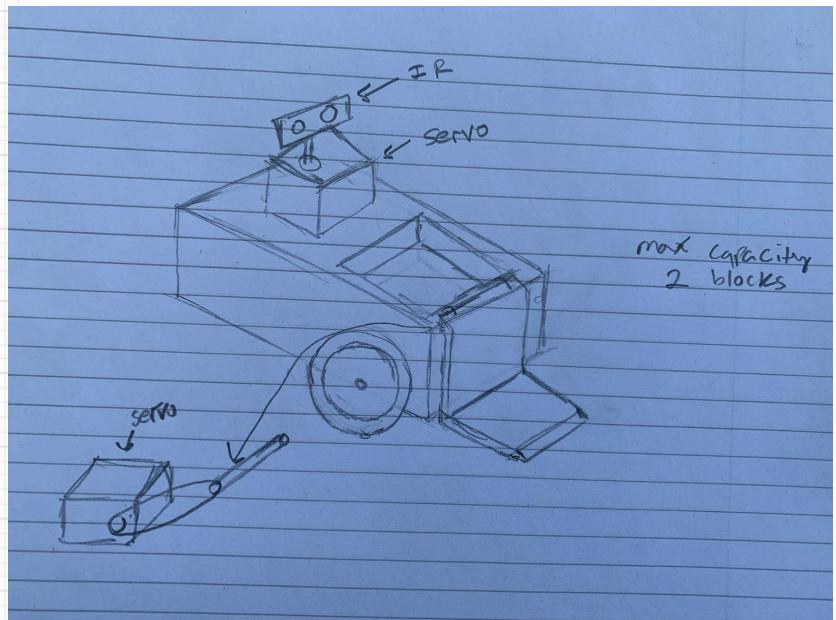
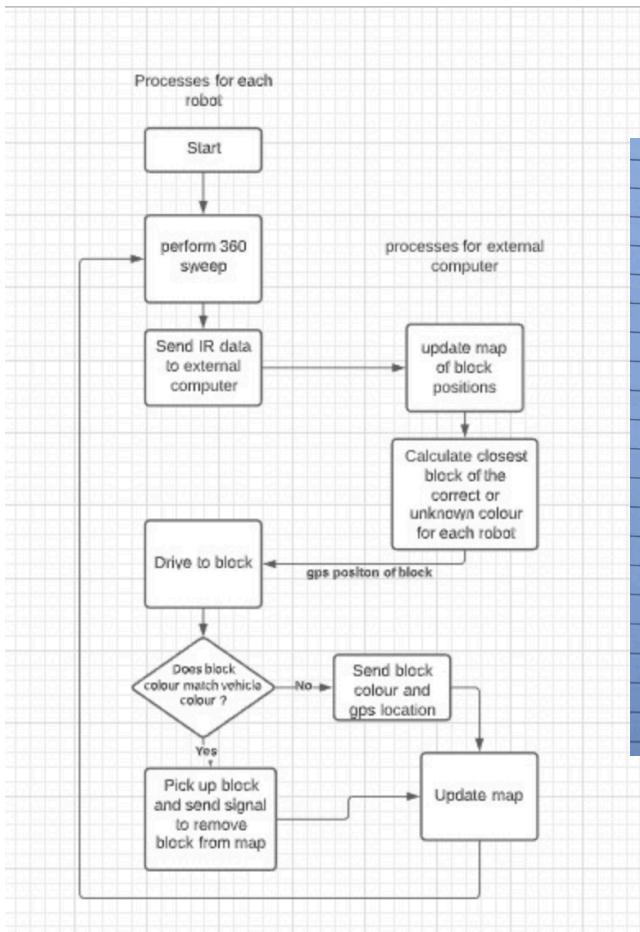


