



# Surface Measurement

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## Surface Measurement

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2. Background
3. Surface Evaluation, Stylus Method
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## Overview

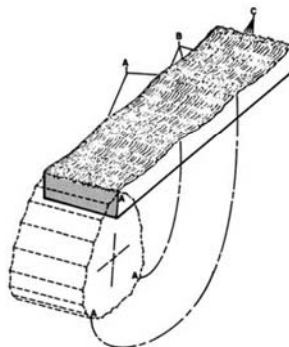
Process	Roughness Average, $R_a$ – Micrometers $\mu m$ (Microinches $\mu in$ )													
	50 (2000)	25 (1000)	12.5 (500)	6.3 (250)	3.2 (125)	1.6 (63)	0.80 (32)	0.40 (16)	0.20 (8)	0.10 (4)	0.05 (2)	0.025 (1)	0.012 (0.5)	
Flame Cutting														
Snagging														
Sawing														
Planing, Shaping														
Drilling														
Chemical Milling														
Elect. Discharge Mach														
Milling														
Broaching														
Reaming														
Electron Beam														
Laser														
Electro-Chemical														
Boring, Turning														
Barrel Finishing														
Electrolytic Grinding														
Roller Burnishing														
Grinding														
Honing														
Electro-Polish														
Polishing														
Lapping														
Superfinishing														
Sand Casting														
Hot Rolling														
Forging														
Perm Mold Casting														
Investment Casting														
Extruding														
Cold Rolling, Drawing														
Die Casting														

The ranges shown above are typical of the processes listed.  
Higher or lower values may be obtained under special conditions.

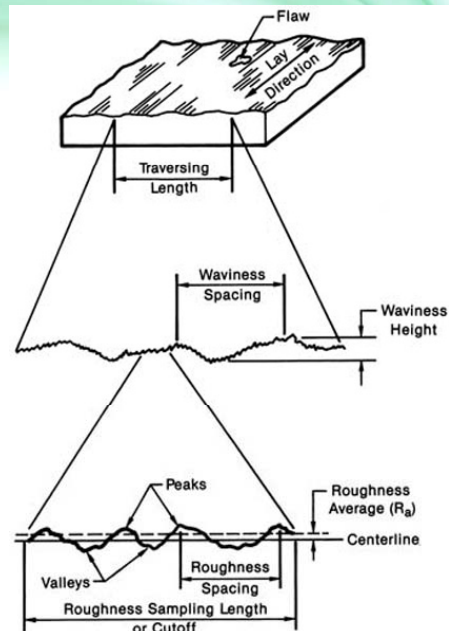
Key:  Average Application  
 Less Frequent Application

## Background

**Surface metrology**, or surface topology, refers to the **geometry and texture of surfaces**. The condition of a surface is defined by its characteristics: surface texture (finish), roundness (a function of geometry), material, hardness, and surface metallurgy. In the United States, ANSI B46.1 (discussed later) creates a practical standard for the geometry and texture only: it does not apply to other surface characteristics.



