

Rapid prototyping

GIZMO

2021 DE2-Gizmo (Physical Computing)
Lecture 3

Dyson School of
Design Engineering

What is a Prototype?



Why do we Prototype?

Intended Users

→ User Feedback

The Design Teams

→ Evaluate options

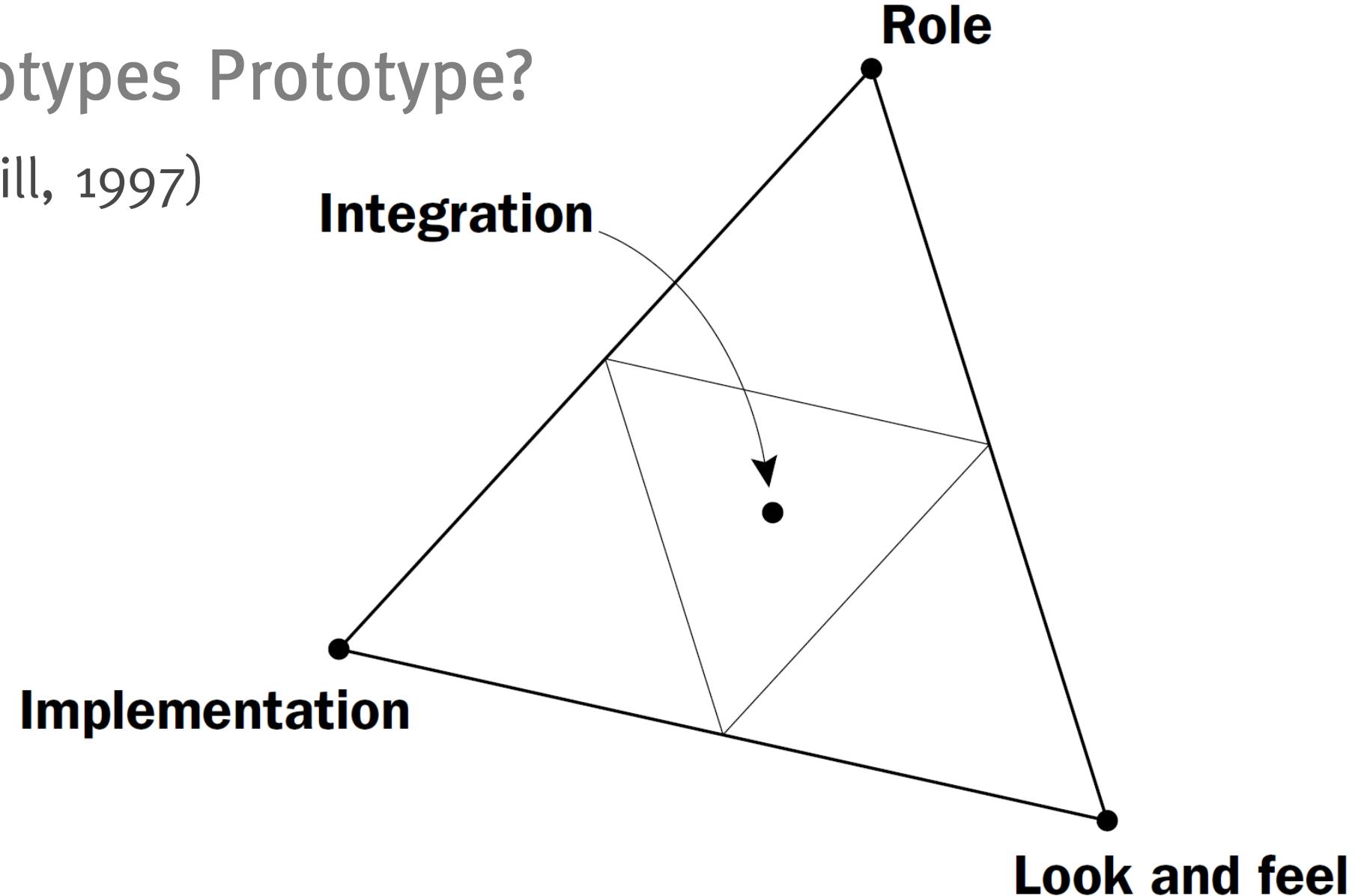
