

The background is a solid teal color with a pattern of faint, white line art. The line art depicts various mechanical and engineering-related items, including gears, a wrench, a screwdriver, a pencil, a paintbrush, a camera, a lightbulb, a fan, a gear, a screw, a bolt, a nut, a washer, a spring, a piston, a cylinder, a valve, a pump, a motor, a generator, a transformer, a battery, a capacitor, a resistor, a diode, a transistor, a microchip, a circuit board, a wire, a cable, a hose, a pipe, a fitting, a flange, a gasket, a seal, a bearing, a roller, a pulley, a belt, a chain, a sprocket, a gear, a rack and pinion, a worm gear, a planetary gear, a differential, a steering knuckle, a suspension arm, a control arm, a shock absorber, a coil spring, a brake master cylinder, a brake slave cylinder, a brake line, a brake hose, a brake pad, a brake shoe, a brake drum, a brake disc, a brake caliper, a brake master cylinder, a brake slave cylinder, a brake line, a brake hose, a brake pad, a brake shoe, a brake drum, a brake disc, a brake caliper.

Mechanical Cabaret (Woodford version)

SLQ Wiki Fabrication Lab 2024/05/23 16:33

Mechanical Cabaret (Woodford version)



Developed by Daniel Flood

Summary

This workshop will go live in prototype form at The Planting 2017 and will graduate to a workshop for Woodford Folk Festival 2017/18 (much like the lock did). Participants will construct a simple mechanical toy/kinetic sculpture. The intention is to use recycled plastic as the primary material to build these out of. Ideally the Steampunk LED workshop could *plug* into this unit, providing an extension activity that would integrate electricity into the design. Aim it to provide each participant with a box or parts, a base design and space to innovate on what they construct with some optional bits and pieces. Workshop should not run more than 90 minutes in a controlled environment, which hopefully gives us scope to complete in two hours if we're practised at it.

This will be the first TryIt off the rank this year too. Time to get developing.

Activity Summary

Describe the activity being proposed and the engagement, skills and knowledge development value of this type of activity.

Materials

Tools

Instructions

Rename the steps as you like, use *italics* or **bold** for emphasis

Step Zero:

Step One:

Step Two:

Step Three:

Step Four:

Step Five: Troubleshooting

Step Six: References

Production notes

Critical Success Factors

[Which of the critical success factors does this Prototype target? For more details see](#)

SLQ-Strategic-Plan-2016-20

Enable Access

- ☒ [✓ daniel, 2017-01-11]Provide life skills and early childhood literacy programs
- ☒ [✓ daniel, 2017-01-11]Increase free access to digital content
- ☐ Strengthen Queensland library infrastructure and discovery platforms

Engage Community

- ☐ Grow the State's historical collection of Queensland culture and heritage
- ☒ [✓ daniel, 2017-01-11]Engage with communities of interest through dedicated centres of

engagement

- ☒ [✓ daniel, 2017-01-11]Facilitate the community's use of and interaction with content

Build Capability

- ☒ [✓ daniel, 2017-01-11] Build capacity within our communities of interest
- ☒ [✓ daniel, 2017-01-11]Generate new revenue sources
- ☐ Position our workforce for the future

Delivering of The Edge Promises

Aside from the SLQ Strategic Plan, there is The Edge's commitments to the community and the lens we look at it through. Here are a few more check boxes for you to answer

This empowers creative experimentation across...

- ☒ [✓ daniel, 2017-01-31]Art?
- ☐ Science?
- ☒ [✓ daniel, 2017-01-31]Technology?
- ☐ Enterprise?

It will inspire...

- ☒ [✓ daniel, 2017-01-31]Whimsy?
- ☐ Nostalgia?
- ☒ [✓ daniel, 2017-01-31]Curiosity?
- ☐ Awe?

Feedback

1. Feedback:

Solution:

2. Feedback:

Solution:

3. Feedback:

Solution:

4. Other observations:

References

Files

[Reference book about](#)

Cabaret Mechanical Movement

. There is print up of this somewhere near my desk.