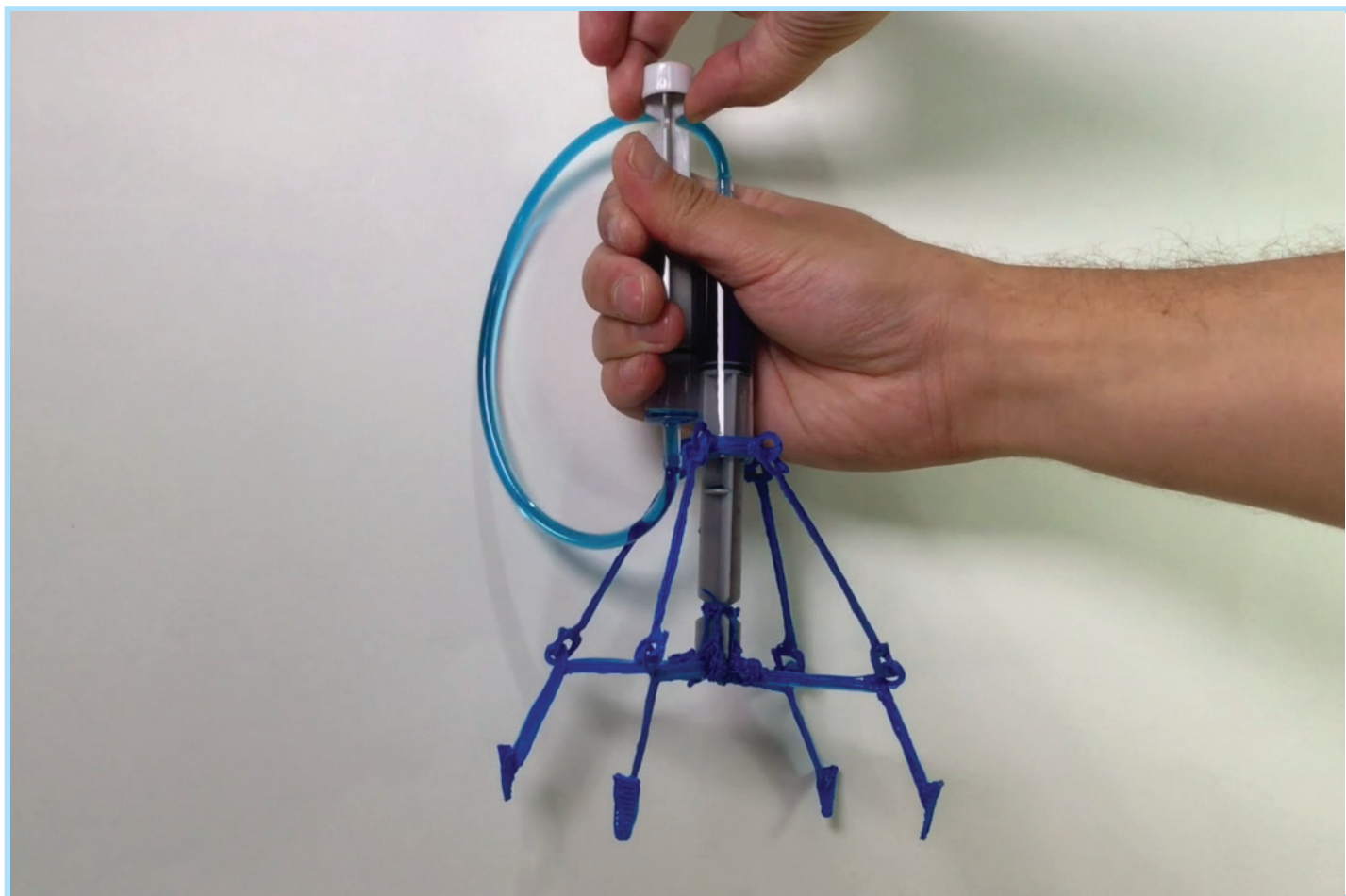


Hydraulic Claw

By Louis



Final



The Hydraulic Claw is made using two syringes and a length of rubber tube, the rest is 3Doodled!