Supporting Organisations

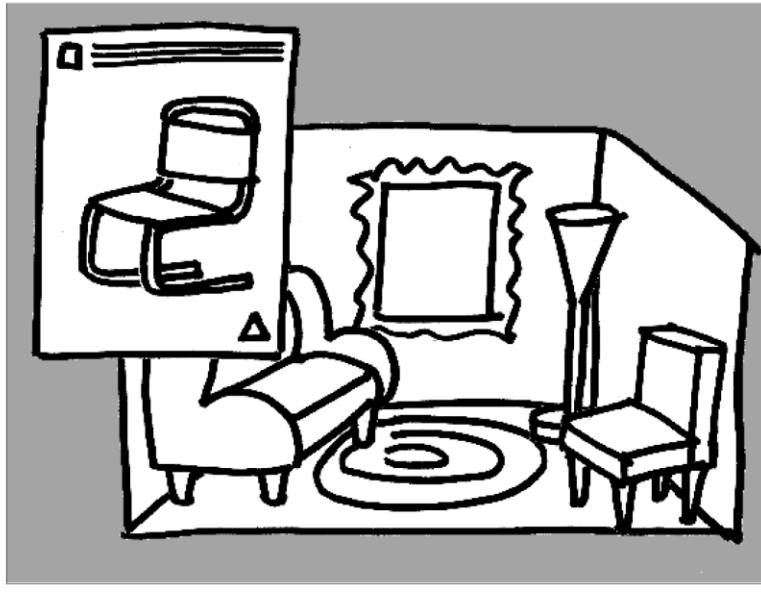
→ Indicate progress/direction



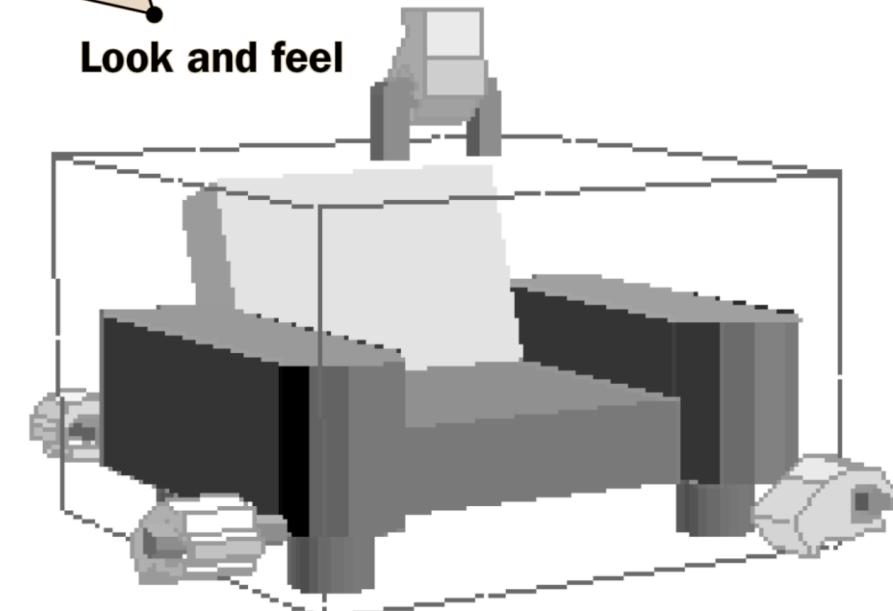
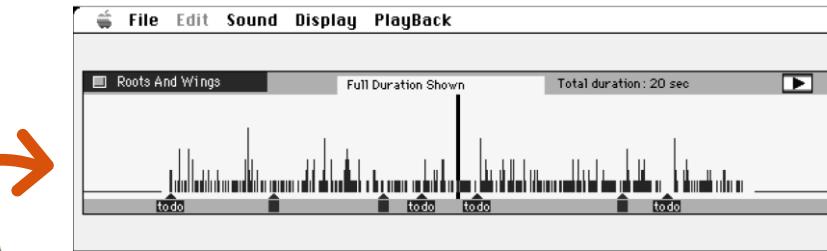
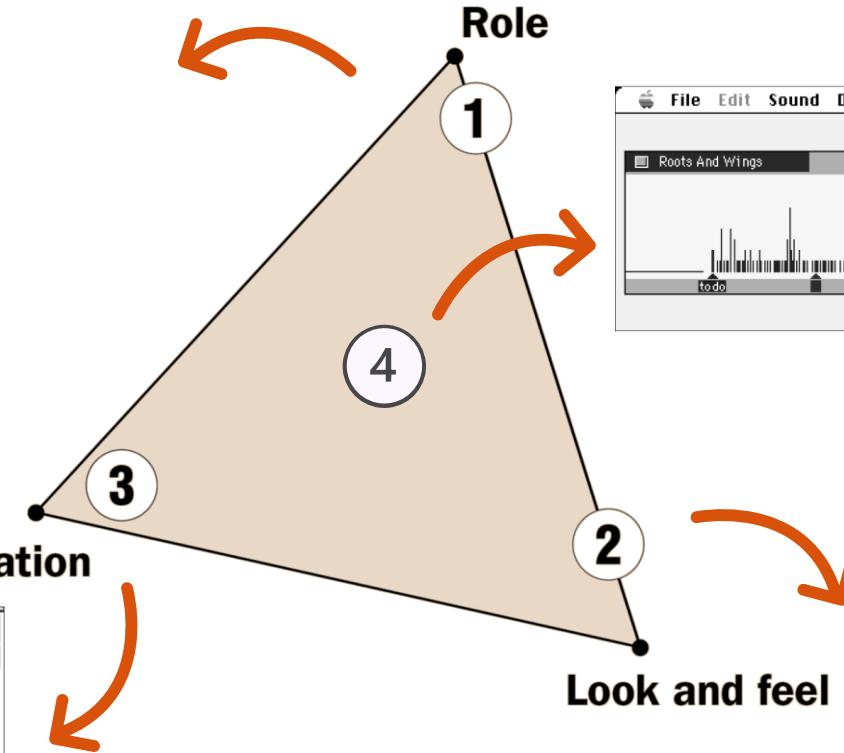
What do Prototypes Prototype?

(S Houde and C Hill, 1997)