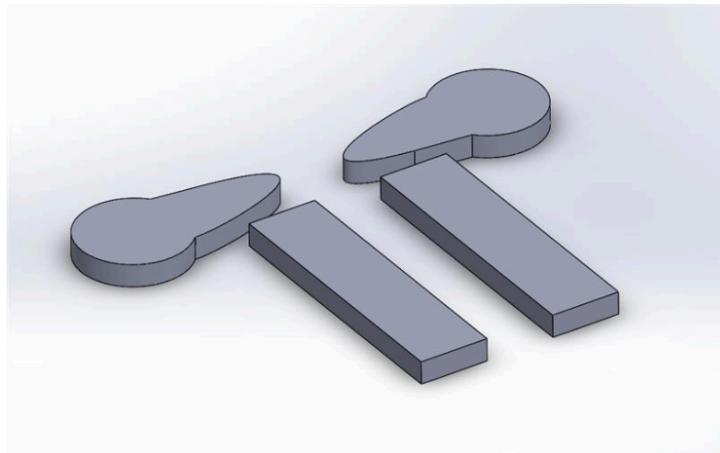
Initial Concepts

Sahil

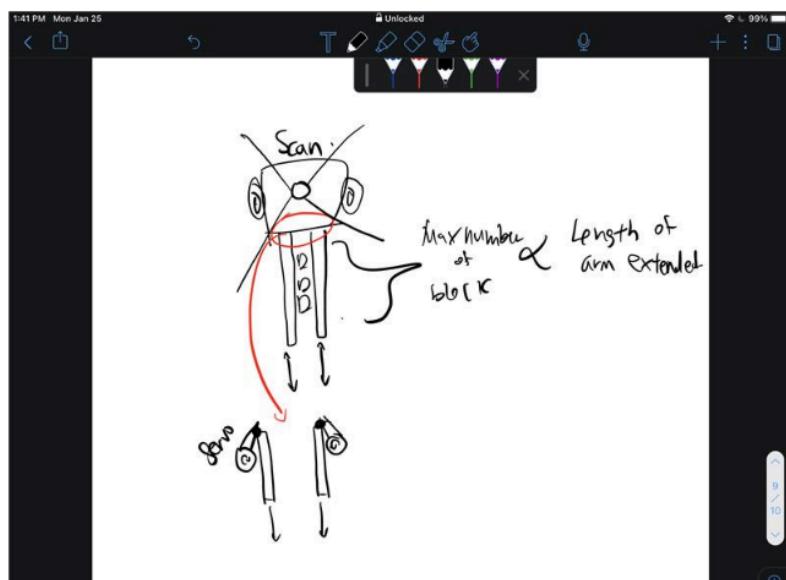


Just for something a little different a sort of fork lift that can lift and rotate round to drop one of the blocks into a bit of a indent and then one more can be picked up on the fork lift. Space might be an issue around the wheels though tho for all the necessary mechanisms.

