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Rapid Prototyping for Replicating Objects by [Julia Roger](#)

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Rapid prototype is a process of making real object with the aid of additive manufacturing technology and a computer. It is like making a sample object before making the actual one, therefore, it is used extensively in medical sciences, construction, and automobile manufacturing companies. The process of rapid prototyping is difficult; however, the theory is easy, a computer-aided virtual design is converted into a real object which can be held in one's hand.

To begin, one will require the virtual design of the object that can be created in a 3D animation software or CAD software to give build information to the system. The machine reads data from the computer, it lays down layers of sheets, powdered materials or liquid depending upon the system, and it creates the model from a series of cross sections. These cross sections correspond to the cross sections of the 3D model, therefore, it is automatically fused to make the final shape; however, the steps and process are dependent on the machine.

The rapid prototyping is extremely helpful as it aids to get the thing in hand before it is created for real, therefore, it increases effective communication and decreases the development time. It is useful in industries as it reduces sustaining engineering alterations and it provides choice for improvement as one will get to know what are the things required to be added. Although, rapid prototyping is an extremely helpful procedure, not everybody has the means to purchase one and not everybody can design the models to be created. As a result, in such a case, it is provided to the experts who will take one's idea, model the object for one and print and provide it to him or her, therefore, saving money and time. It is such as replicating an object for one.

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