



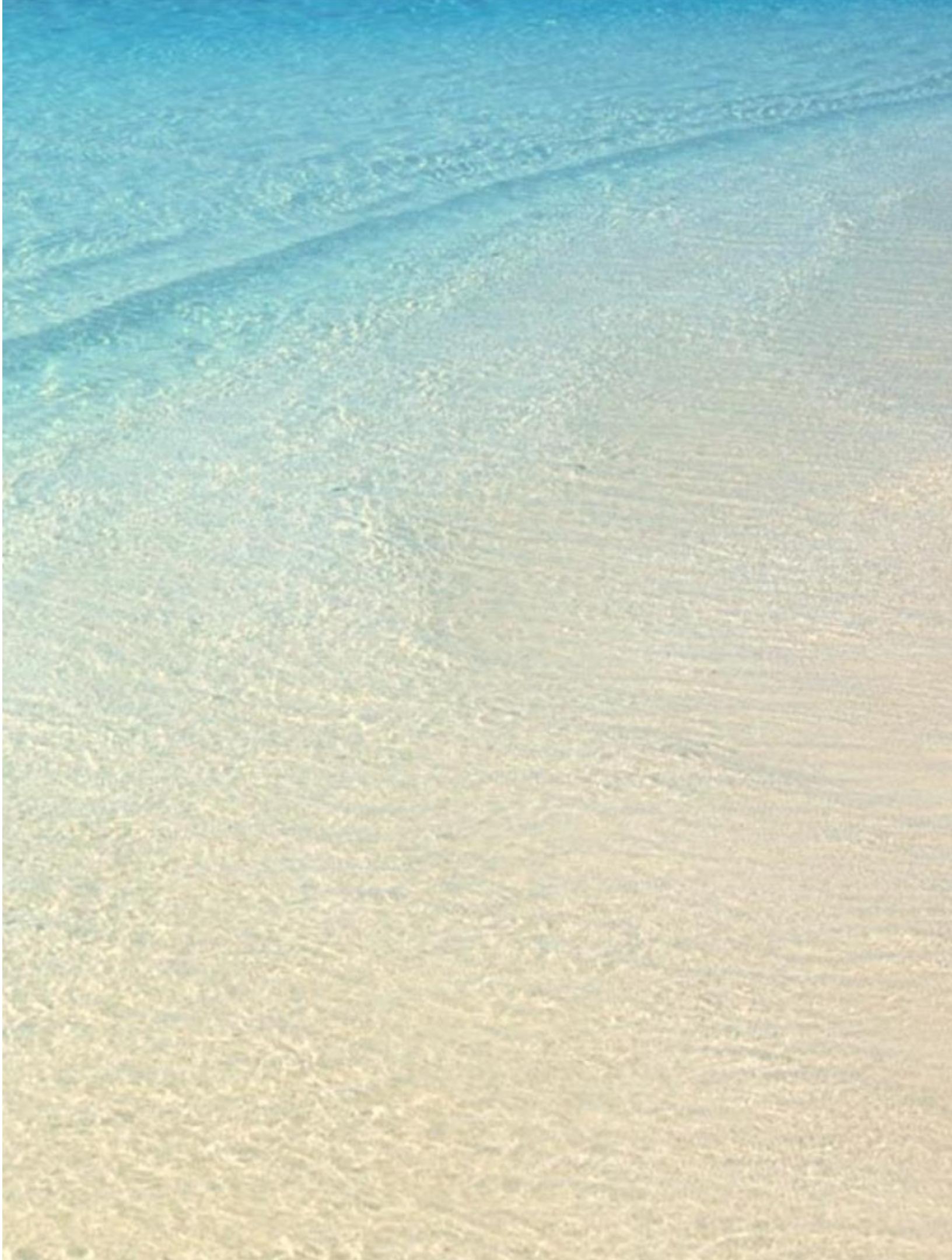
Sightseeing Vehicle

Team 코리안센

2018015896 김성현

2018016062 윤병진

2018016244 추현욱



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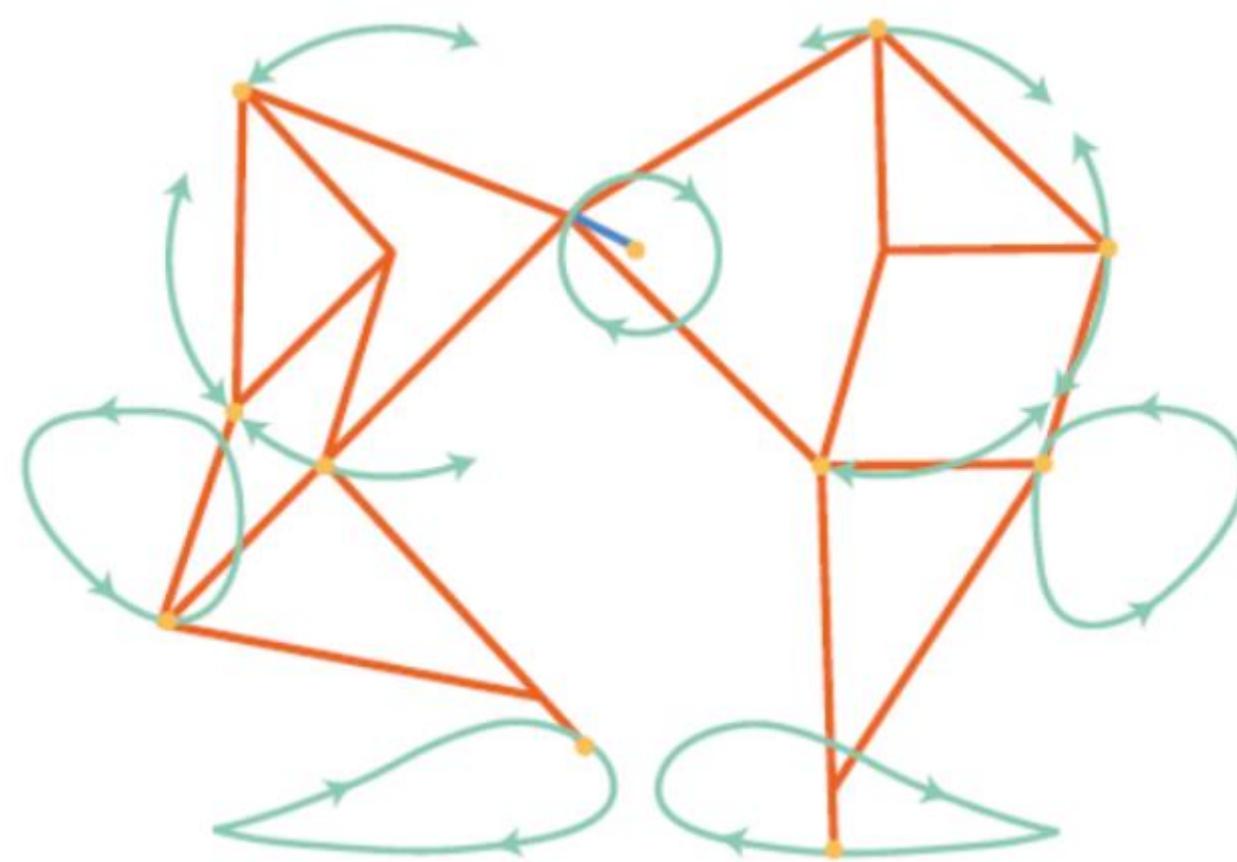
마무리

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01

주제 선정

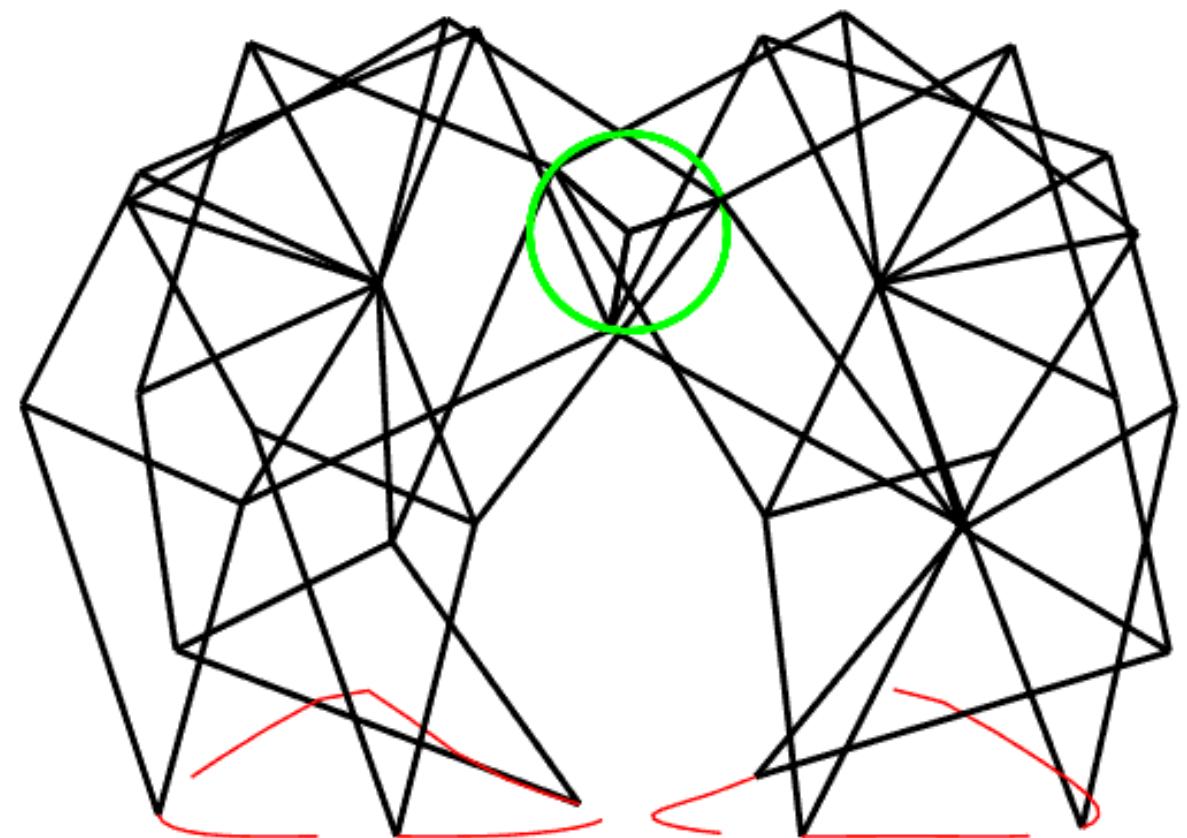
주제 선정 과정, 역할 분담



Theo Jansen's mechanism

Theo Jansen의 키네틱 아트에 대해 알고 있었음

(과거 한국 전시 관람 경험 有)



-> CAD 수업에서 배운 CATIA 기능을 활용해 구현해보자!

"Sightseeing Vehicle"

