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주제 선정 배경

거시적



Mechanism between products

미시적



Mechanism inside Machine

주제 선정 배경

1. Machine 안에서 일어나는 움직임들이 직관적
2. 실생활에서 많이 접할 수 있는 Machine
3. 재미



손
맛

01

모델링 계획

01. 모델링 계획

작동 원리 분석

지폐를 넣음 → 조이스틱 동작 → 집게 sync → 상품을 집음
→ 집게가 돌아옴 → 상품을 떨어뜨림 → 입구로 상품이 나옴



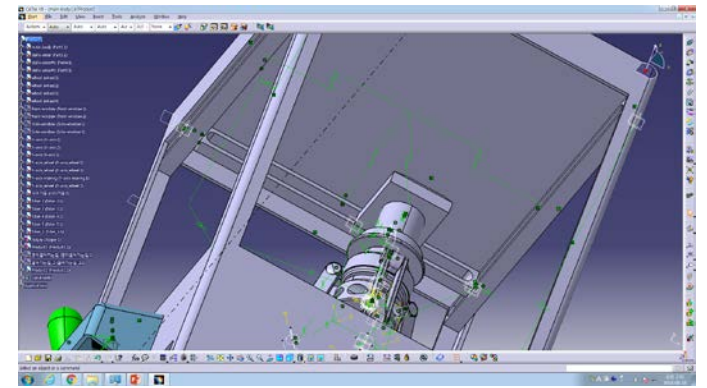
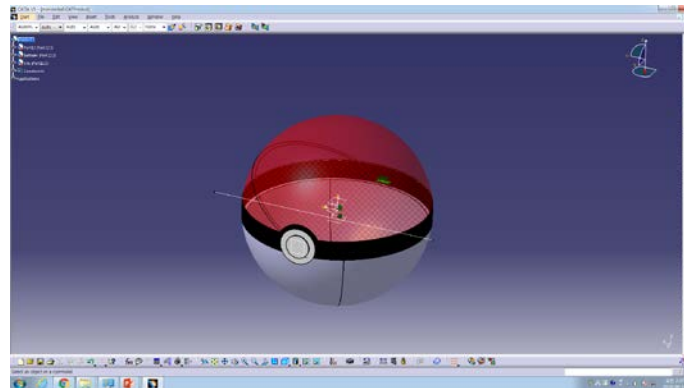
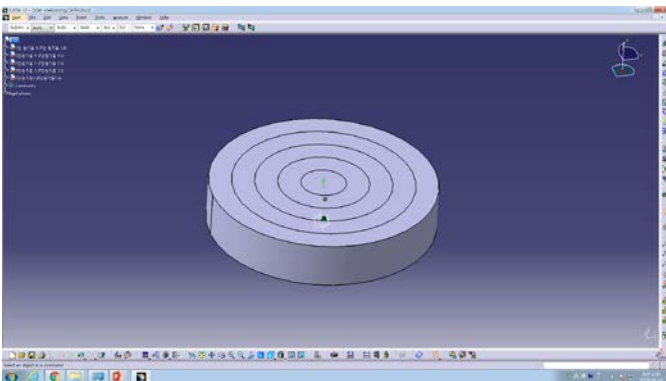
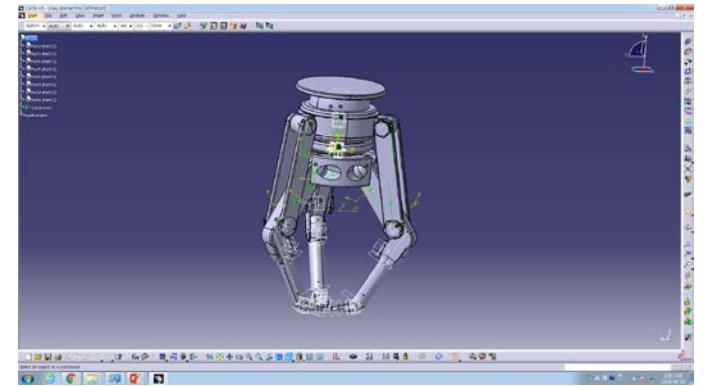
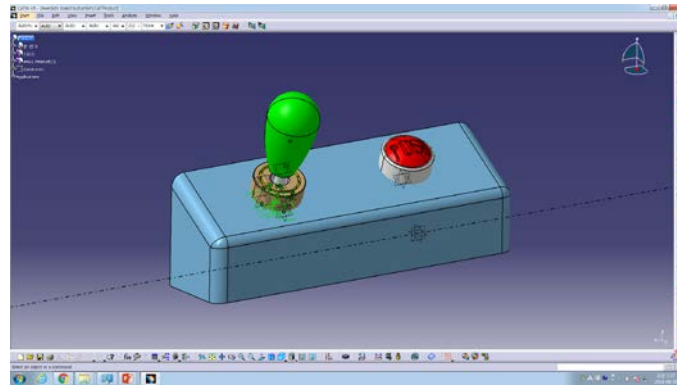
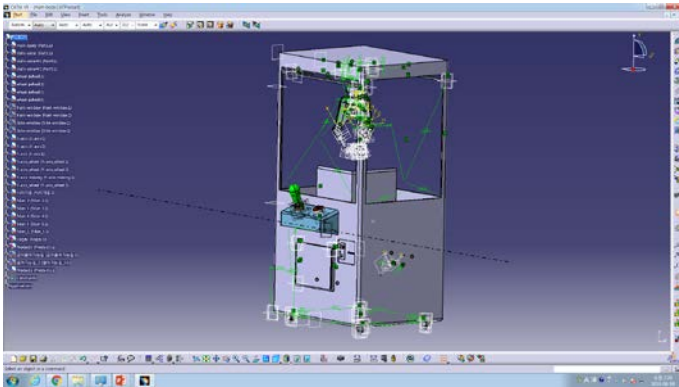
Claw Science: How Claw Machine Claws Work

