Team Member and Robot Introduction

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貳、機器人簡介

- 一、構想與策略分析
- 二、機構設計
- 三、輪子驅動設計
- 四、電路設計
- 五、組裝、測試與修改
- 六、機器人創意特色說明

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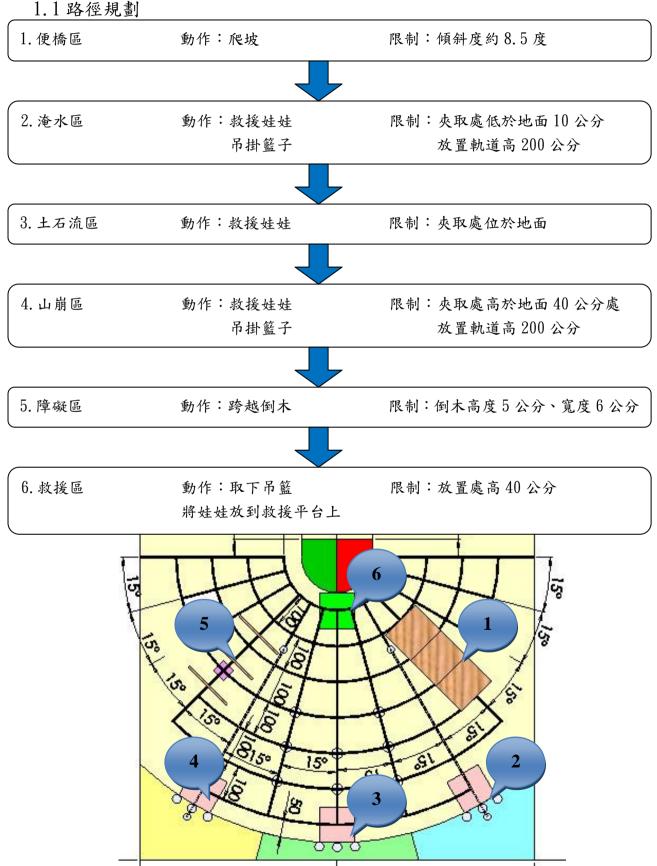
- ◆ 中正大學機械系三年 A 班
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一、構想與策略分析



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1.2 概念設計

根據先前對於比賽的內容分析機器人必須具備的功能,在此我們將機器人分為步行機構、夾取機構與升降機構及吊籃三大部分,針對各機構蒐集不同的方案,並且分析各個方案的優缺點,評估比賽需求、加工難易度與可行性之後決定方案。

足部機構必須具有步行、爬坡、跨越障礙、讓機器人轉向等功能, 首先根據不同足數的機構進行比較,如表 1-1。由於擔心兩足和四足 在跨越便橋的上下坡時會有平衡的問題,而且在機構誤差較大時左右 可能不對稱而導致機器人走路時容易晃動過大,以致於吊籃從機器人 身上掉落。因此最後決定使用足數較多的六足機構,走路時,有多足 與地面接觸以提高穩定度,即使加工誤差較大也不易導致機器人會有 過度的晃動。

表 1-1

| | 2足機構 | 4足機構 | 6足機構 |
|---|----------------|-------------|-----------|
| 優 | 控制容易,動力分配簡單 | 速度較2足機構快 | 行走較穩定,速度較 |
| 點 | | | 2足機構快 |
| 缺 | 行走時重心較難平衡且速度越快 | 機構需要良好的協調 | 爬坡時會有兩腳懸空 |
| 點 | 也越難平衡、上下坡容易跌倒 | 性,若有意外則容易跌倒 | 的情形、機構較重 |

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接著根據馬達數不同進行比較,如表 1-2。三顆馬達驅動之六足機構達具轉向容易之優點,但機構較為複雜;六顆馬達驅動的足部機則機動性高,而其重量重、成本高,以致易超過 25 公斤之限制及製作預算,且操控難度高、配線複雜,故不選擇以上兩個方案。然而,兩顆馬達驅動的六足機構,其具備動力分配簡單、重量輕盈、機構簡易、加工容易等優點,故最終採用兩顆馬達的六足機構。

表 1-2

| | 2顆馬達驅動 | 3顆馬達驅動 | 6 顆馬達驅動 |
|-------|---------|---------|---------|
| 機構 | 分別控制左側和 | 如同2顆馬達, | 6 顆馬達分別 |
| 介紹 | 右側的腳 | 另一顆馬達控制 | 控制六隻腳 |
|) % | | 方向 | |
| | 機器人本身的重 | 有一顆馬達用來 | 機動性極高 |
| 優點 | 量可以減少很 | 控制機器人的平 | |
| 溪 流口 | 多,動力分配比 | 衡,機器人比較 | |
| | 較容易 | 不會左右搖擺 | |
| | 馬達本身的負載 | 機構相對複雜, | 重量較重,操 |
| 缺點 | 高,輸出的桿件 | 馬達必須乘載機 | 控比較困難 |
| | 負載比較高 | 器人的所有重量 | |