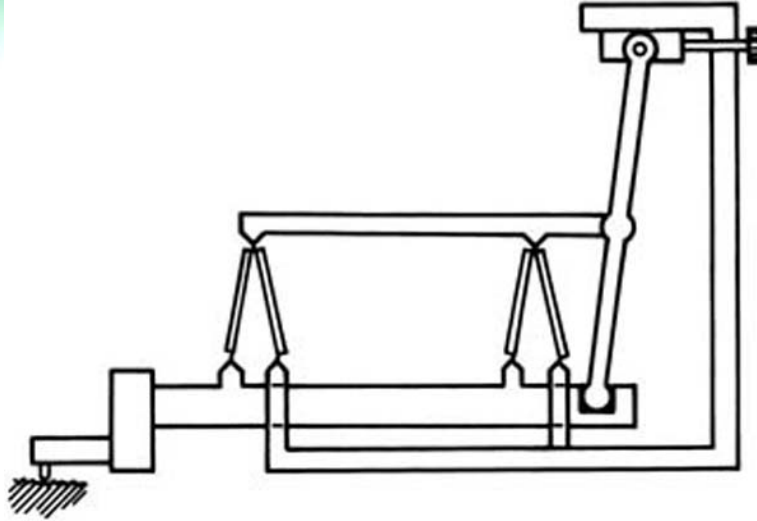
## Background



## Background

Lay Sym- bol	Meaning	Example Showing Direction of Tool Marks
—	Lay approximately parallel to the line representing the surface to which the symbol is applied.	
⊥	Lay approximately perpendicular to the line representing the surface to which the symbol is applied.	
X	Lay angular in both directions to line representing the surface to which the symbol is applied.	
M	Lay multidirectional.	
C	Lay approximately circular relative to the center of the surface to which the symbol is applied.	
R	Lay approximately radial relative to the center of the surface to which the symbol is applied.	
P <sup>3</sup>	Lay particulate, non-directional, or protuberant.	

