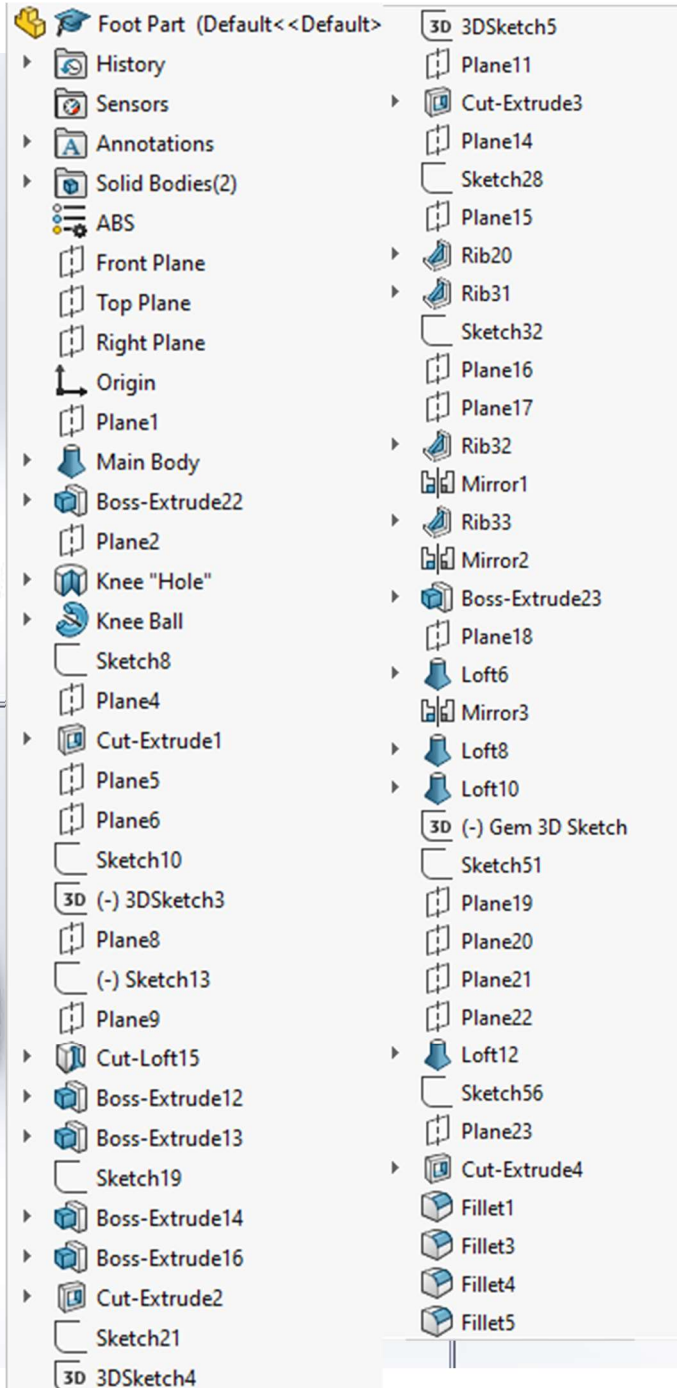
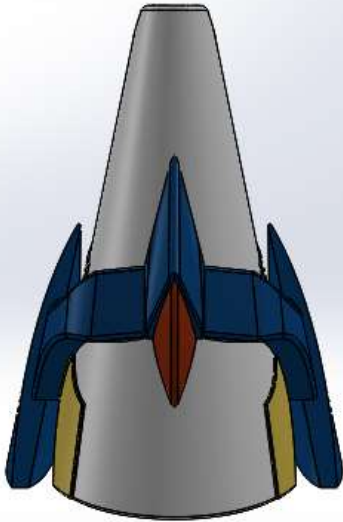
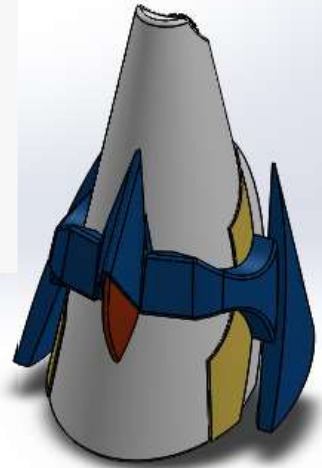
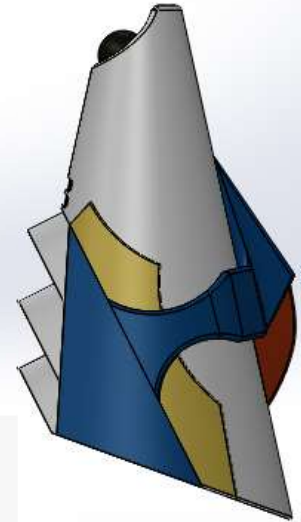


