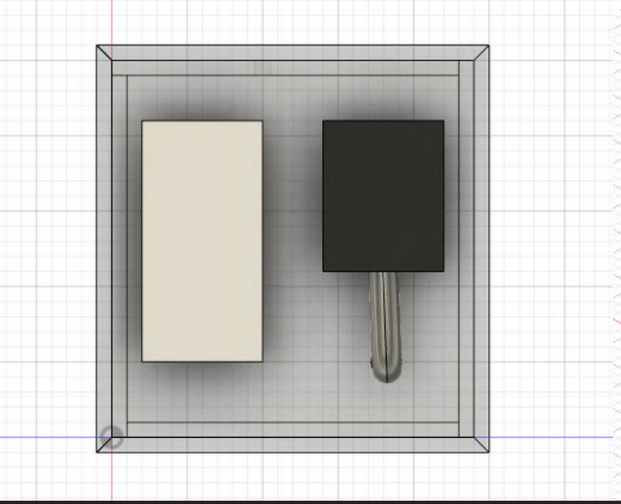
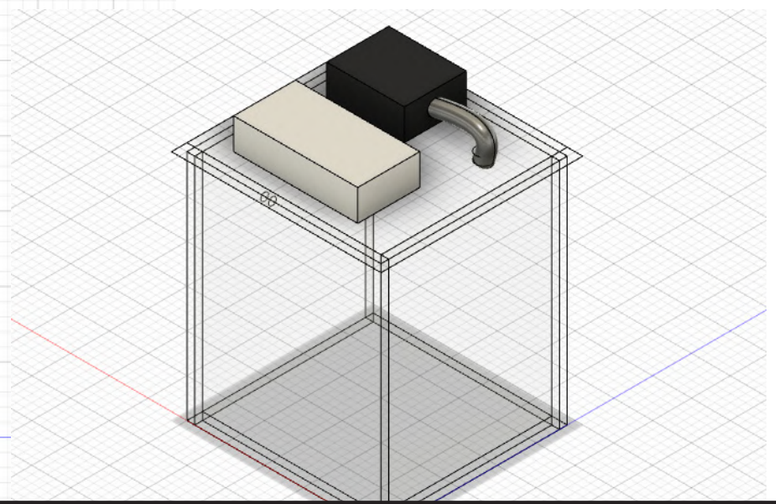
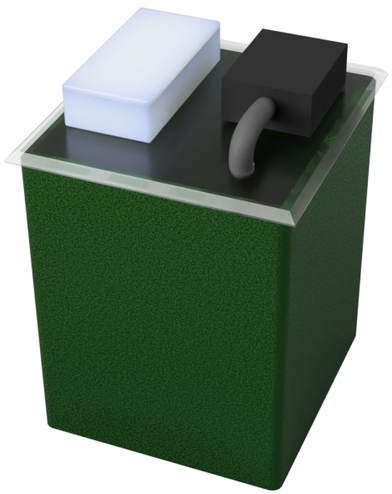
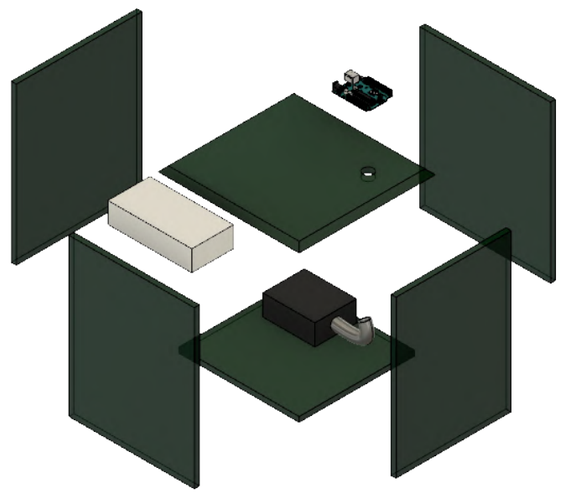


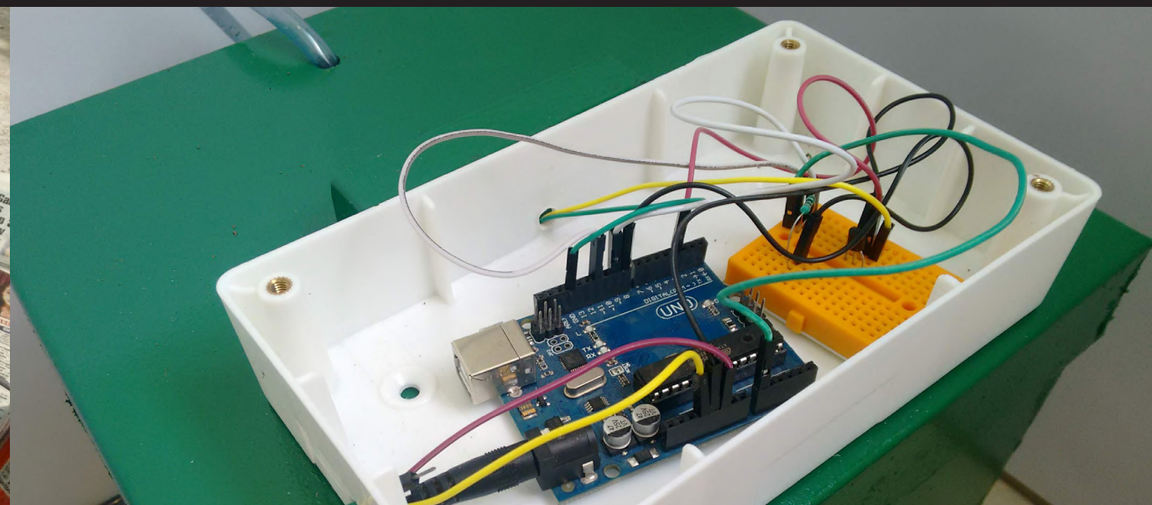






# Eureka

## Automated Watering Assistant



# Why Automate Watering?

Conserves Water

Convience of automating mundane tasks

# Existing Products

## IKEA PS FEJÖ Self-watering Planter

This product relieves the user of watering their plants every day by using a mechanism which involves using threads to suck water from the bottom of the pot to the soil because of the lower content of water in the soil.

### Advantages:

Caster wheels make it easy to move
Reasonable cost ($20)
Made of recyclable material
Water gauge indicates the water level

### Disadvantages:

Not ideal for the outdoor environment
No effective way to drain excess water


## GrowOya

This product is a terracotta pot that can be buried into the soil and filled with water about once a week. The water inside slowly seeps out through the walls to water the plants at the roots.

### Advantages:

Saves water and time
Reduces weed growth
Plants get how much water they need
Material and development process is not hazardous to the environment

### Disadvantages:

Expensive ($25 for 1 small product which is sufficient for 2 feet diameter)
Difficult to install
Breaks at temperatures below zero if left in the soil

## Rainbird Drip-Irrigation System

This product controls water flow to a set of plants through a pipe laid across the area that has to be watered. This method allows water to seap into the soil, providing sub-surface watering.

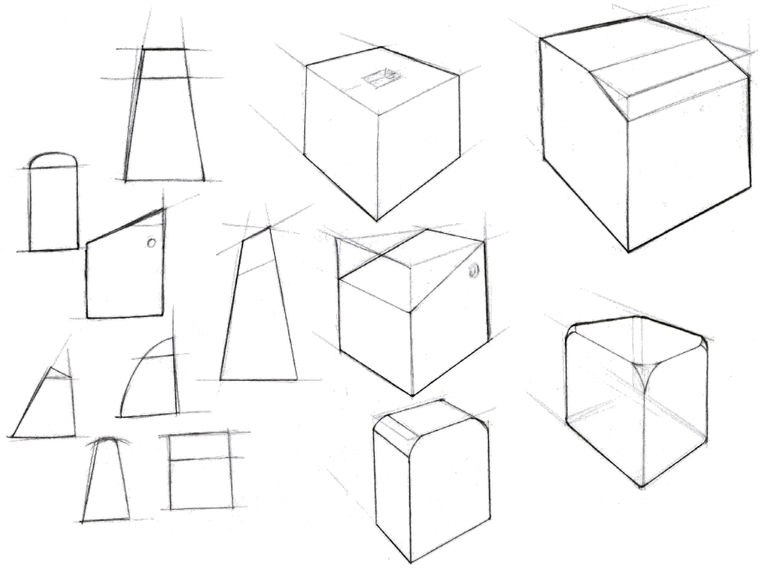
### Advantages:

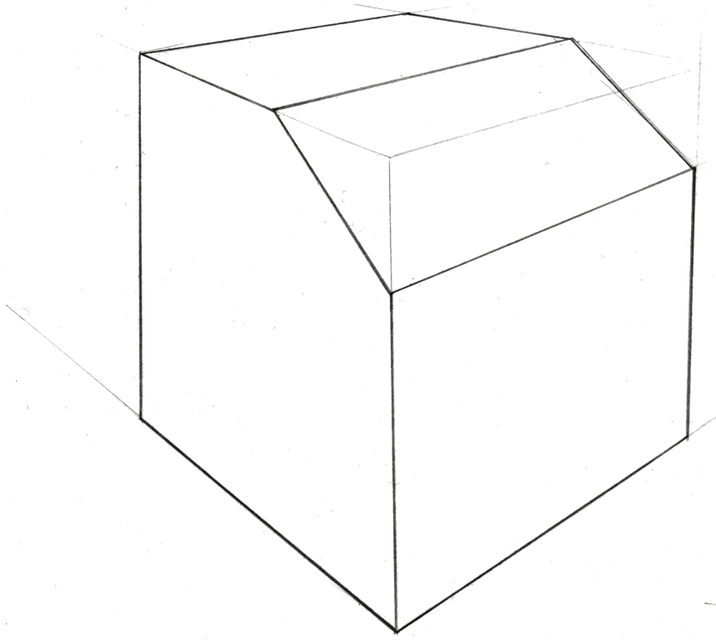
Saves water compared to usual watering
Better growth of plants
Does not require digging
One time set-up

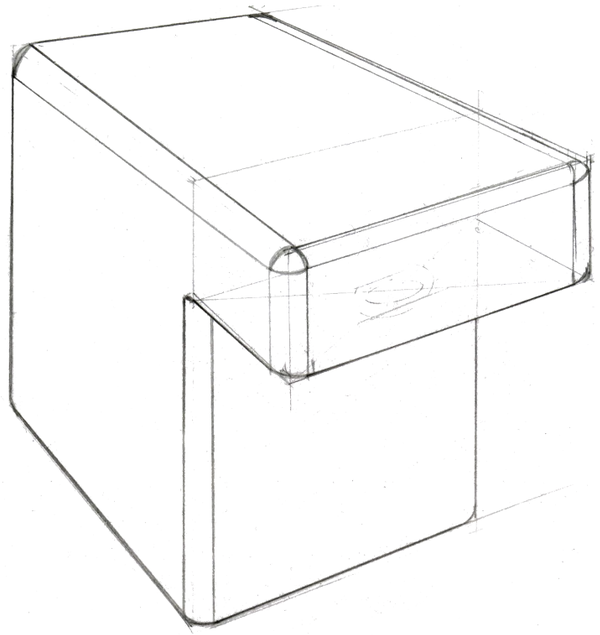
### Disadvantages:

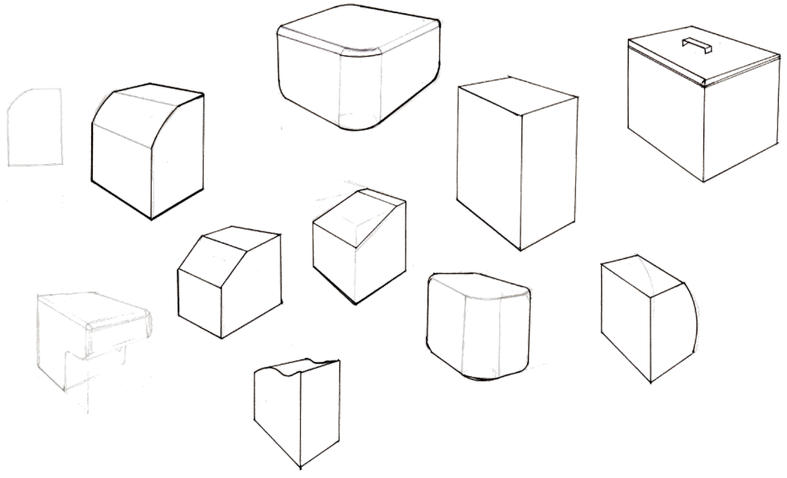
Requires a constant pressurized water supply
Expensive($130 for an area of up to 75 square feet)
User set watering frequency,  not based on soil humidity

