GOLDBERG MACHINE

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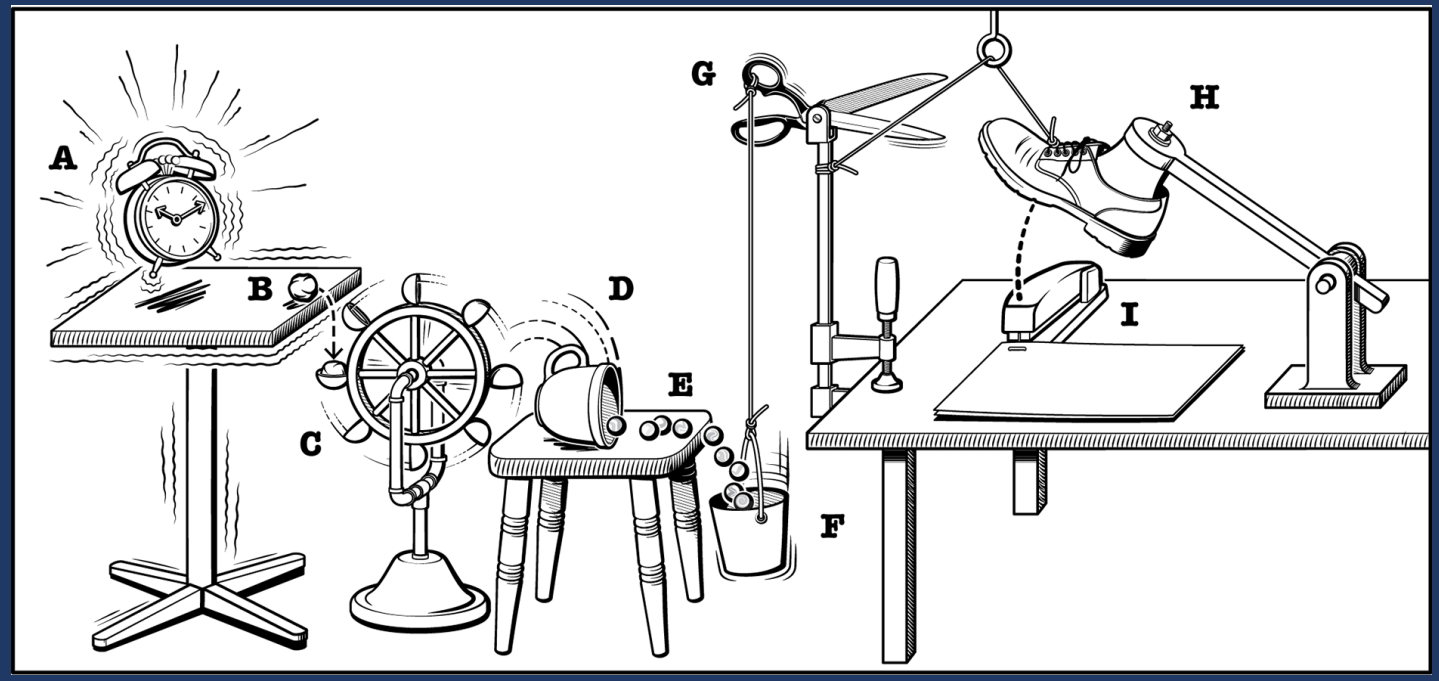
Goldberg Machine

Each action of unrelated objects triggers the next action.

Need to understand the characteristics of an object and understand the laws of physics.



Project Motivation

Physics-based Animation

Collision Detection

Physics Engine

Physical phenomenon

Gravity, Friction, Inertia, Tension
Fluid (wind, water), Magnetic force

Object

Weight, Elasticity, Density
Shape

Camera Action

Various points of view
Static/dynamic camera movement

Project Progress Plan

Design – Implementation – Integration

Progress

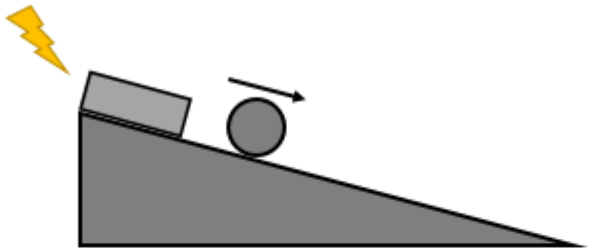
Goldberg Machine sketch finished

Implement 6–7 functions per person

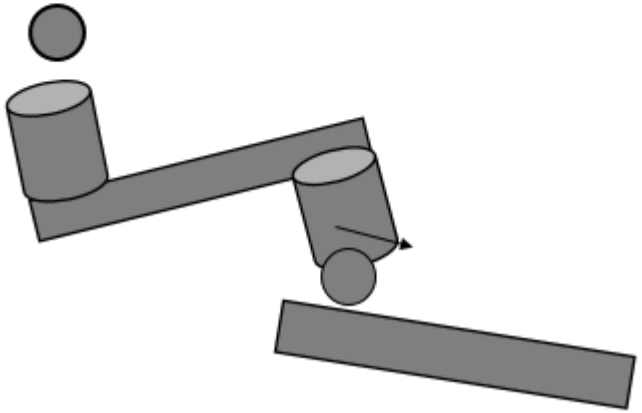
magnetic, fluid (water, wind)

