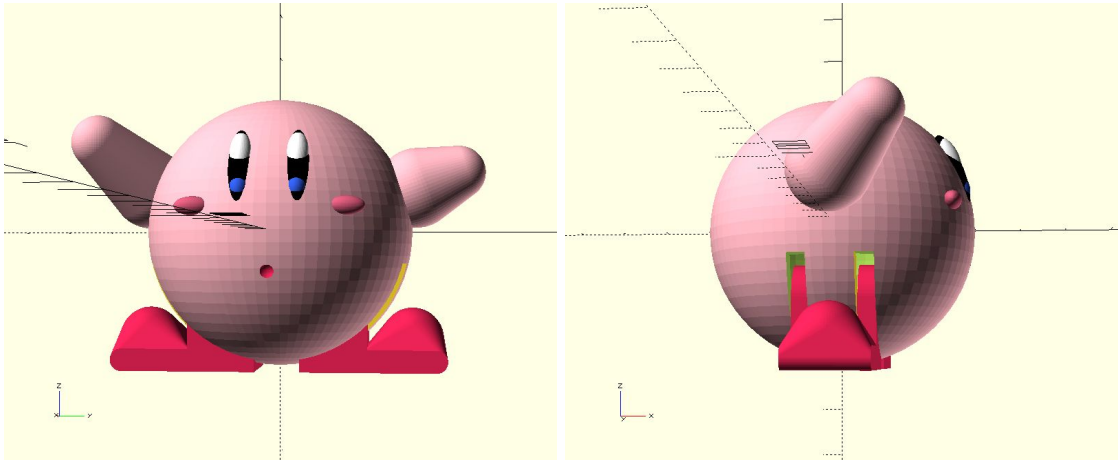


# Assignment 2 - OpenSCAD

Ying Wang

- Images of the design:

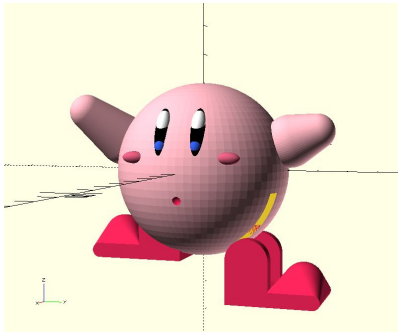
My design is Kirby, a video game character I played when I was a kid.



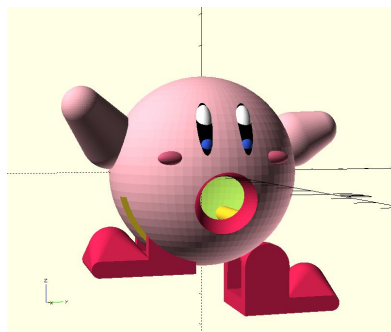
- Parameters:

1. Enemy size (range from 2 to 15): it simply changes the size of Kirby's mouth...So it can swallow them all.

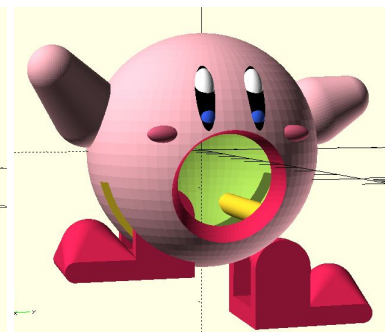
enemy\_size = 2



enemy\_size=10

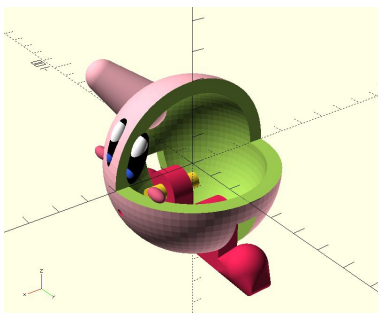


enemy\_size = 15



2. Legs width(range from 0 to 17): it changes the width of the legs and feet.

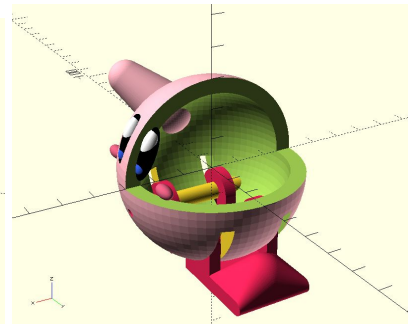
leg\_width = 0



leg\_width = 10

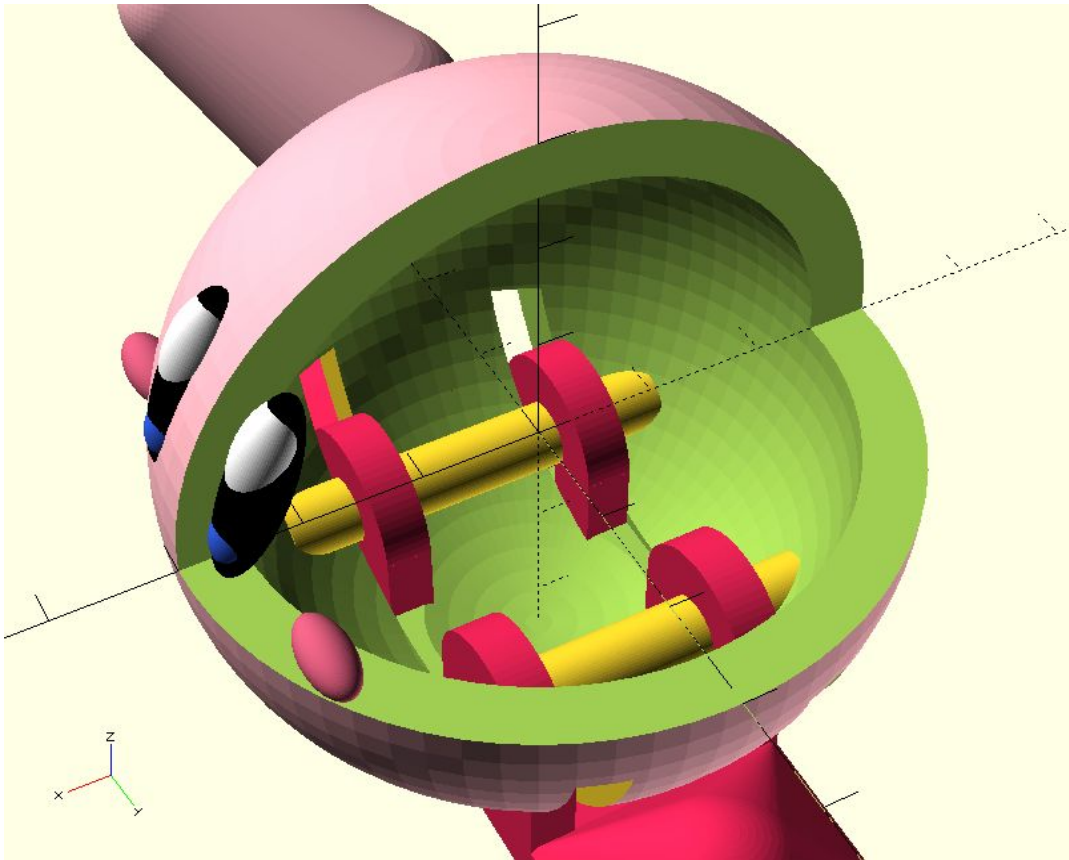


leg\_width = 17



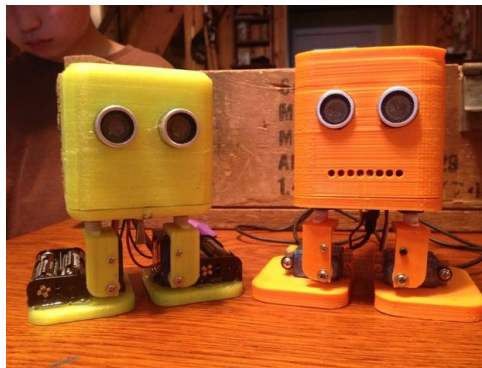
- Structure inside:

Inside the body, I added two support cylinders so the legs can move along these two axes.



- References:

- The dancing robot: <https://www.thingiverse.com/thing:43708>



- Problems:

- I didn't think of a good way to assemble all these parts yet, especially inside the kirby.
  - Although the arms can move freely, I think it will fall apart. Maybe some ball joints could solve this problem.

