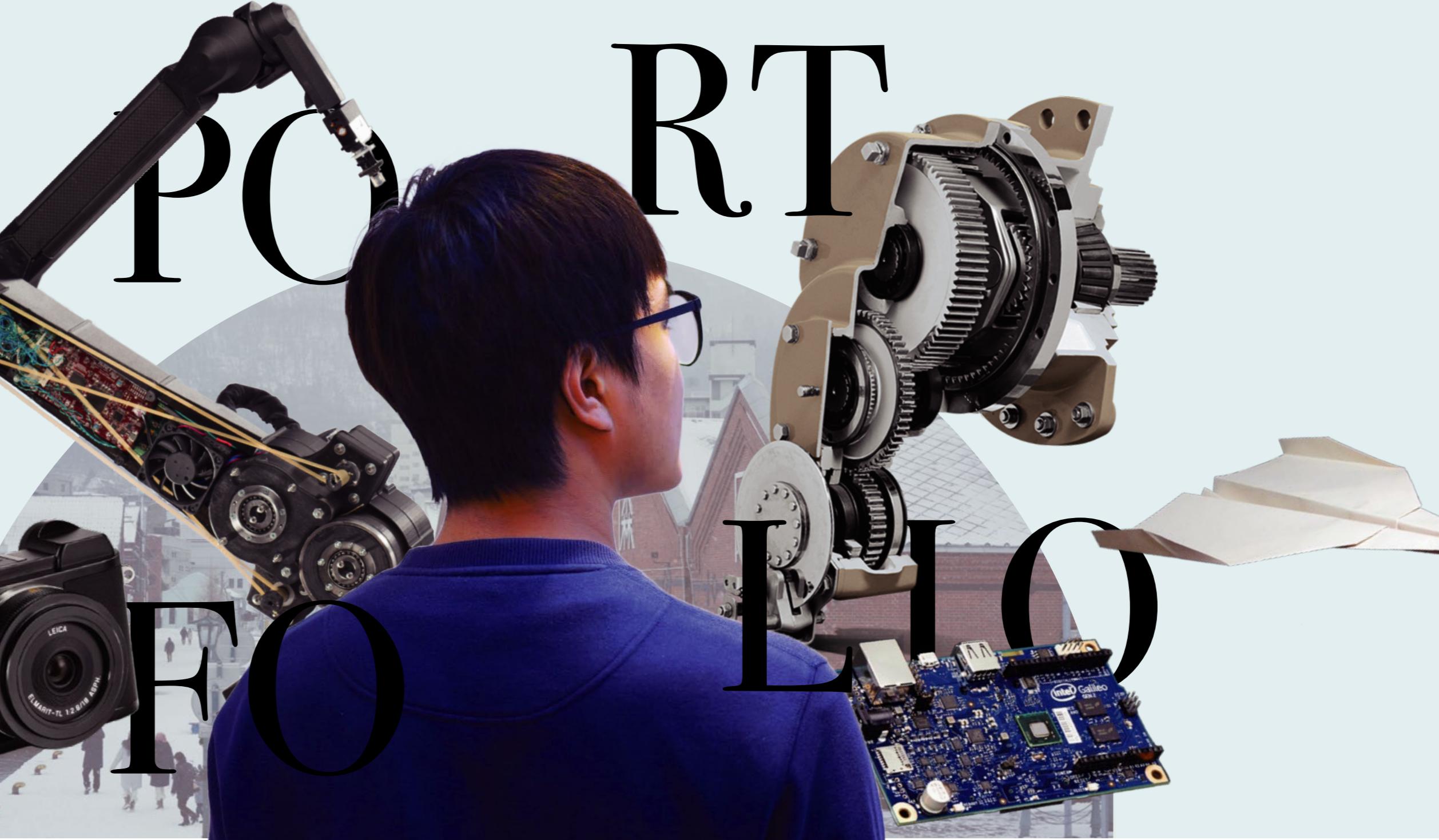


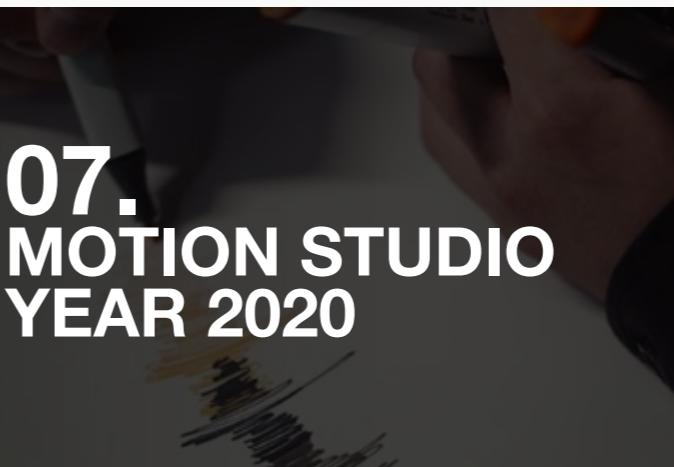
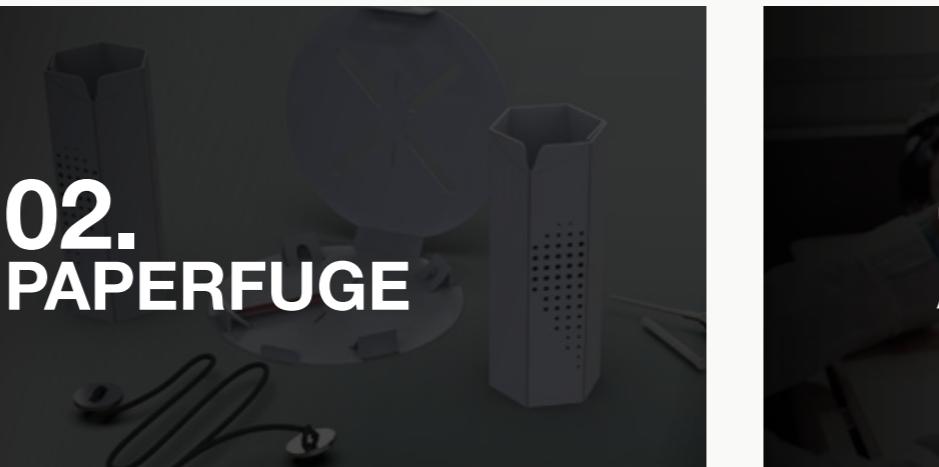
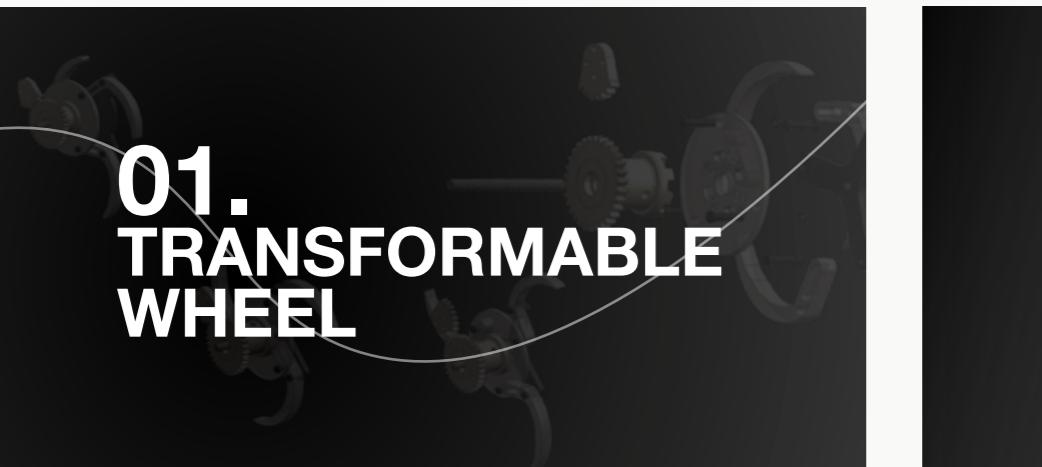
TSENG YUMING



PORTFOLIO



CONTENT



- ◆ PREFACE
- ◆ CONTENT
- ◆ TRANSFORMABLE WHEEL
 - ◆ PAPERFUGE
 - ◆ AURAFIT
 - ◆ SCRIPT MODE
 - ◆ M&M SHOOTING MACHINE
 - ◆ FORM STUDIO
 - ◆ MOTION STUDIO
 - ◆ WEB CODING

TRANSFORMABLE WHEEL

ROBOTICS | CODING | MECHANICAL ENGINEERING | INDUSTRIAL DESIGN

6 MONTHS

INTRO / Equipment and vehicles are widely used during the search and rescue. Featured with the active transformable wheels, the robotic vehicle can operate in extreme environment and overcome various obstrcts. In the project, force analysis is included to optimize the design of the mechanism. Suitable materials are selected for different parts of the vehicle.

01.

02

03

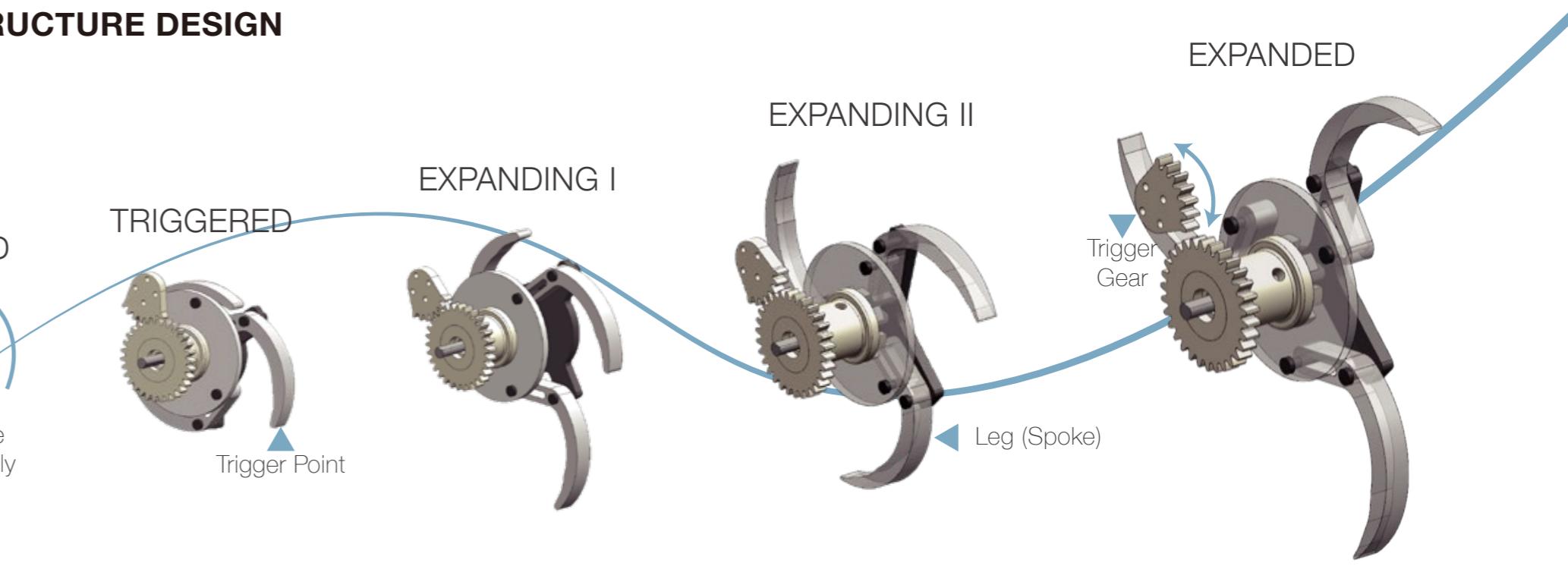
◇ BACKGROUND RESEARCH

Deformation Mechanism

Simple structures are not performing well for complicated situations. **Deformation** resolve the problems with **lower space-consumption** and less materials. In daily life, deformation appears ubiquitously such as umbrellas, three-wheel trolley and even animals, like octopus. Inspired by these, more and more inventions which can **expand and shrink** easily are designed to help people with work and **emergencies**.



◇ STRUCTURE DESIGN

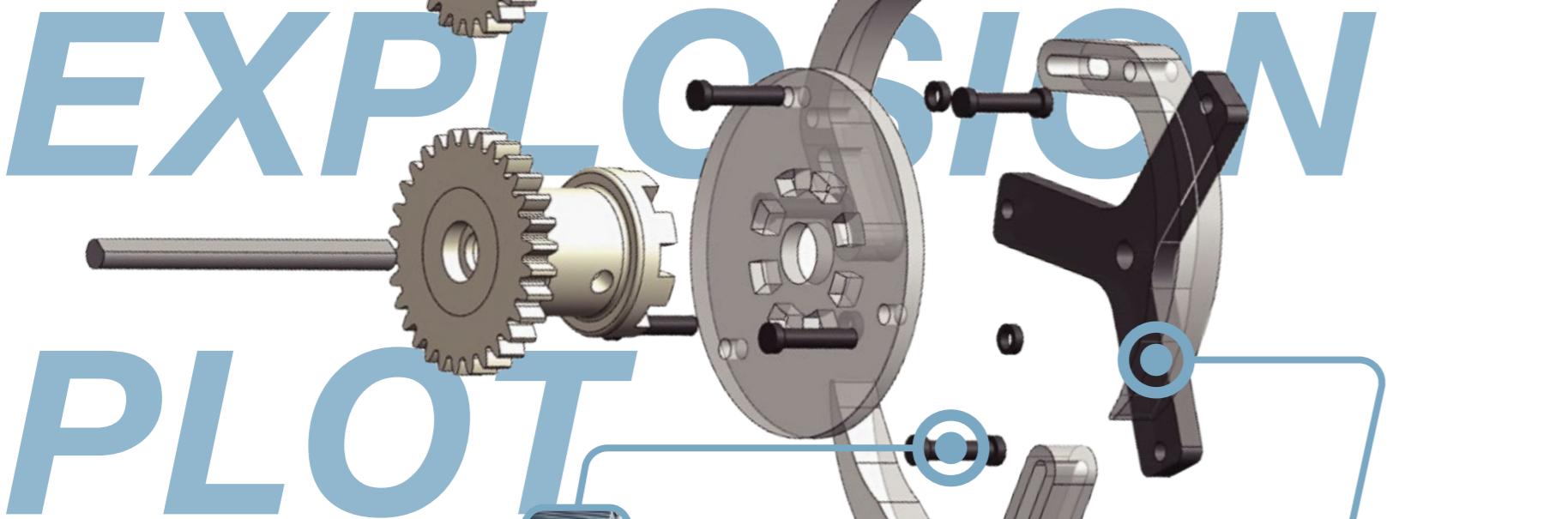


TRANSFORMATION

The main mechanism of the wheel can be divided into four processes: **folded**, **triggered**, **expanding** and **expanded**. When the wheel is folded, the vehicle drives just like a normal one. When it occurs an obstacle, one of the leg will be triggered. As the motor continue to rotate, the entire wheel will be expanded till **fully expansion**.

The **trigger gear** will rotate automatically when the wheel is expanding to maintain a **robust**, **strong** and **stable** mechanical structure.