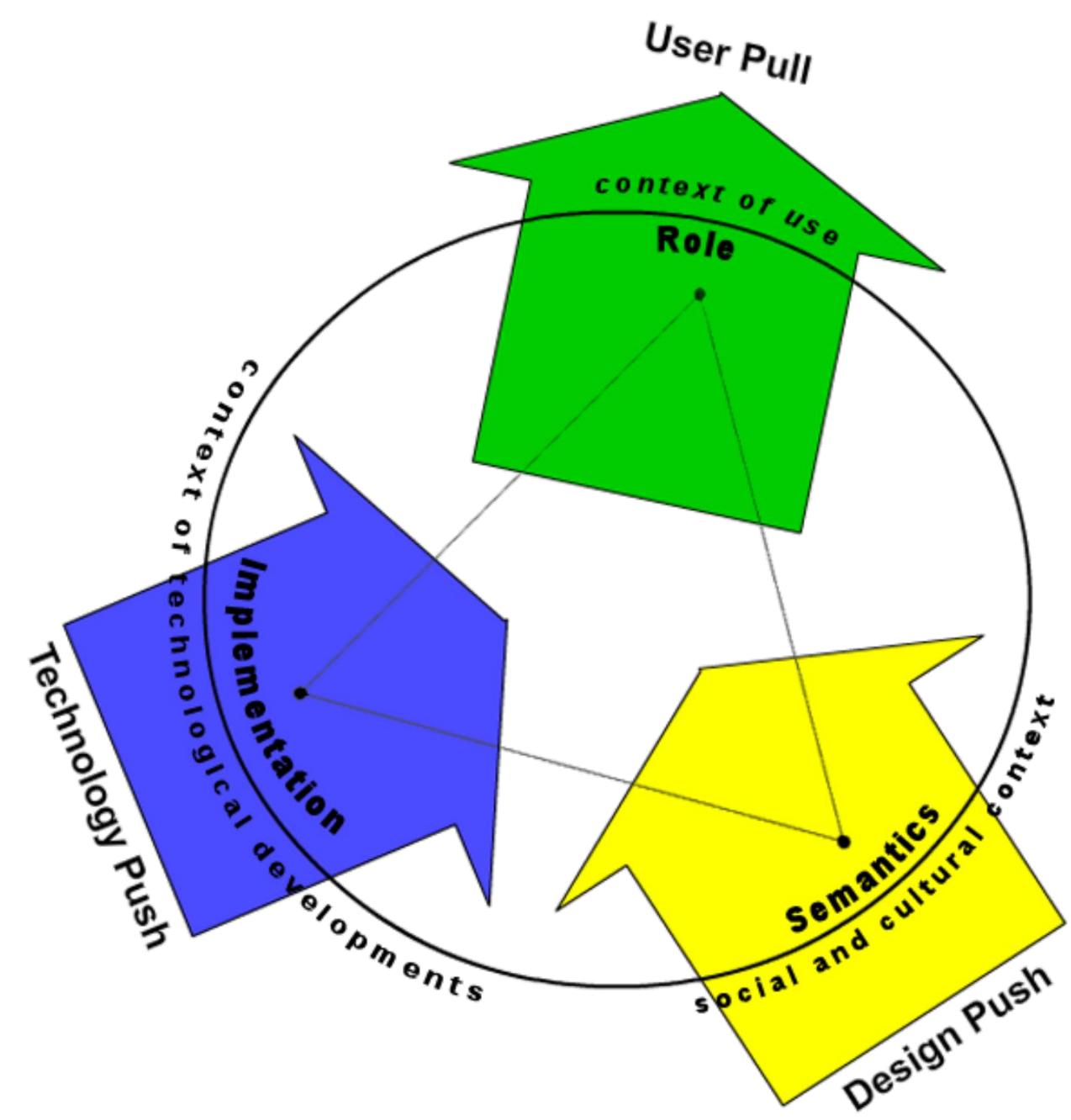




Implementation



What do Prototypes Prototype?



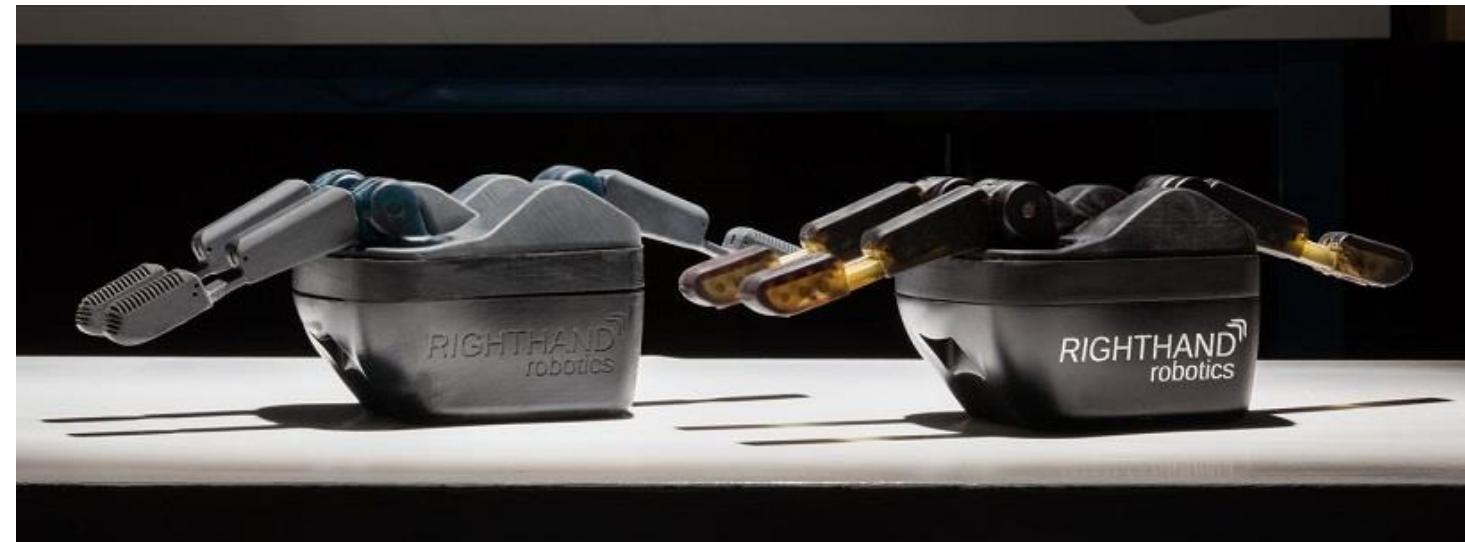
Extension of the Houde & Hill model (Turnhout et al., 2012)

Extended to include three relevant contexts for design and three innovation forces

Prototype fidelity



Low fidelity prototype
(Nintendo Wii U)



High fidelity prototype
(Righthand robotics hand)

Rapid Prototyping

The process of creating prototypes quickly to visually and functionally evaluate an engineering product design.



Rapid Prototyping Methods

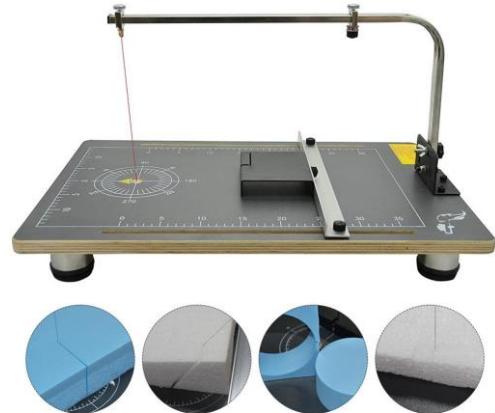
- Is rapid prototyping the same as 3D printing?



