

Welcome to a World

인형뽑기



Team : A뽑기

김은준
박성원

● 목차 ●



주제선정 배경



part design



Assembly design



DMU Kinematics



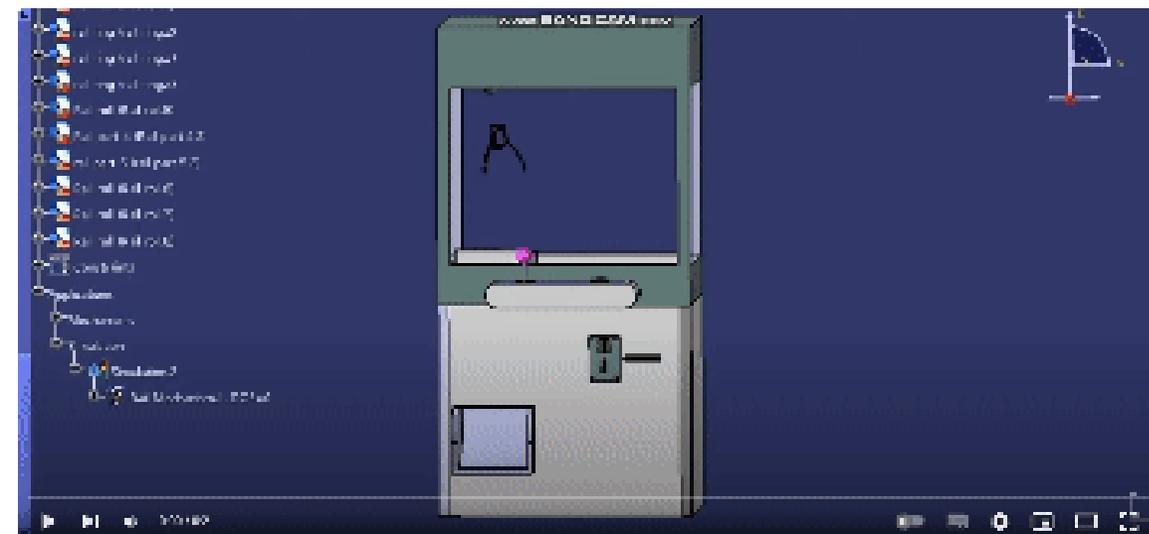
Simulation



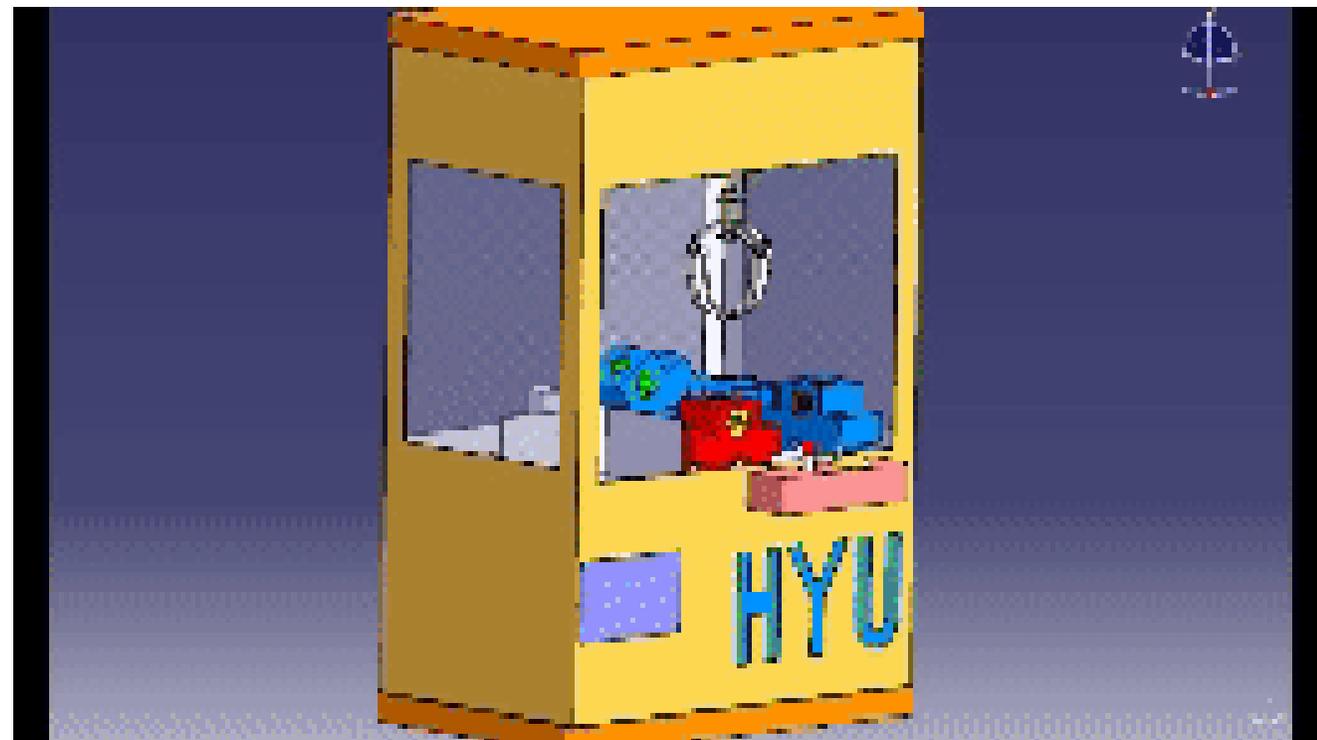
고찰 & QnA



과거 프로젝트와의 비교



인형뽑기 기계 팀



A 뽑기 팀



주제 선정 배경



인형뽑기



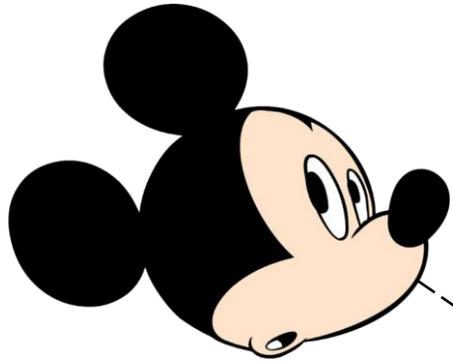
우주선



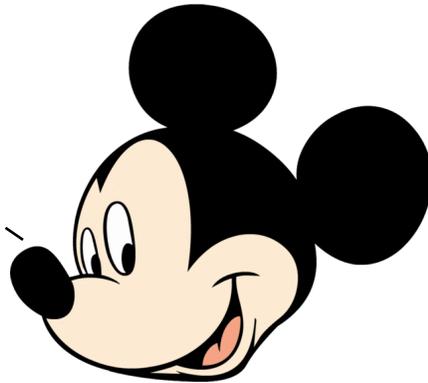
