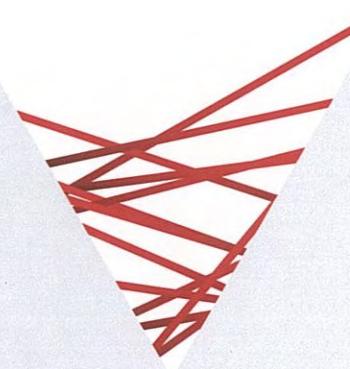
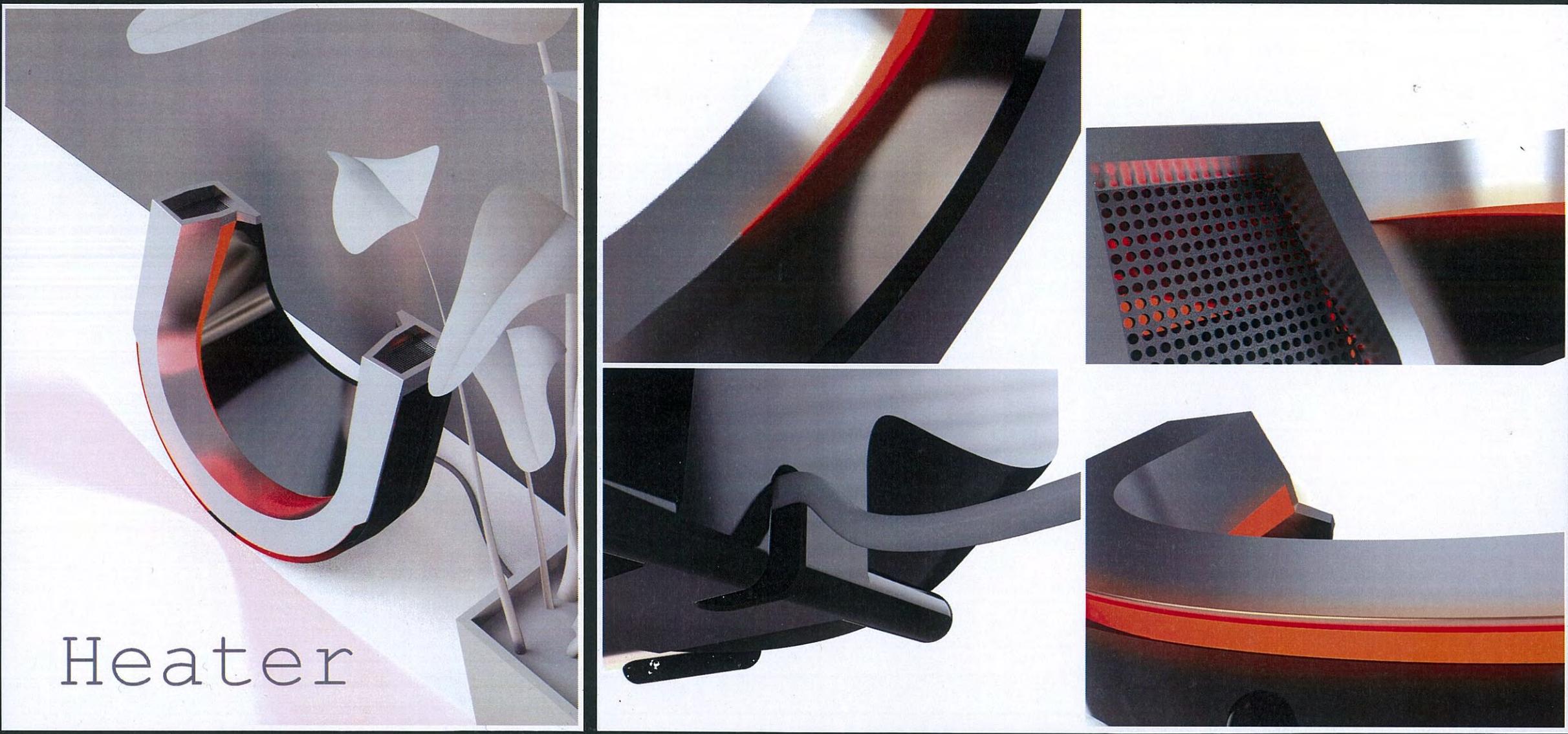


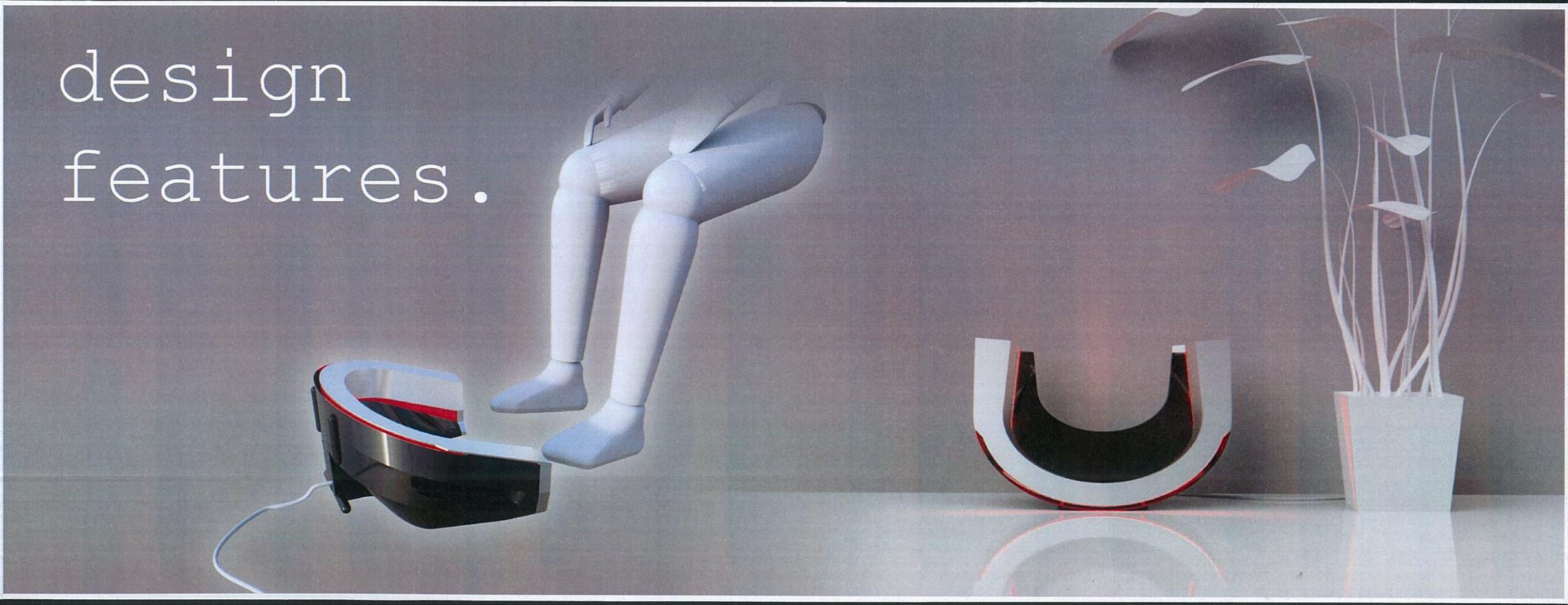
A portable,
multipurpose,
space heater
concept.





Heater

design
features.



Initiation (AS91627)

- 1 Starting experience
- 2 Observation sketches
- 3 Overlay, shape study, rotation, pattern
- 4 Overlay continued, inversion, cropping
- 5 Tessellation, inversion, mirror
- 6 Subject destruction
- 7 Additional observation
- 9 Card abstractions
- 10 Paper shapes, 3d scans
- 11 Computer abstractions, combinations
- 12 Translocation, chosen starting ideas

Context (AS91630)

- 1 Timeline, psychological analysis
- 2 Situation, size
- 3 Heater Methods, refrigeration cycle
- 4 Fire safety, temperature, possible solutions
- 5 Micathermic heating technology
- 6 Colour considerations, James Dyson
- 7 Summary

Ideation (AS91630)

- 1 Thumbnail sketches
- 2 Sketch models
- 3 Thumbnail and exploitative sketches
- 4 Exploration continued
- 5 Thinking on stackable concept
- 6 Sound initiation, speaker idea
- 7 Speaker movement investigation
- 8 Applications of proportion
- 9 Thinking on pineapple concept
- 10 Chosen concept configurations
- 11 Geometry exploration, model, dimensions
- 12 Finalisation of chosen form
- 13 Practical details
- 14 Technical considerations
- 15 Inlet alternatives, stand options, scale model
- 16 Renewed concept, ratios, technical justifications
- 17 Ergonomic explorations
- 18 Usage considerations
- 19 Technical details
- 20 Materials
- 21 Operating details

Ideation cont.

- 22 Interface
- 23 Model finalisation
- 24 Model finalisation continued
- 25 Appearance and lighting

Production (AS91631)

- 1 Full orthographic projection
- 2 Intake assembly
- 3 Element assembly
- 4 Upper assembly
- 5 Parts drawing - overflow
- 6 Parts drawing - other components
- 7 Exploded view

My brief

Keeping warm is one of our most basic needs. You would think that by now we would have refined the way we heat our environments, so why is it that heating products are so disappointing. They are ugly, always in cream whites or bland metals where they borrow from generic column and fan heater designs. The types of heaters themselves cause nightmares for customers when deciding which to get; it all depends on how you use it, what you are heating, and how much you are heating. But besides all that, customers are let down by the failure rate of these cost cutting designs, some of which become safety hazards.

I will investigate the applicability of manufacturing a new heating product that is a portable, and multipurpose, space heater.

Terminology: Space heaters can be used in different environments. So the concept must consider how it could be easily transported from one place to another (portable). Multipurpose refers to the designs ability to extend to meet different requirements e.g. alternative space sizes, and environments with different dynamics. Space heaters are designed for enclosed environments but these may contain a draught.

All software used in the making of this portfolio is verified for educational use (non commercial purposes).



Provided brief

OPTIONAL: Produce a product design portfolio, based on a topic of your own choice, set within the context of the brief below.

A/Std 91627: Initiate design ideas through exploration
[Could be a stand alone unit - see page 15]
3 credits External Learning objectives: 1 2 4

A/Std 91631: Produce working drawings to communicate production details for a complex design 6 credits External Learning objectives: 1 2 4

REQUIREMENTS

RESEARCH and ANALYSIS

1 Identify opportunities and constraints presented by the context you have selected for the design.

- Analyse the design context. Explore:
 - aesthetics, ergonomic considerations, present and potential usage.
 - the use of appropriate materials and durability.
 - manufacturing factors, and other considerations, as appropriate.
 - the wider context, including, for example, legal, ethical, cultural, historical, economic factors.
 - technological factors - materials, sustainability etc.
- Use diagrams, photos, notes, sketches, or other techniques to show your findings.
- Explain how the design context will influence your design.

2 Justify your design ideas against the significant opportunities and constraints you have identified.

IDEATION and RESOLUTION

1 Use a range of visual communication methods to explore [divergent thinking] and refine [convergent thinking] your ideas. Note that this can link back to your initiating of ideas exercise.

- Freehand sketches, sketch models, overlays, collage etc.
- Use a sequence of visuals to show how your design has developed.
- Add comments to your visuals to explain how you reached crucial decisions.

2 Select a promising initial idea or combination of ideas and explain the reasons for your choices. Show:

- the main features of your selected idea[s].
- the potential of your selected idea[s] for further development.

3 Identify the good and/or bad features and the potential of design ideas. Show an improvement, evolution and refinement of ideas.

4 Annotate each stage to explain crucial decision making.

5 Produce a series of detailed instrumental drawings that would provide information that would allow your design to be made [floor plans, site plans, elevations, cross sections etc]. Use a computer if you can.

6 Produce a realistic presentation drawing of your design. Use a computer if you can.

7 If you have time and the expertise to do so, make a scale model of your design.

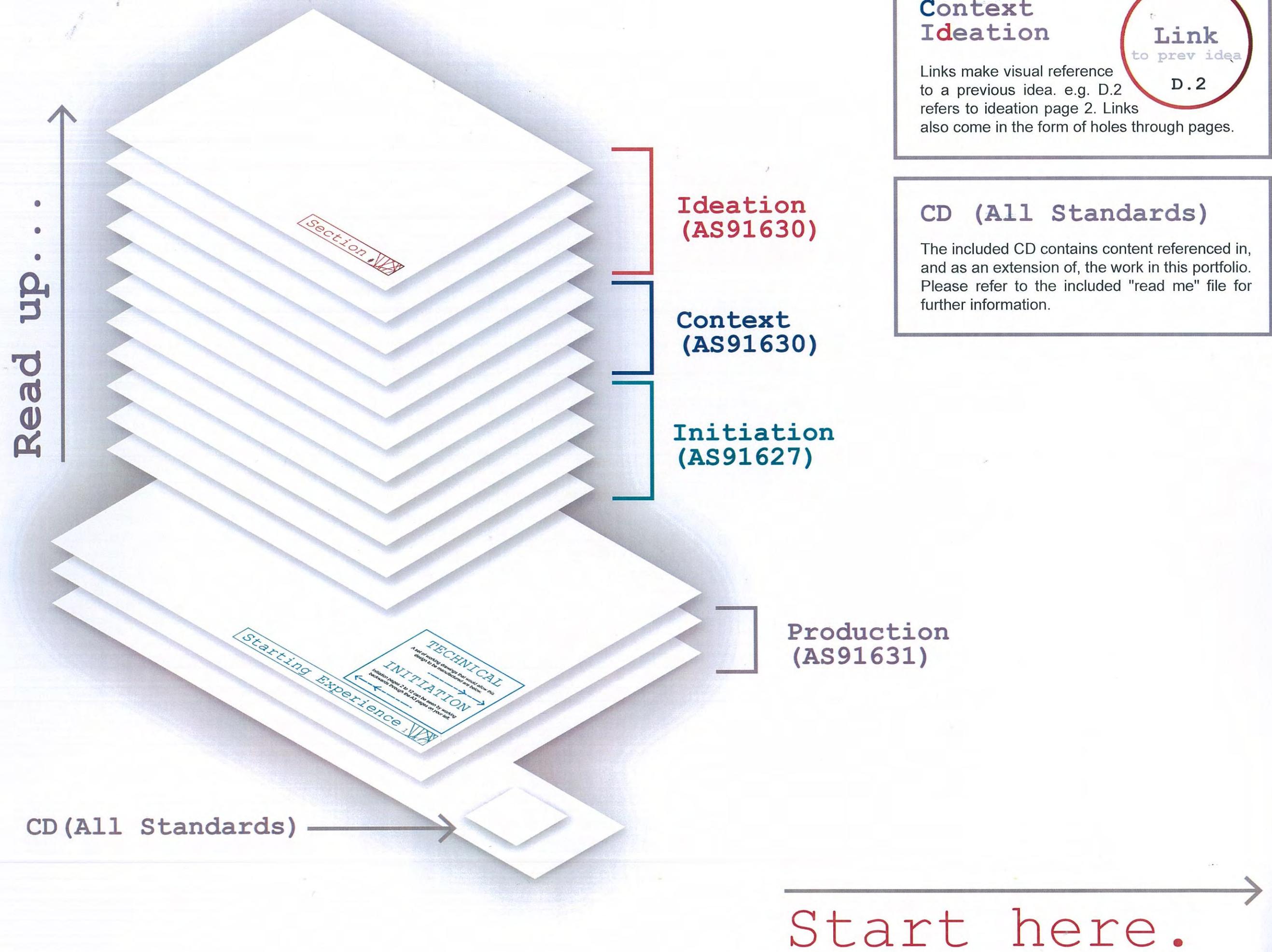
PRODUCT DESIGN KNOWLEDGE

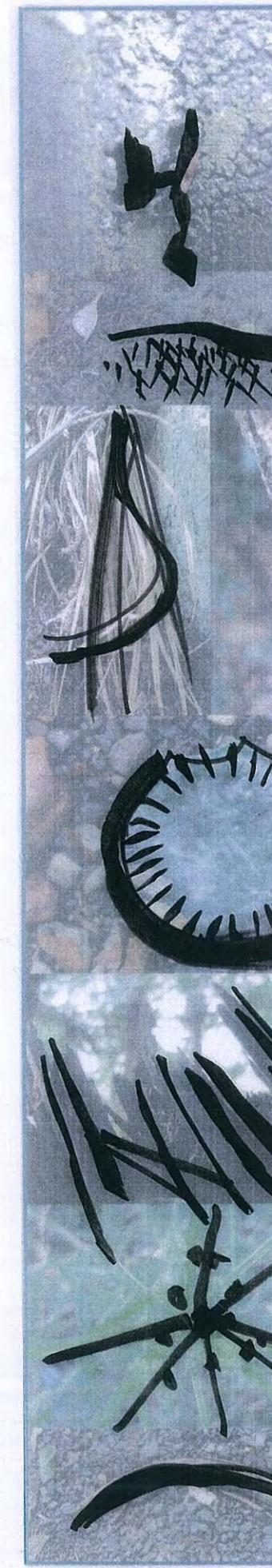
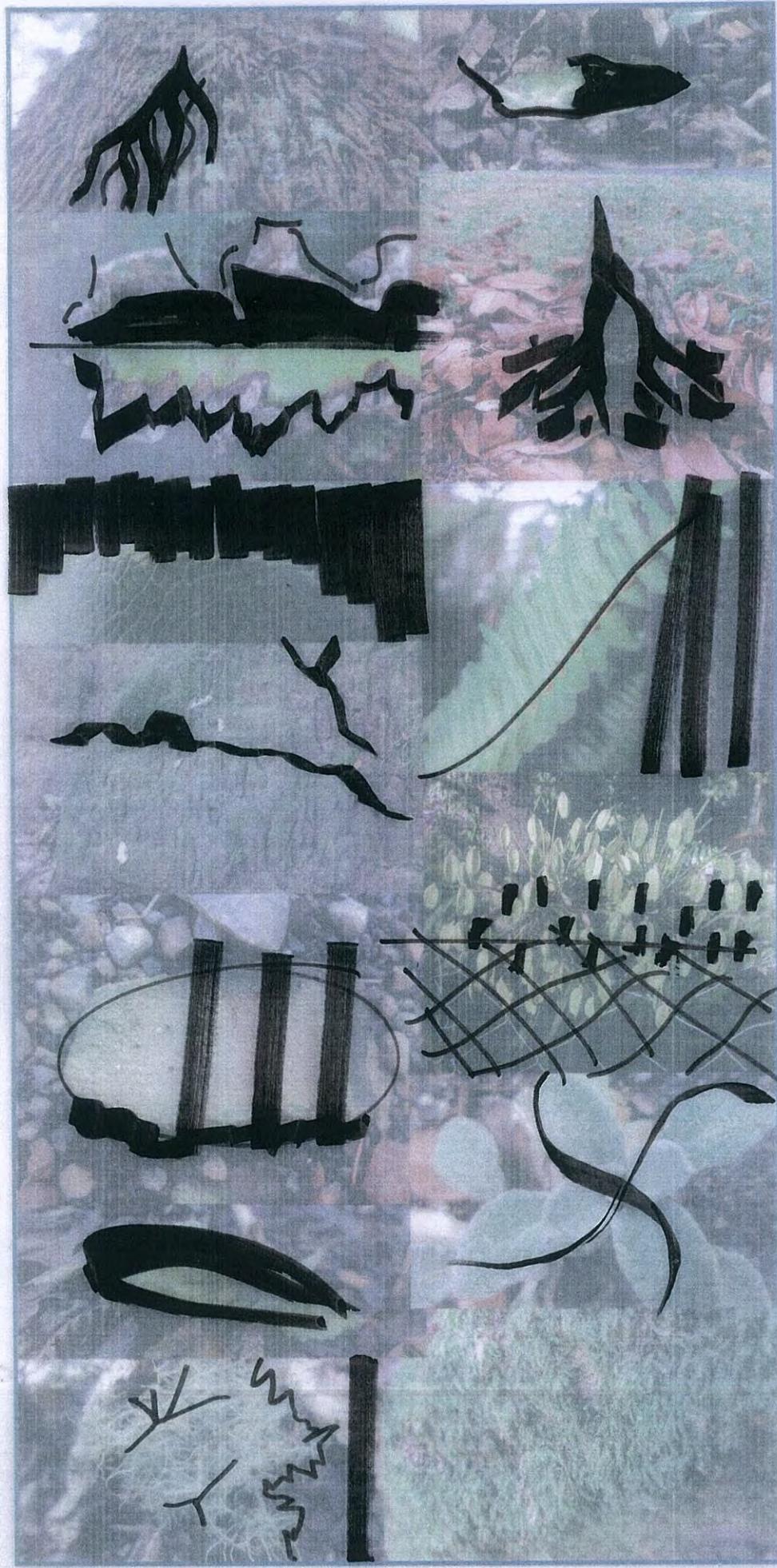
Use product design knowledge to develop, refine and improve your selected idea or combination of ideas in an iterative, logical, and organised way.

- Carry out research and analysis as needed to help you develop your ideas. Research could include, but is not limited to, consideration of the work of other designers, user needs, construction methods, and product design materials.
- Reflect on and critique your ideas, exploring possibilities and reviewing each idea for further exploration and consideration to improve the aesthetic and/or functional qualities of your design. You will work in a group to critique your own and others' design ideas. You will need to make designer judgements [judgements that reflect your perspective as a designer] to integrate the product knowledge gained. You will also need to integrate aspects of the wider environmental conditions and human factors relating to the design in the development of your idea[s].
- Identify the good and/or bad features and the potential of design ideas in terms of the broad principles of design, as well as the design considerations of your brief and your design context.
- Improve and evolve your design ideas, refining them as you go.

Complete your portfolio and submit it for assessment on the due date below.

Achievement Standards available from this brief:	3
Credits available from this brief:	16





TECHNICAL

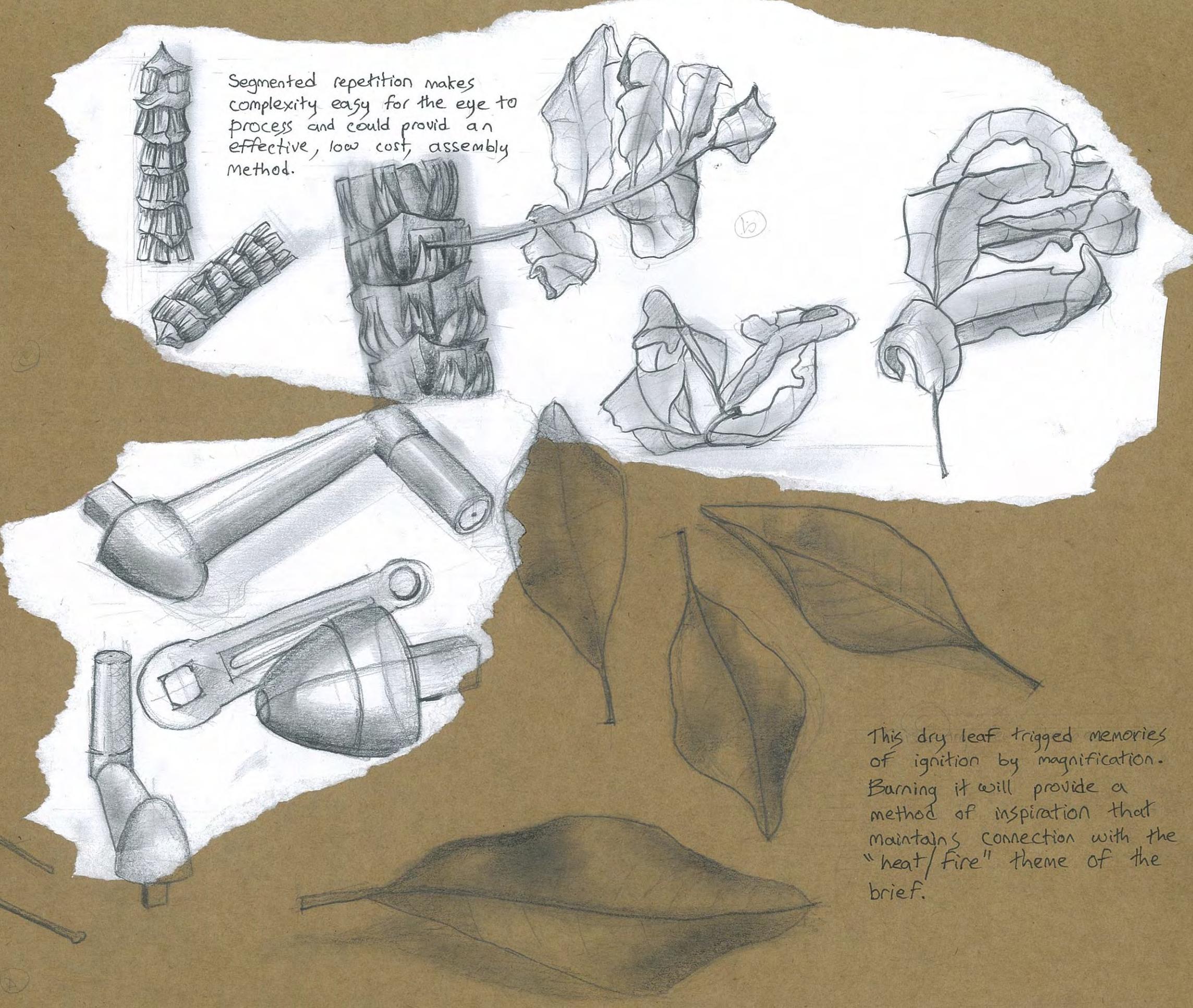
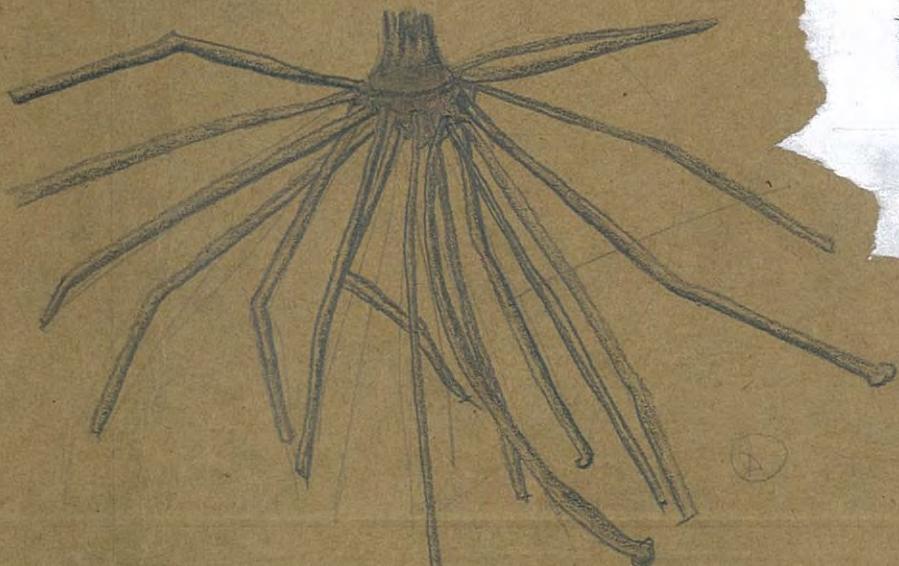
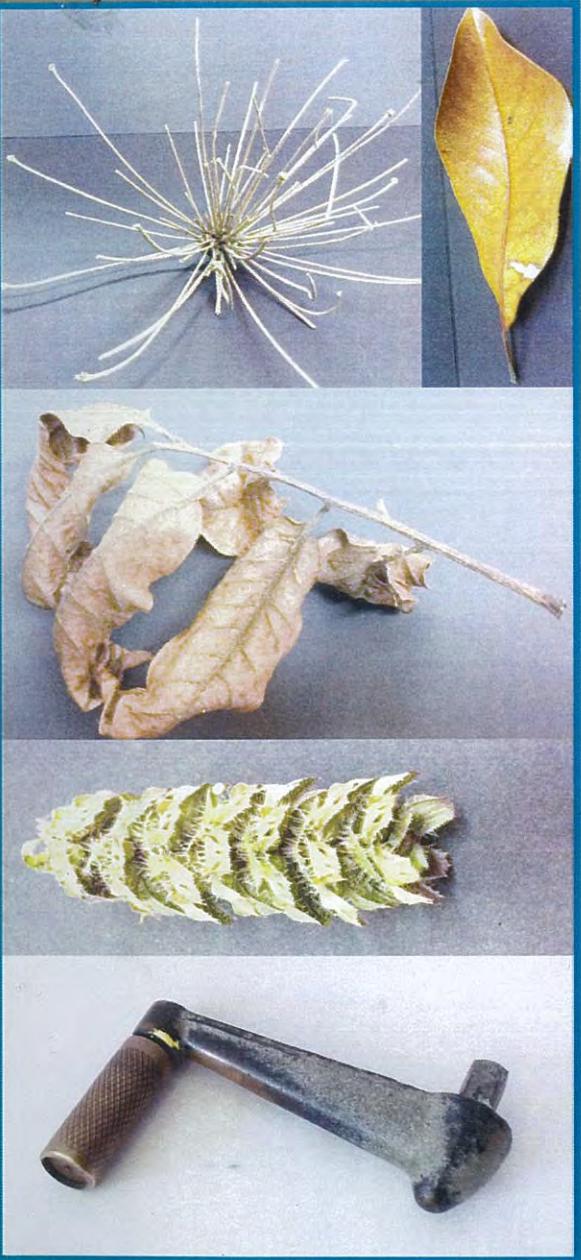
A set of working drawings that would allow this design to be manufactured are below.



INITIATION

Initiation pages 2 to 12 can be seen by working backwards through the A3 pages on your left.



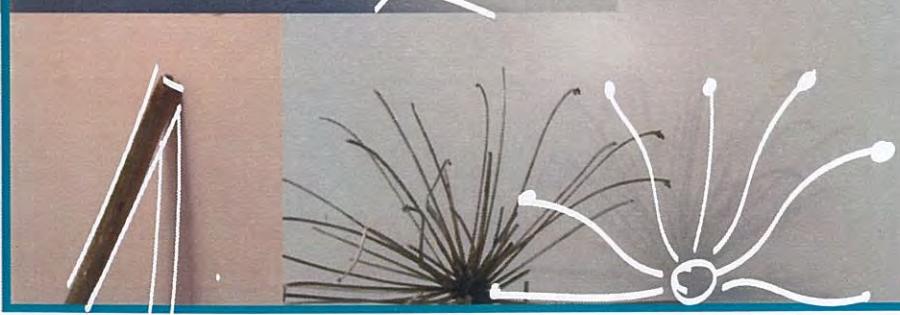
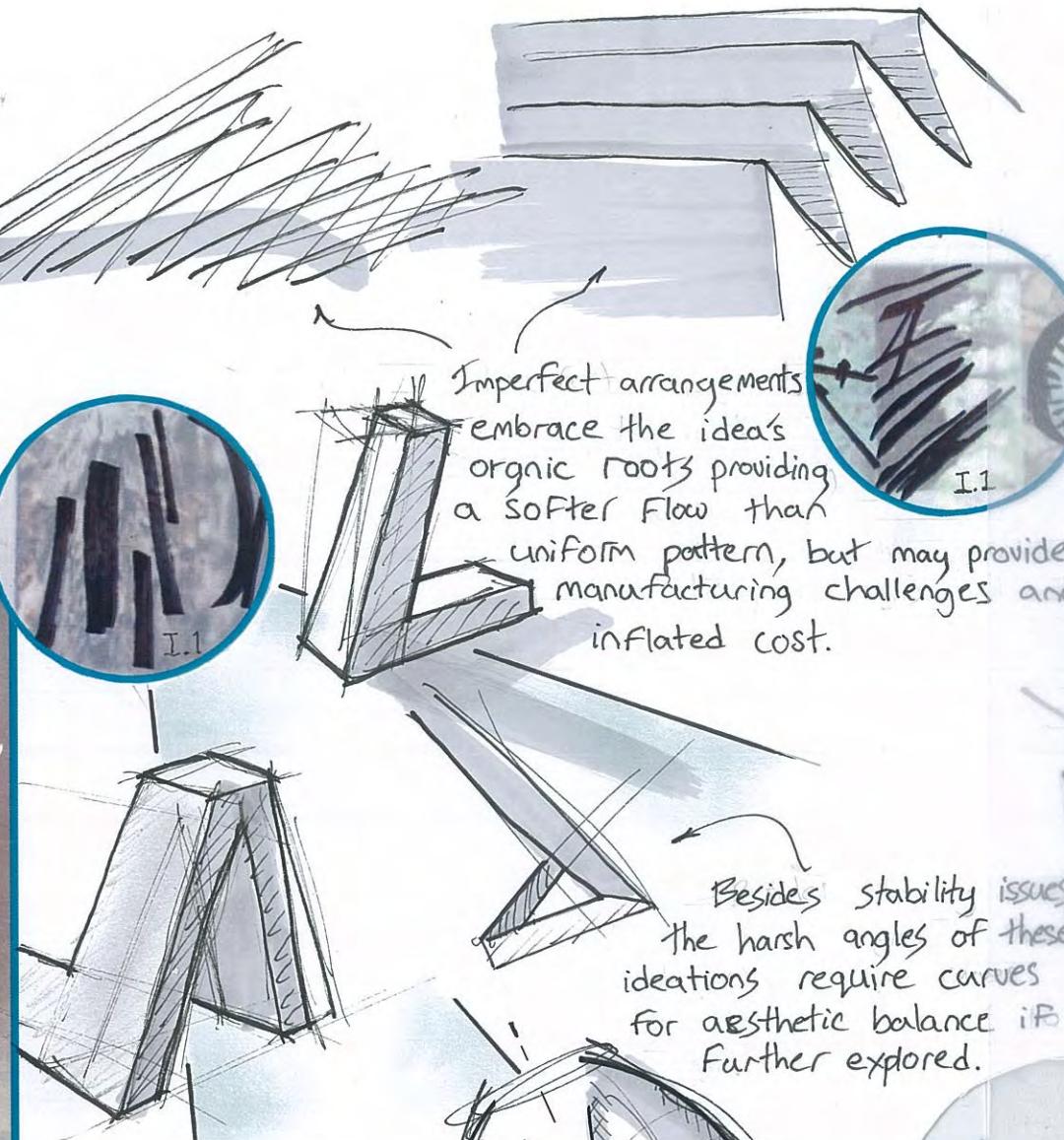


Segmented repetition makes complexity easy for the eye to process and could provide an effective, low cost, assembly method.

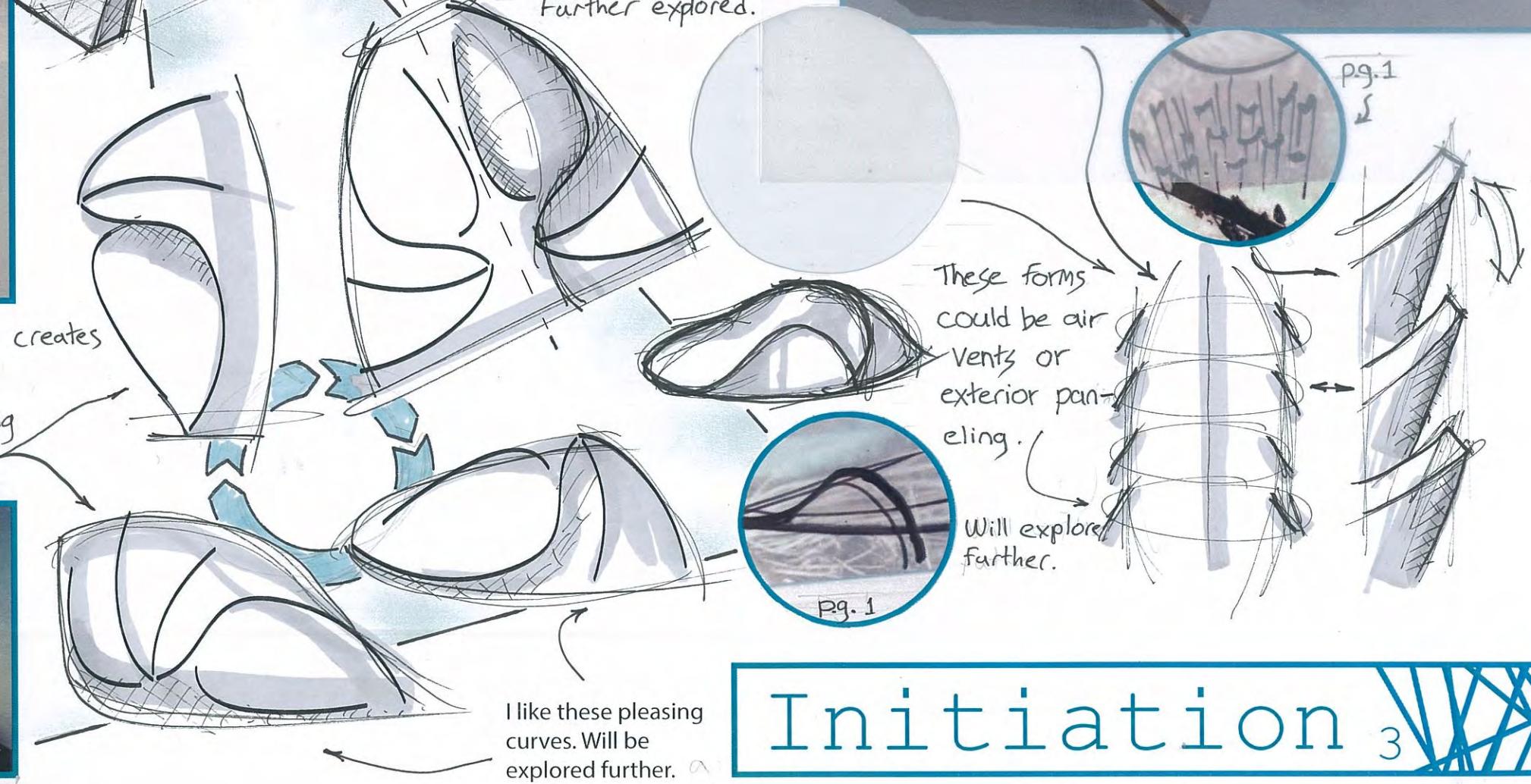
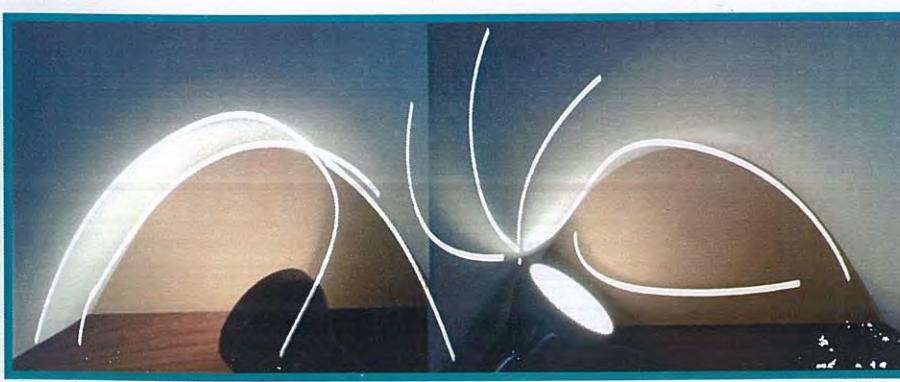
This dry leaf triggered memories of ignition by magnification. Burning it will provide a method of inspiration that maintains connection with the "heat/fire" theme of the brief.

Cosentino

Initiation 2



Negative design space creates visual depth, a useful consideration in triggering emotive connections.



Initiation 3

The balanced proportions of this shape complement its compact form.

Simplification required.

Disproportionate

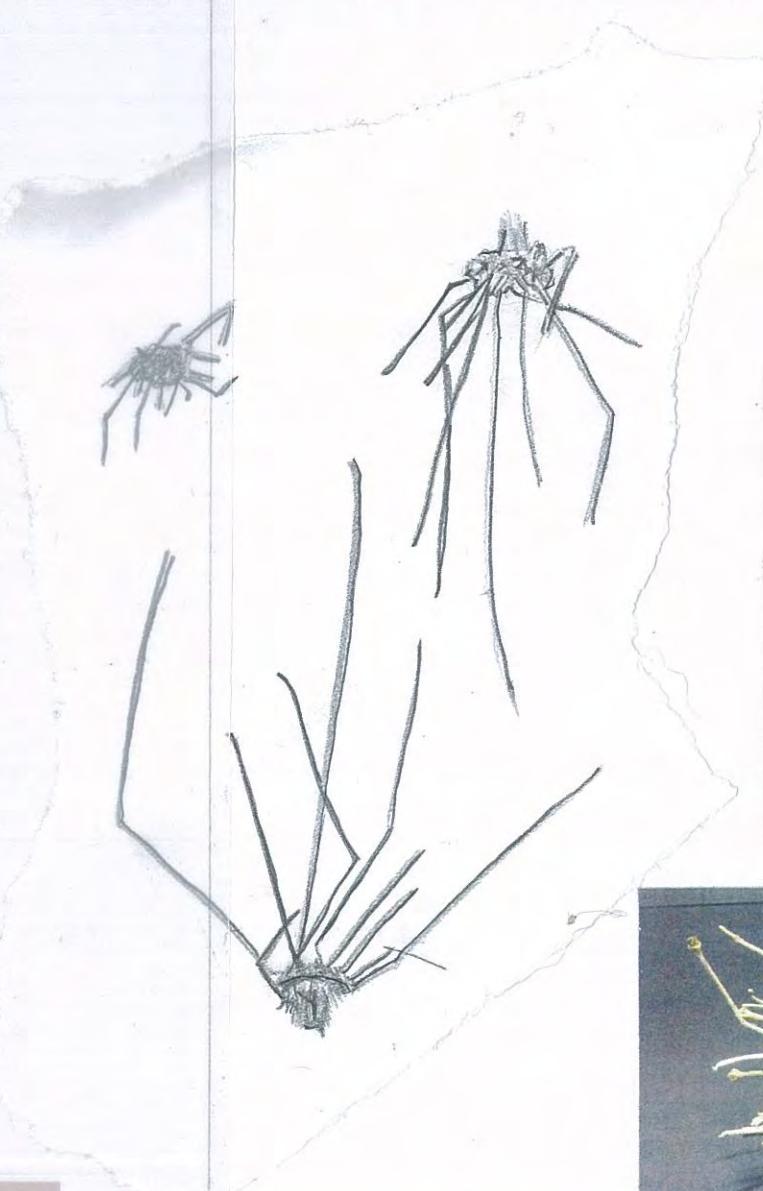
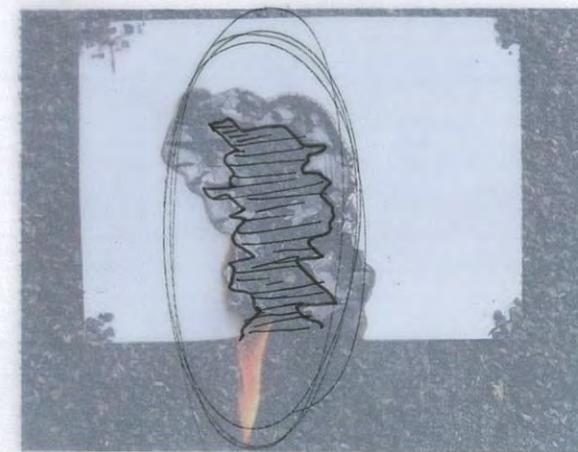
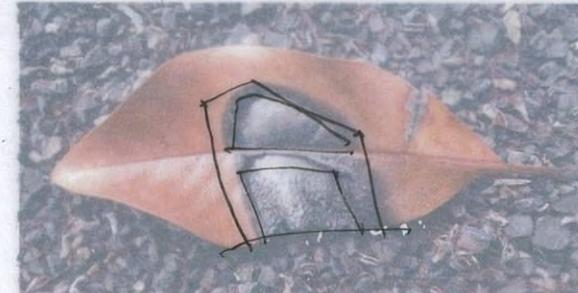
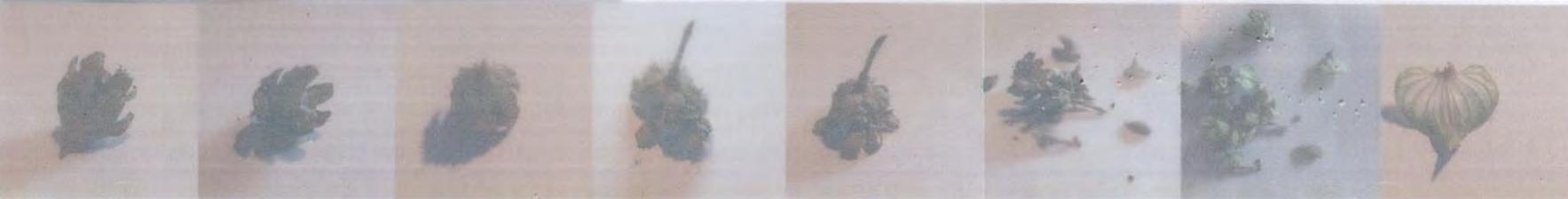
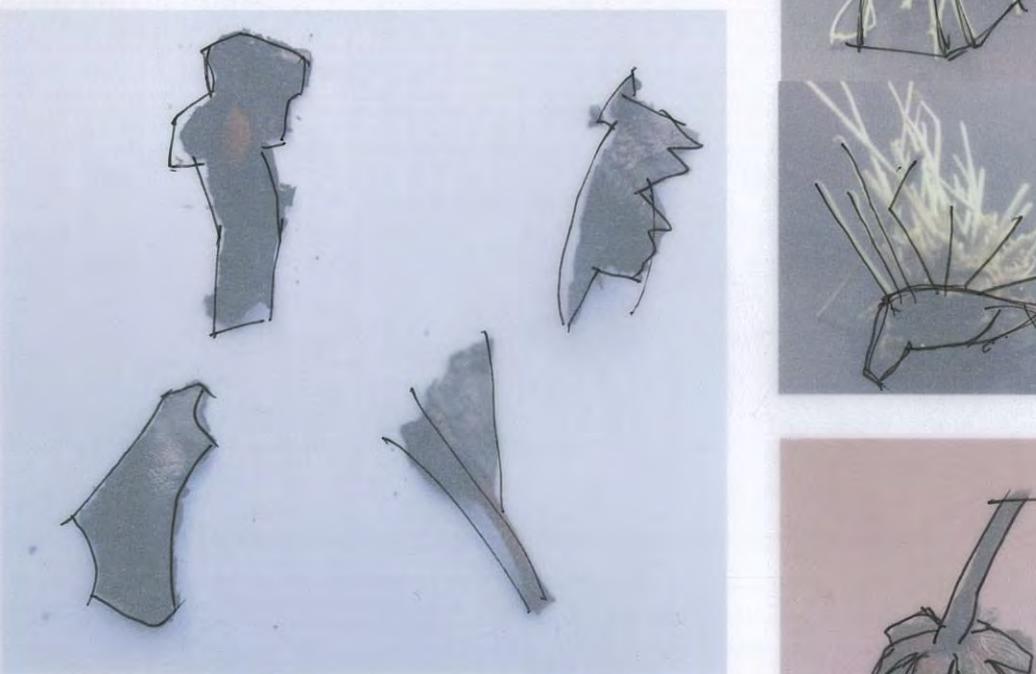
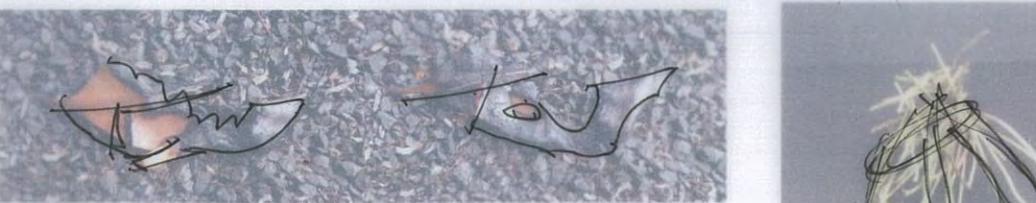
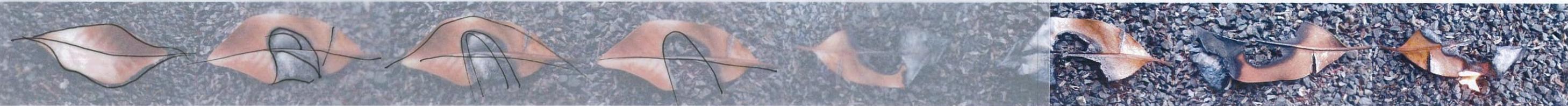
I like this undulating edge.

