

## Modified Design & Fabrication of Robotic Gripper using 3D Printing Technology

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**Abstract:** Commercially available robotic hands are often expensive, customized for specific platforms, and difficult to modify. In this paper, we present the design of an open source, low cost, single actuator under actuated gripper that can be created through fast and commonly accessible through rapid prototyping techniques and simple off the shelf components. This project establishes the design of an adaptive, three fingered gripper utilizing simple 3D printed components and readily obtainable off the shelf parts, modular and adjustable finger designs are provided. An under actuated finger, gear train mechanisms and an overall gripper assembly design are described in details.

**Keywords:** 3D Printed Component, Adjustable Finger Designs, Gear Train Mechanisms, Rapid Prototyping.

### I. INTRODUCTION

Development of robotic end effectors that are employed for grasping of a variety of objects is an active research area. Various robotic end effectors were developed for wide range of applications where reproducing the human hand functionality is required. However, in most of industrial and service applications manipulation of objects with anthropomorphic robotic hands is not required and three fingered grasping devices are more sufficient. Usage of multiple actuators in each finger mechanism results in high cost of the device and control complexity. A number of designs utilize pulley/tendon driven mechanisms for wide range of robotic systems. They have many advantages such as low weight, less number of actuators and high degree of adaptability. Among disadvantages are limitations in load carrying capacity and low wear resistance. Therefore, as an alternative, mechanical linkage system are utilized for different designs of underactuated artificial fingers. There are many simple designs of commercially available grippers for grasping cylindrical and spherical shape objects. For example, a 3-fingered concentric gripper is designed for relatively high payload industrial applications, but it is not able to perform enveloping grasping.

The reconfigurable gripper with convex shape thin fingers is designed for picking round objects and placing them in a tray with little space for movement. In general, many of the commercially available hands do not accommodate extensive customization of the design features for attachment to different robotic arm platforms or integration of additional sensors for research purposes. To address such problems 3D printing rapid prototyping technology is actively applied for manufacturing of low-cost robotic hands. Aiming to provide a basic robotic platform with minimal number of 3D printed

components and off-the-shelf actuator for facilitating robotic research efforts, a 3D printed open source tendon driven hand is proposed. In this paper the authors utilize a linkage based finger system and present an open source 3D printed underactuated three fingered robotic gripper with a simple design and relatively higher payload property comparing to similar size tendon driven mechanisms. The 3D model of the gripper is created using the SolidWorks CAD software. Robotic hands often fall onto two categories: simple and highly specialized grippers often used in manufacturing, and general and highly complicated grippers designed for a variety of tasks.

### II. LITERATURE REVIEW

Robot end effectors are generally classified as any device attached to a robotic system that is used to physically interact with the robot's environment. Some propose a further classification into two general groupings: robotic hands and robotic grippers. Hands are said to be designed with the intent of being anthropomorphic and fully actuated and as a result are typically more complex. Grippers, on the other hand, tend to be simpler, more utilitarian and tend to take the shape of whatever the design requires. Another method of differentiating is to compare the number of actuators,  $n_{act}$ , an end effector contains to its number of DOF,  $n_{DOF}$ .

- If  $n_{DOF} = n_{act}$  the end effector is said to be fully actuated,
- If  $n_{DOF} > n_{act}$ , it is said to be underactuated.

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commonly accessible through rapid prototyping techniques and simple off the shelf components. In this paper the authors utilize a linkage based finger system and present an open source 3D printed underactuated three fingered robotic gripper with a simple design and relatively higher payload property comparing to similar size tendon driven mechanisms. The 3D model of the gripper is created using the SolidWorks CAD software.

### III. DESIGN AND FABRICATION OF 3D PRINTED THREE FINGERED ROBOTIC GRIPPER

#### A. Under actuated Finger Mechanism

Under actuated fingers have less number of actuators than total DOFs and are widely utilized in design of various. Robotic hands for industrial and service robotics. This is largely attributed to the relatively simple design of such mechanisms comparing with fully actuated dexterous artificial fingers. At the same time, an underactuated finger mechanism should ensure close wrapping of different shape objects due to its adaptive grasping capability with one DOF actuation. In this work, the underactuated linkage mechanism is employed for finger design described in This design ensures a simple low-cost mechanical system which was one of the principles for finger design requirements Consider a 2-DOF and one degree-of-actuation (1-DOA) finger mechanism shown in Fig.1.