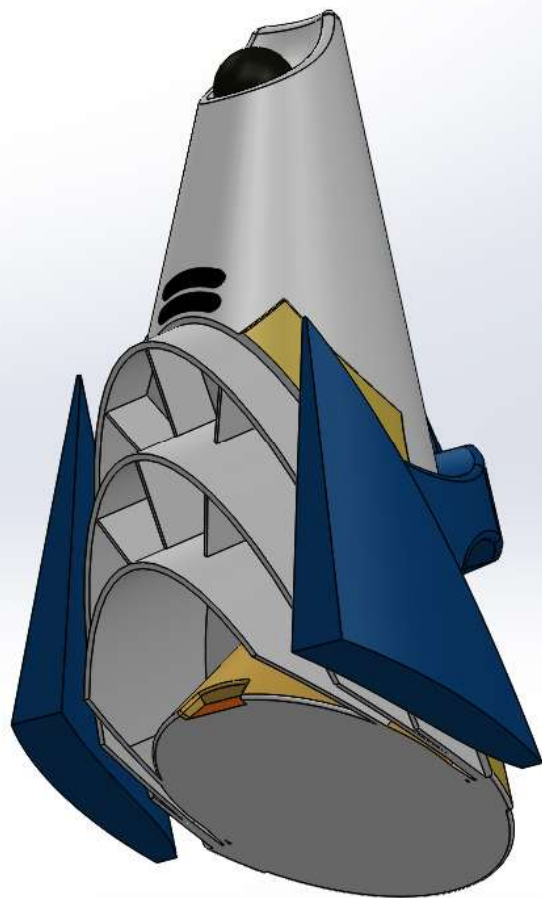
Foot Part Four-View



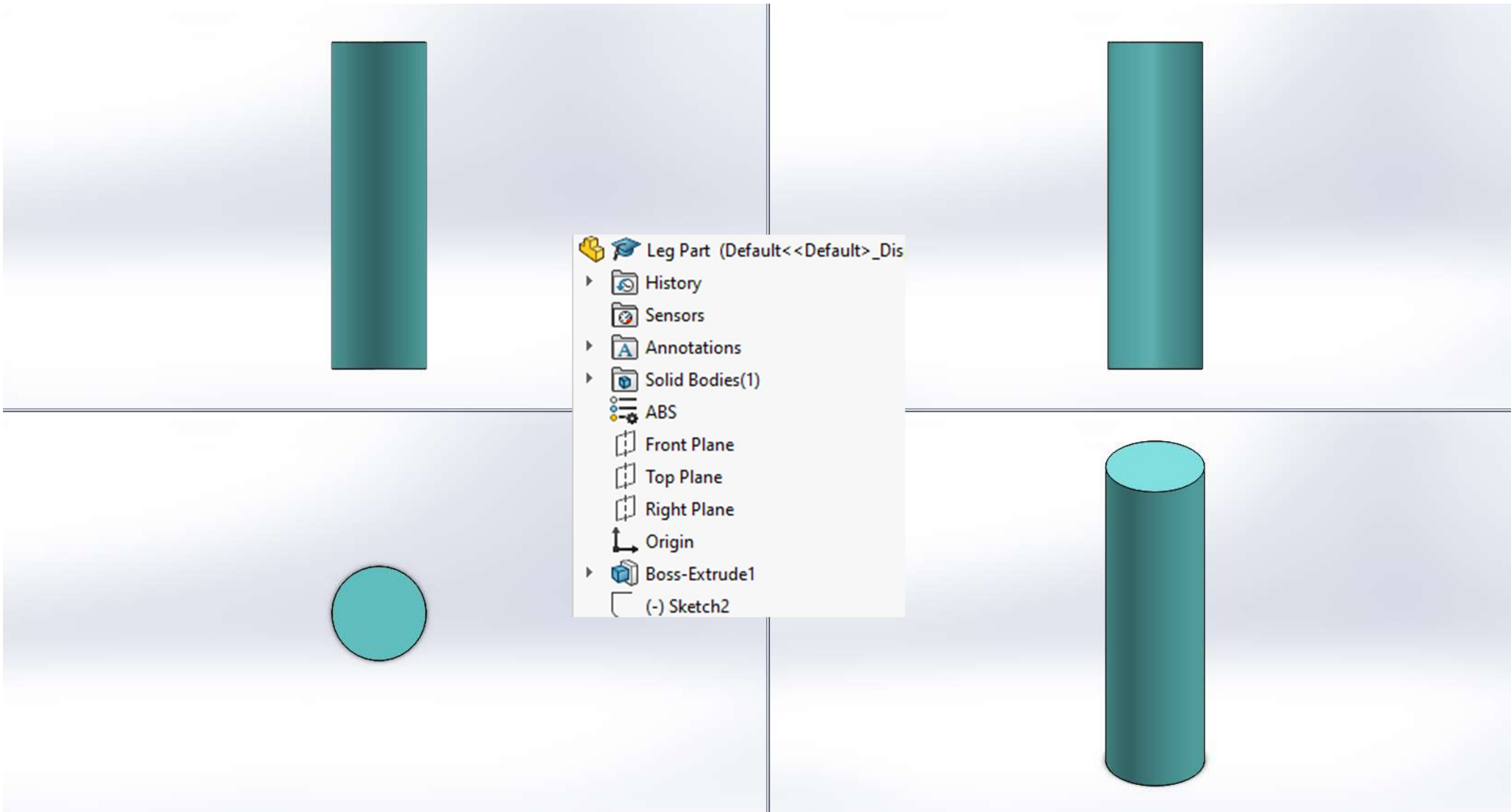
- Fillet6
- Fillet8
- Fillet9
- Fillet10
- Fillet11
- Fillet12
- Plane24
- Sketch59
- Plane25
- Plane26
- Sketch60
- Plane28
- Plane29