3D Printing



Laser Cutting



Foam Cutting



CNC Machining

3D Printing



+

-

Complex
geometries and
intricate structures

Partially hollow or
with integrated
assemblies

Costly to achieve
perfect surface
finish

Post-processing

Limited materials

Limited size

Cheap*

Fast*

Accurate*

Laser Cutting



+

Very accurate and precise

Small HAZ

Suitable for lots of materials

Fast

Can also be used for partial cutting (etching)

-

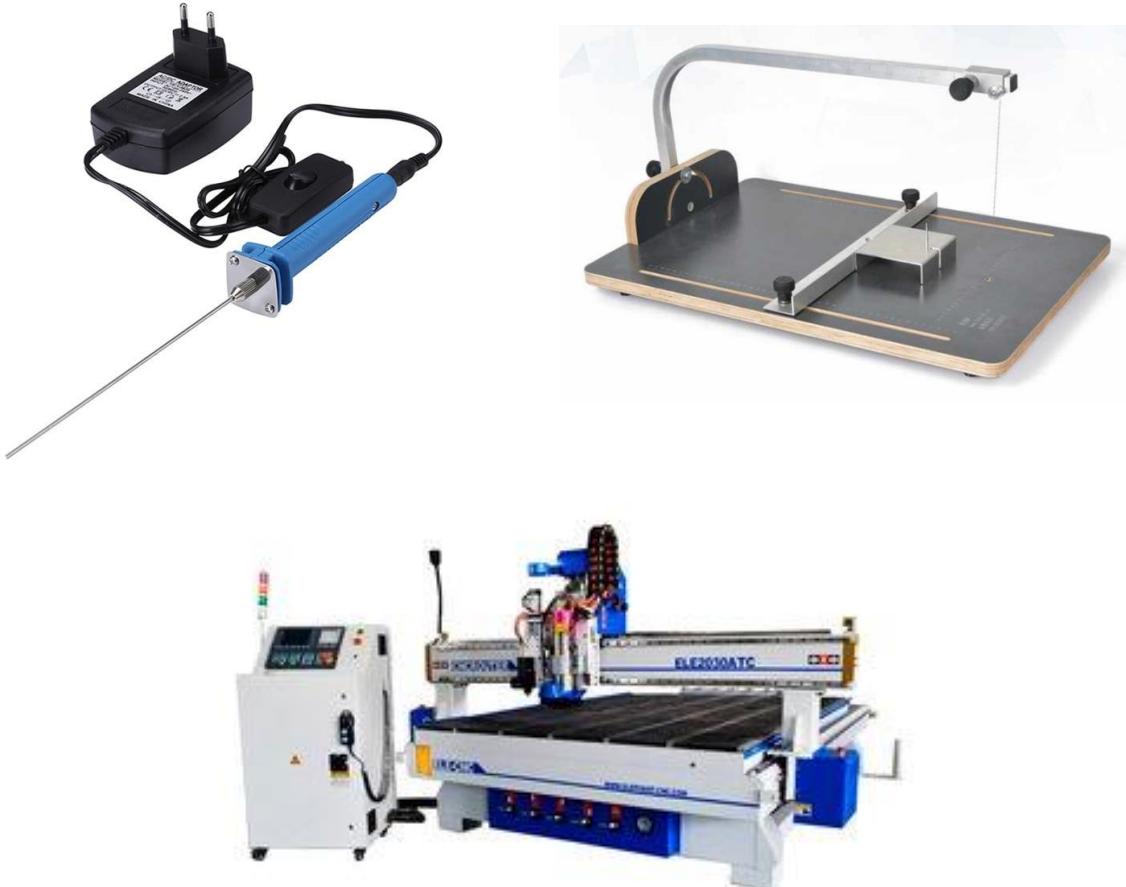
HAZ post-processing

Limited thickness

Upfront cost

Limited to 2D

Foam Cutting



+

Iterative process

Manual/automatic

Low skill required

Very large size

Cheap

-

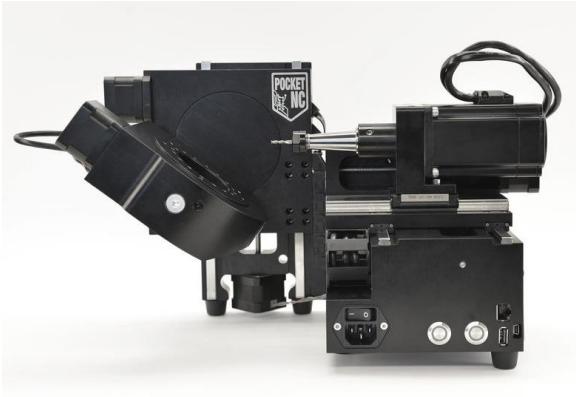
Intricate details/internal features

difficult/not possible

Slow

Very difficult to make repeats

CNC Machining



+

Very accurate and precise

Can work with metals

Can produce smaller/stronger parts than 3D printing

-

Expensive

Design consideration

Build volume limited

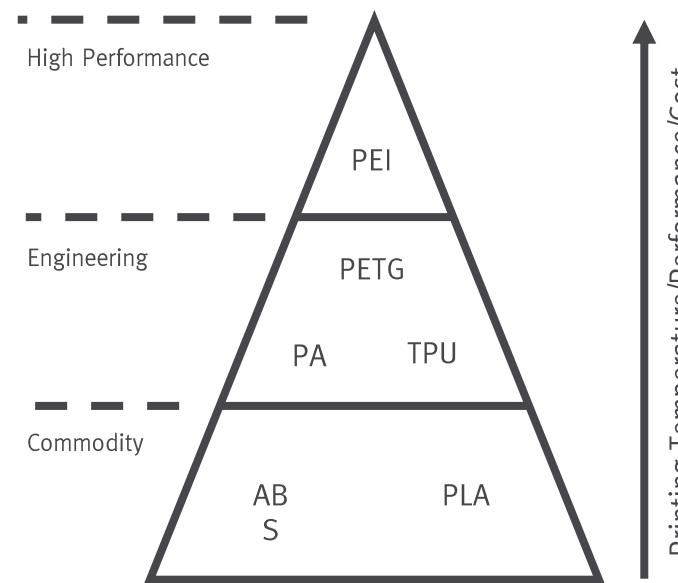
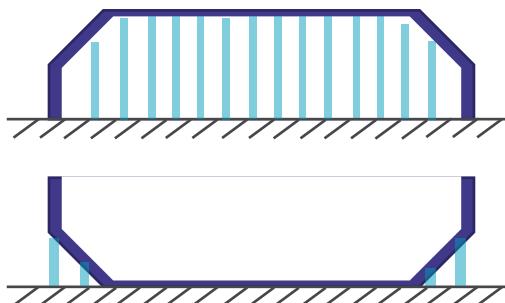
High skill level required

3D Design Optimisation

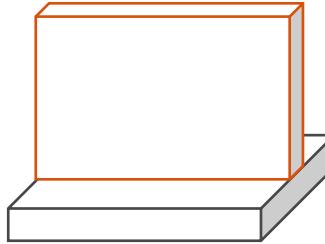
- Why optimise?