01

다가오는 여름을 배경으로

02

바람을 동력으로하는

친환경 Mechanism

03

바람이 많이 부는 해변의

장점을 이용

역할 분담

팀원

맡은 역할

김성현

정보 수집, 프로펠러 및 월기어 메커니즘 (Part Design, DMU Kinematics), ppt 제작

윤병진

정보 수집, 테오 얀센 메커니즘 (Part Design, DMU Kinematics), sequence 생성

추현욱

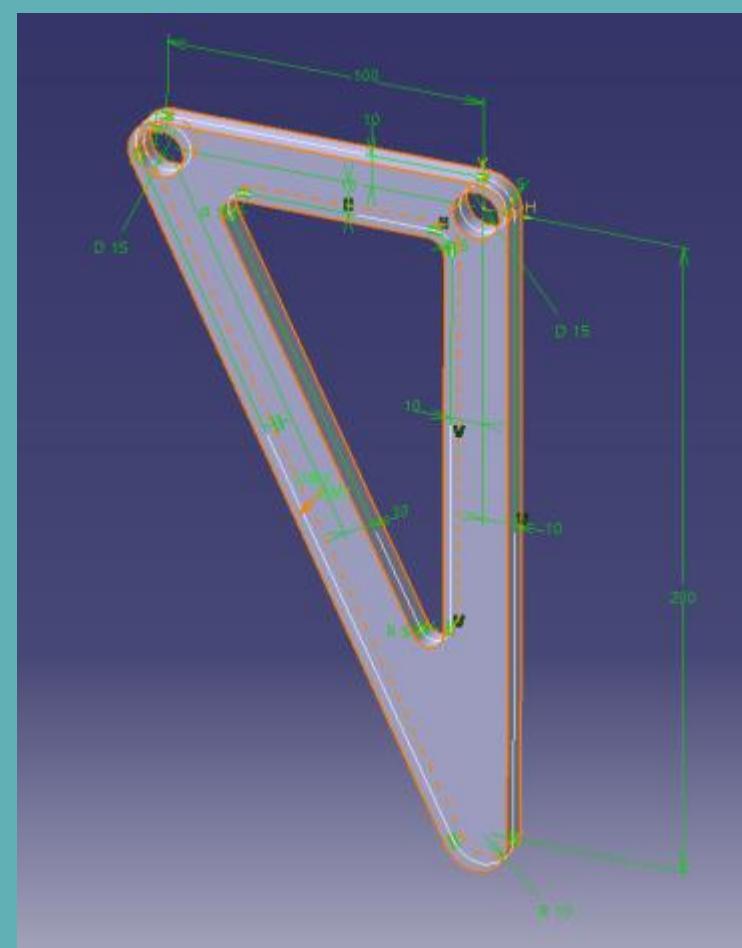
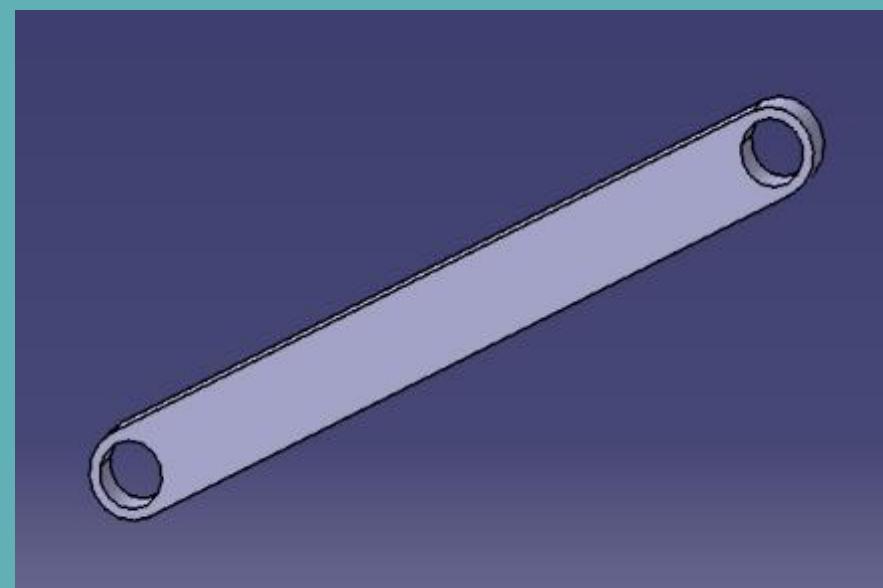
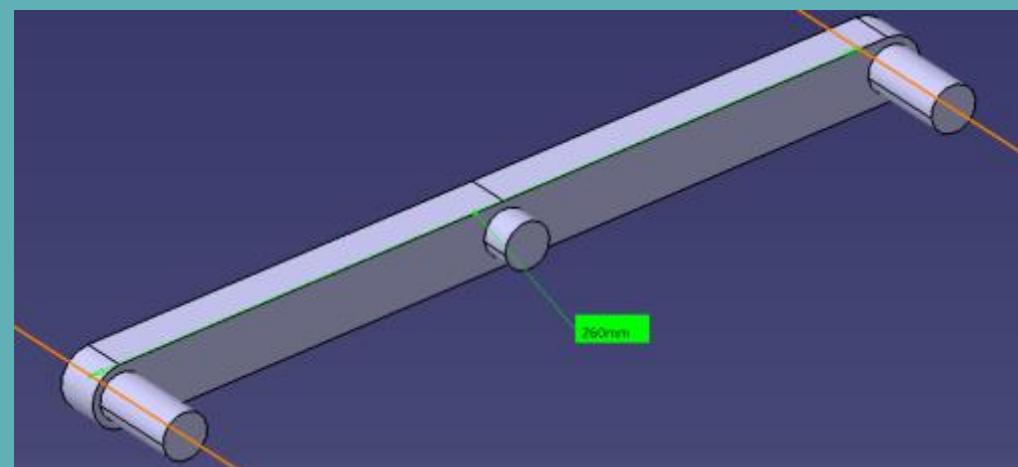
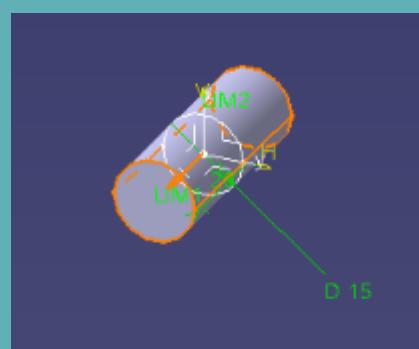
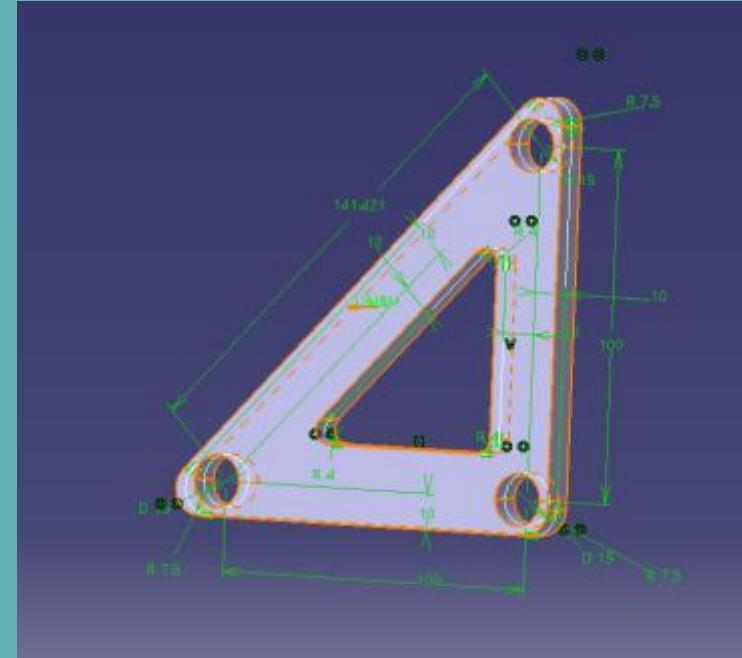
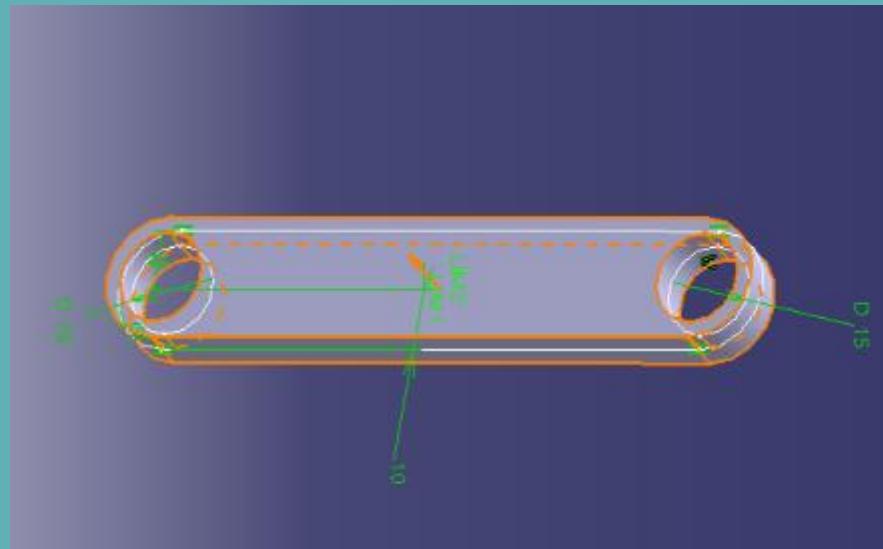
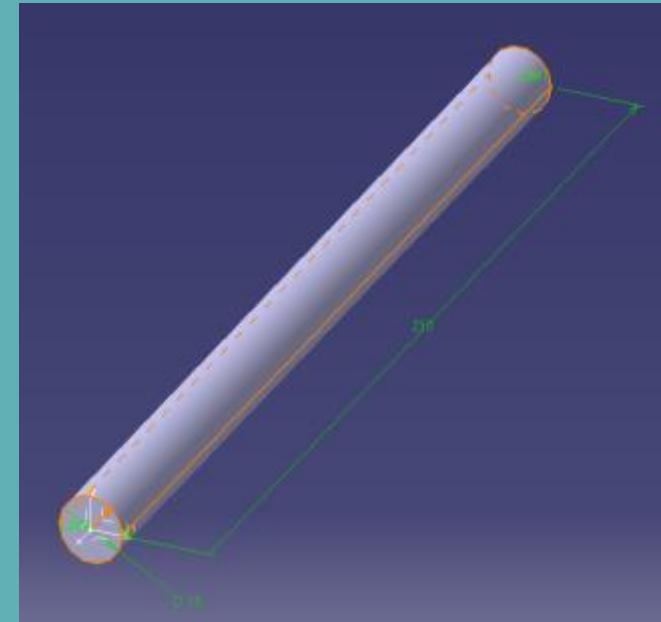
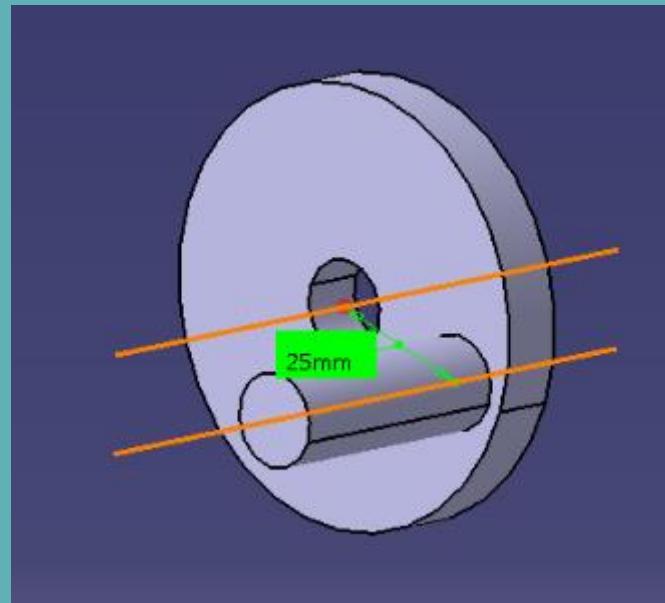
정보 수집, GSD로 탑승 부분 제작, 전체 파트 및 메커니즘 Assemble, 영상 제작

02

설계 과정

도면, Part Design, DMU Kinematics

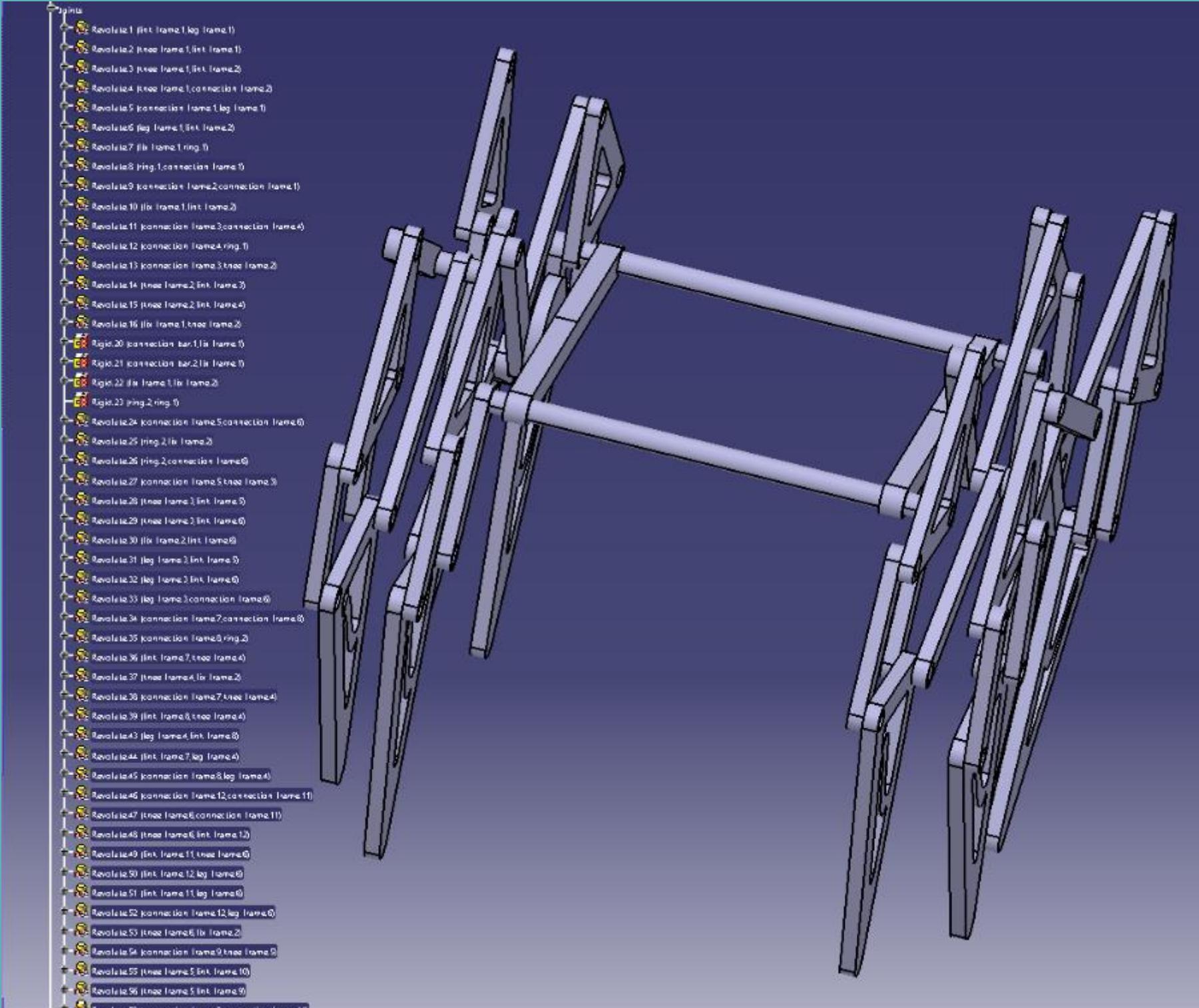
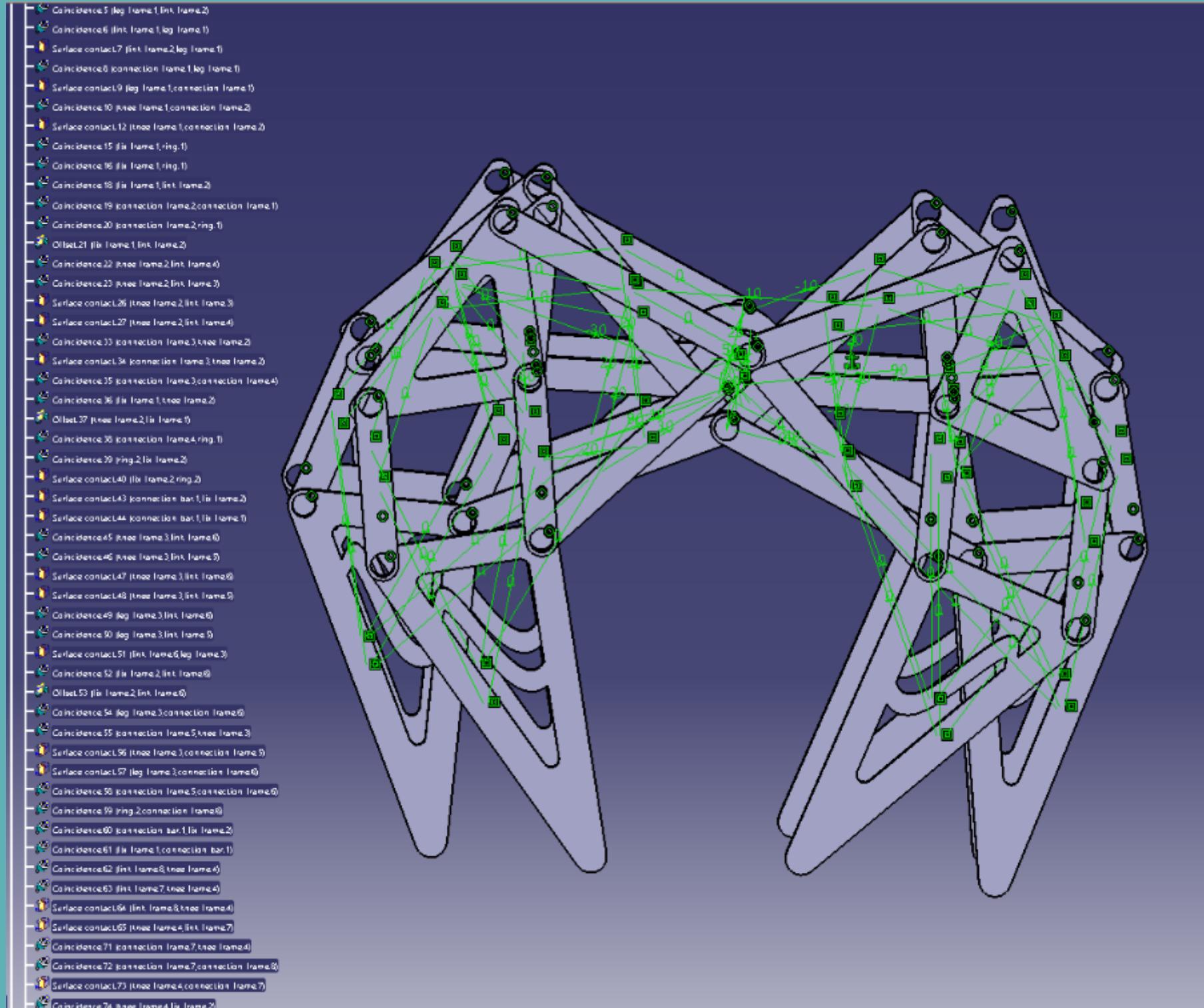
Theo Jansen's Mechanism _ Part Design



