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# Carousel II

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Located at: <http://www.youmagine.com/designs/carousel-ii>

Short description:

Carousel

Description:

"Carousel II" is an Autodesk Fusion 360 update of my original Carousel model (<https://youtu.be/0wqBTI5HUPs>) published over six years ago. The "secret" to how this model operates is the hidden 3D printed "sin wave" contour in the interior of the base. As the motor rotates the carousel, the lower rods of the horses ride up and down the sin wave contour thus generating the up and down motion of the horses and flags. There are four complete sin wave cycles in the base, so the horses and flags rise and fall four times each journey around the carousel. The carousel consists of three 3D printed components: "Base.stl", "Carousel, Base.stl" and "Carousel, Canopy.3mf". Add to that the five "Horse.3mf" and "Flag.stl" 3D printed components, and the total 3D printed component count for this model is thirteen. The model is driven by an N20 6VDC 50RPM gear motor powered by a 1.5VDC power supply at 15ma. Designed using Autodesk Fusion 360, sliced using Cura 4.3.0, and printed in PLA on an Ultimaker 3+ Extended and an Ultimaker S5. One final note, I receive no compensation in any form whatsoever for the design, equipment, parts and/or materials used in this model.

If you can, please use the online documentation found at <http://www.youmagine.com/designs/carousel-ii> because those may have been updated. Also, there you can interact and provide praise and/or feedback.