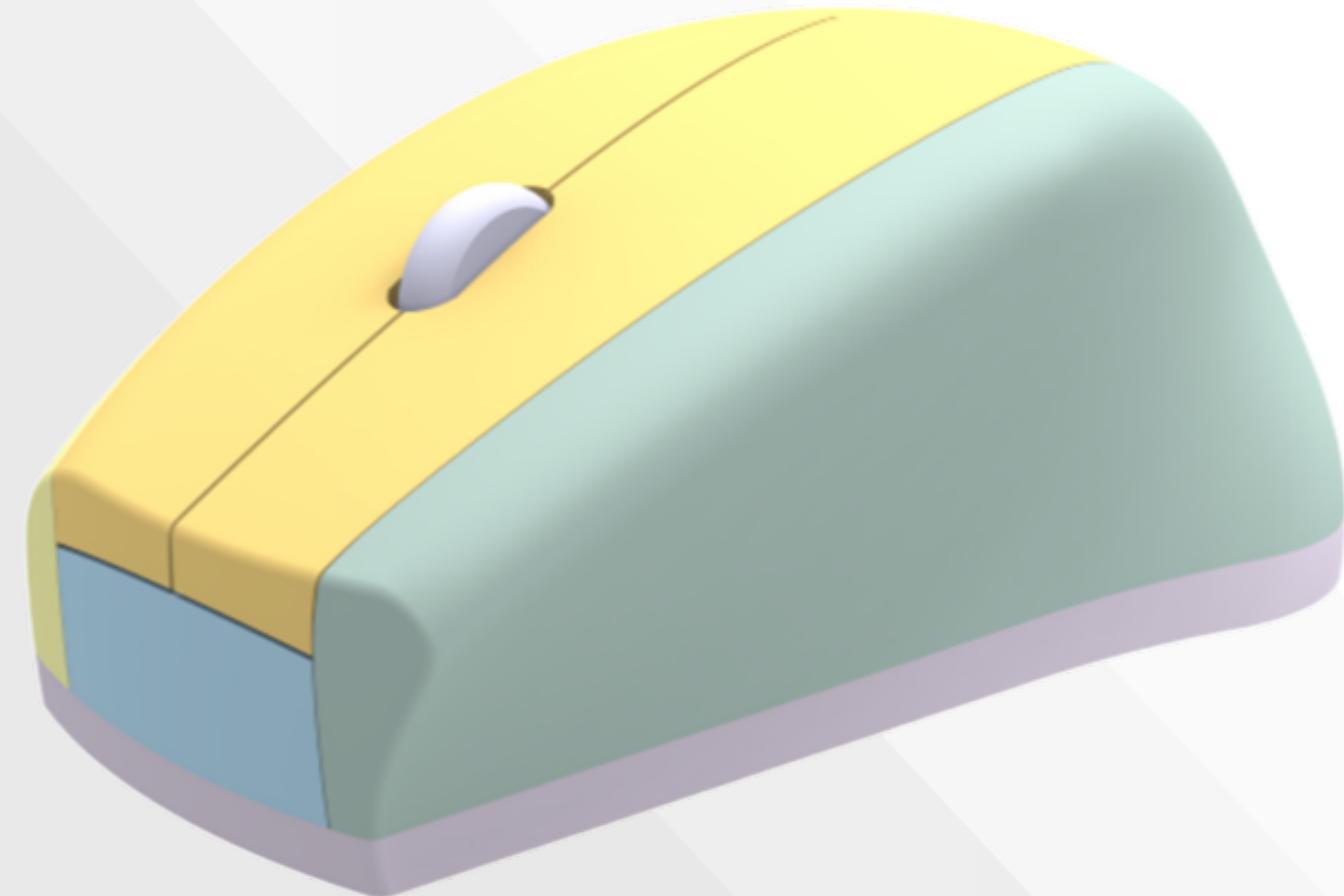


# **MOUSE PORTFOLIO**

개인 프로젝트 - 마우스 설계



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프로젝트 진행 계획

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**03**

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상세 설계 과정

