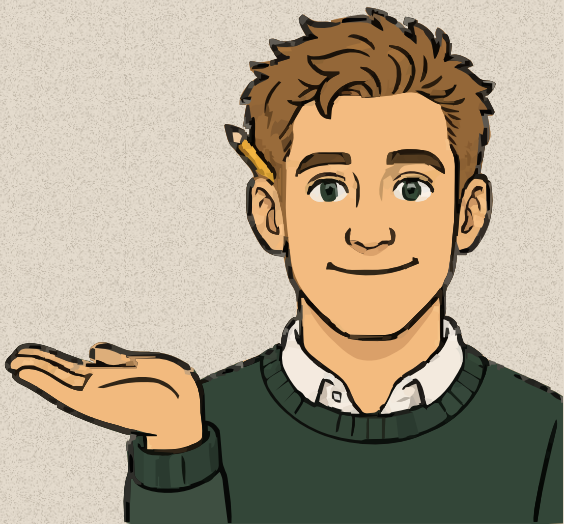


The engine you can take apart: the skill, the sentence, the three rules

Teardown, the free skill behind our engine: where to get it, the exact sentence we gave Claude, its three rules in plain words, and where a page like this pays in a business.



From the reel:
The engine you can take apart

What's inside

On 14 Nov 2026 we gave Claude one sentence and Teardown's written rules. Then came a few more passes: reflections on the metal, rounded castings, the framing, and a second film with the camera further back. Everything is below, with the words to type.

1 Teardown, the free skill

2 The sentence we used

3 Rule one: start from real numbers

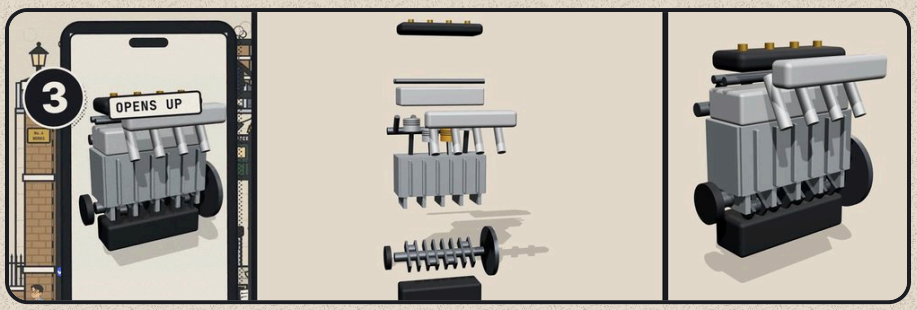
4 Rule two: one input drives everything

5 Rule three: open up the working part

6 Who it's for, and its limits

+ Three more rules, and the review

Teardown, the free skill



OUR ENGINE IN THE REEL'S PHONE, THEN FRAMES FROM OUR RUN

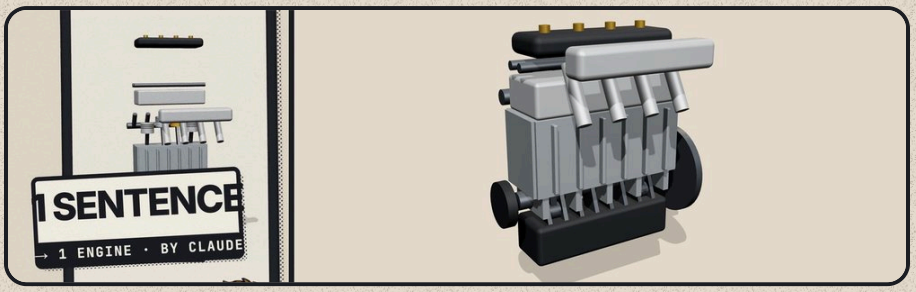
WHAT IT DOES

A skill is a folder Claude reads before a job: written rules, plus any code they need. Teardown's holds its rules (SKILL.md), a kit that builds and films pages, and three finished machines. It's free (MIT licence); 3,521 GitHub stars on 15 Nov.

SET IT UP

1. Open `github.com/elvarofficial/teardown` and click `SKILL.md`. Copy all of its text.
2. In Claude, start a Project and paste the text into its instructions, or attach the file to a chat.
3. Send `Follow these rules.`, your sentence, and `Make it one web page I can open in Chrome.`
4. That gives you the page; our run also filmed it, which needs the kit. Developers can install the kit with the command in its README.

The sentence we used



THE REEL'S OPENING PHONE, THEN OUR ENGINE WHOLE · OUR RUN

WHAT IT DOES

Word for word, from our run file: `Build a four-cylinder car engine with an 86 mm bore and stroke that you can take apart.` Bore is each cylinder's width; stroke is how far each piston travels.

