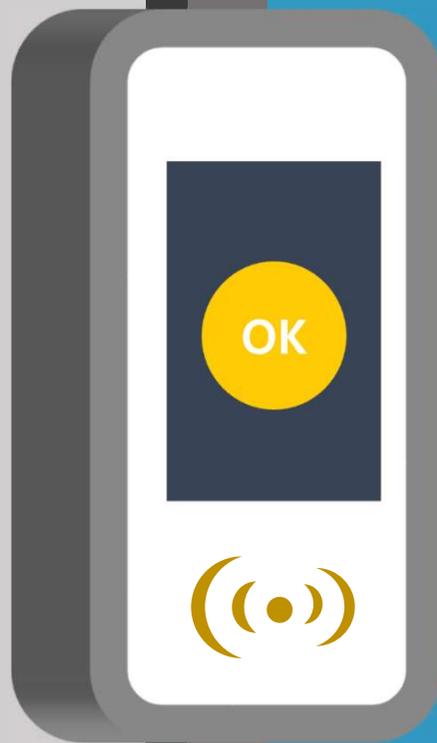


미자공 교통공사

2018016253 홍영진

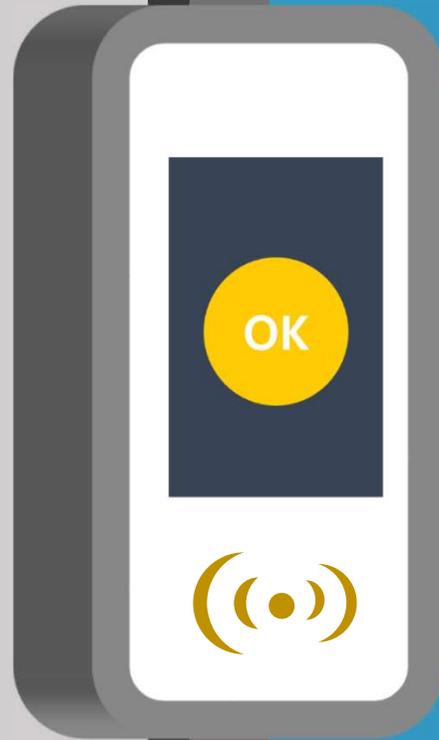
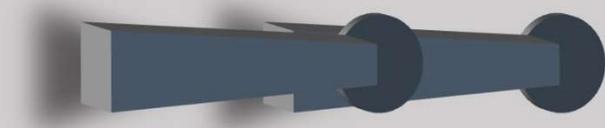
2018004584 임정빈



미자공 교통공사

2018016253 홍영진

2018004584 임정빈



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4. 제작 과정 중 어려웠던 점
5. Q&A

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2. 설계 과정

3. DMU KINEMATICS 구현

4. 제작 과정 중 어려웠던 점

5. Q&A

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1. 주제 및 팀명 선정 이유

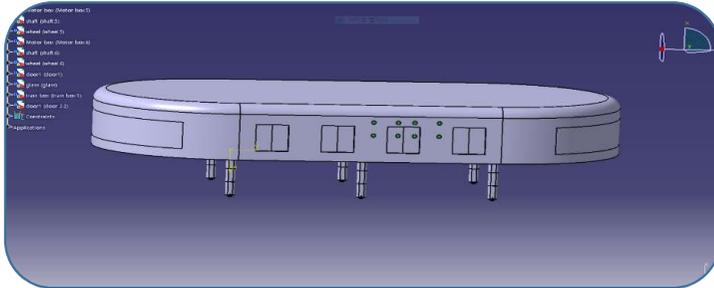
- 과 소속감 + 주제의 콜라보레이션
- 미래 교통수단으로써 실현 가능성 높음
 - 다양한 DMU KINEMATIC
 - 다양한 설정 상황 가능

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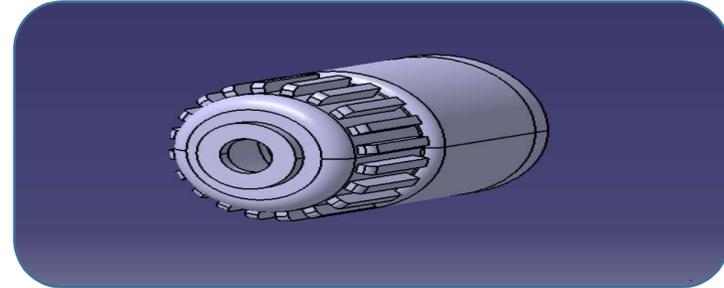