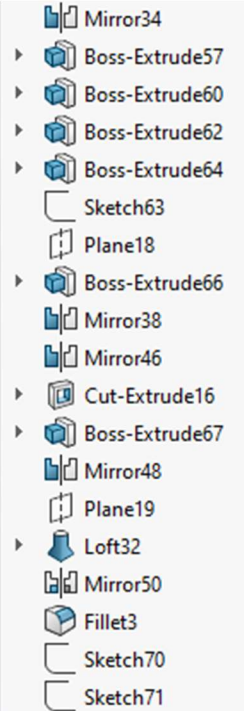
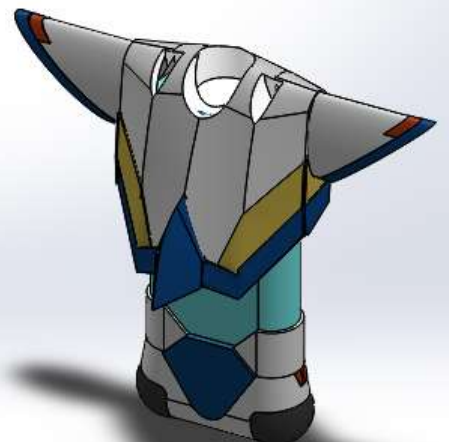
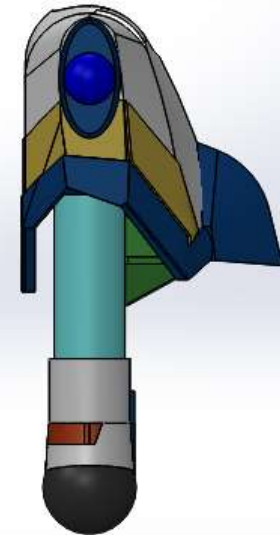
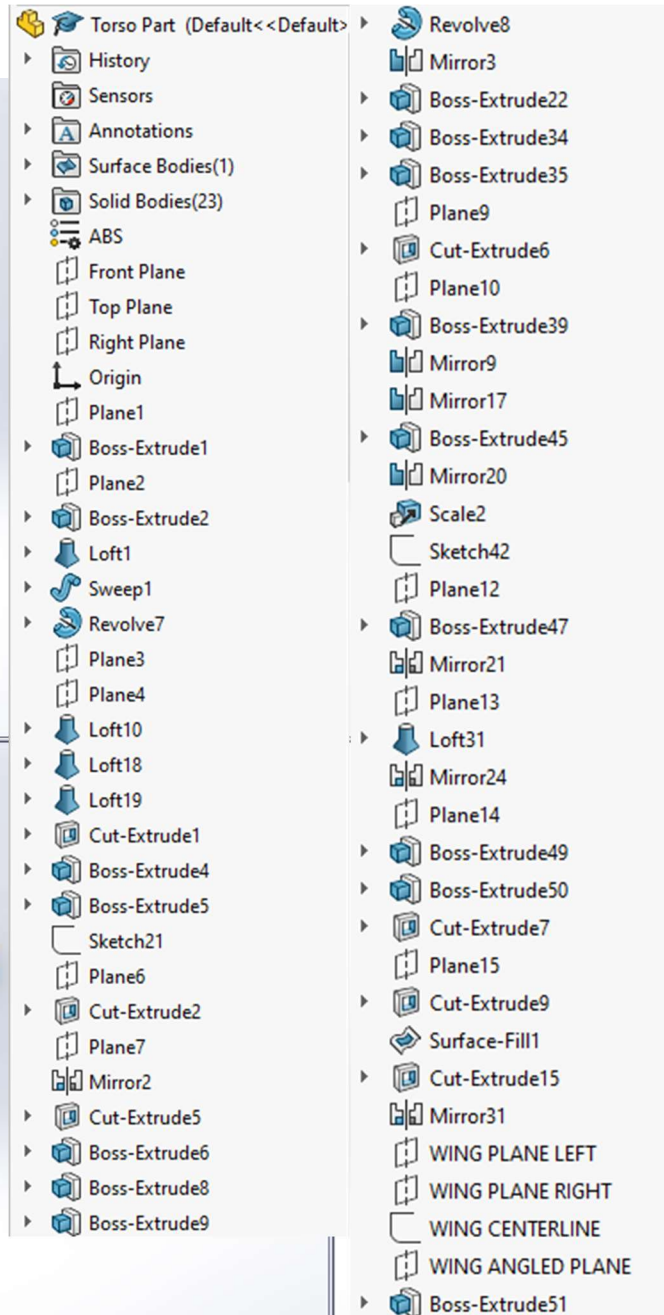
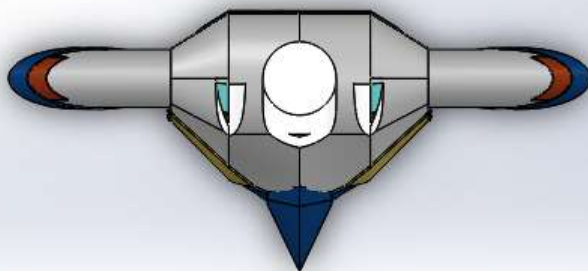
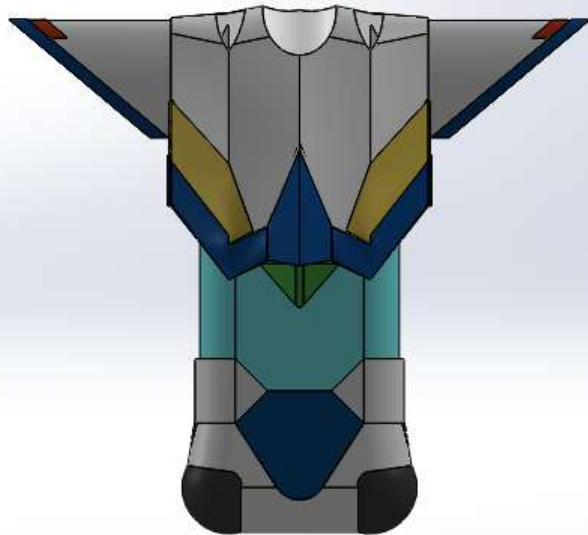
Foot Part Close-Up View