SET IT UP

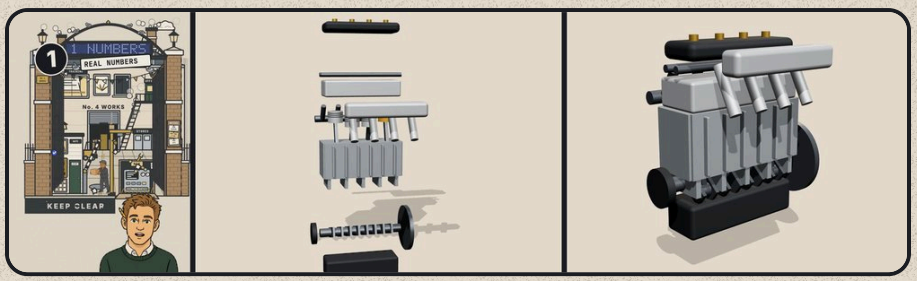
1. Name the thing, give two or three real sizes in millimetres, and end with what people must be able to do.

AN EXAMPLE EXAMPLE

A kitchen-tools maker: `Build a hand-cranked coffee grinder with 38 mm burrs that you can take apart.`

> Not one shot: then came passes for the metal, castings and framing.

Rule one: start from real numbers



THE REEL'S YARD AT RULE ONE, THEN OUR ENGINE APART AND WHOLE · OUR RUN

WHAT IT DOES

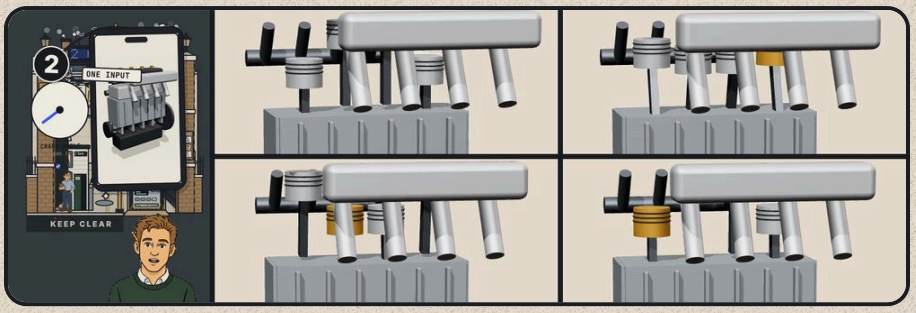
The reel joins Teardown's first two rules. Build from a reference, a photo or a cutaway drawing, because machines invented from a sentence come out generic. And get the real sizes first, so every label reads from the maths that moves the parts.

SET IT UP

1. Find the real sizes: a spec sheet, a drawing, or a ruler on the real thing.
2. Attach a photo if you have one. We had none, so ours is plain boxes and cylinders.
3. Check one by hand: four 86 mm cylinders with an 86 mm stroke hold 1.998 litres. Our readout says 2.00 L.

> **Words to type:** `Use only my sizes. List any size you chose yourself.`

Rule two: one input drives everything



THE REEL'S PHONE IN THE YARD, THEN FOUR MOMENTS AS THE CRANK TURNS · OUR RUN

WHAT IT DOES

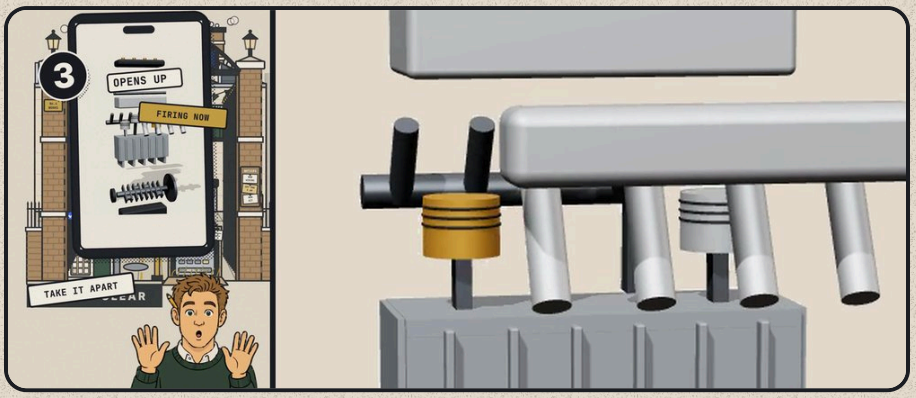
Pick one number that moves the whole machine and work out everything else from it: in an engine, the crank's angle. Nothing is animated by hand, so film, page and readout can't drift apart.

