
Mario Moving Bridge

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Brief Prepared By Kaniesa

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Project Objective

The goal of the Mario Moving Bridge is to provide joy and entertainment to all children and adults alike.

With the Mario Franchise growing bigger everyday, our product will become a fun collectable that is also unique.

Unlike other merchandise, our bridge includes many details and even an aspect of movement within the bridge to engage users.

Mario fans everywhere will find enjoyment through our Moving Mario Bridge!

Research & Ideas

Research & Ideas I

Since the start, there had been interest in creating a structure mimicking a real-life large structure, one also that involves some form of movement.

Upon agreeing on the importance of aesthetics, we brainstormed potential themes, and landed on the idea of Mario-themed project.



Research & Ideas II

After continued discussion, we decided to create a bridge. During the designing process, we looked at many Mario-inspired creations and drawings, as well as the games themselves to ensure accuracy!



Research & Ideas III

Of course, to include the movement aspect into our bridge, we decided to use a crank and gear system moving the bridge through conveyor belt. However, to challenge us further, we looked into having the bridge able to move both forwards and backwards at the exact same time. We researched types of gear set ups, and eventually discovered bevel gears.

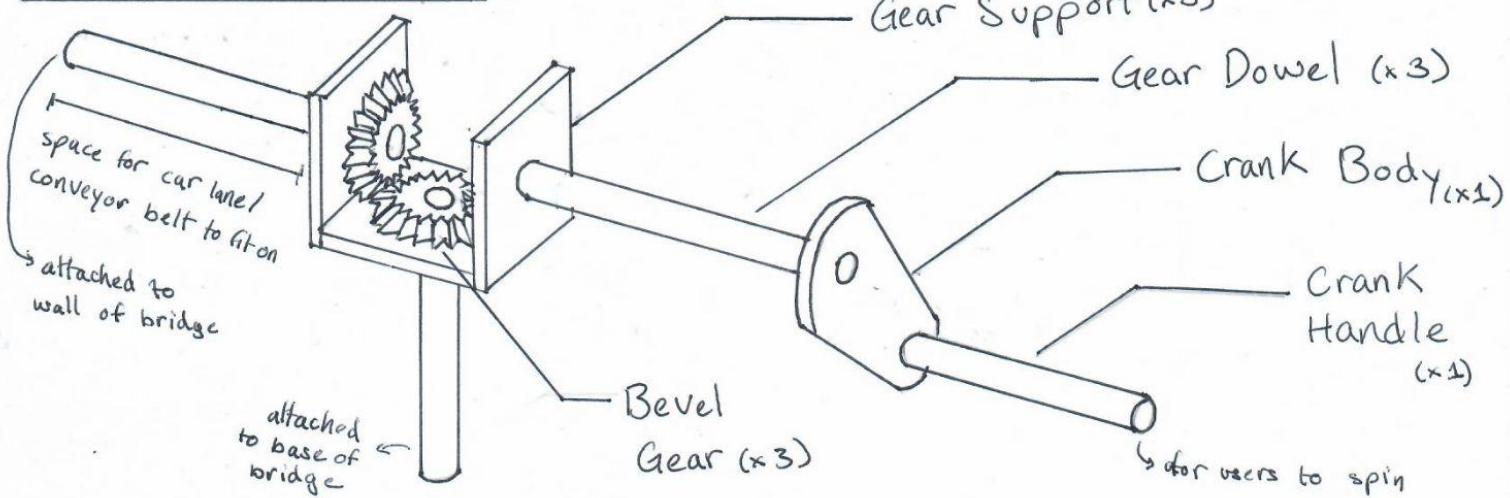


Hand Drawings

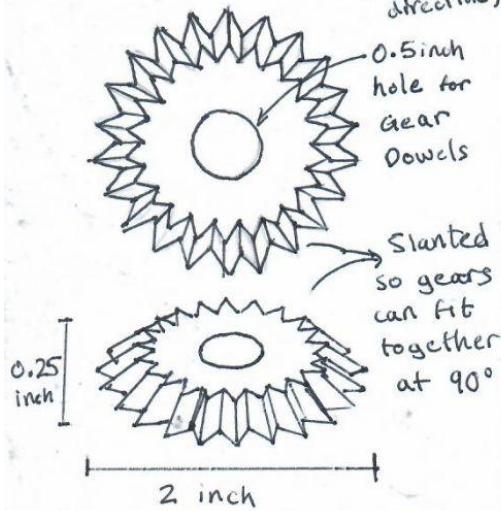
HAND SKETCH #1

-Crank Gear System Drawings-

ISOMETRIC VIEW (individual parts below this)



BEVEL GEAR (to rotate conveyor belts in opposite directions)



GEAR DOWELS

Long Dowel - 11.5 inch

↳ not on diagram above, on opposite side holding other end of conveyor belt up

Gear Dowel - 5.25 in



Gear Dowel for HANDLE - 6 in

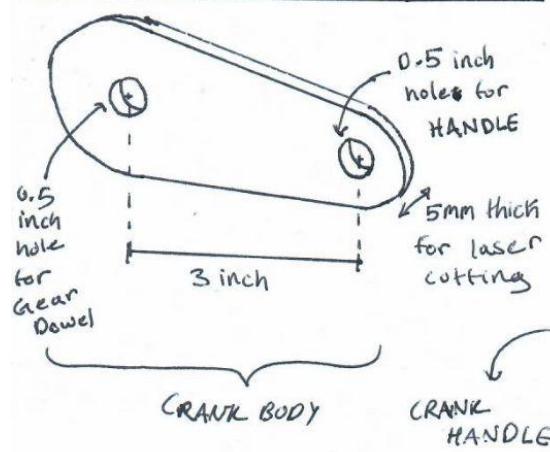
↳ on opposite ends, one is longer because also attached to handle

Gear Dowel for BOTTOM - 4 in

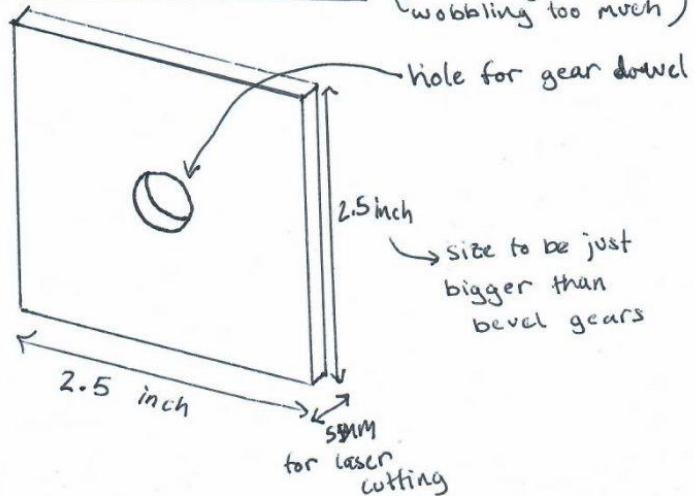
↳ smallest, attached to base of bridge

- All dowels drawn (roughly) to scale relative to each other
- All have diameter of 0.5 inch.

CRANK HANDLE + BODY (for user to spin/move project)

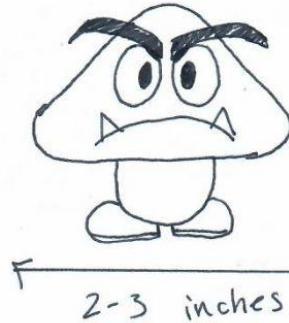


GEAR SUPPORTS (prevents gears from wobbling too much)

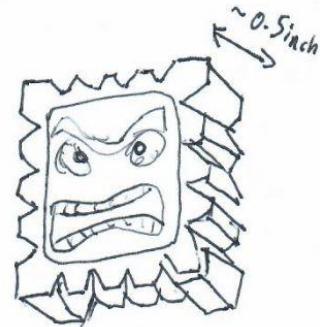


HAND SKETCH #2

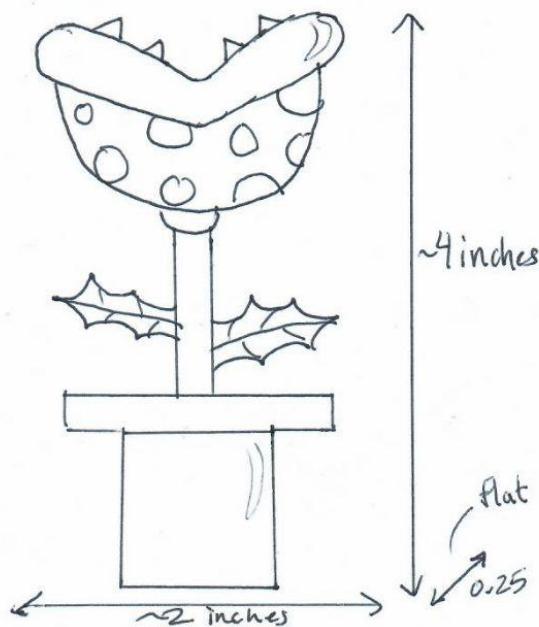
- Decorations -

GOOMBA

- A small, grumpy fellow with a heart of gold and a tendency to attack similar to the Canadian Geese
- 3D printed feet

THWOMP

- Yet another grumpy fellow, but ~~not~~ not as small
- A protector of the bridge
- Cut from Card board

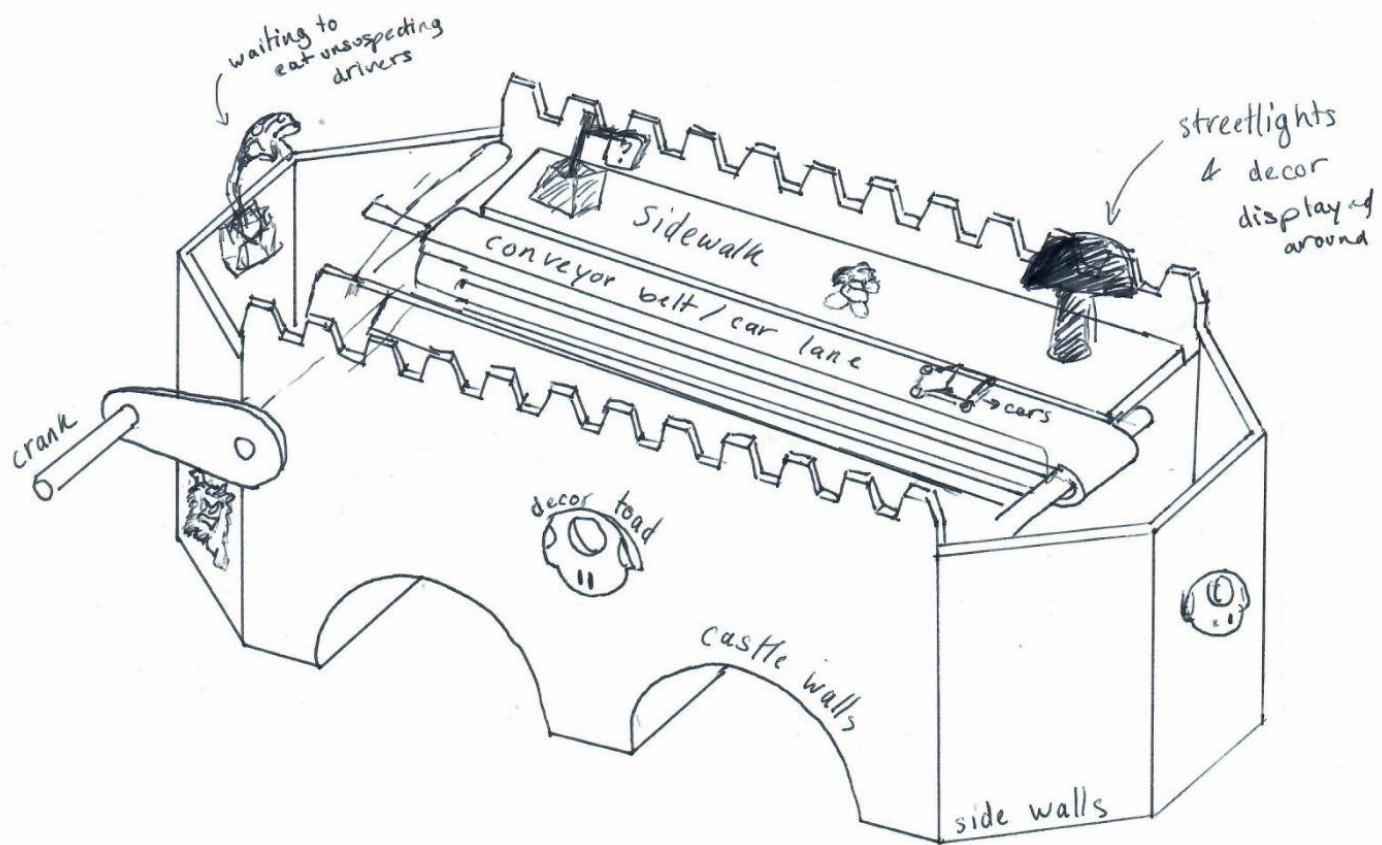
PIRANHA PLANT

- Not as grumpy as the two above, but does chomp at anyone/anything indiscriminately
- Also cut out of cardboard
 - ↳ use multiple layers for teeth, spots
- have plant itself flat
 - ↳ maybe pot be 3D constructed with cardboard...

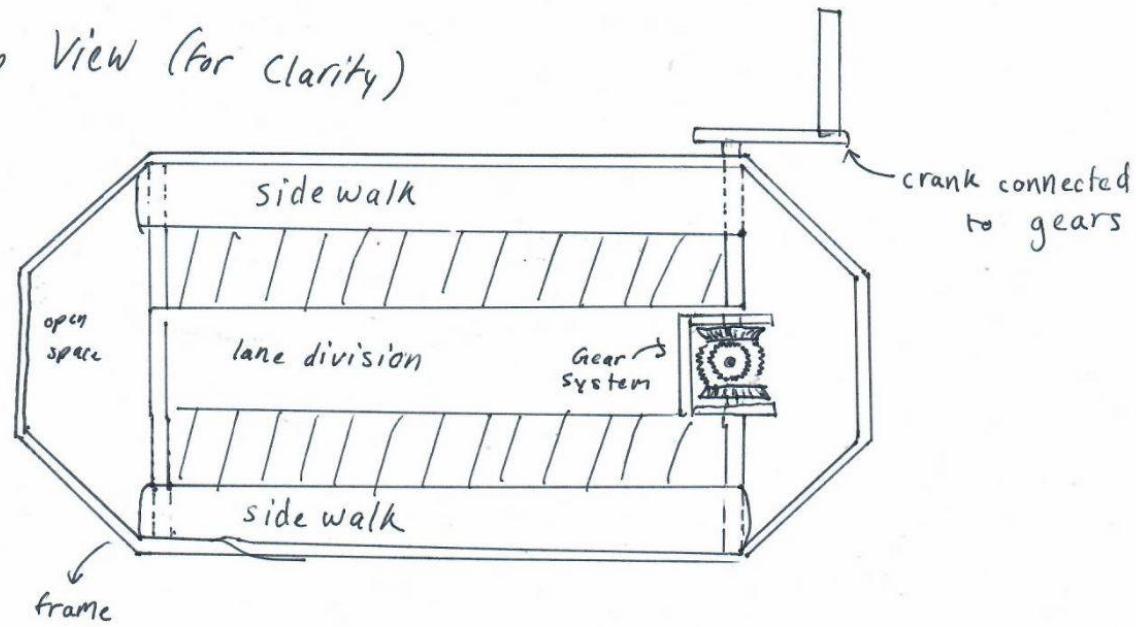


HAND SKETCH #3

- Full Isometric View -



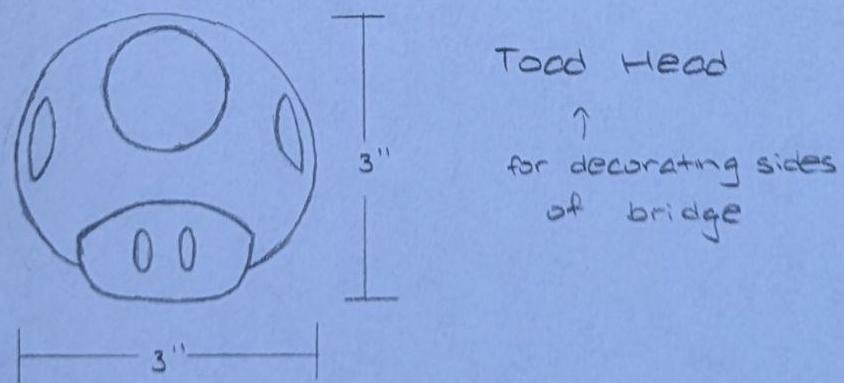
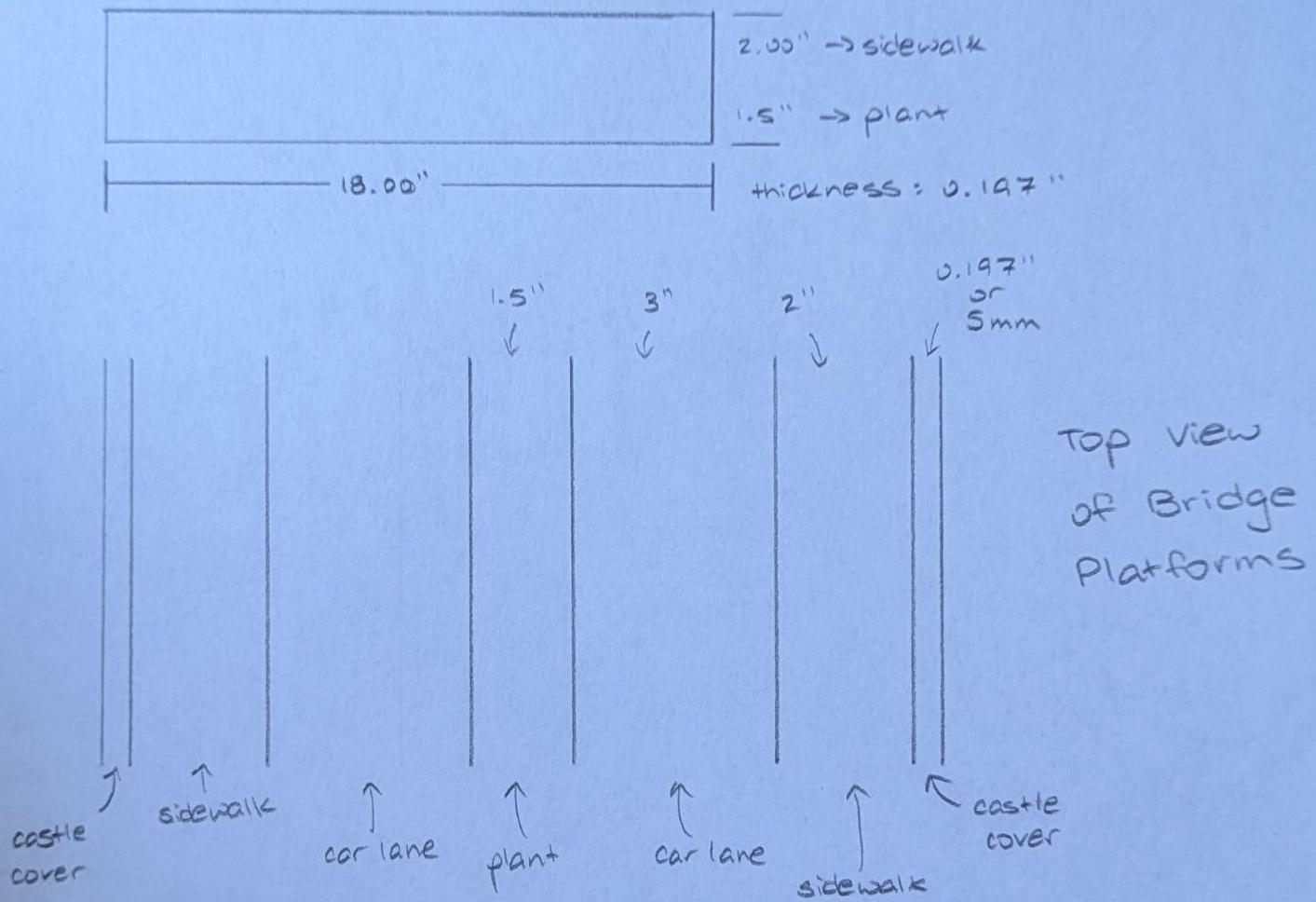
Bonus Top View (for Clarity)