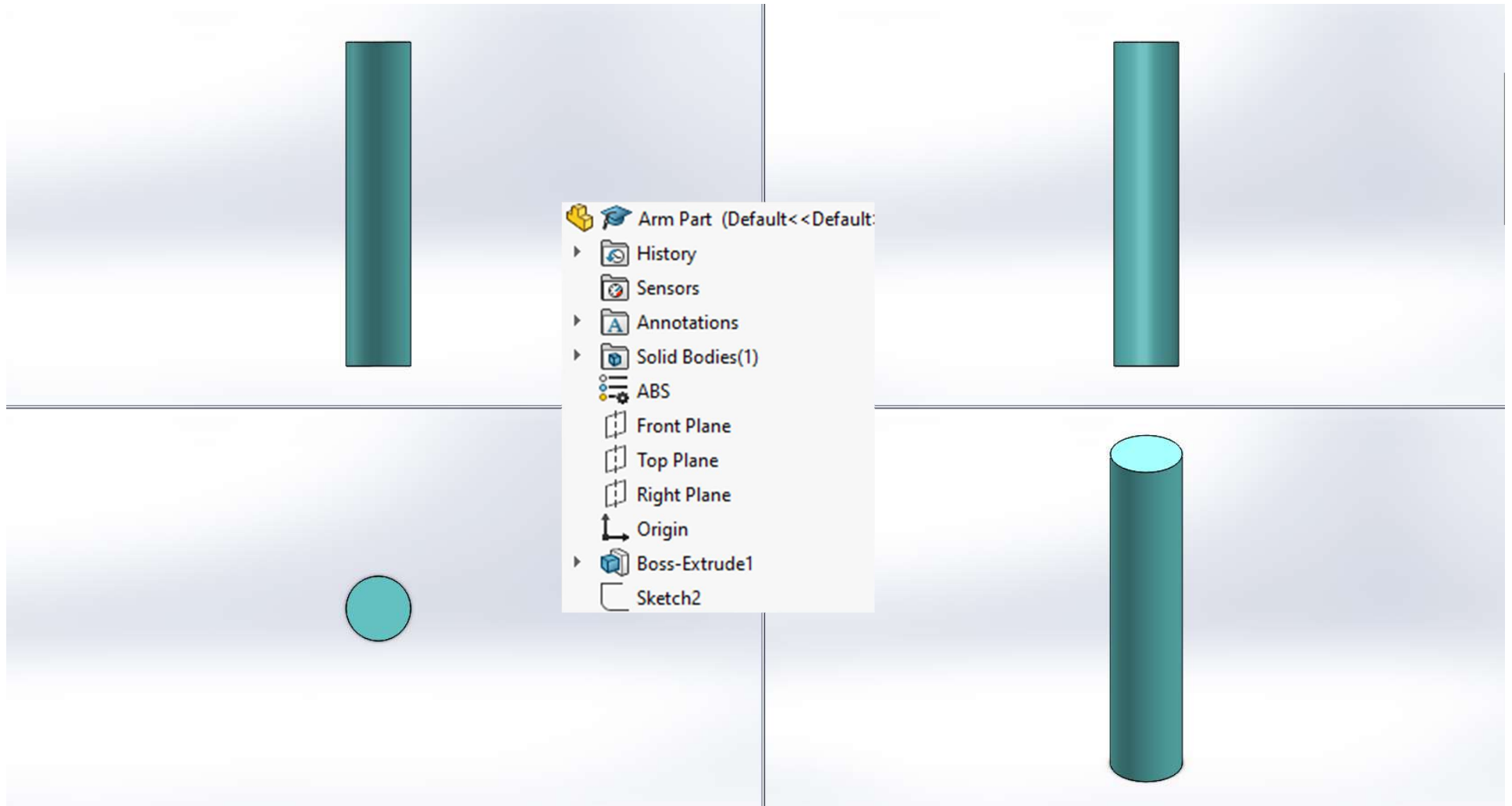
Leg Part Four-View



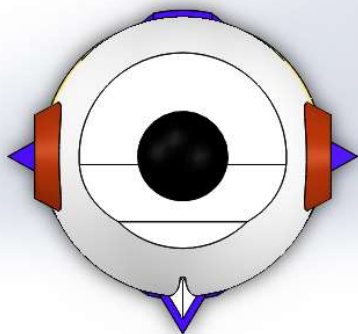
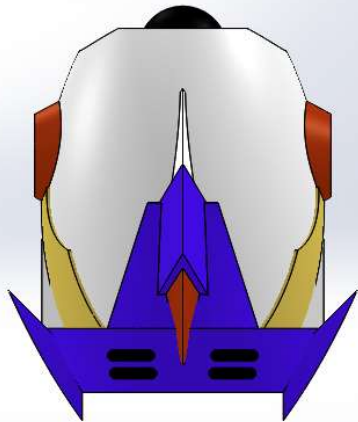
Torso Part Four-View



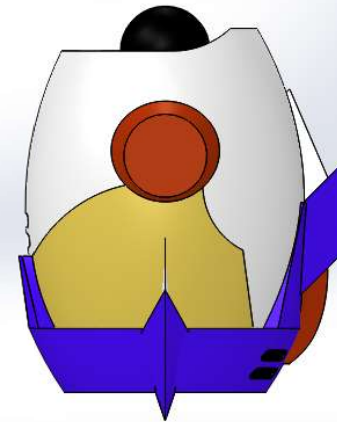
Arm Part Four-View (Thinner but slightly longer than the leg part)