Considerations:

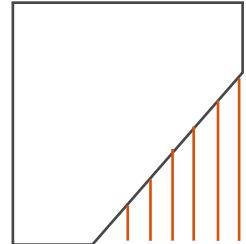
- Material
- Orientation
- Infill



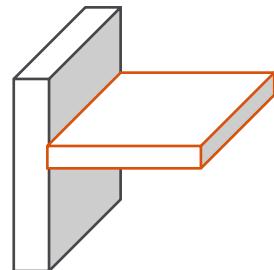
■ Walls and Edges



Walls



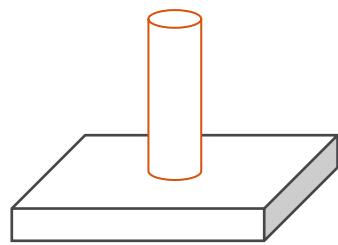
Overhangs



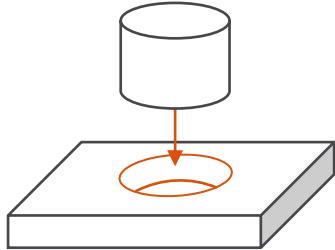
Ledges



■ Accuracy/Tolerance



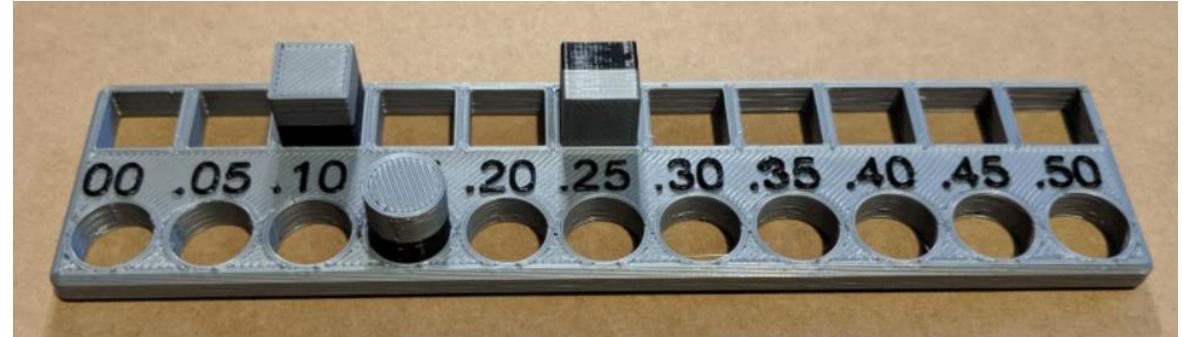
Pins



Assemblies

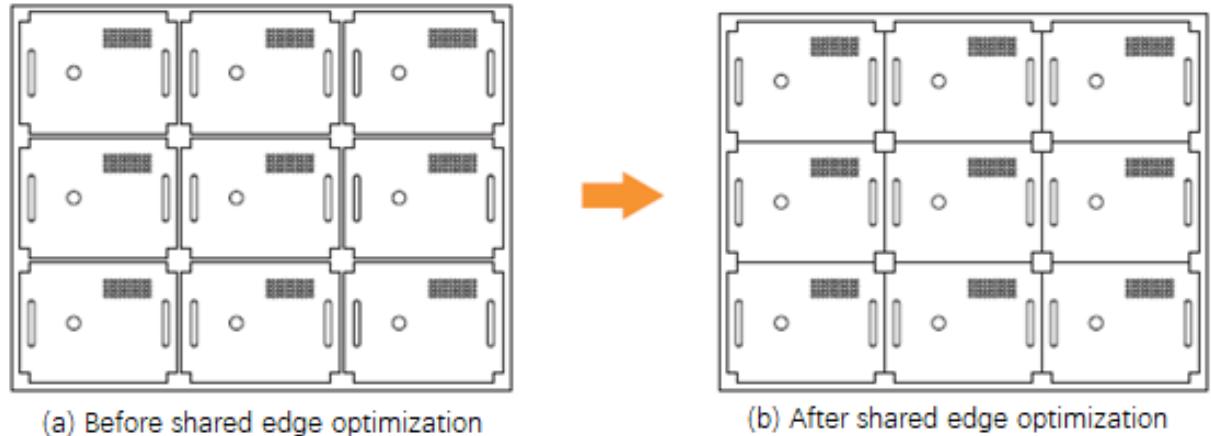


Holes



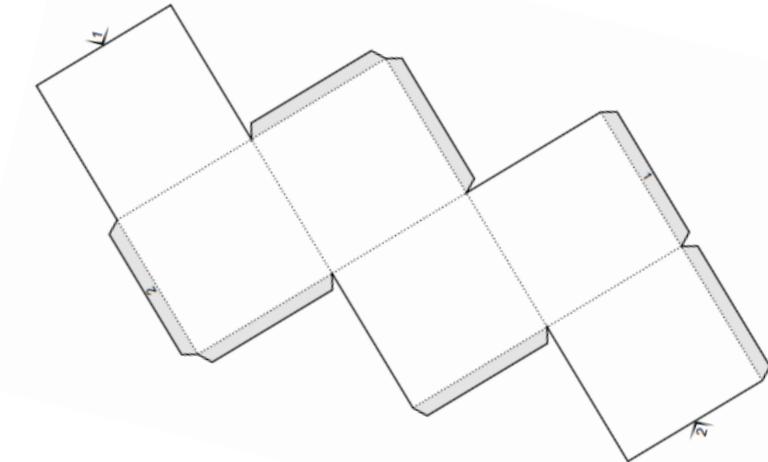
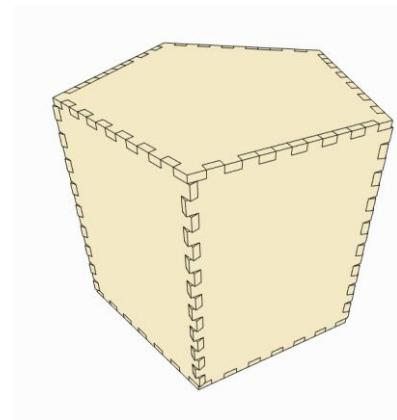
2D Design Optimisation

