

Assemble the World

Icebergs - Jackson Greer, Areeb Rohilla, Anaya Tandel

Components and Makers

Drill Rig Tread Holder - Jackson

Boat Haul - Areeb

Fishing Rod - Ananya

Drill Rig Body - Jackson

Sail Boat - Areeb

Submarine - Ananya

Drill Rig Drill - Jackson

Fish - Jackson

Locker Insert Parts - Jackson

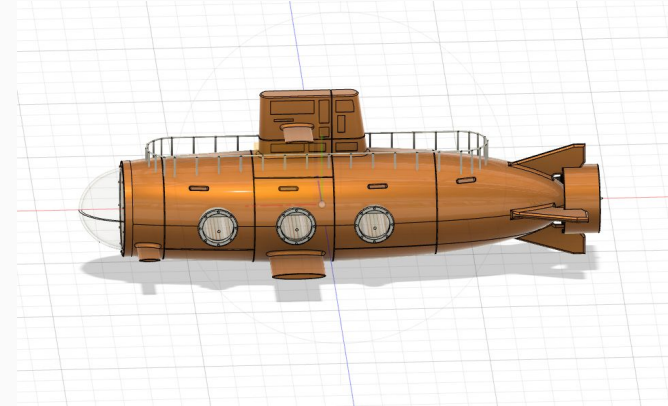
Outside Models

Submarine Model by John Harris was used from Autodesk Online Gallery

Open Source Link:

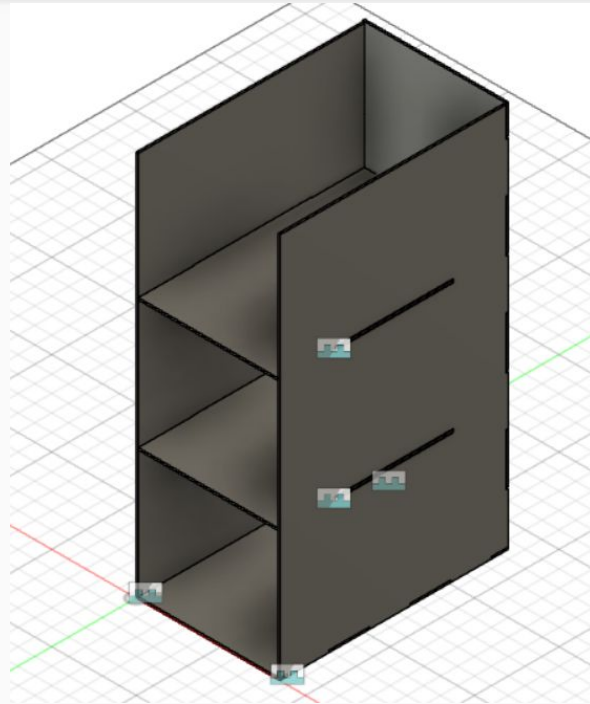
<https://gallery.autodesk.com/fusion360/projects/47435/submarine-2>

(will be scaled to an appropriate size)



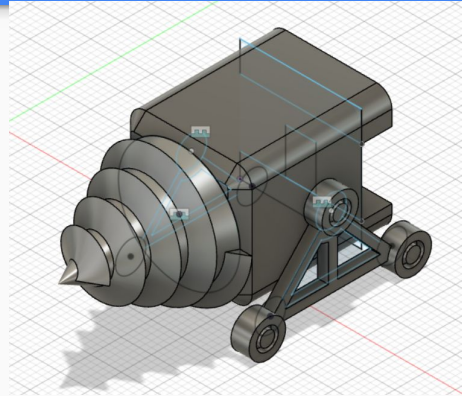
Locker Insert Assembly

This assembly was made by taking the parts of the Locker insert and using the basic joint too to join it all together. We plan on making the assemblies on each floor plan and then adding them to the locker insert assembly.