The contrast of sharp angles and gentle curves work together to create dramatic shadows and visual depth.

This shape creates high visual interest and the curves increase its surface area, a useful attribute for a heater as it improves heat transfer to the air.

The combination of angular and curvature arrangements overcomplicates and confuses these designs. Not continued.

This design is balanced by the 50/50 contrast of positive and negative space while maintaining a uniform possessive outline.



Initiation 6



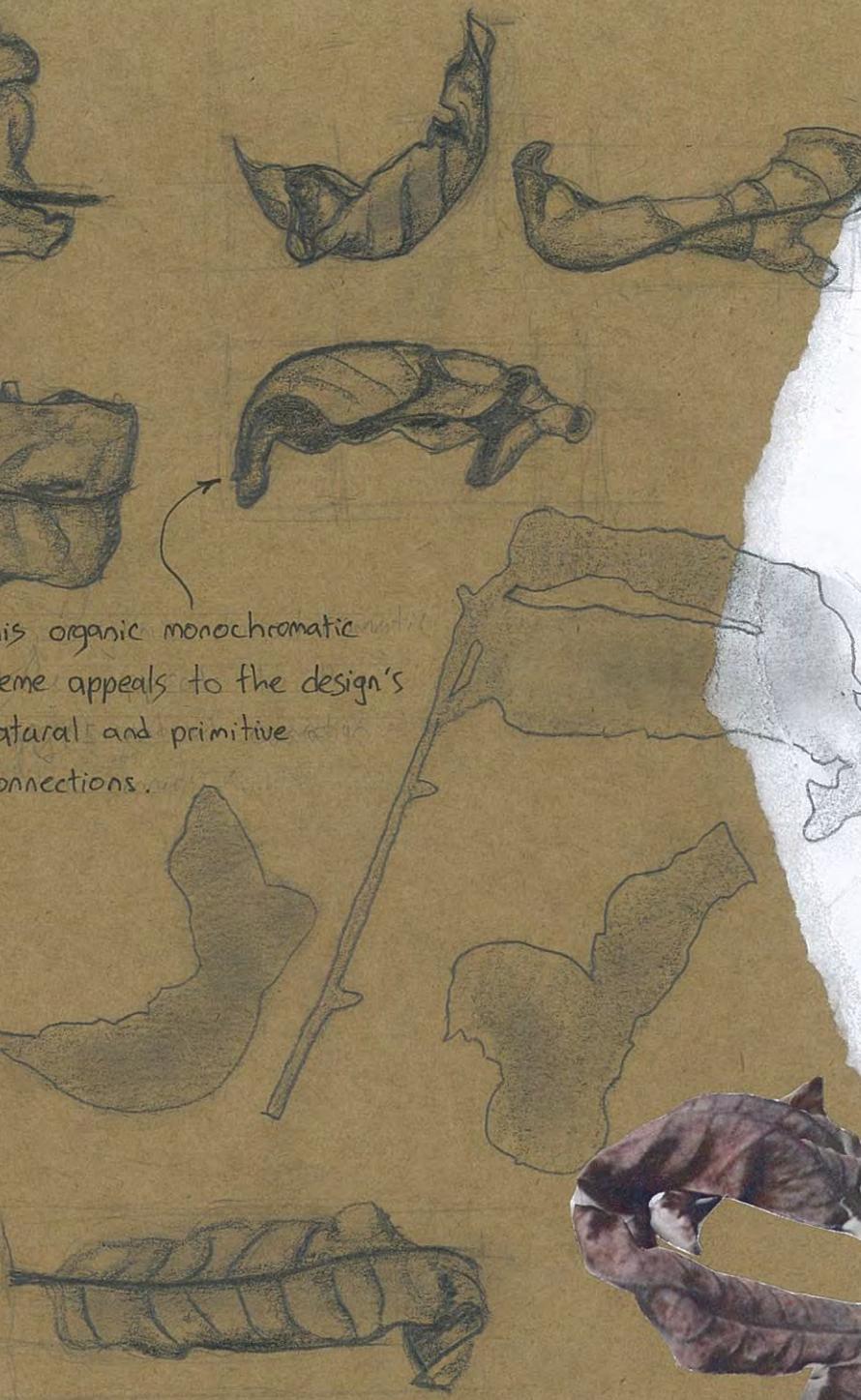
The intense shadows give the mono-tonal leaf surface depth and visual interest.

Initiation p.g.1

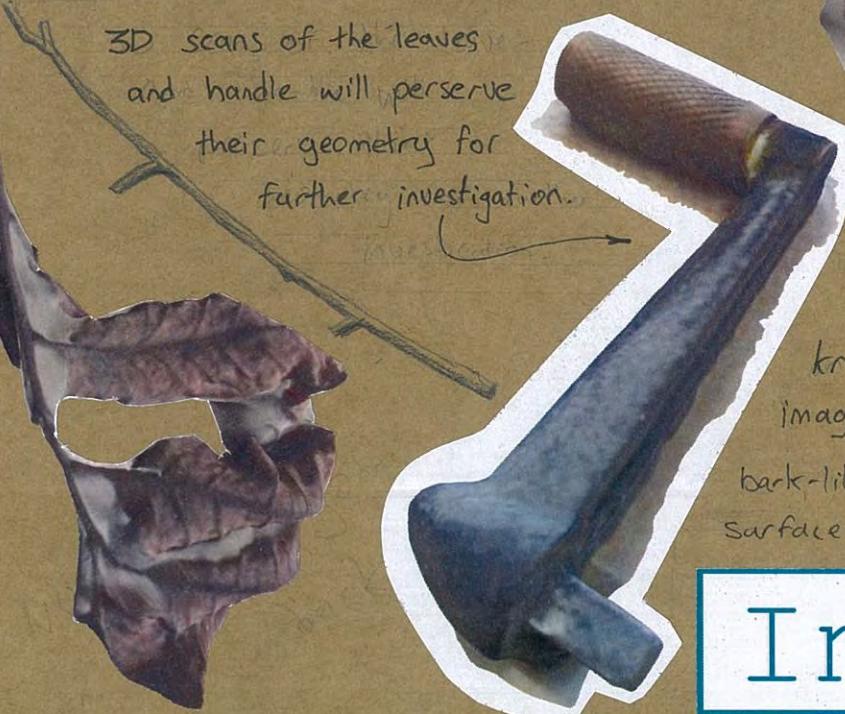
Initiation p.g.2
Cont.



This organic monochromatic theme appeals to the design's natural and primitive connections.



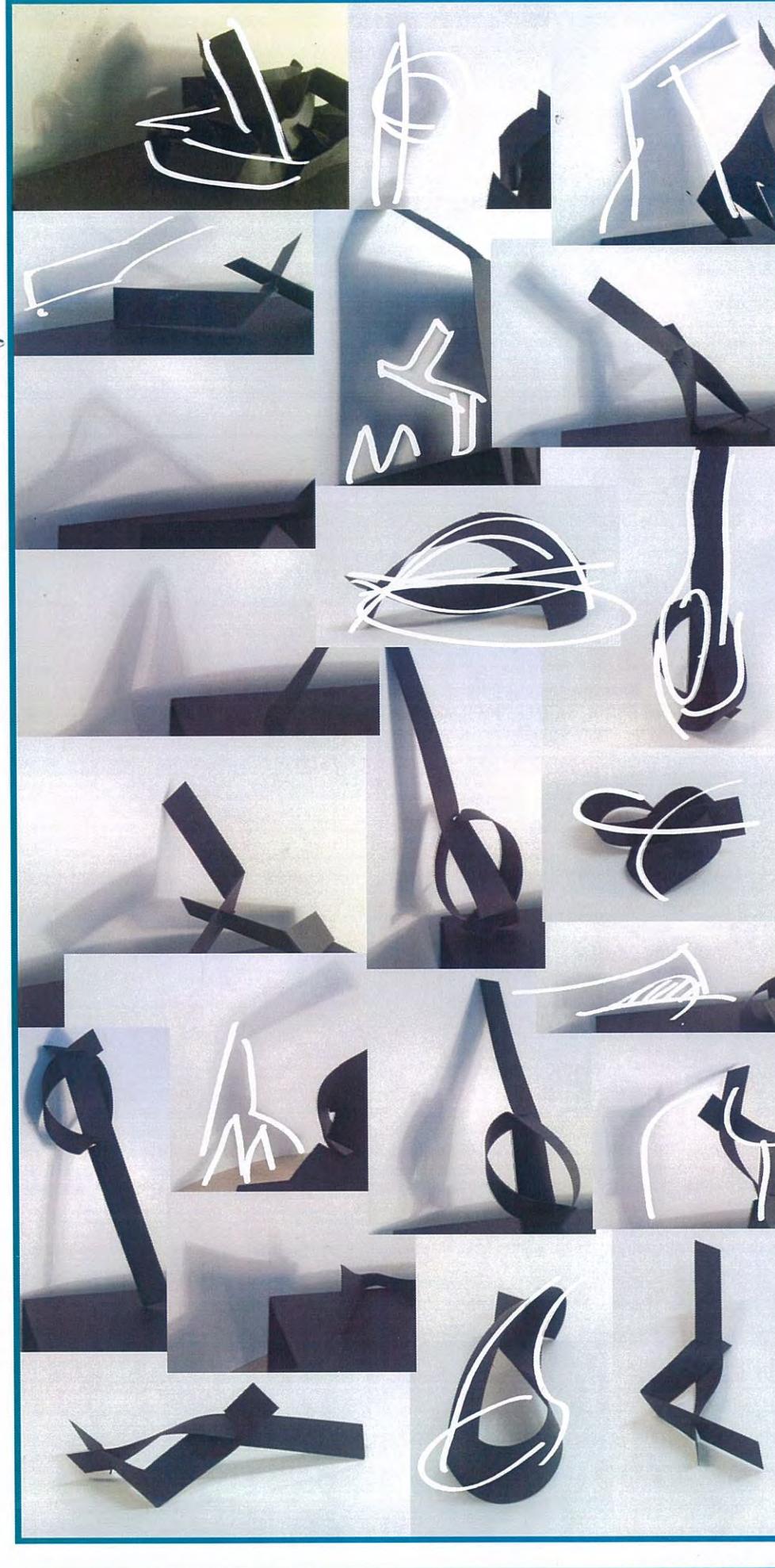
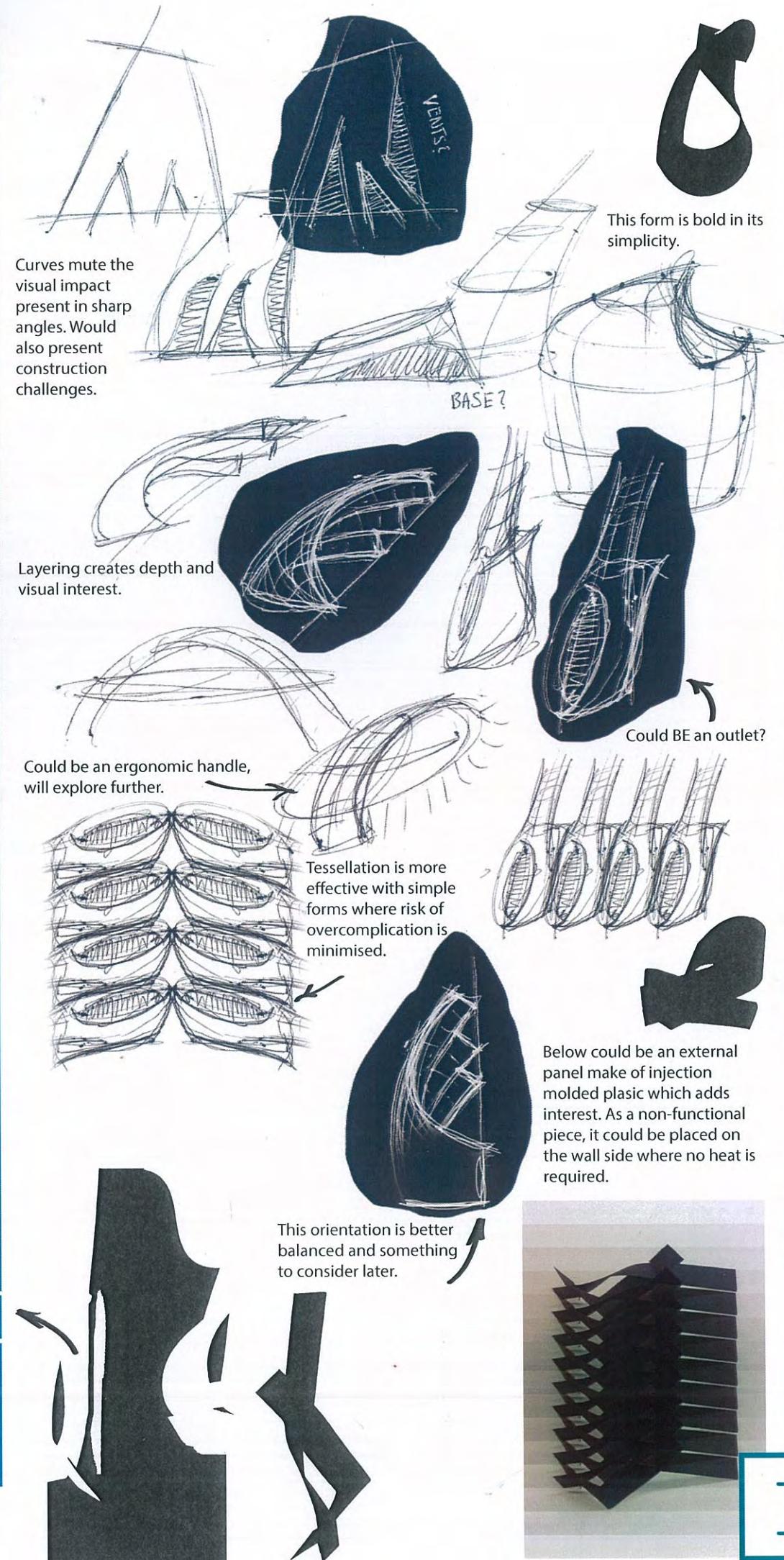
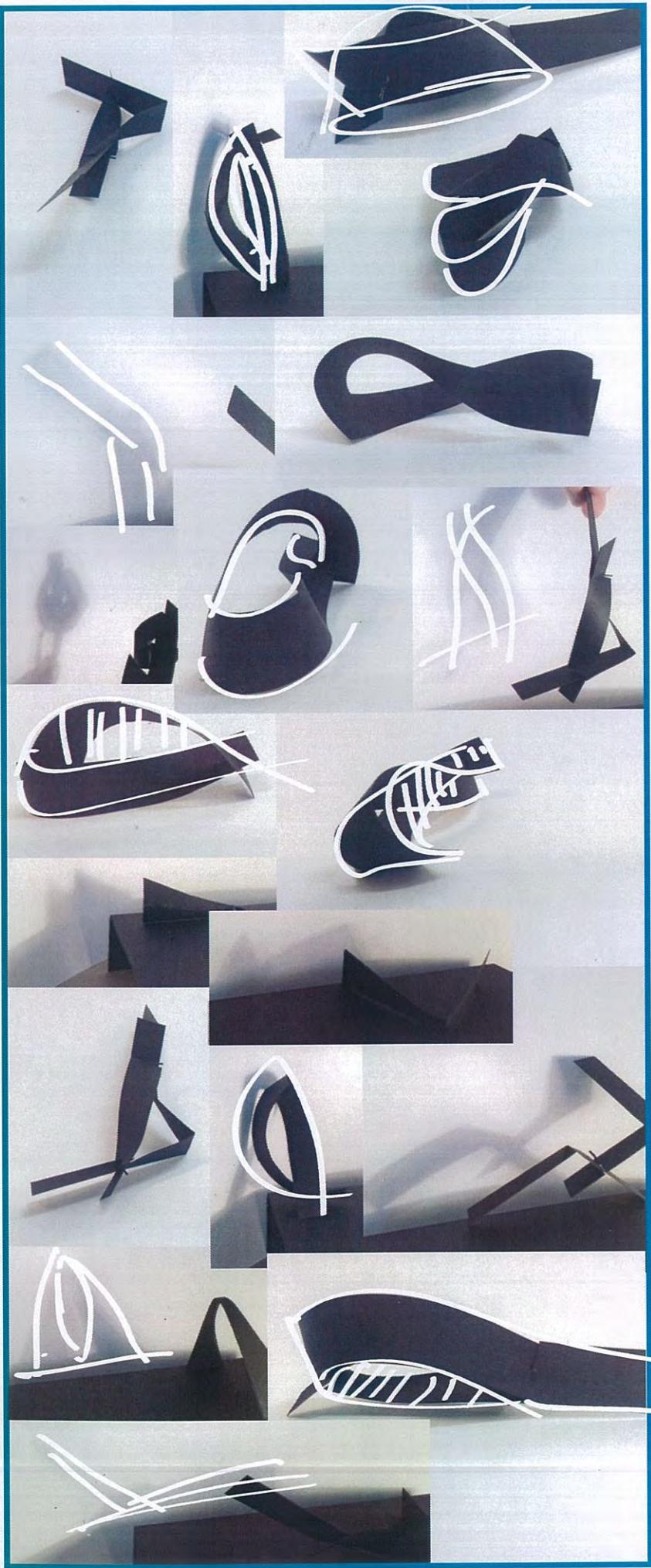
3D scans of the leaves and handle will preserve their geometry for further investigation.



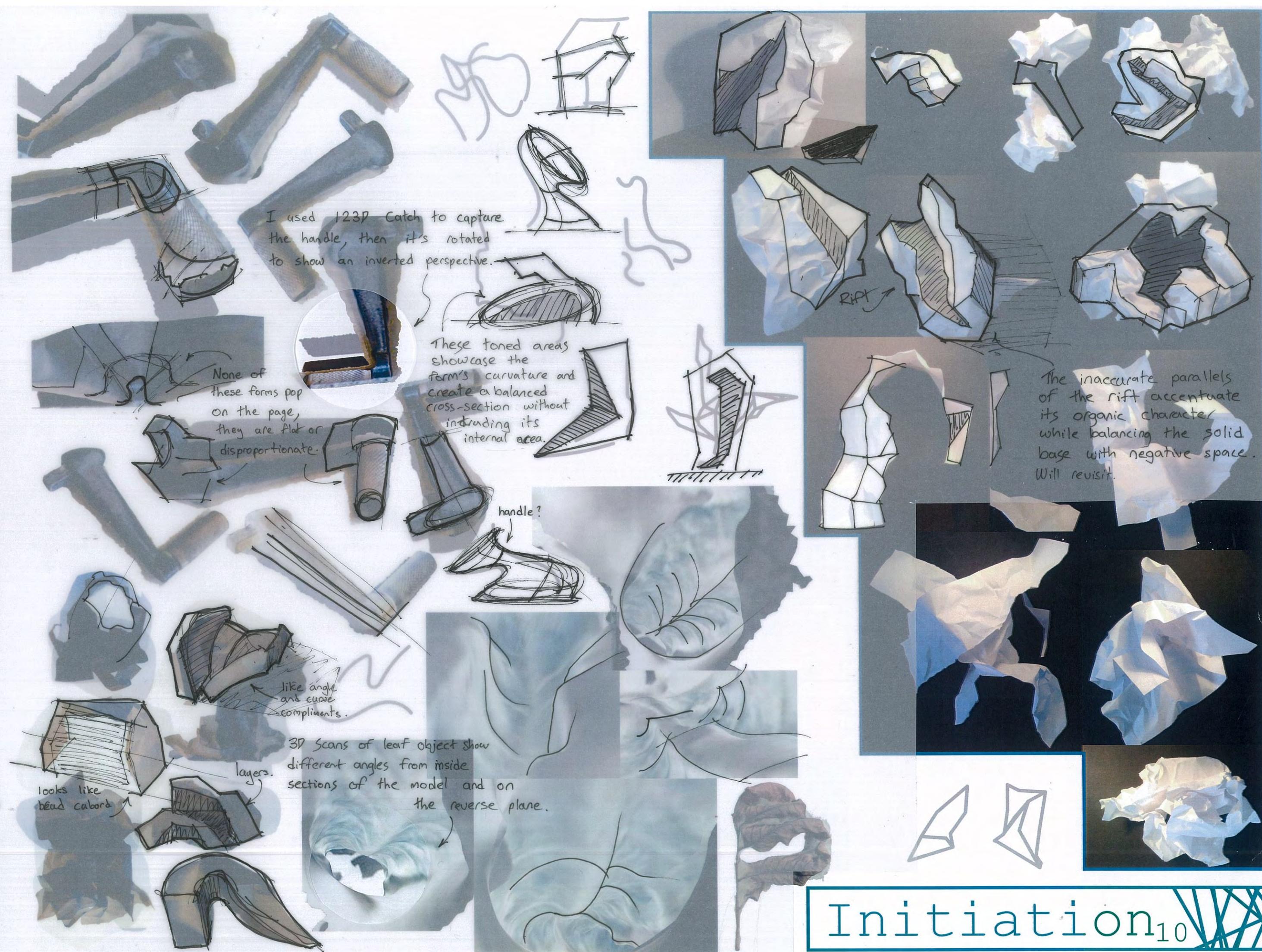
Imperfection = organic feel

I wanted to go back and expand on observations of the chosen subjects from initiation 2. The leaf stalk has been broken up into its component parts. Imperfect tessellation in the fern pattern is what adds visual interest and softens its appearance. I may apply this knowledge latter in the design process. The left hand image of a rusty pipeline shows how the rust, with a bark-like texture, peels away from a contrasting smooth flat surface. Could be used to define separate visual elements.

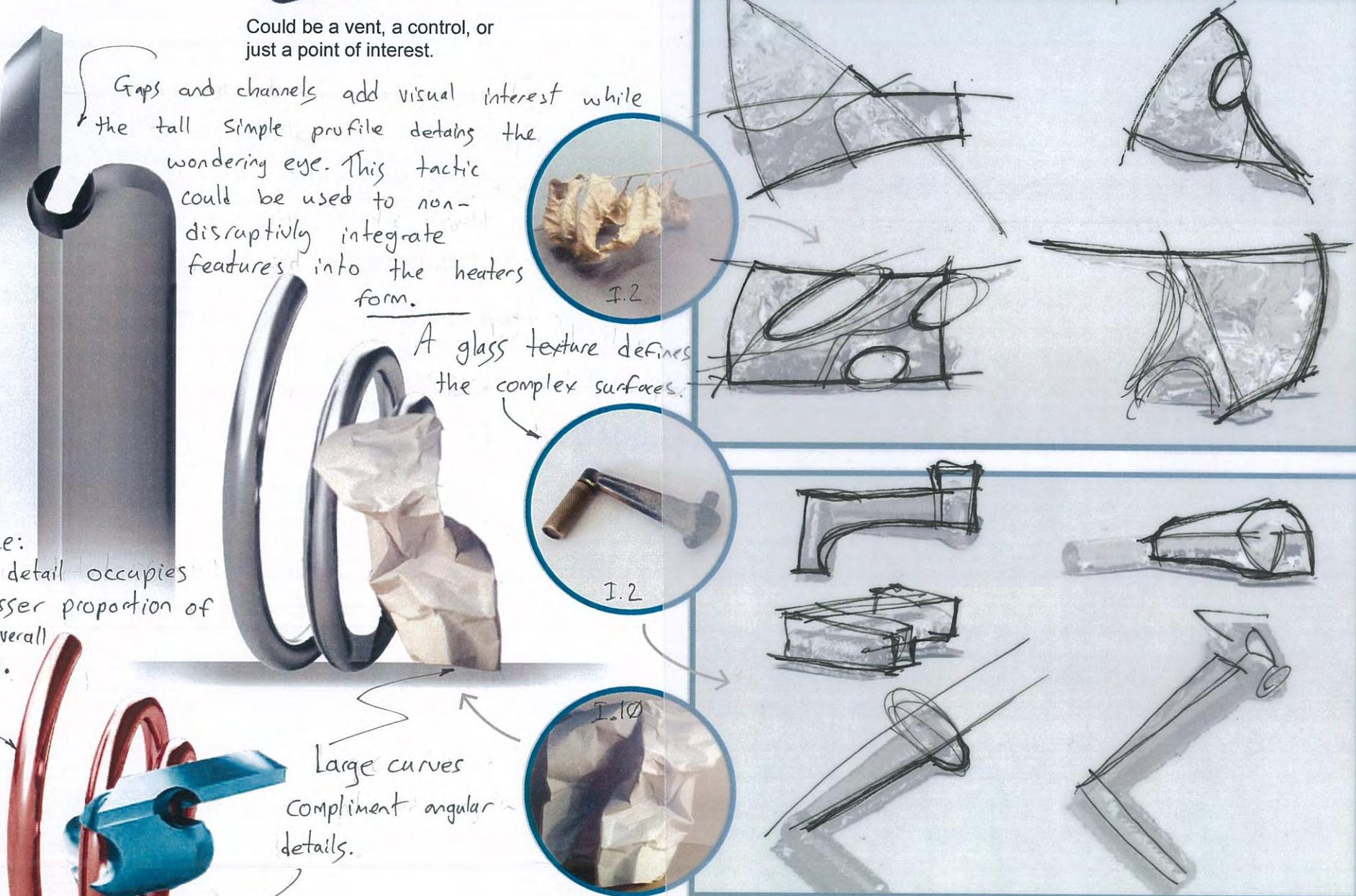
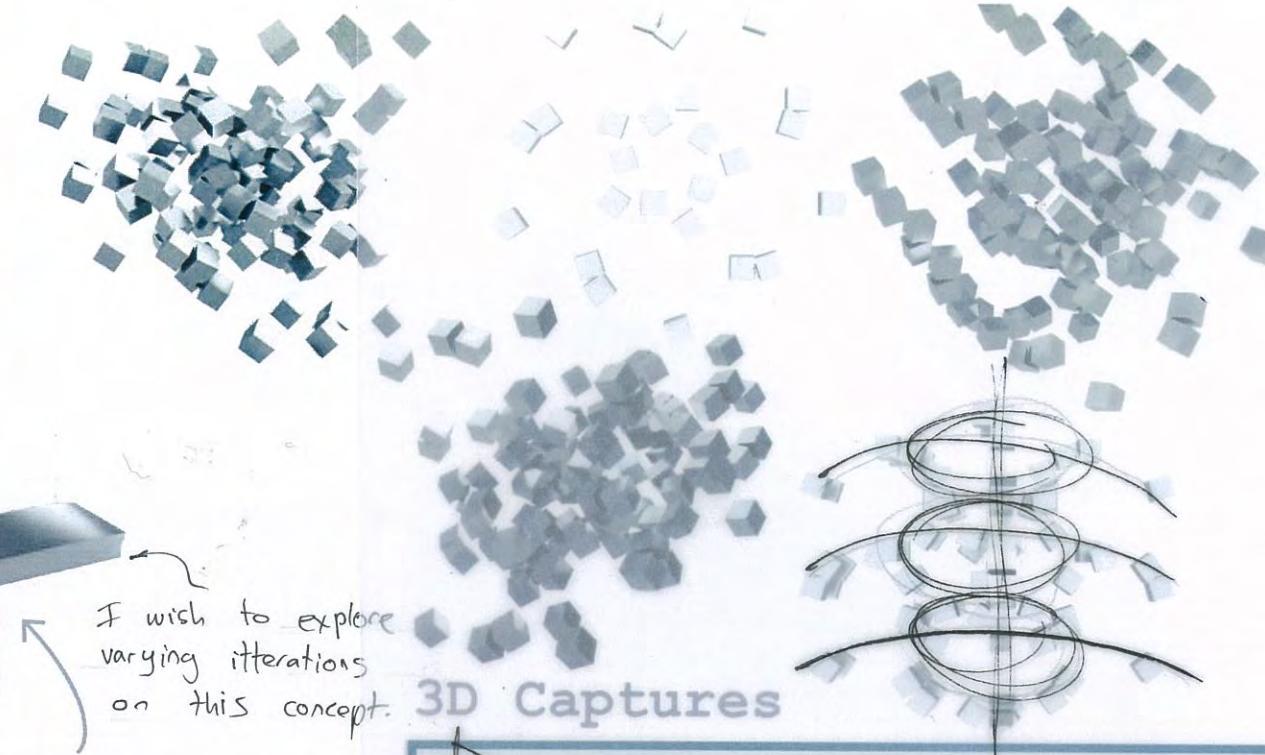
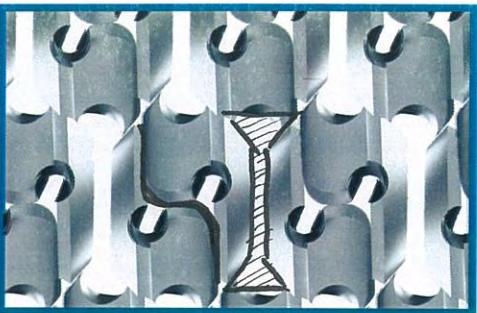
Initiation 7

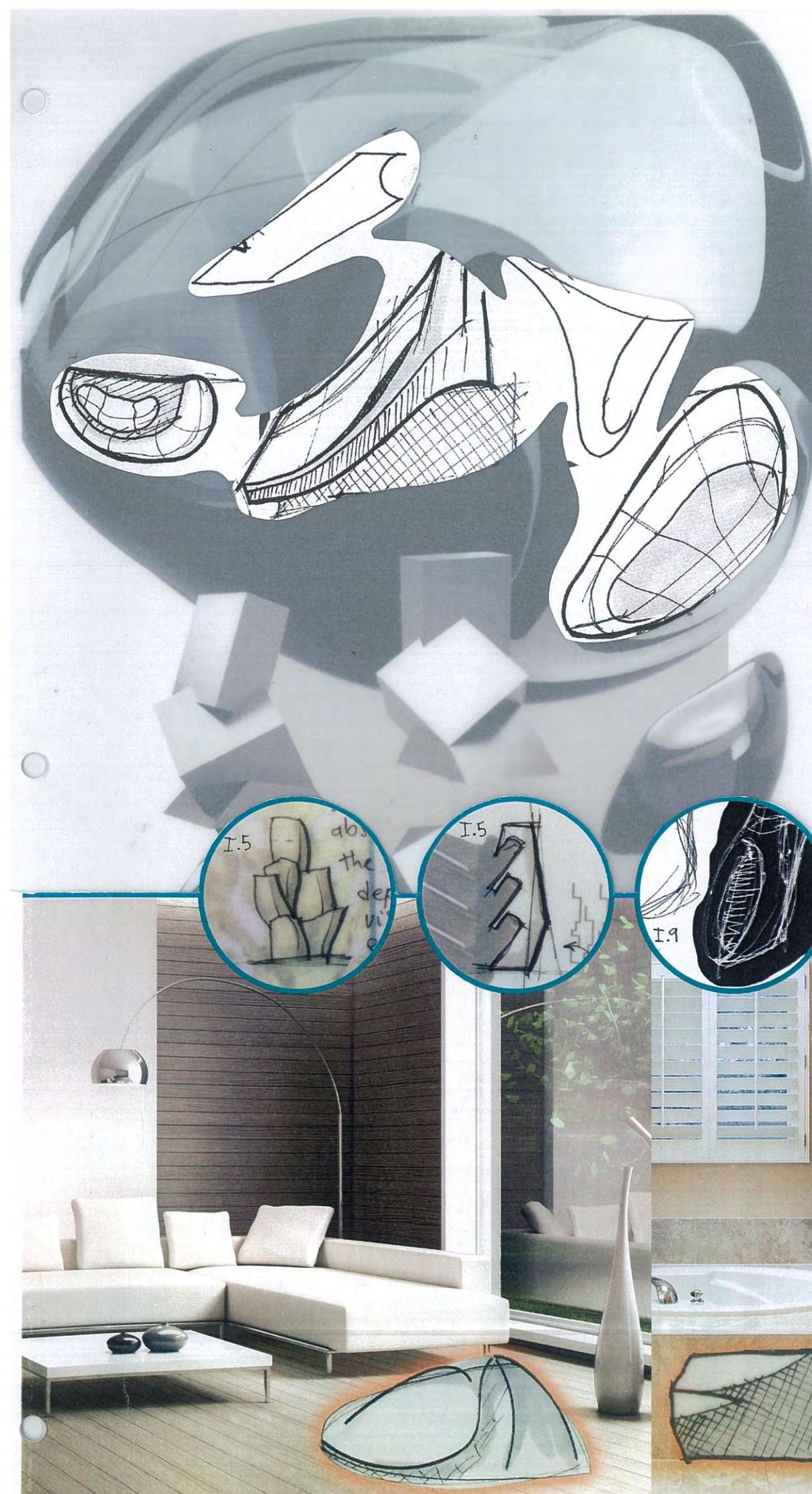


Initiation 9



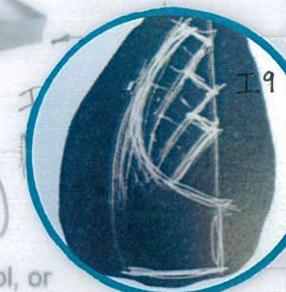
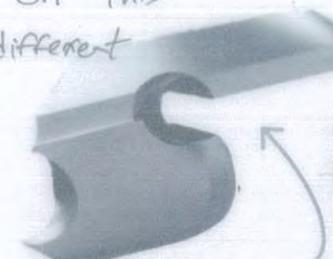
Initiation₁₀





A possible panel, grill, texture, lighting configuration, or tile pattern?

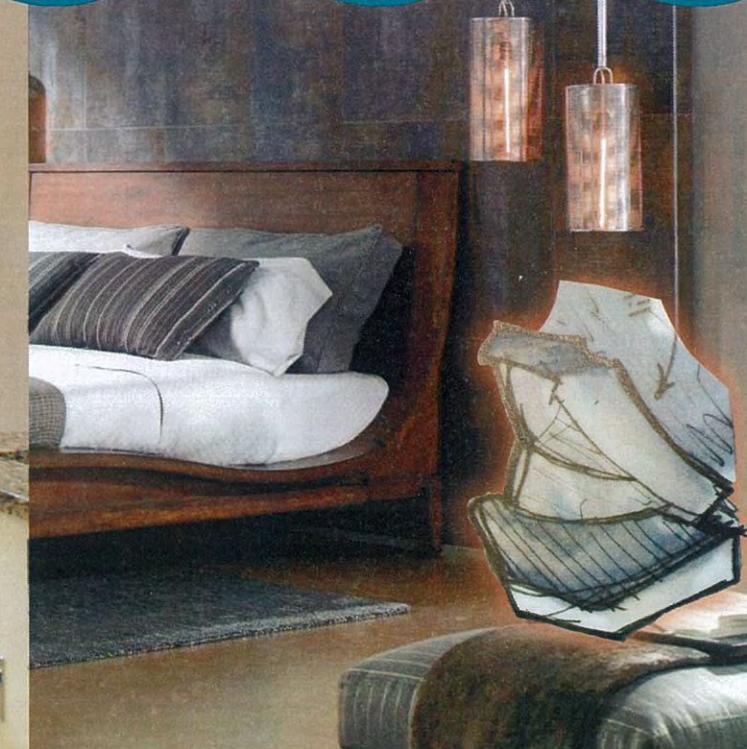
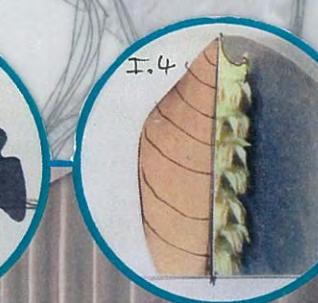
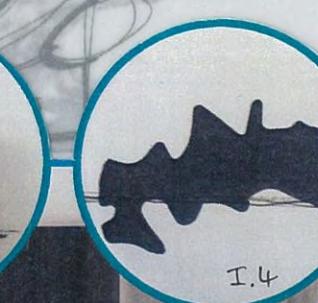
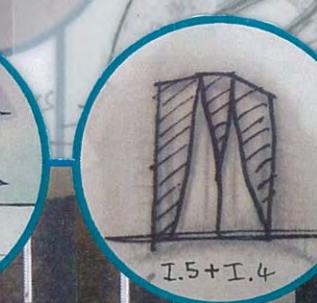
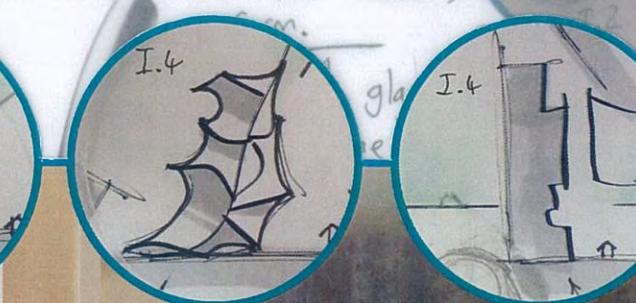
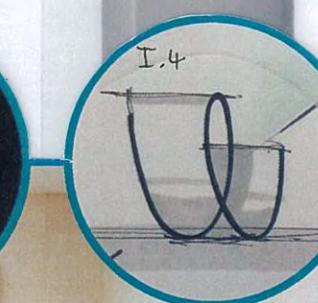
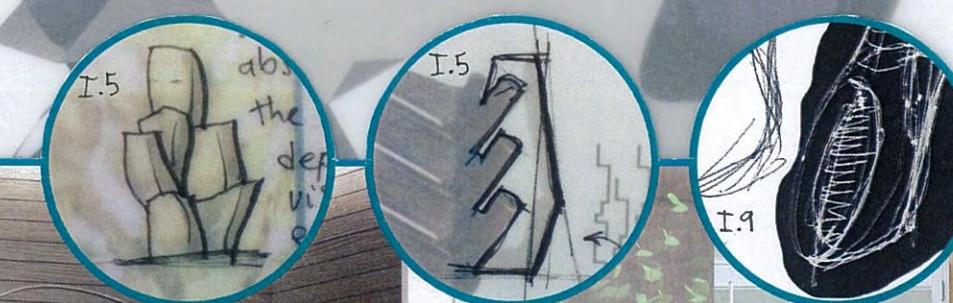
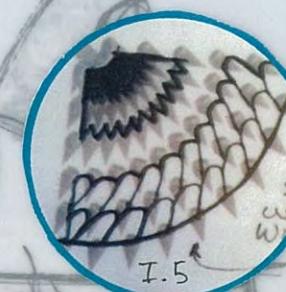
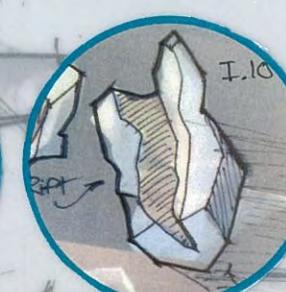
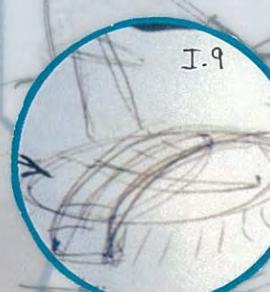
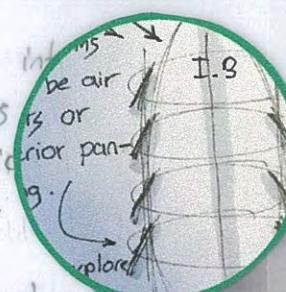
The light plays on this form to give different abstract shapes.



Chosen Design Ideas

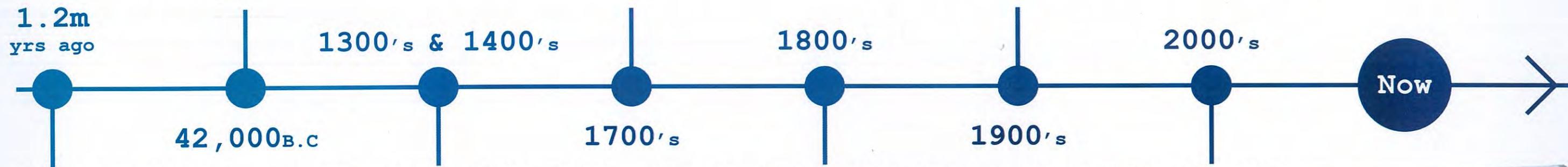
Could be a vent, a control, or just a point of interest.

Gaps and channels add visual interest to the tall simple profile details, wondering eye. This tactic could be used to non-disruptively integrate features into the heaters.



Time line

Man soon began building hearths around their homes to keep warm. These are stone or brick lined pits made specially for fires and sometimes ovens. These pits were found in the remains of Neanderthal homes, a species closely related to modern humans, who lived between Europe and Asia.



The first form of external heating technology was the open fire, usually powered by burning wood or, as time went on, coal. It was around 1.2 million years ago that the earliest of these man made fire pits is known to have existed.



