

Escalator

8E

2016022533 조강찬

2016027683 권미영

01

팀 명 소개
주제 선정 이유

02

제작과정

03

어려웠던 점

01

팀 명 소개

8

88계단

E

Escalator



88계단이 에스컬레이터로 바뀌길 바라는 마음을 담아
88계단의 8과 Escalator의 E를 따서 8E라고 지었습니다.

01

주제 선정 이유

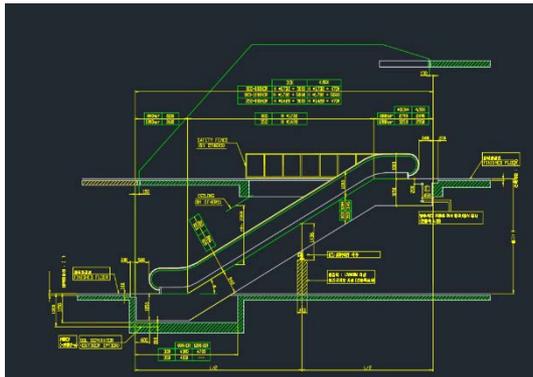


1. 일상 생활에서 쉽게 찾을 수 있는 사물 중 DMU Kinematics를 표현할 수 있다.
2. 곡선이 있어서 Generative Shape Design을 사용하기 좋다
3. 평소에 에스컬레이터 구조가 궁금해서 알아보려고 하였다.

02

제작과정 -참고자료

도면

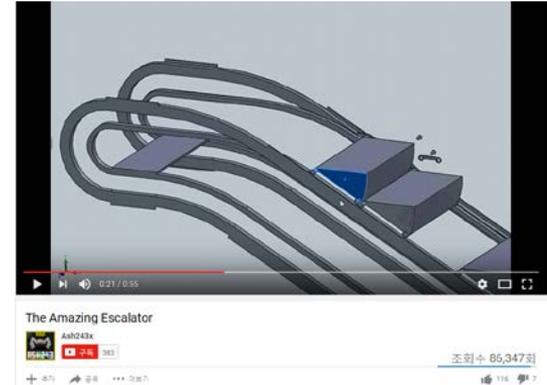


티센크루프엘리베이터 코리아

You Tube



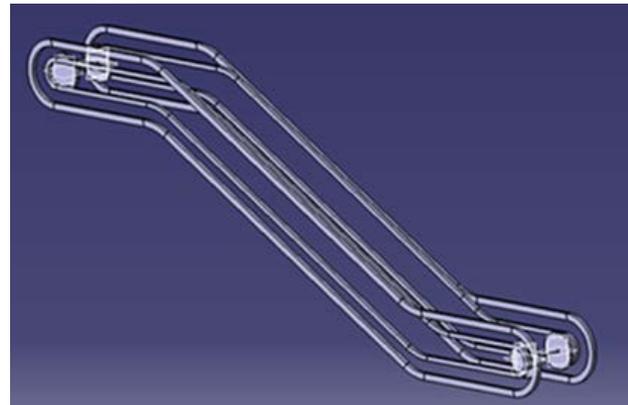
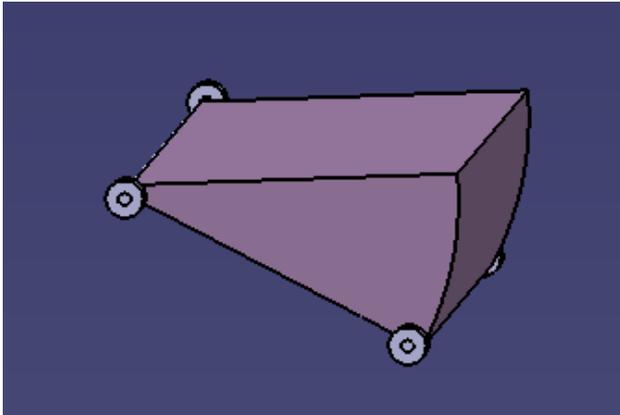
<https://www.youtube.com/watch?v=5R6siRrNmYQ>