2. 설계 과정

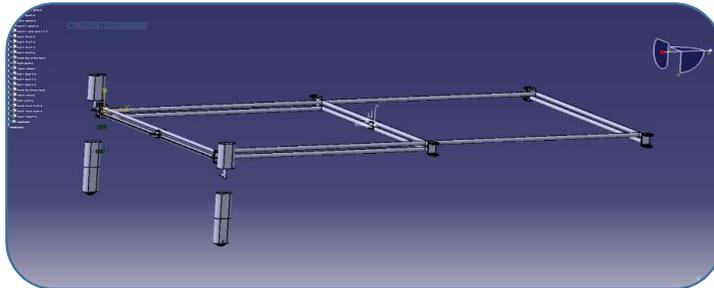
1) Body



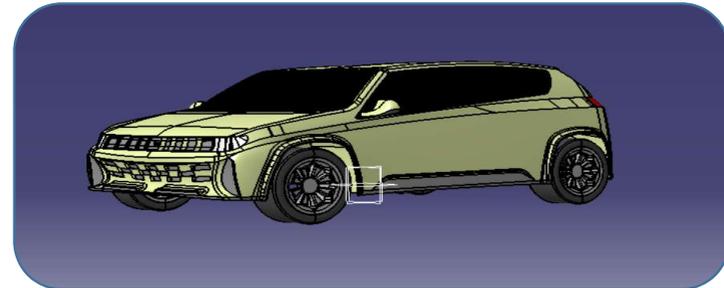
2) Power train



3) Steering

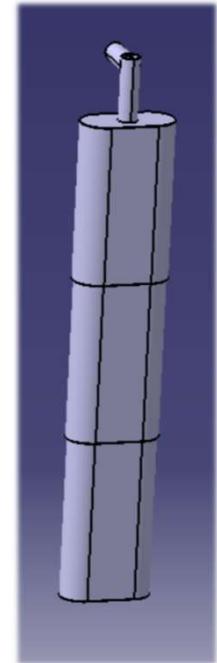
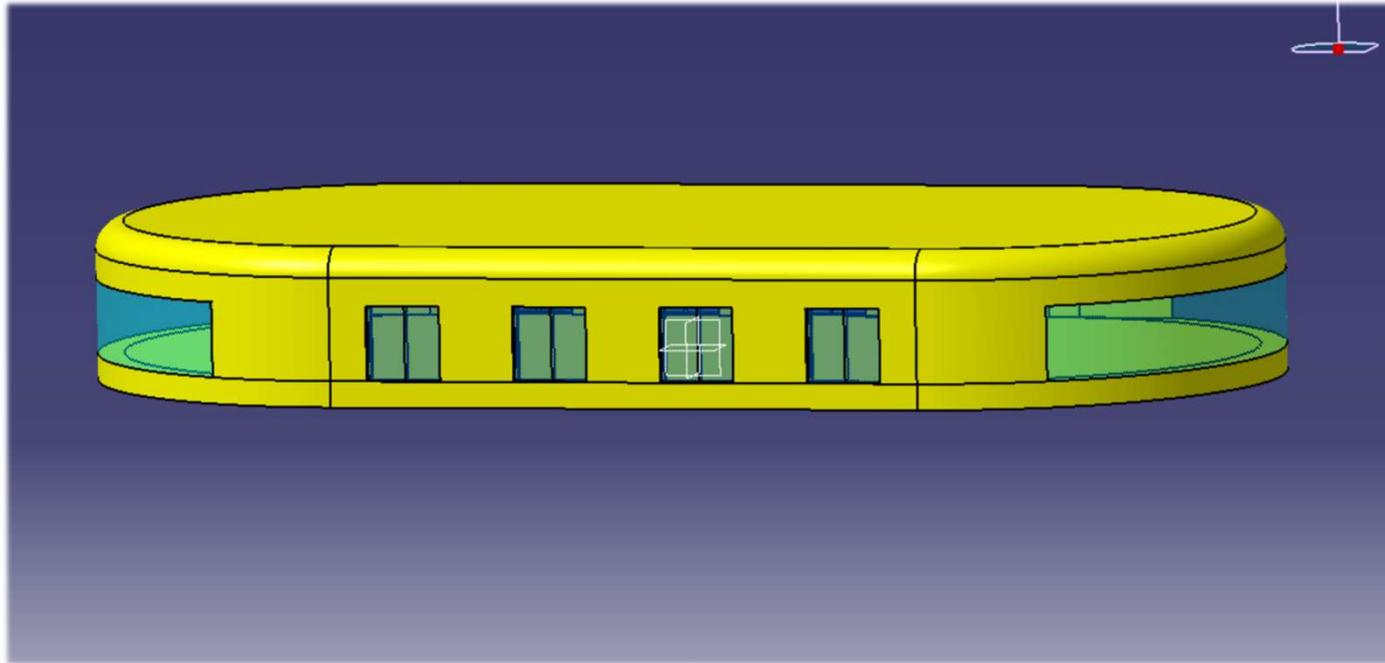


4) etc.