Part 1

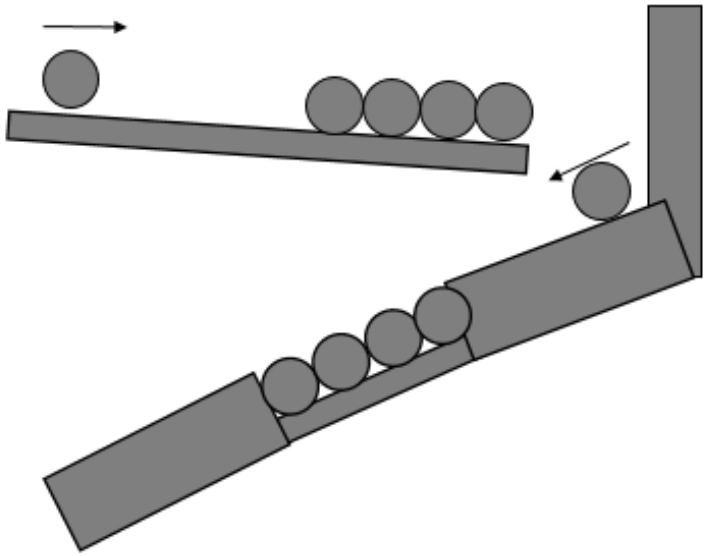
Function #1



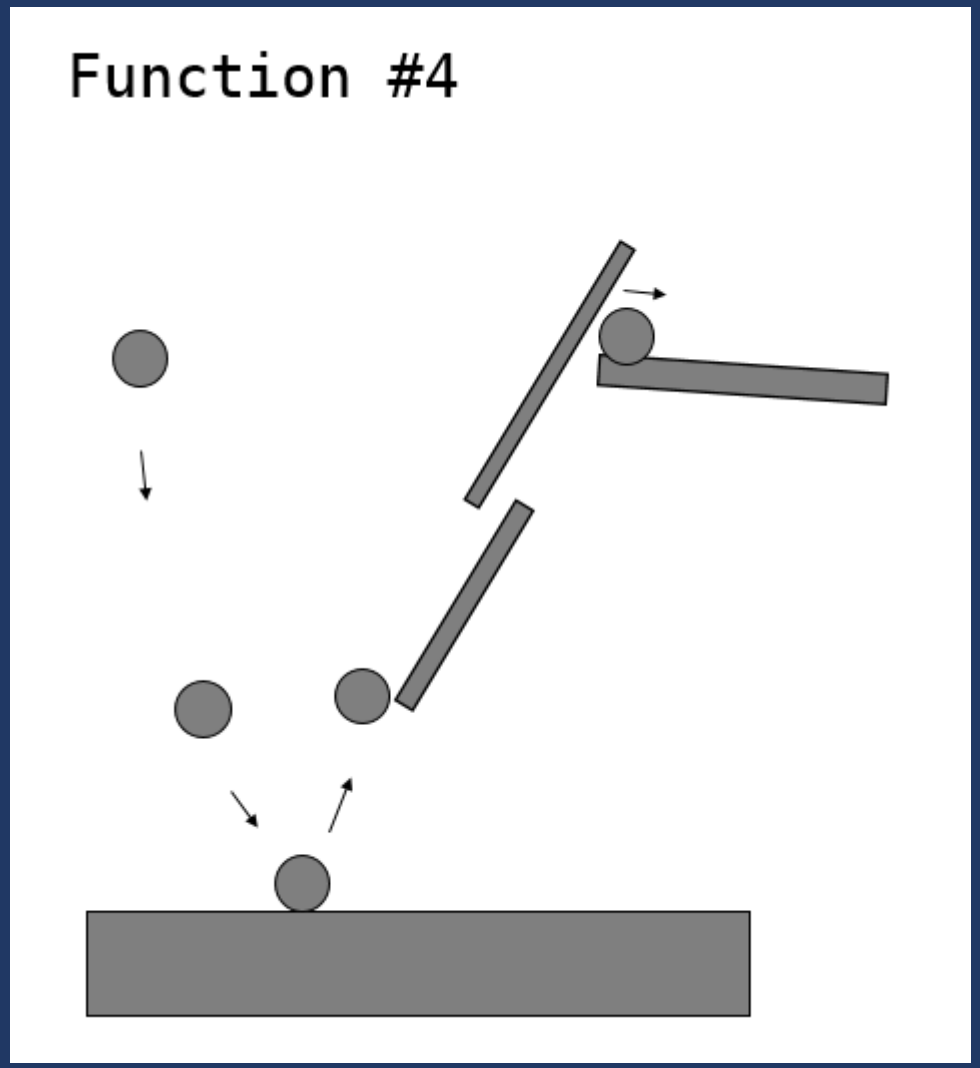
Function #2

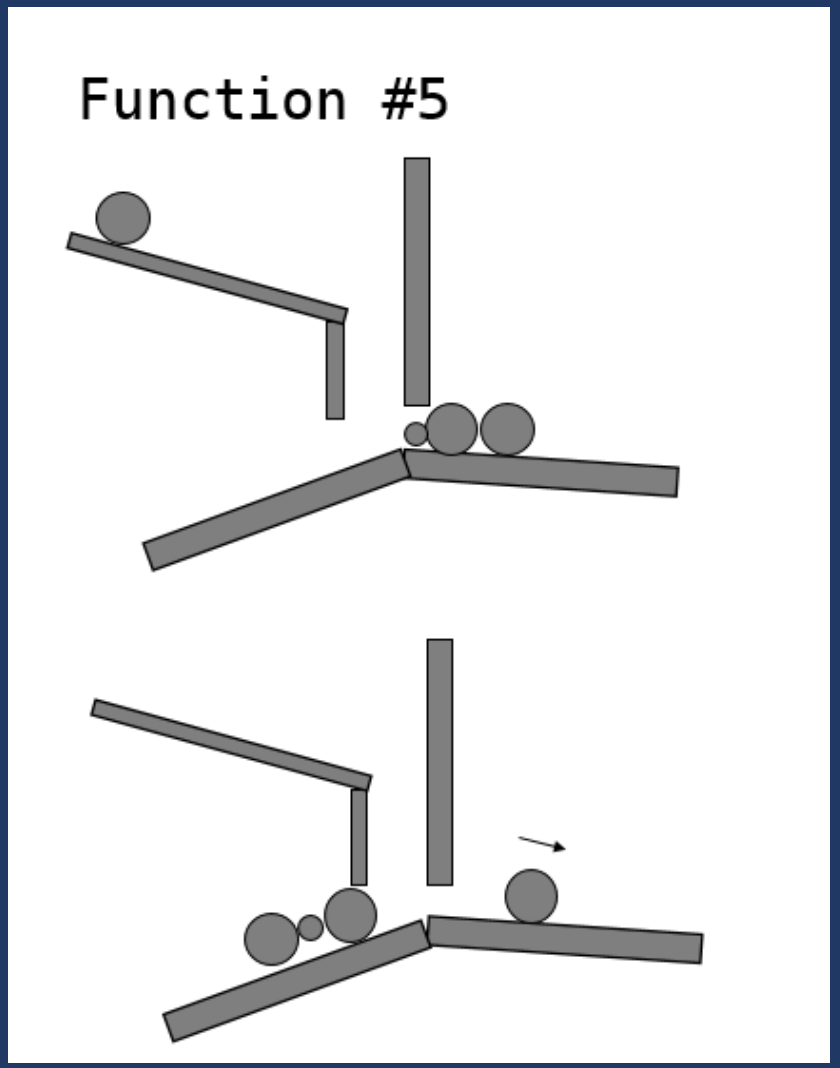