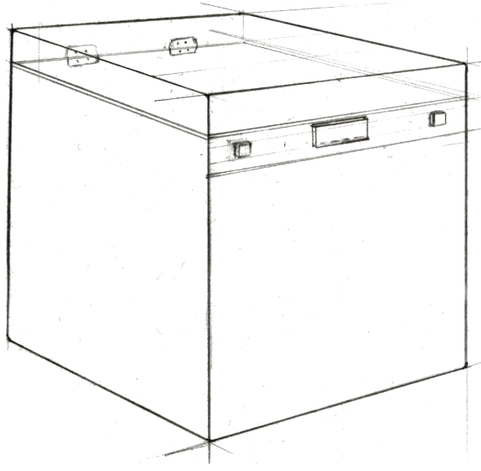
# Sketch Ideation

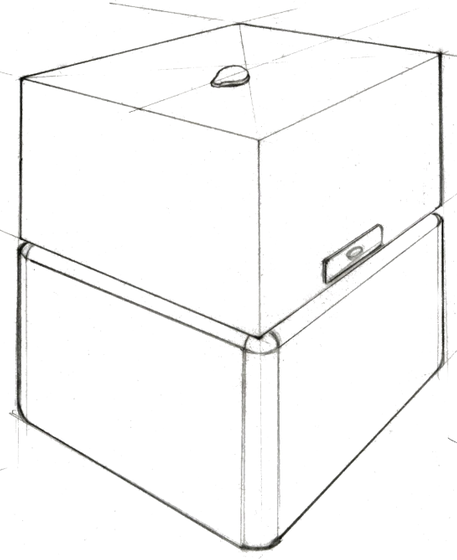


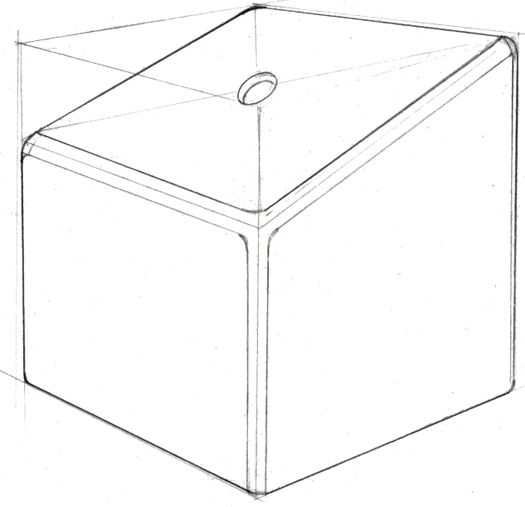




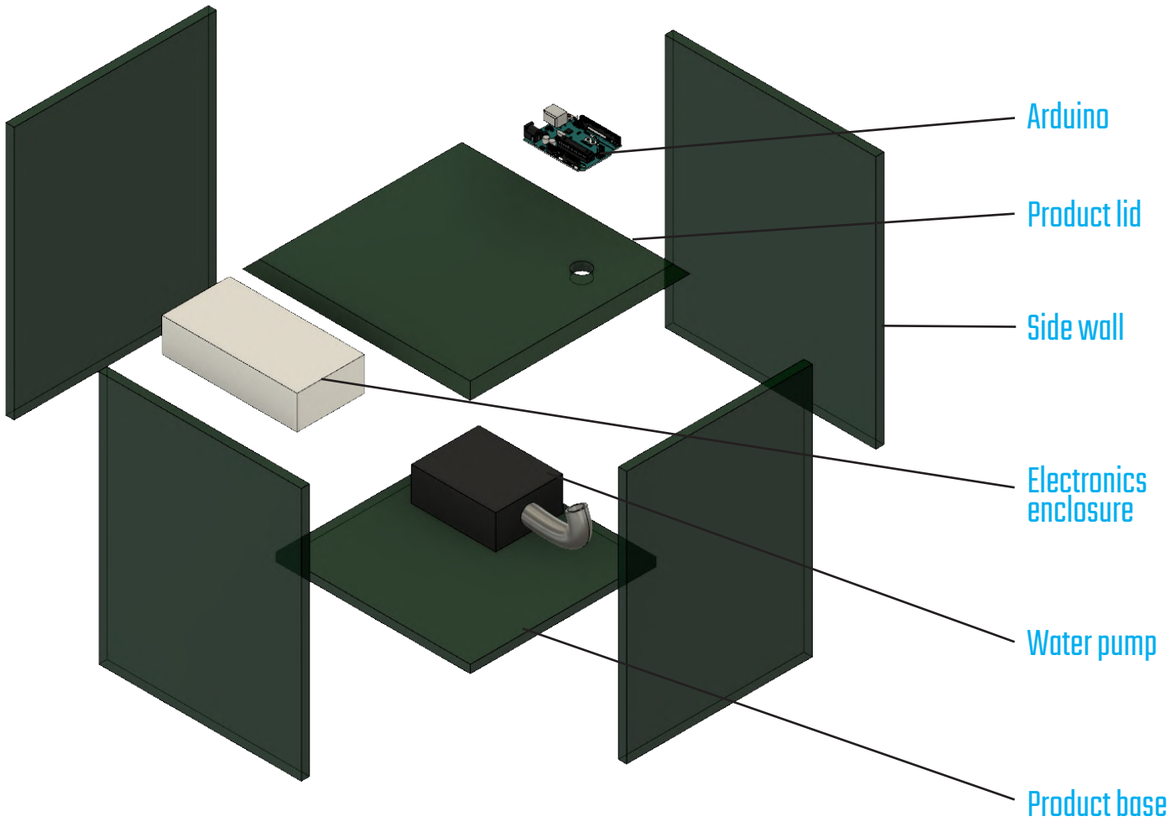


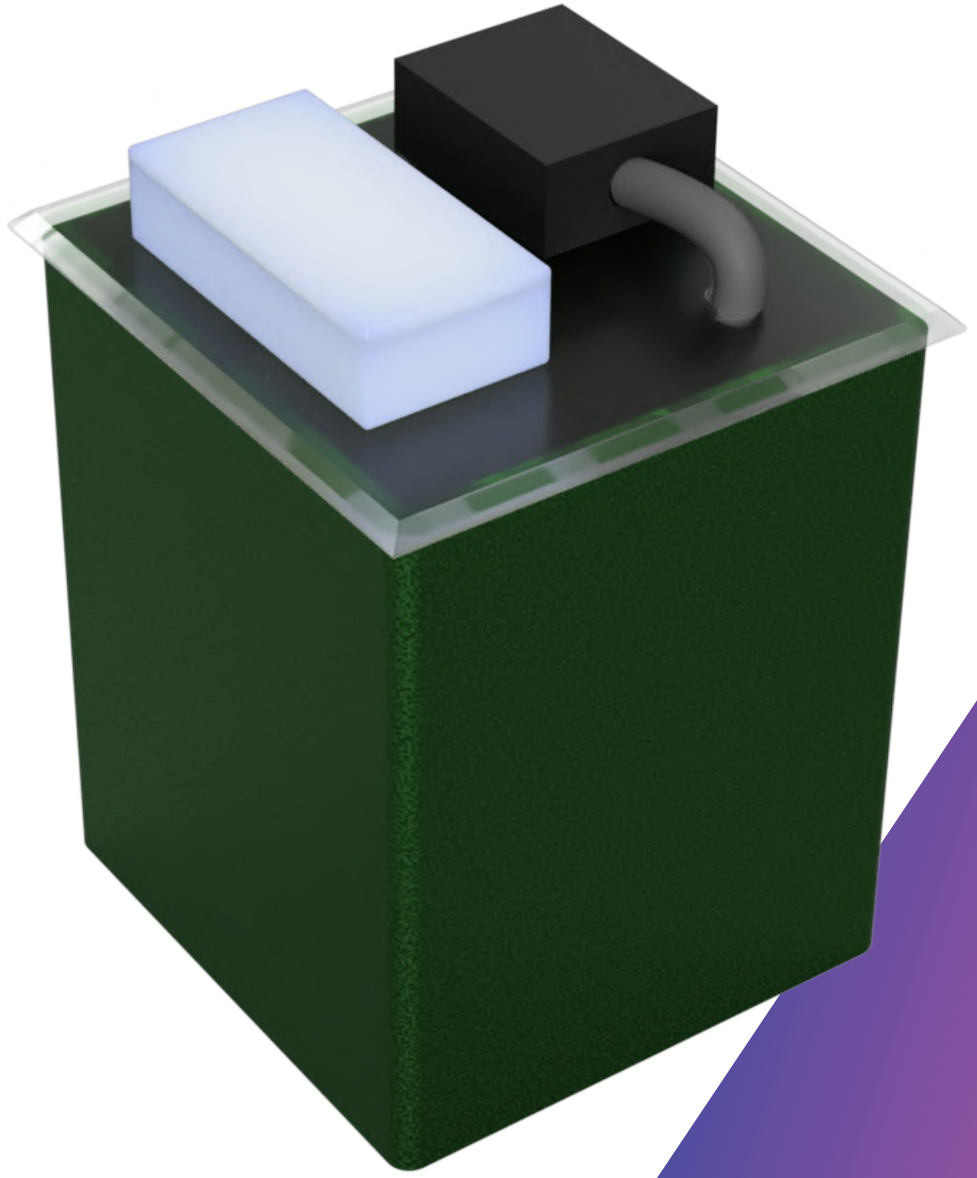




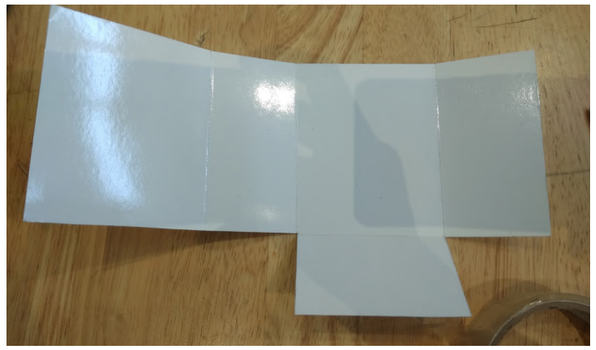


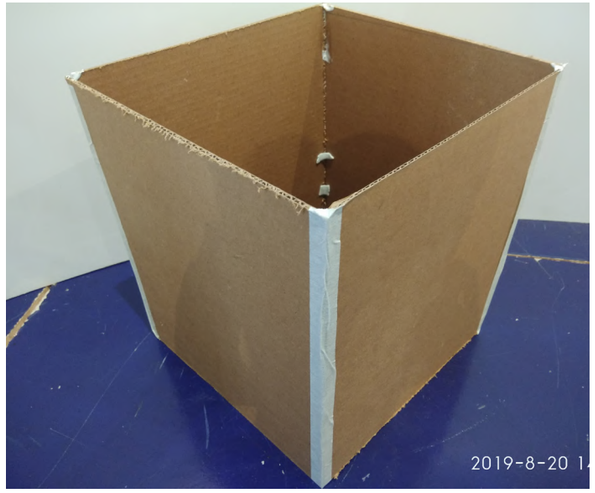
# Product Visualization



# Prototyping

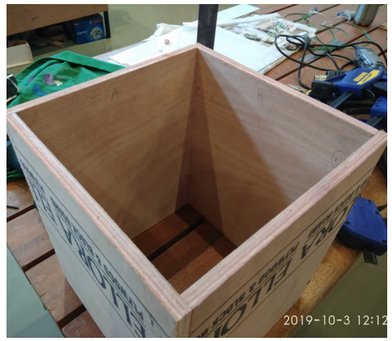


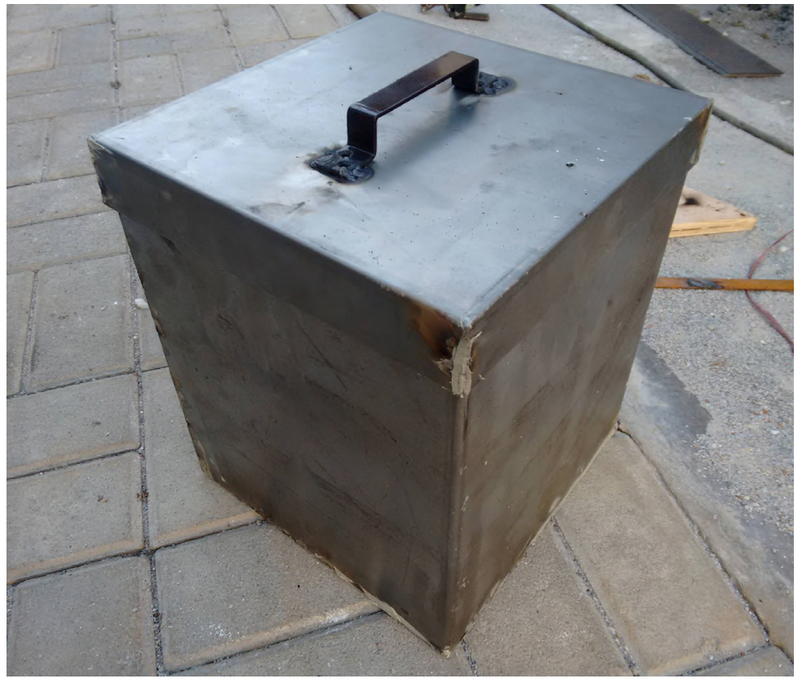




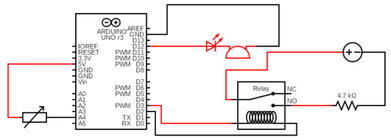


# Material Exploration

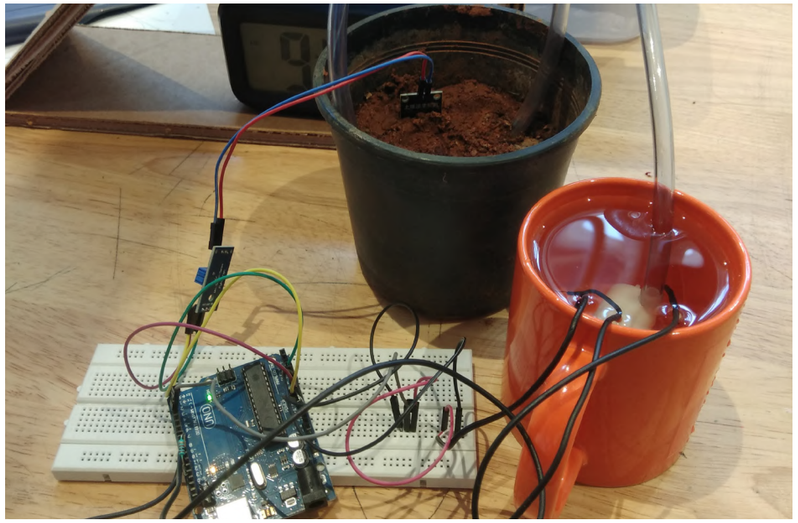


