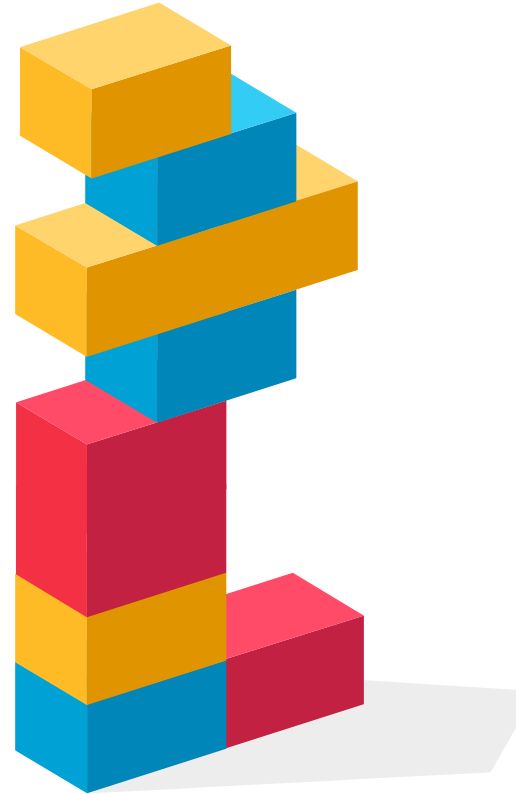
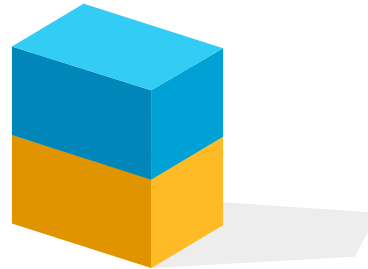
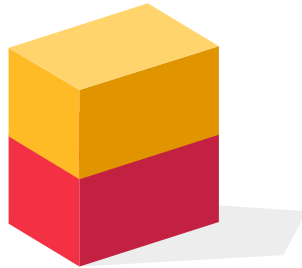
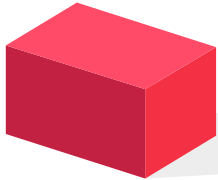


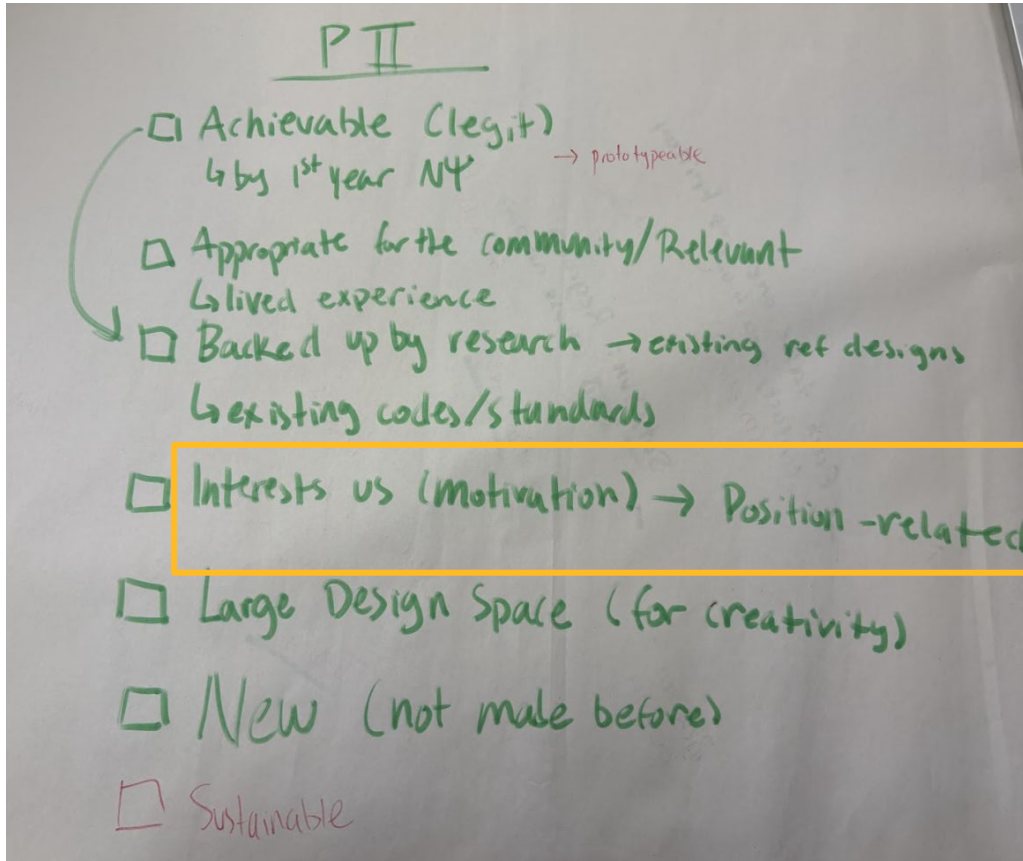
Group 35 - Studio BETA

# LESS CHAOS MORE CONSTRUCTION

Where are we now?



# TEAM VALUES



## TEAM VALUES:

1. Creativity
2. Collaboration
3. Inclusivity

## TOROLUG VALUES:

1. Passion for creating
2. Passion for collaborating
3. Come together to connect

ToroLUG (Toronto LEGO User Group) is a vibrant community of adult LEGO enthusiasts who share a passion for building, creating, and collaborating. We come together to connect, inspire, and showcase our love for LEGO as both a hobby and a creative medium.

<https://torolug.ca/about-us/>

# REFRAMING THE RFP

01

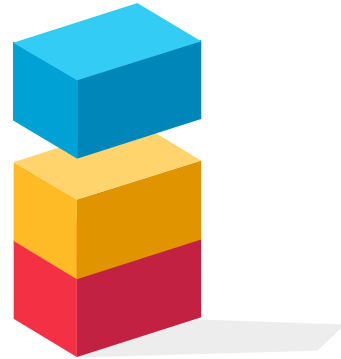
## WHAT SIZE SHOULD IT BE?

According to meeting with ToroLug members, the size of the design should be smaller than 3 stacked banker boxes.

02

## WHAT DOES IT SORT BY?

By size, mechanically, and an aided sorting method, through colour. As a *process*, rather than a *product*.



# RESCOPING THE RFP

**01**

## WHAT LEGOS SHOULD IT SORT?

From the MEDIUM Standard LEGO set, an official LEGO product.

**02**

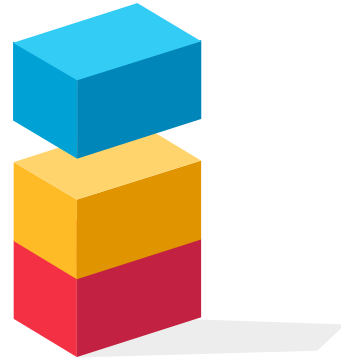
## HOW SHOULD IT SORT?

Semi or fully automatically with maximum user input of 1-2s per cycle.

**03**

## SPECIFICS ON INTAKING LEGO

LEGO are not clumped, and enter individually.