Function #3

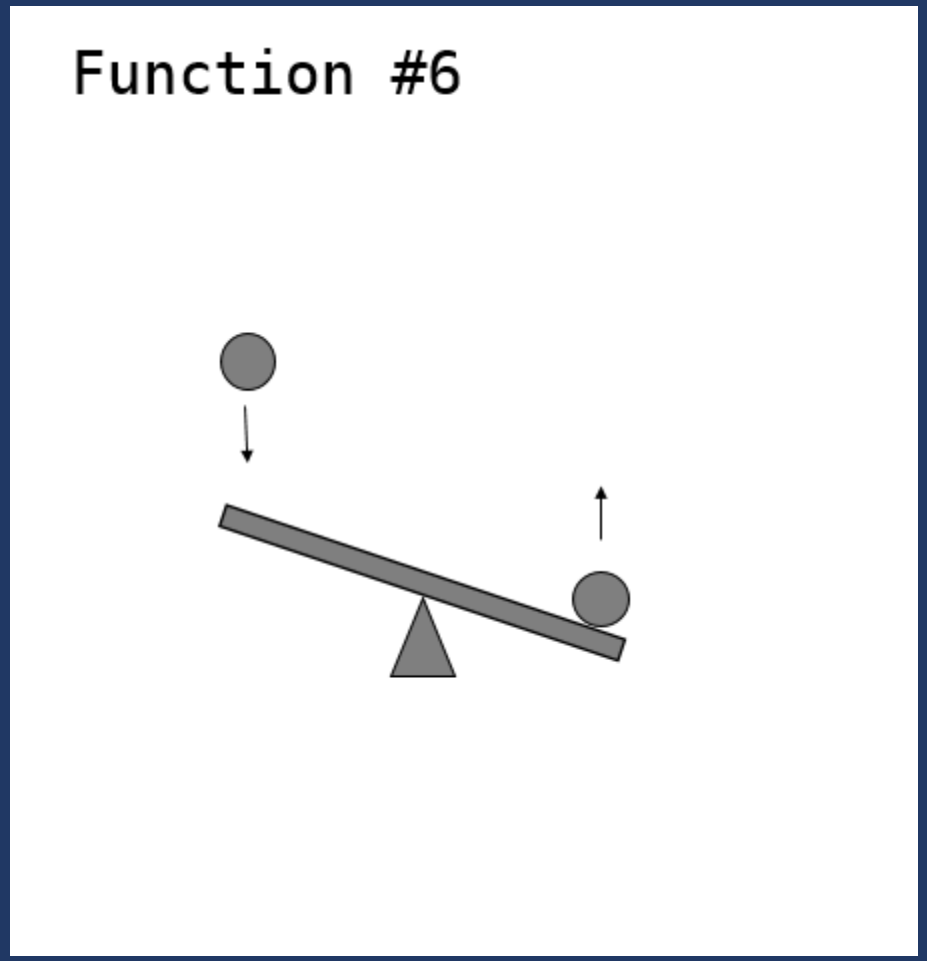


Part 1





Part 1



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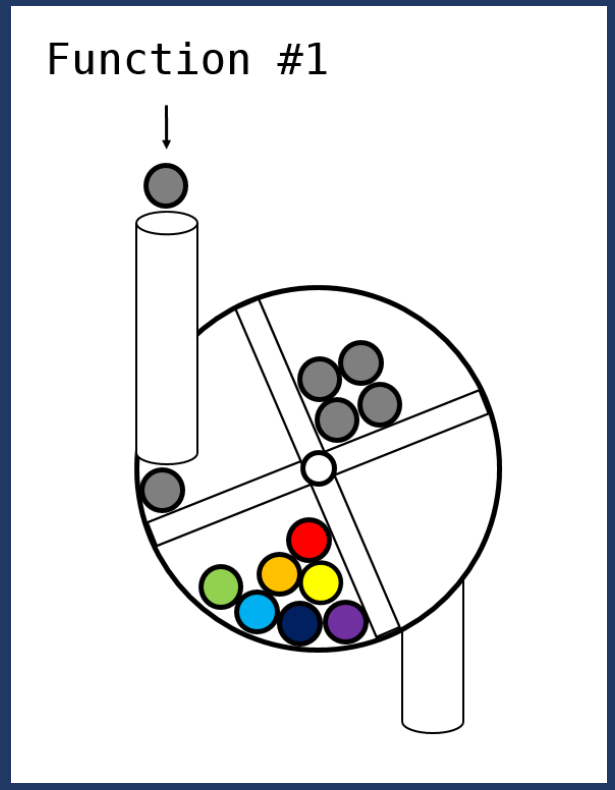

