FS40 Pivot Bracket

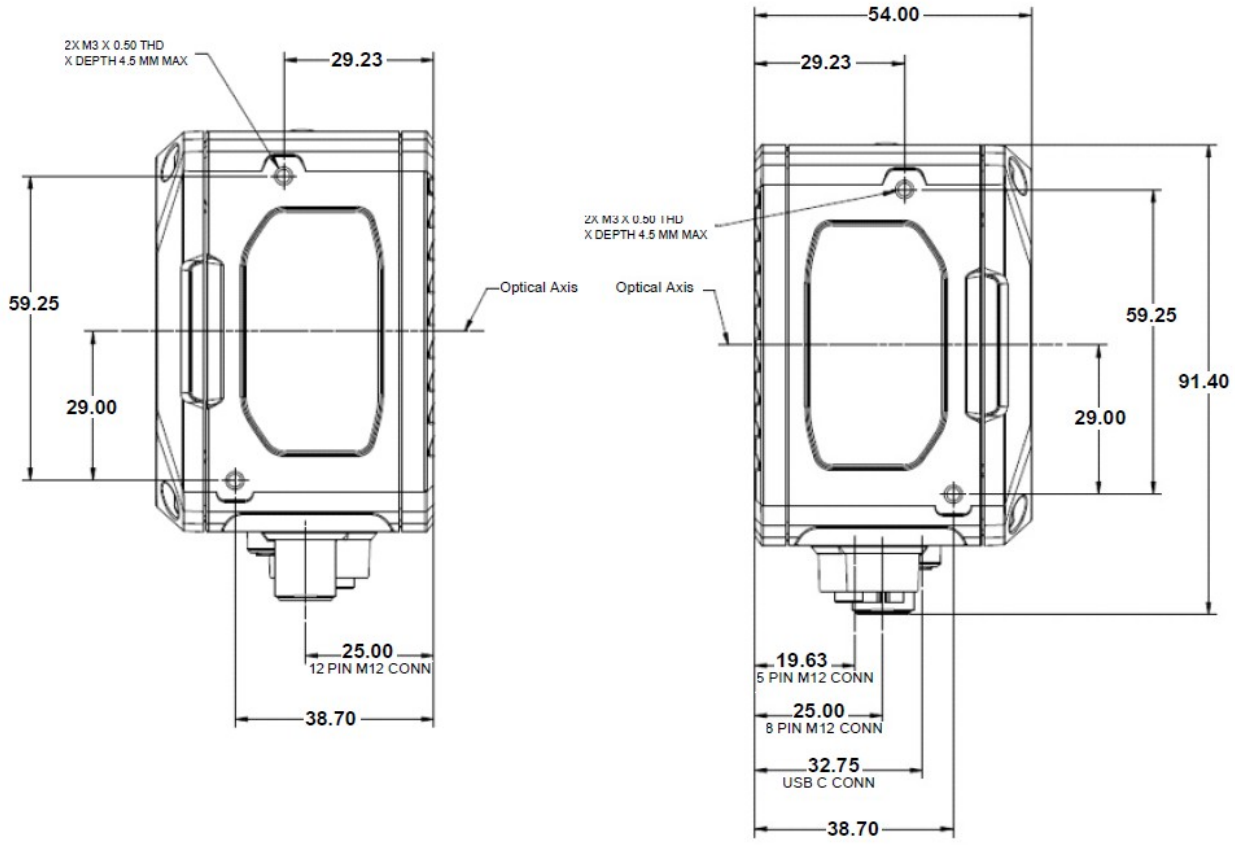
Version 2.0

Version 2.0

- Rotation angle expanded
- Fixed an issue with the text on one side (but the resulting text has a poor quality)
- Larger 8.2 hole in the base