SET IT UP

1. Each piston's height comes from one formula, `y = r cos θ + √(l² - r² sin² θ)`: r is half the stroke (43 mm), l the rod (143 mm, our own pick, not in the sentence), θ the crank's angle.
2. Check it by hand: 43 + 143 = 186 mm at the top, 143 − 43 = 100 mm at the bottom. The gap is the 86 mm stroke.

> **Words to type:** `Which one number should drive every moving part? Show me the formula.`

Rule three: open up the working part



THE REEL AT RULE THREE, THEN OUR BRASS FIRING PISTON CLOSE UP · OUR RUN

WHAT IT DOES

Teardown's rule 4 says isolate the part doing the work, cut it away or x-ray it. Ours does the x-ray kind: the cylinder liners are see-through glass, and the piston in the cylinder that's firing turns brass, hopping 1, 3, 4, 2 as the crank turns. Take it apart slides each part out along its own line.

SET IT UP

1. Name the one part that does the work: the burrs in a grinder, the gears in a pump.
2. Ask for one colour on that part only, while it works, and a button that takes it apart.

For a true cut-away, type: `Cut the block in half so the pistons show inside.`

Who it's for, and its limits

WHAT IT DOES

Any business whose product has moving parts nobody can see. A maker can let buyers open it on the website. A workshop can show a new hire how a gearbox meshes. A parts seller can show where a part sits, so buyers order the right one.

SET IT UP

1. Pick one product with moving parts and find its drawing or spec sheet.
2. Write the sentence with its real sizes, then add `Follow Teardown's rules.`
3. Open the page on a phone and an older laptop before anyone else sees it.

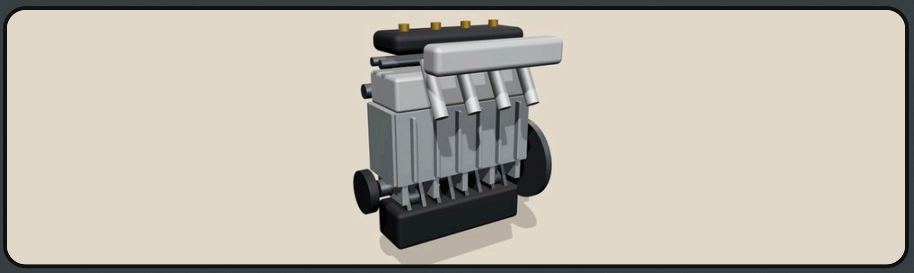
AN EXAMPLE EXAMPLE

A parts seller: `Build a gear pump with two 12-tooth gears, 30 mm across, that you can take apart. Make the gears brass while they turn.`

> **Limits:** it's a clean model, not a photo or a drawing to make parts from, and only as right as your sizes. Ours needs the internet to load its 3D library, and the skill warns a page can drop from 60 to 15 frames a second on a laptop's built-in graphics.

Three more rules, and the review

Teardown lists seven rules; the reel used its first four. Here are the other three and the check it makes before calling a machine done. One caught us: our first film cut the top cover off, so we moved the camera back.



RULE 5 ON A DARK PAGE: ONE BRIGHT THING, OUR ENGINE ON A PALE GROUND

HOW

1. **Rule 5, a pale background and one accent colour.** Pale grounds read better in a feed, and the one colour marks whatever is changing.
2. **Rule 6, pick the camera for the mechanism.** A three-quarter view keeps every part readable. Type `Choose the camera angle that shows how it moves.`
3. **Rule 7, fix collisions with a number.** If one part pokes through another, change a size, never the camera. Type `Fix it with a size, not the camera.`
4. **Then the review.** The skill says never call it done without looking at still frames. Type `Show me stills at five moments and check each one for parts passing through each other.`

Where this comes from

– elvarofficial/teardown on GitHub: README, SKILL.md and LICENSE (MIT), read 15 Nov 2026 through GitHub's API. 3,521 stars and 529 forks that day; created 30 Oct 2026. The seven rules, the three example machines, the Node.js 20 need and the 60-to-15 frames warning are from SKILL.md and the README.

– The reel and caption say 3,485 stars: that was the count on 14 Nov. Teardown credits its kit and review rules to whaleyxbt/claude-motion (MIT), per its SKILL.md.

– Our own run, 14 Nov 2026: run.md, sentence.txt, engine.html (11,871 bytes) and engine.mp4. The sentence, every size, the formula, the firing order, the 2.00 L readout, the re-filmed camera and every engine picture come from these files.

– three.js 0.160, the free 3D library our page loads from jsDelivr, named in engine.html.

– Only the sentence is word for word from our run. The other messages to type are our suggestions for your own build.

– The coffee grinder, the gear pump and their sizes are examples, not real products. The illustrated frames are from our reel; every engine picture is from our run.

Made by @automindly. Follow us for the next one.

INSTAGRAM.COM/AUTOMINDLY · AUTOMINDLY.COM