



PET Bottle Candy Dispenser



Hisoka

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Summary

*DISCLAIMER: This is my first Fusion 360 Project and the prints have not been tested yet.

[Gadgets](#) > [Other Gadgets](#)

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This is my first Fusion 360 project, a mini gumball/candy dispenser. Put in a coin, and then turn the dial to get a handful of your choice, just like the real ones! It also works without coins, but a part can be printed if you want to require them. Fill your PET bottle with gumballs or candy and screw into the top. Now onto what you need to know before printing.

I have not printed or tested any parts in this model, and I also cut some corners near the end on cosmetics, so there's a slim chance everything was perfected on the first go. I compensated for 0.1mm tolerance but the main issue is how to assemble everything. There's not much in the design so it would all need to be glued.

Supports may be needed for a part or two but you should be able to minimize them by printing parts vertically when possible.

I would've really liked to publish a finished project with instructions and all, but just didn't have the time. My main purpose for even posting is that maybe there's a nice soul out there that would like to look over it and give a noob some pointers.

If anyone's brave enough to give it a go as is, please let me know how it turns out!

Model files



candy-machine.f3d

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