



Testing

← 150 PSI NO WATER

CAPACITY

1
00:00:01,689 --> 00:00:03,165
Hi. I am Erin Betts,

2
00:00:03,200 --> 00:00:04,204
a propulsion engineer

3
00:00:04,239 --> 00:00:05,533
at NASA's Marshall

4
00:00:05,568 --> 00:00:06,628
Space Flight Center.

5
00:00:06,663 --> 00:00:07,523
I have led and

6
00:00:07,558 --> 00:00:08,244
participated in several

7
00:00:08,279 --> 00:00:09,300
projects that evaluate

8
00:00:09,335 --> 00:00:10,348
how digital design tools

9
00:00:10,383 --> 00:00:11,661
and new fabrication

10
00:00:11,696 --> 00:00:13,228
processes can improve

11
00:00:13,263 --> 00:00:14,181
our ability to build

12
00:00:14,216 --> 00:00:15,292
sustainable, affordable

13
00:00:15,327 --> 00:00:16,676

space hardware.

14

00:00:16,711 --> 00:00:18,101

Before you even start

15

00:00:18,136 --> 00:00:18,981

designing a large launch

16

00:00:19,016 --> 00:00:20,125

vehicle, or any large

17

00:00:20,160 --> 00:00:21,300

system, it is important

18

00:00:21,335 --> 00:00:22,476

to compare several

19

00:00:22,511 --> 00:00:23,877

concepts and pick a winner.

20

00:00:23,912 --> 00:00:24,772

From a management

21

00:00:24,807 --> 00:00:25,548

perspective, you want a

22

00:00:25,583 --> 00:00:26,876

concept that not only

23

00:00:26,911 --> 00:00:27,940

accomplishes a specific

24

00:00:27,975 --> 00:00:29,284

NASA mission but is

25

00:00:29,319 --> 00:00:31,484

affordable and sustainable.

26

00:00:31,519 --> 00:00:33,084

New tools, such as video

27

00:00:33,119 --> 00:00:34,708

walls, enhance our ability

28

00:00:34,743 --> 00:00:36,172

to actually see the

29

00:00:36,207 --> 00:00:37,996

design from many angles.

30

00:00:38,031 --> 00:00:39,444

Teams of engineers from

31

00:00:39,479 --> 00:00:40,972

different disciplines

32

00:00:41,007 --> 00:00:42,388

can collaborate. This

33

00:00:42,423 --> 00:00:43,357

helps us start with a

34

00:00:43,392 --> 00:00:44,180

concept that is already

35

00:00:44,215 --> 00:00:46,173

far ahead of the curve.

36

00:00:46,208 --> 00:00:47,820

Time is money. CAD models

37

00:00:47,855 --> 00:00:49,228

and high-resolution

38

00:00:49,263 --> 00:00:50,420

integrated analytical

39

00:00:50,455 --> 00:00:51,588

models have become part

40

00:00:51,623 --> 00:00:52,739

of the manufacturing

41

00:00:52,774 --> 00:00:54,124

process, which helps

42

00:00:54,159 --> 00:00:55,436

shorten the time from

43

00:00:55,471 --> 00:00:57,140

design to manufacturing

44

00:00:57,175 --> 00:00:58,684

for everything from small

45

00:00:58,719 --> 00:00:59,564

components to entire

46

00:00:59,599 --> 00:01:00,916

hardware systems.

47

00:01:00,951 --> 00:01:02,732

3D CAD models are now

48

00:01:02,767 --> 00:01:03,813

being carried from the

49

00:01:03,848 --> 00:01:05,028

design and development

50

00:01:05,063 --> 00:01:06,228

phase all the way through

51
00:01:06,263 --> 00:01:07,692
manufacturing, inspection,

52
00:01:07,727 --> 00:01:10,204
test and operation. 3-D

53
00:01:10,239 --> 00:01:11,589
models and simulations

54
00:01:11,624 --> 00:01:12,660
let us fly through a

55
00:01:12,695 --> 00:01:13,476
virtual design of

56
00:01:13,511 --> 00:01:14,749
components and entire

57
00:01:14,784 --> 00:01:16,525
systems. We can quickly

58
00:01:16,560 --> 00:01:17,876
see design flaws and

59
00:01:17,911 --> 00:01:19,772
mismatched interfaces.

60
00:01:19,807 --> 00:01:20,980
Then, we can fix the

61
00:01:21,015 --> 00:01:21,876
problems before they

62
00:01:21,911 --> 00:01:22,756
become so central to

63
00:01:22,791 --> 00:01:24,244

the design that they

64

00:01:24,279 --> 00:01:25,348
are impossible or

65

00:01:25,383 --> 00:01:27,125
costly to change.

66

00:01:27,160 --> 00:01:28,685
Additive manufacturing

67

00:01:28,720 --> 00:01:29,901
lets us try out designs

68

00:01:29,936 --> 00:01:31,404
early in a product's life

69

00:01:31,439 --> 00:01:32,829
cycle. There is no need to

70

00:01:32,864 --> 00:01:33,925
fabricate costly tooling

71

00:01:33,960 --> 00:01:35,412
that is often required

72

00:01:35,447 --> 00:01:36,564
using traditional

73

00:01:36,599 --> 00:01:38,236
fabrication methods.