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1) Body



- 모두 part design을 사용하여 디자인.
- 모델 대부분에 움직임이 들어가므로 각각의 body로 나누어 제작

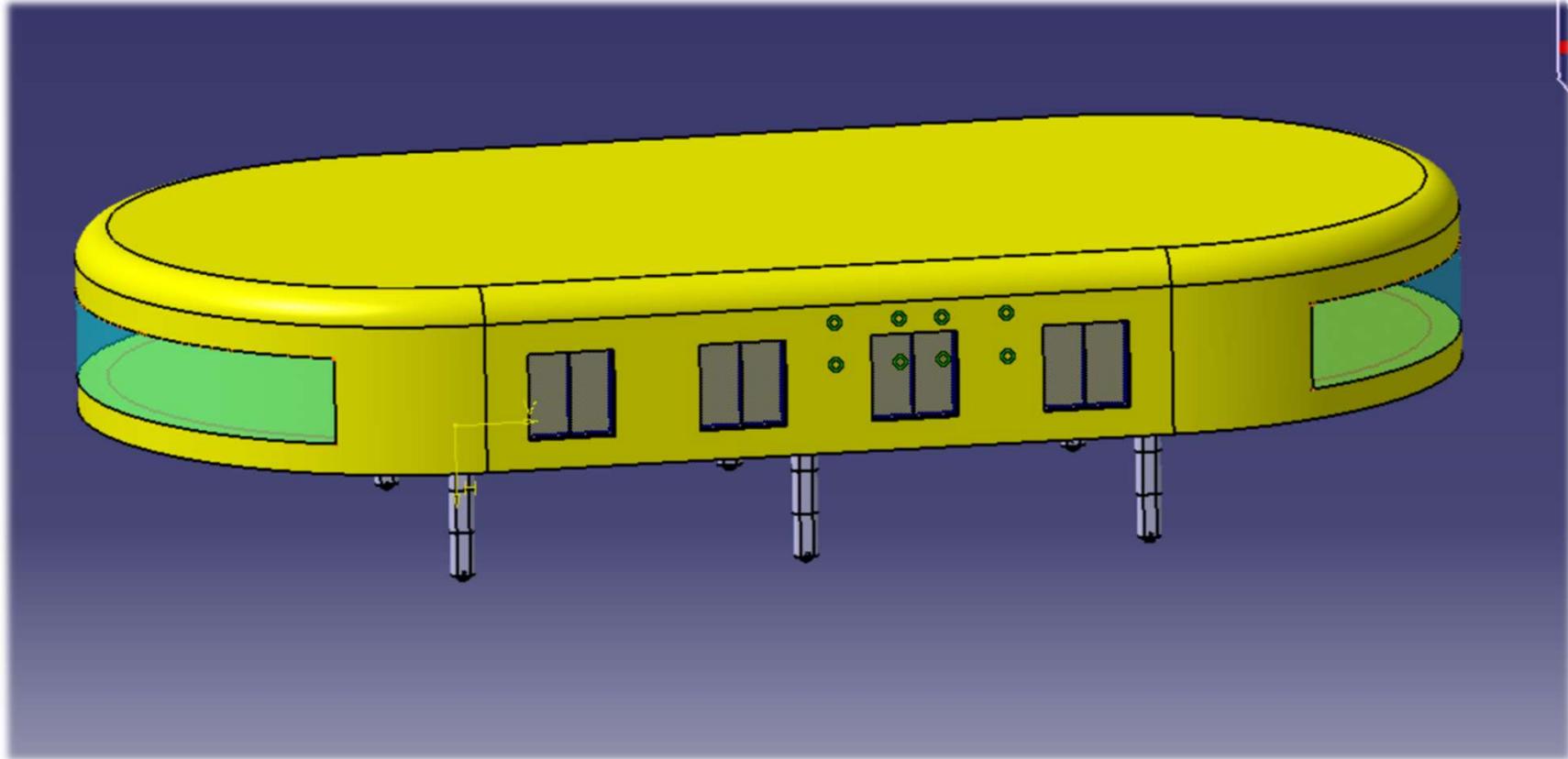
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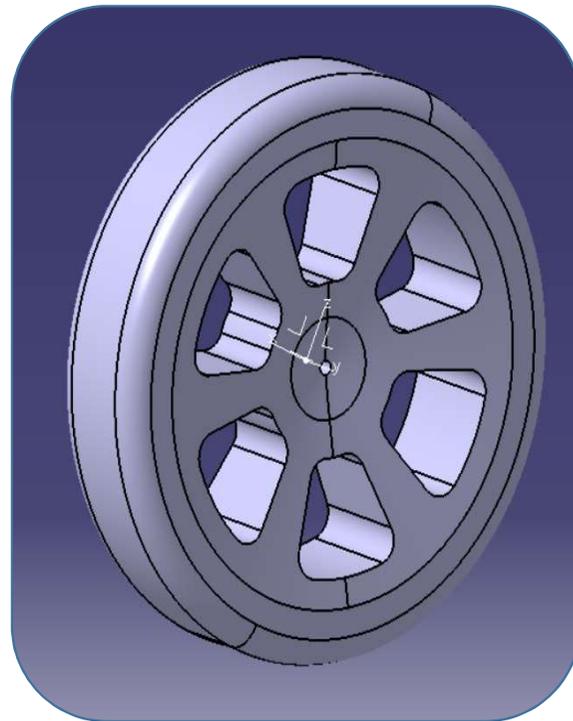
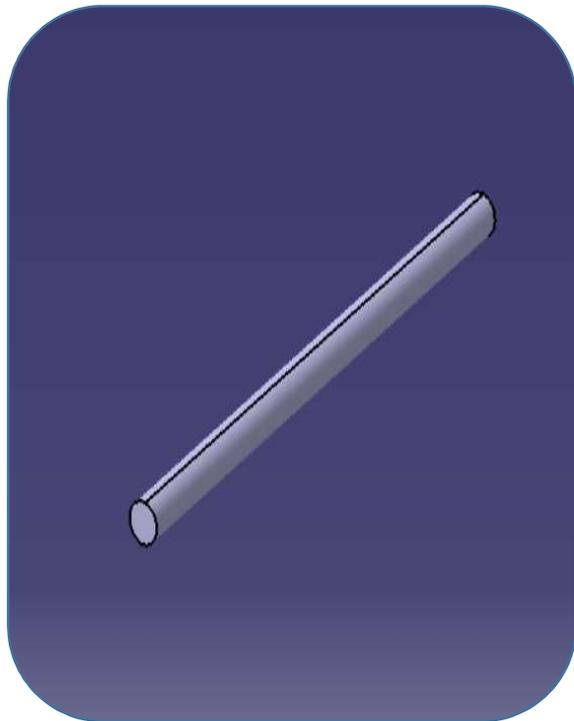
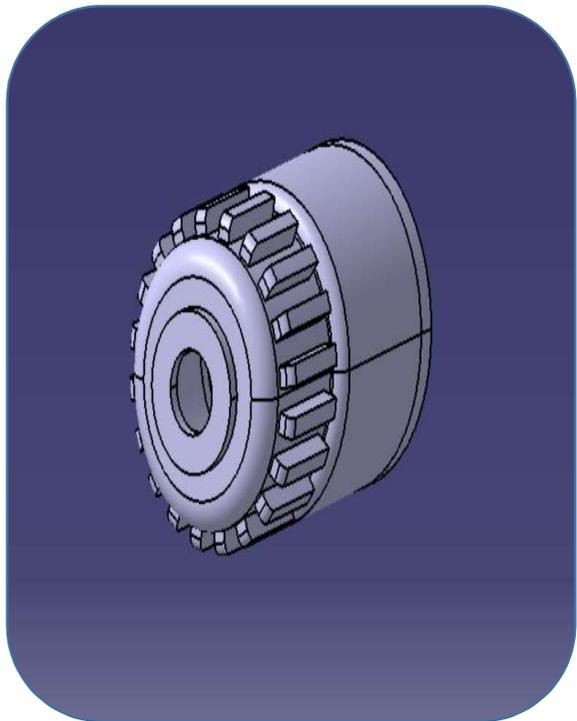
1) Body