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夾取機構必須夾取娃娃並放入機器人的籃子中,夾取娃娃時必須 克服高低差。根據此限制,有四種可行的機構,機器手臂、鏟回機構、 掃回機構、快門機構。機器手臂可直接夾取待救援物,如圖 1-2 所示, 容易克服高低差限制並能精準把籃子放置到纜車軌道上,但由於手臂 複雜,多關節需要用到為數不少的馬達,將增加機器人重量,故不採 用;鏟回機構利用與推土機相同的原理,將娃娃鏟起之後往後丟入籃 子,如圖 1-3 所示,此機構簡單並可用輕量材料減低重量,若機構無 法精準地鏟起娃娃,失敗率將提高,故不採用;掃回機構利用伸縮的 原理將娃娃掃入籃子中,如圖 1-4 所示,抓取容易、機構簡單,但不 適用於較低窪的地形,故此方案不採用;快門機構靈感來自於相機快 門,利用內圈收縮可將娃娃夾緊,如圖 1-5 所示,夾取成功率高娃娃 不易脫落、機構簡單,但需要三顆馬達驅動,且高低差問題無法克服, 故不採用。經過評估討論,將鏟回機構結合連桿克服高低差與快門機 構的夾娃娃方式結合,稱之為夾取機構,如圖 1-6、1-7 所示。集合 雨者的優點,夾取機構可以輕易克服高低差問題,且夾取成功率可以 提高,故最後採用此方案。

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表 1-3

| | 機器手臂 | 鏟回機構 | 掃回機構 | 快門機構 | 夾取機構 |
|-----------|--------|-------|-------|-------|-------|
| 機構 | 直接夾取後 | 鏟起娃娃放 | 利用機構將 | 利用活動 | 將鏟回機構 |
| 動作 | 放入籃子 | 入背後的籃 | 娃娃掃入籃 | 內圈夾取 | 與快門機構 |
| 到行 | | 子 | 子中 | 娃娃 | 結合 |
| | 抓取容易、可 | | | 抓取成功 | 克服高低差 |
| 優點 | 以克服高低 | 機構簡單 | 抓取容易 | 率高、機構 | 問題、抓取 |
| 1 发 | 差、可以將籃 | | | 簡單 | 成功率高 |
| | 子掛上軌道 | | | | |
| | 機構複雜、增 | | 機構關節較 | 三顆小型 | |
| 缺點 | 加機器人重 | 失敗率較高 | 多、高低差 | 馬達驅 | |
| 武大 | 量 | 入 | 問題 | 動,會增加 | |
| | | | | 成本 | |



圖 1-2 機器手臂

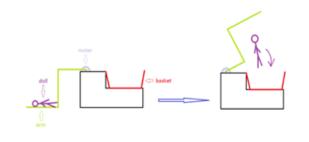
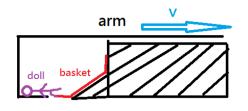


圖 1-3 鏟回機構

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圖 1-4 掃回機構

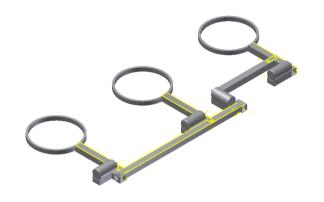


圖 1-5 快門機構

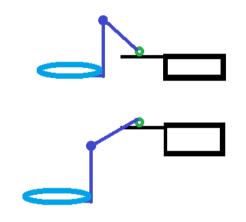


圖 1-6 抓取機構

圖 1-7 克服高低差的連桿

升降機構必須具有升高籃子並掛在軌道上、將吊籃從軌道上取下、將吊籃送到救護站等功能,根據吊掛吊籃的方法進行比較,如表 2-4。機器手臂機構可以直接將吊籃吊掛在軌道上,因此不需要再另外做升降機構,但機構較複雜、較難加工;堆高機構具有體積較小的優點,但能夠將吊籃升高兩公尺的堆高機構將大於1公尺的限制,故不選擇以上兩個方案。然而,升降平台機構可使用長度較短的機構升至較高的高度、加工容易等優點,但升降平台機構較為固定,無法將吊籃送到救護站上,討論過後決定在升降平台上加裝履帶解決此問題。

Team Member and Robot Introduction 表 2-4

| | 农 4 4 | | | |
|---|------------------|------------|-------------|--|
| | 機器手臂 | 升降平台 | 堆高機 | |
| 優 | 丁帝日从五仙孔改址 | 長度較短的機構可升至 | 公上 m BB 菘 小 | |
| 點 | 不需另外再做升降機構 | 較高的高度 | 所站空間較少 | |
| 缺 | 1/4 LH 1/5 +/A | 將籃子送到救護站較不 | 會讓機器人超過1 | |
| 點 | 機構複雜 | 容易 | 公尺限制 | |
| | | | | |

製作材料選擇輕且強度大的鋁擠型作為機器人整體架構,分析市面上找到的三種鋁擠型,分別有以下特性,如表 2-5。3 種鋁擠型將做為不同部位所需之主要材料。

表 2-5 材料性質表

| | 鋁擠型1 | 鋁擠型 2 | 鋁擠型3 |
|------------|-------|-------|-------|
| 尺寸 [mm] | 30*18 | 22*10 | 30*30 |
| 截面 形狀 | 矩形 | 矩形 | 正方形 |
| | | | |

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二、機構設計

2.1 步行機構

步行機構主要是讓機器人可以跨越場地障礙,在場地中順利移動。在前一章中,決定使用六足步行機構,機構簡圖如圖 2-1 所示,此為六連桿機構,A、B、C、D、E 點皆為旋轉對,F 點為滑動對。根據軌跡分析法,繪製機構的運動軌跡,並嘗試不同桿件長度的組合,分析步行機構是否可以達到跨越5公分障礙的標準,如圖 2-2 所示。根據分析,著地桿件1與桿件4最高可以離地6.95公分,達到跨越5公分障礙的標準,故決定採用圖2-3的設計尺寸。步行機構中各桿件必須具有足夠強度,以承受運動中之受力/力矩,根據主體架構的分析結果,桿件材料採用鋁擠型1。

