

Wyatt Greene  
12/08/20

### “Make It Real” Final Report

When building a robot my team will occasionally encounter problems with needing a way to hold a rubber band in place until the game started. My team had the idea of making a spacer with a hook, this made it possible to be able to easily have a rubber band come off whenever a motor is turned. When designing a robot this function can be used to extend the robot when the game starts. You must stay inside the sizing limitations before the game starts, but can extend when the game starts so if you can extend when a rubber band is released and moved with the motor. Using Tinkercad, I used the given shapes and scribble tool in order to make a cylinder with a smaller size at only about 25mm then a hole in the middle using a square perfect size for an axle and last hook. From this project I learned how to properly 3D design in Tinkercad, I have always struggled designing in this program, but now I can do it. I do not look to use this software in the future. I look forward to using Inventor in the future. We can use it to make 3D design tests of our robot and many more. 3D modeling will help me for my career path because I want to design and make things real when I grow up.