



## carpentopod-v43

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### Summary

My take on the mechanism behind (actually, under) Carpentopod designed by Giliam de Carpentier.

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Tags: [x1c](#) [carpentopod](#) [openqdd](#)

I would like to publish my take on the mechanism behind (actually, under) [the walking table](#) designed by Giliam de Carpentier. I have been playing with Fusion 360 and various linkages for couple months when I saw a video of [Carpentopod](#) published by Giliam De Carpenter. He was kind enough to release exact linkage dimensions. I figured it could be a nice Fusion 360 challenge to design the mechanism behind the scene. As you will see below, I have focused mostly on the mechanical side of, not the artistic value of the piece.

Here is a Youtube clip of the thing walking steered using a Nintendo controller:

An interactive 3D model is available on [Autodesk site](#).

A screen recording of the animation of the joint movements in Fusion 360 is below. Done from different view angles, with some legs and plates removed to make crankshaft movements visible. I did not recreate it since

the original upload, so there are no shoes (you can see those via the Autodesk link above).

All the models and detailed build notes are also published on [GitHub](#).

## Model files

**two-halves-v7.step**

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**gearbox-frame-pla-green.3mf**

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**spacers-pla-black.3mf**

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**outer-plate-pla-green.3mf**

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**inserts-petg-hf-grey.3mf**

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**leg-plates-pla-red.3mf**

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**feet-v34.3mf**

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**crank-purple-pla-cf.3mf**

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**m8-cylinder-v1.3mf**

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**levers-pla-yellow.3mf**

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