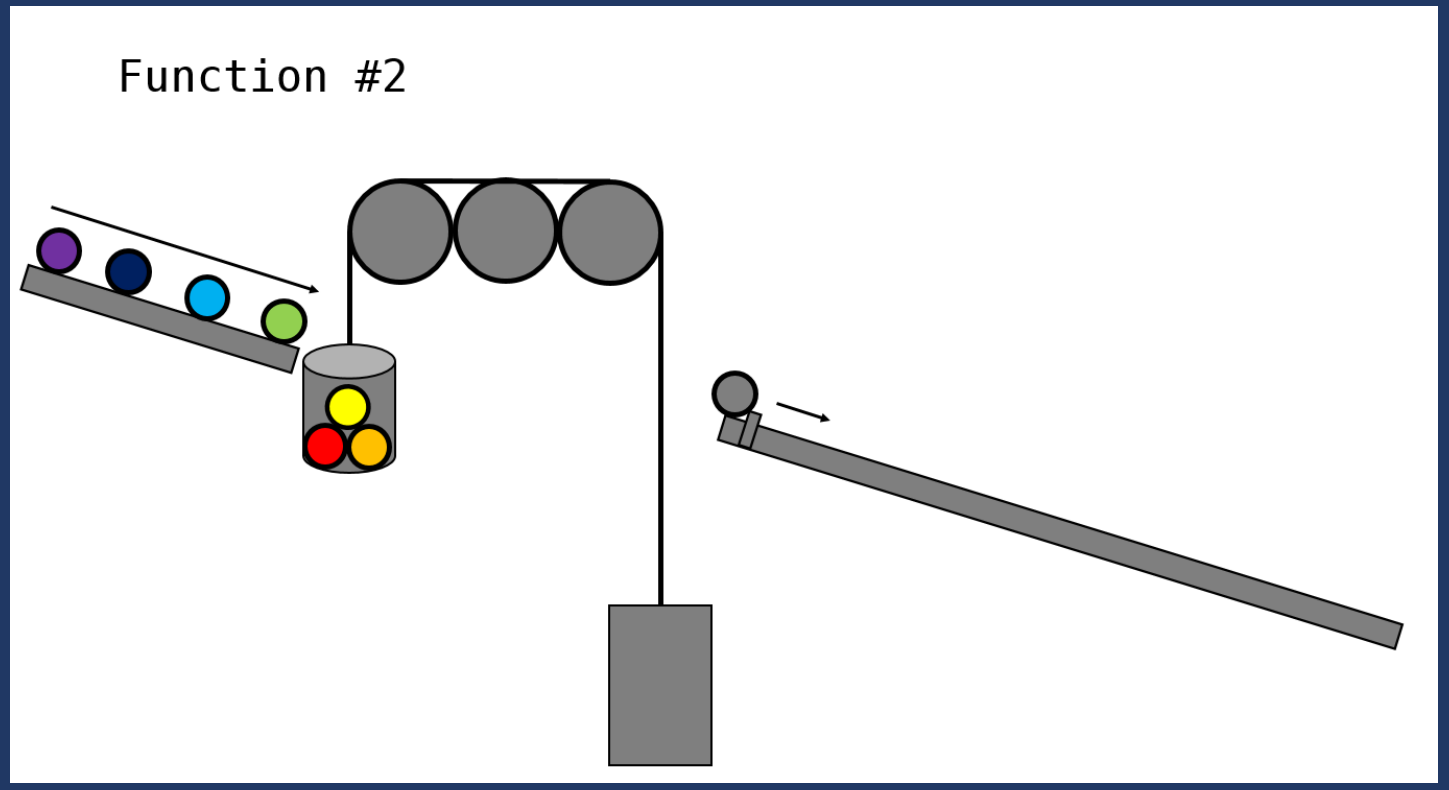

Part 2

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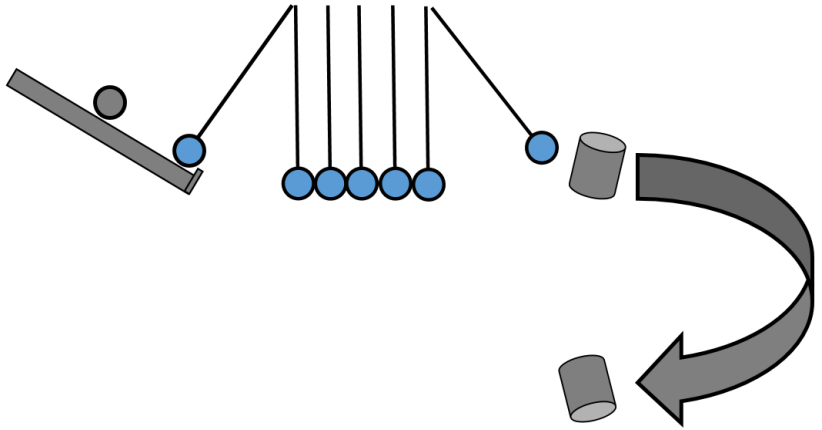

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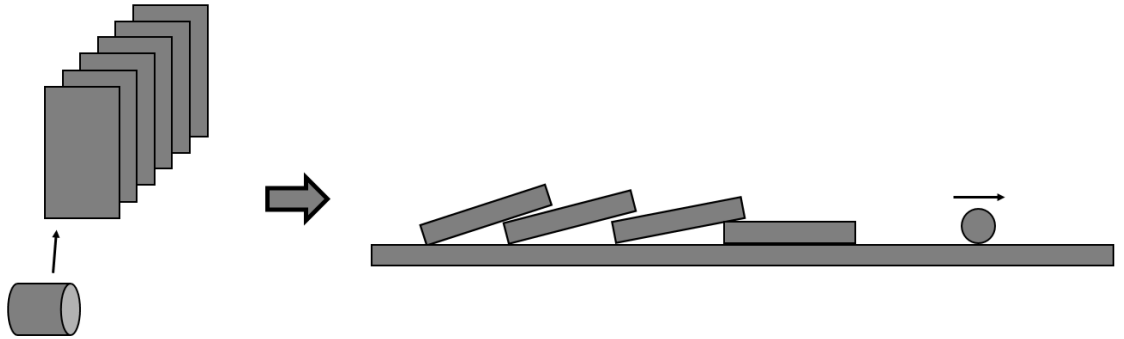