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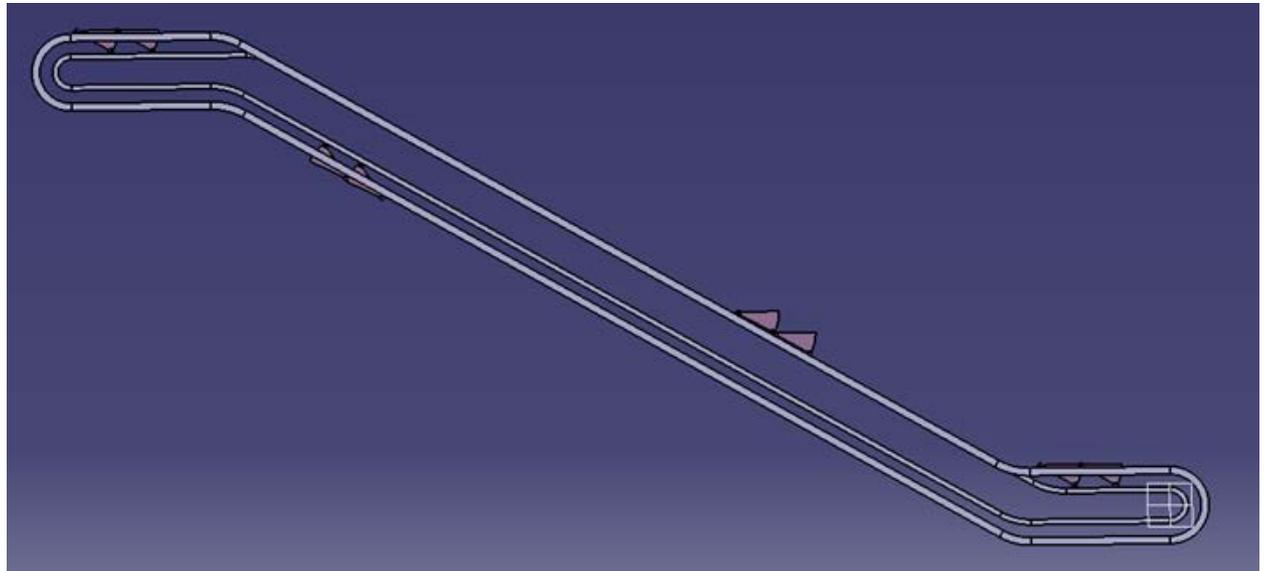
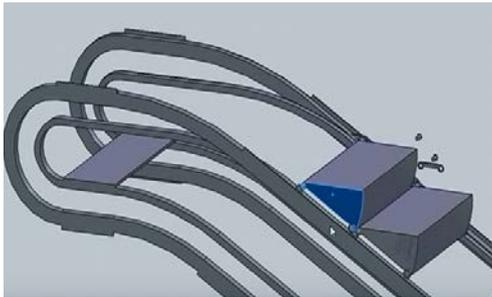
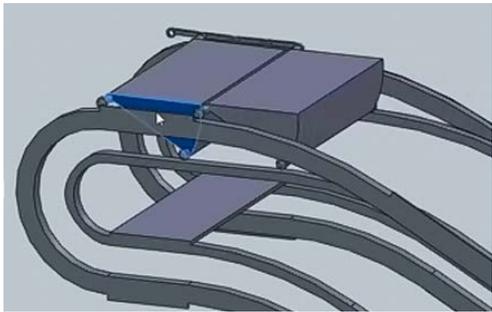
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제작과정