Buster Part Four-View

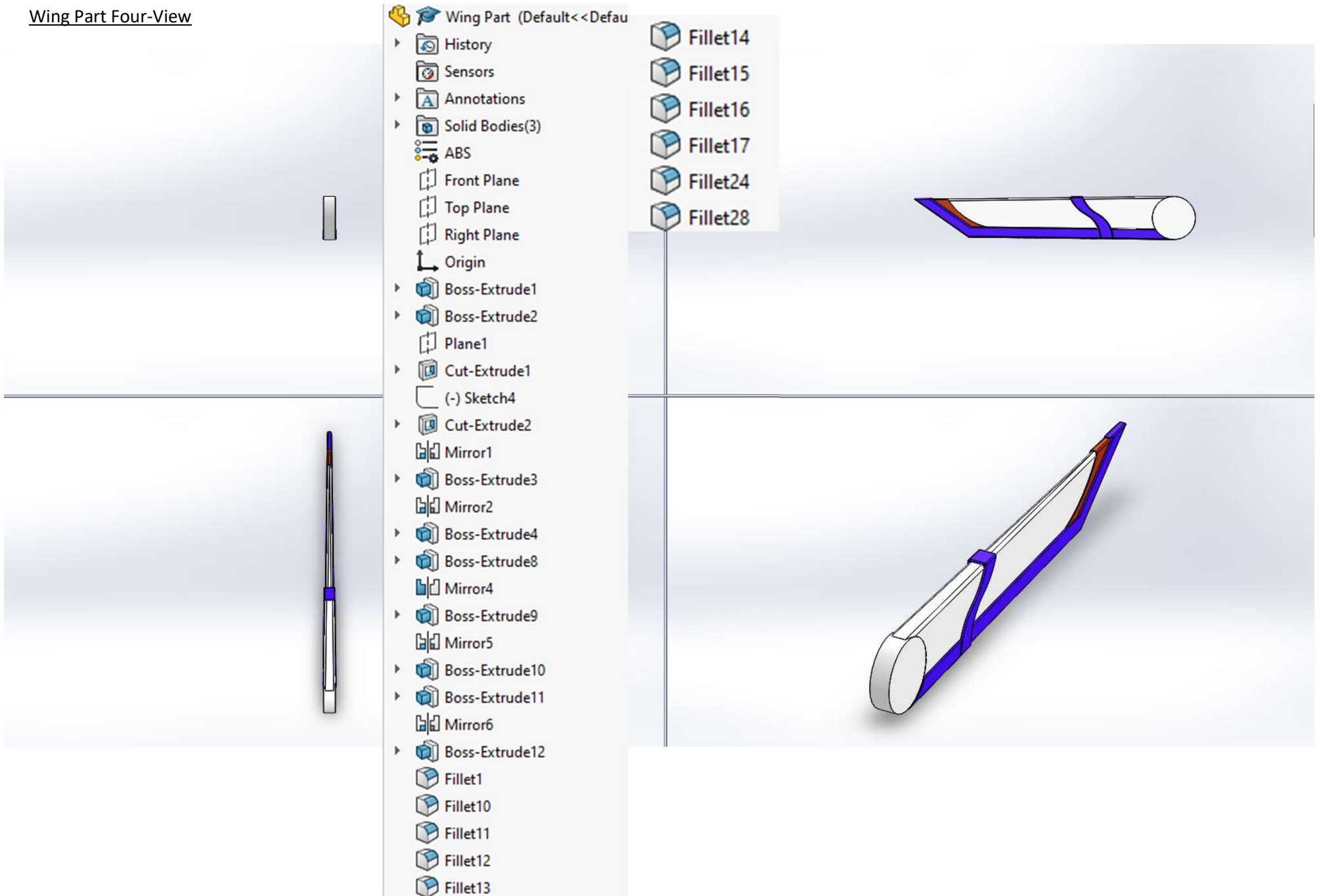


- Buster Part (Default << Defau
- History
- Sensors
- Annotations
- Solid Bodies(10)
 - ABS
 - Front Plane
 - Top Plane
 - Right Plane
 - Origin
- Revolve1
- (-) Sketch2
- Plane1
- Plane2
- Loft1
- Mirror1
- Cut-Extrude1
- Scale1
- Plane3
- Revolve3
- Sketch11
- Revolve4
- Plane4
- Loft3
- Sketch14
- Plane5
- Sketch17
- Sketch18
- Plane6
- Boss-Extrude2
