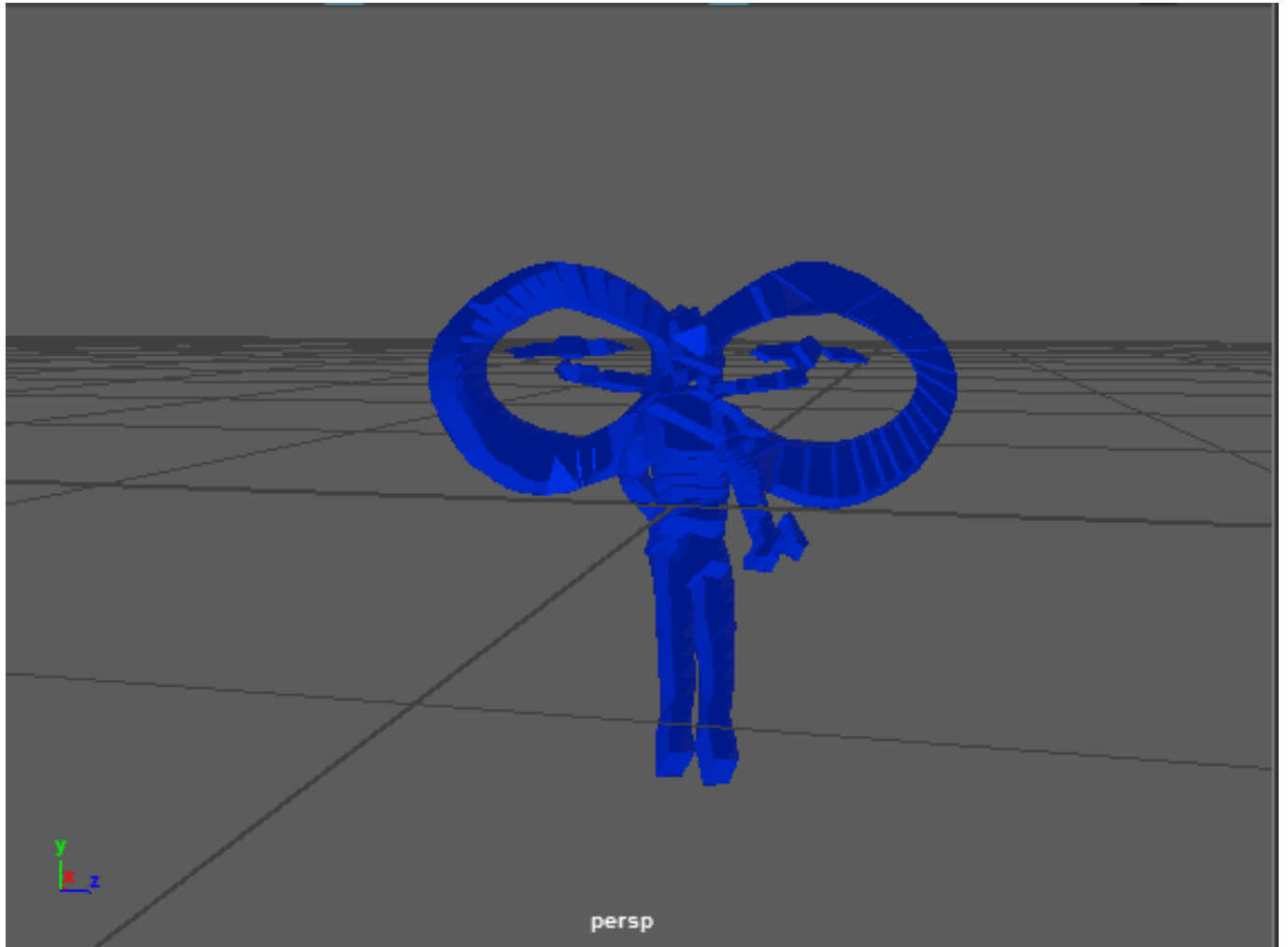