출처: youtube

<https://www.youtube.com/watch?v=rqVrjp7DnXo>

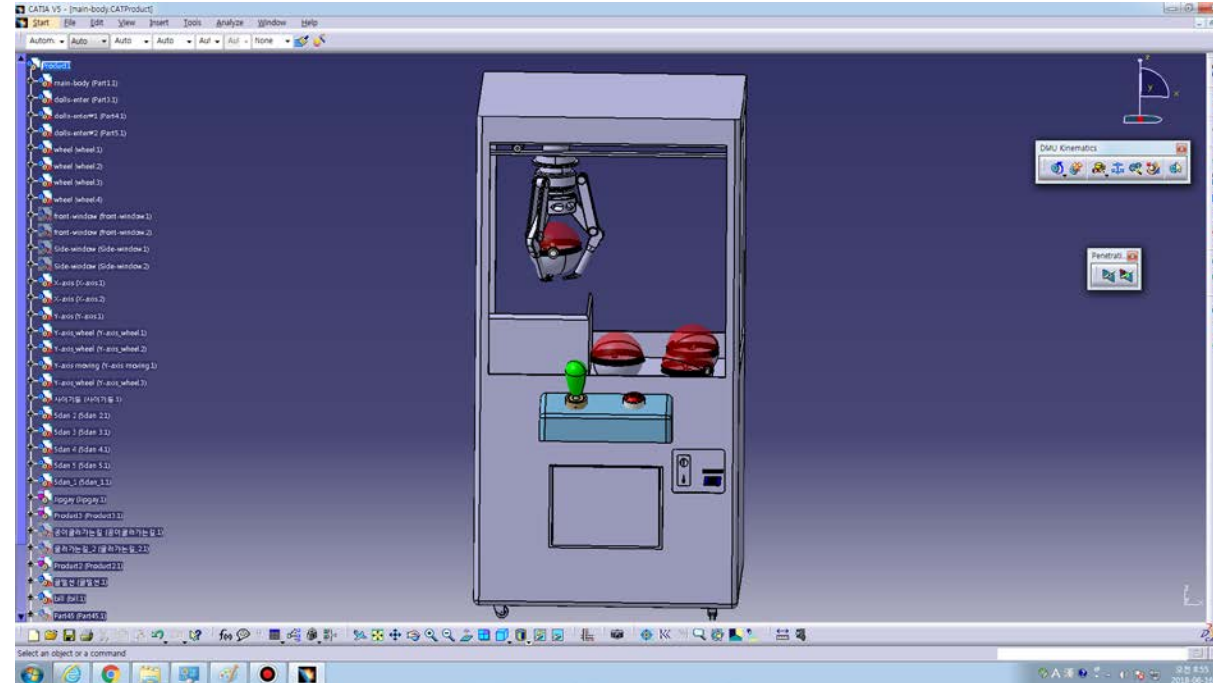
01. 모델링 계획

Part / Product 분할



01. 모델링 계획

Assembly / Kinematics



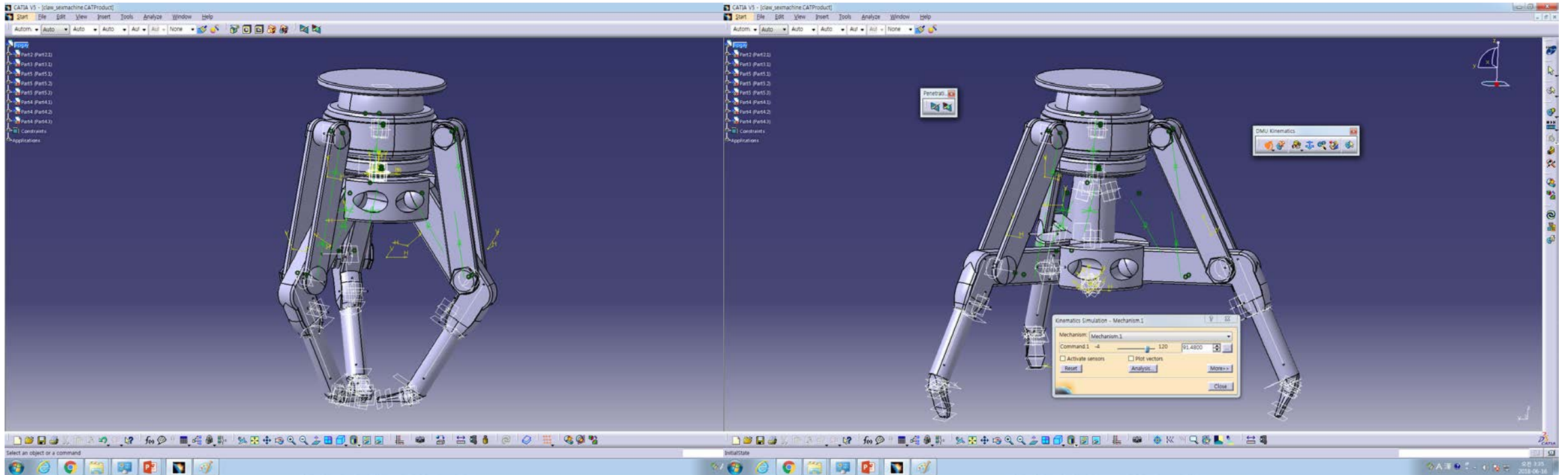
하나로 종합해서 서로 간섭이 없게 Kinematics를 준다.