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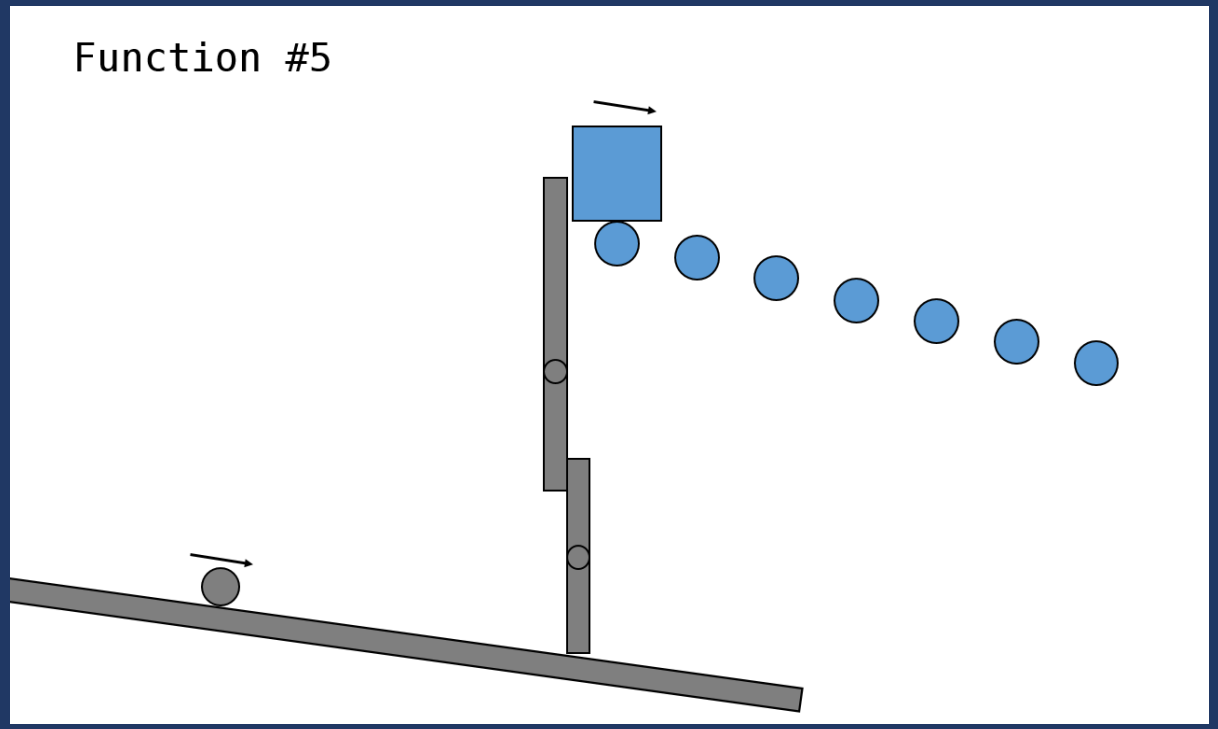