## **COLLECTION**

Hand picking

**Vacuum  
Collection**

Funnel



## **SIZE SORTING**

**Level Sorter**

Meat Grinder

Air Jet

Tennis Ball Collector



## **COLOUR SORTING**

RGB Detector

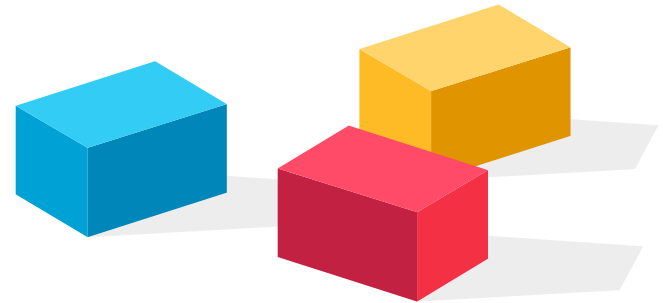
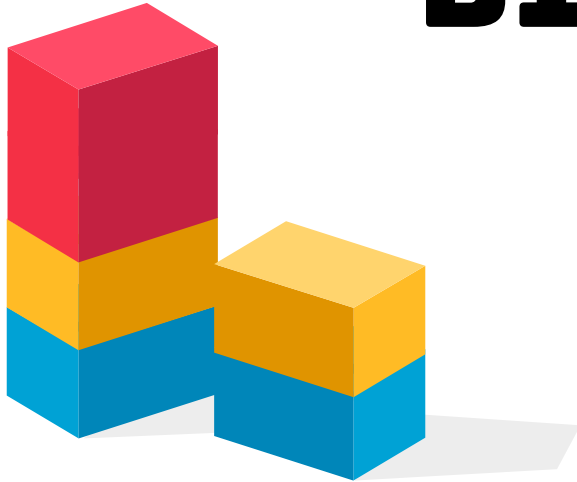
**Sorting Station**

# PREFERRED DESIGN

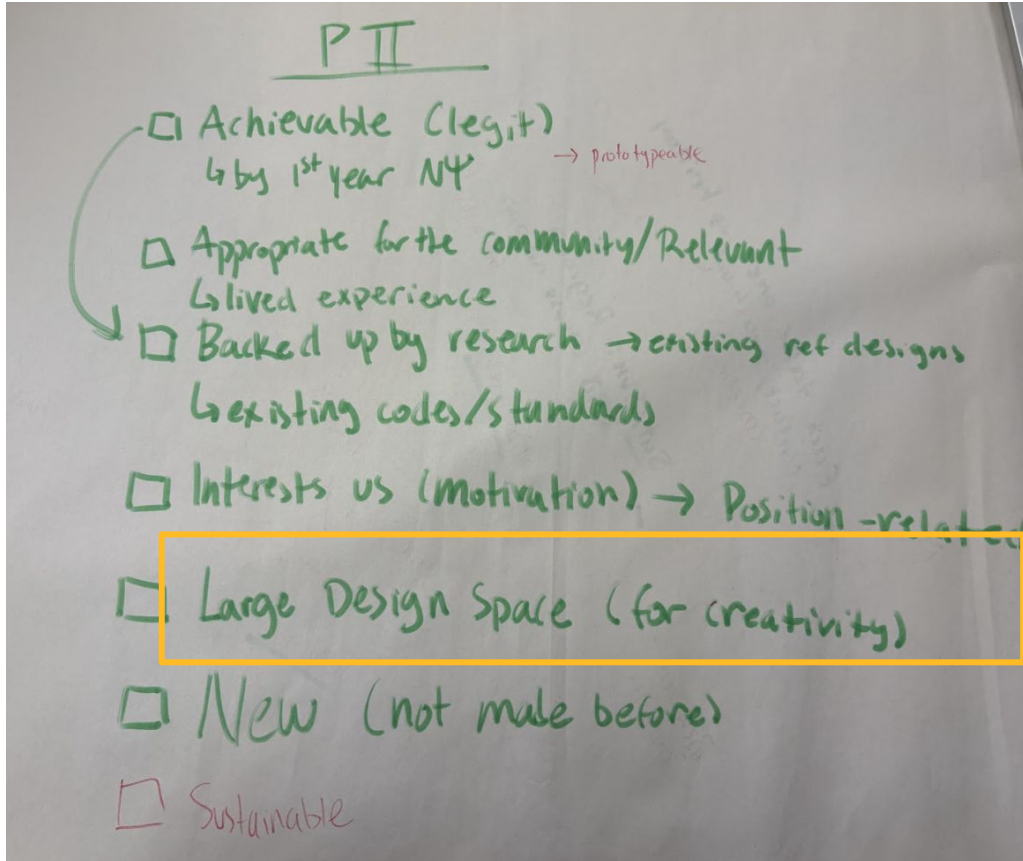
SORTING MECHANISM	WHAT IS IT?	WHY?
MECHANICAL	Level sorting	More compartmentalized sorting ( <b>obj. 7</b> ), while also having a large presence in the industry, improving feasibility (related to <b>obj. 8, obj. 9, obj. 10</b> )
COLOR	Aided sorting	Almost unanimous interest in something that helps them speed up <i>their pre-existing sorting methods</i> ( <b>obj. 1</b> ), works with their own categories ( <b>obj. 6/obj. 7</b> ), accuracy ( <b>obj. 10</b> ) and consistency ( <b>obj. 8 and obj. 9</b> )

# DIVERGING

Outcomes and tools



# “GOOD” P2 OPPORTUNITY

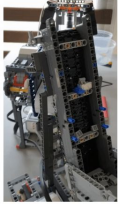


Have used 3 complete diverging tools and one informal diverging tool to **exhaust our design space** and gain a wide range of prototypes!



# TOOL 0: REFERENCE DESIGNS

1. Ai-sorter  
<https://www.stereohack.com/3475/20mrrgna/2021/11/15/ai-sorting-robot-sorting.html>



The LEGO sorting system, built with LEGO's EV3 Mindstorms kit and a Raspberry Pi with a camera and LED lights, accurately identifies and categorizes LEGO pieces. It uses a dual-wheel system, where the first belt lifts bricks from a bin and the second aligns them for individual processing. A high-speed camera and motion detector ensure optimal positioning before capturing an image. The system then processes the images using a deep learning model with OpenCV, Keras, and TensorFlow, achieving over 90% accuracy in recognizing three brick types, with expansion plans. Once identified, bricks are sorted into one of six bins on a rotating wheel, with a [breakdown sensor](#) ensuring precise placement.

2. The Mechanix Project  
<https://www.instructables.com/Mechanix-Project-Lego-Sorter/>



The LEGO sorting system uses a conveyor belt with four parallel supports and 10 parallel PVA channels, powered by a 24V25-27V DC motor at 150 RPM. A proximity sensor detects incoming bricks, stopping the belt via a TC234725 sensor. The sensor can identify their color and the system then sorts them.

3. Automatic cleaning and sorting machine for fruits and vegetables  
<https://www.instructables.com/Automatic-Fruit-Wash-Cleaning-Machine/>



Sort by weight and some measurement (size) when the fruit comes through the machine. Use water flow instead of a conveyor belt to clean the fruit at the same time.