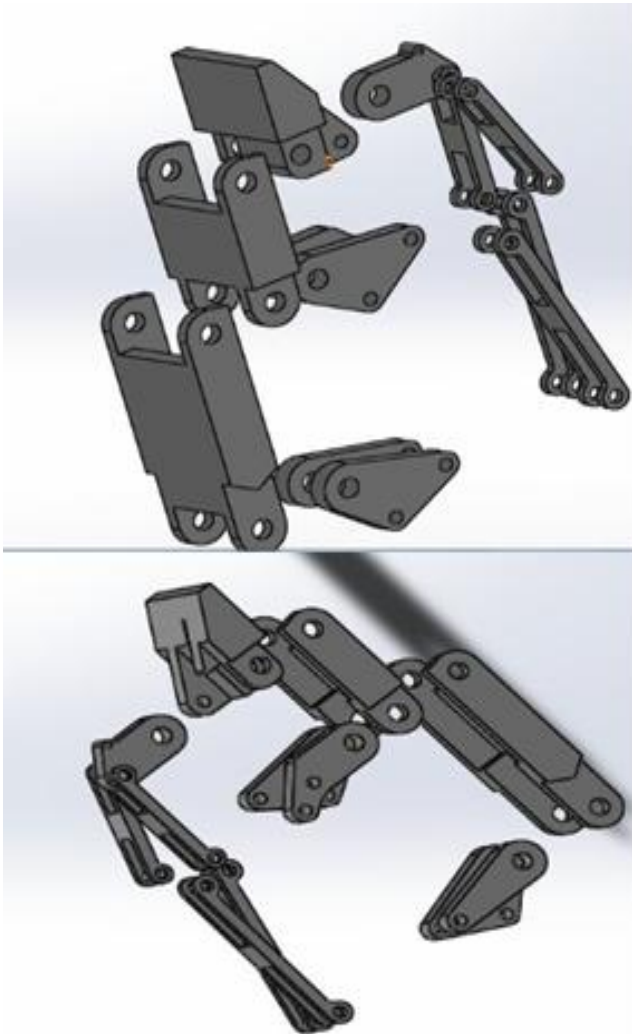


Fig.1. exploded views of finger.

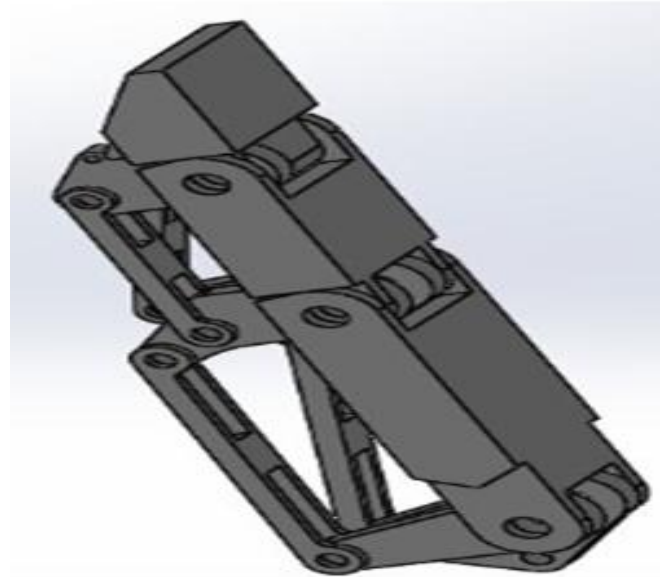


Fig.2. Assembled view of finger.

The first four bar link is providing actuation of the first DOF and second four bar link is for second degree of freedom of the finger. the closing sequence of the under actuated finger is described as follows, Firstly the finger moves as a rigid body from its initial position since no initial force is acting on it. When the first phalanx of the finger is in contact with an object, the second phalanx starts movement around a pivot point, and the third phalanx starts movement around a pivot point to complete a full wrapping. Same method can be applied to n-phalanx fingers. Utilizing this principle, an under actuated finger mechanism is designed and presented in Fig. 2. The finger consists of three phalanges, nine links and a worm wheel. Note that the worm wheel and link 1 are rigidly connected The worm wheel transmits rotary motion to link 1 around its pivot point; subsequently link 1 transfers the motion to link 2 and link 3 The second five links allows the finger to behave as a single rigid body during rotary motion around the fixed pivot.