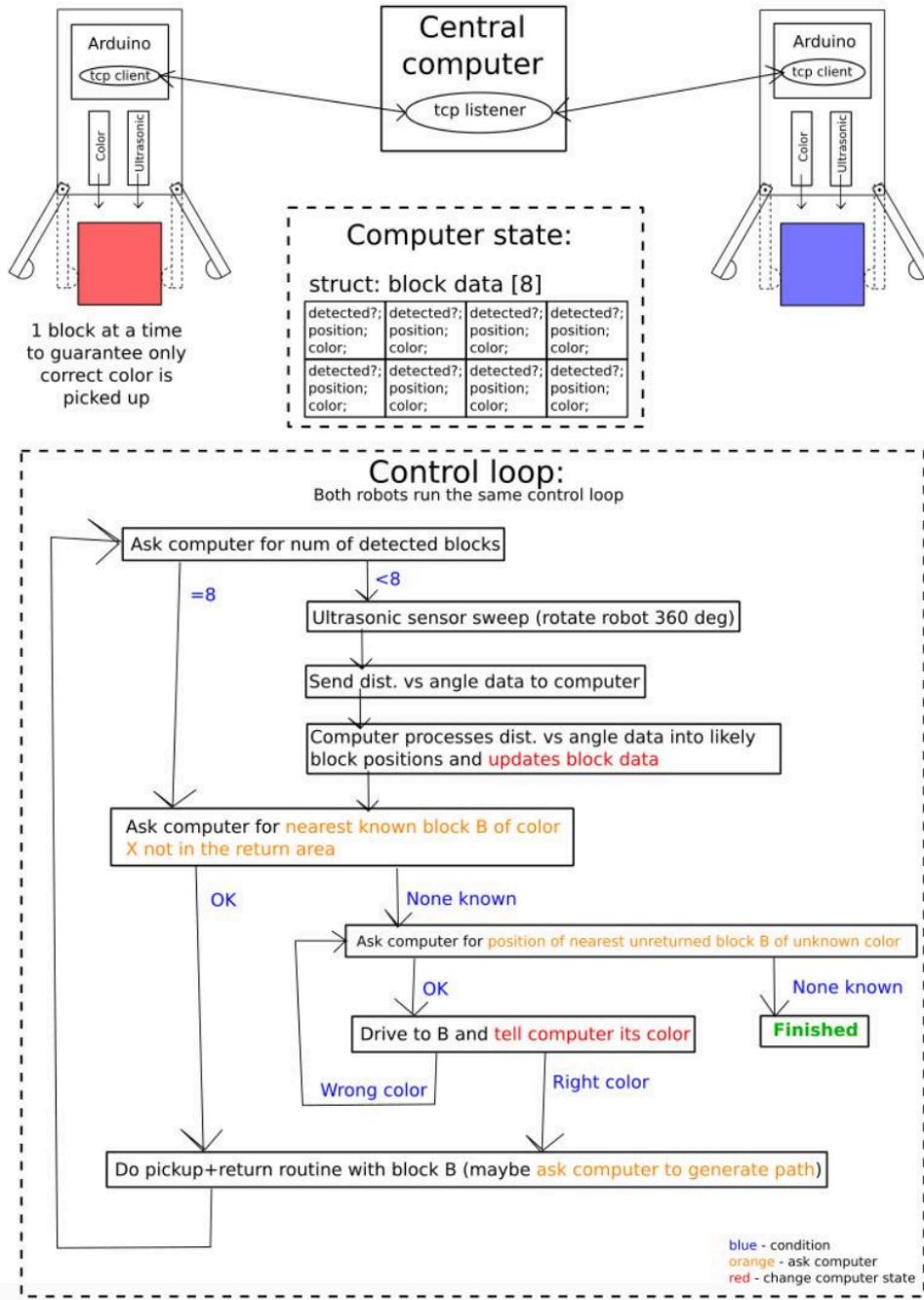
Sunho



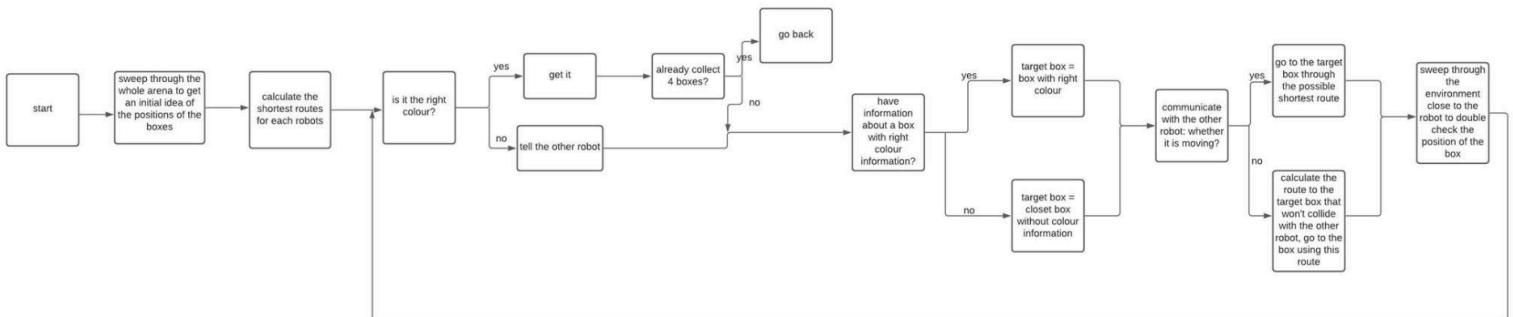
hey I figured most of us are amazing at the software side,
so i tried picking up solidworks for my mechanical design.
Something similar to what Ben talked about but maybe less
collision with this mechanism?