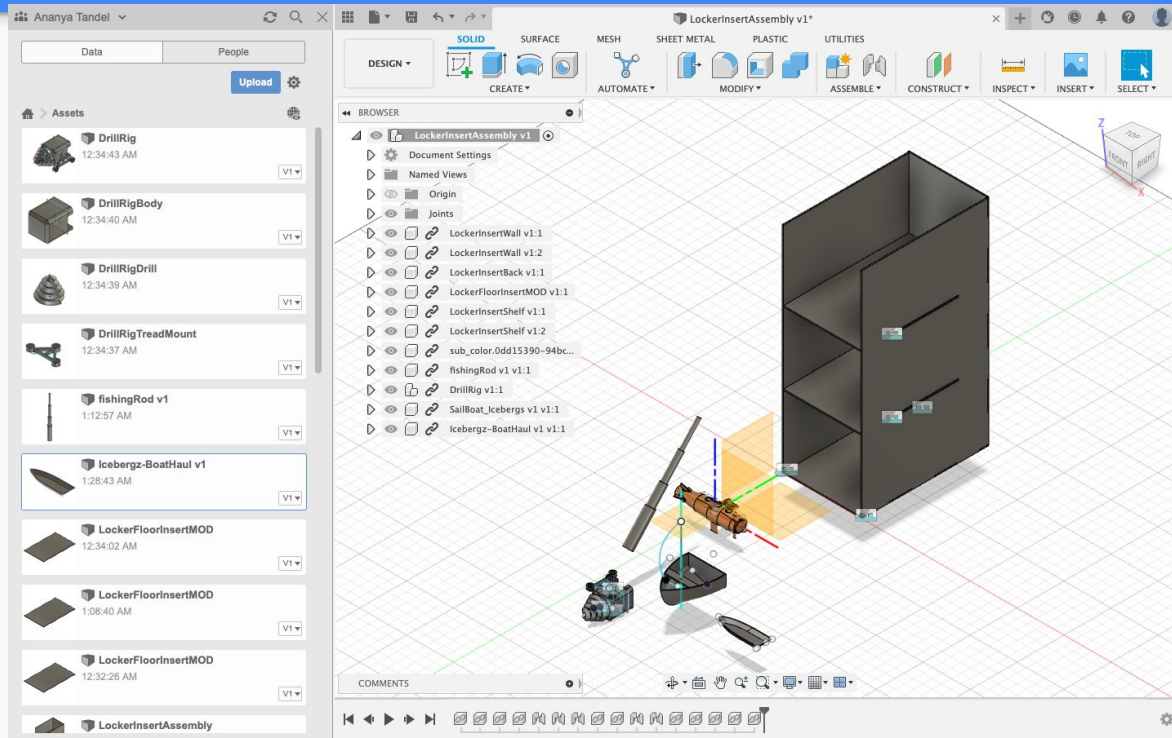


Vehicle Assemblies

The drill rig was also created with basic joints, most often centered on the other part



Final Assembly



Assembly VS The Real Thing

How does the model in Fusion differ from your actual build?

Our model in Fusion varies a little bit in scale and once we are finalized on all of the objects' dimensions. Since we were creating the objects individually from the locker file, it was difficult to conceptualize the correct dimensions so the object in our world would look proportional to everything else inside of it.

Reflection

1. Percentage of work completed by each team member
 - a. Jackson: 40%
 - b. Areeb: 30%
 - c. Ananya: 30%
2. What do you enjoy?
 - a. We enjoyed being able to put all of our individual pieces together into one cohesive environment. It makes it easier for us to assess what has already been completed and what needs to be done.
3. What did you find difficult?
 - a. We found it difficult to find the correct scaling so the objects would be proportionate to each other and it was hard to conceptualize how big or small the objects would look in real life.
4. If you were given another chance, what would you do differently?
 - a. If we were given another chance, we would try to establish some sort of scaling beforehand so we wouldn't run into this problem now.