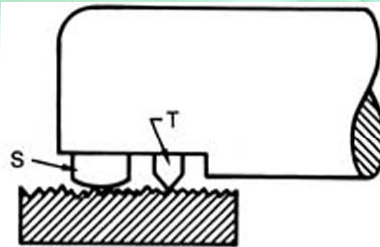
## Surface Evaluation, Stylus Method



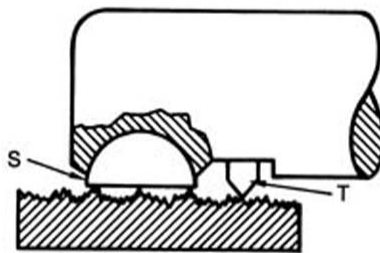
## Surface Evaluation, Stylus Method



## Surface Evaluation, Stylus Method

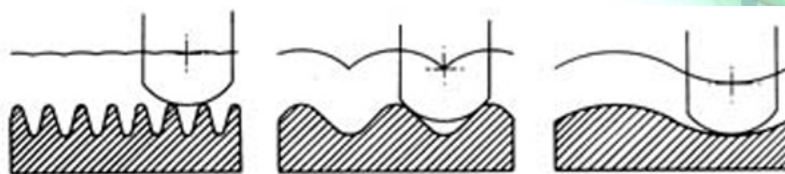


A. Skid



B. Shoe

## Surface Evaluation, Stylus Method

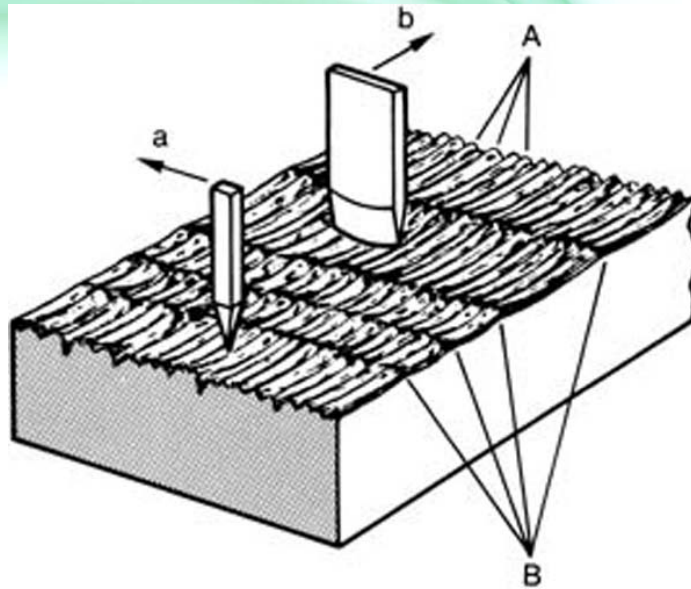


A

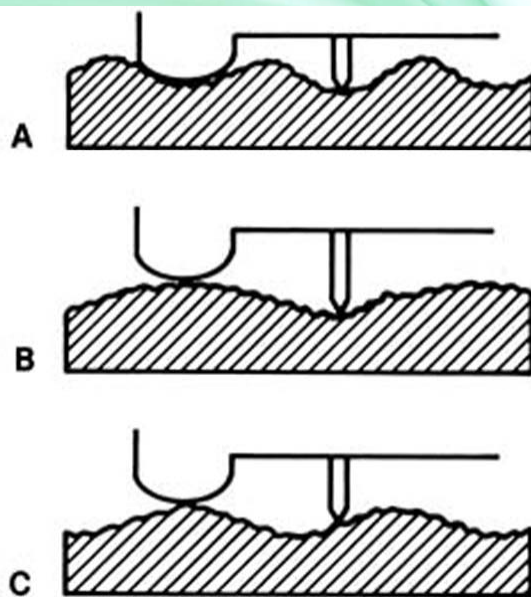
B

C

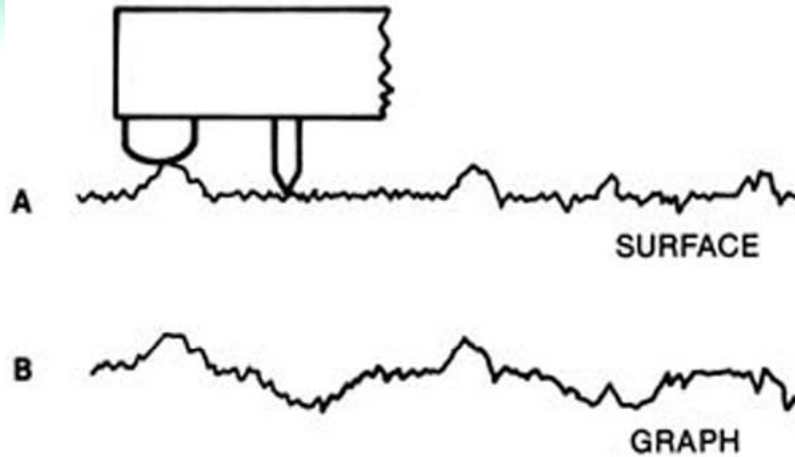
## Surface Evaluation, Stylus Method



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## Surface Evaluation, Stylus Method



## Numerical Values for Assessment

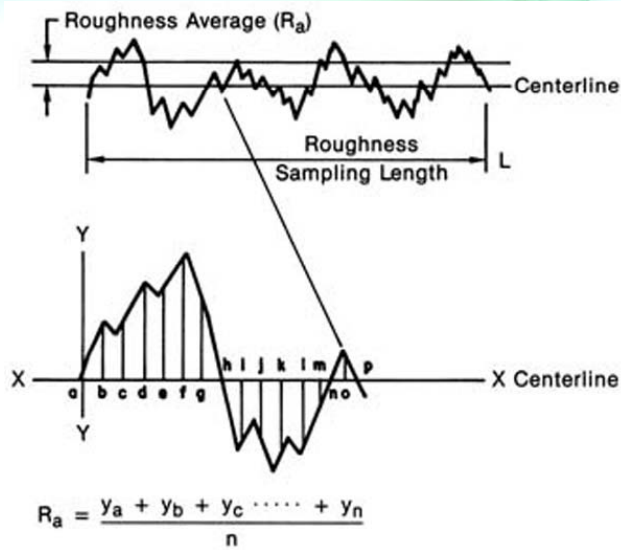


A surface texture standard, like all standards, ensures that various observers, using various instruments under a wide range of conditions all produce nearly the same values. They can never be exactly the same; but they must be close enough to result in a device that can be affordably manufactured and maintained. A standard attempts to identify all the variables and give them limits in relationship to the uses they will have. These variables, included in ANSI B46.1 include:

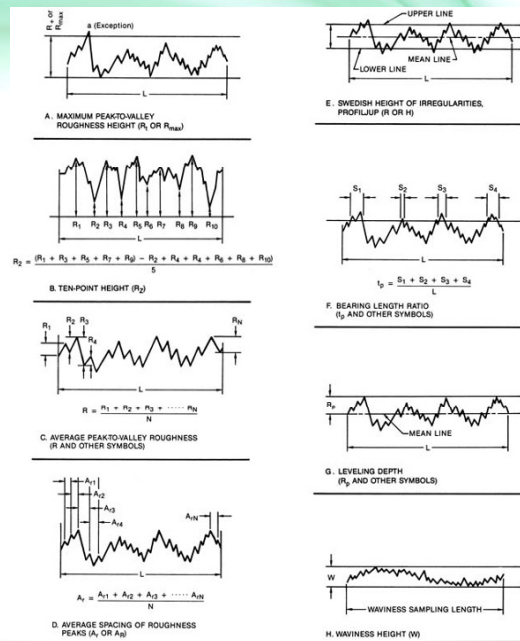
1. Identification of surface characteristics
2. Establishment of nonambiguous terminology
3. Tracer head characteristics
  - Stylus form, force, support
  - Skid form, support
4. Traversing length
5. Instrument characteristics
  - Response time
  - Cutoff lengths
  - Attenuation rate
  - Display of readings
6. Specimens
  - Precision for calibration
  - Roughness comparison

## Numerical Values for Assessment

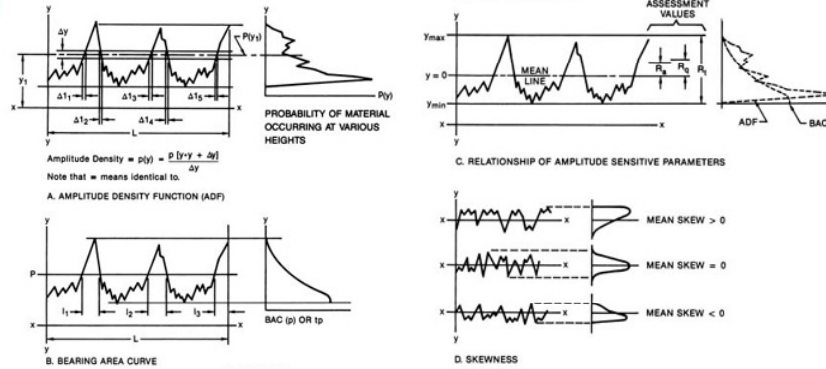
### Arithmetic Average Roughness ( $R_a$ )



