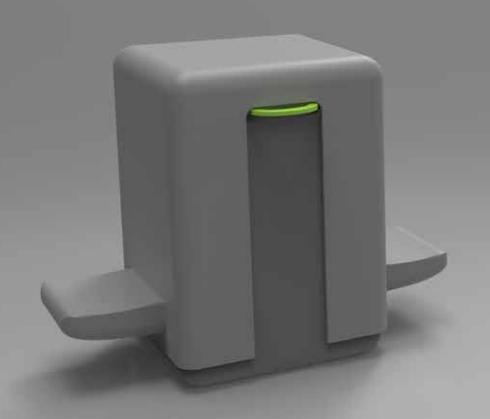


A reverse engineering project





Reverse Engineering

The goal for this project is to identify problems in existed products and provide a better solution.

Common chopper strategies:



pro: clean, easy to use.

con: too small.



pro: effortless. con: big and heavy.



pro: small, easy to use.

con: limit shapes.



pro: clean,

easy to use.

con: relatively big.

needs effort



Prepare.







Press.







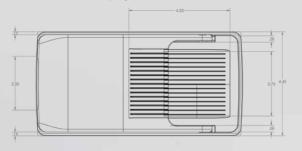
Clean out.

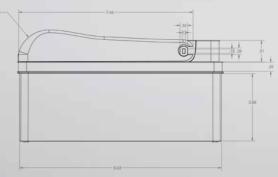


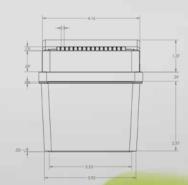




Original Product identify problems







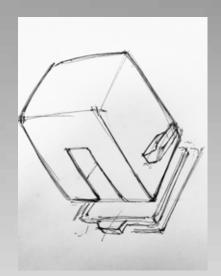
When pressing down the lid with hands, it takes a lot of effort. The elongated design isn't working well.

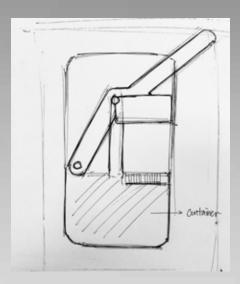
Problem 2

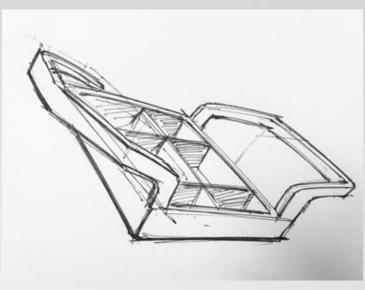
Problem 1

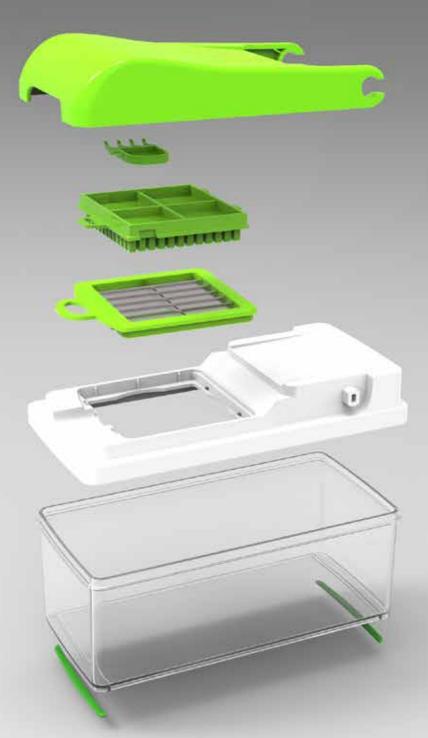
The chopper measures 10.8 x 5.1 x 5.3 inches, which takes a lot of space in a limited space.















- Used the second strategy mentioned.
- Although it makes pressing easier, the structure is too complicated to fit in daily use

- Used the first strategy mentioned.

- Figured out the method to make

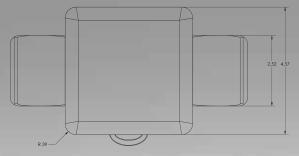
the final model.