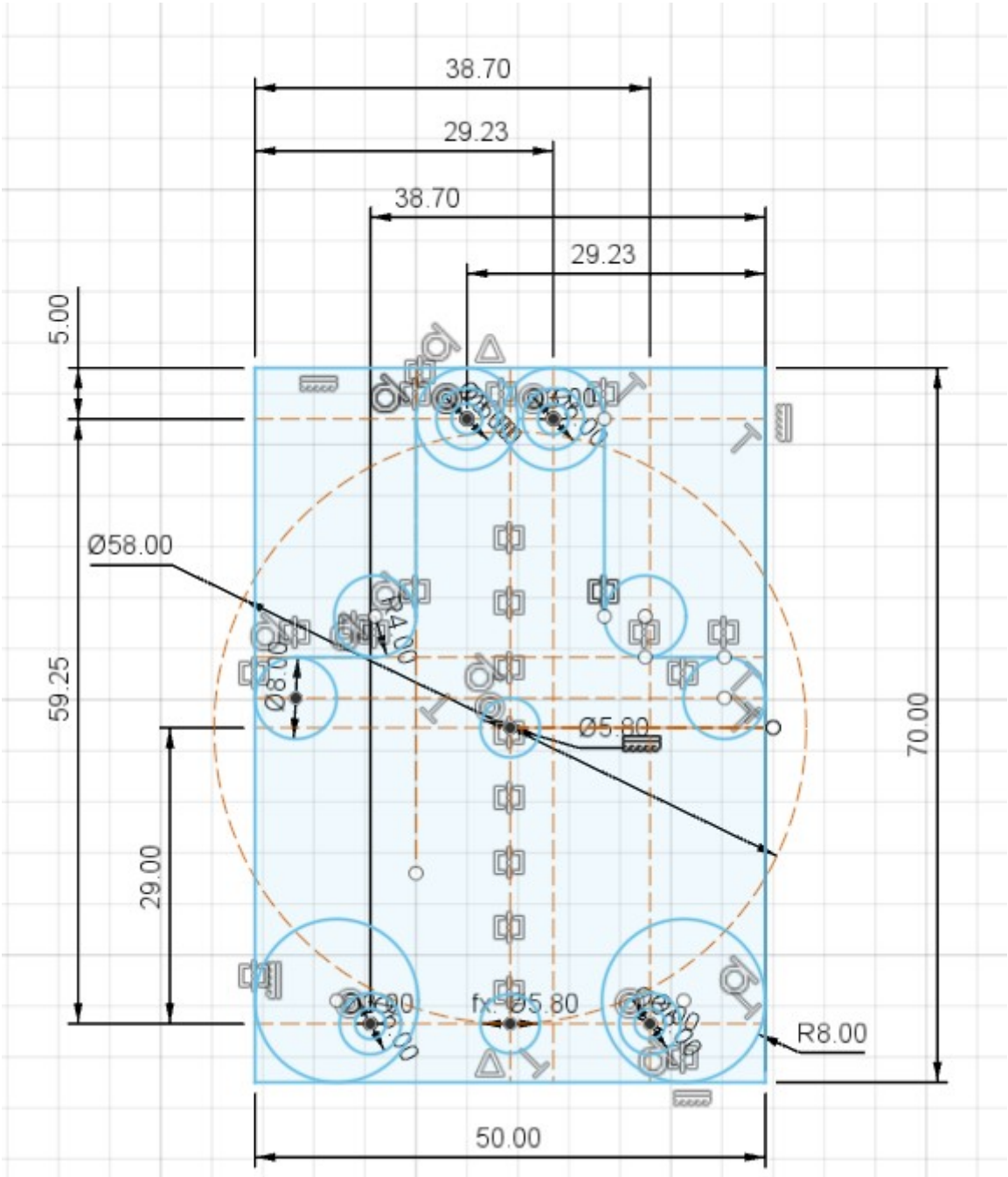
Camera drawings

Figure 1 xS40 Side Dimensions

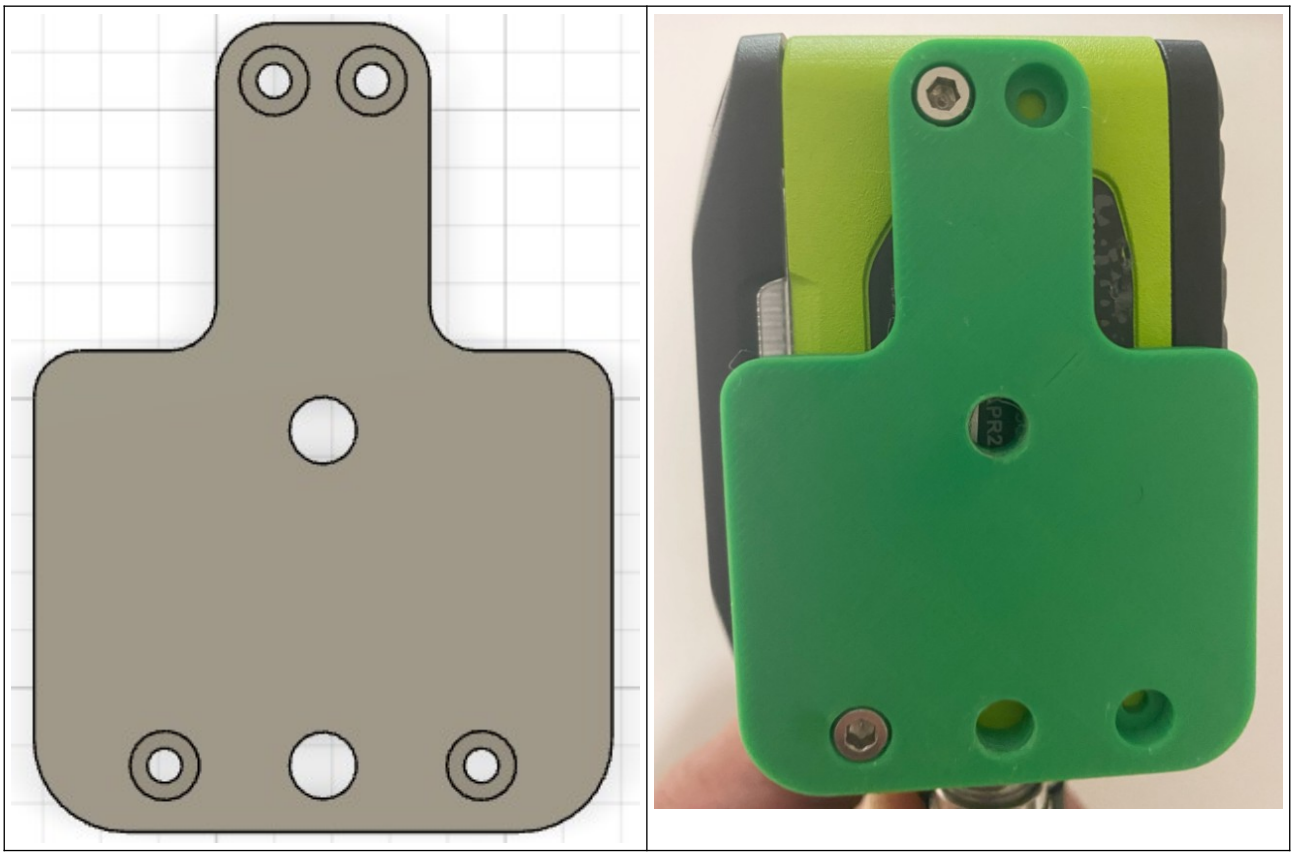


Adapter Plate

