

# Toy - Reverse Engineering

Name: \_\_\_\_\_

Date: \_\_\_\_\_

Project Name: \_\_\_\_\_

Hour: \_\_\_\_\_

Folder Name: \_\_\_\_\_

File Name: \_\_\_\_\_

Instructor Sign Off: \_\_\_\_\_

## Objective

Students will reverse engineer a toy of their choice using calipers to precision measure while drawing their product in 3D Inventor. Students will print out multiple versions of their product in a presentation style format.

## Examples

- Any Hot Wheels or Match Box Vehicles
- Die Cast Vehicles or Models
- Any Battery Operated Toy
- RC Vehicles
- Lego or Erector Set
- See Instructor for other examples

## Restricted Toys

- Xbox, Play Station or any hand-held electronic game(s)
- See Instructor for approval prior to start of project

## Points

- Project Accuracy **(100 pts)** \_\_\_\_\_
- Project Likeness or Resemblance **(50 pts)** \_\_\_\_\_
- Presentation Drawing **(25 pts)** \_\_\_\_\_
- Presentation Close-Up **(25 pts)** \_\_\_\_\_
- Render w/Background **(25 pts)** \_\_\_\_\_
- Render w/Scene **(25 pts)** \_\_\_\_\_
- Illustration Drawing **(25 pts)** \_\_\_\_\_
- Inventor ISO **(25 pts)** \_\_\_\_\_
- Total Points **(300 pts)** \_\_\_\_\_
- Letter Grade \_\_\_\_\_