<본체 및 회전부>

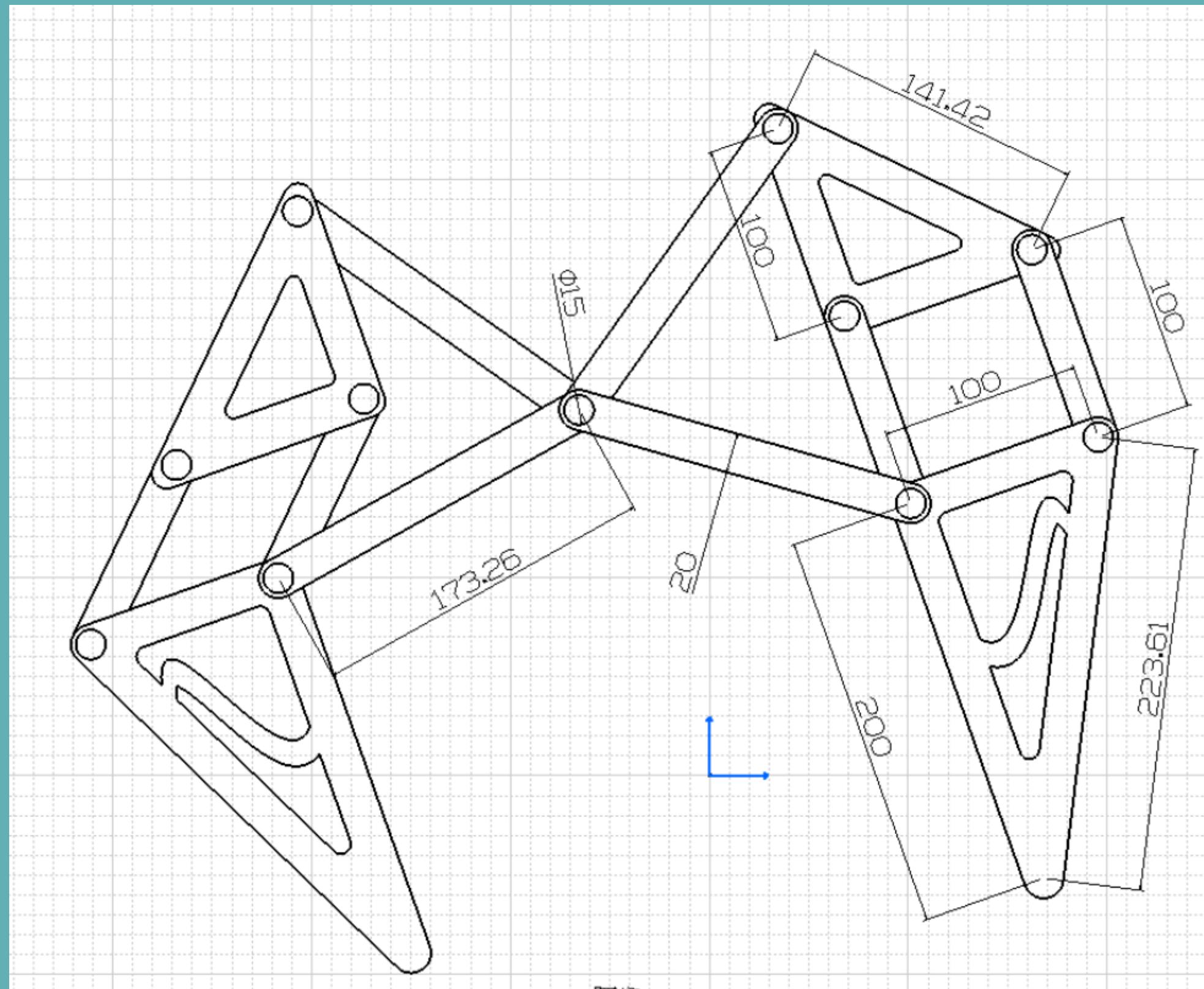
<다리>

Theo Jansen's Mechanism _ Product



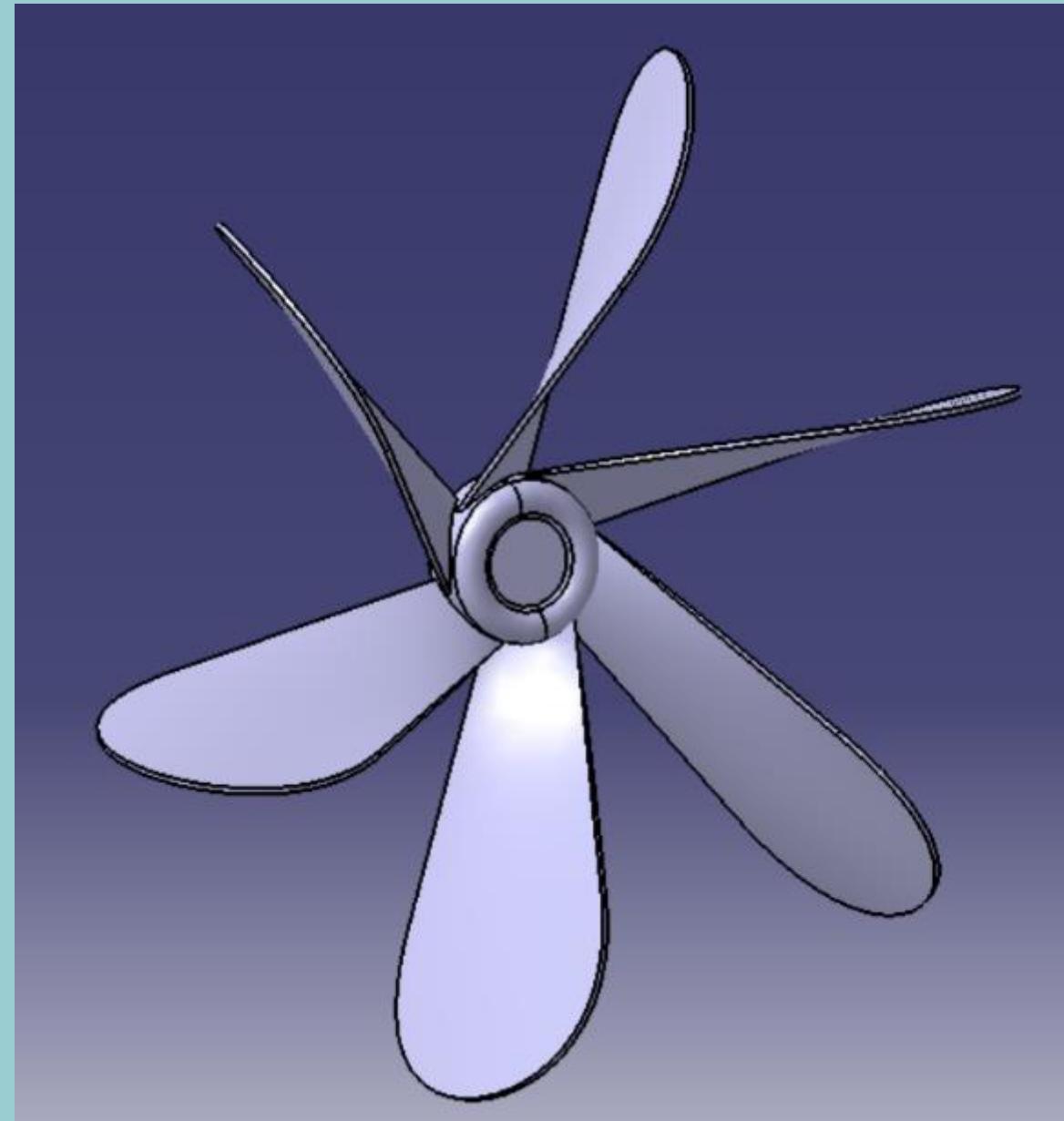
<Assemble & Joint>

Theo Jansen's Mechanism _ Draft

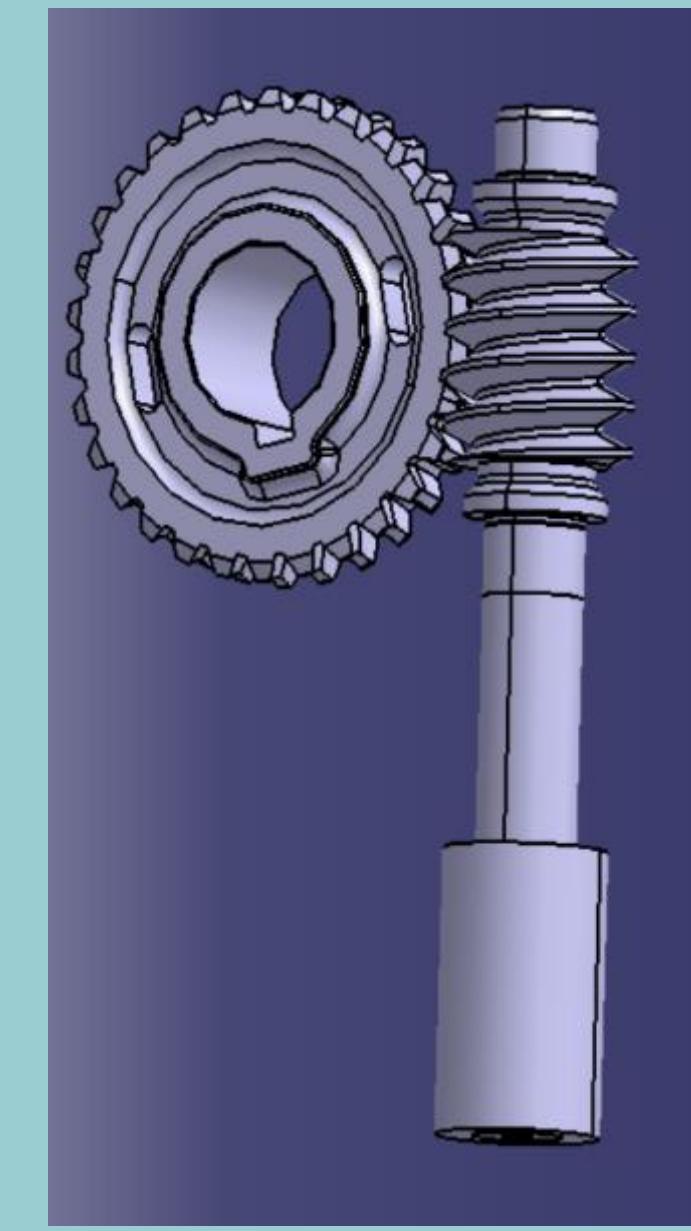


치수 정보 출처 : <https://www.youtube.com/watch?v=KgvHTlJ55vU>

Propeller & Gear _ Part Design