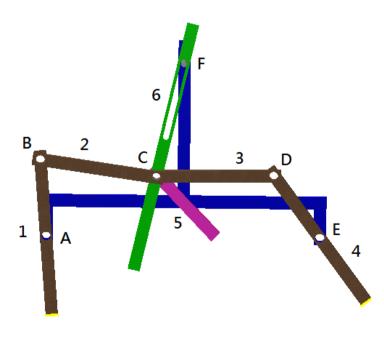


圖 2-1 步行機構簡圖

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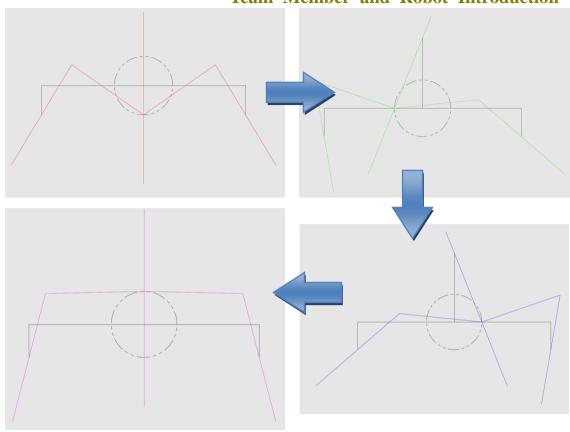


圖 2-2 運動軌跡

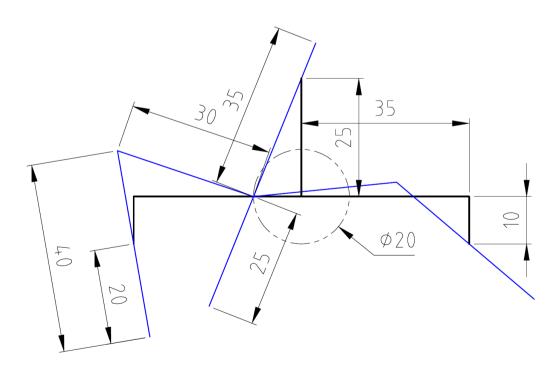


圖 2-3 步行機構各桿件長度

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2.2 夾取機構

夾取機構需具備克服高度障礙的能力,並可收集關卡中的待救援物。因應場地障礙的高低差為50公分,故上下移動的行程設計為50公分,如圖2-4所示;根據場地限制,兩個待救援物相隔50公分,考慮到夾取的難易度與成功率,前端兩側距離75公分為最佳狀態,而圓圈直徑設計為25公分為最適合抓取娃娃之大小,機構尺寸如圖2-5所示。因夾取機構需要由馬達驅動進行夾取,且此處不需考慮強度問題,為了減輕馬達負荷,故機構材料採用塑膠、鋁材。因夾取機構總寬度達125公分,為了避免夾取機構寬度超過1公尺之限定,而設計使夾取機構可以摺疊,如圖2-6。

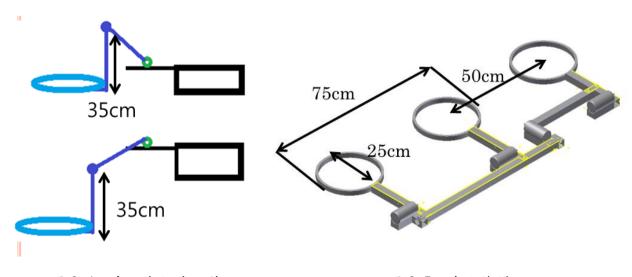


圖 2-4 克服高低障礙差

圖 2-5 夾取機構

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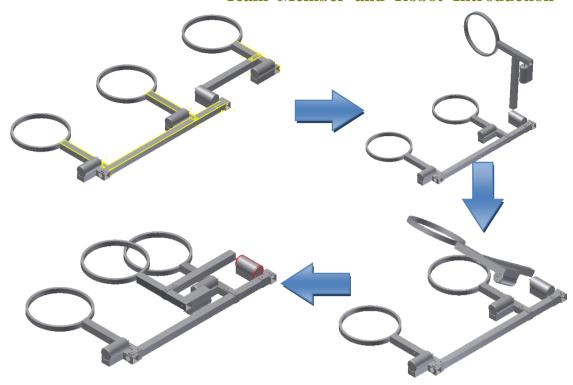


圖 2-6 夾取機構摺疊示意圖

2.3 升降機構

升降機構主要是將集滿救援物的吊籃升高掛上纜車。考慮到結構的升降的最大高度及伸縮後的空間,故決定各桿件長為38公分,此設計可到達最大高度136.71公分,最小可縮至25.91公分,符合設計要求,如圖2-7所示。升降機構必須輕巧,且能快速上升,根據主體結構的分析結果,故桿件材料採用鋁擠型2。為使平台滑動順利,將使用滑動對,可減少摩擦、增加承載強度,如圖2-8所示。

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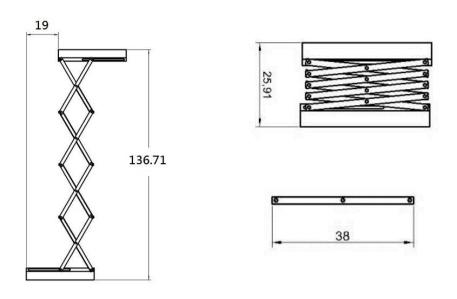