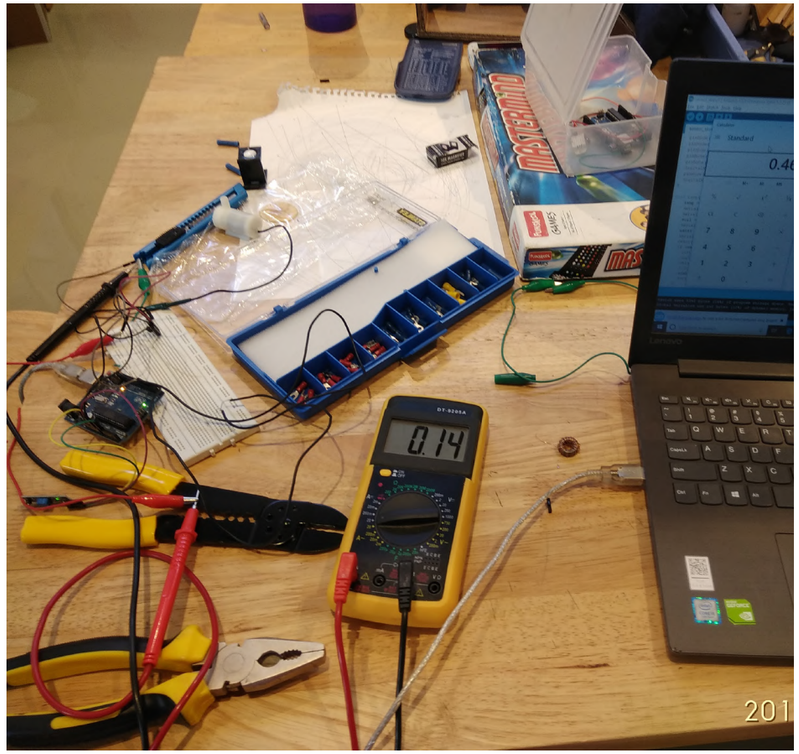



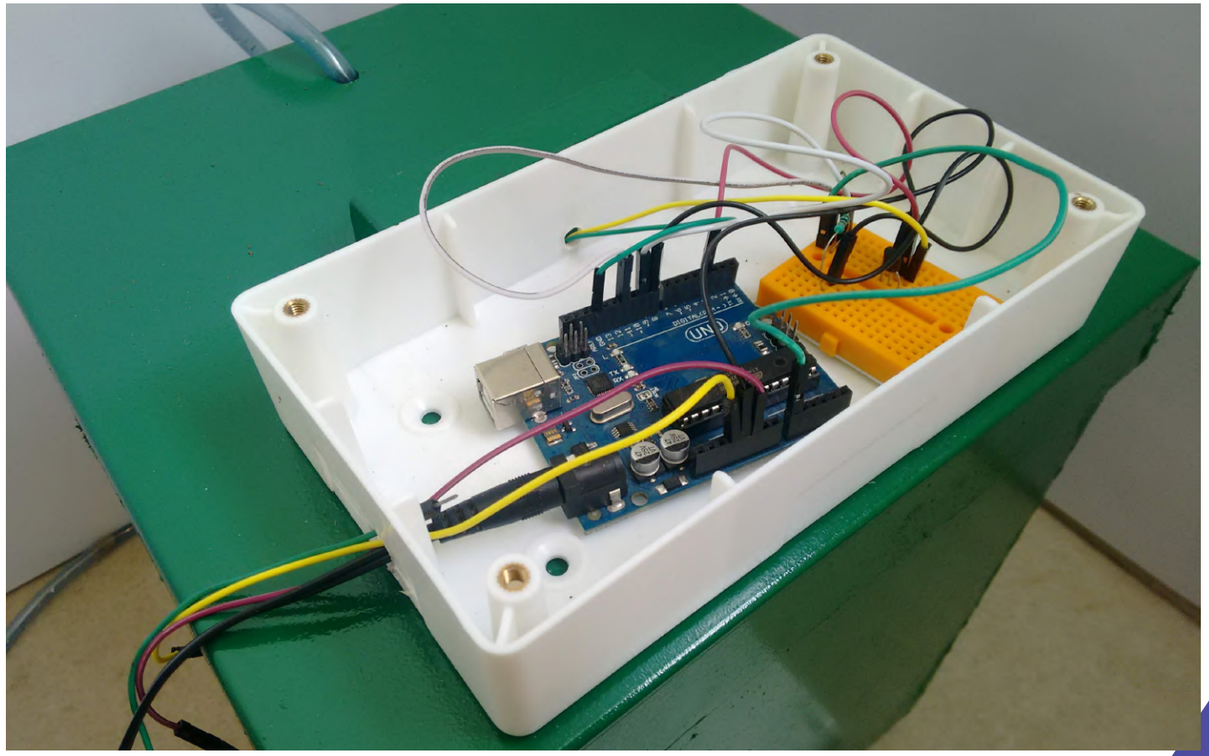

# Electronic Prototyping

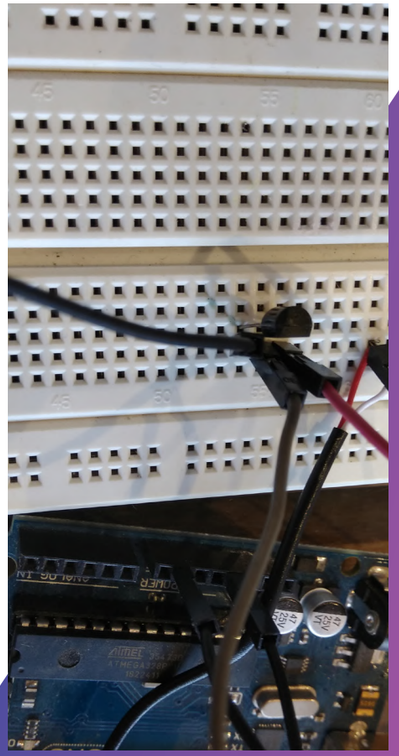




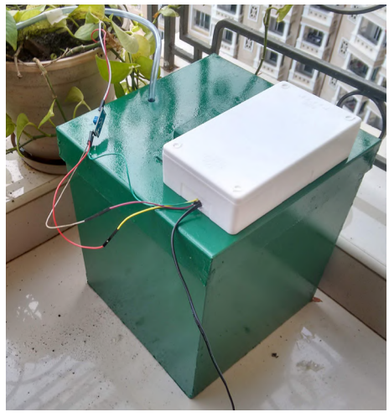






# Finishing



# VeBike

**Enabling enthusiasts and DIY builders to make their own electric bike**

# Who is it for?

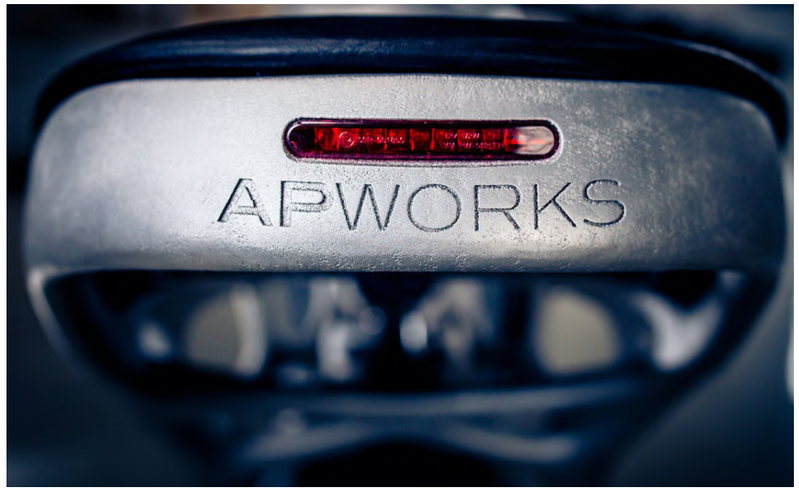
Mark Martinsen

New York, USA

- Environmentalist
- Energetic
- World Traveller
- Entreprenueur
- Video Blogger

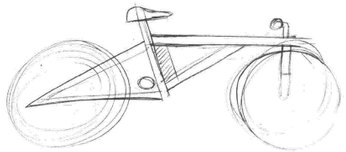
Mark wants to upgrade his bike by making his own e-Bike