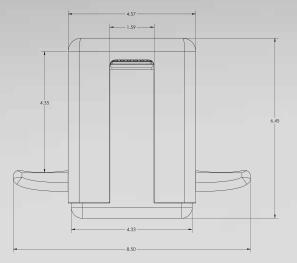


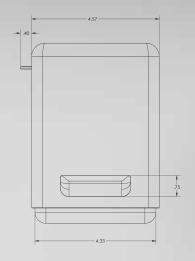
Redesigned Product Design features

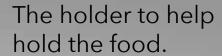
Change in direction of using the product.

Adding handles to make it easier to grab and press.







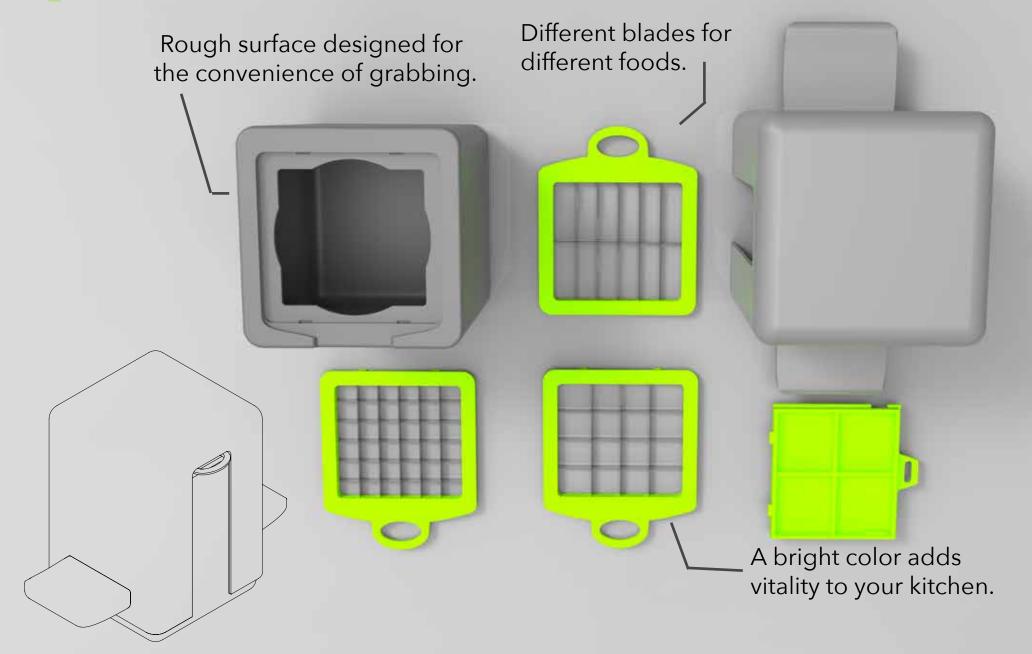


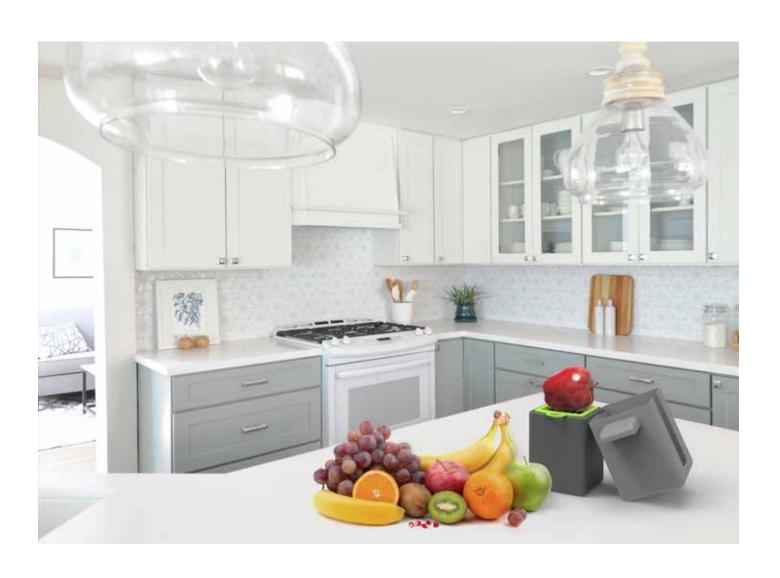
Blades remain unchanged.