- Plane7
- Sketch22
- Loft6
- Plane8
- Loft7

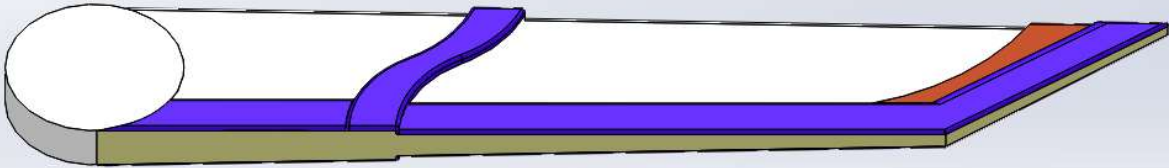


- (-) Sketch29
- Plane9
- Plane10
- Plane11
- Loft10
- Boss-Extrude4
- Mirror4
- Plane12
- Loft14
- Cut-Extrude2
- Boss-Extrude6
- Mirror6
- Plane13
- Cut-Extrude4
- Plane14
- Cut-Extrude5

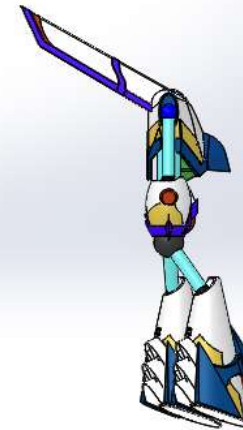
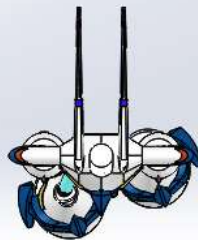
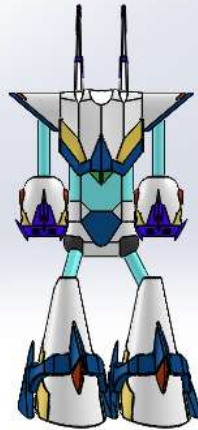
Wing Part Four-View