When the first phalanx touches an object, the force produced by an actuator moves the five links which starts transferring motion to the second phalanx similarly the motion is transferring to the third phalanx. Finally, all the phalanges contact an object that concludes a finger closing sequence. Grasping characteristics of the gripper can be modified by setting various geometries of three actuation links of the fingers. For instance, changing the length of two actuation links of the finger can result in various dynamic outputs of the first and second phalanges. The surfaces of the finger components are flat so that the printer support material can be removed manually with little effort. All rotational joints of the finger are connected via pivots with retaining rings at both sides, as shown in Fig.2. The pivot 3D models are supplied with the gripper CAD model and can be used for manufacturing metal pivots using standard machine shop facilities.

#### B. The Gear Train Design

The three fingers in the gripper are actuated by a single actuator using a gear train transmission system. A servo

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actuator is fixed on the base and drives the directly connected worm gear. The worm transfers rotational to the set of worm wheels, which are connected to each finger. All three fingers are driven simultaneously from their initial position. Usage of the worm gear ensures non backdriveability of the finger actuation mechanism. The set of worm wheels are placed in a way that allows adjustment of the rotational speed and torque transferred to a finger.

### C. Three Fingered Robotic Gripper

The three fingered robotic gripper consists of the three 2-DOFs underactuated fingers, a base, a palm, a gear train set and an actuator. The fingers are attached in a circular way with 120 degrees between each other. This allows the worm wheels of the fingers to be driven from a single actuator via the actuating worm as illustrated in Fig. 3. This type of layout of the fingers is preferable for grasping spherical or cylindrical objects of different sizes. The prototype is manufactured using 3D printing technology with ABS plastic and rubber materials. ABS is a strong, durable production grade thermoplastic used across many industries, and it is an ideal material for conceptual prototyping. An additional off-the-shelf component, a servomotor, is used as an actuator for robotic gripper prototype that eliminates necessary for complex electronic circuits and encoders for motor position control.

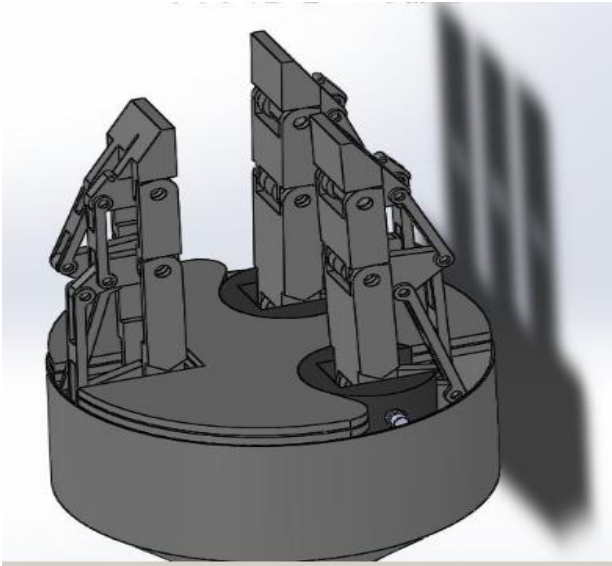


Fig.3. three fingered robotic gripper.

### IV. CONCLUSION

This paper presents authors design of an open source 3D printed under actuated robotic gripper. The gripper design model and an experimental prototype are introduced and discussed in detail. It is shown that the presented robotic gripper with one actuator meets design objectives in terms of:

- A simple mechanical structure of the gripper due to usage of a four-bar linkage mechanical system for finger design and a single actuation;
- A low cost due to utilizing of a single off-the-shelf actuator and 3D printing technologies;
- Relatively high payload comparable with similar size tendon driven robotic end effectors.

The 3D model of the gripper is created using the SolidWorks CAD software, the open source gripper design aims to

overcome constraint of the rigid, closed designs of existing robotic hands. The simple three fingered robotic gripper design released open-source for public use would allow researchers modifying the design for both research and educational purposes. Future work includes design and implementation of the presented end effectors prototype with embedded sensing elements such as tactile sensors for force feedback capabilities and a depth camera for object recognition to facilitate research on autonomous grasping of different shape objects. The gripper prototype will also be mounted on an industrial robot manipulator for evaluating grasping performance in real-life scenarios.

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