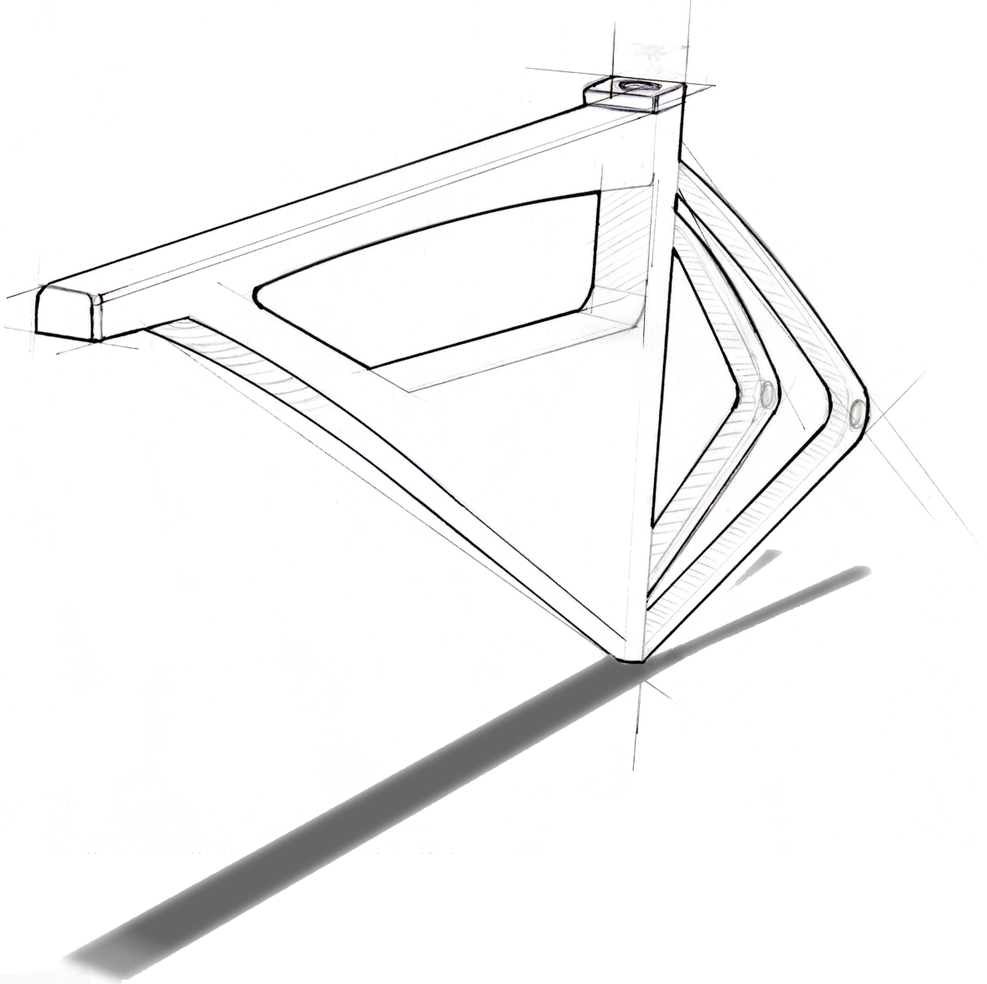
# Inspiration

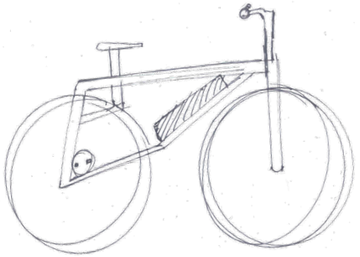


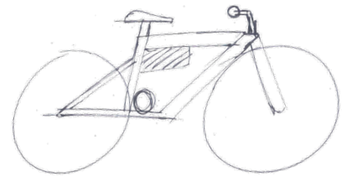


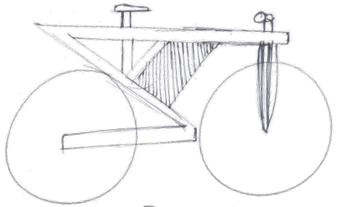
# Sketch Ideation

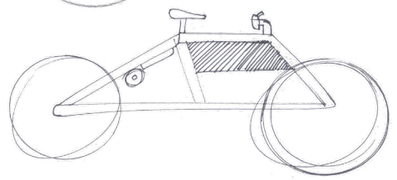


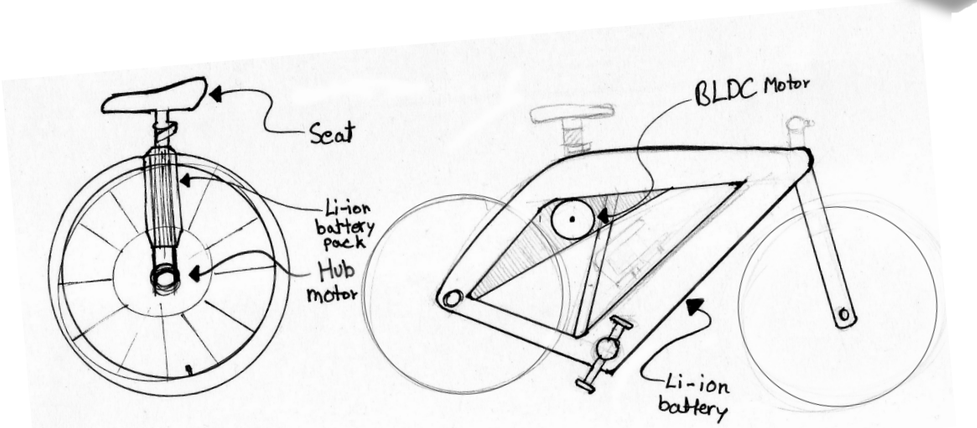


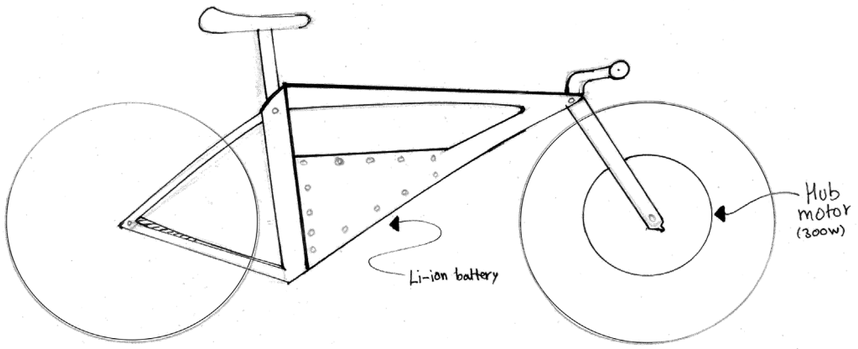


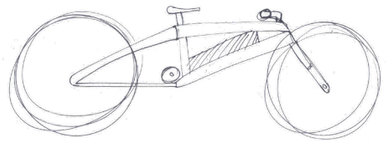


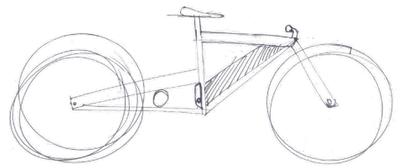




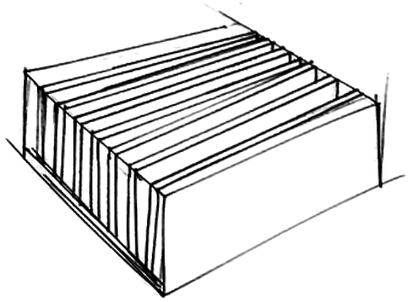


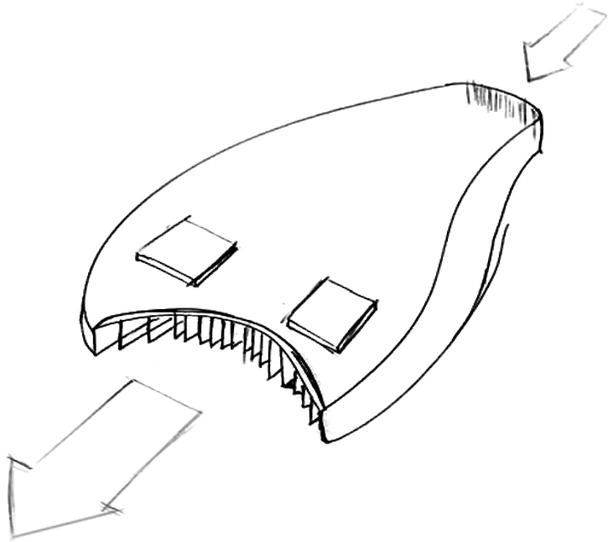



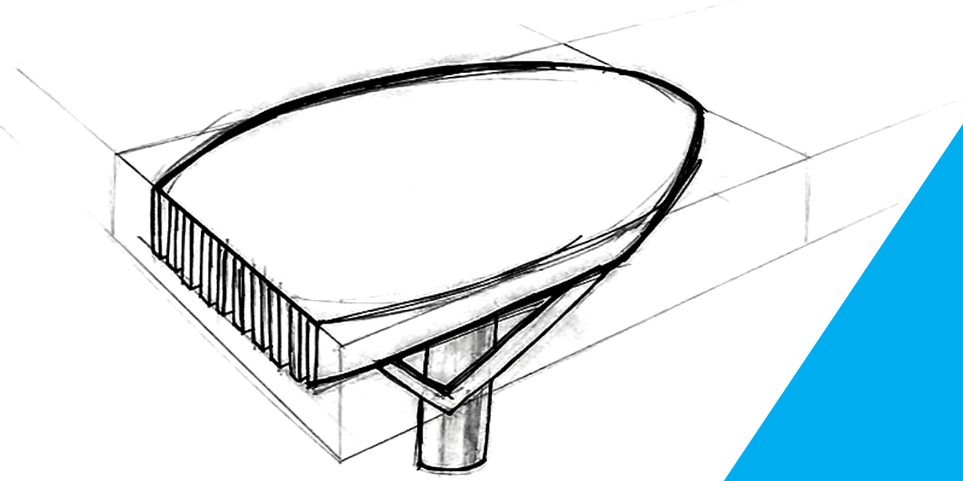


# Seat Design

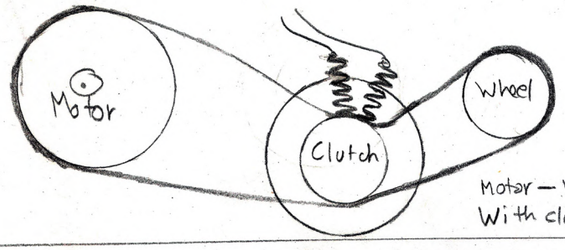


Heat sink

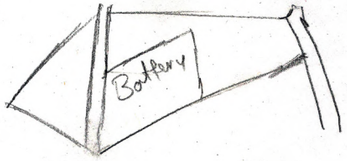




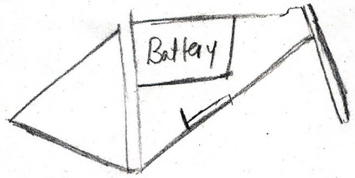
# Engineering the Bike



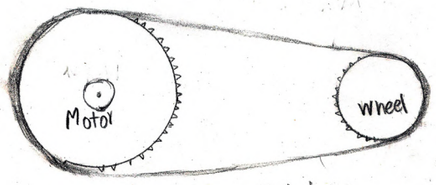

Motor – Wheel mechanism
With clutch




Design 1
→ Low CG

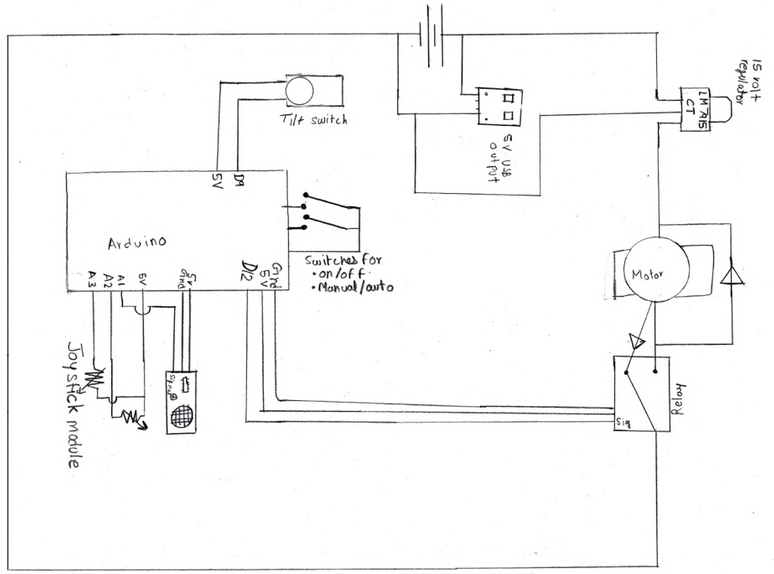


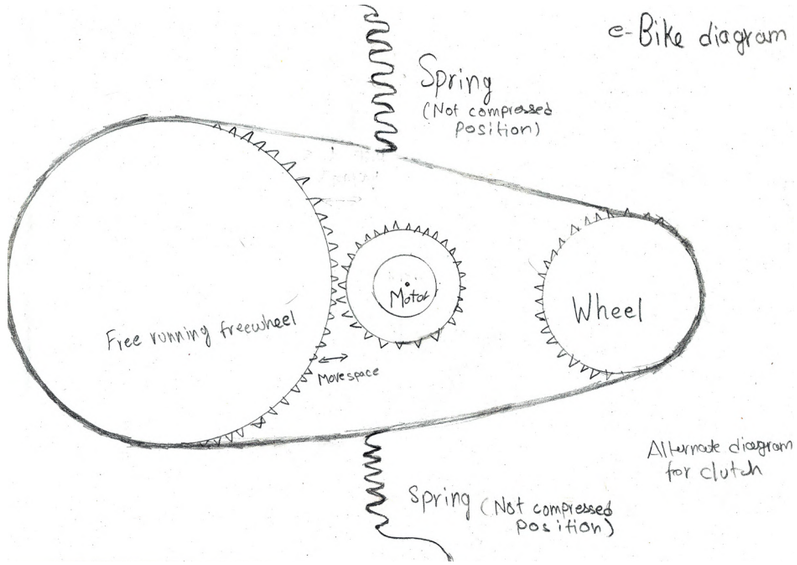

Design 2
→ High CG




Without Clutch

Freewheel diagram

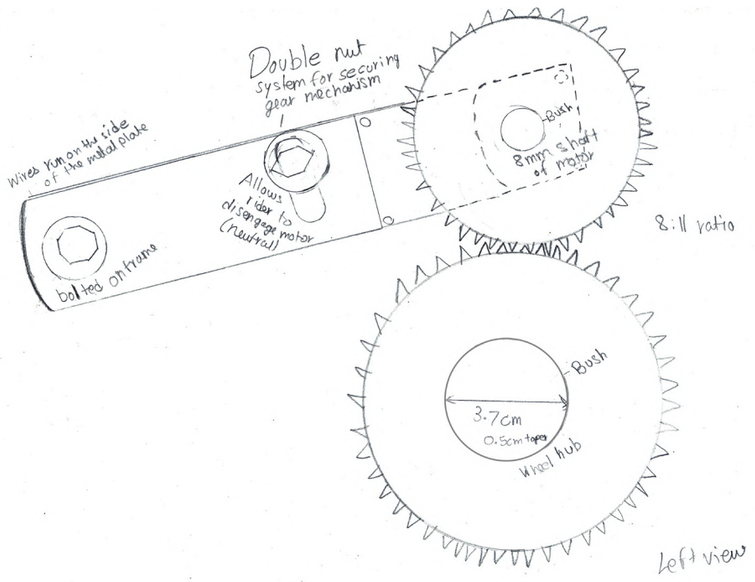


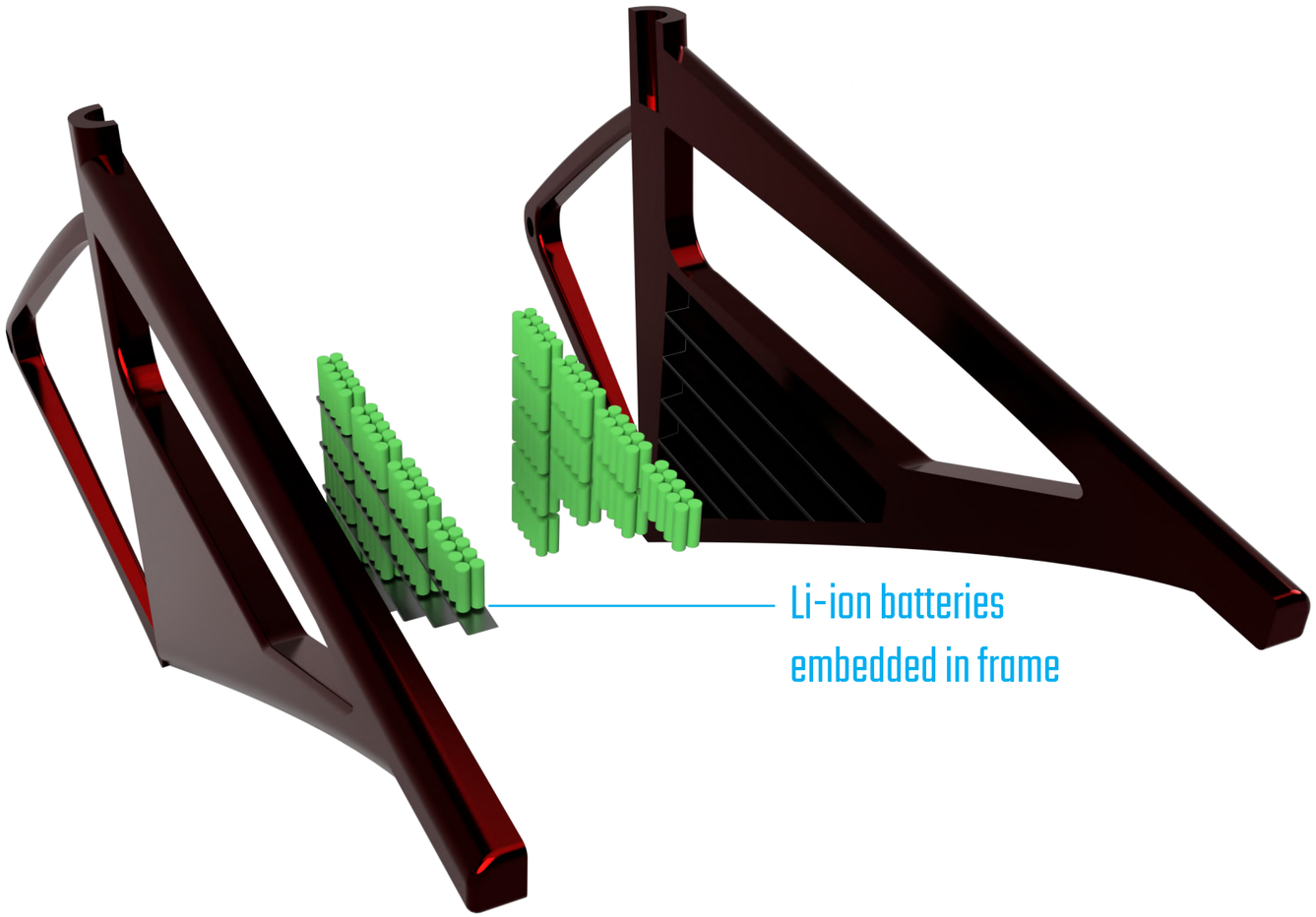


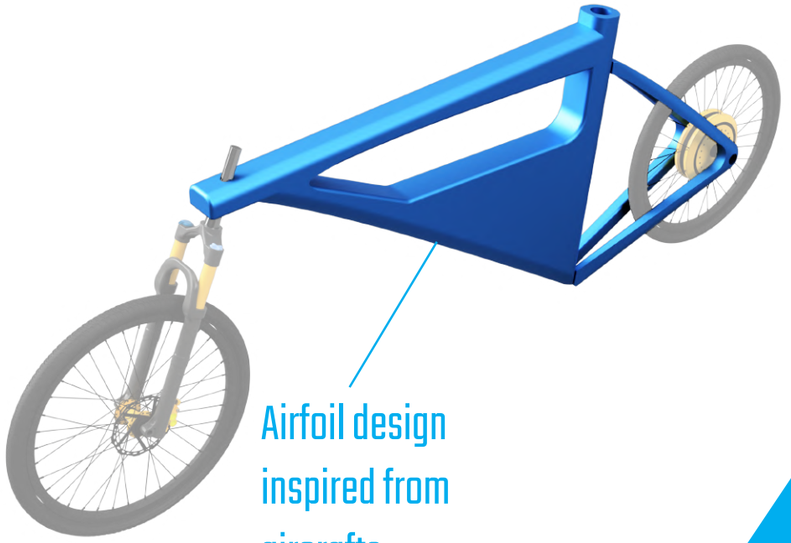
# How it Works

- A 200W DC motor powers the rear wheel, connected through gears with a 8:11 gear ratio
- Two 7Ah 12 Volt Batteries power the bike
- An Arduino is used to take sensor input, and joystick input to control the motor through a motor driver