By the 13th century, we started moving fires indoors. Houses were constructed with holes in the roof to allow the smoke to escape. Eventually stoves were also invented which were enclosed and much more efficient because stoves absorbed heat into the brick or clay shell rather than escaping through the roof. Later in the 14th century, Europeans slowly adopted chimneys to allow the fireplace to be moved to the edge of the room and provide more usable living space. This slowly spread through the world to the 17th century.

Steam and hot water technologies had come along way by the 18th century with many homes using these alternative methods to heat their homes. Radiators were often used in hallways and small rooms. Underfloor heating gained in popularity too. Oil and gas heaters also came into use around this time.



By the 2000's, home heating systems, such as hot water and warm air from heat pumps, became the most popular. Focusing on the refrigeration cycle, which is used most commonly in these systems, They are thus much more efficient at generating heat. The average home temperature increased from 18deg (in 1970) to 22deg due to the popularity of such systems. The focus of technology shifted to efficiency where storage heaters, which store heat and released it through the day, gained popularity to take advantage of low night time fares on electricity.



Psychology

For the time line we see that heat holds a powerful connection with humans. First was the discovery of fire which allowed us to cook nutritious foods and survive in colder climates, freeing up our time to think about situations beyond just pure survival and move on to conquering the world. It is common opinion that fire separates us from animals. Fire creates comfort and warmth within humans in complete contrast to animals which run from this destructive threat. A study by the University of California around our psychological attraction to fire (partially in children) lead them to argue that we have evolved "psychological mechanisms" specifically dedicated to controlling fire and hence fear is substituted with safety.

Using emotive design attributes will encourage users to connect with the design on a deeper level. A study by a researcher from Harvard medical school studying monks showed that, through meditation, they could raise their body temperature up to 8 degrees celsius. This



proves that state of mind effects our body temperature. Thus if the product can reproduce an emotive experience (safety, comfort, and warmth) which emulates these psychological traits, it will improve the users experience of the product and increase its perceived effectiveness (and possibly, actual effectiveness) making them more likely to recommend it. Existing products have begun to utilise this idea by placing screens on the front of convection heaters that mimic the image of an open fire, but this idea has the potential to be extended beyond just a pretty picture and involve the entire design.

I will need to explore aesthetic based methods and triggers in order to reproduce this emotive experience.

Psychology Sources:

- <http://news.discover.com/human/psychology/fire-fascination-humans-120424.htm> (Interview with Daniel Fessler [evolutionary anthropologist])
- <http://blogs.asiantown.net/-/58/Monks-can-raise-body-temperature-high-enough-to-dry-wet-clothes-in-1-hour.aspx> (Interview with Herbert Benson)
- <http://hankeringforhistory.com/history-of-home-heating-from-fire-in-a-cave-to-an-electric-fireplace/>

Somewhere in the 19th century the electric heater was invented along with the electric stove. By wrapping a resistance wire round in a coil, stoves produced clean heat with zero emissions – that is, if you don't consider where the electricity came from. By going electric, it also made heaters more portable around the home, however early heater were also very dangerous and the culprit for a lot of house fires.



Situations

There are 4 main uses for heaters I have identified. Large spaces with multiple people; medium spaces with few people; direct heating; and direct and space heating. The first is to permanently control the background temperature of a large space such as a lounge, family room, or even a commercial space like a warehouse using a permanent convection system. Often these spaces have many people where it is usually enclosed. Next is to temporarily or permanently heat a medium space such as bedrooms, hallways, or offices where fewer people usually visit and a vast or permanent system is not required. Bedroom spaces have special requirements including silence when operating at night. Some people like to be directly heated; this is usually where a strong draft or open space prevents the room from retaining heat (e.g. a cafe). Lastly, using mostly direct heat but also slowly increasing the temperature of a small to medium space (such as a bathroom).

The first use is irrelevant to the brief as it is not portable. To fulfill "multipurpose" then the other three must all be considered as applicable situations.



Notice how the hot areas of these devices are purposely placed with a gap above the floor. In the heat lamp above, the designer has intentionally created an illusion that this is not the case, by extending the plastic skirt below where the heat is actually projected. This gap is a safety feature to protect from ignition of low objects and must be included in the design.

Sources:
<https://www.consumer.org.nz/topics/choosing-a-heater>
<http://energy.gov/energysaver/articles/portable-heaters>
<http://www.energywise.govt.nz/your-home/heating-and-cooling/heating>
<http://www.britannica.com/EBchecked/topic/258832/heating>
http://en.wikipedia.org/wiki/Infrared_heater
Long Bay College Yr13 students of T16

Size

The design must be small enough to be portable and carry around. Looking at torches and portable lights, they all have a compact form like a pot plant, small enough to be placed on a table or shelf. This design could be dangerous placed on shelves and tables if it gets very hot. Hence most modern portable heaters have a form slightly larger such as shown. I made a paper model to demonstrate 2 different possible sizes for the heater design and placed it around the room while getting others to comment on sizing. One was approximately the size of a small rubbish bin; the other approximated a small portable lamp.

The lamp looked easier to carry and sat nicely on the bench. However people commented that it was small when placed in the center of the floor (in both orientations) and could easily be tripped on creating a safety hazard. I think lamps get away with this as they give off light and thus announce their presence. If this design omitted light then this size would be acceptable. When in the corner of the room by a shelf, it was hard to notice.



Again I attribute this to the fact lamps give off light, enhancing their presence. This also highlights the importance of light in the design even though its purpose is not to light, but to heat. In reference to the time line page, fires gave off light and hence we expect that heat sources will do so too. This explains why some people still prefer open fires to heat pumps even though heat pumps are more cost effective. My intention to research lamps was purely to get ideas on size, but they have worked out more relevant than intended.

Having longer form factors (turning the shapes on their sides) changed how people responded to them. The larger sideways shape belonged and was rooted in place central to the floor while upright it was out of place and awkward. However, strangely both orientations worked when adjacent to the wall. Maybe this was because its presence disrupted the flow of the room, the same reason that fireplaces were moved to the outer walls in the 14th century after the invention of the chimney (time line page). This shows that while the design should be a feature of the room like a fireplace is, it should not get in way of living or working.

Overall, the design should be no bigger than a small bin, and a bit larger than a lamp, with a significant base which grounds the design. Use of light should also be kept in mind through the ideation process. To be revisited when finalizing design form.

To further explore from above... notice how all these fires and fireplaces are rooted fortified forms following a sturdy block or pyramid theme with thick columns etc. Will consider this shape/theme in ideation. Also could be an inspiration for materials (old iron forging, brick, rugged stone, wood, etc.)



Heater Methods

Type	Time to heat	Area	Cost	Efficiency	Size	Noise	Total
Convection							80
Radiant							98
Fan							113
Heat Pump							104
Natural Gas							109
Panel Heater							103

Weight scores determine relevance to the brief.

Good	1
Average	3
Bad	5

Convection

heaters rely on airflow where heat is conducted by air particles which then circulate a room warming other objects. Non-fan heaters heat a room at average speed as the initial heating of the air surrounding the heater takes time. Maintenance of room temperature is much more efficient. Fan heaters use a fan to increase the circulation of air and thus are faster, heat is also more evenly spread, and it can be made smaller, however more electricity is required to run them and they are noisy. The most popular convention heater is the oil filled column. Smaller

Sources:

http://en.wikipedia.org/wiki/Infrared_heater – <https://www.consumer.org.nz/topics/choosing-a-heater> – <http://energy.gov/energysaver/articles/portable-heaters>
<http://www.energywise.govt.nz/your-home/heating-and-cooling/heating>

portable fan heaters provide direct body warming but are inefficient when heating large spaces. This scored best at 80 on the comparison matrix where as the heat pump scored 104 reflective of its greater size requirements. Also having been around longer than heat pumps, convection heaters are often used in smaller spaces where heat pumps are unnecessary or as a portable alternative hence they are still very popular.

mostly used in industrial situations where a specific material (e.g. plastic) needs heating. Even though these heaters can be around 85% efficient, if no objects exist that can absorb this energy, or the rays take another direction, this efficiency is lost. This scored 98, the second best after normal convection due to its properties as a close up heater. Because of its ability to emulate sun light and open fire heat it is also useful in reproducing psychological associations with these types of heat as discussed on the previous page.



Radiant heaters use reflectors to project infrared heat energy in a small area. An infrared ray is a form of electromagnetic radiation with a wavelength beyond visible light. These waves are absorbed by molecules to generate heat. Because infrared travels in waves, no medium (such as air) is required to transfer heat and thus this method of heating the body is very fast, but as a method of heating the room is very slow. Radiant heaters emulate the warmth from fireplaces and the sun (where the sun is more than 50% infrared heat and the other is visible light). Radiant heaters need to be calibrated with wavelengths specifically chosen depending on the medium required to absorb heat. Thus when there are many different mediums in a room, it is hard for these heaters to be efficient, so they are

Other: Convection and Radiant heaters are the only two methods of transferring heat. However many variations exist with more efficient methods for speeding up and fully utilising these two processes (e.g. refrigeration). Scores were calculated by multiplying the weight score with each type score.

Refrigeration Cycle

The most common method of generating heat is via the refrigeration cycle which relies on the changing state of a liquid or gas (called the refrigerant) in order to transport heat energy from one area to another. This cycle is used in fridges, heat pumps, and in large scale industrial setups such as air conditioning.

In physics, heat does not magically move from a cold place to a heated place as we desire. Heat will rise and mix with cold air to become as evenly distributed as possible. Hence work (or energy) is required to drive this process in the form of the compressor as seen in the diagram below. It takes in a cool gas at the bottom right and compresses it to form a hot liquid which releases heat as it moves through the condenser. An expansion valve is simply a tube with a smaller diameter which restricts the flow of liquid. Upon the liquid making it though the expansion valve it partially evaporates under the sudden drop in pressure into a cool gas that removes heat from the medium which surround the evaporator. The cycle then repeats.

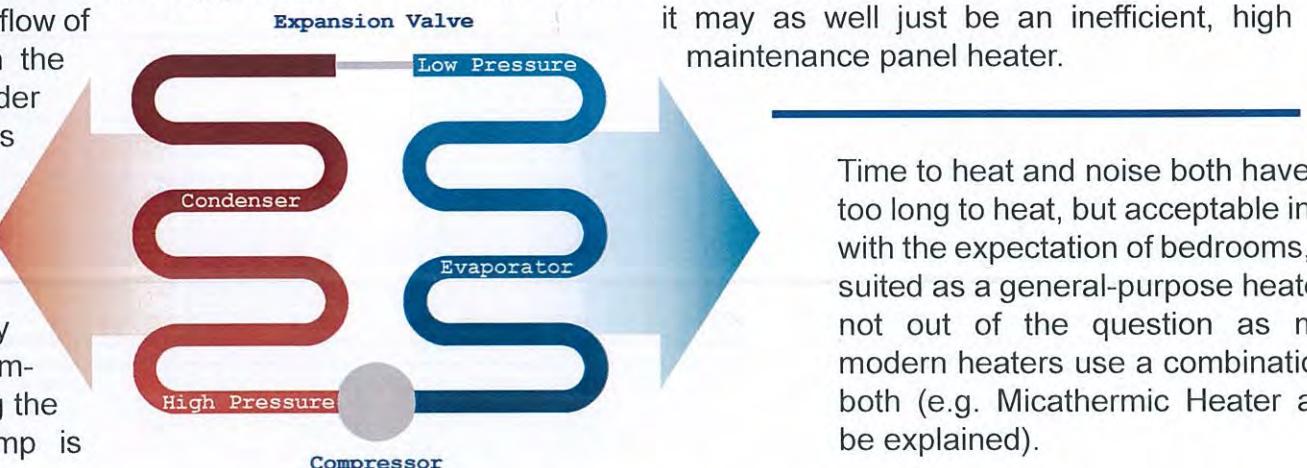
These types of systems can be very efficient, but will lose efficiency as the temperature drops in the medium surrounding the evaporator (usually air). The heat pump is

Sources:

<http://www.air-conditioning-and-refrigeration-guide.com/refrigeration-cycle.html>
<http://home.howstuffworks.com/refrigerator4.htm>
<https://www.youtube.com/watch?v=gSmaXrj6u9A>

impractical for this design context. Reason being the one factor that is most important (size) got the worst ranking and hence attributing to its final score of 104 despite outperforming in other areas. The biggest downfall of the refrigeration cycle is the requirement of two mediums to move heat between. In homes this is acceptable because the fixture is permanent and units can be externally mounted which use the outside air, or the ground heat. So for portable heaters, the refrigeration cycle is impractical in my design. I thought it may be possible to have a medium, such as clay or tiling, in the base of the design to extract heat from. Besides adding extreme weight to the design, eventually the system would lose massive efficiency when the medium cooled and would need to be replaced, thus

it may as well just be an inefficient, high maintenance panel heater.



Time to heat and noise both have about the same importance at (5) equal. A heater is useless if it takes too long to heat, but acceptable in some circumstances. And noise is also generally accepted in heaters, with the expectation of bedrooms, which I will have to be mindful of. Overall the convection heater is best not out of the question as many modern heaters use a combination of both (e.g. Micathermic Heater as to be explained).

Determinants

To justify the weightings on the table under "Heater Methods"... Being portable means that size is the most important factor hence (10). Efficiency was rated (7) as the more power required the larger a portable power source will be, and the more it will cost. Area of coverage is the least important as a portable heater is expected to warm smaller areas. An extendible design would be to an advantage in terms of versatility. But, as any decent heater must cover at least some area this gets a (4). Cost is more important as consumers will not purchase this heater if it's too dear.

With the exception of fireplaces, heaters are not generally seen as fashionable products, rather tools, so they are not willing to pay as much. This does however present an opportunity to design a fashionable item, inline with fireplaces, which we can charge a higher price for. Thus cost receives a (6) as to be below efficiency and size.

Fire Risk

The IFC (International Fire Code) states that for portable electric heaters the following must apply...

- 605.10 *The use of portable, electric space heaters in which the heating element cannot exceed a temperature of 212°F (100°C) shall be permitted in non-sleeping staff and employee areas in Group I-2 occupancies.*
- 605.10.1 *Listed and labeled. Only listed and labeled portable, electric space heaters shall be used.*
- 605.10.2 *Power supply. Portable, electric space heaters shall be plugged directly into an approved receptacle.*
- 605.10.3 *Extension cords. Portable, electric space heaters shall not be plugged into extension cords.*
- 605.10.4 *Prohibited areas. Portable, electric space heaters shall not be operated within 3 feet (914 mm) of any combustible materials. Portable, electric space heaters shall be operated only in locations for which they are listed.*

Group I-2 Definition: "This occupancy shall include buildings and structures used for medical care on a 24-hour basis for more than five persons who are not capable of self-preservation. This group shall include, but not be limited to, the following: Foster care facilities; Detoxification facilities; Hospitals; Nursing homes; Psychiatric hospitals."

Measuring Temperature

The heater must be able to regulate its own temperature to prevent it from overheating and the room from overheating. There is also the 100°C limit identified above. People who have left heaters on in the night have suffocated in the heat and died – which is not ideal.

One idea was to use an app in the users phones to tell the heater the temperature around the person. Although all phones have thermostats in them, very few measure the air temperature direct, and all are very inaccurate. Sensors are mostly imbedded in their processes and thus read the phones core temperature. I stumbled across a company, which designed a sensor for phones to measure the ambient air temperature. Maybe this could be used in my design provided there is minimal interference from the heaters own heat.

Infrared sensors for measuring the air temperature is not possible. Assuming no interference from the heaters own infrared, the sensor would measure the average temperature of all surfaces in the room. So if 3 people walked into the room, the heater would think the air temperature increased, where in fact it has decreased because the 3 people absorb heat from the air.

Sources:

http://publicecodes.cyberregs.com/icod/ifc/2012/icod_ifc_2012_6_par127.htm – http://www.compliance.gov/forms-pubs/eresources/fastfacts_spaceheaters.pdf

Listed and labeled refers to being tested as an approved laboratory. Since this is not realistic, I will ignore this requirement.

The American Consumer Product Safety Commission estimated that from 2008 to 2010 portable electric heaters were involved in around 2,400 house fires in the U.S. I could not find New Zealand data but the risk is high no matter the country.

Heaters are fire hazards for the simple fact they create heat and consume large amounts of power in doing so. Thus any electrical faults can cause sparks igniting near by furniture, and any exposed heating elements/filaments can do so too. My design will need to contain many safety features to protect against faults and the ignition of other objects, which are too close. The use of proximity sensors, such as in cars, could be explored.

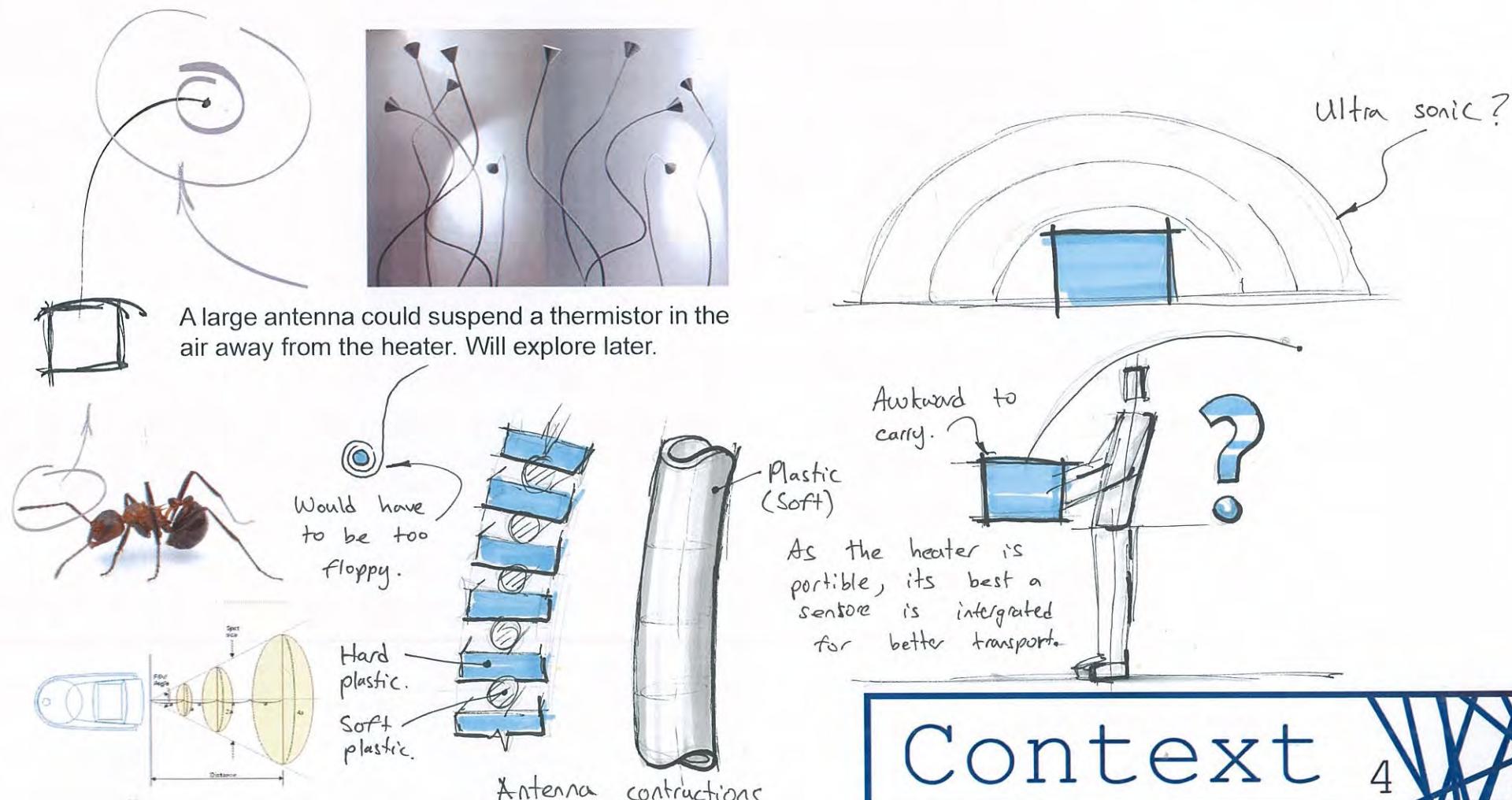
Another concern is that heaters can often be left unattended, while heating a room, and thus any smoldering would not be noticed. I could remedy this by looking into smoke alarms and seeing if this could be incorporated into my design as a smoke detection mechanism.

Portable heaters are small and can be hazardous to children if

playing around the heater. So the design must avoid any exposed elements or hot surfaces. Sometimes heaters can fall over causing them to malfunction and start fires. Gyroscopes detect orientation and could be used to shut off the heater when it tips over.

Overall the IFC is aimed at the deployment of portable heaters instead of manufacturing. I was unable to find manufacturing guidelines so I have used the IFC code as well as other sources, that make recommendations around the use of portable heaters, to base my considerations...

- Protect against electrical faults.
- Investigate proximity sensors to keep 914mm away from flammable materials.
- Investigate a smoke detector.
- Avoid exposed elements in the design and consider the placement of vents so to prevent children burning themselves.
- Investigate gyroscope.
- Keep below 100°C if possible so that the heater can be used safely in Group I-2 areas.
- Investigate the applicability of alternative power sources other than mains.
- Investigate air temperature measurement options.

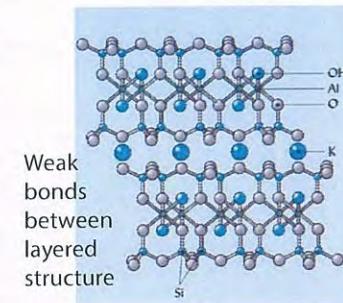


Micathermic Heaters

Modern is not something people associate with heaters. They are one of those products, like toasters, that have been around so long consumers think we have come up with all the options. However, recent innovations in the field of heating have produced a new method of producing both radiation and convection heat called Micathermic Heating Elements.

These elements use a mineral called "Mica" which is well known in the electronics industry for being one of the few insulators (does not conduct electricity), which can withstand high temperatures. Mica laminate can also be made very thin, such that the complete element is only as small as half a millimeter. The inventors claim it can produce up to "99% heat to the air instantly" which means 99% of the electrical input energy is converted to output heat energy with no warm up time. Thus defiantly filling the efficiency box.

Historically Mica was used as glitter, now it's also used in many paints, fillers, and even concretes, because of its attractive sheen and near perfect basal cleavage. Basal cleavage describes the minerals ability to part into thin sheets and fill gaps, which is down to the layered structure of Mica's molecules (much like graphite in a pencil).



Scored using the same system as on context 3, the time to heat for the Micathermic Heater is excellent along with high efficiency and extreme quietness. However although the elements can be made incredibly thin, the amount of surface area required means that manufacturers have treated them like panel heaters. Thus they are thin but very tall and long. They are designed to heat medium spaces, but as area is weighted as the least important, it

Type	Time to heat	Area	Cost	Efficiency	Size	Noise	Total
Micathermic							71
Good	1						
Average	3						
Bad	5						

does not overly affect the final score of 71 where 37 is the best possible score. This score is far better than 80, the previous best, making this new method of heating a serious consideration in

the design. I will need to consider how to achieve this larger surface area requirement and investigate how it works to see how this will affect the design, and judge the applicability of its inclusion.

Because these heaters are so new, there are not many reviews or insights available, nor products. However, for the comments and comparisons that do exist, the biggest downfalls to the Micathermic Heater is build quality and controllability. In order to compete with existing heats, manufacturers get these heaters made in China and India. One person commented they had owned "4 of these ..

.. heaters for about 3 years" (Bernalgas). [1] All it took was for it to fall over. The latter is due to the speed at which these heaters heat a room, consumers were often surprised and said it was easy for the room to become overheated. Commonly, heaters only had simple timers, as a safe guard against this – could be better.

Laminating materials together forms the Micathermic Element. The nickel alloy, used in conventional heater to produce heat by passing an electrical current through it, is sandwiched between a layer of semi conductive SnO₂-ZnO₂ (which reflects 80% for the heat) and semi conductive SnO₂-FeO₂ (which radiates heat). The surrounding mica layers acts as an electrical insulator while allowing radiation heat to pass through and thus remains relatively cool while protecting it from starting fires.

After some research into metal oxide nanostructures I found that SnO₂-ZnO₂ is not the most infrared reflective material that the original creators could have used. Polished aluminum can be much more reflective (as proven below), but the use of SnO₂-ZnO₂ means that 20% of the infrared that is not reflected becomes convection heat while the rest is radiated heat. Thus these substances could be changed out in order to fine-tune the percentages of each type of heat. However, because these specific sheets are already in production for existing Micathermic Heaters, it would be more cost effective to purchase pre-made sheets than custom manufacturing them.

To calculate reflectivity: following the conservation of energy principle, the initial Incident Heat Energy (E_i) will equal to the sum of the Reflected Heat Energy (E_r), Emitted Heat Energy (E_e , also called Absorbed Heat Energy), and Transmitted Heat Energy (E_t , or heat that passes through the material). Aluminum allows very little heat to pass through, thus we can assume it to be negligible. This is an estimate because emissivity is different for different wavelengths.

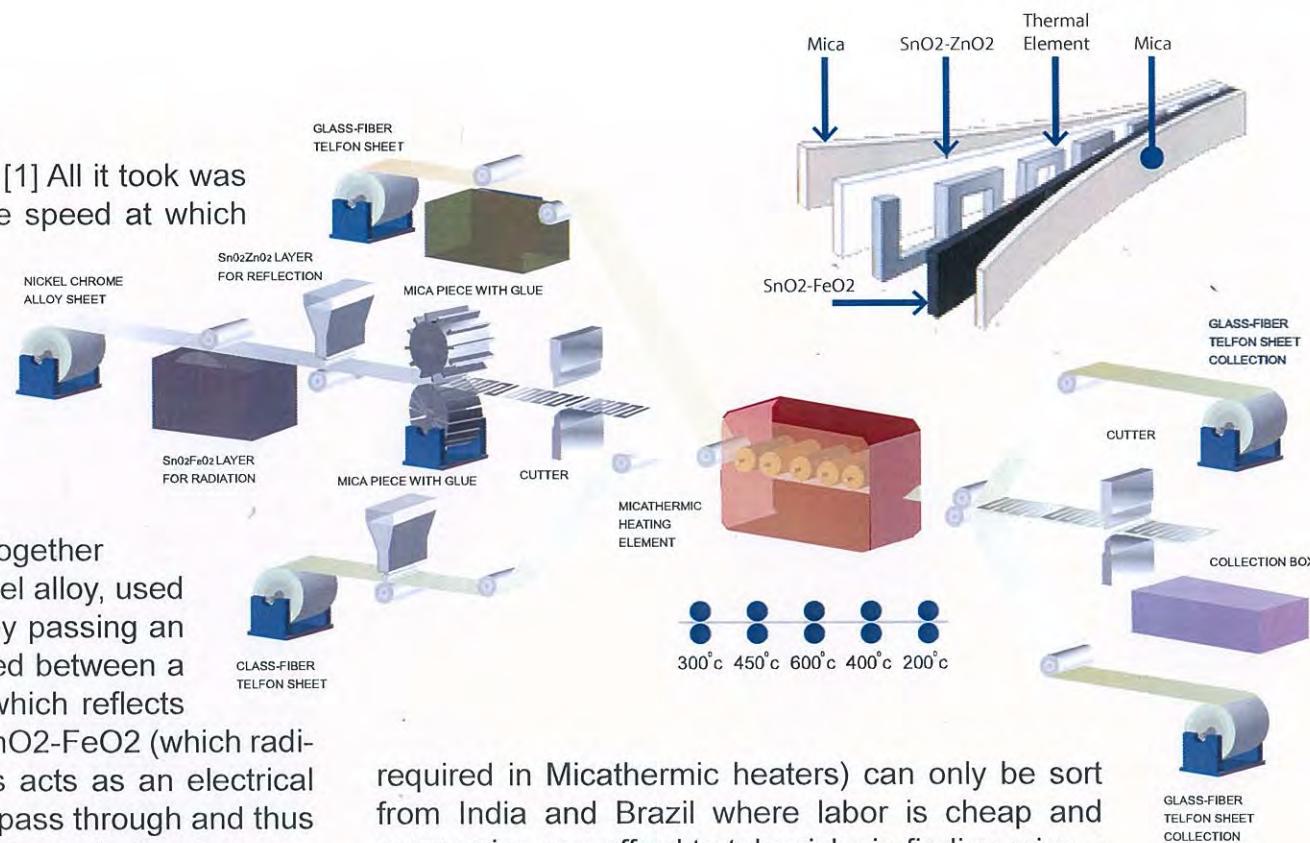
$$E_i = E_e + E_r + E_t \text{ where } E_t \text{ is negligible} \therefore E_i = E_e + E_r$$

let $E_i = 1.0$ or 100%, let $E_e = 0.04$

Polished Aluminium Plate:

$$1.0 = 0.04 + E_r \therefore E_r \approx 0.96 \text{ or 96% reflectivity}$$

Social Impacts: If the chosen design requires the use of mica (phlogopite) then more research will need to be done into a responsible alternative. Mica is difficult to find and thus expensive to mine. Mica sheets (which are



required in Micathermic heaters) can only be sourced from India and Brazil where labor is cheap and companies can afford to take risks in finding mica – this can also mean poor working conditions. The USA only produces scrap Mica (from the mining of quartz) that is used in electrical components. Scientists are working on synthetic alternatives to mica for electrical components, but this usually means forfeiting its ability to withstand high heat, which is critical in heaters.

Laminating Sources:

<http://www.gns.cri.nz/static/pubs/2013/SR%202013-039.pdf> (metal oxide nanostructures)
<http://www.optotherm.com/emiss-physics.htm>
<http://www.infrared-thermography.com/material.htm> (emissivity values)

Other Sources:

<http://techcrunch.com/2009/10/03/micathermic-heaters-do-they-work-well/> [1]
<http://www.consumersearch.com/space-heaters>
<http://www.mineralszone.com/minerals/mica.html>
<http://www.amazon.com/s?ie=UTF8&page=1&rh=i%3Aaps%2Ck%3Amicathermic%20-heater>
http://www.micathermic.com/content_about.htm (Diagrams)
<http://www.britannica.com/EBchecked/topic/379747/mica>
<http://www.mineralseducationcoalition.org/minerals/mica>
http://faculty.yc.edu/ycfaculty/ags105/week08/soil_colloids/soil_colloids_print.html (Bond structure image)
<http://www.mineralszone.com/minerals/mica.html>

Colours

Colours mean different things to different cultures... For example, North American stock markets denote a fall in the value of a share with red; where, in China, they show the growth of a share as red. Their cultures place different means on this colour; in this case it is a dangerous colour versus a lucky colour.

Blues tend to be calming, soft and trustworthy. Alongside green, it is the easiest colour for us to process. Like all colours, it can impact differently given some context. In the Dyson product below, the strong blue and silver/grey combination creates impact with a modern and futuristic undertone. Blues can also relate to heat, as the seconds hottest stage in a fire is blue (white/invisible is the hottest flame). Thus small amounts of vibrant blue could be used to create impact.

Yellow through Red can have many meanings. For red alone, a more blue red can be love or lust, where a vibrant red means either



Sources:

<http://www.colormatters.com/index.php>, <http://www.workwithcolor.com/color-vision-1089.htm>
<http://www.feng-shui-and-beyond.com/color-psychology.html>

danger or luck. Orange and yellow can both simulate conversation – which goes some way to explaining group social behaviour around open fires. These warm colours also denote heat.

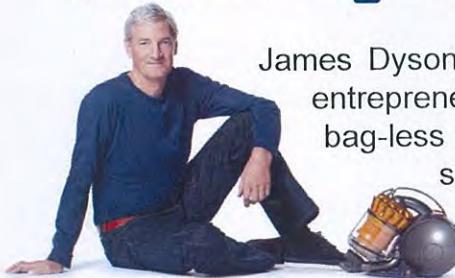
A vibrant red could highlight vents or elements in the design as a warning that installs visual interest; along with orange (which is more simulative and warm), and blue for some contrast, modernism, and reliability. Adding green would fight against the orange and red trying to calm them down; with the exception of a vibrant green, it should be avoided. Despite the upmarket target audience discussed below, I think it would be better to achieve this luxurious undertone using grey tones and black instead of purple. Adding purple into the mix would saturate the design and thus dull the impact of each existing colour.

Colours will need to be explored in more detail later in the design process where the context of its form can be considered against this pallet.

First Colour Pallet



James Dyson



James Dyson is a billionaire design engineer and entrepreneur who is famous for inventing the bag-less vacuum cleaner and is currently the sole shareholder of Dyson Ltd.

Beginnings: He was born the year 1947 in Norfolk, England where he went on to study at the Royal College of Art, first in furniture design, then interior design, and finally ending up in engineering. During his last years of study in the 1970's Dyson, along with some other students, invented the Sea Truck, which has produced sales of around \$500 million over the years. After completing study, he went on to design the ball barrow, the wheel boat (travels at 40mph on land and water), and trolley ball (a boat launcher).

Some years later, James Dyson designs and builds a industrial cyclone tower for the ball barrow spray finishing room in his factory, because the air filters kept getting filled with paint particles. Around this time, he is renovating his house and becomes frustrated with his fancy hoover vacuum clogging up with dust all the time. He wonders if he could apply the same cyclone technology into a vacuum cleaner. From 1978 to 1983 he works to produce 5,127 prototypes for what will become the worlds first bag-less vacuum.

Big vacuum cleaner companies liked bags as they generated

Sources:

<http://www.fastcompany.com/3019288/most-innovative-companies-2004/36james-dyson>, <http://www.dyson.co.nz/community/about-dyson.aspx>
<http://news.bbc.co.uk/2/hi/business/1802155.stm>, <http://content.dyson.co.nz/about/story/default.asp?searchType=story&story=jamesdyson>

around 535 million NZD each year in extra revenue. Hoover, Black and Decker, and Electrolux were among the companies who turned Dyson's idea down. Ironically, Dyson is now one of their biggest competitors in the market.

His first product, named G-Force, was finally licensed in Japan (the high tech capital of the world) in 1991. Dyson's design was a hit and became a status symbol for the middle to upper class. It won him the international design fair prize that year. Royalties from the G-Force went into funding a new research center and factory in England where he establishes Dyson Ltd in 1993.

In 1999 he brushes with bankruptcy while battling the big companies who had now began to copy his designs, Hoover was in time found guilty of infringing on his costly patents. Finally the DC01 becomes both their first product and the first vacuum to maintain 100% suction throughout its life.

By 2002 the James Dyson Foundation has been created to encourage and promote engineering.

Philosophy: James Dyson's Design philosophy makes room for both function and aesthetics. His designs preform their functions successfully, but also make strong design statements. He continues to prove that it is possible to innovate in everyday markets such as vacuums, fans, and heat-

ers. Dyson's products incorporate bold color and sleek design to maintain Dyson's standing as a premium brand. The other market players had previously only focused on price and profit.

Influence: I identify which Dyson's drive to think differently. Setting "... high expectations that you will succeed despite any setbacks or frustrations" is accentual when creating innovative products in competitive markets. Through the design process I will not dispense ideas just because they seem impossible, but instead break them down and attack the problem to the best of my ability.

Dyson has also reiterated the importance of colour in designs, which I will take one step further (above) by researching and improving the connection between color and initiating emotive response's from the user.

Heaters are a market that many big/medium players dominate. This makes breaking into the market difficult, thus a new design will need to have impact, be innovative, make a design/fashion statement, and generate discussion in the market place – just as Dyson did. Hence the plan is to target an upmarket audience with an extendible, all in one, solution.



Summary

Safety

- Small gap between vents and base.
- A significant base is required to prevent tipping over. Use of gyroscopes to detect tipping is used by other products.
- Look at electrical faults prevention.
- Investigate proximity sensors for small children and flammable objects (914mm).
- Avoid exposed elements.
- Keep operating temperature below 100°C to allow operation in hospitals and other situations the heater is unattended.
- Investigate built-in smoke detectors.
- Investigate applicability of alternative power sources other than mains.
- Use of lighting to make users aware of the products presence and danger.

Usage

- Medium and small enclosed spaces and small areas in an open space - bedrooms, offices, hallways, the outdoors, bathrooms.
- Convection is best for closed spaces, Micathermic heaters are fast, and radiant heaters best emulate the sun's rays and the warmth of a campfire; these are the best heating options.
- Area coverage is not a big deal as an extendable design could work together to maintain large areas.
- Micathermic elements could be used to create specific ratios of radiant and convection heat for different purposes.

Aesthetics

- Humans and fire share a deep connection, considering the use of form, colour, and lighting will stimulate this connection creating a more effective and enjoyable user experience.
- Significant base that grounds the design visually like an open fire.
- Colours need to be considered later, but I have arrived at an initial colour palette as a guide...



- Warm and vibrant colours portray warning, attention, modernism, playfulness, and sociability; all target traits.
- A minimalist design uses few colours and does so sparingly for dramatic effect.

Human Factors

- No bigger than a small bin, and no smaller than a hand held lamp.
- Noise is widely excepted as part of a heater, but certain circumstances (such as bedrooms at night) require a silent heater.
- Design to encourage smarter use - it needs to be simple and intuitive to operate. The design should encourage proper use of the heater by its nature. People are inclined to turn heaters on to warm a room, then turn them off again, when it is more efficient if a heater is on all the time to maintain a stable room temperature.

Features

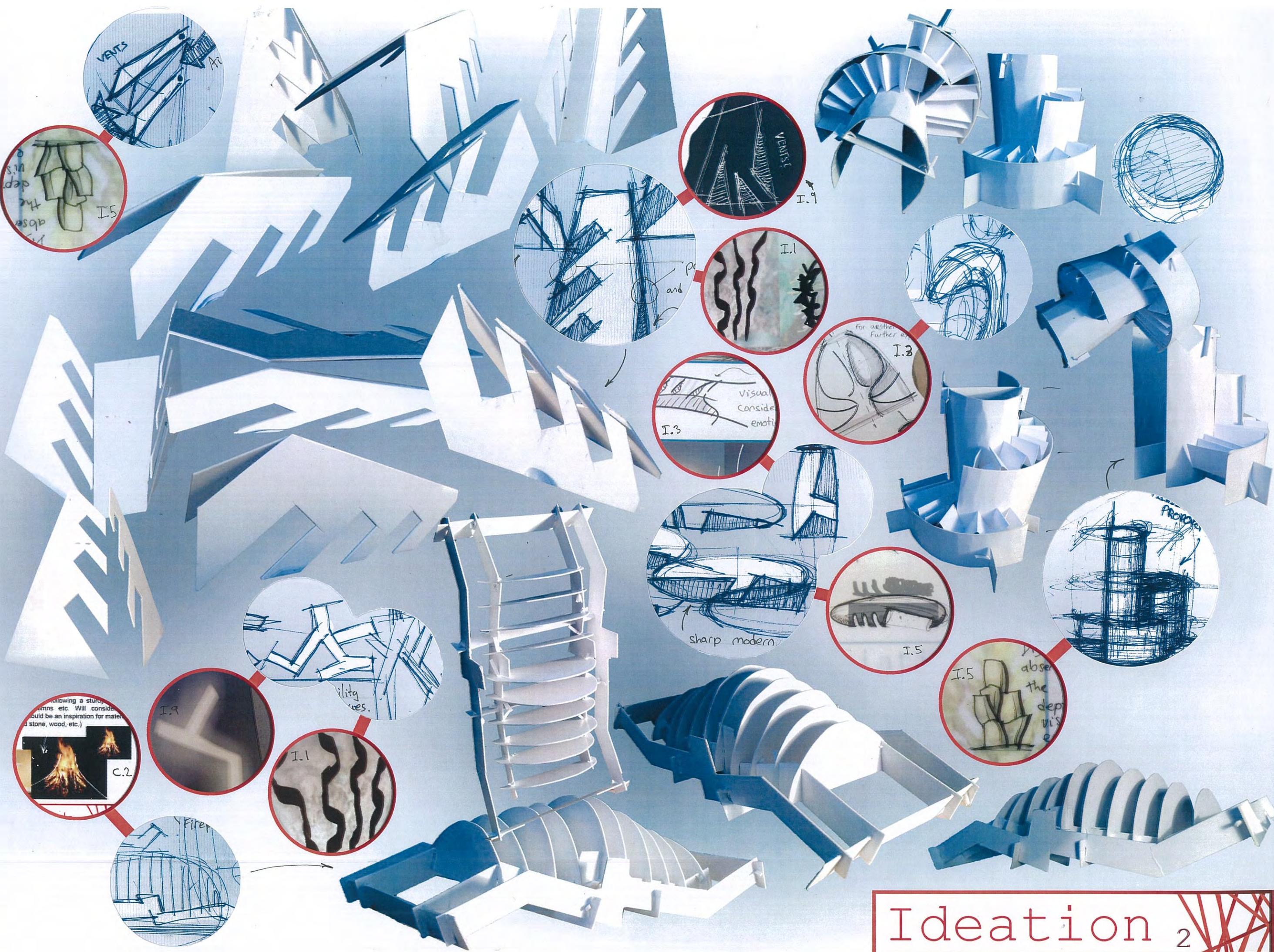
- Look at more accurate room temperature measurement options.
- Build quality of most existing products is terrible, there may be some users willing to pay more for better quality.
- Look at measures to ensure no overheating of rooms occurs.
- More complex timers give the user more control and increase safety.

Context

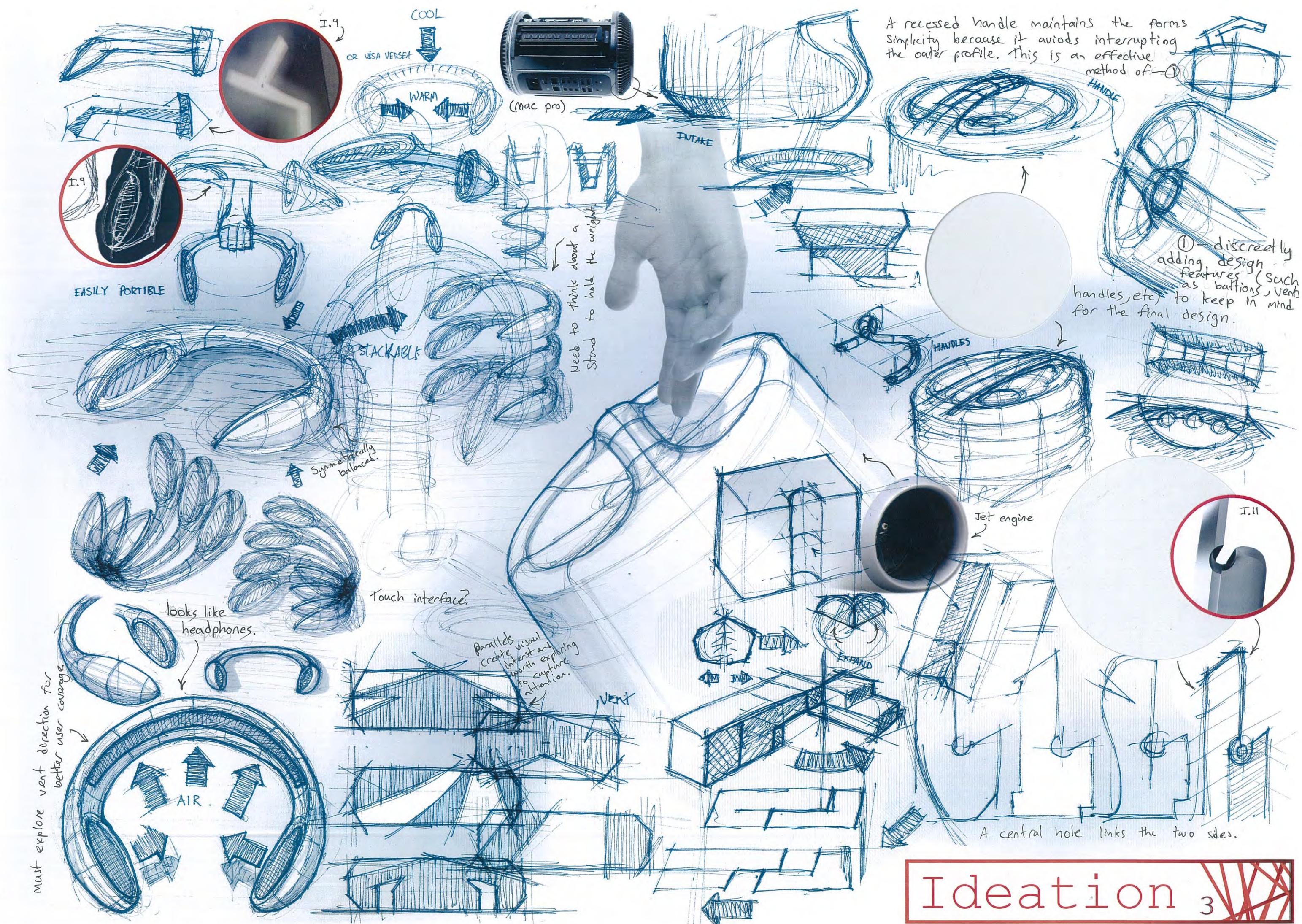
- The use of mica has social impacts as it is sourced from countries with lax human rights.
- Existing heaters are predominantly cased in cheap plastic either white or black. This leaves opening to target a more upmarket audience.
- Keeping build costs low is important in this cut-throat market.
- Don't dispense difficult ideas - innovation is important.
- Be different, innovative, make a statement to generate discussion.



