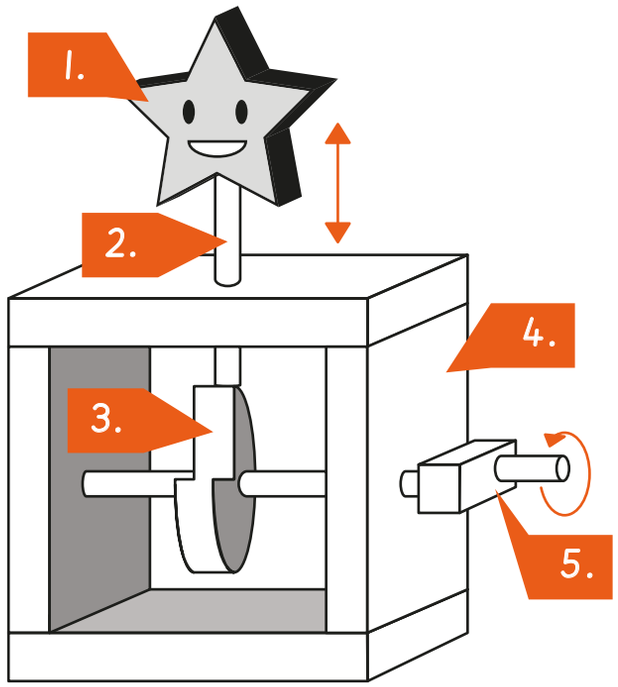
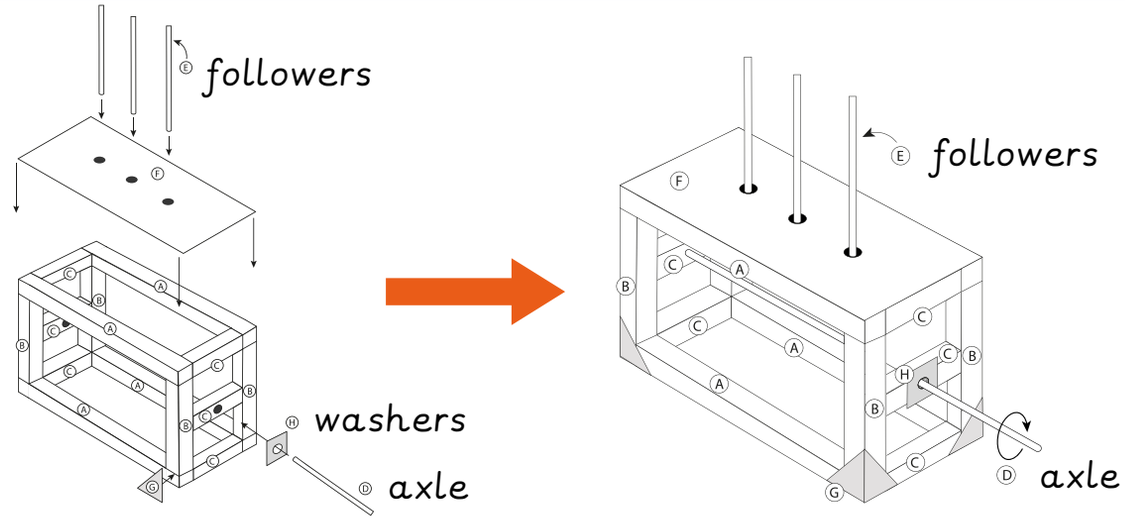
Automata toy components:

1. Character.
2. Follower.
3. Cam.
4. Frame.
5. Axle attached to handle.



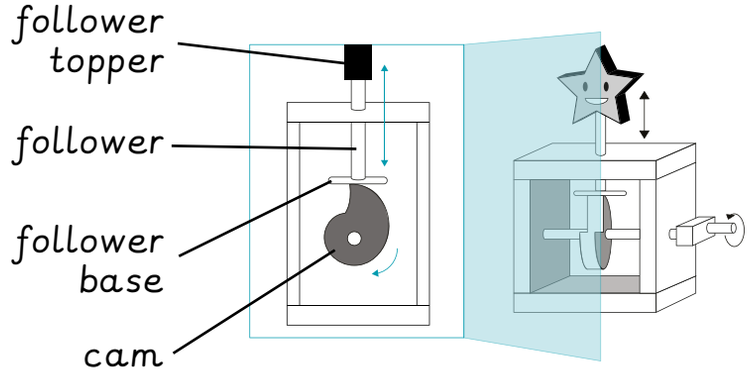
Automata toys use a **mechanical system** of **cams, axles** and **followers** to create movement in a character or object.