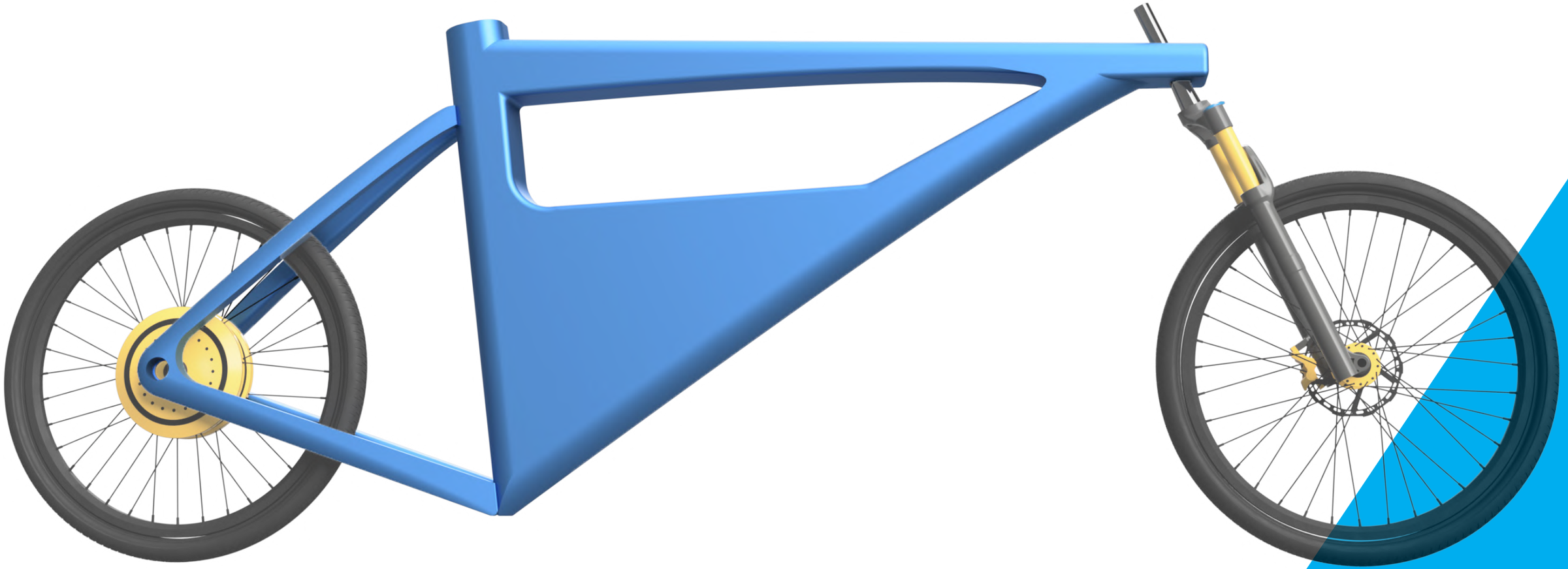


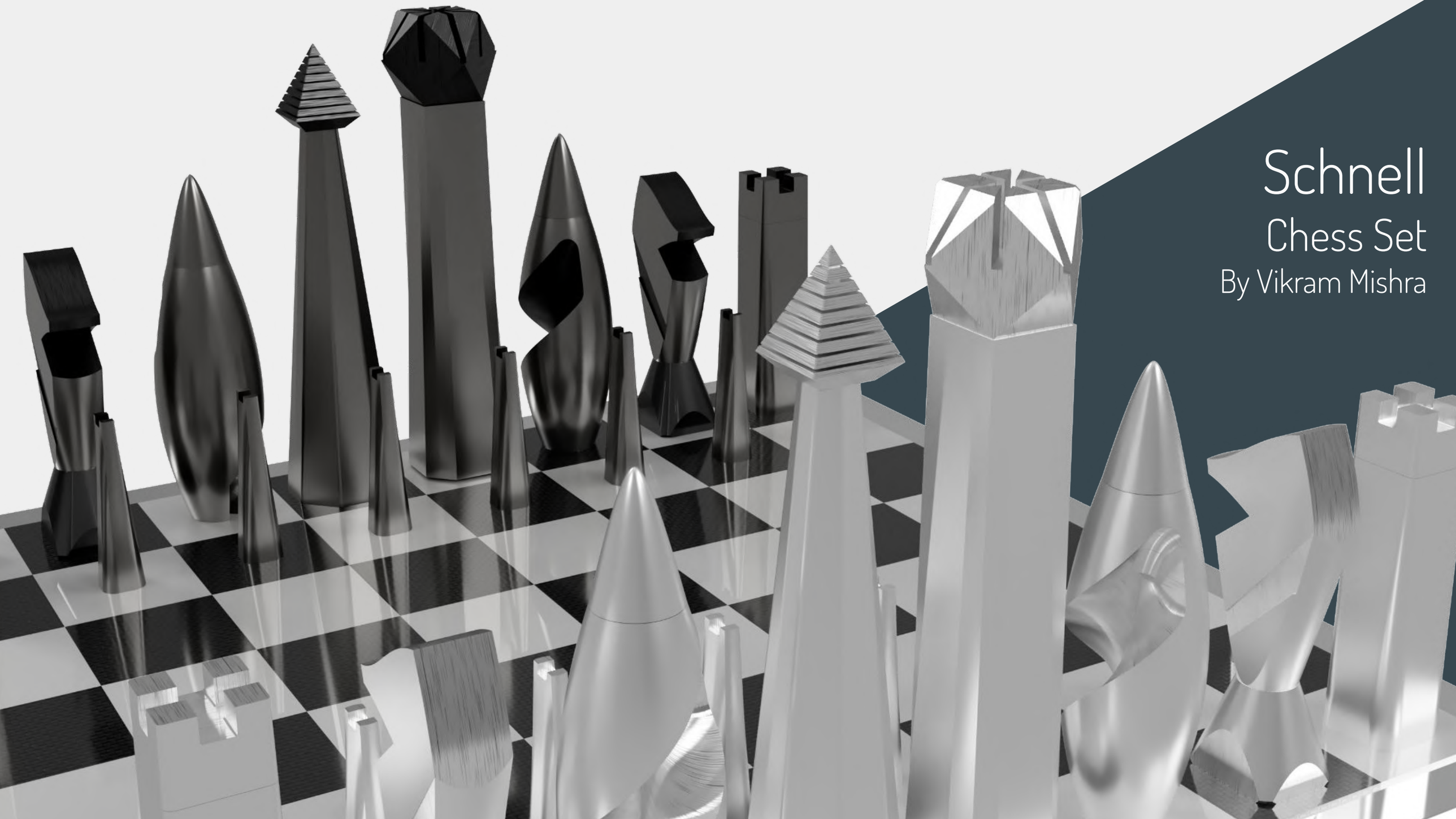

# Design Features



# VeBike

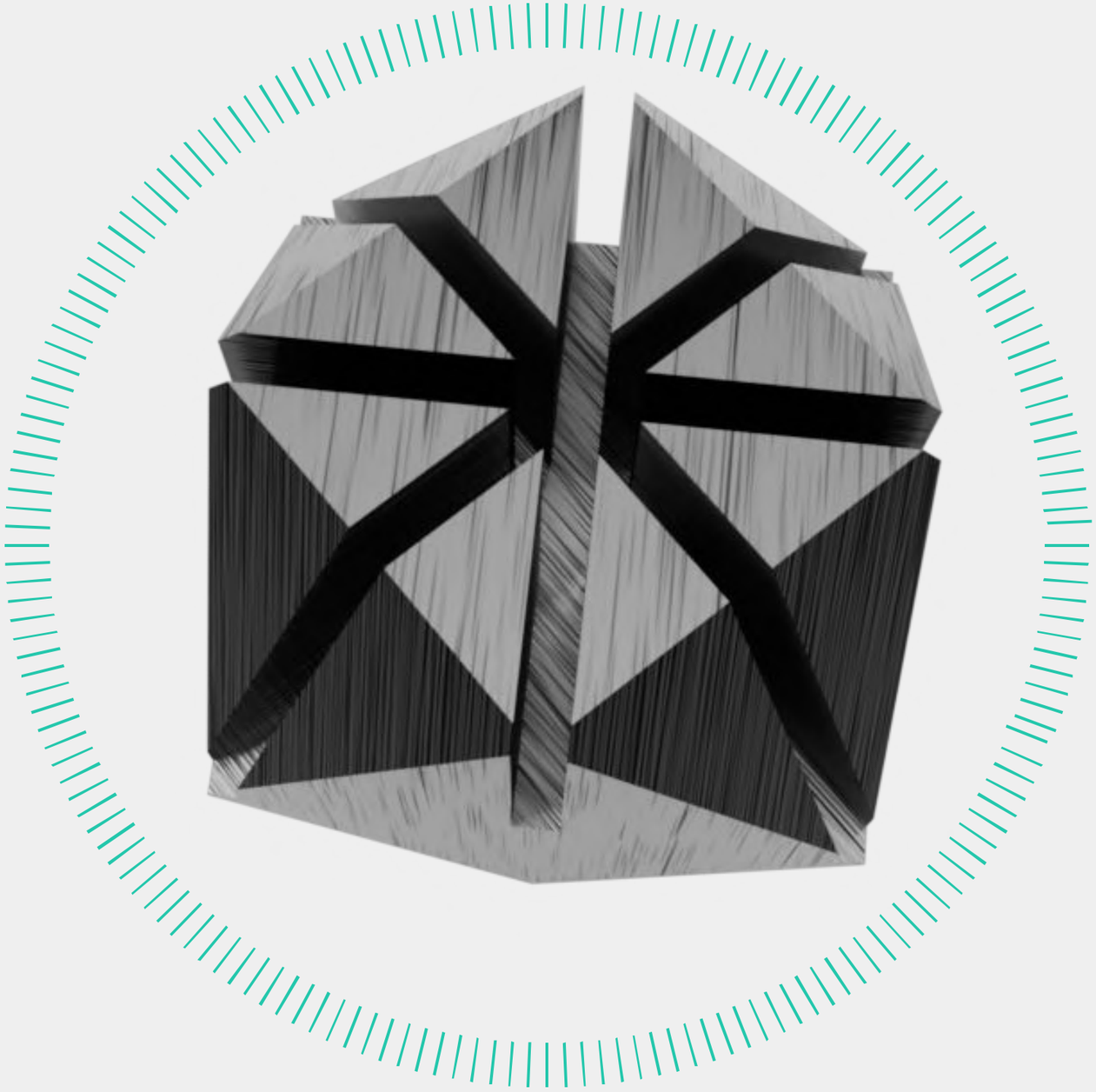




# Schnell

## Chess Set

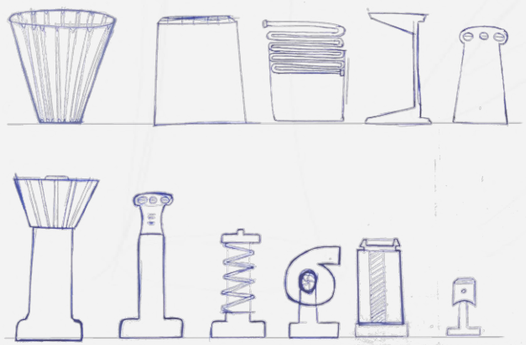
By Vikram Mishra

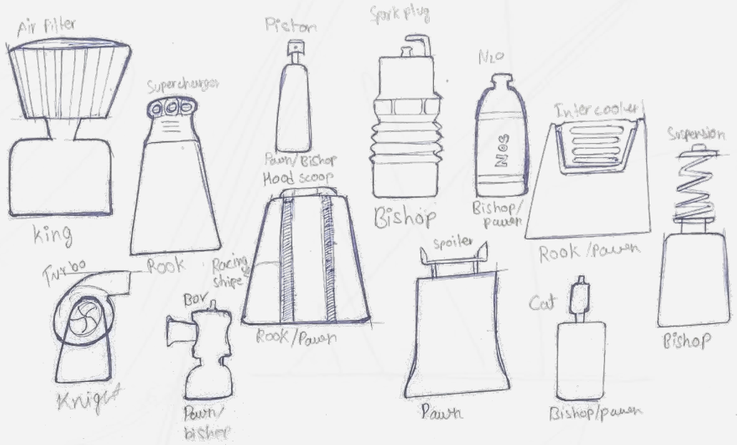


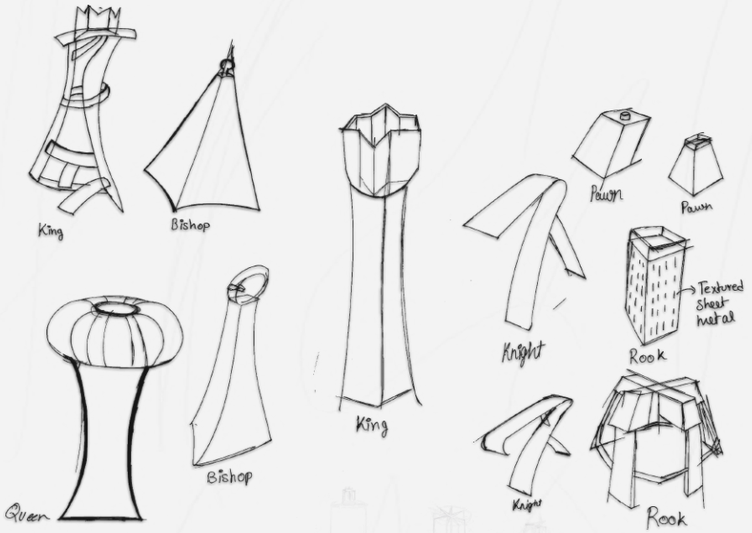
# AESTHETIC

Made from finely machined metal pieces, this chess set will fit in corporate offices of automotive companies and in car showrooms and dealerships, as well as in garages with collectable cars and as a showpiece in cabinets in houses of automobile enthusiasts who enjoy customizing vehicles, especially with custom made parts