MATERIAL



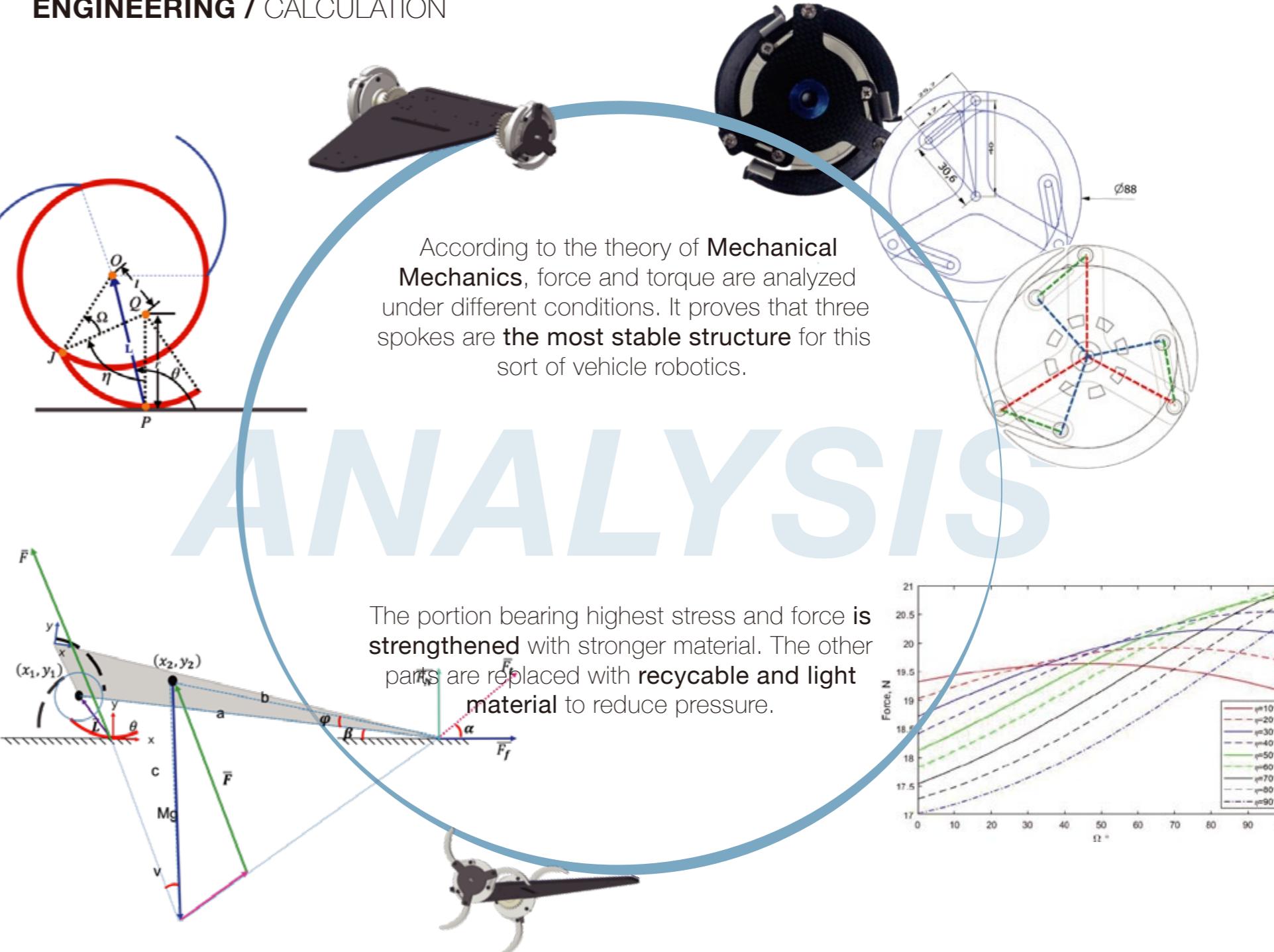
MATERIAL

Screws, rods and other connecting components are made of metal including iron and aluminum alloy. These parts require huge strength and stiffness.

Nylon Powder + 3D Printing

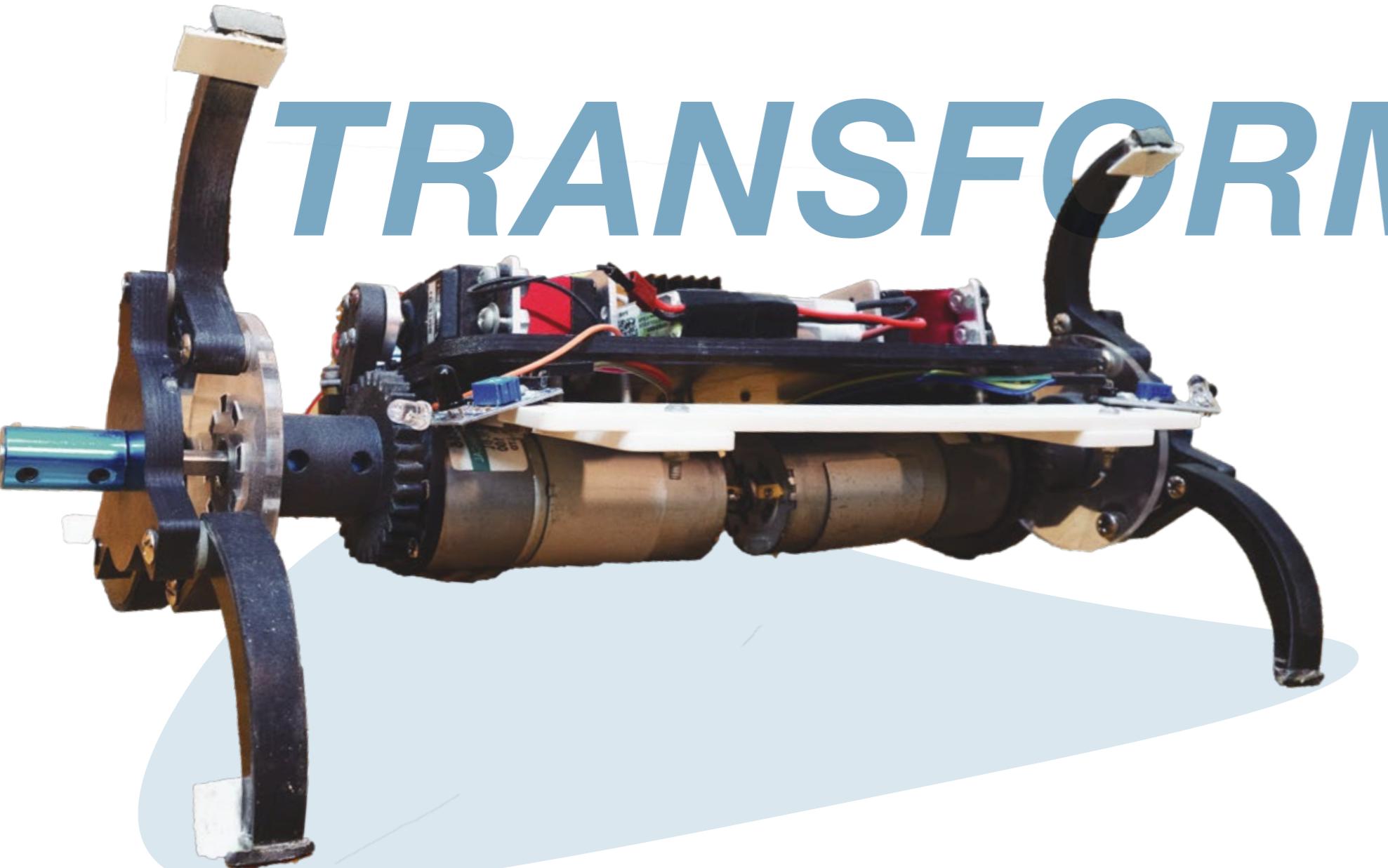
The connecting gear is highly customized, which need 3d-printing techniques. In addition, the nylon powder can provide sufficient strength for the gear while rotating.

ENGINEERING / CALCULATION

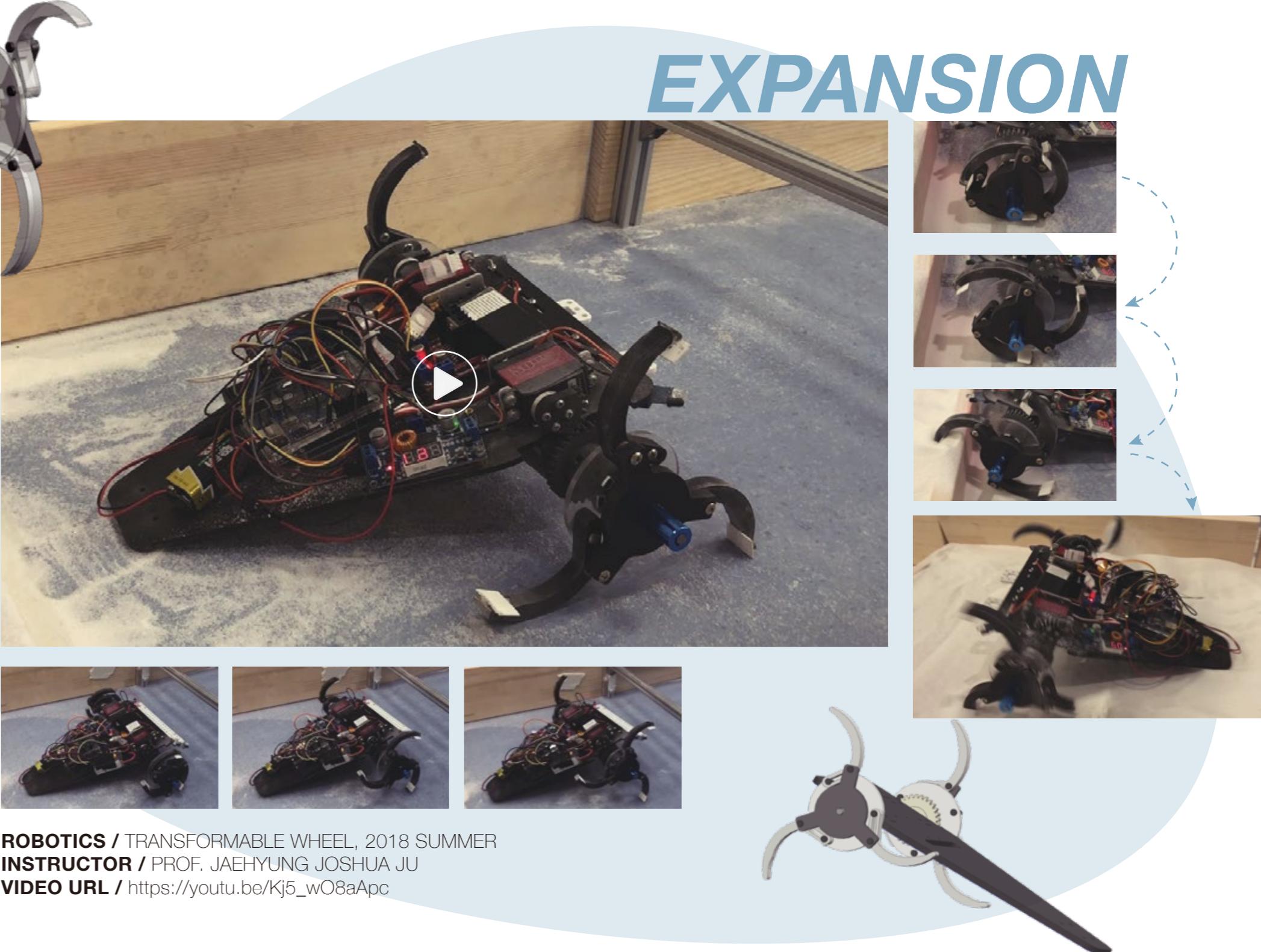




FINAL DESIGN / PHOTO & VIDEO



TRANSFORM



ROBOTICS / TRANSFORMABLE WHEEL, 2018 SUMMER
INSTRUCTOR / PROF. JAEHYUNG JOSHUA JU
VIDEO URL / https://youtu.be/Kj5_wO8aApc

- ◆ PREFACE
- ◆ CONTENT
- ◆ TRANSFORMABLE WHEEL
- ◆ **PAPERFUGE**
- ◆ AURAFIT
- ◆ SCRIPT MODE
- ◆ M&M SHOOTING MACHINE
- ◆ FORM STUDIO
- ◆ MOTION STUDIO
- ◆ WEB CODING

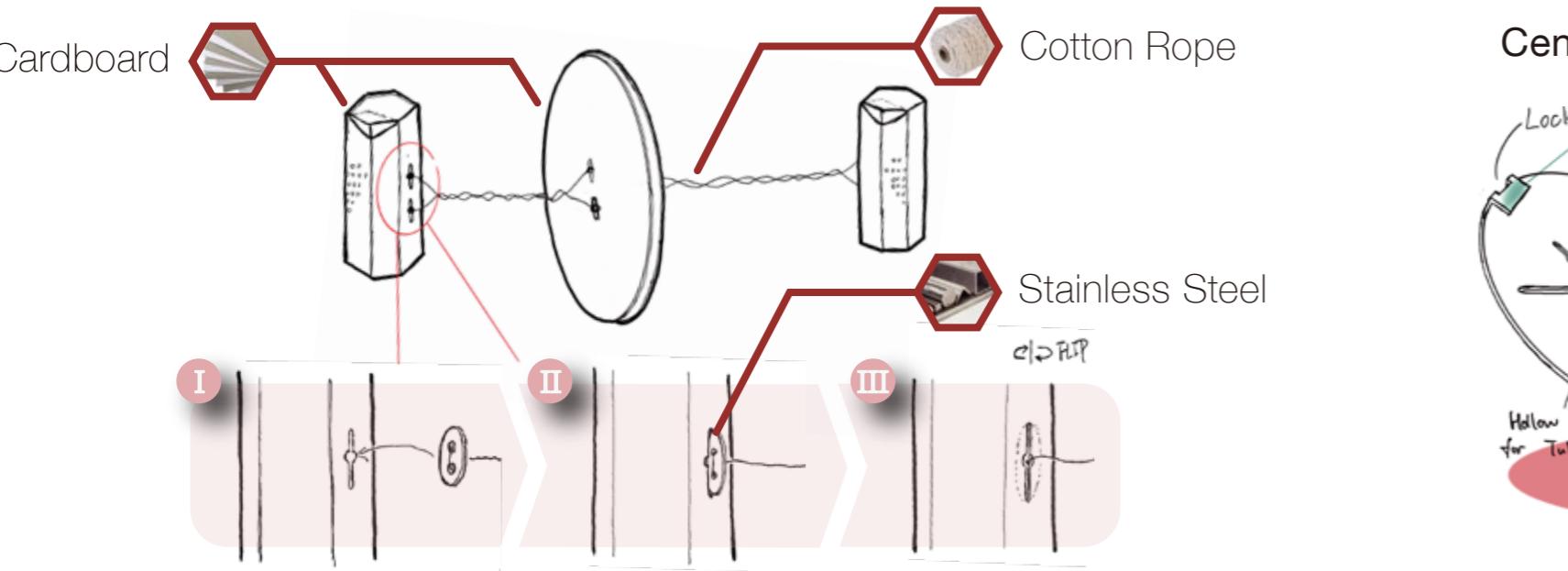
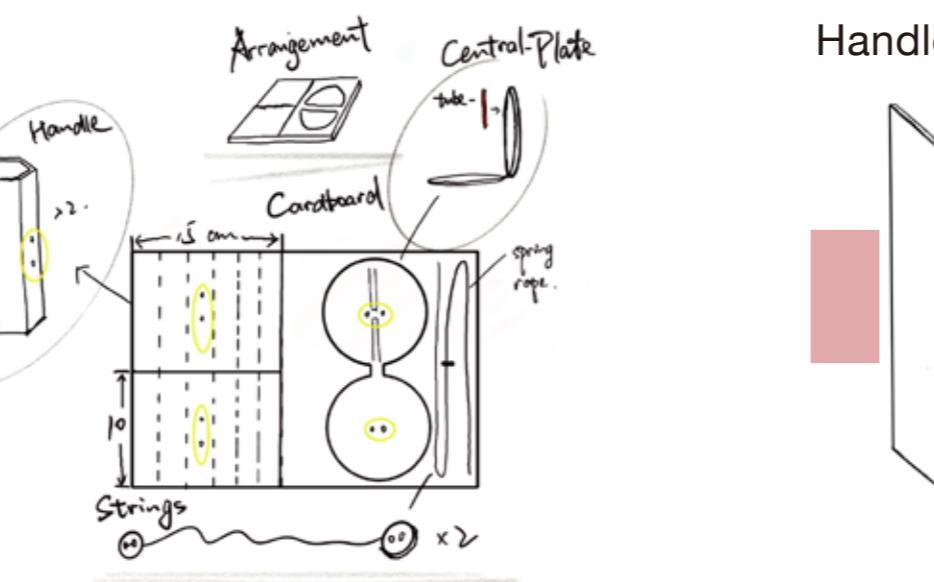
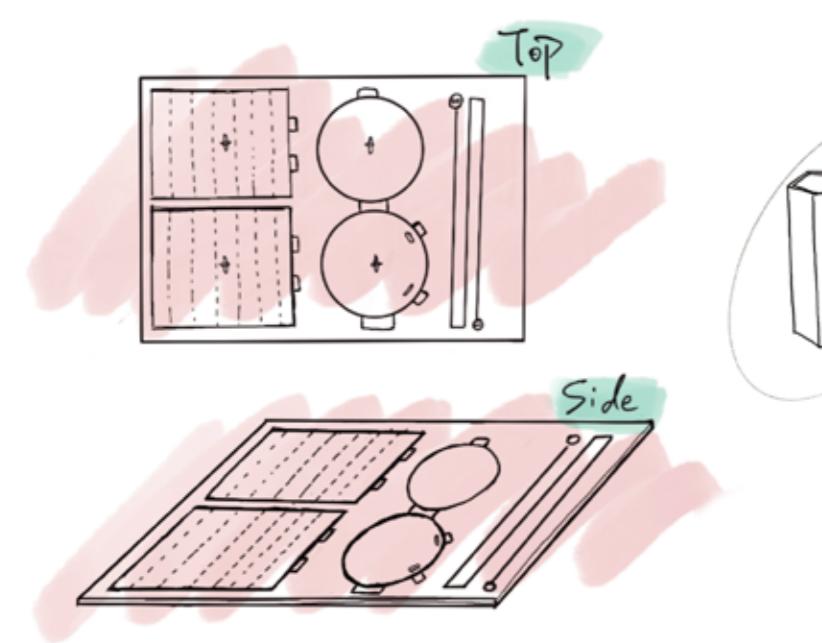
PAPERFUGE