Wing Part Extra View

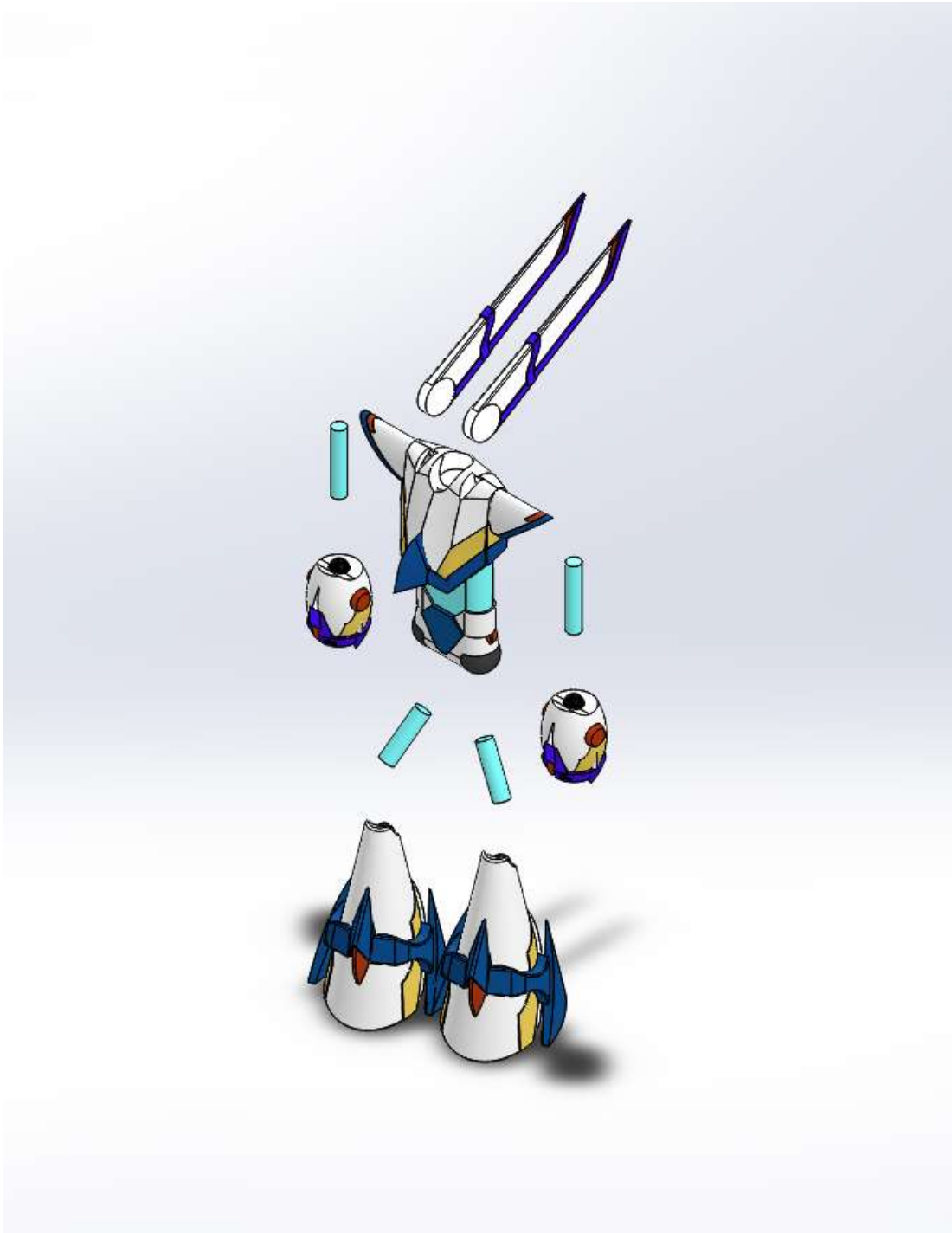


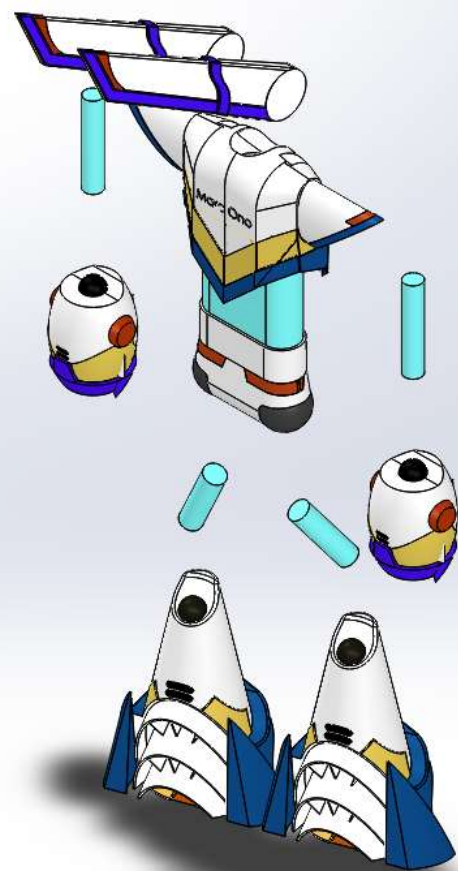
Assembly Four-View



- Final Assembly (Default<Display State-1>)
- History
- Sensors
- Annotations
- Front Plane
- Top Plane
- Right Plane
- Origin
- (-) Leg Part<2> (Default<<Default>_Display State 1>)
- (-) Foot Part<2> (Default<<Default>_Display State 1>)
- (-) Foot Part<3> (Default<<Default>_Display State 1>)
- (-) Leg Part<3> (Default<<Default>_Display State 1>)
- (-) Torso Part<1> (Default<<Default>_Display State 1>)
- (-) Wing Part<1> (Default<<Default>_Display State 1>)
- (-) Wing Part<2> (Default<<Default>_Display State 1>)
- (-) Arm Part<3> (Default<<Default>_Display State 1>)
- (-) Buster Part<2> (Default<<Default>_Display State 1>)
- (-) Arm Part<4> (Default<<Default>_Display State 1>)
- (-) Buster Part<3> (Default<<Default>_Display State 1>)
- Helmet Part<1> (Default<<Default>_Display State 1>)
- Mates

