



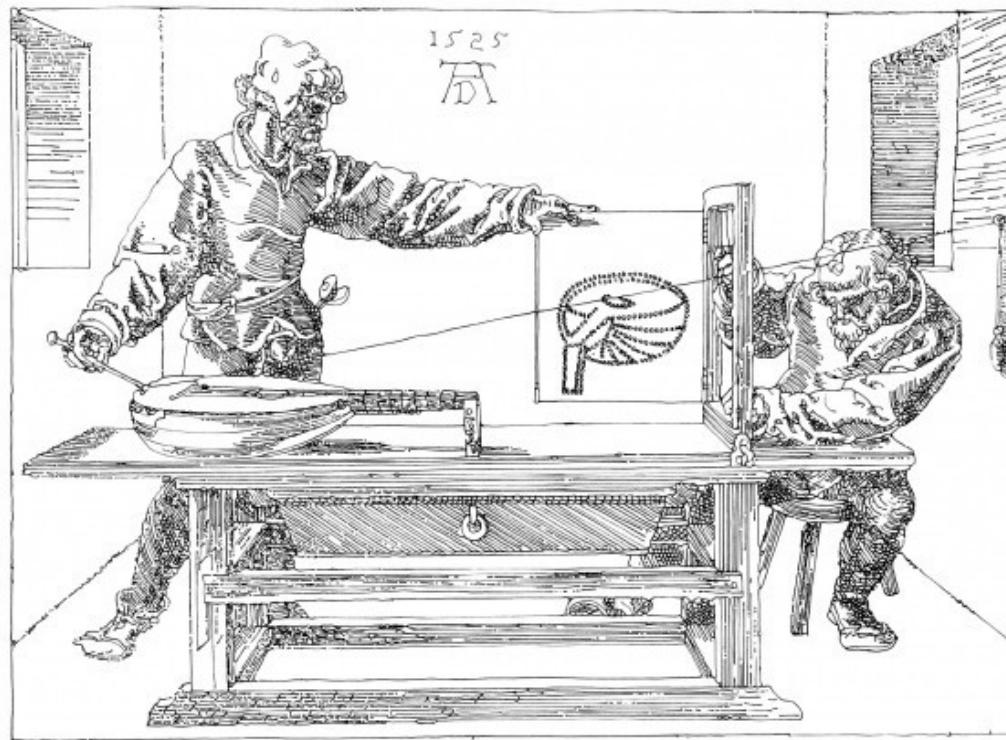
# A Brief Exploration of Drawing Machines

Max Corbin

*Local Maker, Hack-a-thon Winner, and General Mad Man*

# Older than you might think...

- Drawing machines have been around for a very long time...



"Dürer's Door", Albrecht Dürer, 1525

# Focus is not the Typical “Drawing” Machines

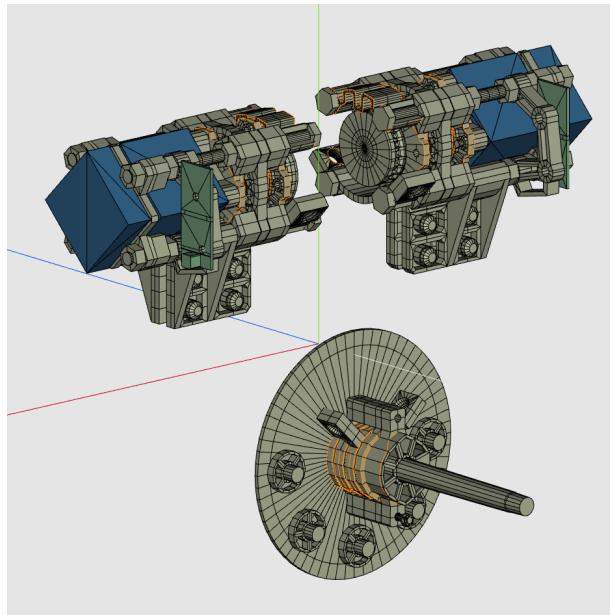


These rely on X-Y  
Cartesian coordinate  
Systems. (Boring...)

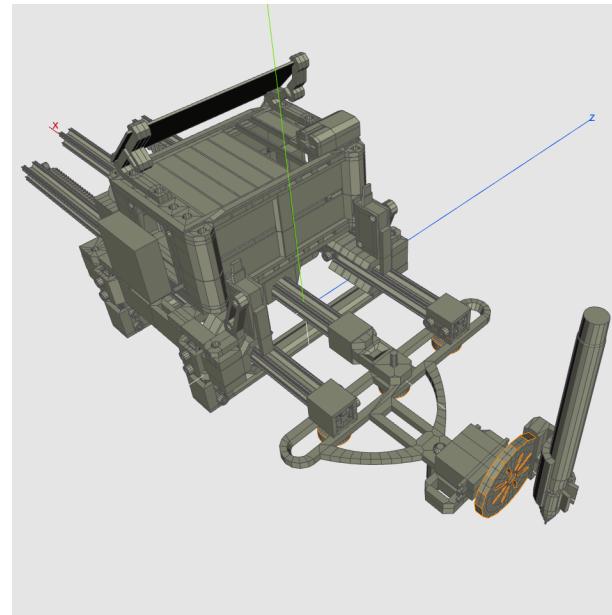
AxiDraw  
V3

# Of Machines More Unusual...

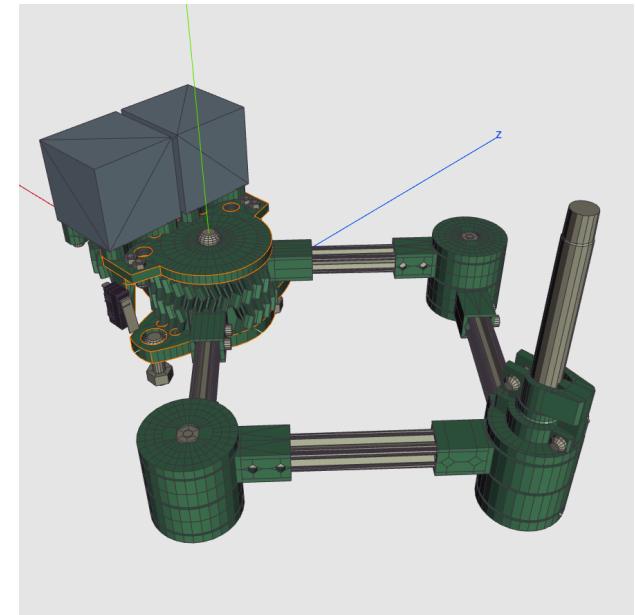
- Discuss Three Machines in Particular:



Alexandria



Baalbeck



Exeter

# Alexandria



# What is Alexandria?

- Alexandria is a V-Plotter.
- A pen hangs from two strings.
- String length is varied to move the pen around.
- Very simple mechanical design.