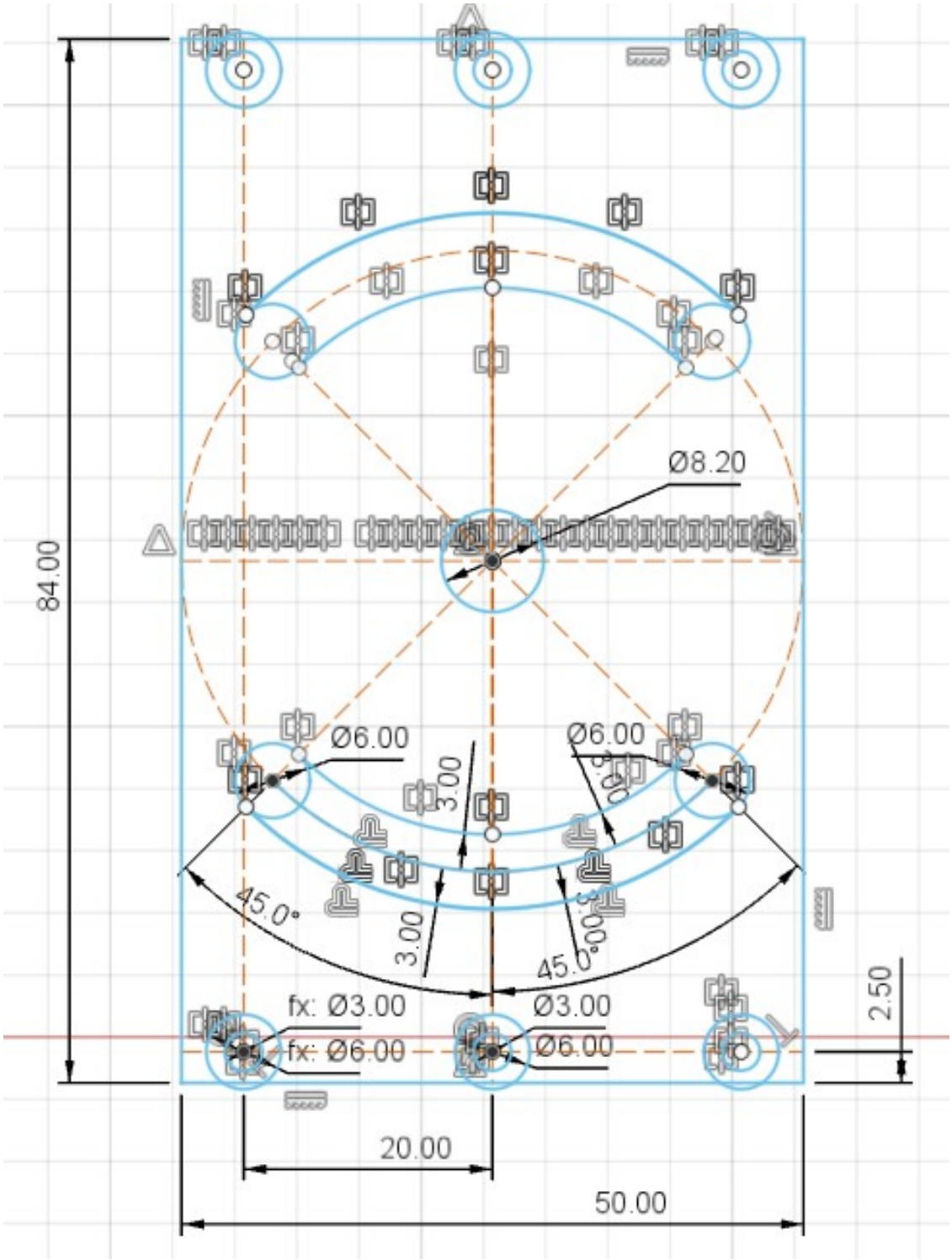
This plate is to connect to the camera side to the bracket creating a hinge centered around the camera optical axis



