Spinner in Sverchok / Blender

by Nikitron 2017 y.

How to make spinner, generated in Sverchok.

0. Use blend-file with sverchok setup;

1. Setup shape that you like;

2. Setup ball bearing hole and handler dimentions for ball bearing you have;

3. Deactivate processing in Sverchok panel P button;

4. Ensure non-manifold mesh, remove doubles, make mesh manifold;

5. Print it and lit a shape in plumbum or some heavy metall, or something, insert ball bearing.

http://nikitron.cc.ua/sverchok_en.html

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Shape setup.

COUNT -

number of initial points. Randomly generated.

SEED -

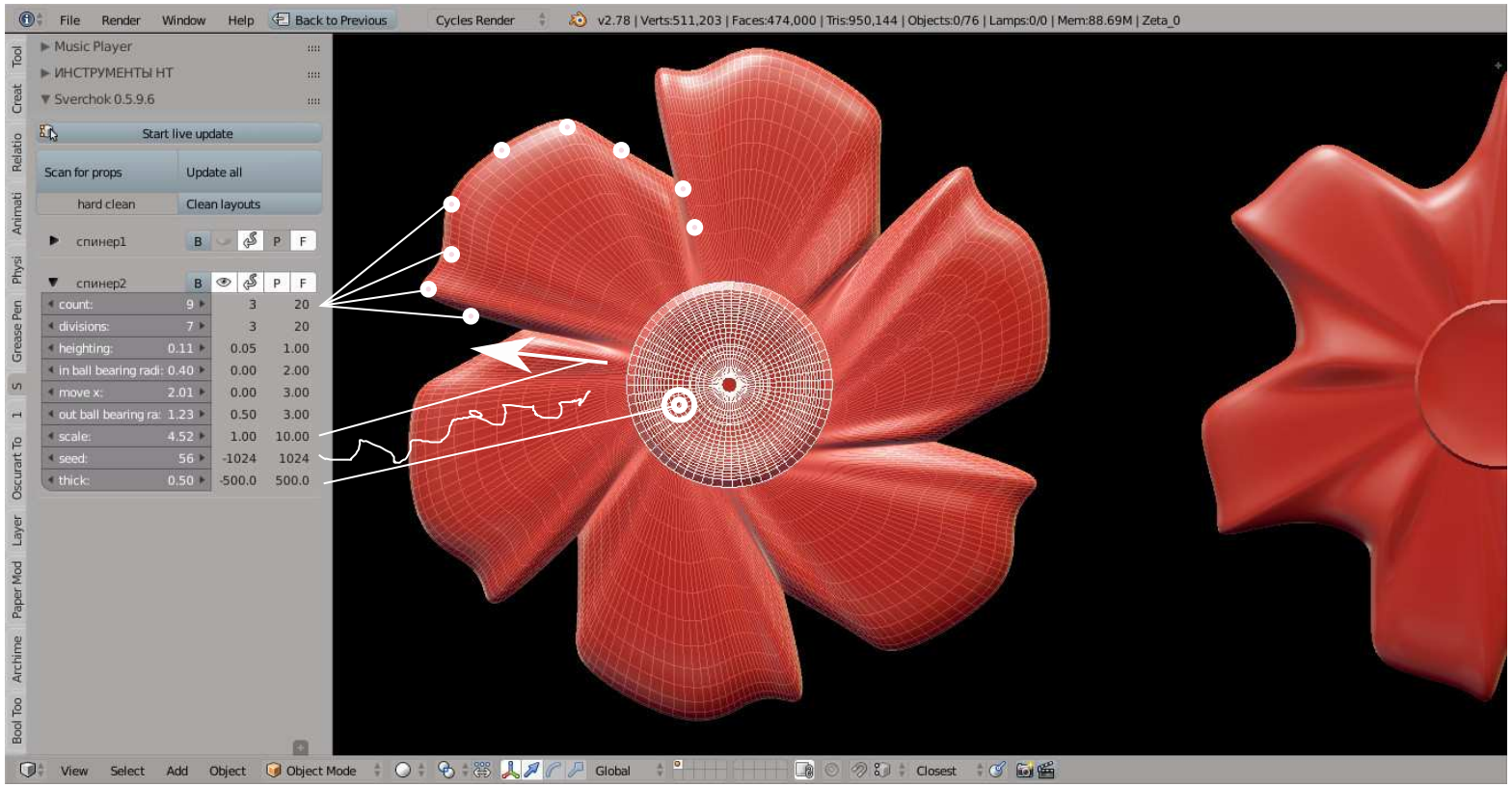
random seed points;

SCALE -

scale of random points spread.

