

## Additive Manufacturing: Pioneering the Future of Cores and Molds

## What is Additive Manufacturing?

Additive manufacturing (3D printing) is changing the world as we know it, and industries of all types - agriculture, aeronautics, transportation and more - are reaping the benefits. In its infancy, additive manufacturing was utilized to quickly create prototyping, mainly for visualization purposes.

Today, with the continued evolution of technology, additive manufacturing is becoming increasingly more common in end-use cases.

So, how does additive manufacturing work?

The process involves layering materials read from a CAD file that eventually form the final product. Design capabilities are limitless and the technology addresses many problems that were not easily fixed before 3D printing hit the market.

## A Solution to Common Issues

Over the course of our past 60 years, we've seen numerous issues plague manufacturers - *complex cores, a need for tooling, lost design specs, extreme time constraints*. These reasons are why we've worked so diligently to understand our customers' needs and adjust to the ever-changing market.

3D sand printing offers a solution to the above problems and numerous others. In addition to helping save on costs, especially for individual parts and small batches, there is no limit to the complexity of 3D cores and molds. Even better, turnaround time is quicker than traditional methods, ultimately reducing delivery time and offering more flexibility to customers.

## Focusing on the Future

Humtown understands that a wide variety of cores and molds are used in today's marketplace, and that's why we utilize every conceivable combination of sand type, ceramic media, binder, wash, size, weight, shape and more.

This understanding is also why we worked so diligently to expand Humtown Additive, our additive manufacturing facility, and thanks to that focus, we are proud to be the only core shop that does both conventional (cold-box and air-set) and 3D printed sand cores and molds.