스키점프



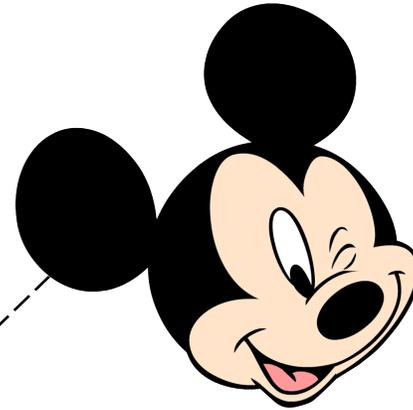
역할 소개



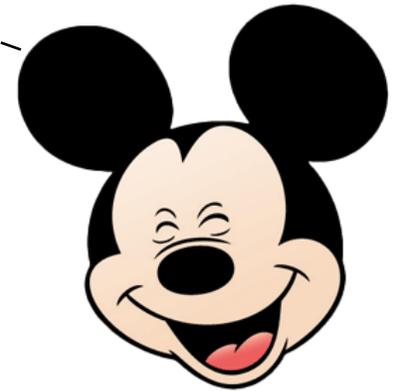
Part Design



Assembly Design



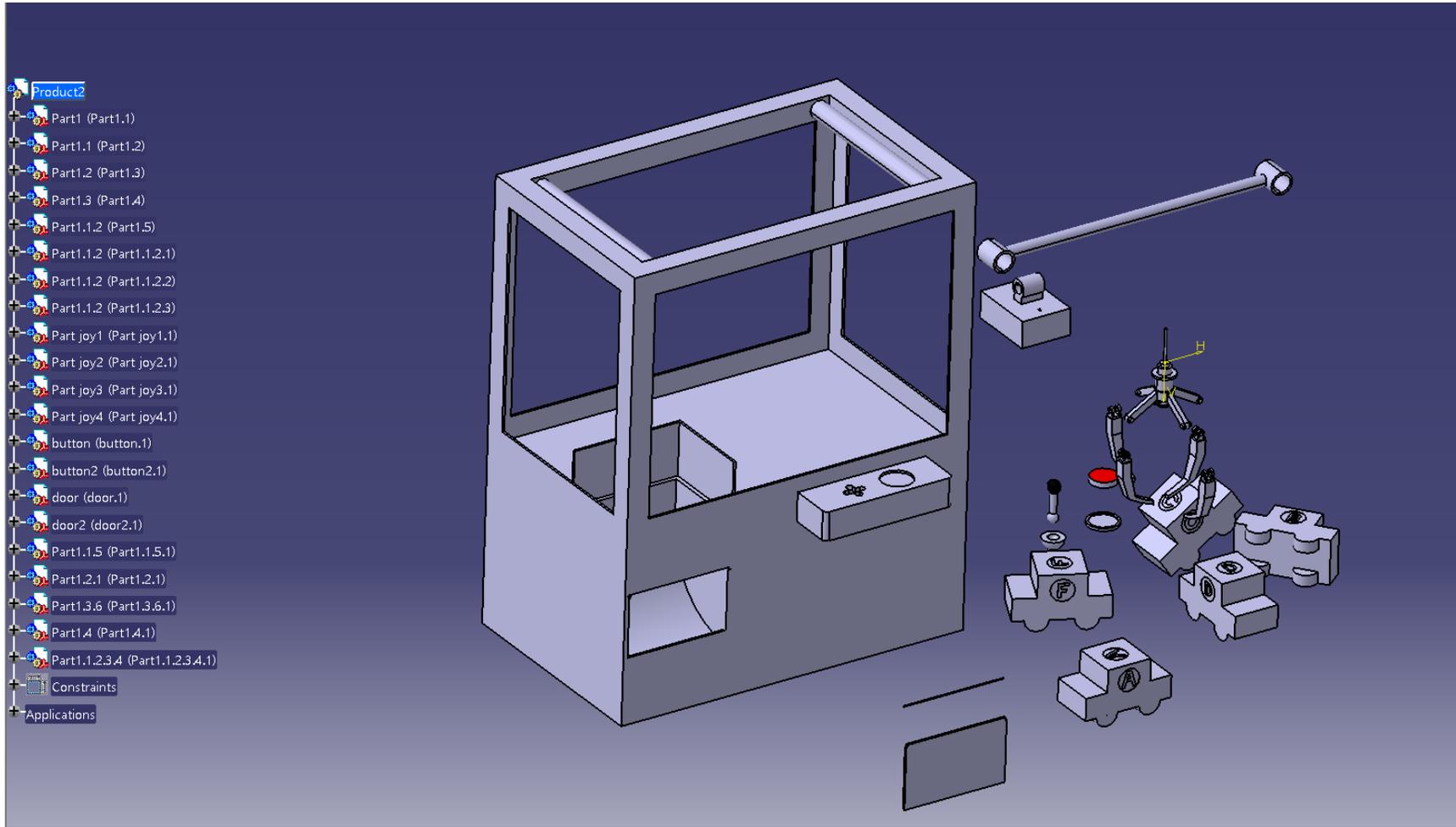
DMU Kinematics



Simulation



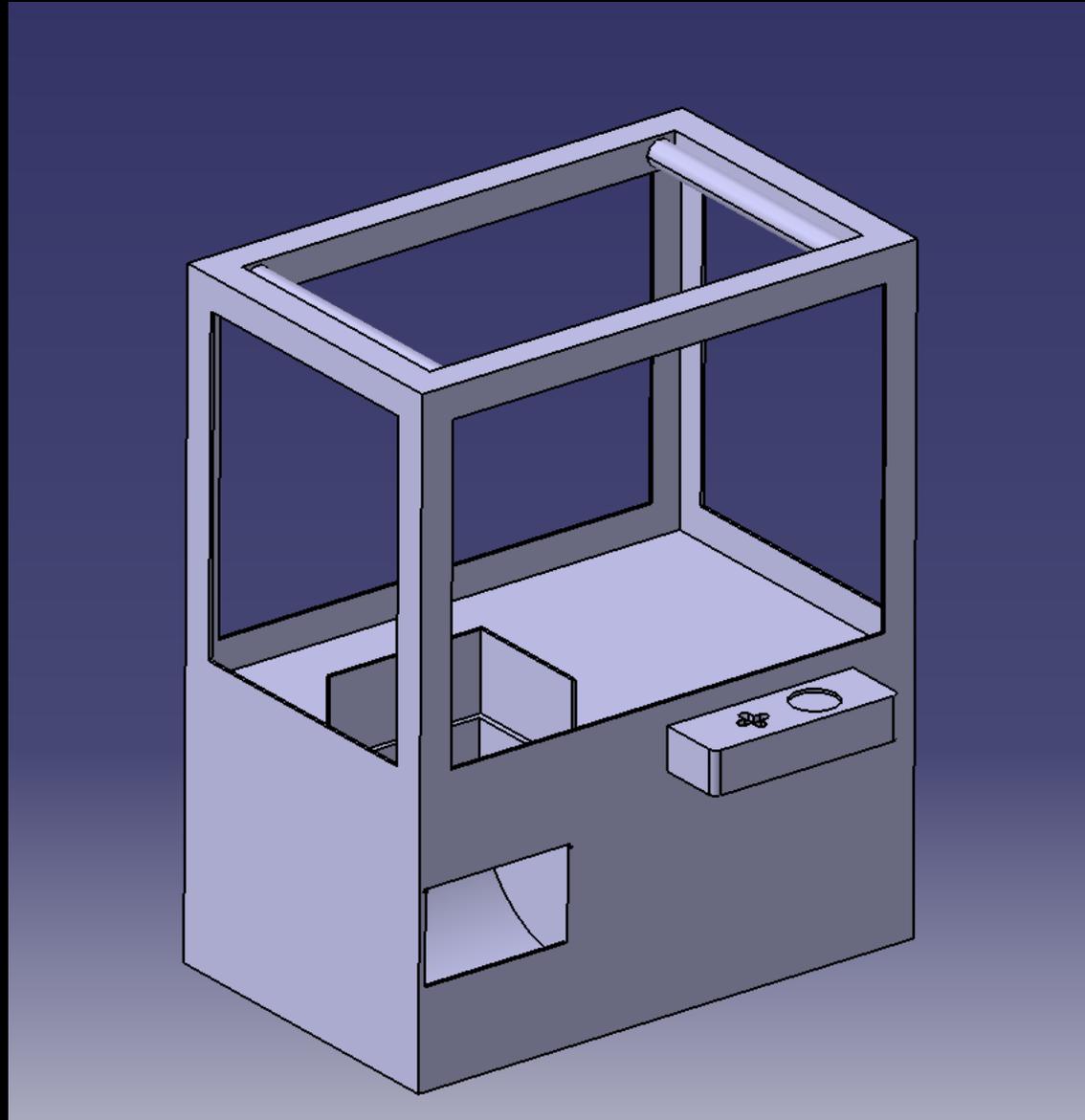
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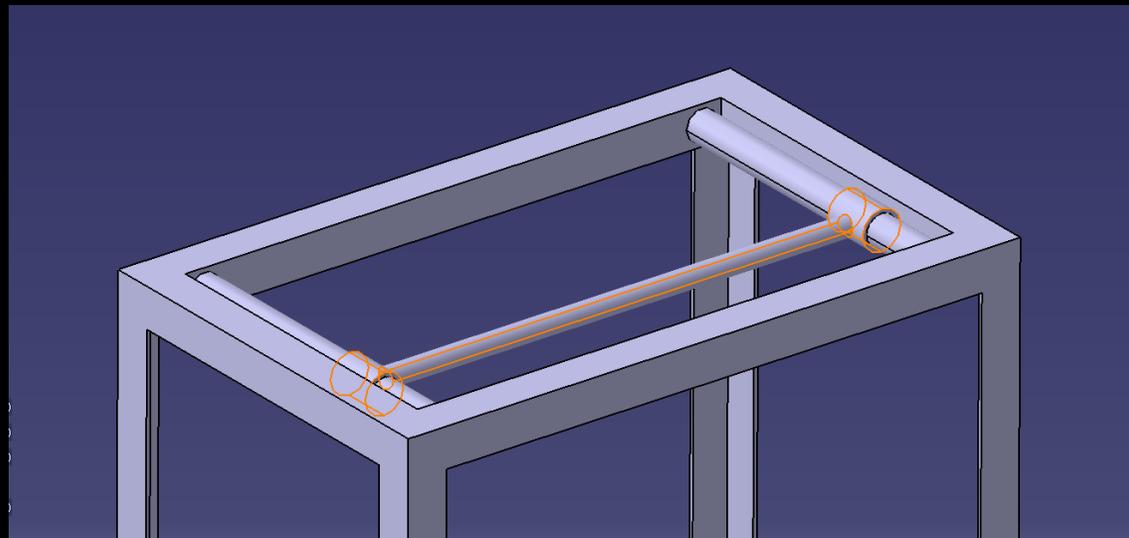