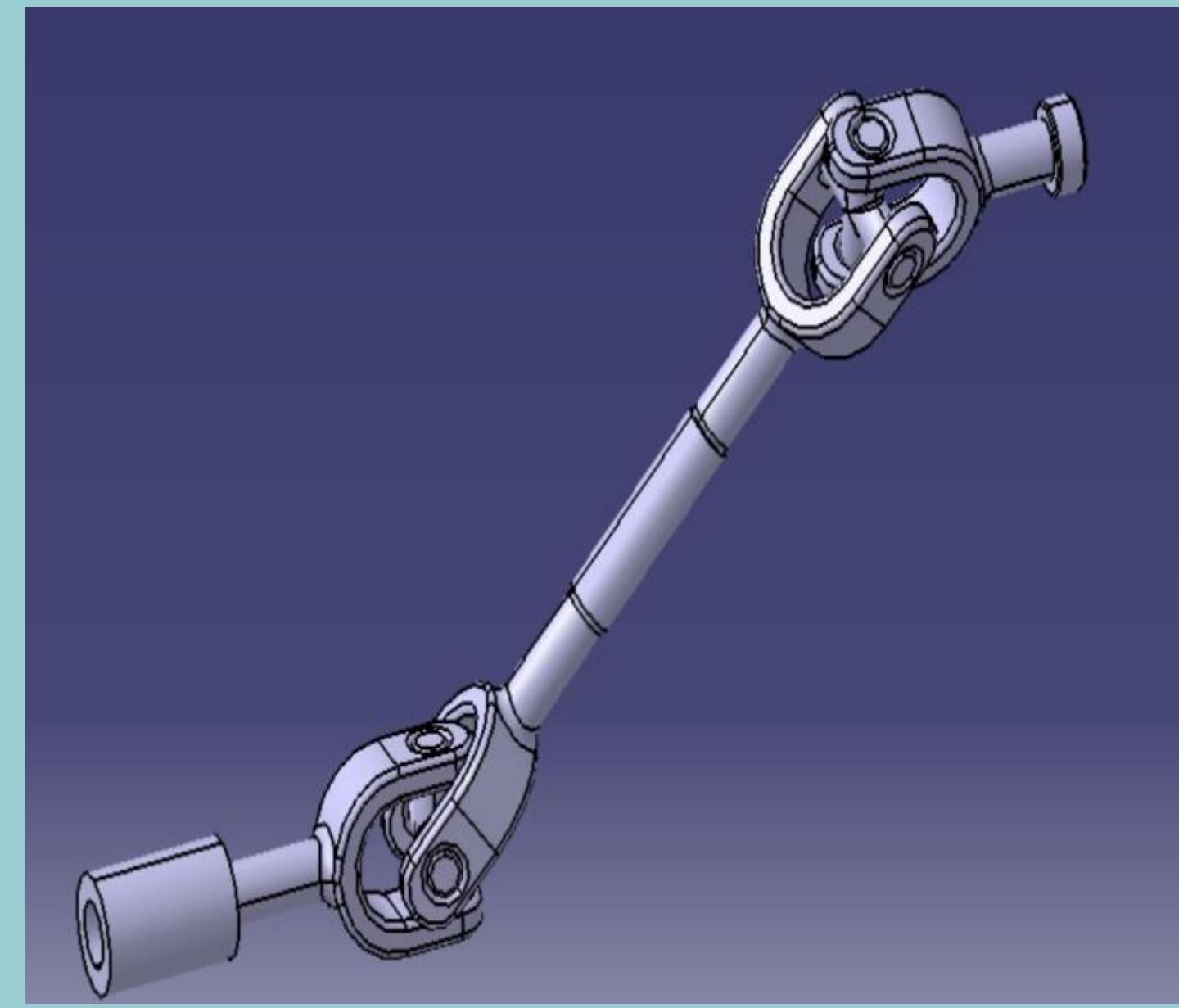


<Propeller>



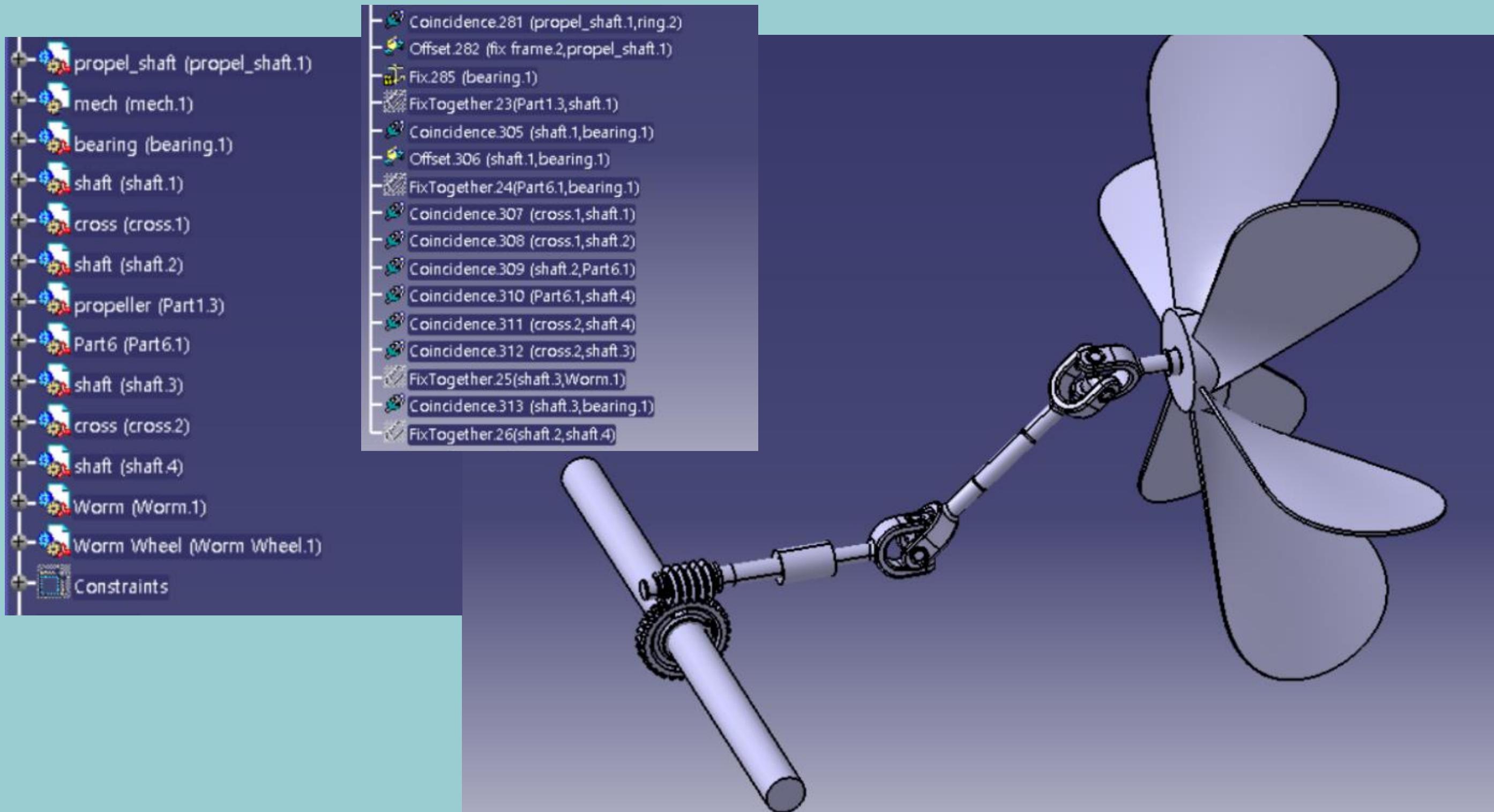
<Worm Gear>

↑ Outsourcing



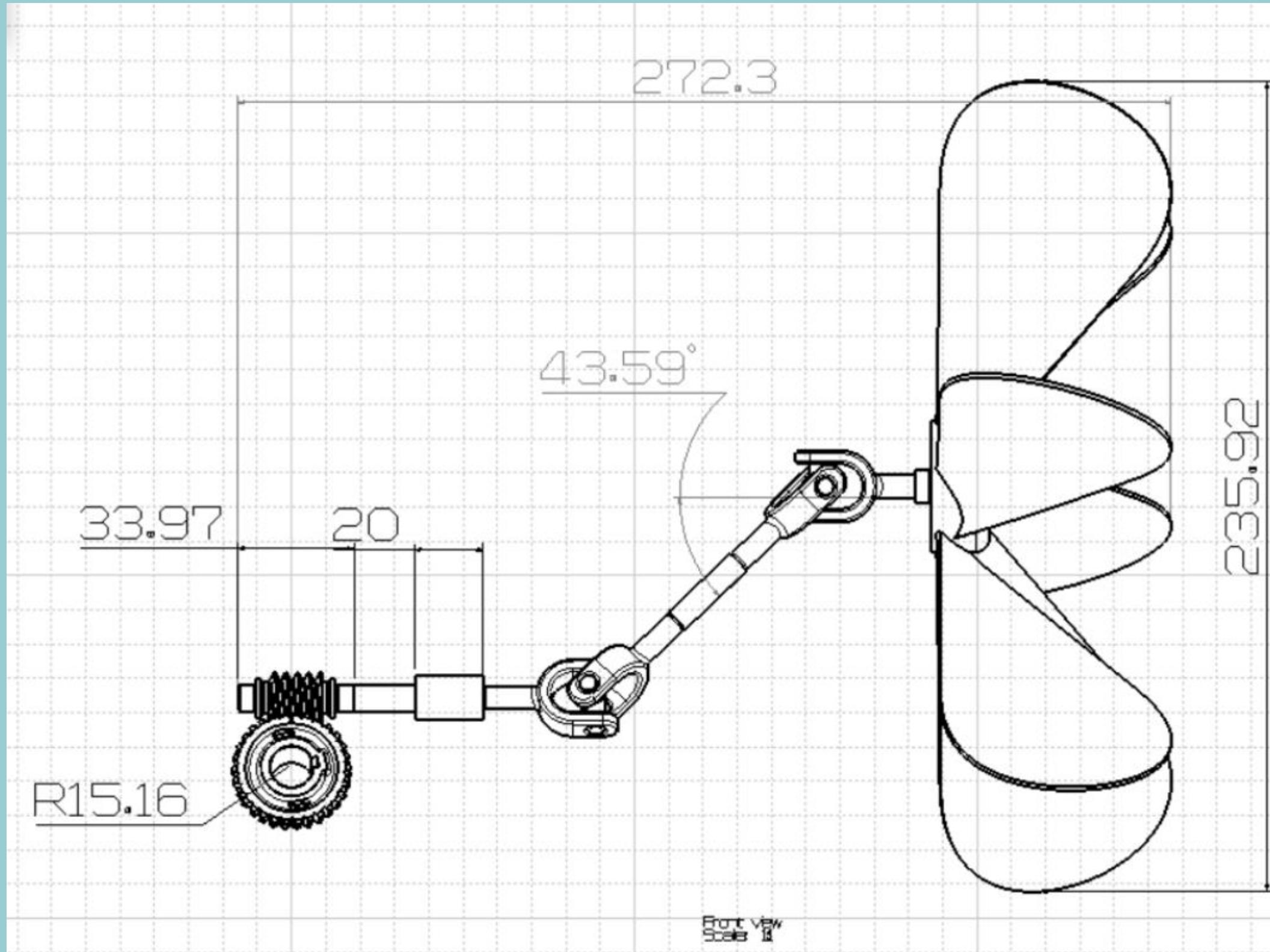
<Universal joint>

Propeller & Gear – Product

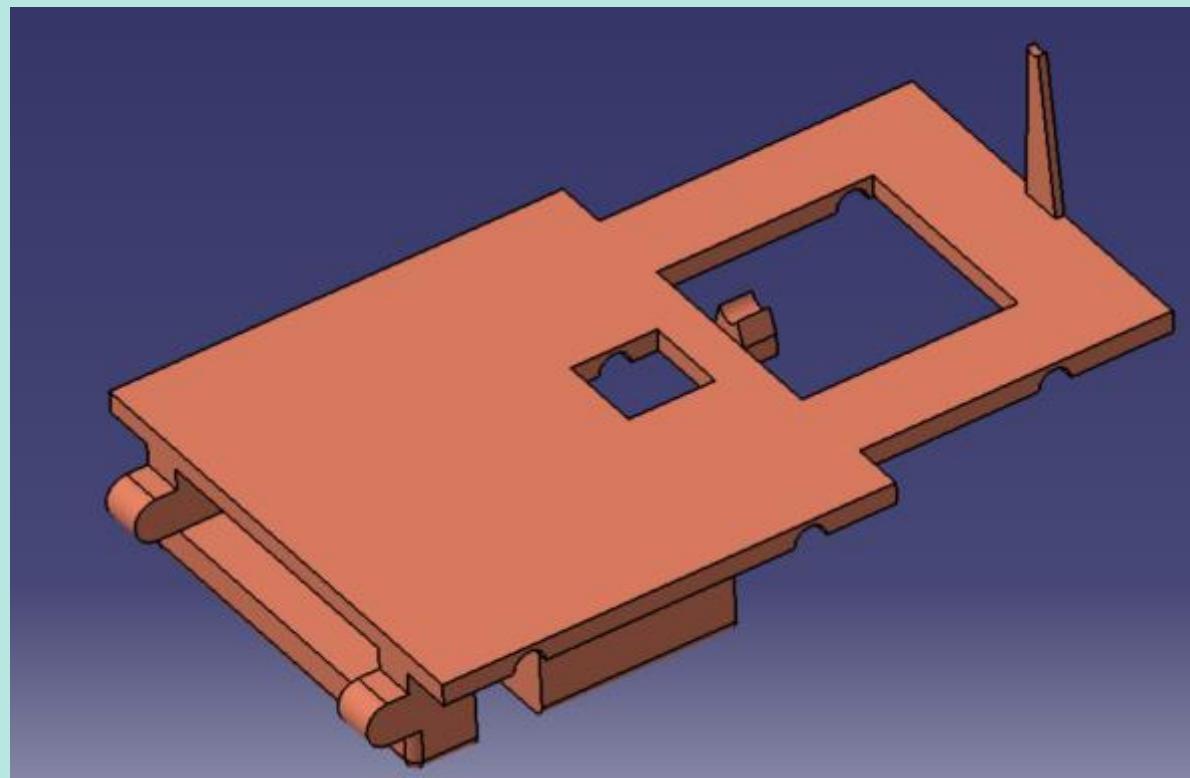


<Assemble & Joint>

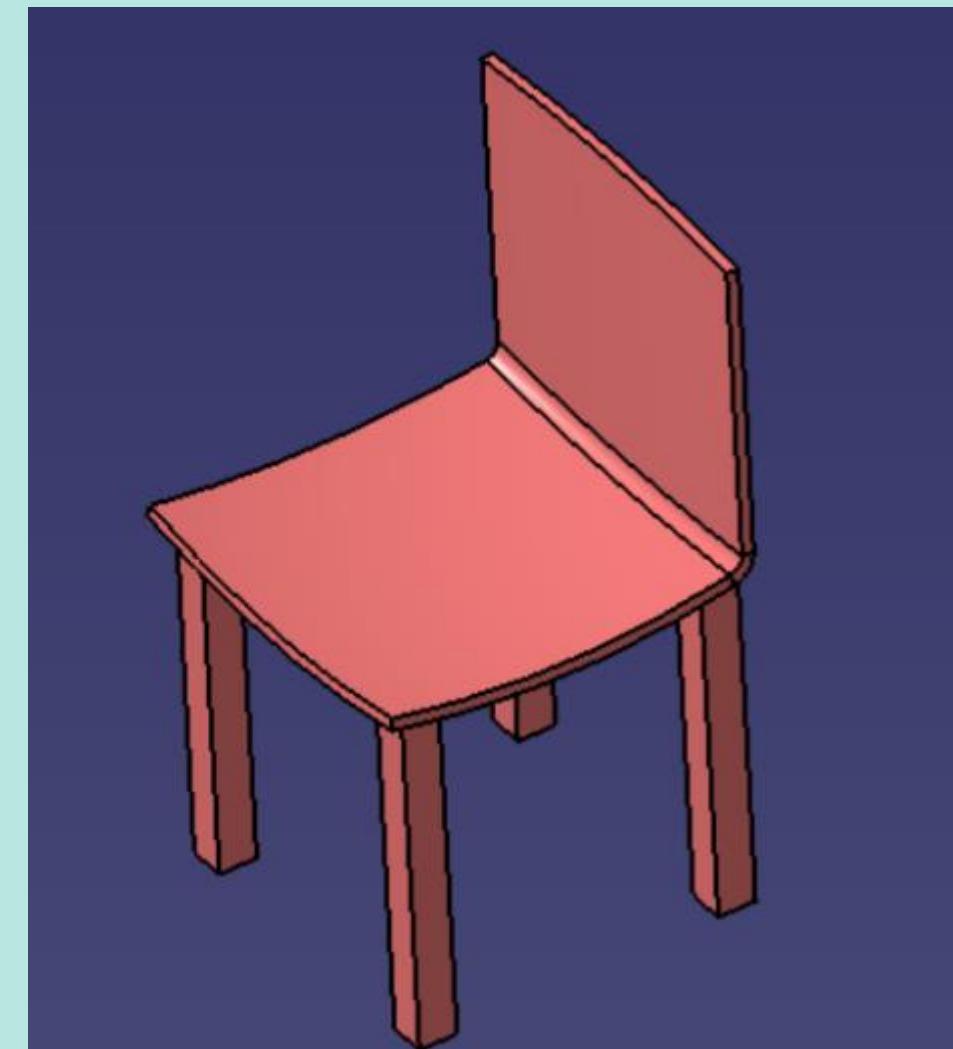
Propeller & Gear _ Draft