COMMUNITY | ENVIRONMENT | INTERACTIVE DESIGN | INDUSTRIAL DESIGN

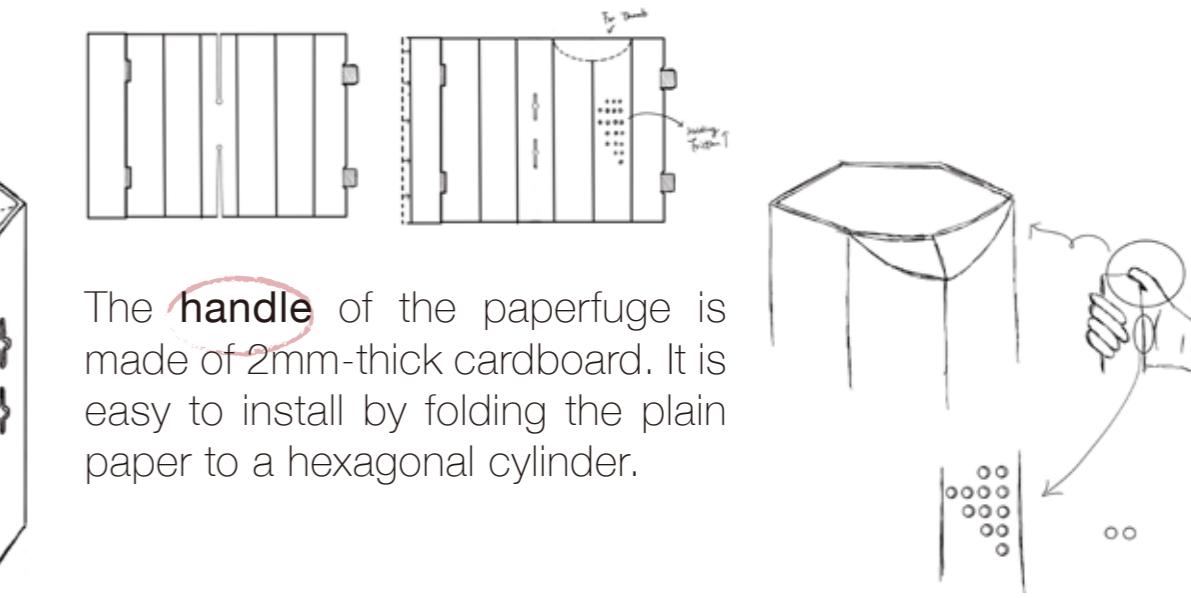
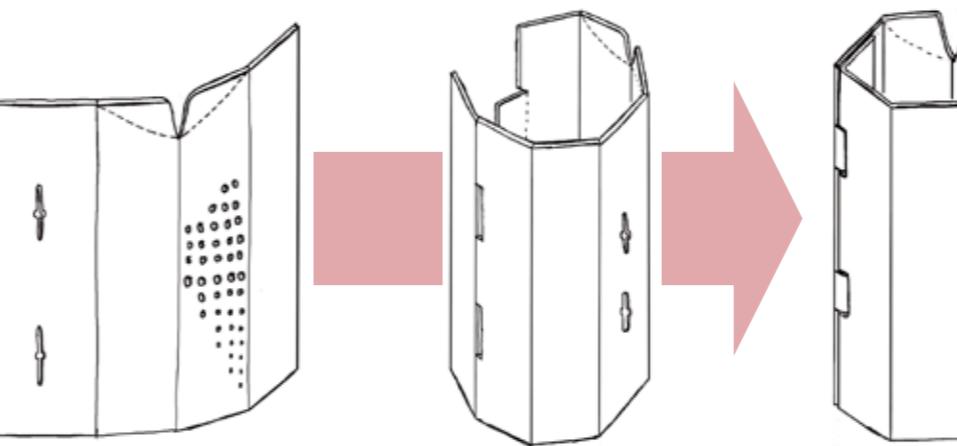
3 MONTHS

INTRO / Integrated on a single piece of cardboard, paperfuge is easy for patients to install, and help people to centrifuge the blood by themselves after phlebotomization. Compare to the standard procedures done by the machine, the operation for the paperfuge is funny, time-saving and environmentally friendly. It assists poverty areas in improving medicine condition and reducing economic pressure.

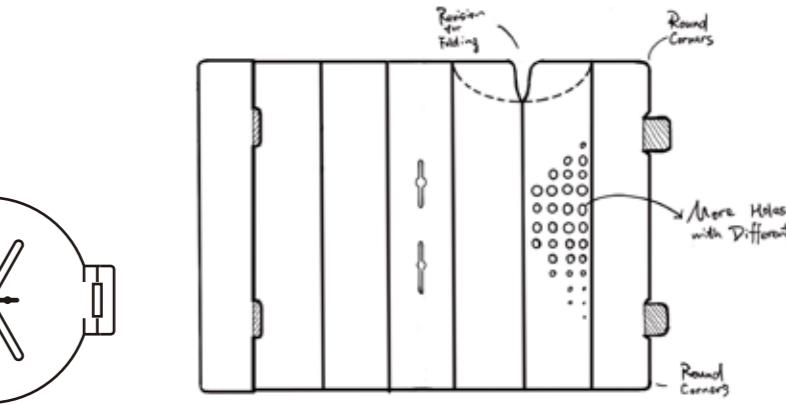
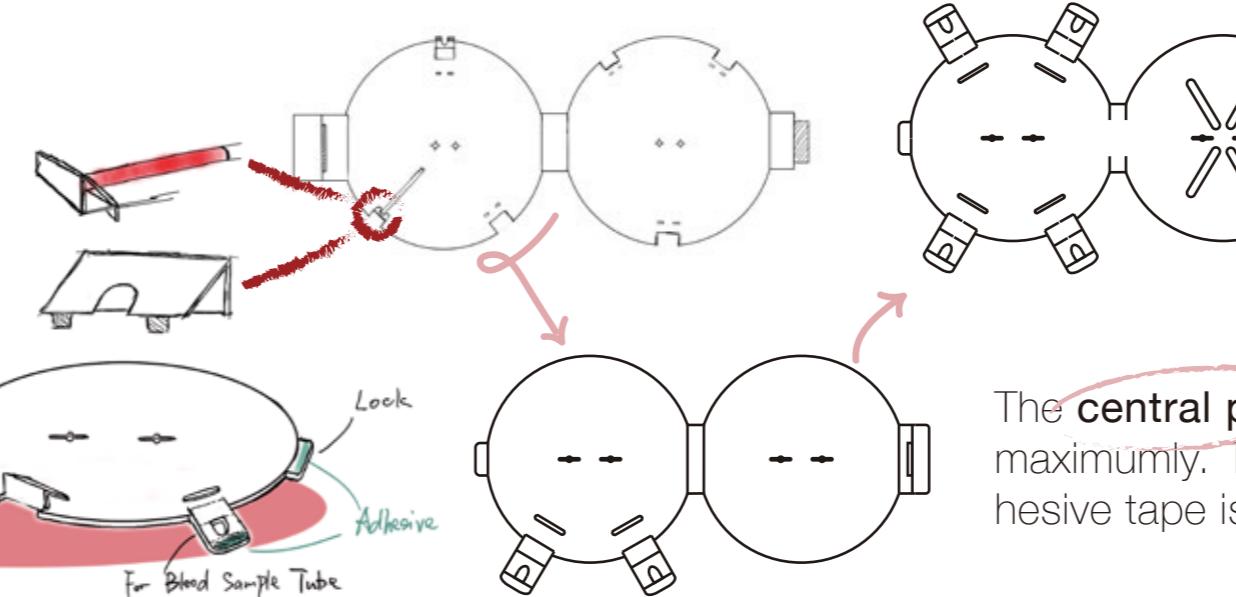
◆ DESIGN SKETCH



Handle



Central Plate



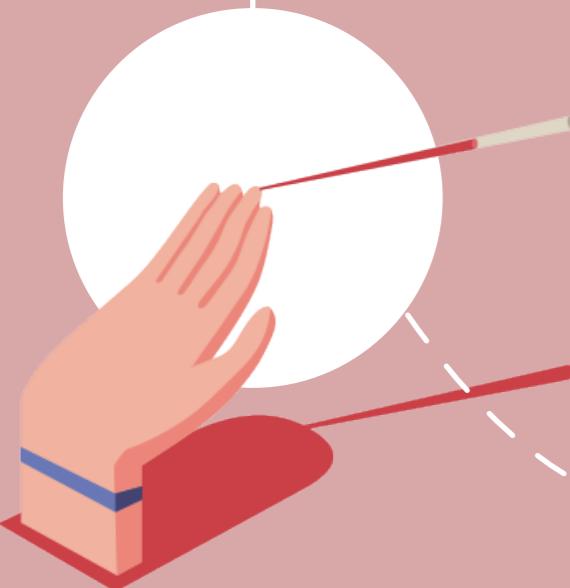
The **handle** of the paperfuge is made of 2mm-thick cardboard. It is easy to install by folding the plain paper to a hexagonal cylinder.

The **central plate** can contain four blood sample tubes maximumly. To increase the stability of the device, adhesive tape is placed on the paper lock parts.



STORYLINE

The working process of the paperfuge can be mainly separated into four steps, which are **phlebotomizing**, **assembling**, **centrifuging** and **collecting**.



I. Phlebotomize

Firstly, use capillary or other tools to draw the blood samples and store in the tubes. The **cleanliness** of the tube is crucial for all the patients as well as doctors.



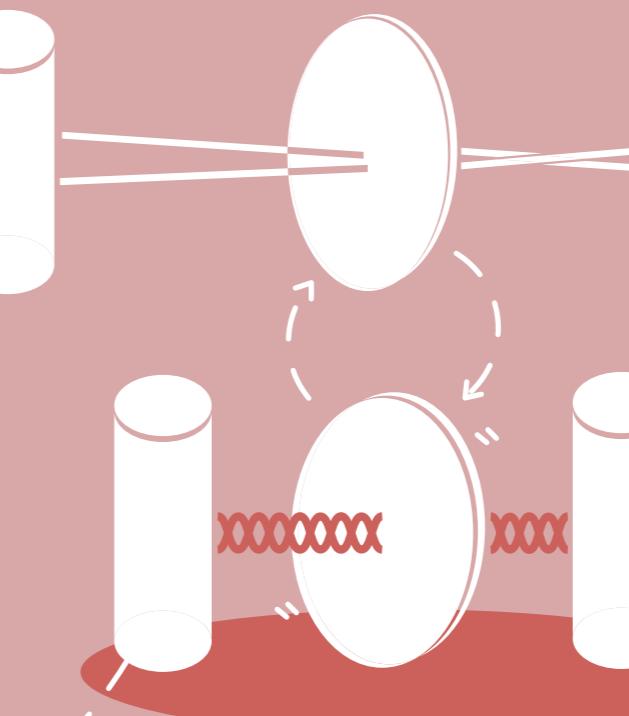
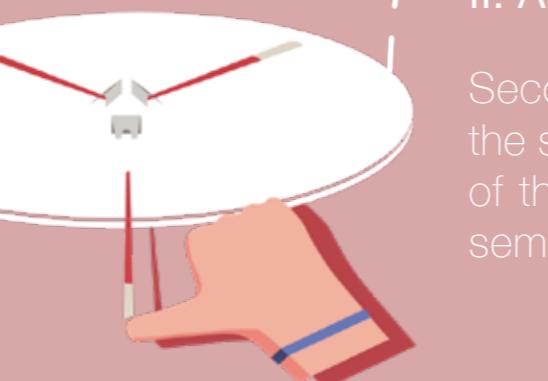
III. Centrifuge

Thirdly, after the installation, patients start to centrifuge their blood with the equipment for 2-3 minutes. To visualize the progress, part of the paper could be **transparent** to see different layers of the blood.



II. Assemble

Secondly, put all the blood sample into the slots on the paperfuge. The sealing of the tubes and the **simplicity** of assembling is important.



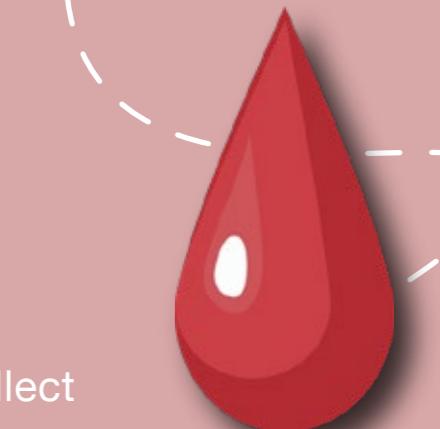
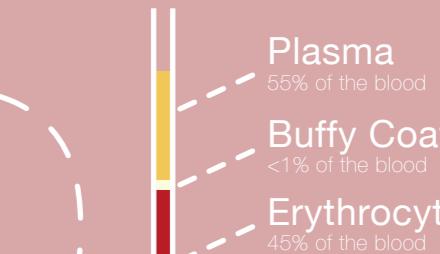
IV. Collect

Finally, the blood samples are ready for further examination. The entire equipment should be **recyclable** and the collecting process should be convenient.