- Material thickness
- Spacing of parts on stock
(shared edge optimisation)
- Cut depth/time (engraving)



2D Design → 3D Design

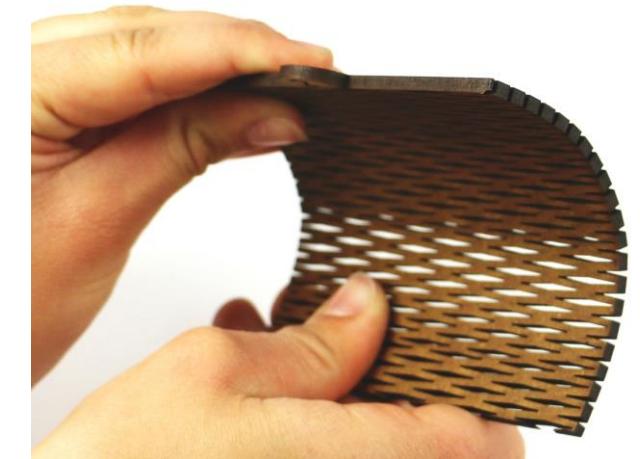
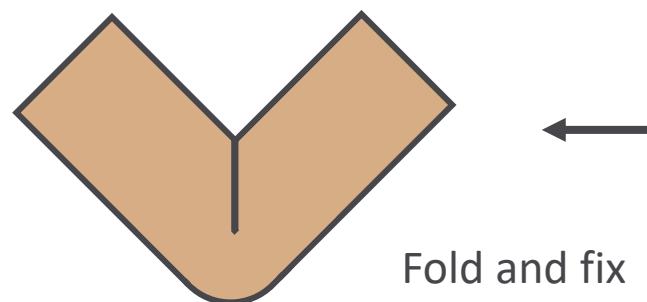
- Positioning of fixtures
(tabs/pin holes/slots)



- Scoring angles for bending

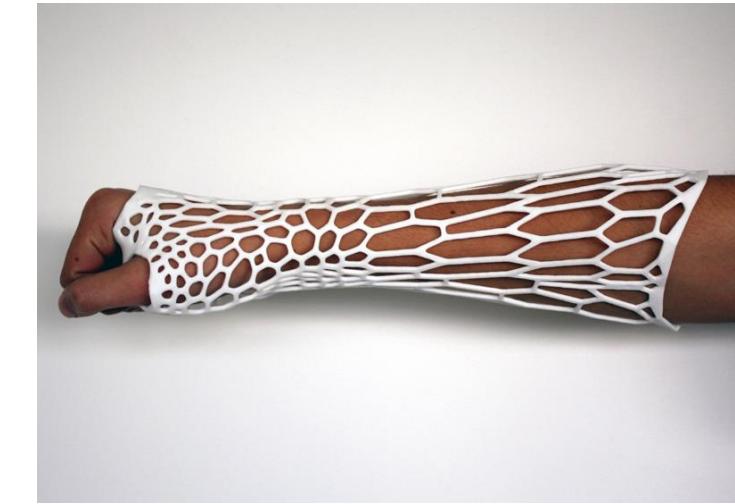


Cut



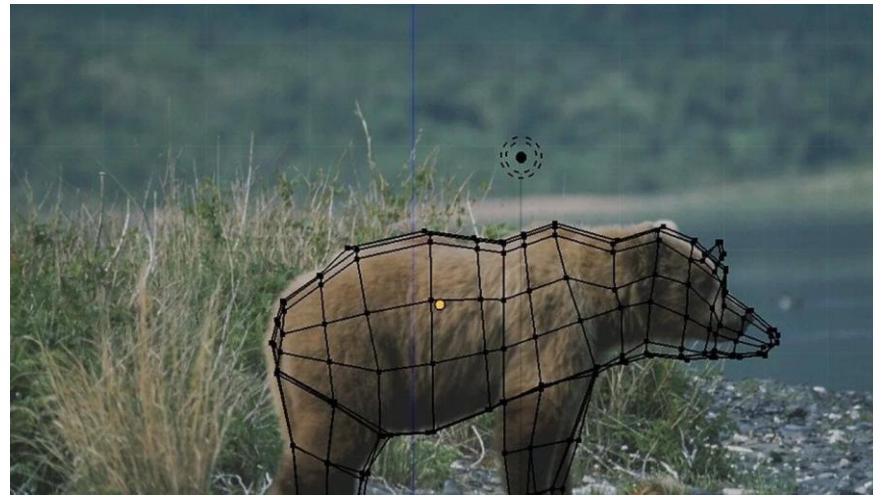
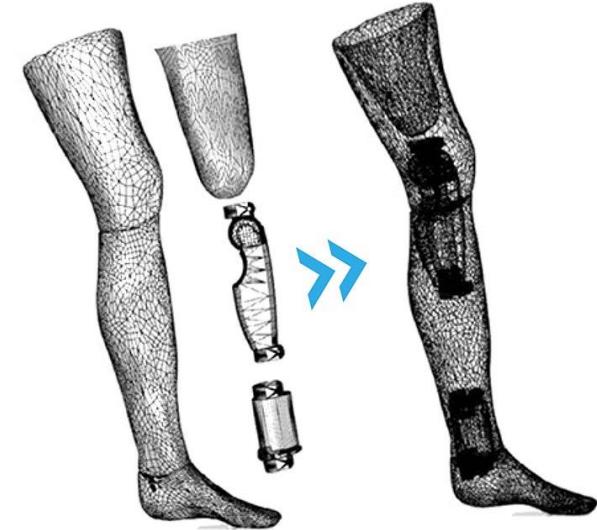
Working with Meshes