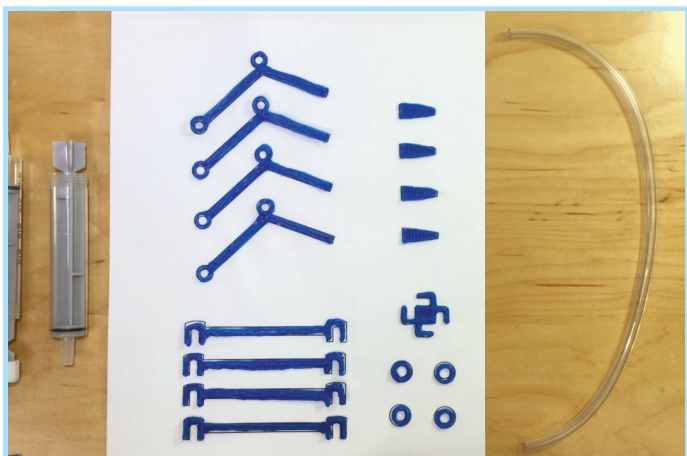
With a series of hinges attached to the plunger and body of one of the syringes we can create a claw that can open and close to pick things up.

Hydraulic Claw

By Louis

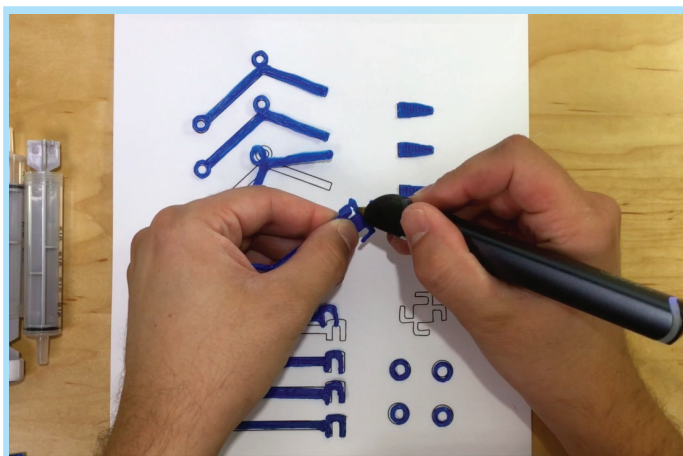


Step 1



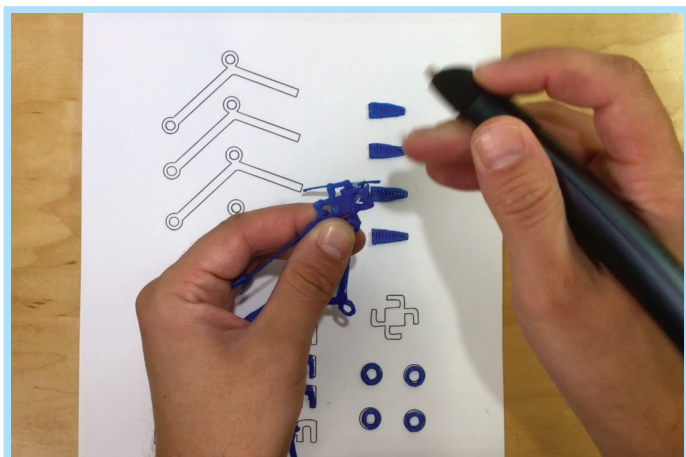
Fill in all the pieces of the stencil. You will also need two syringes and a length of rubber tube.

Step 2



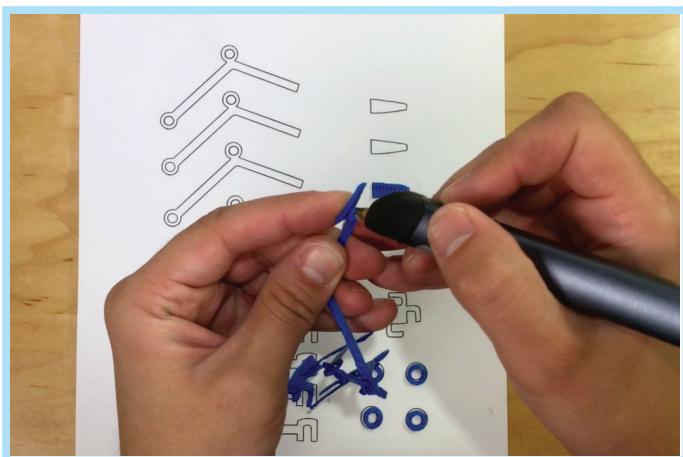
Start with the small cross piece and add one of the finger pieces to each side.