02

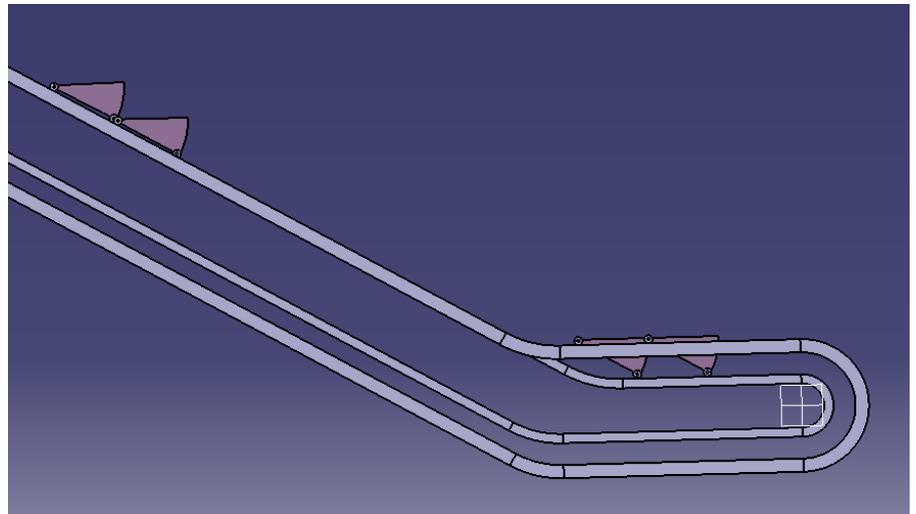
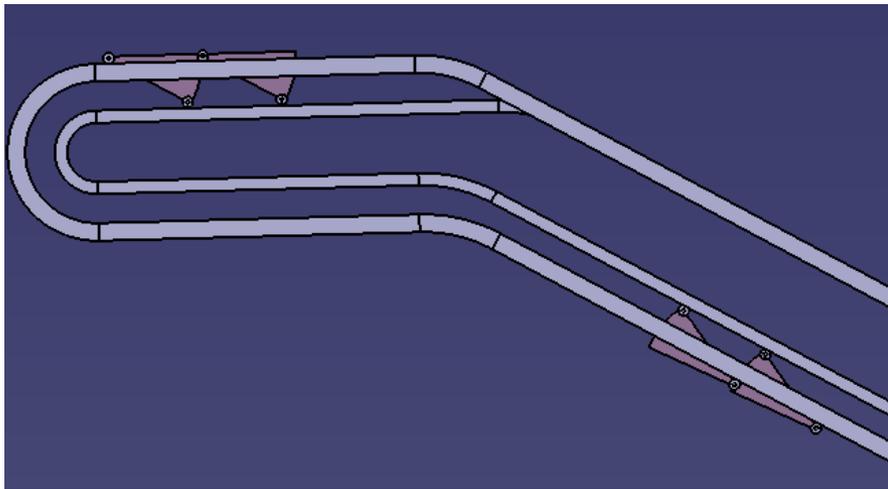
제작과정