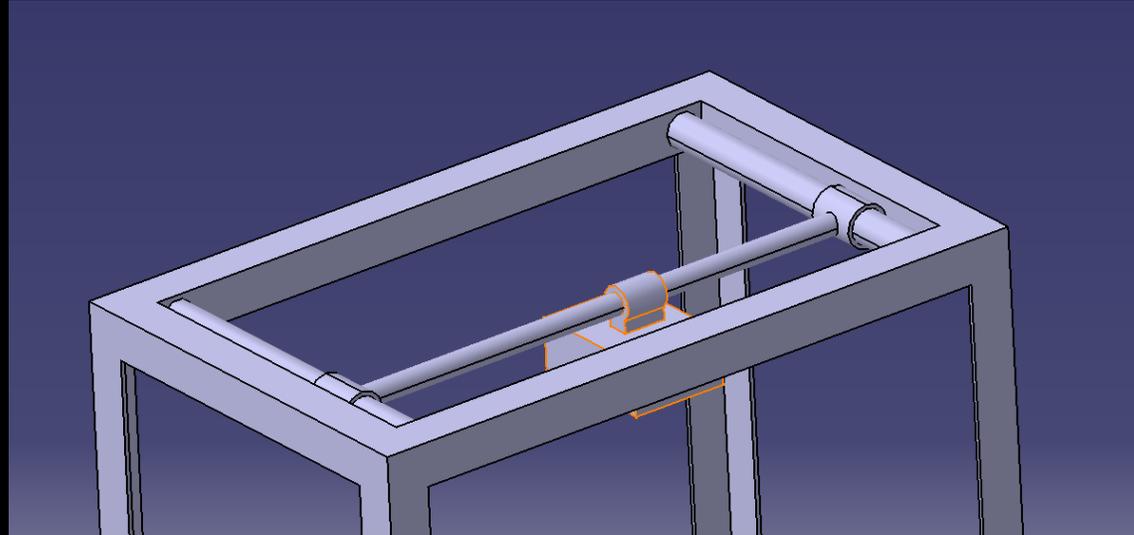
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- body2
- body2_1
- body2_2
- Bong1
- button
- button2
- car
- carb
- carc
- card
- carf
- case
- claw
- door
- door2
- joystick1
- joystick2
- joystick3
- joystick4

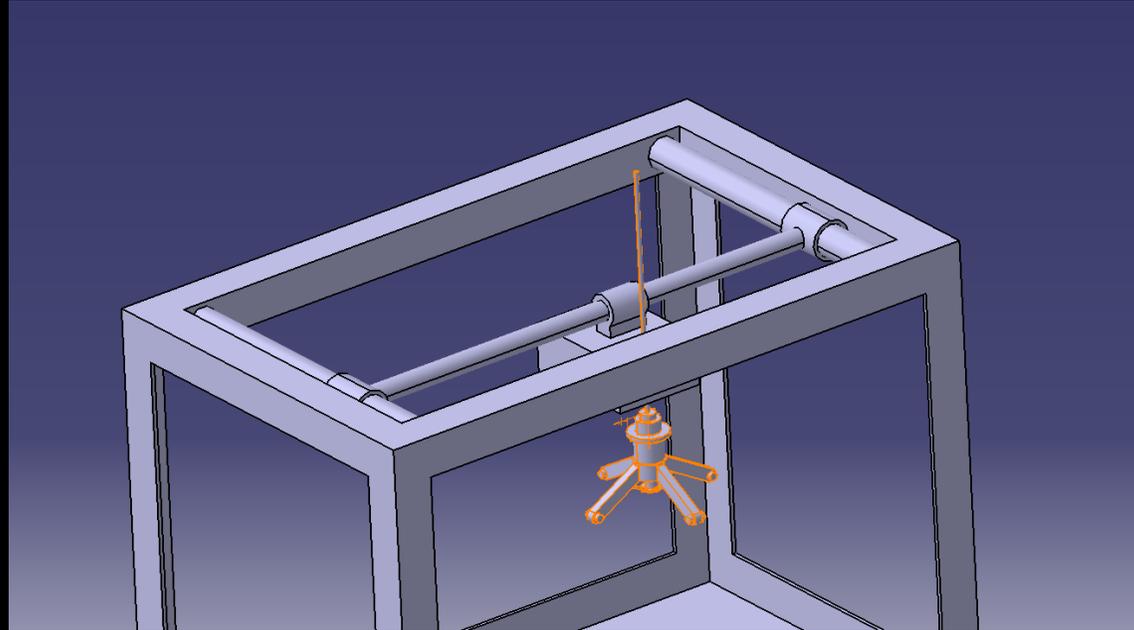
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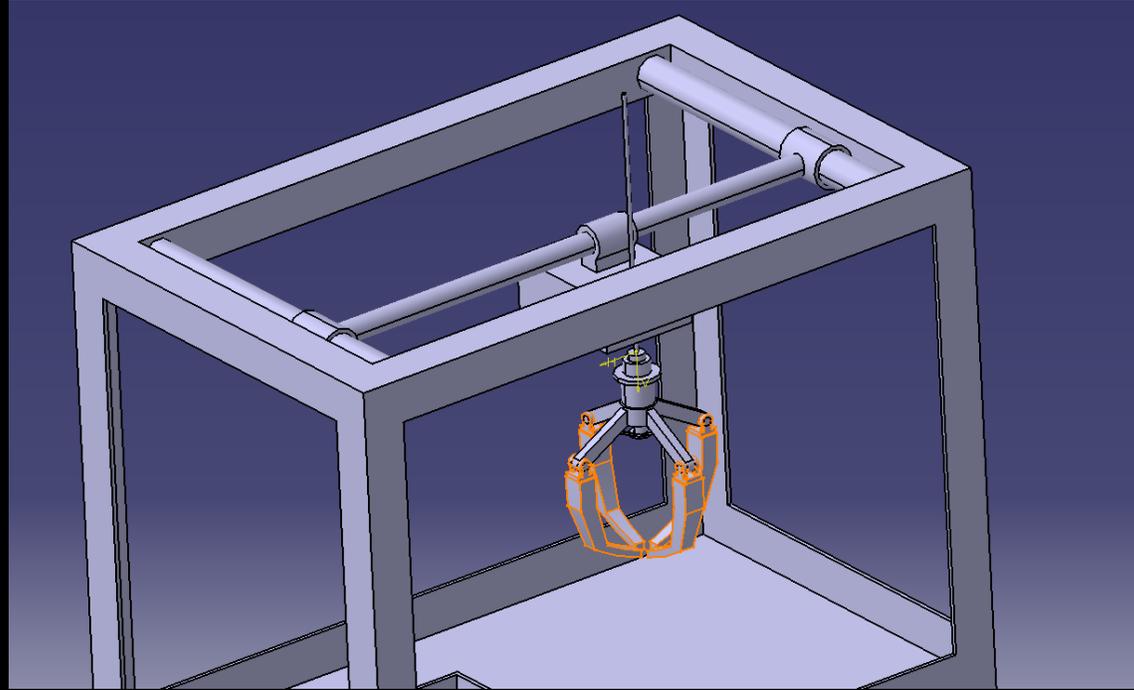