**04**

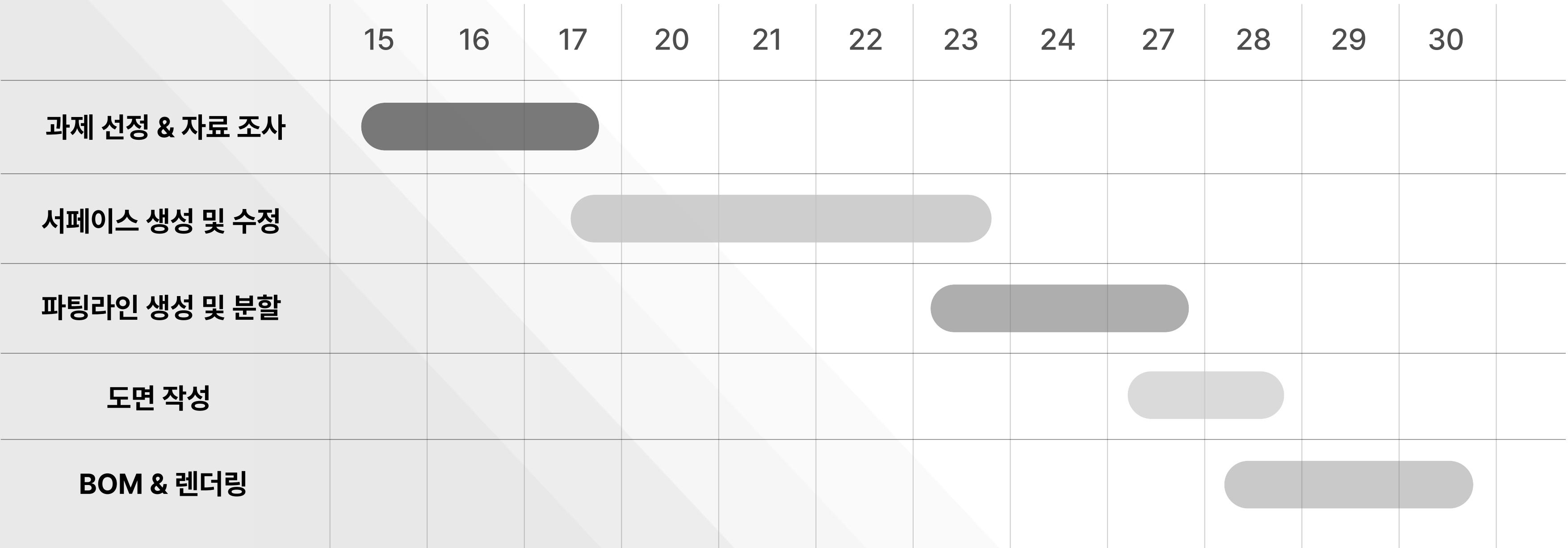
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**Product  
Details**

BOM, Family tree, 도면

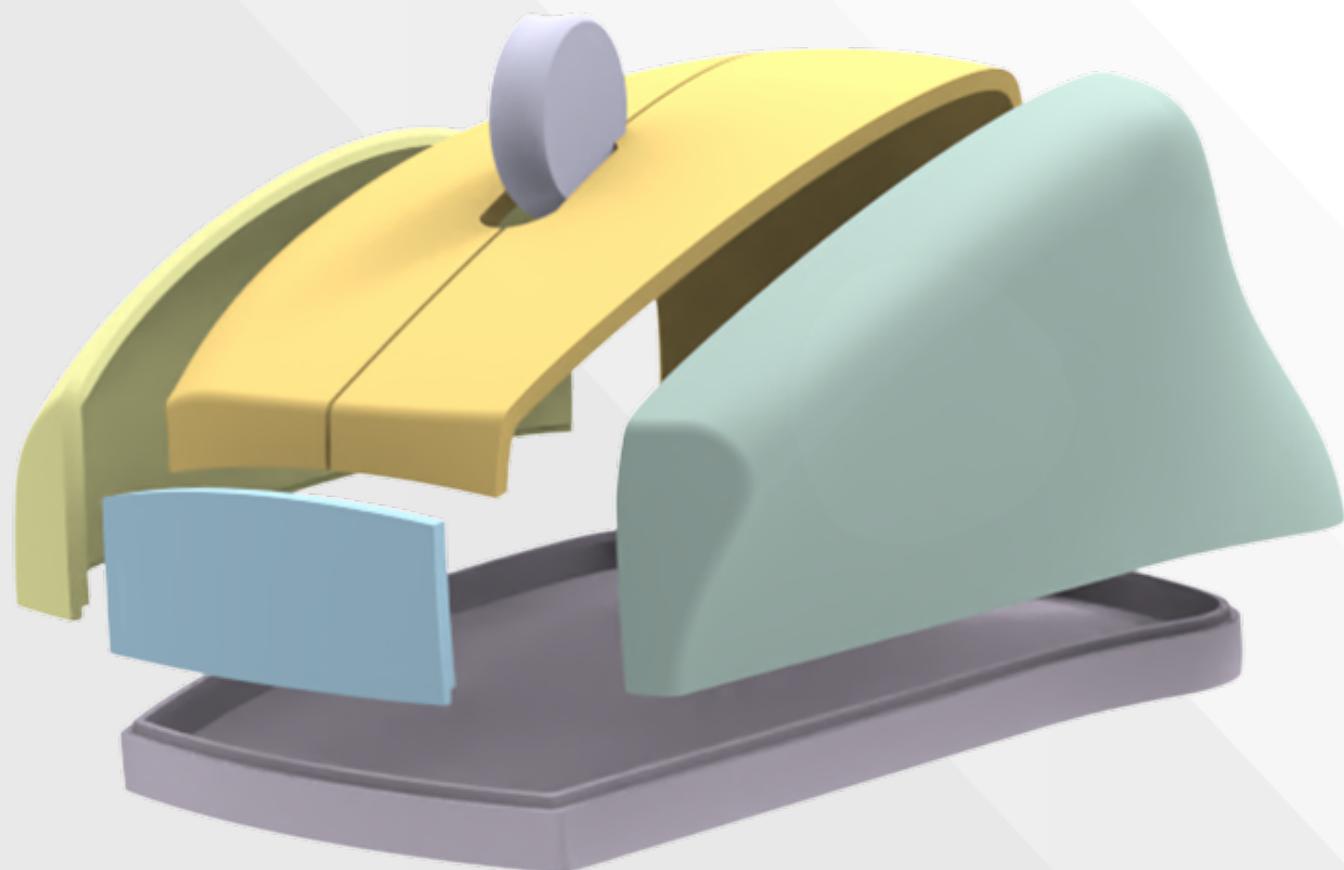
# | Flow Chart

프로젝트 진행 과정입니다.



