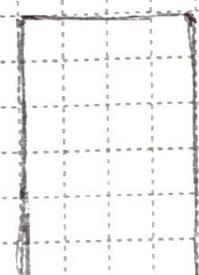


CONTINUED FROM PAGE: before starting the project, I learnt about different kinds of PLA.

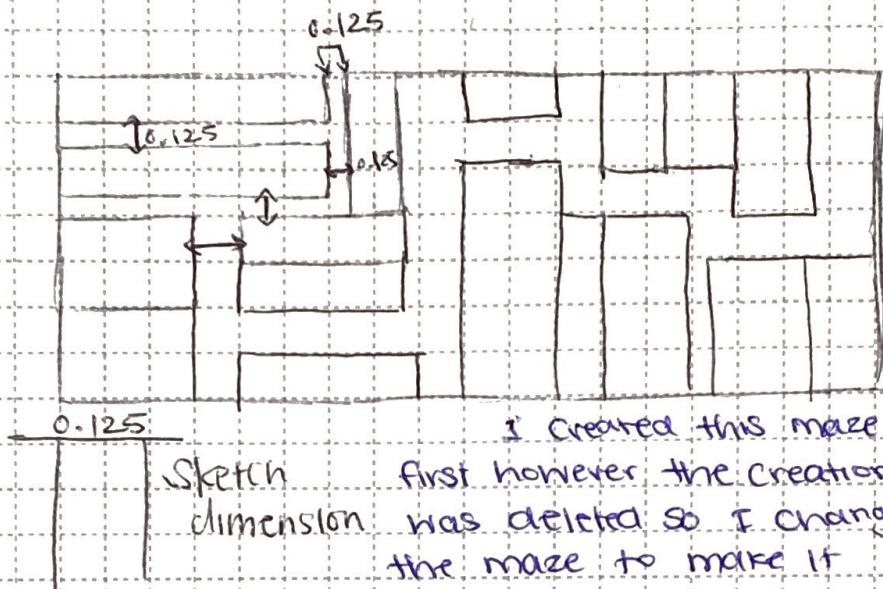
First I created 2 components 1 top and 1 base.



TOP



Bottom



I created this maze

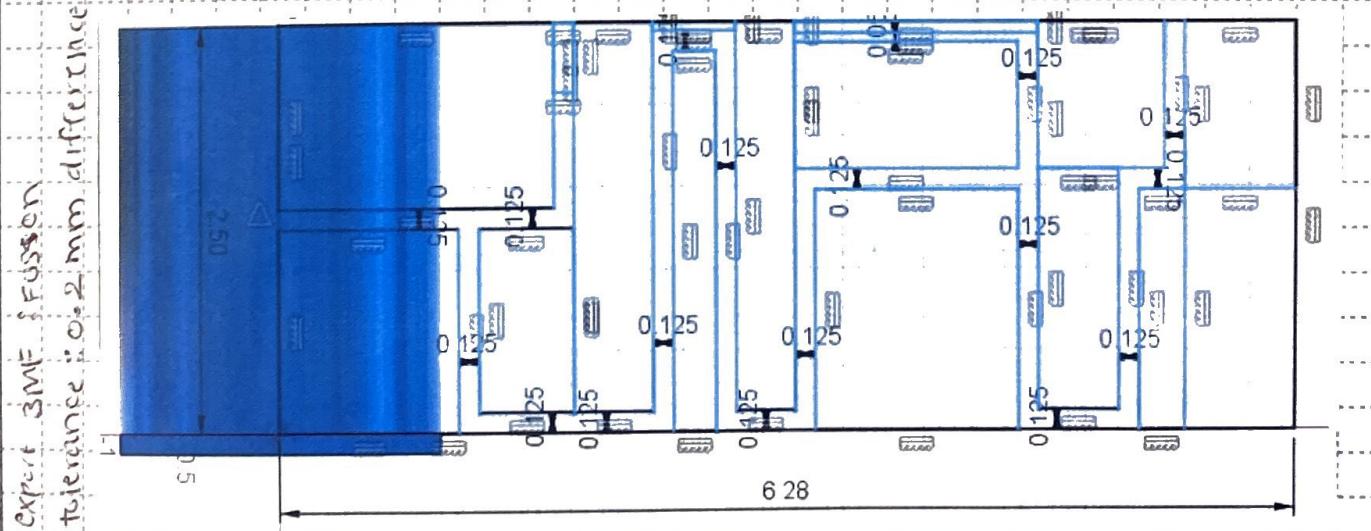
Sketch first however the creation dimension was deleted so I changed the maze to make it a little easier.

