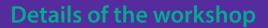
Additive Manufacturing for Aerospace Workshop

10 April 2018

BAWA Centre, Bristol, UK



This workshop, organised by the Aerospace Committee of BINDT, will present current research and developments in NDT for additive manufactured (AM) parts that is being undertaken to support their introduction and use in the aerospace sector.

The aim of the workshop is to inform delegates of some of the NDT activities on-going in this area, from *in-situ* process monitoring through to as-built components, and provide an insight into the direction of future research.

This workshop will also include a panel session providing the opportunity to discuss and debate some of the key research challenges that AM parts pose to NDT and what success in this area may look like for the aerospace NDT sector.





i or registration, pieuse	complete the following	om and send to th	c addices below.	
Name:				
Company:				
Address:				
		Postcode:		
Tel:		Fax:		
Email:				
Method of payment:	Company order 🗖		Cheque 🗖	Other 🗖
BINDT Member: Y/N	NDT Level 2: Y/N			
Midsummer House, Riv	nd Events Department, Terside Way, Northampto 0; Fax: +44 (0)1604 43830	n NN1 5NX, UK.		<i>3</i> ,

Event Information

DATE AND TIME

Tuesday 10 April 2018

08.30-09.00	Registration		
09.00-09.15	Welcome		
09.15-10.30	Presentations		
10.30-11.00	Tea/Coffee break		
11.00-12.15	Presentations		
12.15-13.15	Lunch		
13.15-15.00	Presentations		
15.00-15.15	Tea/Coffee break		
15.30-17.00	Tour		

VENUE

The workshop will take place at the BAWA Centre, 589 Southmead Road, Filton, Bristol BS34 7RG.

ATTENDANCE FEE

The attendance fee is £65.00 + VAT.

This fee covers attendance at the workshop, lunch, other refreshments and a tour at Aerospace Bristol.

The visit to the Aerospace Bristol museum from 15.30-17.00 includes an exclusive highlights tour, which will last for approximately one hour and includes 'priority boarding' onto Concorde.

Discounts:

BINDT Members*: £10.00 discount.

NDT Level 2s*: £15.00 discount.

*Only one discount will apply.

PCN & CPD POINTS APPLY