You Tube 참고자료

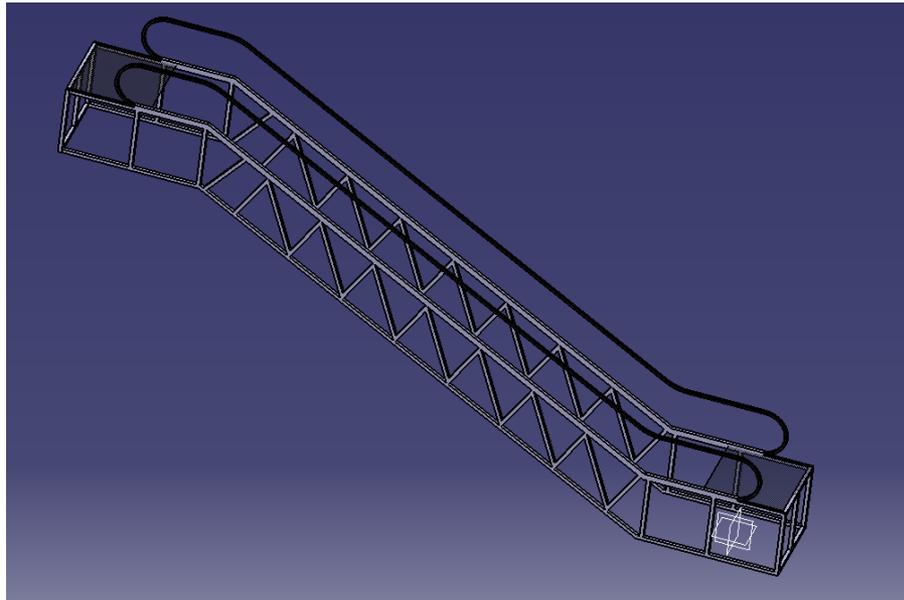
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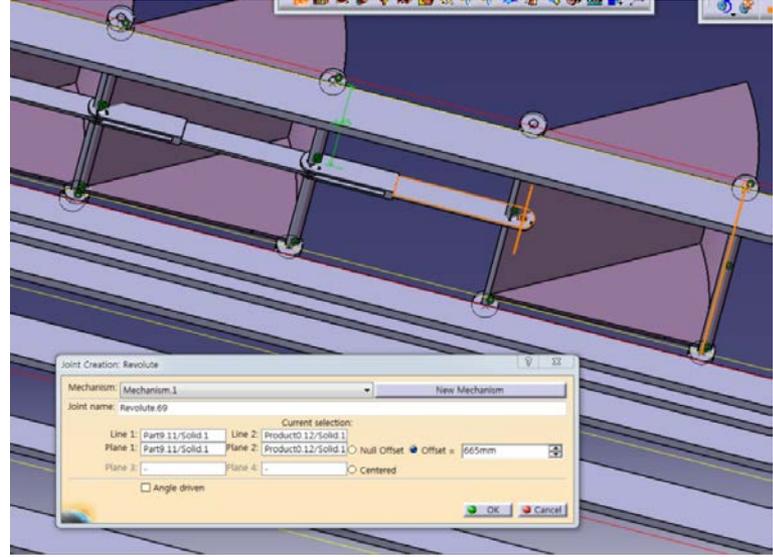
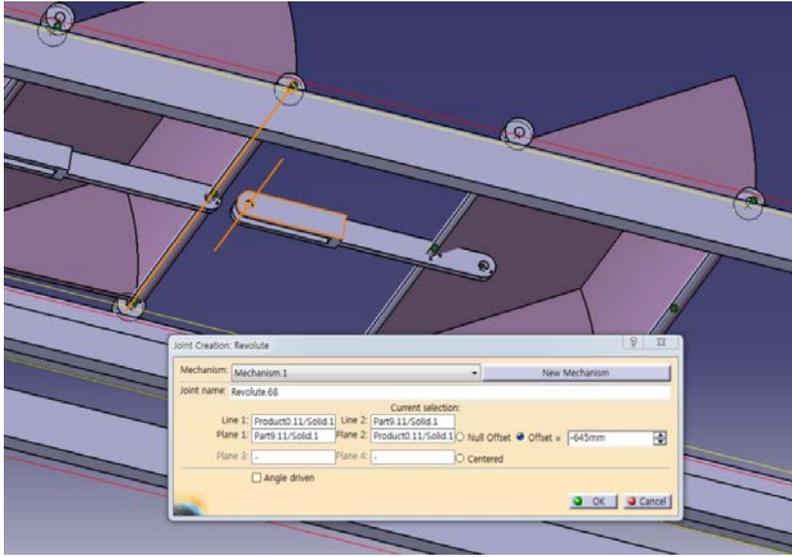
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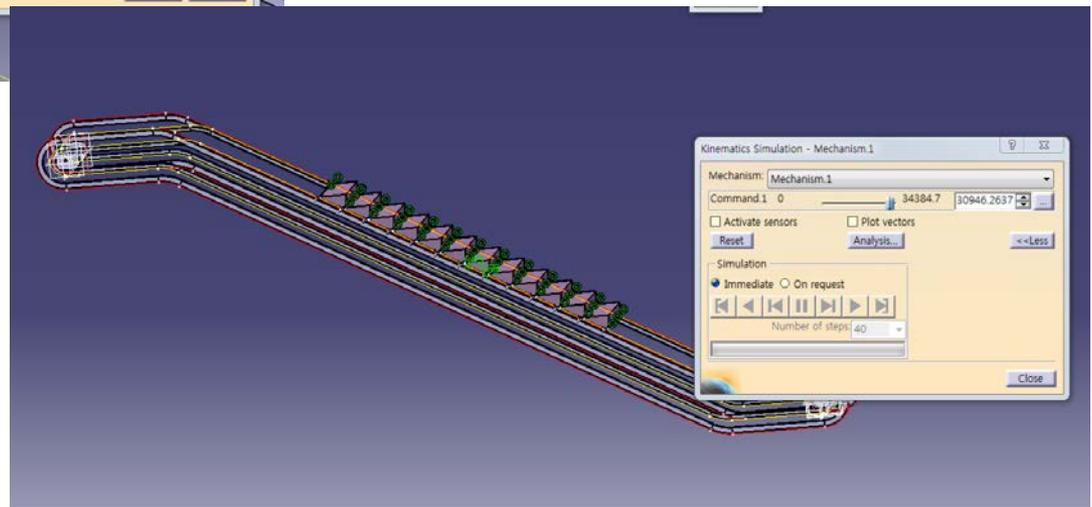
