

Team 98000C

Lord of the Rings

We created a manipulator in one piece so that people wouldn't have to deal with having a different one have to adapt to their robot. With the other robots manipulators we noticed that they would struggle to get all the starting pegs but with a one piece manipulator it will not be able to get stuck or break off of starting pegs or posts, and

This manipulator is so useful because the size is considerably small. it would not need a motor to open and close, which also helps to have the four bar lift, chain, etc; less pulled or bent down by the size and weight of the motor. It is completely stable and has the capacity to hold three rings.

We used **Autodesk Fusion 360 version 2.0.3800** to help build and put together the manipulator, by using different vex parts and merged them into one.

We learned how to use a 3D design software and that it was a lot more simplistic than we thought, We definitely will use this software in the future. We would probably use this later on in clubs like vex or anything else that will allows us to better understand the functions or properties of the subject. It also is really handy at allowing us to see all angles of the robot and to know if anything is in the way of the robot functions, unsteady, or just wrong in general. One of my teammates wants to be an architect so he may use it for models.