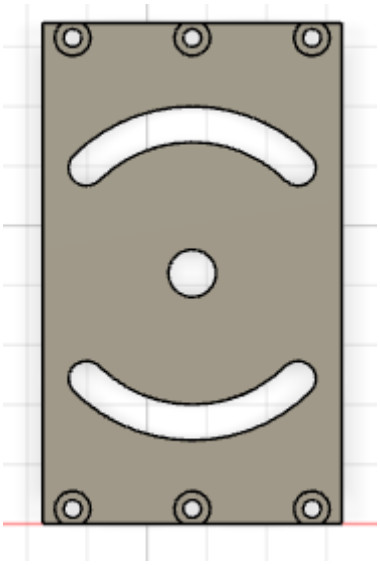
The bracket is symmetric and has twice the needed M3 holes just to use the same plate on both sides.



Base

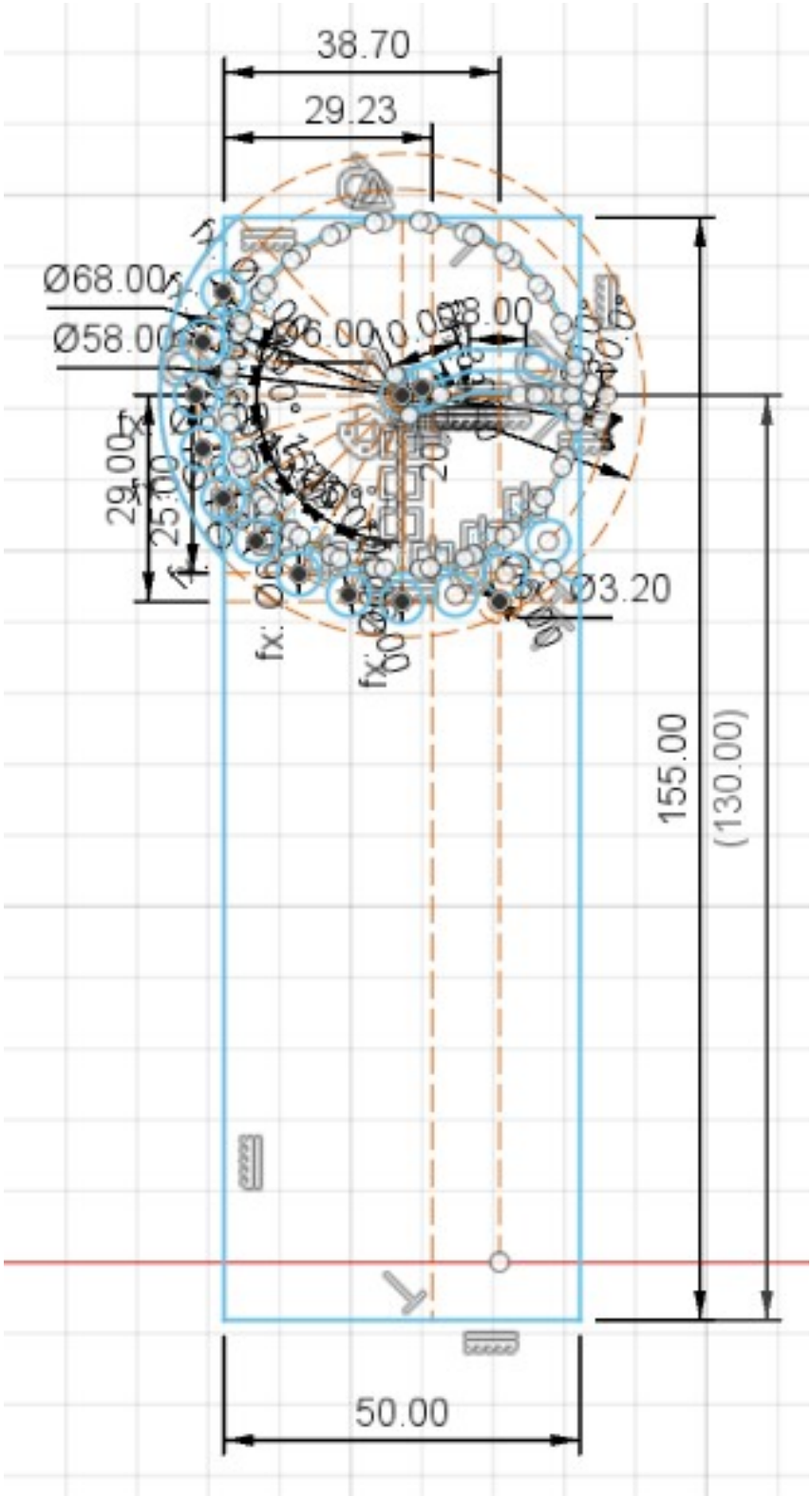

84.00
Ø8.20
Ø6.00
Ø6.00
3.00
3.00
3.00
3.00
45.0°
45.0°
fx: Ø3.00
fx: Ø6.00
Ø3.00
Ø6.00
2.50
20.00
50.00