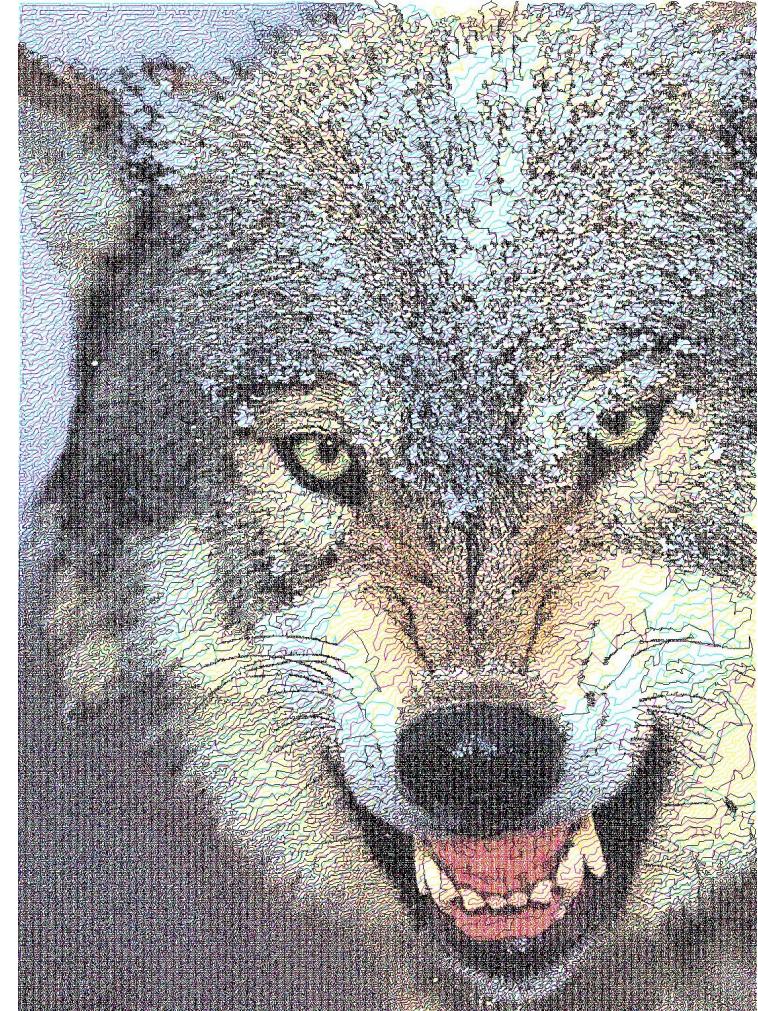


# A Little History

- Alexandria came about as a challenge to myself from some art students at M.I.C.A.
- I was shown a machine called the “Polargraph Drawing Machine” and asked if I could make it better.
- Alexandria was born as a result.

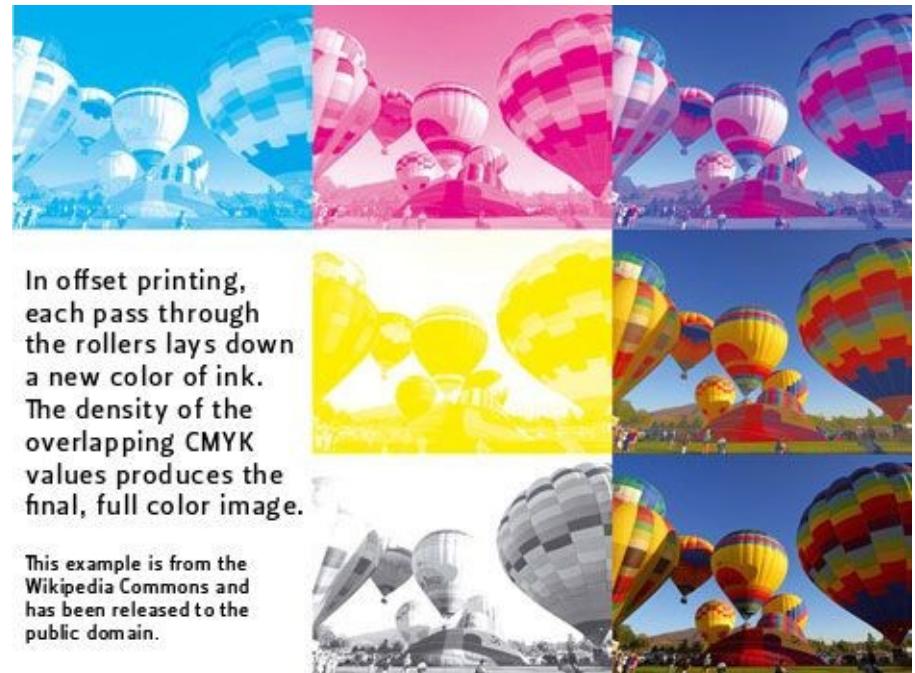
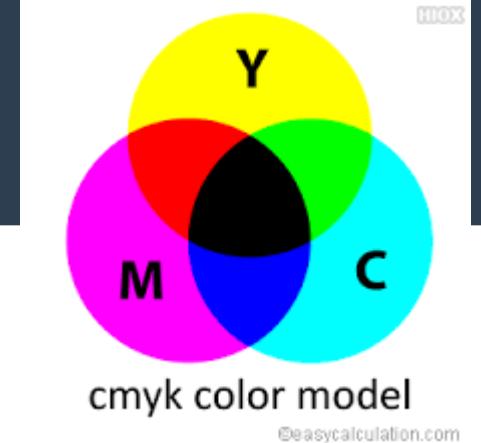
# What Makes Alexandria Different?

- Alexandria can do full color photographs.
- No counterweights!
- Very high resolution.
- Alexandria cannot lift the pen!
  - Each color is one line from beginning to end.



# Photos via CMYK Color

- Break image into:
  - Cyan
  - Magenta
  - Yellow
  - Black
- Dither
- Run TSP solver
  - Traveling Salesman Problem

