

Cena

Chão

Note: all values inside T and S
transformations are being multiplied by a
SCALE = 212.0 constant to make so that
each WebGL unit is around 1 cm, taking
into account a van body size of 5.26m

T(-1 + ?, 0.71, 1.0)
"?" = distance (from speed)

buildFloor()

T(0, 0.635, 0)

Ry(?), ? is the arm turn
given by 'J' and 'L'

Rz(?), ? is the arm up and
down given by 'I' and 'K'

Base
Antena

T(0, 0.55, 0)

Ry(90)

S(1/15, 0.1, 1/15)
antennaBase()

Rótula
Antena

S(0.08, 0.08, 0.08)

antennaKnee()

Braço

T(0.39, 0, 0)

Rz(90)

S(0.04, 0.7, 0.04)

antennaArm()

Prato

T(0.75, 0, 0)

S(0.5, 0.5, 0.5)

antennaDish()

Centro
Antena

T(0.7, 0.03, 0)

Ry(90)

S(0.04, 0.1, 0.04)

antennaCenter()

Eixo
Traseiro

T(-0.6, -0.5, 0)

Roda
Traseira
Direita

T(0, 0, 0.6)

Rx(90)

S(0.3, 0.3, 0.3)

axis()
wheel()

Roda
Traseira
Esquerda

T(0, 0, -0.6)

Rx(90)

S(0.3, 0.3, 0.3)

wheel()

Eixo
Dianteiro

T(0.6, -0.5, 0)

Roda
Dianteira
Direita

T(0, 0, 0.6)

Rx(90)

Rz(-?), ? is wheel turn
given by 'A'
and 'D'

S(0.3, 0.3, 0.3)

wheel()

Roda
Dianteira
Esquerda

T(0, 0, -0.6)

Rx(90)

Rz(-?), ? is wheel turn
given by 'A'
and 'D'

S(0.3, 0.3, 0.3)

wheel()

axis()

wheel()

wheel()

Carroçaria

buildBody()