Plasma
55% of the blood

Buffy Coat
<1% of the blood

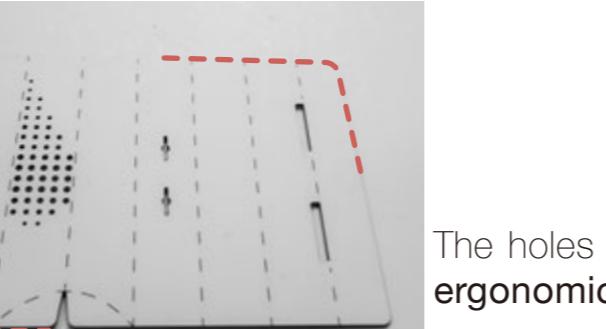
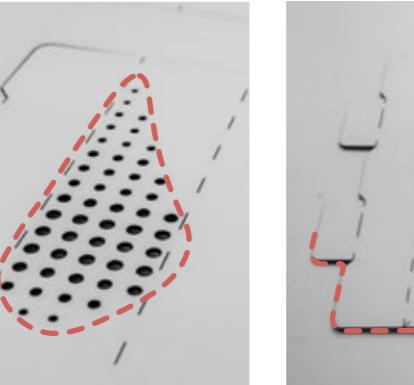
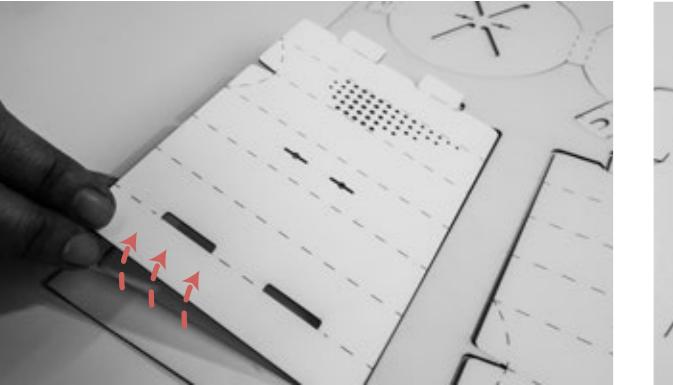
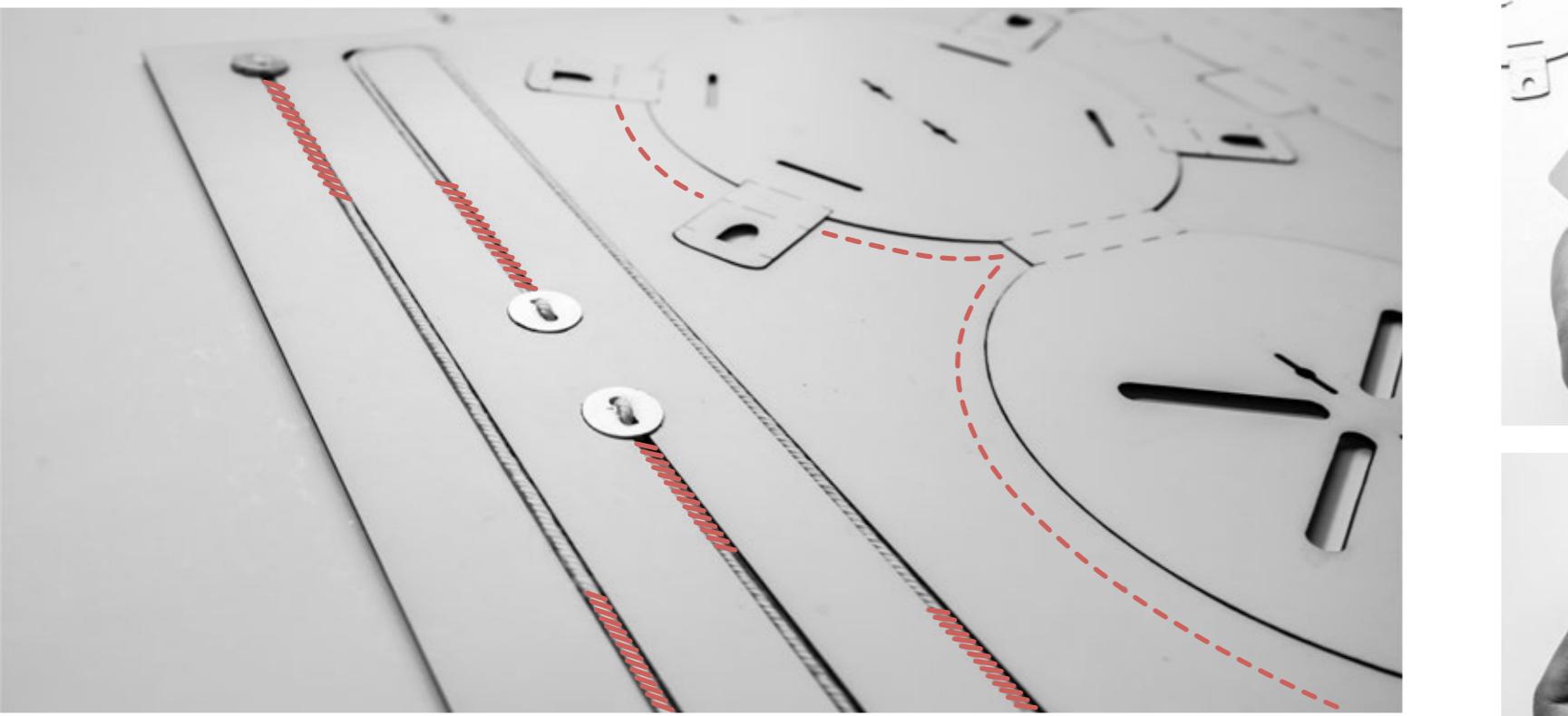
Erythrocytes
45% of the blood



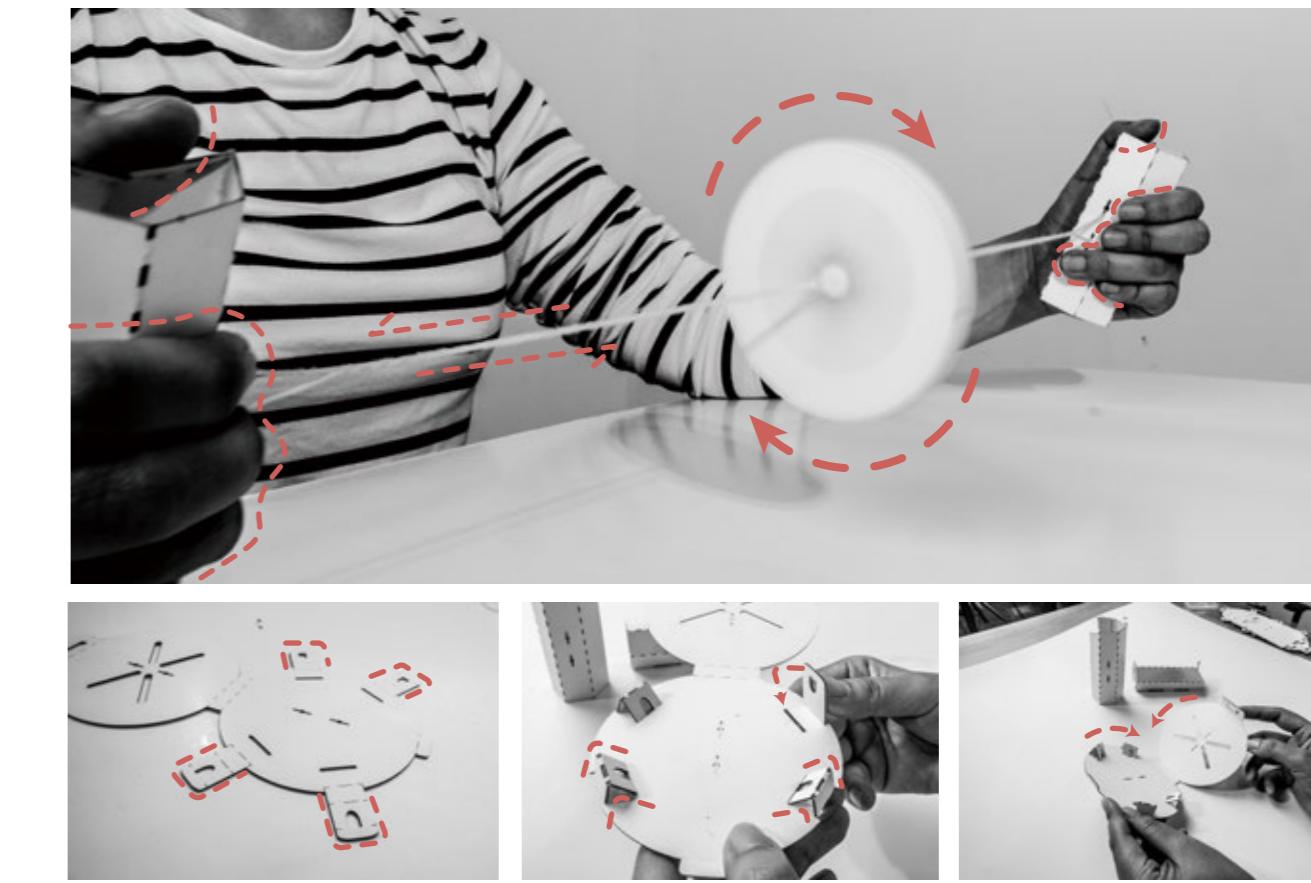
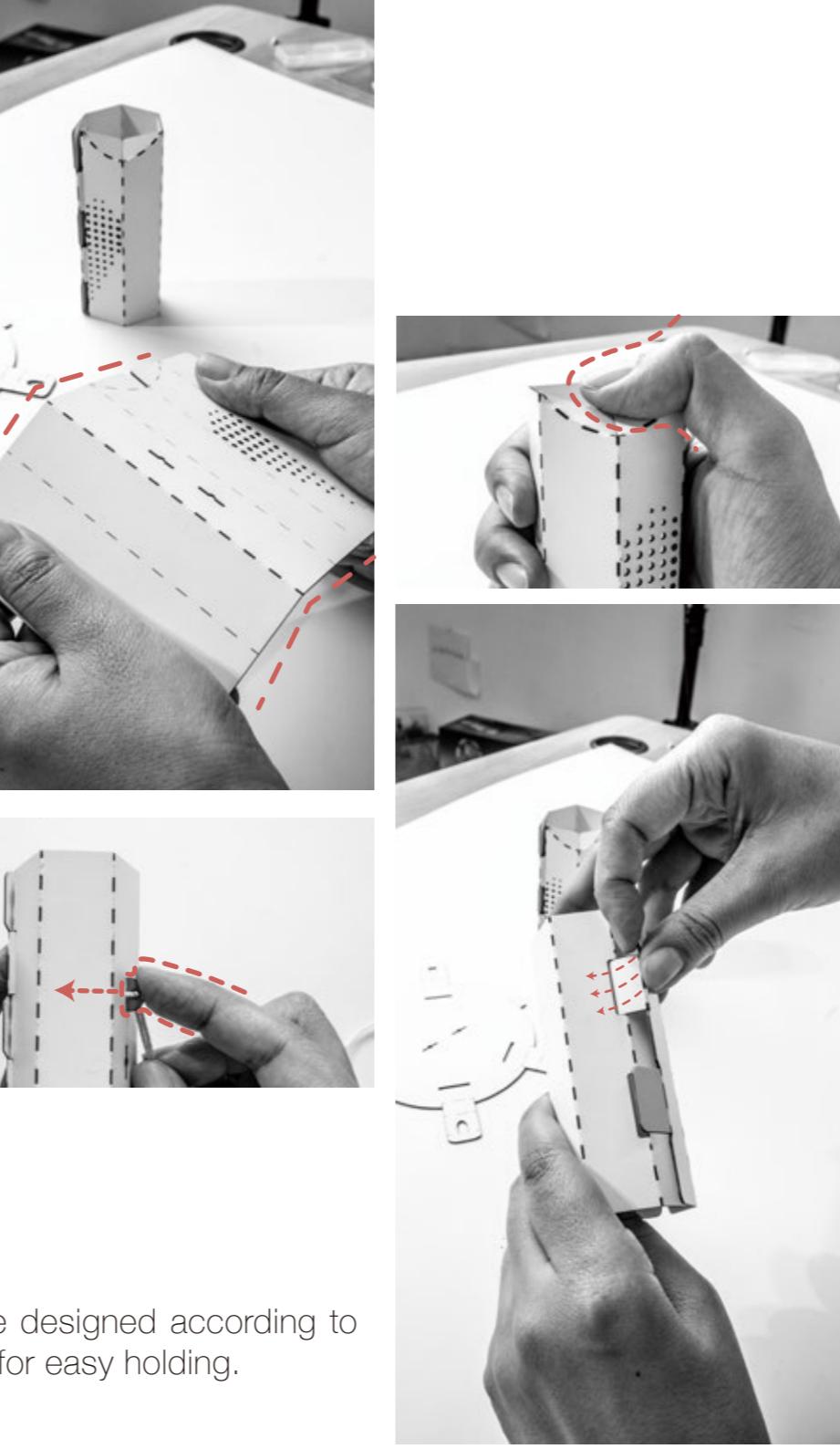


FINAL DESIGN

The paperfuge is integrated on **a single piece of recyclable cardboard**. Easy to carry, assemble and discard. Most importantly, it is **ultra-low-cost** that people in poverty area could afford.



The holes are designed according to **ergonomics** for easy holding.



For each Paperfuge, it can contain **four blood tubes** for testing. The blood can be separated **in 1.5 minutes** with high revolution speed.

The **fun** of interacting with the blood centrifuge process will **relieve patients' negative emotion**, especially for children. Parents benefit as well.

- ◆ PREFACE
- ◆ CONTENT
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- ◆ AURAFIT
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 - ◆ MOTION STUDIO
 - ◆ WEB CODING

AURAFIT

MARKET RESEARCH | INTERACTIVE DESIGN | PRODUCT DESIGN

5 MONTHS

INTRO / During the pandemic, people's way of workout changes. The gym has become a confined space susceptible to infection and online workout becomes a new alternative. AuraFit is a comprehensive system designed for people to solve the pain points while exercising at home. Market research dominants this project. From primary to secondary research, to Ethnography, the design strictly follows the market research results.