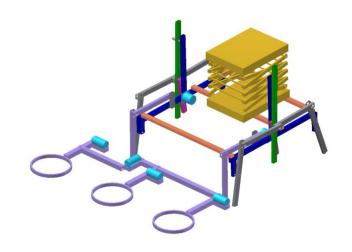
圖 2-7 升降機構



圖 2-8 市售滾珠滑軌

2.4機器人完整構想圖

經過前面的設計以及分析,綜合以上三種機構,繪製出機器人的完整 概念圖,如圖 2-9 所示。



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三、輪子驅動設計

根據前一節步行機構的設計,機器人的六足需由馬達帶動中間編號 5 旋轉件,如圖 3-1,才能達到運動目的。首先分析編號 5 桿件的帶動方式進行比較,如表 3-1 所示。經過比較,考慮到機器人尺寸大小以及馬達裝配位置的難易,最後採用鍊條作為帶動方式。

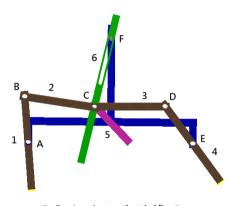


圖 3-1 步行機構簡圖

表 3-1 足部機構動力來源分析表

| | 馬達直接帶動 | 透過鍊條帶動 | 透過齒輪帶動 |
|----|----------|-----------|---------|
| 優點 | 動力源直接供給, | 馬達位置可動性 | 咬合緊密,動力 |
| | 减少能量損失 | 高,只需調整鍊條長 | 傳輸效率高 |
| | | 度 | |
| 缺點 | 需加長馬達的轉軸 | 鍊條可能會有脫落 | 齒輪磨損高,有 |
| | 長度,增加機器人 | 的情形 | 脫落可能 |
| | 寬度 | | |
| 結果 | 不採用 | 採用 | 不採用 |

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四、電路設計

因為是遙控組,電路設計希望可以簡單又好操作。經過討論之後,發現每個關卡動作都可以一個步驟一個步驟來,同時兩個以上機構同步的機率不高,因此採用一個動作就一個按鈕的原則來進行電路設計,如圖 4-1 所示。

步行馬達共有兩顆,每顆有一開關控制前、後、停,兩個開關即 可控制行走的前後座右四個動作。手臂馬達只需上下升降,捲線馬達 只需正轉和逆轉,此二者分別用一個開關即可控制。氣壓缸有兩個, 兩個的動作是同步的,因此把電路合成一條用同一個開關控制升降。

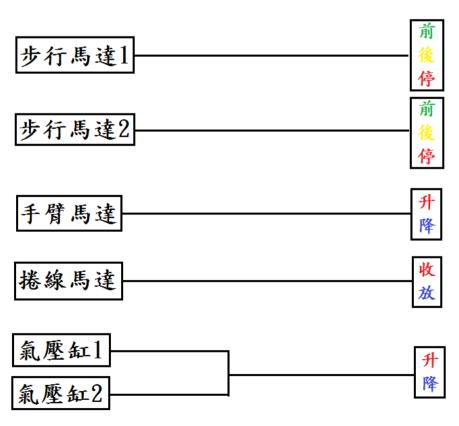


圖 4-1 簡易電路配置圖

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五、組裝測試及修改

5.1 步行機構的測試組裝

步行機構是整體機器人最重要的部分,包含機器人本體架構以及行走功能,故為第一個完成的部分。

5.1.1 軸承組裝

步行機構運動關節數量很多,為了減輕摩擦力,以及增加承受強度,經過討論之後,決定在運動關節處裝上軸承。鋁擠型為空心件,如果直接裝上軸承會有兩個支撐點,經過討論決定於要裝置軸承的鋁擠型裡面塞入木塊,除了增加軸承的固定性也可以避免擴孔的產生,如圖 5-1、圖 5-2 所示。



圖 5-1 塞完木頭鑽完孔的鋁擠型



圖 5-2 塞完軸承的鋁擠型

5.1.2 馬達組裝及修改

在前面的章節,步行機構決定以鏈條方式來帶動,桿件組裝完成後, 緊接著安裝馬達,如圖 5-3 所示。安裝完後,將機器人放置於地面, 試著讓它行走,但機器人發生了鍊條脫落的問題,經過觀察,鍊條脫

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落的原因來自於裝置馬達的桿件產生型變,導致鍊條忽緊忽鬆,加上機器的震動鍊條就脫落了。為了強化桿件強度,於裝置馬達的鋁擠型上加上了L型鋁,如圖 5-4 所示。行走的時候,機器人因為前後腳的高度差太大,導致機身搖搖晃晃不穩定,此會影響到夾娃娃的精準度,因此之後會修改目前桿件長度以增加穩定性。



圖 5-3 馬達安裝位置

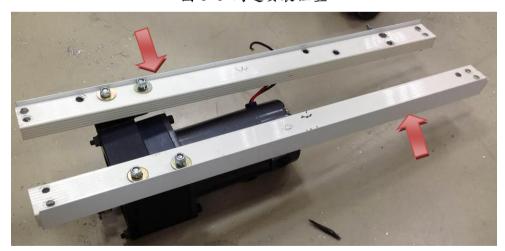


圖 5-4 桿件加裝 L 型鋁(已修正)

5.2 升降機構的測試組裝

升降機構必須能使掛籃達到 2 m 的要求,原本的升降機構只設計

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為四層,但經過實際測試發現無法符合需求,因此最後決定再增加一層,為五層升降機構,如圖 5-5 所示。