2. Automatic Stone Bead Size Sorting Machine Vibration Sieving Machine  
<https://patentstormachine.com/product/349893.html>



Machine vibrates to allow for beads to move through levels of specificity also identified so that some beads would fall into different categories after being sorted to the correct specificity. This [patent](#) shows beads being stuck in the [patent](#) impeding other parts from being sorted when user need to sort large amount of beads.

3. Official LEGO sorting hat  
<https://www.lego.com/en-us/collections/sorting-hat-76429>



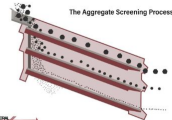
The sorting hat, like in [Harry Potter](#), can efficiently sort [LEGO](#) bricks into categories and level of specifications according to the user's need. This design incorporates artificial intelligence and some sort of motor system. But need to add a way of sending bricks to the sorter because it only [accepts](#) one brick at a time when the brick is under the hat.

4. candy sorting machine  
<https://techcrunch.com/2017/03/08/the-candy-sorting-machine-link-the-hero-the-world-at-ends-but-is-the-hero-the-world-candy/>



The candy sorter sorts using a RGB sensor that sorts only by [color](#), and the output nozzle turns around to place the candy into the right places.

The Aggregate Screening Process



Aggregate Screening

\*similar to our morph chart, it has the tilt to push down, and it also has gratings for the [balls](#) to fall into

- Maybe add a mechanical motor at the bottom so it's mostly automated.
- Can also incorporate vacuum suction.

3. Color sorting – DIY color sorting machine, probably in same range as what we can prototype ([arduino-based](#))



\*\* short range, because can only really do it in these buckets

- Nice RGB sorting, can probably come to be able to [adjust colors](#).
- Look into how we can make larger LEGO pieces (larger than MMS).

GOAL: Each find ~3 existing sorting devices and comment on its usefulness to our RFP

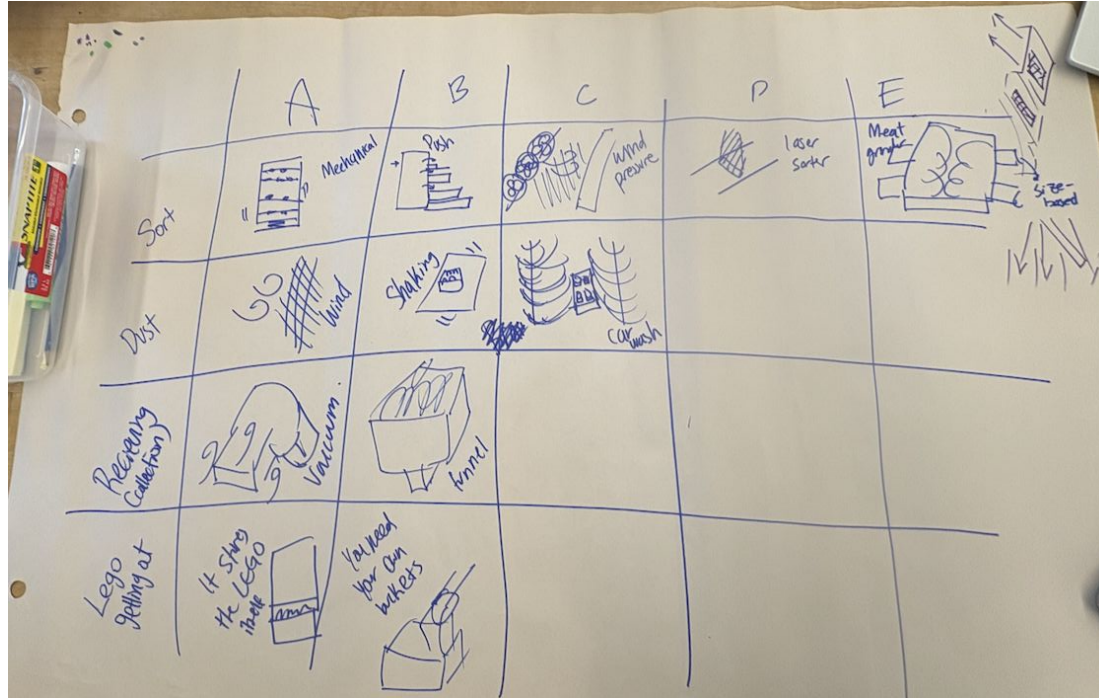
OUTCOMES:

1. Better idea of the existing industry-level sorting devices

2. Gain a better sense of the feasibility of components of our device

*What can we take away from existing designs to help us?*

# TOOL 1: MORPH CHART

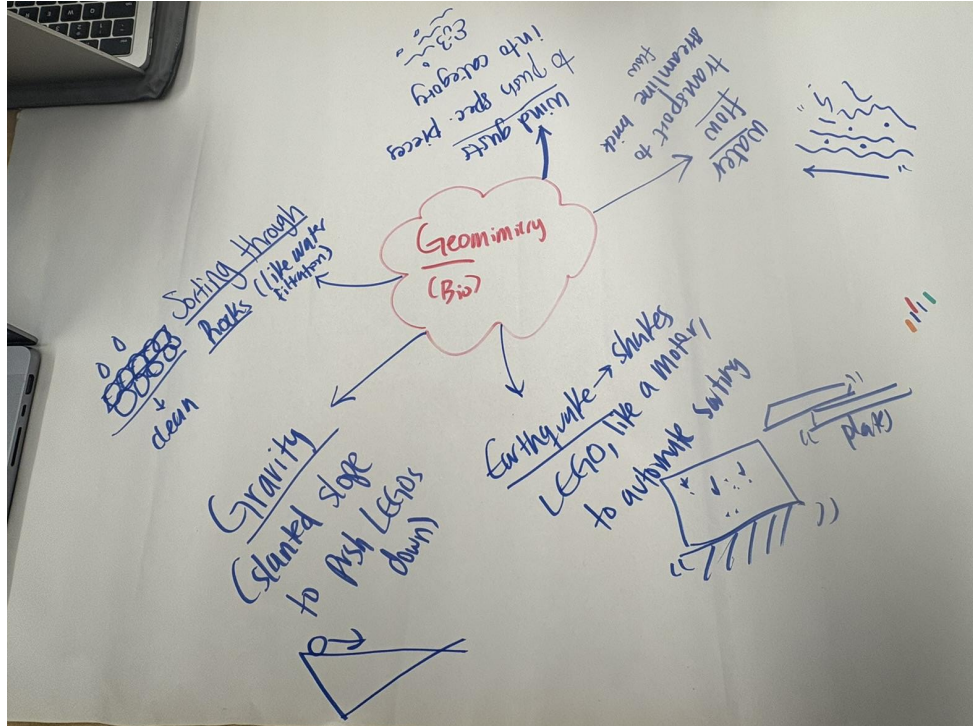


## OUTCOMES:

1. Better idea of the different functions of the product
2. Got us thinking about how to combine these effectively

*How can we flesh out individual components of our design?*

# TOOL 2: GEOMIMICRY

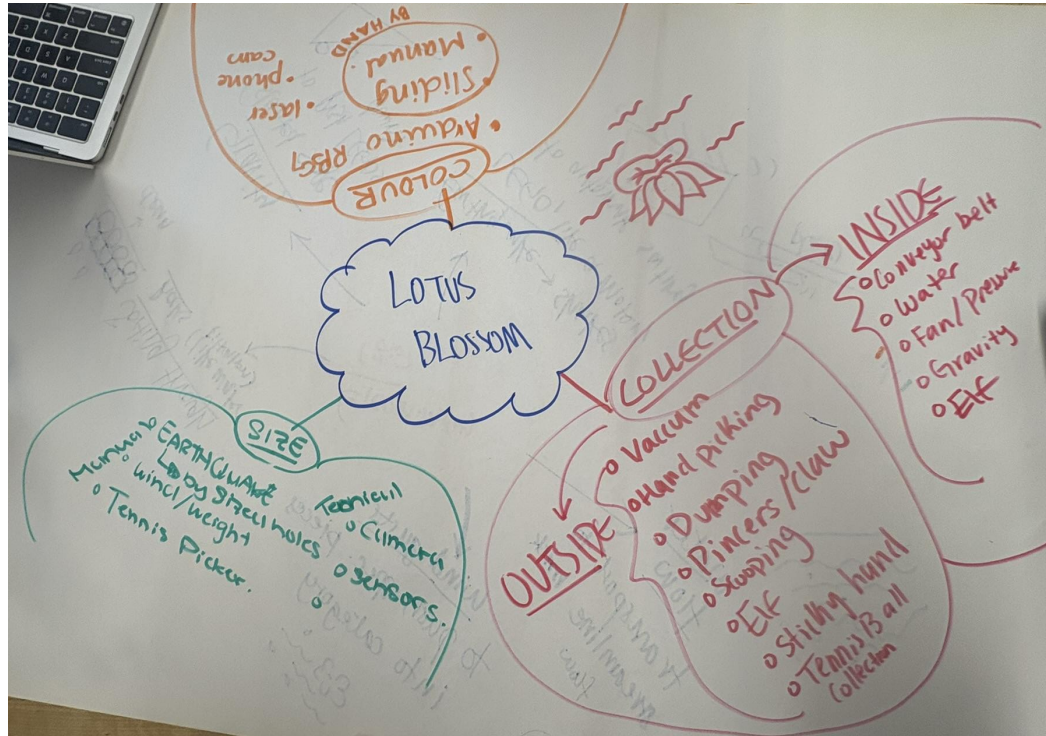


## OUTCOMES:

1. Connections to real-life sorting (e.g. water filtration)
2. Connections to natural mechanisms that can help sort (e.g. gravity, earthquakes)

*Maybe answers were right in front of us the whole time?*

# TOOL 3: LOTUS BLOSSOM



## OUTCOMES:

1. Scoped our design from "product" → "process" with 3 stages
2. Helped us diverge on individual components

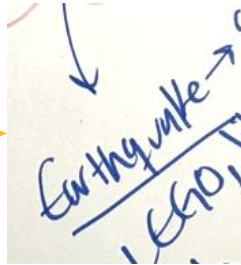
*How are some ways we can connect these pieces together?*

When we reached our third structured diverging tool, our ideas **began getting repetitive**. We mostly explored our design space, so we **began to converge** on our existing ideas.

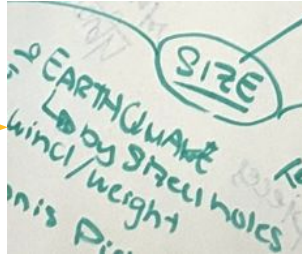
e.g.