01

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MARKET RESEARCH / STATISTICS, JOURNEY MAP, AND PERSONA

Online Survey x50

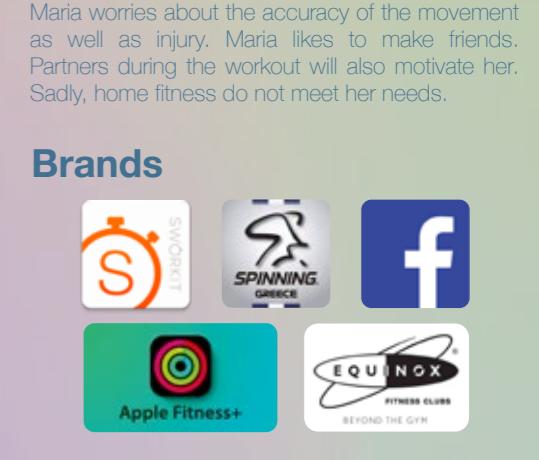
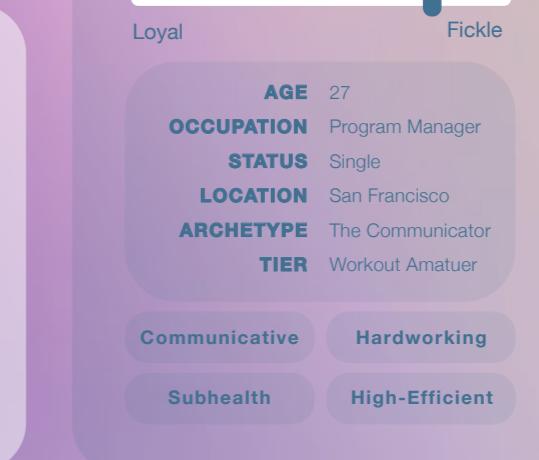
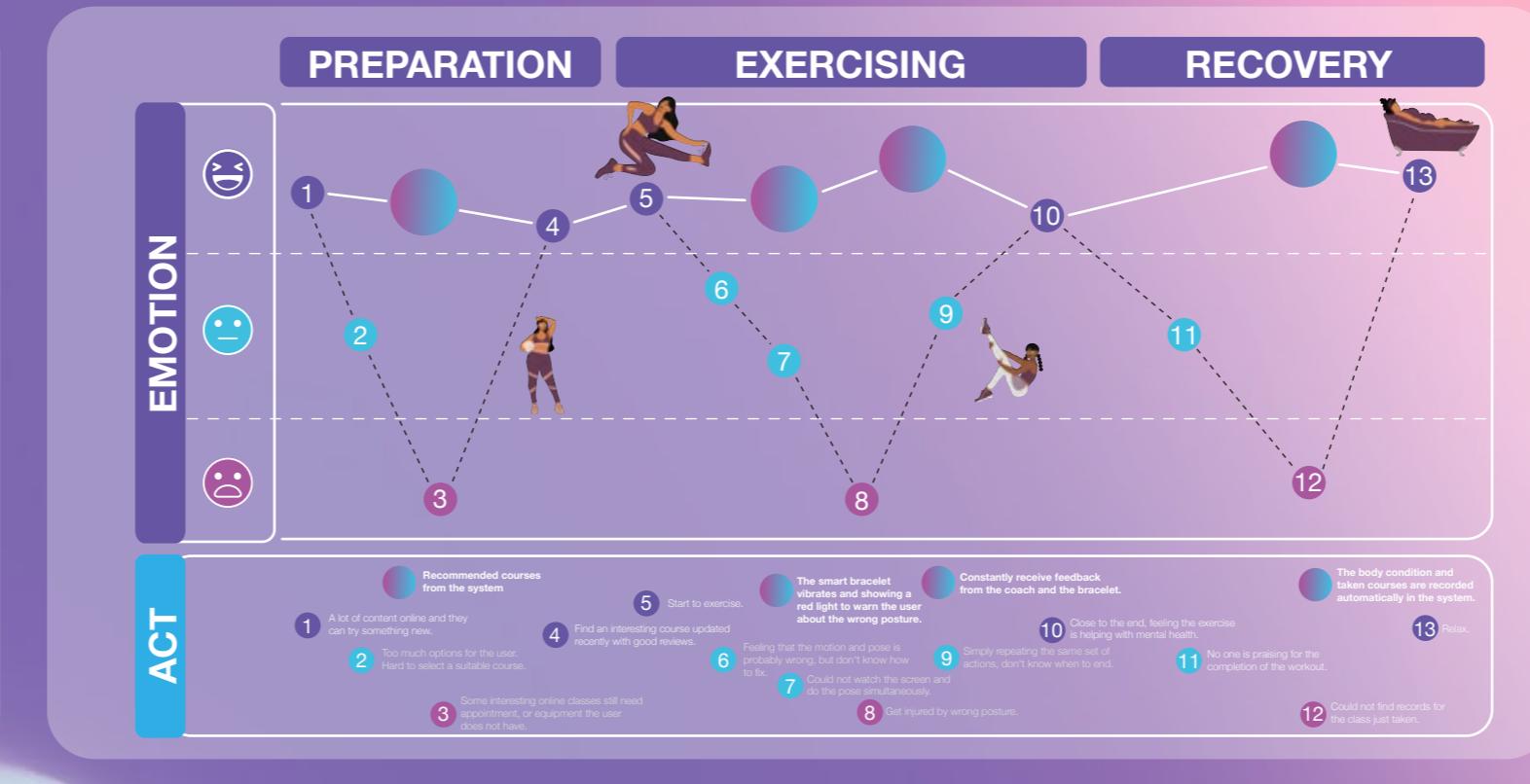
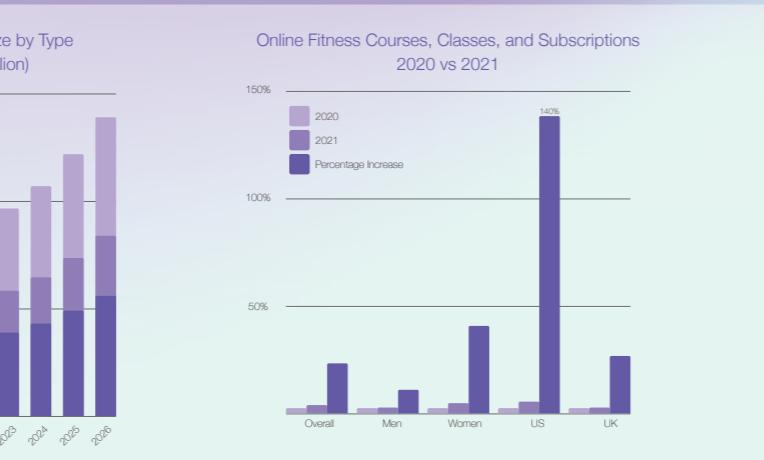
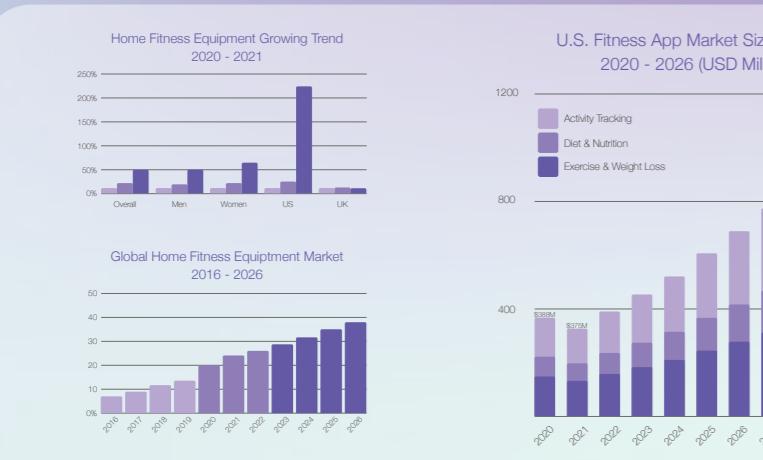
Take the form of online questionnaire through Google form, we collected 50 responses from different people ranging from 17 to 65 years old. The results help better understand users attitude towards online fitness quantitatively.

Interview x(10+2)

10 normal interviews on people who daily workout and 2 in-depth interviews on professional trainer and physical therapist to understand the fitness field under the influence of Covid-19.

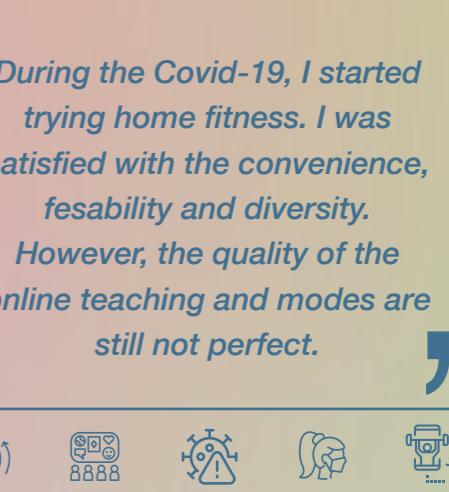
Ethnography x2

Self-oriented experiment to simulate the scenario of online fitness at home and figure out the pain points. By playing the role of trainer and trainee, get comprehensive understanding of the workout processes of learning and teaching through the Internet.



Maria Allan

Businesswoman, 27 yrs



Bio

Maria is a young businesswoman, working in the financial industry. She is very well-educated and earns over \$75k annually. She hopes that she could keep fit and make some friends through the workouts. During Covid, she started to work out at home. She was surprised by the variety of the online courses and the convenience. Nevertheless, she still wants to have some customized options for the courses. In addition, lack of physical instruction, Maria worries about the accuracy of the movement as well as injury. Maria likes to make friends. Partners during the workout will also motivate her. Sadly, home fitness does not meet her needs.



FINAL PRODUCT / A COMPREHENSIVE SYSTEM

AuraFit is a comprehensive system helping to improve the user experience of the online workout. The system contains a pair of smart bracelets and a software app.

The AuraFit Bracelets can remind users whether they are in the correct fitness position. If no, they will vibrate accordingly.

The system contains various functions including A.I. courses recommendation, body condition recording, daily plan and the information about the bracelets.



Correct Position



Wrong Position



**Light Mode
Dark Mode**

Two modes are designed. Through research, people work out in a very wide range of time, and different modes can be better adapted to a larger group of users.



AuraFit Bracelets



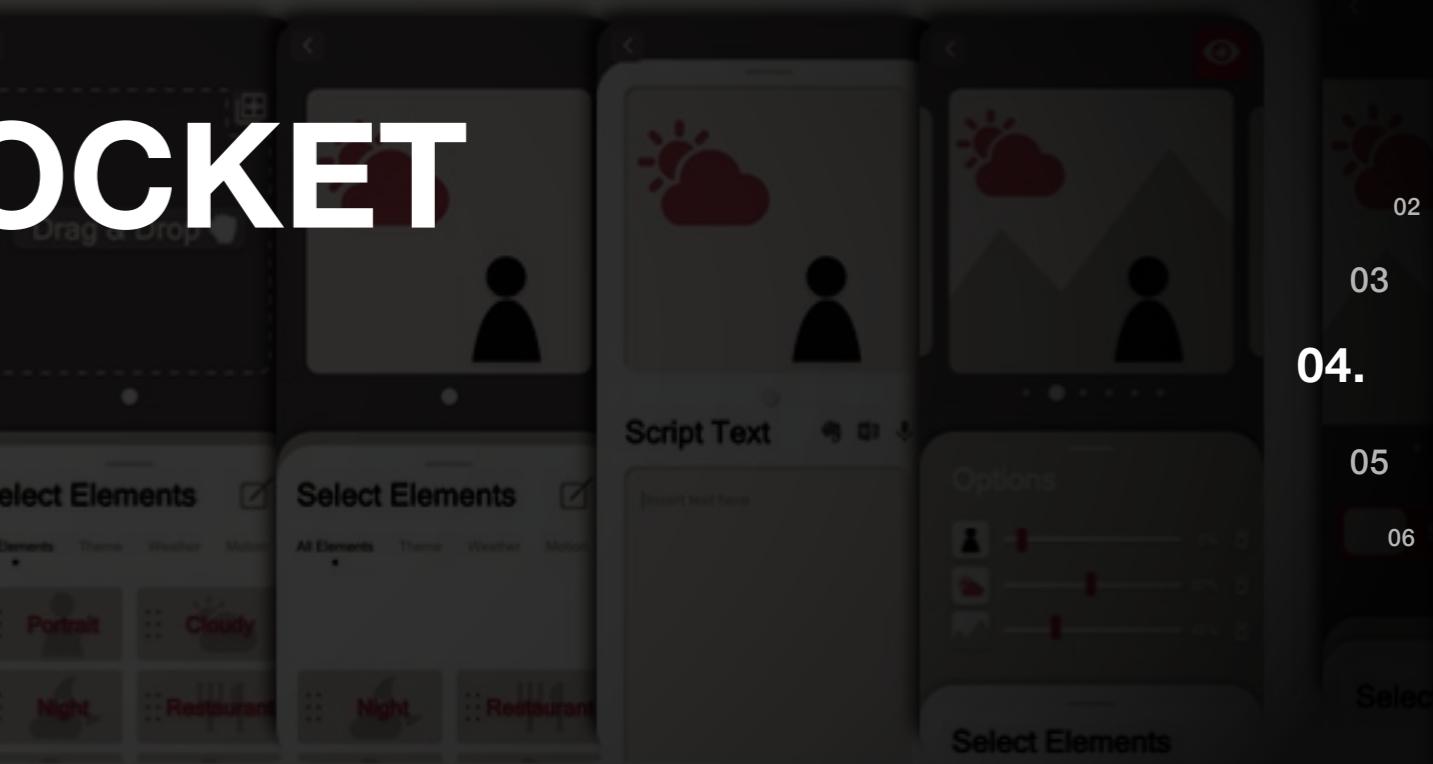
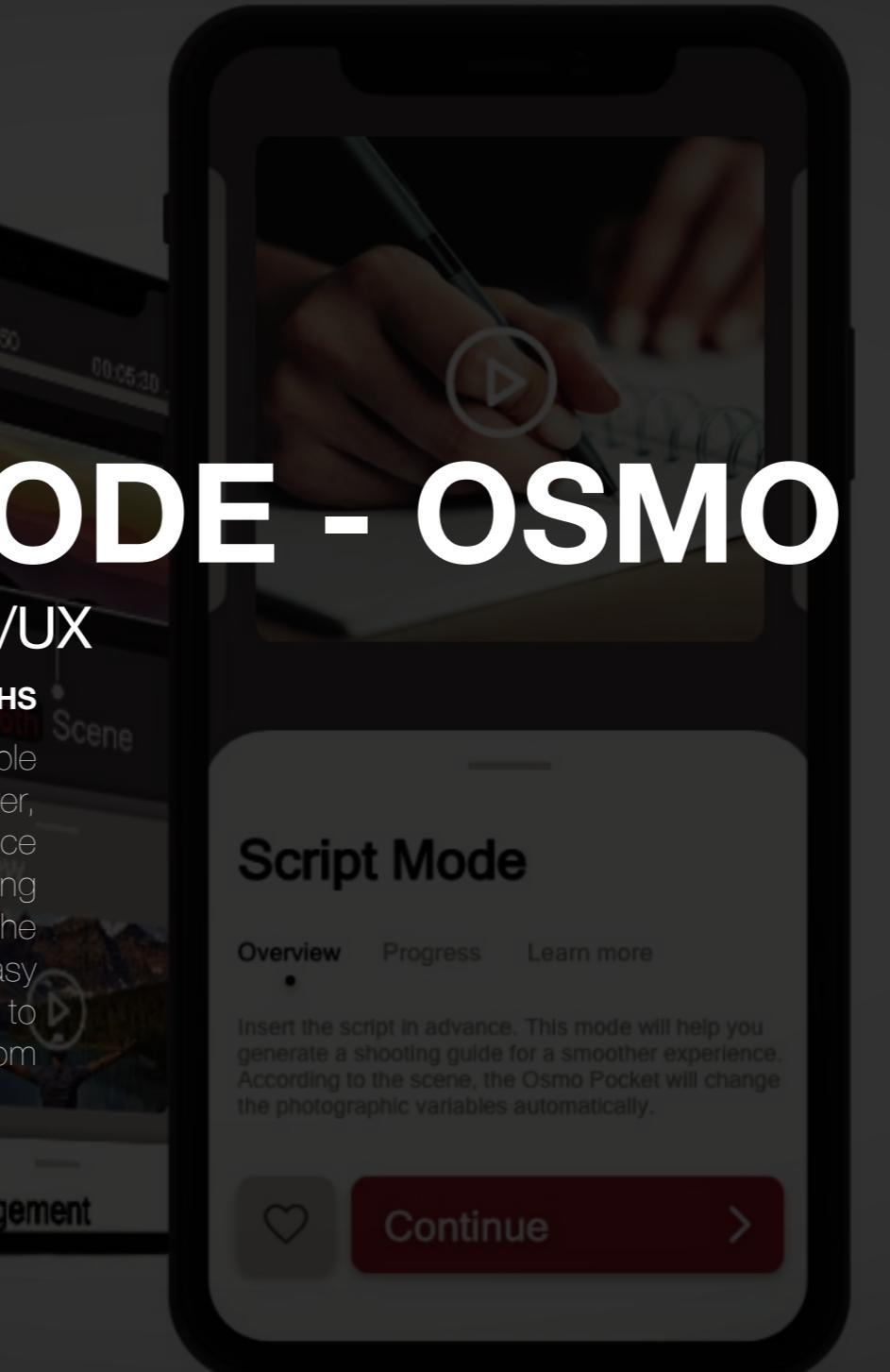
- ◆ PREFACE
- ◆ CONTENT
- ◆ TRANSFORMABLE WHEEL
- ◆ PAPERFUGE
- ◆ AURAFIT
- ◆ **SCRIPT MODE**
 - ◆ M&M SHOOTING MACHINE
 - ◆ FORM STUDIO
 - ◆ MOTION STUDIO
 - ◆ WEB CODING

SCRIPT MODE - OSMO POCKET

INTERACTIVE DESIGN | UI/UX

4 MONTHS

INTRO / Osmo Pocket is a popular portable camera for photography enthusiasts. However, the mobile app is not compatible with the device due to the lack of certain functions. By developing the script mode, users can customized the shooting script in advance. In addition, the easy editing and sharing process help the amateurs to obtain a sense of accomplishment from successful shoots.