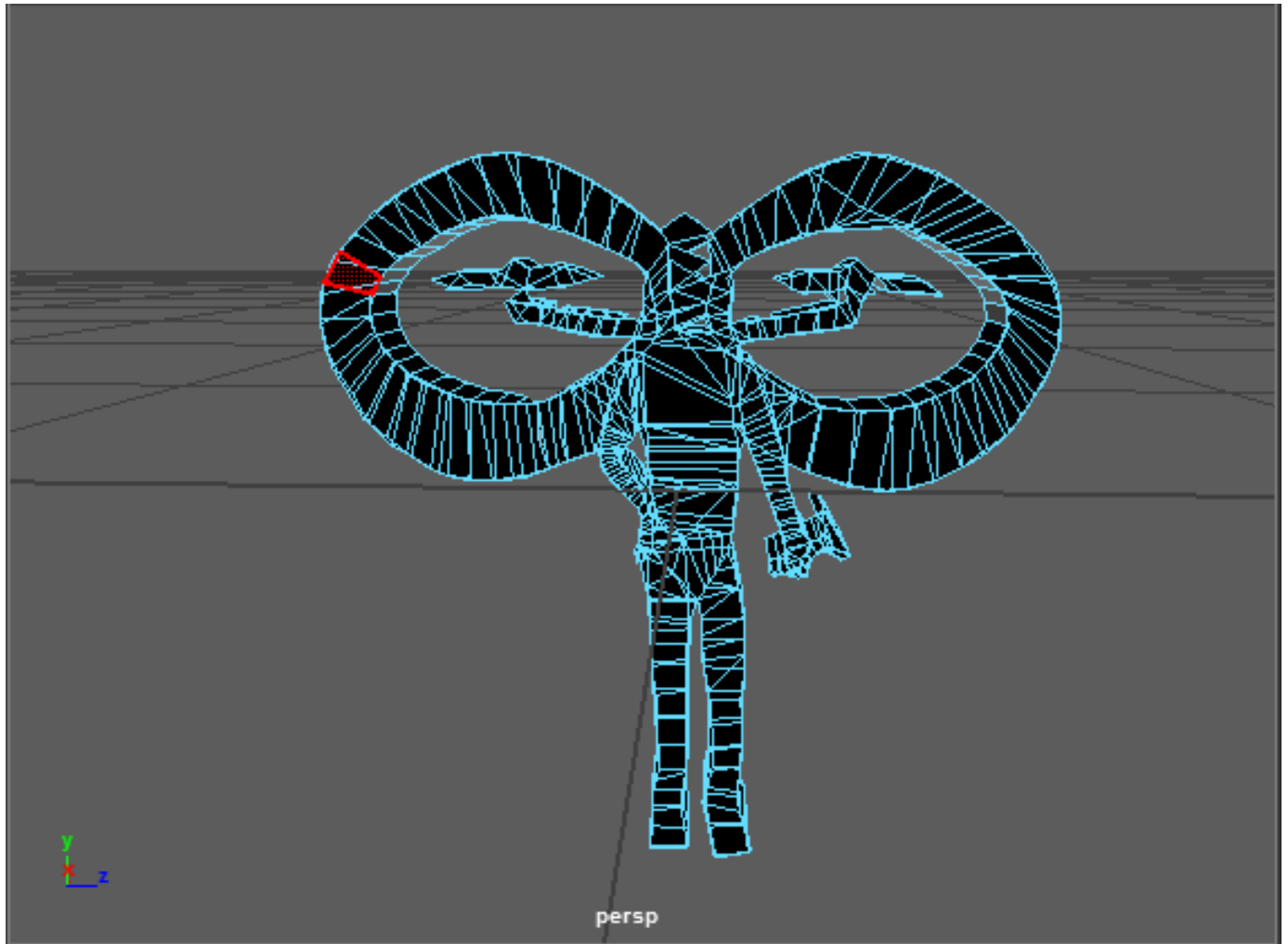