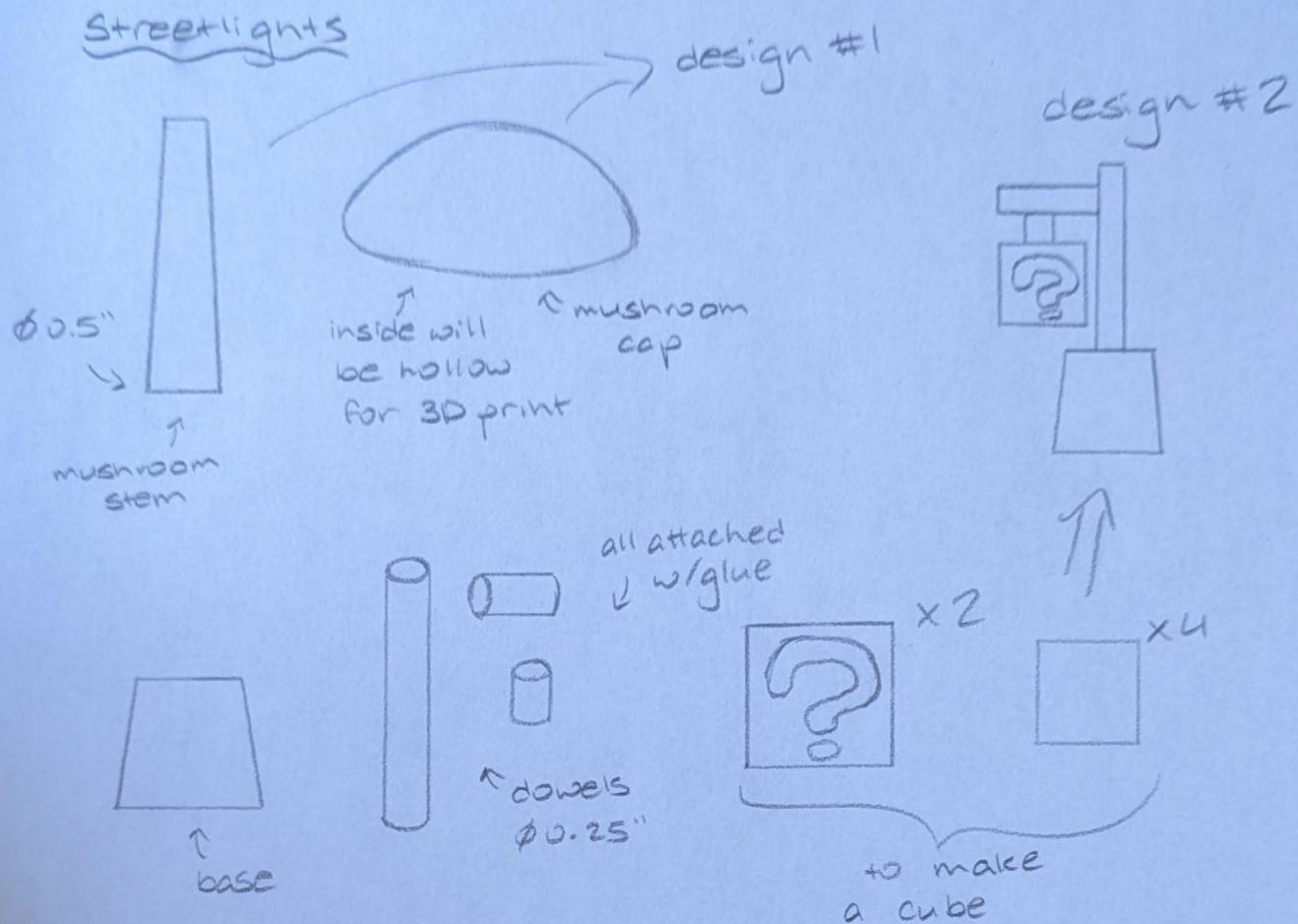
= car lane / conveyor belt

Ashley - Hand Drawing #1

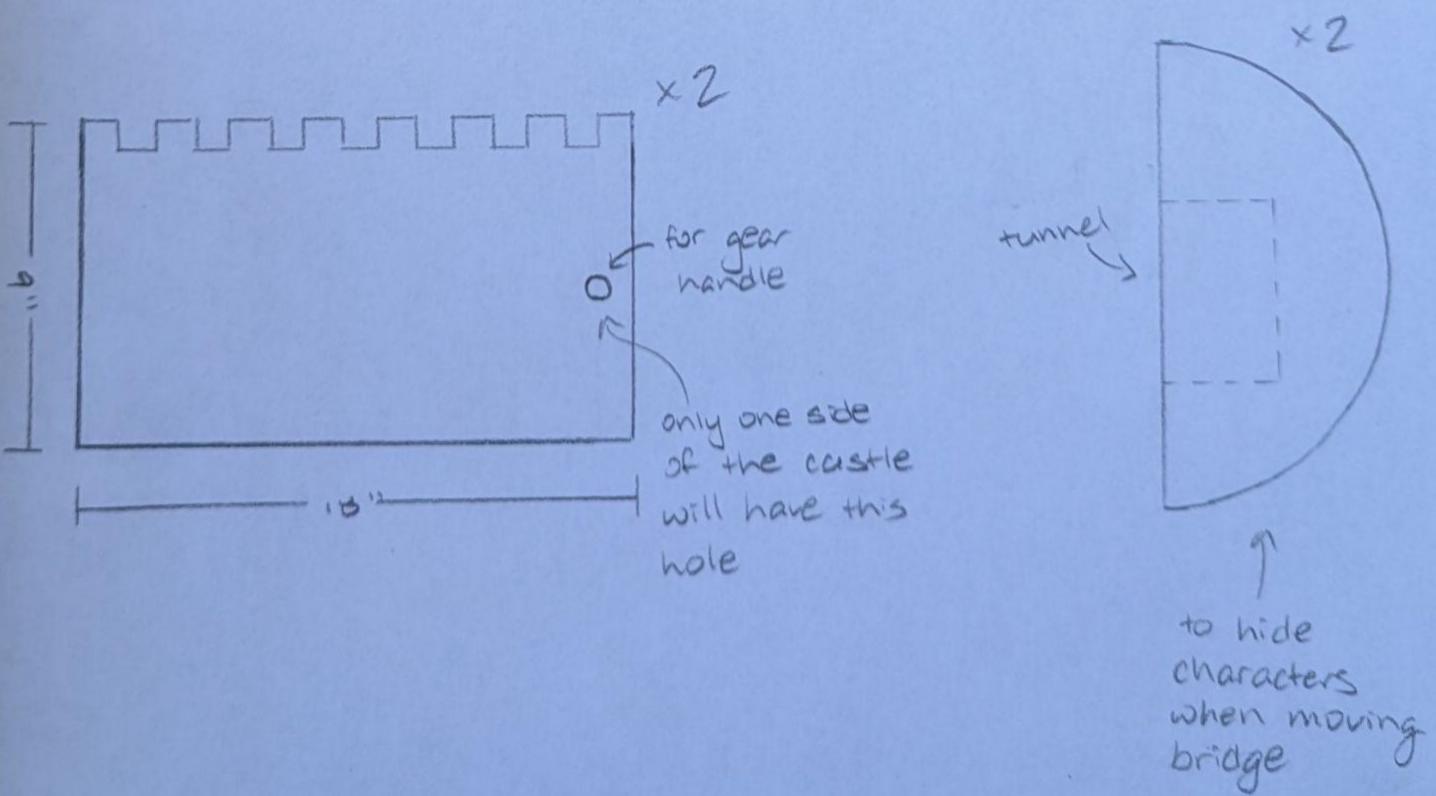
Sidewalk + Plant Platform



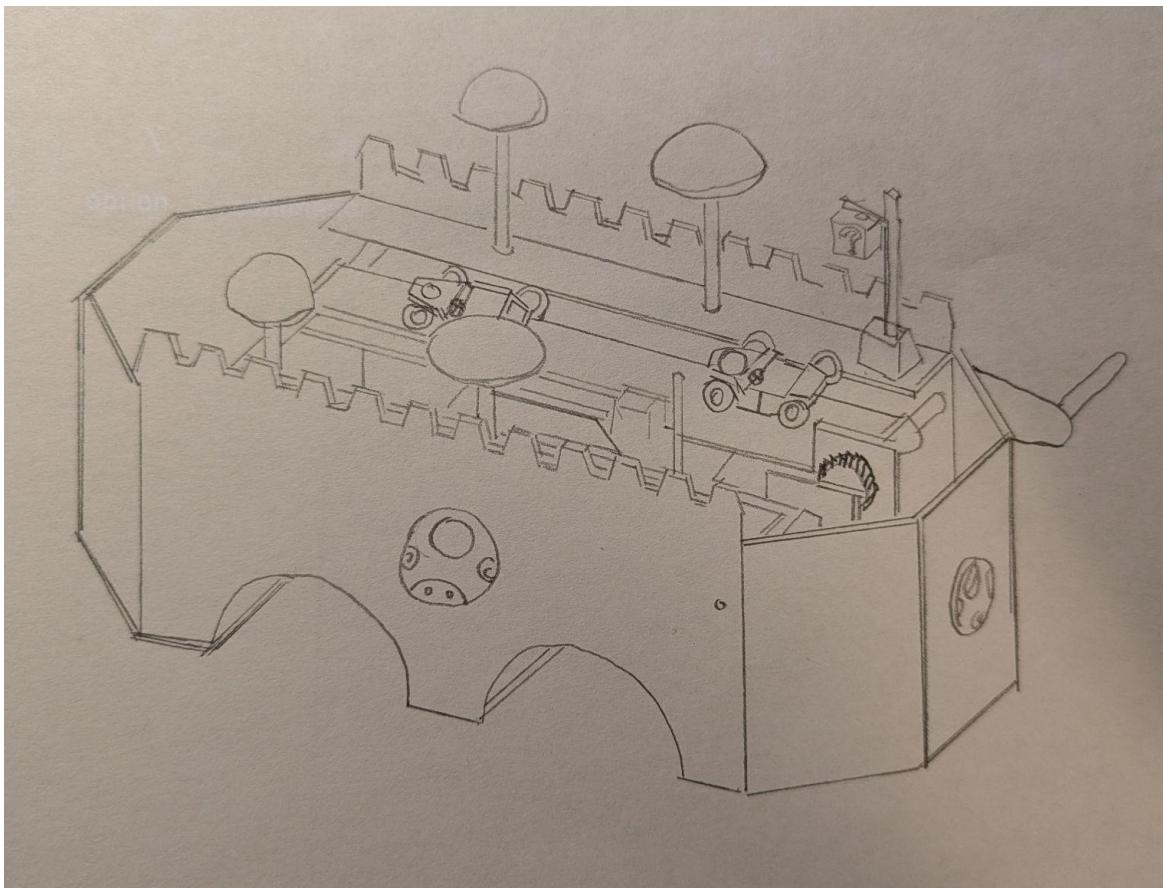
Ashley - Hand Drawing #2



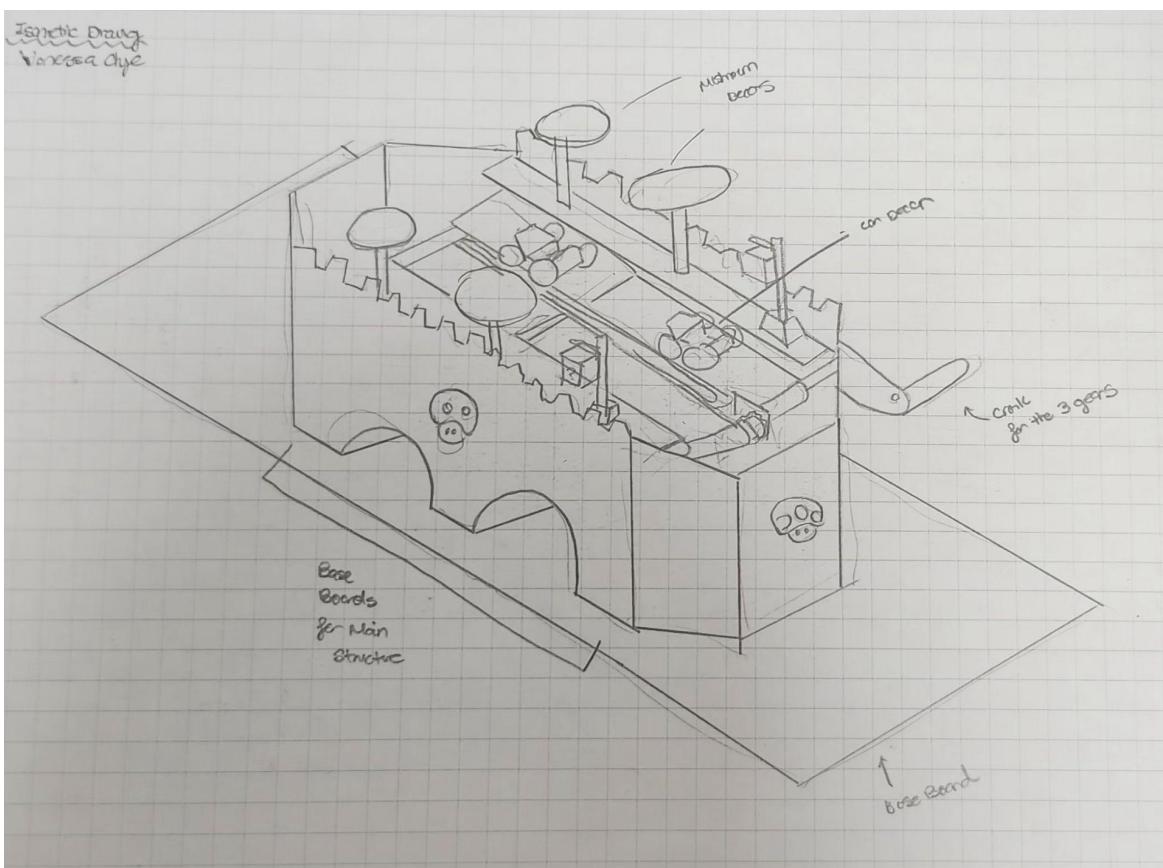
Castle



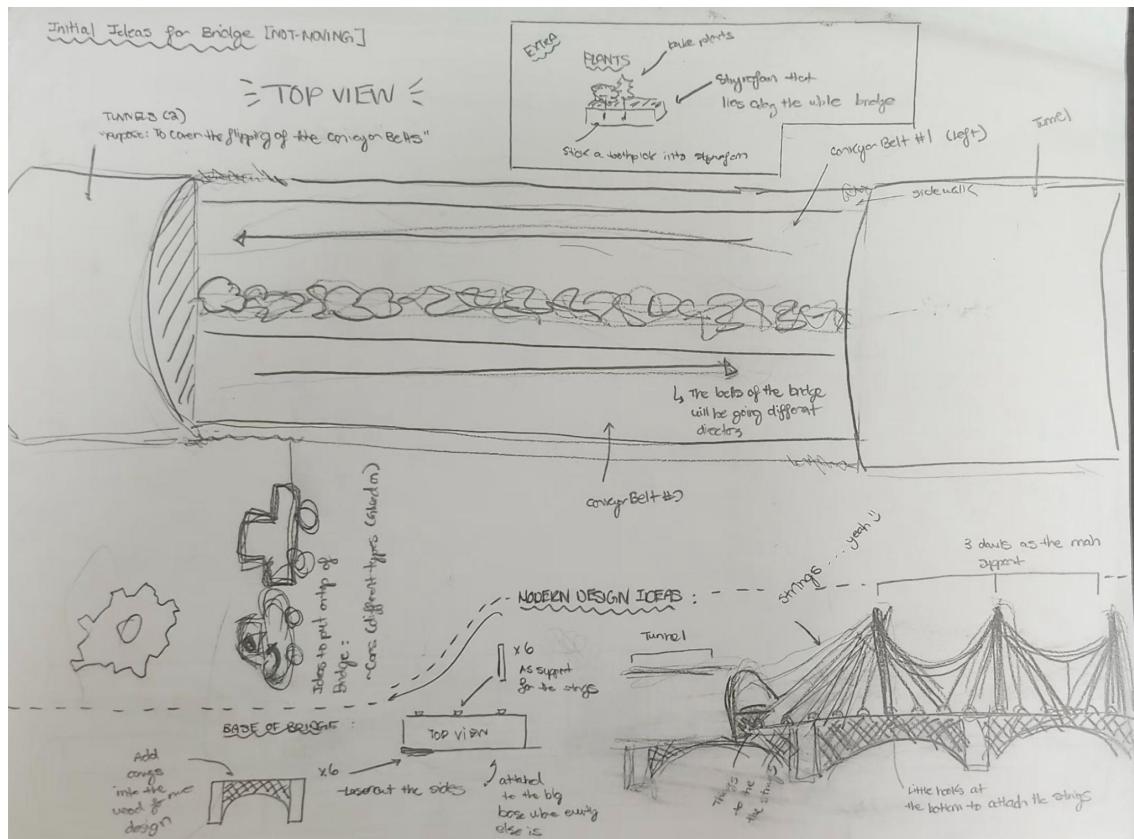
Ashley - Hand Drawing #3



Vanessa - Hand Drawing 1



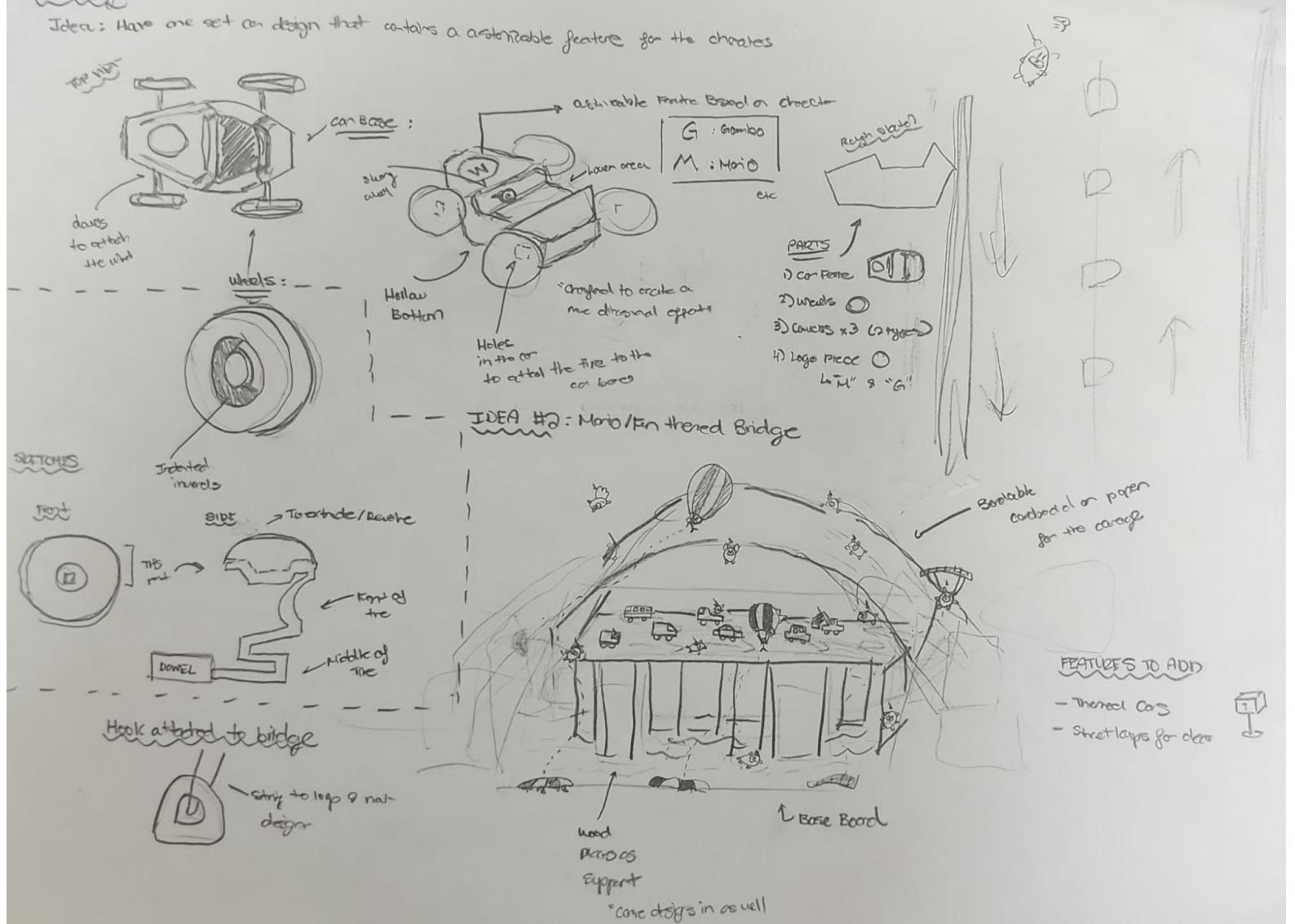
Initial Ideas for Bridge [NOT-MOVING]



Vanessa - Hand Drawing #2

car designs

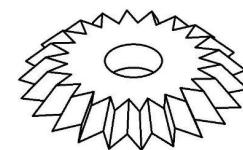
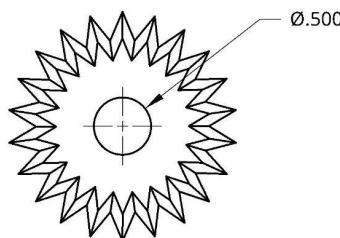
Idea: Have one set car design that contains a customizable feature for the characters



Technical Drawings
- Kaniesa -

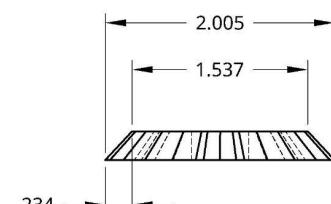
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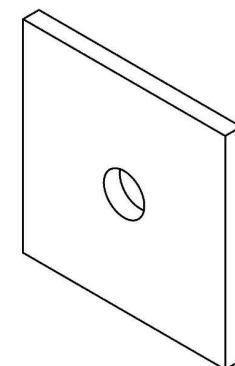
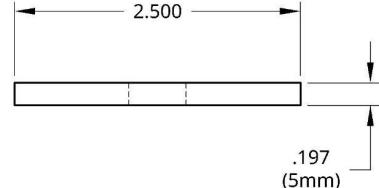


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APPROVED			
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BREAK ALL SHARP EDGES AND REMOVE BURRS			
THIRD ANGLE PROJECTION	MATERIAL	FINISH	SIZE A DWG NO. REV.
			SCALE 1:1 WEIGHT SHEET 1 of 1

Bevel Gear
[TDJ4MI Final Project]

