

Analysis of soft tissue materials for simulation development

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Abstract

Creation of simulants by a simulation center is a well established method of meeting unique simulation needs as well as stretching available budgets. 3D printing has been identified as a potential tool for creation of these simulants. However, limitations of current 3D printing materials (being generally rigid) calls for combining these techniques with other techniques such as casting and molding. The material properties of 3D printed objects were studied previously, and this project was developed to begin examining the properties of available casting materials that may be useful.

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