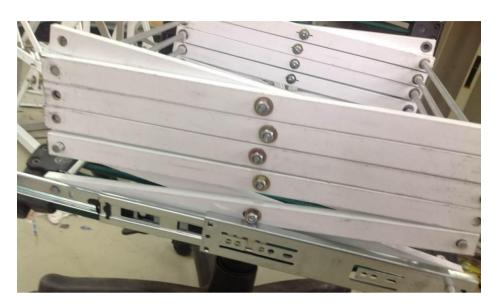
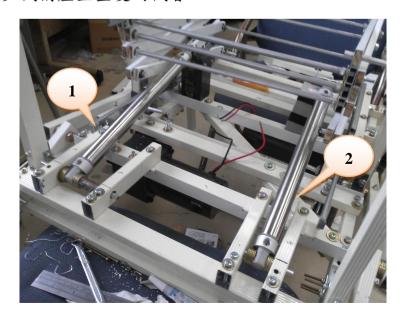


圖 5-5 升降機構(五層,已修正)

升降機構的動力源為氣壓缸,原本設計是由一個氣壓缸從生薑機構的 終點將機構舉起,經過測試後,發現中間的支撐桿件受力過大產生型 變,故決定更改原設計,使用兩個氣壓缸裝置於機構的左右兩邊內 側,以減少機構產生型變的機會。



Team Member and Robot Introduction

5.4 機器人完整圖



六、機器人創意設計說明

機器人本身的材料我們選用有波浪紋的象牙白鋁擠型,波浪紋本身可以增加鋁擠型防止變形的能力又兼具時尚的外觀,選用此種材料是我們覺得最滿意的部分。

旋轉對我們都堅持使用軸承,雖然加工複雜,常常塞木頭塞軸承 塞到手軟,但是只要看到旋轉得很順就很開心,這機器人總共用了將 近100顆軸承,算是紀錄之一吧!

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整體機器人的造型看起來都好像跟我們下跪求饒一樣,讓我們都不忍心在他身上鑽更多的孔,不過看著她身上的裝備越來越齊全,真不知是真的才求饒還是因為裝備太重而撐不住。

七、心得與討論

這次的TDK比賽中,我們的機器人表現得不是很理想,主要是因為沒考慮到場地上的光滑度,導致機器人在行走時常常原地打滑。雖然無法得獎,但是我們從暑假的機器人組裝中學到很多經驗。比賽過程中,其他學校的選手會與我們進行交流,我們也從交談中得知到更好的加工方式與技巧,這些是在課堂上所學不到的。這些學習到的技巧可以增進我們在組裝上的精準度與速度,也讓我們有機會把經驗傳承給下一屆參加的學弟妹。

雖然無法站上頒獎台,但是這次比賽收穫滿滿。這些經驗與知識 是無價的,相信對於我們未來在機械產業領域會有許多的幫助。感謝 TDK 舉辦這麼具有意義性的比賽。

Team Member and Robot Introduction

- I \ Team members:
 - 1.1. Adviser
 - 1.2. Members
- II · Introduction of robot
 - 2.1. Ideas and tactics analysis
 - 2.2 Details of the design and Machining
 - 2.3 Design of power delivery
 - 2.4 Design of circuit
 - 2.5 Assembly, Tests and Modification
 - 2.6 Creative design of the robot
- III · Individual experience

Team Member and Robot Introduction

I. Team members

1. Adviser

Eileen Chih-Ying Yang

- ◆ An assistant professor in the Department of Mechanical Engineering at National Chung Cheng University
- ◆ B.Sc. degree in Mechanical Engineering, National Chung Cheng University, 2004
- ◆ Ph.D. degree in Mechanical Engineering, National Tsing Hua University, 2009
- ◆ Interests: machine dynamics, precision machine design, and control technology

2. Members

Wei-Cheng Chen

- ◆ Studying in the Department of Mechanical Engineering at National Chung Cheng University, third grade.
- ◆ A chairman of the 21th student association in CCUME
- ◆ Duty in TDK team : Moving part, design of circuit

Jun-Xu Lai

- ◆ Studying in the Department of Mechanical Engineering at National Chung Cheng University, third grade.
- ◆ An administrator of activities of 21th student association in CCUME
- ◆ Duty in TDK team : Collecting part

Che-Cheng Yang

- ◆ Studying in the Department of Mechanical Engineering at National Chung Cheng University, third grade.
- ◆ An administrator of website of 21th student association in CCUME
- ◆ Duty in TDK team : Lifting platform, design of baskets