Ideation 1



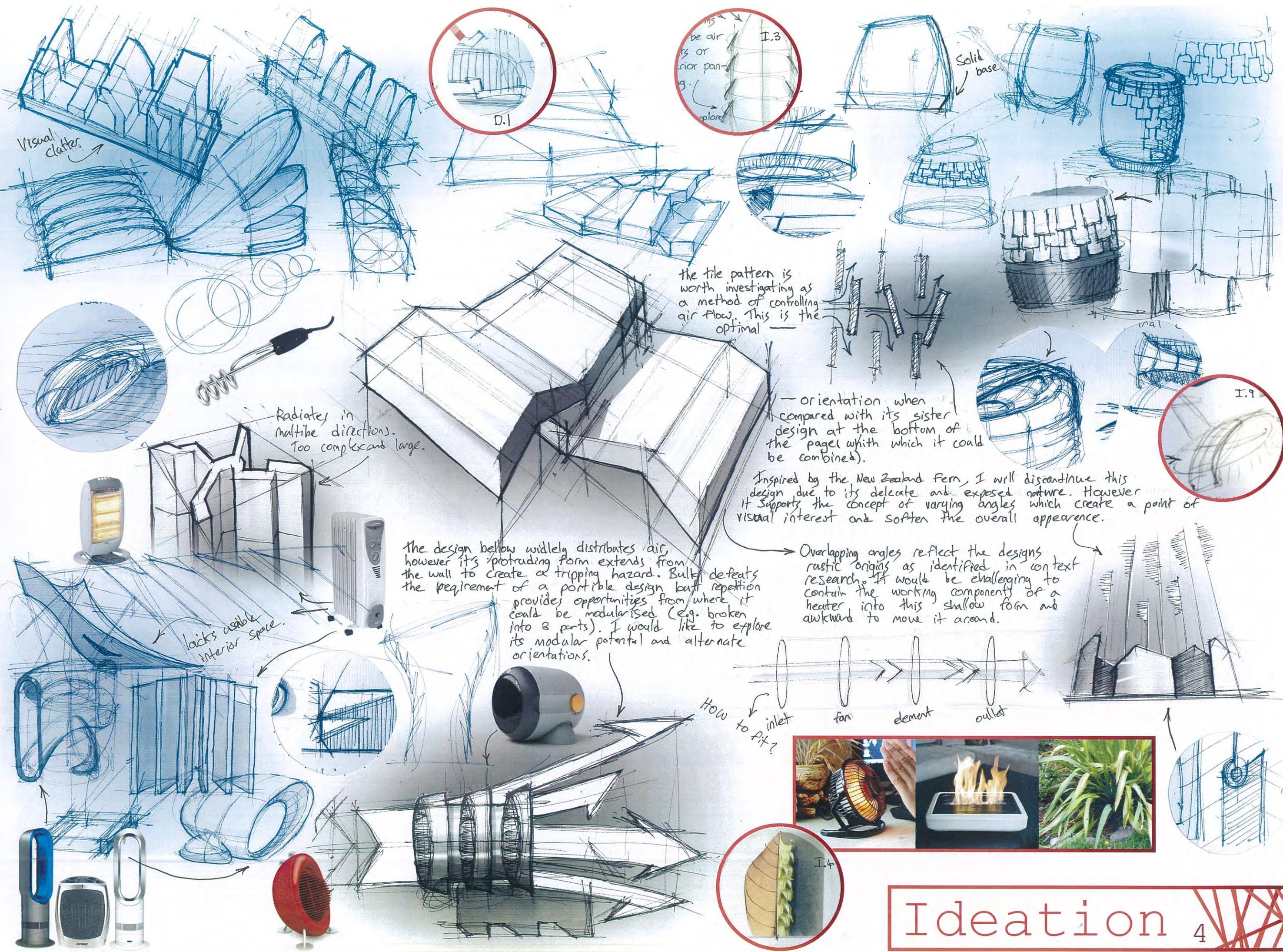
Ideation 2



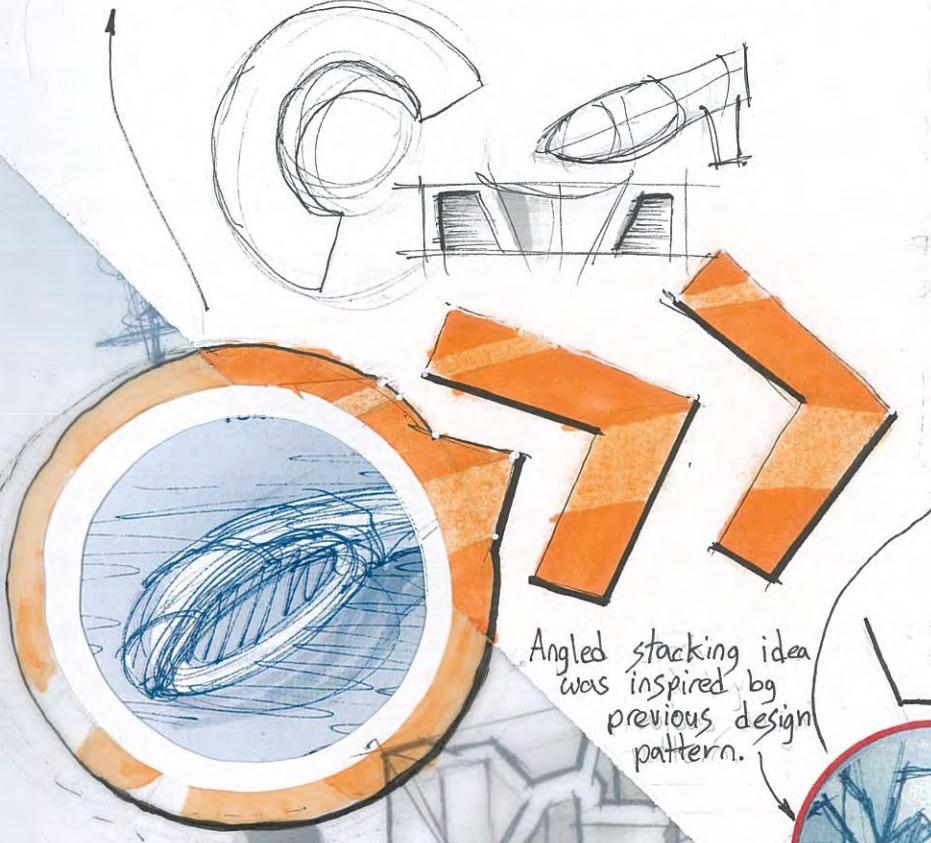
Ideation 3

Ideation

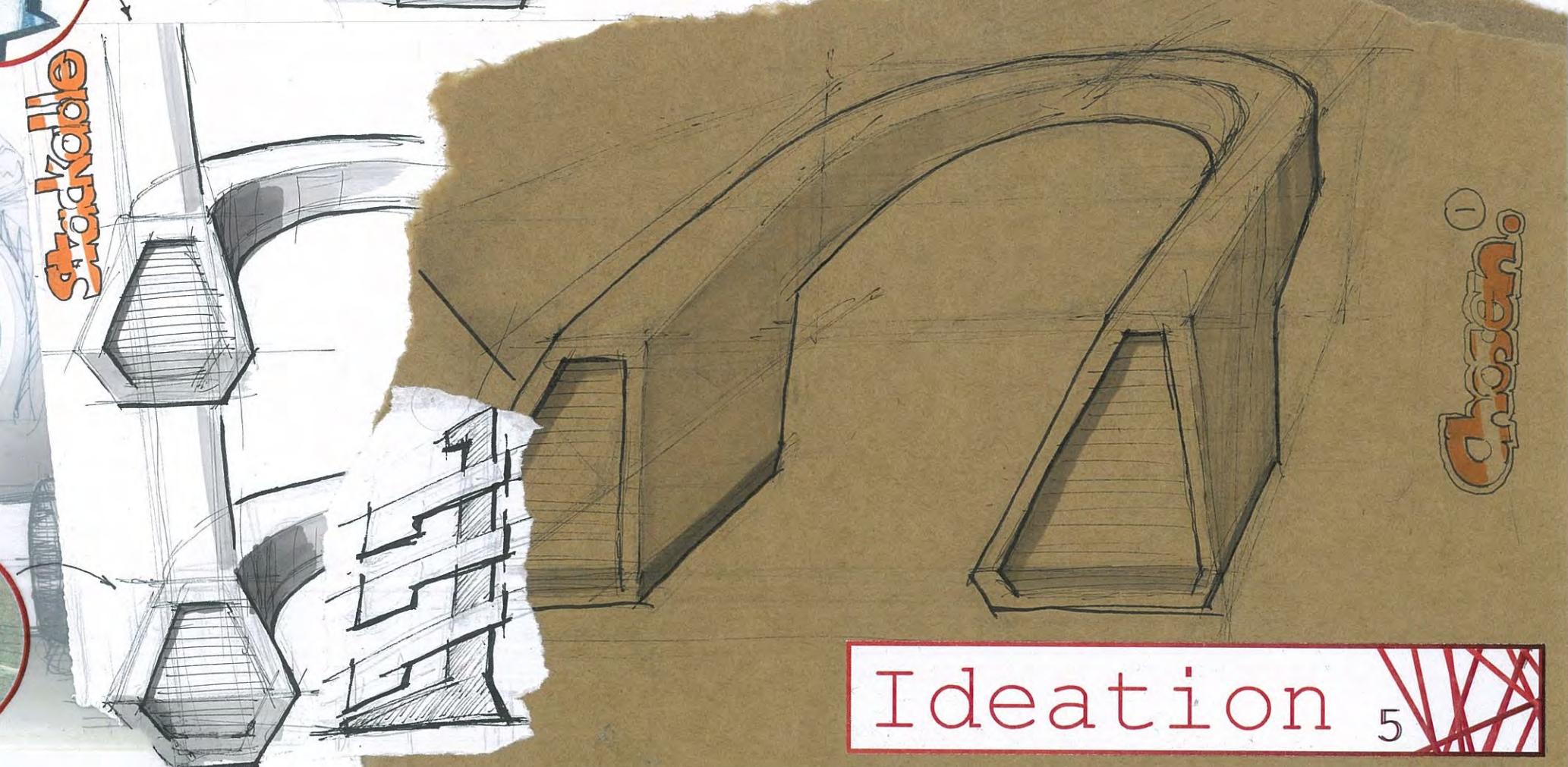
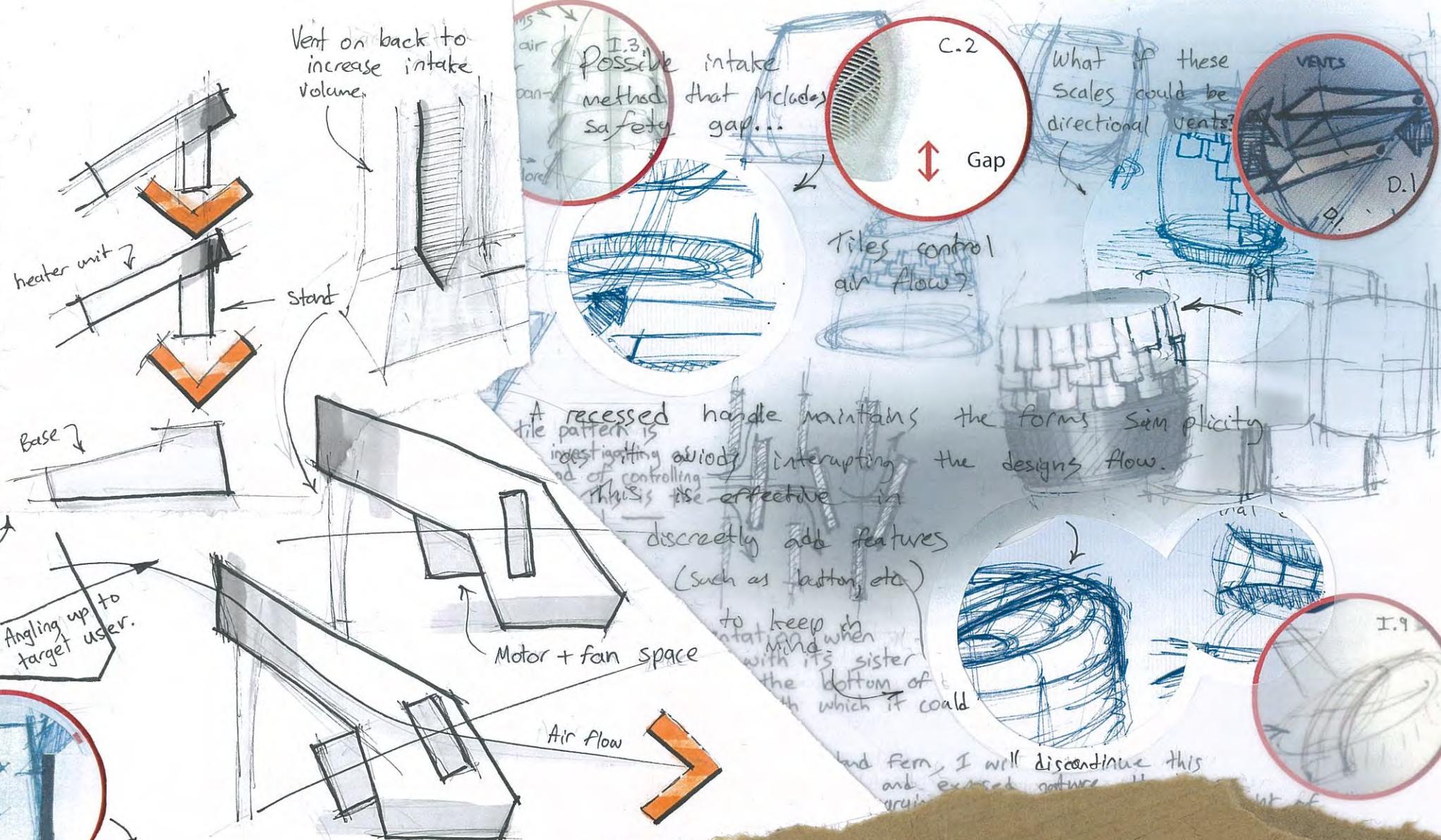
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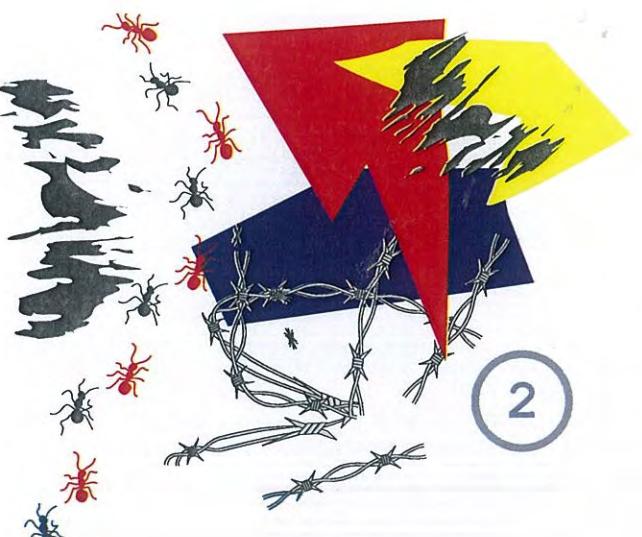


Highly portable, extendible (stackable), and appears to accomodate elements internally— This design offers the most potential at this stage. Its form needs critiquing and the technical details need exploring. I also wonder about the efficiency of using two sets of elements and motors?



These triangular segments on this pill shaped concept have pleasing complementary proportions and angles. This style is incorporated in the chosen design in contrast to the original flowing curves, to better reflect the angular style identified as a link to the designs context (See context pages). Such angular arrangements were explored in initiation (as shown) which informed the new shape (chosen). This design overcomes one limitation of a previous discontinued design (shown below) where its sweeping curve helps to balance the harsh angles.





The following abstractions were made listening to the numbered sounds... (#1) is the handle (as previously referenced) being rotated to create a squeaky noise. A leaf, from the leaf stalk (also used previously), was rolled in my hand for (#2); then waving it in the air made (#3). I found sounds of the wind and an open fire place for (#4) and (#5) respectively.

Knowing nothing about music, these images portray what came into my head at the time.

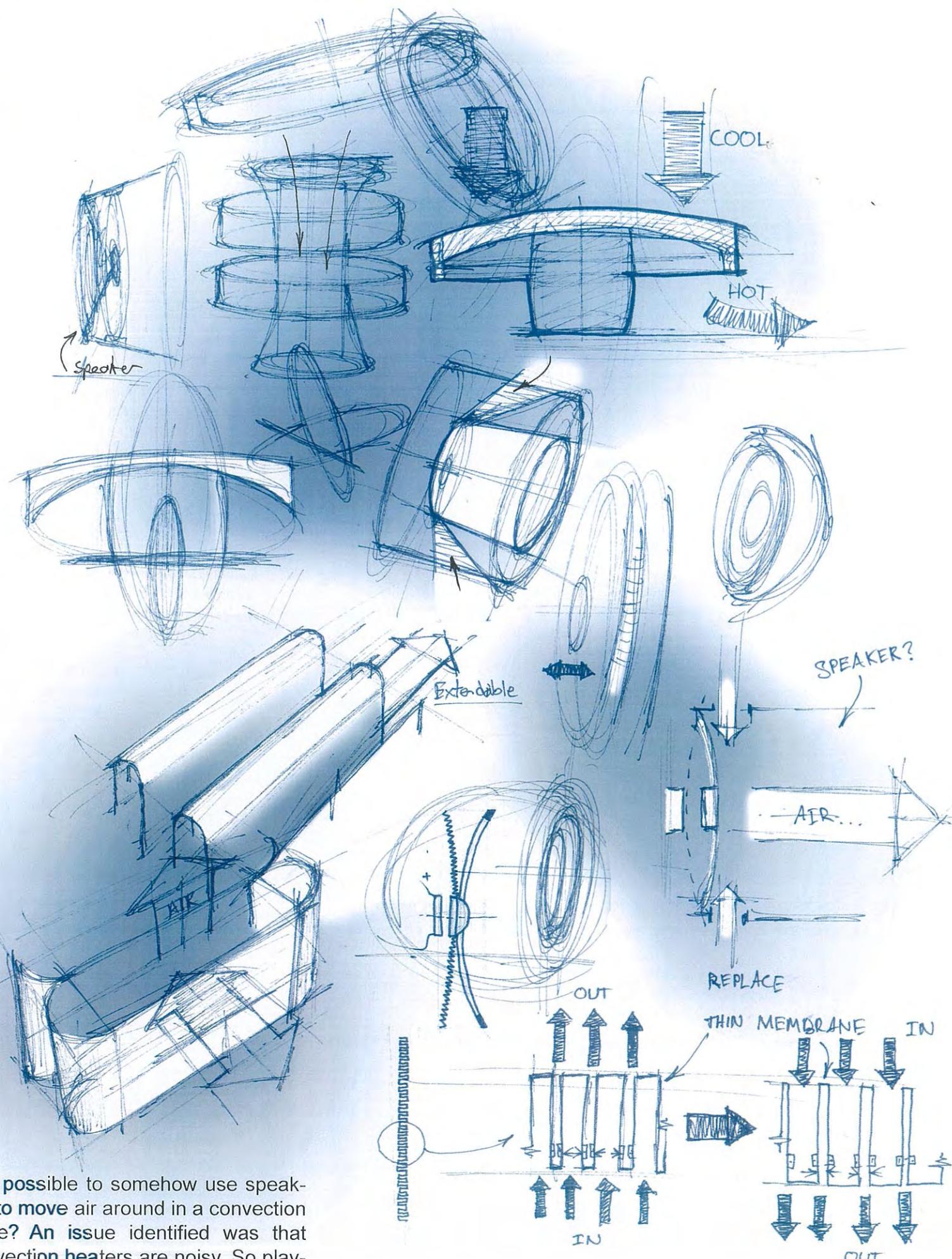


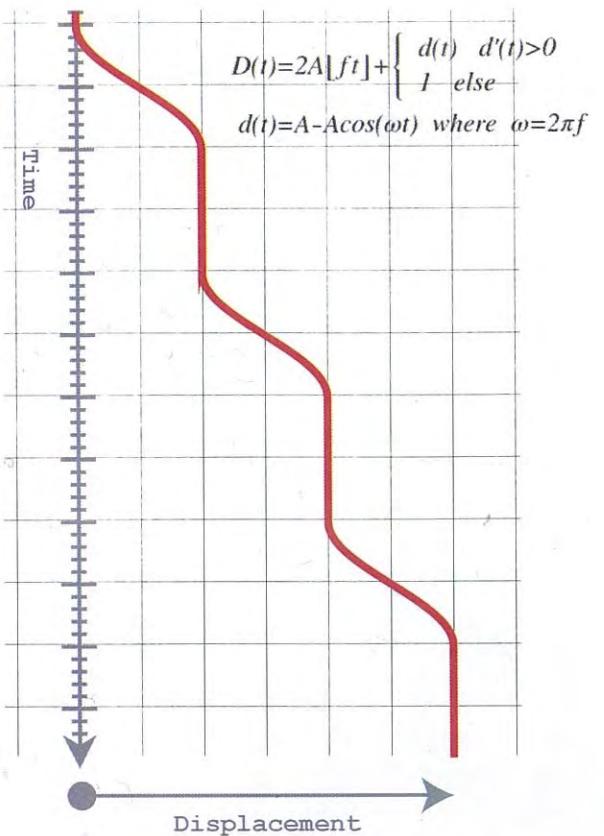
speakers

Is it possible to somehow use speakers to move air around in a convection cycle? An issue identified was that convection heaters are noisy. So playing sound to move the air would overcome this limitation.

Sounds could cancel, or music could mask the noise.

sounds

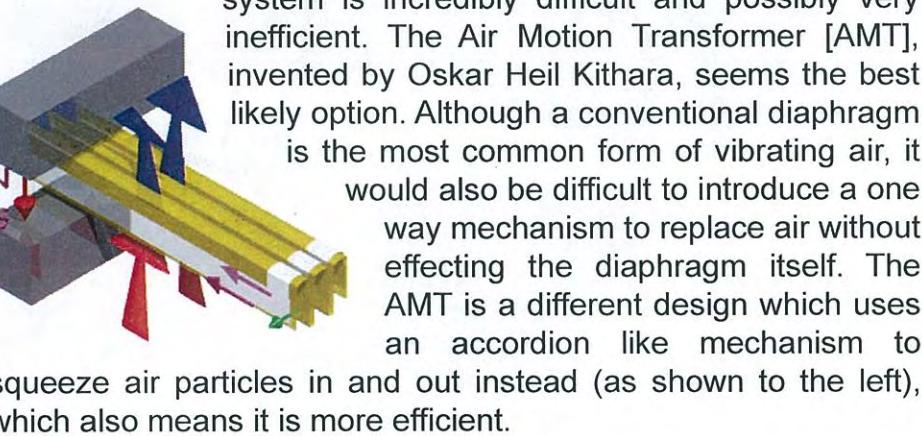




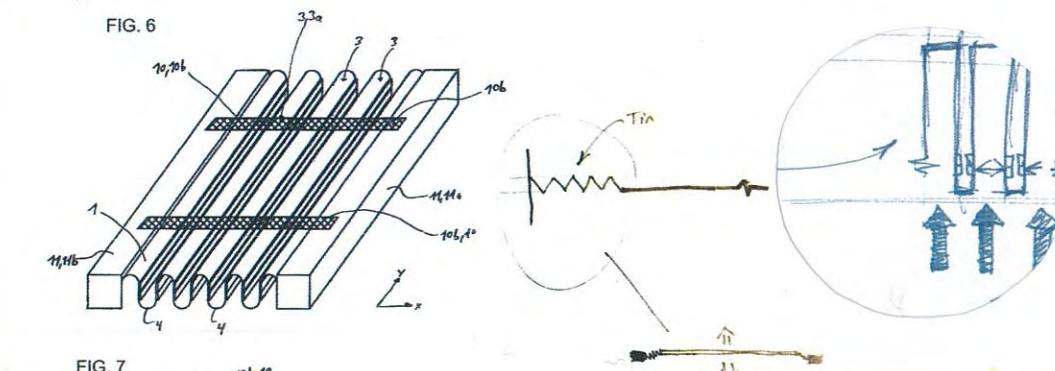
Air Motion Transformer

Speakers displace air particles causing them to oscillate back and forth propagating from the source in a wave pattern, hence creating sound. If the diaphragm only moved air forward, then a stream of air would be created and the normal noises associated with convection heaters could be overcome by matching the frequency. Frequency is the number of oscillations per second e.g. 100Hz is 100 times per second, this is equivalent to pitch in music. Amplitude is volume.

One option is a ribbon speaker – these are commonly used in tweeter (high frequency) sounds system speakers. However, the ribbons are usually very delicate and have large amounts of open space around them which means creating a closed, one way



Investigation: Following Dyson's don't be afraid policy, I'm going to carry out a small investigation into the applicability of using a modified AMT speaker to propagate air while minimising annoying noise. Two models are air particles are shown below, where (#1) is the current model and (#2) is the theoretical one. (#1) shows a conventional speaker moving the air in and out relative to its initial position (known as the equilibrium). (#2) shows the same wave where the particles are replaced with new air particles (●) thus causing a net displacement of the amplitude (volume) where there is no longer equilibrium. Instead, the air has an average velocity of one amplitude per cycle.



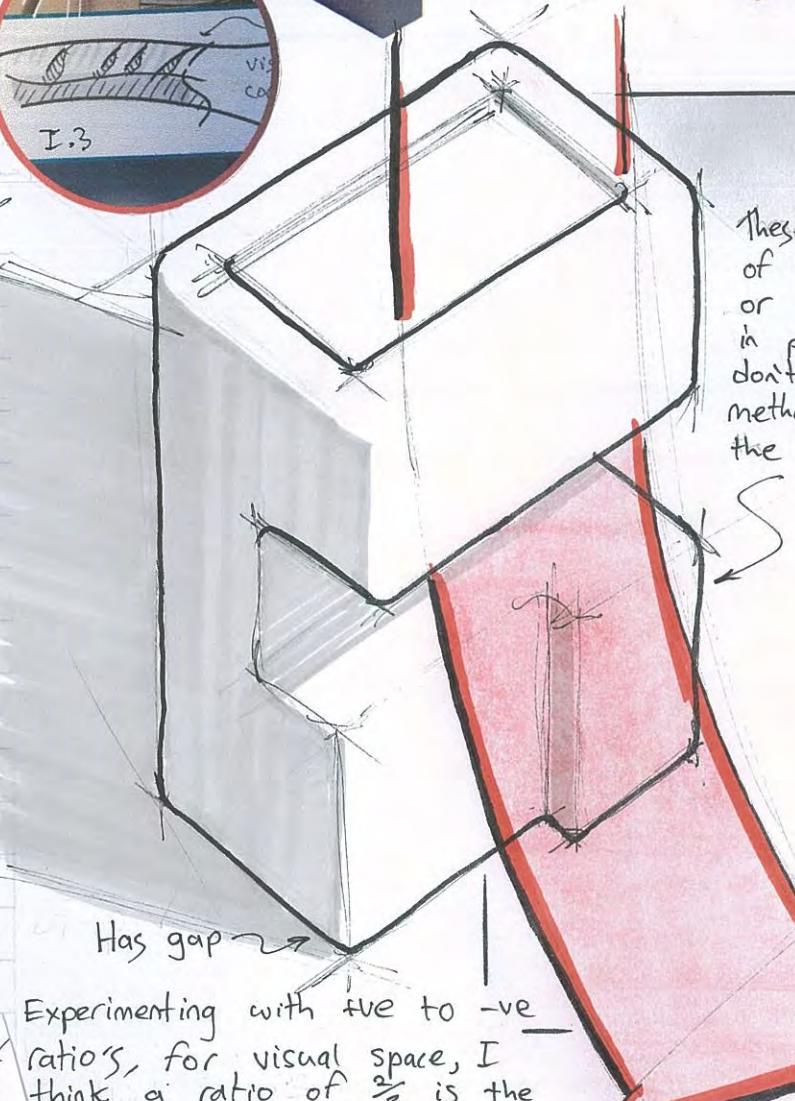
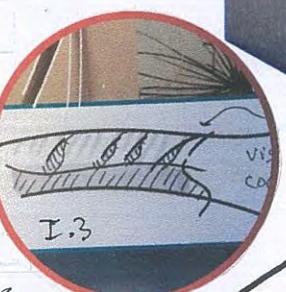
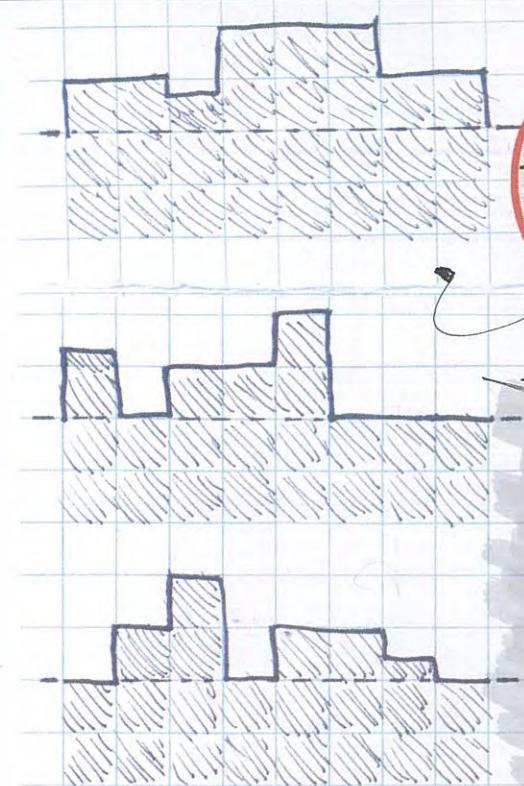
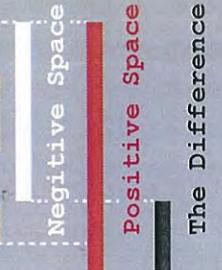
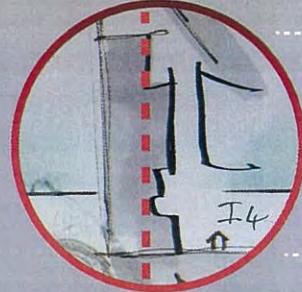
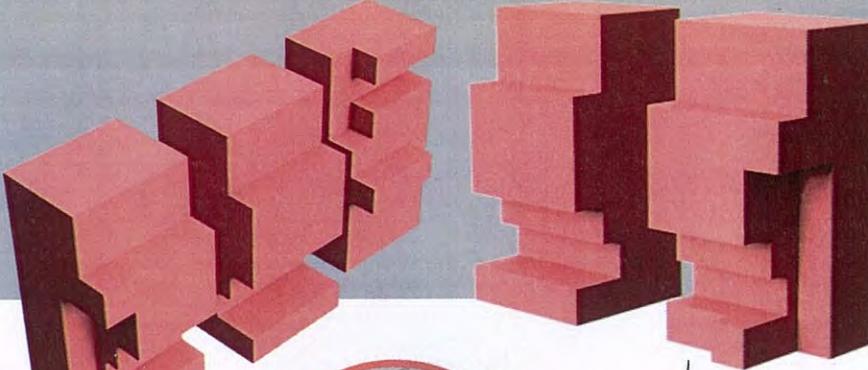
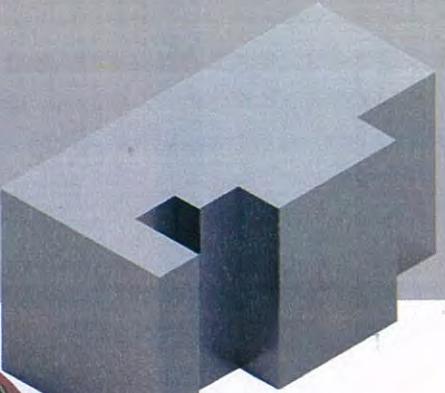
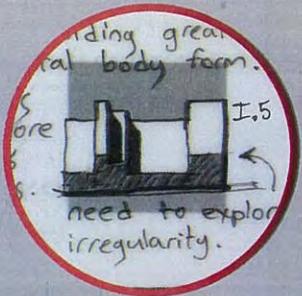
Sources:

Sources:
<http://www.enjoythemusic.com/superioraudio/equipment0904/heilkithara.htm>
<http://www.gtaust.com/filter/12/12.shtml>
<http://www.precide.ch/eng/eheil/eheildetails.htm>

Please refer
to Speaker
Log Book

Ideation

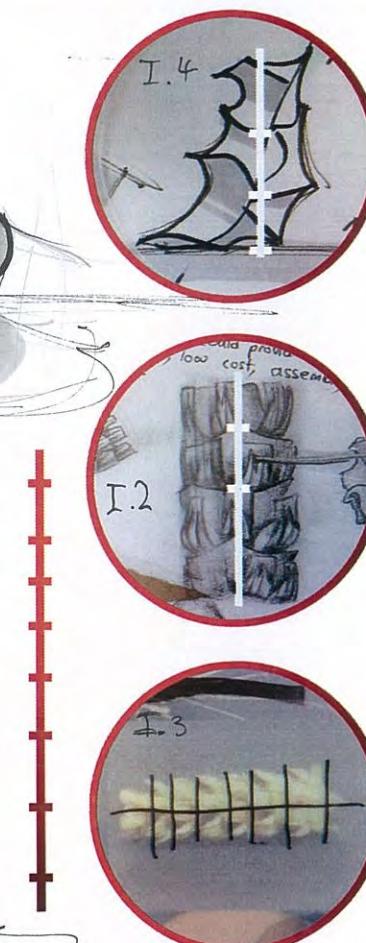
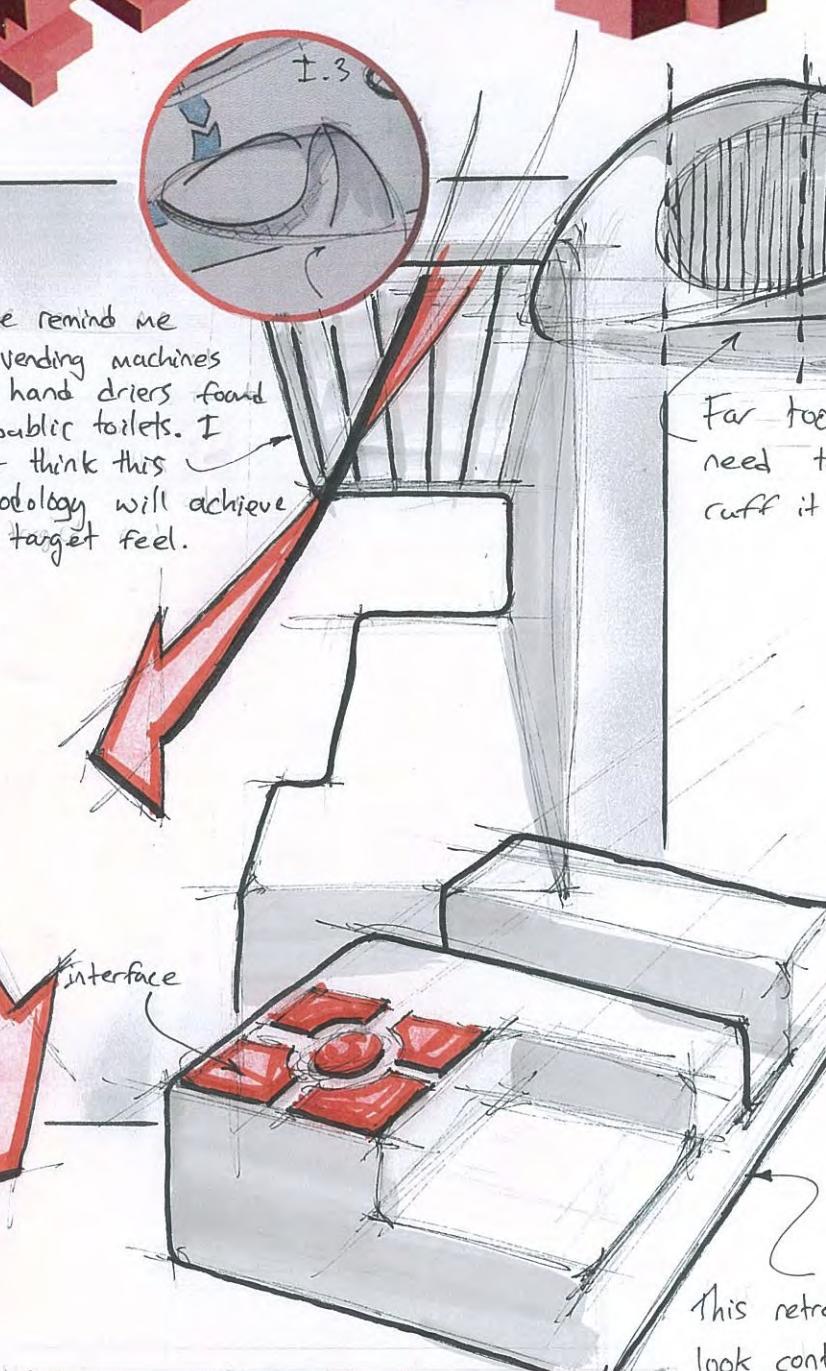
Computer Extrusions



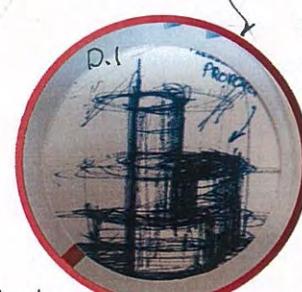
Experimenting with five to -ve ratios, for visual space, I think a ratio of $\frac{2}{3}$ is the most visually balanced.

Proportion

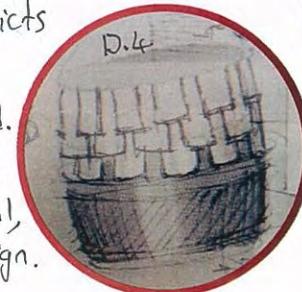
These remind me of vending machines or hand driers found in public toilets. I don't think this methodology will achieve the target feel.



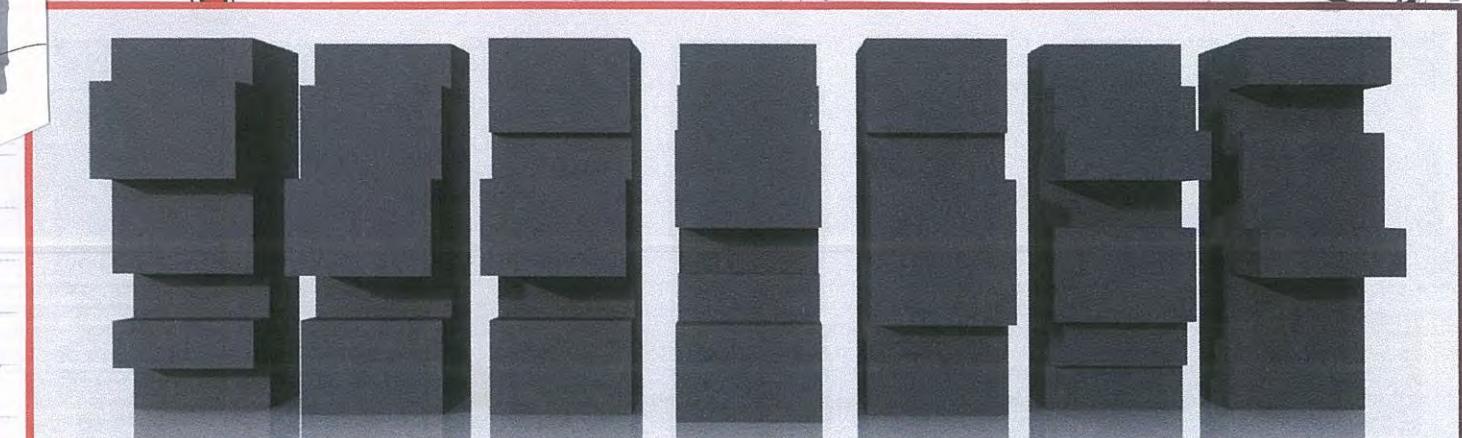
Notice how natural proportions are not even / balanced yet remain visually pleasing.



This retro / techno look contradicts the goal. Not continued. Where looking for a natural, grounded design.

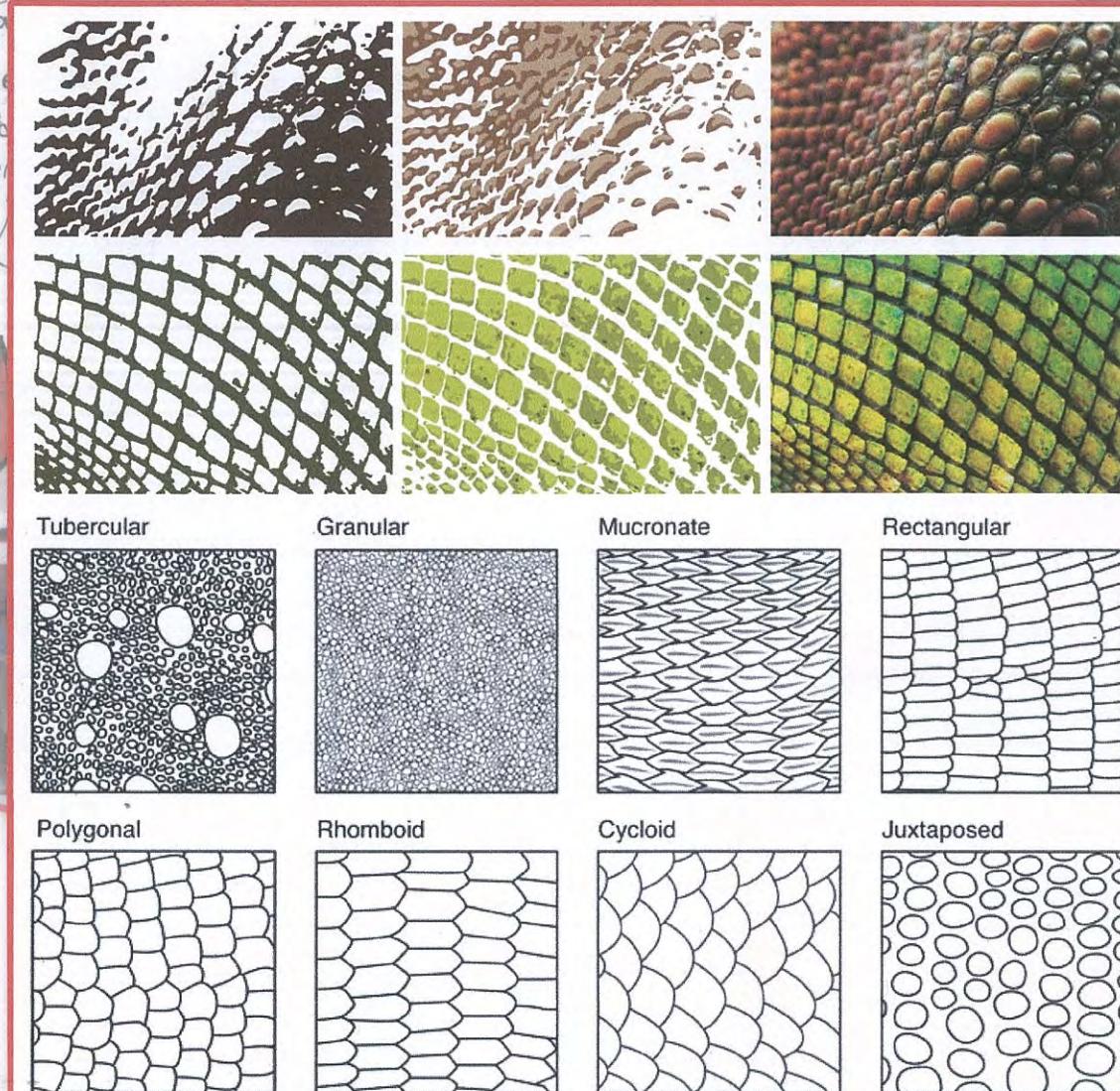


This disproportion will help achieve the natural look.