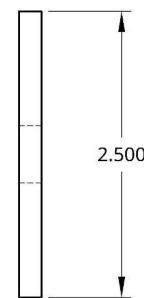
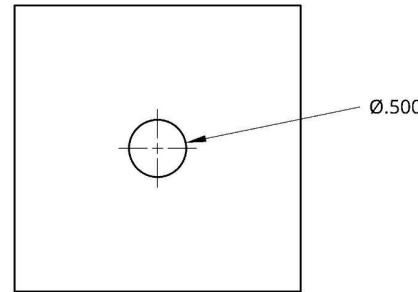
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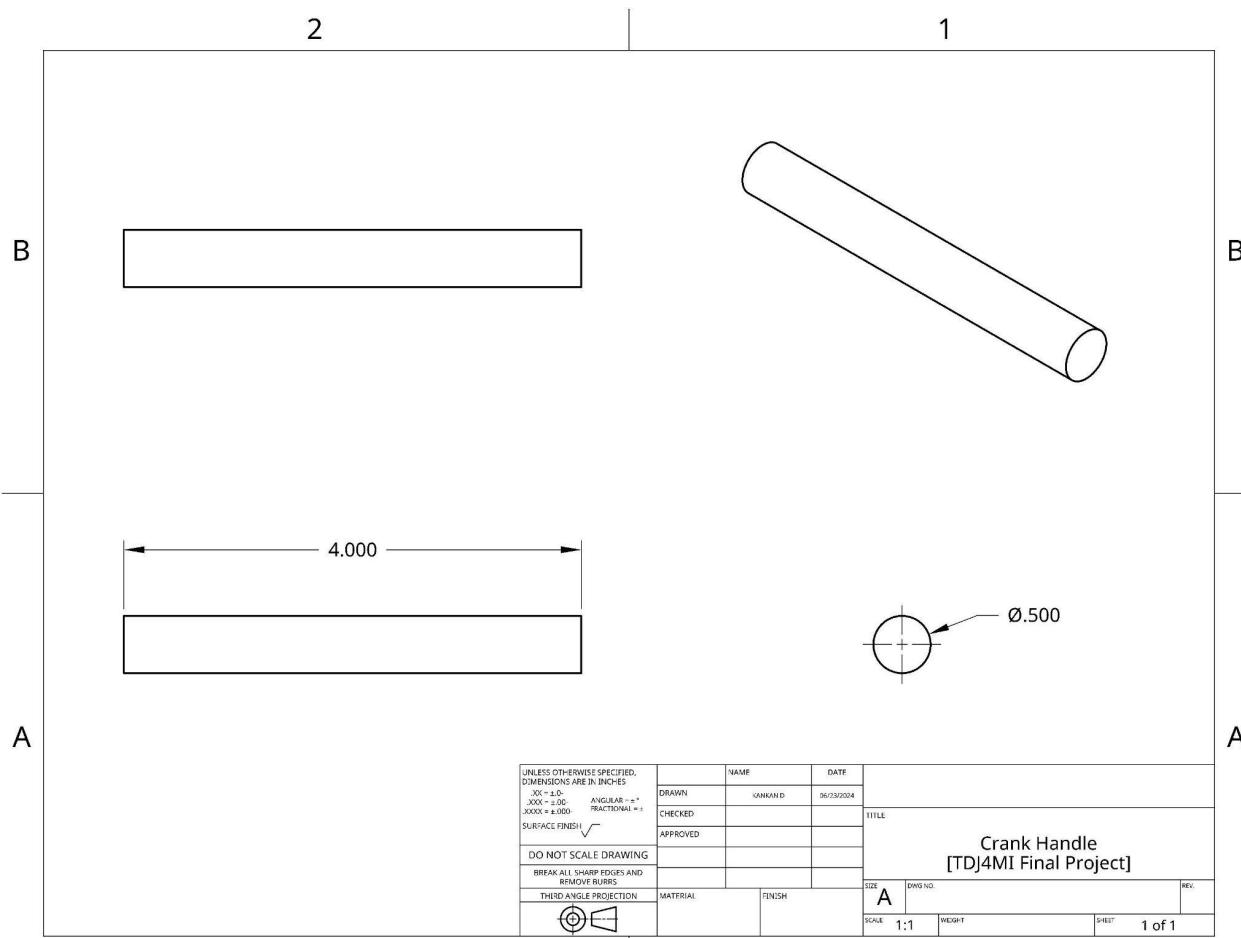
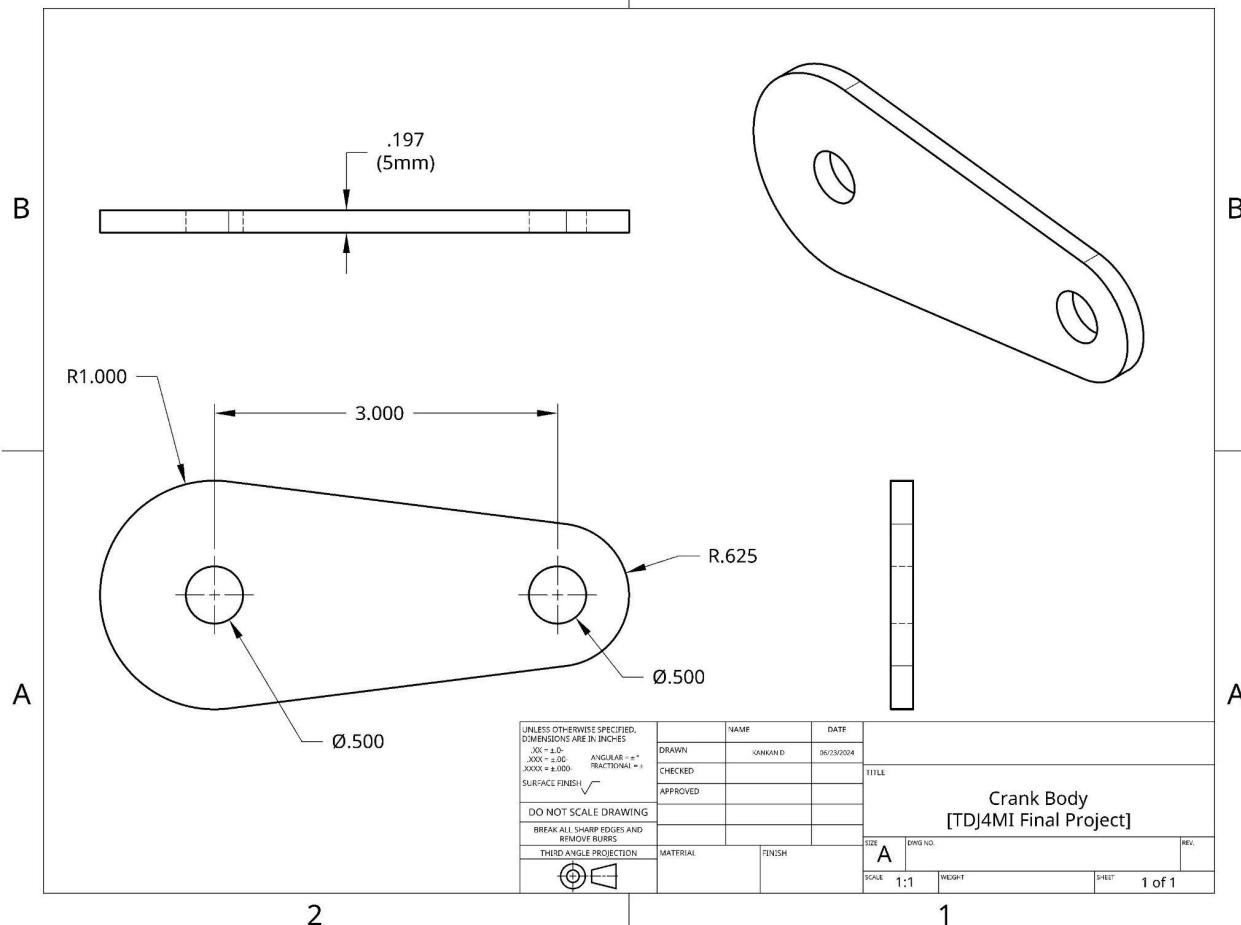
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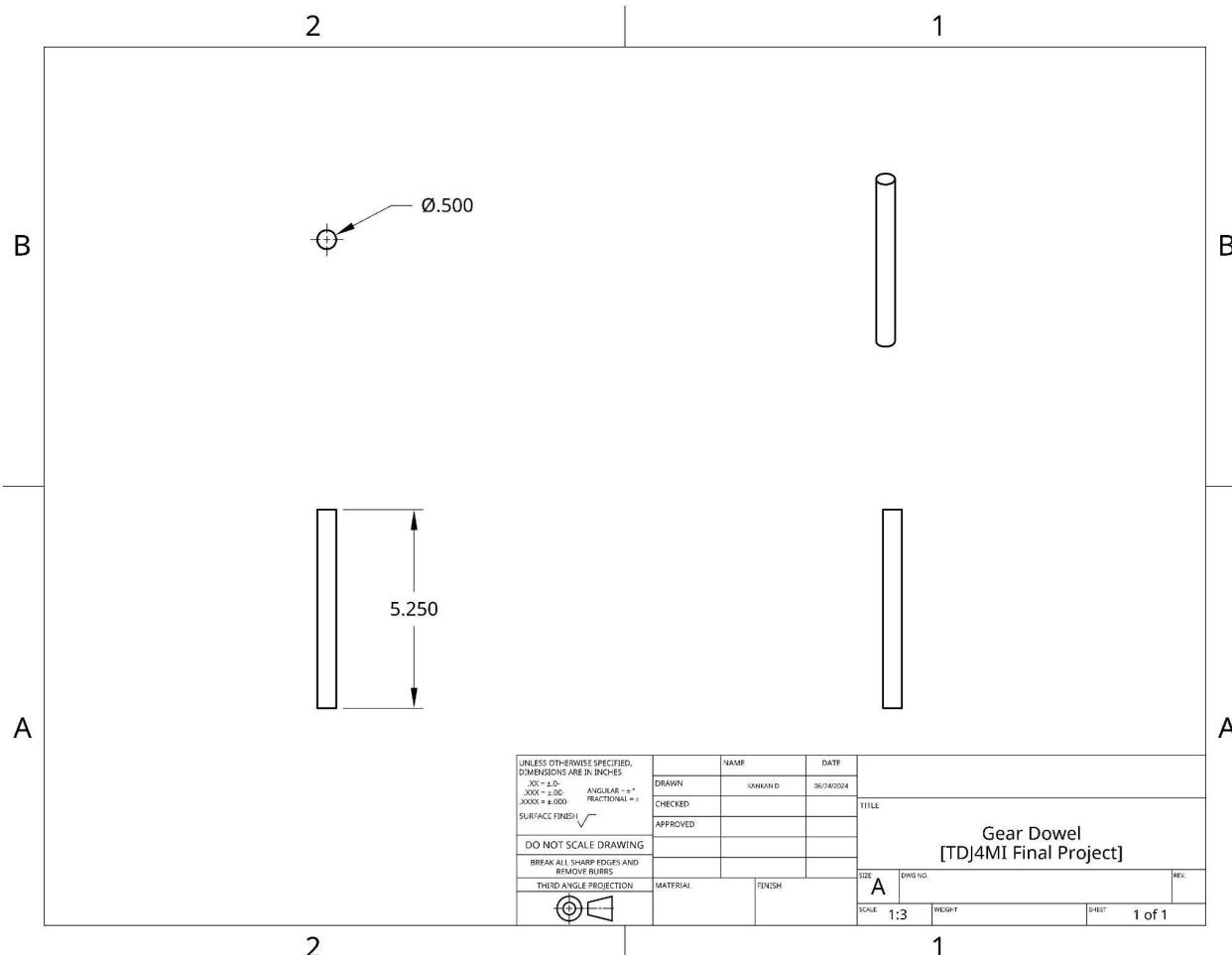
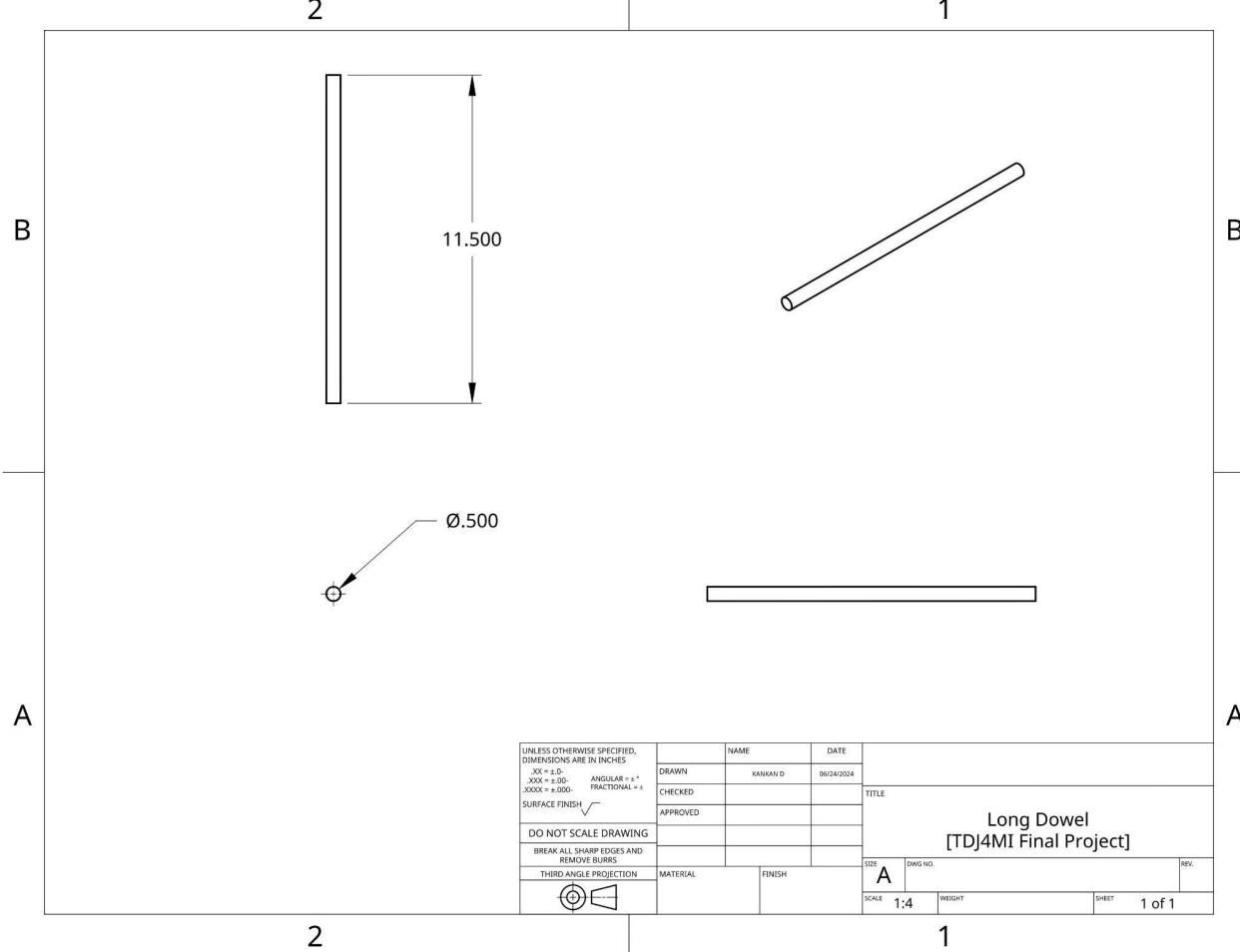
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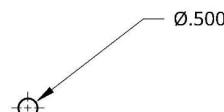
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BREAK ALL SHARP EDGES AND REMOVE BURRS			
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			SCALE 1:1 WEIGHT SHEET 1 of 1

Gear Support
[TDJ4MI Final Project]