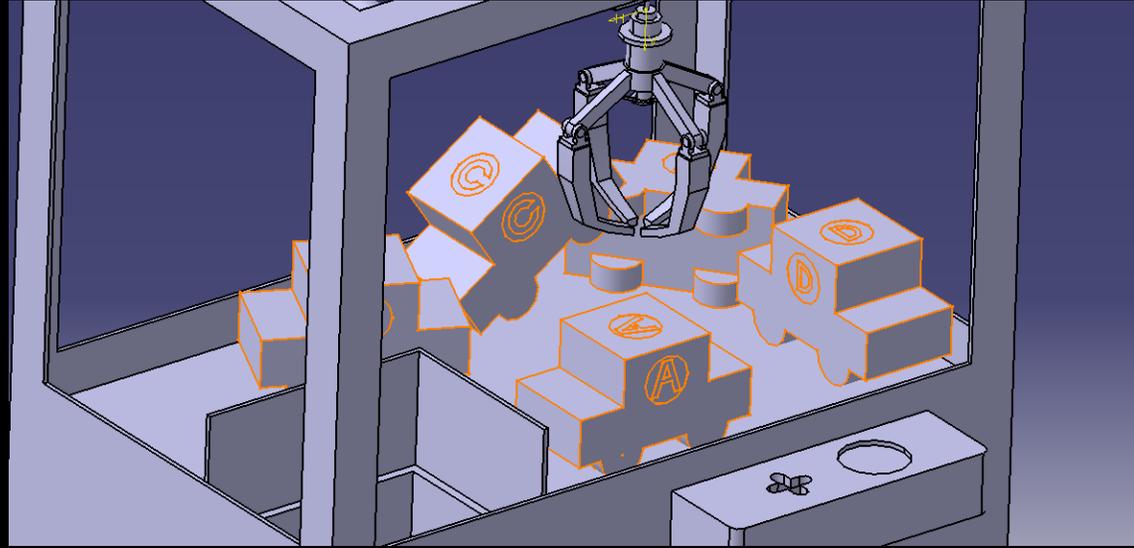


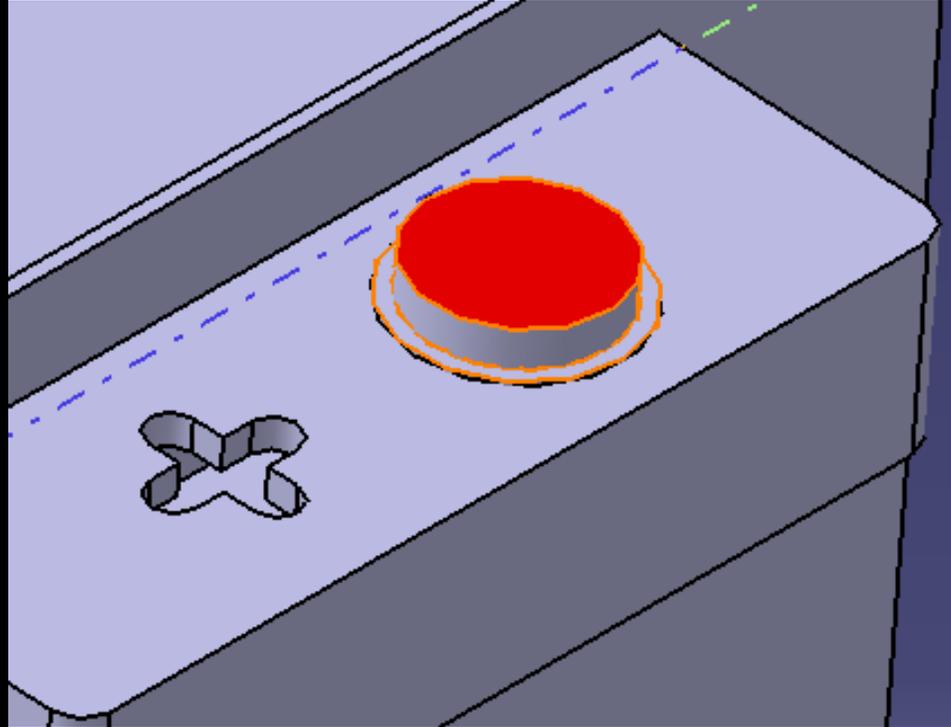


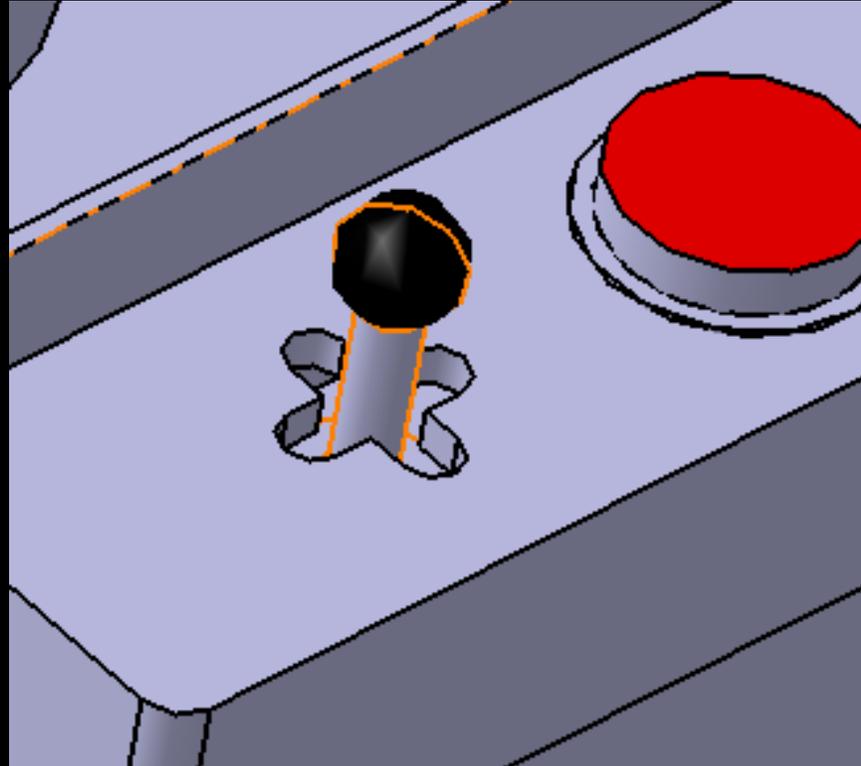