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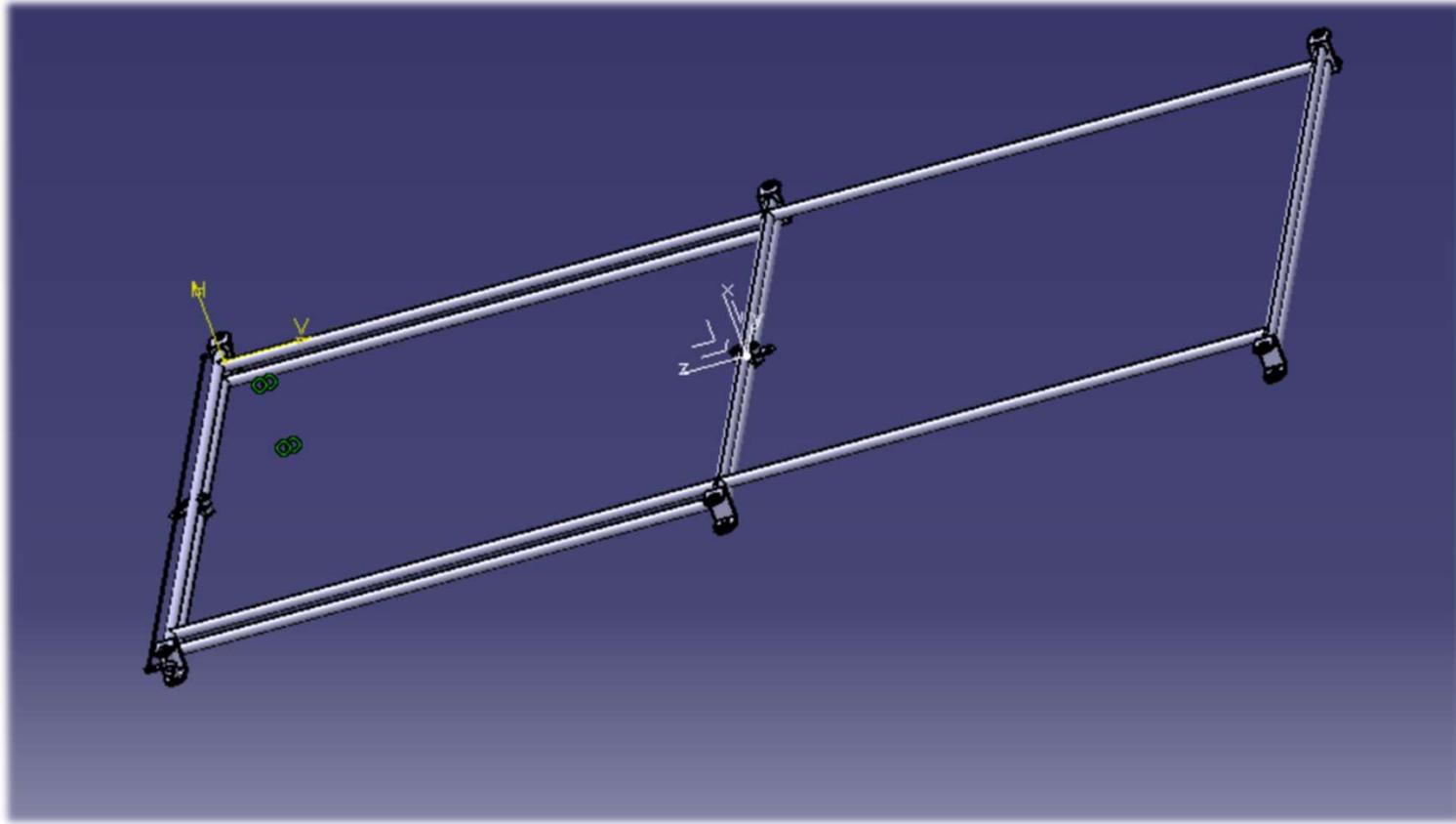
2) Power train