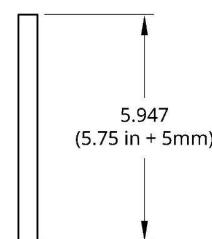


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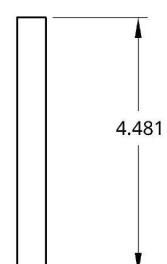
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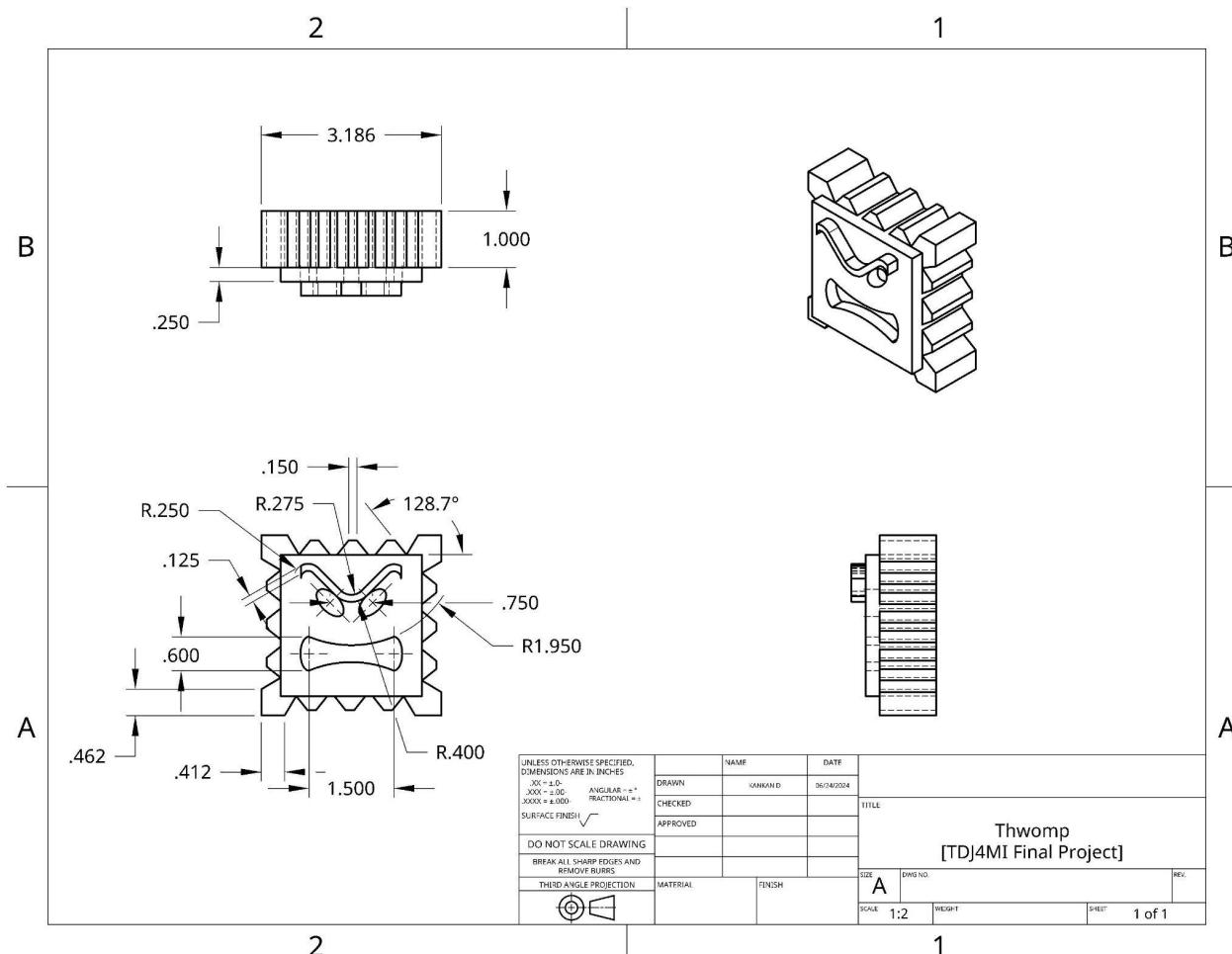
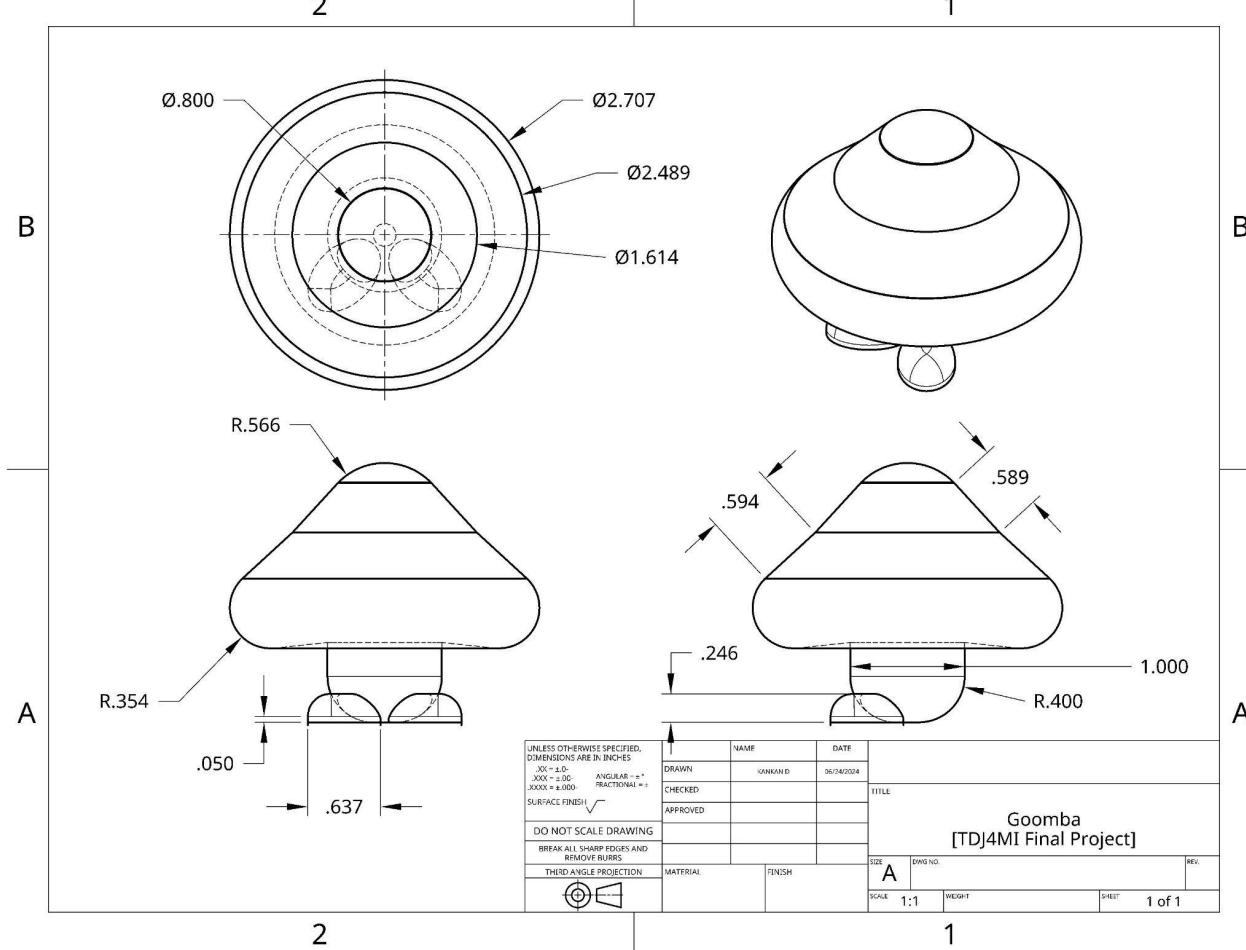
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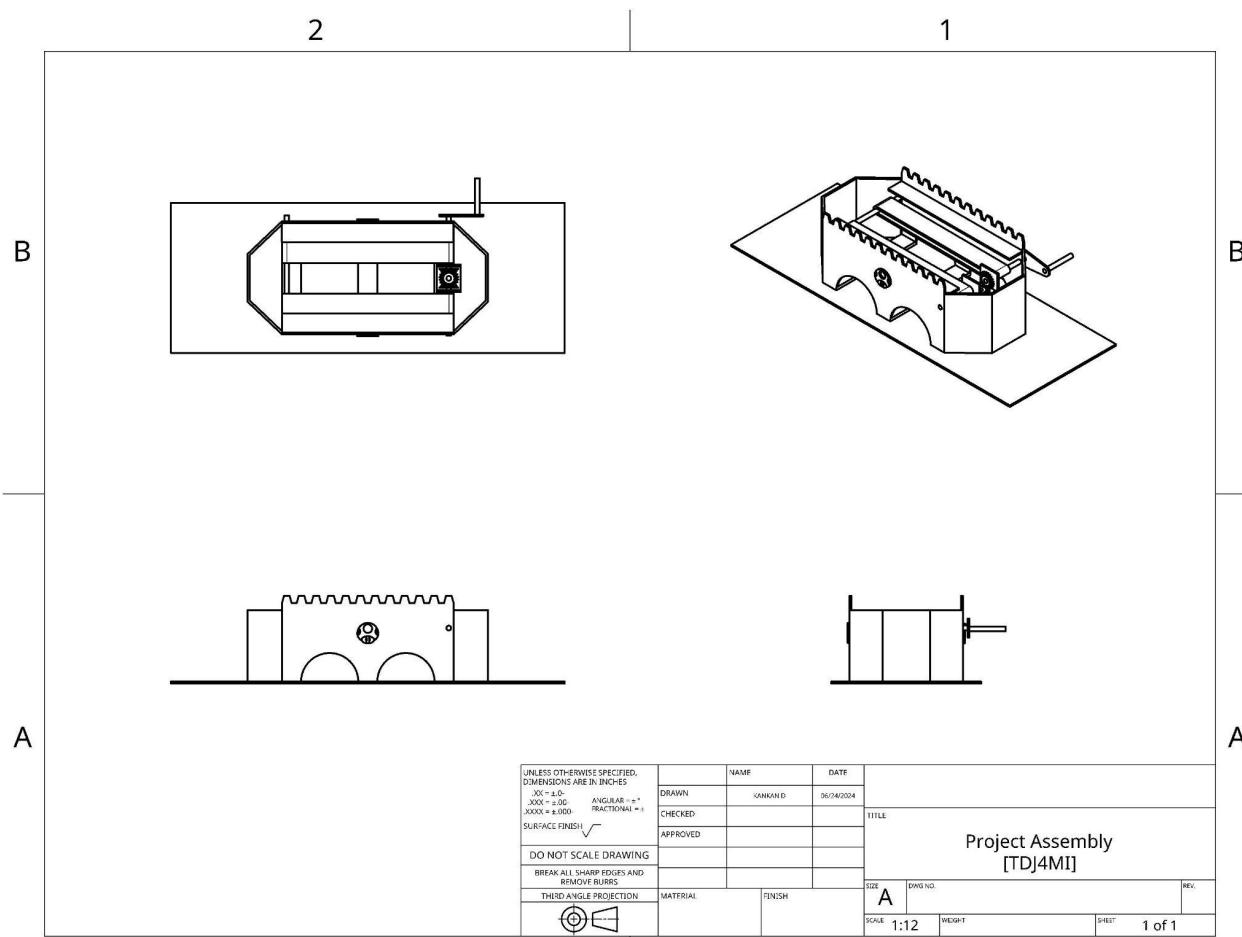
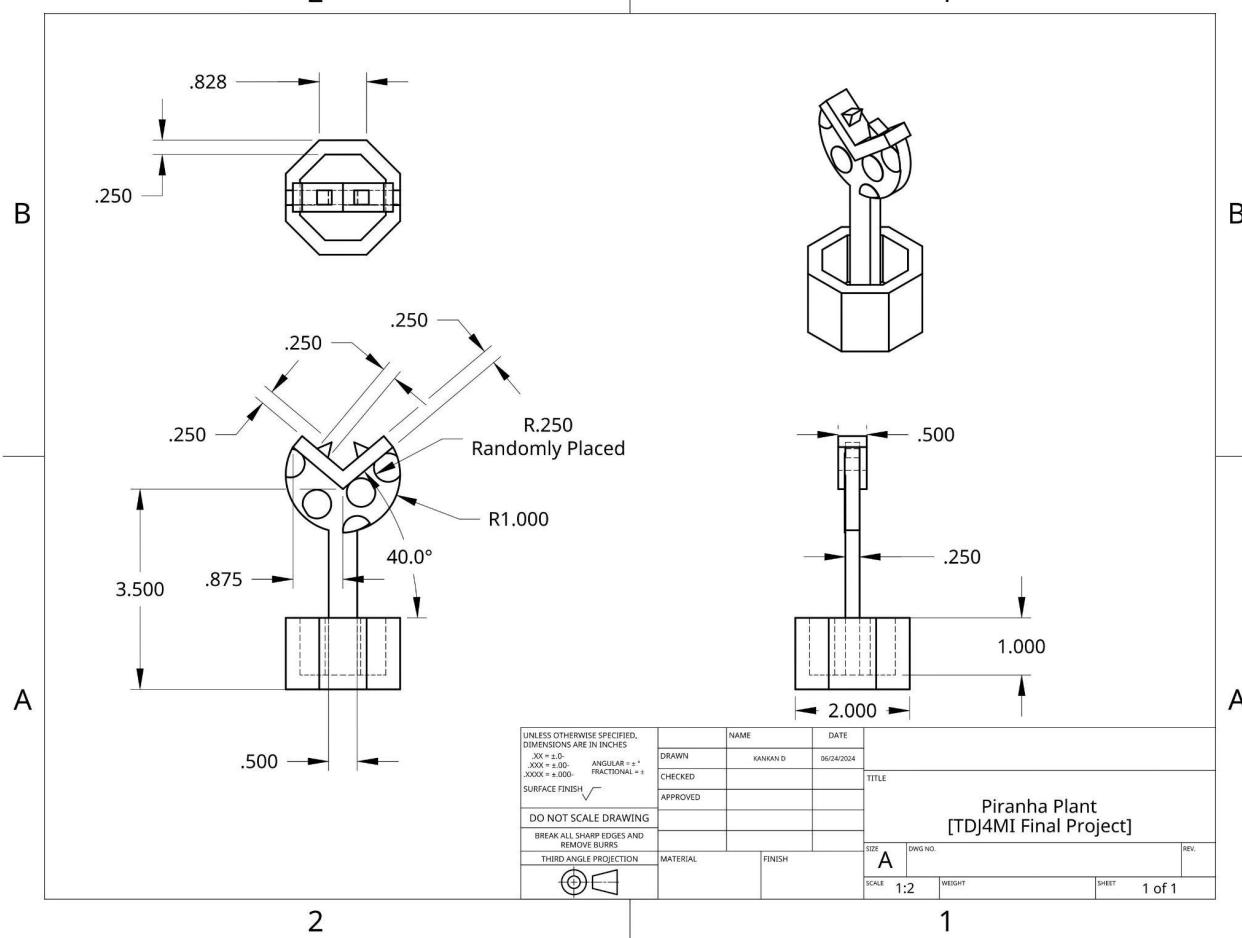
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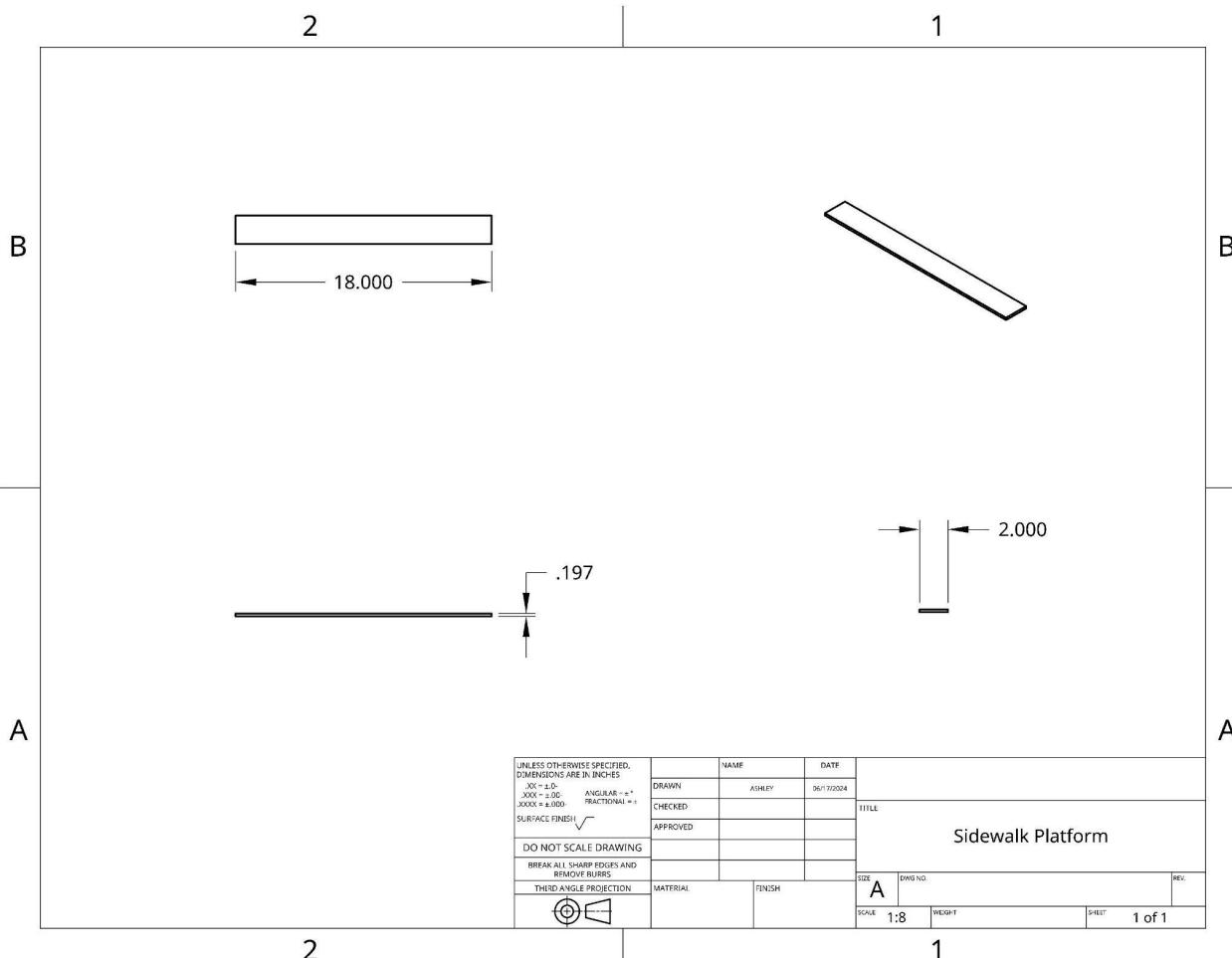
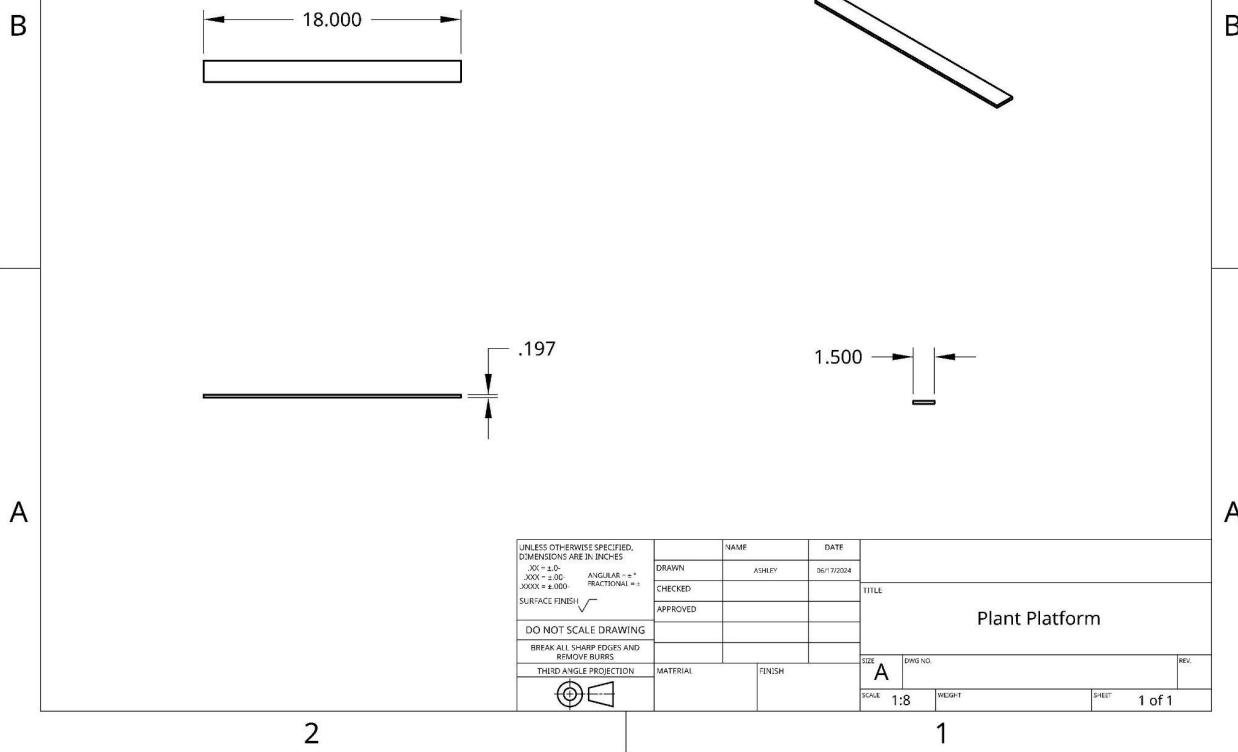
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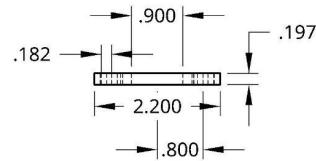


Technical Drawings

- Ashley -

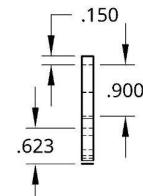
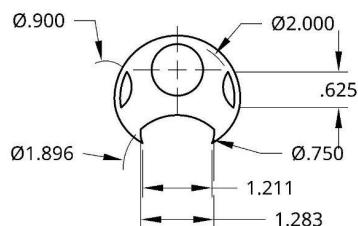


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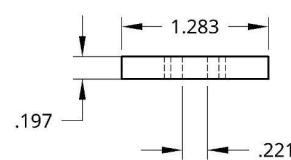
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SIZE A DWG NO.				REQ.
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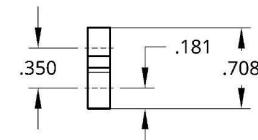
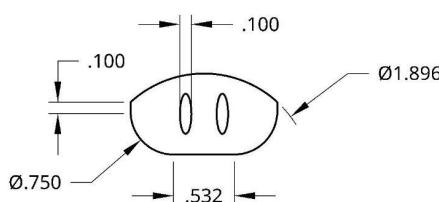
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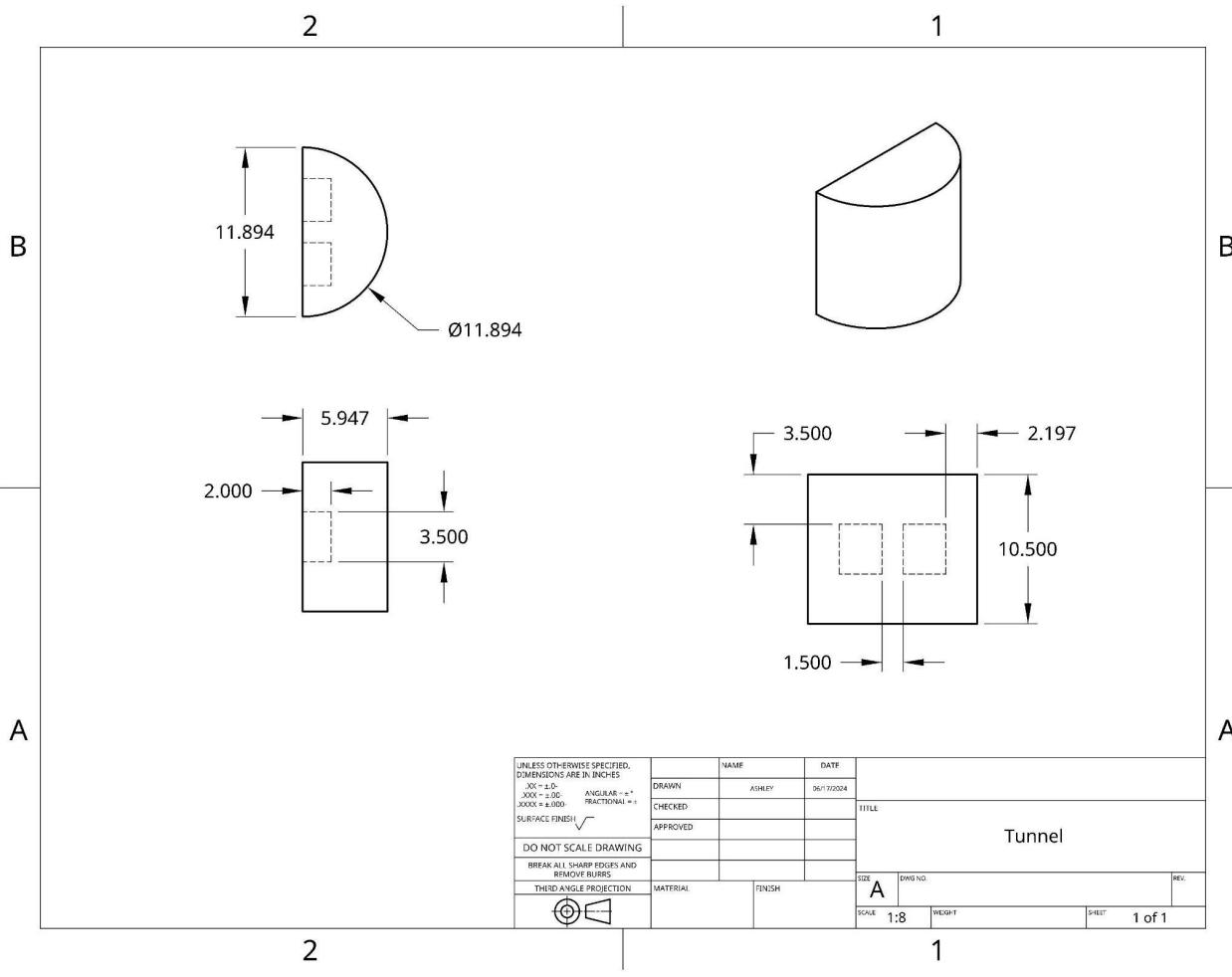
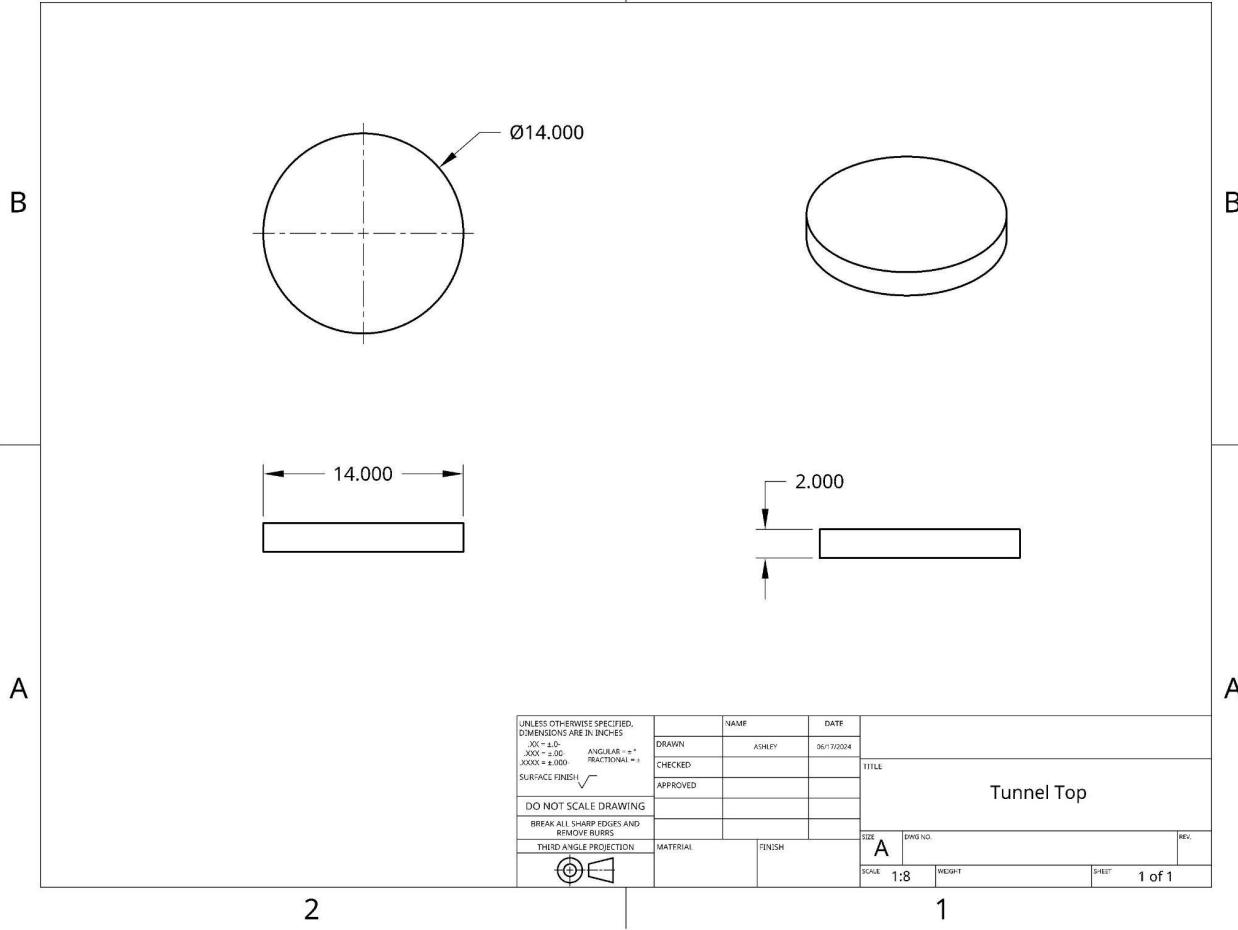
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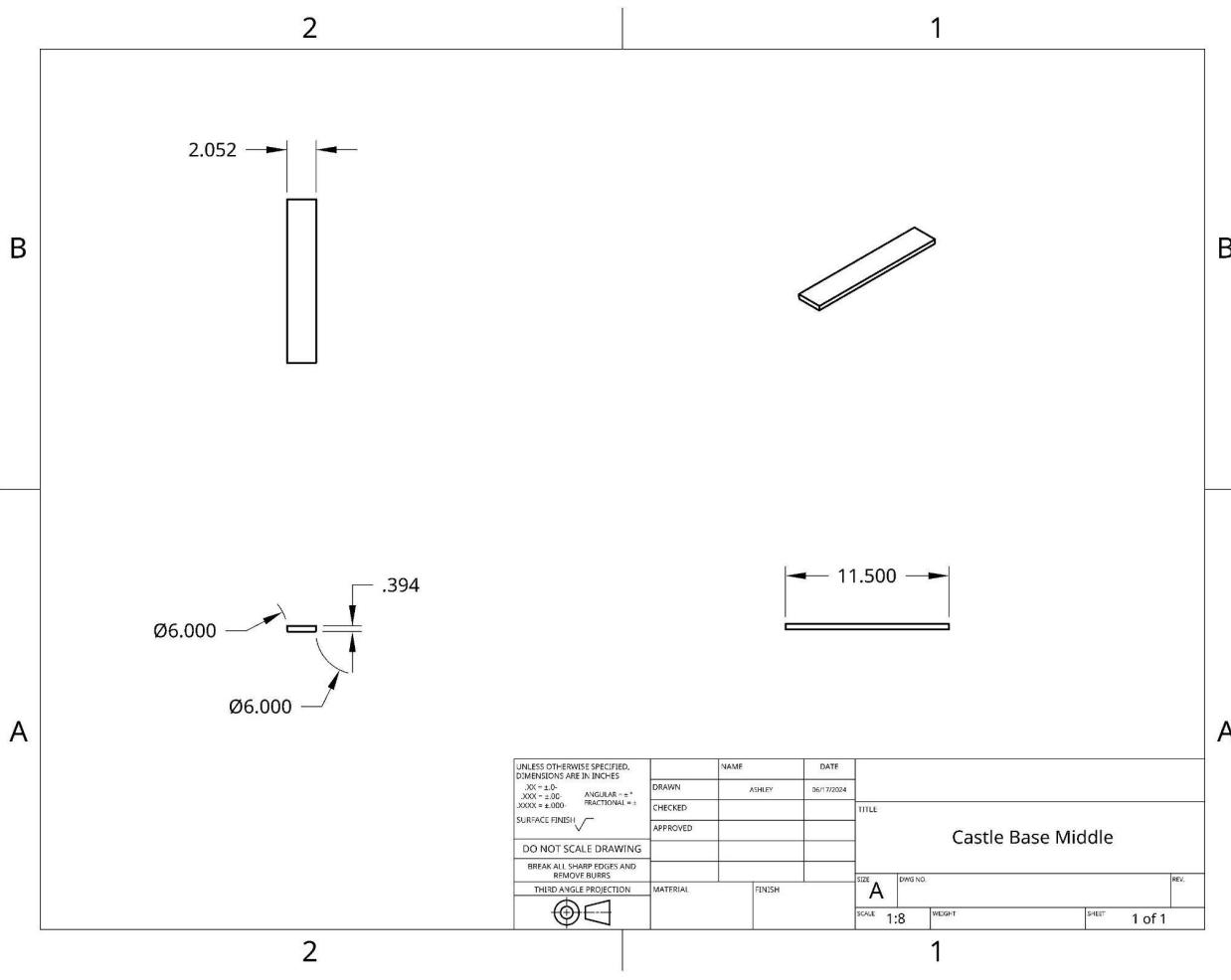
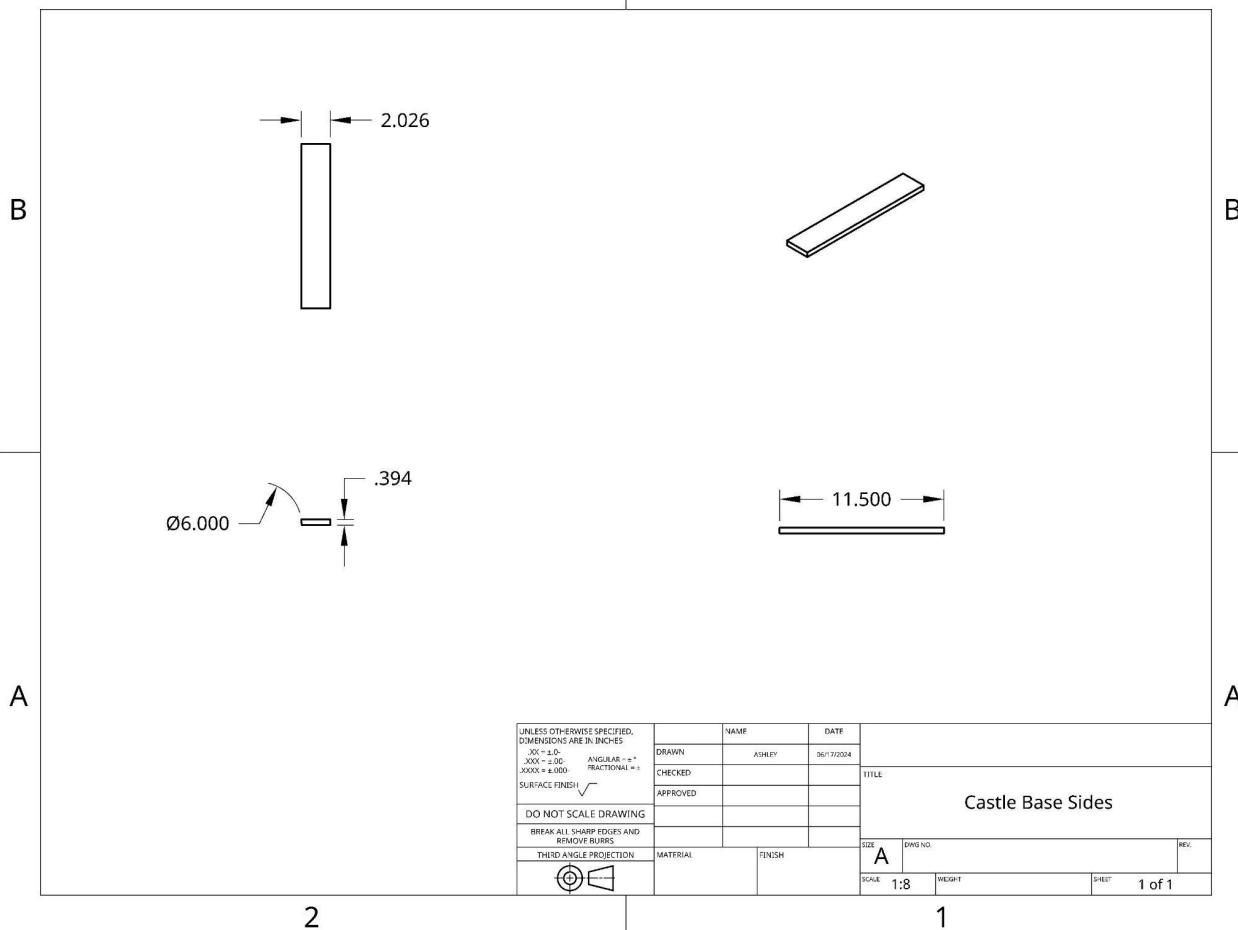


