Gravity eRacer

Developed by Mark Gable

Gravity eRacer procedural video (see below QR code or link)

2:47 - Drawing isometric and multiviews of vehicle
4:10 - Drawing the vehicle outside dimensions
6:28 - Drawing left and right sides; front and back
8:55 - Locating axle holes
11:17 - Cutting out vehicle body
12:30 - Punching location holes for axles
13:00 - Score and fold vehicle body
14:25 - Tape corners
15:21 - Make axle bearings
18:58 - Assemble axle bearings to vehicle body
22:33 - Measure and cut axle bearings to correct length
24:18 - Measure and cut axles to correct length
26:12 - Making wheels
29:55 - Finding center of each wheel
31:29 - Punching axle holes in wheels
32:03 - Attaching wheels to axles
33:00 - Cab construction example
33:55 - Customize vehicle example

Track photo - Car example
Day by day plans
Isometric practice - Isometric practice example
Thumbnail sketches - Thumbnail sketches example
Isometric and working drawing worksheet
Isometric and working drawing worksheet example
Full scale body example drawings
Wheel patterns
Gravity eRacer examples
Speed calculations and reflection worksheet

https://tinyurl.com/y79y7zzf  https://tinyurl.com/y8UBL68n