Final result

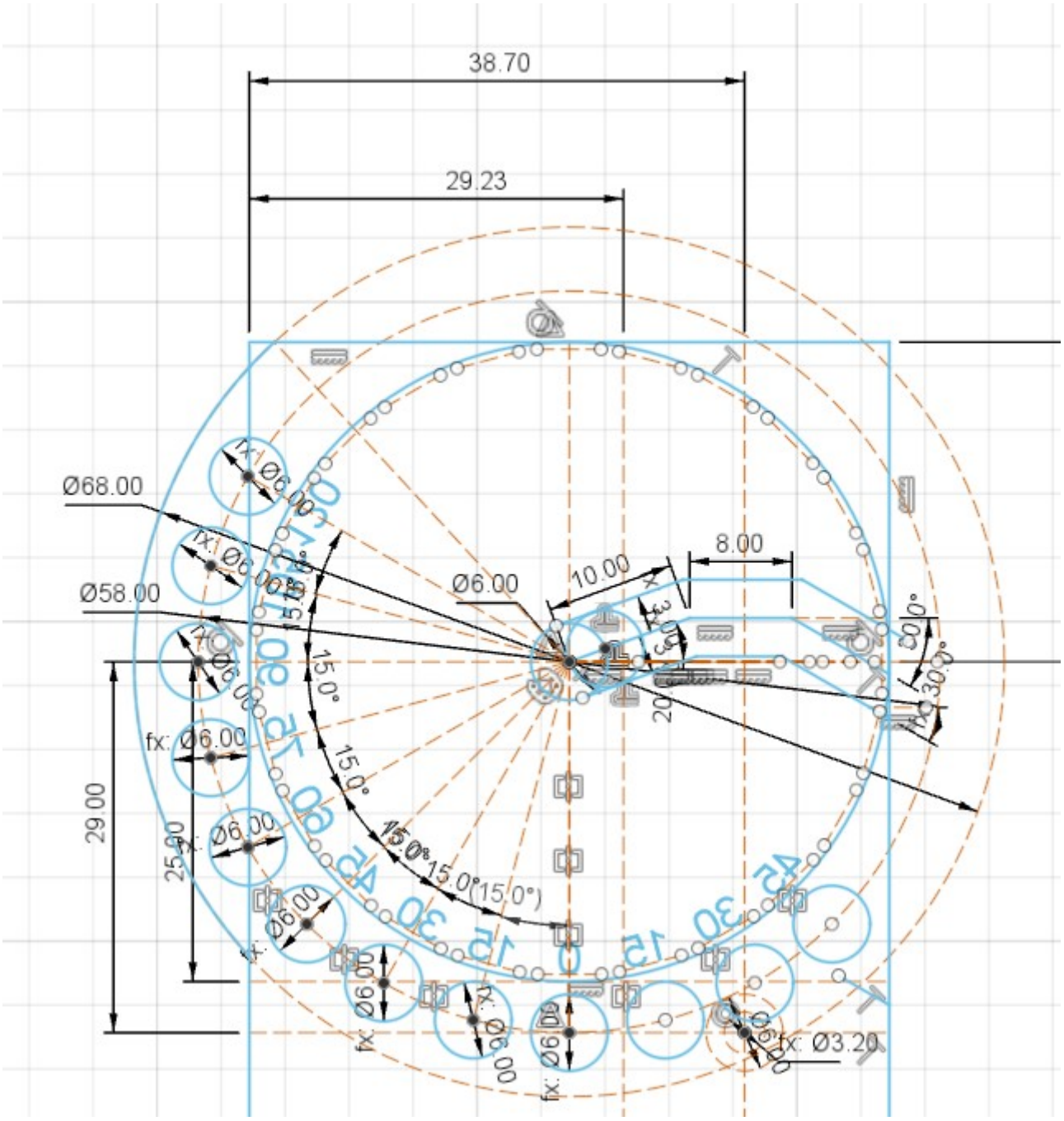


Shoulder

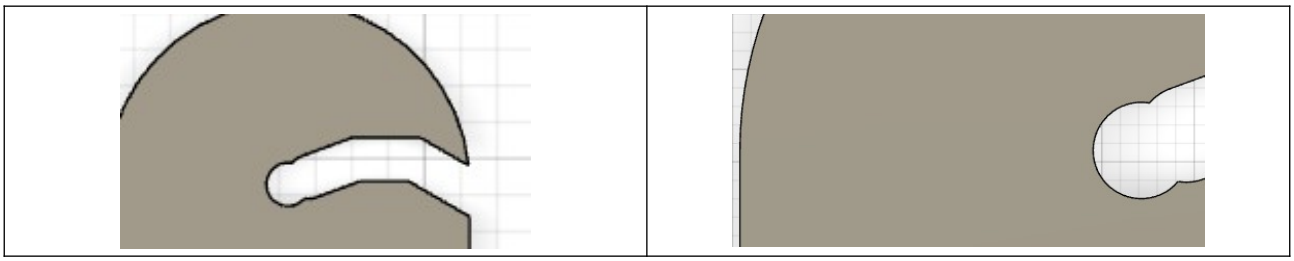
Version 2.0: larger rotation angle thanks