- Non-dimensional design
- Typically used for dynamic/biological applications
- Great for fabric/fluid materials



Mesh Process

- Typically start from existing reference
- Reference can be used to create base
- Design can be extended from base







Prototyping Software

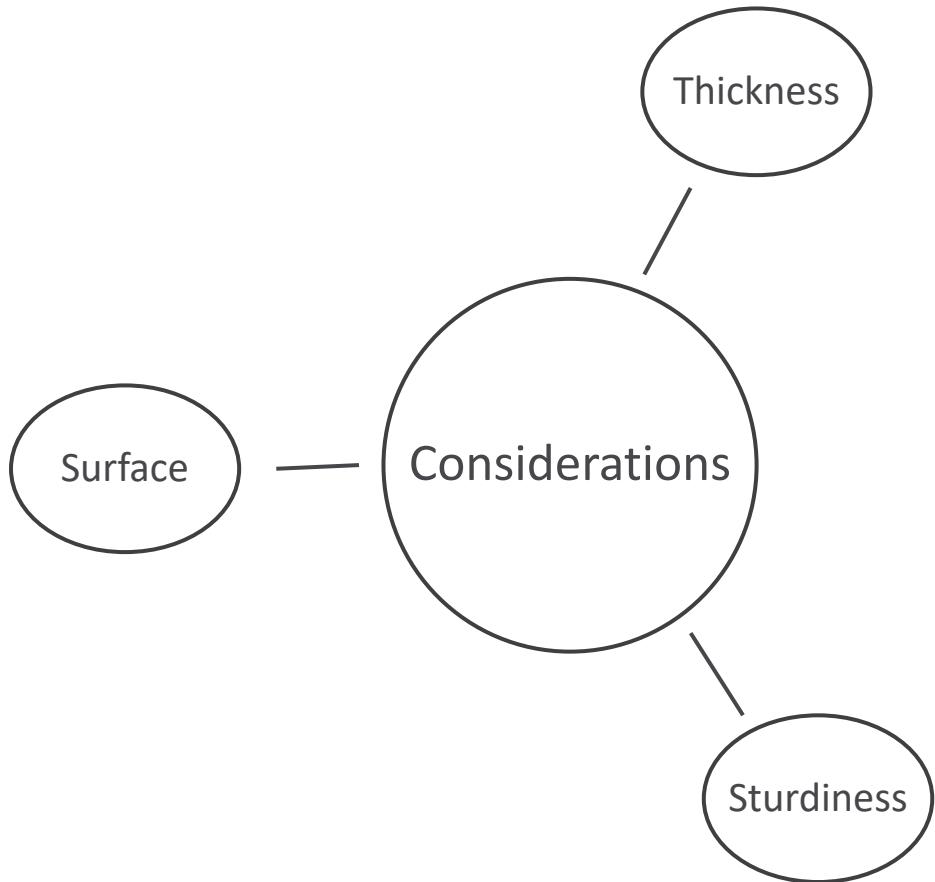


Prototyping with Cardboard

- Cheap
- Strong
- Recyclable
- Easy to manipulate
- Accessible across the world!



Cardboard Types



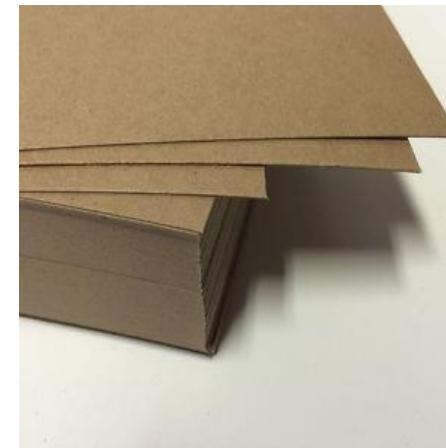
Cardstock



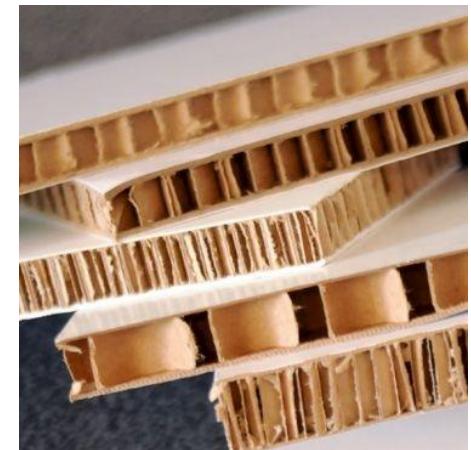
Corrugated Cardboard



Chipboard



Hexacomb Cardboard







Where to get cardboard?

- Around the house
- Local grocery stores and supermarkets
- Kitchen stores/Bike stores
- Purchased online



Cutting Cardboard

- Scissors (light/medium/heavy)



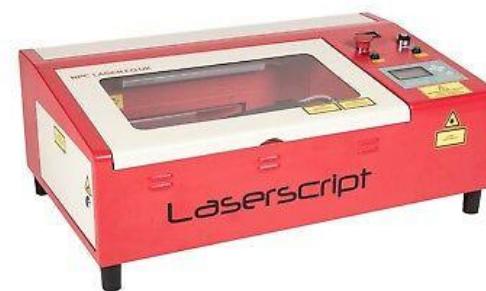
- Utility Knife (fixed/folding)



- Rotary Cutter (manual/automatic)