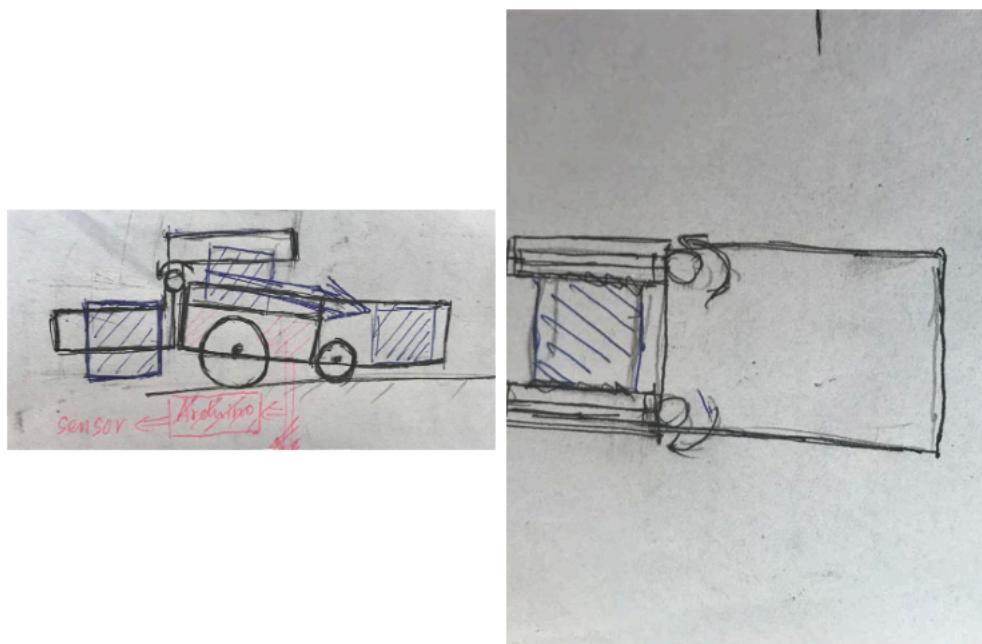
Ricardes



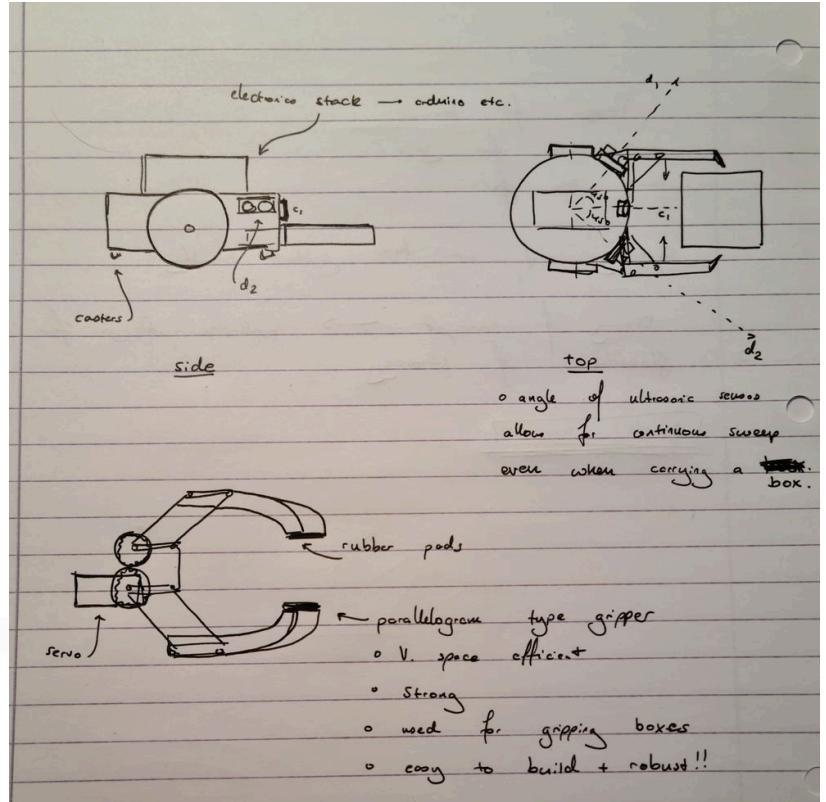