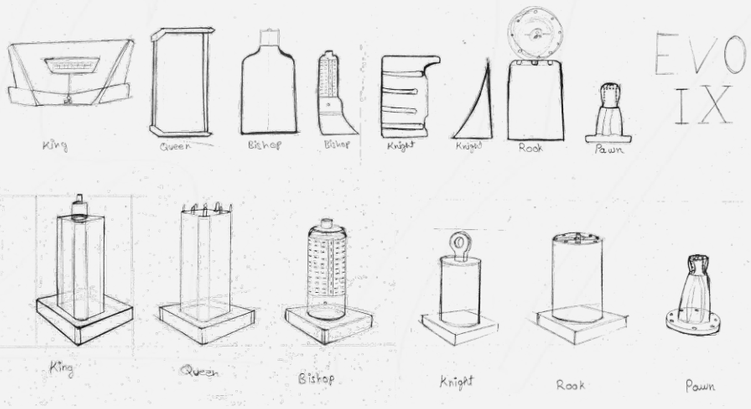
# SKETCH EVOLUTION

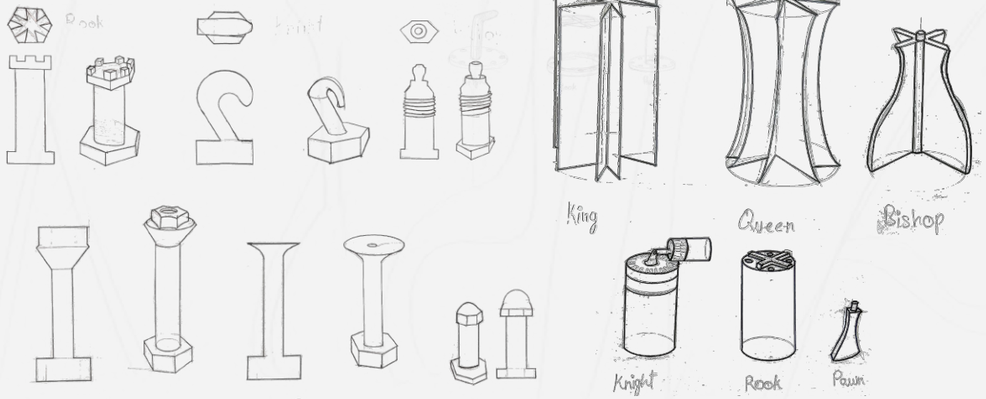




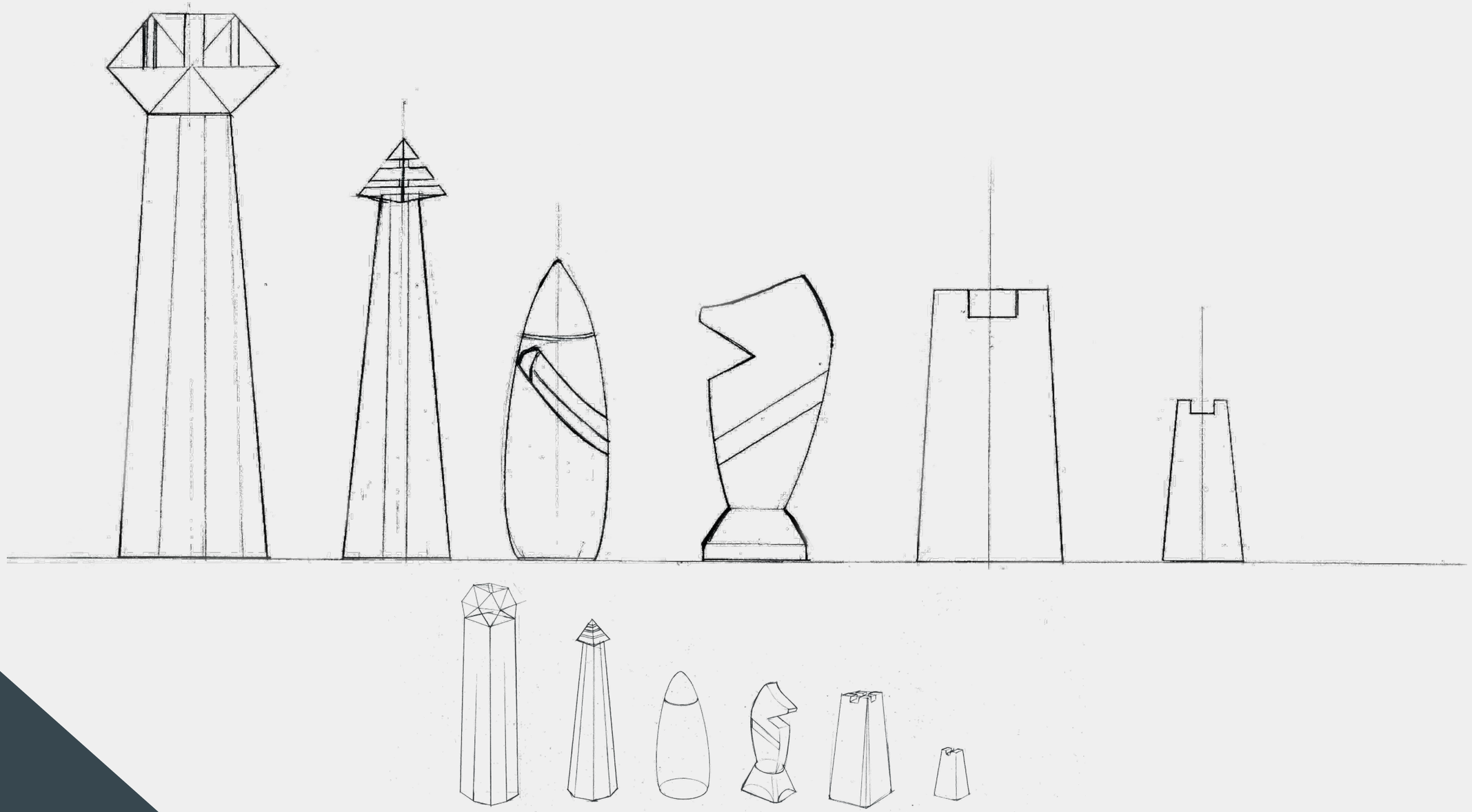





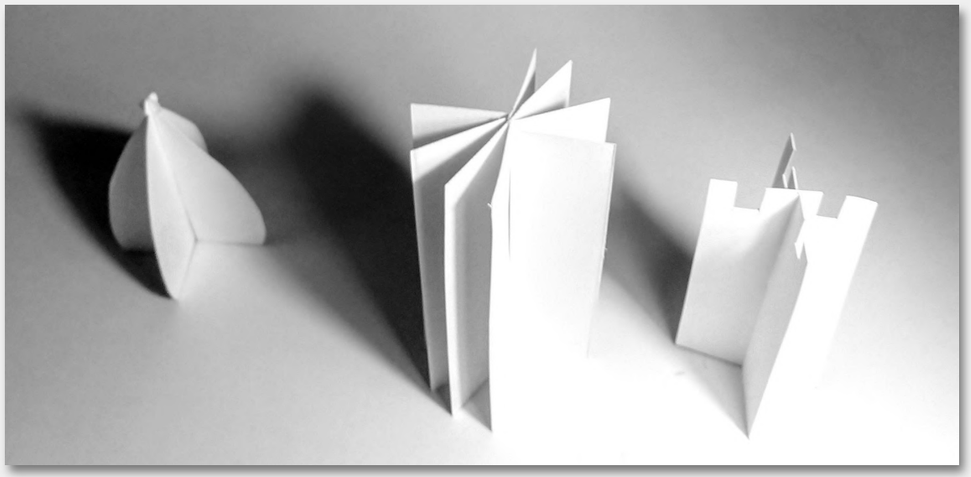


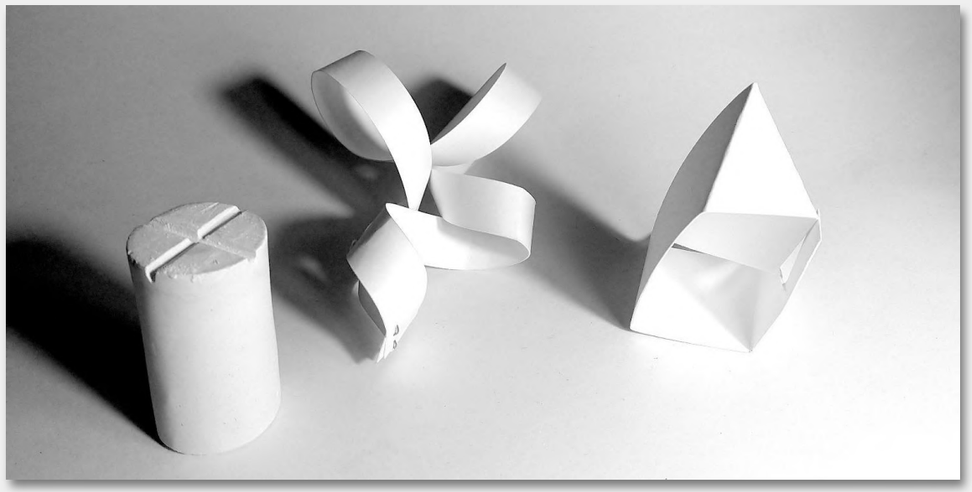



# CULMINATION SKETCHES

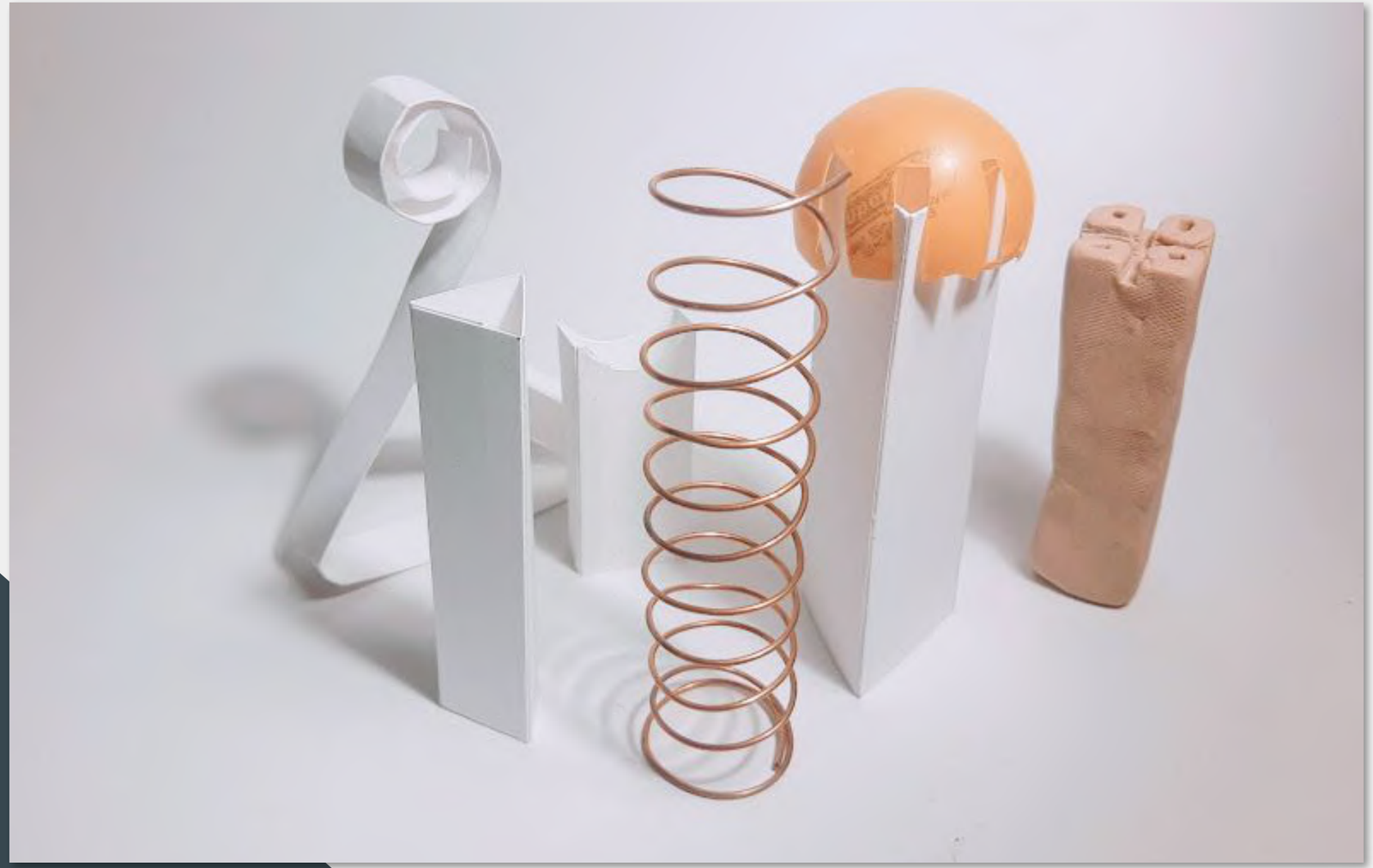


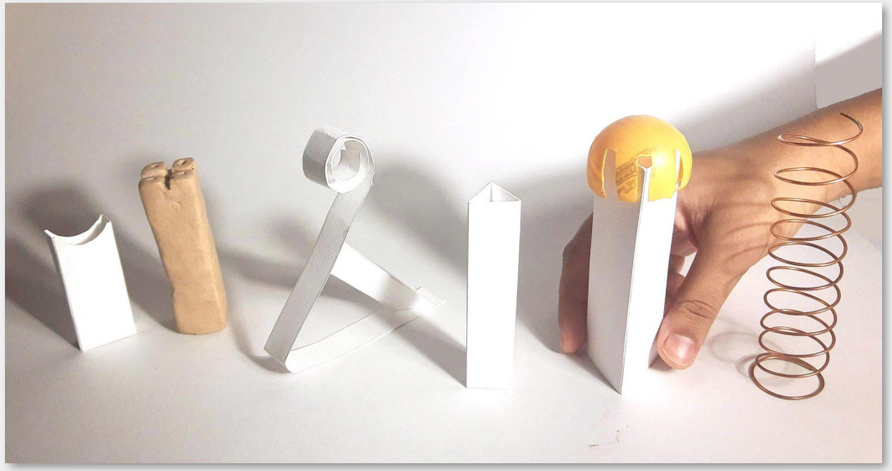
# 3D SKETCHES

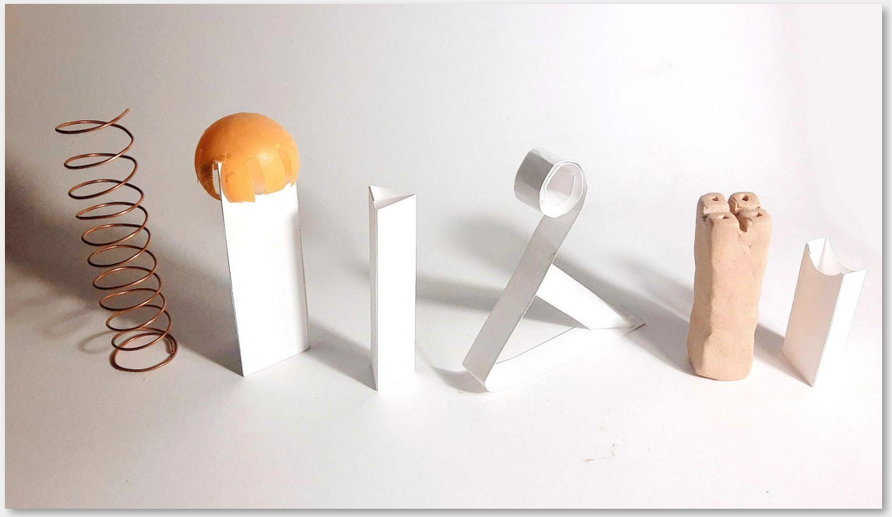




# RESOURCEFUL PROTOTYPES







# HUMAN FACTORS EVALUATION

## IDENTIFICATION

- The pieces were identifiable primarily through the hierarchy
- The bishop doesn't have any features of the conventional bishop, it is difficult to identify

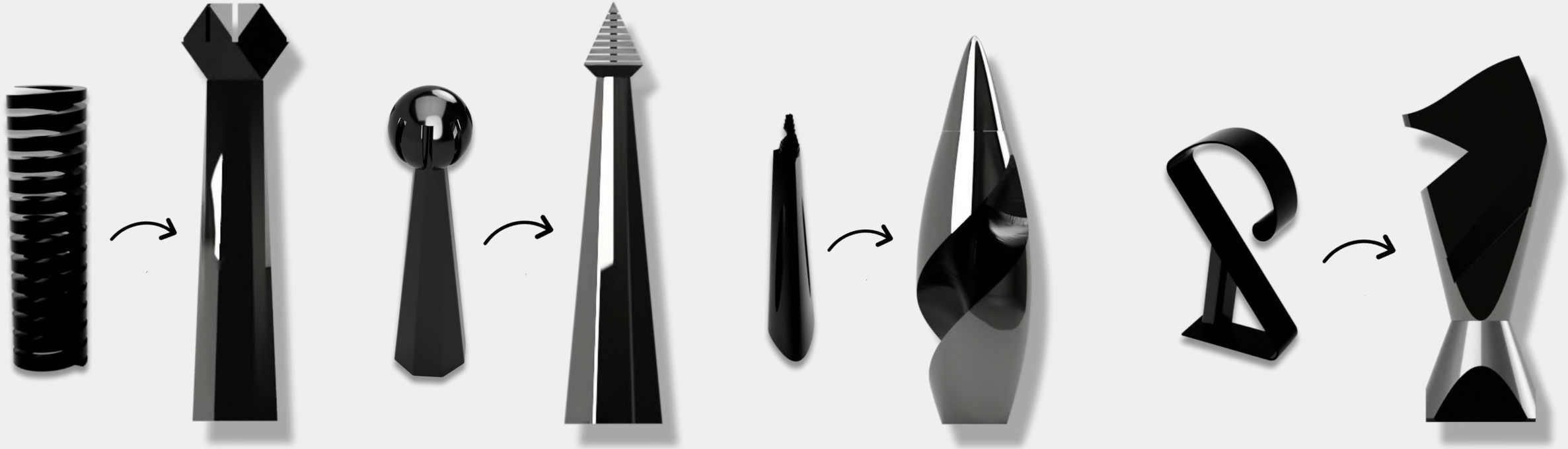
## GRASPING

- The pieces were grasped without any hesitation and without much thought
