The Plaster Moid Process

What is it?

Briefly stated this is a method of producing aluminum or zinc castings by pouring liquid metal into plaster (gypsum) molds.

Step 1 Model or Master Pattern

- 1) This is made from customer drawing or CAD file
- 2) StereoLithography, traditional hand crafted or machined
- 3) Model is engineered to include:
 - A) Metal shrinkage
 - B) Mold taper-if required
 - C) Machine stock-if required
- 4) We can "clone" or adapt customer supplied model if requested

Step 2 Foundry Pattern Equipment

- 1) Negative molds are made from model
- 2) Core plugs are made from negative molds
- 3) A positive resin cope and drag pattern is now made from the negative molds
- 4) Core boxes are made from the core plugs
- 5) Gating, runner system and flasks are added as neces-
- 6) Duplicate sets of tooling can be made from the master negative

Step 3 Plaster Mold

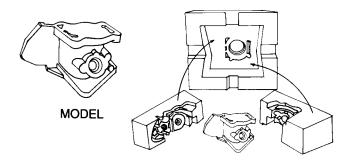
- 1) A liquid plaster slurry is poured around the cope and drag pattern and into the core boxes
- 2) The plaster mold is next removed from the cope and drag patterns
- 3) The plaster mold and cores are then baked to remove moisture

Step 4 Pour Casting

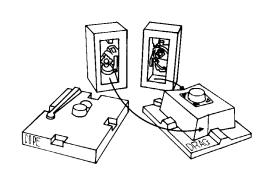
- 1) Molten metal is prepared by degassing and a spectrographic sample is taken to check the chemical analysis
- 2) The molten metal is then poured into the assembled plaster mold
- 3) The plaster is removed by mechanical knock-out and high pressure waterjet
- 4) When the casting has cooled, the gates and risers are then removed

Step 5 Secondary Operations

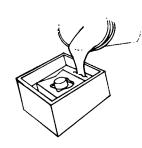
- 1) The raw castings are inspected and serialized
- 2) Flash and excess metal is removed (snagged)
- 3) Castings may then require (per customer specifications):
 - A) Heat Treatment
 - B) X-Ray
 - C) Penetrant Inspection
- 4) After finish inspection, casting is ready for:
 - A) Machinina
 - B) Chemical film, chromate conversion, paint or special finishes
 - C) Assembly
 - D) Form in place gasketing



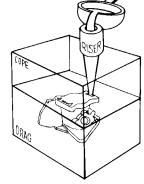
NEGATIVES AND MODEL



FOUNDRY PATTERN EQUIPMENT



POURING PLASTER MOLD



FINISHED CASTING