# I Rendering

상세 부품 구성 및 렌더링 화면입니다.



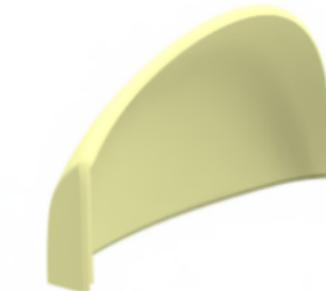
**UPR Body ASSY**



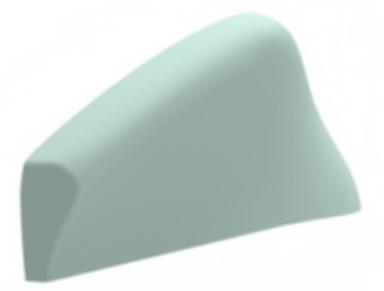
UPR Mid



UPR Frt



UPR LH



UPR RH

**Wheel**



Wheel

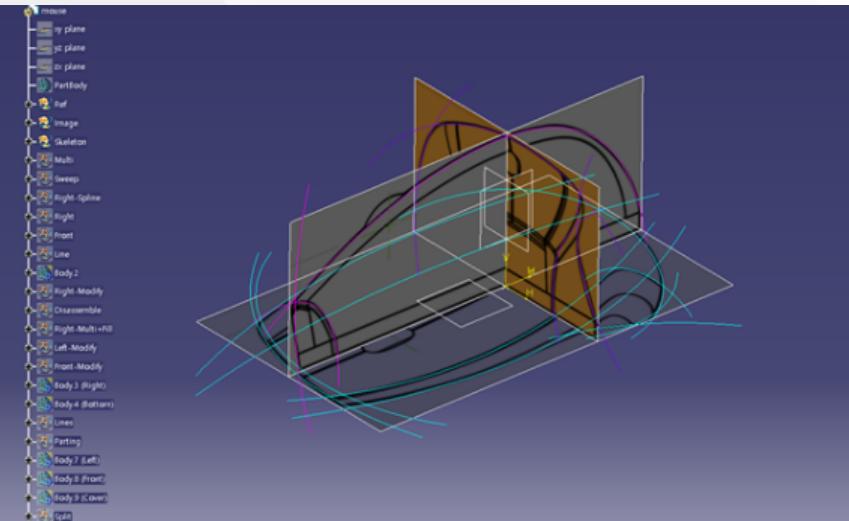
**LWR Body**



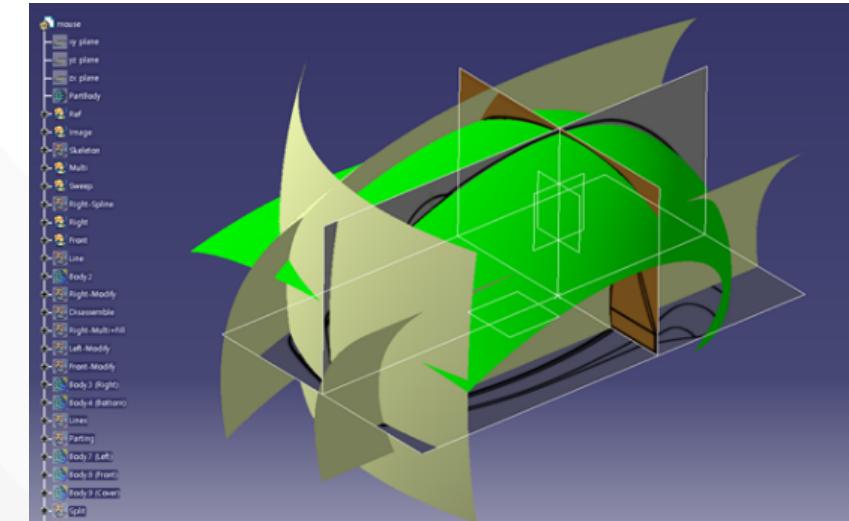
LWR Body

# I Modeling

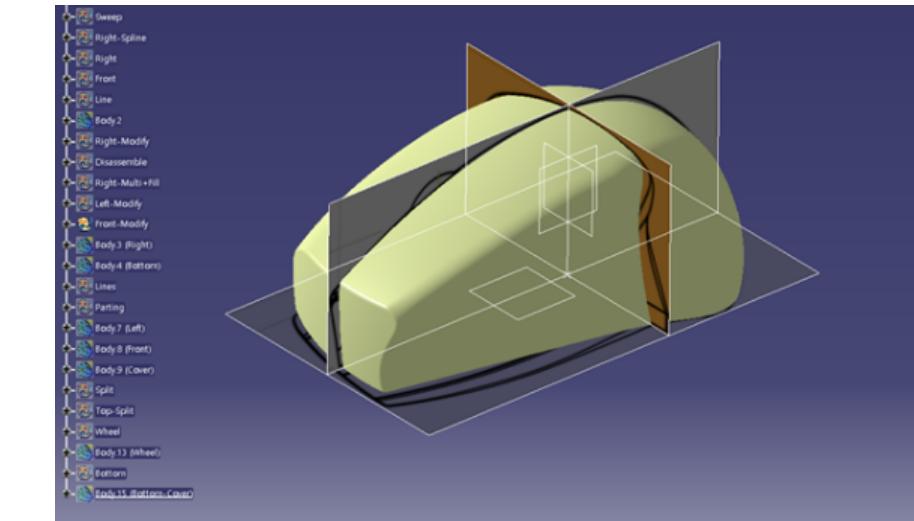
제품 상세 설계 과정입니다.