THICK -

thickness of construction



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Shape setup.

DIVISIONS -

number divisions

mirror;

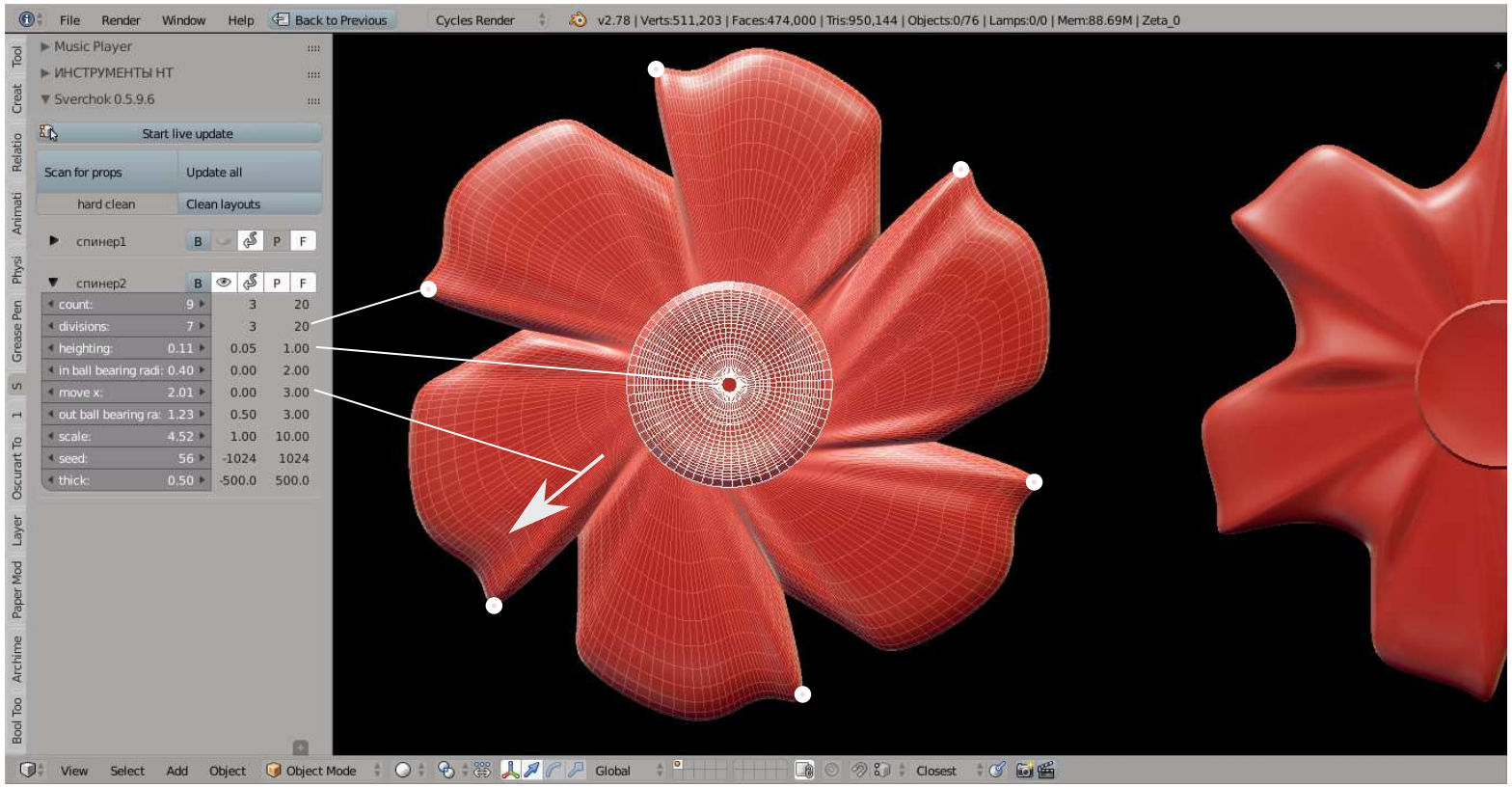
HEIGHTING -

height of ball bearing

to fit;

MOVE X -

move points outside;



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Ball bearing hole setup.