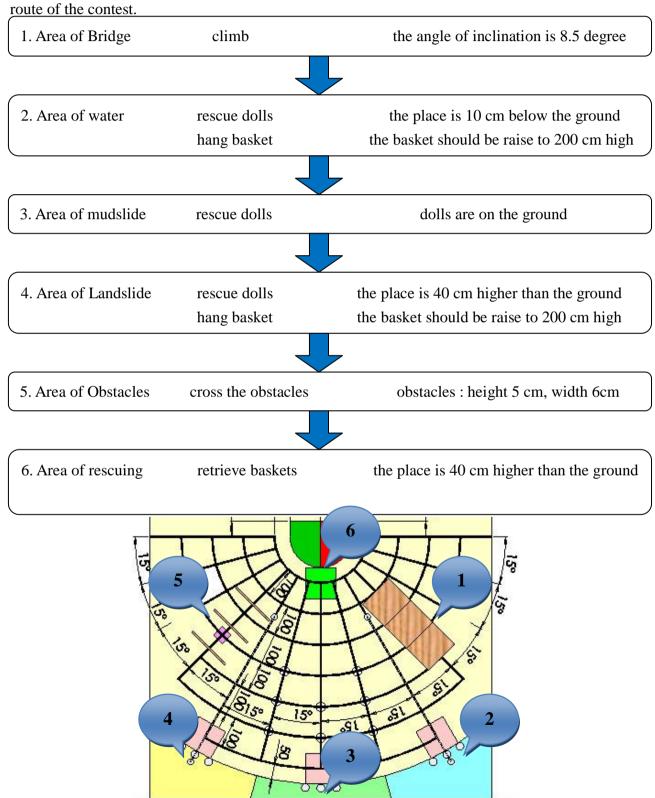
Team Member and Robot Introduction

II. Robot Introduction

2.1 Ideas and tactics analysis

2.1.1 Route planning

We designed our robot According to the rules of the contest. Following is our ideal route of the contest



Team Member and Robot Introduction

2.1.2 Ideas of design

According to the analysis of the contest, we set our robot into three parts – Moving, Catching and Raising. We list different ideals and analyze their advantages and shortcomings to choose our final ideals.

Walking, climbing, crossing the obstacles, turning right or left are necessary for the Moving part. First, we compare the advantages and disadvantages with different numbers of legs. We consider there will have a trouble of balance if we choose two-leg robot or four-leg robot for our robot when it go across the bridge. So, we decide to choose six-legs as Moving part of the robot. The robot has six legs can improve the stability while walking, preventing the sway.

| | Two-leg robot | Four-leg robot | Six-leg robot |
|--------------|----------------------|----------------------|-------------------|
| | Easy to control | Faster than two-legs | More stable while |
| Advantages | | | walking |
| | | | |
| Chartannings | Hard to have balance | Easy to falling down | heavy |
| Shortcomings | of the robot | | |

Second, we compare the advantages and disadvantages with different numbers of motors. The Six-leg robot with three motors can turn right and left easily, but structure is more complex. The six-leg robot with six motors has more flexibility, but the weight and cost too high to transcend the restriction of the contest. According to these disadvantages, we quit those two programs. However, the six-leg robot with two motors has lot of advantages such as easy power distribution, light weight, easy structure, so we choose six-leg robot with two motors as our Moving part.

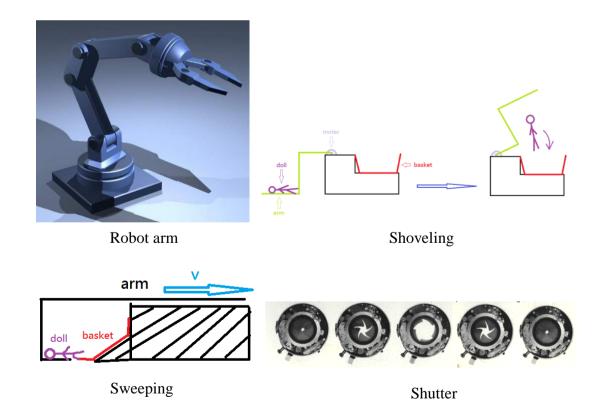
| | Two motors | Three motors | Six motors |
|--------------|-------------------|-----------------------|------------------------|
| | The robot can be | There's a motor to | High flexibility |
| Advantages | lighter | control the direction | |
| | | of the robot | |
| Chartaominas | High load for the | Complex structure | Heavy, hard to control |
| Shortcomings | motors and rods | | |

Catching part should rescue the dolls and collect them into the baskets. It must overcome the different height of places that has dolls. We have four ideal programs – robot arm, shoveling, sweeping, shutter. Robot arm can catch the doll directly and

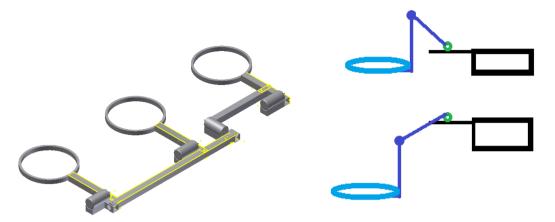
Team Member and Robot Introduction

hang the basket on the tram precisely. But the structure is too complex for us to build, and cost a lot. Shoveling can shovel the dolls back to the basket, and the structure is light and easy. Sweeping can use stretching theorem to collect dolls, but it can't overcome the places with different height. The idea of shutter is inspired from the camera. The dolls can be collected precisely. After discussing and analyzing, we decide to combine Shoveling and Shutter into a new structure called Collecting structure. This new program has both advantages of the Shoveling and Shutter. It's more easy to overcome the place with different height and catch dolls precisely.

| | Robot arm | Shoveling | Sweeping | Shutter | Collecting |
|---------------|---------------|---------------|---------------------------------|---------------------------------|--------------------------------------|
| Advantages | Catch easily | Easy to build | Catch easily | Easily to build | Overcome the height, easy to collect |
| Disadvantages | Complex heavy | Fail easily | The problem of different height | High cost due to lots of motors | |



Team Member and Robot Introduction



Collecting

The design that overcomes the diff. height

Raising structure must raise the basket and hang it on the tram. Robot arm can hang the basket on the tram directly. Stacker has smaller volume but it may exceed the restriction. Lifting platform can use shorter rods to achieve the height and it easy to build.

| | Robot arm | Lifting platform | Stacker |
|-------------|-------------------------|-------------------------------------|------------------------|
| Advantages | One arm can do anything | Shorter rods can achieve the height | Less space |
| Disadvantag | complex | Hard to put the basket on | Exceed the restriction |
| es | complex | the rescue area | |
| | | | |