New / Current maze note: the maze can be created to be complicated optional)



After creating the maze, I debossed it into the base at -0.125. From there, I chamfered every side of the base and I chamfered the hub so it can slide easily through [inner side]

Screenshots:



DESIGNED BY:

Nitin

DATE:

2/8

WITNESSED BY:

Parmin Mohd Pali

DATE:

7/31



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CONTINUED FROM PAGE:

After creating the design on fusion, I exported the file as a 3MF to import it into ~~Prusa~~ Prusa Slicer to make sure that the design cuts properly and all edges are secure.

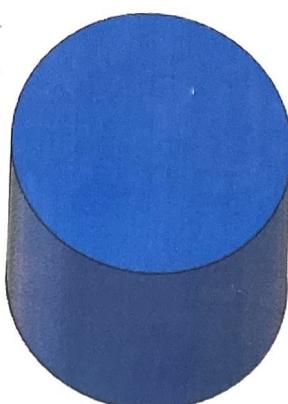
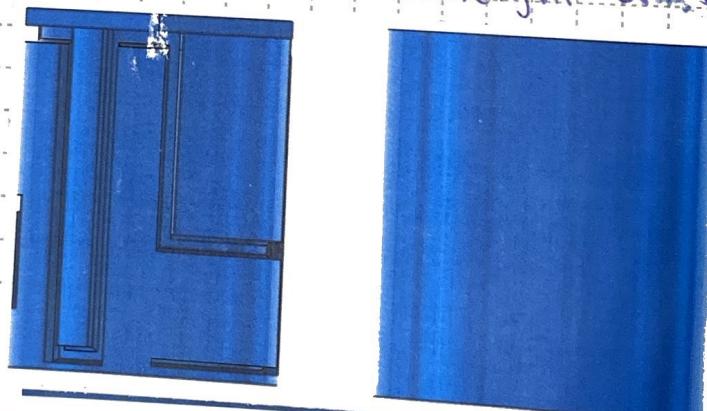
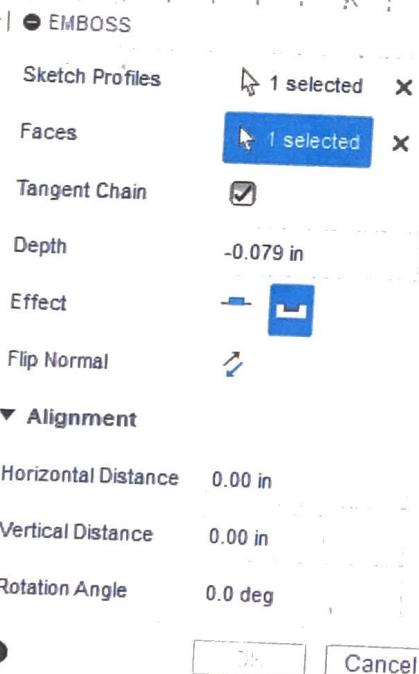
* Before 3D printing the final print, a test print is needed to ensure that the product works.

Export

Name
Roma's Puzzle Maker
Type
3MF Files (*.3mf)
Location
Saving to: D:\Designs

Cancel Export

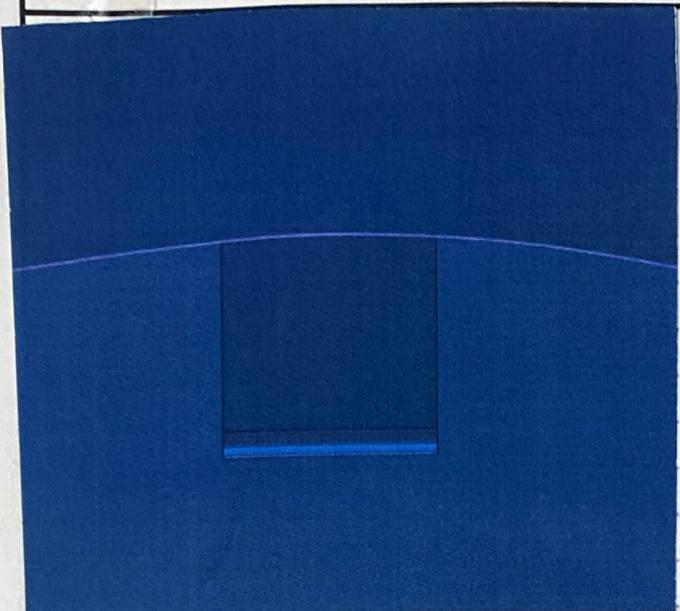
Dimensions wise, I made the puzzle tube 2.5 inches tall and I made all the dimensions after that based on the height of the tube.



