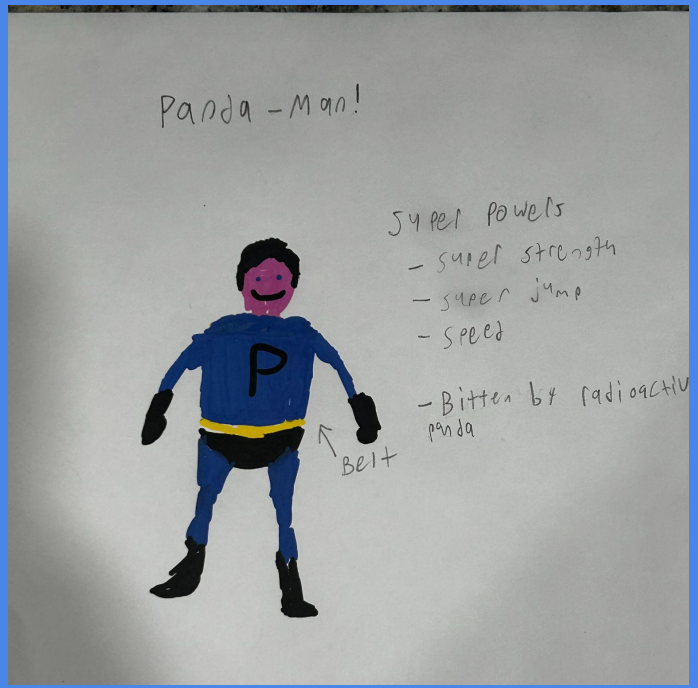
Make Your Own Toys





Make Your Own Toys

Overview:
Make Your Own Toys is a recent Volunteer program I began with the Bangor Makerspace. I connected a dedicated community of makers to build custom action figures for local kids experiencing hardship

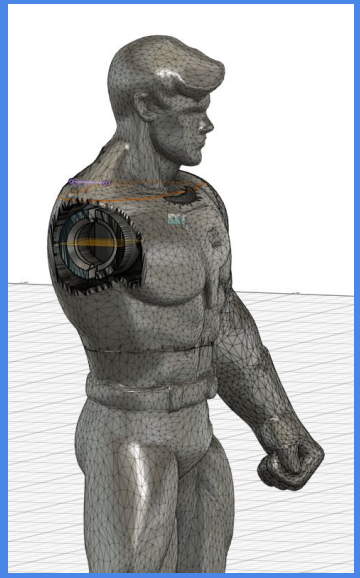
The kids draw a superhero- or a character, super villain, even themselves.
I turn their drawing into a more detailed one calling on years of experience as an artist and painter.

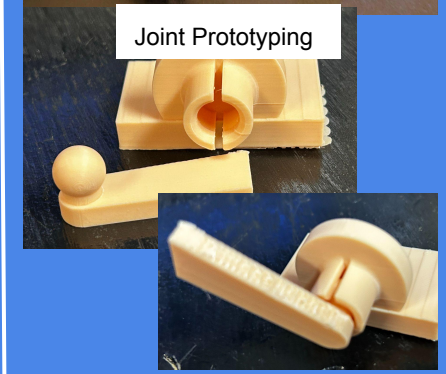
I run that drawing through an AI Mesh generator, clean the AI Mesh generated in Blender,

I use Fusion 360 to chop the part and add in joints. I use special joints which I've prototyped over several iterations, and I have all of my makers mimic my setting so they have just the right amount of give so when you set the action figure in a pose it stays still.

I chop to parts no more than 4 colors in one, so that I can send them to my team and they can be printed in multicolor. I assemble, glue and clear coat. The real innovation is the workflow. It's fast, so we can make a lot of these for a lot of kids







Joint Prototyping



I intend to expand the operation significantly over the next few months, and hopefully find a way to keep it running when I leave for college.