Step 3



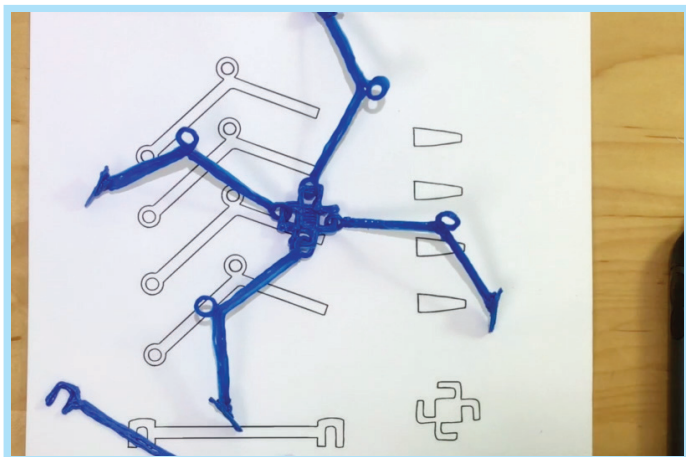
Doodle each side of the cross piece closed so that the fingers of the claw can dangle freely.

Step 4



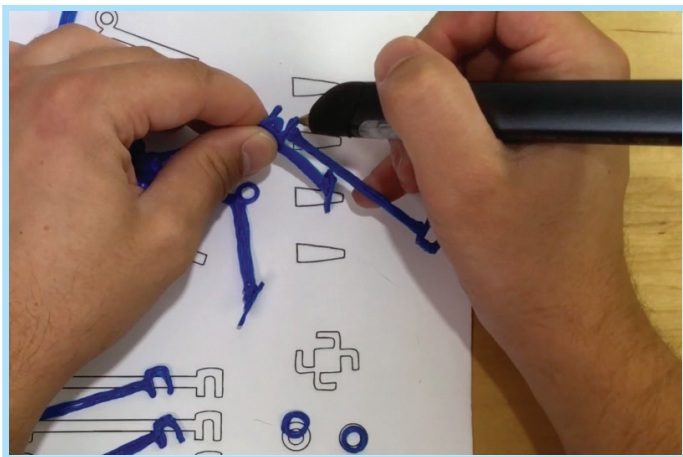
Add the tips to each of the fingers.

Step 5



This is what you should have at this point.

Step 6



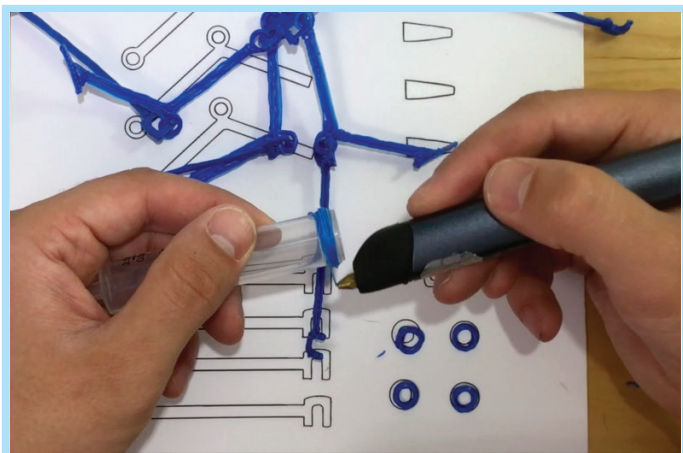
Next up, you'll add the beams to each of the empty holes on the fingers and doodle the openings closed.