02

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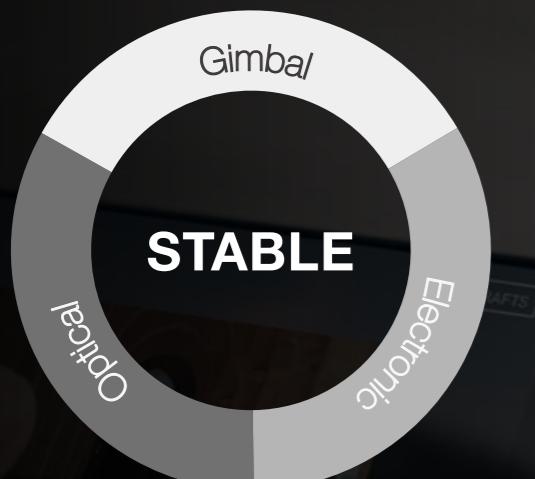
04.

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Select

◇ PROJECT RESEARCH / SECONDARY



Gimbal / Physical structure for stablization. No image quality sacrifice or screen cropping. Used for professional shooting devices for both photos and videos.

Optical: Computer algorithms for photo stablization. This method will increase motion blur and sacrifice image quality under low light conditions.

Electronic: Computer algorithms for video stablization. The screen will be cropped and only used for video.



Pros

Portable size Panoramic mode Landscape mode Take and shoot Tracking mode

Cons

Tiny screen Hard to edit Weak focus system Unfriendly to new users Heat generation

◇ PROJECT RESEARCH / PRIMARY



If I have a specific **shooting script**, I would definitely go with the Osmo Pocket because of his good image quality and light weight.



I will bring both my phone and Osmo pocket if I can. I will use Pocket for shooting because I can **save the battery** of my phone.



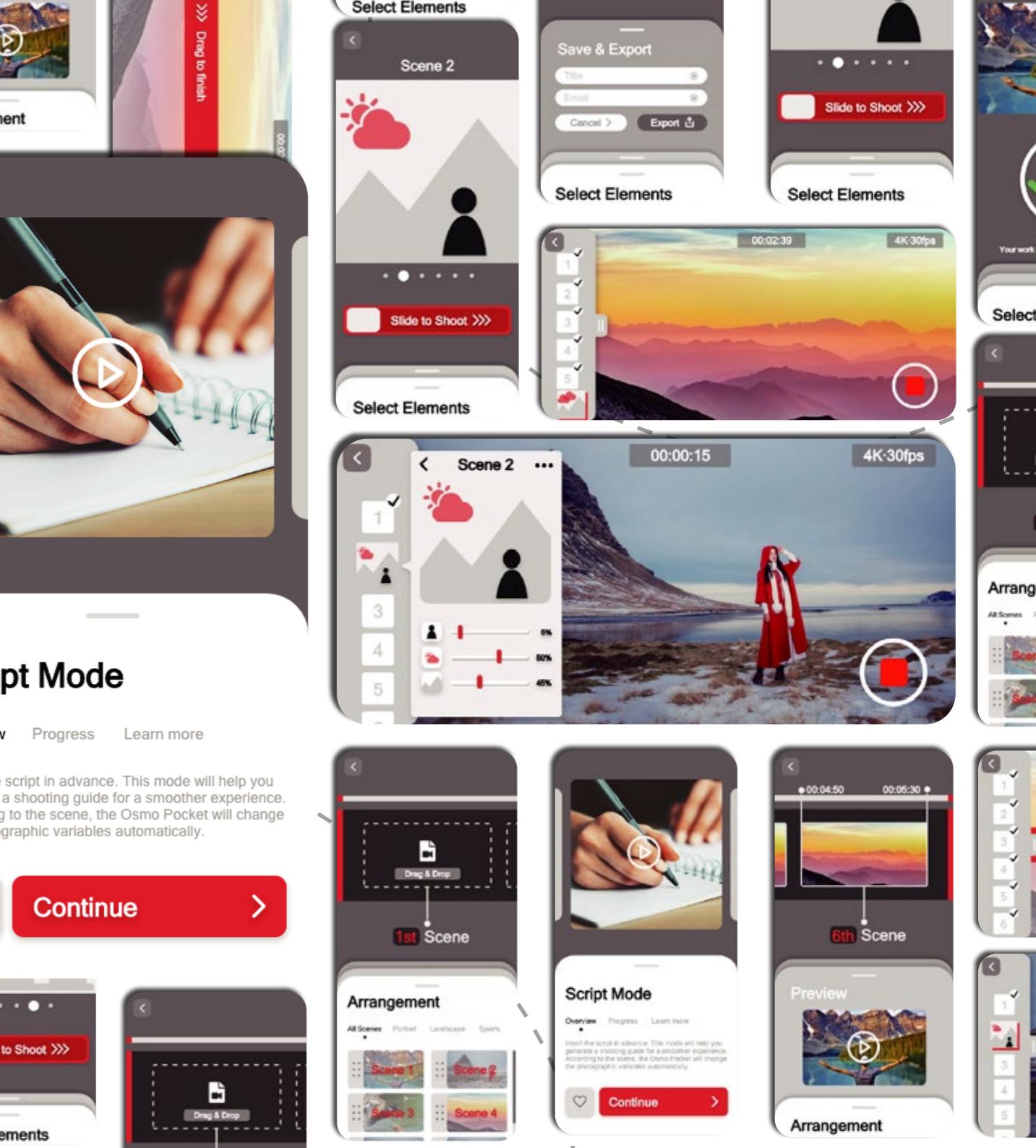
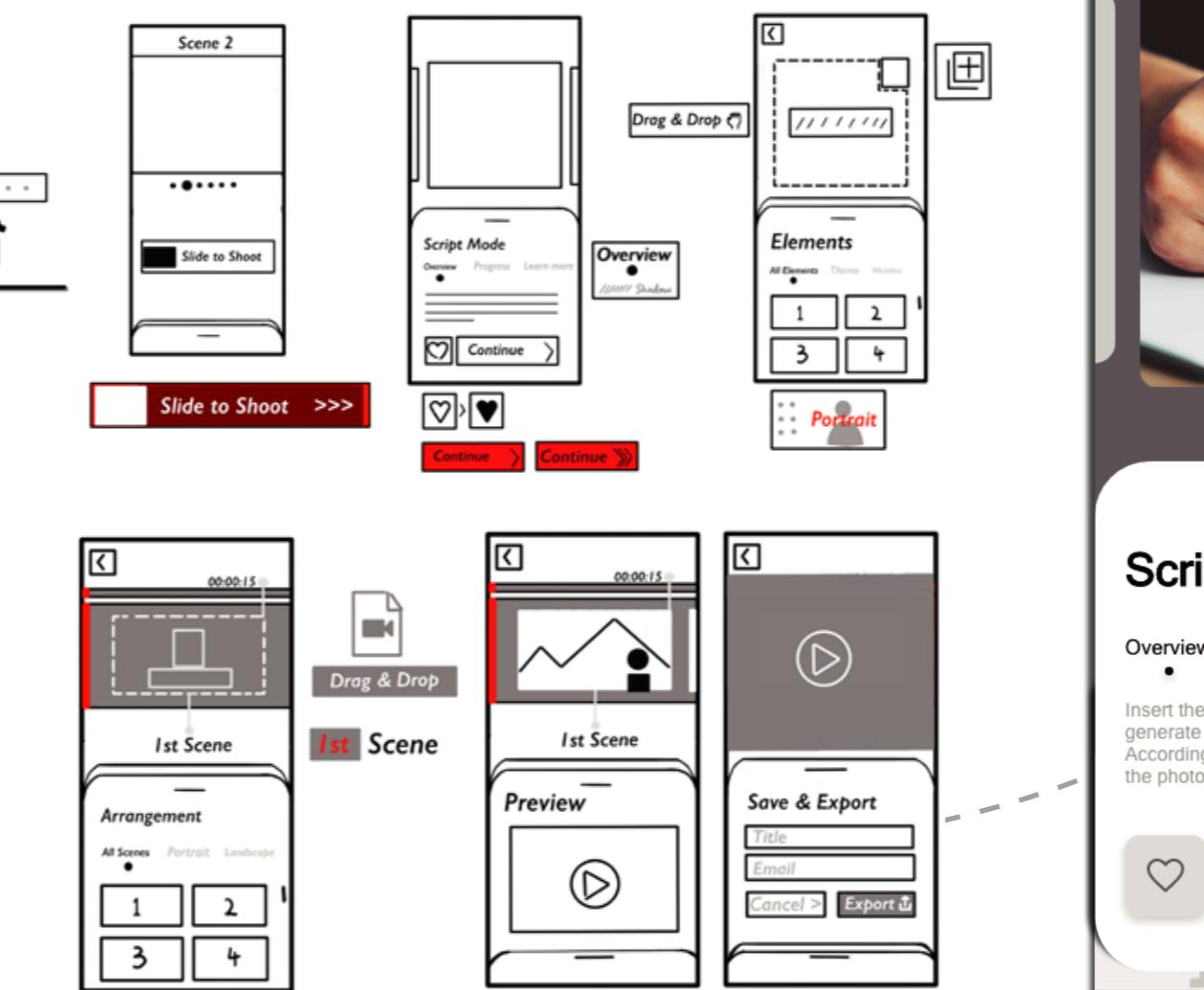
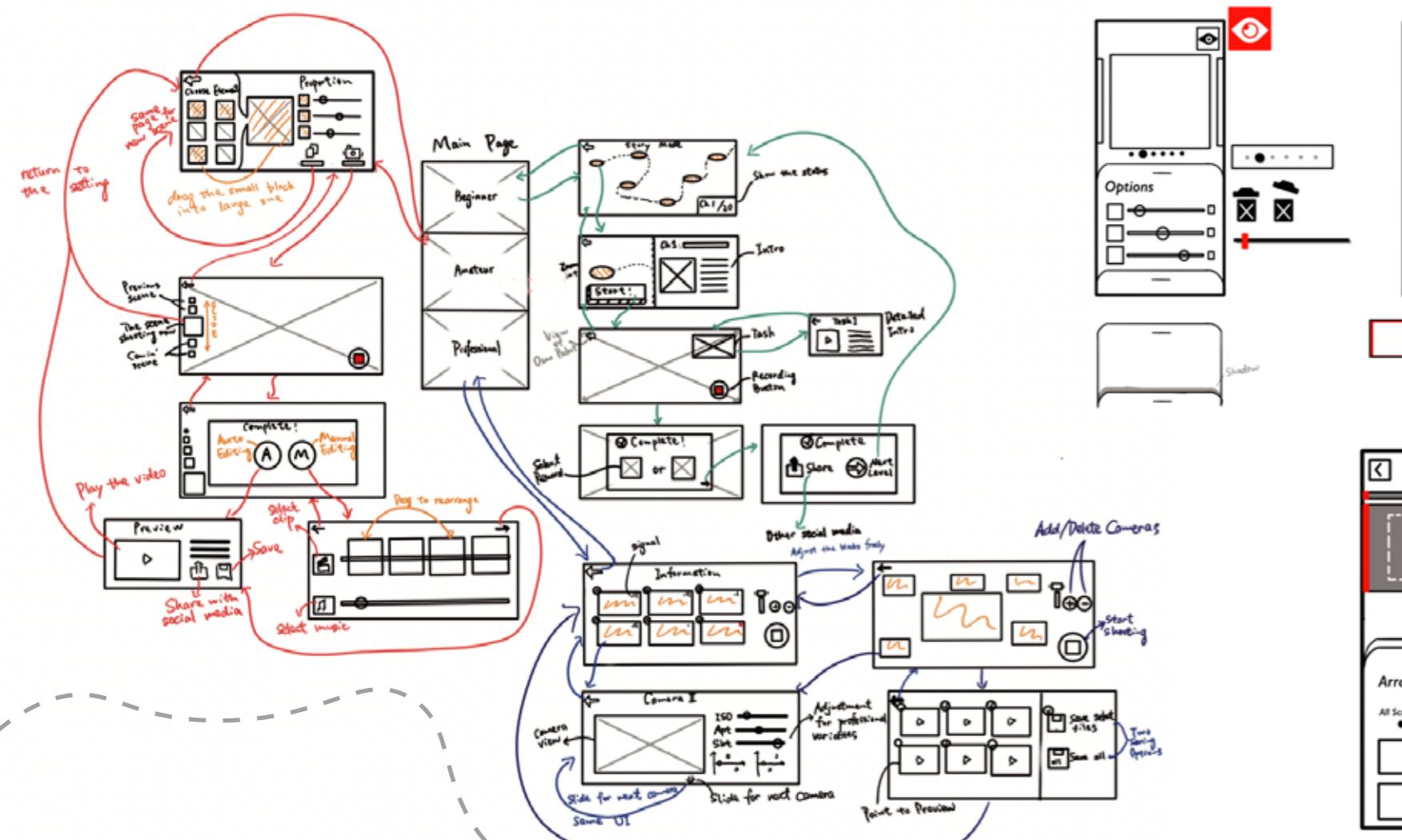
I wish there could be a simple and **auto editing mode** after I take a shot. Video is much more complicated to edit than photos.



People who are not good with electronic products tend to refuse Osmo Pocket. They are **afraid of learning new technology**.



DESIGN / FLOWCHART & SKETCH & INTERFACE





Final Product



SCRIPT IMPORT

This mode is designed for amateur users. He/She can import the shooting script in advance through **graphic interface**. By adjusting the proportion of the element in every piece of the shooting script, one can have a customized plan that help improve the final work.



SHOOTING INTERFACE

In this interface, a side bar can be scratched and shown. The user can see the **thumbnails of the script and details** of them if clicked. This help the user to recap the memory and follow the script they wrote in advance.



EDITING & SHARING

After finishing shooting, a simple **editing mode** can be used for quick adjustment. The user can switch the sequence of the footage and preview the work. Finally, the completed work can be shared through **social network** and **saved in the local files** according to the needs.



