

## Week 16: Mechanical design, Machine design

20.5. 2015

This week we will learn about mechanical design.

The agenda:

[http://academy.cba.mit.edu/classes/mechanical\\_design/index.html](http://academy.cba.mit.edu/classes/mechanical_design/index.html)

vendors [McMaster-Carr](#) [Stock Drive Products](#) [Amazon](#) [principles](#) stress-strain  
moduli elastic, plastic flow friction spalling hysteresis backlash flexure force  
loops elastic averaging kinematic coupling materials [plastic](#) [metal](#) [ceramic](#) [rubber](#)  
[foam](#) [adhesives](#) fasteners [nuts](#) [bolts](#) [washers](#) framing [metal](#) [plastic](#) [t-slot](#) [self-](#)  
[aligning](#) drive [gears](#) [sprockets](#) [belts](#) [chains](#) [shafts](#) [rods](#) [nuts](#) guide [shafts](#)  
[rails](#) [slides](#) couplers [shafts](#) [joints](#) bearings [ball](#) [thrust](#) [linear](#) [rotary](#) [sleeve](#)  
rotary [wheels](#) [pulleys](#) [casters](#) [lubricants](#) cables [ties](#) [carriers](#) [wire](#) [fiber](#) liquids  
[pipe](#) [tubing](#) [conveyors](#) [springs](#) mechanisms [flexures](#) [linkages](#) [whippletree](#)  
[pantograph](#) [Sarrus](#) [CoreXY](#) [Hoberman](#)

**Group assignment:** to make a [machine](#), including the end effector. Build the passive parts and operate it manually. Document the group project and your individual contribution.

[mtm.cba.mit.edu/machines/science/](http://mtm.cba.mit.edu/machines/science/)

Basics for mechanical design

Nadia: machine building

Stress versus strain ...

Avoid friction

Removing hysteresis and backlash

Use flextures

Force loop – keep that as small as possible

Kinetic coupling

Materials – McMaster's

Avoid adhesives, so that the designs are reversible

Nuts – anticipate that the nuts will move. Minimize

Machines that make: <http://mtm.cba.mit.edu/>

Framing – use channels, extrusions. Laser cutting, folding

Transfer force from motor to a what is going to move. Gears – different kinds. Gears design...

Shafts, drives...

Shaft coupling, motor coupling

Bearings let things move...

Ball: <http://www.mcmaster.com/#standard-ball-and-roller-bearings/=x9hzzc>

Linear: <http://www.mcmaster.com/#standard-linear-bearings/=x9i0o9>

Assembling of machine:

Flexures:

Synthisis and analysis of Parallel Kinematic XY fleaxure mechanism:  
[http://academy.cba.mit.edu/classes/computer\\_cutting/56836505.pdf](http://academy.cba.mit.edu/classes/computer_cutting/56836505.pdf)

Machine Design  
[http://academy.cba.mit.edu/classes/machine\\_design/index.html](http://academy.cba.mit.edu/classes/machine_design/index.html)

Plan a machine  
Build the passive parts  
Work through the operations, work it by hand – discover the issues  
Automate the machine – sense what it is doing, actuate it, power it  
Open loop – tell the machine what to do  
Closed loop –

Modern control theory

Automate the machine – when the parts are build

Nadia:

Personal fabrication: <http://www.media.mit.edu/personalfab/>

Workflow: laser cutter, water cutter, milling machine,  
Fabmodules, toolpathing – export,  
Machine instruction, G-code (and M-code)

Control system for the machine itself – design boards for and  
execution code

Machines that have a brain that takes coordinates in...

Machine control network

Moving things

Tool force, precision, speed

Machining parameters

Linear Motion Guides

Software framework talking to network nodes

Baseline – not a cap for what we can do

Never halfplug anything, assemble first, then power

Don't turn the motors manually

No hot plug

No backdriving

Rhino model – is parametric, see:

<http://mtm.cba.mit.edu/machines/science/>

<http://schoolofma.org/>

Instruction:

<http://mtm.cba.mit.edu/machines/science/>

<http://monograph.io/james/m-mtm>

First cut the carboard, then assemble, move things around

Sudo python setup install

Document individually what you make – make a slide of what is  
collaborated on

### Assignment work:

Direction – simple, fun as group to do  
Arthur Ganzo

3 piece with motors – we have this for working  
Chessboard example

Blender stick with the Shopbot, but fun to do

Understanding movement

Cardboard skeleton, holds on to the movement  
Computer, board and the motor

Following instruction and make it... 2 weeks timelimit

Robot...

Arduino Drawing Machine: <https://www.youtube.com/watch?v=gefrytqgBx8>

Record player drawing machine: <https://vimeo.com/68768487>

Ulinecardboard.dxf was opened in Rhino and saved as ai  
The file is opened in illustrator  
In illustrator the lines are joined.  
Red lines are cut  
Saved as illustrator default pdf  
Delete the blue lines  
Paste in place (leaving the canvas as is)  
Save as pdf

In Rhino select the model lines – export as pdf  
Select oversize, clic view and output scale – 1:1  
In Scale – on paper 1.0 and in model 1.0  
Position – Upper left

Turn laser cutter on  
Pointer  
XY off – go  
Enables movement of slá  
Use horn to set difference of laser to cardboard, á að liggja alveg þétt við  
Færa laser í vinstra horn efst - arrows  
Set home and reset  
Setja lykil í vélina og velja file  
Do red line file first – open pdf  
Print  
Select right or left lasercutter – check actual size, set orientation on portrait. Properties: Force to use, different for materials.

(PDF – Redlines, engraving)

Engraving – vector, speed – 80%, Power – 10%, Frequency – 500 Hz.  
Piece size (mm) – set in numbers after measuring for horizontal and vertical.  
PRINT – check that the right file is in the job window, put press on (Redlines  
Cutting – speed – 30%, Power – 80%, Frequency – 500 Hz  
PRINT