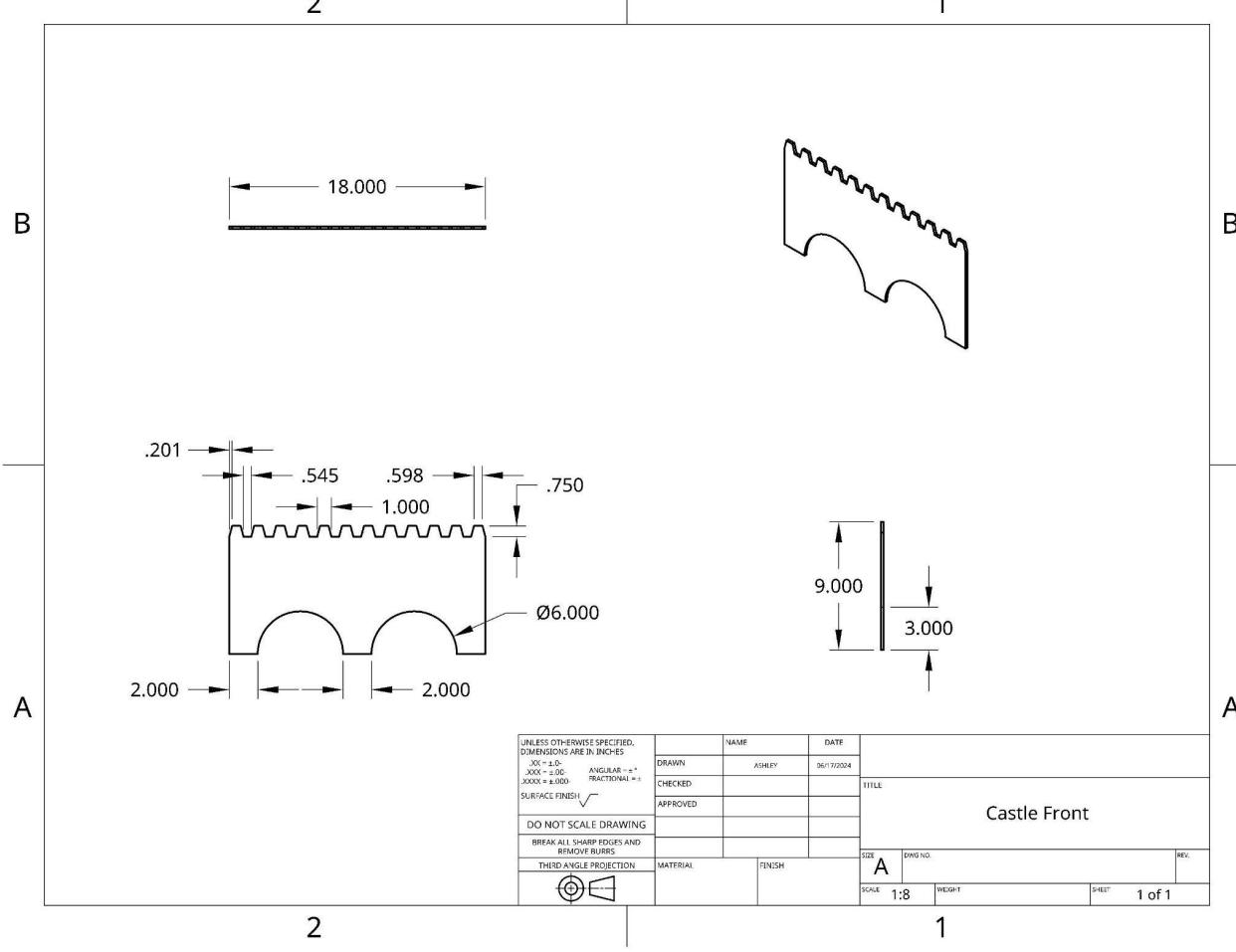
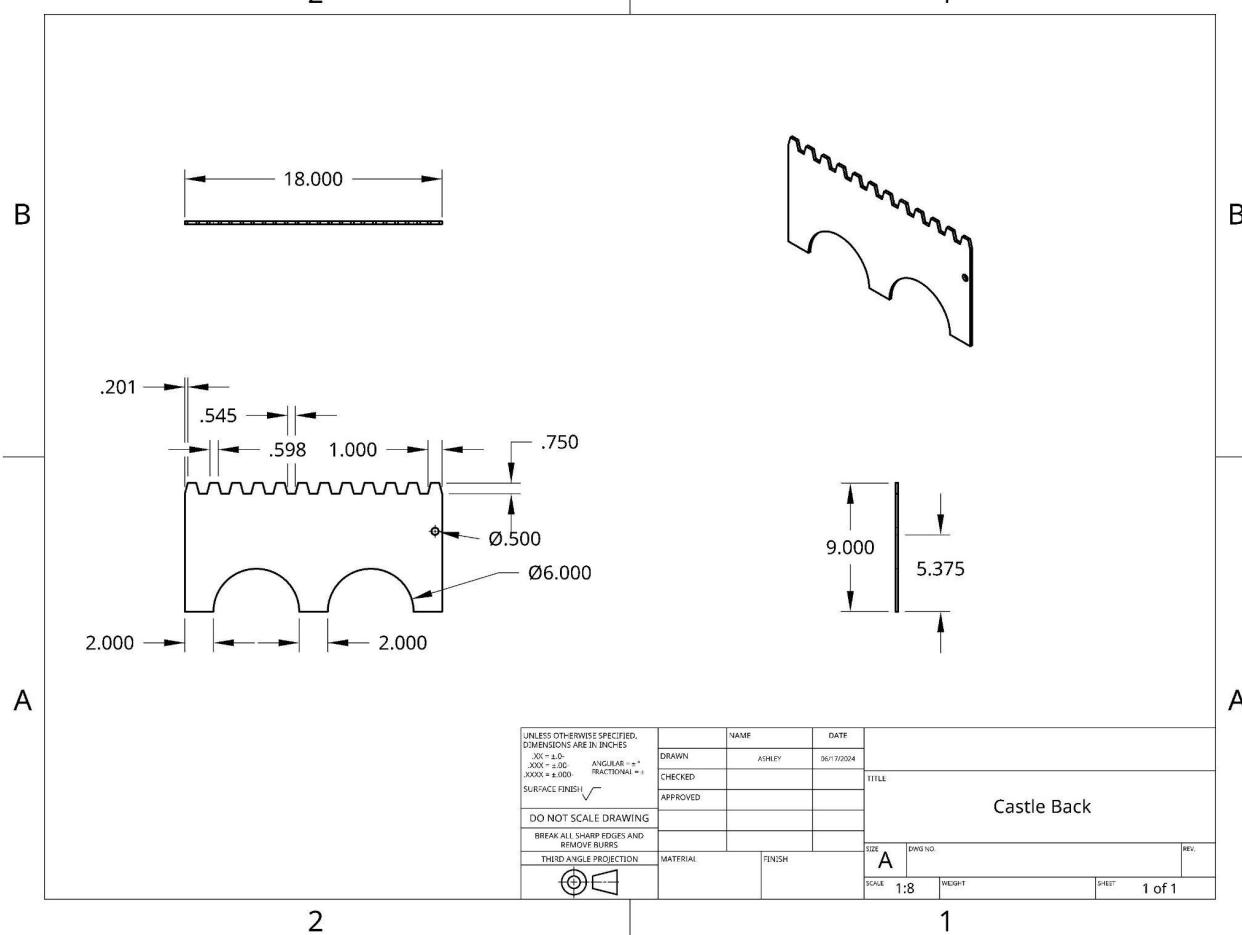
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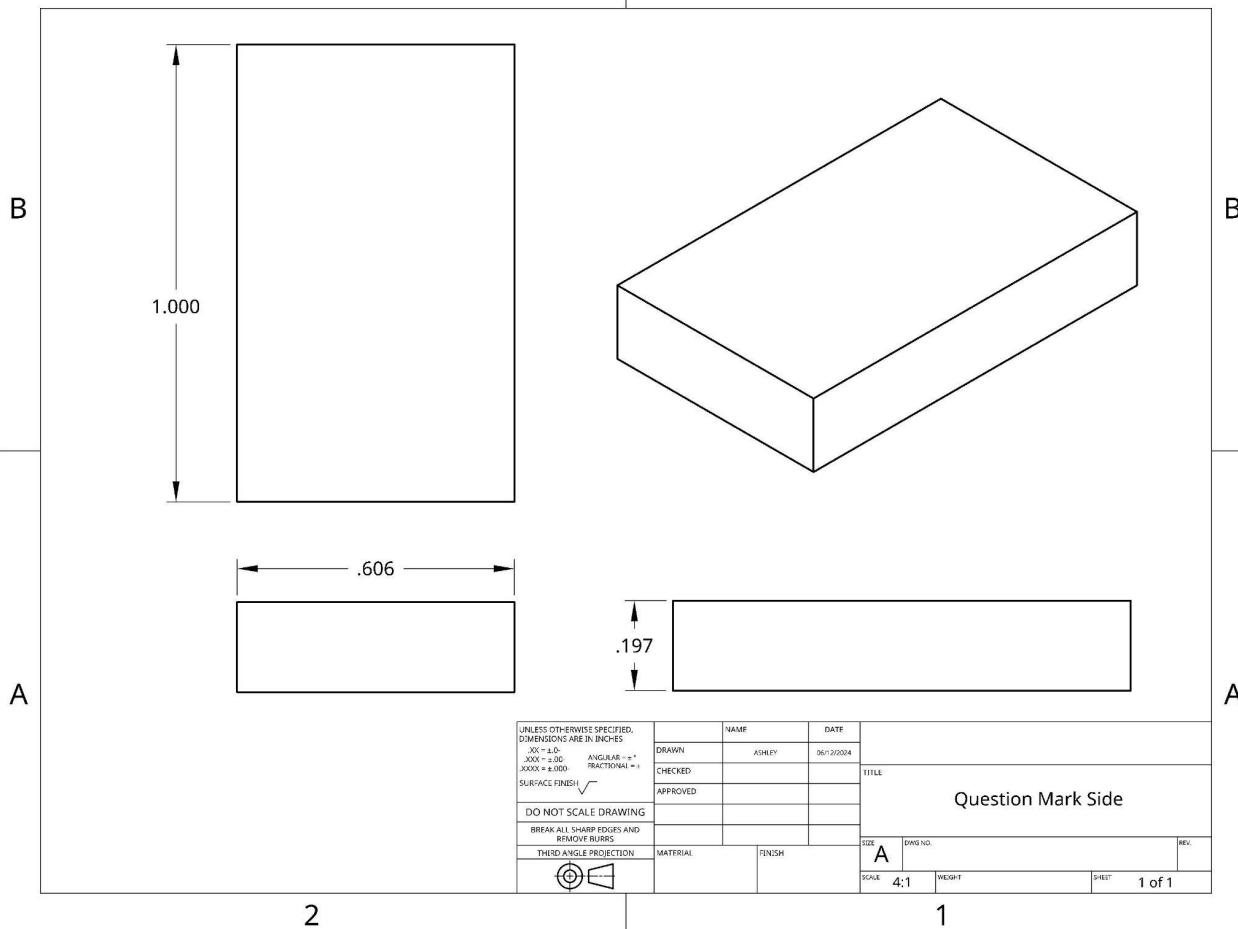






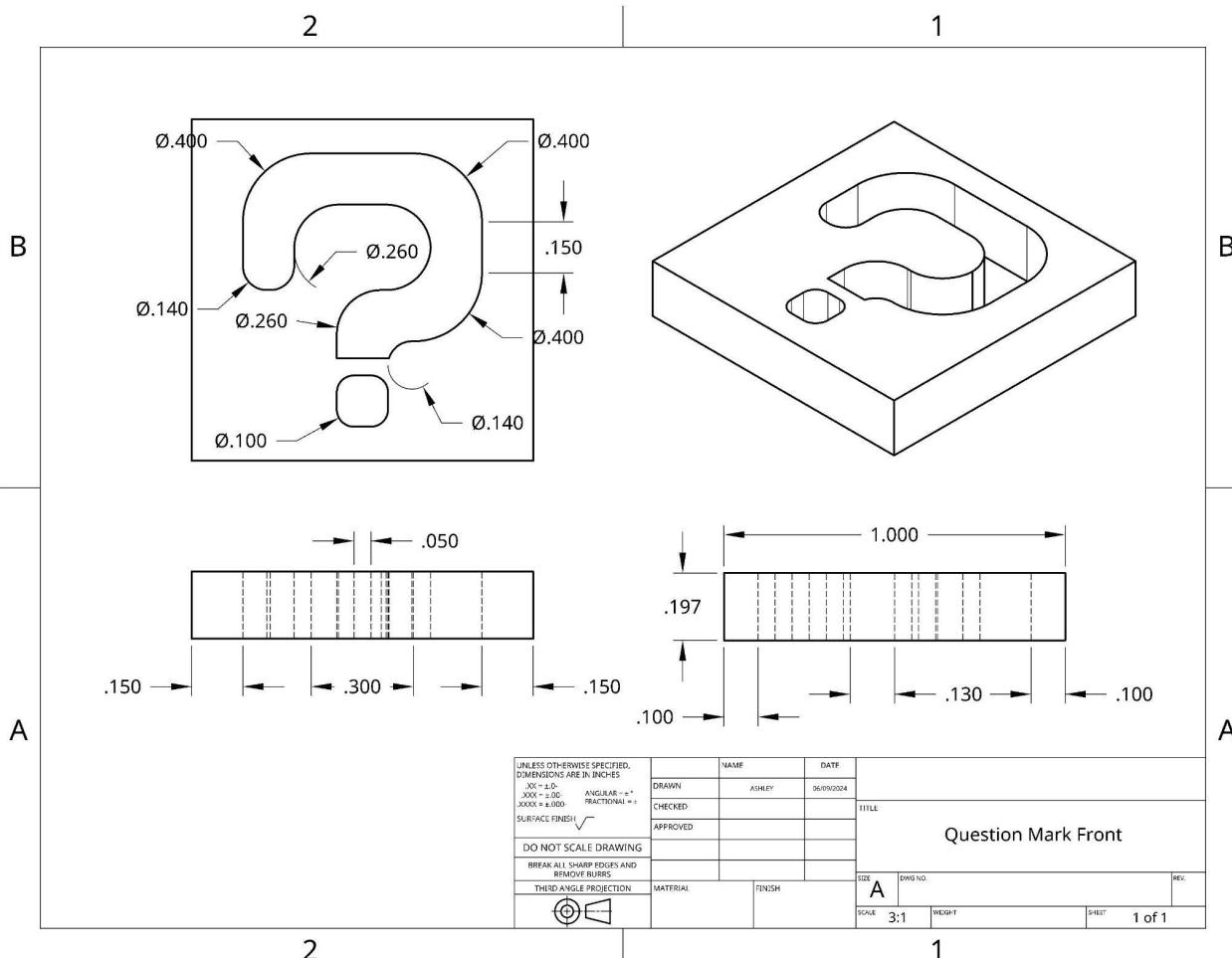
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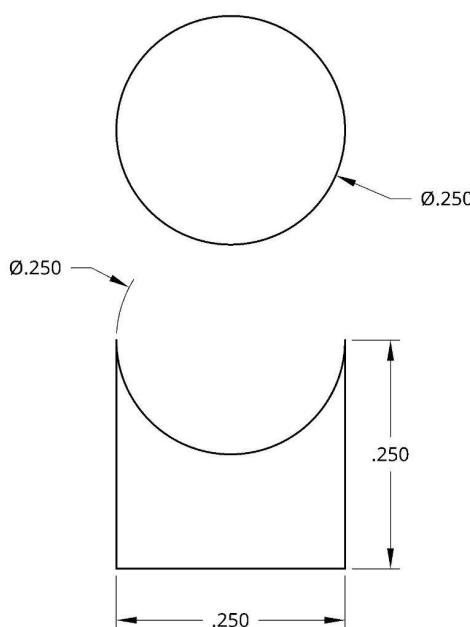
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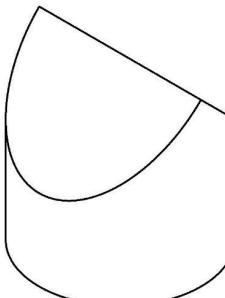
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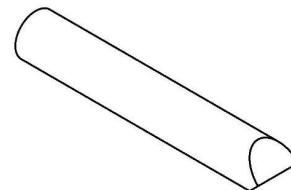
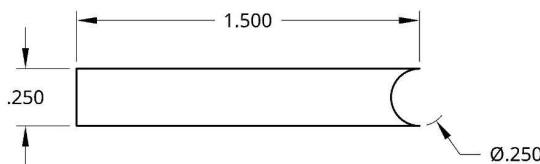