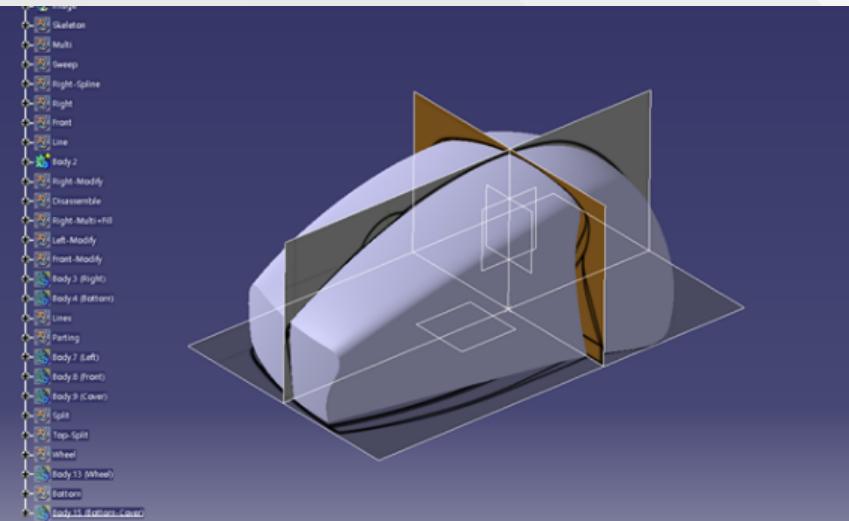
1. Create Guide Curve



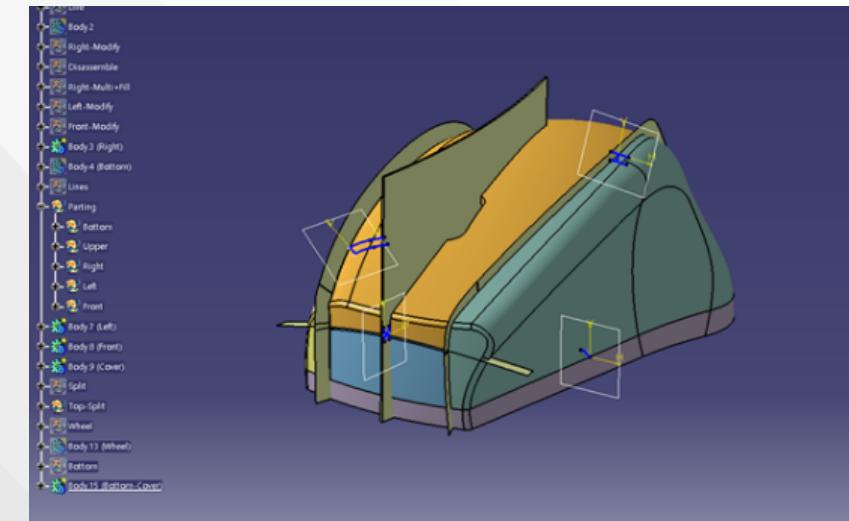
2. Surface Modeling



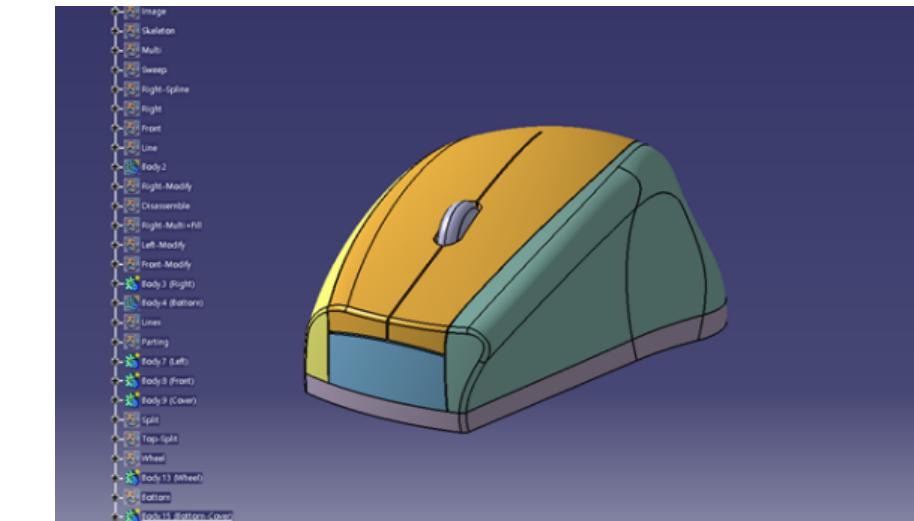
3. Surface Trim & Fillet