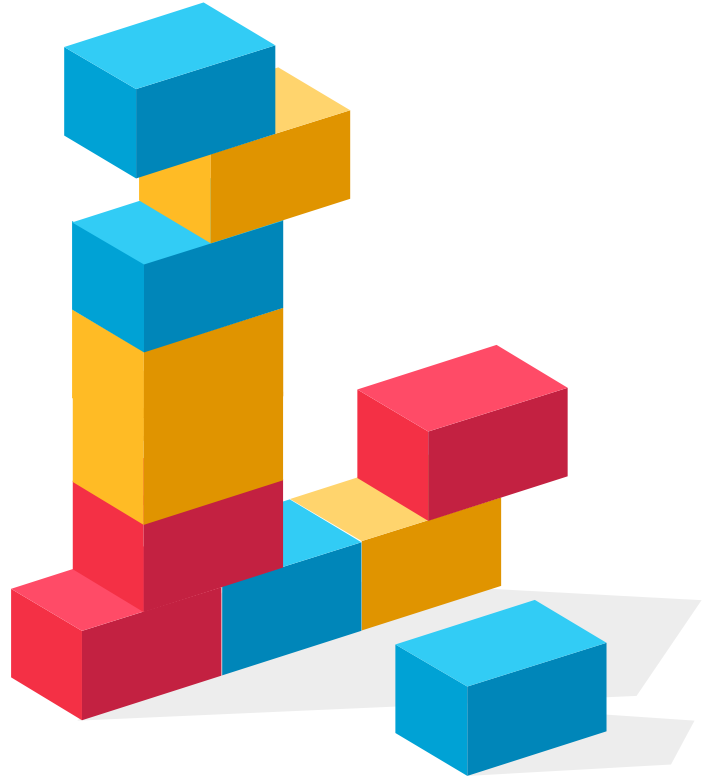
01

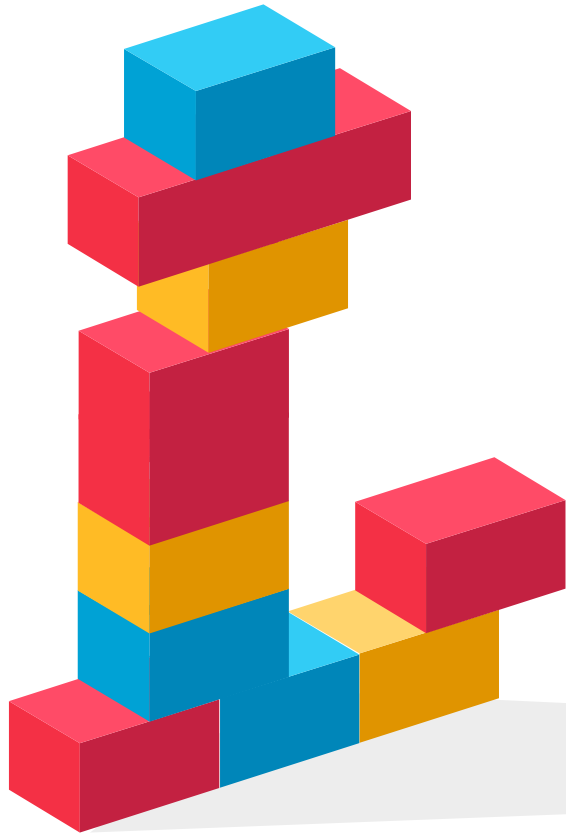


02



03





# CONVERGING

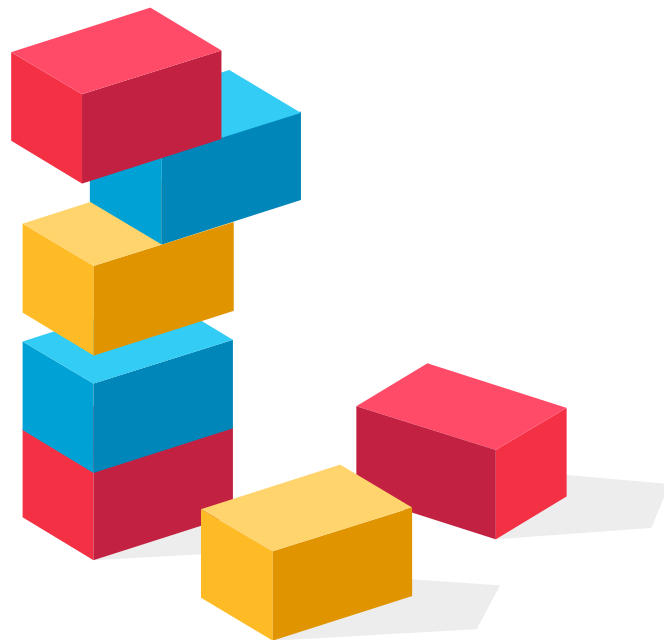
Why did we choose our designs?



# CONV. 1: PAIRWISE “DISCUSSION”

We had around **4-8** different designs per function after diverging, so we used a **multi-vote Google Form** to first vote, then **discuss our voting** verbally.

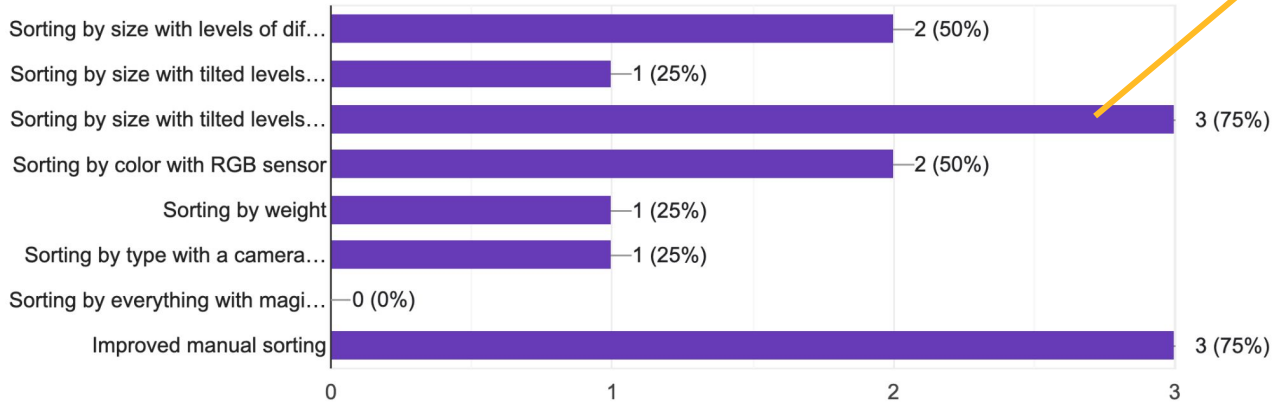
- Allows us to quickly go through all designs
- Still enables comparison through voting



# SORTING MECHANISM

## Sorting Mechanism

4 responses



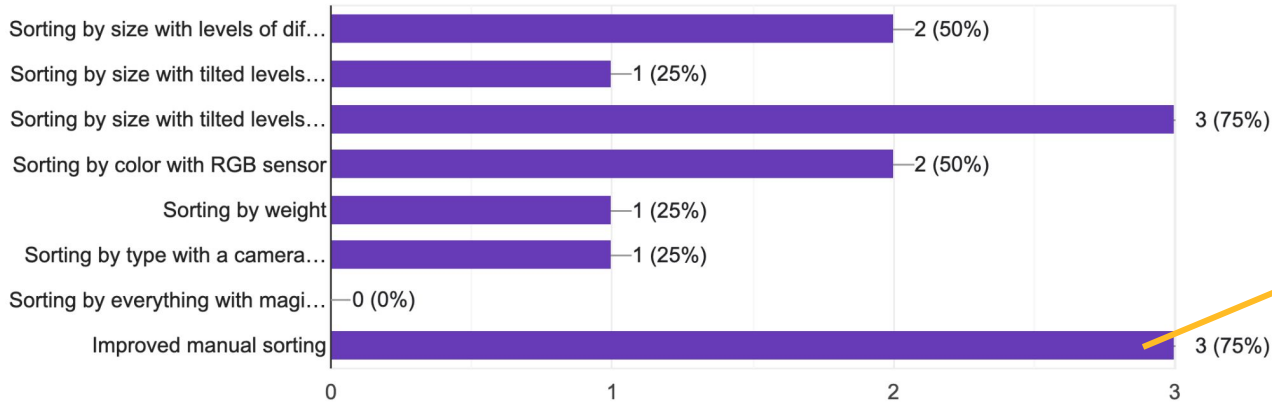
Post-discussion  
consensus: will allow  
**for more  
accuracy/feasibility**  
because of widespread  
use in industry,  
compared to the others.



# SORTING MECHANISM

## Sorting Mechanism

4 responses

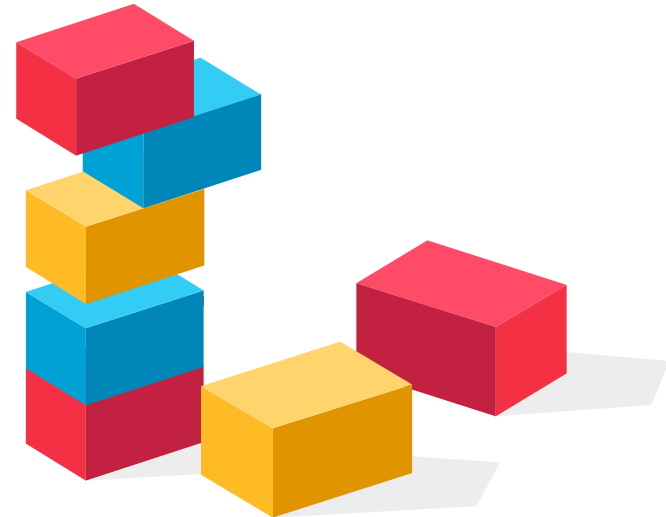
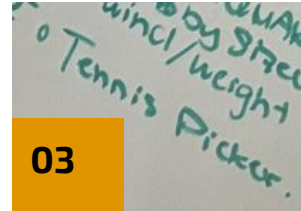


Post-discussion consensus: many TOROLUG members expressed interest in a **design that can also aid *them*** in their sorting, not necessarily a fully automated system.

# CONV. 2: POST-LOTUS DISCUSSION

After the Lotus Blossom diverging, we came up with 1 new idea, and revisited an older one: **meat grinder**, and **tennis ball**. We did not converge on these before, but decided to continue with them because they are:

- *Existing reference designs, increasing feasibility*
- *Simple ideas that are in our everyday lives, that can be easier to replicate*



# ADDITIONAL CONTENT

## COLLECTION “PAIRWISE”

Mechanism for inputting bricks

## BRICK OUTPUT “PAIRWISE”

Mechanism for releasing bricks

## REQ PAIRWISE

How'd we formally converge on our important requirements?