A simpler structure

Takes less space and is easier to grab with hands.

Redesigned Product

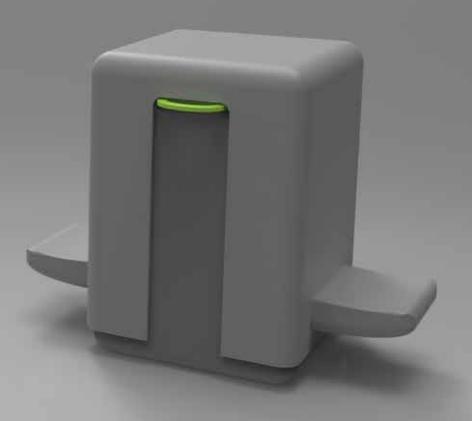








Simple, Useful.



Momon

A special meal prep container

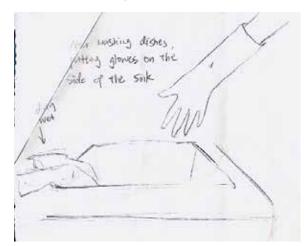




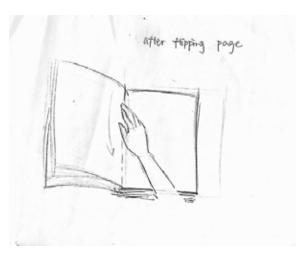
Authentic Human Behavior

The goal for this project is to identify a problem through observing human behaviors. The problems caused by unconscious human behaviors in daily life create opportunities for better designs.

Possible targets:



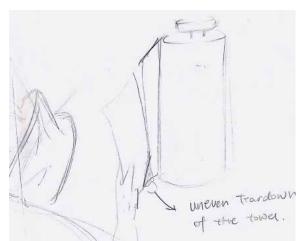
The place to put wet kitchen gloves



The scoring when flipping the pages



Pouring food out of a pan



Tearing a piece of tissue



Family Friends are responsible Sel KITCHEN MOSSY after oooking preparing meals become more

Fawly member more satisfied with

home space

Kitchen is a place where interactions between human and objects are constantly happening.

Target user:

People who usually need meal preparations.

Specifically home makers and people who work everyday and live alone.

Persona:

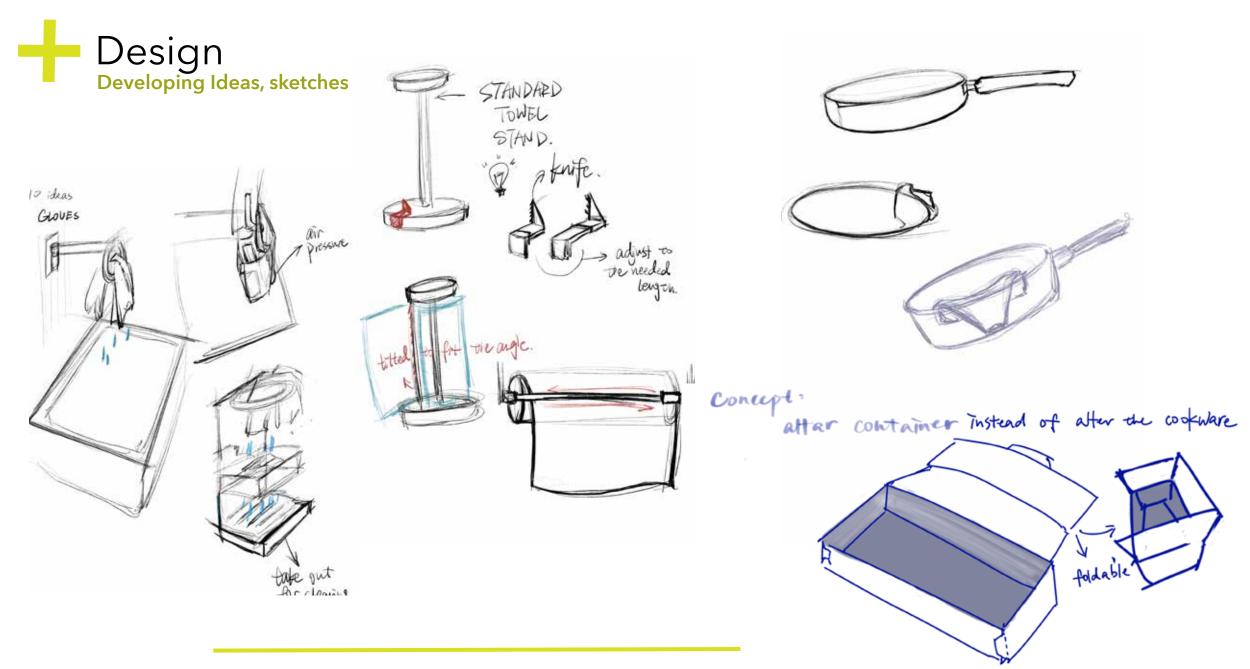
Jane

30 years old with 2 children

Needs to prepare meals for her family

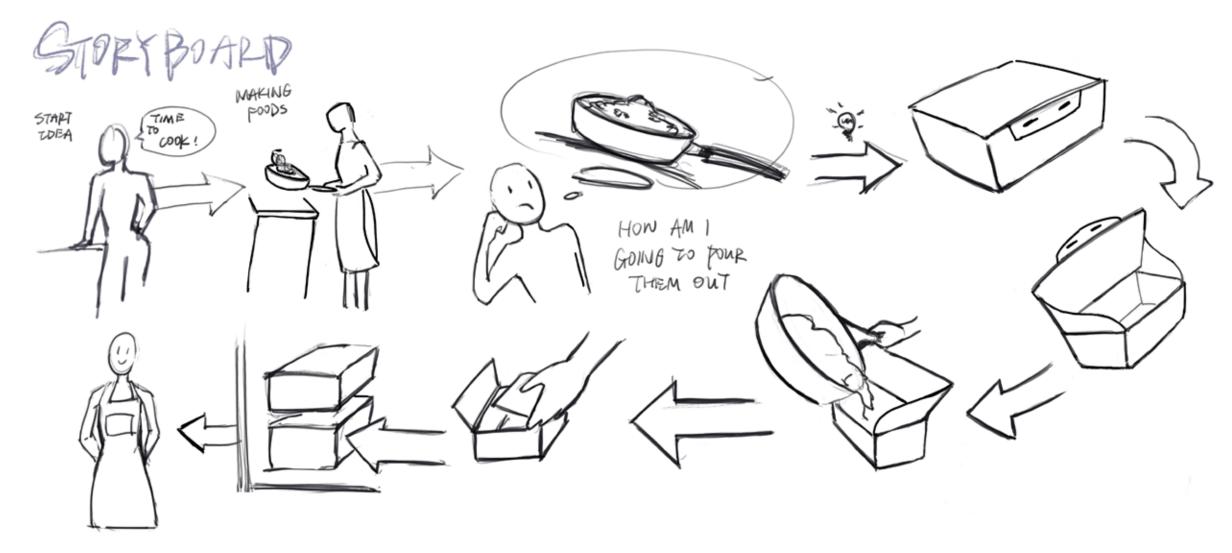
Has her own career

Has limited time to cook



After skeching out a few ideas, I decide to go further with the meal-prep container. It is more unique comparing with other ideas.





Building the storyboard while thinking about the entire process of people interacting with it.



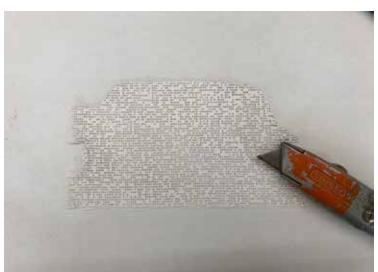








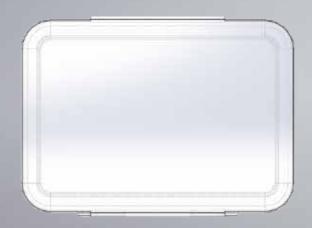




I went through paper models, functional models..etc.

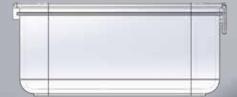
The methods for making the final model change through the process.