Exploded diagrams



Exploded diagrams communicate how the parts of a product fit together. They help when making the product.

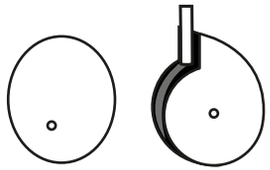
Cross-sectional diagrams



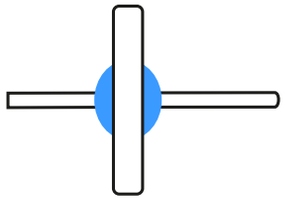
Cross-sectional diagrams help designers to **communicate** how a product works by showing the inside. Imagine a cut down the middle.

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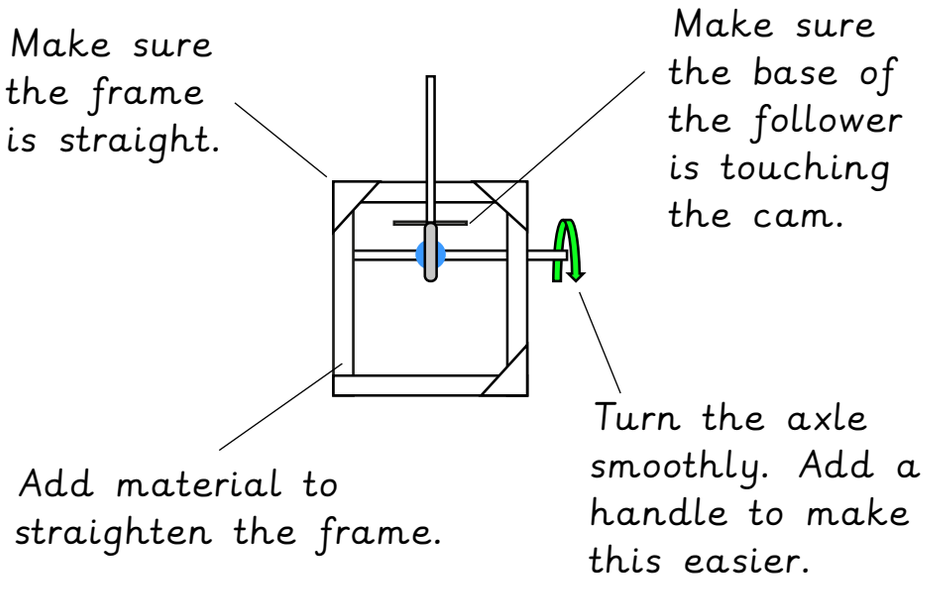
Making adjustments and improvements



Increase the thickness of the **cams** by using corrugated card or sticking the same shape **cams** together.

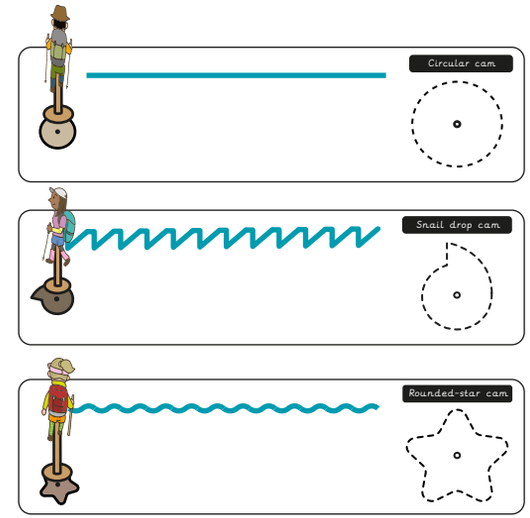


Secure the **cam** to the **axle** with sticky tack or modelling dough so the **cam rotates** with the **axle**.



Follower movement

The shape of the **cam** changes the movement of the **follower**. Cams can change **rotational** movement to **linear** movement.



Cam shapes

eccentric cam	snail drop cam	heart cam	circular cam
pear cam	oval cam	star cam	square cam

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