Robot Roofer AutoCAD & Maya 3D Quad Draw:

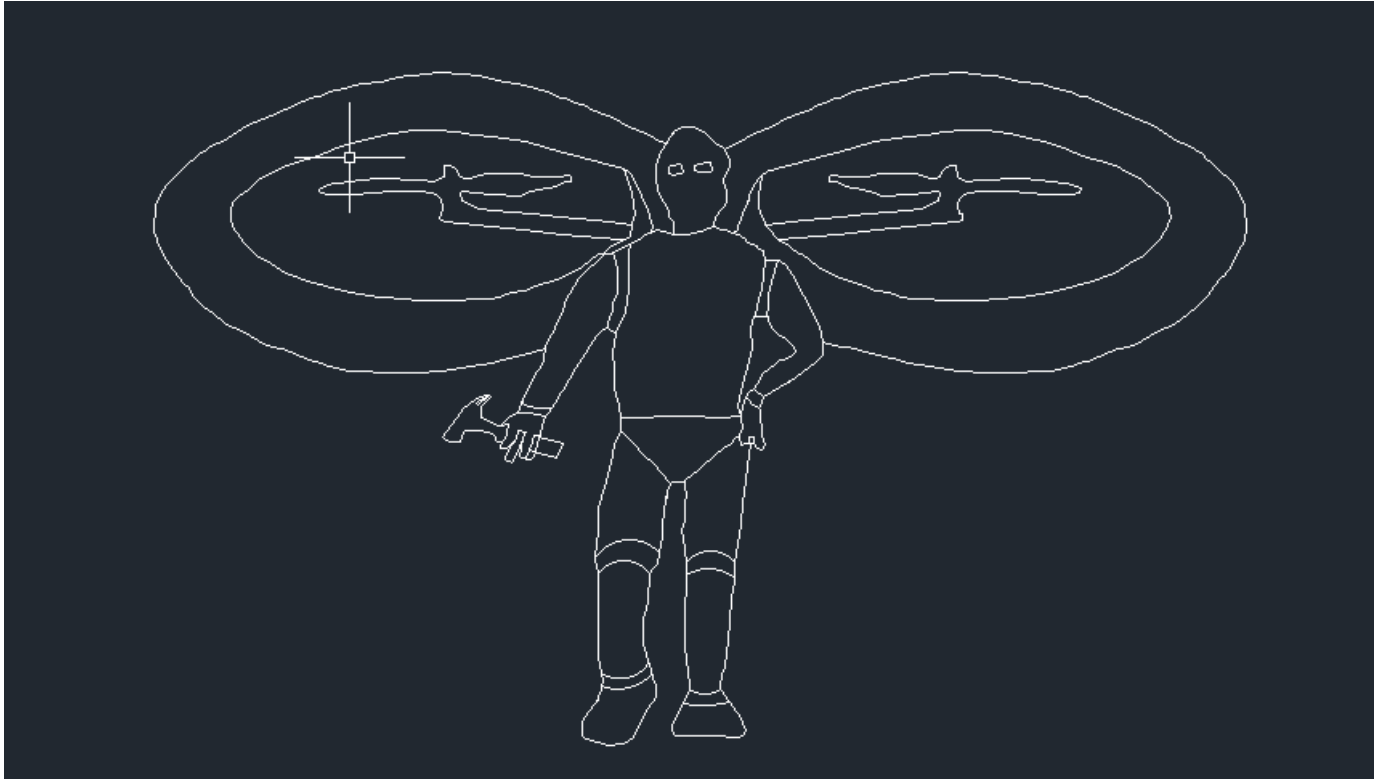
This is a 3D rough draft. I haven't smoothed the edges but it will be placed inside of Unity where I'll be putting on a roof to a house. I plan to make a video with animation. I tried to create the 3D part in AutoCAD but due to not having a special Nvidia graphics card it was unable to produce the 3D and would freeze. This 3D picture was created in Maya and used quad draw:



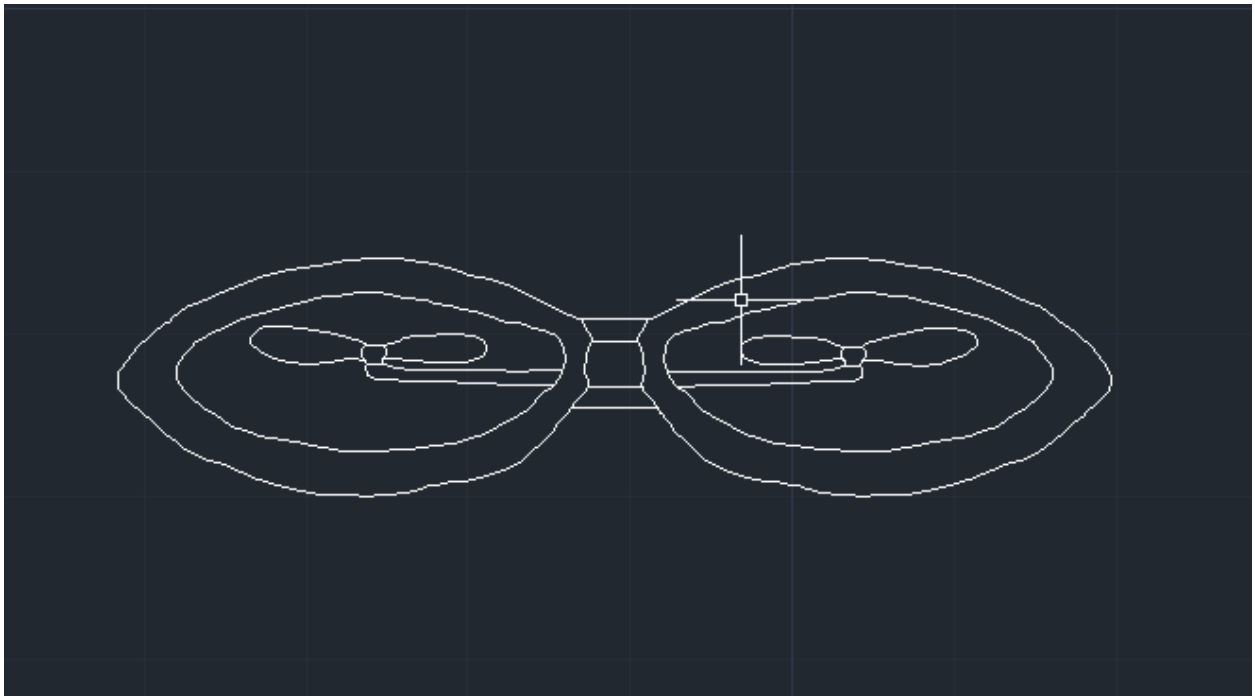
Here is a picture in object mode. It shows all the vertices:

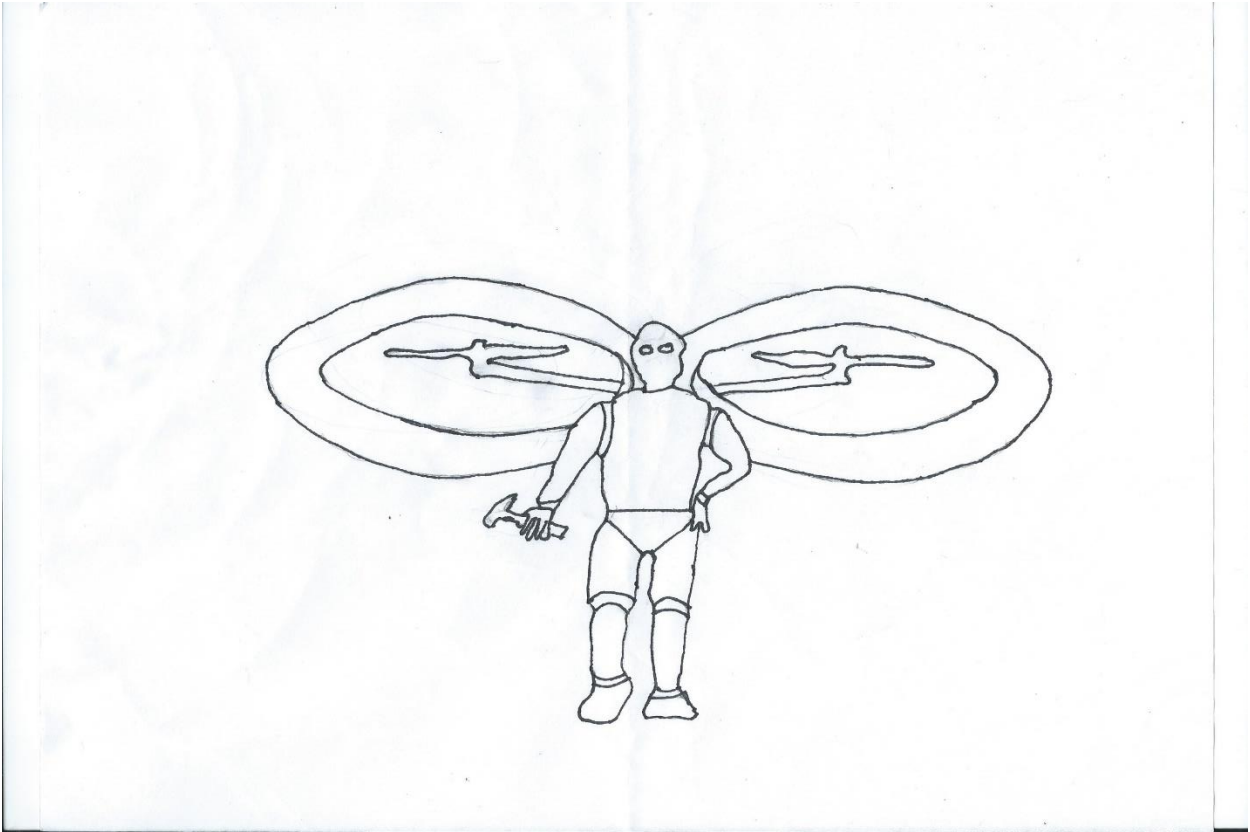


This is the AutoCAD 2D image. The part would have to be 3D printed using a 5 axis router and foam blocks. The foam could then be used as a mold and covered in carbon fiber:

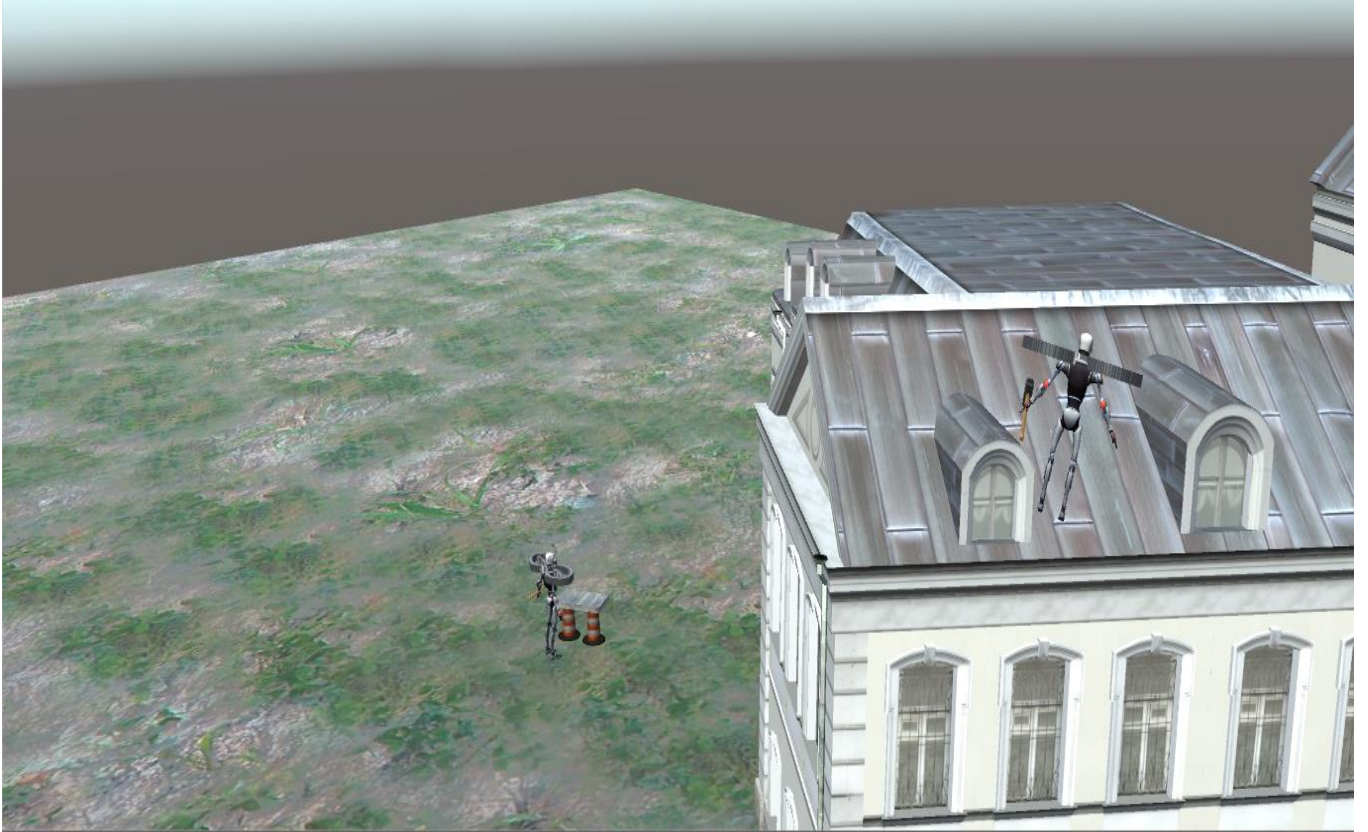


This is an image from the top:





This is a far away shot in Unity:



The Drone age is upon us:



z