02

모델링 과정

02. 모델링 과정

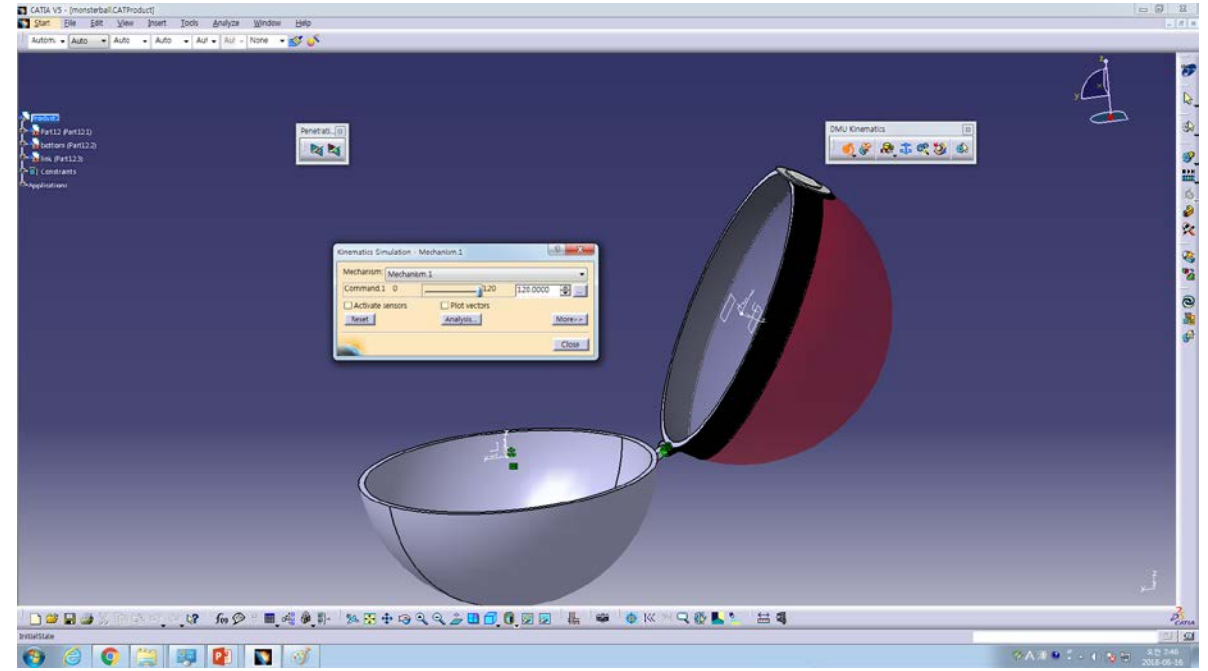
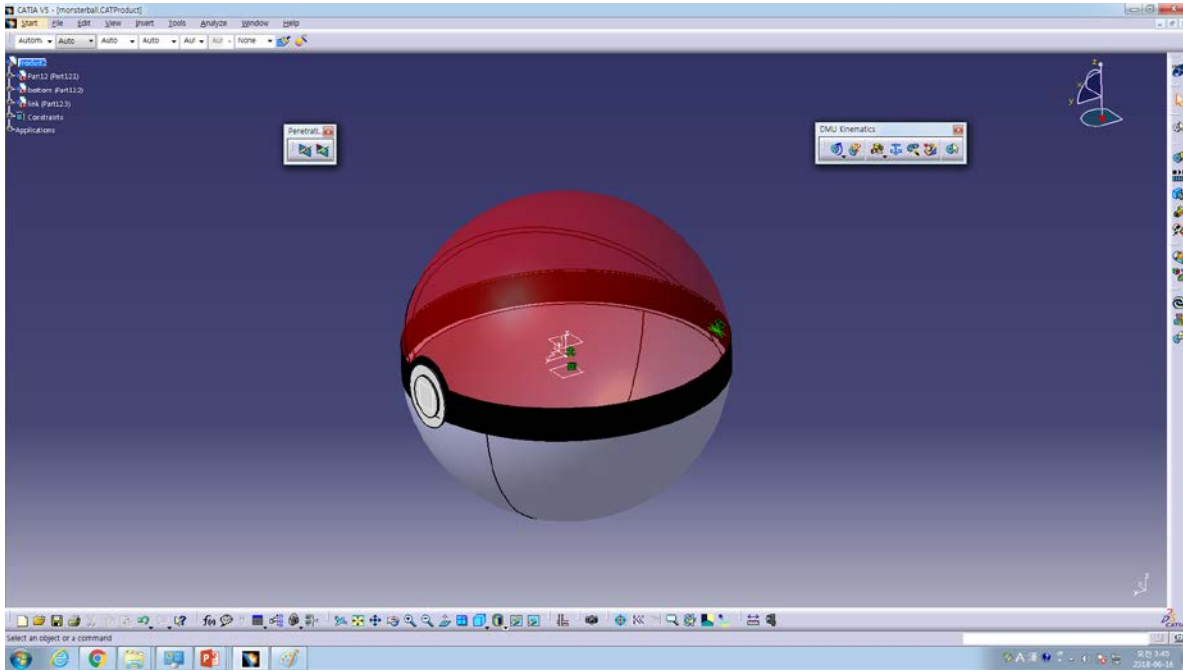
배범진