4. Generate Solid Body



5. Create Parting Line

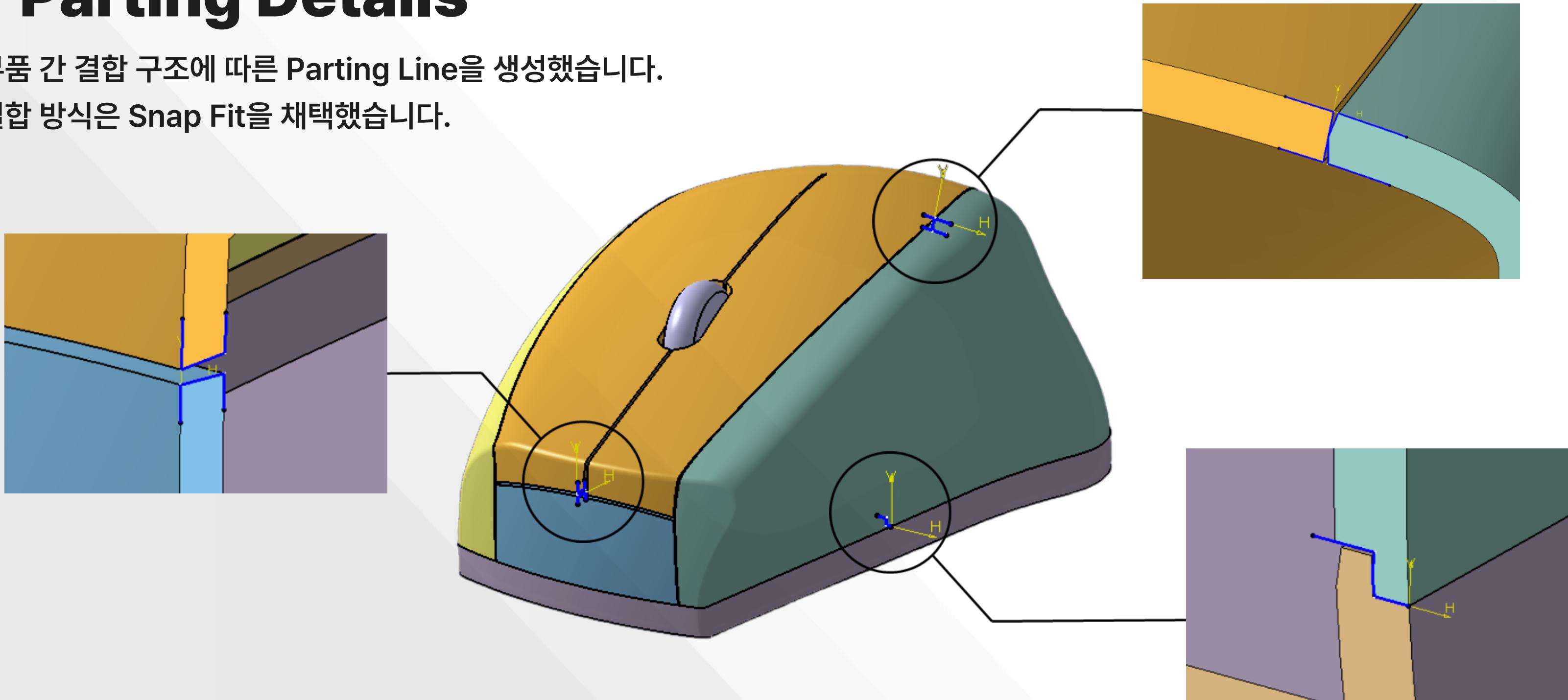


6. Divide into Several Parts

# I Parting Details

부품 간 결합 구조에 따른 Parting Line을 생성했습니다.