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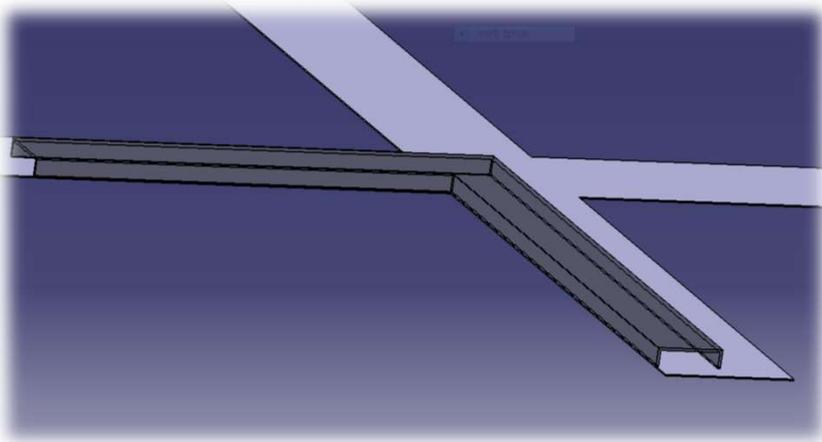
3) Steering



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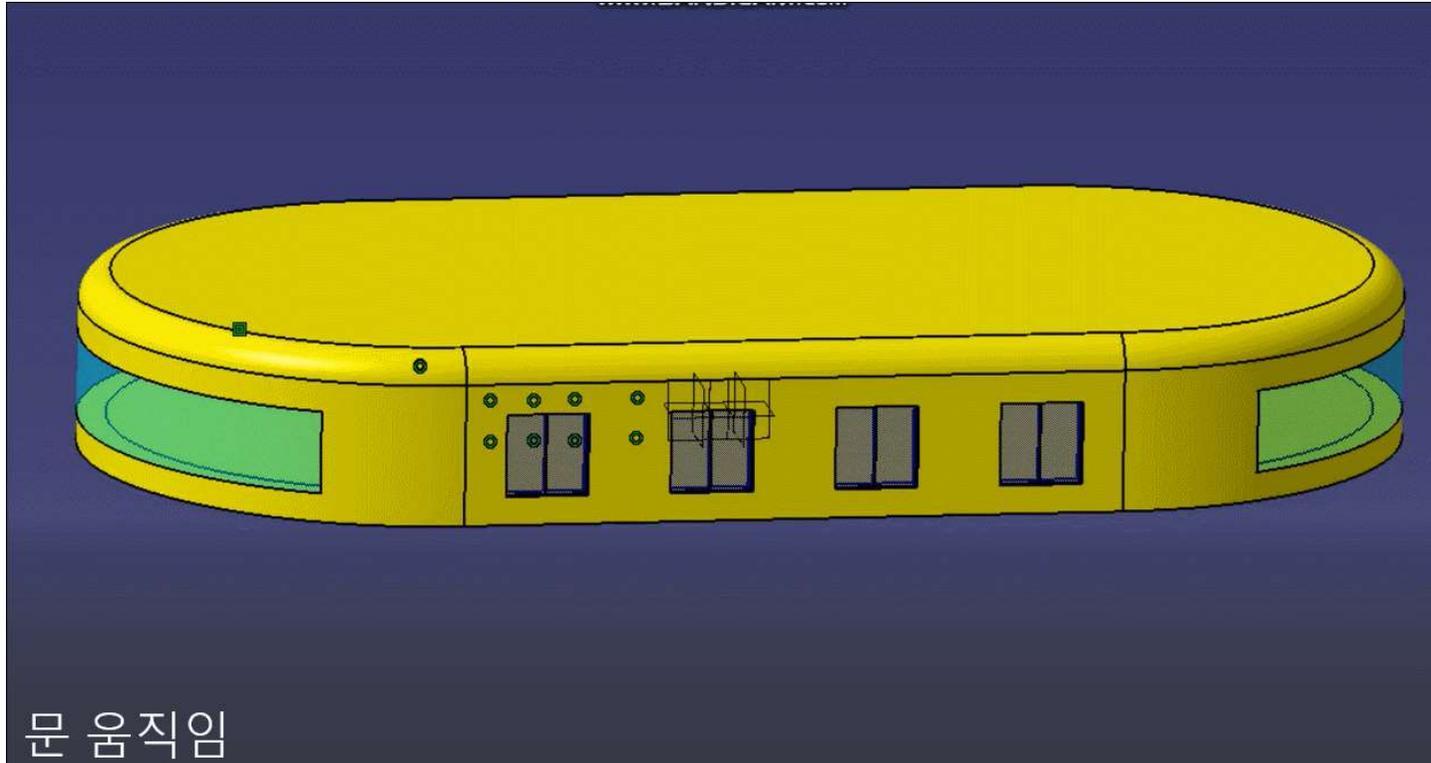
4) etc.



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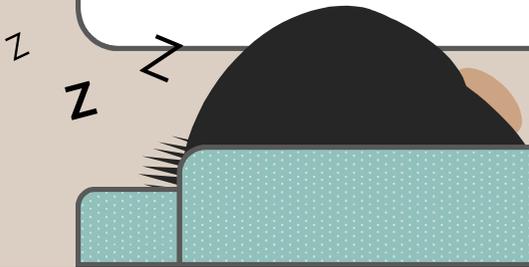
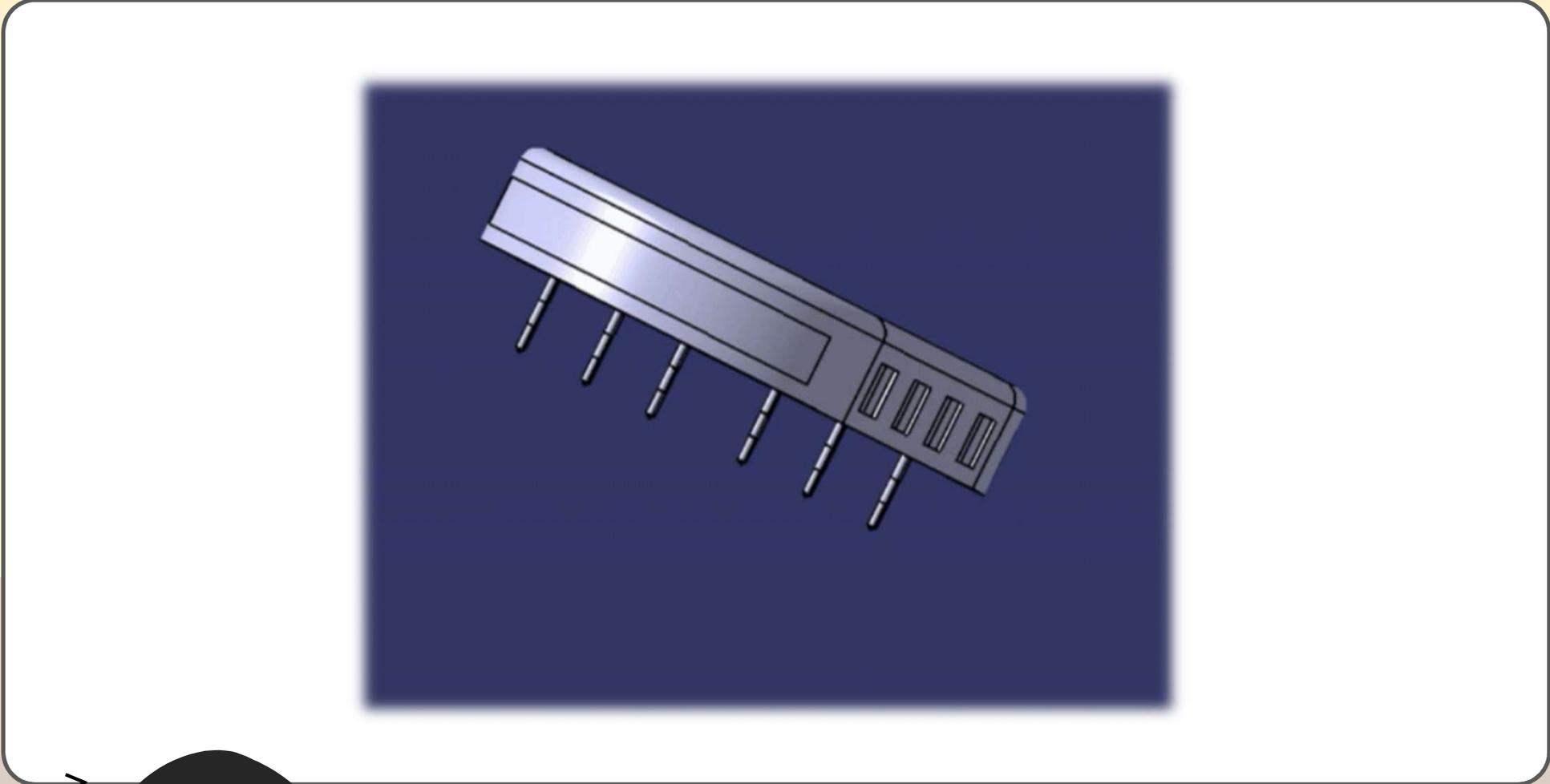