파트끼리 간섭 없는 설계

02. 모델링 과정

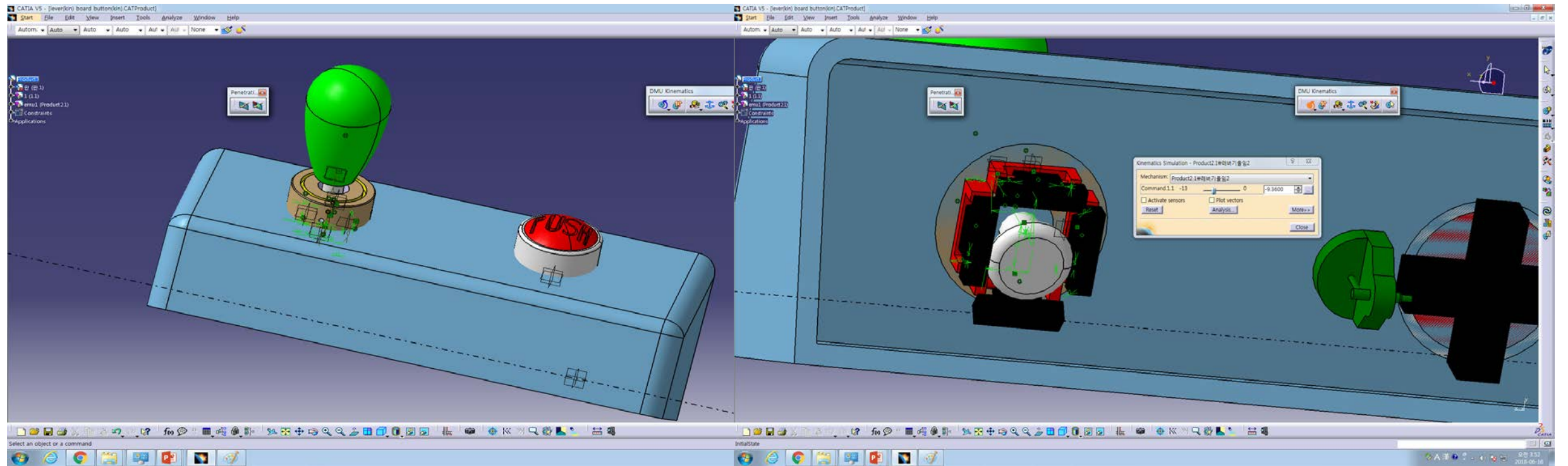
배범진



집게와 접할 때 간섭이 없는 Joint

02. 모델링 과정

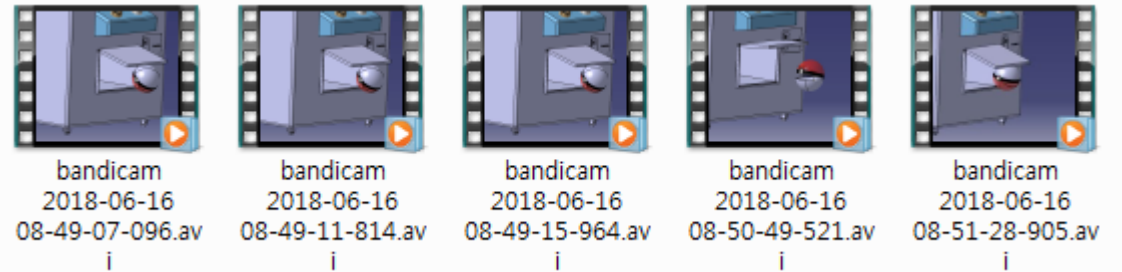
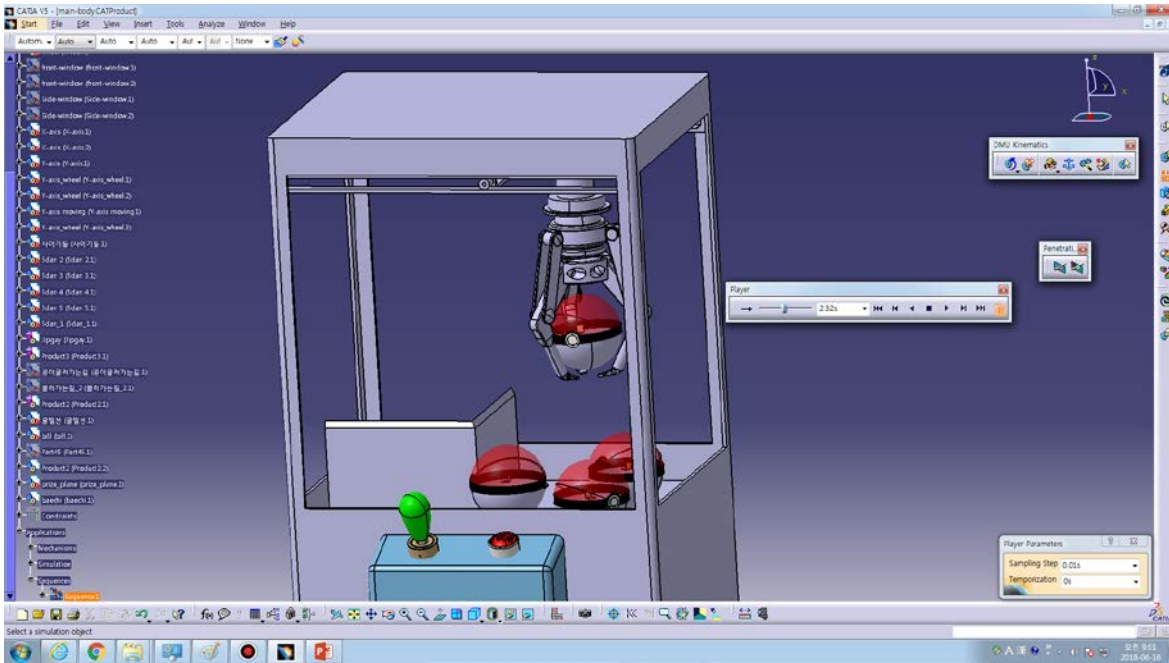
오세찬