Ideation

Positioning vents to intake air at the base of the room for an ergonomic handle.

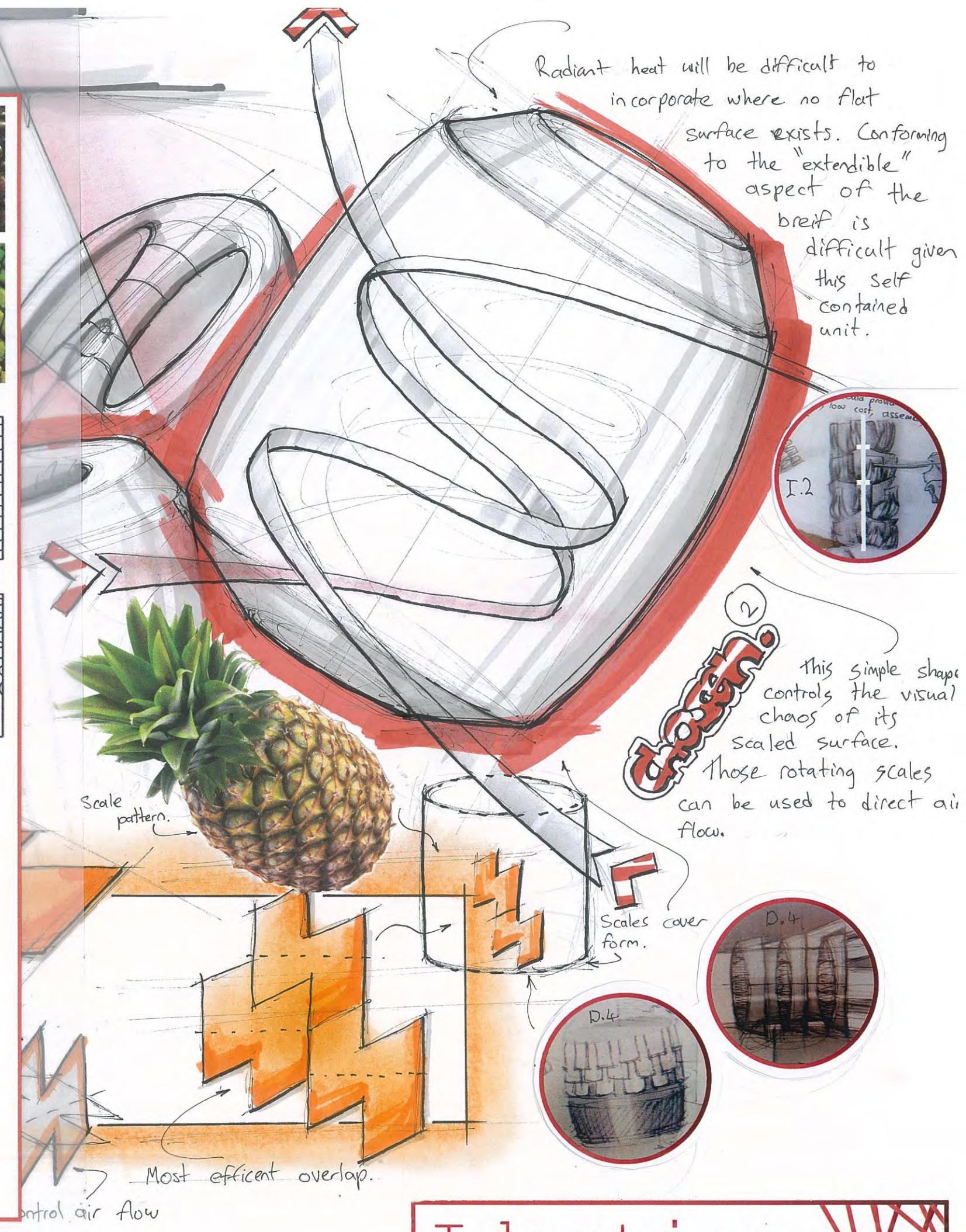


Scale Research

Of the scales above, larger and simpler shapes will be cheaper, easier to manufacture and less busy/crowded on the design. Hence I will predominantly explore diamond and triangle shapes.

Sources:

<http://www.tropicalherping.com/publications/books/mindo/intro.html>
<http://amoghavarsha.com/photographs/view/Large+scaled+Forest+Lizard+scales/Agumbe+Karnataka/160/?tag=agumbe>

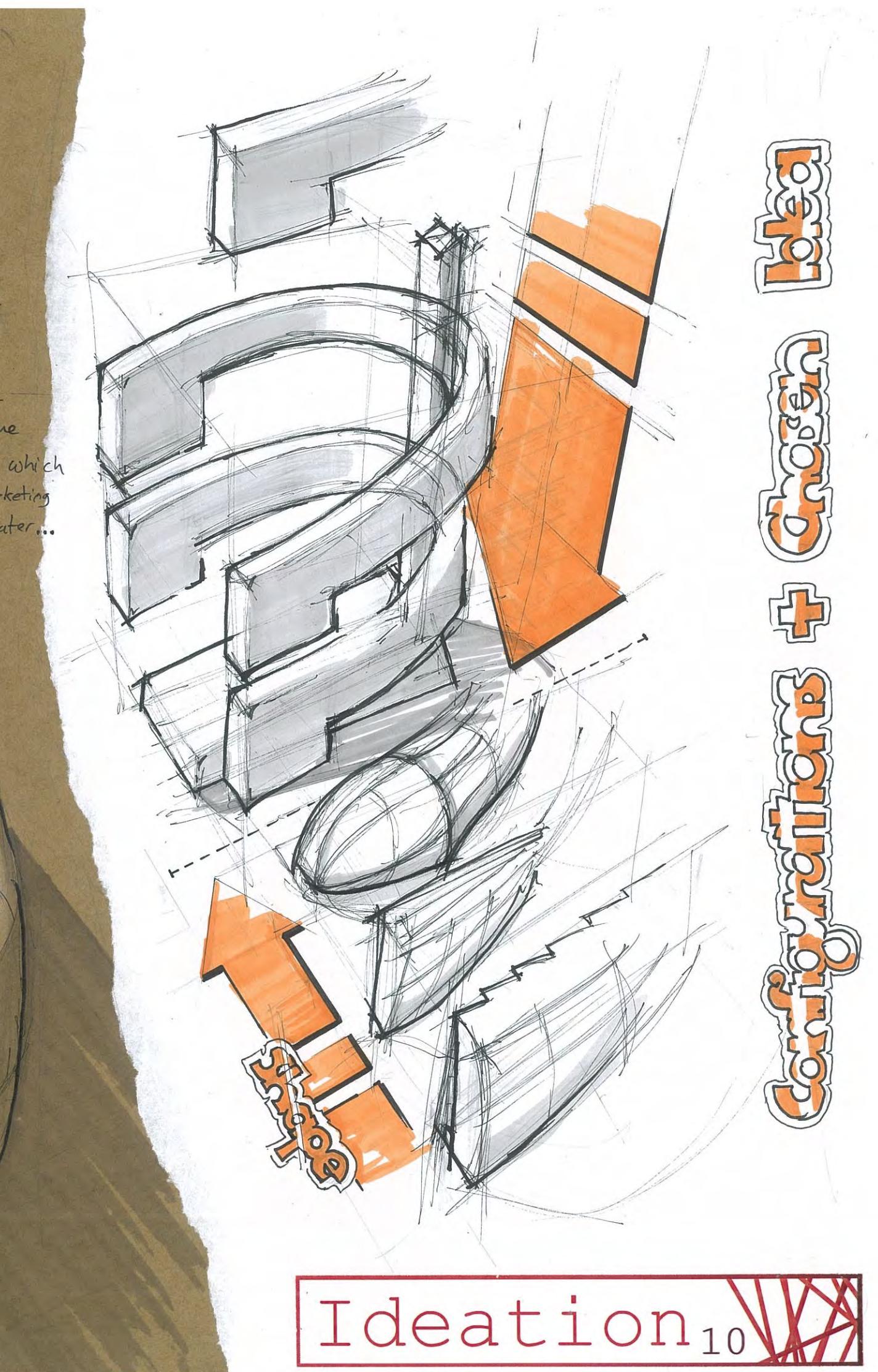
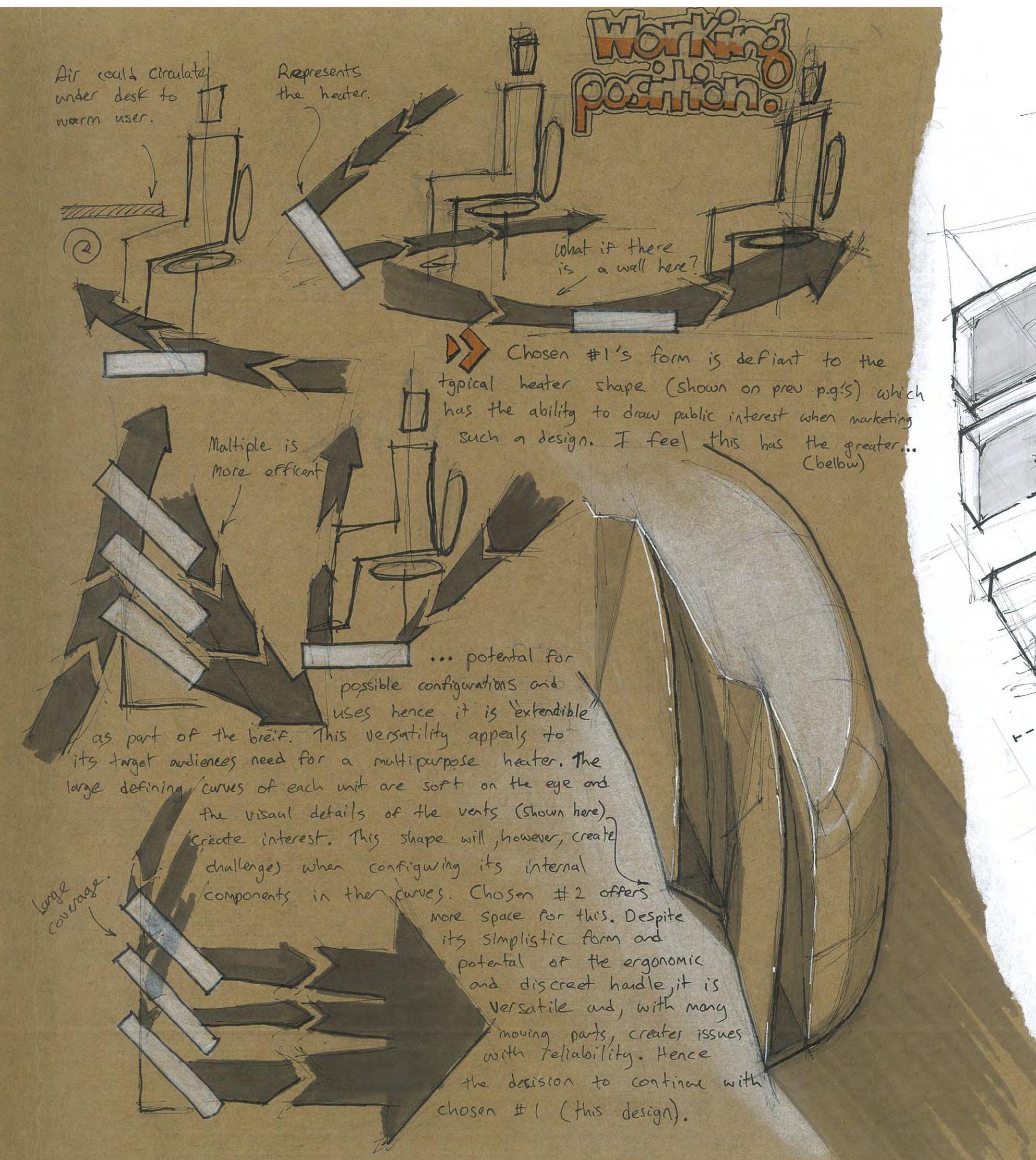


Ideation

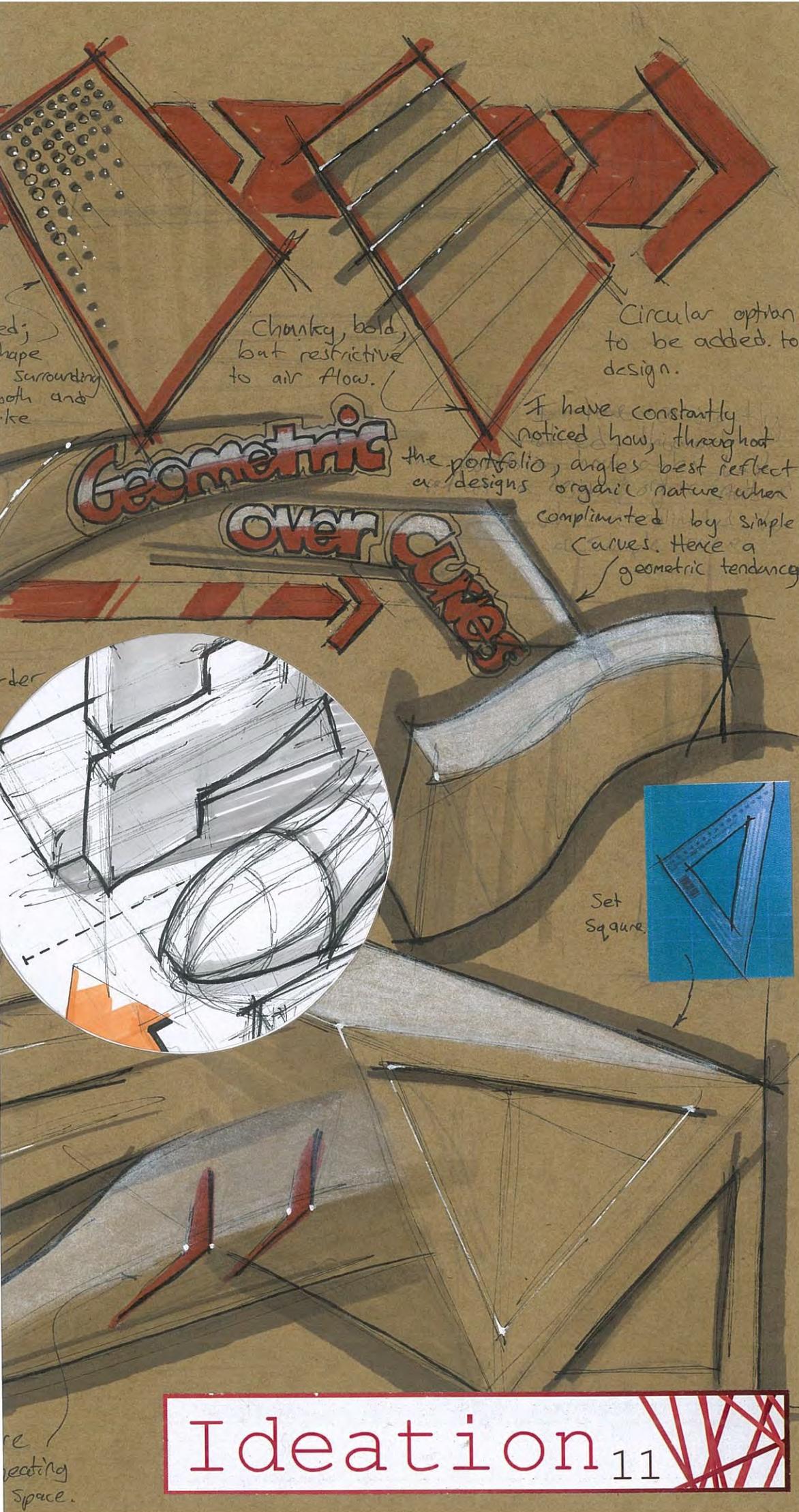
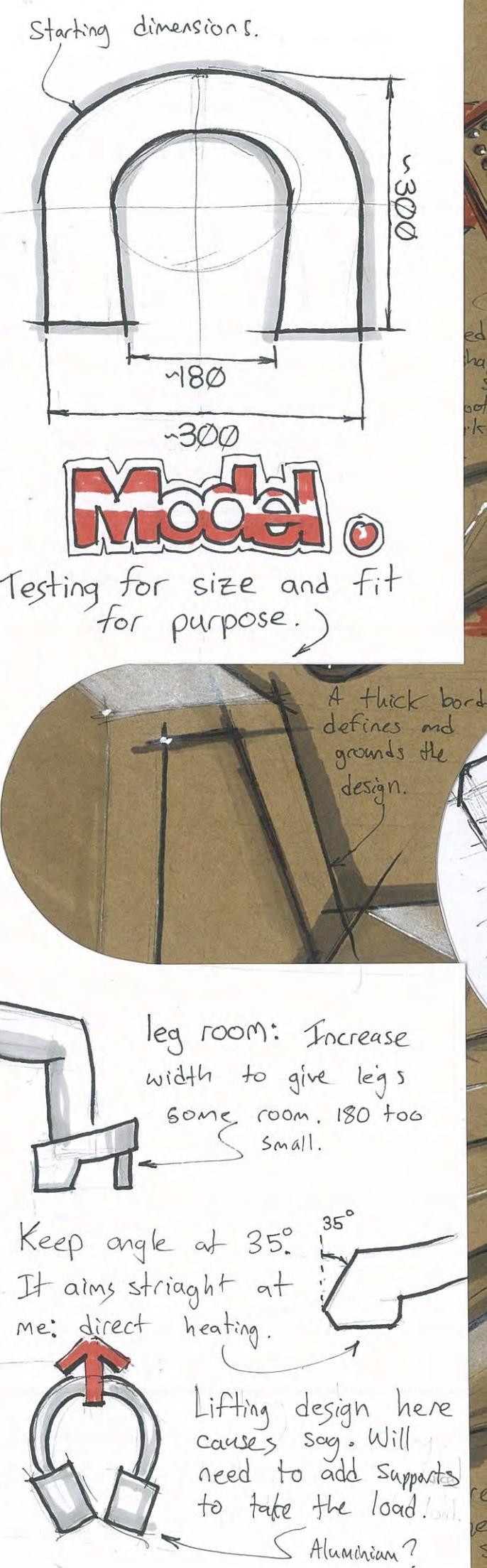
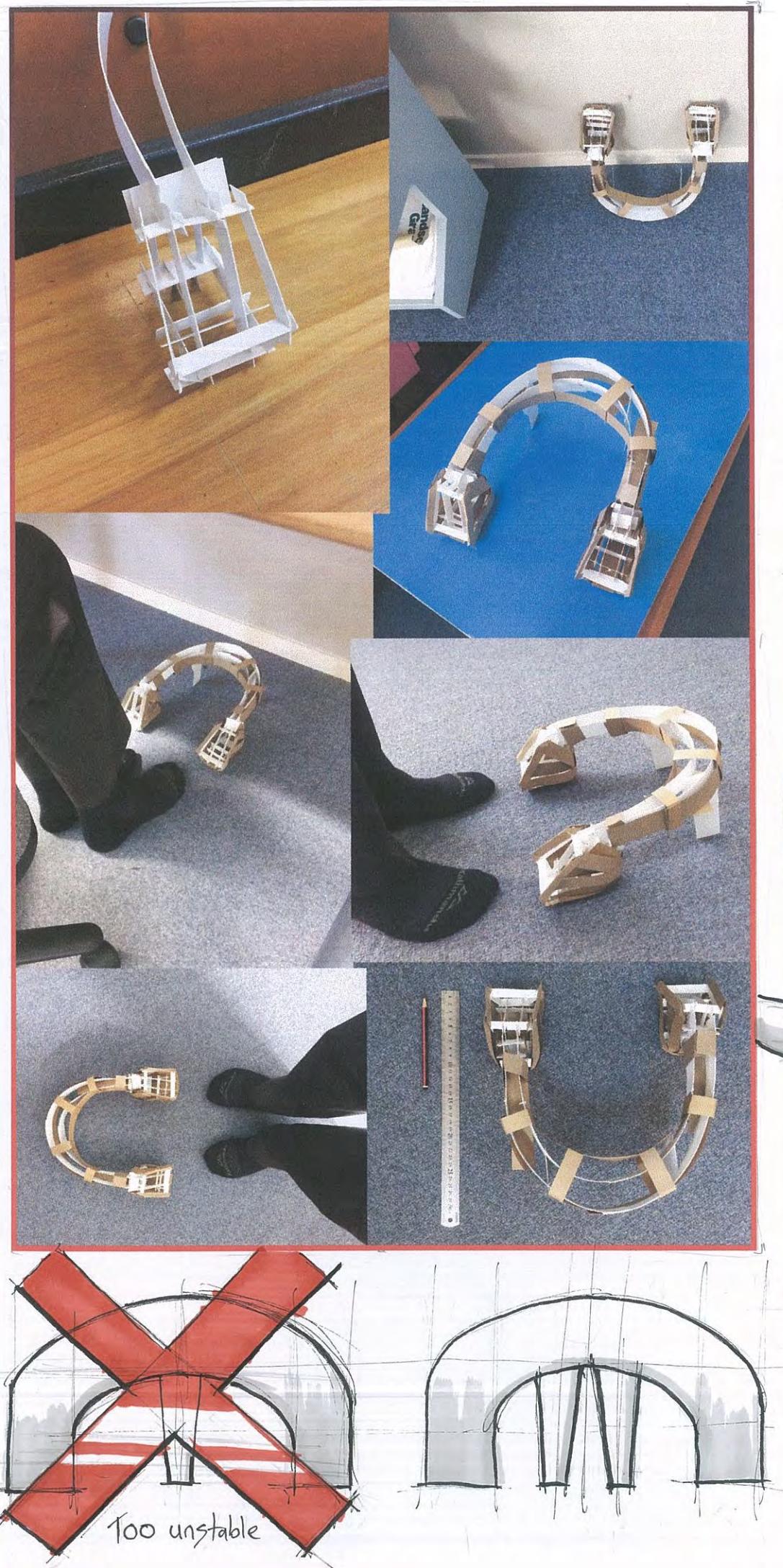
Concept

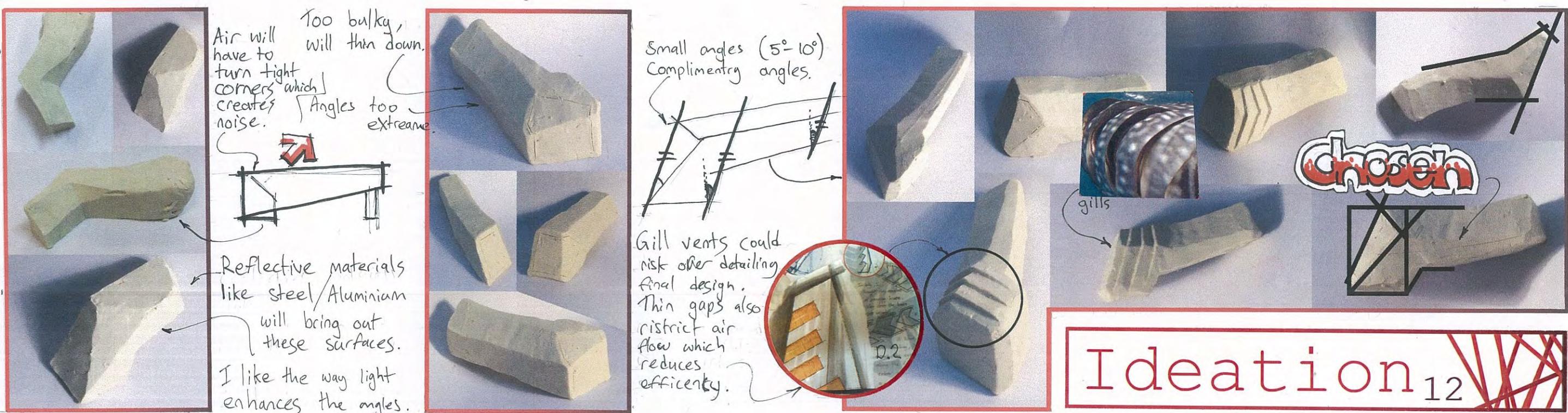
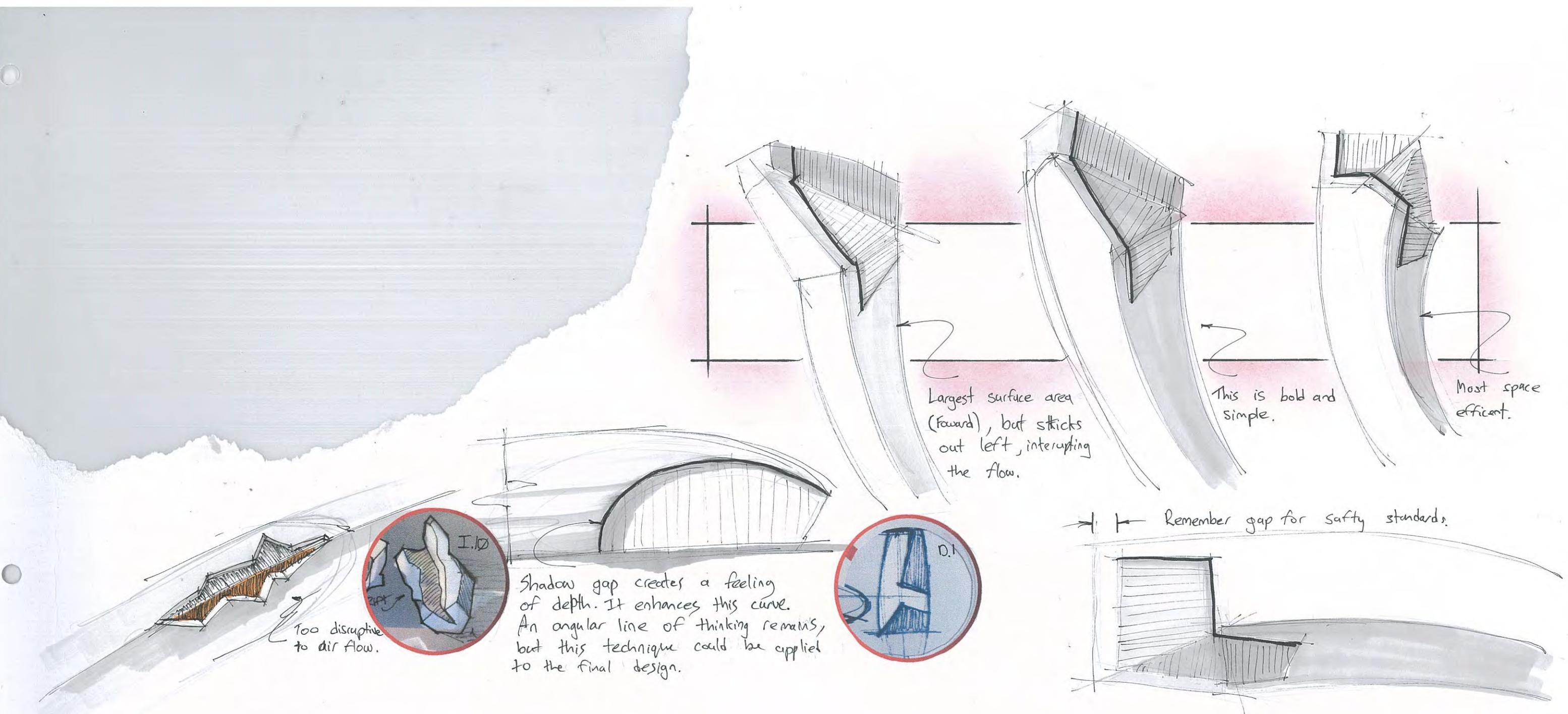


Configurations



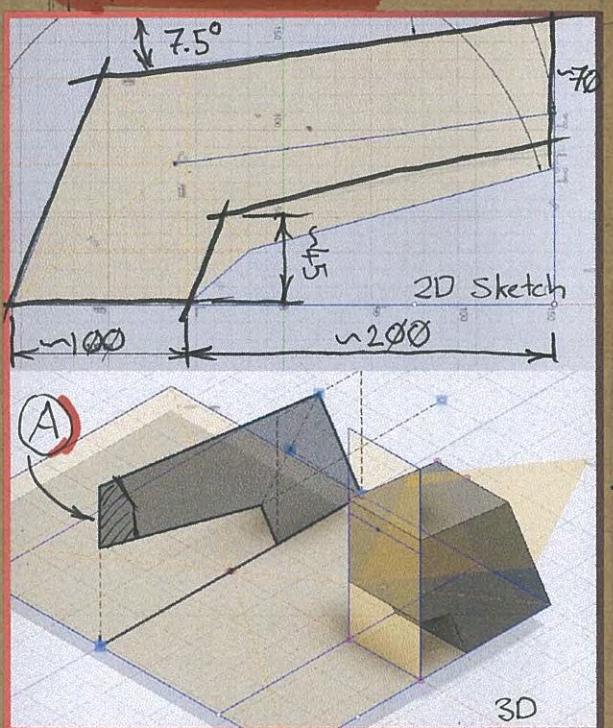
Ideation 10





Ideation 12

Dimensions

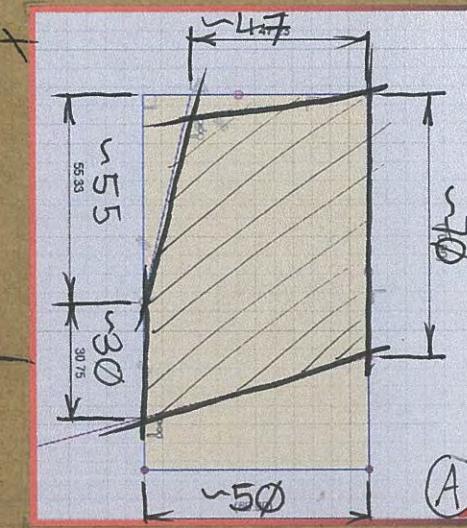


One advantage of parametric modeling is that I can change these values later.

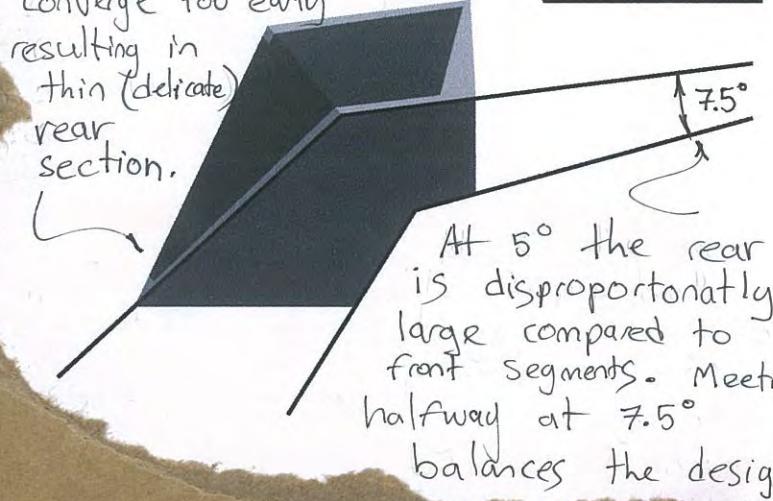
Slots + stand for stacking.

Should explore this stacking with models.

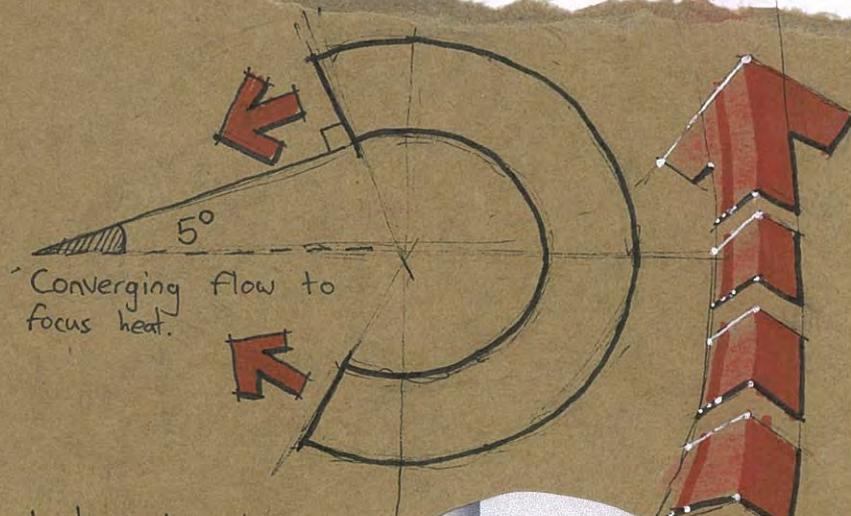
This is the most stable option hence is chosen design.



At 10° the lines converge too early resulting in thin (delicate) rear section.



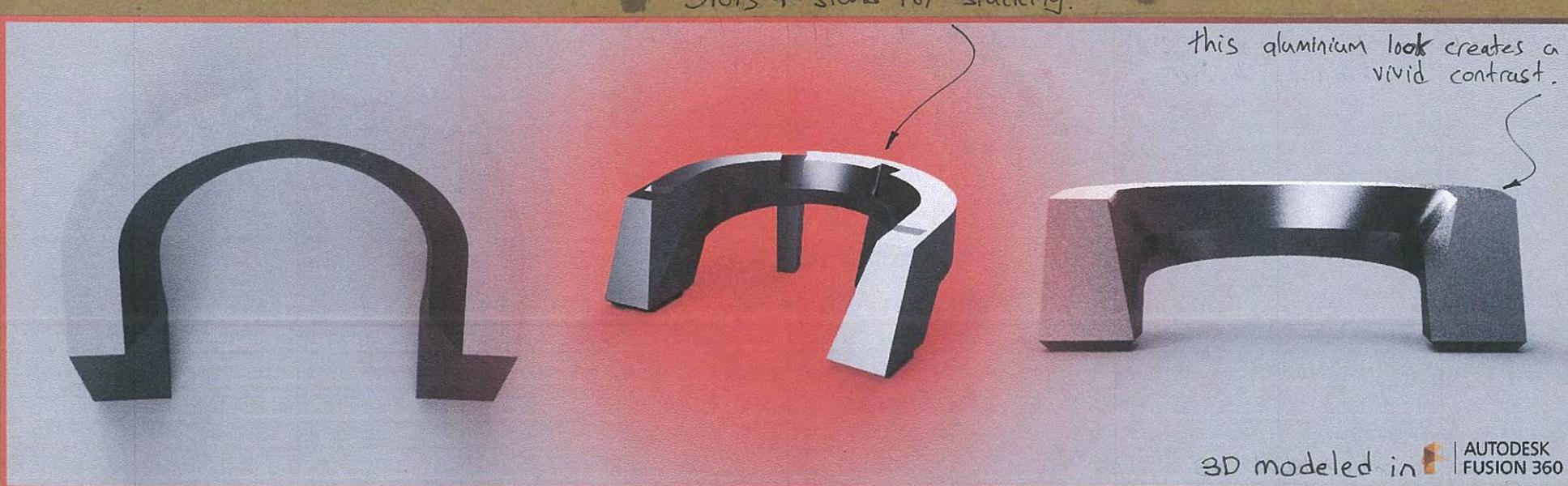
At 5° the rear is disproportionately large compared to front segments. Meeting halfway at 7.5° balances the design.

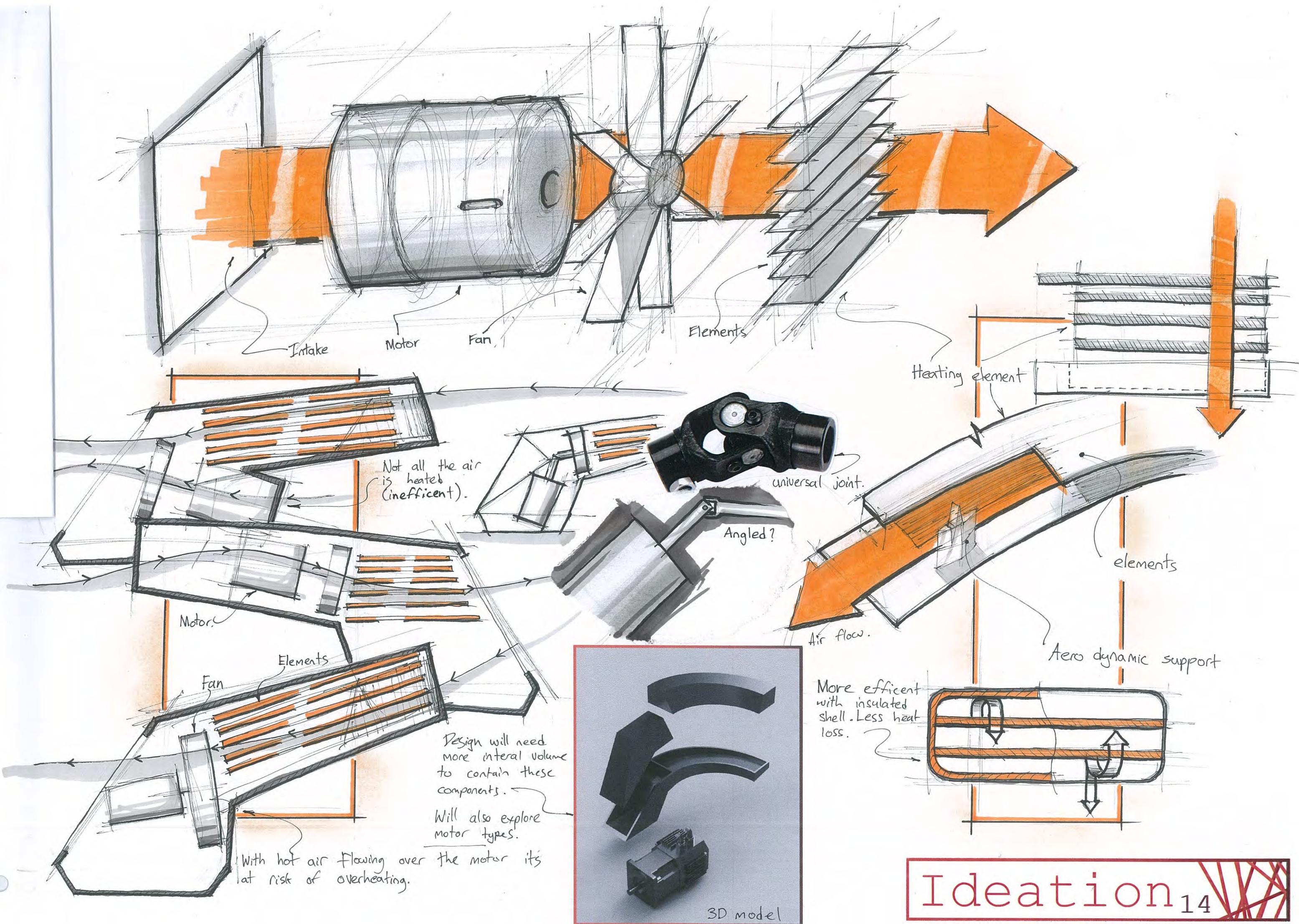


Most balanced shape, simple with allowances, for additional details, angles compliment across design.

The complexities of this shape make it hard to visualise, even with models.

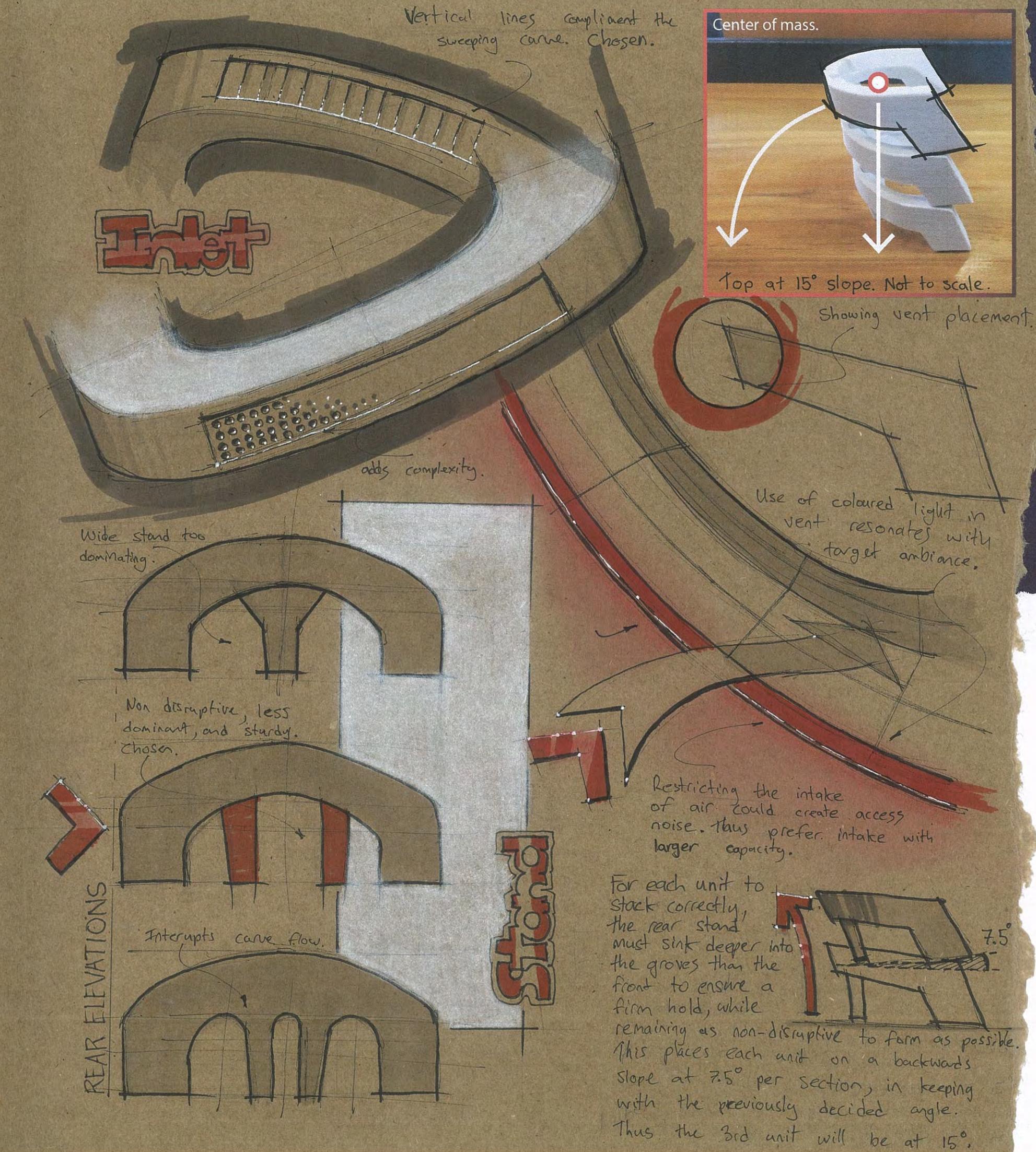
I will create a physical model to investigate.





Ideation 14

3D printed model.
(3 units)



Rethink

By 3d printing the shape it gives a better understanding of peoples reactions as well as its viability. Stacking works fluently and simply where the units slot into place in any order. Producing identical units reduces costs, rather than manufacturing 3 different sizes. The different ways light falls on the subtle angled surfaces creates visual interest as was intended. However, the front of the fully assembled design creates visual conflict where these edges don't fall parallel. The 7.5° slope also causes a lean, that is more notable than expected, leading to instability (I can easily knock it over). From technical exploration it is evident the design also lacks the required internal volume to house the heating components. The orientation of the centre model shown above gives me an idea for a variation with a wider base to be explored.