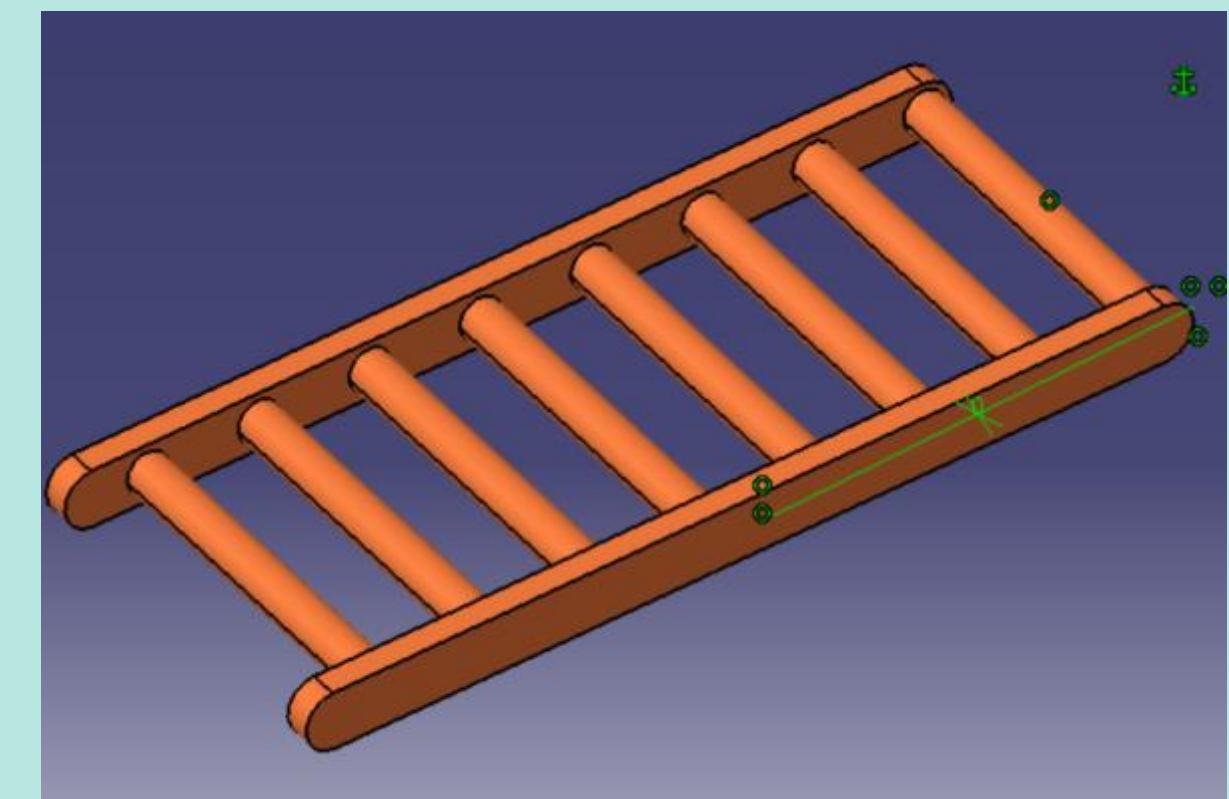
Chair & ladder _ GSD



<Floor>



<chair>

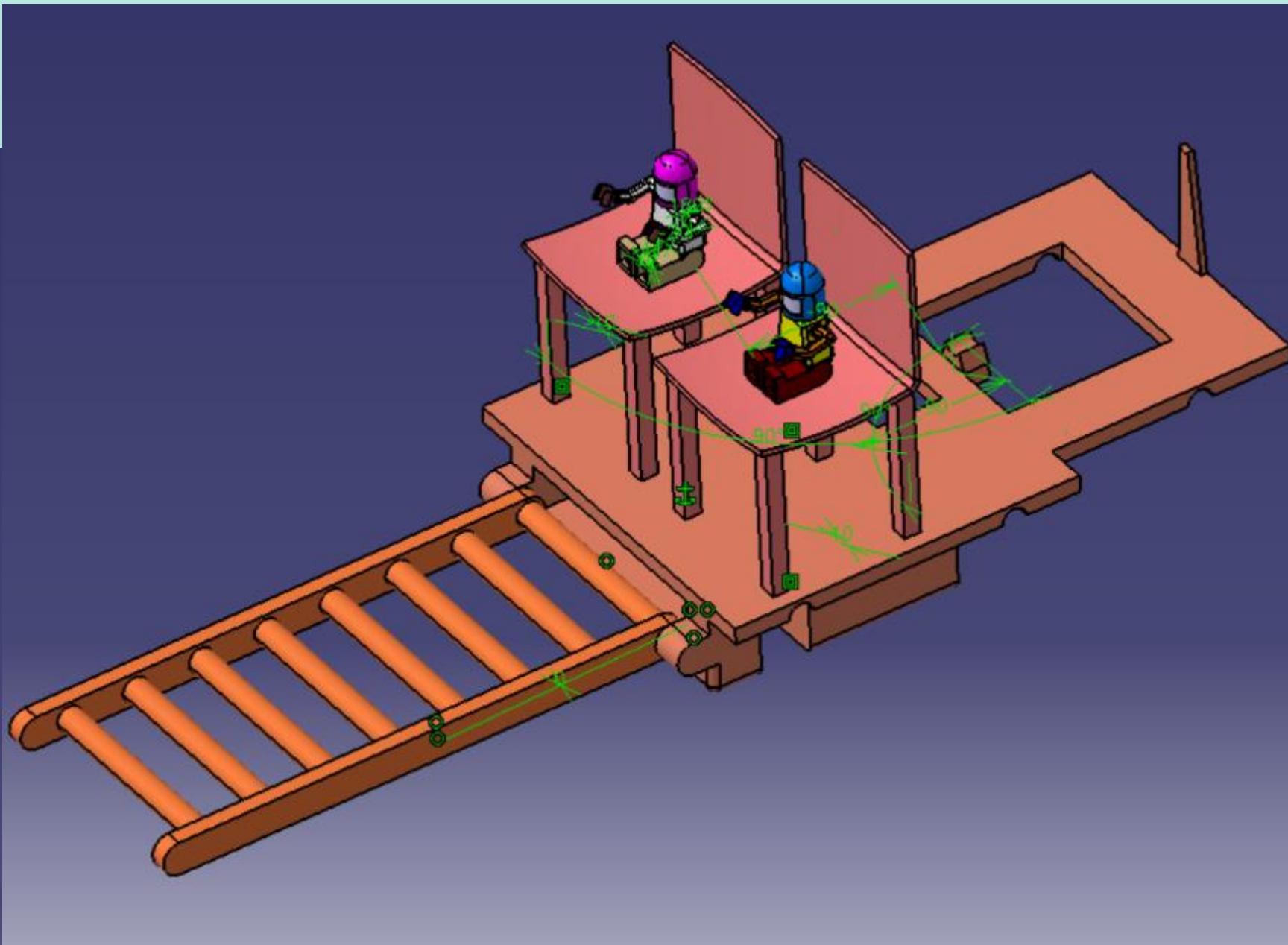
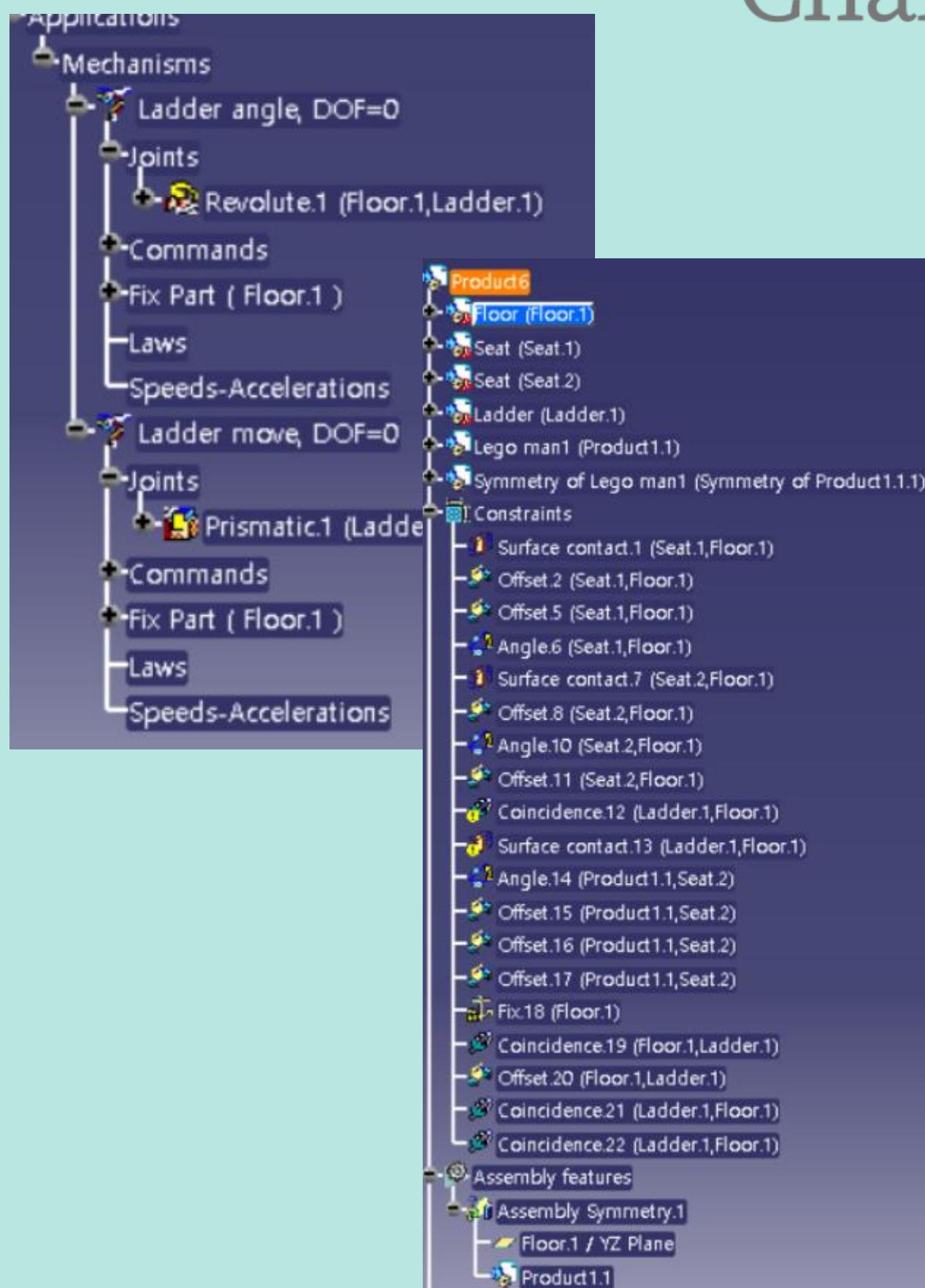


<Ladder>



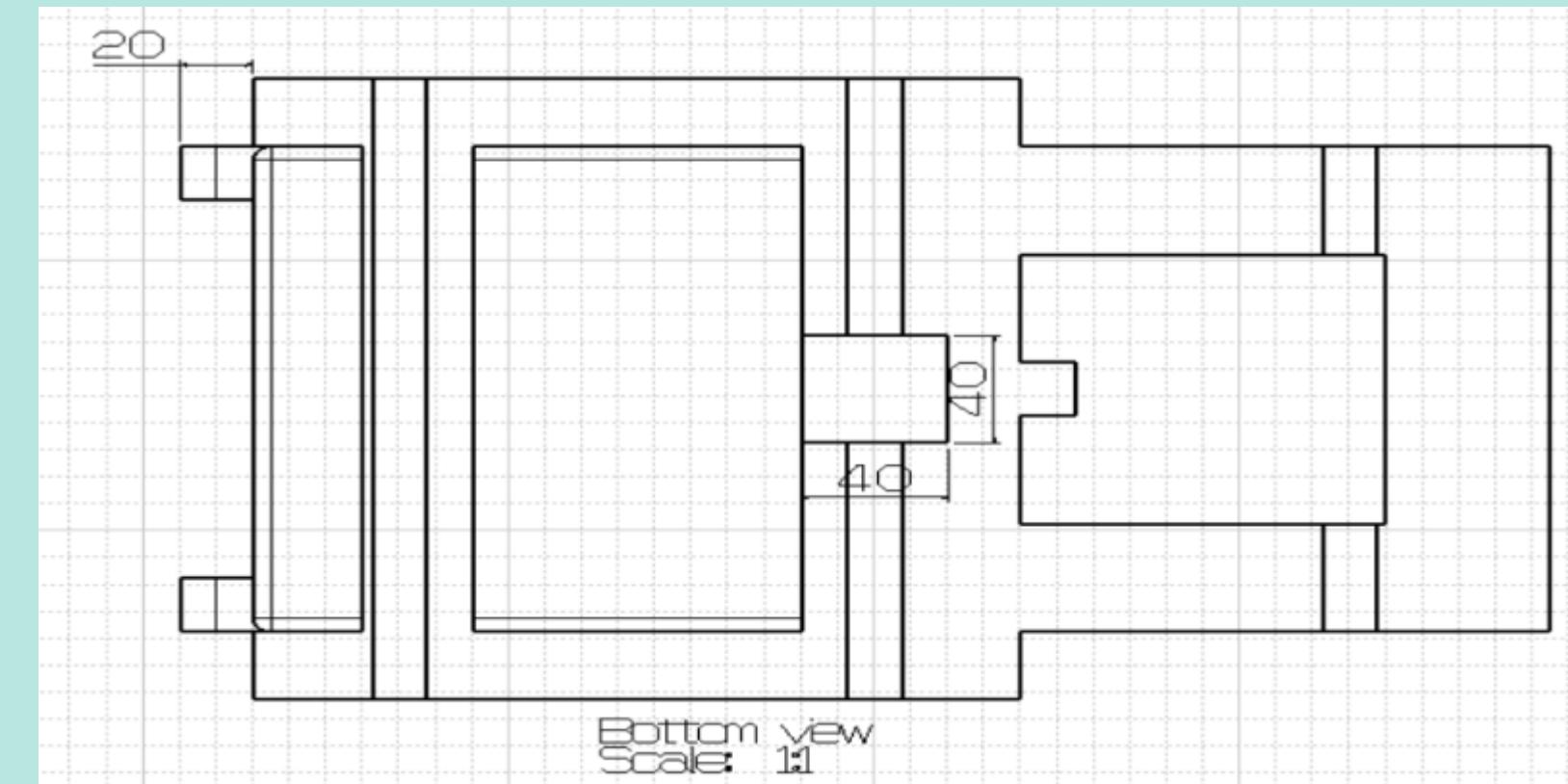
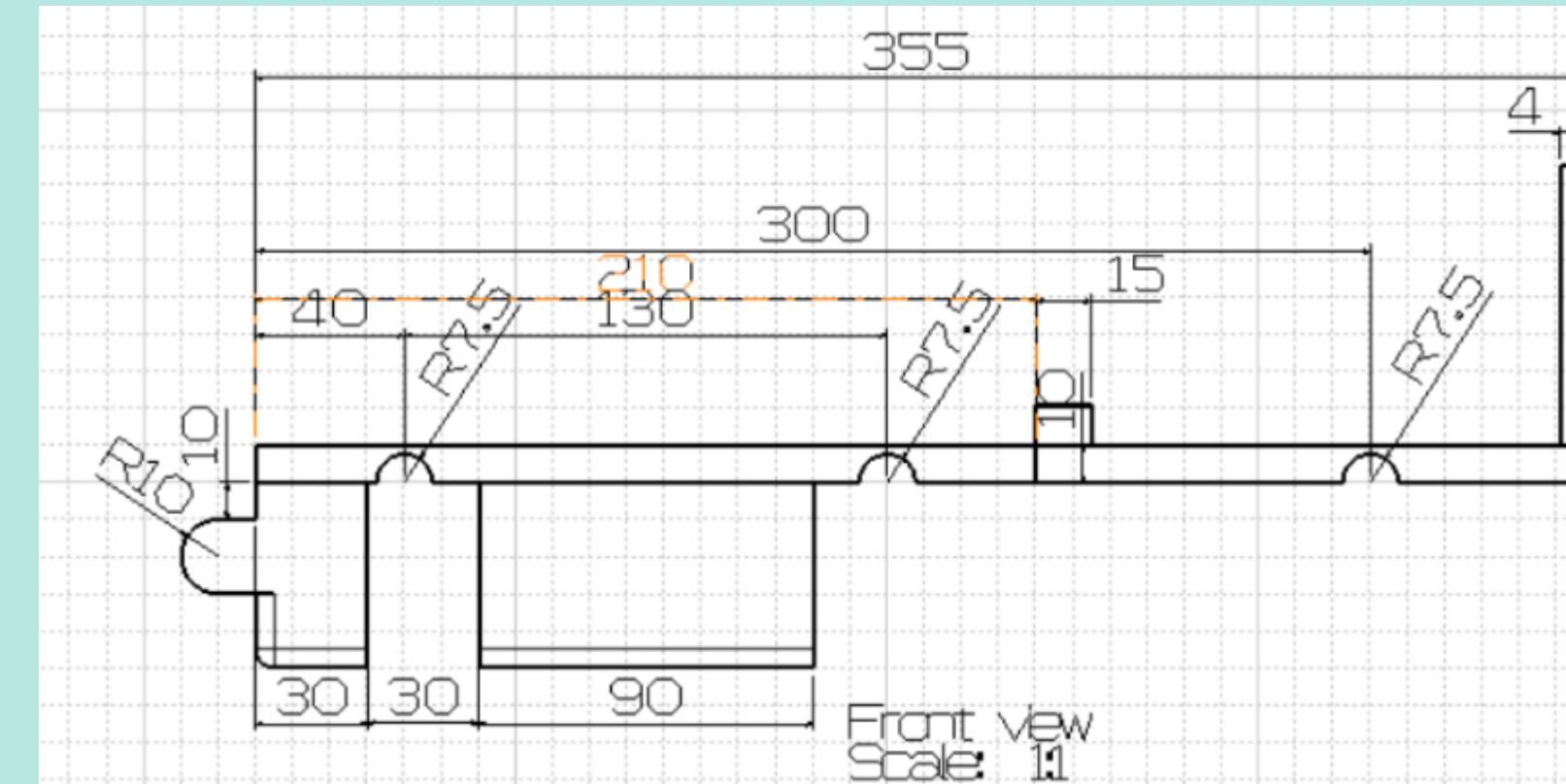
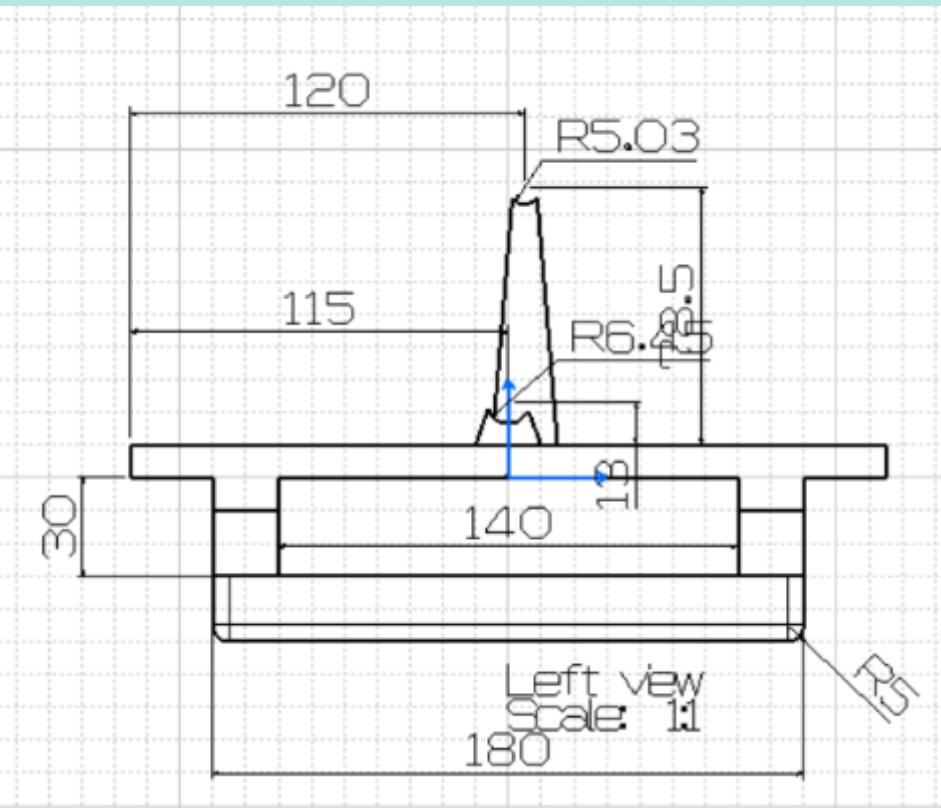
<Lego Man> - Outsourcing