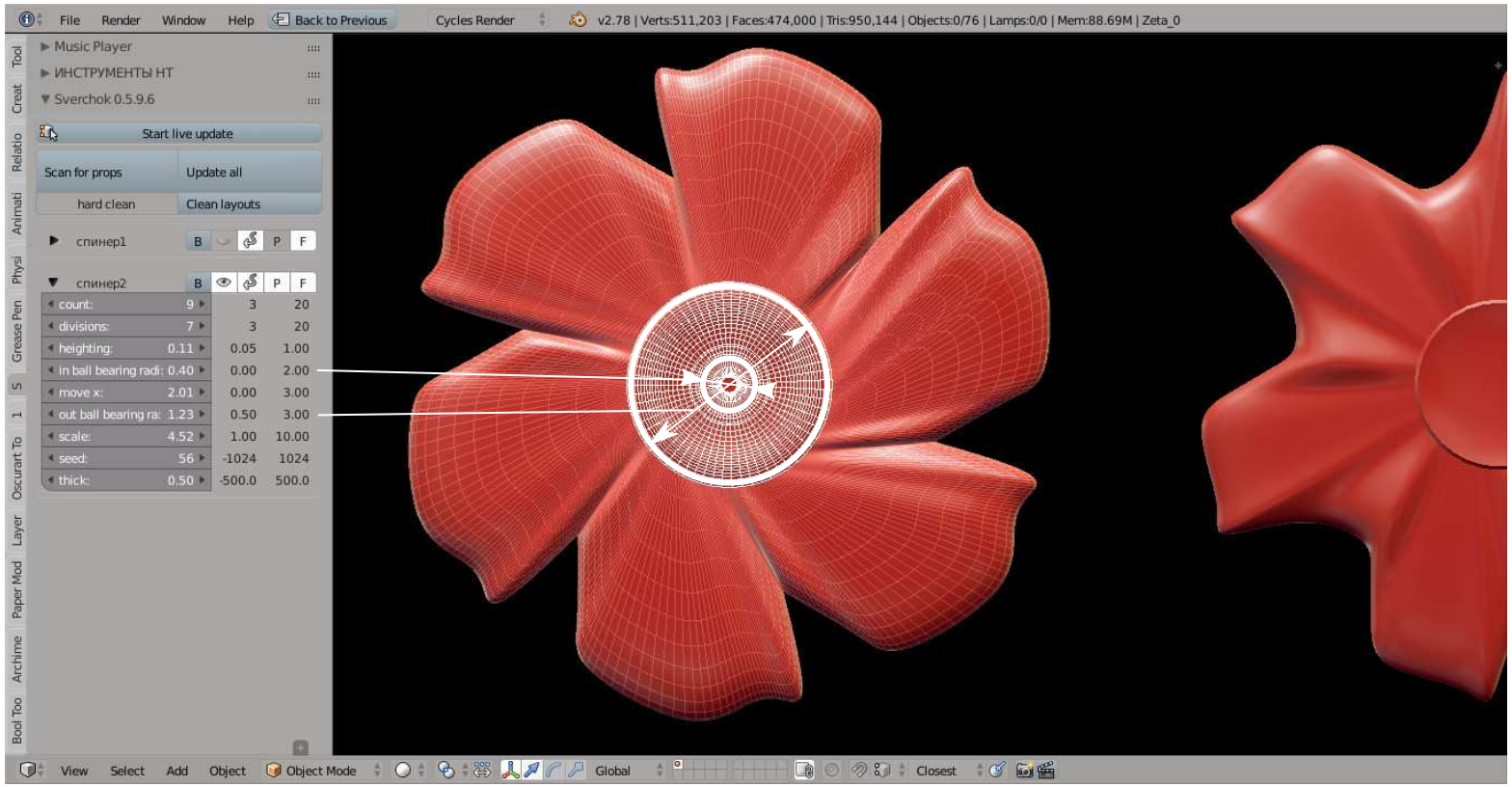
IN BALL BEARING

inner radius;

OUT BALL

BEARING -

outer radius;



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Handler setup.