End vents
need refining

Changing to this slit option
allows for multiple orientations

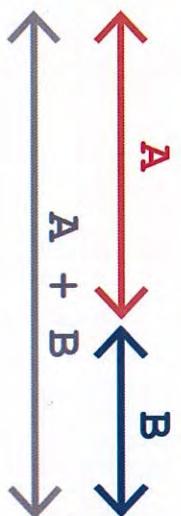
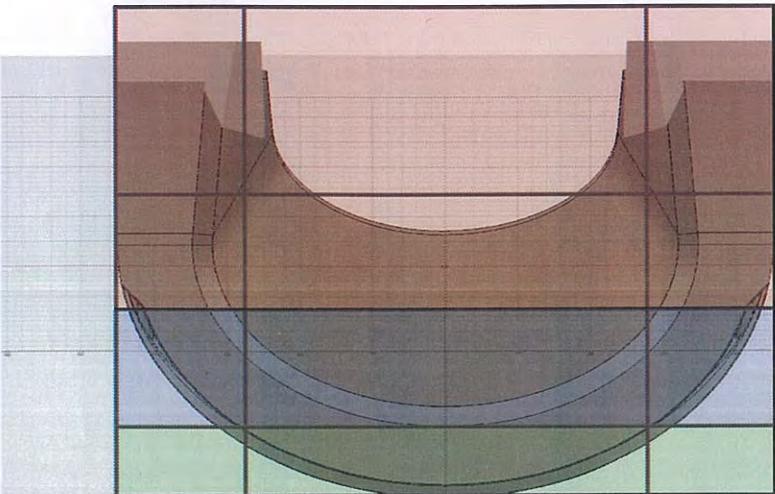


New concept

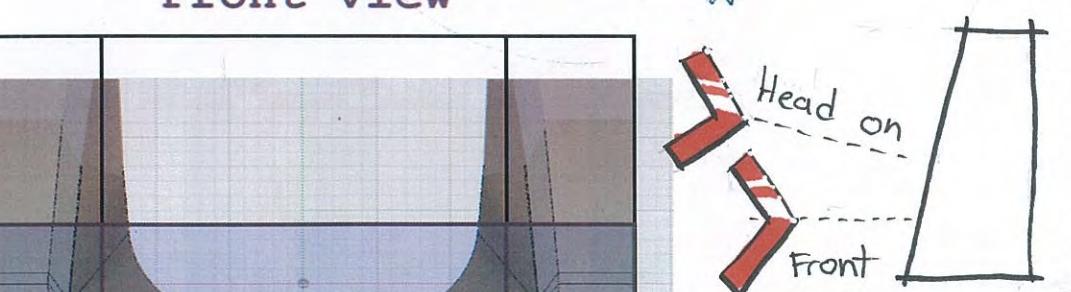
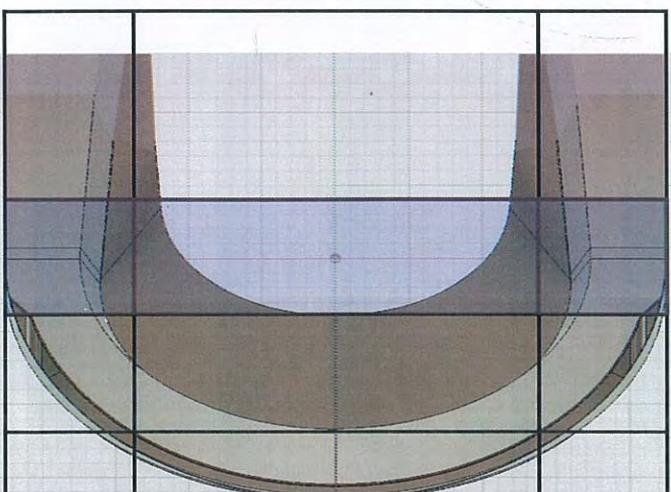
1.61803398875...

The golden ratio is a very important number. It represents the ratio between some distance A and some distance B where the ratio of A to B is equivalent to the ratio between B and the sum of A and B. So not that confusing then. The ratio is responsible for many visually pleasing shapes in nature. I will use this as a guide to help inform and refine the final dimensions of the new design. In the diagrams below, you can see that the design would benefit from being taller in both views.

Head on



Front view



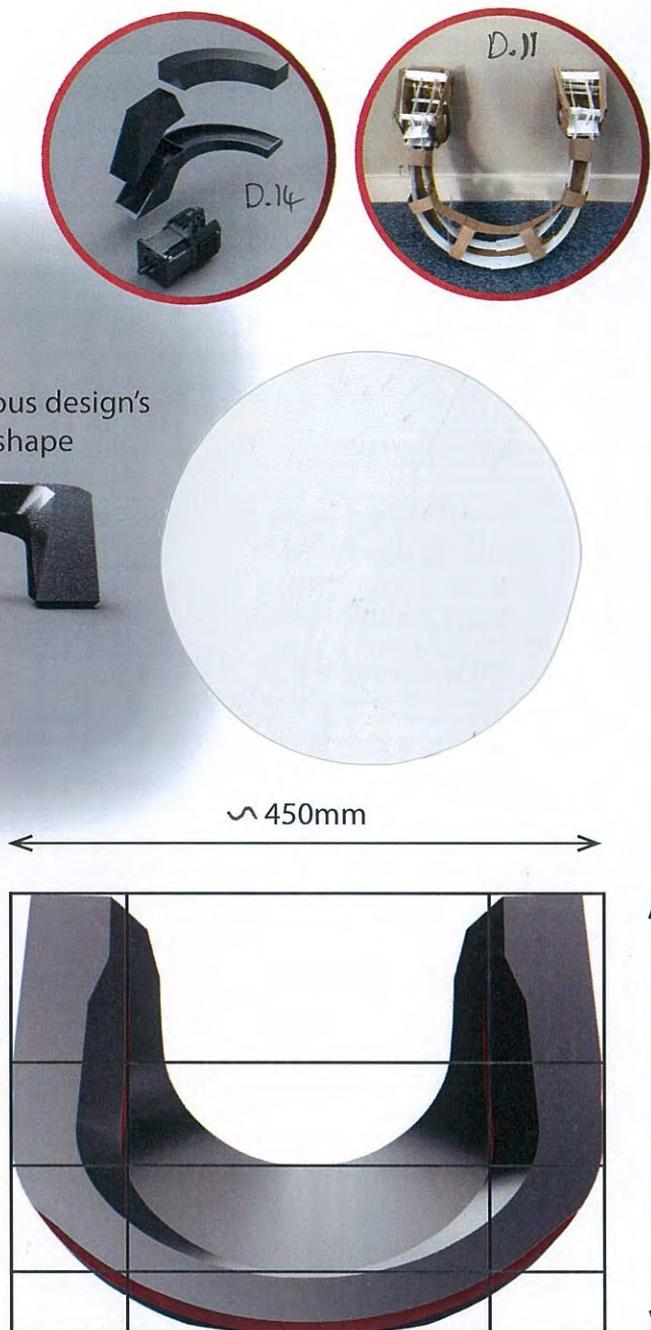
Being low to the ground,
the design would be
viewed at a steeper
angle than the front
view.

Simplification
Combined two units
rotated about the top

Previous design's
base shape

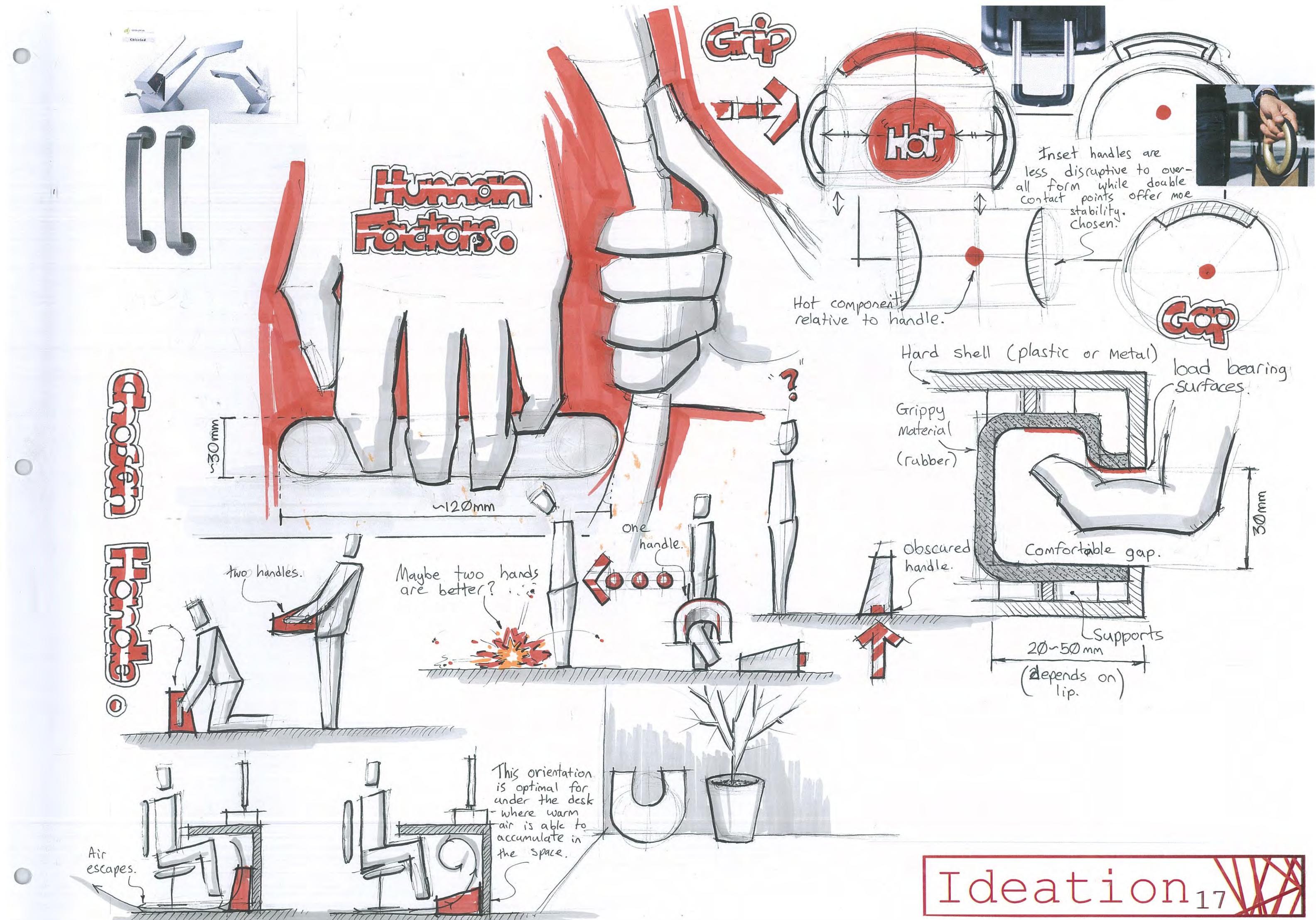
~ 450mm

↑ 330mm



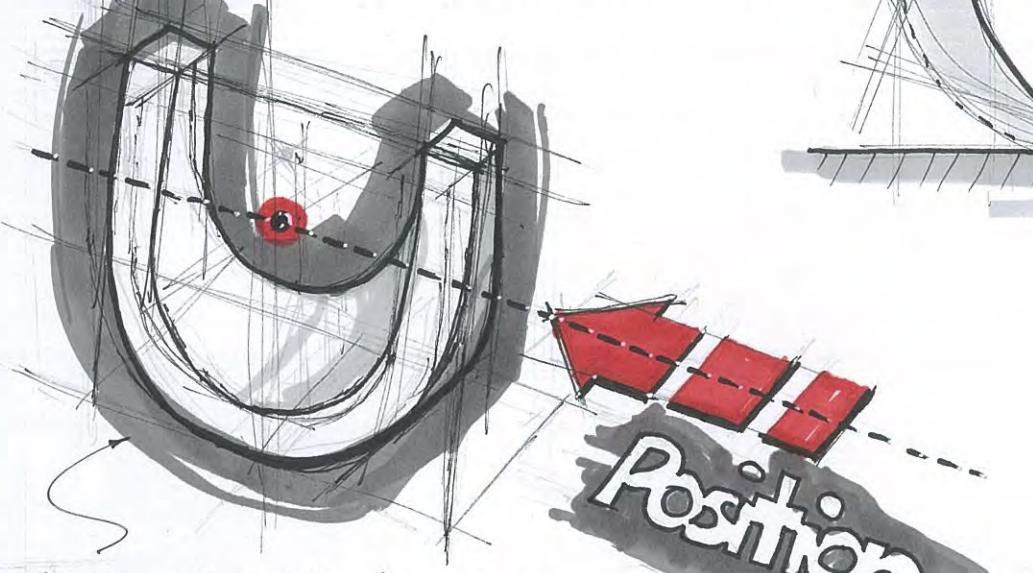
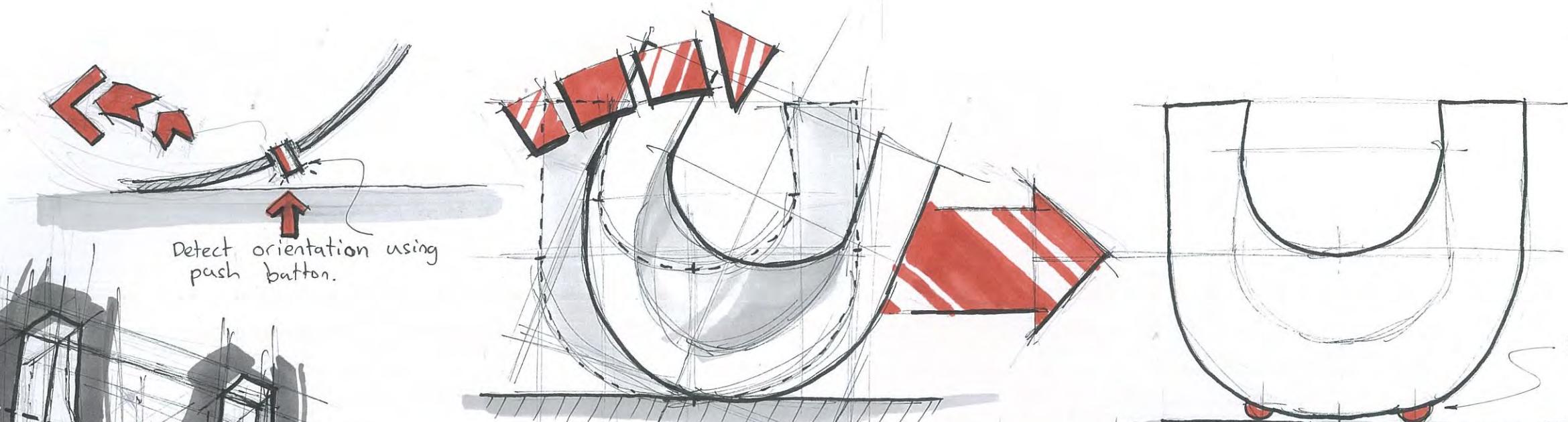
Some new dimensions

This new concept has a wider base for stability, more internal space for components, and maintains the simple U shape design. This could be refined more using proportions. It also seems that the abrupt angles on the terminating ends disrupt the visual flow unlike the previous option. The hybrid idea that the inner curve surface could also radiate heat, in combination with the existing convection heat, appeals to the multipurpose aspect of the brief. I like the possibility of adding small amounts of colour around the edges to create visual interest and help define that curve. Overall, this design option is continued in favour of the previous.



Aluminium - would scratch floor surfaces and cause shock forces on the design.

Rubber - absorbs shock and molds to surfaces preventing scratches.

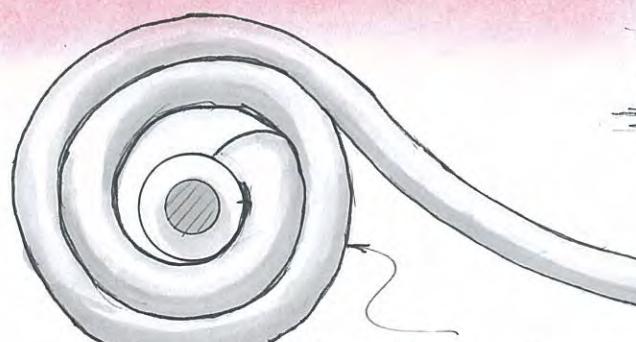
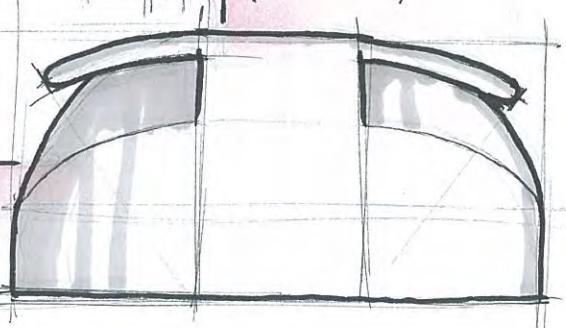
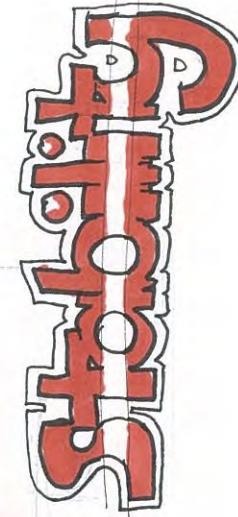


Position

Up in the air, likely to snag brake.

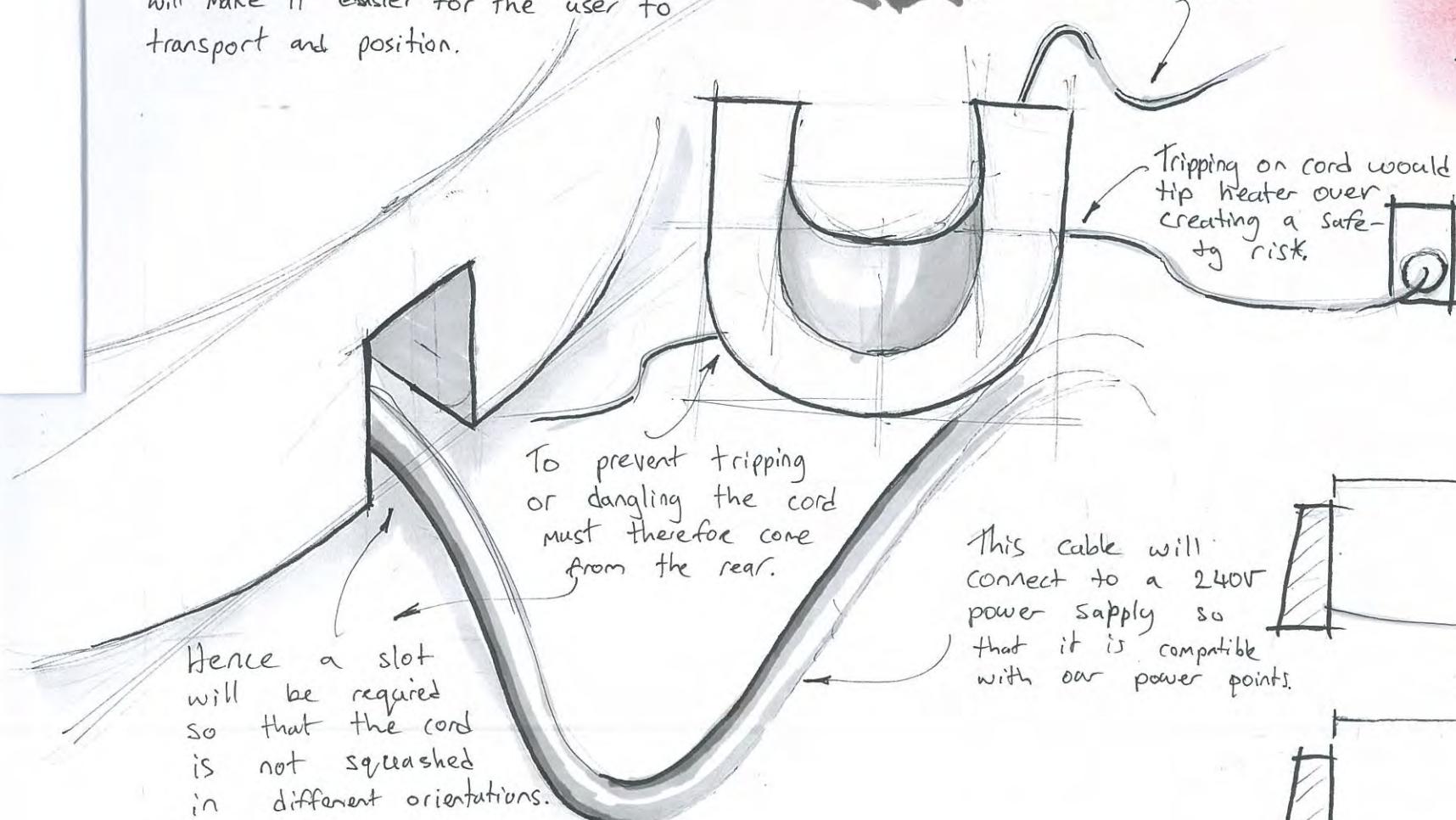
Tripping on cord would tip heater over creating a safety risk.

Views of designs base.

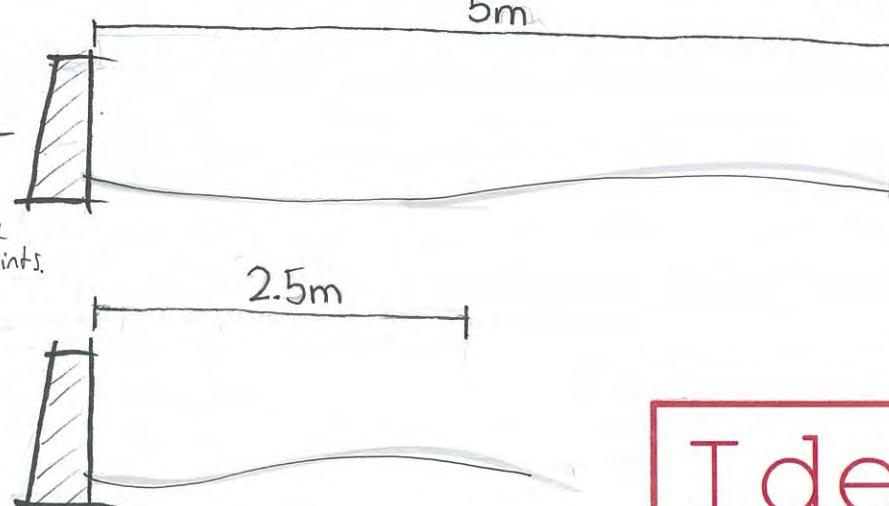


A cable winder takes up lots of room...

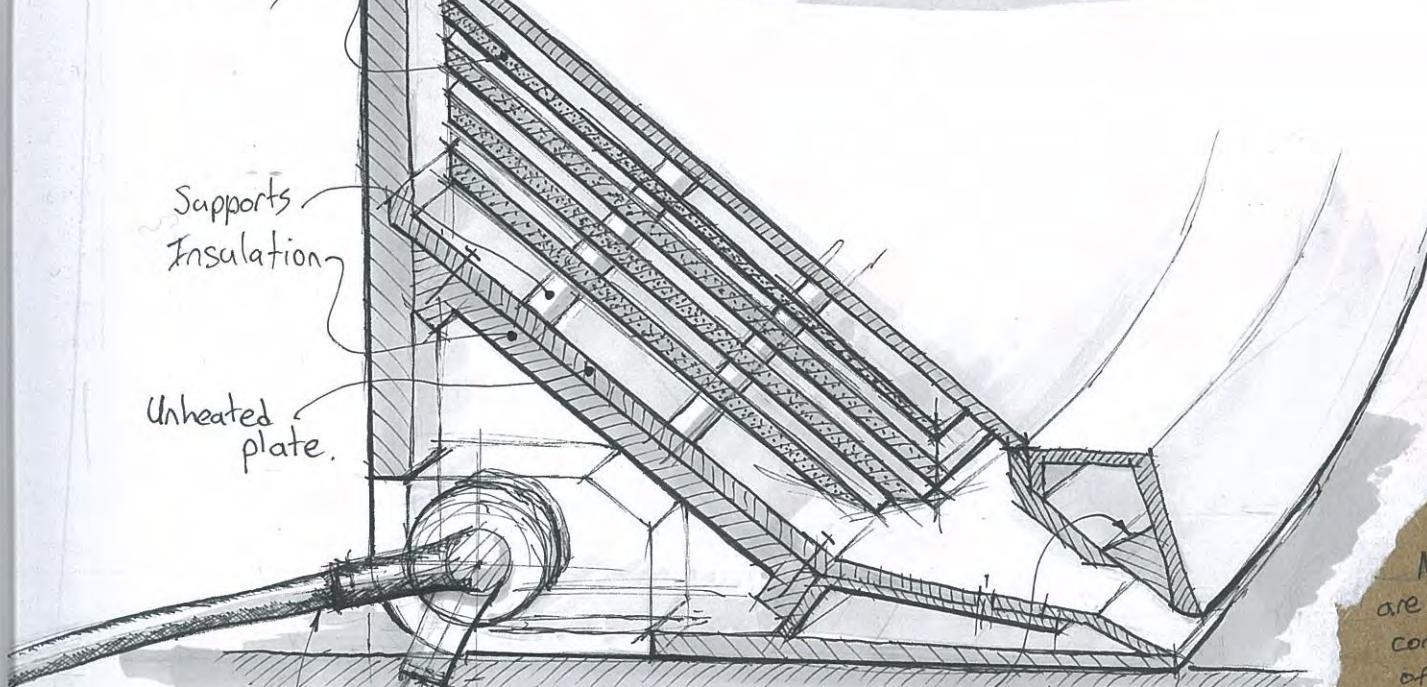
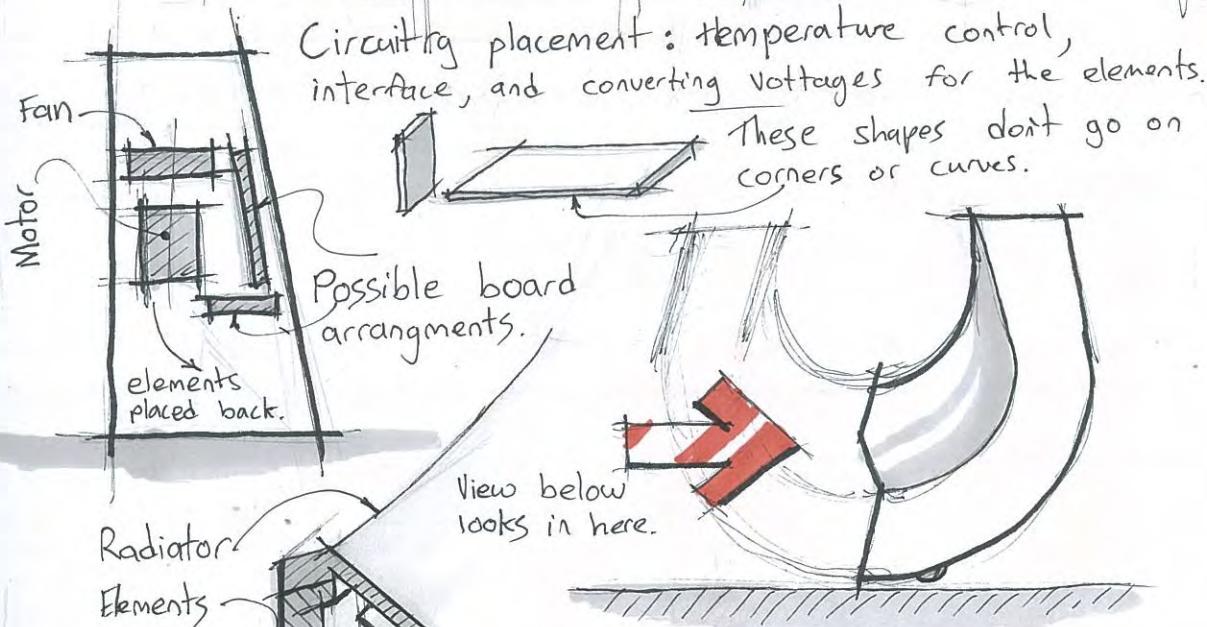
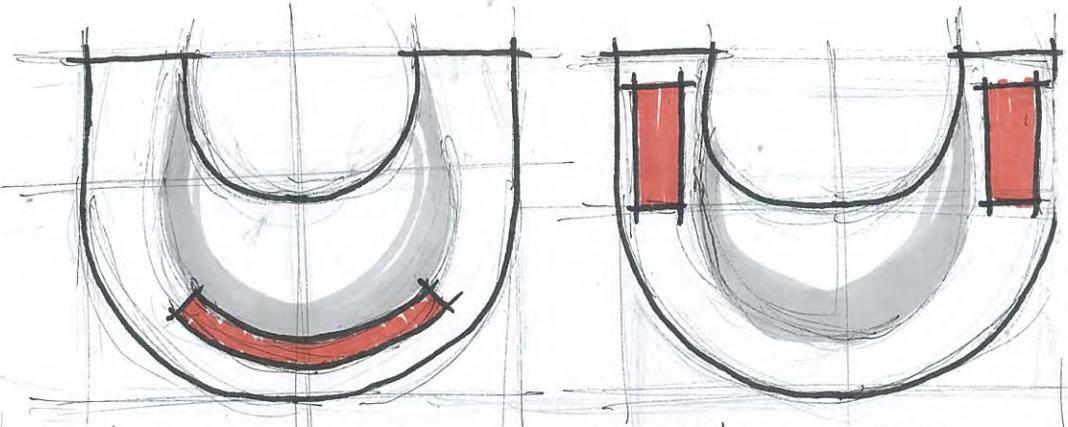
Thus to minimise weight, the cord will be a fixed length.



This cable will connect to a 240V power supply so that it is compatible with our power points.

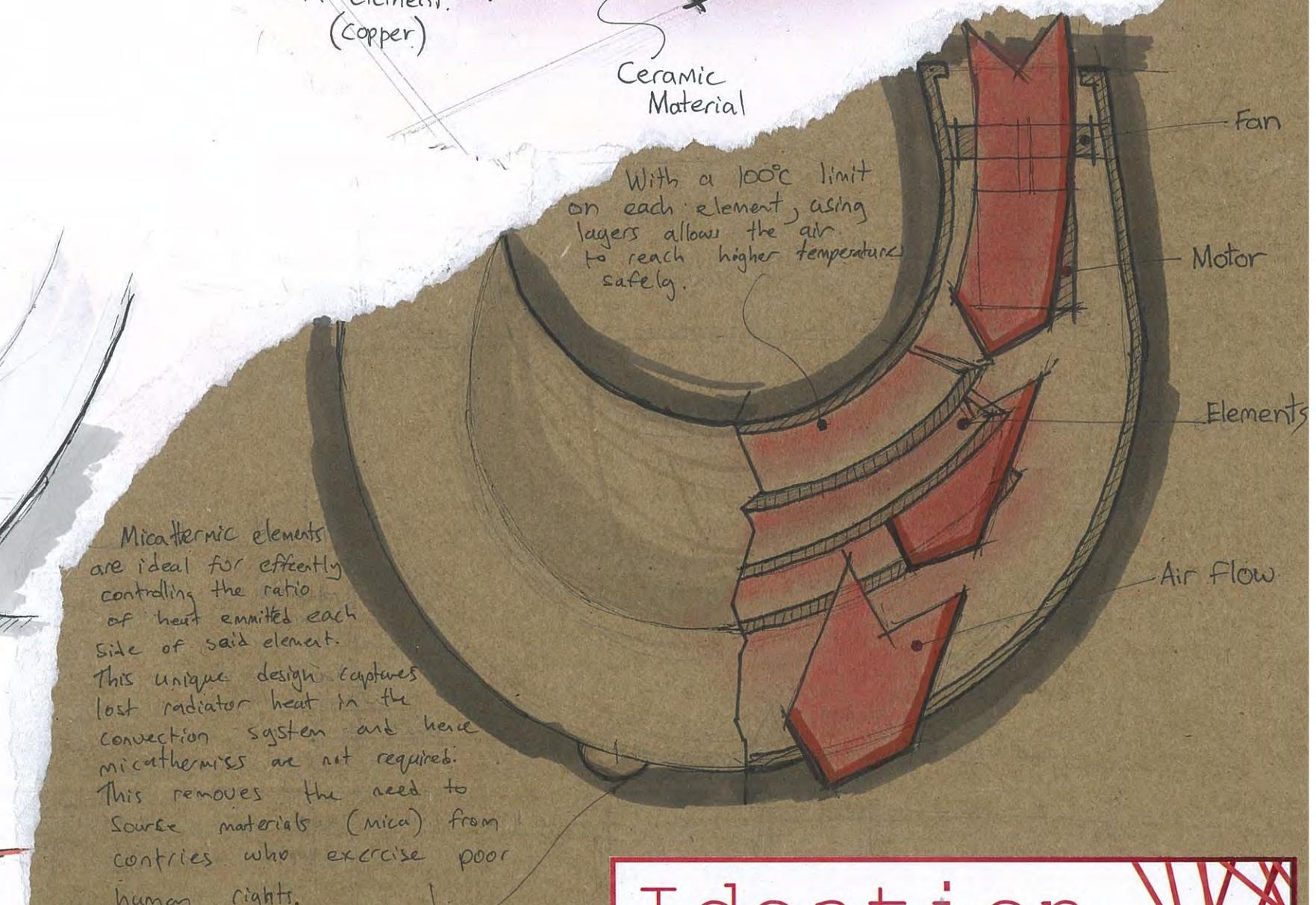
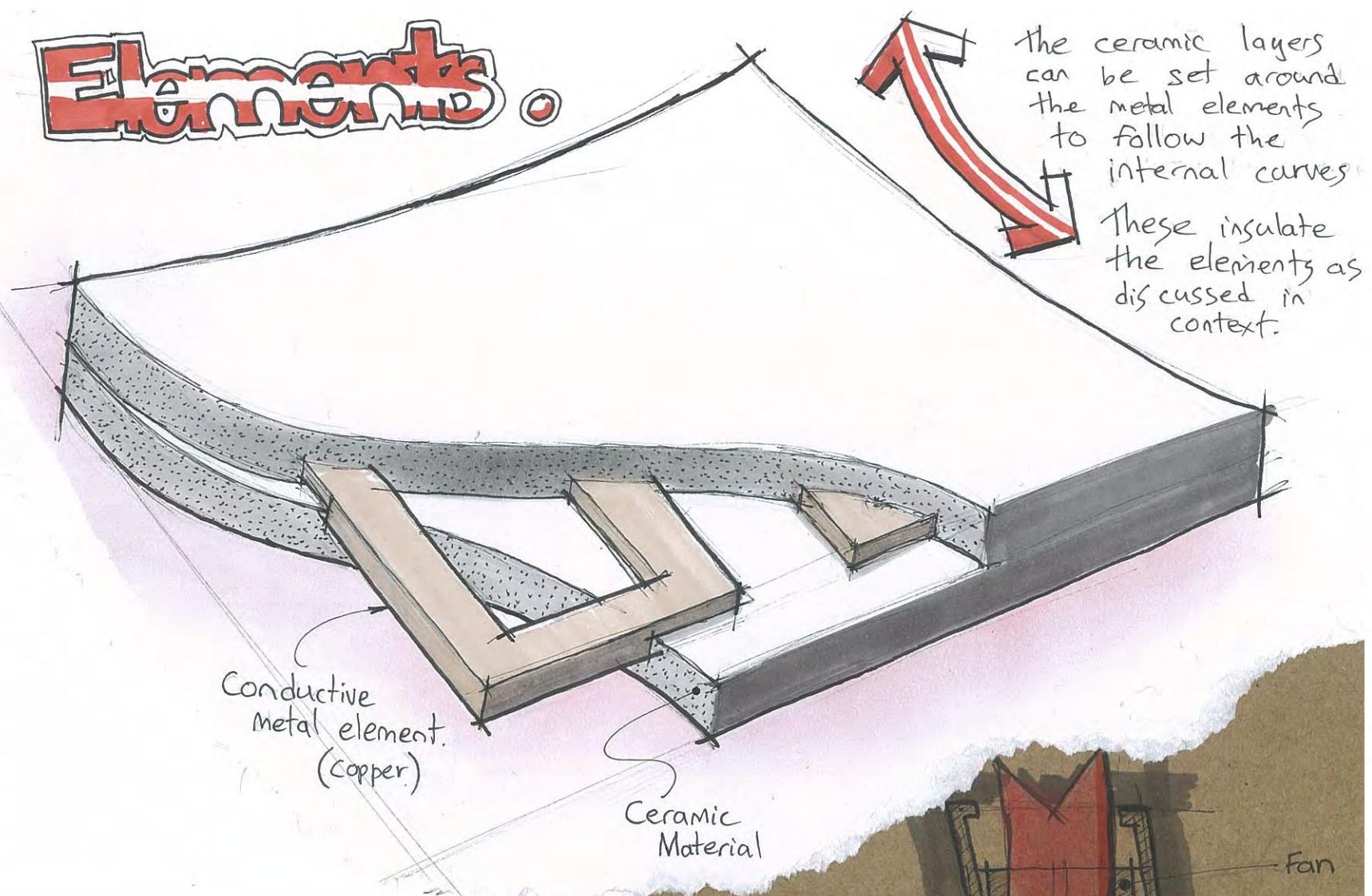


Elements

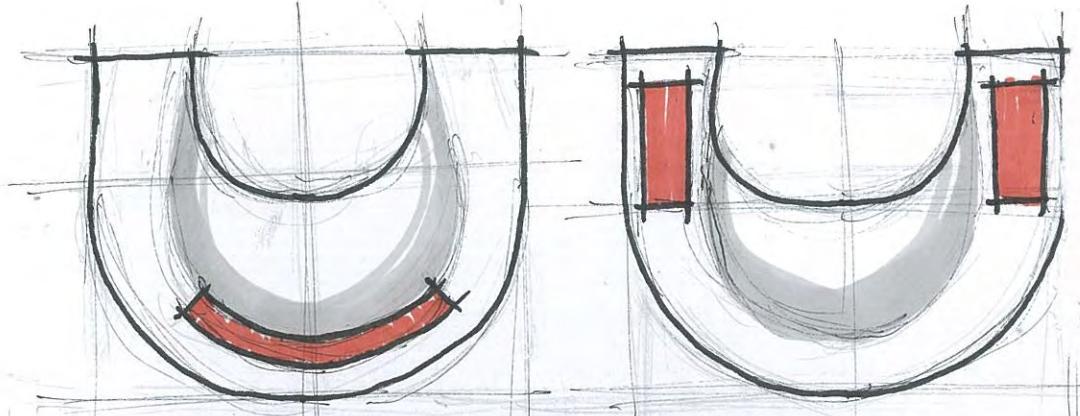


Swivels for both orientations so it's not trapped under the design.

the ceramic layers can be set around metal elements to follow the internal curves. These insulate the elements as discussed in context.



Elements



Circuitry placement: temperature control,

We looked at some top heating/venting component producers. They have many different ways to maximise surface area. The chosen method remains optimal.

Possible board is less disruptive to air flow, more energy efficient (as they work together to maximise transition), and prevent fires of short circuiting.

Radiator

Requires gaps to allow air flow.

Supports

Insulation

Guide

Unheated plate

Cord.

Swivels for both orientations so it's not trapped under the design.

the ceramic layers can be set around the metal elements to follow the internal curves.

These insulate the elements as discussed in context.



Radiated heat. Metal element (copper)

Aluminium

Transmitted heat.

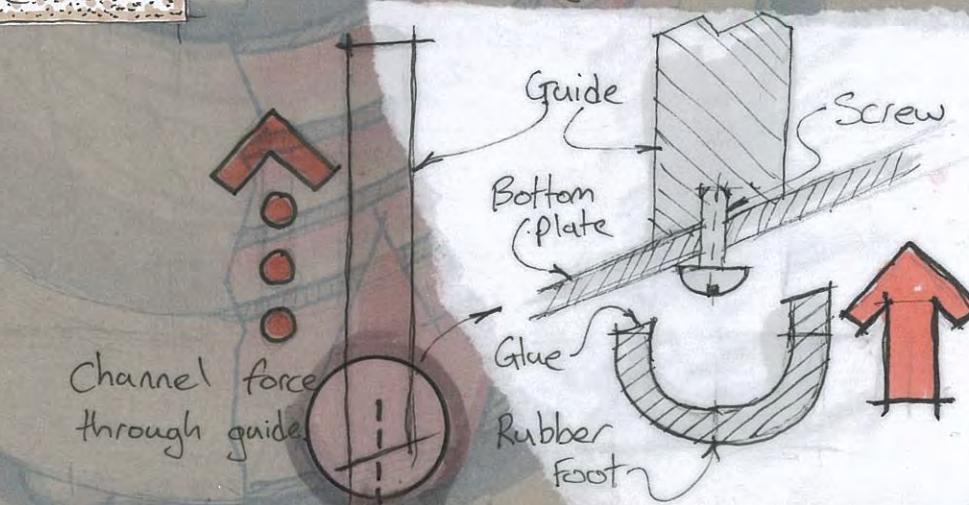
Ceramic

Copper

Ceramic

Support.

Placeing the foot here covers the screw heads and puts the heaters weight force on the guides.



Slot in this way.

Ceramic elements seal for effectively filling the ratio heat emitted each size of heat element.

This unique design captures lost radiator heat in the convection system and hence micathermists are not required. This removes the need to source materials (mica) from countries who exercise poor human rights.

Material options

Usage	Material	Pros	Cons
Outer body/ body shell	Carbon Fiber	Light weight, strong, can be made into many shapes, rigid, resistant to wear, fire resistant, does not expand.	Very expensive, non-biodegradable, brittle.
	ABS Plastic	Light weight, rigid, resistant to wear, relatively cheap, can be made into many shapes, reusable, an insulator (protects from heat and electricity)	Brittle (depe), scratches, melts at high enough temperatures
	Aluminium	Light (for a metal), strong, recyclable, higher melting point than plastic	scratches, dents, marks over time, more expensive than plastic
	Glass	Transparent, strong, reusable	Brittle, prone to shattering, dangerous, could explode under pressure or heat.
	Acrylic	Transparent, strong, rigid, resistant to wear, an insulator, reusable, can be made into many forms, more flexible than glass	More expensive than ordinary plastic, could melt, some types are brittle
Vents	Acrylic	Same as above	Same as above
	Steel	Cheap, can be cast to many shapes, higher heat resistance and higher strength than aluminium, can take shock loads (sudden forces)	Bends, heavier than aluminium and plastic.
	Aluminium	Same as defined above	Same as defined above
Elements	Metal Alloy	Conducts heat, expands, high melting points, transmits heat, strong, can be made in many shapes, lighter than ceramic materials.	Absorbs much heat, lower melting point than ceramic materials, reflects some heat, electrical conductor.
	Ceramic	Absorbs very little heat, transmits most heat, cheap, reflects very little heat, can be made into many shapes, electrical insulator.	Heavier.
	Glass/Acrylic	In addition to the above... Transmits heat.	Absorbs some heat, reflects some heat.
Radiator	Steel	In addition to above... higher melting point, transmits heat.	In addition to above... reflects some heat.
	Aluminium	In addition to above... transmits heat	In addition to above... reflects some heat.
	ABS Plastic	Same as defined above	In addition to above... absorbs most heat.
Inner Supports	ABS Plastic	Same as defined above	Same as defined above
	Aluminium	Same as defined above	Same as defined above
Handle	Rubber	High friction, can be made into many shapes.	Low melting point, not environmental friendly.
	Gel	Squishy (high friction), can be made into many shapes.	Toxic if exposed or heated.
	Aluminium	In addition to above... softer finish is easy to hold, but not as easy as rubber.	Same as defined above

Choices

Outer Body: Carbon fibre is ruled out because of the cost, and glass too, because it is dangerous in a heater appliance. The outside needs to be durable if its moving around a lot, hence plastic is best for the base and sides as it can withstand wear and tear. The base will be move along abrasives such as carpet or tiles, and the sides will be handle by users when they go for the handles. Aluminium would get scratched and marked in these positions. Acrylic is also an option which has similar properties to plastic. Therefore, plastic is the best option.

Vents: The vents will see hot air passing through them constantly. Although acrylic could withstand this heat, it would be a safer bet to go with steel or aluminium. Because the vents are relatively small, using steel will help the design withstand to higher forces around this area with a small weight difference when used sparingly.

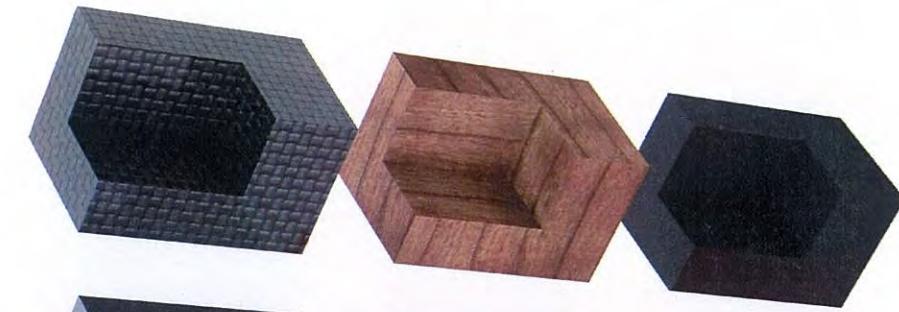
Elements: The elements surround the heater coils in the centre of the heater where the air is warmed. Thus the material requires a high heat resistance and the ability to transmit heat away from the coils. See context pages for reference. There are 3 different properties an element can have, transmittance, absorbance, and reflectance. We require that transmittance be high, and absorbance and reflectance be low. Hence ceramic elements are the best option despite the weight cost as the other materials could not withstand the heat and cause an inefficient transmittance of heat.