Chair & ladder _ Product



<Assemble & Joint>

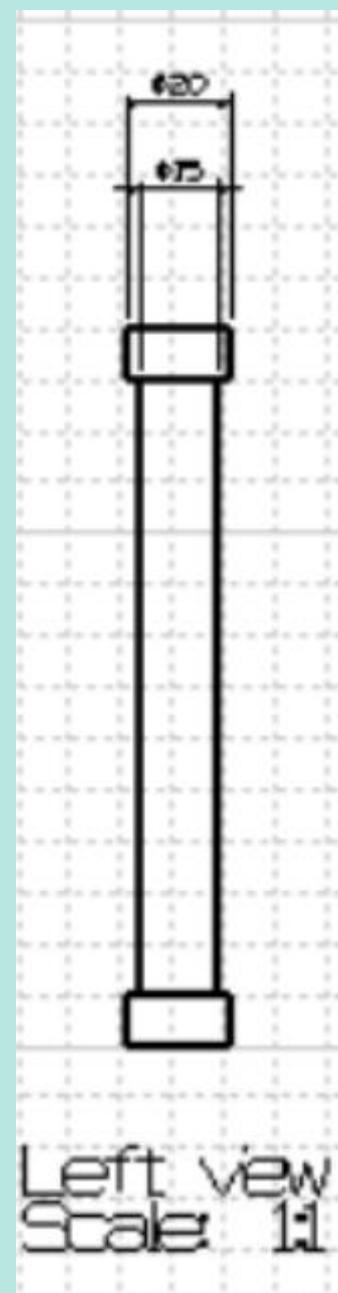
Chair & ladder _ Draft



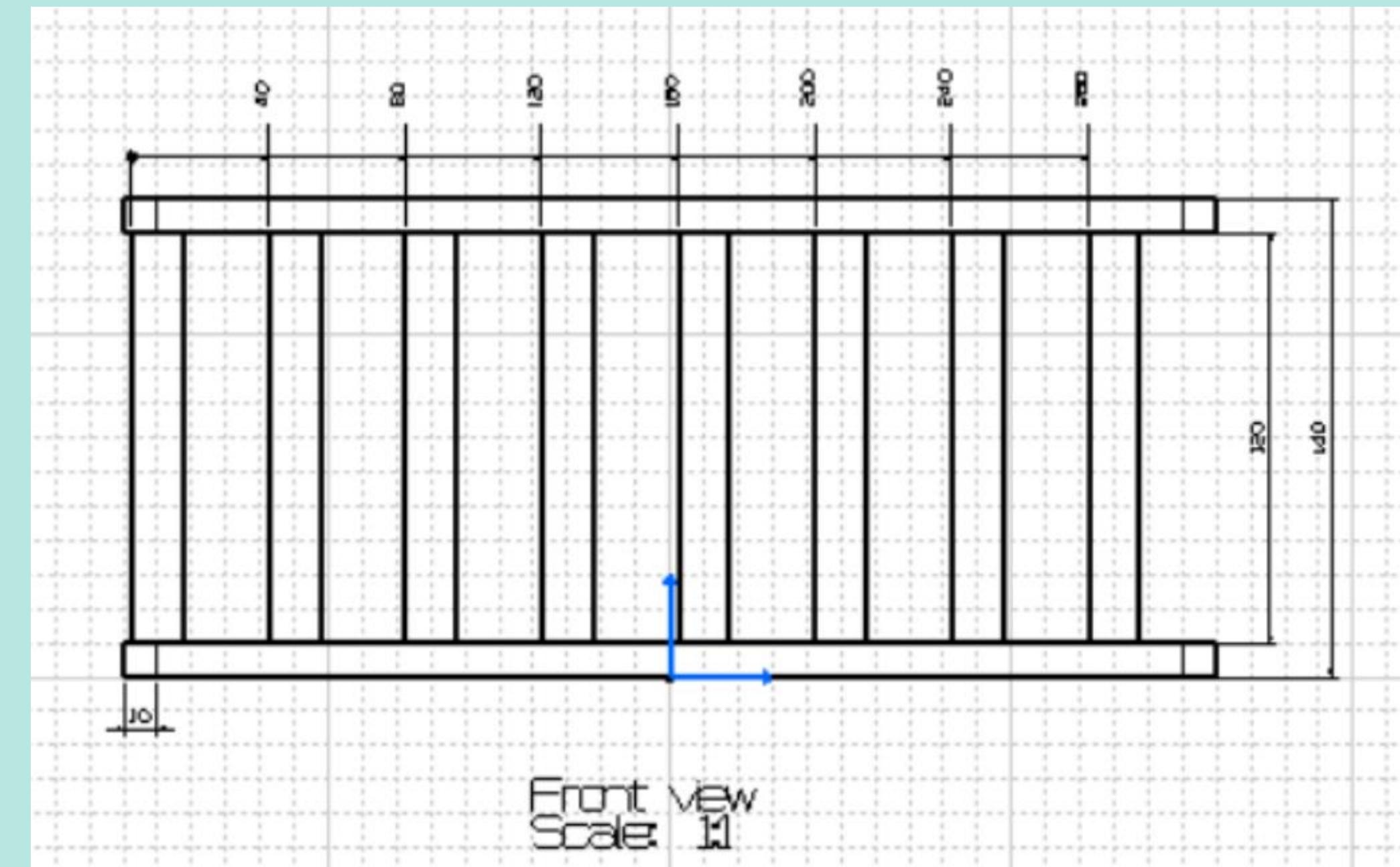
<Floor>

Chair & ladder = Draft

<Ladder>

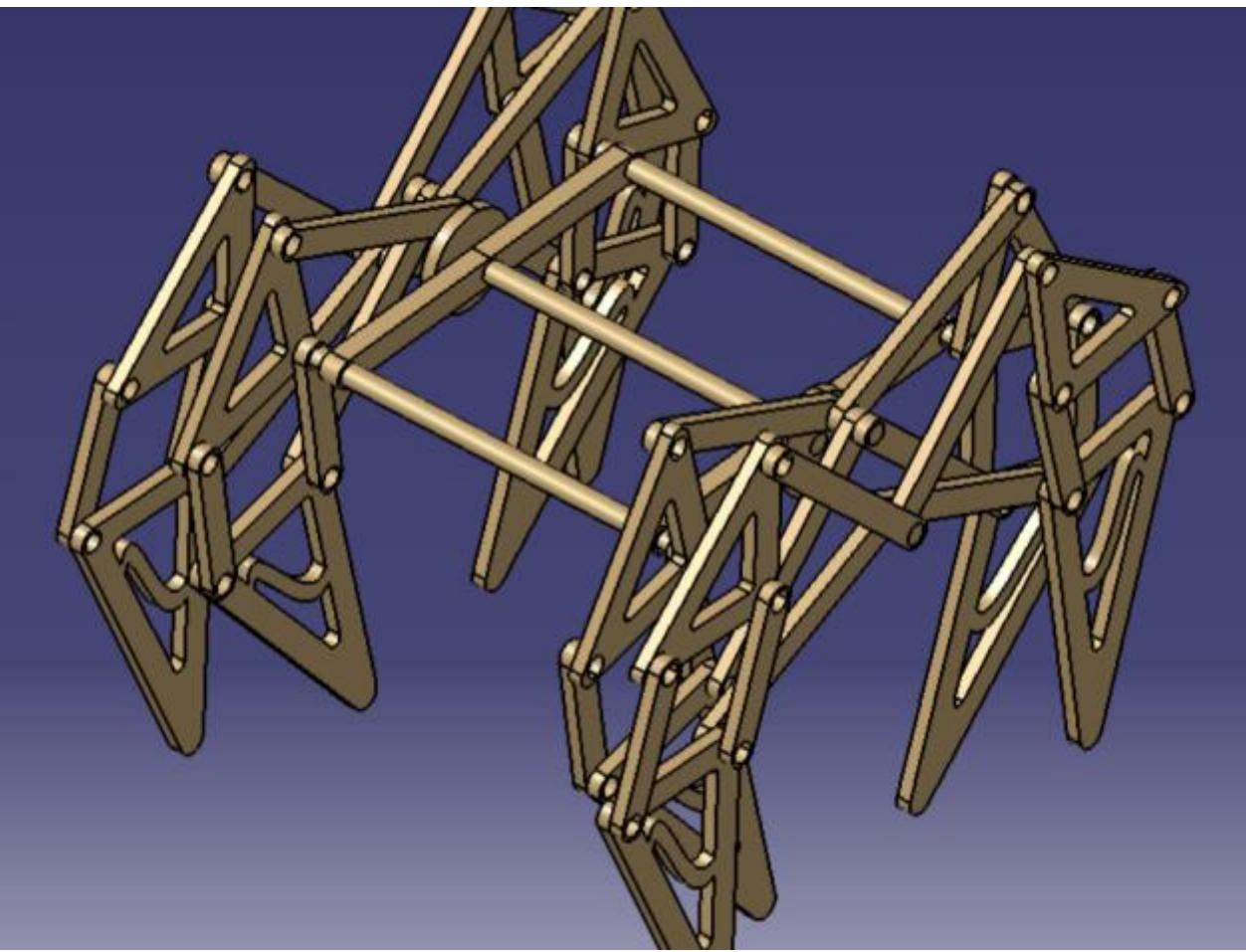


Left view
Scale 1:1



Front view
Scale 1:1

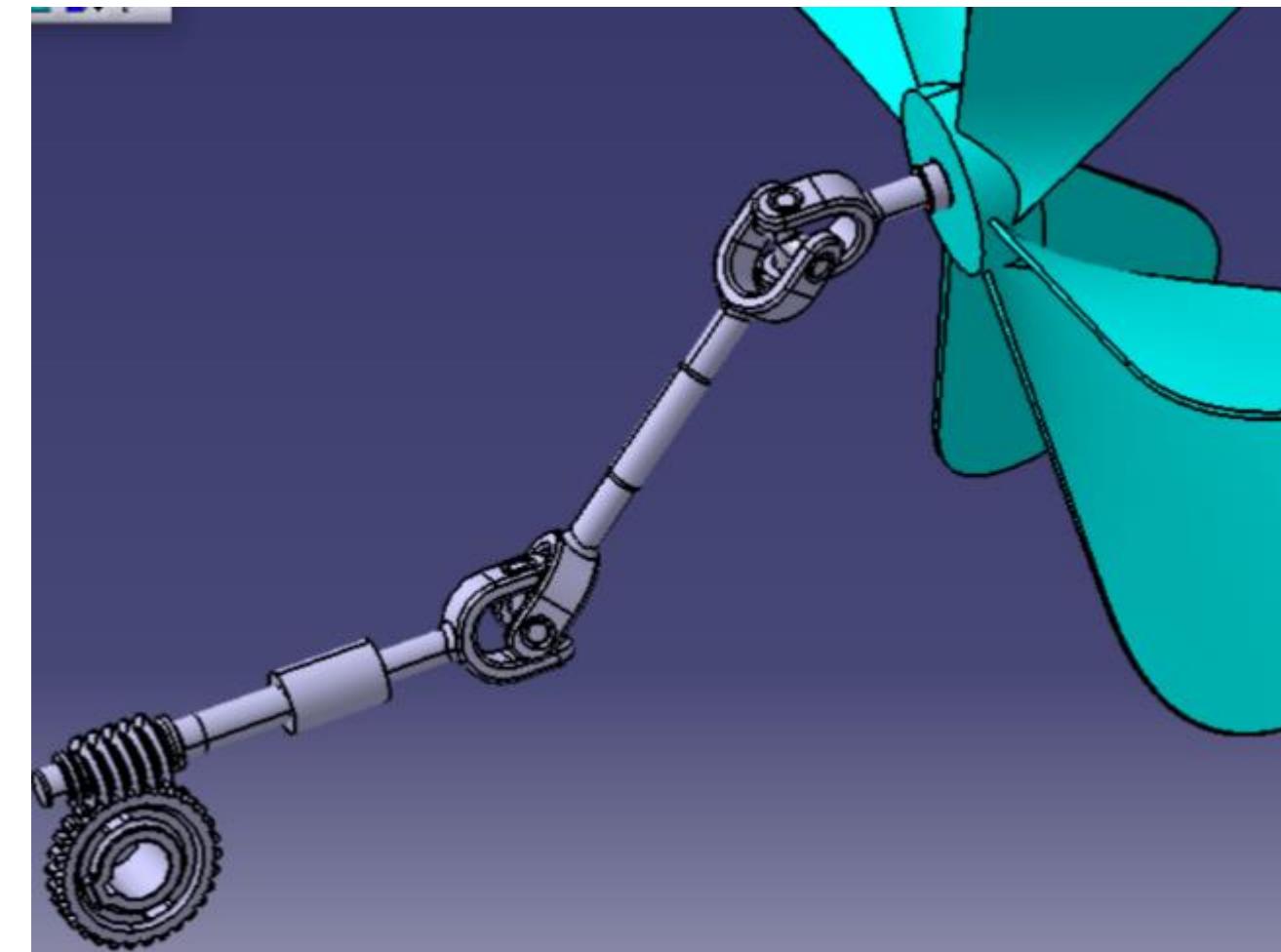
DMU Kinematics



중심 원판과 연결된 축을 기준으로 회전

다리는 안쪽과 바깥쪽이 180도 위상차

테오 얀센 메커니즘

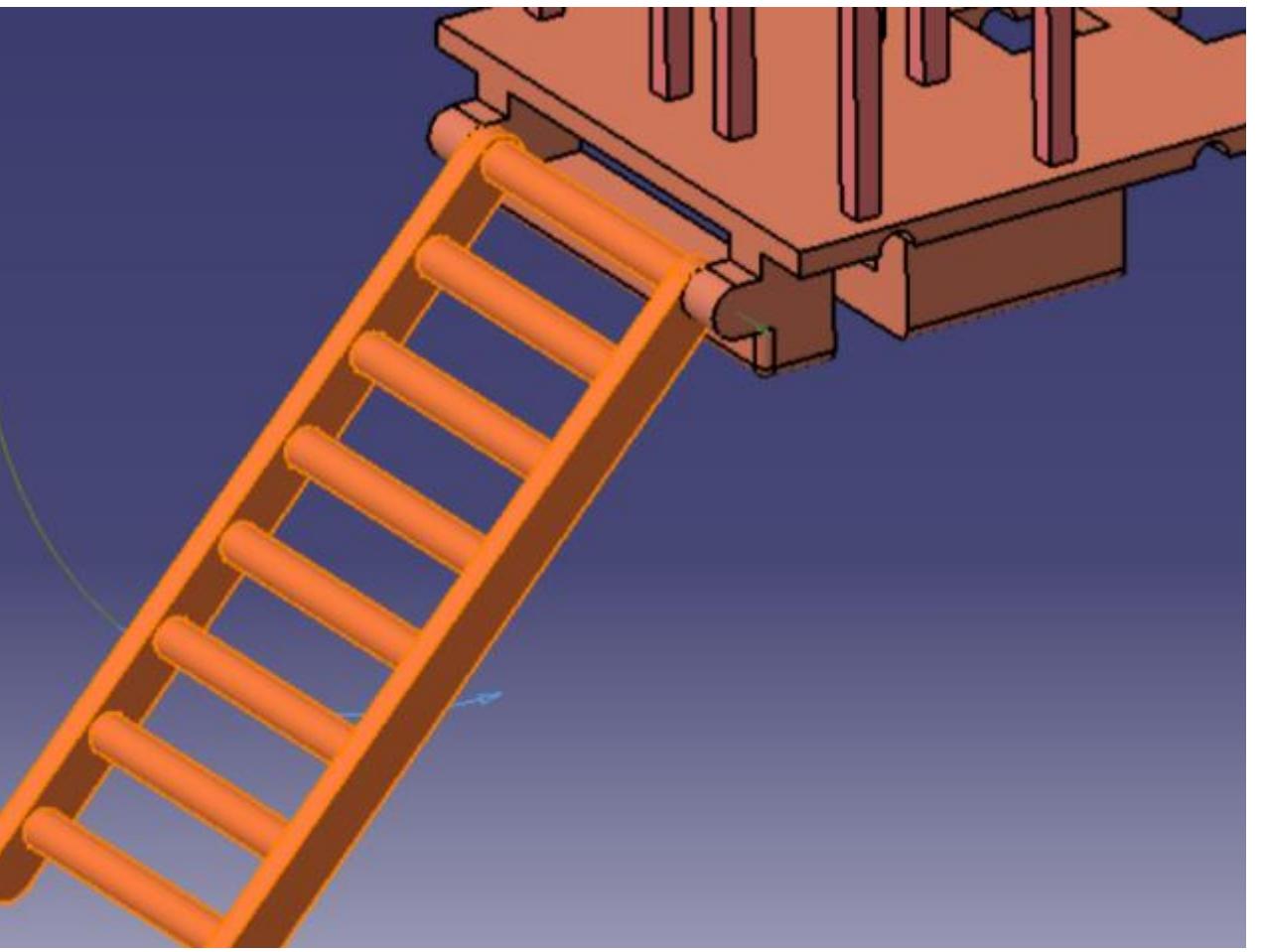


유니버설 조인트와 웜기어 사용

가속 운동

프로펠러의 회전

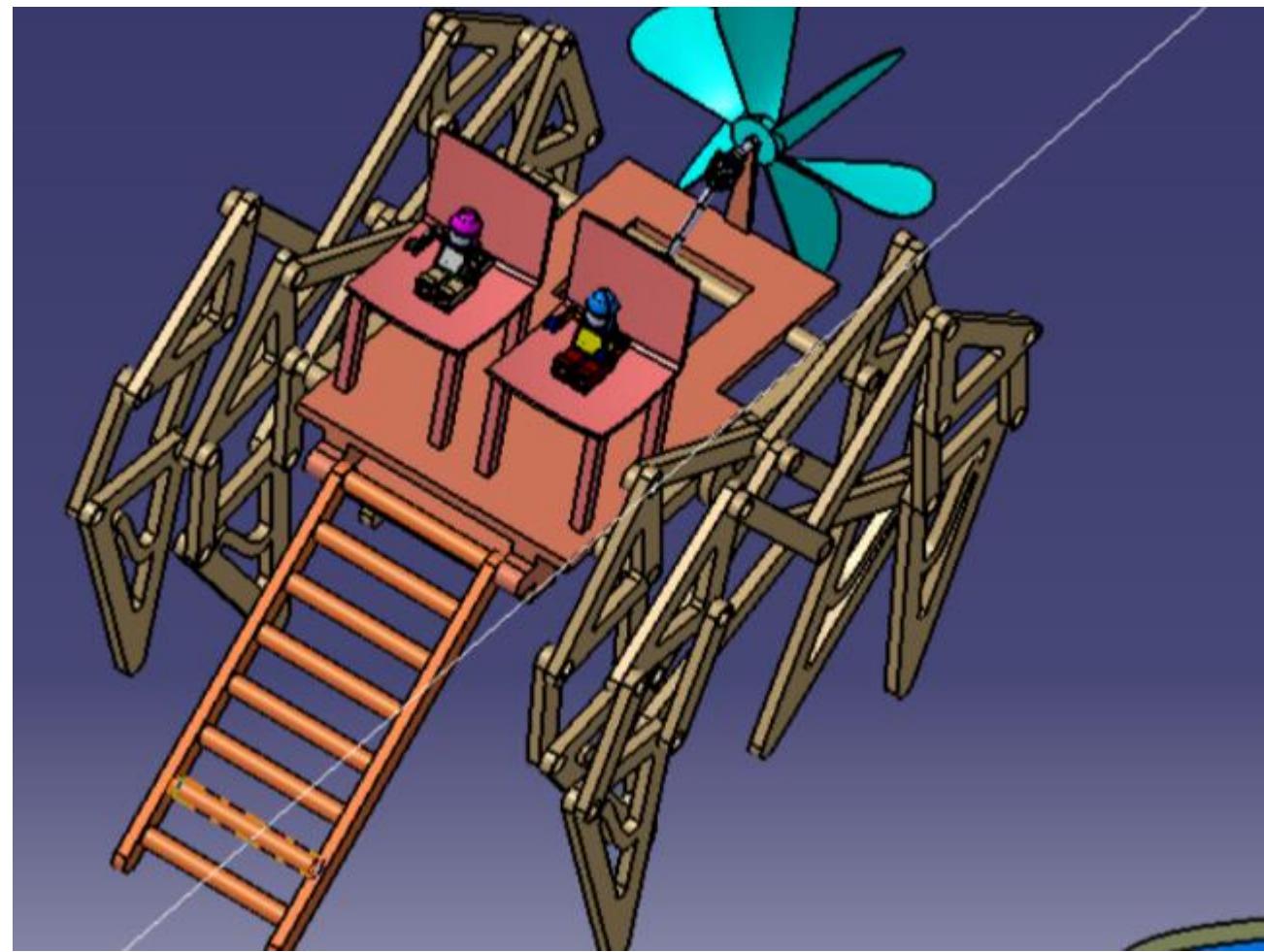
DMU Kinematics



60도 각도로 승객이 탑승할 수 있게 내려옴

사용하지 않을때는 의자 밑에 보관

탑승 사다리



해변가를 따라 병진운동

프로펠러와 함께 가속운동

병진 운동

가속 운동 함수

Theo Yansen's mechanism

```
main body.1#Theo_Yansen#Commands#Command.1#Angle =  
`main body.1#Theo_Yansen#KINTime` * main body.1#Theo_Yansen#KINTime` *45deg/1s/1s
```

45 deg/s²

Main Body

```
Formula Editor : Forward#Commands#Command.1#Length  
? X  
Forward#Commands#Command.1#Length =  
Forward#KINTime *Forward#KINTime *Forward#KINTime *2.5mm/1s/1s/1s
```

2.5 mm/s³

Propeller

```
main body.1#propeller#Commands#Command.1#Angle =  
`main body.1#propeller#KINTime` * main body.1#propeller#KINTime` *120deg/1s/1s
```

