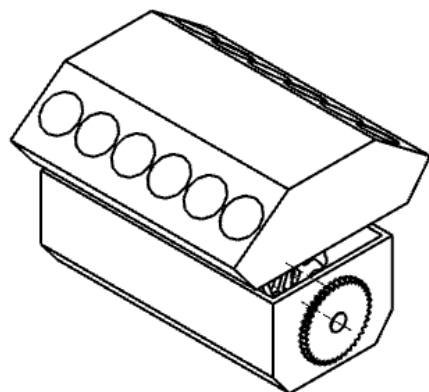


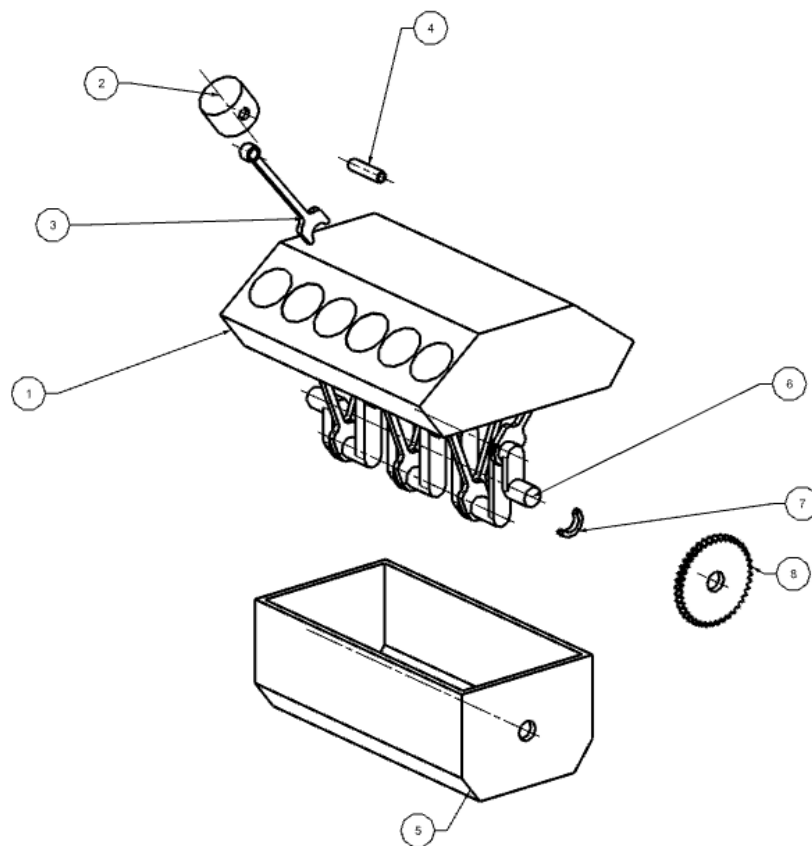
Final Project: V12-Engine

~Vivyn Bhavani Raaman

5/5/2025

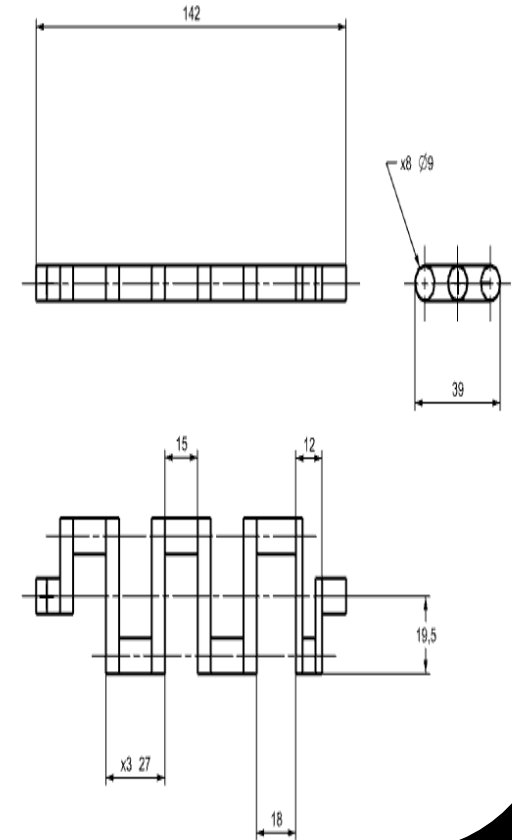
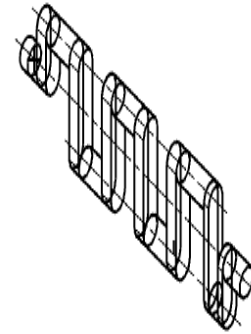


PC NO	PART NAME	QTY
1	ENGINE_BLOCK	1
2	PISTON_HEAD	13
3	PISTON_LEG	13
4	PISTON_TUBE	13
5	ENGINE_BLOCK_BOTTOM	1
6	CAMSHAFT	1
7	PISTON_LEF_BOTTOM	13
8	GEAR	1