to more locking holes. Now we can rotate from -45° to 120°



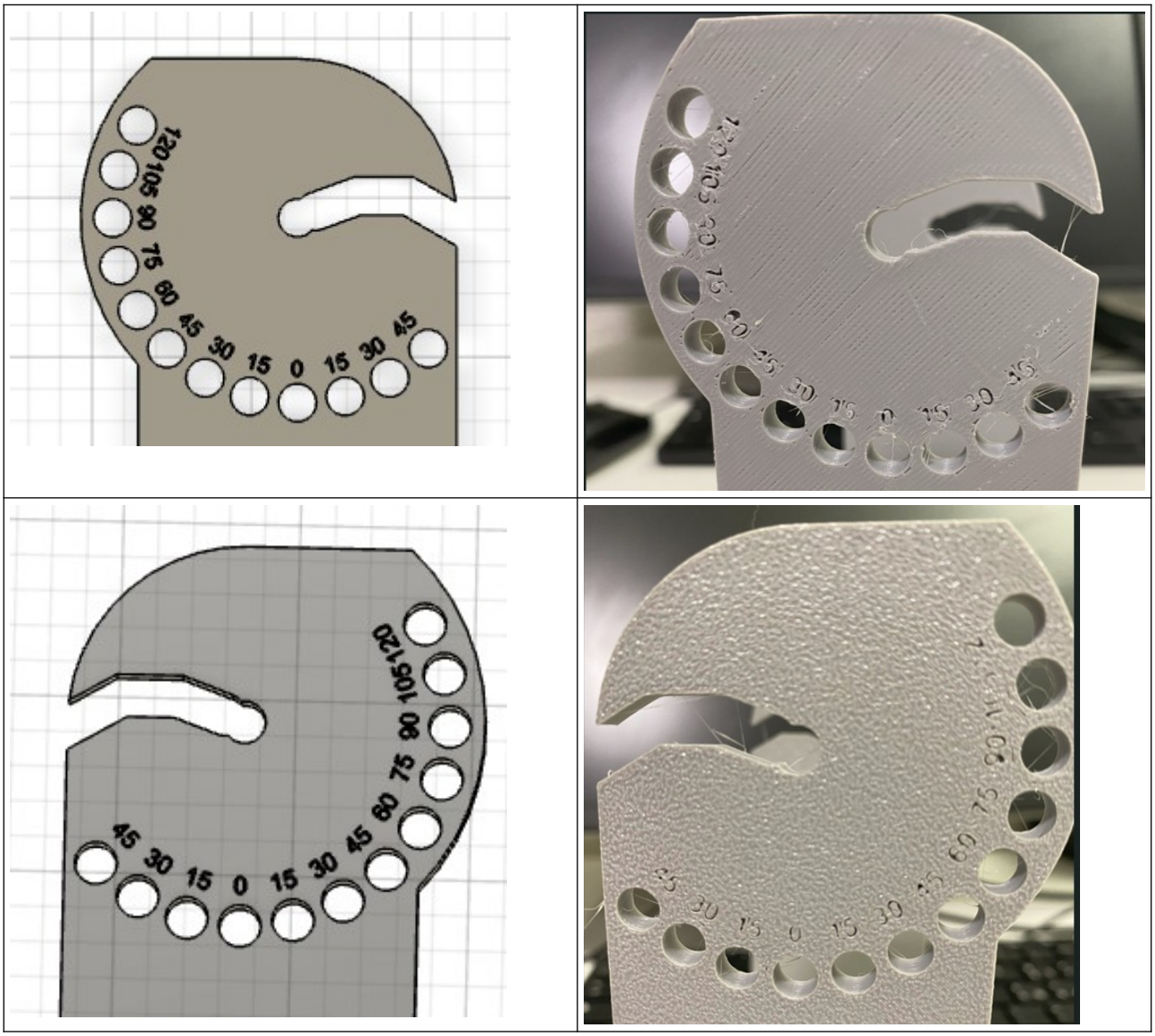
This is the detail about the locking holes