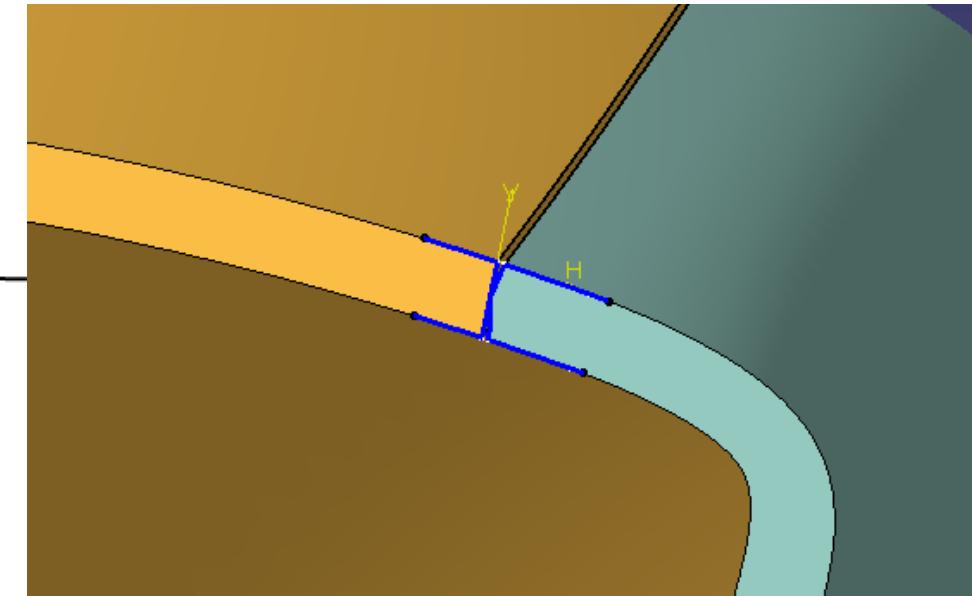
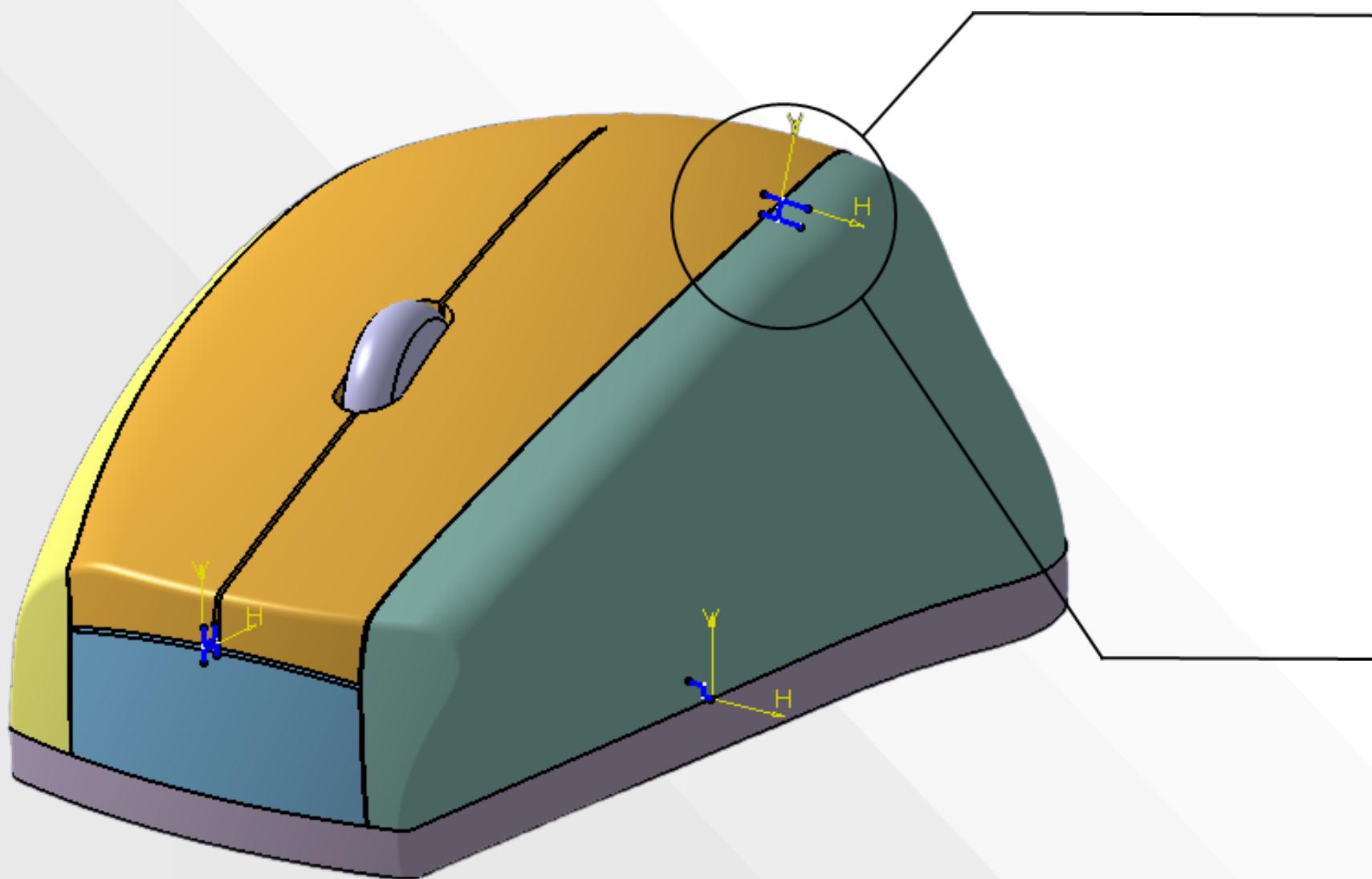
결합 방식은 Snap Fit을 채택했습니다.