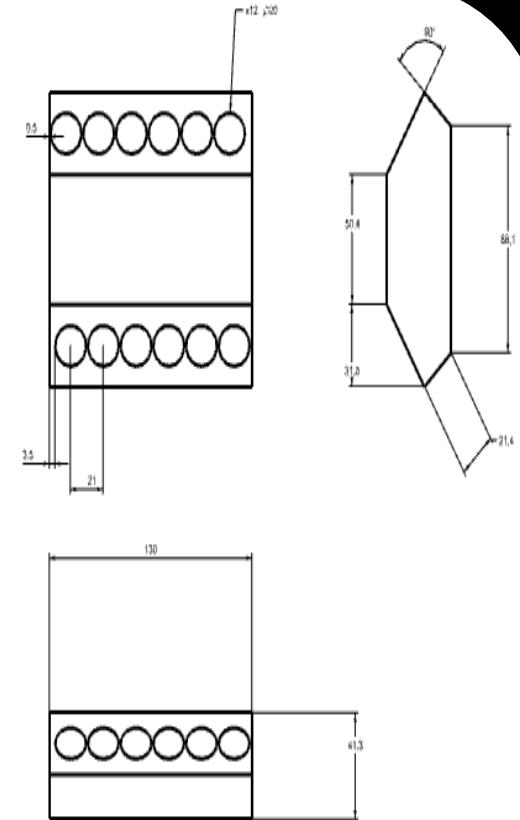
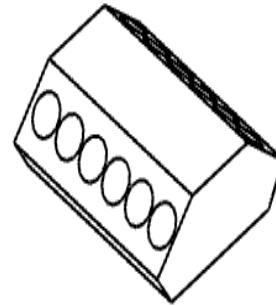
Complex parts #1

- Camshaft
 - Had to make sure the piston aligned perfectly with the engine block
 - Had to make sure all 12 pistons could fit into this and the engine block



Complex parts #2

- Engine Block
 - Had to make sure the piston aligned perfectly with the Camshaft and were spaced perfectly
 - Had to make sure all 12 pistons could fit into the hold of the engine block

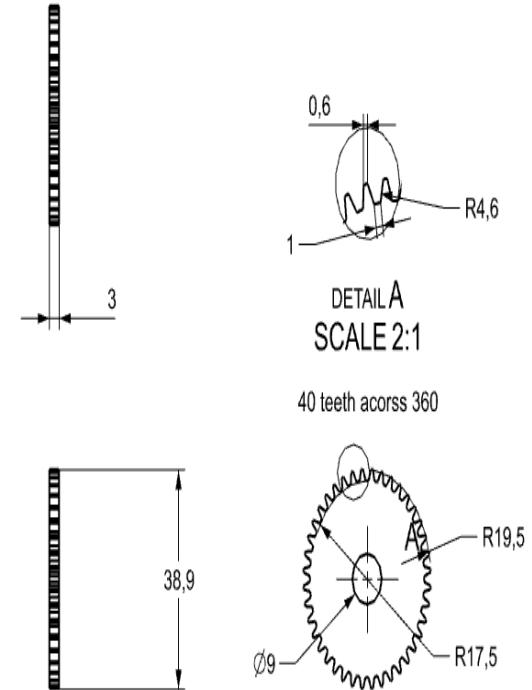


Complex parts #3

- Camshaft Connecting gear

(REVOLVED)

- Had to figure out how to do the gear tooth
- Had to make sure it fit the camshaft

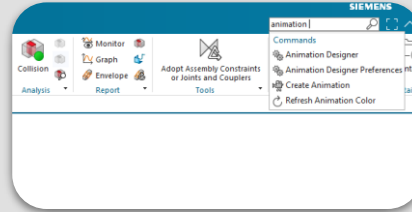




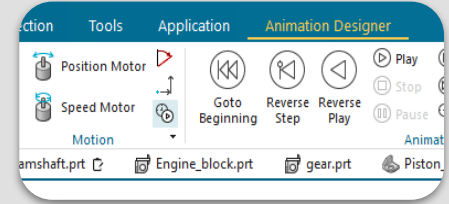
New Capabilities:

Animation

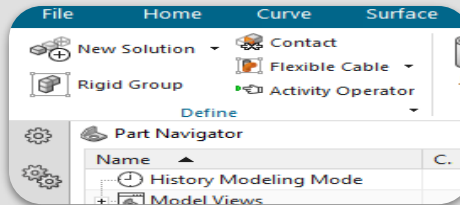
1. Search up “Animation Designer” in the NX search tool



2. Click on it. A new Animation Designer tab will appear.



Make rigid groups according to your project



Add joints according to your project and then hit “play”