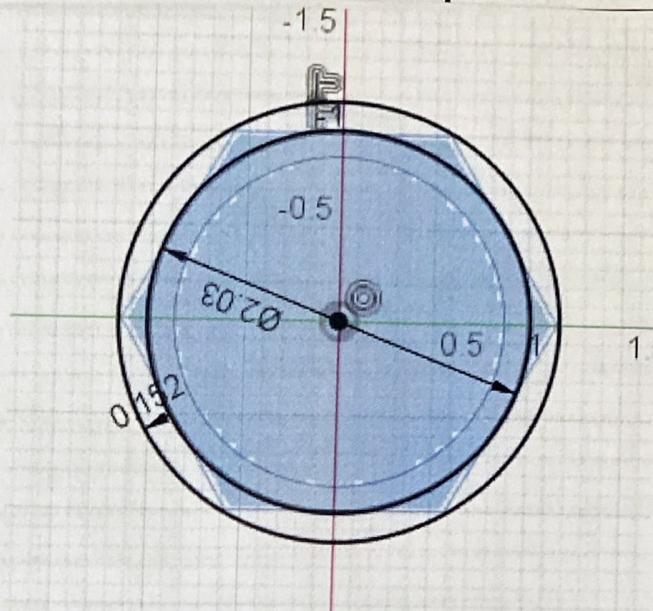
DESIGNED BY:

WITNESSED BY:

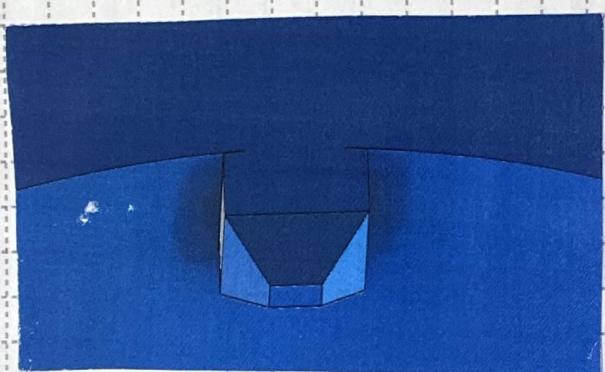
2/17/23



this is before the hub was created

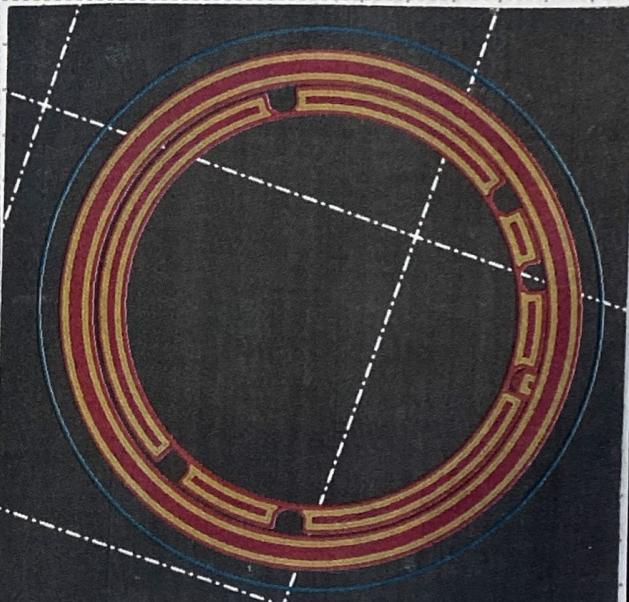
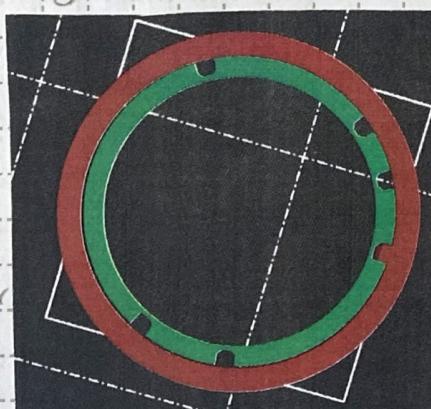