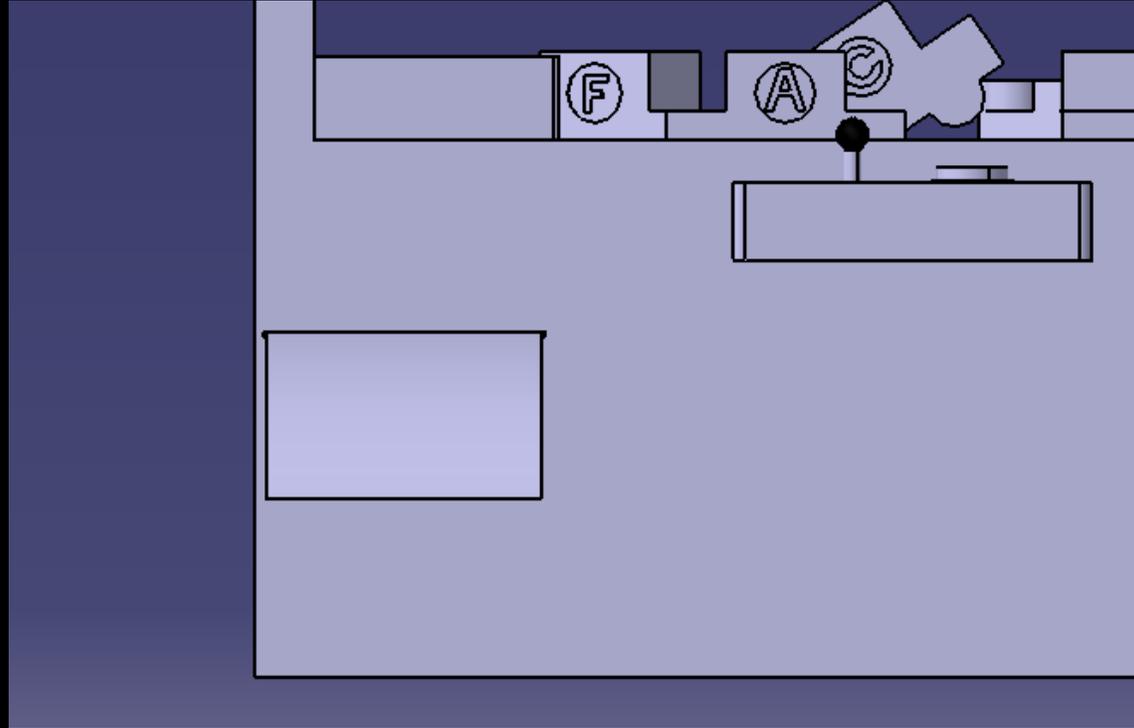


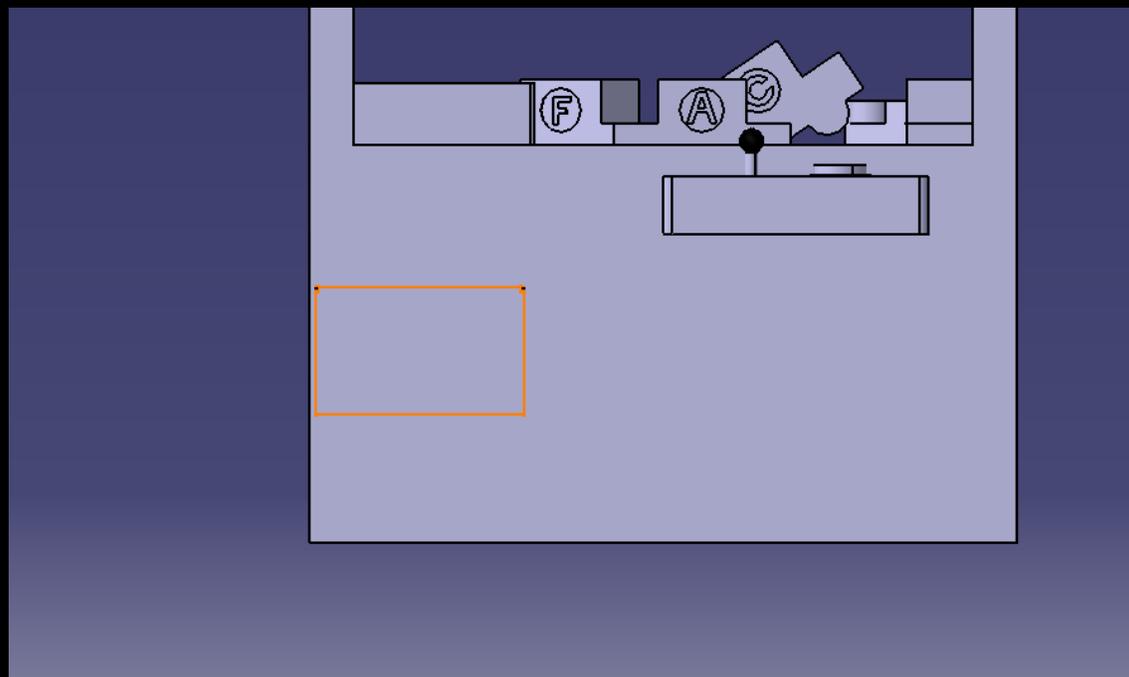


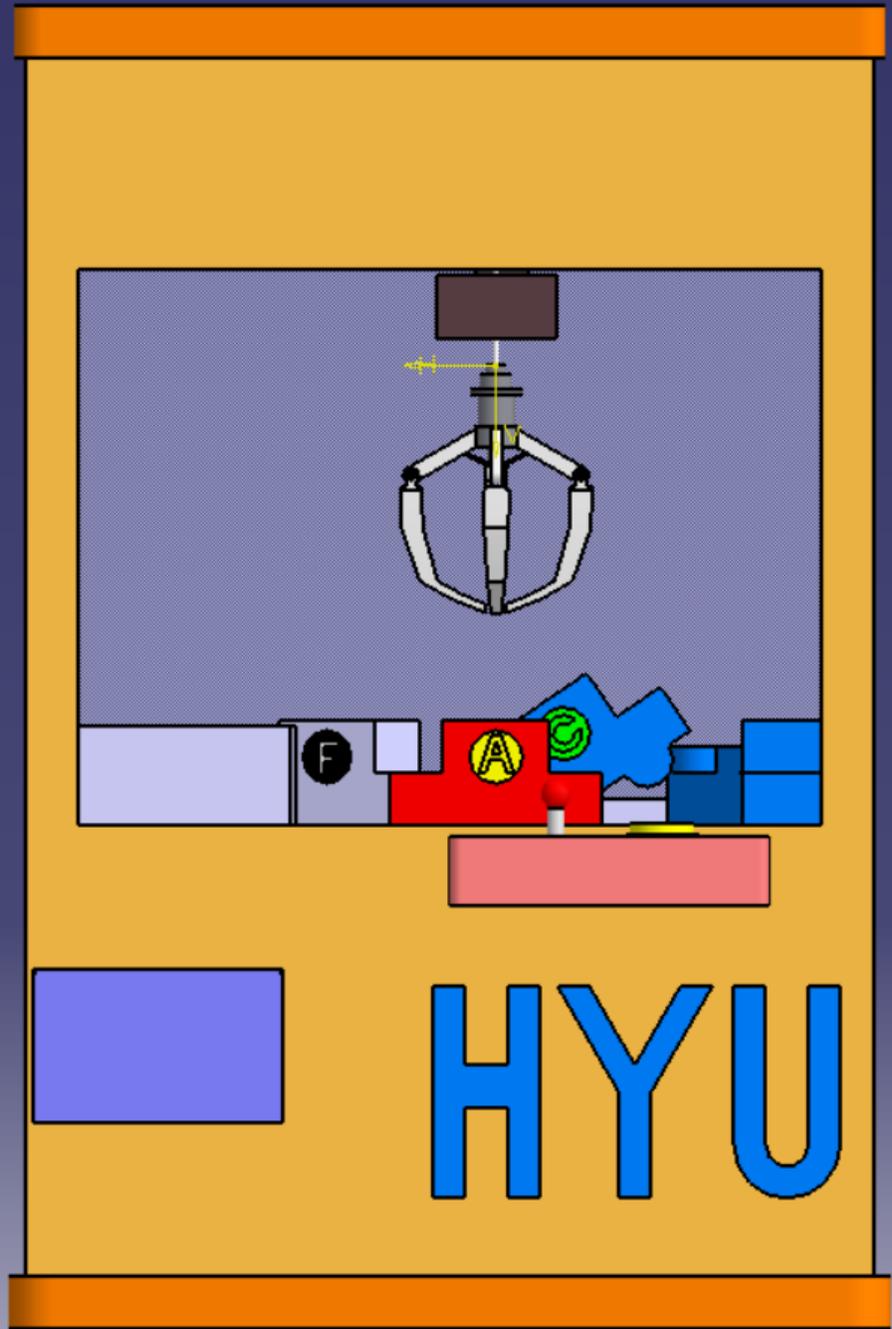