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BREAK ALL SHARP EDGES AND REMOVE BURRS							
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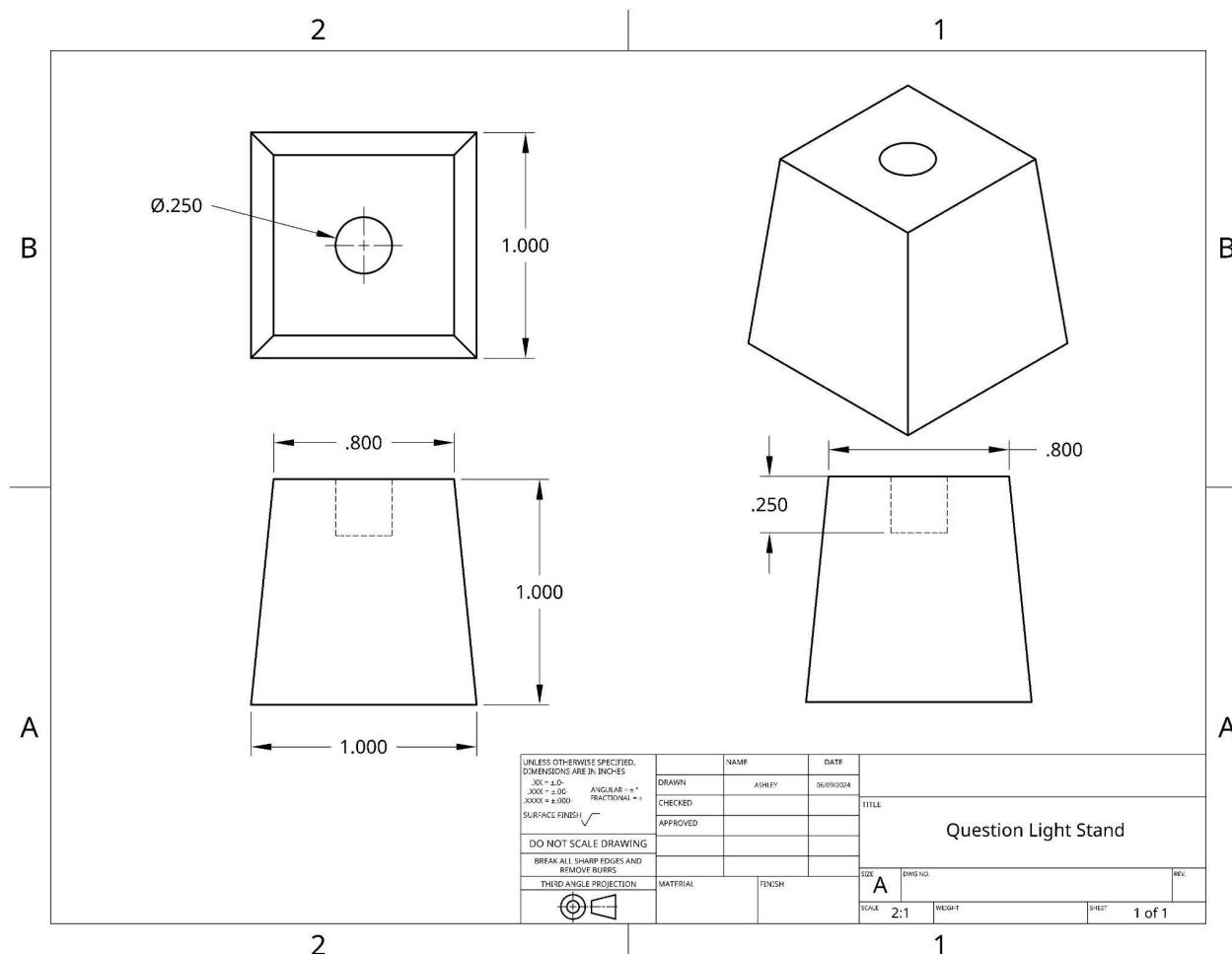
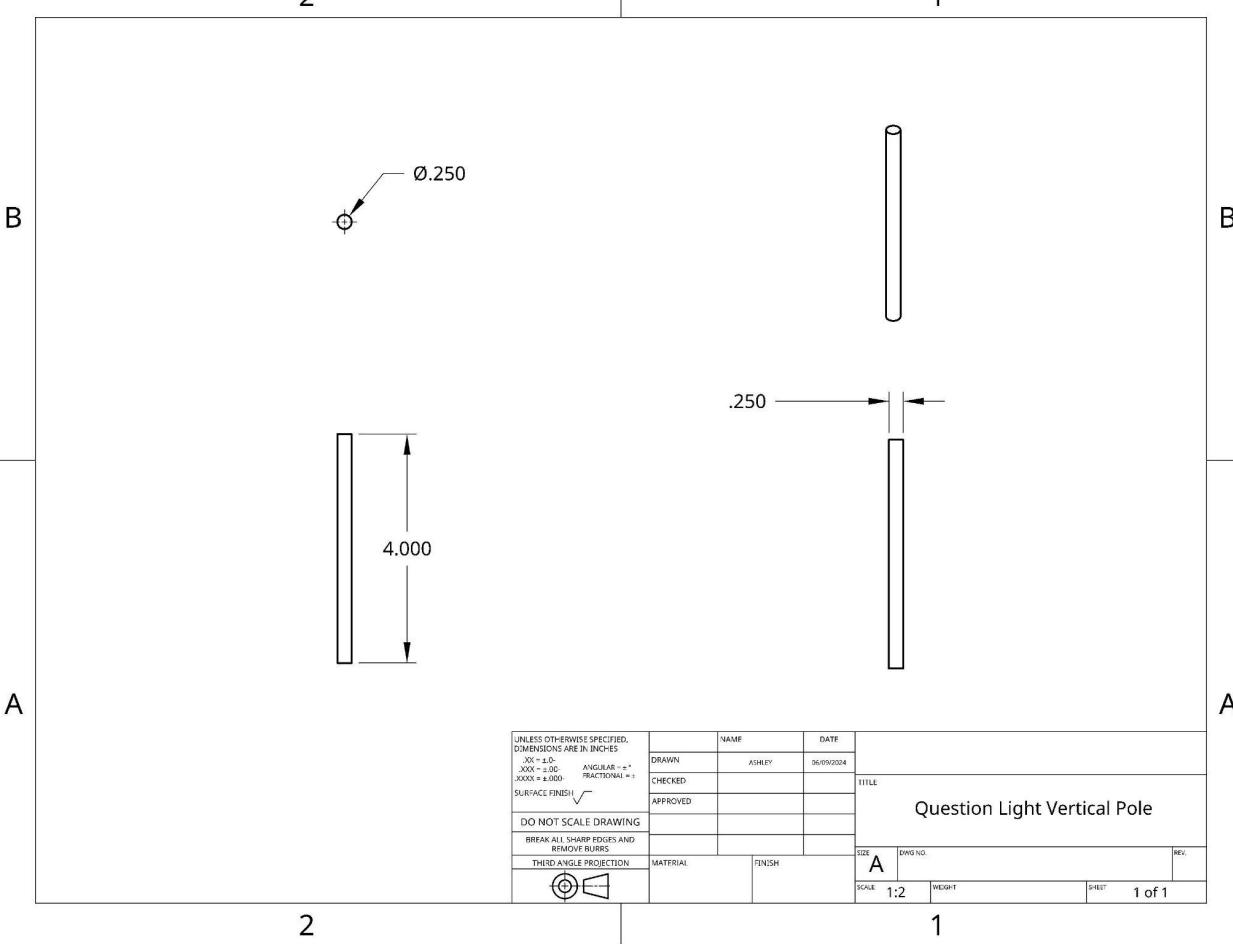
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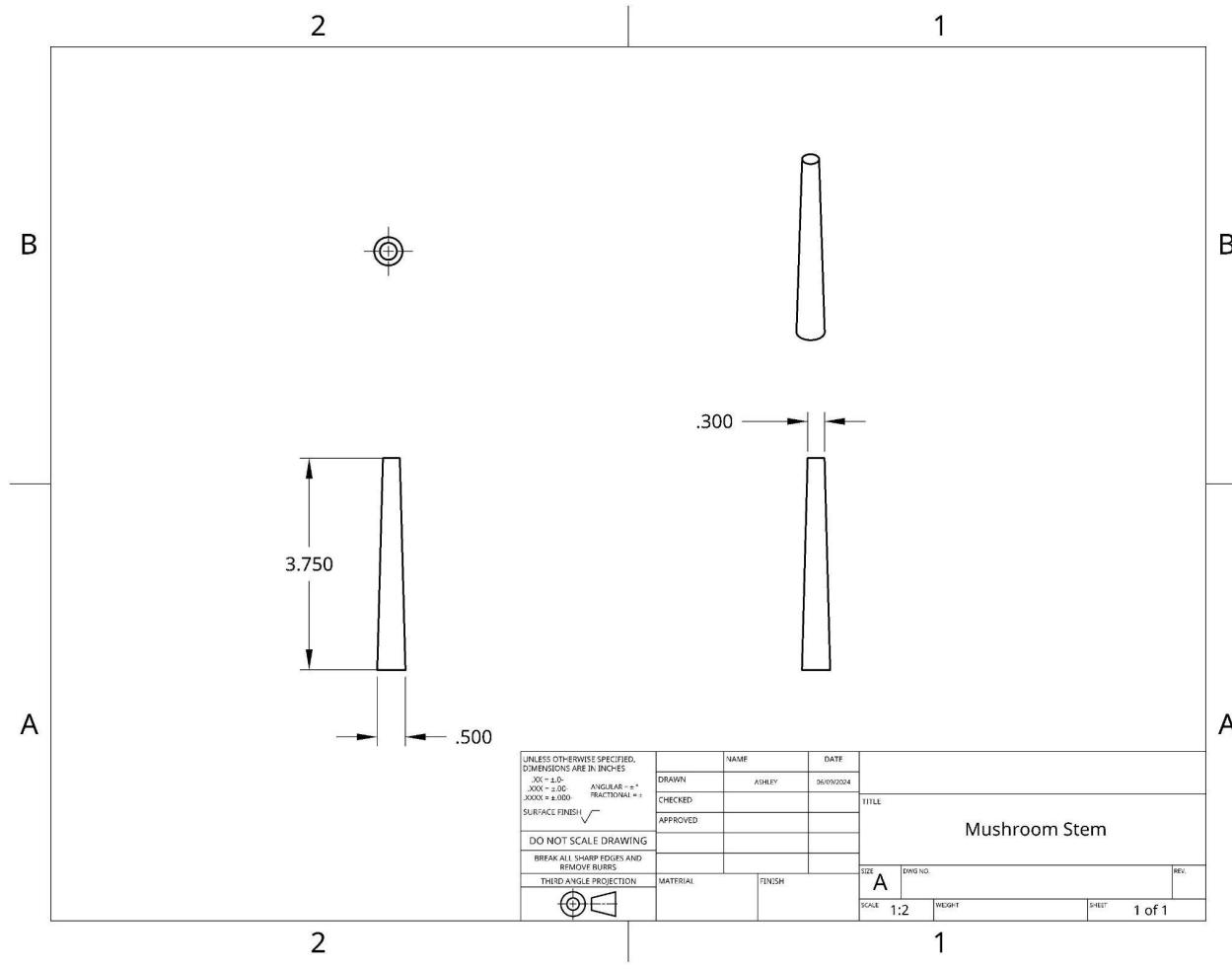
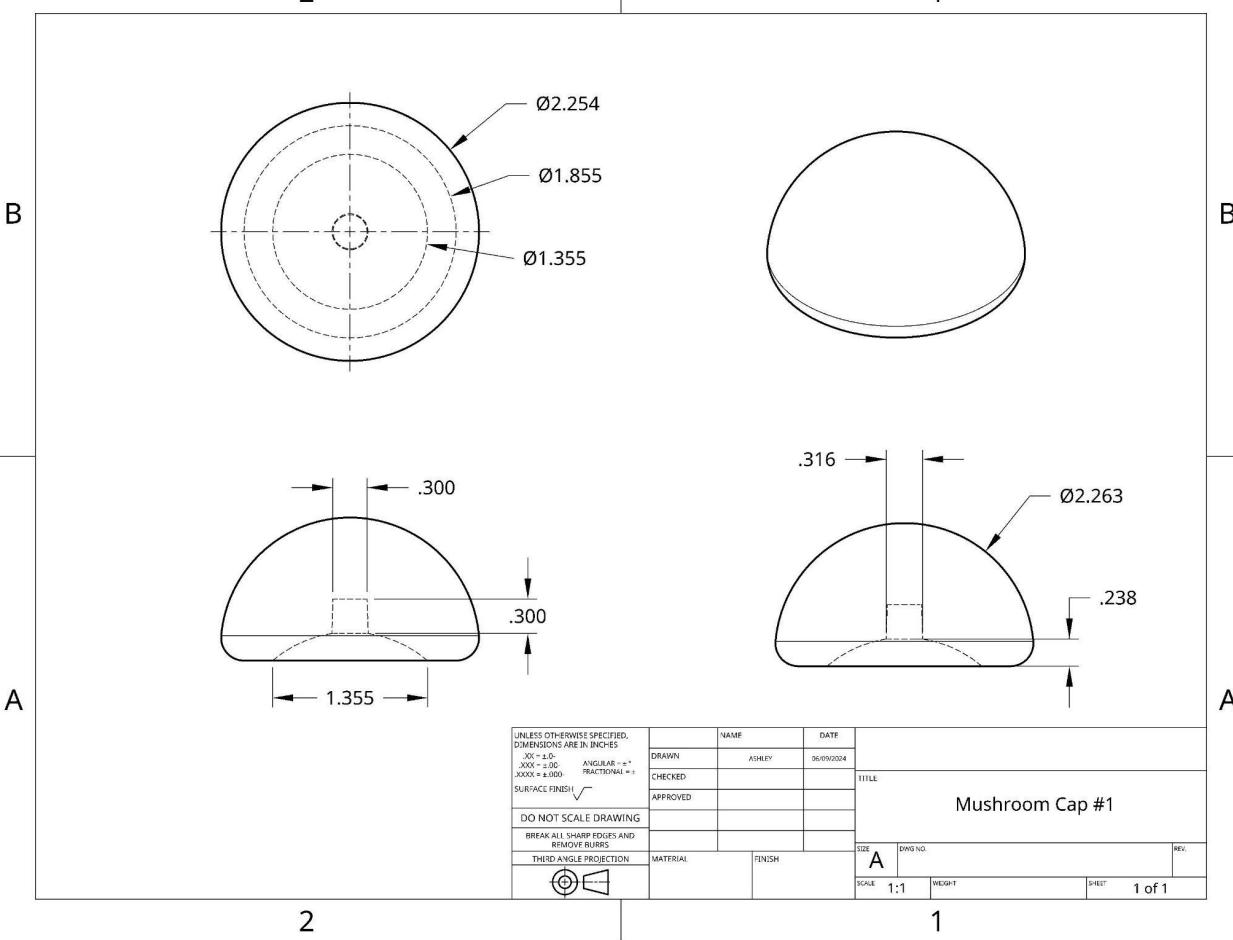


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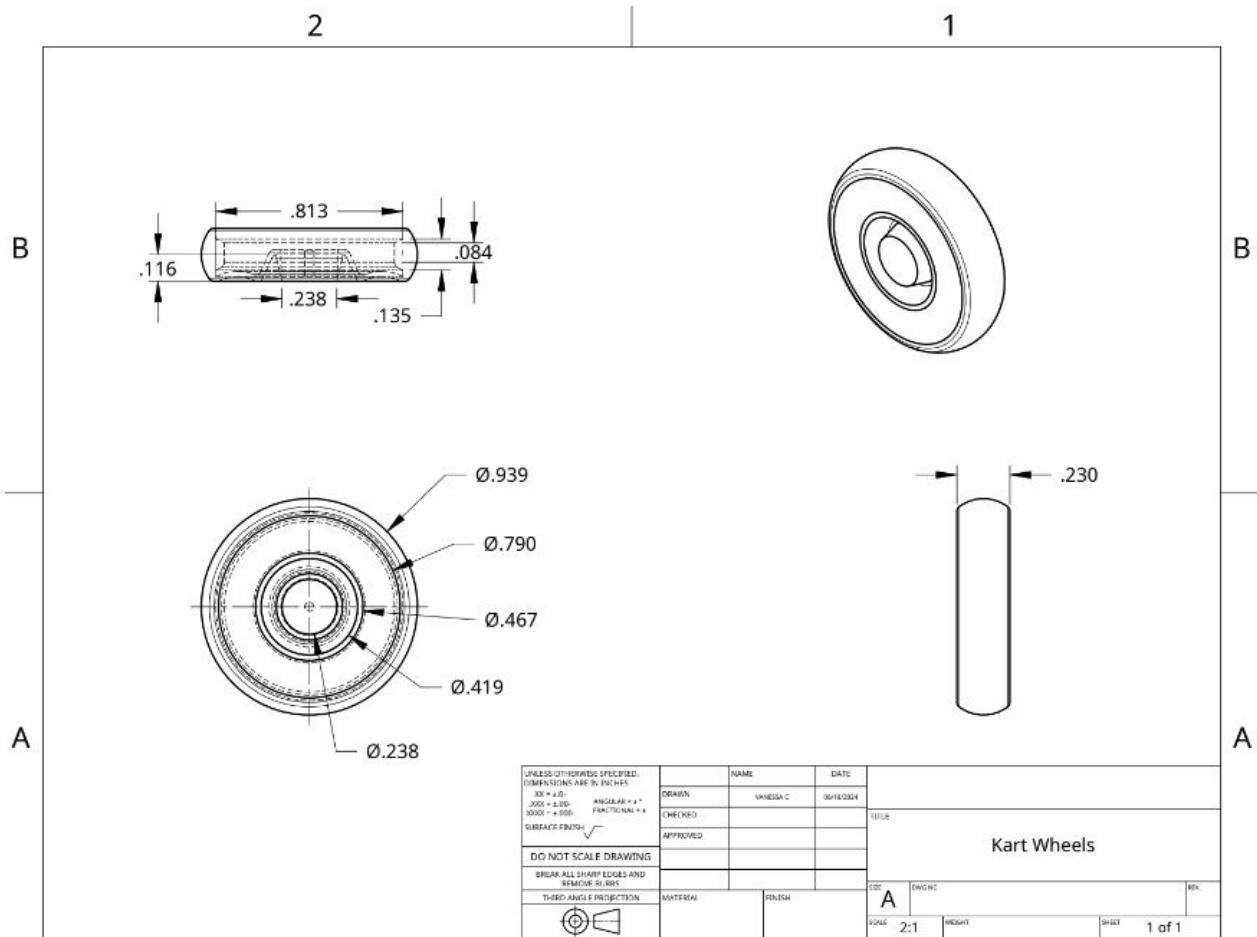
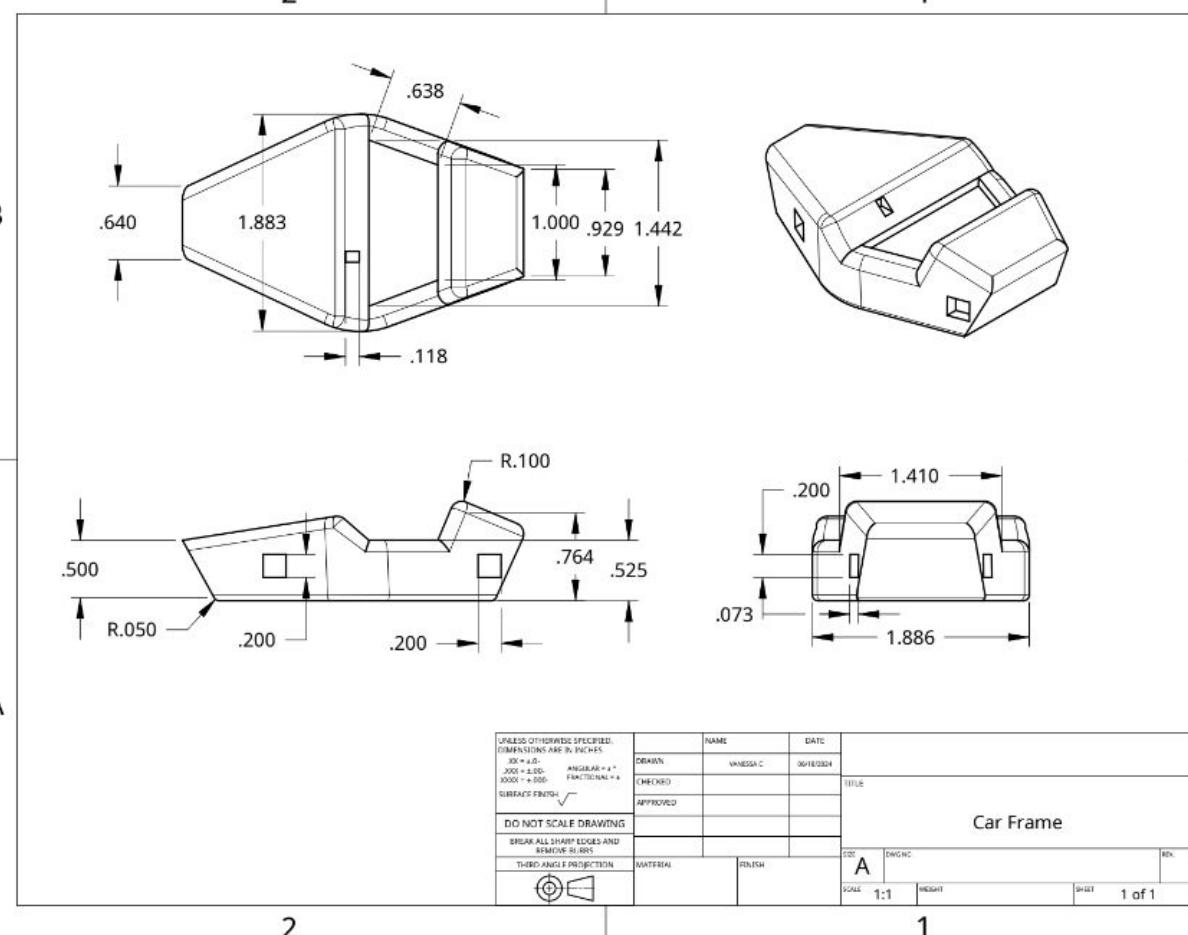
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BREAK ALL SHARP EDGES AND REMOVE BURRS							
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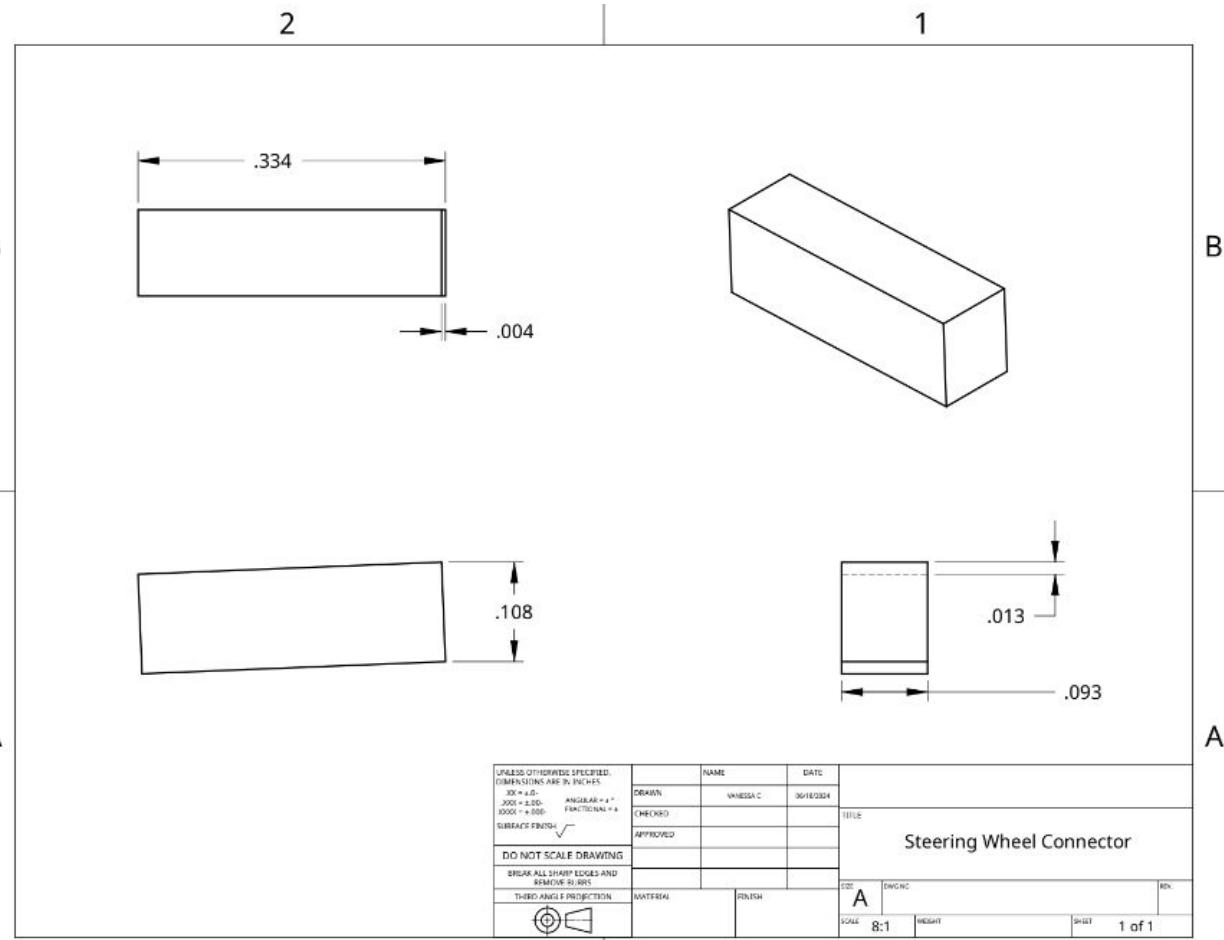
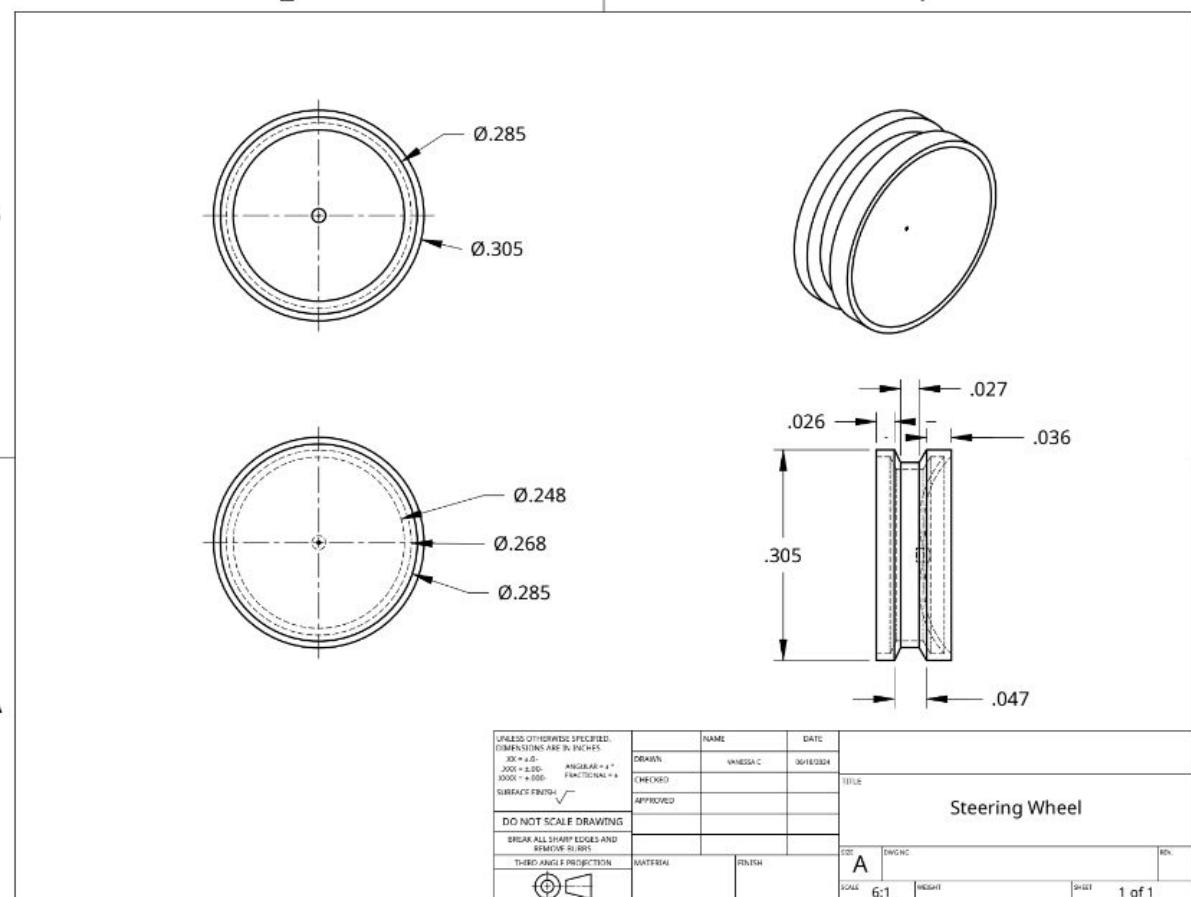


