

The Coven



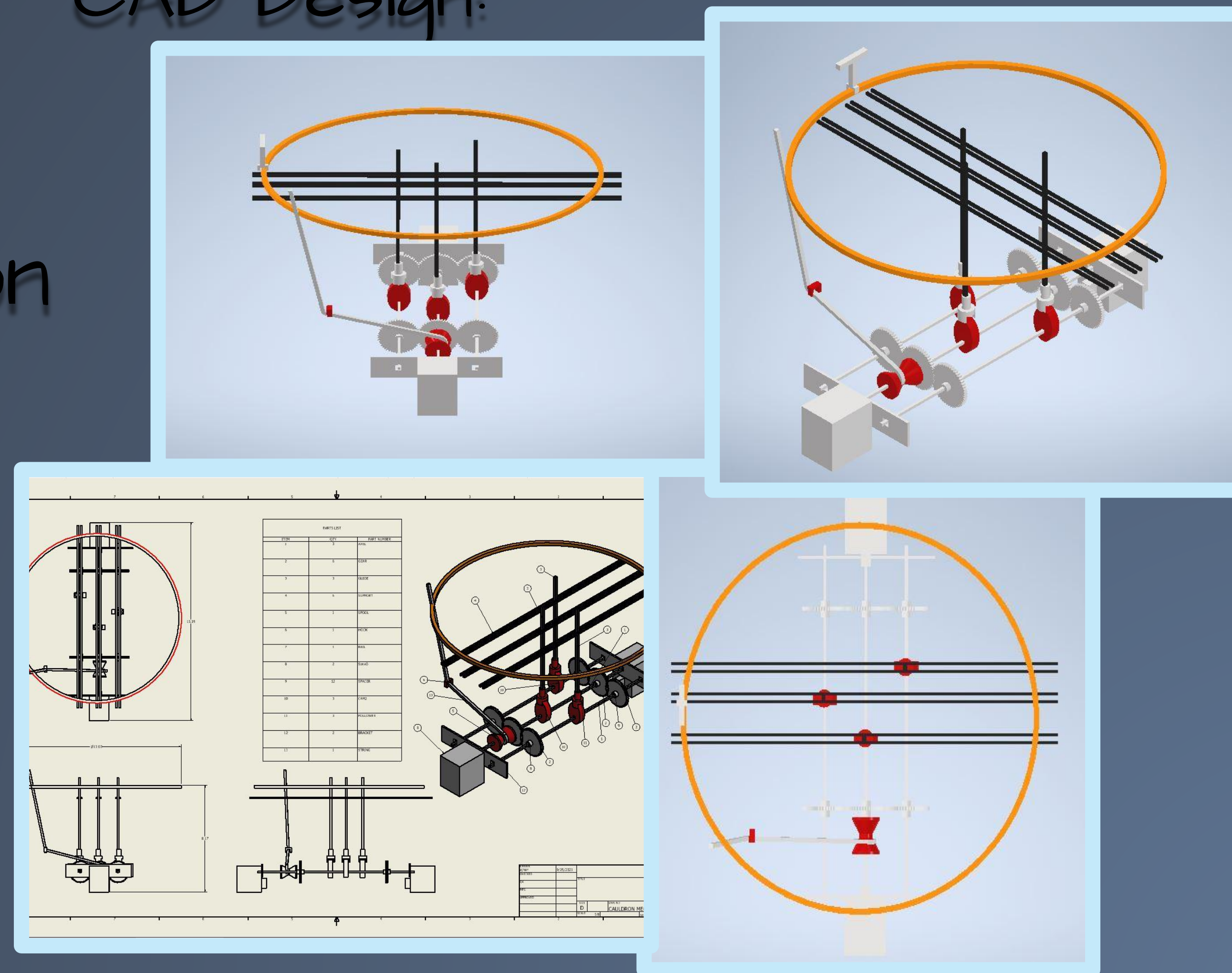
Araceli Aronin, Anneliese Hanson, Clare Hummer, Juliet Stansbury

Design:

A bubbling cauldron

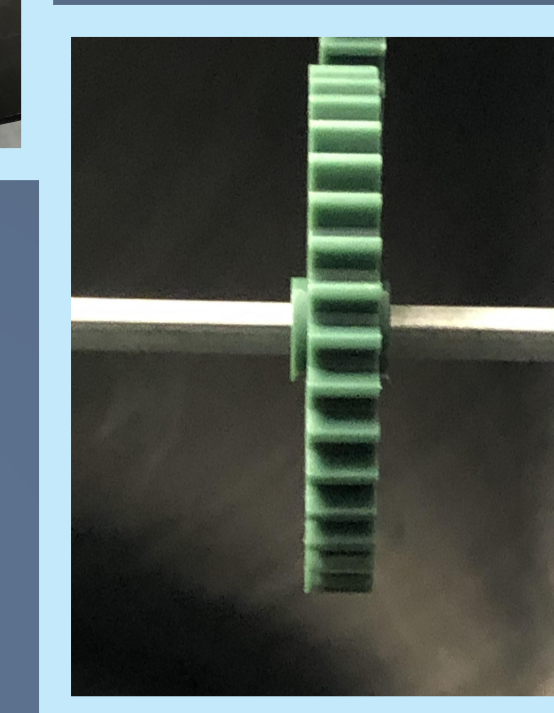
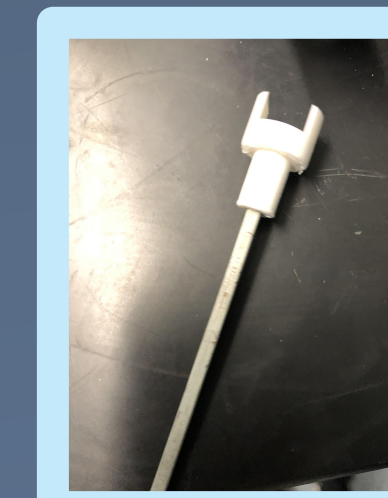


CAD Design:



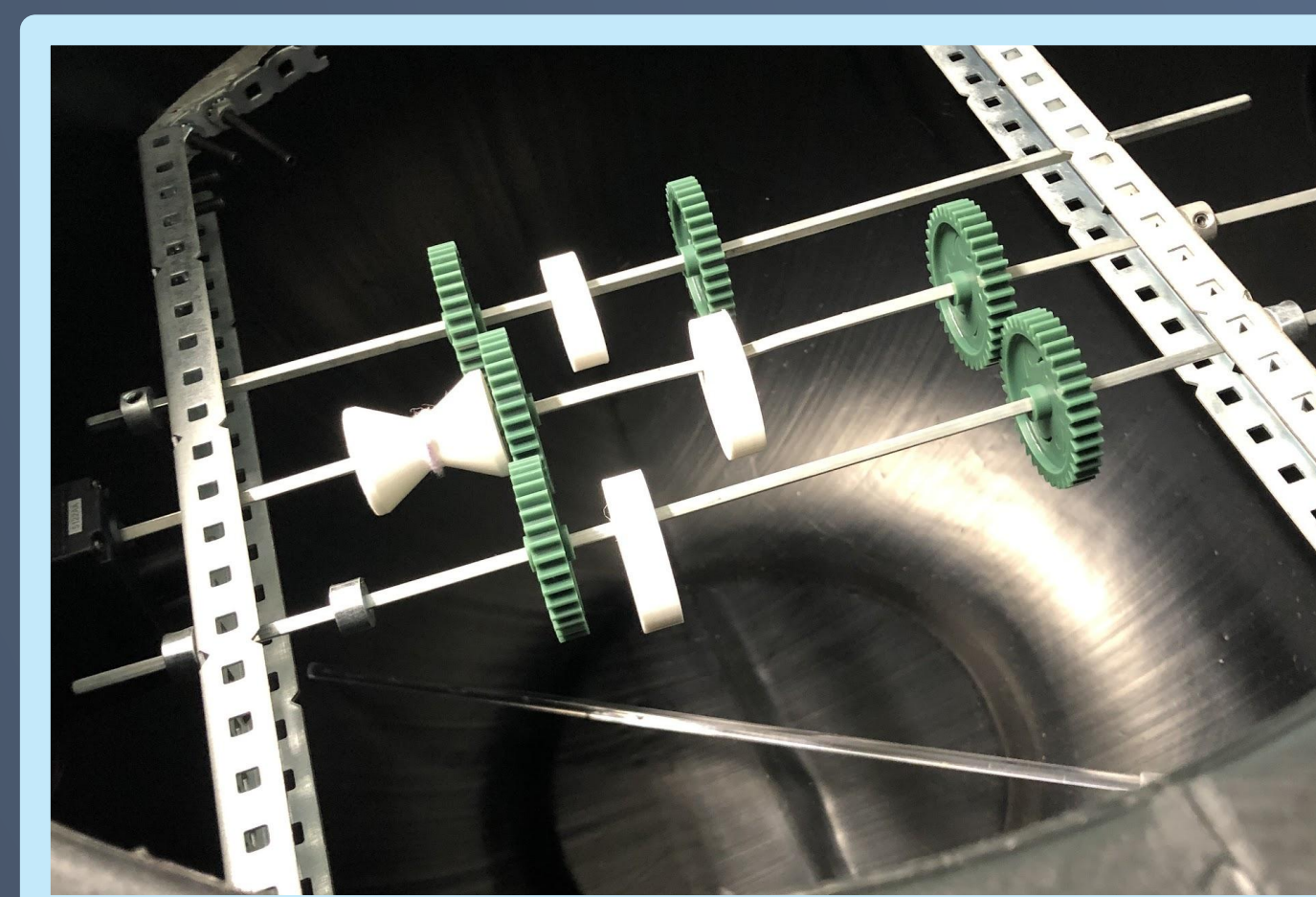
Parts List:

1. Cam
2. Axel
3. Gear
4. Guide
5. Support
6. Sirvo
7. Spacer
8. Follower
9. wire



Initial thoughts/Brainstorming:

- witches cauldron
- something inside that moves up and down. (like bubbles, skulls)
- cams inside
- Witch flying around the cauldron



Group Members::



Araceli Aronin

Builder, planner,
build designer,
Coder

Anneliese Hanson

CAD designer, 3D
printer expert, and
builder

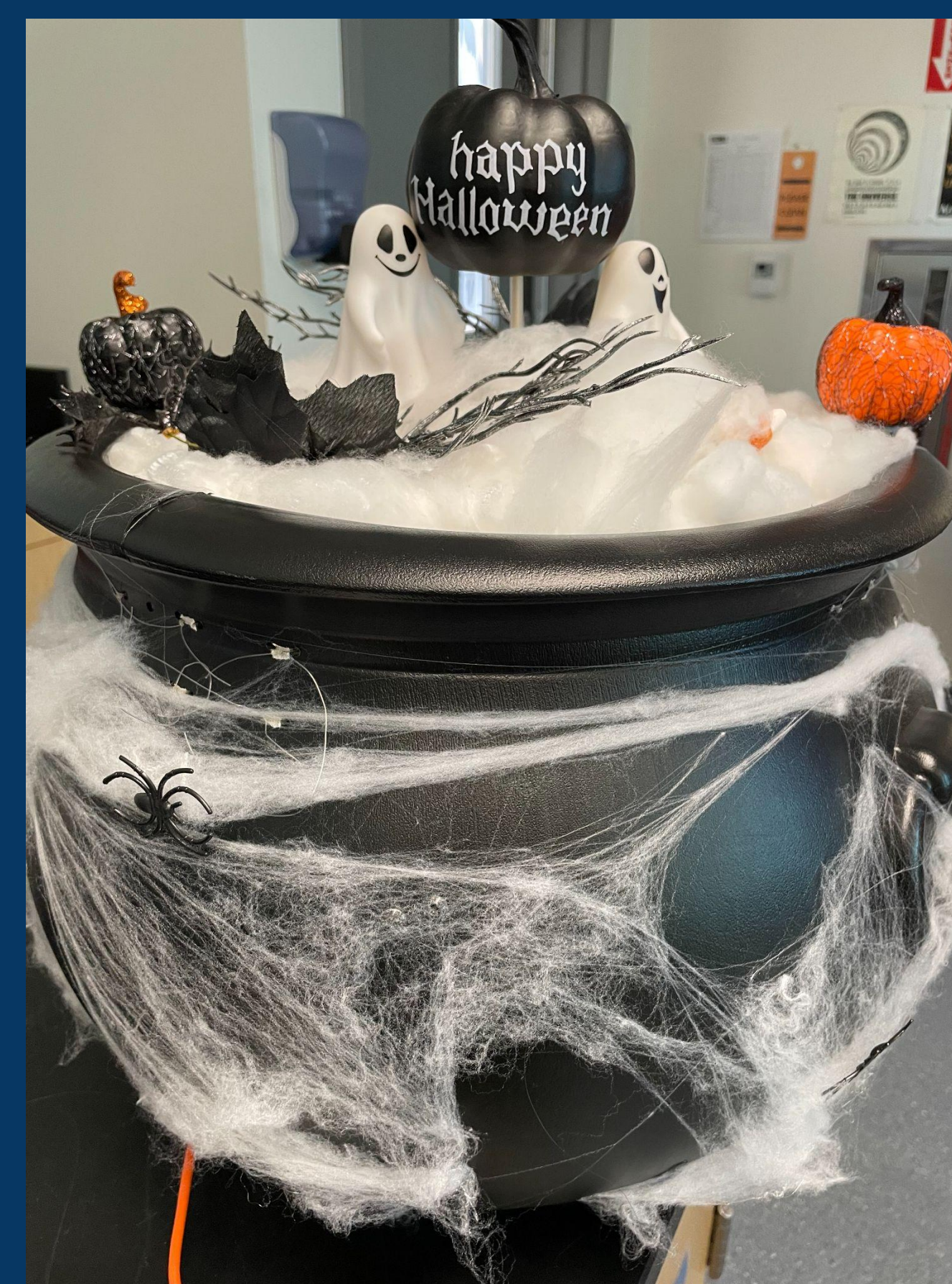