레버와 센서의 수직적인 구속

02. 모델링 과정

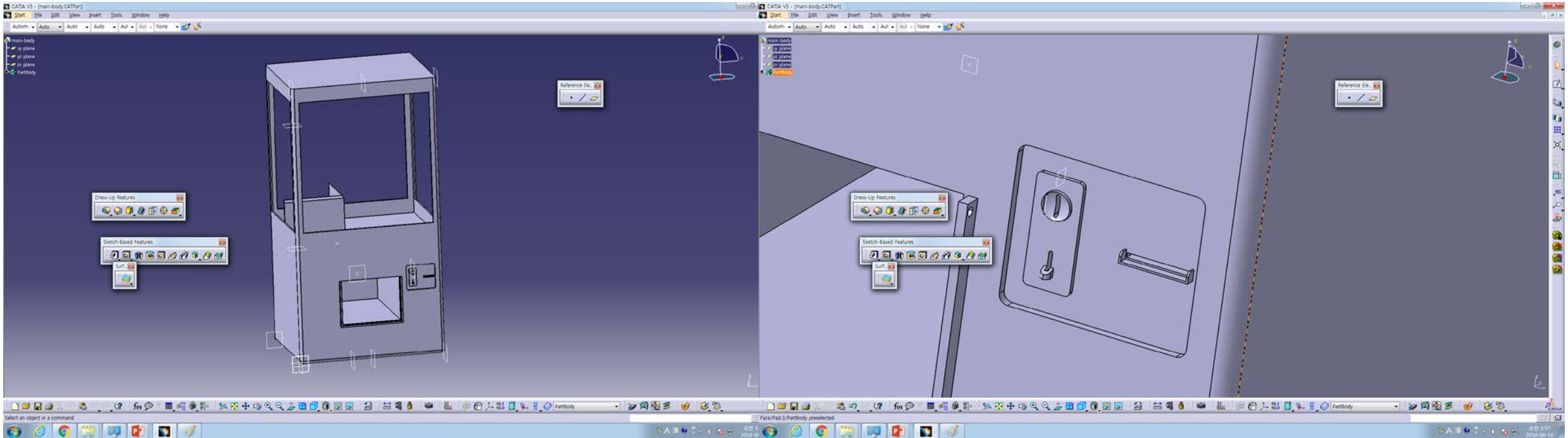
오세찬



많은 시뮬레이션들 연결해 Sequence화