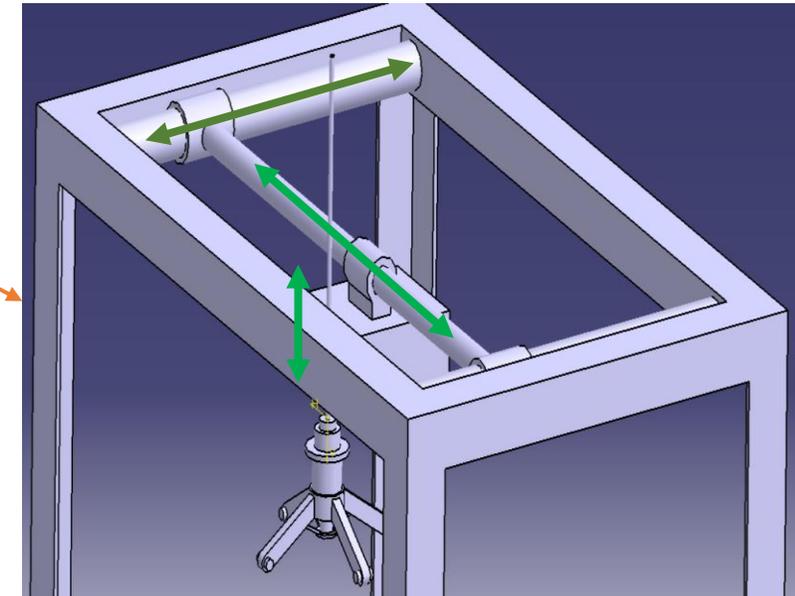
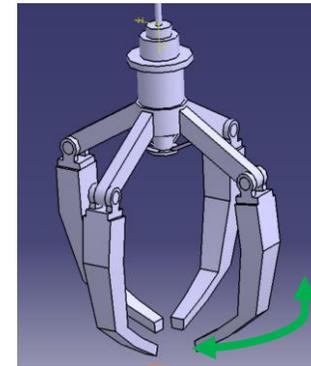
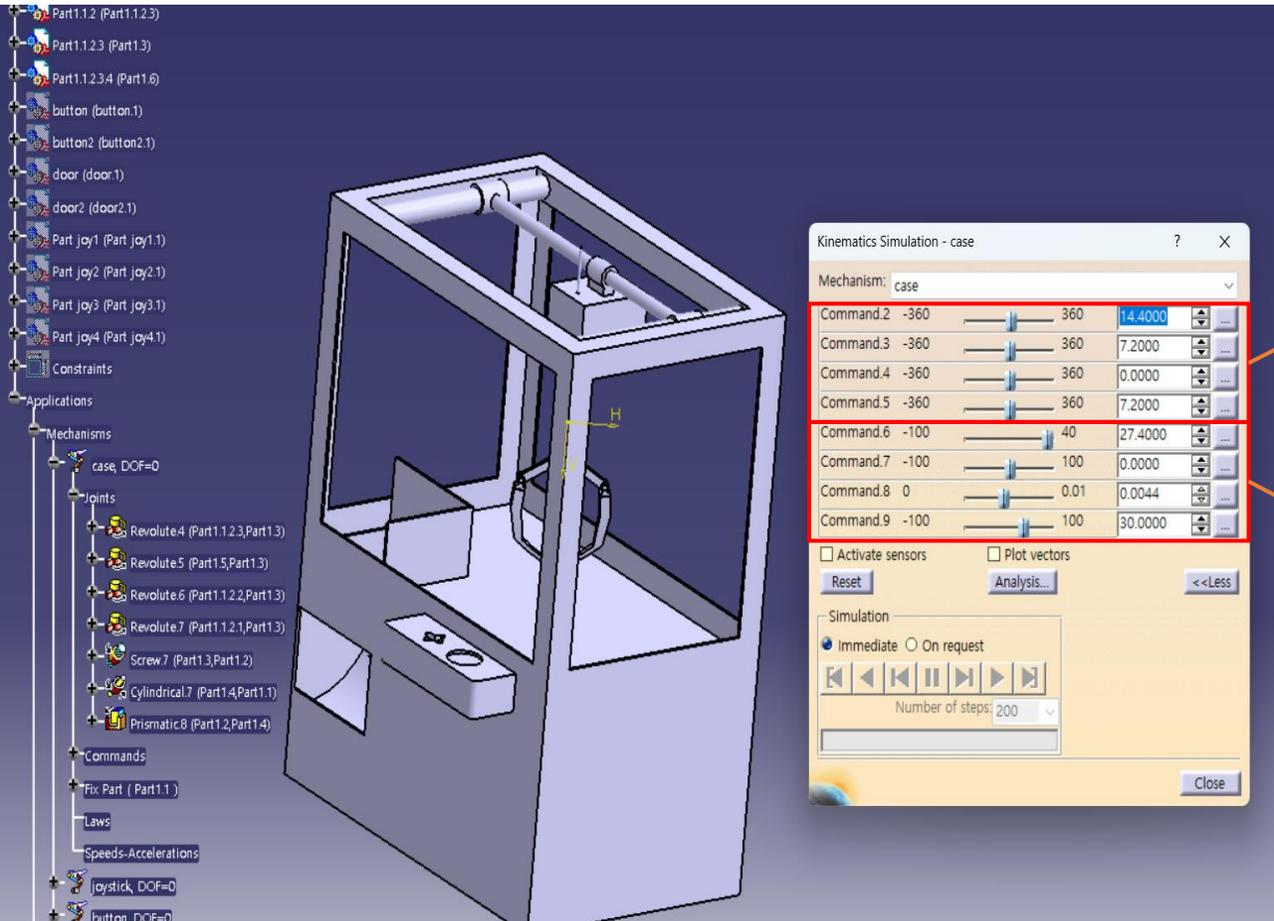