## EFFORT RANKING

How much effort do they want to pitch in?

## TIME COMMENTS

How much time do they want to pitch in?

## CLUMPING COMMENTS

Are inputting clumped pieces a concern?

## SORTING PREFERENCES

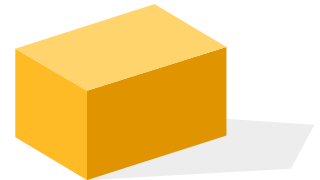
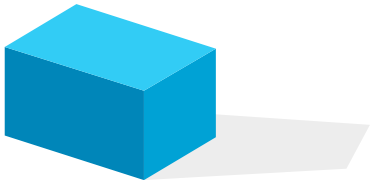
Where does the general emphasis lie in sorting categories?

## FINAL DESIGN PAIRWISE

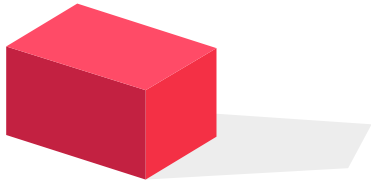
How did we converge on a go-forward design?

## EXTRA DECISIONS

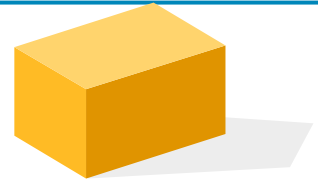
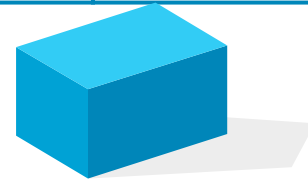
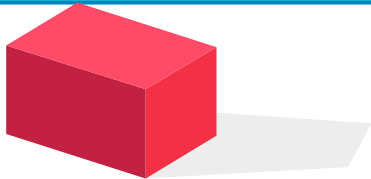
Some extra information on decisions.



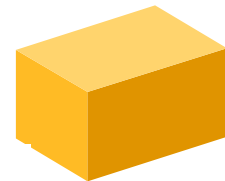
METHOD	TYPE	DESCRIPTION
LEVEL SORTING	Physical	Cardboard stacks w/ different radii
MEAT GRINDER	Drawing	Different rollers with different spacings
WIND	Drawing/calculation	Sorting by weight
TENNIS BALL COLLECTOR	Physical	Legos of the same size as the opening can enter



METHOD	TYPE	DESCRIPTION
<b>SORTING STATION</b>	Physical	Box lids with holes cut out for bricks to slide into
<b>COMPUTER VISION/RGB</b>	Drawing	Training a model on recognition of colour or type
<b>TEMPERATURE</b>	Drawing/Calculation	Senses the colour of the brick and sorts

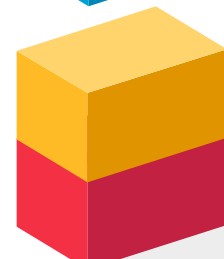
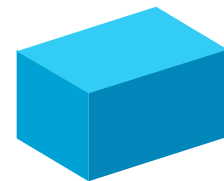
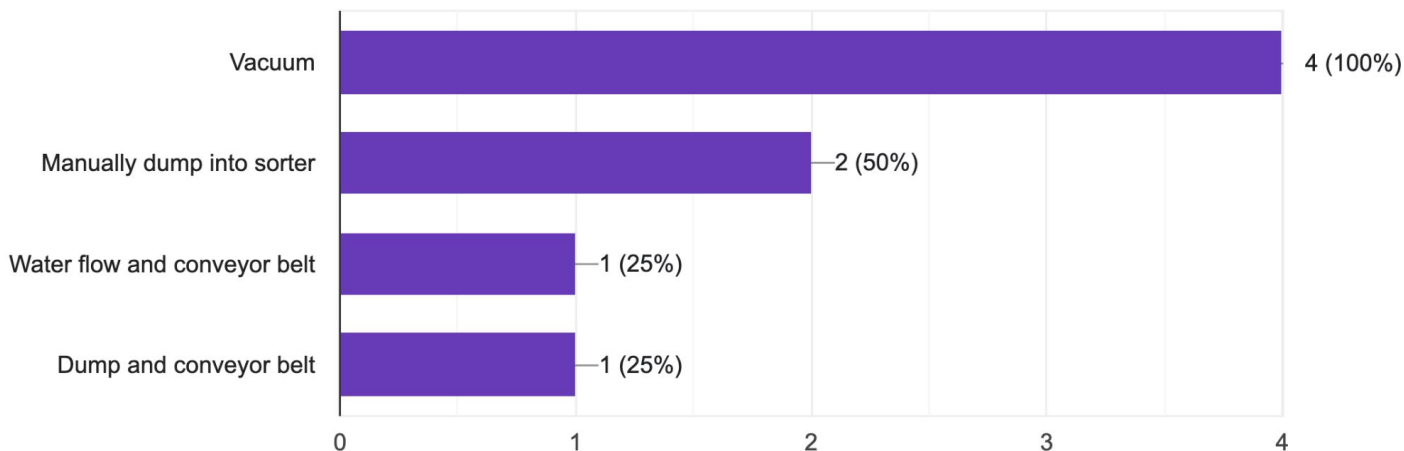


# COLLECTION PAIRWISE

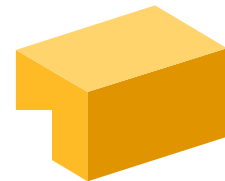


Sending bricks to sorter

4 responses

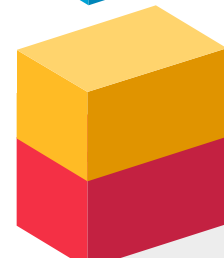
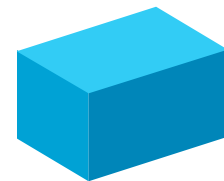
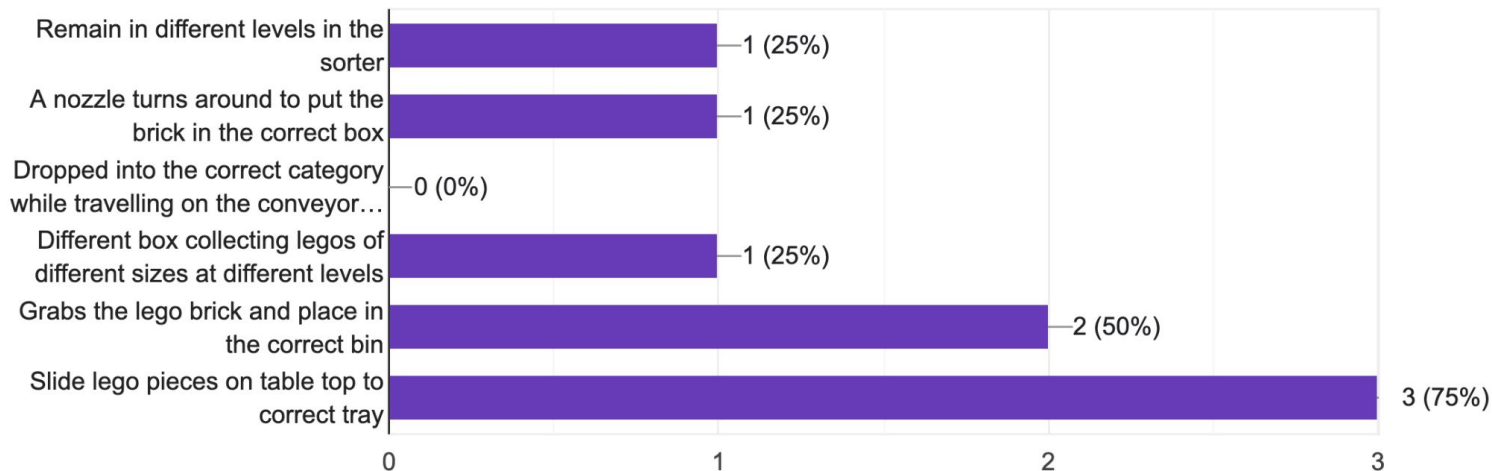