Modeling



A clean appearance that conveys the idea that cooking should always be simple and easy.









They prevent food from leaking out when people pour food into the container.



The two sectors connecting the lid automatically expand out when people opening the container.

Two hard tabs are built inside the soft material to provide support.



Open it with the joy of making food, without the worry of messing the kitchen.



TOPAZ

A smart home light solution





Interviews, mindmapping & observations

This project aims to design a lighting device based on users' experience.



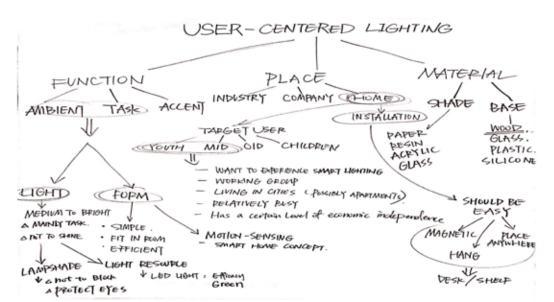




- Energy-saving
 - ~
- Smart-living
- Appearance
- Luminance

- Direct light
- Hard-to-find switch
- No adjustment

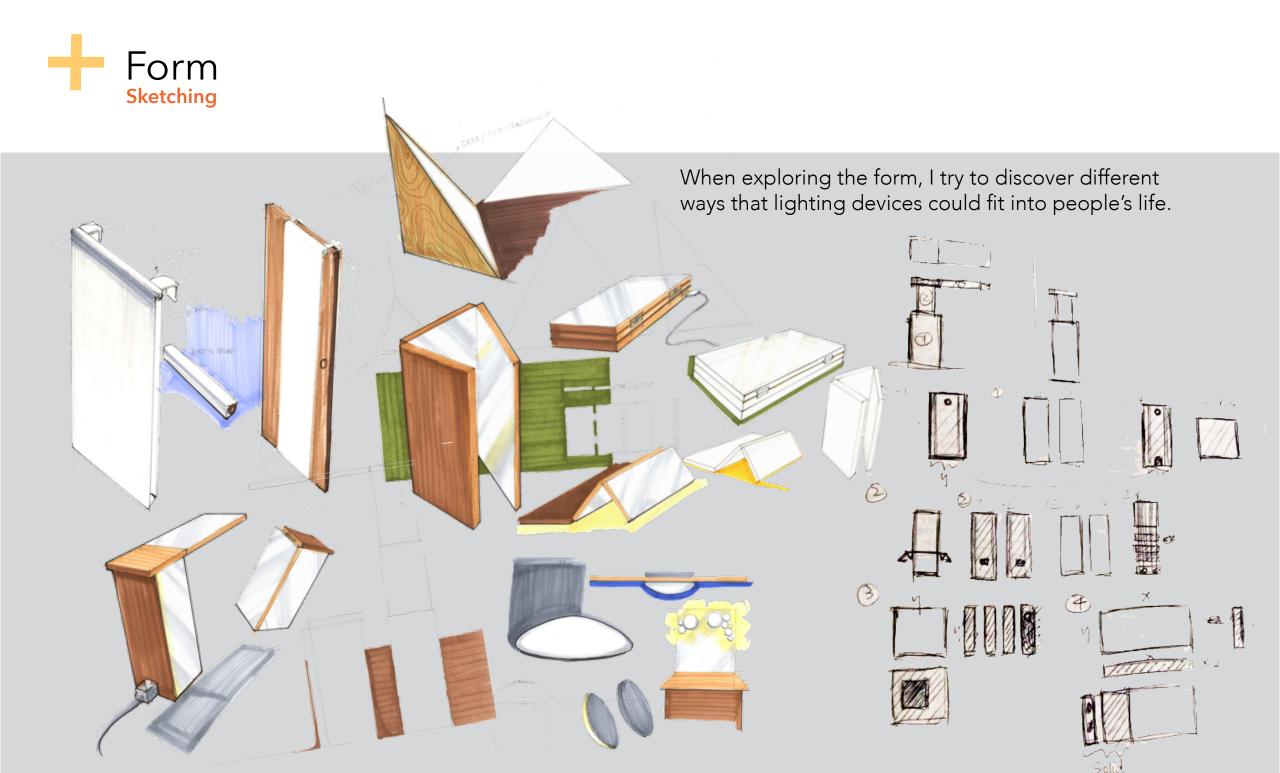