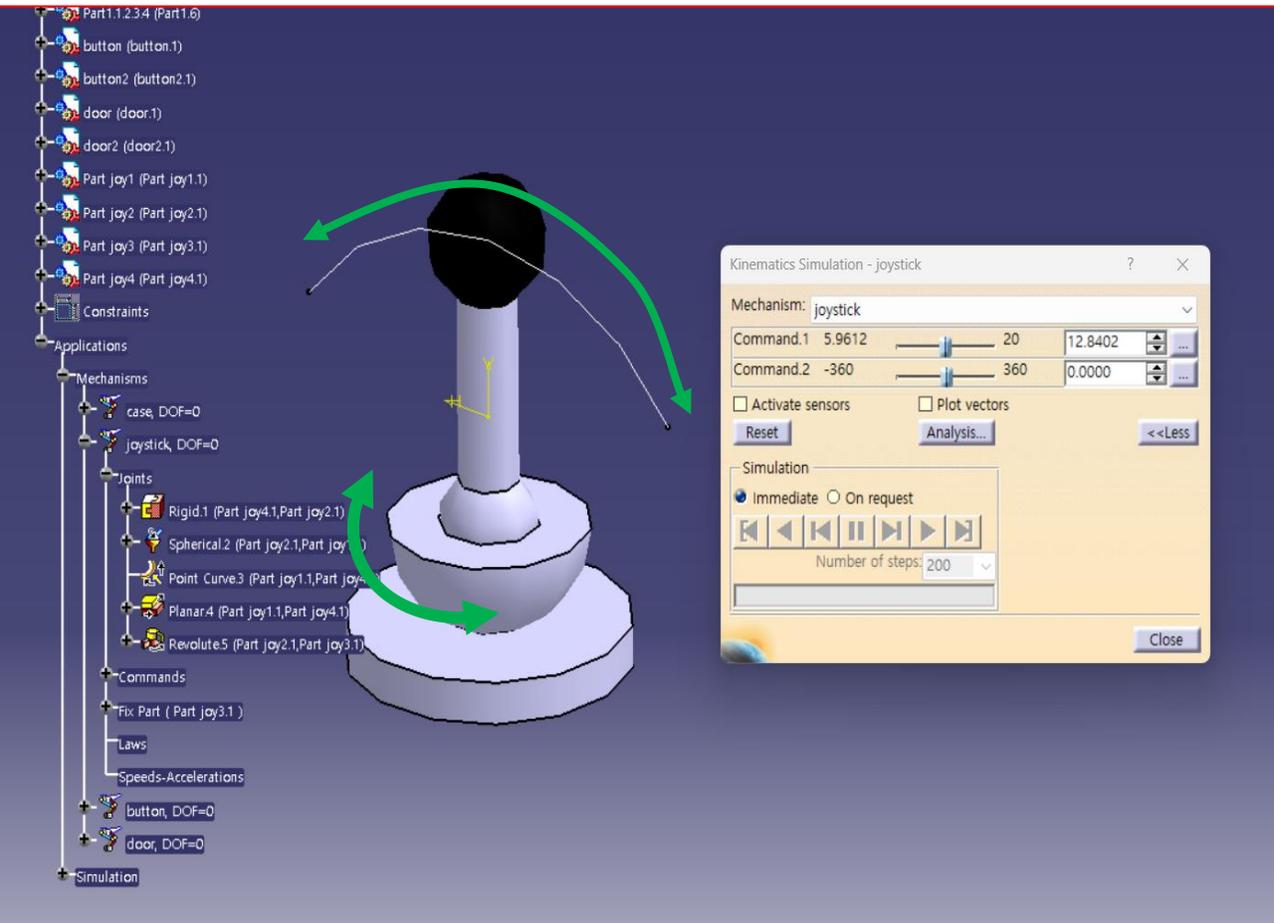




DMU Kinematics

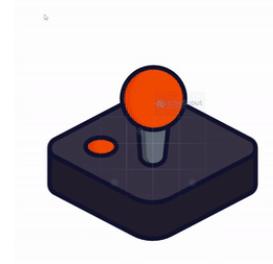


DMU Kinematics

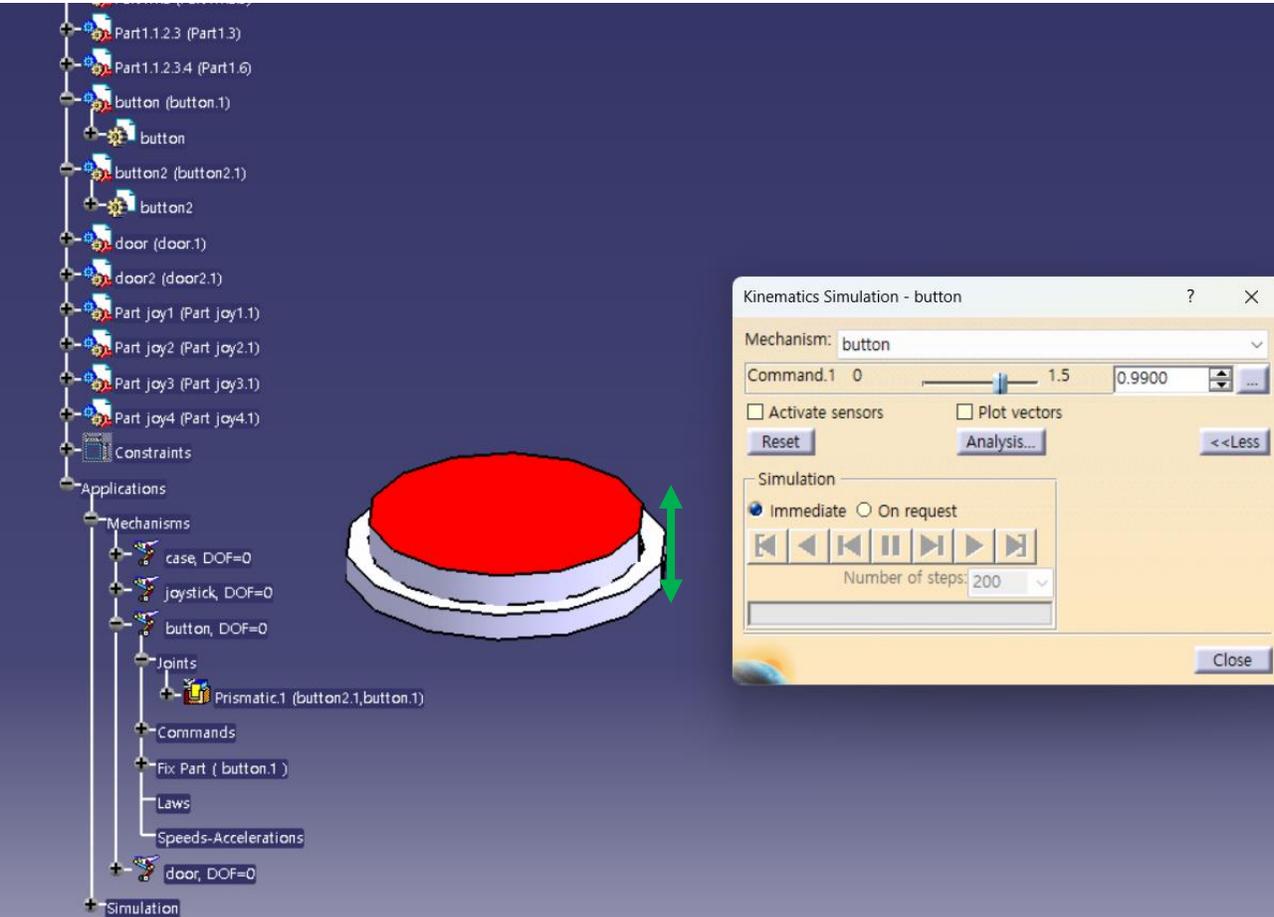


조이스틱

- 현실 조이스틱 움직임 구현 어려움
- Point Curve와 Revolution Joint를 활용하여 현실움직임과 가깝게 구현



DMU Kinematics

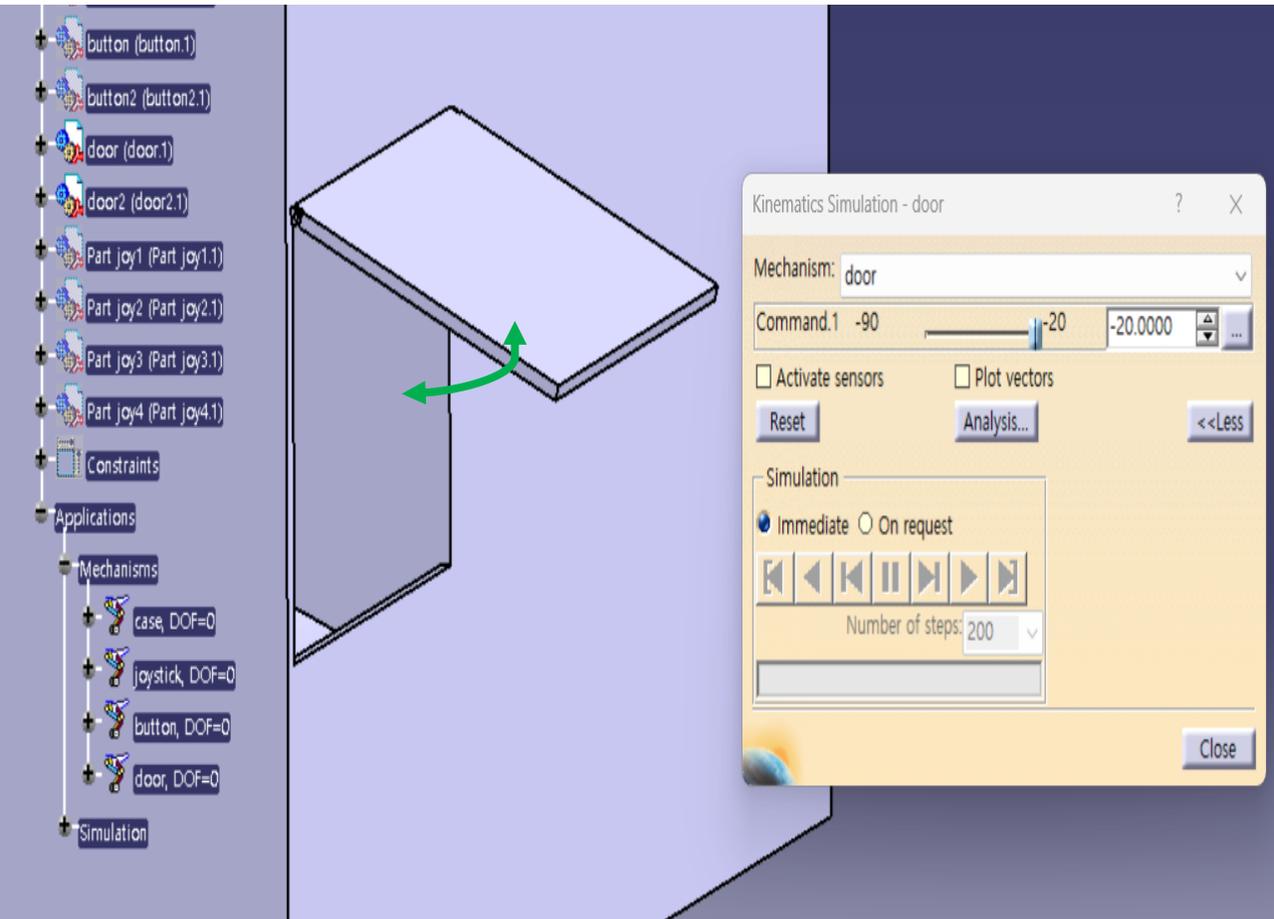


버튼

- Prismatic Joint로 구현