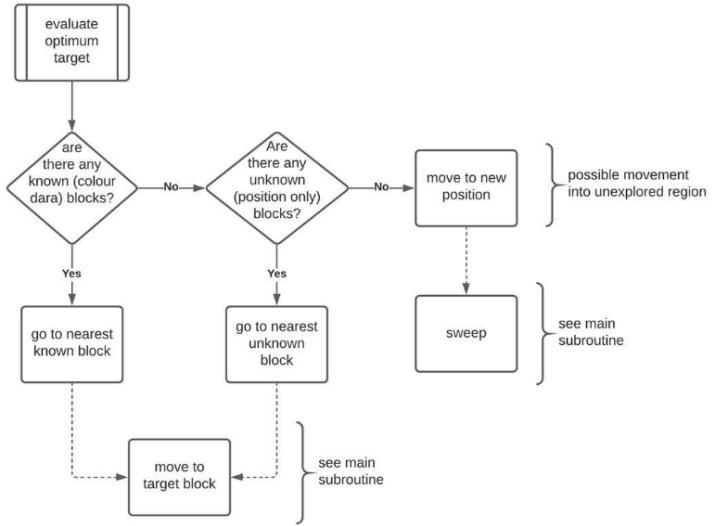
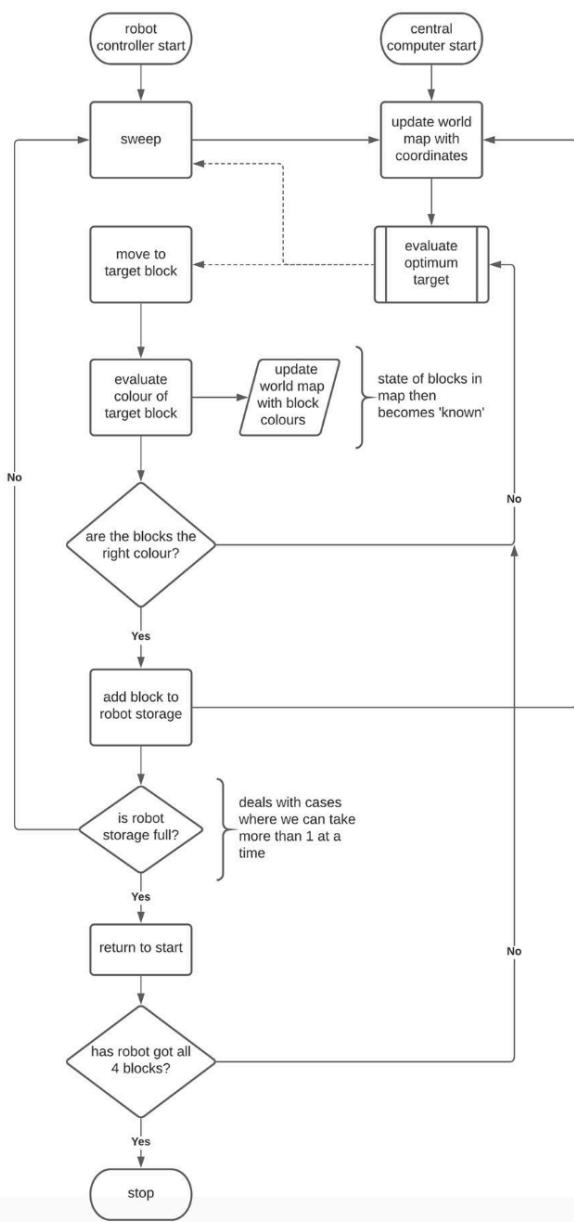
Jieying:



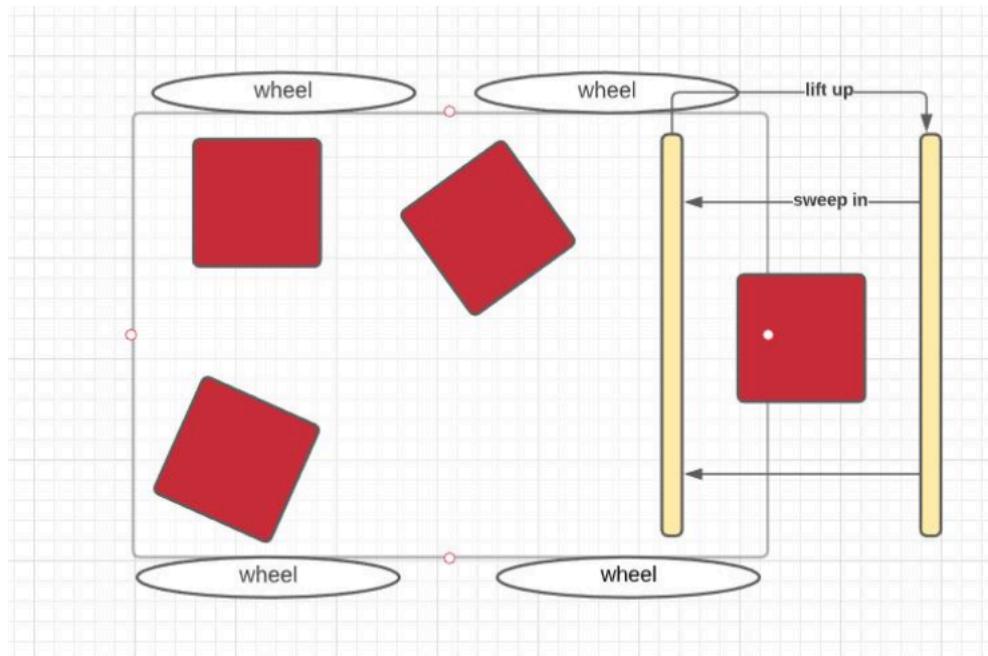
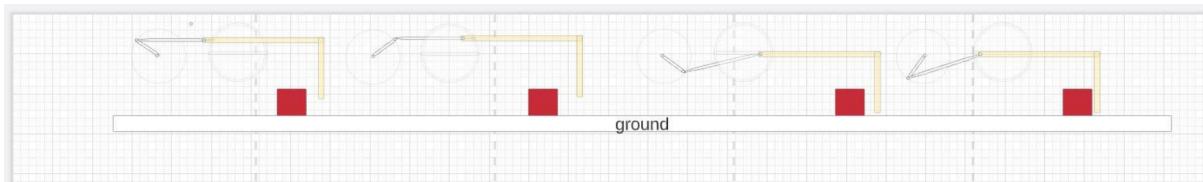
i dont know if the claw can be strong enough to grab the box up.. if so, maybe it is better not keep the claw always in the front of the robot since it is very likely that it will collide with the other robot/other boxes while rotating...? i've come up with a very strange and unrealistic structure..



Ben



Jingwen



from the top view the car is hollow in the center so it's basically only a square fence that pushes the blocks around with them bumping inside