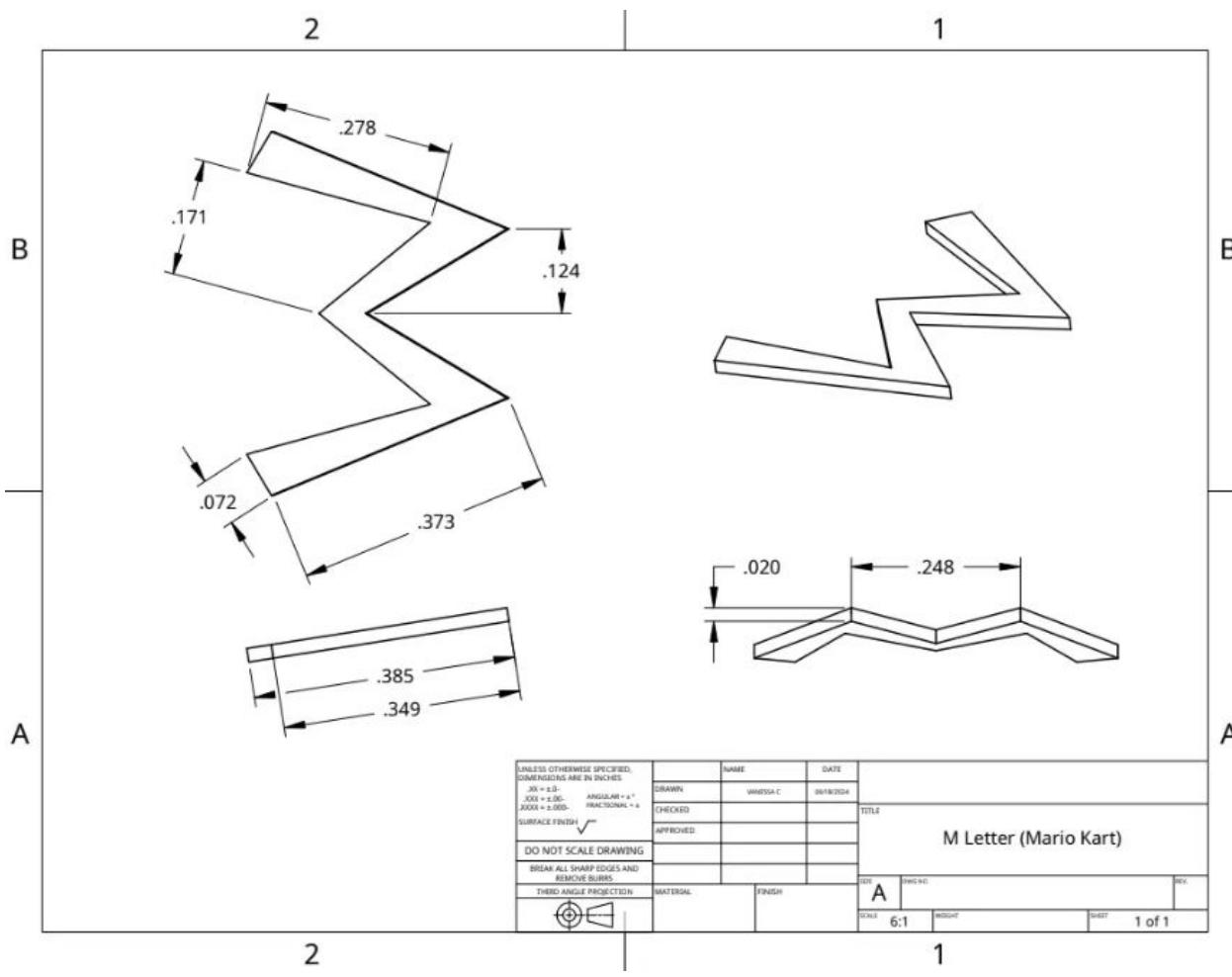
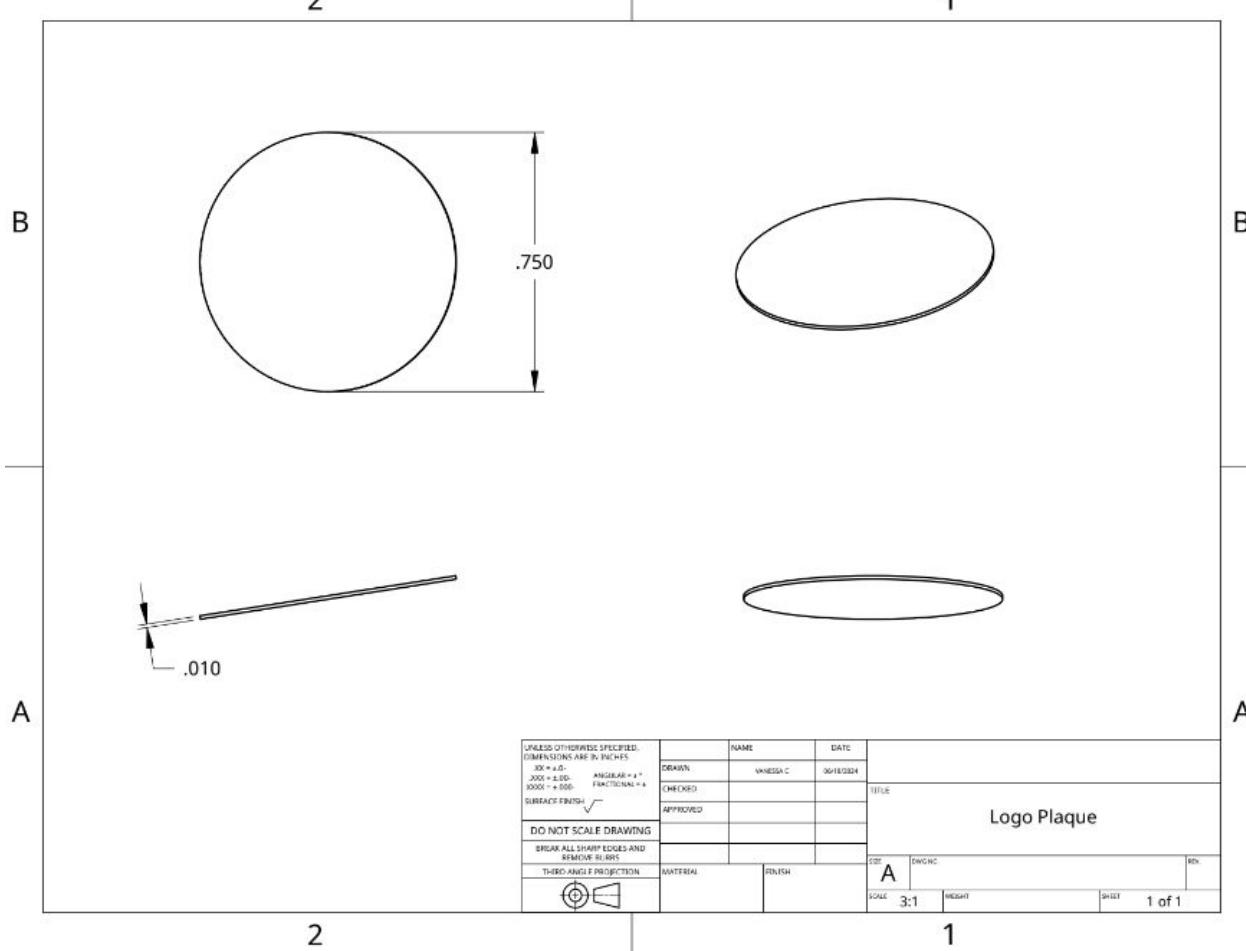


Technical Drawings

- Vanessa -



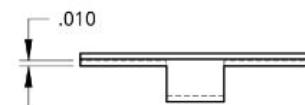
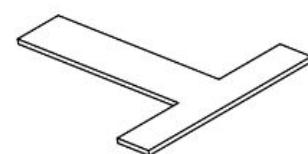
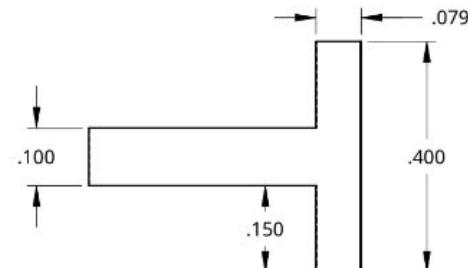




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1

B



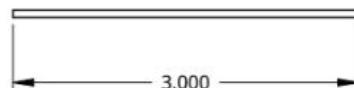
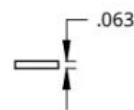
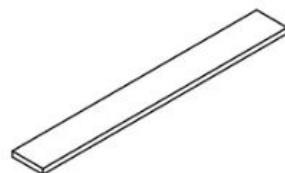
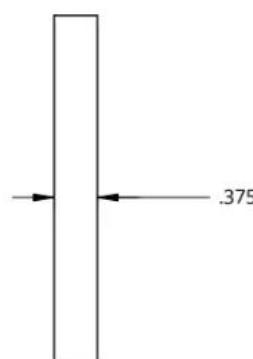
A

UNLESS OTHERWISE SPECIFIED, DIMENSIONS ARE IN INCHES		NAME	DATE
XX + .05	ANGULAR + .1°	DRAWN	VANESSA C 06/20/2014
XXX + .005	FRCTIONAL + 1/16	CHECKED	
XXXX + .0005		APPROVED	
SURFACE FINISH ✓		TITLE	
DO NOT SCALE DRAWING		T Shape (Toad Kart)	
BREAK ALL SHARP EDGES AND REMOVE BURRS			
THIRD ANGLE PROJECTION		MATERIAL	FINISH
		CODE	DWG NO.
		REV.	
SCALE		5:1	WEIGHT
			1 of 1

2

1

B



A

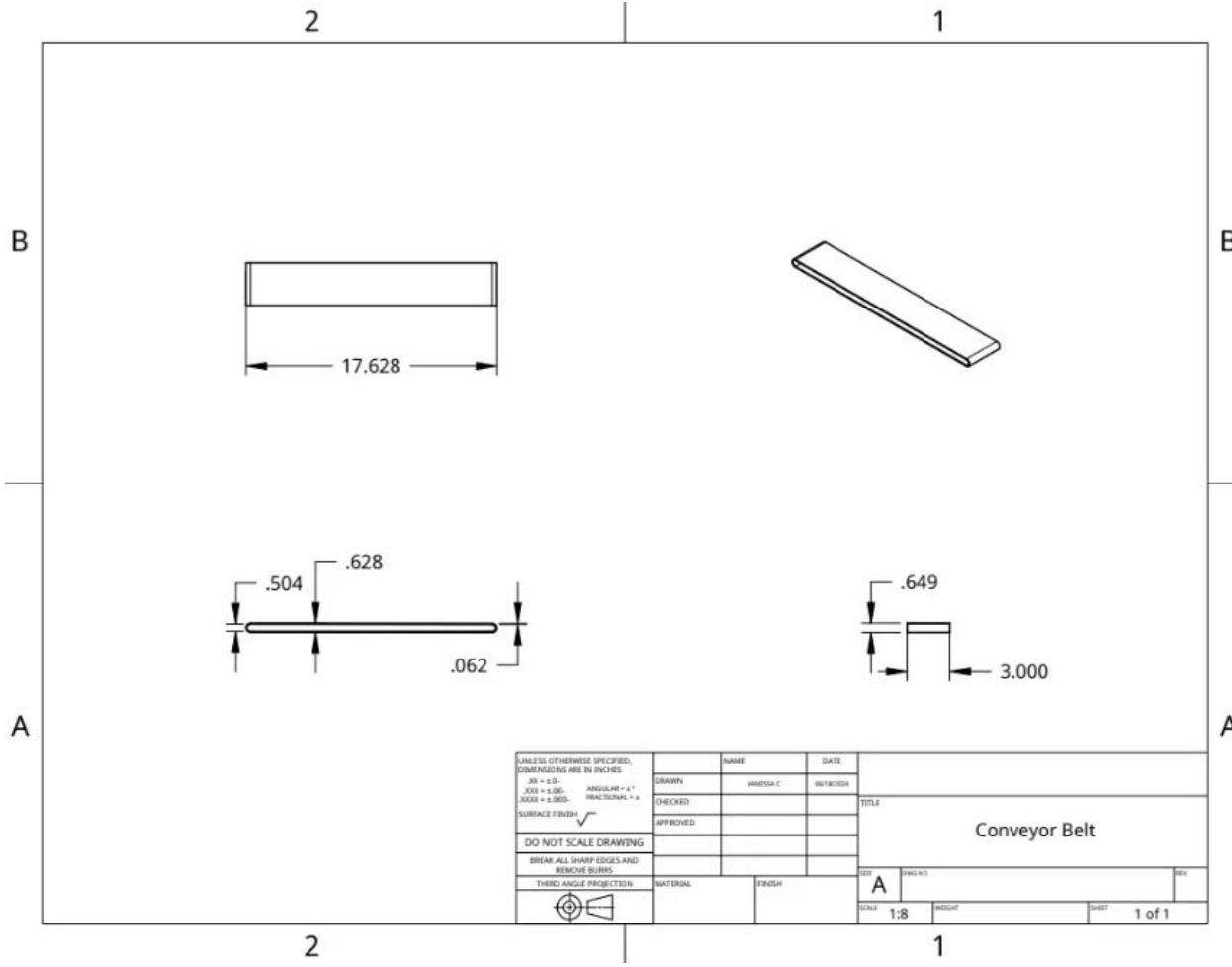
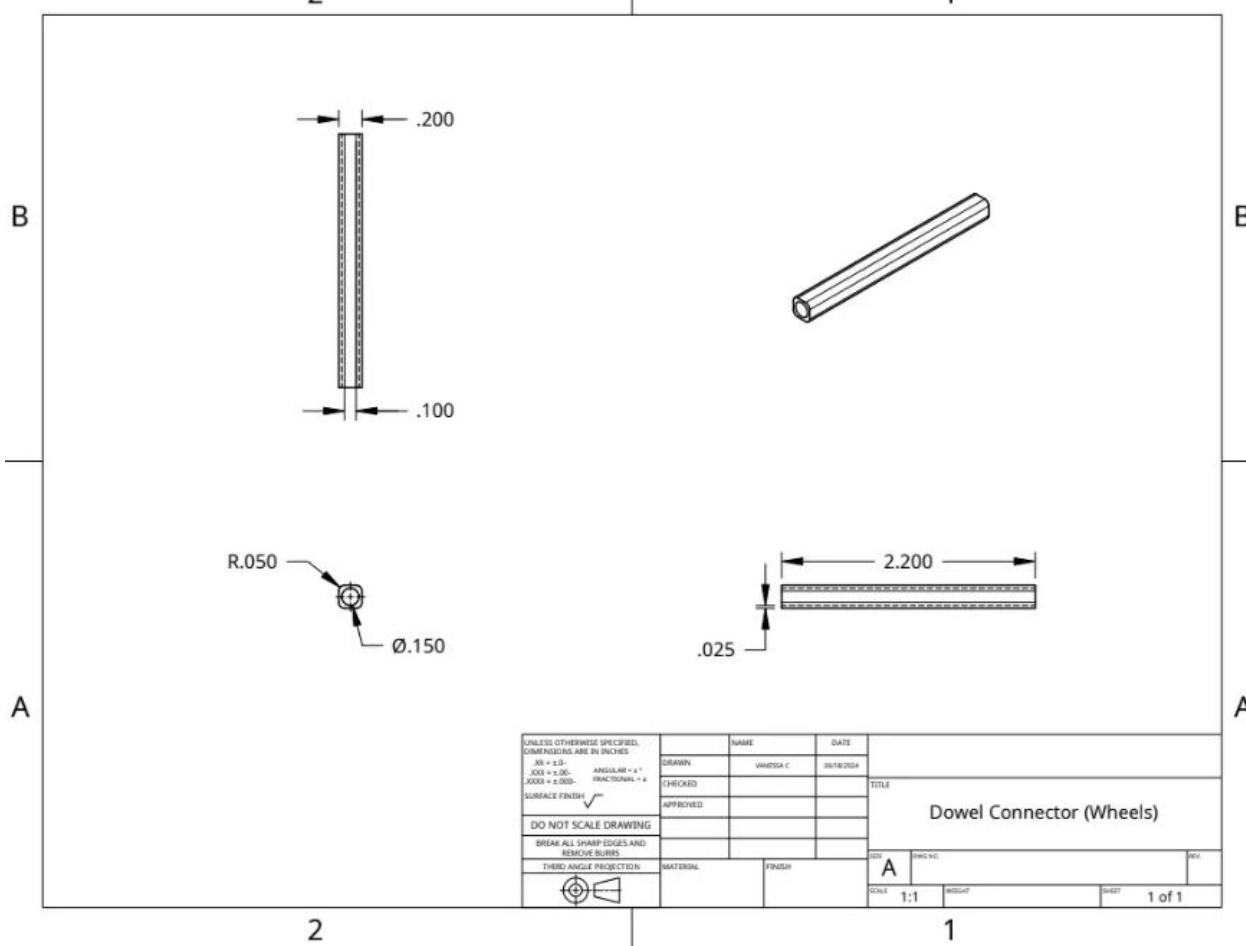
UNLESS OTHERWISE SPECIFIED, DIMENSIONS ARE IN INCHES		NAME	DATE
XX + .05	ANGULAR + .1°	DRAWN	VANESSA C 06/20/2014
XXX + .005	FRCTIONAL + 1/16	CHECKED	
XXXX + .0005		APPROVED	
SURFACE FINISH ✓		TITLE	
DO NOT SCALE DRAWING		Road Tiles	
BREAK ALL SHARP EDGES AND REMOVE BURRS			
THIRD ANGLE PROJECTION		MATERIAL	FINISH
		CODE	DWG NO.
		REV.	
SCALE		1:1	WEIGHT
			1 of 1