2.2 Details of the design and Machining

2.2.1 Body of the robot

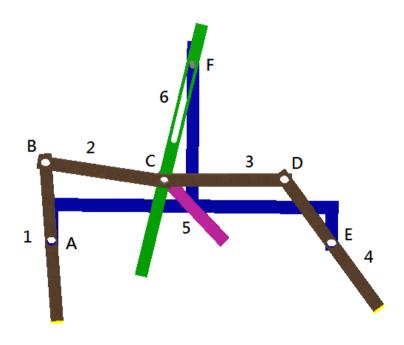
We choose Aluminum extrusion as our main materials, and there are three types of it. Aluminum extrusion 3 bends when we press it. The cross-section area of Aluminum extrusion 2 is too small to work, and uneasy to install other structure. Finally, we choose Aluminum extrusion 1 as our main material.

Team Member and Robot Introduction

| | Aluminum extrusion 1 | Aluminum extrusion 2 | Aluminum extrusion 3 |
|----------|----------------------|----------------------|----------------------|
| size[mm] | 30*18 | 22*10 | 30*30 |
| Shape | Rectangle | Rectangle | Square |
| Results | Use | Quit | Quit |
| | | | |

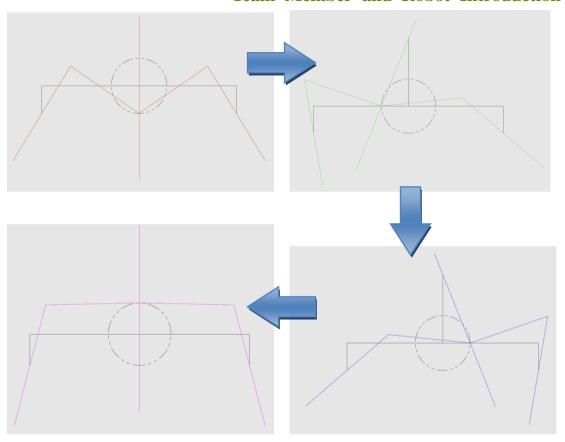
2.2.2 Moving part

This part is to let the robot go across the obstacles and move on the court smoothly. Following is the picture of design. A, B, C, D, and E are rotation pairs. F is siding pair. According to analysis, rod 1 and rod 4 can leave the ground above 6.95 cm. this part, we use Aluminum extrusion 1 to endure loading and moment.

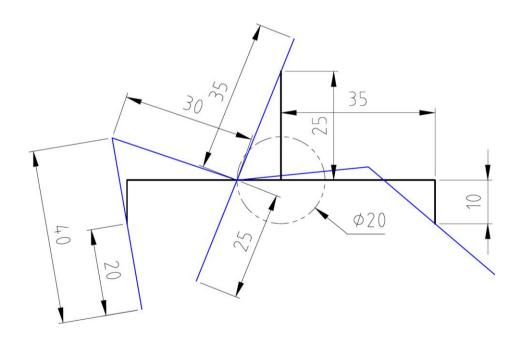


Schematic diagram of moving part

Team Member and Robot Introduction



Obits of rods for the moving part

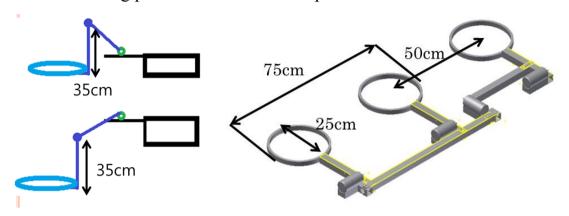


Lengths of rods for the moving part

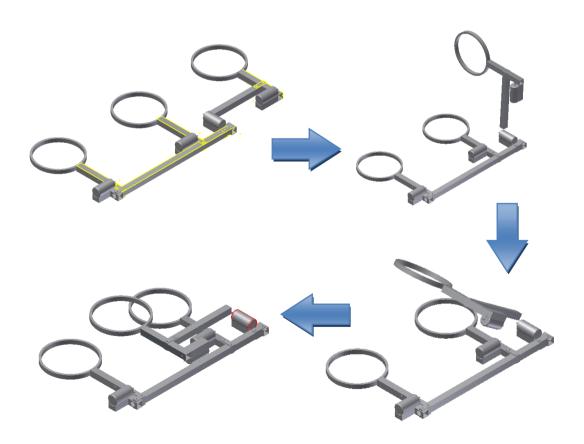
Team Member and Robot Introduction

2.2.3 Collecting part

This part must have the ability to overcome the different height and collect the dolls in three places. So, the moving distance is designed as 50 cm. the front part of the structure is designed as 75 cm to collect dolls at once. The diameter of the circle is 25 cm. this is the most suitable size for it. The catching part can fold so that the part can't exceed the restriction.



Collecting part

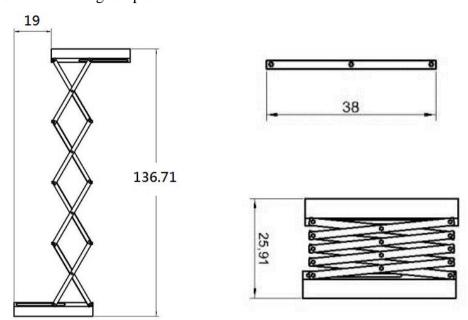


Folding design of collecting part

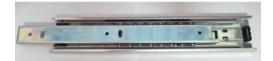
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2.2.4 Lifting platform

This part is to lift the basket and hang it on the tram. Consider the space of the maximum height, so the rods are chosen as 38 cm, and the platform have maximum height 136.71 cm. in this part, we use Aluminum extrusion 2 to have lighter platform.