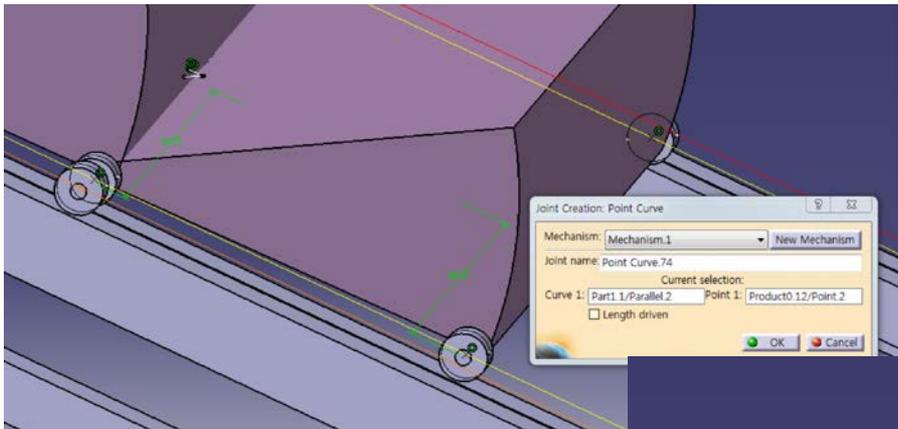
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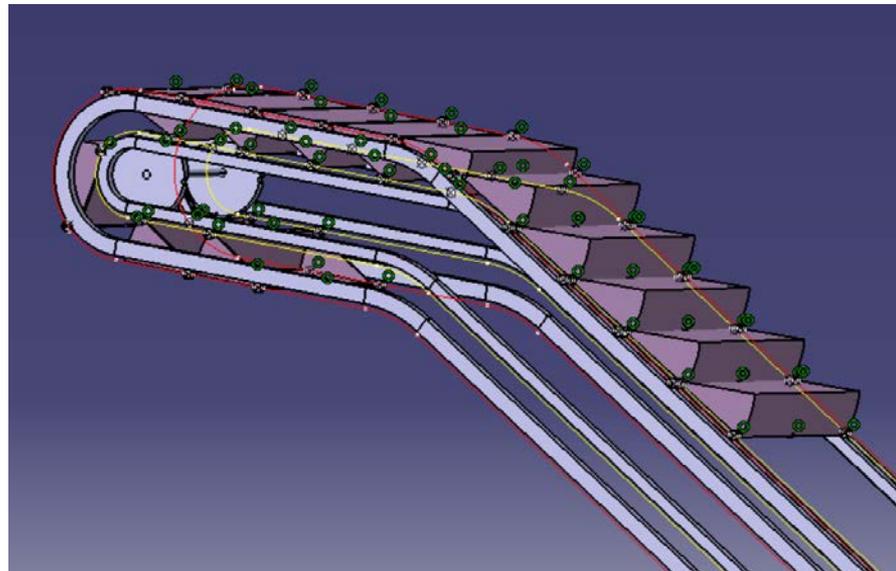
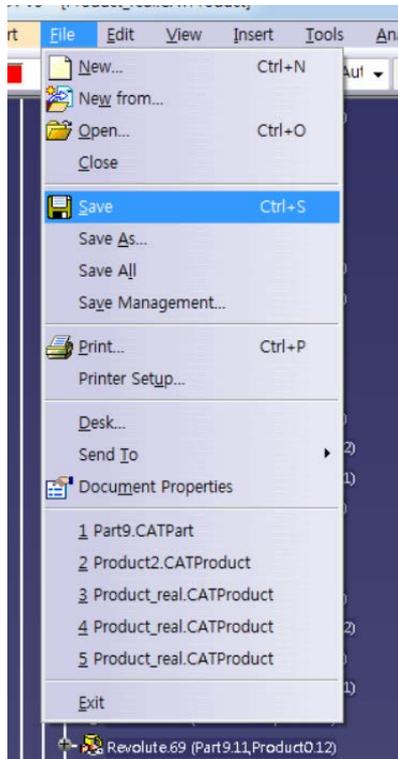
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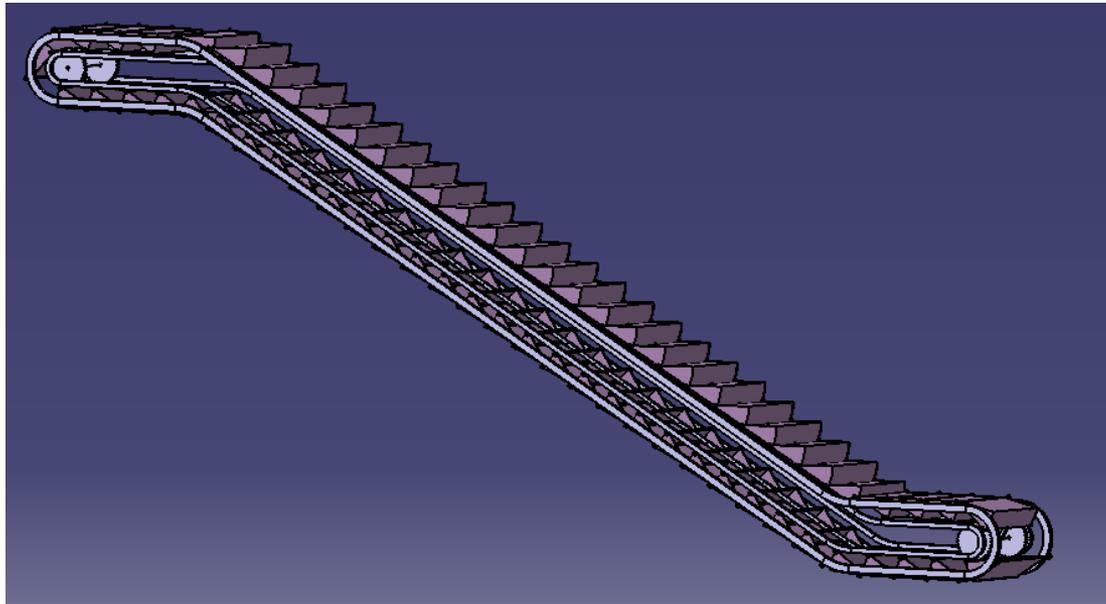
