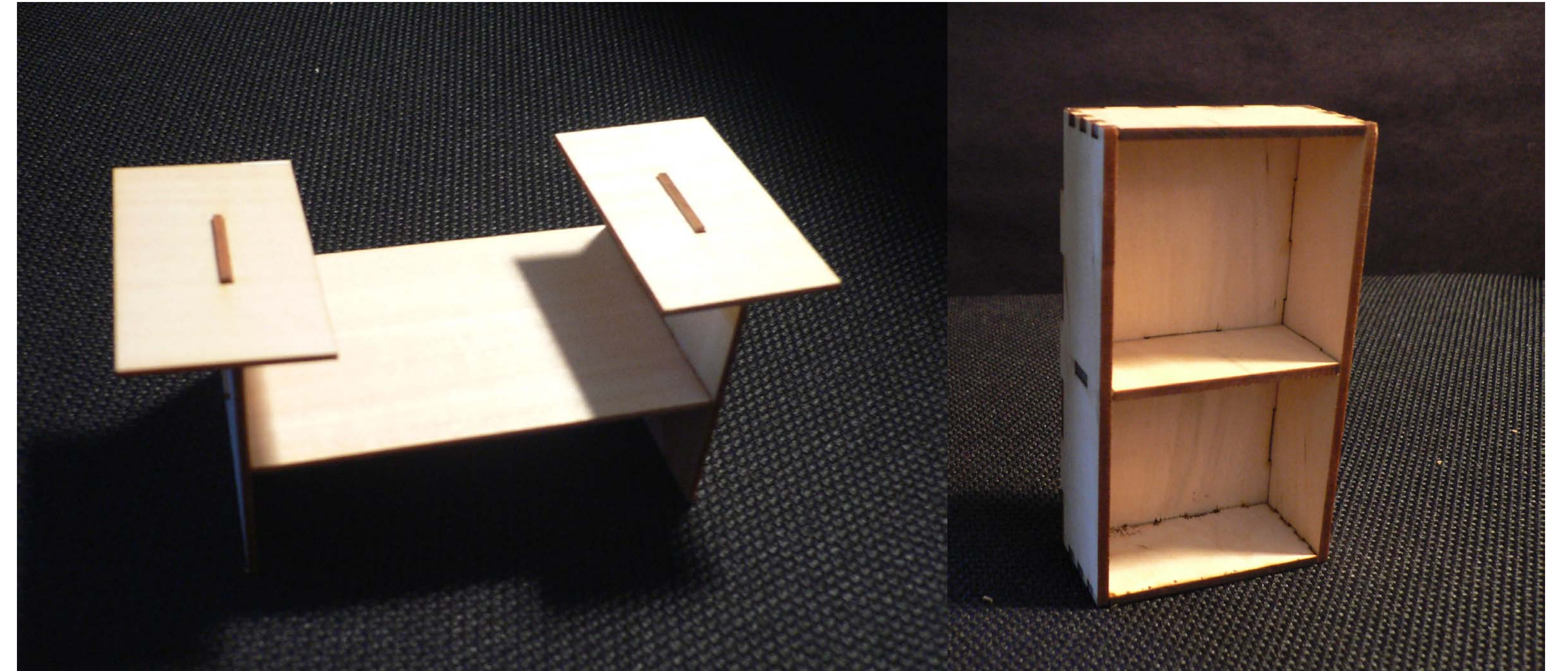


A Sketch-based System for Fabrication

Furniture Factory helps novice designers construct physical furniture prototypes using a laser cutter. The software has four components:

- **Sketch Interface** parses an isometric drawing.
- **Geometry Analyzer** constructs a 3D model and decomposes it into flat parts.
- **Joint Creator** adds necessary joints according to the identified connection conditions.
- **Cut Drawing Printer** generates a drawing file (HPGL) to cut the parts on a laser cutter.



Furniture Factory

Yeonjoo Oh, CodeLab, Carnegie Mellon University

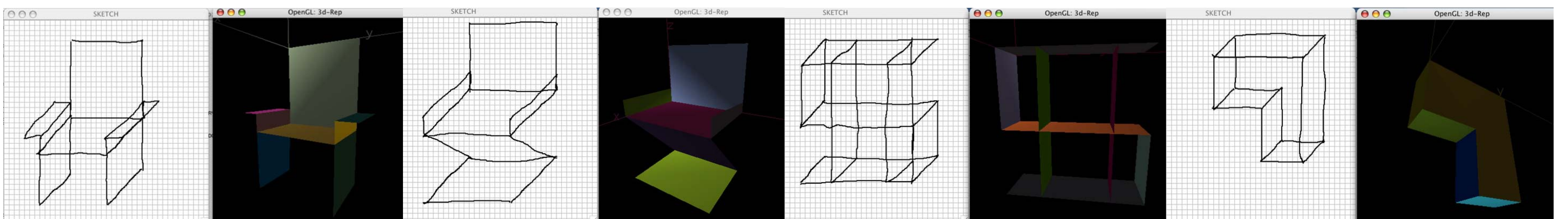
Mark D Gross, CodeLab, Carnegie Mellon University

Ellen Yi-Luen Do, Colleges of Architecture & Computing, Georgia Tech

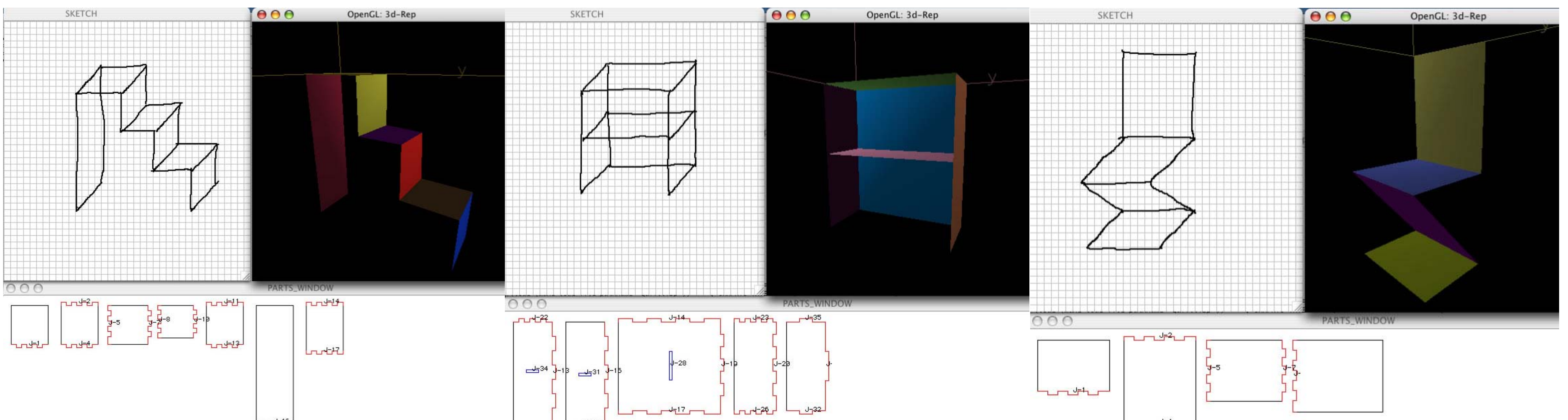
<http://code.arc.cmu.edu>



Reconstruct 3D Models from 2D Sketches



Decompose Parts & Create Joints



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