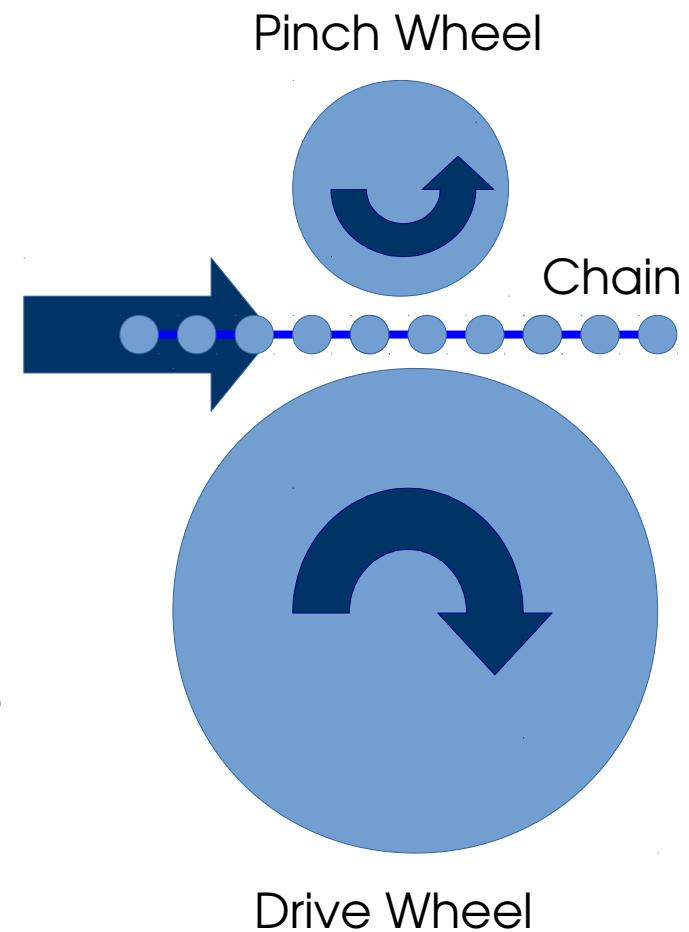


In offset printing, each pass through the rollers lays down a new color of ink. The density of the overlapping CMYK values produces the final, full color image.

This example is from the Wikipedia Commons and has been released to the public domain.

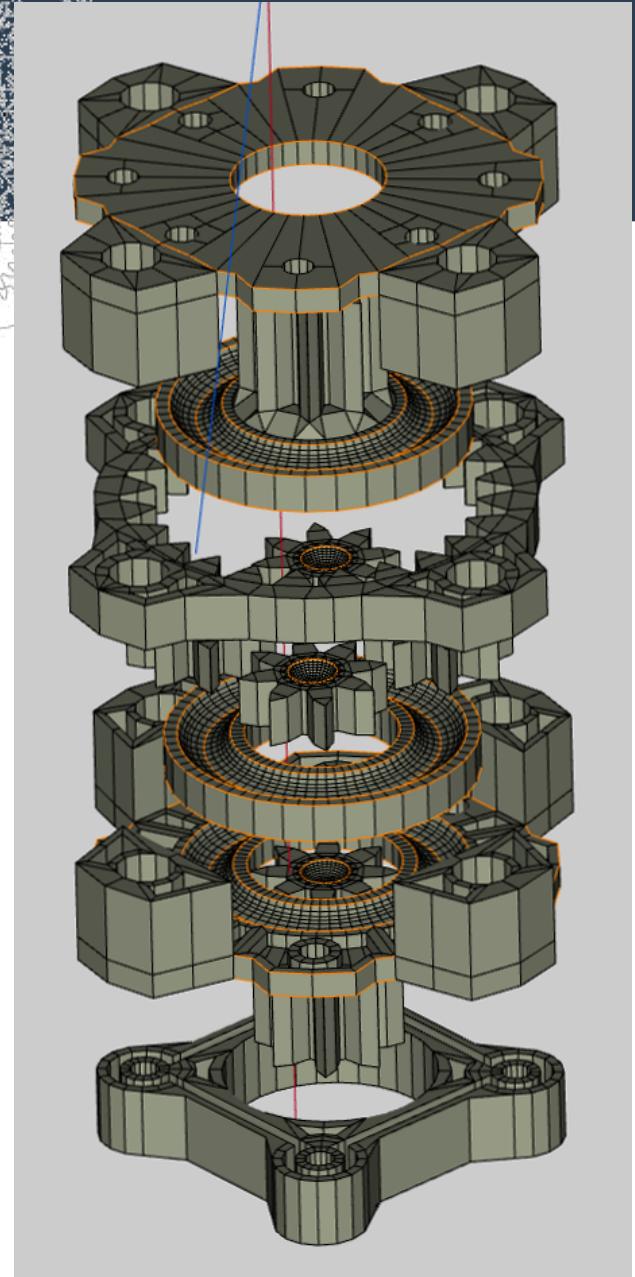
# No Counterweights

- **Counterweights must be balanced to work correctly.**
  - Tension changes as a function of string length and position.
  - Very common for weights to slip on polarograph machines.
- **Alexandria works around this problem by using a pinch wheel.**



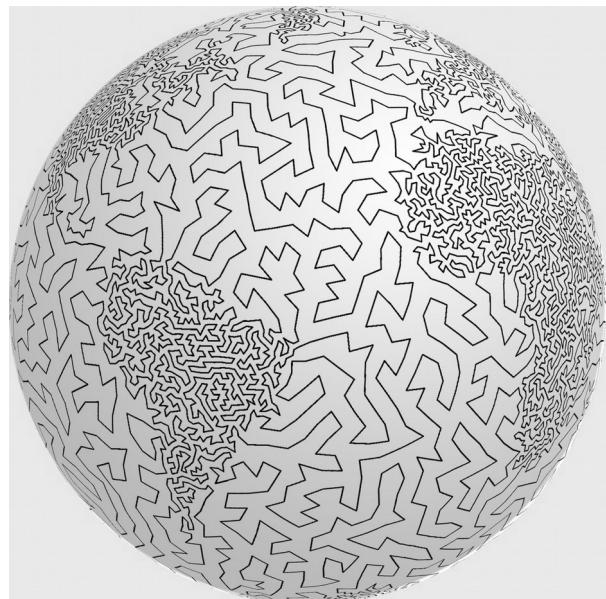
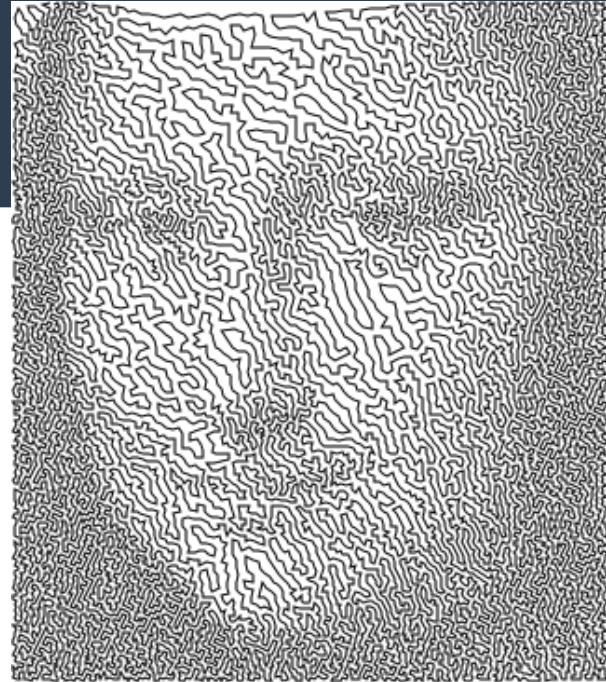
# High Resolution

- Alexandria uses a planetary gearbox to increase angular resolution.
- 4X improvement over regular stepper motors.
- 4X Torque improvement.
  - The gondola can be heavy!