The pivot is made with 2 angles so the camera wouldn't fall down even with the brackets in vertical position. Two small teeth act as a stop block.

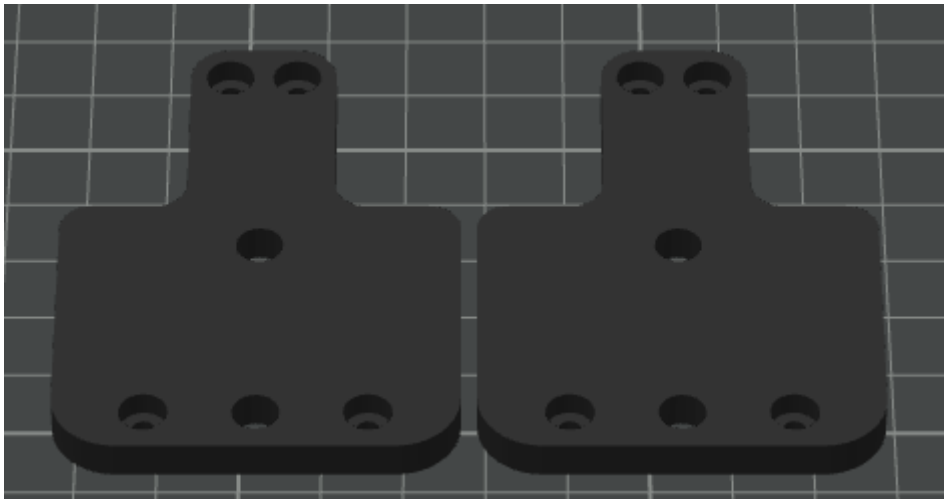


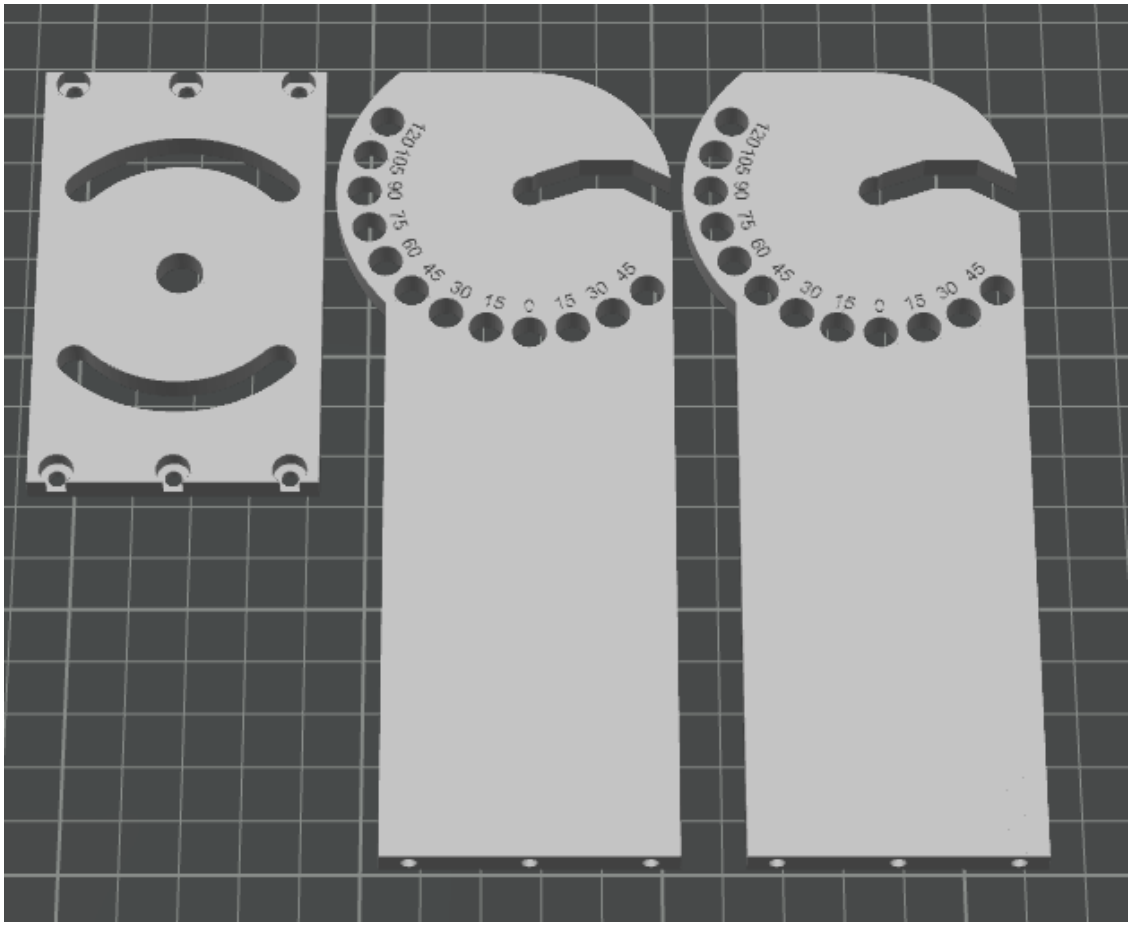
Embossed text indicate the rotation angle (but the result is not satisfactory)



BOM

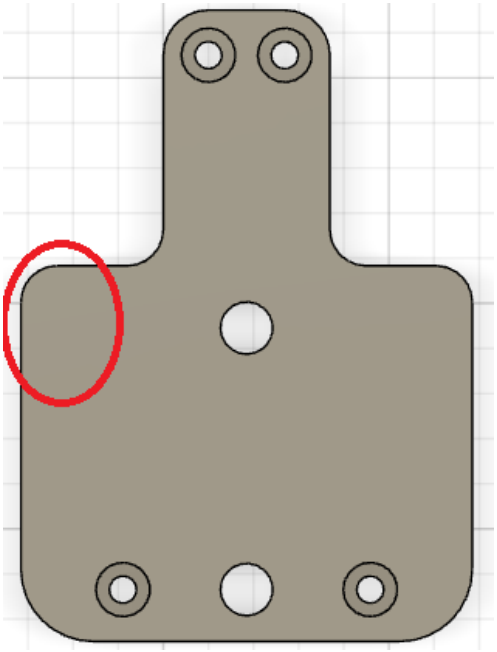
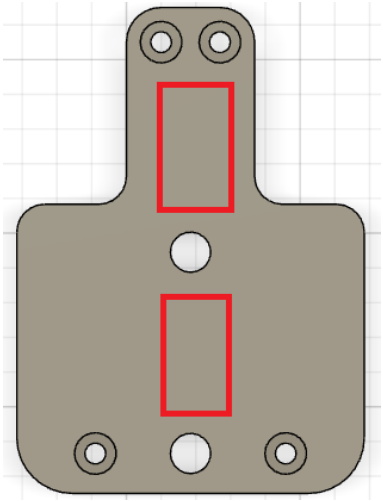
- M3 x 20 Screws: 6
- M3 x 10 Screws: 4
- M6 x 10 Screws: 4
- 6mm washers: 2





Final result

For the next iteration

Change the adapter shape to make the 360 Feedback LED visible	
Rethink the central part of the adapter to make the label visible	
Reduce the size to align with the camera body