Radiator: The radiator sits above the elements. It also requires to be highly transitive, however it may not have to withstand as much direct heat given that the ceramic material lies between this and the coils. Hence to save weight, a thin aluminium layer can be place on the outside of the radiator to disperse the heat.

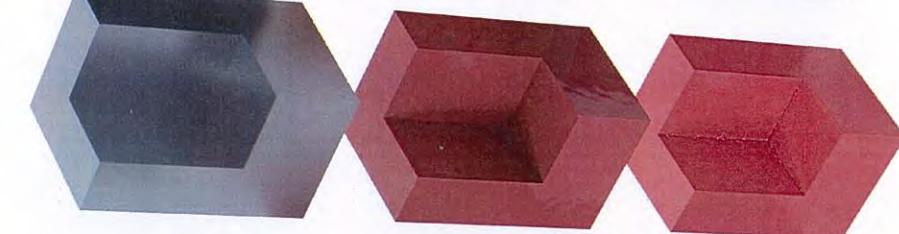
Inner Supports: These components provide the design with stratal integrity. Aluminium is better suited as it can withstand shock loads (dropping) and is light weight. Plastic is likely to shatter or split.

Number. Left to right:

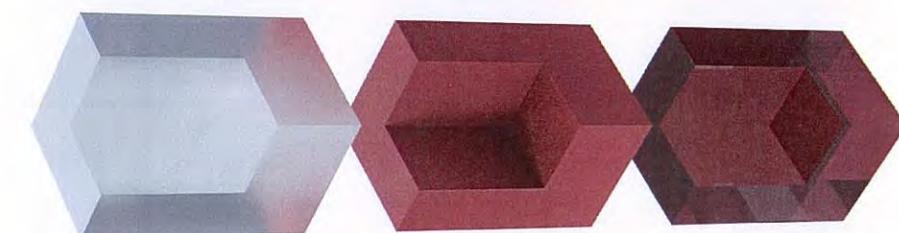
1. Carbon fibre
2. Cherry Wood
3. Hard Rubber



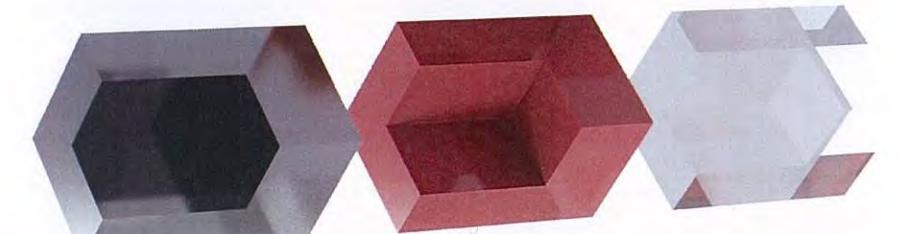
4. Anodised aluminium
5. Textured powder coat
6. Fluorescent



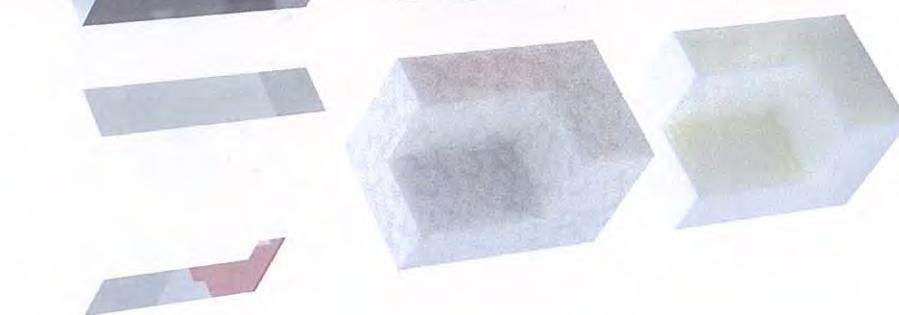
7. Aluminium
8. Smooth powder coat
9. Tinted acrylic



10. Steel
11. Shiny paint
12. Acrylic



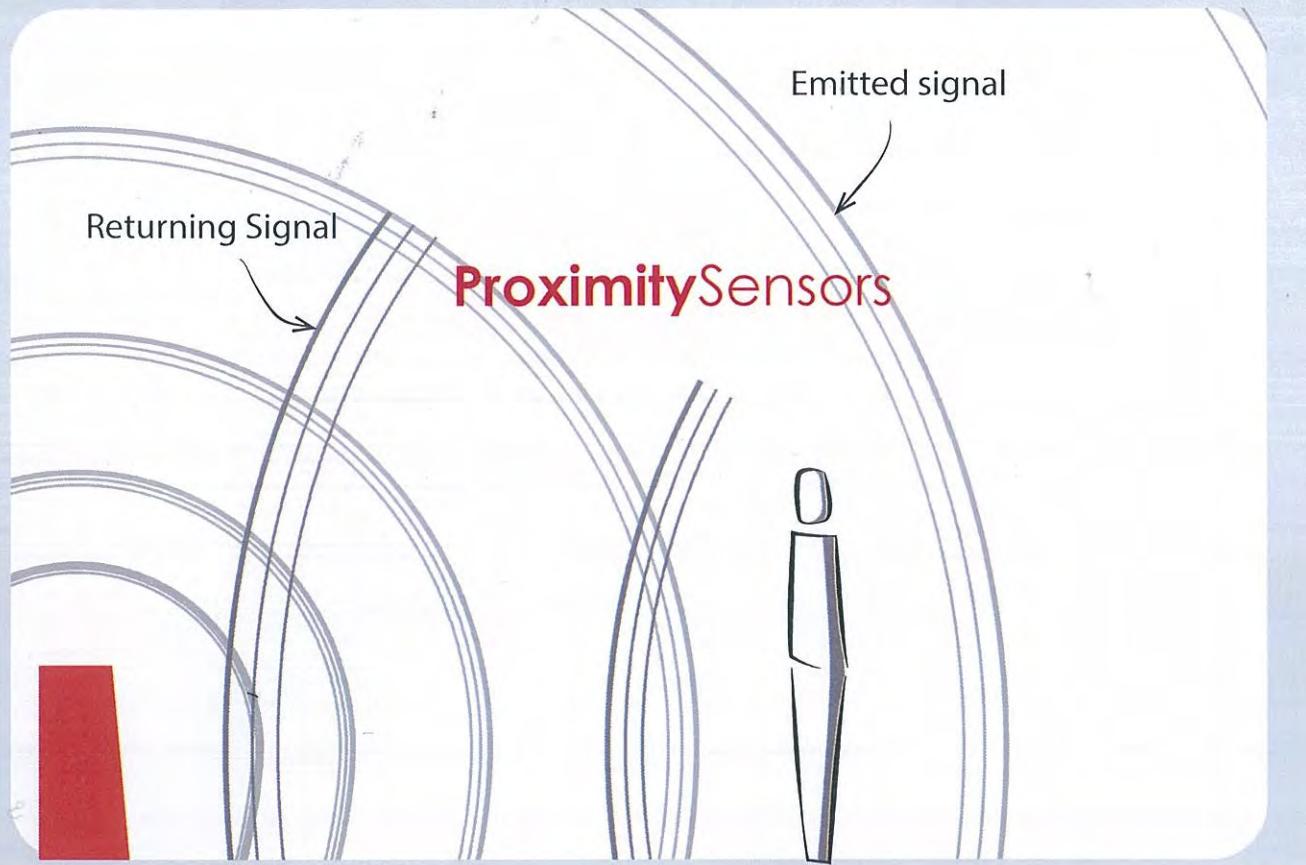
13. Glass
14. Polystyrene
15. ABS plastic



Handle: This is for the inside of the handle recesses. Rubber seems the obvious choice, but it is not recyclable and not very environmentally friendly. Gel is out of the question due to toxicity potential. Aluminium undergoes an oxidation reaction with the air and handling this material catalyses the reaction which degrades both the appearance and quality of the material. Thus after some research into rubber alternatives, it seems that rubber is the best compromise for this design. Rubber is either grown on the "Hevea brasiliensis" tree or manufactured from petroleum. The tree may seem the better option, however, in Asia, where more than 95% of natural rubber is produced, they are having deforestation issues. So overall, because a good grip is critical in this design, it cannot afford to compromise on the use of rubber.

Sources:

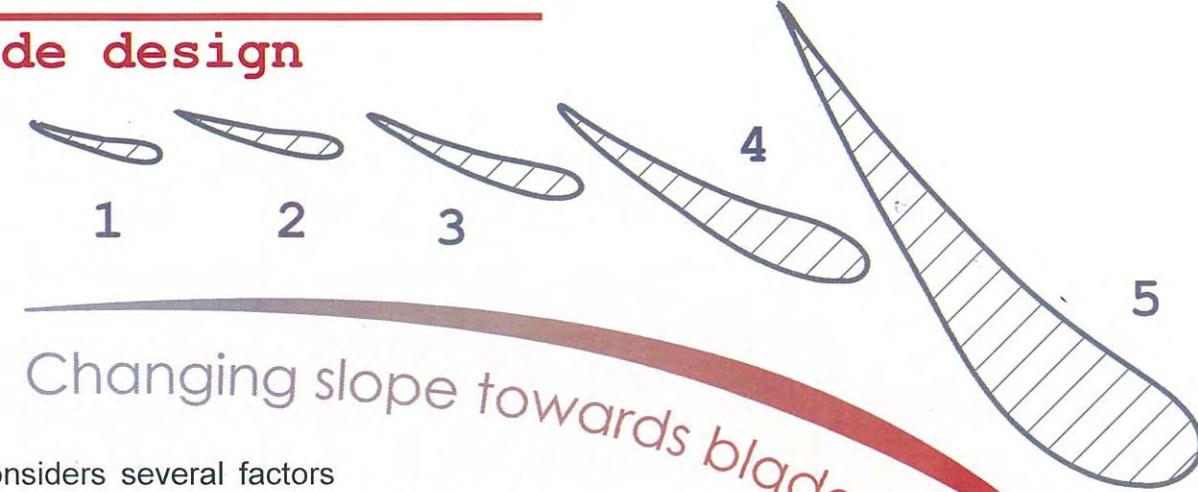
- <http://www.metalcorp.co.nz/pricelist.php>
- <http://www.christinedemerchant.com/carboncharacteristics.html>
- http://www.sustainablebrands.com/news_and_views/articles/bridgestone-researching-alternative-source-natural-rubber



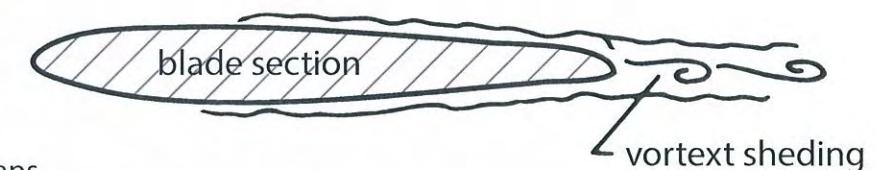
Combustible objects cannot be placed closer than 914mm to the heater if it should qualify for the hospitals/assisted homes/etc category (as found on context 4). Hence using ultrasonic sensors, emitted waves can detect how far away objects are by a given time delay in the returning signal. The heater can therefore shut down when objects obstruct its vents. Lighting effects could also change to communicate this to the user. Because of the design's internal element configuration, the back/base is well protected from heat. Thus in certification testing, it could be approved for its to be placed closer to walls, or other surfaces, so it is out of the way for users.



Fan blade design



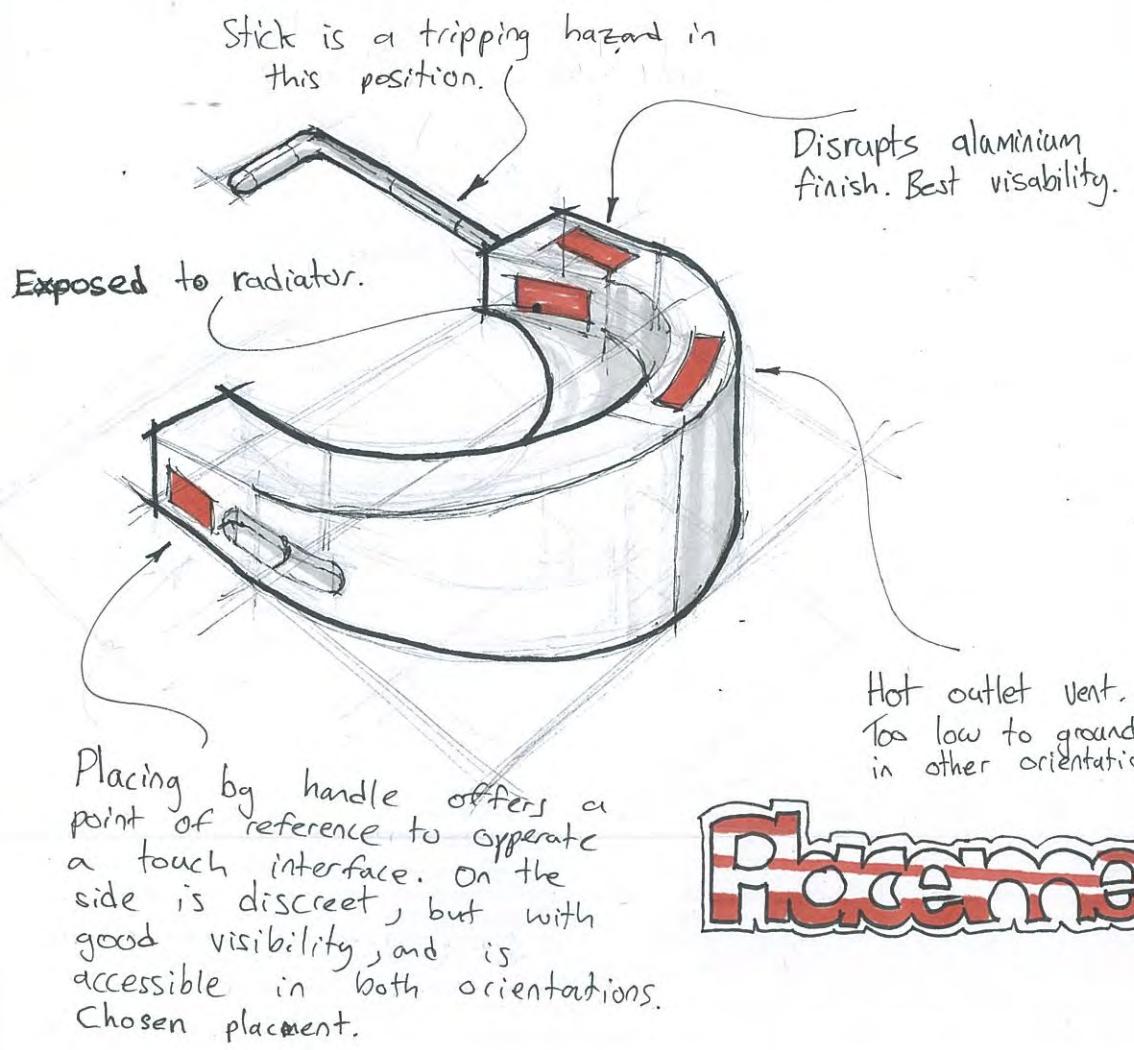
Blade design considers several factors including speed (RPM), number of blades, blade size, blade angle, and blade thickness. To be more efficient over longer time periods, a slower blade speed would be optimal. Therefore, to get extra air movement the design will favour more blades set at steeper angles and longer runs. Each blade tapers at a steeper angle towards the centre of the fan unit as these areas move slower, meaning less lift is generated on shallow angles, to help reduce turbulence and thus noise. Having an uneven back edge (shown below) means that the stream of air leaves the blade at different intervals and thus minimises resultant eddy currents from vortex shedding also reducing noise where these currents situate. The blade design below is specific to this design based on an identified need for quietness and efficiency.



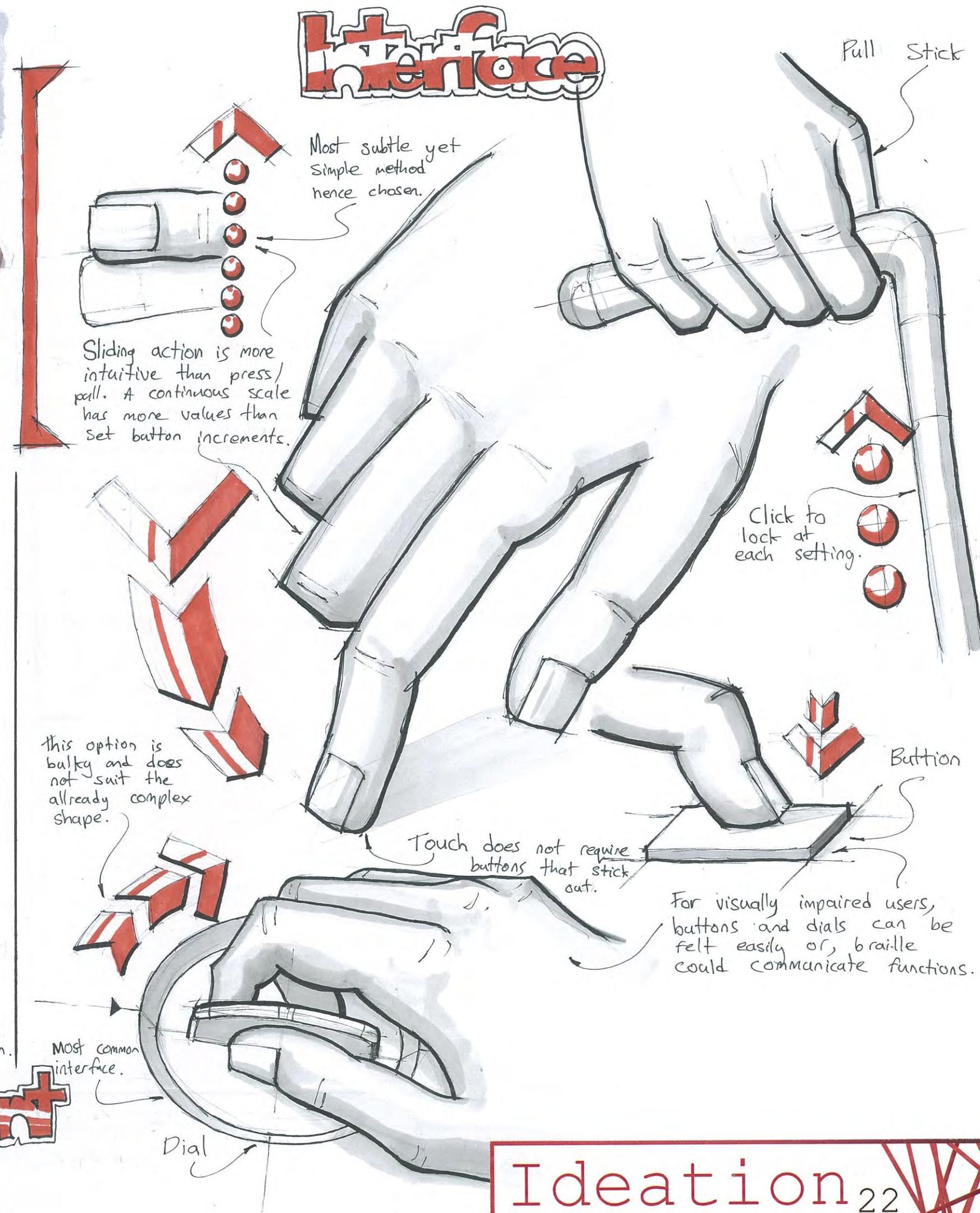
Sources:

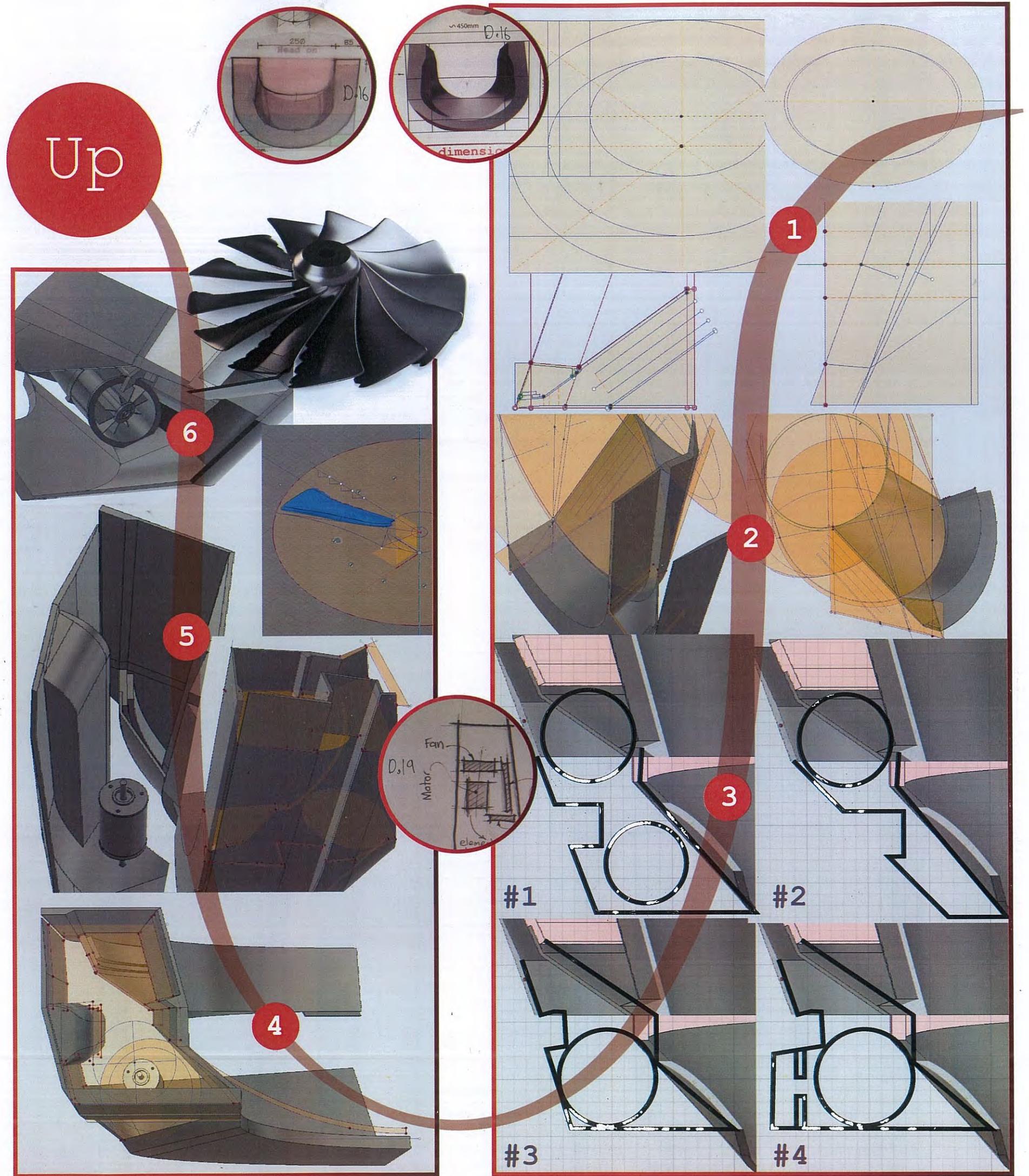
- <https://daviescraig.com.au/thermatic-fans>
- <http://physics.stackexchange.com/questions/69915/what-part-of-the-fan-blade-actually-does-the-noise-generation>
- http://www.moorefans.com/pdfs/TMC_661P_.PDF





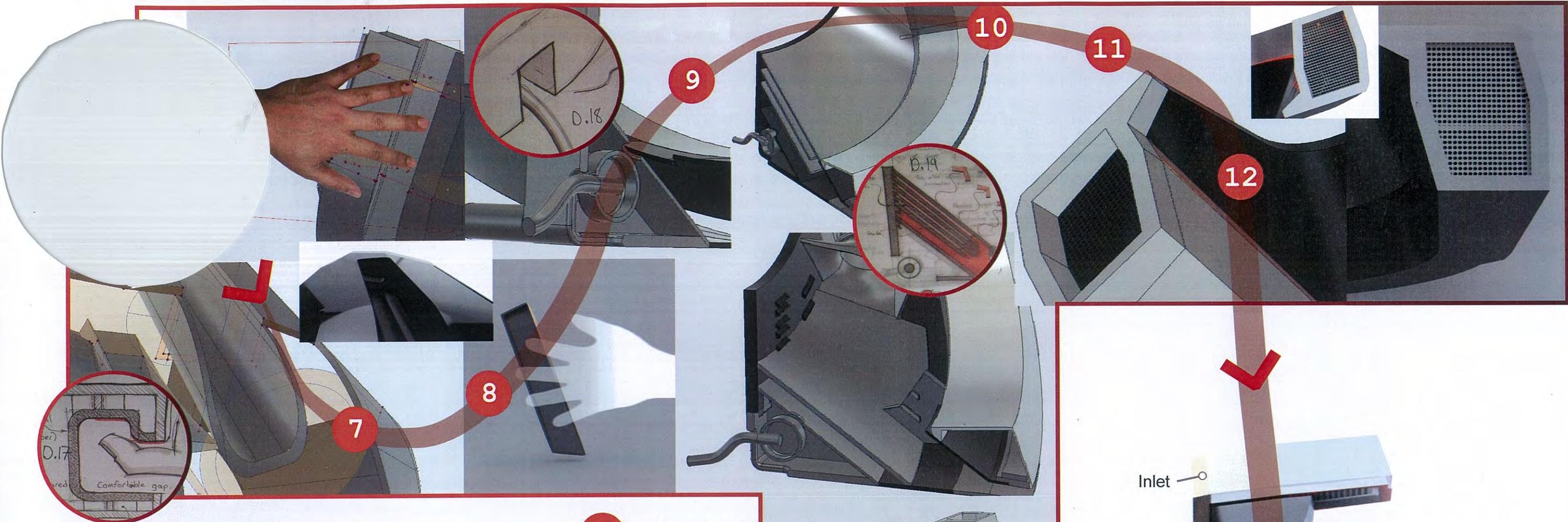
Placement





Construction

- 1 Initial sketches in different planes were measured from the previously refined sections and views of the chosen design based on the determined dimensions. It is quicker to model the right hand side for the design first (when viewed from the front) then mirror the model before completing the design.
- 2 Parts were lofted and extruded using those sketches to create the outer shell of the design. These panels would be better machined out of aluminium as this is more accurate than casting giving a smoother finish. Plastic components should be made using injection moulding which is relatively cheap after initial set up costs are overcome. To minimise the complexities of the external surfaces, the joinery of these components will expand on the slotted approach shown in ideation 19. This reduces the need for screws and other visually unpleasant joinery, however some screws and bolts will be necessary to hold the main components in place.
- 3 To refine the rear of the heater form screen shots were used to trace out possible options. The circle represents the motor placement. #1 requires a smaller motor that will be less efficient, #2 is more compact but the handle have been moved back meaning users with smaller hands will have trouble gripping between this and the front. With the motor forward next to the circuits, there is a risk of overheating where heat cannot dissipate. #3 moves the motor back but gains width to compensate. #4 shows a method of acoustic cancelling which uses chambers to reduce motor noise; due to this area's limited space, I think that an efficient fan blade and tubing system is enough to reduce noise to an adequate level for most users. Hence #3 is chosen because it allows the handle to be placed forward for easy grip and the circuits and motor have a sufficient air gap.
- 4 The chosen rear form is translated into sketch measurements based on motor size and the idea sketch.
- 5 Motor shown ready for housing design. A 22mm brushless motor is small and yet optimal for driving a slower moving blade. A brushless motor is built inside out such that no friction and thus little heat loss occurs. This makes brushless motors both more efficient and more reliable.
- 6 Fan and housing constructed around motor and shell dimensions. These casings help to move air smoothly around the motor and provide a path through the internals with minimal resistance and disruption to the flow. This reduces noise and increases the design's efficiency at all motor speeds.



Construction Cont.

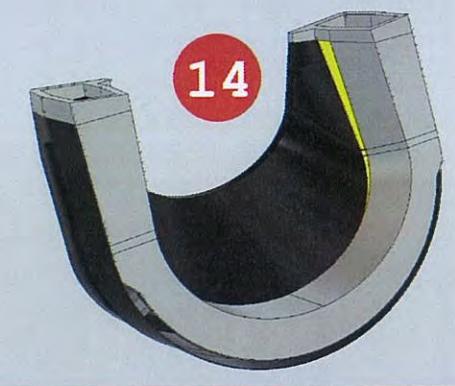
7 Altering the handles join to sit flush behind the outer shell helps the design to achieve a seamless finish while the advantages of using rubber for this component can be utilised. This effect is shown in a small rendered view above. To improve the strength of the design when being carried, some inner supports have been added which cup the rear of the handle inset shown in the above view. This allows the heaters weight to be spread through each column rather than stress the shell on the far sides.

8 To refine the grip/handle length a to-scale human hand image was used to best visualise how the user will hold the design. Based on human factors, the final handle dimensions could be finalised and apply to the model. The handles "lip" shown in human factors is omitted from the final model because the internal layout does not allow the handle to penetrate any deeper without interfering with the motor. This method is more compact, where the rubber still allows the user to firmly grip both sides of the design.

9 The cord rotator mechanism is inserted and a base is modelled based on the bottom view chosen when exploring stability.

10 Here the elements and top radiator plate have been lofted from the original proportion sketches.

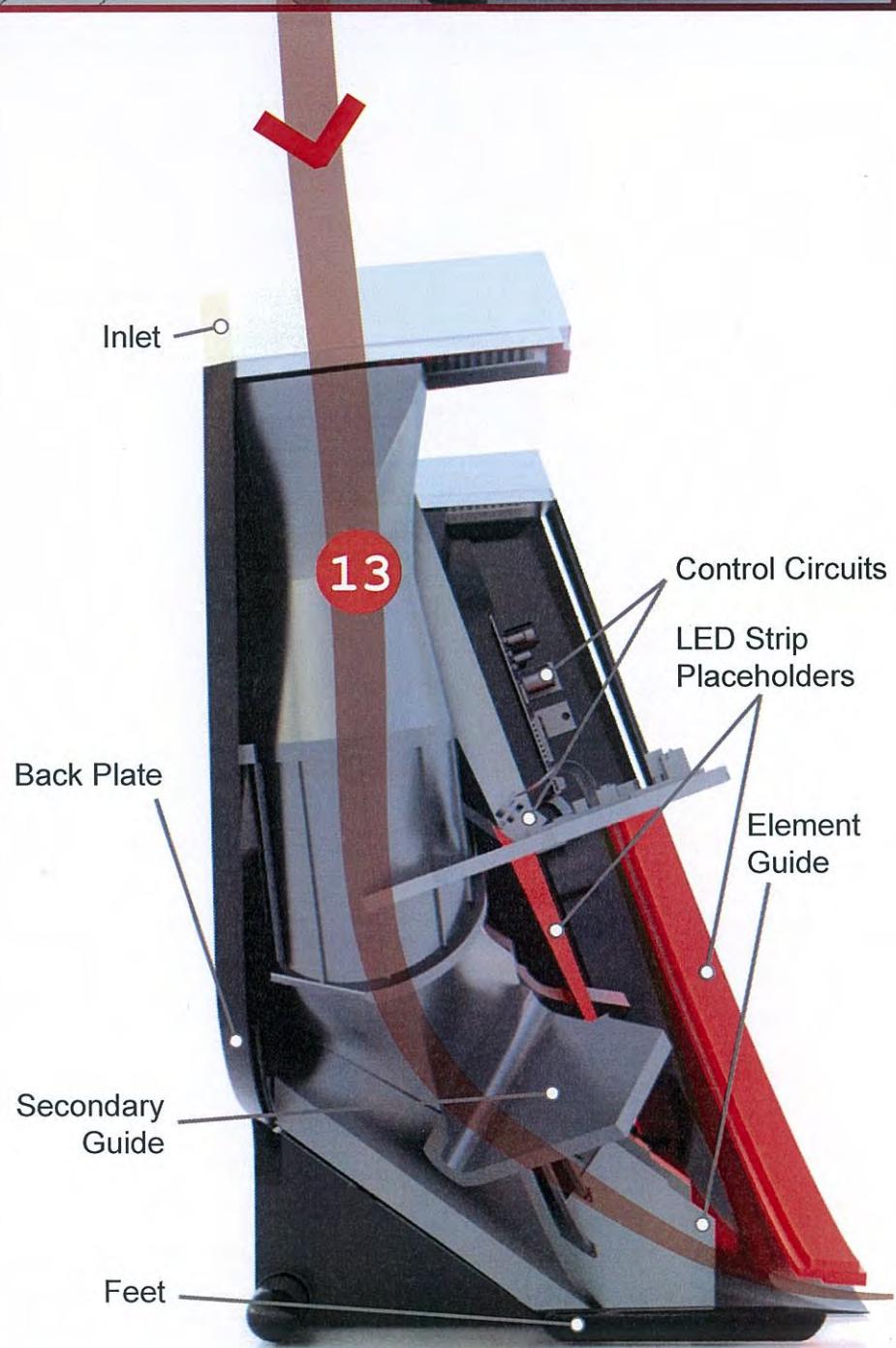
11 Modelling the design showed that the radiators top curve does not line up with the top inlet leaving a triangular sticky-outty-bit (technical term) where the end cap extends to meet the radiator (shown below 11). This happens because the angle between this meeting edge and the column would be too steep to conform to the designs "shallow angle" policy, hence the sticky-outty-bit at the top.



12 I've noticed in renders that a distracting line appears on the newly added top grill. This is where the internal tubing terminates. The solution is to reduce the tube height by 5mm to create a shadow gap and this line becomes much less noticeable with no structural disadvantages.

13 A stripped away view shows the heaters internals including possible control circuit placements and place holders for the LED lighting strips that create the designs lighting effects.

14 Before showing the stripped view, the model was mirrored about the Y-Z axis and some major parts merged, to complete this symmetric design. The inventor interference checker shows some minor intersections between parts which were fixed by adding small cutouts in parts.



Appearance

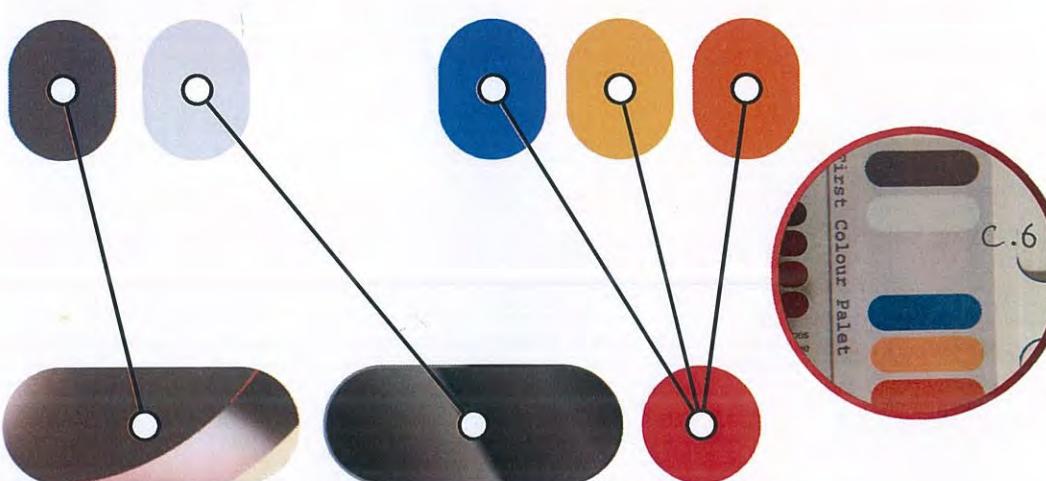
Red plastic on the top is a bold, attention drawing colour. However, manufacturing bold reds is difficult with industrial processes and, over time, they turn to dirty reds which would spoil the design. Plastics also degrade over time with exposure to UV light losing its strength.

An all aluminium look is all very attend grabbing. Shiny materials accentuate how light changes around its curve better defining the form. This creates intense contrasts between light and dark surfaces to catch the eye. The abundance of silver creates a sterile look which apposes the organic, grounded, homely nature this design targets so this is not the chosen.

As an improvement from above, a black radiator tones down the designs intensity, highlighting the U shaped design feature. This also mimics the internal layout, by depicting the path where air flows, as a sub conscious visual aid to the user when positioning the heater in its different orientations. However, the blue lighting hues act in harmony with the reflective aluminium to produce a cold ice ambiance which again completely contradicts the warm fuzzy aura a heater should provide.

The last tweak is the reinstate the red theme into the design to mitigate the ice cold effect with warm hues that reflect around the aluminium U shape. One unintended side effect of this U shape is that it acts as an amplifier to the LED strips by reflecting their light in many directions. Thus changing the colour hue completely changes the hues reflected though the design catalysing the overall ambient theme. The theme is very volatile to change given a lighting change which could be used as a design feature to communicate information to the user.

A full black design gives an exotic, dark, and warm feel to the design. Almost like hot coals. This too could pass as an acceptable colour scheme as identified in context. However highlighting the curve feature makes it stand out as something which differentiates it from other heaters. This attracts attention and initiates discussion amongst users which is key when entering into the higher end of the market as also talked about in context. Therefore, this option was not chosen.



Lighting

Some small areas of the heater produce subtle lighting effects. In context it was identified that lighting could be used to create moods and ambiances, and through ideation some opportunities to communicate information using these lighting moods have arose.

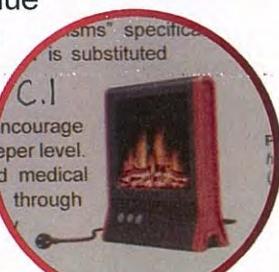
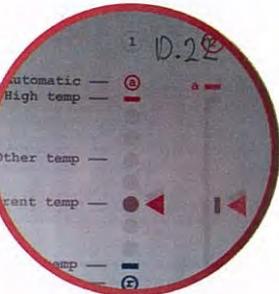
Interface: changing the temperature settings on the heaters side panel touch interface could be made more responsive by chaining the overall lighting effect to mimic the setting. Whole heater inclusion makes changing the temperature very intuitive for the user.

Proximity: this heater is designed to switch off when objects get too close to the vents. It could be communicated to the user that this situation has occurred by turning the LED's blue. As shown in appearance (left) blue light is highly contradictory to the heaters target ambiance, but this means it could be used to show the heater not working or failing to do its job by showing question and defiance to the user. Equally, a warm light could indicate a state of working.

Active: using this light could indicate that the heater is on and heating.

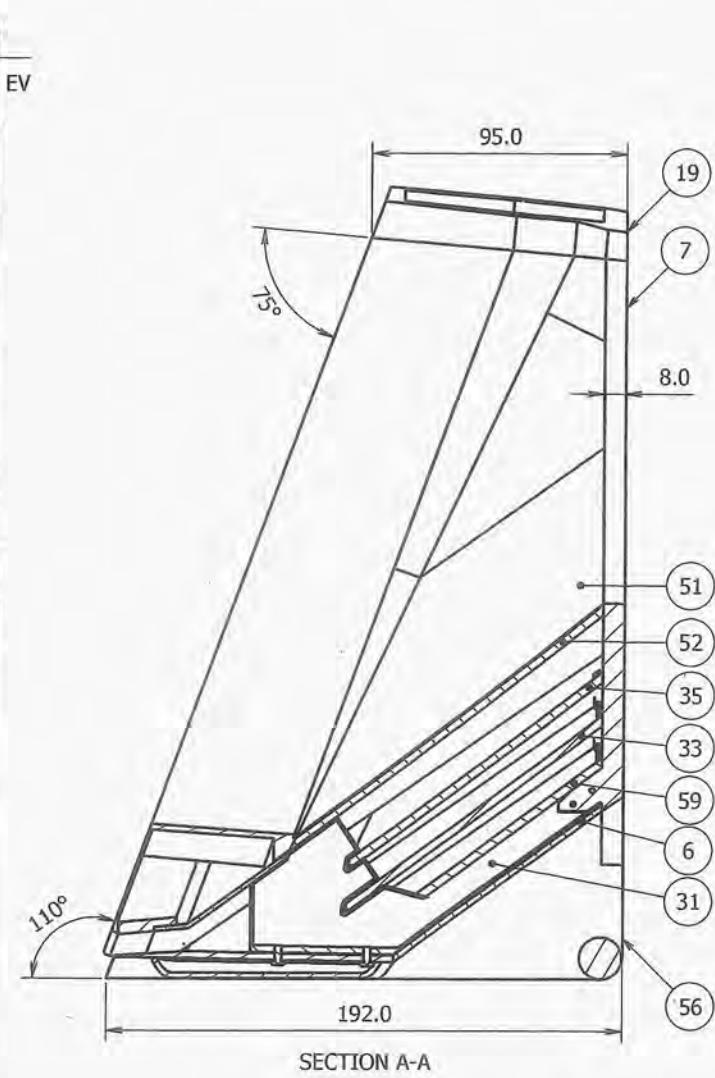
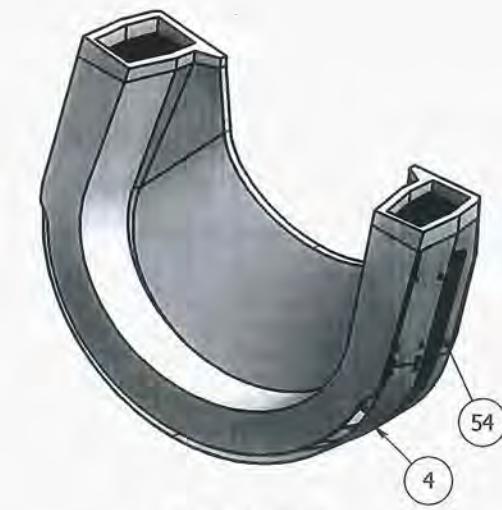
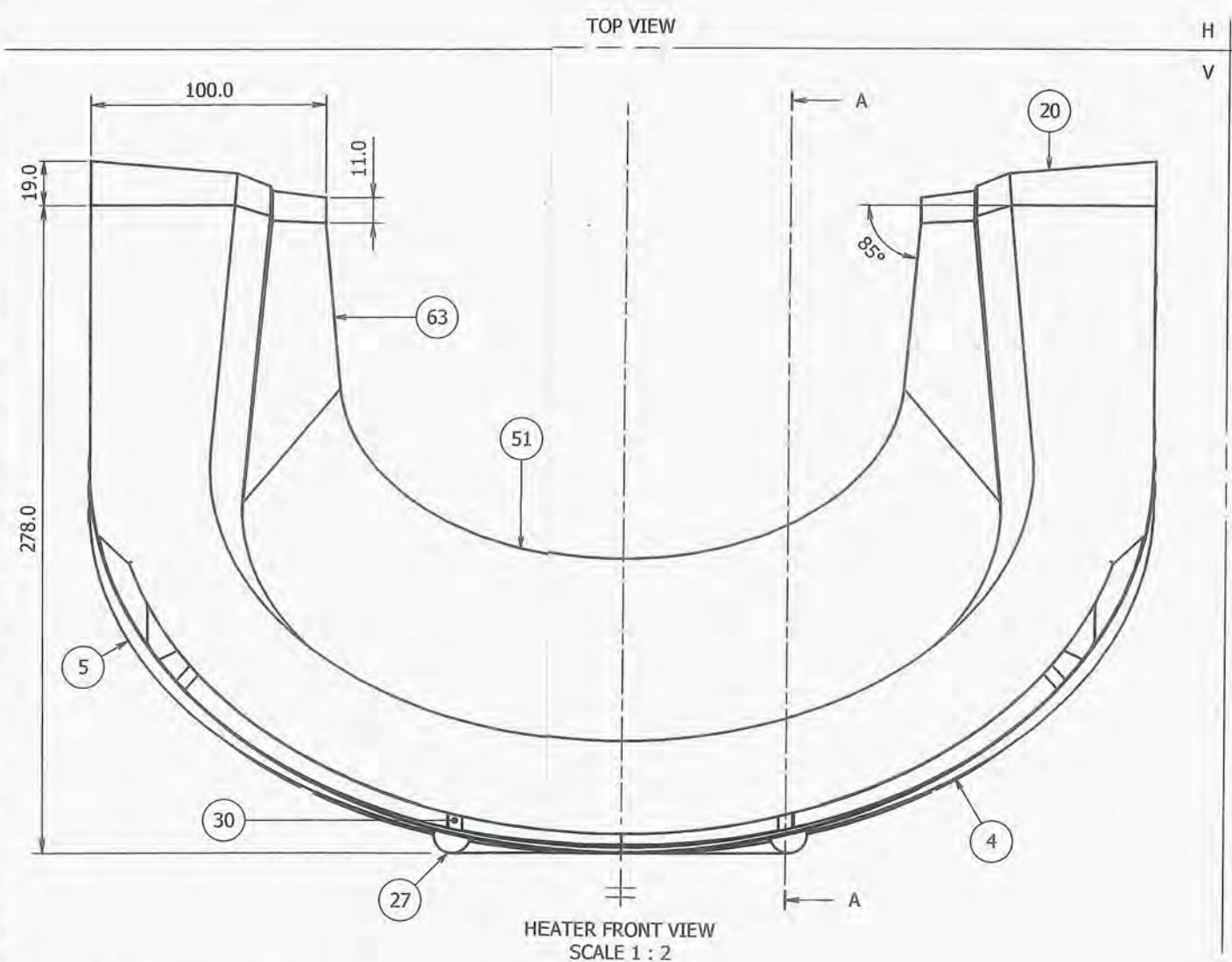
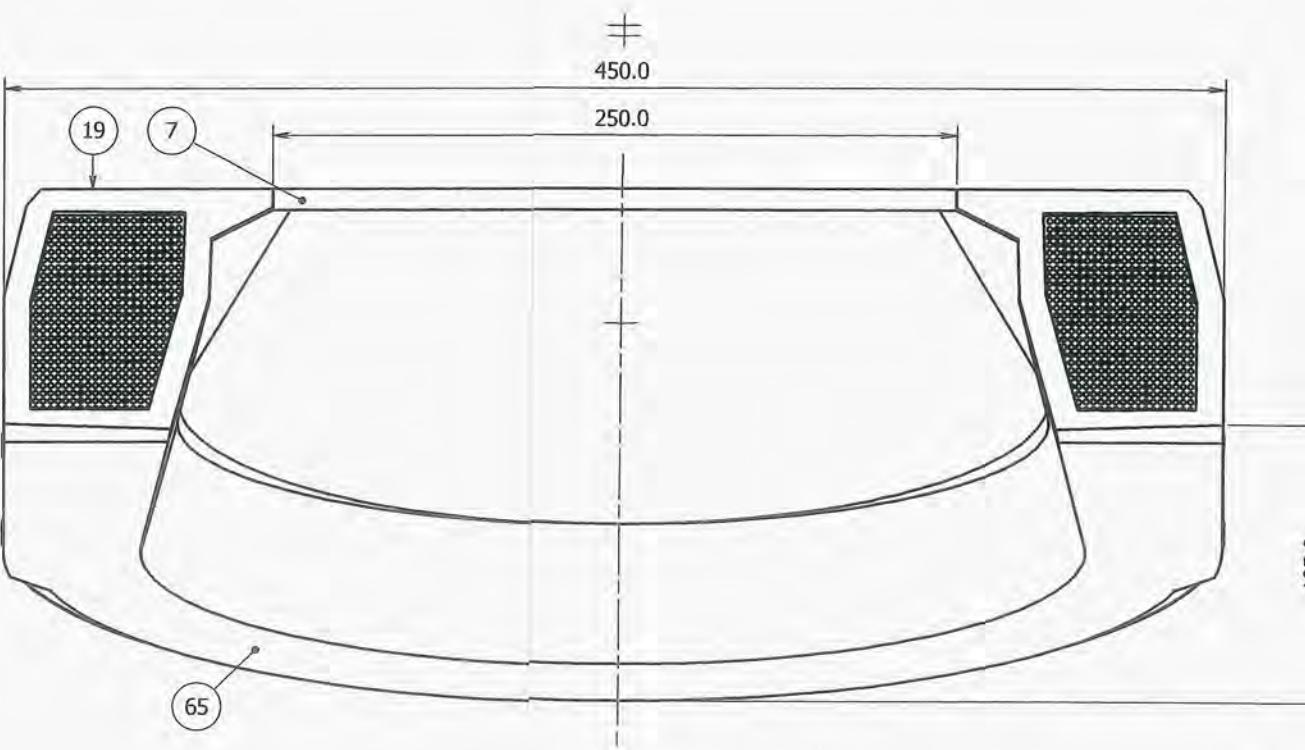
Safety: red often means danger in many cultures. Using lighting to communicate temperature to the user could show when the heater is safe to handle (blue/cool light) and when it is too hot (red/warm light). One disadvantage is that the heater will be blue as it heats up, thus giving a cold/cool ambiance when the user is trying to warm up.