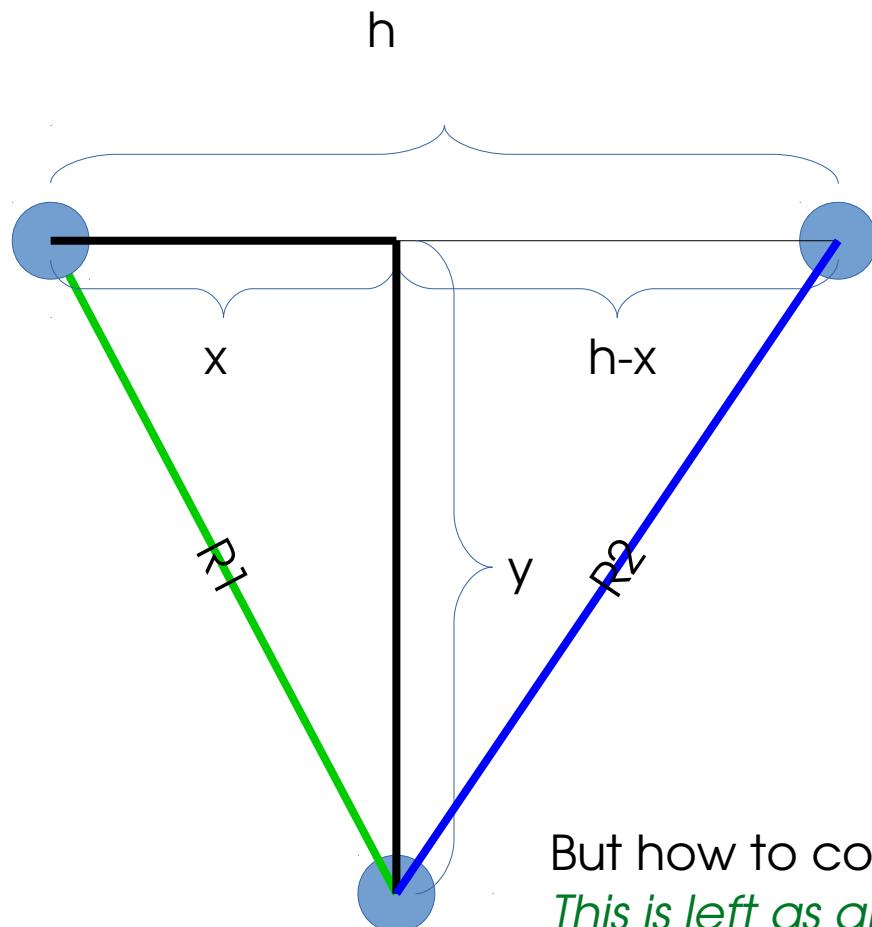


# Can't Lift the Pen?

- Just how are those drawings possible?
- TSP Art:
  - <http://www.cgl.uwaterloo.ca/csk/projects/tsp/>
  - [https://wiki.evilmadscientist.com/TSP\\_art](https://wiki.evilmadscientist.com/TSP_art)



# The Math Behind Alexandria



$$R_1 = \sqrt{x^2 * y^2}$$

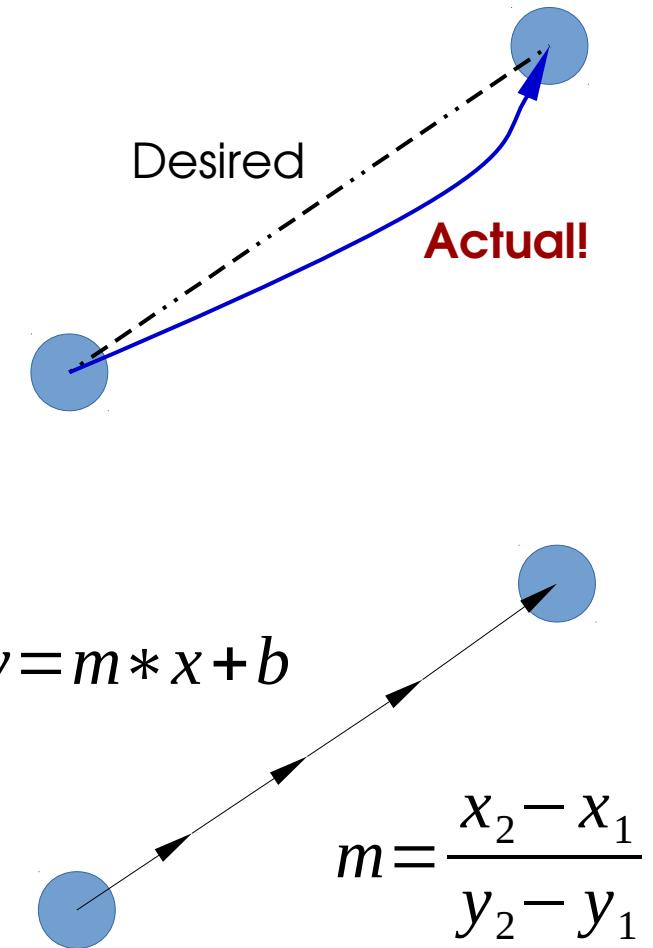
$$R_2 = \sqrt{(h-x)^2 * y^2}$$

$h$  can be measured

But how to convert motors steps to actual length  $R$ ??  
*This is left as an exercise for the reader.*

# Lessons Learned... A Useful Tip

- Drawing a single, long, straight line may not end up being straight!
- Break the lines into smaller segments.
  - Bonis! The speed can vary along path.



