forging and sheet-metal forming, polymer processing, medical-device design and manufacture, and nanomechanics.

He received the B.S. degree in mechanical engineering from the Illinois Institute of Technology (with honors) and M.S. and Ph.D. degrees, both in mechanical engineering, from Northwestern University. He has received numerous awards, including the John T. Parsons Award from the SME (2000), the Newkirk Award from the ASME (2000), and the Kaneb Center Teaching Award (2000). He is the recipient of a National Science Foundation CAREERS Award (1996) and an ALCOA Foundation Award (1994). Dr. Schmid is the author of over 50 technical papers; has edited three conference proceedings; has coauthored two books, Fundamentals of Machine Elements and Manufacturing Engineering and Technology; and has contributed two chapters to the CRC Handbook of Modern Tribology. He serves on the Tribology Division Executive Committee of the ASME, is an associate editor of the Journal of Manufacturing Science and Engineering, and is a registered professional engineer and certified manufacturing engineer.

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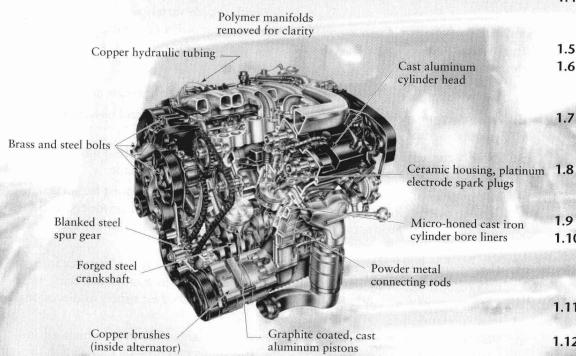
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## Introduction

#### CHAPTER

### 1.1 | What Is Manufacturing?

As you read this Introduction, take a few moments to inspect the different objects around you: your watch, chair, stapler, pencil, calculator, telephone, and light fixtures. You will soon realize that all these objects have been transformed from various raw materials into individual parts and assembled into specific products. Some objects, such as nails, bolts, and paper clips, are made of one material; however, most objects, such as light bulbs, toasters, bicycles, computers, all types of instruments and machinery, and automotive engines (Fig. 1.1), and countless other products, are made of numerous parts from a wide variety of materials. A ballpoint pen, for example, consists of about a dozen parts, a lawnmower about 300 parts, a grand piano



**FIGURE 1.1** Section of an automotive engine—the Duravec V-6—showing various components and the materials used in making them. *Source*: Courtesy of Ford Motor Company. Illustration by David Kimball.

- 1.1 What Is Manufacturing?
- 1.2 Product Design and Concurrent Engineering
- 1.3 Design for Manufacture, Assembly, Disassembly, and Service
- 1.4 Environmentally Conscious Design and Manufacturing
- 1.5 Selecting Materials
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  Costs, Lean

  Production, and

  Agile Manufacturing
- 1.11 General Trends in Manufacturing
- 1.12 Responsibilities of Manufacturing Engineers

12,000 parts, a typical automobile 15,000 parts, a C-5A transport plane more than 4 million parts, and a Boeing 747-400 about 6 million parts; all are produced by a combination of various processes called *manufacturing*.

Manufacturing, in its broadest sense, is the process of converting raw materials into products; it encompasses the design and fabrication of goods by means of various production methods and techniques. Manufacturing began around 5000 to 4000 BC with the production of various articles of wood, ceramic, stone, and metal (Table 1.1). The word manufacturing is derived from the Latin manu factus, meaning made by hand; the word manufacture first appeared in AD 1567 and the word manufacturing in 1683. The word production is also used interchangeably with the word manufacturing. Manufacturing represents approximately 20% to 30% of the value of all goods and services produced in industrialized countries. Generally, the higher the level of manufacturing in a country, the higher the standard of living of its people. Manufactured products are also used to make other products; examples include large presses to form sheet metal for car bodies, metalworking machinery used to make parts for other products, and sewing machines for making clothing.

Manufacturing may produce discrete products, meaning individual parts or pieces of parts, or it may produce continuous products. Nails, gears, steel balls, beverage cans, and engine blocks are examples of discrete products. Wire, metal or plastic sheet, hose, and pipe are continuous products that may be cut into individual pieces and thereby become discrete products.

Because a manufactured item has undergone a number of changes during which raw material has become a useful product, it has added value, defined as monetary worth in terms of price. For example, clay has a certain value when mined. When the clay is used to make a ceramic dinner plate, cutting tool, or electrical insulator, value is added to the clay; similarly, a wire coat hanger or a nail has added value over and above the cost of a piece of wire.

Manufacturing is generally a complex activity involving people who have a broad range of disciplines and skills, together with a wide variety of machinery, equipment, and tools with various levels of automation, including computers, robots, and material-handling equipment. Manufacturing activities must be responsive to several demands and trends:

- 1. A product must fully meet design requirements and specifications and standards.
- 2. A product must be manufactured by the most economical and environmentally friendly methods.
- 3. Quality must be built into the product at each stage, from design to assembly, rather than relying on quality testing after the product is made.
- 4. In a highly competitive environment, production methods must be sufficiently flexible to respond to changing market demands, types of products, production rates, and production quantities and to provide on-time delivery to the customer.
- 5. New developments in materials, production methods, and computer integration of both technological and managerial activities in a manufacturing organization must constantly be evaluated with respect to their timely and economic implementation.
- 6. Manufacturing activities must be viewed as a large system in which all individual components are interrelated. Such systems can now be modeled in order to study the effects of various factors, such as changes in market demands, product design, materials, costs, and production methods, on product quality and cost.