02. 모델링 과정

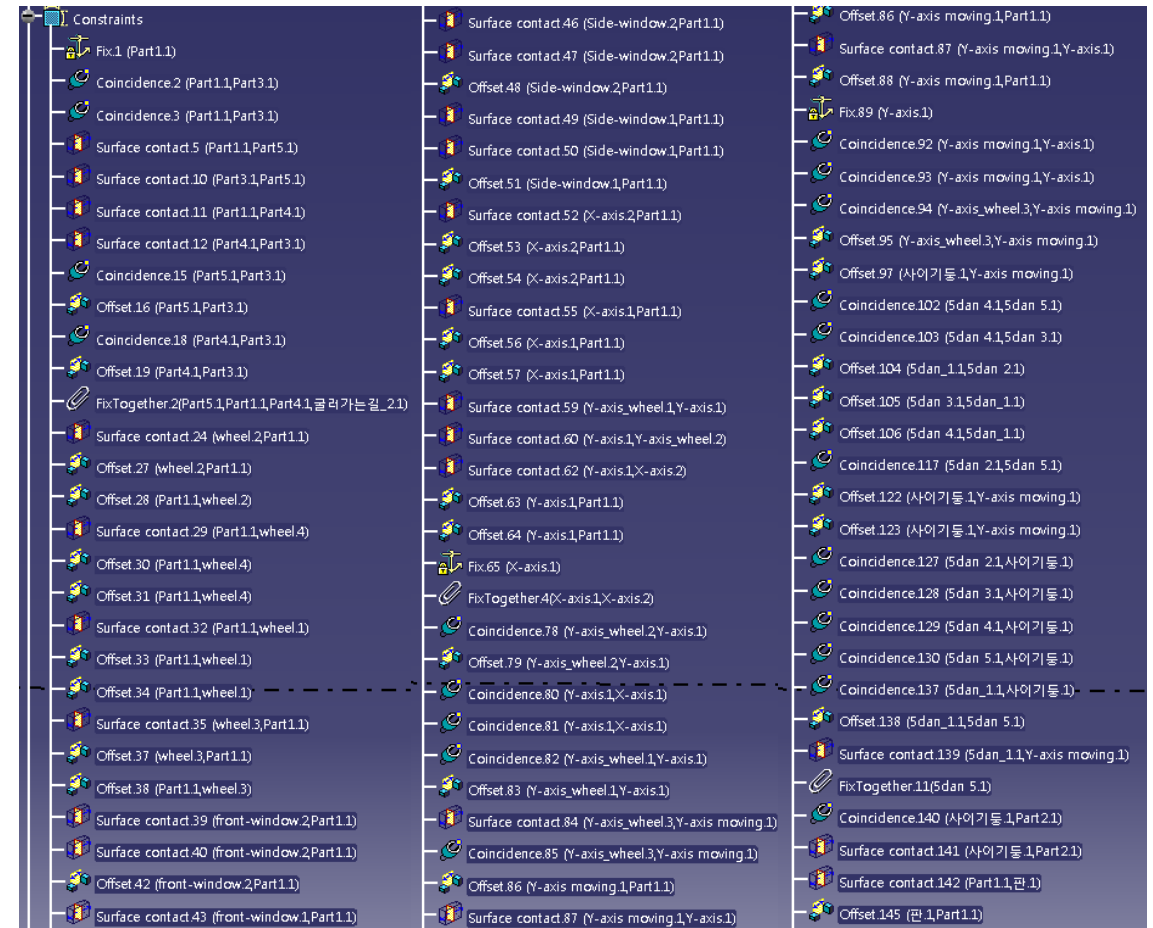
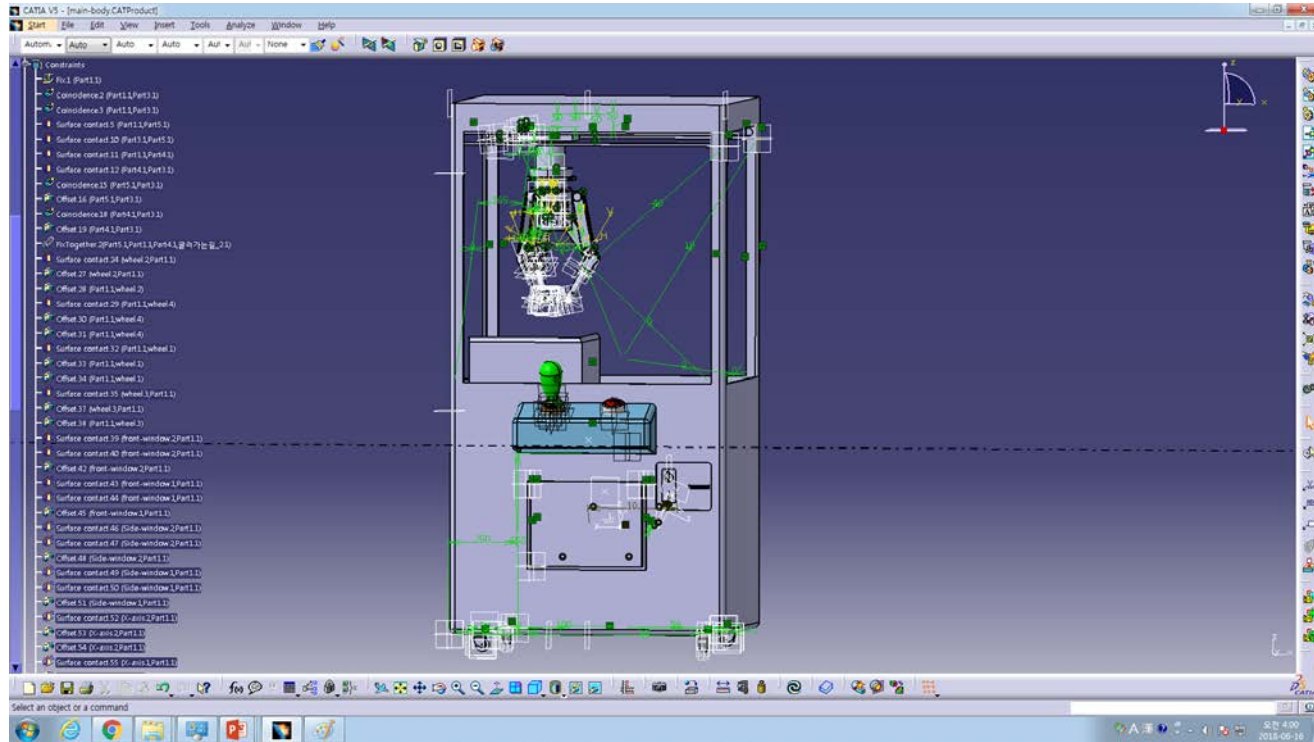
김준환