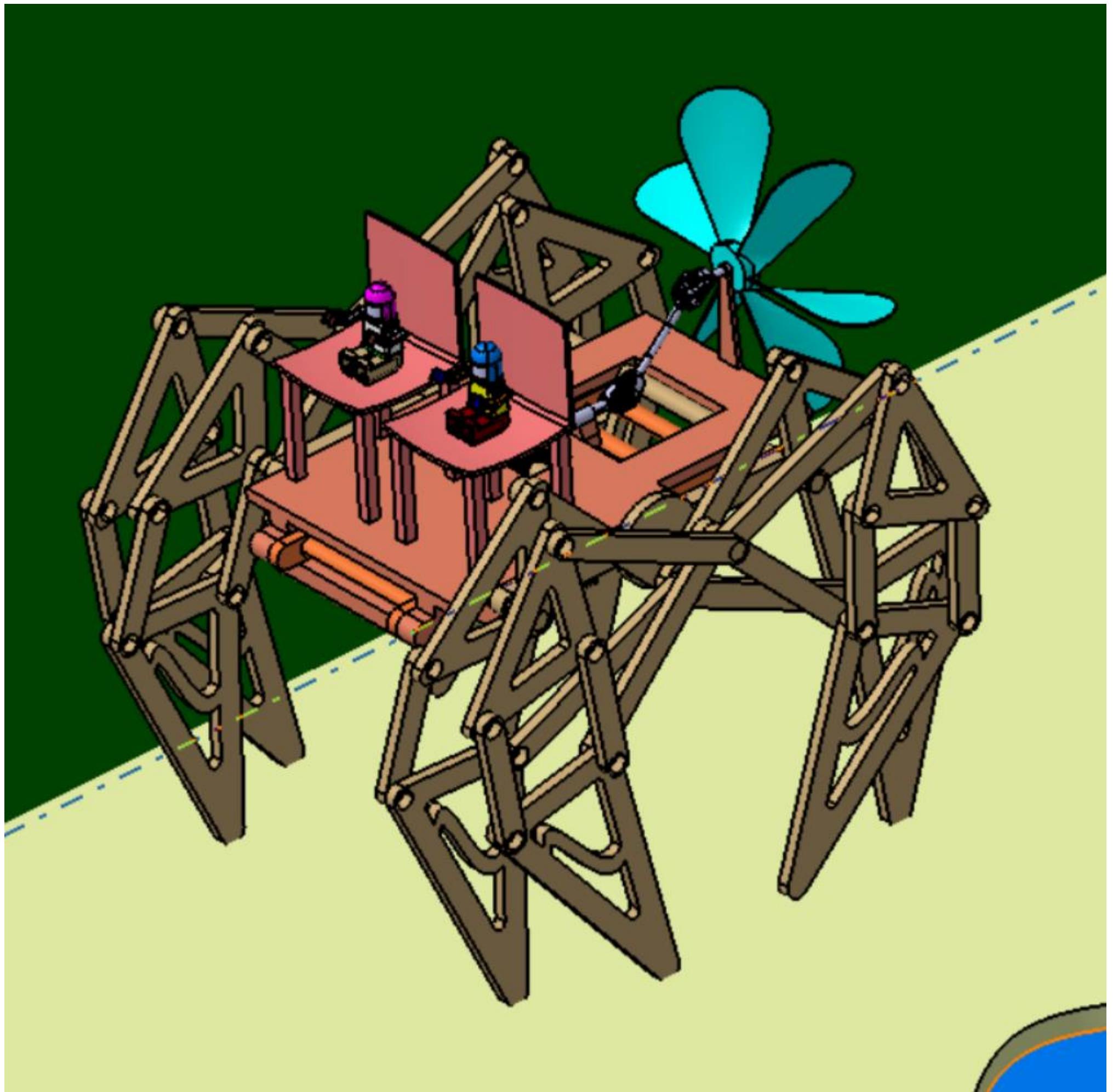
120 deg/s²

03

Simulation

최종 Assemble, 영상

최종 Assemble Model



영상



<https://youtu.be/61Uyy8Ki6wE>

04

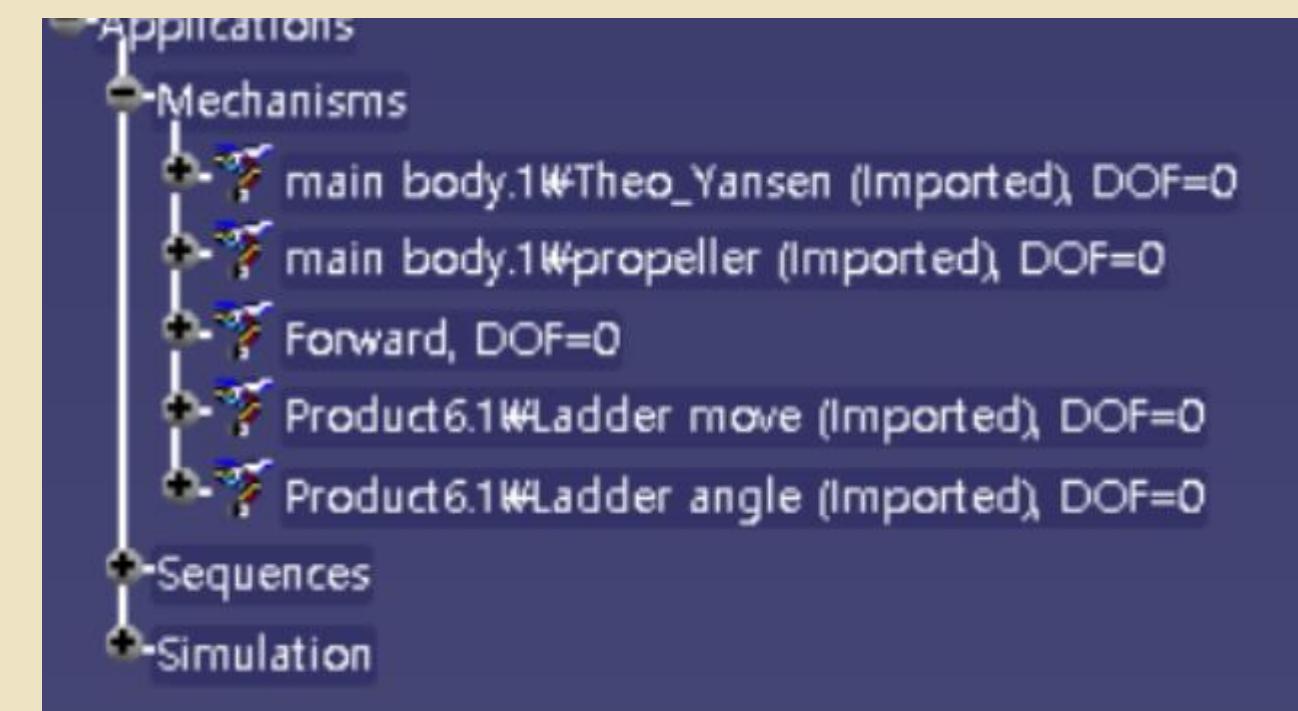
마무리

어려웠던 점, Q&A

어려웠던 점

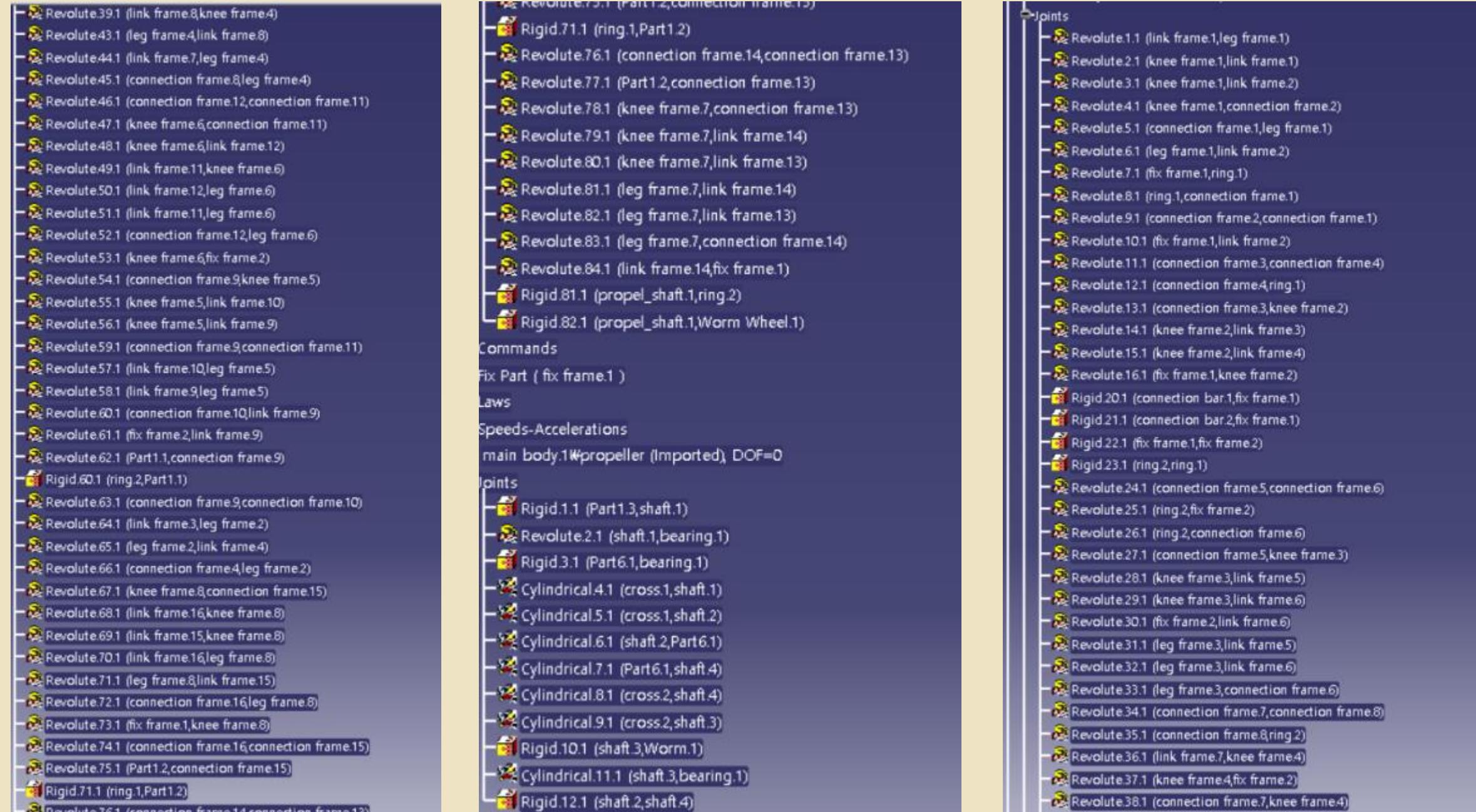
01

많은 양의 Joint로 인한 DOF 계산의 어려움



69개의 part 와 5개의 mechanism

어려웠던 점



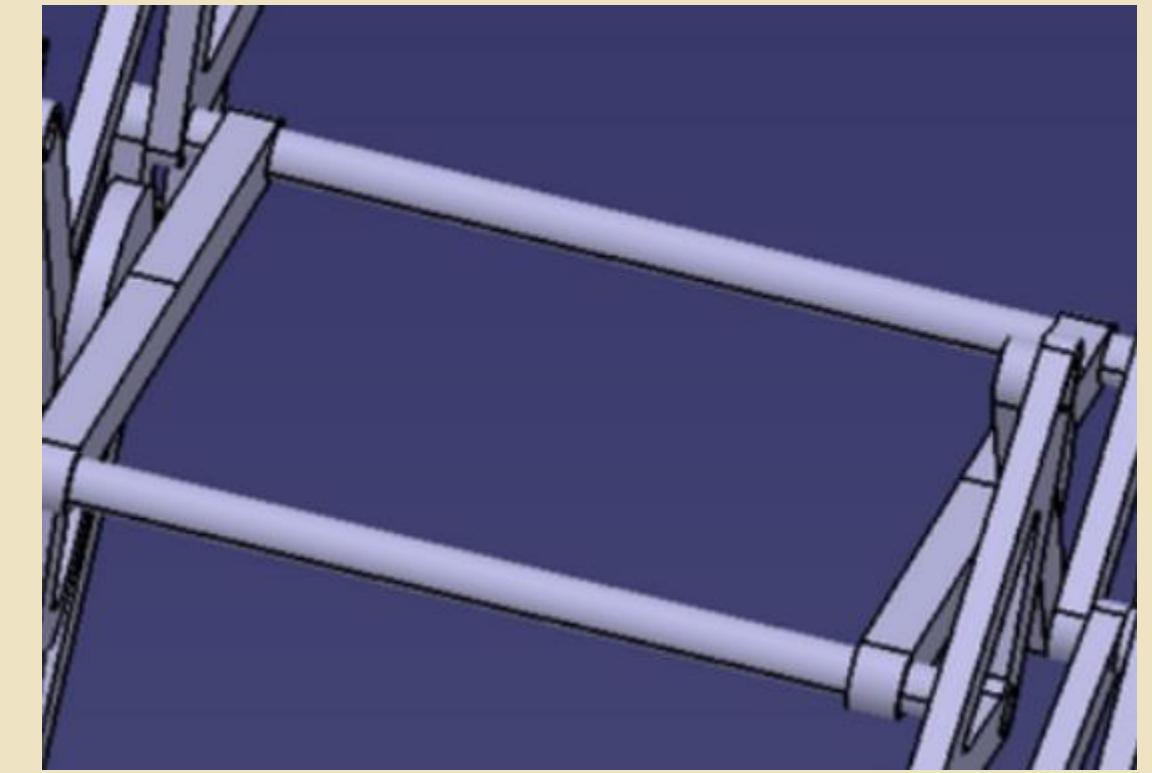
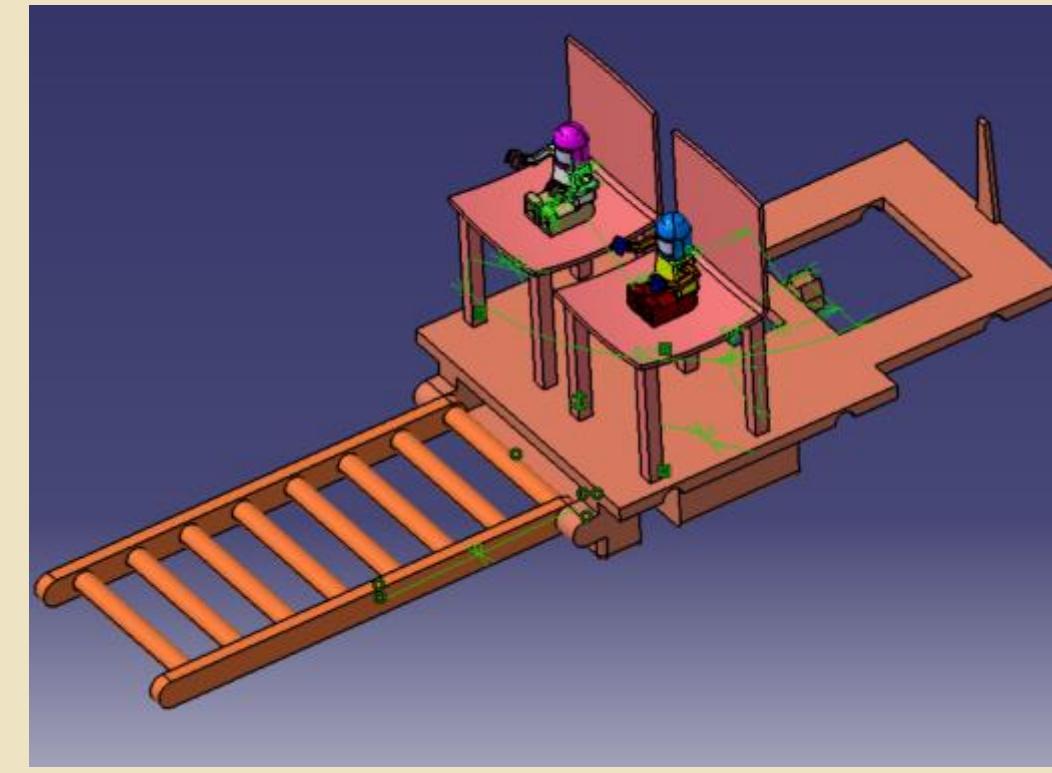
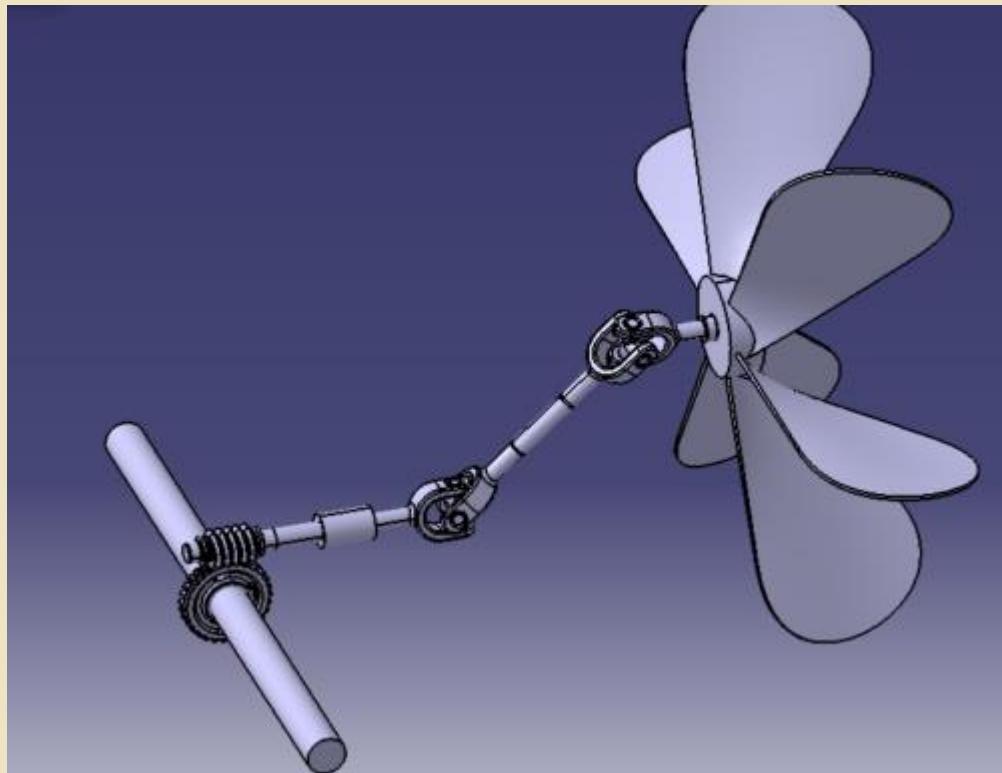
98개의 joint