# OUTPUT PAIRWISE



## Collecting sorted bricks

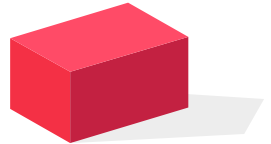
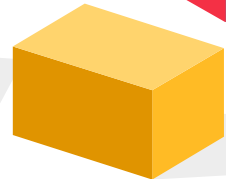
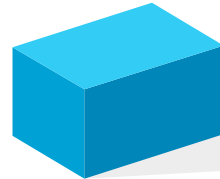
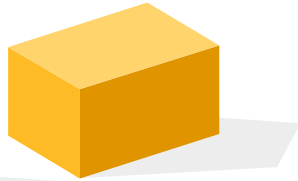
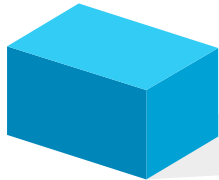
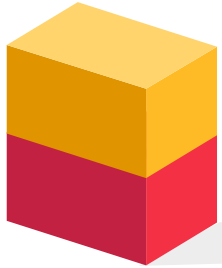
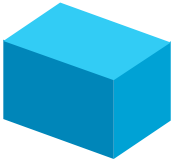
4 responses



# REQ PAIRWISE

[LINK TO THE PAIRWISE](#)

Req8 : cycle time	1	1: same as above	1: same as the left	1: same as above	1: same as left	1: they want it to be quick	1: care more about it being quick	x	1	0	1	1	1	11
Req9 : MTBF	1	1: same as above	1: same as the left	1: same as above	1: same as left	0: they want it to sort	0: care more about how deeply it can sort	0: they care a lot about speed	x	0	0	0	0	5
Req10 : <u>accurac</u> y	1	1: same as above	1: same as the left	1: same as above	1: same as left	1: they want it to be accurate	1: care more about accuracy	1: they care a lot about if it sorts better than them	1: care most about accuracy	x	1	1	1	12

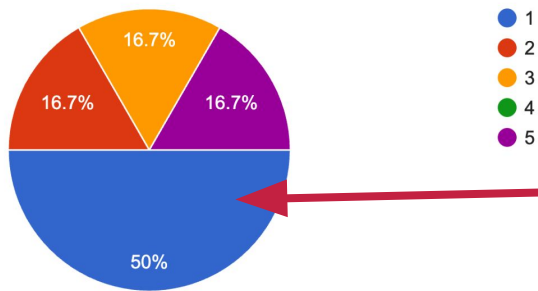




# EFFORT RANKING + COMMENTS

If the LEGO sorting device needed some user labour to work, how much effort (force/labour) would you want to expend on a scale of 1-5 ?

6 responses



Implies that, in general, they want to exert has *little effort as possible*.

Fast and little effort

I don't mind effort (less would be ideal but even 5/5 effort is fine). But anything more than a second or two per piece is more than I'd need to sort it manually.

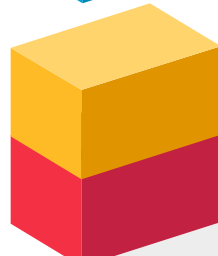
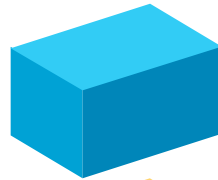
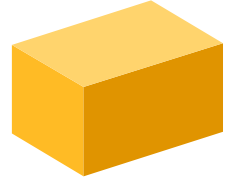
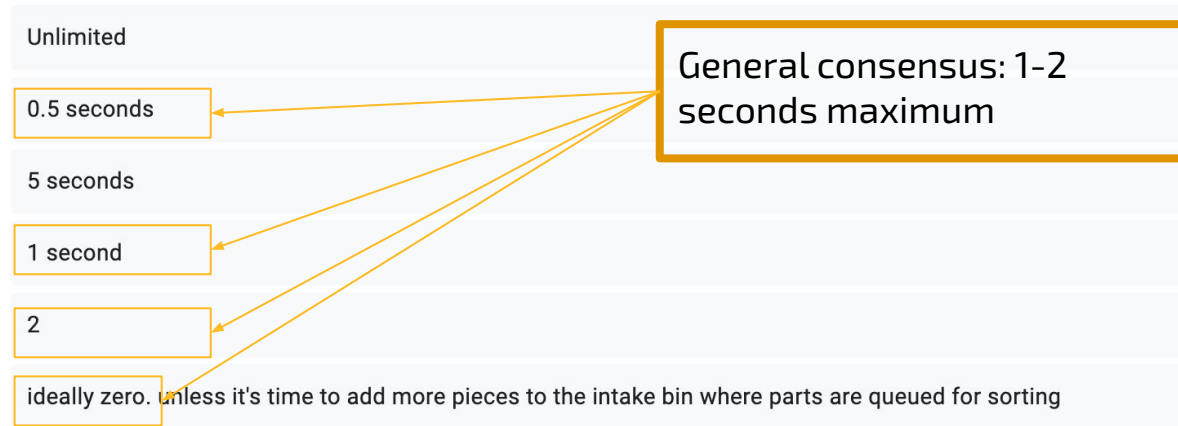
If the device isn't fast or if it requires a lot of user labour to work then I'd just do the sort manually and skip the machine.

# TIME COMMITMENT COMMENTS

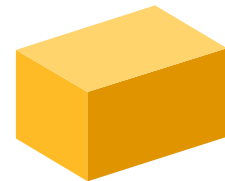
If the LEGO sorting device needed some user labour to work, how many minutes or seconds per cycle are you willing to contribute? For reference, in our design, we made a requirement for cycle time to be at most 4 seconds.

(Cycle is defined by the time required to sort one piece)

6 responses

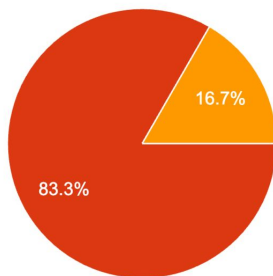


# CLUMPING COMMENTS



When you take apart MOCs and sort into bins manually, do you usually have clumps of LEGO bricks, or individual bricks?