현실 반영 수치 & 수정이 용이한 프레임

02. 모델링 과정

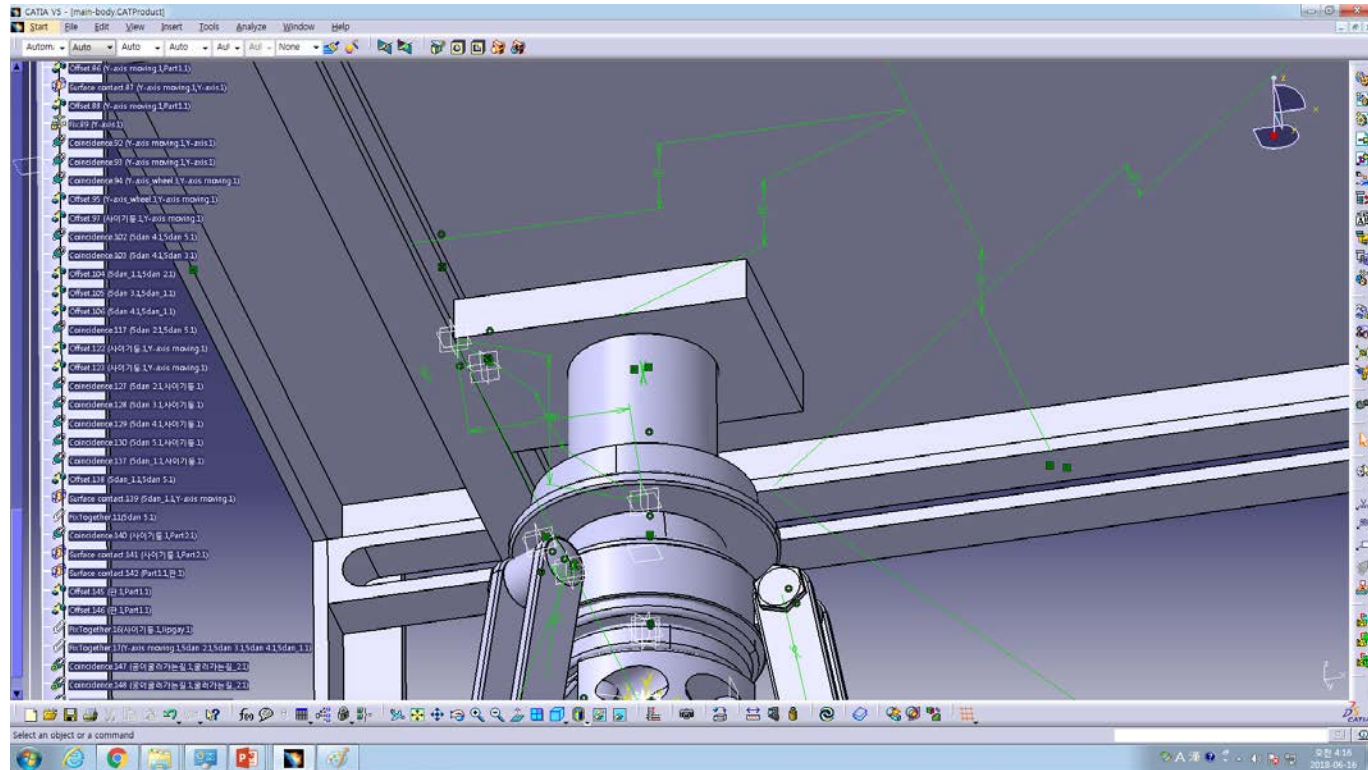
김준환



수많은 Part & Product의 구속

02. 모델링 과정

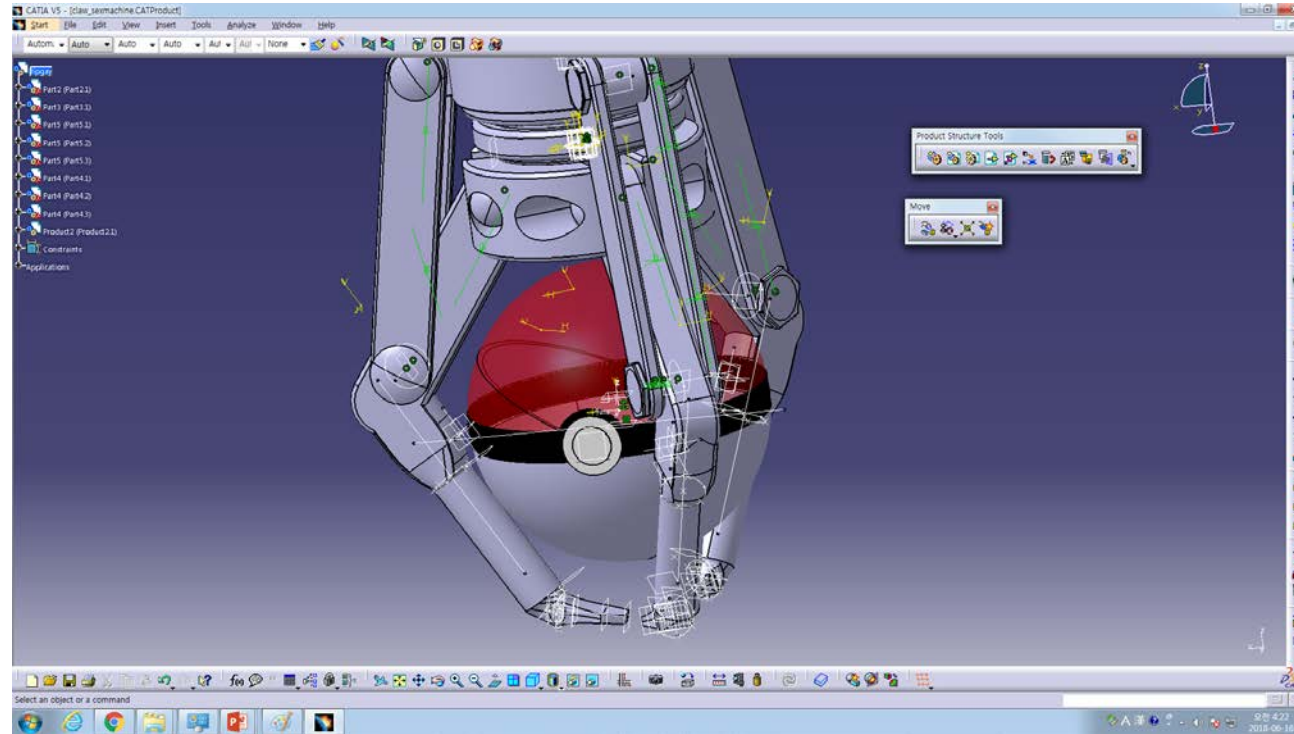
어려움



Machine의 x, y축 움직임