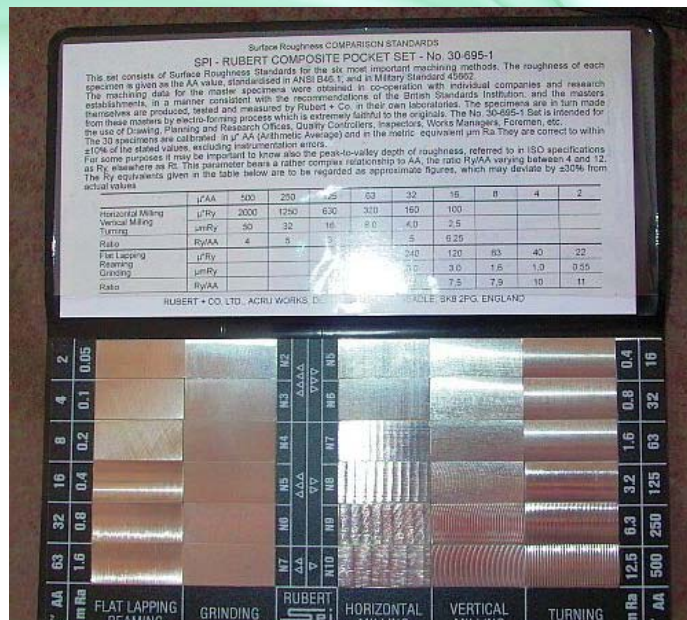
## Numerical Values for Assessment



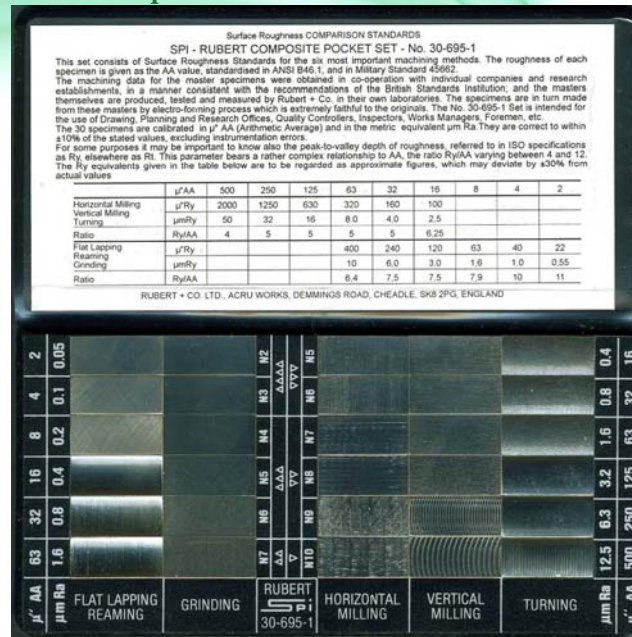
## Numerical Values for Assessment



## Surface Texture Specimens



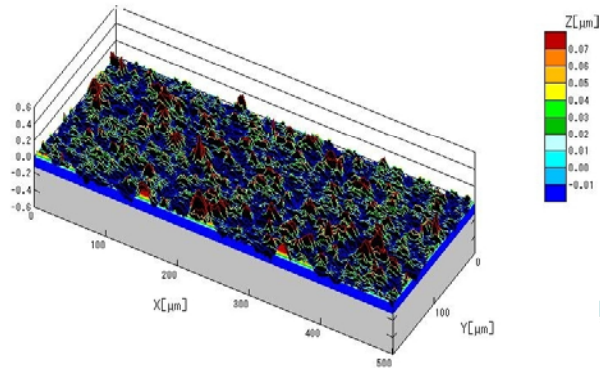
## Surface Texture Specimens



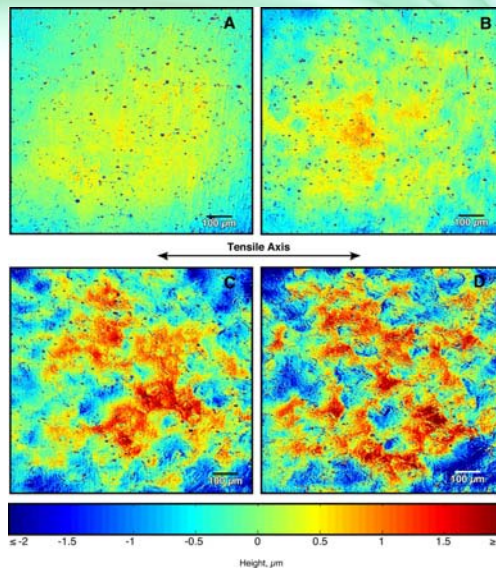
## Surface Evaluation, Other Methods



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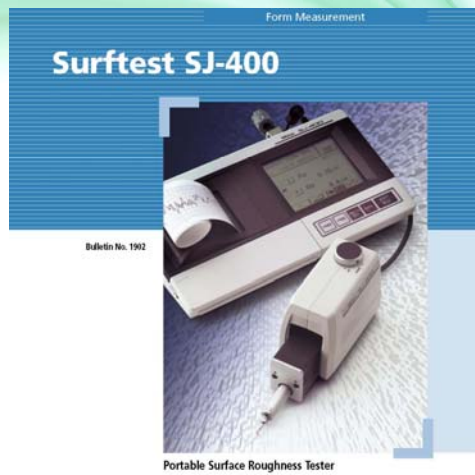
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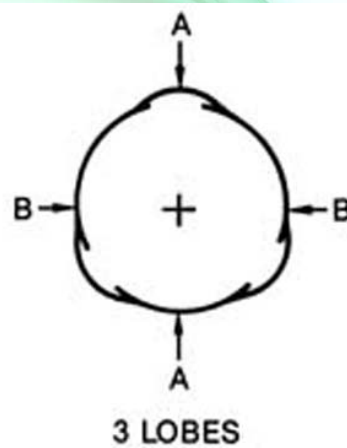
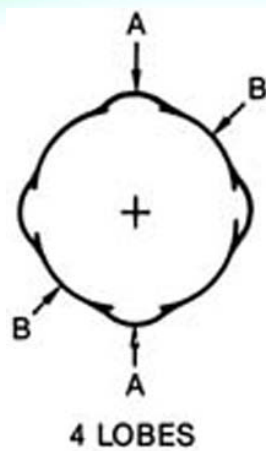


