Apple iPad

Project Graphic

A picture containing text, sitting, computer, monitor

Description automatically generated

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1. **Introduction (2 points)**
   1. Introduction paragraph(s) gives an overview of the project. Tell what the project is in general and specific terms. **I pretty much just made a replica as best as I could of the iPad 8th gen with a charcoal grey aluminum steel look which is the one, I personally have. I dimensioned everything as best as I could and used linear pattern for the speakers of the iPad and cut extruded them. I used fillet and cuts for the corners, screen, and headphone jack. Overall, this was a very fun and stress relieving projects I have done in a while. This took a little over 1 week to complete, I added texture, color, and the pop-up lock screen that the I pad 8th gen has.**
2. **Target Market (2 points)**
   1. Give a description of who would use the product and / or a customer list. (It could be a design for one specific user.) **The eighth-generation iPad features the powerful A12 Bionic with the Neural Engine, a 10.2-inch Retina display, and running on the latest IOS 14. It has 10 hours of usage time before running out of charge and takes around 4 hours to recharge to full charge. You could buy the iPad with 128gb or with 64gb. The iPad 8th gen is more for a businessman/woman, or somebody that would want to work off of it or save some files on it. This could also benefit for parents who want to invest in one for their children with the longer lasting battery.**
3. **Requirements (4 points)**
   1. Tell what requirements you were trying to have your project meet.
   2. Give specific and appropriate supporting details. Use as many paragraphs as needed to fully explain. (You may also embed screen shots.) **Nothing was really out of my skill level on solid works, everything was straight forward, had no big problems that I encountered, except for using a center line to make my apple logo vertical to the midpoint. I just tried to make this product as best as I could so the requirements were to just make everything dimensioned as close to the real thing as I could. I wanted to make the same exact color as the one I have and tried to make the tablet connecting part.**
4. **Product Ideas (4 points)**
   1. How did you come up with your product? What were some ideas you had when developing your design?
   2. Describe how you decided on the project, how you met the requirements with your design. ). **I decided on this project because I wanted to make every that Apple has come out with and that inspired me to try to create everything they have released. Im not done making every apple product but that is going to be my goal by the end of the year. One main reason I invested in the iPad myself was because I needed storage and a good quality camera to save my soccer footage and use to edit. I met the requirements in pretty much everything except for I had some trouble on the size of the charging port so I just made it as best as I could.**
5. **Product Sketches (4 points)**
6. **A picture containing text, monitor, electronics, display

   Description automatically generatedShape

   Description automatically generatedA close - up of a computer

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   1. Include your sketches and descriptions of those sketches. (The sketches can be in the appendix.)
7. **Success in Creating Product (4 points)**
   1. Answer the question: How successful were you in creating the product?
   2. Give specific and appropriate supporting details. Use as many paragraphs as needed to fully explain. (You may also embed screen shots.) **I was pretty successful in creating the project, I only ran into 1 or 2 problems but other than that everything was straight forward on solid works. The problems I ran into was just measuring the tiny speakers at the bottom of the iPad and my other obstacle was having to use my tiny school laptop for this and it was extremely difficult trying zoom into certain things but I extruded everything to its normal size, and added relations.**
8. **Lessons Learned (4 points)**
   1. Answer the question: What lessons did you learn (at least 2) that were not modeling or rendering skills. Such as what you would do again and what you would not do again.
   2. Give specific and appropriate supporting details. Use as many paragraphs as needed to fully explain. (You may also embed screen shots.) **I will continue making apple products and continue to use spline, it really helped with tracing the apple logo on the back of the iPad. What I would not do again is work without having a mouse because using my tiny touch pad made it difficult to maneuver around the app to do what have to do so definitely would not do that again. I would also not spend so much time on one project.**
9. **Skills Learned (4 points)**
   1. Answer the question: What specific technical skills did you learn? And tell how you would teach at least one skill.
   2. Give specific and appropriate supporting details. Use as many paragraphs as needed to fully explain. (You may also embed screen shots.)
   3. **I learned that you can auto trace an image of the internet onto your project, I would teach the skill by using it when you have a difficult brand, design, or logo to trace onto your project so instead of making it harder on yourself you just use that instead of spline.**
10. **Description of Product Drawings (2 points)**
    1. Describe the drawings that you have for your project. Point out specific details in your drawings of how your project met the requirements you set out to meet.
    2. Diagram, engineering drawing

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11. **Product Drawings (6 points)**
    1. Include product drawings with appropriately filled in title blocks, dimensions, notes, etc.
    2. Diagram, engineering drawing

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12. **Product Renderings and/or Physical Models (4 points)**
    1. Put together enough renderings to show off your product. (3) These renderings (and /or pictures of physical models) must show case the product in the best light for customers or potential customers to want to obtain the product. Also give a short explanation of how you would go about appealing to customers (1).

**Appendix/Notes**

You can put other notes or thoughts into the Appendix/Notes section. These are thoughts or notes that do not fit into the other categories but add to the understanding of the product. The Appendix/Notes section may be deleted if not used.

By the way, edit the header (put the title of your project) and footer (replace “Name” with your name so that it appears on each page).