

Bender Machine

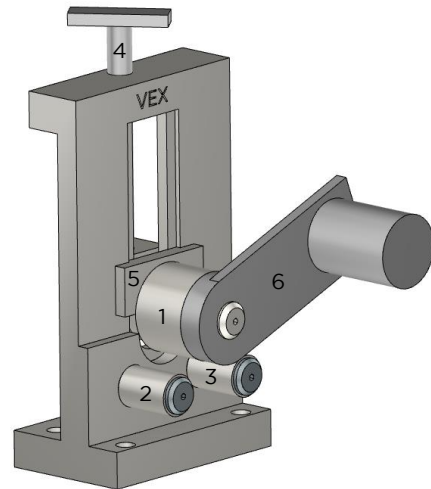
Introduction.

During the development of Season 18/19 we noticed that many of the pieces we used had to be adapted to be curves, this work of bending was done by hand in a very imprecise way, many attempts had to be made because the curvature It was not uniform, this caused that at some points the piece makes mistakes when using it, during all competitions we noticed the problem, but we could not solve it.

At the start of the 19/20 season we set the goal that the robot be symmetric to improve aesthetics and also the ease of disassembly. That is why we started looking for solutions when it comes to bending the pieces, this season finally if we get several ways to solve the problem.

How to use.

1. Insert the piece to be folded between the mobile roller (1) and the fixed rollers (2; 3).
2. Press the piece by turning the adjusting screw (4).
3. Turn the crank (6), getting the piece to slide and start to bend.
4. Repeat process 2 and 3 as many times as necessary to obtain the curvature we need.



Observations:

- The mobile roller (1) must have several spare parts with different diameters in such a way to vary the radius of the curvature to be obtained.
- The bending device must be able to be adjusted to a fixed surface in order to facilitate the process.

Information

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