Mitutoyo

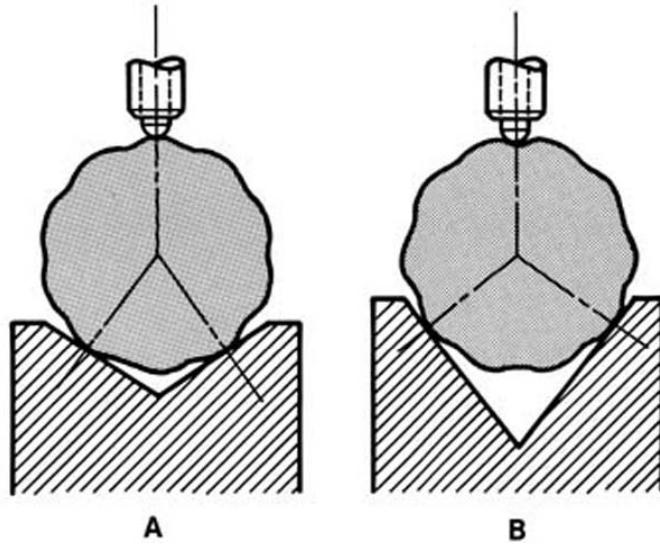
## Surface Evaluation, Other Methods



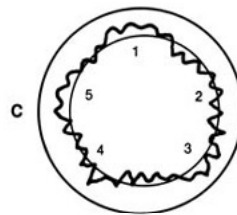
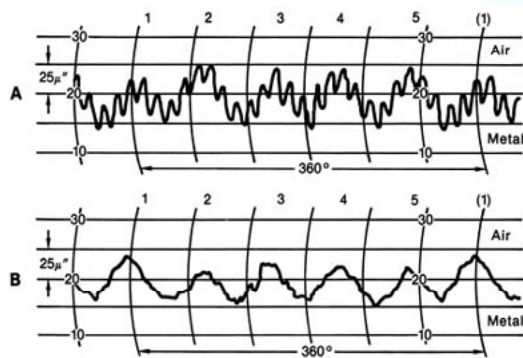
## Roundness



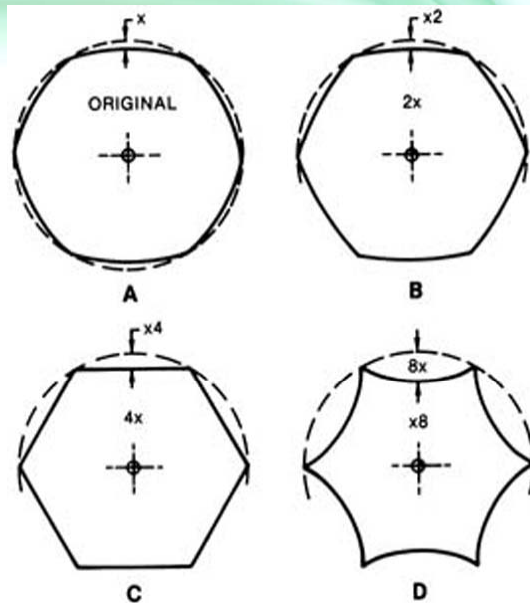
## Roundness



## Roundness



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## References

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