Fredericksburg Glockenspiel

Prototype and design review

Prepared for Stan Christoph
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Original source likeness

Original source collection

The character work begins with the real captured likenesses.



Eight recovered source sets. Exact approved full names remain under review.

Inspect the original source angles

Full-character digital motion

GO3D STUDIO

Full character motion study

Original W08 geometry retained. Added joints are proposed; clearances are unvalidated.

HEAD
Prescribed yaw + nod

WAIST
Prescribed rotation

OPPOSITE ARM
Prescribed shoulder motion



STEIN ARM
Existing solved linkage

FIXED LOWER BODY
Preserved source geometry

ELBOW / WRIST / JAW
Remain rigid

Coordinated digital motion

Digital study only. No new head, waist or opposite-arm drive is physically qualified.

18 seconds

Waist and head

Both arms

Inside + exploded

FM01 video included in the meeting package

Added joint drives and clearances still need engineering acceptance.

Inside the digital prototype

GO3D STUDIO

Full character motion study

Original W08 geometry retained. Added joints are proposed; clearances are unvalidated.

HEAD
Prescribed yaw + nod

WAIST
Prescribed rotation

OPPOSITE ARM
Prescribed shoulder motion



STEIN ARM
Existing solved linkage

FIXED LOWER BODY
Preserved source geometry

ELBOW / WRIST / JAW
Remain rigid

Stopped exploded inspection

Digital study only. No new head, waist or opposite-arm drive is physically qualified.

Design requirements

Original silhouette

Concealed interfaces

Aerostatic support

Texas outdoor service and a 180-year life remain design targets.

Motion and engineering coverage

Motion	Current digital evidence
Waist	Prescribed rotation
Head	Prescribed yaw + nod
Opposite arm	Prescribed shoulder motion
Stein arm	Existing solved linkage
Joints / drives / clearances	Engineering acceptance open

Included engineering

2 GLB model scenes

2 STEP assemblies

Part and QA records

FM01 motion viewer

Waist, both arms and head now move together in the digital study.

Added motions use provisional pivots. Physical engineering and manufacturing release remain open.

You choose the next step

GO3D development

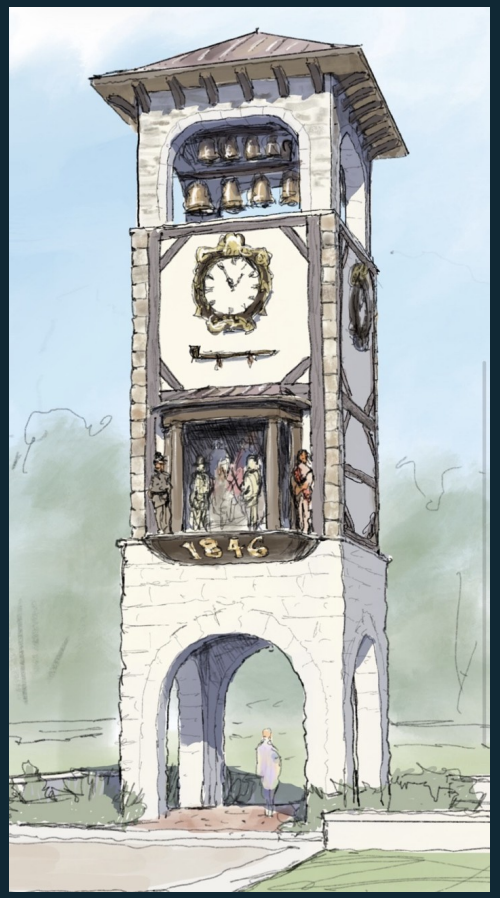
Engineer the complete-character mechanism and verify its physical operation.

Your preferred engineering route

Use the source record and current review to define the handoff.

Pause motion development

Keep the captured likenesses and delivered work.



Open the single review

Runway lighting preview



Original CAD recording



AI lighting treatment

Preview for visual review. Full film and source fidelity require approval.