Exploded Views

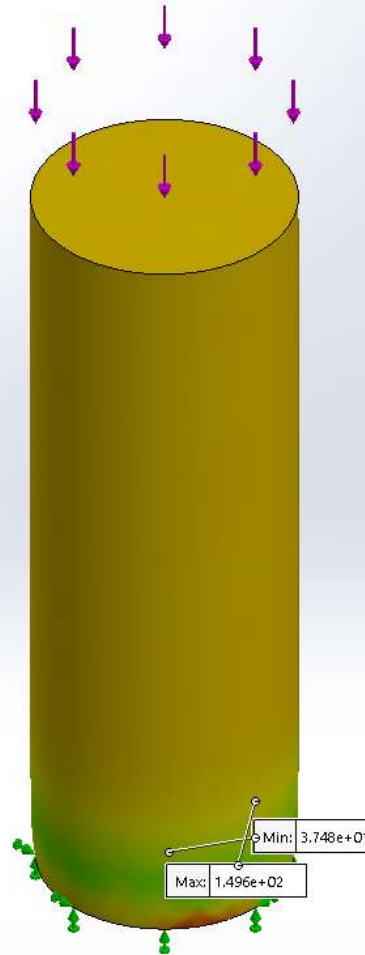




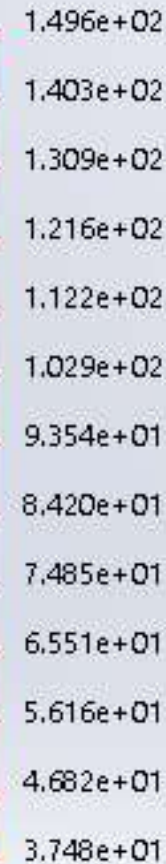
Simulation

I decided to run a simulation on the leg part, with a 5 lbf pushing down on the top, and the fixture being at the bottom. I set the material to ABS, since I dimensioned all of the parts in relation to an action figure, but since SolidWorks did not have a yield strength value for it, I copied the material and inputted the value from https://www.engineeringtoolbox.com/physical-properties-thermoplastics-d_808.html, which was 7.0 ksi. Here are the results:

Model name: Leg Part
Study name: SimulationXpress Study(-Default-)
Plot type: Static nodal stress Stress
Deformation scale: 233.99

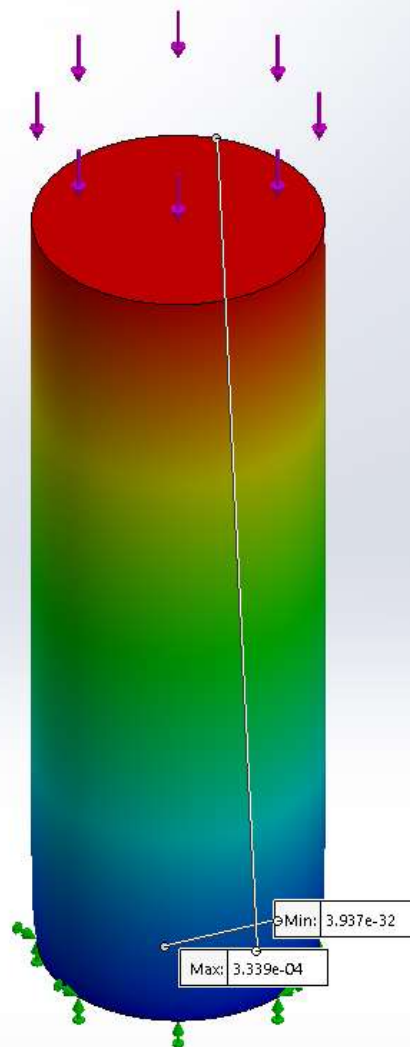


von Mises (psi)



→ Yield strength: 7.000e+03

Model name: Leg Part
Study name: SimulationXpress Study(-Default-)
Plot type: Static displacement Displacement
Deformation scale: 233.99



URES (in)

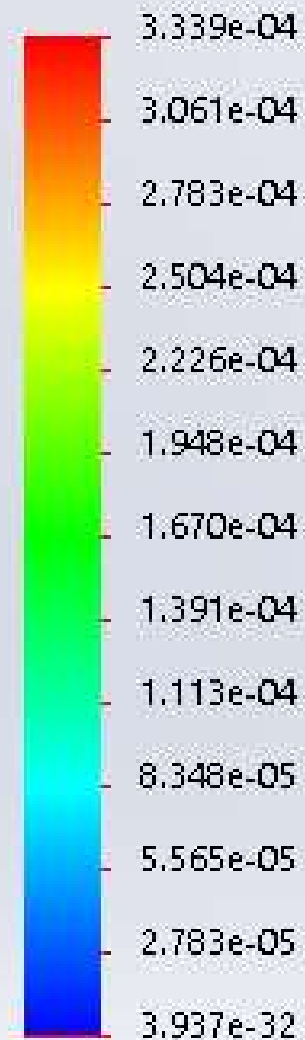


Table of Results:

Max Stress (psi)	149.6
Max Displacement (in)	0.0003339