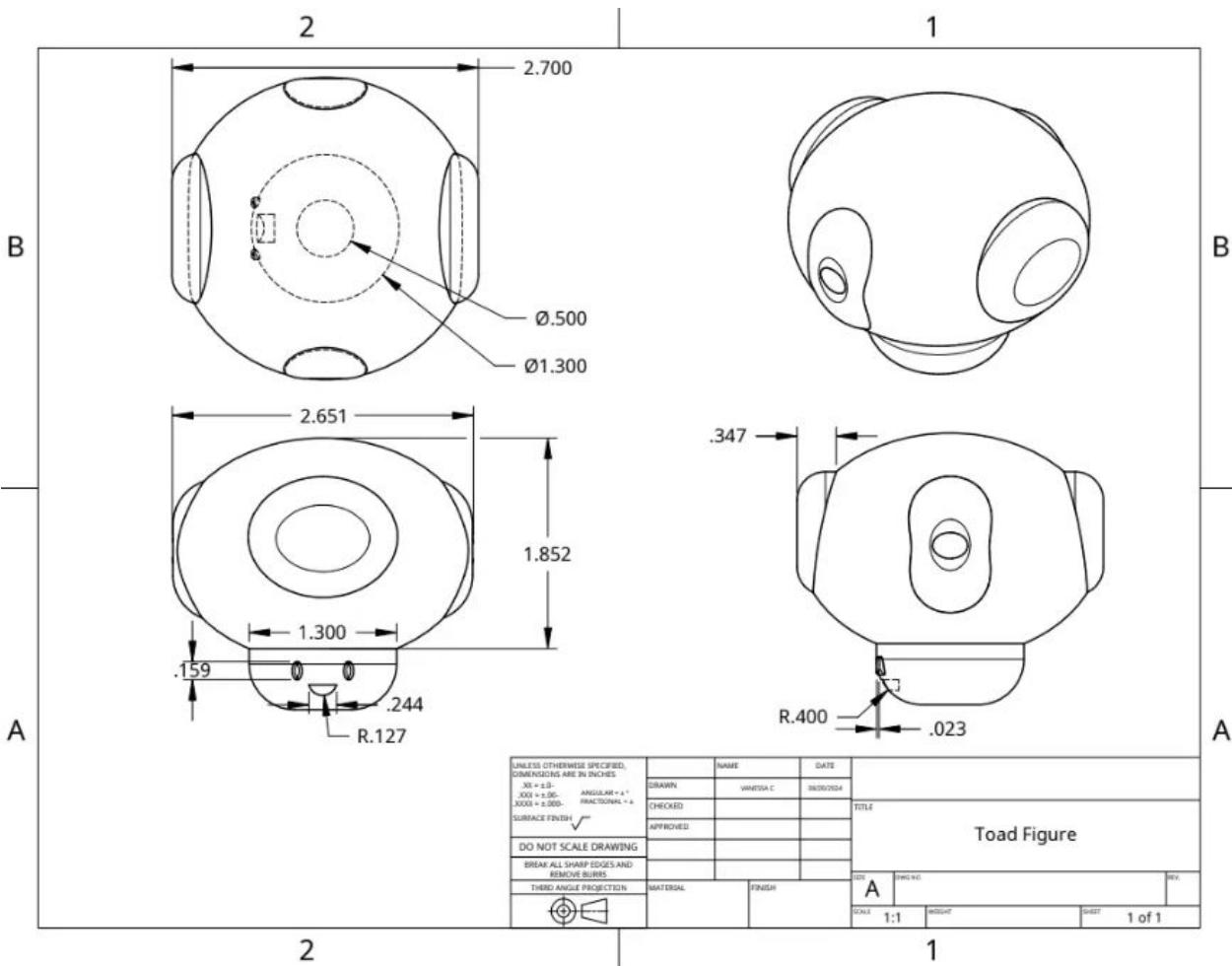
2

1

B

A





Materials & Tools

Materials

- 3D Print Filament
- 3D Printer
- Laser Cut Wood
- Laser Cutter
- 0.5 Inch Dowels
- 0.25 Inch Dowels
- Cardboard
- Rubber Bands

Tools

- Hot Glue
- Super Glue
- Scissors
- Exacto Knife
- Dowel Cutters
- Hand Drill
- Drill Press
- Band Saw

Prototype Construction Sequence

Construction Sequence I

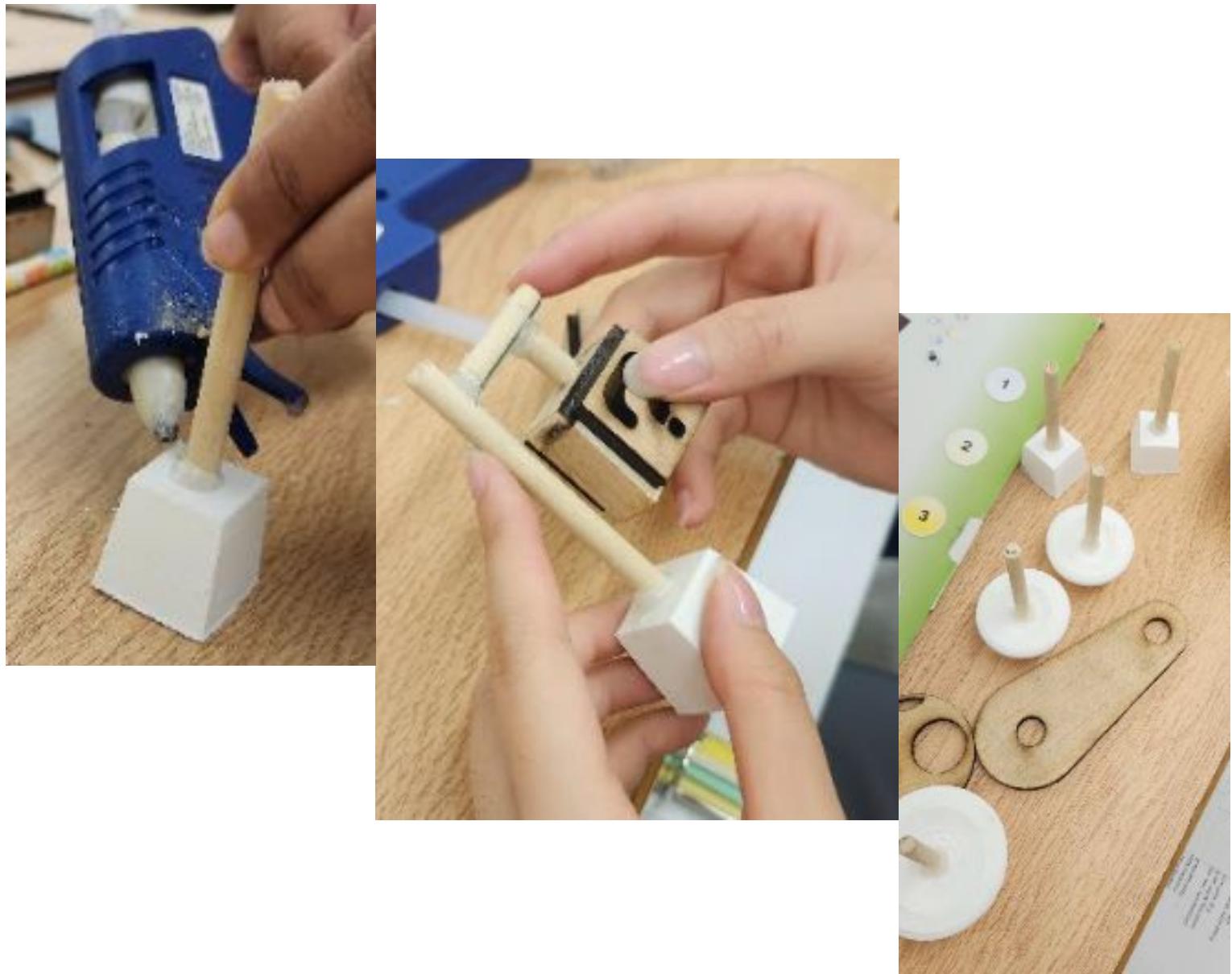


Above: Getting materials 3D Printed (in white) and Laser Cut and then gathering them together for construction.

Right: Cutting other non-printed/non-laser cut parts (mainly dowels)

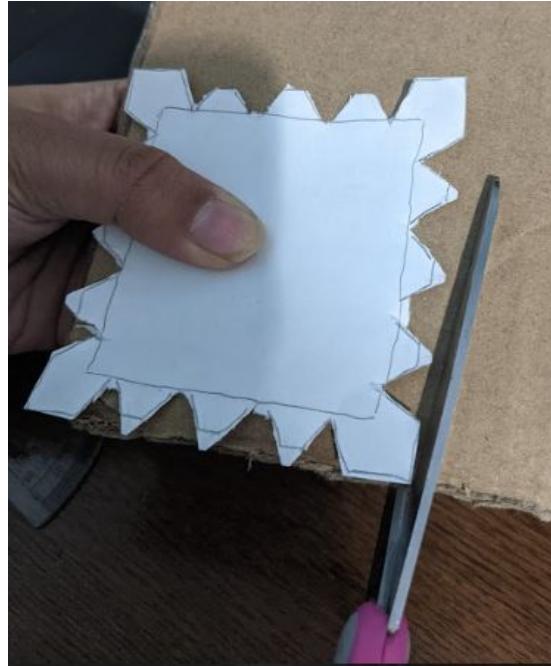


Construction Sequence II



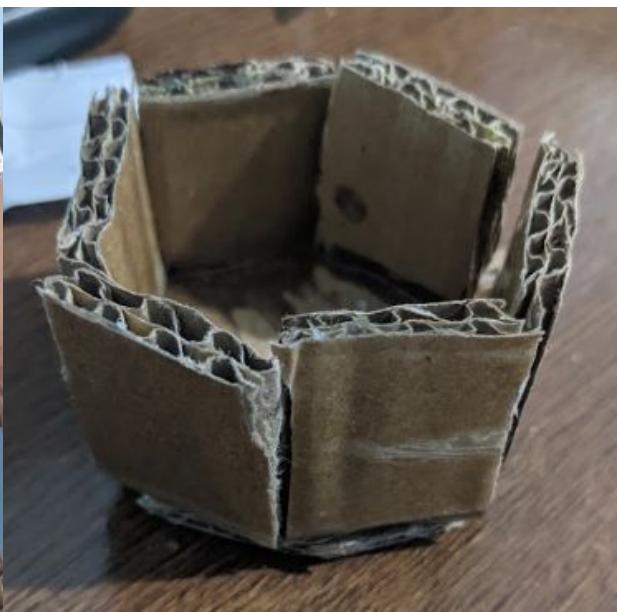
Above: Gluing together dowels and laser cut / 3D printed materials (e.g. Streetlights as shown)

Construction Sequence III

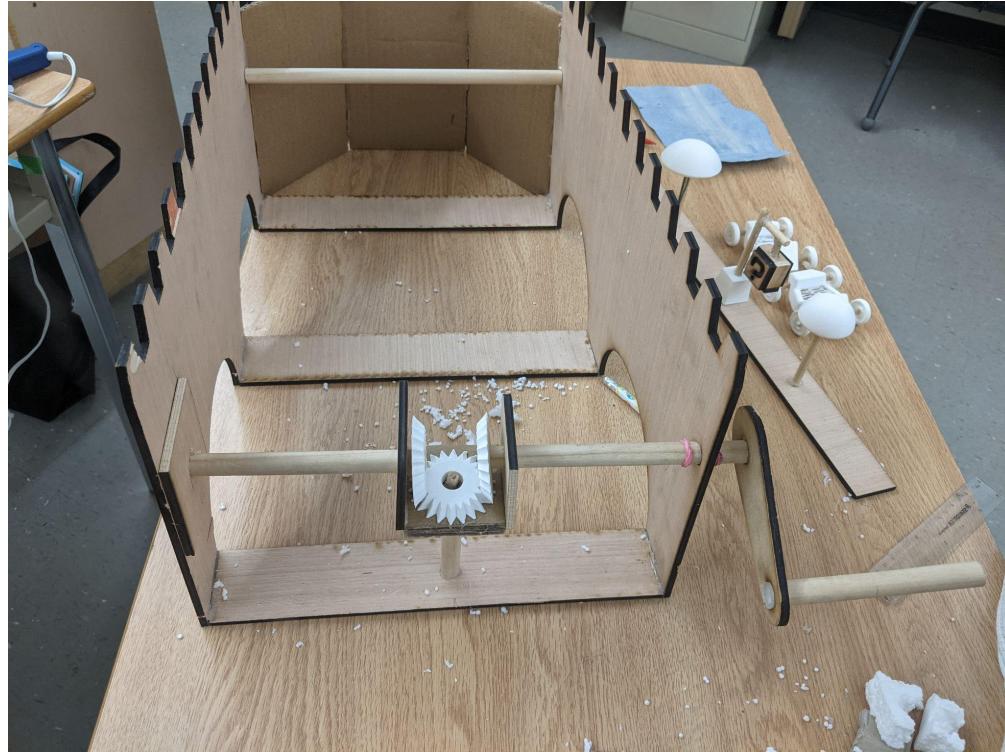


*Left Images:
Cutting up
cardboard
for any
remaining
parts*

*Right
Images:
Gluing
remaining
parts (e.g.
bridge
decor)*



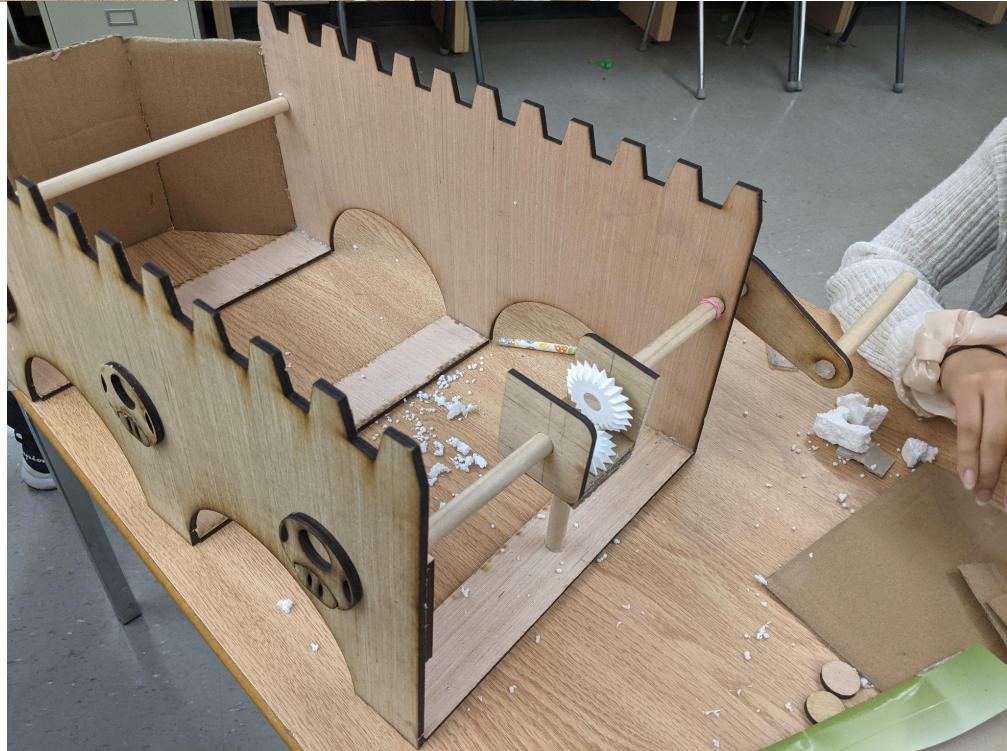
Construction Sequence IV



*Both Images:
Putting
everything
together,
attaching
parts to the
base*

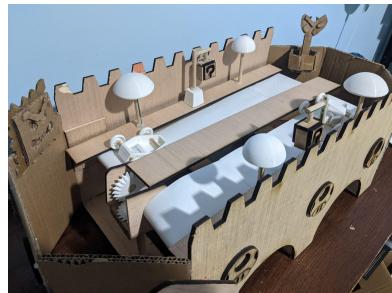
*Top Image:
Side View*

*Right Image:
Isometric
View (from
Side)*

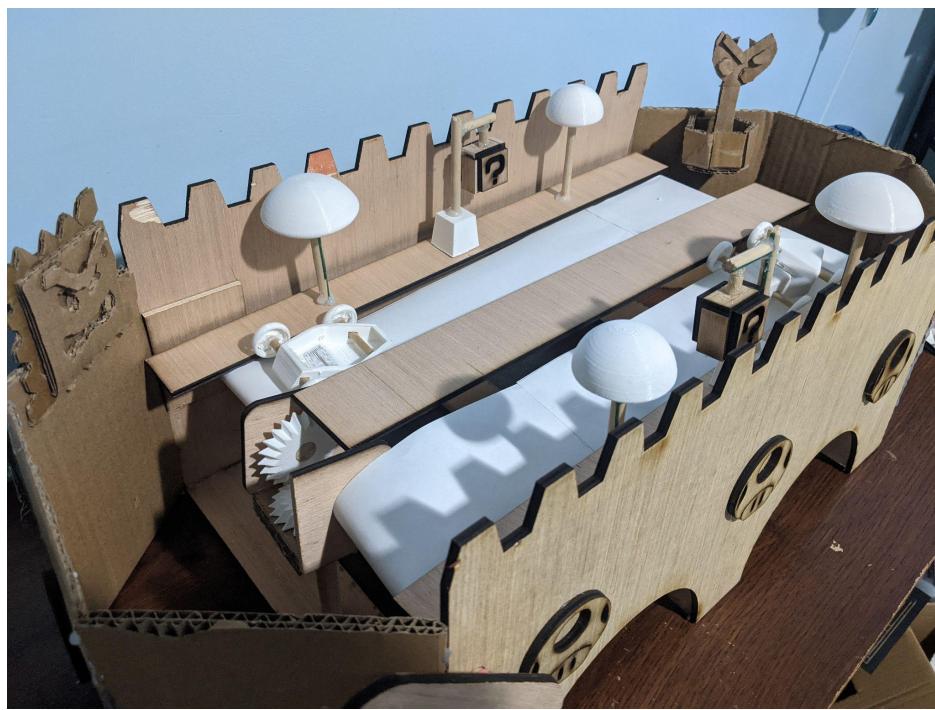


Prototype Testing

The Mario Moving Bridge!



The Mario Moving Bridge!



*Presenting the bridge
from all angles!*

The Bridge In Motion

While the conveyor belt was not able to move (see next section for further details), the bevel gear were a success!

Here's videos of the bridge's Crank & Gear System in motion:

Bridge In Motion ZOOMED IN:

<https://drive.google.com/file/d/1EK9ucgzS89kc5h3qHv9t07SzZhf91R00/view?usp=sharing>

Bridge In Motion Video #2:

https://drive.google.com/file/d/1ENJdEdJn4d6JIMsNZBPbkyu_vnS5gUoo/view?usp=sharing

Prototype Results and Concluding Statements

What Went Well

- The overall construction went very well. There were little both when laser cutting / 3D printing, and later when putting parts together.
- Adaptability & Teamwork. When small issues did arise, the team was quick to assess and make changes.
- Project Idea. I quite liked how our project was set up to be almost always a “finished” product. The amount of decorations and details (e.g. toads, streetlights, plants) could have increased or decreased depending on how the project was progressing.
- Fun & Aesthetic result. The project looks neat (not messily attached) which is important as the objective is enjoyment / entertainment.

What Didn't Go Well

- The conveyor belt did not work. Due to this, the bridge itself did not rotate the way we had planned. Upon reflection, I think this may be due to material chosen, and how we had applied said material.
 - By material, I mean paper. We had originally tried cardboard, but was too stiff and would not bend.
 - Other materials could result in going over budget.
 - In the end, the paper did not have enough "stretchy" tension to move, and if it had, would be too light to support weight of cars.

Improvements!

- Get the conveyor belt to work. This could be done in many ways such as finding a more suitable material, or perhaps using a motors instead of gears. While the gears worked, it was not as powerful as motors would be.
- Paint! While the bridge looks plenty elegant in it's whites and browns, as a Mario themed item, it may be suitable for it to have the bright colours associated with the Mario franchise.
- More decorations. Due to time constraints, as well as material constraints (e.g. not enough 3D printer space + time to print out the Goomba), many extra details had to be cut out. This could be improved by finishing designing stage earlier.

Mario Moving Bridge

— Thank You. —