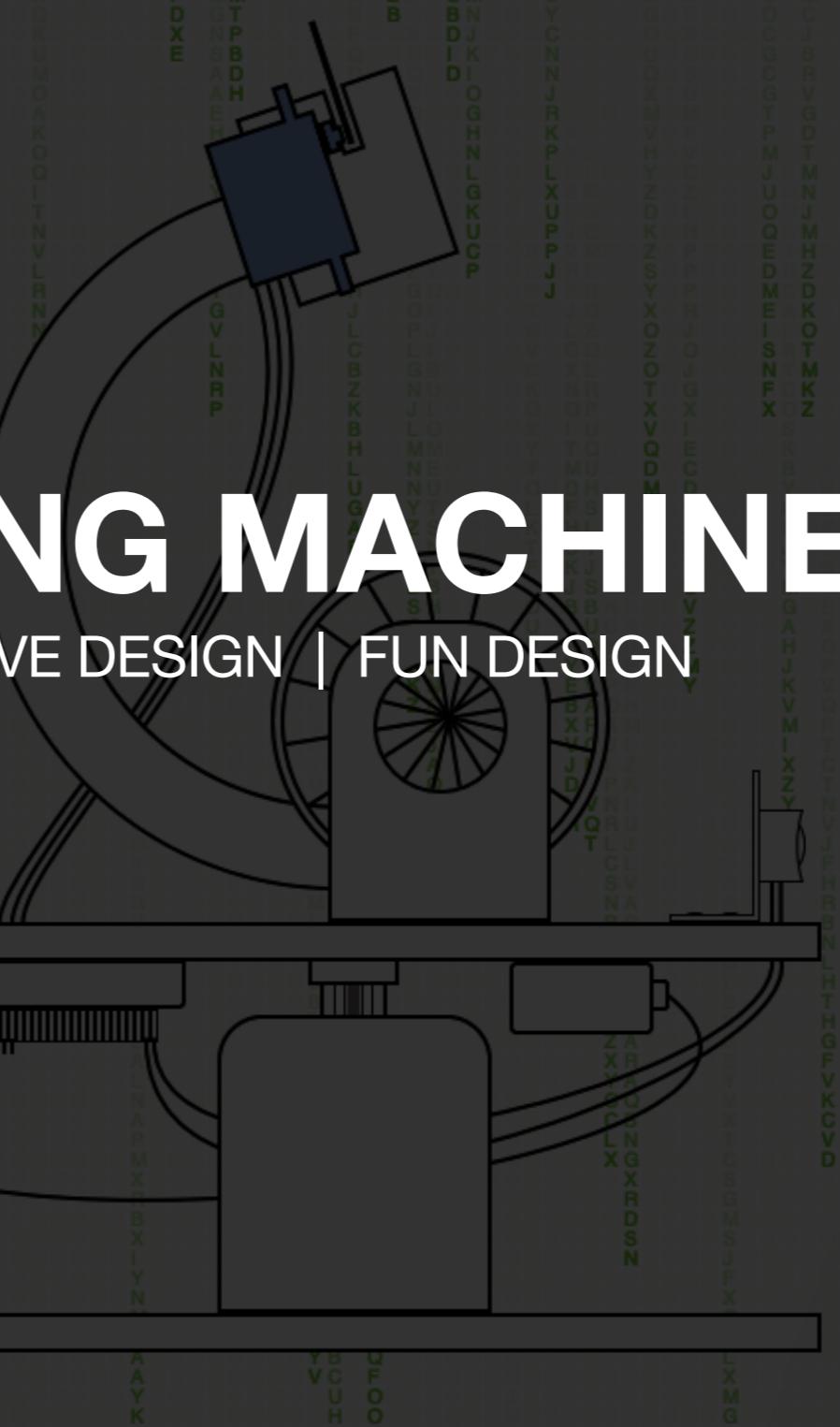
- ◆ PREFACE
- ◆ CONTENT
- ◆ TRANSFORMABLE WHEELS
- ◆ PAPERFUGE
- ◆ AURAFIT
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- ◆ WEB CODING

M&M SHOOTING MACHINE

ROBOTICS | CODING | INTERACTIVE DESIGN | FUN DESIGN

2 MONTHS

INTRO / The most interesting project I have ever made. Design doesn't have to be serious all the time. The M&M Shooting Machine applies various techniques including coding, modeling, 3D printing, manufacture, and electronics. The machine can automatically reload chocolate beans, detect people in front of it by the ultrasonic sensor, and shoot. People can have fun catching the beans with their mouths.



05.

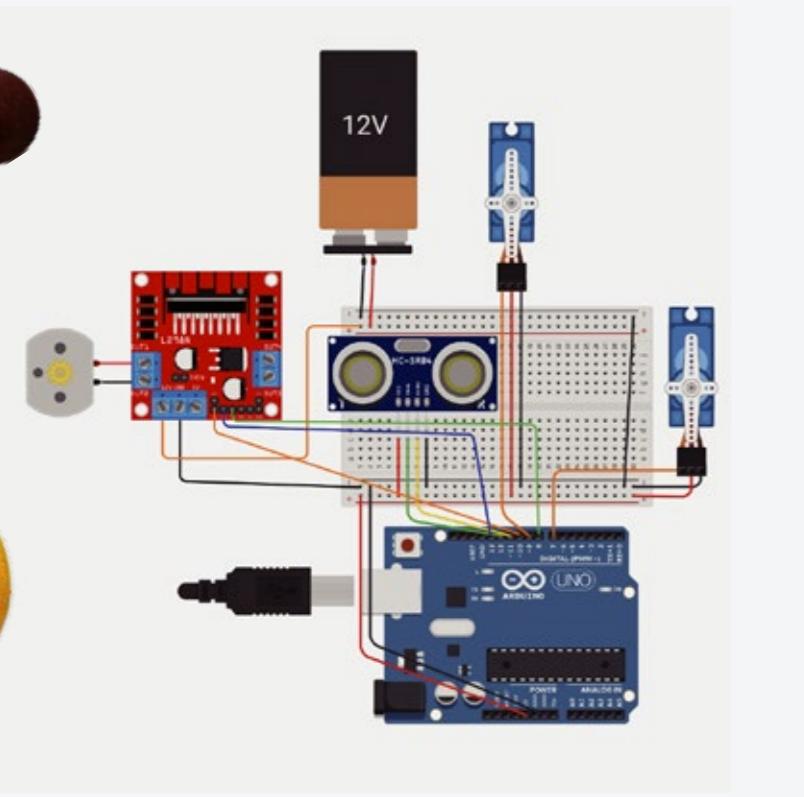
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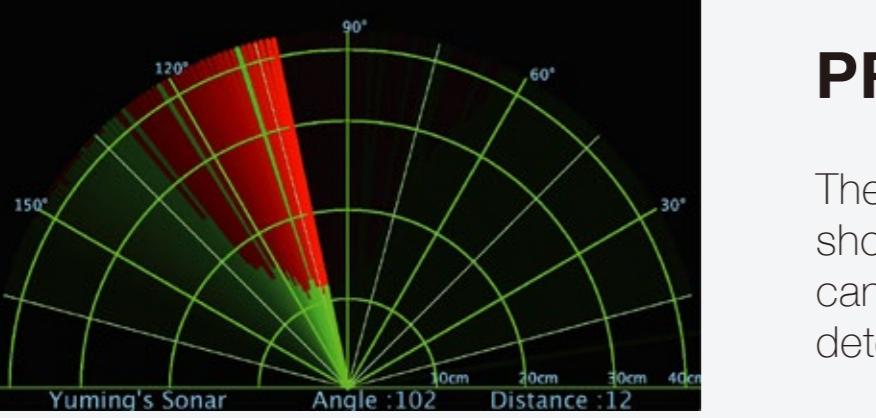
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◆ CONTENT / DIAGRAM



ARDUINO / WIRING

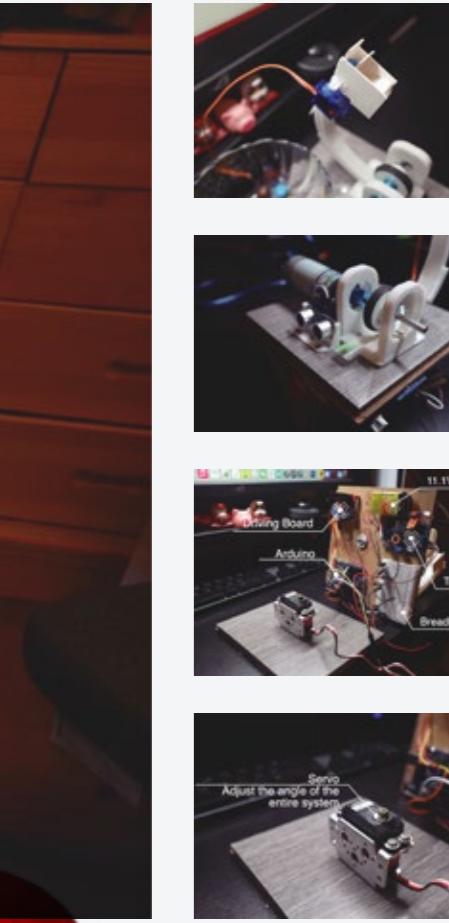
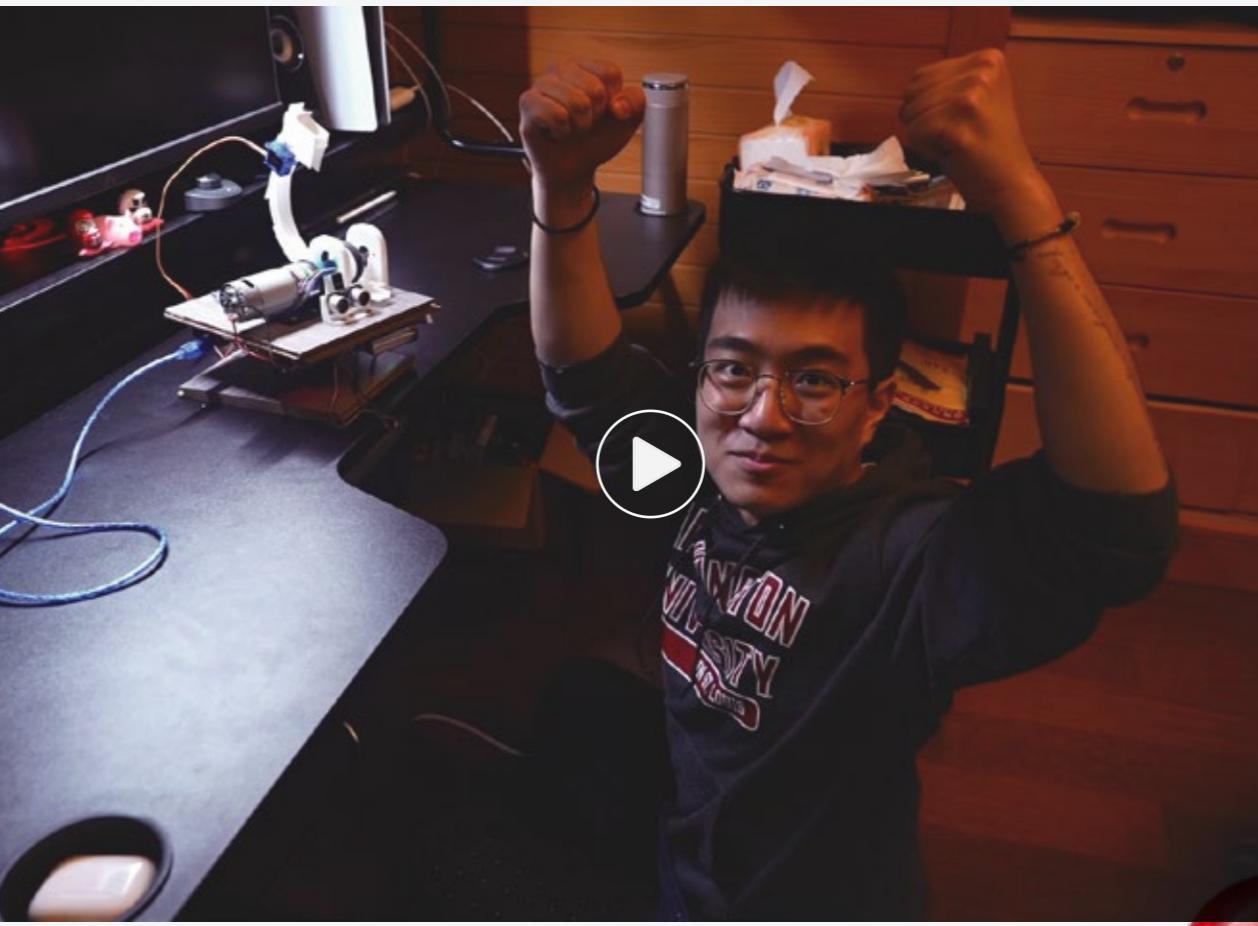
The entire system is built based on the Arduino, combining with a ultra-sonic sensor to detect the person in front, two servos to rotate the plate and control the entrance of the chocolate beans, a motor to shoot the M&Ms and a 12v battery to supply the power.



PROCESSING / RADAR

The feedback of the ultrasonic sensor will be shown on the screen by Processing program. It can demonstrate the angle and distance of the detected obstacles.

◆ FINAL PRODUCT / VIDEO



**ROBOTICS / YEAR 2021, 2021SPRING
INSTRUCTOR / PROF. SUDHANSU TEWARI
VIDEO URL / https://youtu.be/R_3Aet9g2YY**

- ◆ PREFACE
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FORM STUDIO - METAL WASHER

CREATIVE THINKING | PHOTOGRAPHY | MATERIAL

5 MONTHS

INTRO / The form of an object is often not as simple as one might think. A metal washer as the object in this project shows distinctive forms under different light, speed, and coverings. Combining the Arduino and the camera, I captured the dance of light on the surface of the metal, intricate, beautiful, and fascinating.