-> 중복으로 Joint를 부여하지 않으면서 DOF=0으로 만들기 위해 많은 노력이 필요했다.

어려웠던 점

02

Part의 치수를 직접 부여한 부분이 많아 다른 Part와 균형을 맞추는데 어려움이 있었음.

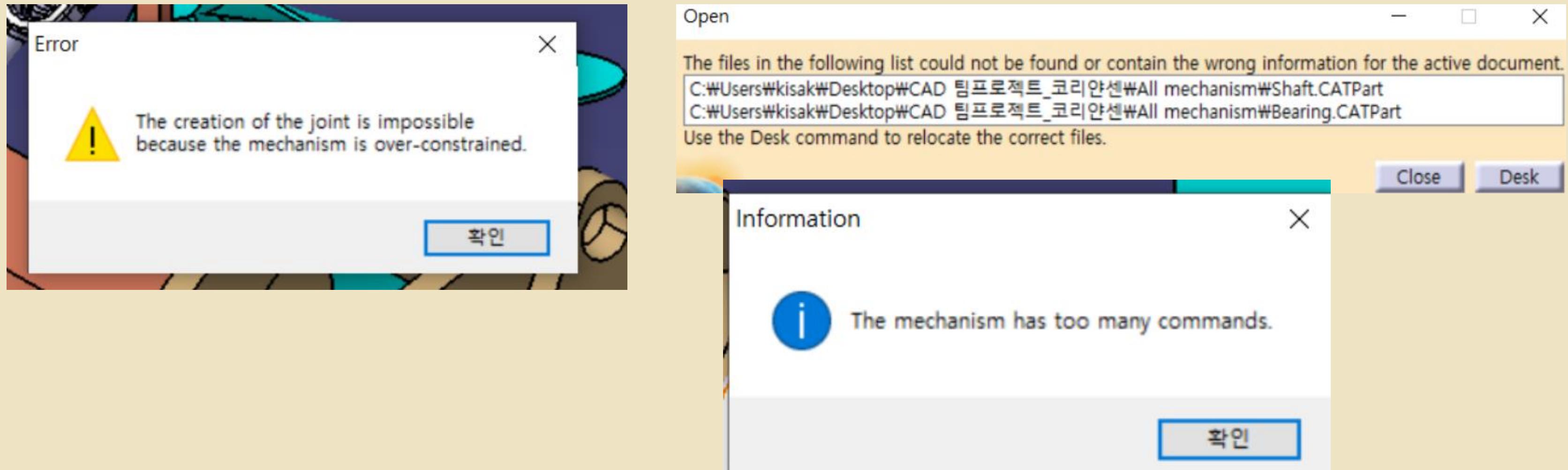


-> 얀센 메커니즘의 다리 부분을 제외한 몸통의 크기, 프로펠러 메커니즘, 의자 및 사다리 부분은 모두 새롭게 치수를 부여해 모델링한 부분들이다.

어려웠던 점

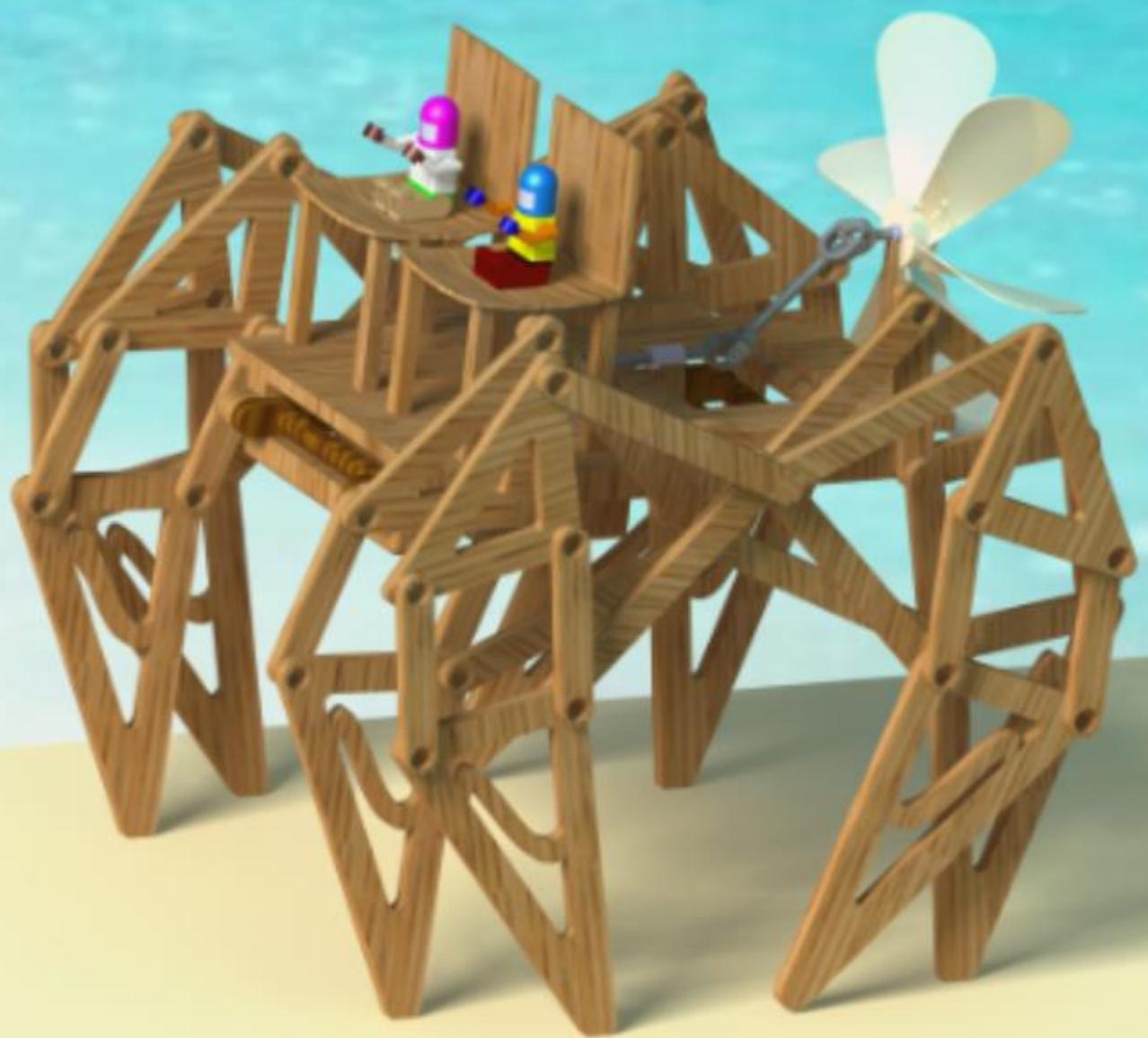
03

Assemble 할 때 각각의 Product와 Mechanism의 처리 문제



-> Over Constraint, Too many commands, 경로 재설정 문제 등 많은 오류가 발생했고,
이를 해결하기 위해 같은 작업을 여러번 반복하거나 새로 수행하게 되는 일이 많이 있었다.

Q & A





Thank you

; 감사합니다