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bi-stable mechanism

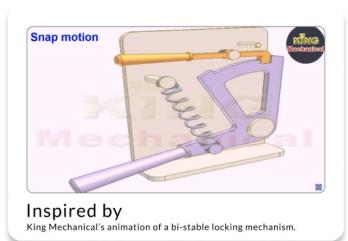
with Logan Panchot

Final Project

Demonstrated proficiency with 3D modeling and digital fabrication by designing and constructing a bi-stable mechanical device that switches between two unique states and visually displays an indication of its current state.

design concept

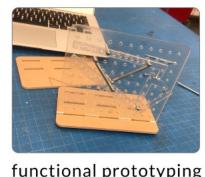
During our research, we discovered an animation of a mechanism that performed a dynamic snap motion, which generated great inspiration for our design. In retrospect, the user's physical interaction with the device could have been better considered in the beginning stages of design- an important lesson I will never forget.



learning from prototypes







functional prototyping gave us clear direction

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a problem of function

Our first design challenge was to find an elegant solution for applying downward force to the top lever arm, since the first model applied unwanted moments to the lever arm. To create a more controlled movement, we decided to push the arm from the top.











a problem of form

Our original design called for a square bolt and screw to anchor the spring to the bottom lever arm, but the rugged construction clearly diminished the aesthetic we were trying to achieve. By custom designing a solution we achieved a sleek appearance without redesigning any existing parts.









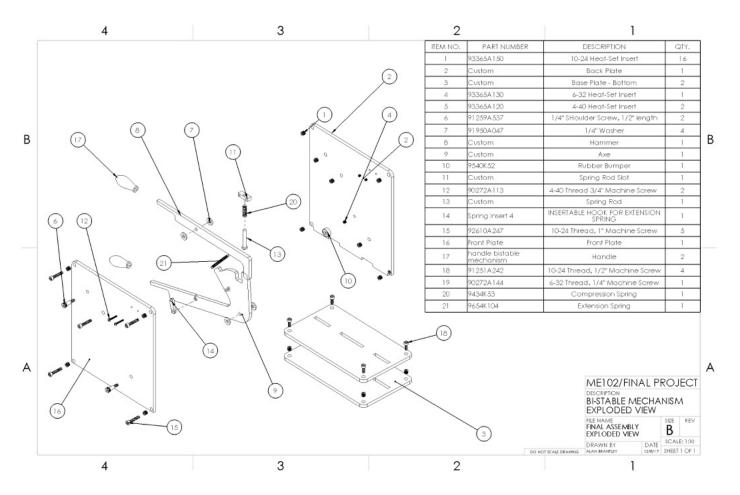
finding meaning

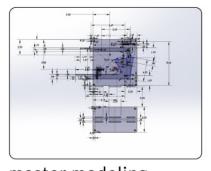
I loved this part of the project because I was completely engaged. I had a vision and was determined to achieve no less. Alan Brantley me 102 | fall '19

cad assembly and bill of materials

The final model consists of 87 individual parts and is made primarily of 1/4" acrylic. In total, four components were 3d printed and the rest was purchased or formed with a laser cutter.



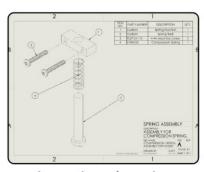




master modeling propagate changes through model



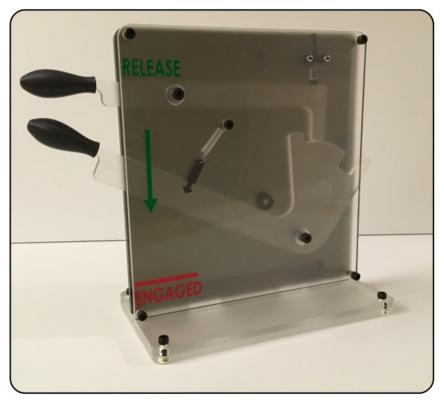
model assemblies ensure precision fitting

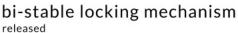


engineering drawings communicates intent

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maker's delight



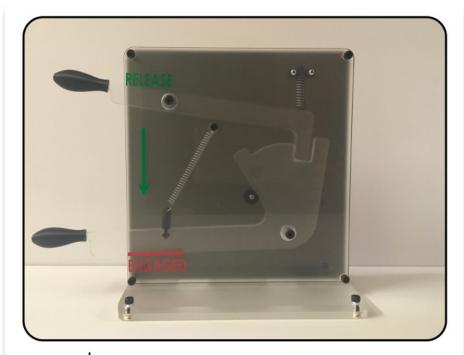




meet the maker

reflection

The precise snapping motion achieved was deeply satisfying. Designing parts to meet specific challenges was exhilarating and I found myself always wanting to be working on the problem in my free time. It was the first time in my college career that I felt 100% engaged and in the flow with a project as more than an assignment.



engaged