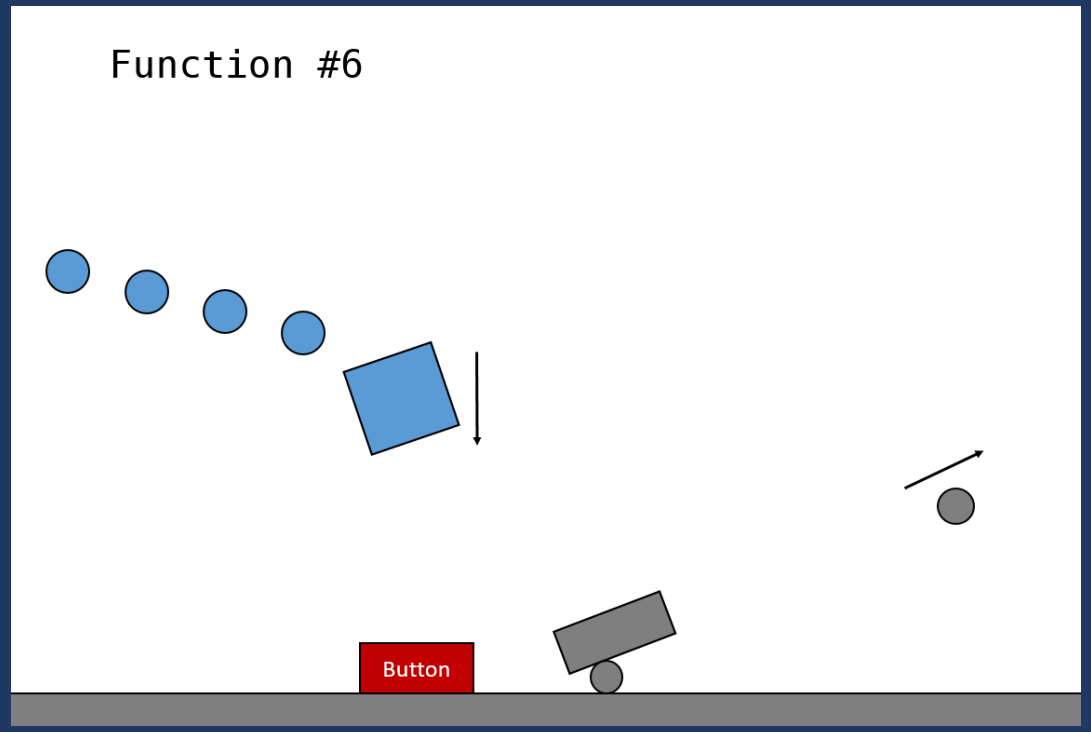

Part 3

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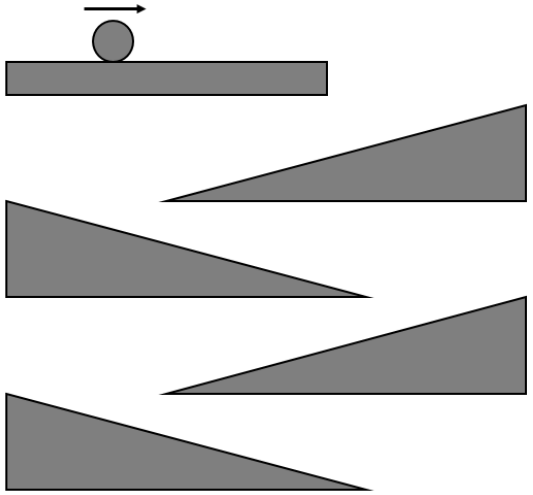

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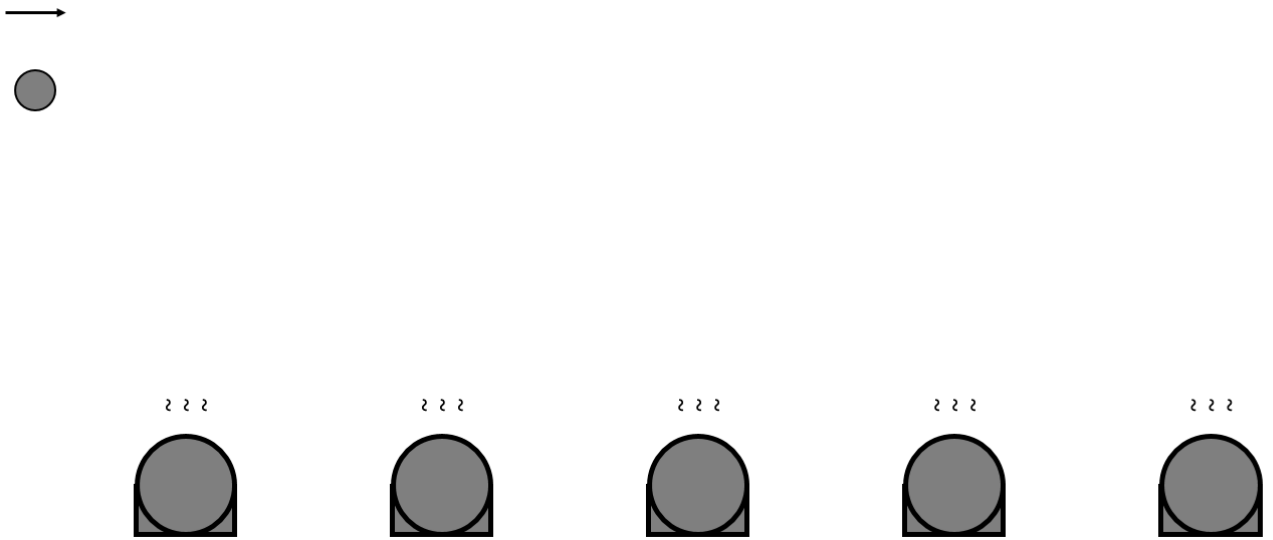

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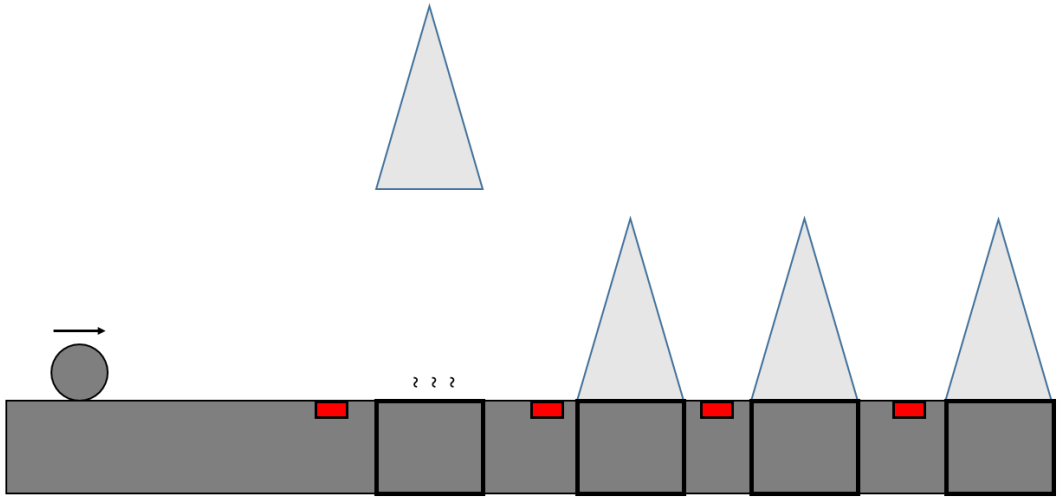
Function #3