74

00:01:38,271 --> 00:01:39,540
It also allows us to

75

00:01:39,575 --> 00:01:40,747
fabricate designs that

76

00:01:40,782 --> 00:01:42,124
could not have been made

77

00:01:42,159 --> 00:01:43,236
before, allowing us to

78

00:01:43,271 --> 00:01:44,356
be more creative and

79

00:01:44,391 --> 00:01:46,052
innovative. Other fully

80

00:01:46,087 --> 00:01:47,220
automated processes,

81

00:01:47,255 --> 00:01:48,900
such as robotic welding

82

00:01:48,935 --> 00:01:50,428
and CNC milling and water

83

00:01:50,463 --> 00:01:52,053
jets, have evolved making

84

00:01:52,088 --> 00:01:53,173
it easier to manufacture

85

00:01:53,208 --> 00:01:54,541
prototypes or components

86

00:01:54,576 --> 00:01:56,284
quickly at any time

87

00:01:56,319 --> 00:01:58,212
during a product's life

88

00:01:58,247 --> 00:01:59,373

cycle.

89

00:01:59,408 --> 00:02:00,469

Once you've made a part,

90

00:02:00,504 --> 00:02:01,252

regardless of how you

91

00:02:01,287 --> 00:02:02,460

made it, you need to know

92

00:02:02,495 --> 00:02:04,061

if it is built correctly.

93

00:02:04,096 --> 00:02:05,420

Inspection time is also

94

00:02:05,455 --> 00:02:06,508

reduced when you use

95

00:02:06,543 --> 00:02:08,197

modern techniques, such

96

00:02:08,232 --> 00:02:09,165

as structured light

97

00:02:09,200 --> 00:02:10,428

scanning, to compare

98

00:02:10,463 --> 00:02:11,692

models of what you

99

00:02:11,727 --> 00:02:12,468

actually built to what

100

00:02:12,503 --> 00:02:13,732

you intended to build.

101
00:02:13,767 --> 00:02:15,028
Testing can be used in

102
00:02:15,063 --> 00:02:16,125
almost every phase of

103
00:02:16,160 --> 00:02:17,372
a product's development.

104
00:02:17,407 --> 00:02:18,516
With additive manufacturing,

105
00:02:18,551 --> 00:02:20,093
engineers at Marshall

106
00:02:20,128 --> 00:02:21,804
were able to build a

107
00:02:21,839 --> 00:02:22,924
one-piece injector and

108
00:02:22,959 --> 00:02:24,076
get it on the test stand

109
00:02:24,111 --> 00:02:25,340
in about a month. This

110
00:02:25,375 --> 00:02:26,565
injector was half the

111
00:02:26,600 --> 00:02:27,795
cost of an injector

112
00:02:27,830 --> 00:02:28,917
built using traditional

113
00:02:28,952 --> 00:02:29,972

methods, and performed

114

00:02:30,007 --> 00:02:32,052

just as well. This

115

00:02:32,087 --> 00:02:33,244

quick-turn-around testing

116

00:02:33,279 --> 00:02:34,628

allows designers to

117

00:02:34,663 --> 00:02:35,932

explore and compare the

118

00:02:35,967 --> 00:02:37,420

performance of various

119

00:02:37,455 --> 00:02:38,492

designs early in a

120

00:02:38,527 --> 00:02:39,925

product's development.

121

00:02:39,960 --> 00:02:41,212

This saves money in the

122

00:02:41,247 --> 00:02:42,508

long-run, and allows

123

00:02:42,543 --> 00:02:43,636

the program to proceed

124

00:02:43,671 --> 00:02:44,764

beyond development at a

125

00:02:44,799 --> 00:02:45,868

much lower risk and

126
00:02:45,903 --> 00:02:47,549
higher fidelity.

127
00:02:47,584 --> 00:02:49,108
Virtual 3-D simulations

128
00:02:49,143 --> 00:02:50,180
reduce the cost and time

129
00:02:50,215 --> 00:02:51,452
it takes to evaluate

130
00:02:51,487 --> 00:02:52,653
logistics and operations

131
00:02:52,688 --> 00:02:53,988
early in the development

132
00:02:54,023 --> 00:02:55,740
phase of a system. They

133
00:02:55,775 --> 00:02:57,012
also help the ground

134
00:02:57,047 --> 00:02:58,028
crew who is training

135
00:02:58,063 --> 00:02:59,388
to operate new space systems.

136
00:02:59,423 --> 00:03:01,188
In summary, modern digital

137
00:03:01,223 --> 00:03:02,589
tools and automated

138
00:03:02,624 --> 00:03:04,140

processes can help reduce

139

00:03:04,175 --> 00:03:05,700

the cost and time needed

140

00:03:05,735 --> 00:03:07,012

to develop complex space

141

00:03:07,047 --> 00:03:08,316

hardware. The challenge

142

00:03:08,351 --> 00:03:09,516

is in using these techniques

143

00:03:09,551 --> 00:03:10,716

in a way that aligns with

144

00:03:10,751 --> 00:03:12,108

your design space, whether

145

00:03:12,143 --> 00:03:13,700

heritage or blank sheet.

146

00:03:13,735 --> 00:03:14,948

As we have the opportunity

147

00:03:14,983 --> 00:03:16,180

to apply these techniques

148

00:03:16,215 --> 00:03:17,332

more broadly, the fidelity

149

00:03:17,367 --> 00:03:19,220

of the output will increase.

150

00:03:19,255 --> 00:03:20,572

Engineers like me at

151

00:03:20,607 --> 00:03:21,853

Marshall Space Flight Center

152

00:03:21,888 --> 00:03:22,997

are working hard to take

153

00:03:23,032 --> 00:03:24,556

advantage of, develop, and

154

00:03:24,591 --> 00:03:26,228

characterize new technologies

155

00:03:26,263 --> 00:03:27,661

that will be used to