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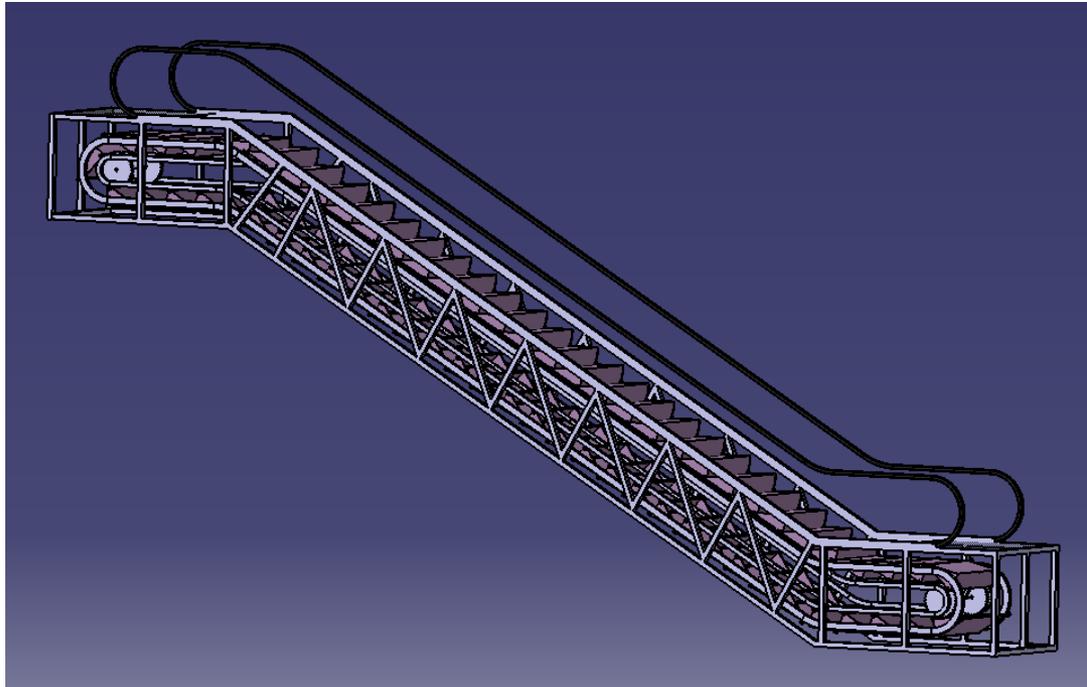
02

제작과정



02

제작과정



03

어려웠던 점

1. 자세한 도면이 없어서 규격을 맞추는 것이 힘들었다.
2. 작동원리를 파악하는데 어려움이 있었다.
3. DMU Kinematics의 반복작업을 진행하는 것이 힘들었다.
4. Product에 조인트가 많아 프로그램 내에 연산하는데 렉이 많이 걸렸다.

Thank you!