# What Would I Have Done Different?

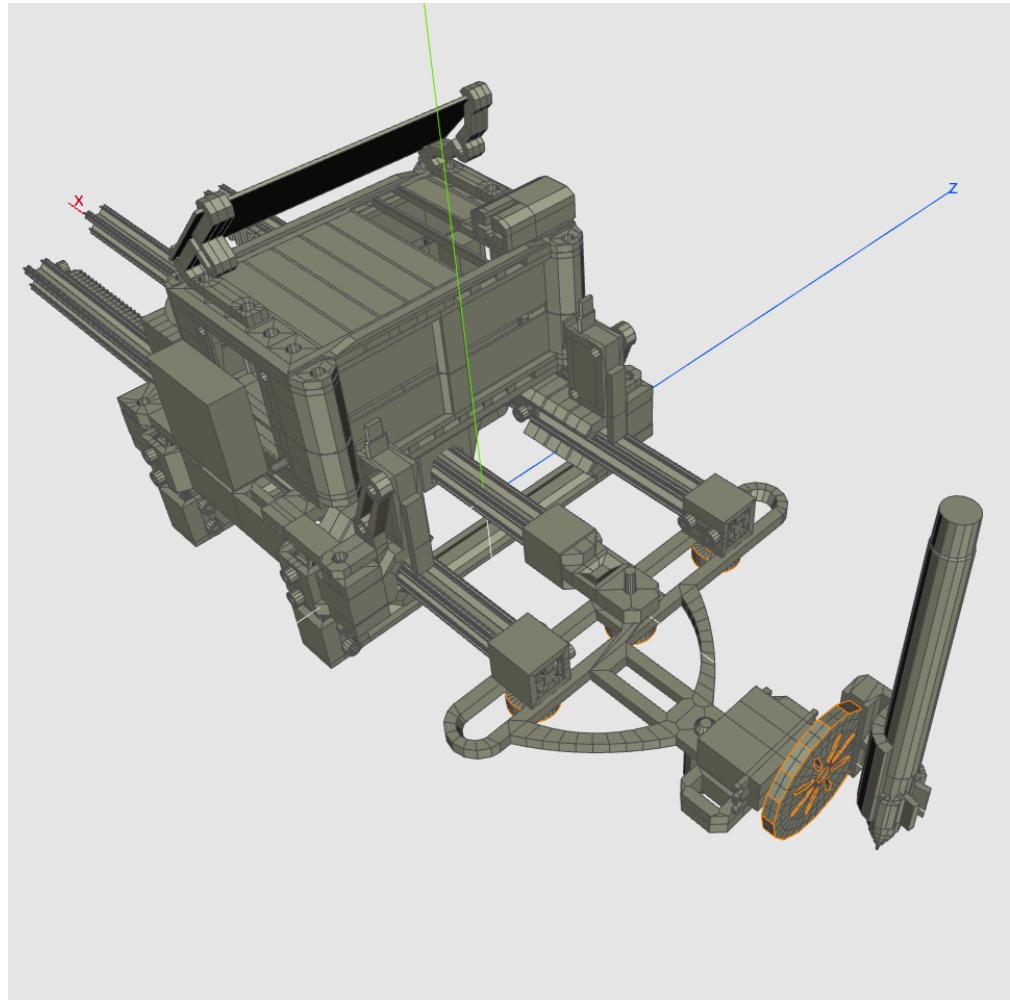
- Improve the chain guides as the chain is slowly sawing through them...
- Improve the pen holder on the gondola.
  - It needs a quick release.
- Better computer and user interface.
  - Display the drawing as it progresses.
- Alexandria is hard to transport...

# Baalbeck

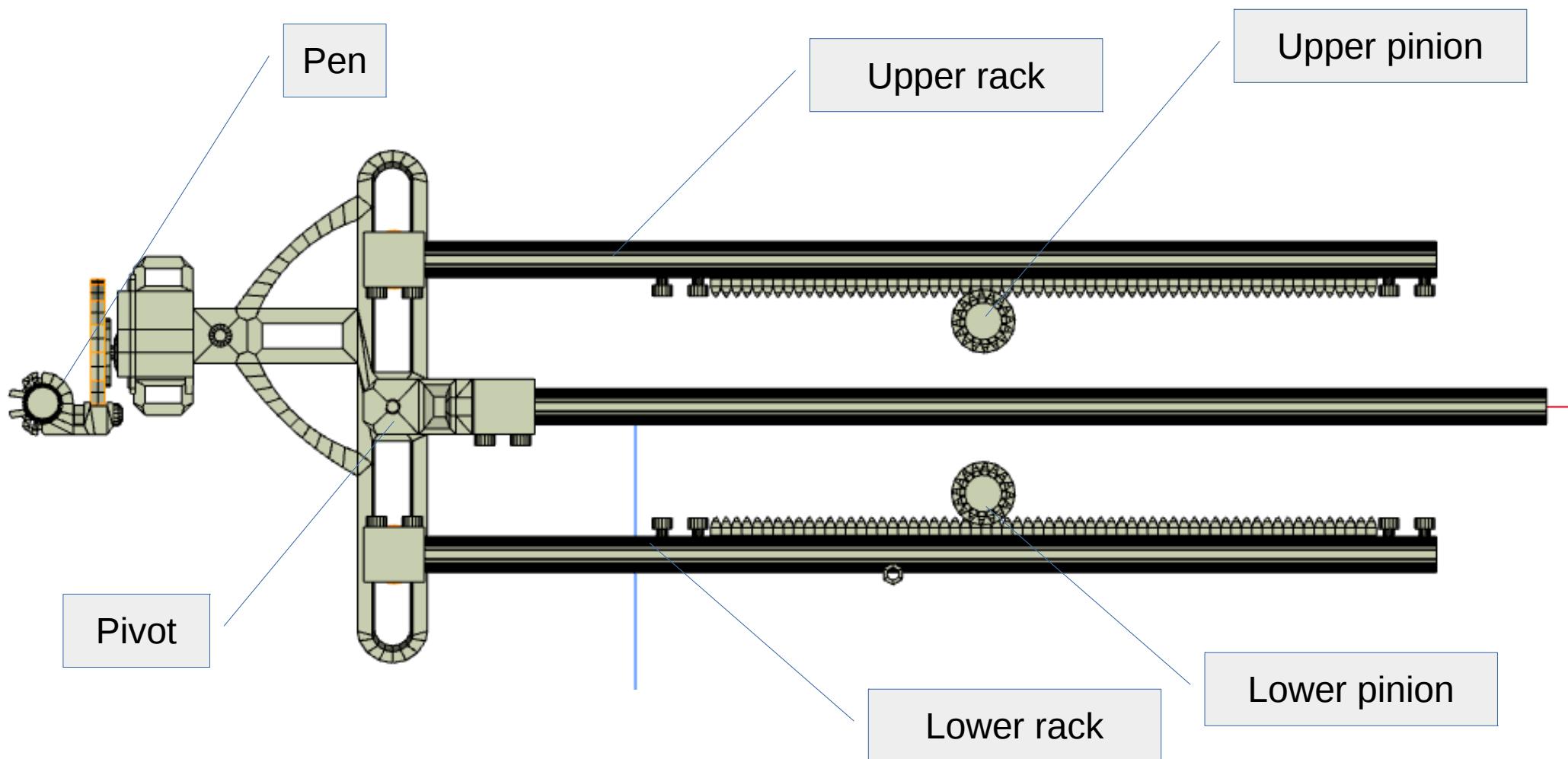


# What is Baalbeck?

- Baalbeck is a very unusual design.
- Baalbeck uses two racks with pinions and a pivot in the center.
- The pen can move left and right or swing about the pivot.

