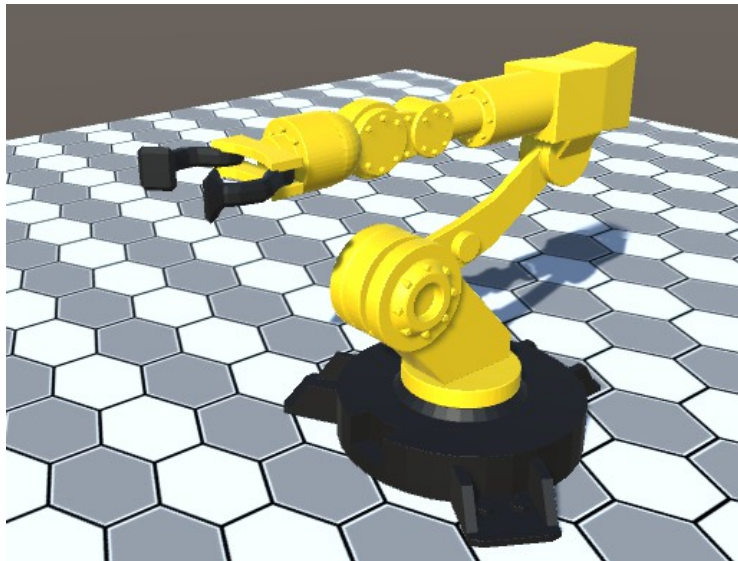


ROBOTIC INDUSTRIAL DYNAMIC ARM



AUTHOR	Michael Soler
CONTACT	michael.soler.beatty@gmail.com
Unity Ver.	5.6.1.f1

Index

1.Description of the package.....	2
2.Colliders and tags.....	2
3.Scripting	2
4. Video tutorial.....	4

1.Description of the package.

This is a package that contains dynamic robot arm with 5 degrees of freedom. Thanks to the scripting, you will be able to move the robotic arm in space using the sliders. This package contains:

- The fbx model of the arm with its hierarchy well defined. The model is composed of part0, part1, part2, part3 and the grips (left and right).
- A sample scene with control sliders.
- Documentation and video tutorial.

2.Colliders and tags

No colliders or tags are used in this project.

3.Scripting

The “RoboticArm” is the script that controls the movement of the arm.

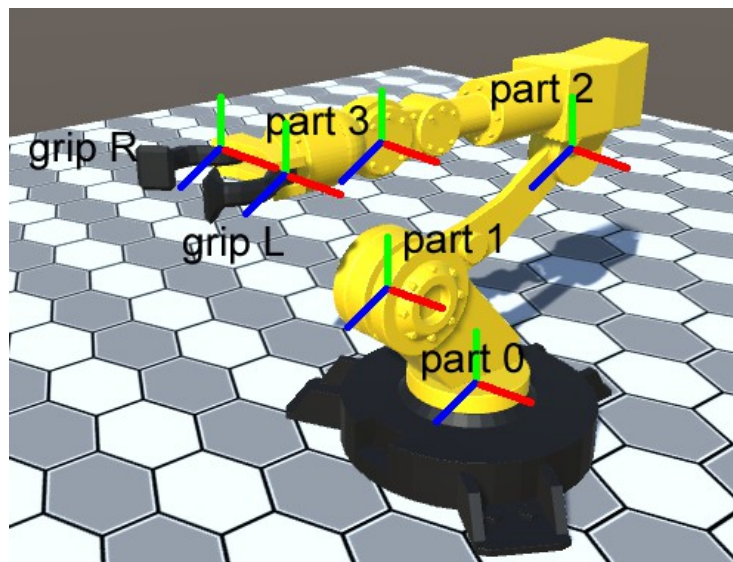
```
//these are the parts of the robotic arm
public Transform part0;
public Transform part1;
public Transform part2;
public Transform part3;
public Transform gripLeft;
public Transform gripRight;

// this is the audio source to play the arm sound
public AudioSource audioS;
```

Rotation of each part is called by the slider, which will trigger a movement function on the script:



The function also triggers the sound of the servo. Notice that the local rotations have their axis in the following positions:



4. Video tutorial

We have a video tutorial explaining how the scripts and game mechanics works.

<https://youtu.be/NtCd9pMCD4>