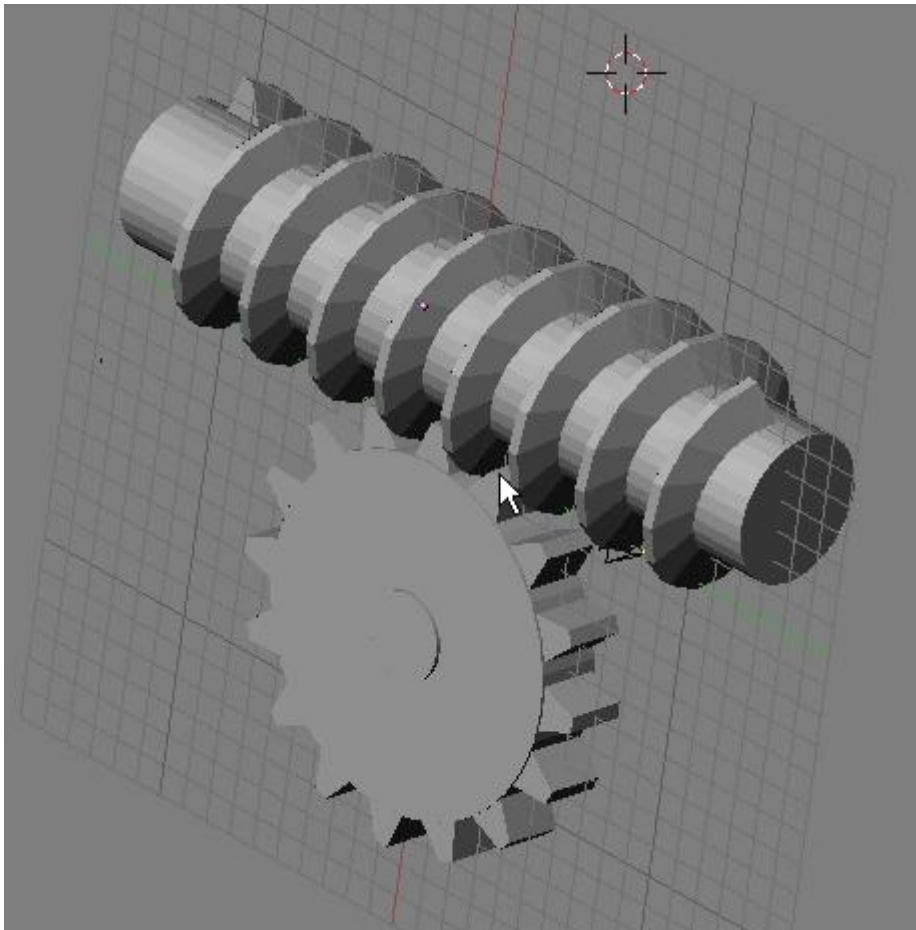


Gear Design Practice Exercise

P
R
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E
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Create a worm gear and a spur gear to mesh with each other using the information discussed in this chapter. You can use the "Spin" and "Screw" Tool Shelf commands or use the Gears Add-On in the User Preferences. Either method, try to keep the gear teeth equal on each part. Try using the copy command for the basic tooth shape. Add materials, textures and appropriate lighting. ***Make a 200 frame animation of the gears turning. Try to make them mesh perfectly! Remember the Linear Extrapolation options available in the **Graph Editor Window**. All you need to do is create a small section of the animation and let the computer do the rest! If you need a refresher, review the animation chapter and page 9-9 for animating the light in the lighthouse.***



***** Call the instructor when finished*****