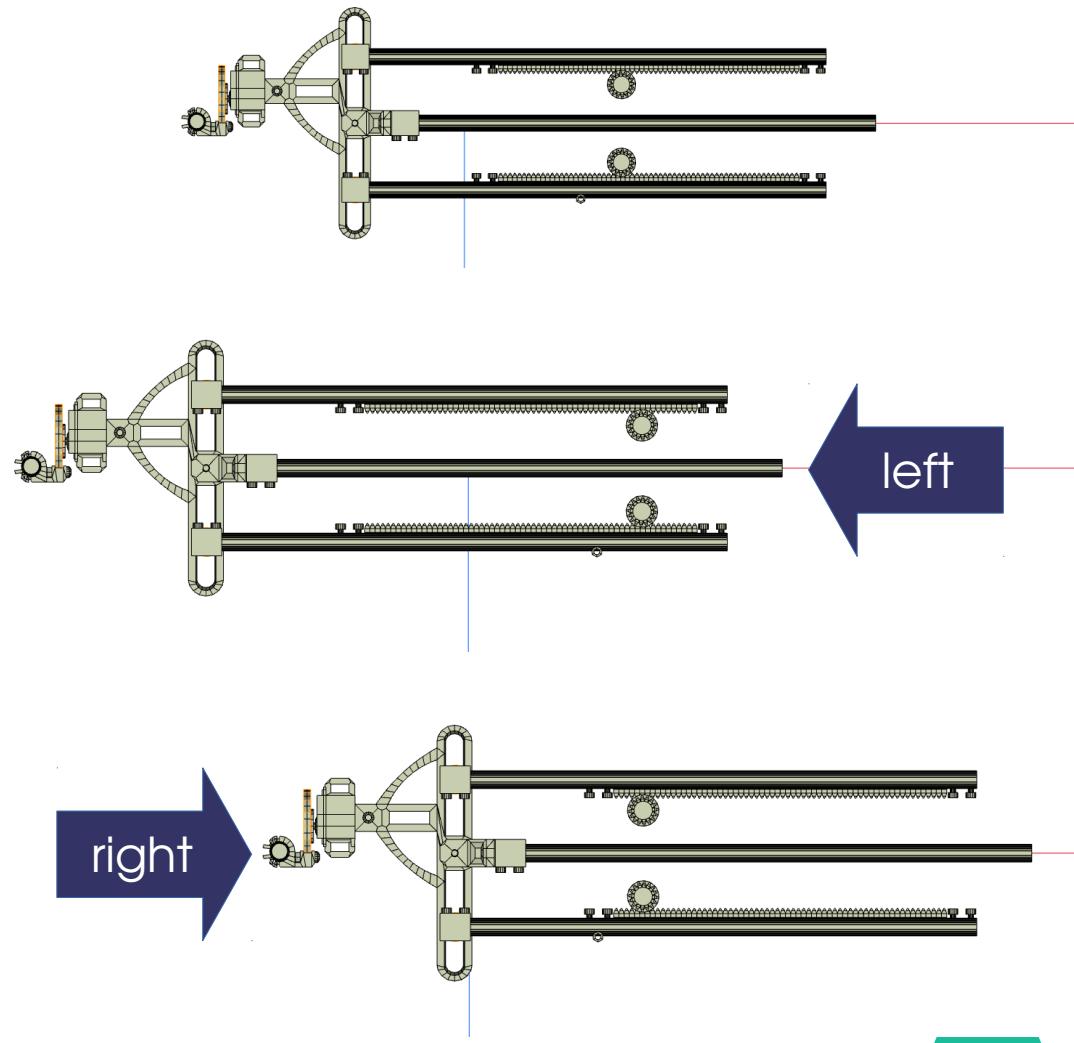


# Baalbeck's Main Mechanism



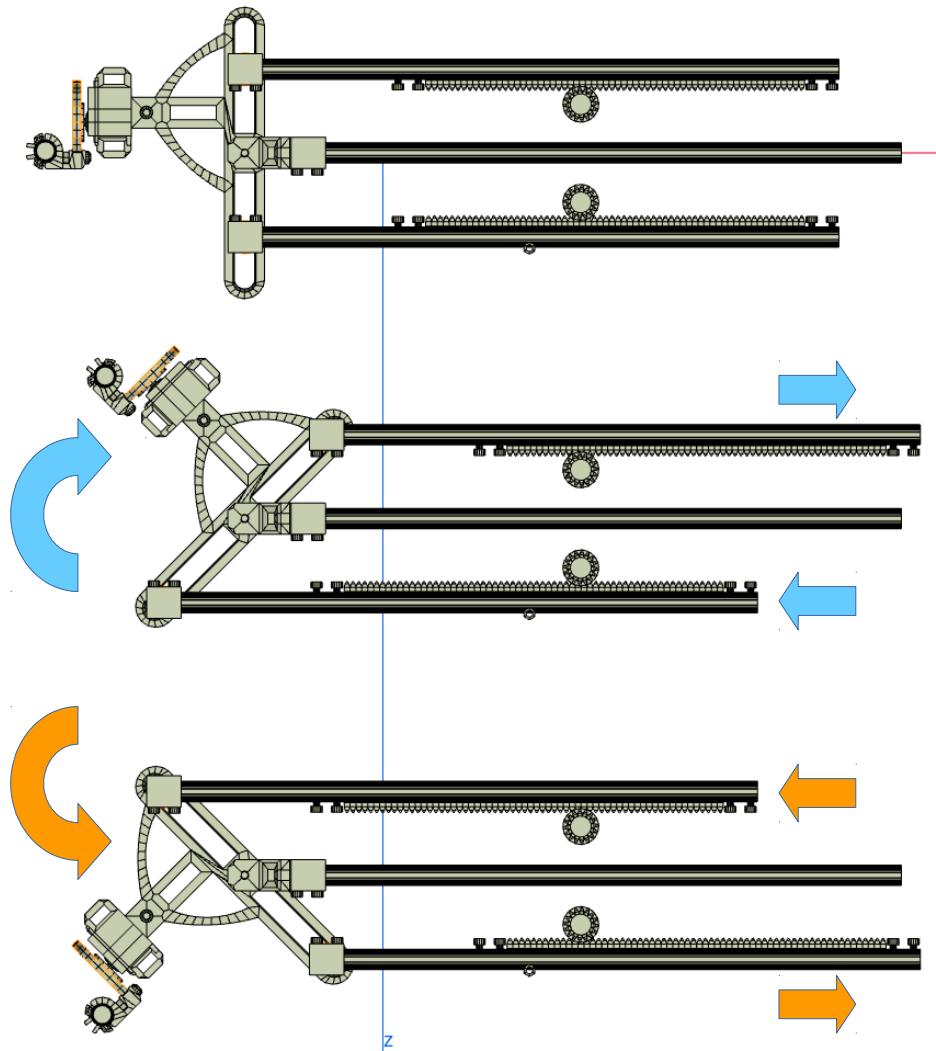
# Baalbeck Horizontal Movement

- The racks both move the same direction to achieve left/right movement.
- The pinions rotate opposite directions to achieve this.



# Baalbeck “Vertical” Movement

- The pen rotates up/down around a pivot.
- The rotation has a left/right movement that requires compensation.
  - More math exercises for the reader.