6 responses



- Clumps
- Individual bricks
- Individual bricks. I never stack pieces.

Would you be okay with a sorting device that only accepted fully un-clumped bricks?

An elaborated answer is preferred and any comments on the question itself can be written here.

6 responses

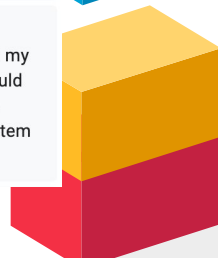
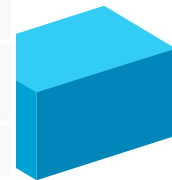
Yes

Yes. When I store my Lego bricks, none of them are attached to each other - they are fully 'loose'. So I'm fine providing fully un-clumped bricks to the sorting machine in the first place.

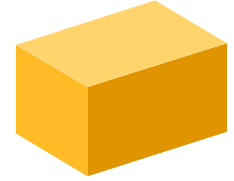
I enjoy breaking down to individual pieces so not an issue

I'd actually prefer a device that doesn't do clumped bricks since most people's storage system is for individual bricks. The device would need to be flexible as to the level of sort it provides in order to match my storage system. For example, I store all my 1x1 bricks together, my 1x2 bricks together so the device would need to sort to that level. Some people store their 1x1 bricks by colour, 1x2 bricks by colour, etc... so the device would need to be flexible to meet those needs. If the device isn't flexible to match my storage system then it wouldn't be of much use as I'd have to do further work to get things put away properly.

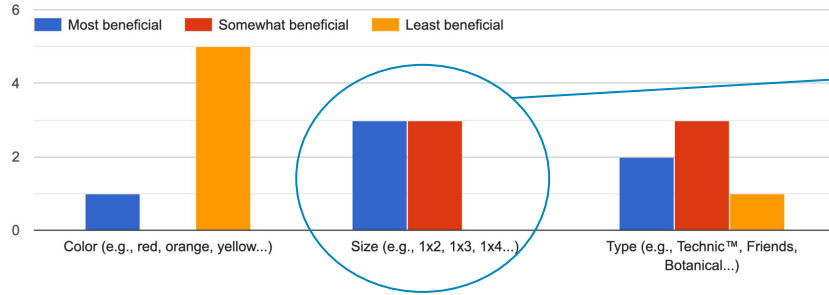
General consensus: Okay with unclumped LEGO input



# SORTING PREFERENCE

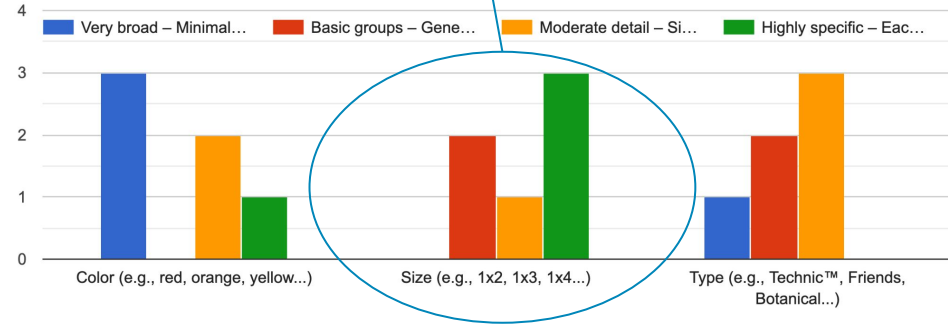


What would you say is the most beneficial genre of sorting?



More emphasis on SIZE, in both sorting detail and genre.

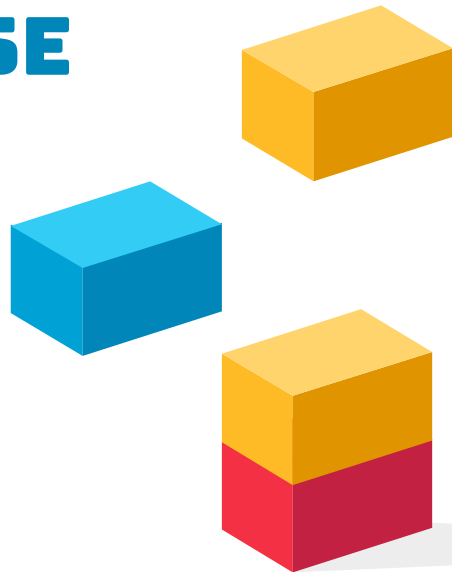
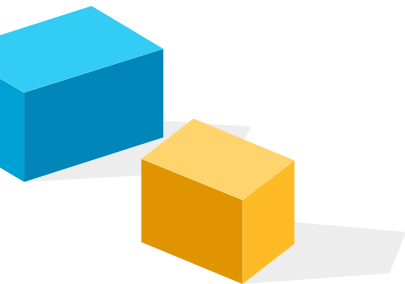
What is the minimum level of sorting detail you find acceptable? (e.g., should red and orange be grouped together or separated when sorting by color?)



# FINAL DESIGN PAIRWISE

	Meat Grinder	Tennis Ball	Level Sorter	Wind	Total
Meat Grinder	x	1: More simple to operate, and less hands-on effort for rolling up to collect the LEGO	0	1: Requires less electricity to operate, if any. <u>ToroLUG</u> members mentioned in Zoom call that they may not have power outlets to be able to operate devices.	1
Tennis Ball	0	x	0	0	0
Level Sorter	1: More structured way of sorting by size, and less of a continuum. Categories are selected by diameters of holes, rather than width.	1: More simple to operate, and less hands-off than rolling up and collecting all the LEGO to sort.	x	1: May be disparities in densities of pieces, pieces may overlap, etc. which can be prevented by using gravity instead of pressurized air jets. Gravity naturally brings the pieces down, while the jets push sideways, which may be prone to error due to friction or other pieces being weighed down.	3
Wind	0	1: More simple to operate, and less hands-off than rolling up and collecting all the LEGO to sort.	0	x	1

	Computer Vision	Laser RGB Sensor	Aided Sorting	Total
Computer Vision	x	0	0	0
Laser RGB Sensor	1: Would be less bulky of a setup and take up less size if it detected colour through this rather than a fully-functioning camera, which may require a lot more power as well	x	0	1
Aided Sorting	1: This method works with the skills that <u>ToroLUG</u> members <i>already have</i> with sorting, except it helps them speed it up. <u>ToroLUG</u> members may be more comfortable sorting pieces by hand into categories that they are free to change to their needs.	1: This method works with the skills that <u>ToroLUG</u> members <i>already have</i> with sorting, except it helps them speed it up. <u>ToroLUG</u> members may be more comfortable sorting pieces by hand into categories that they are free to change to their needs.	x	2



# RADII DECISIONS

I settled on the largest hole being 1.125 inches which is slightly smaller than a 4-stud diameter part (approximately 1.25 inches). I really didn't see a need to have an additional size above that. Parts that size and above are really quick to sort through. For the smallest size I chose 0.5 inches which is slightly smaller than a 2-stud diameter part (approximately 0.625 inches). Having these two sizes was good enough for me to get started and check the results. The hole sizes were also limited to the tools I had on hand.