

Handbook for VRx Projects



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1. Select a Project

2. Make a resume of the goals for The Student

3. Mount a step-by-step plan for the actions – Checklist

4. Draw a Flowchart for each stage

5. List all the tools, materials and equipment

Here we list the list of tools, materials and equipment.

6. Scenery definition, relating scenario with flowchart

The ambit of the Project can be:

- An equipment, with different parts
- A table (2D space)
- A room (3D space)
- A Plant (3D space) with different Rooms and Gates
- A Diagram Block for Code and Programming.
- ... others to be defined.

Where we must stand:

- Relation between tools and each Step (State of the process)
- Dimensions for the space
- Paths and ways of movement
- Reference positions, for each task
- Tolerance of movement and reach points.
- Success points and failure points
- ... others to be defined.

A photo will help to understand the environment.

7. Validation of transition requisites between states

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