

Tutorial 4, Sep 29, 2025

Drawing Manipulator from DH Table

- Procedure:
 1. Start at frame 0 and move to next frame in sequence
 2. Identify direction of x axis of next frame by rotating the current x axis by θ_i around the current z
 3. Identify the location of the new origin by moving d_i along the current z and a_i along the new x
 4. Identify the direction of the new z axis by rotating α_i along the new x

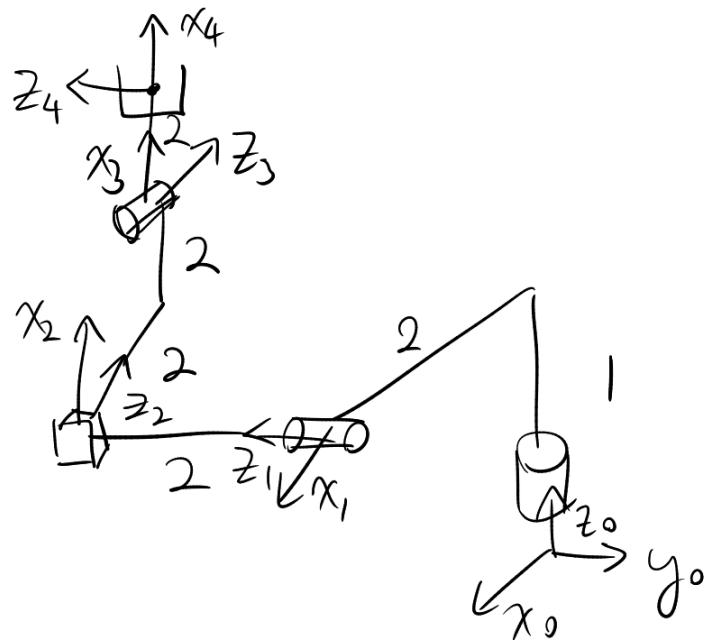


Figure 1: Drawing of the example manipulator.

- Example above has the following DH table:

a_i	α_i	d_i	θ_i
2	$\pi/2$	1	0
0	$-\pi/2$	2	$\pi/2$
2	0	2	0
2	$\pi/2$	0	0