

BORANG INVENTORI PROJEK PELAJAR

INFORMATION DTP KEJURUTERAAN MEKANIKAL
KEJURUTERAAN MEKANIKAL
LIMA
MEAT SHREDDER
INOVASI
TEKNOLOGI DAN KEJURUTERAAN
1. BARATHAN A/L PUBALAN
990312-14-5977
2. YOGATHESH A/L MANIKUMAR
990918-01-5691
3. MUHAMMAD AIZAT SYAKIRIN BIN ZULKIFLI
991228-01-5365
4.
5.
MOHAMAD HALIM BIN IBRAHIM
781006-01-5399
The main purpose of designing this MEAT SHREDDER MACHINE is to help
the company Haji Luq Enterprise in Seremban. This enterprise Haji Luq having problem regarding the daily keropok lekor production. In order to solve their problem they are required a new innovation to exchange their unsuccessful meat shredder. We need to design fish meat shredder that is suite to its application especially for shred fish meat. At the same time, to minimize the manufacturing cost and time by minimize the complexity of the meat shredder and simulate the material used with cheaper material but having high strength and endurance. Next, to fabricate and introduce the new concepts and ideas for future prospect of

Keyword	of the importance of the project. From this Project we had successfully shred the meat block to a very fined pieces and also increase its production amount.
Keyword Keyword (max 5 word)	The meat shredding concept
Objektif Projek Project Objectives	To bring out a new sketch and design for an efficient meat shredder
Skop Projek Project scope	This meat shredding has a different design. The meat shredder has a different way of shredding the meat block. A high torque power motor is used in this machine.

IP No	
Dapatan Finding (500 words max)	With an efficient meat shredder we can get a very fined shredded meat.
Cadangan untuk kerja-kerja akan datang <i>Suggestion for</i> <i>future work</i> (<i>500words</i>) Gambar berkaitan projek <i>Picture related to</i> <i>project</i> (700kb)	<text></text>
Rating/Level	POLITEKNIK

Borang ini perlu diisi oleh pelajar dan dihantar kepada penyelia/ penyelaras projek dalam bentuk hardcopy dan softcopy (borang LAMPIRAN J) dan gambar hasil projek dalam format jpeg/bitmap) bersama laporan akhir dan hasil projek.