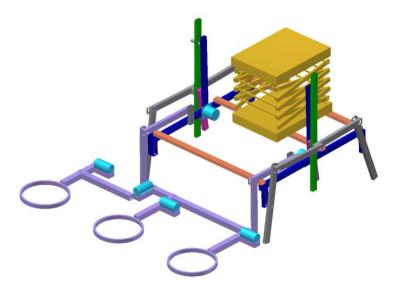
Lifting platform



Rail

2.2.5 Complete 3D picture of the robot

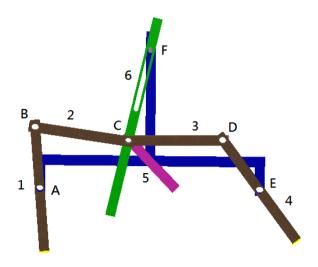
The picture of ideal robot drawnwith Autodesk Inventor.



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2.3 Design of power delivery

According the design of Moving part, the NO. 5 rod should be powered by the motor to rotate. Compared with three cases, we decide to use chain.



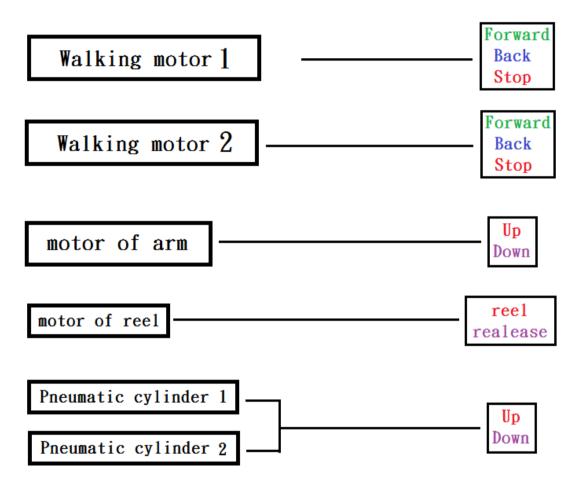
Schematic diagram of moving part

| | Motor | Chain | Gears |
|---------------|----------------|----------------|---------------|
| Advantages | Reduce loss of | The place of | High |
| | energy | motors is easy | efficiency of |
| | | to choose | power |
| | | | delivery |
| Disadvantages | Increase the | Chain may cast | High abrasion |
| | width of the | off | of gears |
| | robot | | |
| Result | Quit | Use | Quit |

Team Member and Robot Introduction

2.4 Design of Circuit

The most important thing of the controller is light and easy to use. According to every mission in the contest, we found that all the acts of our robot can be done respectively.so, we consider to design a controller that a switch can control a act. Motor of walking and motor of reel can use a switch respectively. Two pneumatic cylinder are combined to a same switch.



2.5 Assembly, Tests and Modification

2.5.1 Assembly of walking part

Walking part is the most important part of the robot, so it's the first part to install.

2.5.2 Assembly of Bearings

There are lots of joints on the robot, so we decided to install many bearings to reduce friction. First, we stuff up wood into the aluminum extrusion. Then, install bearings. This method enhances the stability of the bearings.

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2.5.3 Assembly and modification of motors

The legs of the robot are powered through the chain by motors, but the chain always caste in the first time. We found the reason of this problem is that the aluminum extrusions are out of shape. To improve this, we install L-shape aluminum extrusion.





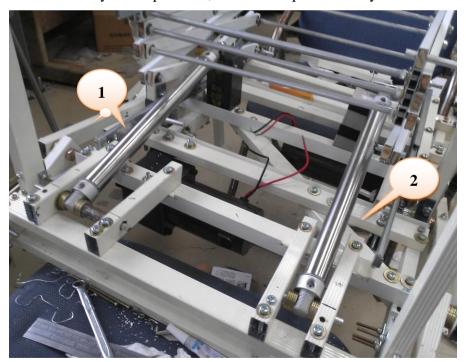
Team Member and Robot Introduction

2.5.4 Assembly and modification of lifting platform

There are five layers on the initial design of the platform, but isn't hight enough to reach 2 m. so, we modified it into four layers.



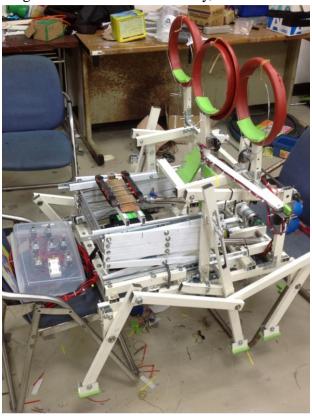
To enhance the stability of the platform, we use two pneumatic cylinders.



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2.5.6 The picture of our robot

After 3 months of design and 3 months of assembly, our robot finished.



2.6 The creative design of the robot

The Aluminum extrusions of the robot are white, this color make our robot so beautiful.

We use bearings for all the rotation pairs, though it is hard to install. There are 100 bearings on the robot, it seems like a record.

III. Individual experience

In this TDK contest, our robot didn't perform well, but we learned a lot from the process of building robot. The experience of machining can't learn from the class. During the TDK contest, the participants from other college teach us lots of skill, these skills improve us to build our robot more precisely.

Although we can't win a prize in the contest, we learn a lot of skills and experience. These are priceless, we think that can help us when we work or in the school. TDK is really a good contest.