Clare Hummer

documentor,
builder,
presentations
creator, and
poster

Juliet Stansbury

Project manager,
calendar keeper,
presentations
creator, and
poster

FINAL PRODUCT!

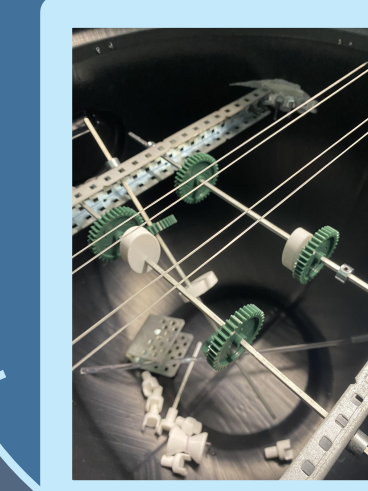
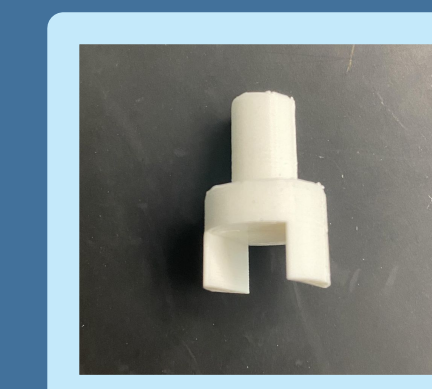


Design Process:

Define a Problem

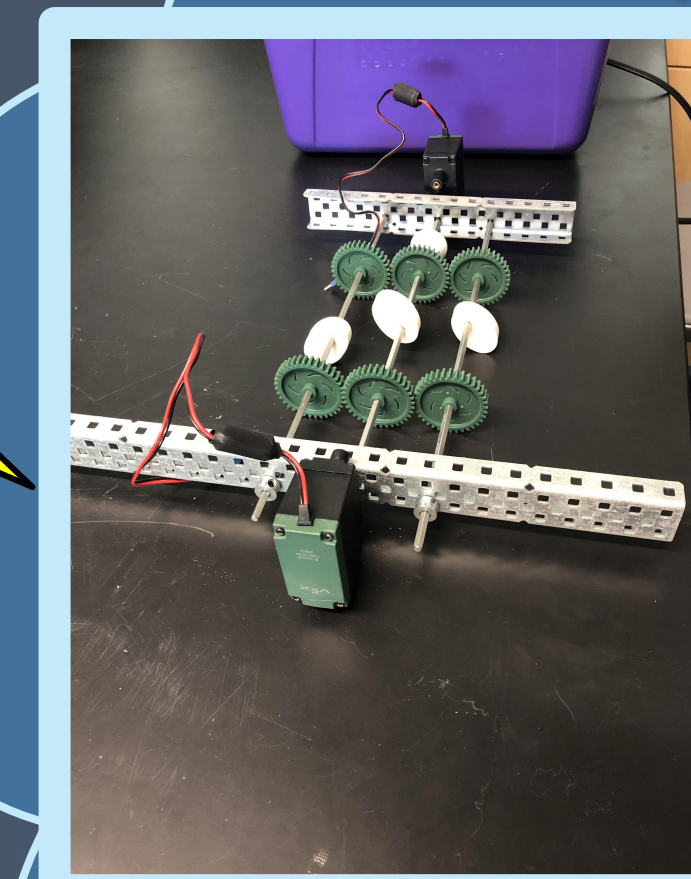
Need to create
a follower
system to
create effect
of a bubbling
cauldron