02. 모델링 과정

어려움



Machine의 z축 움직임

03

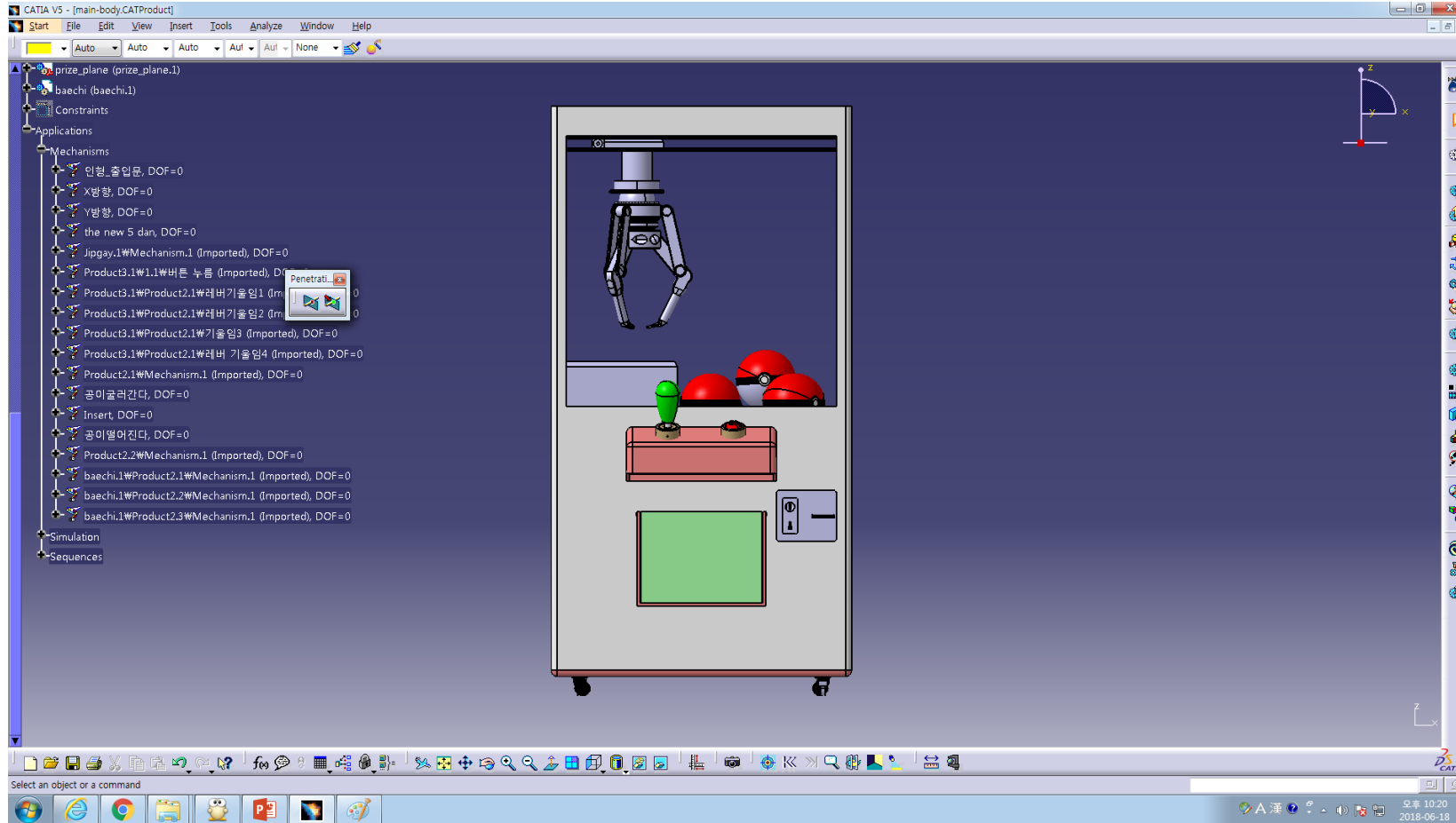
동영상 발표

03. 동영상 발표

Youtube 동영상

<https://www.youtube.com/watch?v=pWjDzzyFPZ8>

04. 최종모델





Thank you

손맛