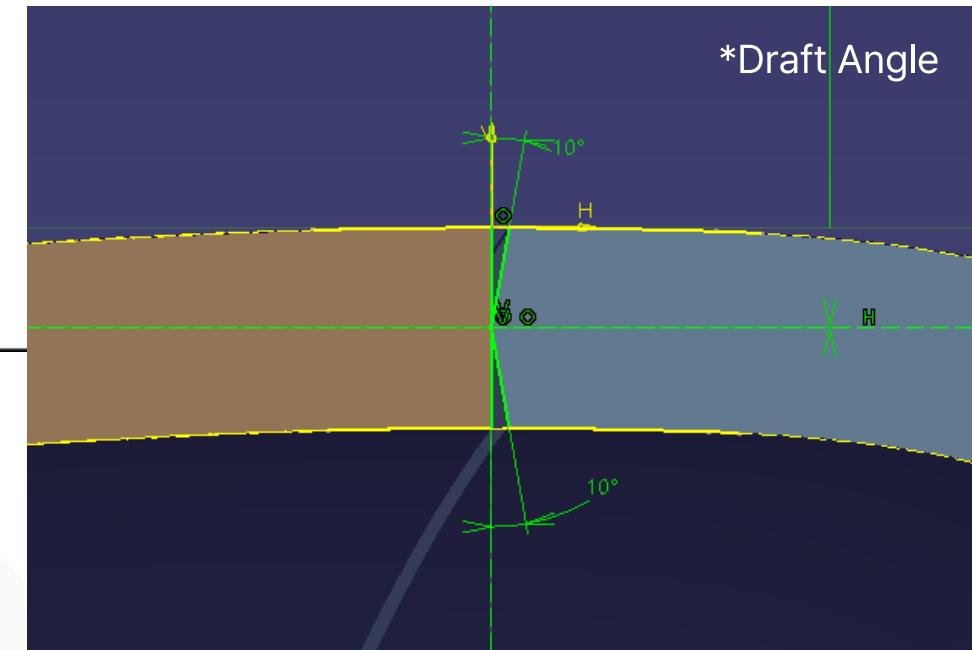
# I Parting Details

Parting Line의 Detail View입니다.

사출 성형성을 고려하여  $10^\circ$ 의 Draft Angle을 적용했습니다.



Sectioning



Sketch

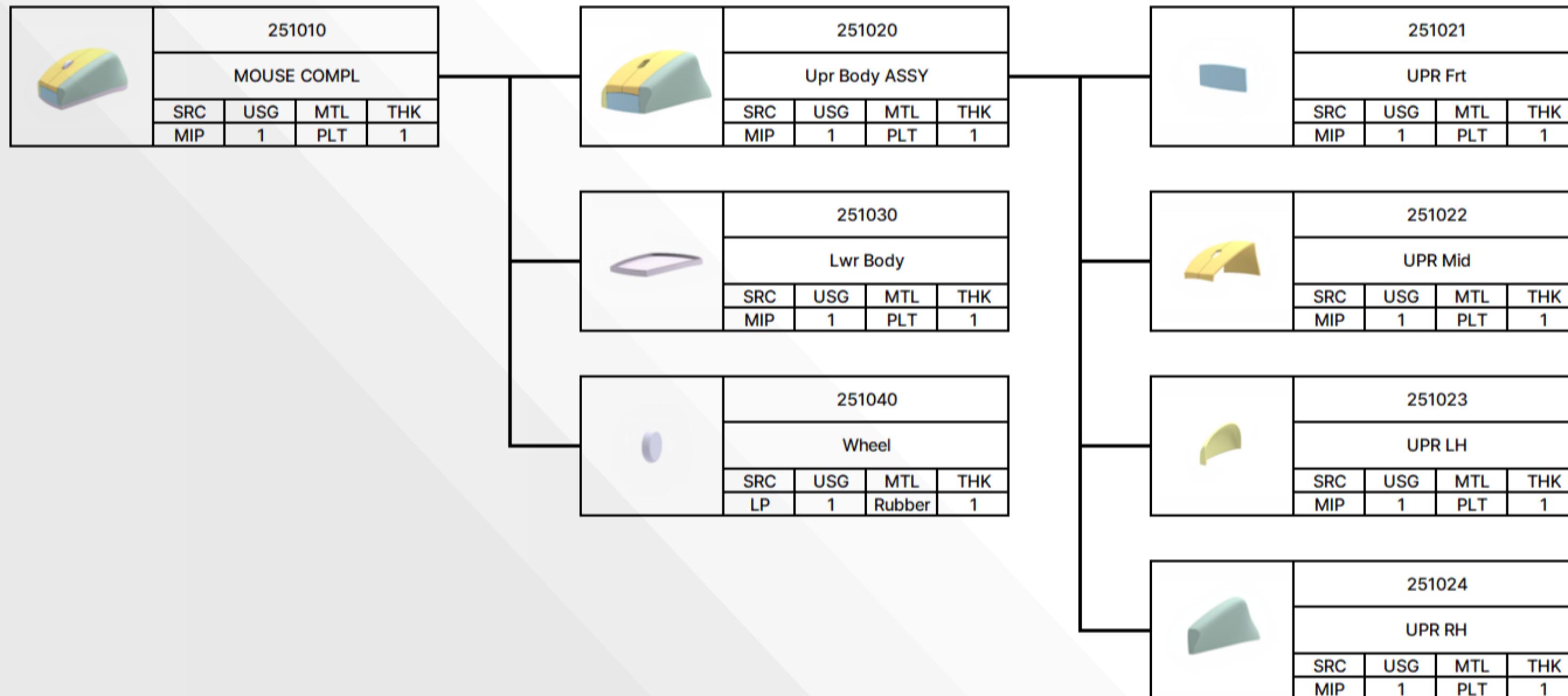
# I BOM

각 부품의 재질, 수량 등을 보여주는 Bill Of Materials(BOM) 입니다.