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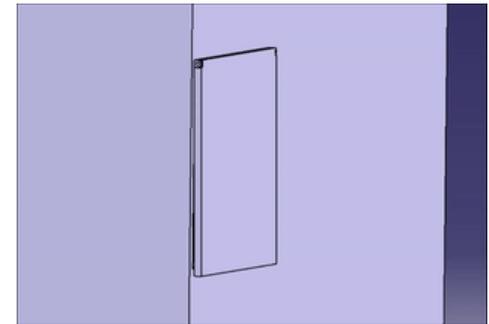
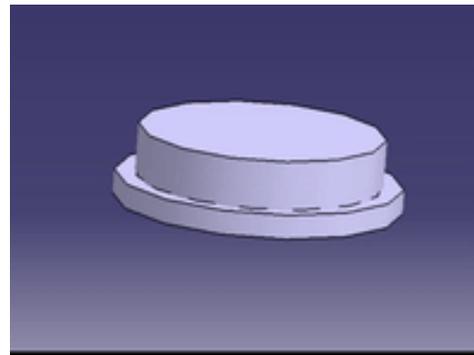
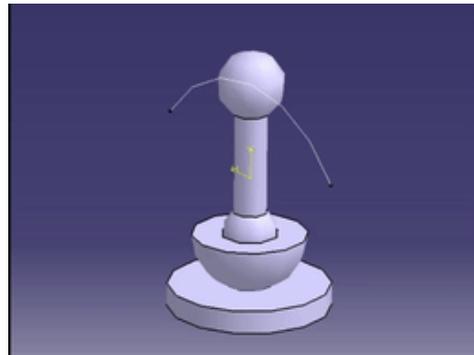
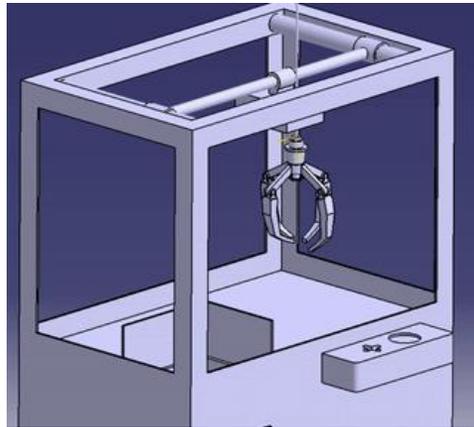


문

- Revolution Joint를 활용하여 구현



DMU Kinematics





Simulation

<https://youtu.be/rihTEzobjBk>



고찰

- 하나의 시퀀스로 모든 움직임을 구현하지 못함
- 파일을 주고 받을 시 같은 파일명으로 인하여 오류 발생



Welcome to a World

Thank you