this is the before of the top being created



this is after the hub was chamfered and section analysed

... I had to split the objects into 2 then cut the objects before placing them together



DESIGNED BY:

Konan

DATE:

2/17/23

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Abby K

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2/17/23



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CONTINUED FROM PAGE:

After noticing that there are multiple "exits" to the bottom, I shifted the maze up so that there's only 1 entrance and 1 exit. From there I recharmed all the edges and checked if the hub would still fit. I also had a lot of overhang and to overcome that issue I made the base the same level as well as lessened my extrusion on my design on the top.

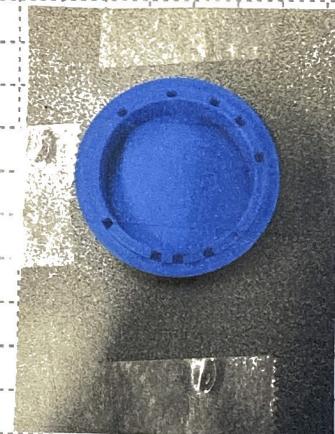
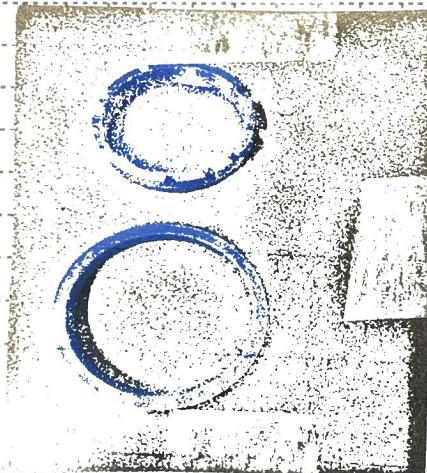
After making these changes, I put it back onto prusa slicer and cut both the top and bottom for my test.



this is the
process of
the test print
being 3D printed



this is the key that
I need to use for all
my prints ex: test print
final print
imprint!



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DESIGNED BY:

Rama Alimchandani

DATE:

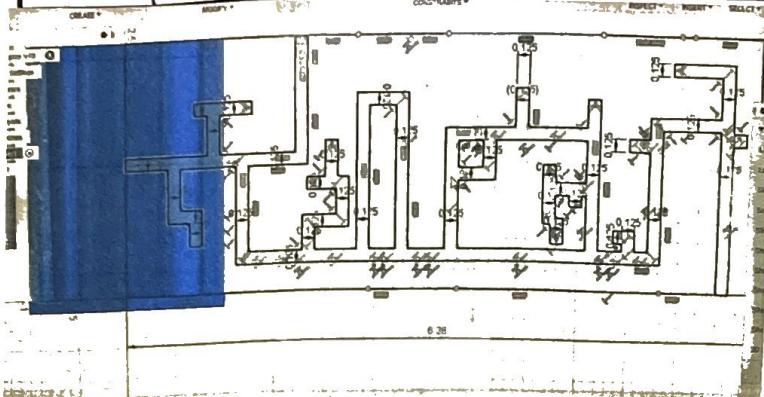
3/4/23

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hild

DATE:


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ref: starting my final print I had to adjust the maze to make it shorter from the top since there can only be 1 entrance and 1 exit.

* wasn't able to 3D Print yet my name

1. Design on outside Should be unique
2. Should be an actual maze
3. 1 beginning and 1 ending
4. ~~dimensions~~ ~~heights~~ only come out at intended exit.
5. maze should be consistent design
6. good sliding
7. should fit size constraint
8. hub should be robust

CONTINUED ON PAGE:

DESIGNED BY:

Karma Alimunandani

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MHD

DATE:

3/8/23

DATE:



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