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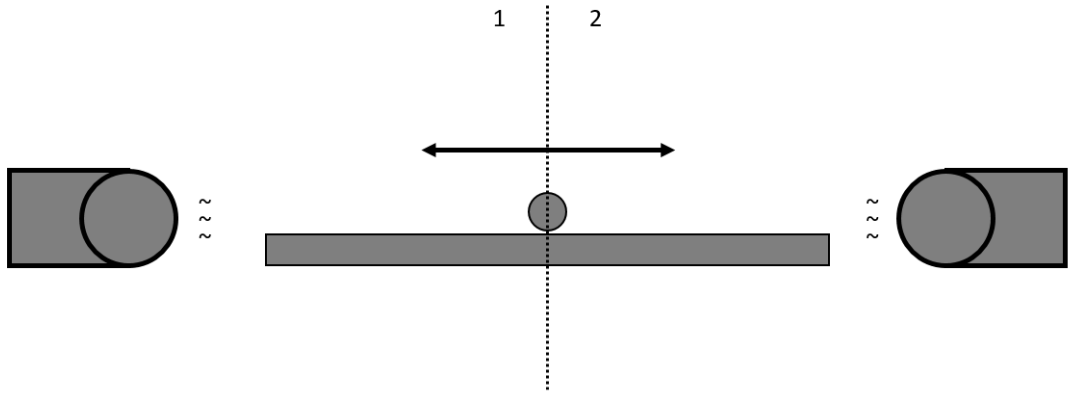

Part 3

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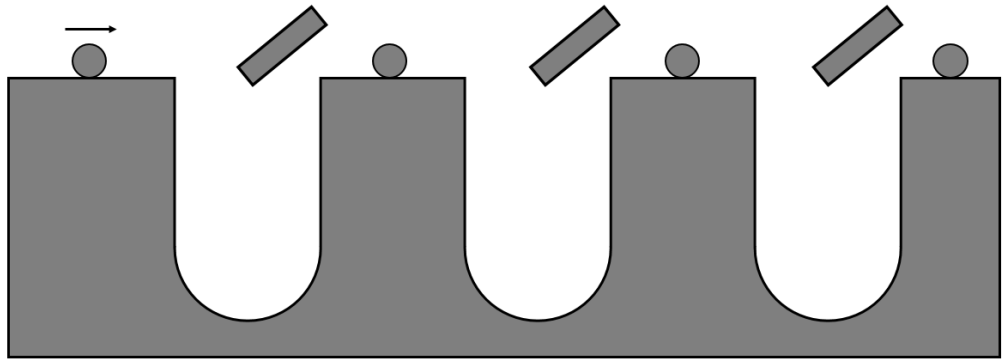