- Paper Cutting Machines





Frank Gehry's Edge cardboard furniture



Origami phone prototype

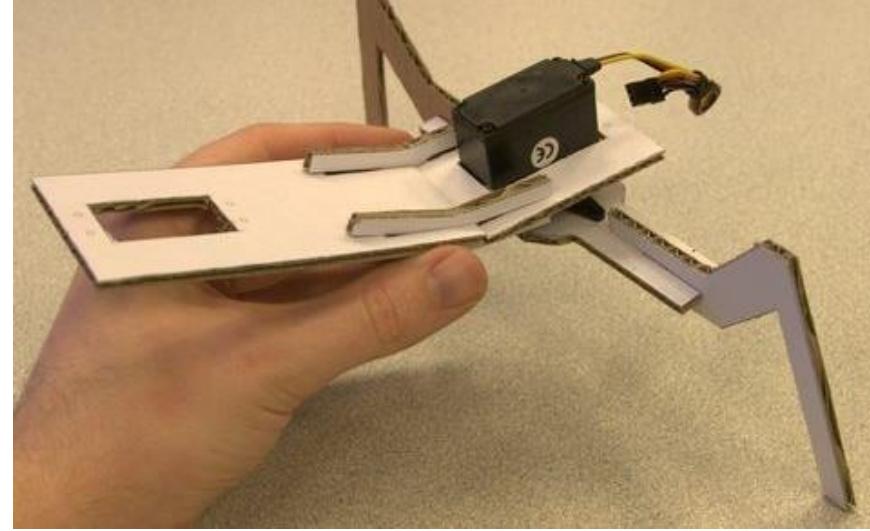
FOLDING

LAYERING

Forming Cardboard

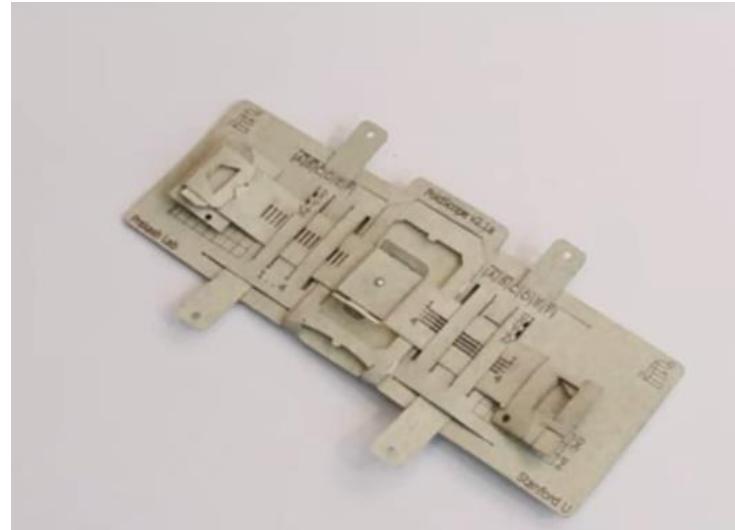
GLIDE

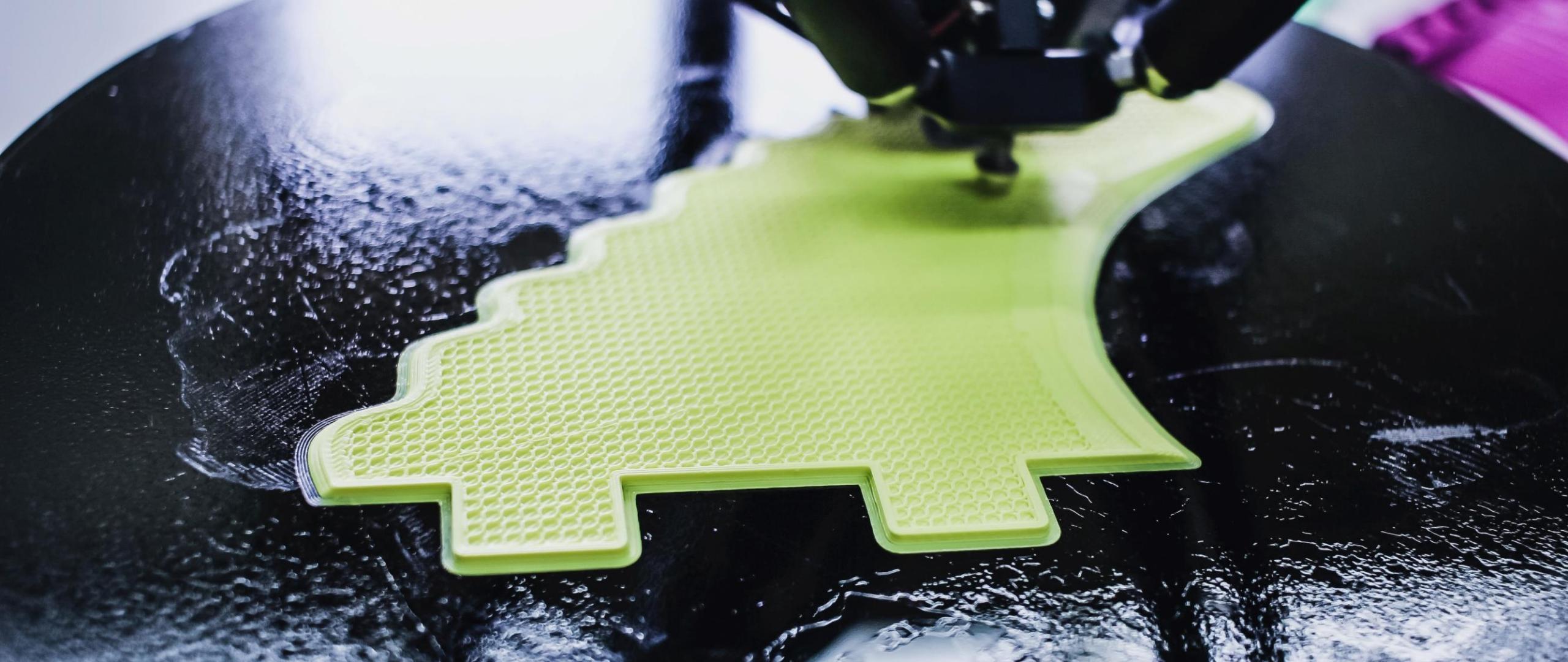
PRESS-FIT



Walking robot prototype

Low cost cardboard microscope (Foldscope Stanford University)





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