Hydraulic Claw

By Louis

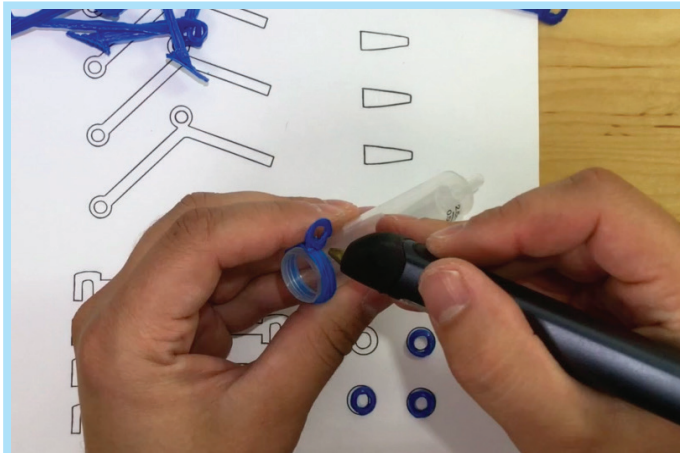


Step 7



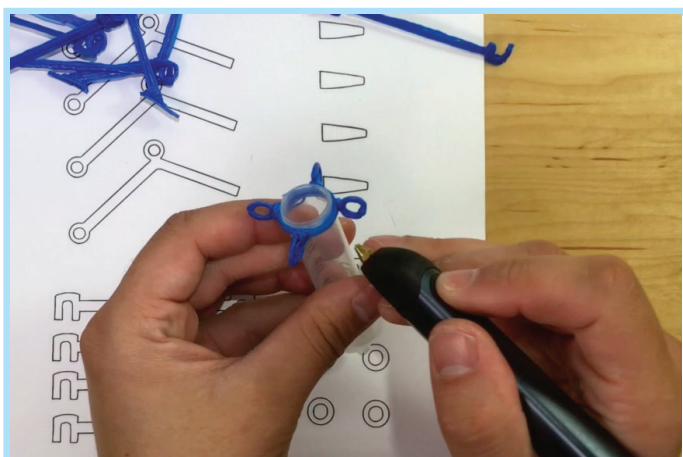
Remove the plunger from one of the syringes start doodling around the end. Try not to melt or deform it!

Step 8



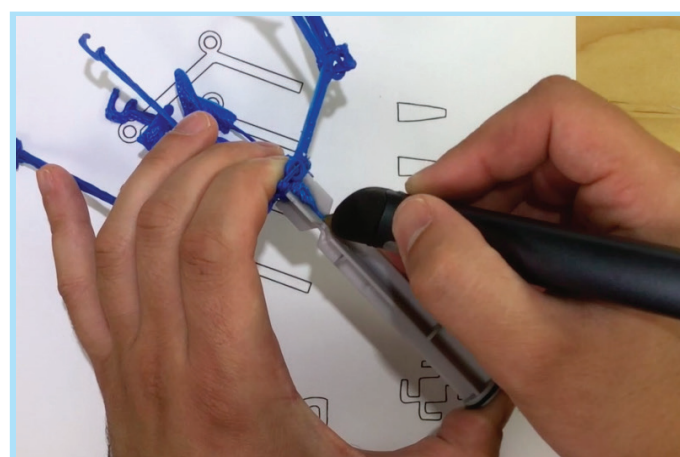
Add each of the small circles-evenly spaced- to what you just doodled on the end of the syringe.

Step 9



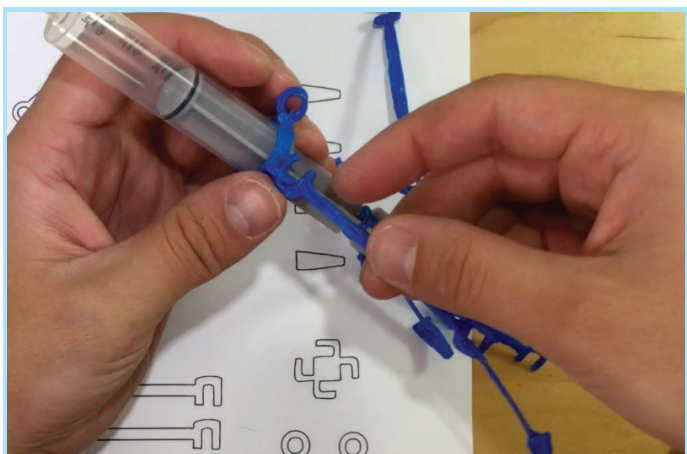
Like so.