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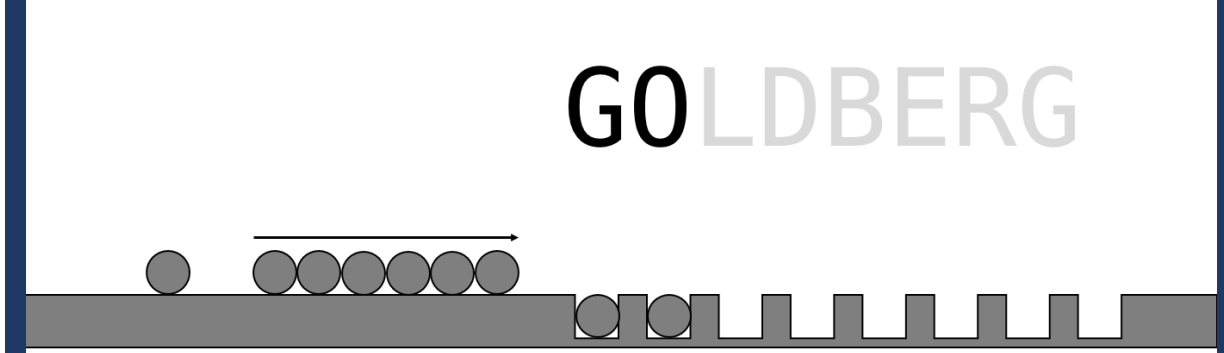
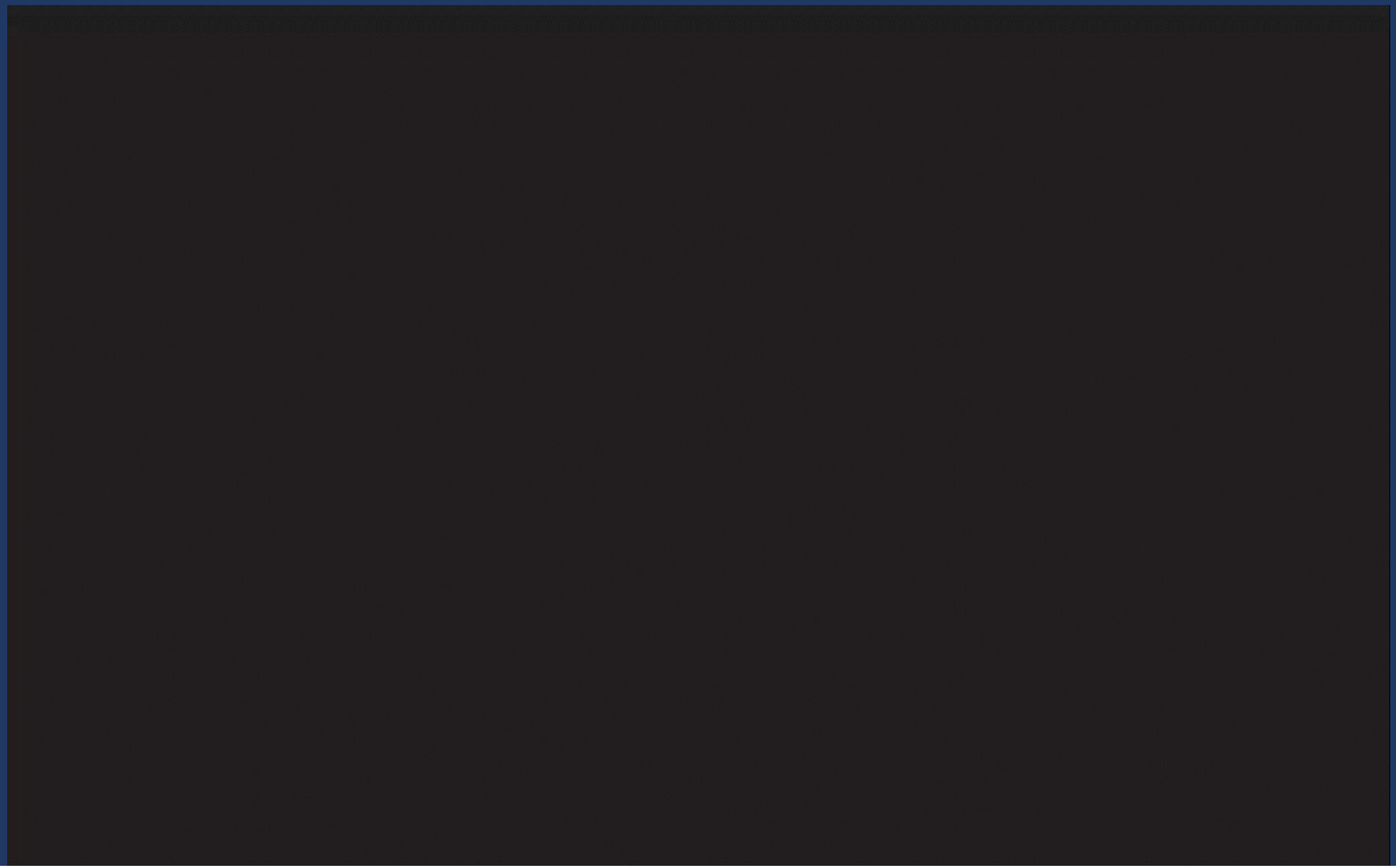
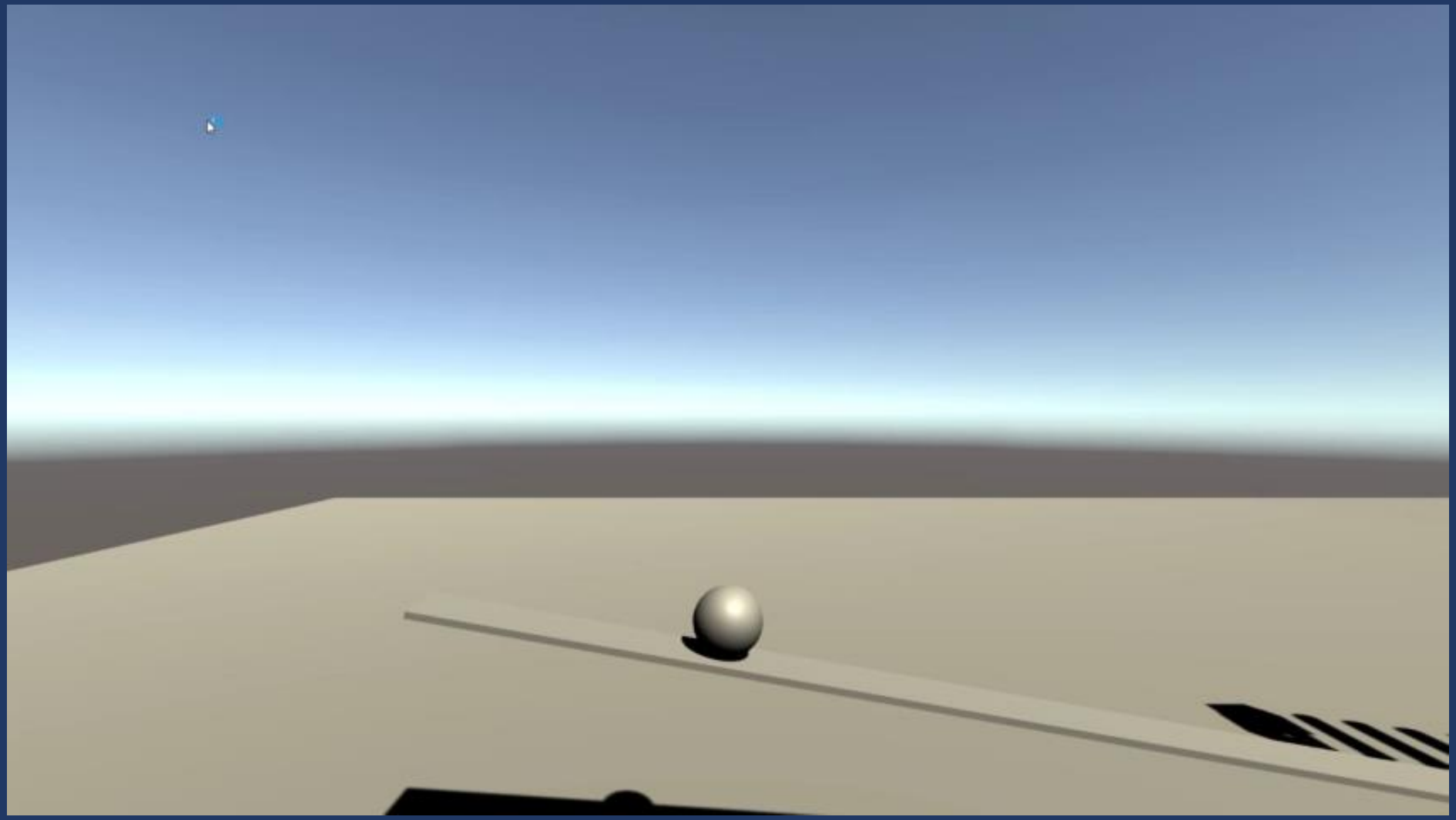


Part1. function 2-4



Part2. function 5



Part3. function 1 + Domino

Future plans

Implement various shapes of objects

Realistic Material Implementation

Use a variety of assets

Additional implementation (function, sound, etc.)

Thank you