# A New Idea?

- Nope...
- What is old is new again.
- Found the same basic design in a Navy WWII mechanical computing video.



<https://www.youtube.com/watch?v=gwf5mAll7Ug>

# What Would I Have Done Different?

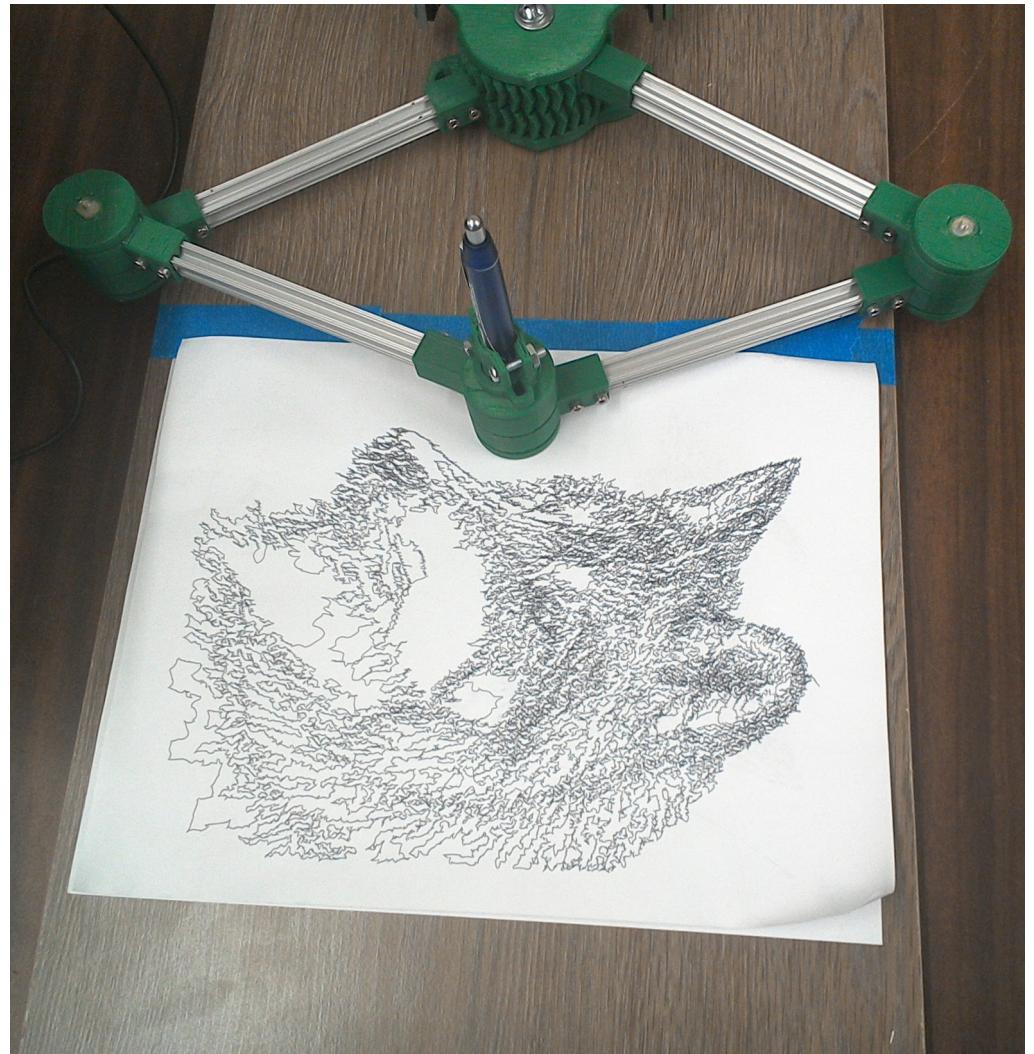
- **EVERYTHING!**
- The linear racks need smoother movement.
- Expand range of motion.
- Replace stepper motors with ones that support micro stepping.
- Replace pivot with large disc.
- Use herring-bone teeth on racks to hold disc.
- Others...

# Exeter



# What is Exeter?

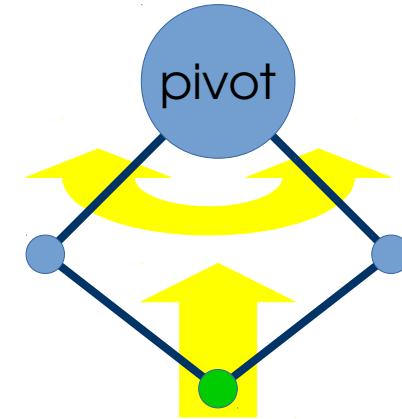
- **Exeter is a dual SCARA**
  - Selective
  - Compliance
  - Articulated
  - Robot
  - Arm



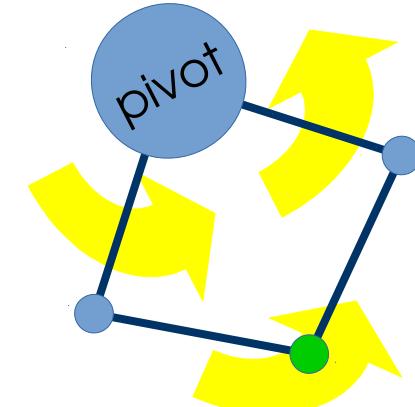
# How Does Exeter Work?

- **Exeter can move a pen in/out or rotate about a pivot.**
- **It is very much like Baalbeck in this regard.**
- **It is very different from Baalbeck in how this is achieved.**

Pen moves towards or away from the pivot when the arms rotate away or towards each other.