Step 10



Attach the central cross piece the end of one of the plungers that you would normally be pushing on.

Step 11



Push the plunger partway into the syringe and add the unattached ends of the beams through the circle pieces.

Step 12



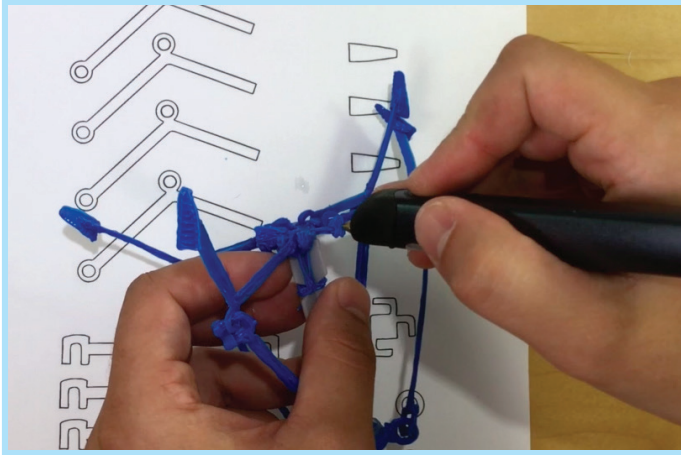
Close the ends of the beams.

Hydraulic Claw

By Louis

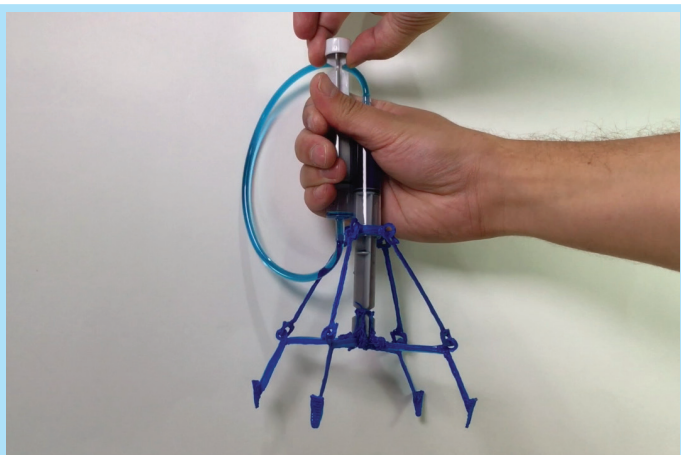


Step 13



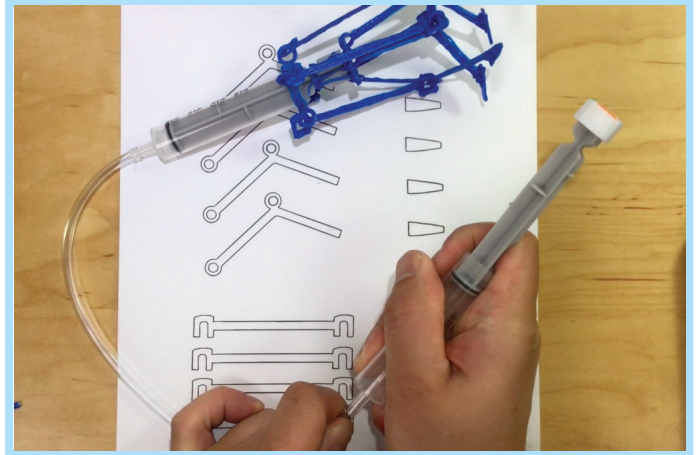
Add some plastic as guides to prevent the pieces from flopping side to side.

Step 14



Add some water and you've got yourself a hydraulic claw! You can add as many fingers to the claw or as few as two. Some food coloring was added to the water in this one to match the rest of it.

Step 14



Attach the rubber tube to the tips of either syringe.

Hydraulic Claw

By Louis

