

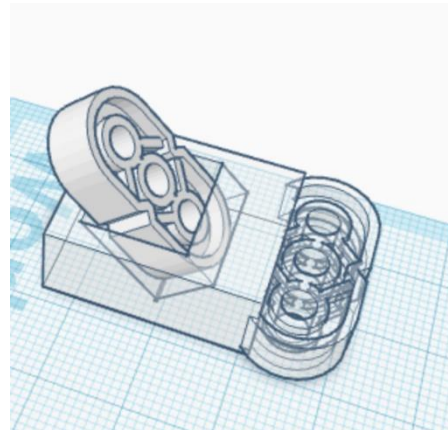
"Make It Real" CAD Engineering Challenge

Intro

We built our new part because in VEX IQ challenges a lot of machines have claw arms so we created a piece where instead of having it unbalanced when it's in its moving position or having too much strain or parts on the robot I have 1 simple piece that you can 3d print.

Explaining

Our part is basically a hole in a block that is about the width of 1 beam. We created it by going to the VEX IQ website and downloading the 1 by 3 beam. It is connected to a 1 by 3 at the end to connect it to the robot. It has many versions to fit the person's needs. We used a combination of boxes and shadow boxes to create my part. And finally, we transformed it into STL and uploaded it.



What we learned

In this project we learned that there are no limits to Tinkercad or any other a software like it. We think 3D design will be a big part of our futures because for example Micah, dreams to be an architect for the Coast Guard and he will make most of his designs on Tinkercad. This software

helps him to make his ideas without having to wait for anything, He can just open the app and let go. This will help him in his career's path because as we stated earlier, he wants to be an architect one day so he can make some designs and models on Tinkercad. We used Tinkercad to create this piece.

Conclusion

We hope our project will help a lot of people in robotics and we also hope that it provides convenience to other players. Overall our part provides stability, less weight consumption, and less use of parts. We hope our like our part and give it the thumbs up 👍 . This is our project and you feel the same way we do about our part.

Credit

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