- The rook and Queen were grasped from the top while the rest were grasped from the middle or the bottom

## CONCLUSIONS

- The pieces could be more successful at being identifiable using features other than the hierarchy of size
- The design of the pieces does not interfere with grasping and picking them up

# DESIGN CHANGES



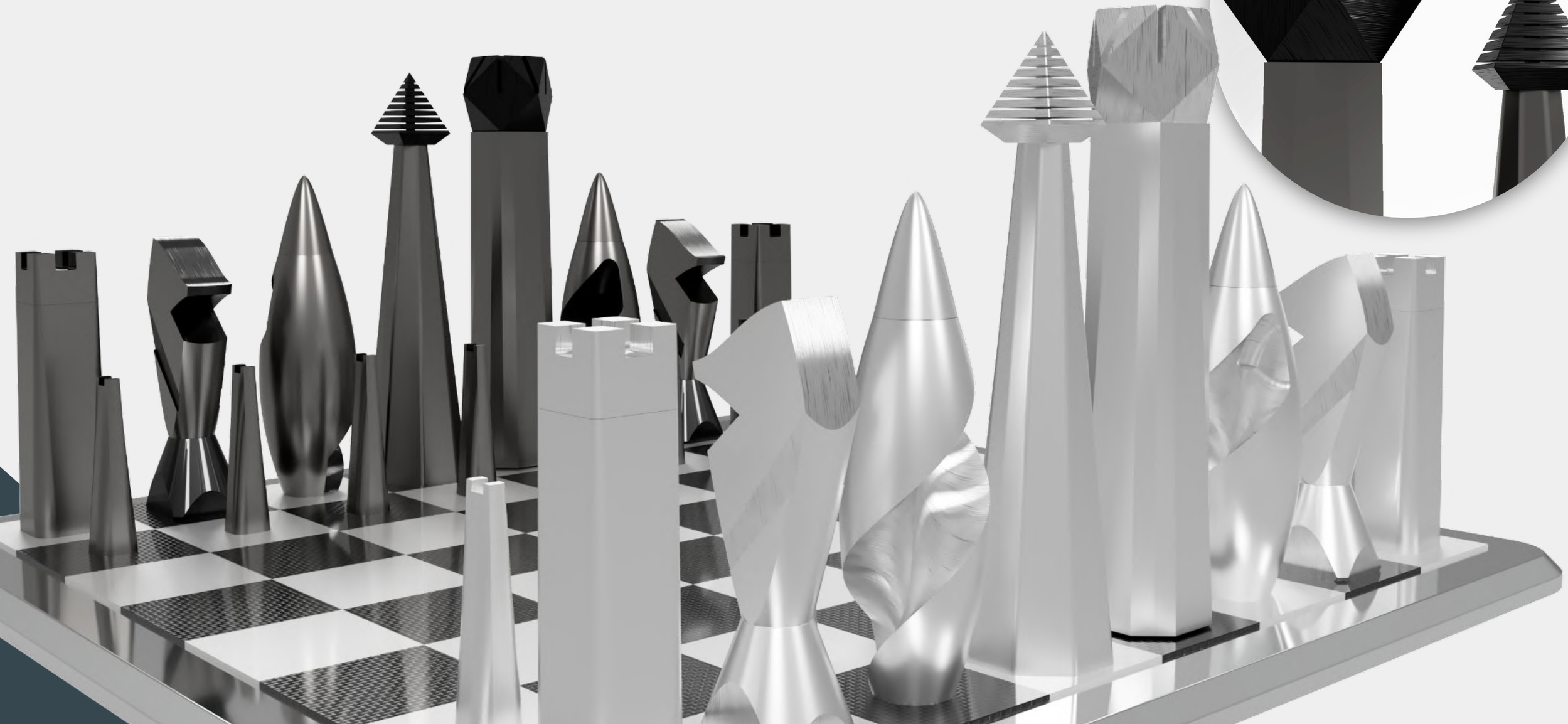
King incorporates idea of a finely machined custom top attached to a casted base
The form becomes more aesthetic

Top of the queen becomes easier to manufacture in a CNC machine

Bishop becomes more aesthetic and uniquely identifiable

Knight design changes from functional to aesthetic
Manufacturing process changes from bending sheet metal in a metal shop to a CNC machine

# THE FINAL FORM



# TEXTURE CONSIDERATION