"Interface" and "safety" above, create lighting effects that contradict with the target ambiance needed to support the heating process physiologically. i.e. they could be blue when the user requires warmth. Therefore a combination of the remaining two methods will make up the final effect. The heater will glow red when heating, and turn off when not. However, where its proximity field is breached, the lights will go blue. This keeps it simple for the user where the contrast of the blue makes it obvious that something is not right.



ELECTRONICS HAVE BEEN OMITTED, OR REPRESENTED BY PLACEHOLDERS, FOR CLARITY. PLACEHOLDER DIMENSIONS ARE NOT DEFINED IN THIS DRAWING SET. FASTENERS ARE NOT LISTED BELOW AS THEY WILL BE DETAILED LATER IN THE SET.

ITEM	PART NUMBER	QTY	MATERIAL
67	BASE PLATE PIN SHORT	2	Aluminum
65	VENT CASING TOP	1	Machined Aluminum, Anodized Silver
64	UPPER PLATE_R	1	Aluminum
63	UPPER PLATE_L	1	Aluminum
62	UPPER PIPE_R	1	ABS Plastic
61	UPPER PIPE_L	1	ABS Plastic
60	UPPER INTERNAL VENT PLATE	1	Aluminum
59	UNHEATED ELM_R	1	Aluminum
58	UNHEATED ELM_L	1	Aluminum
57	MOTOR SHAFT	2	Steel
56	STAND_R	1	ABS Plastic
55	STAND_L	1	ABS Plastic
54	SIDE PLATE_R	1	ABS Plastic
53	SIDE PLATE_L	1	ABS Plastic
52	RADIATOR ELM	1	Ceramic (Contains electrical elements)
51	RADIATOR ELM TOP FILM	1	Aluminum
50	OUTER LED STRIP COVER_R	1	Placeholder
49	OUTER LED STRIP COVER_L	1	Placeholder
48	MOTOR CASING_R	1	ABS Plastic
47	MOTOR CASING_L	1	ABS Plastic
46	MOTOR CAP 22MM	2	ABS Plastic
45	LIGHT STRIP UPPER_R	1	Placeholder
44	LIGHT STRIP UPPER_L	1	Placeholder
37	INNER LED COVER STRIP_R	1	Placeholder
36	INNER LED COVER STRIP_L	1	Placeholder
35	HEATED ELM 2ND_R	1	Ceramic
34	HEATED ELM 2ND_L	1	Ceramic
33	HEATED ELM 1ST_R	1	Ceramic
32	HEATED ELM 1ST_L	1	Ceramic
31	GUIDE_R	1	Aluminum
30	GUIDE_L	1	Aluminum
29	GRIP_R	1	Rubber
28	GRIP_L	1	Rubber
27	FOOT_L	1	Rubber
26	FOOT_R	1	Rubber
25	FLOW DIR PIPE_R	1	ABS Plastic
24	FLOW DIR PIPE_L	1	ABS Plastic
23	FAN BLADE	2	Plastic
22	END ELM GUIDE_R	1	Aluminum
21	END ELM GUIDE_L	1	Aluminum
20	END CAP_R	1	Aluminum, Anodized Silver
19	END CAP_L	1	Aluminum, Anodized Silver
18	END CAP GRILL_R	1	Aluminum
17	END CAP GRILL_L	1	Aluminum
14	CABLE GUIDE	2	Plastic
13	BRUSHLESS MOTOR 22MM	2	Steel (Mixed)
12	BRACE_R	1	Aluminum
11	BRACE_L	1	Aluminum
7	BASE PLATE	1	ABS Plastic
6	BACK PANEL_R	1	ABS Plastic
5	BACK PANEL_L	2	ABS Plastic
4	BACK BASE_R	1	ABS Plastic
2	AIR DUCT_R	1	ABS Plastic
1	AIR DUCT_L	1	ABS Plastic

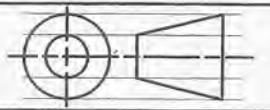


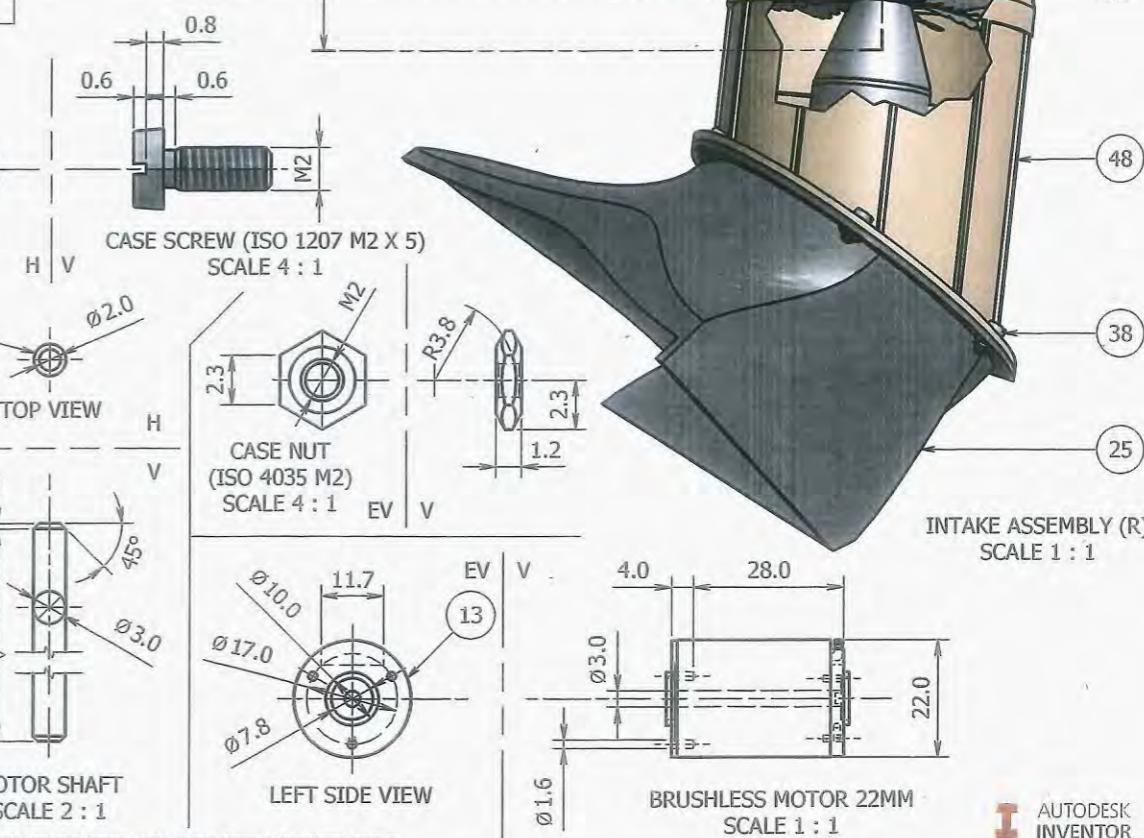
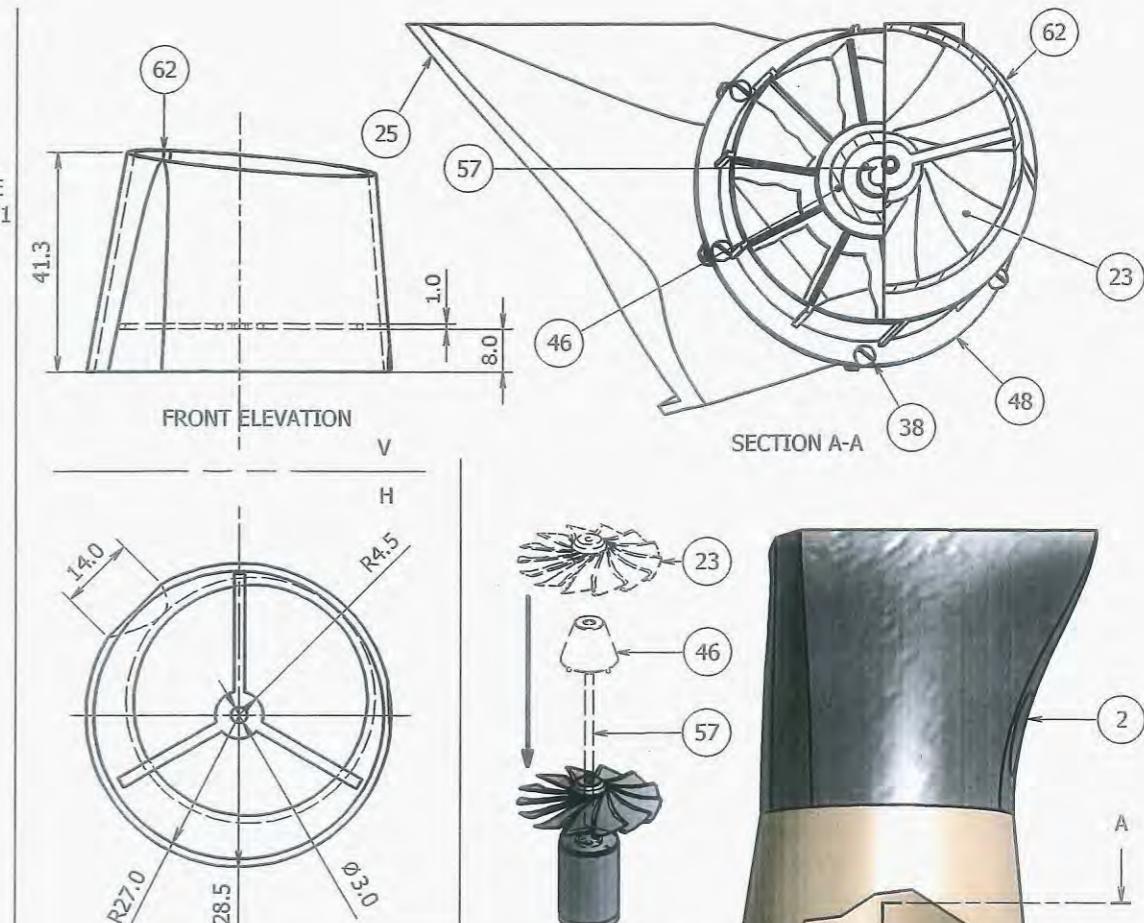
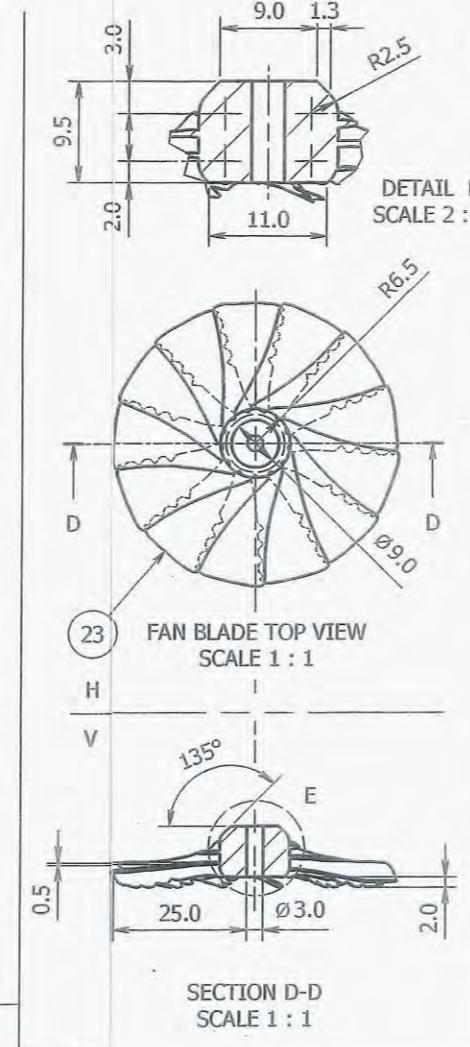
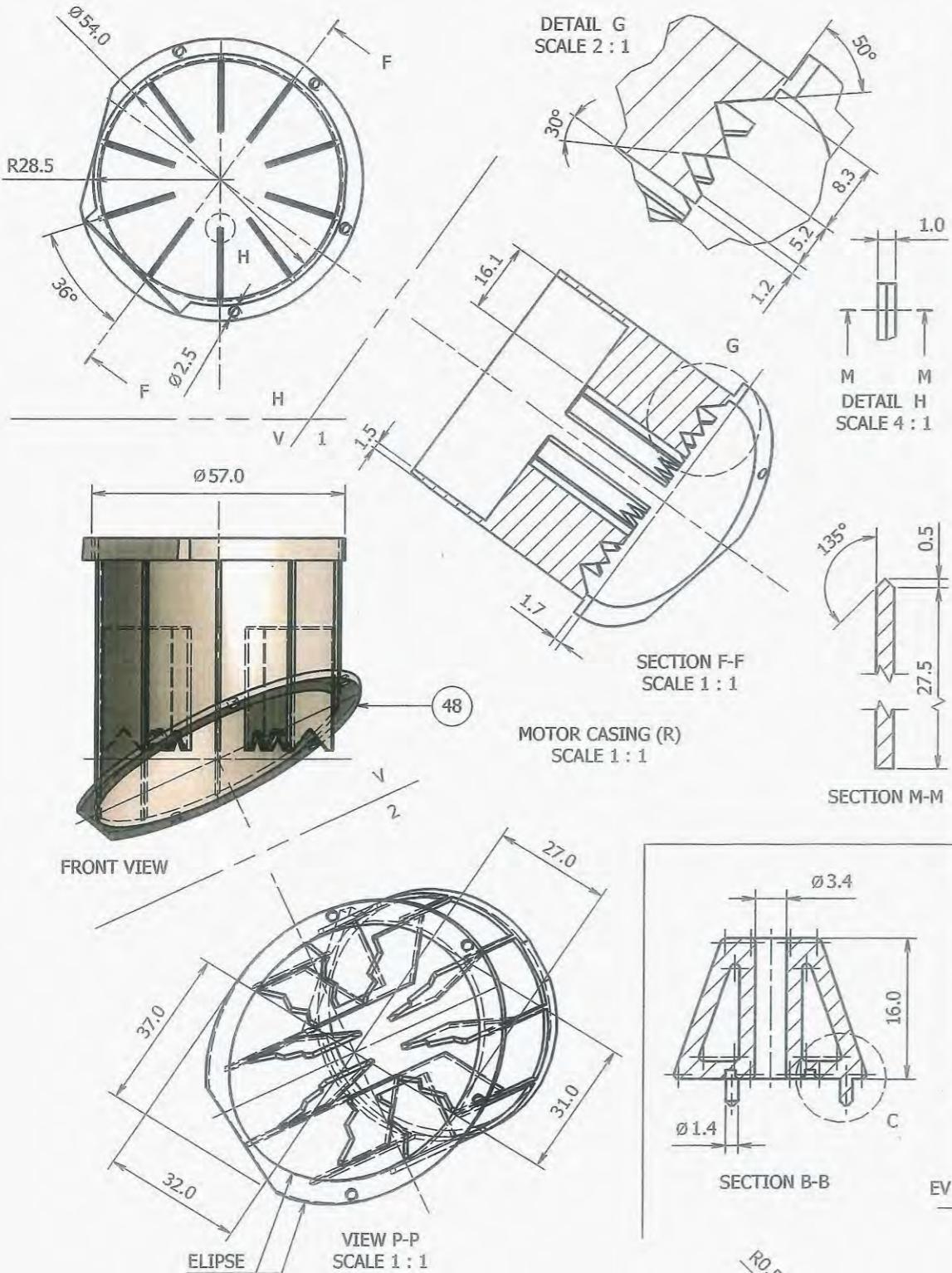
ALL MEASUREMENTS IN MM.
ACCOMPANIED PART SPECS MARKED (R) INDICATE RIGHT SIDE ONLY. LEFT SIDE SPECS CAN BE OBTAINED BY MIRRORING ABOUT A CENTERLINE MARKED ‡.

03-09-2015

ORTHOGRAPHIC PROJECTION - HEATER

1 OF 7 IN SET





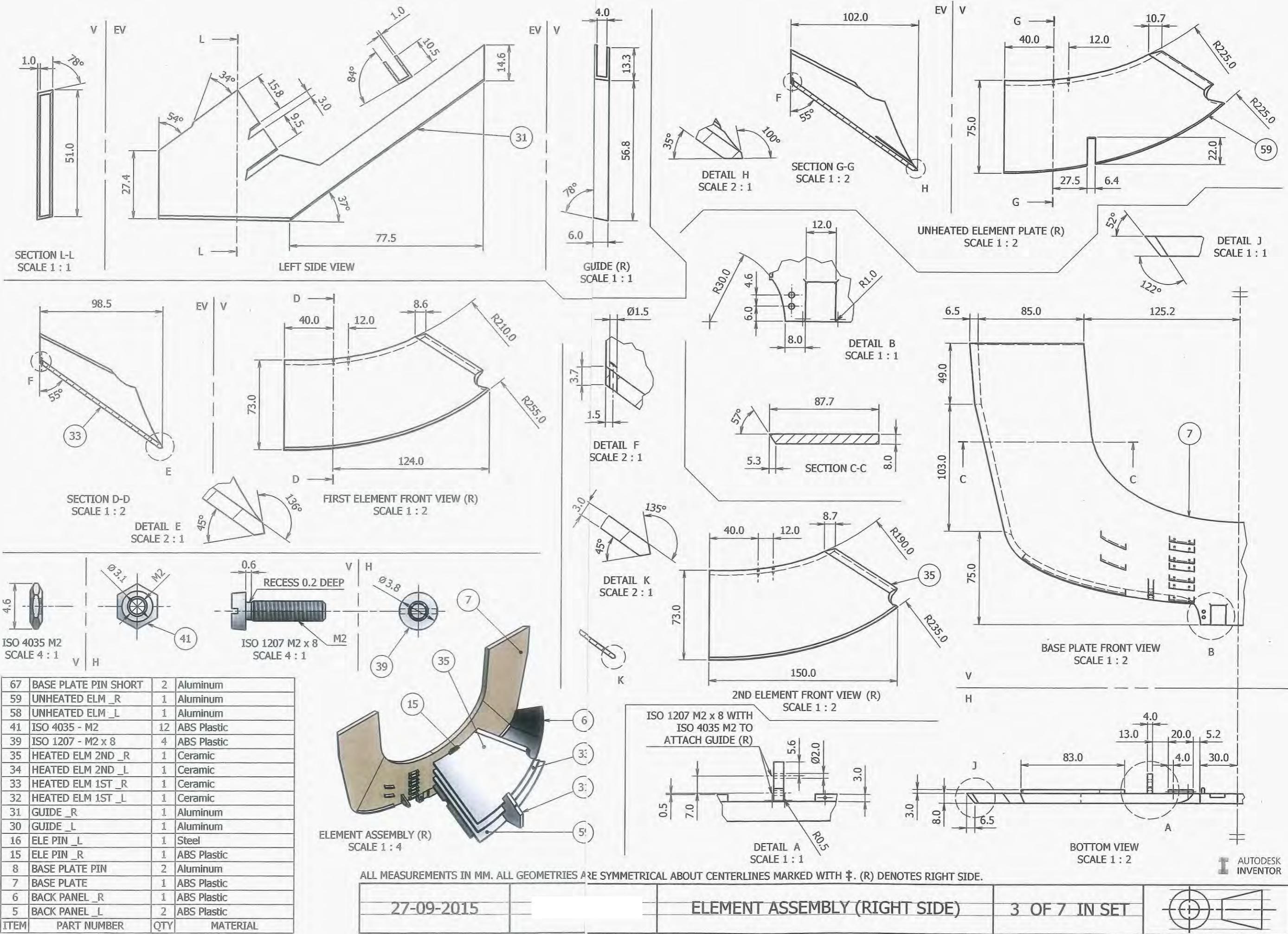
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48	MOTOR CASING _R	1	ABS Plastic
47	MOTOR CASING _L	1	ABS Plastic
46	MOTOR CAP 22MM	2	ABS Plastic
38	ISO 1207 - M2 x 5	8	Stainless Steel, 440C
25	FLOW DIR PIPE _R	1	ABS Plastic
24	FLOW DIR PIPE _L	1	ABS Plastic
23	FAN BLADE	2	Plastic
13	BRUSHLESS MOTOR 22MM	2	Steel (Mixed)
2	AIR DUCT _R	1	ABS Plastic
1	AIR DUCT _L	1	ABS Plastic

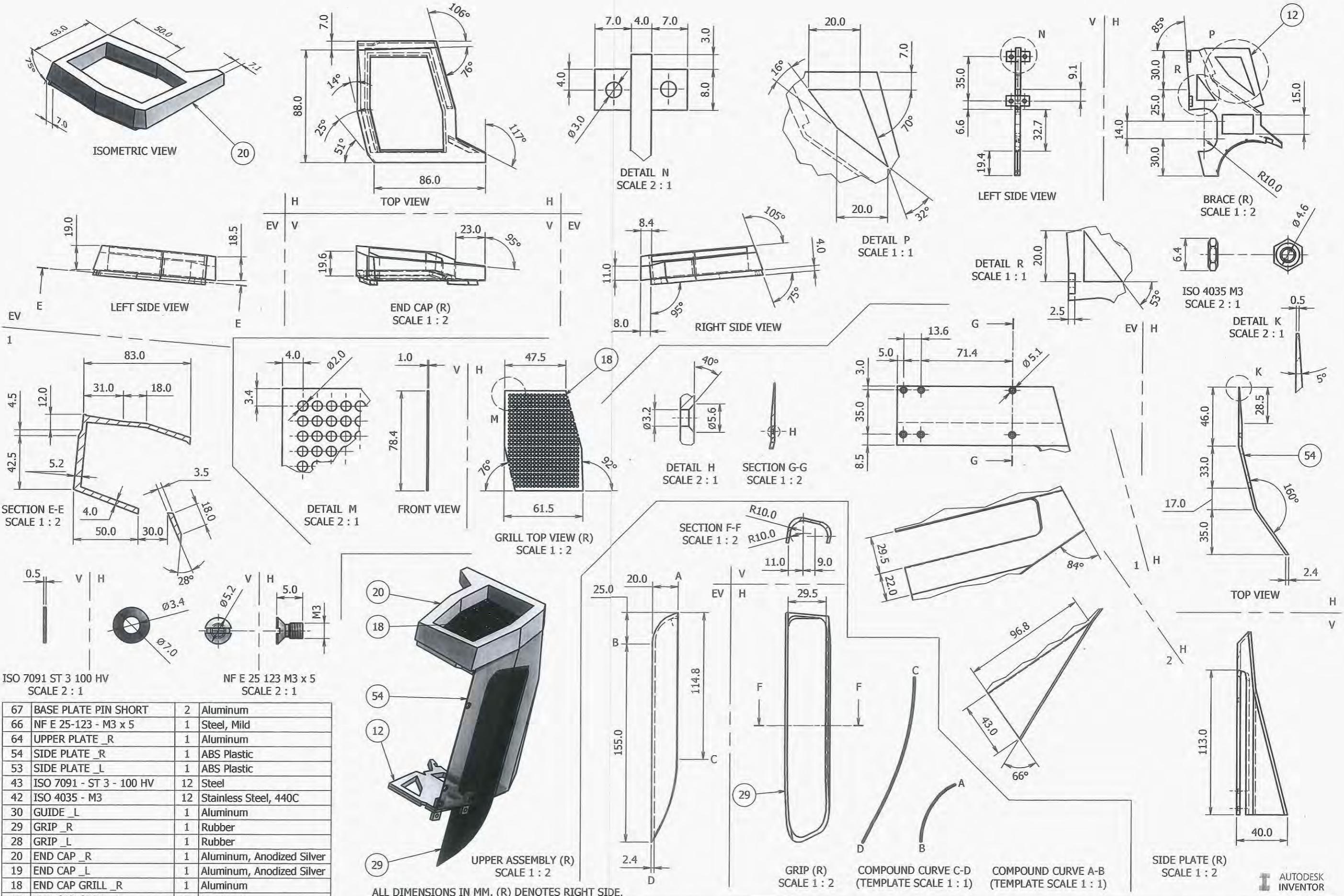
ALL MEASUREMENTS IN MM. MISSING COMPONENTS CAN BE FOUND ON DRAWING 5 IN THIS SET. (R) DENOTES RIGHT SIDE.

26-09-2015

INTAKE ASSEMBLY (RIGHT SIDE)

2 OF 7 IN SET



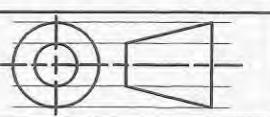


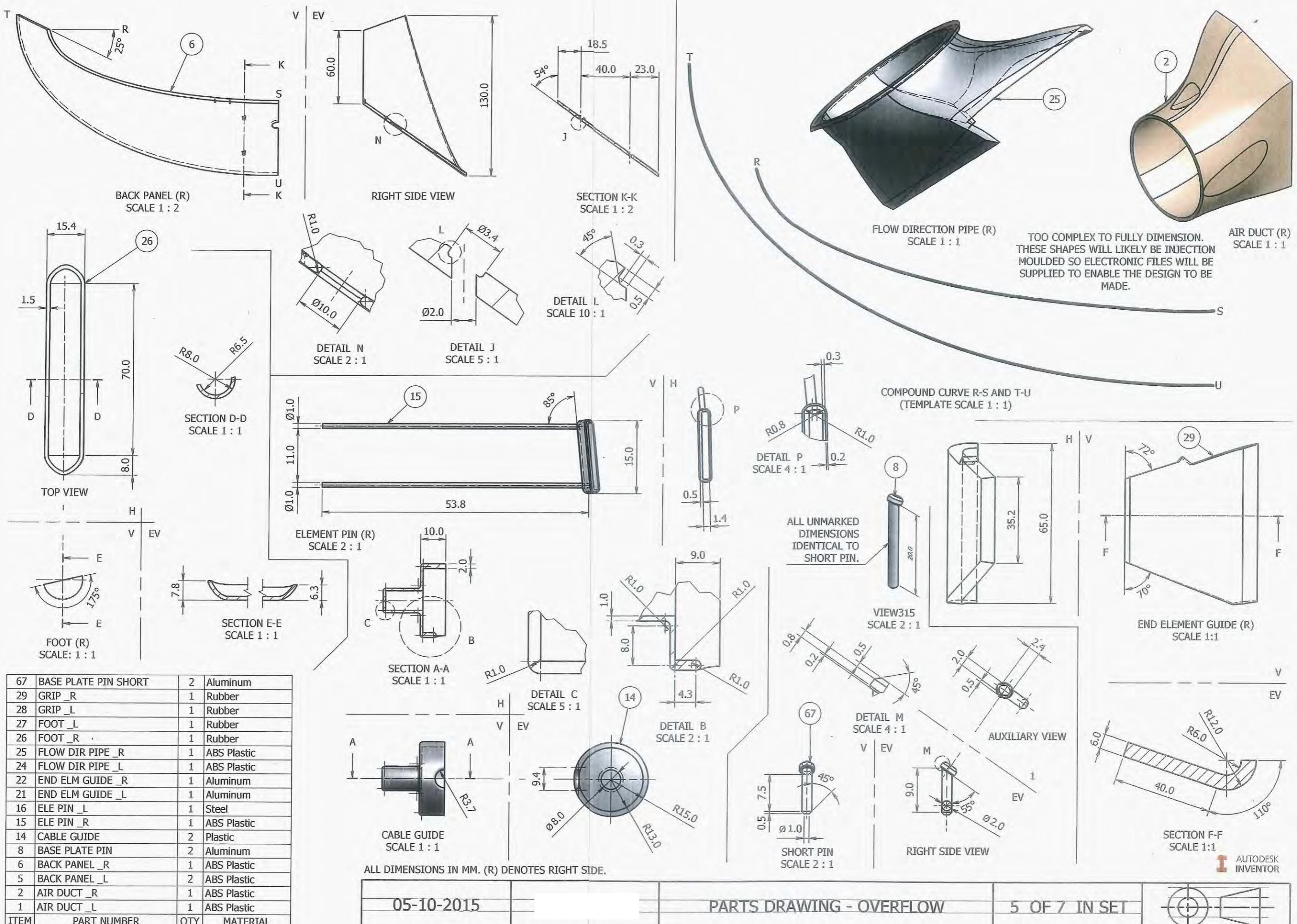
ALL DIMENSIONS IN MM. (R) DENOTES RIGHT SIDE

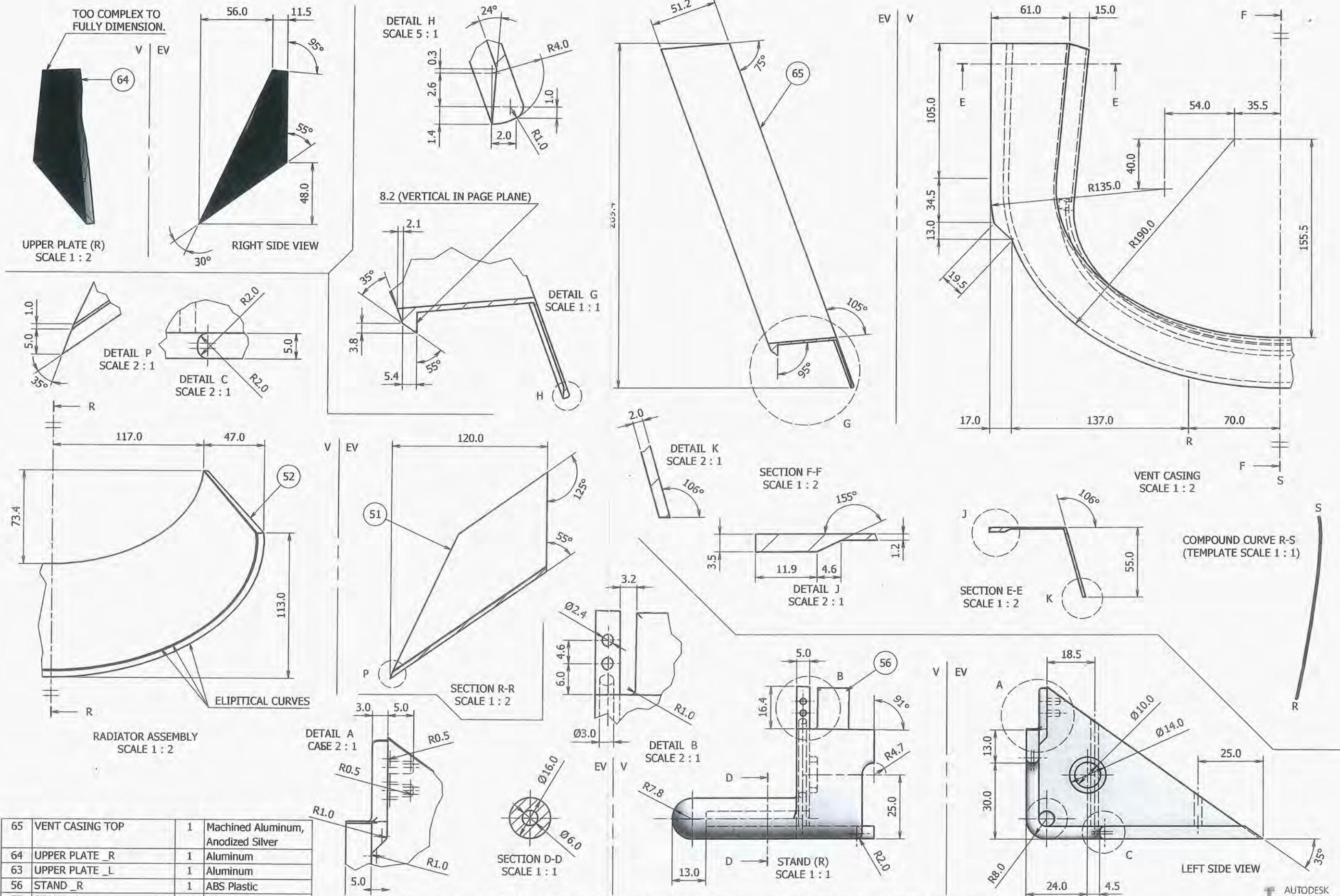
05-10-2015

UPPER ASSEMBLY (RIGHT SIDE)

4 OF 7 IN SET



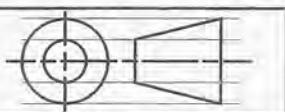


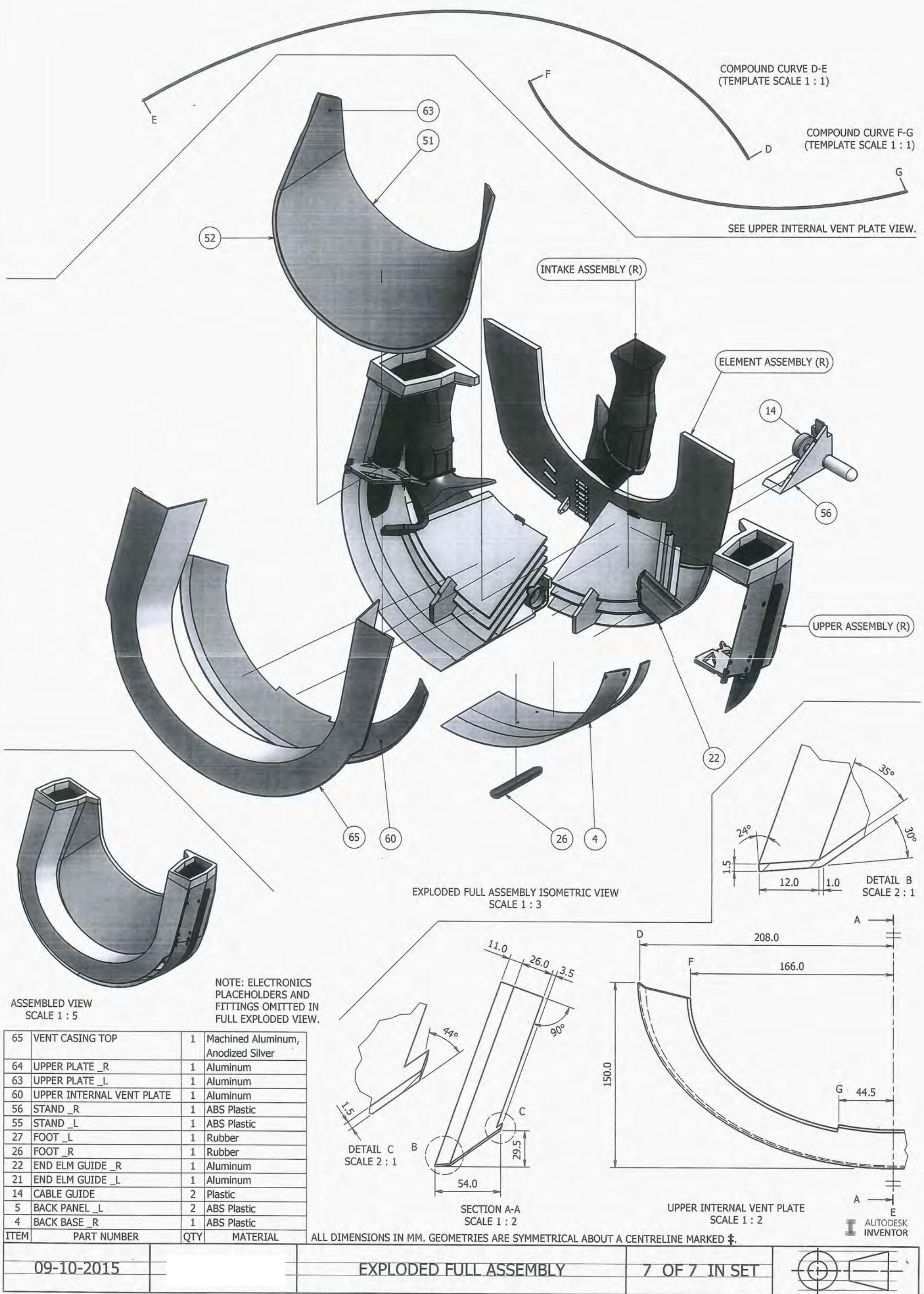


08-10-2015

PARTS DRAWING - OTHER COMPONENTS

6 OF 7 IN SET





Scholarship Design and Visual Communication – Assessment Schedule 2015

DESIGN IDEATION – 8 marks	DESIGN PRACTICE – 8 marks	VISUAL COMMUNICATION – 8 marks
<i>Quality of design ideas generated in terms of a creative interpretation or application of aesthetics / function.</i>	<i>Quality of idea refinement and resolution for the purposes of amalgamating key design considerations relevant to a context.</i>	<i>Quality of the visual communicating of design thinking in terms of its narrative, and visual promotion of ideas selected.</i>
Ideas are generated from initiating sources. (1 mark)	Ideas are clarified through a process. (1 mark)	Use visual techniques / strategies to communicate design ideas. (1 mark)
Ideas are regenerated and explored from initiating sources. (2 marks)	Ideas are clarified through a process that applies design and visual communication. (2 marks)	Use visual techniques / strategies to clearly communicate design ideas. (2 marks)
Design ideas are informed by idea initiation. (3 marks)	Ideas are evolved through a process in response to a design context. (3 marks)	Use visual techniques / strategies to communicate a design narrative. (3 marks)
Design thinking purposefully responds to idea initiation. (4 marks)	Ideas are purposefully evolved through a process in response to a design context. (4 marks)	Use visual techniques / strategies to clearly communicate a design narrative. (4 marks)
Design thinking purposefully responds to idea initiation in an in-depth manner. (5 marks)	Ideas are purposefully evolved through a coherent process in response to a design context. (5 marks)	Use visual techniques / strategies to clearly communicate a design narrative with coherence and detail. (5 marks)
Complex design thinking OR resolved design ideas demonstrates the clever use of idea initiation. (6 marks)	Ideas are convincingly evolved through a coherent process OR design considerations are integrated and synthesised in a convincing manner. (6 marks)	Use visual techniques / strategies to convincingly communicate a design narrative OR high quality visual presentation principles / skills are used in a convincing manner. (6 marks)
Perceptive design thinking OR innovative / sophisticated resolved ideas demonstrates the insightful use of idea initiation. (7 marks)	Ideas are convincingly evolved and design considerations are integrated and synthesised in a sophisticated manner. (7 marks)	Use sophisticated visual techniques / strategies for communicating a design narrative OR outstanding visual presentation principles / skills are used with visual impact. (7 marks)
Perceptive design thinking AND innovative / sophisticated resolved design ideas demonstrate the insightful use of idea initiation. (8 marks)	Ideas are convincingly evolved and design considerations are integrated and synthesised in a sophisticated and highly refined manner. (8 marks)	Use sophisticated visual techniques / strategies for communicating a design narrative AND outstanding visual presentation principles / skills are used with visual impact. (8 marks)
Sub Total 7	Sub Total 8	Sub Total 7
Overall Level of Performance (maximum 24 marks)		22

Clarification of terminology:

Design Ideas – individual ideas that have design qualities that relate to both aesthetic and functional considerations as related to a design context.

Design thinking – a series of design Ideas that consider and interrogate divergent and convergent possibilities – can be empathetic, purposeful, or meaningful to a design context.

Idea Initiation – initial Ideas that have been generated, regenerated, and explored from initiating sources – can be aesthetic, pragmatic, or theoretical.

Design context – typically defined by a brief situation and specifications – extends to relatable environmental, social, historical, cultural considerations.

Visual techniques – the modes, media, and methods associated with visually communicating information.

Visual strategies – the visually based approaches that act as design tools for the initiating and evolving of design Ideas.

Design narrative – the visual story-telling of the design practice that has taken place.

Purposefully – the production of a body of design work that has clear intention and engages considered decision-making.

Coherent / Coherence – range of different elements and considerations that are brought together effectively as a set, with a logical consistency, clarity and unity of thought, purpose, or narrative.

Convincing / Convincingly – intentions are conveyed in a compelling manner with little doubt and with utter assuredness / conviction.

Integrating and synthesising – taking a diverse range of design Ideas, knowledge and skills, blending them into a coherent whole or combine them in a new way so as to produce an effective outcome aesthetically and functionally.

Sophisticated – engage a complexity of design thinking or visual literacy, whether reflected through in-depth and refined understanding, or utilising multiple layers of meaning.

Innovative – Ideas that lead to something new and / or different, whether it is something original or renewed, in terms of either aesthetics or function.

Insightful – perceptive design thinking that challenges the conventional in order to extend and transform design Ideas.