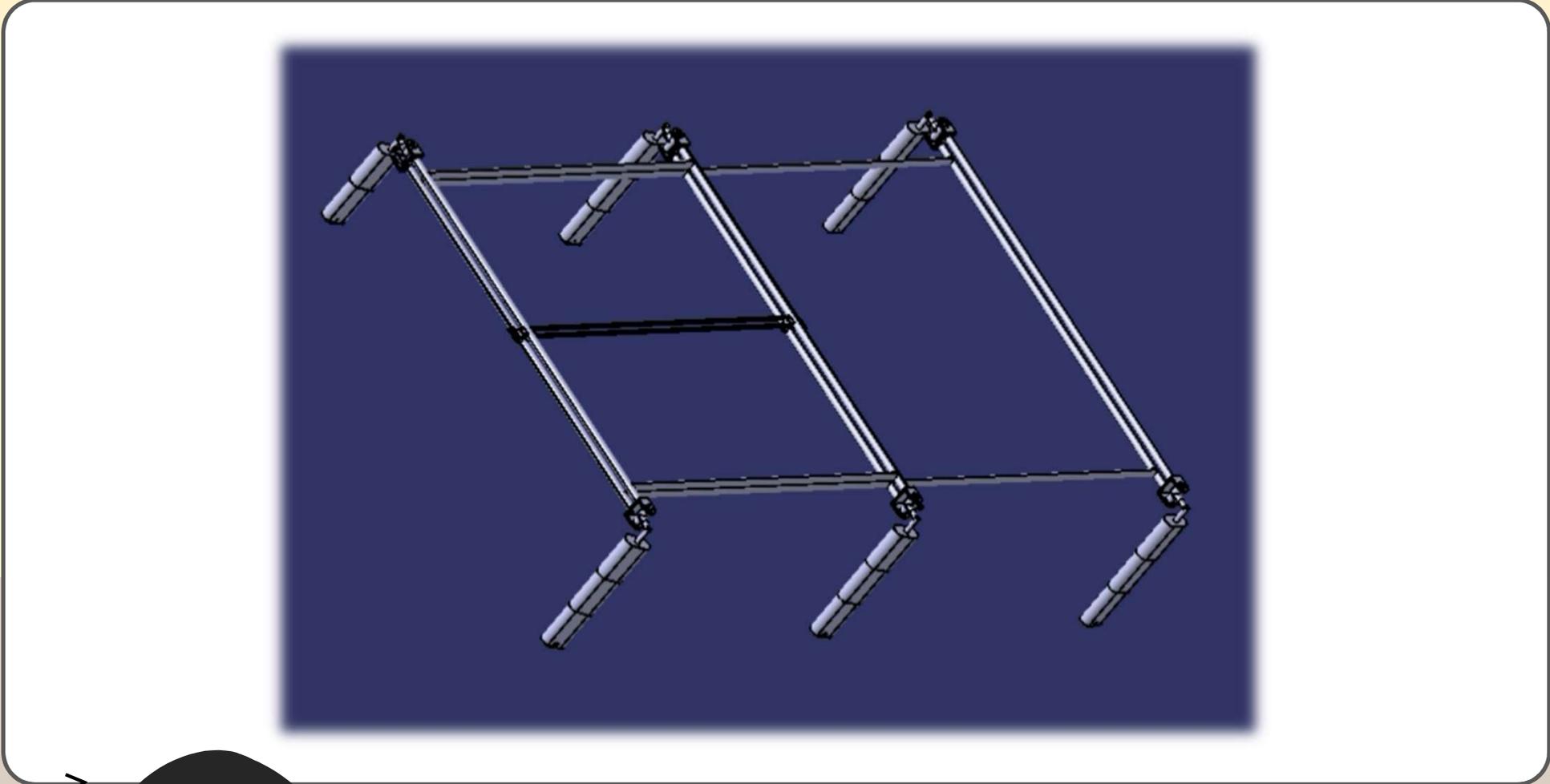
3. DMU KINEMATIC 구현

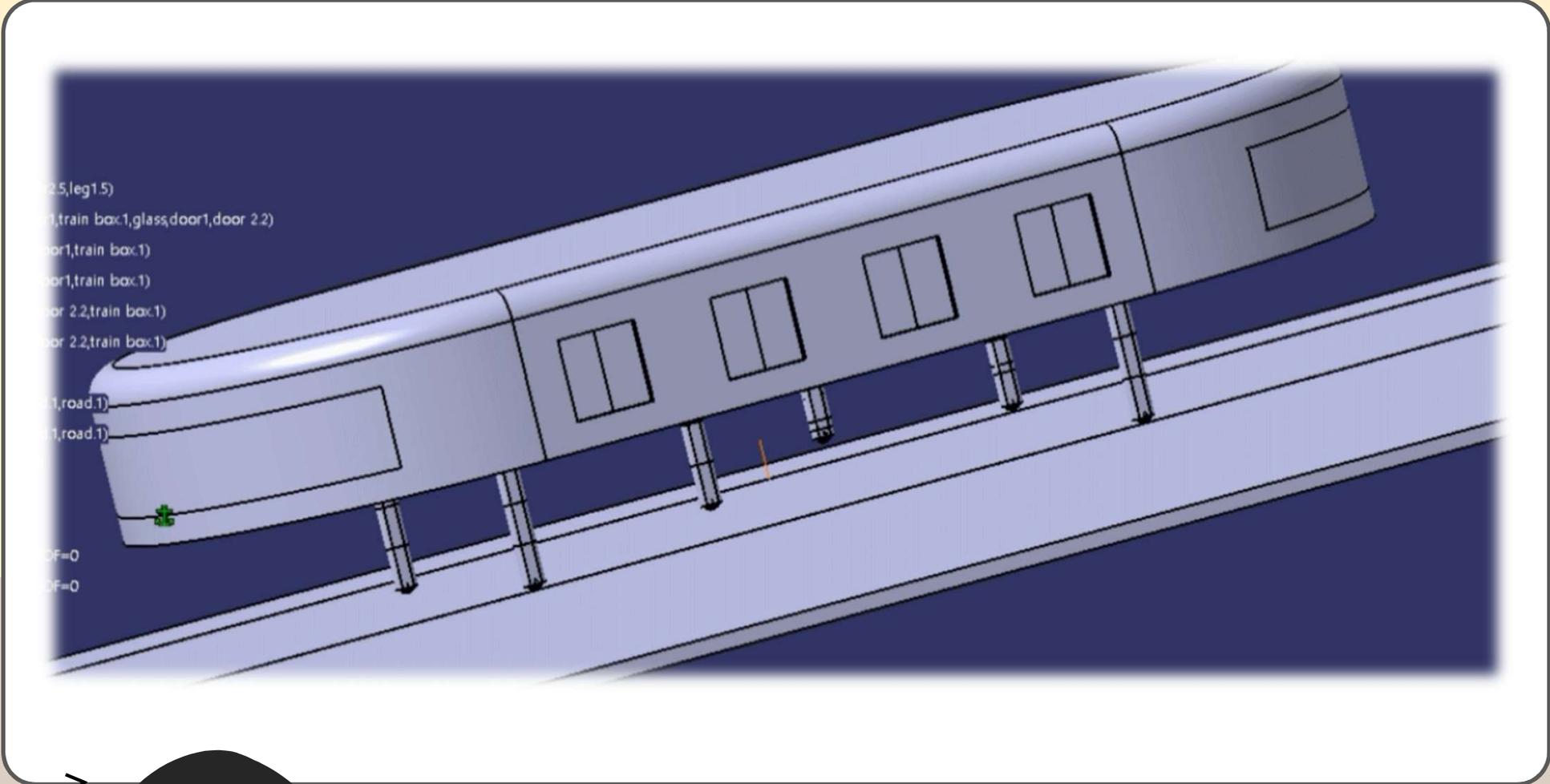


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최종 적용 영상



<https://youtu.be/lqj0z-77G0s>

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4. 제작 과정 중 어려웠던 점

- 움직임을 구현하는 도중 각종 오류가 발생함.
- 실제 크기에 맞추어 제작을 하다 보니 파일 용량이 커졌다. 이로 인해 움직임을 구현 시 시간 소요가 많았다.
- 같은 운동의 구현이라도 세부 설정의 차이 때문에 여러가지 방법으로 움직임을 주어야 했다.



5. Q&A

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