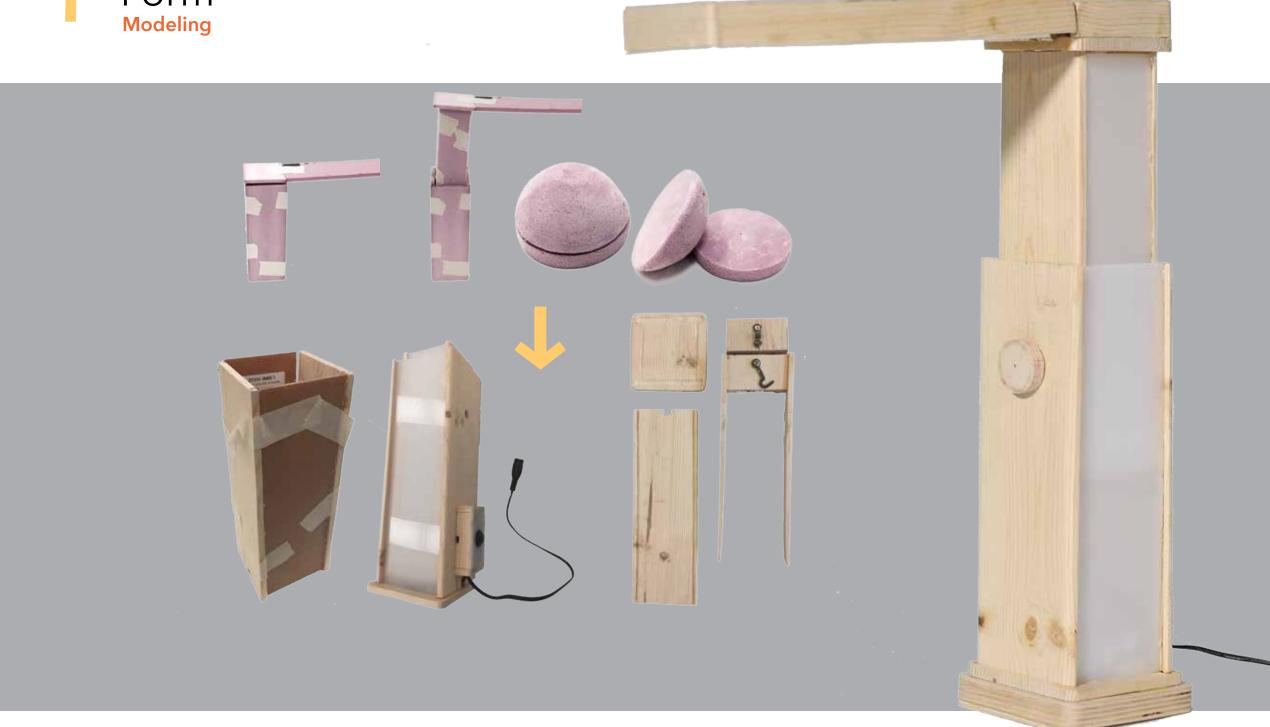


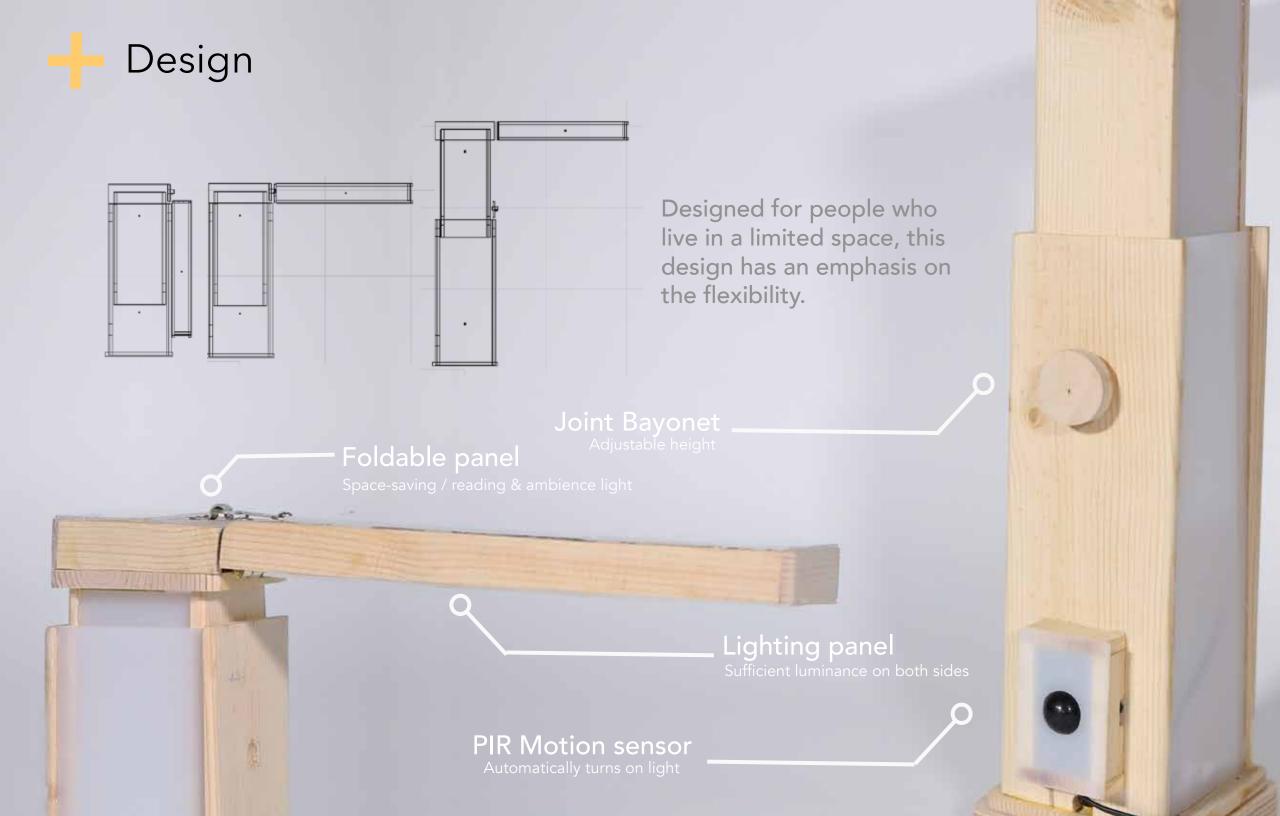












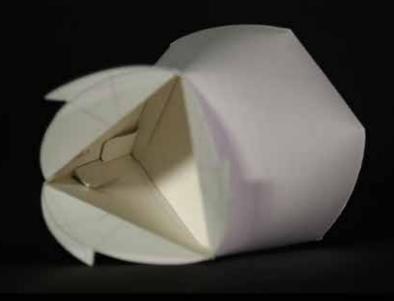


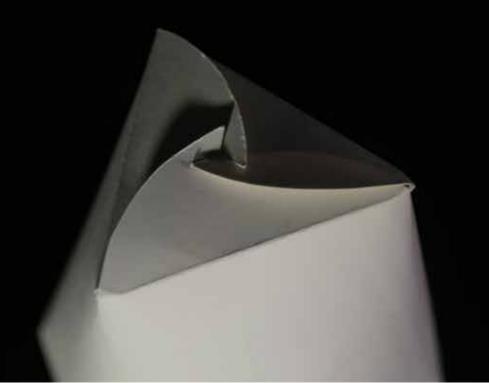


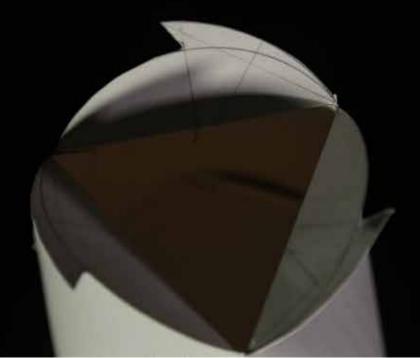




The entire structure is folded out of a piece of paper, without any glue.







Appearance

A package design that embedded with the fluidness of paper. Simple, and elegant.