No	부품번호	부품명	수량	구분	재질
1	251010	MOUSE COMPL	1	자체생산	플라스틱
2	251020	UPR Body ASSY	1	자체생산	플라스틱
3	251021	UPR Frt	1	자체생산	플라스틱
3	251022	UPR Mid	1	자체생산	플라스틱
3	251023	UPR LH	1	자체생산	플라스틱
3	251024	UPR RH	1	자체생산	플라스틱
2	251030	LWR Body	1	자체생산	플라스틱
2	251040	Wheel	1	외주제작	고무

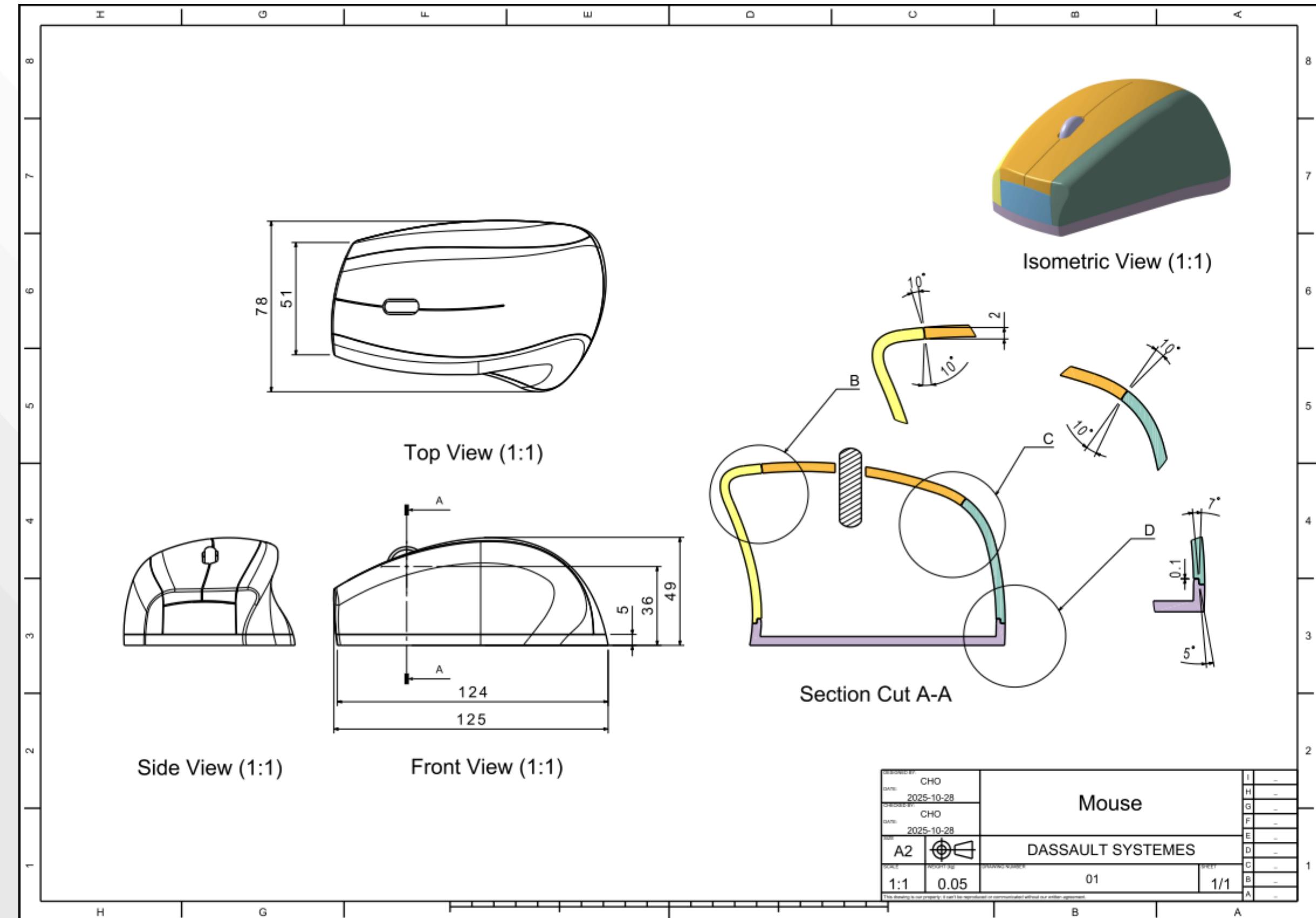
# | Family Tree

부품 간 관계를 보여주는 Family Tree입니다. 외형 사출/가공 파트는 자체 제작, 휠은 구매품으로 설정했습니다.



# I Drafting

마우스 도면입니다.



# **THANK YOU**

## **GET IN TOUCH**

Contact: +82) 10-5839-0619

Linkedin: [linkedin.com/in/eunsori-cho-277055344](https://linkedin.com/in/eunsori-cho-277055344)

More Info: [github.com/solheeing](https://github.com/solheeing)