IN BALL BEARING

inner radius;

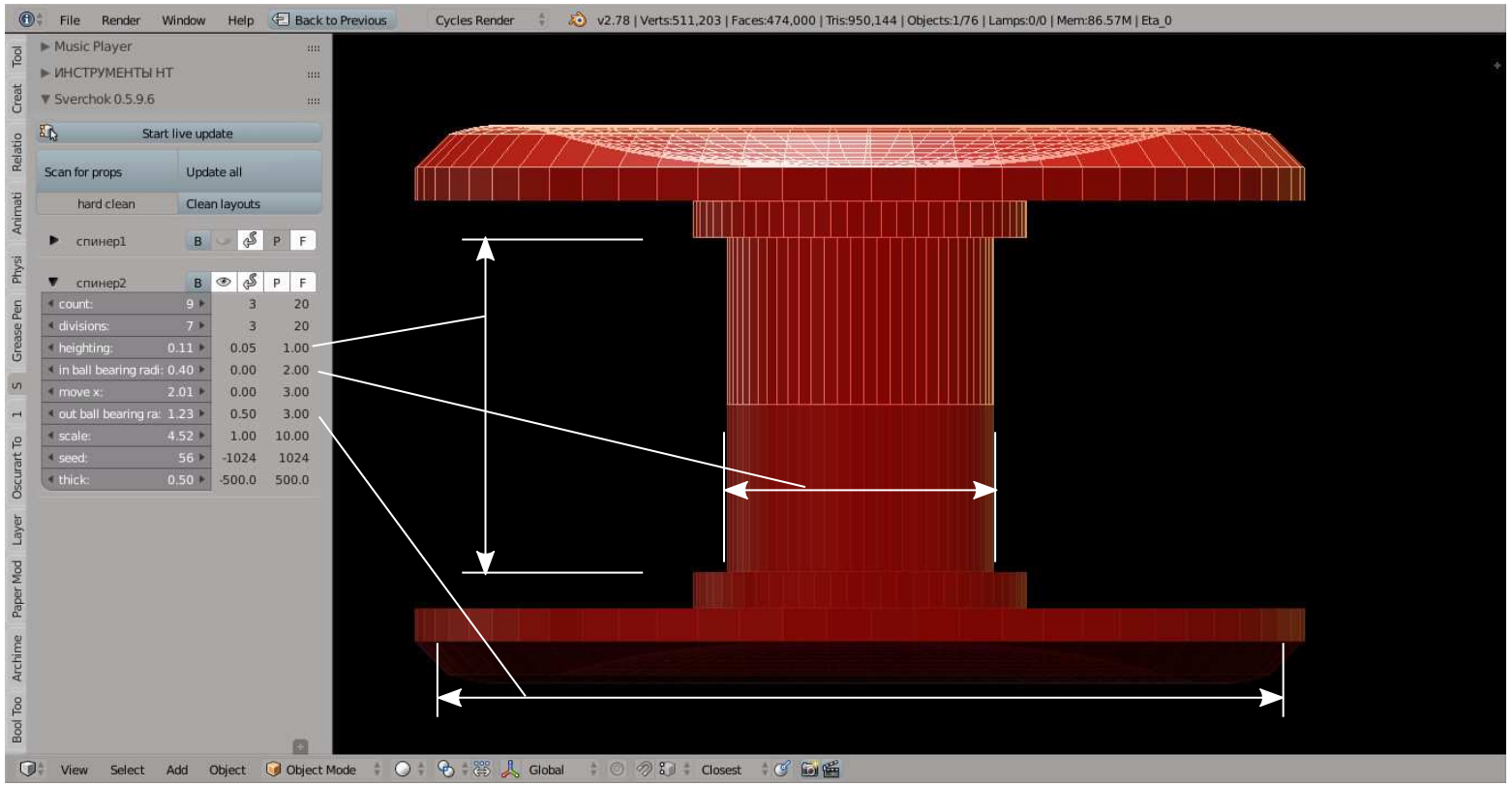
OUT BALL

BEARING -

outer radius;

HEIGHTING -

height of ball bearing.



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