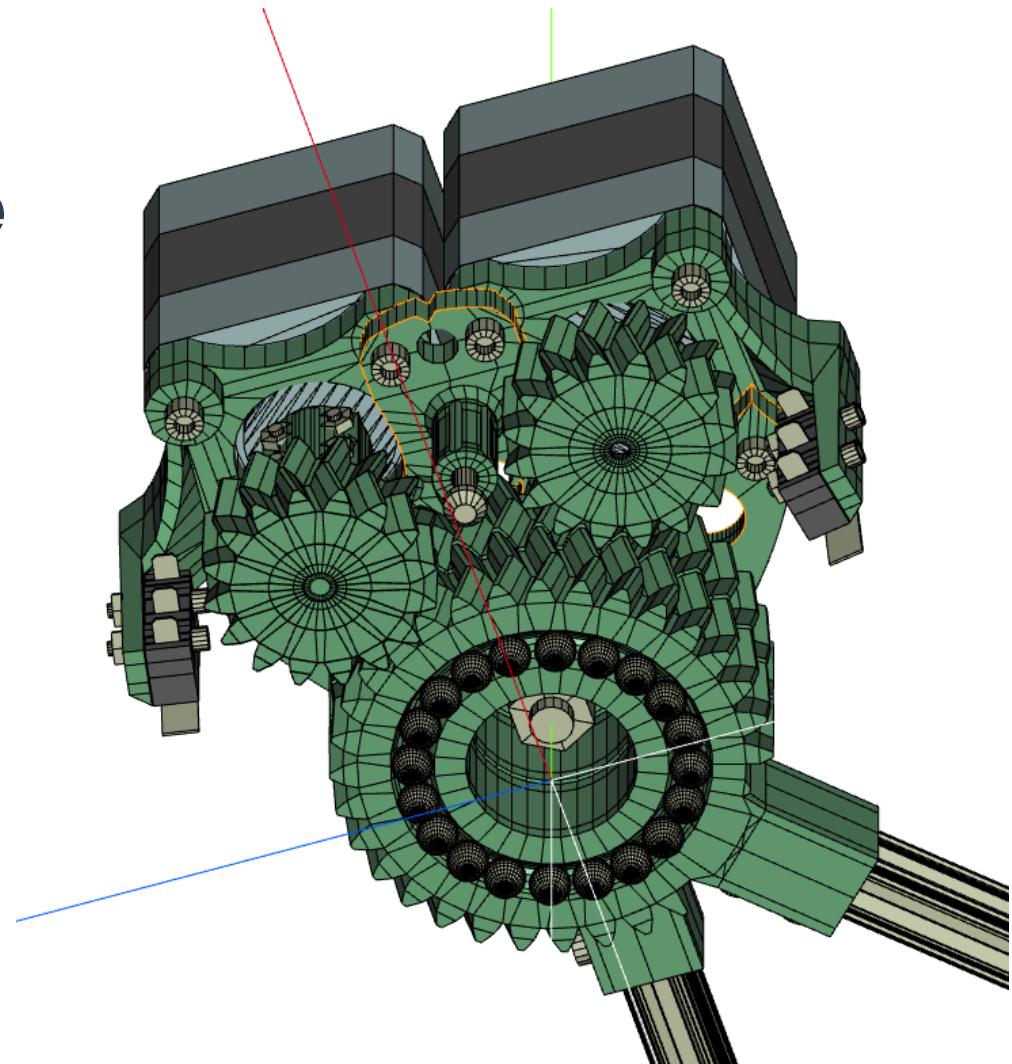


Pen swings with the arms if both arms rotate the same direction.



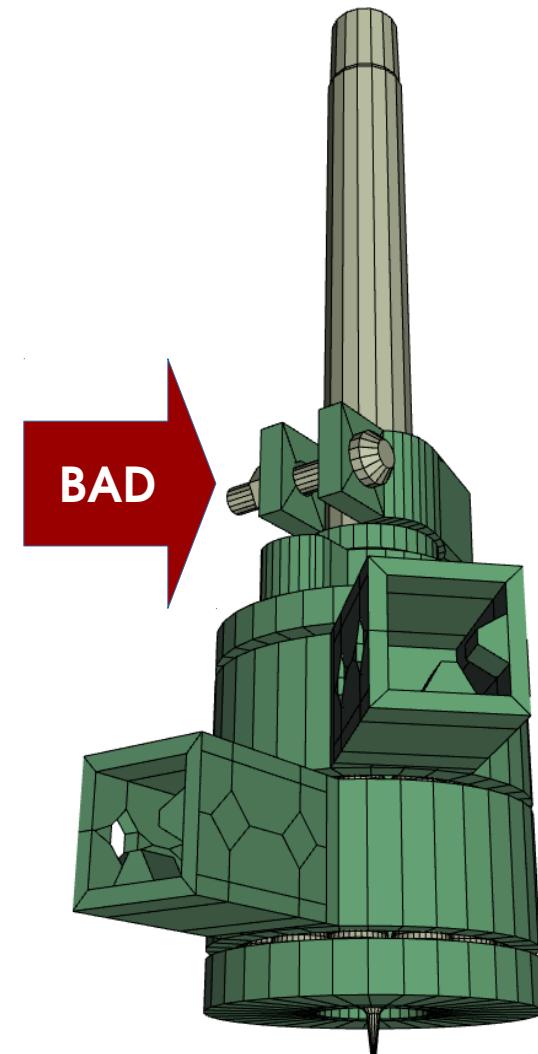
# Lessons Learned... The Pivot

- The pivot implements stacked herring-bone gears.
- This caused a problem...
  - Moving one gear causes the other to move!!!
  - Caused by friction.



# Lessons Learned... The Pen

- The pen holder proves to be a particular challenge...
- It works with any pen but is held halfway up the shaft!
- Try writing holding a pen only at its mid point to experience the problem.



# SCARA Arm Math

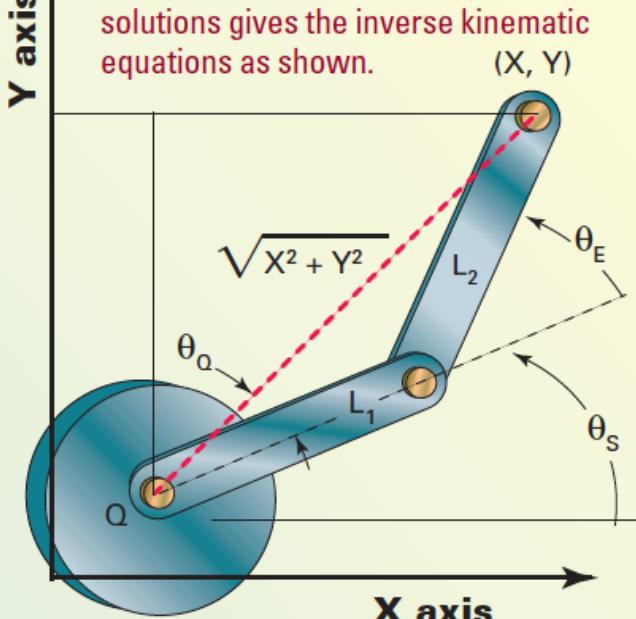
- This is a well studied problem and it is easy to find references on-line

$$\theta_E = +\cos^{-1} \left( \frac{X^2 + Y^2 - L_1^2 - L_2^2}{2L_1L_2} \right)$$

Expressed as a two-argument inverse tangent function (here, in FORTRAN command form):

$$\theta_S + \theta_Q = \arctan 2(Y, X)$$
$$\theta_Q = +\cos^{-1} \left( \frac{X^2 + Y^2 + L_1^2 - L_2^2}{2L_1\sqrt{X^2 + Y^2}} \right)$$
$$\theta_S = (\theta_S + \theta_Q) - \theta_Q$$
$$\theta_W = \theta_C - \theta_S - \theta_E$$
$$V = Z - Z_0$$

**Kinematics equations**  
Limiting the elbow angle  $\theta_E$  to positive values and selecting positive arc-cosine solutions gives the inverse kinematic equations as shown.



# What Would I Have Done Different?

- The pivot and pen holders need to be redesigned.
- I would replace the limit switches with optical detectors.
- “Homing” on this machine is scary.
  - The arms moves very quickly.