Brainstorming



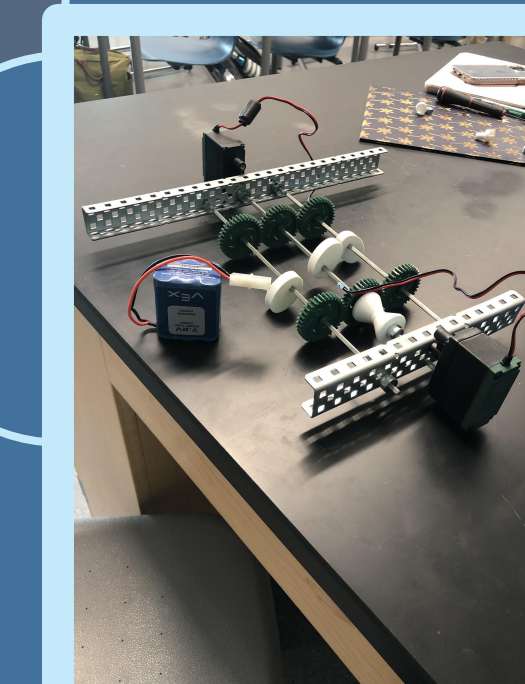
follower system
to follow cams
to create
bubbles, string
grid as a
stabilizer for
cam follower

Prototype

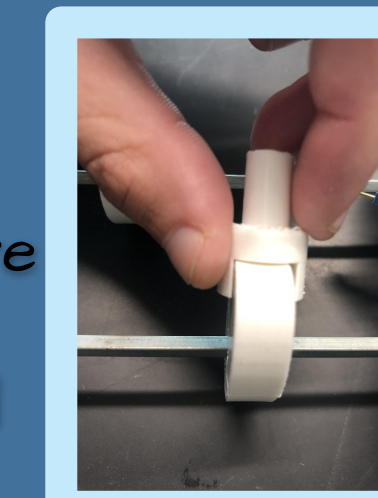


Created cam
mechanism
with axle
before
placing in
cauldron to
test before
setting it up
in cauldron

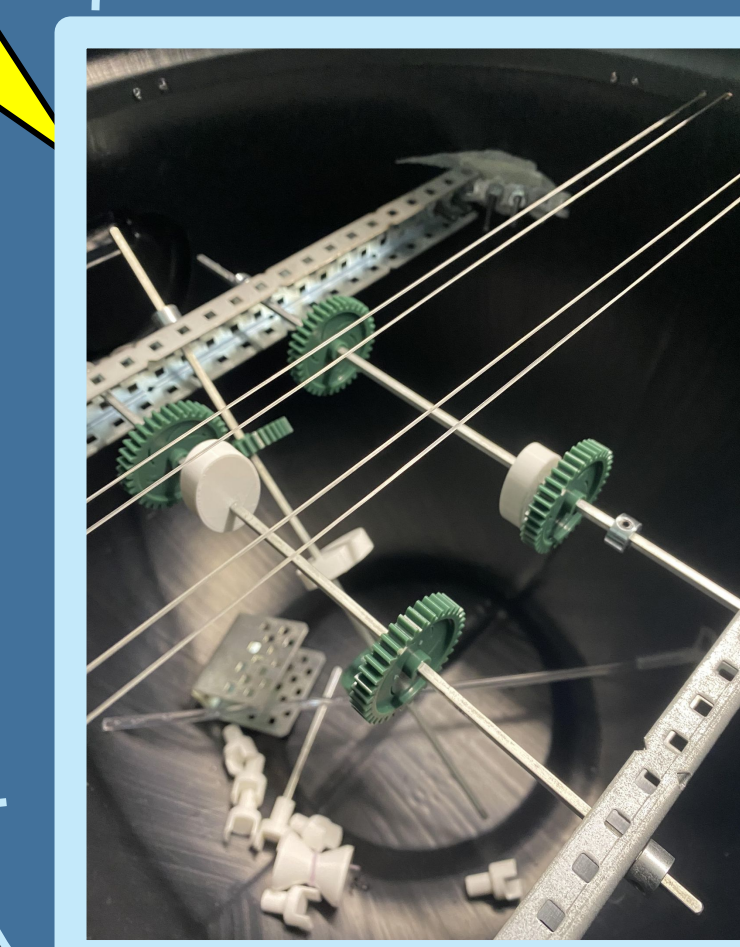
Test Solution



In testing, we
could not figure
out the witch
spinning around
the cauldron
and the witch
part was
scrapped



Solution



A cauldron
with cams
moving moving
pumpkins and
took out the
witch