04

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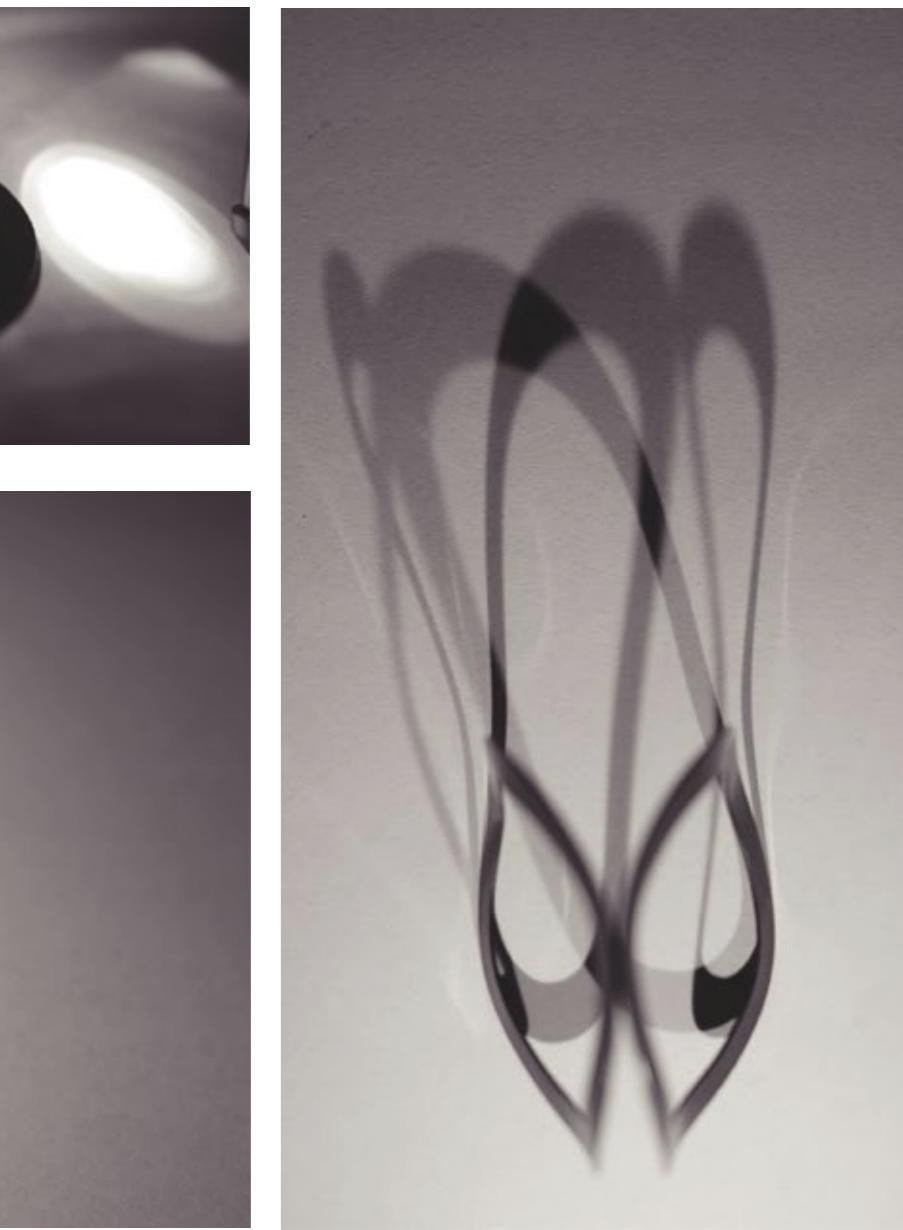
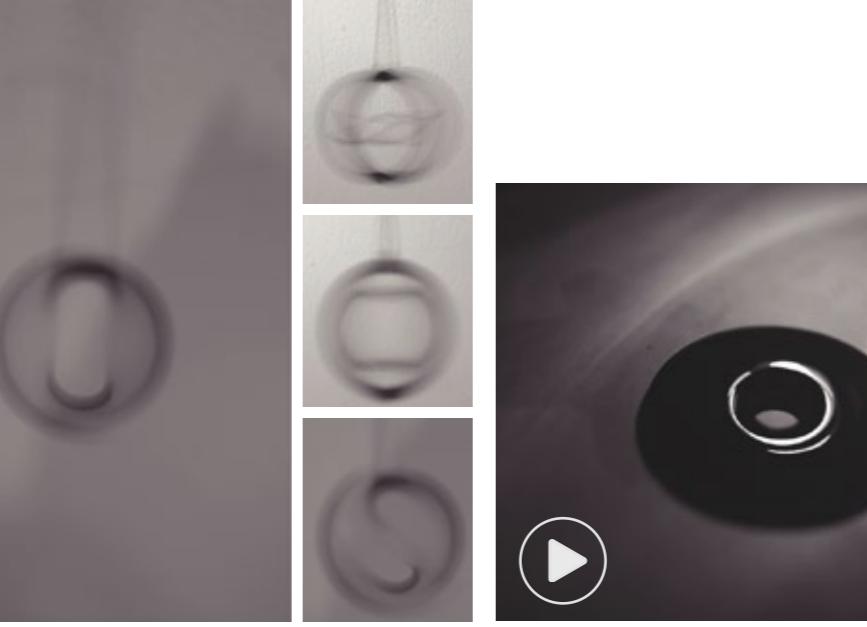
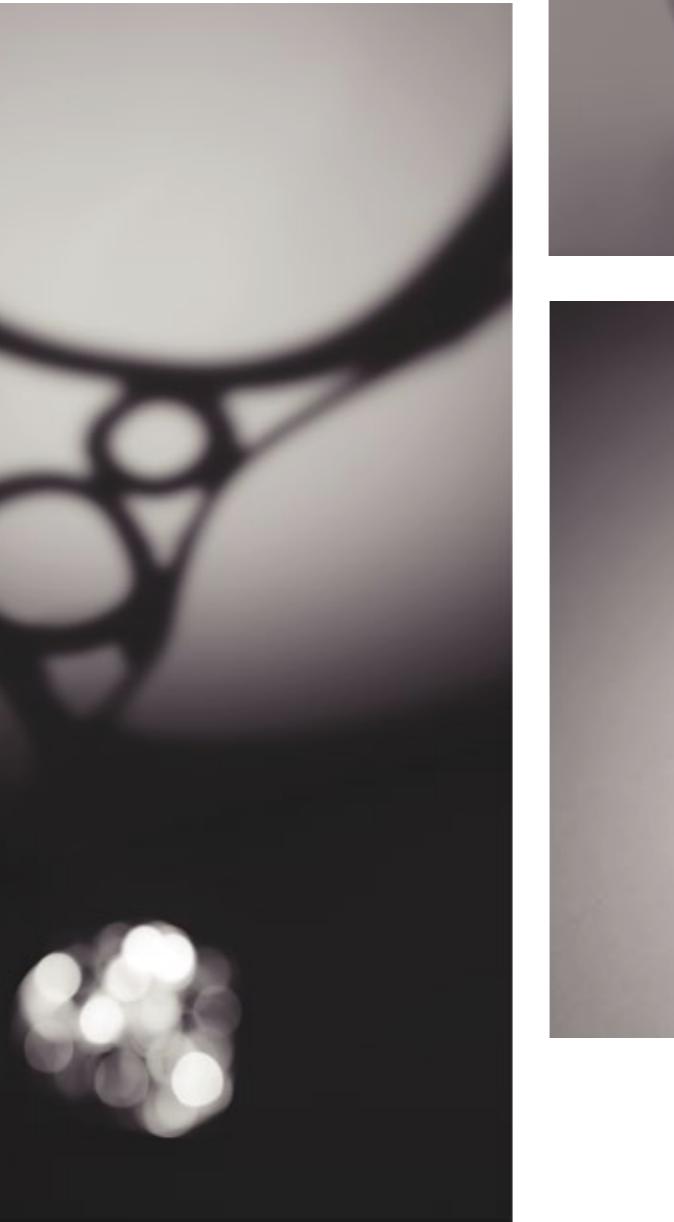
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◇ **CONTENT /** SELECTED PICTURES



FORM STUDIO / METAL WASHER, 2021FALL
INSTRUCTOR / PROF. MATHEW JOHNSON
VIDEO CLIP / <https://youtu.be/HcQWmRP4SRw>

- ◆ PREFACE
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- ◆ AURAFIT
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- ◆ MOTION STUDIO**
- ◆ WEB CODING

MOTION STUDIO - YEAR 2020

PHOTOGRAPHY | CINEMATOGRAPHY | CREATIVE THINKING

3 MONTHS

INTRO / What if we want to dig deep into people's thoughts about something? Drawing sometimes brings up subconscious ideas onto the paper. Through Motion Studio - Year 2020, I spent 3 months interviewing 8 people about their views on 2020 by drawing pictures. Everyone comes up with a different painting that contains their own stories.

05

06

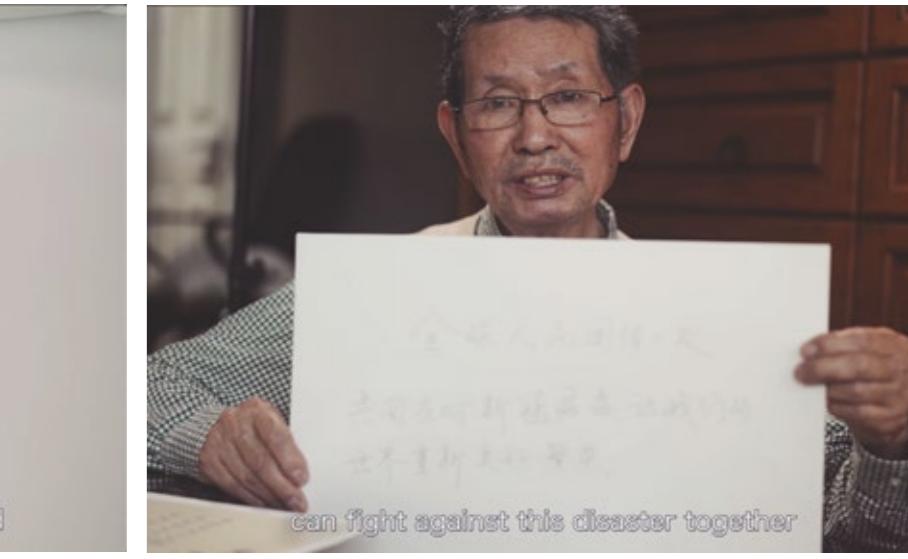
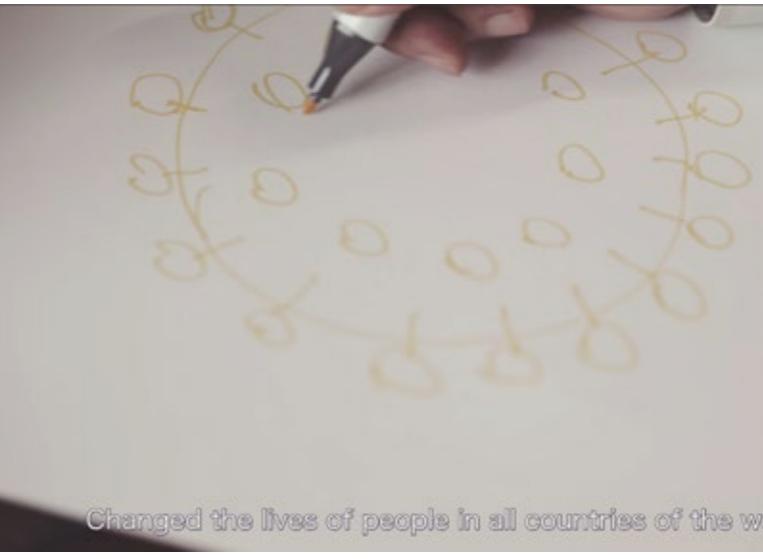
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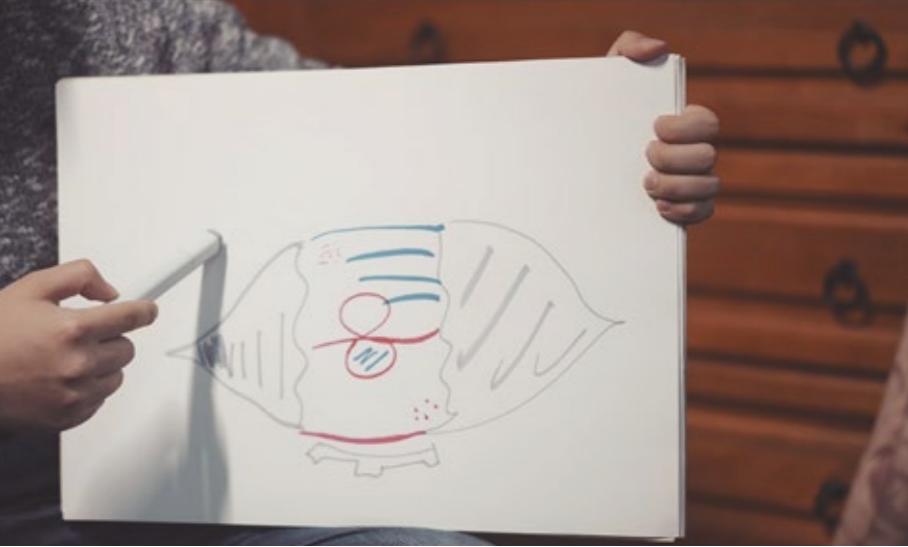
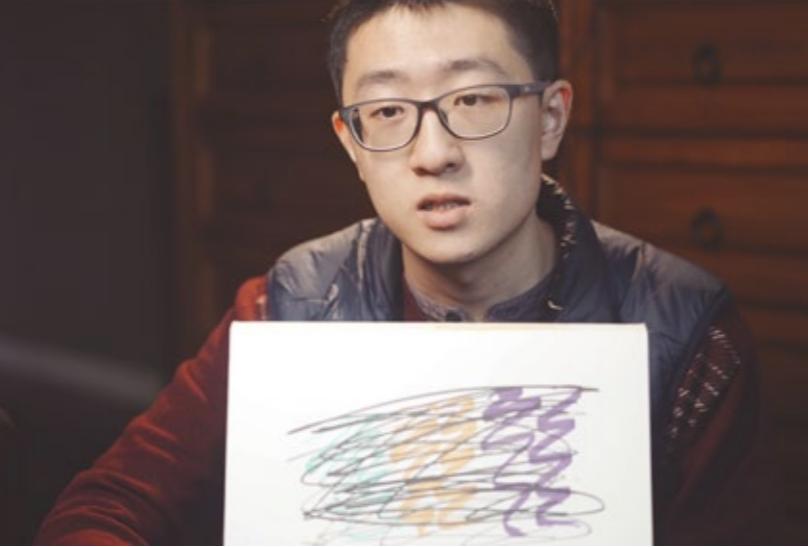
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◇ CONTENT / SCREENSHOTS

MOTION STUDIO / YEAR 2020, 2020FALL
INSTRUCTOR / PROF. EMMA BERLINER
VIDEO URL / <https://youtu.be/lVHOgOHEQeA>



YEAR OF 2020



- ◆ PREFACE
- ◆ CONTENT
- ◆ TRANSFORMABLE WHEEL
- ◆ PAPERFUGE
- ◆ AURAFIT
- ◆ SCRIPT MODE
- ◆ M&M SHOOTING MACHINE
- ◆ FORM STUDIO
- ◆ MOTION STUDIO
- ◆ WEB CODING

WEB CODING

WEB DESIGN | INTERACTIVE DESIGN | CODING

— 10 MONTHS —

INTRO / A series of web-based projects including typography, interviews, interactive games, graphic design and so on. All the pages are coded with HTML/CSS/Javascript individually. As a designer, coding is a crucial techniques to realize design ideas. Visit the webpage to see interesting projects with more details.

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CONTENT / SELECTED PROJECTS

INTERACTIVE FOUNDATIONS / WEB DESIGN, 2020SPRING

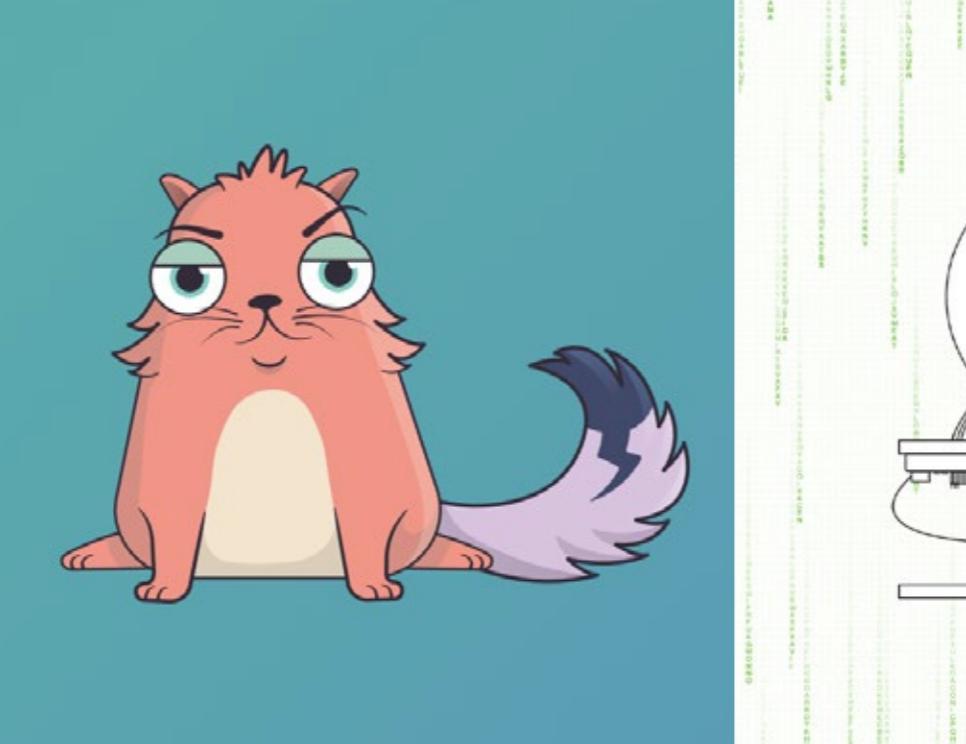
INSTRUCTOR / PROF. CHRISTOPHER HAMAMOTO

WEBSITE / <https://tsengyuming-cca.github.io/interactive-foundations/index.html>



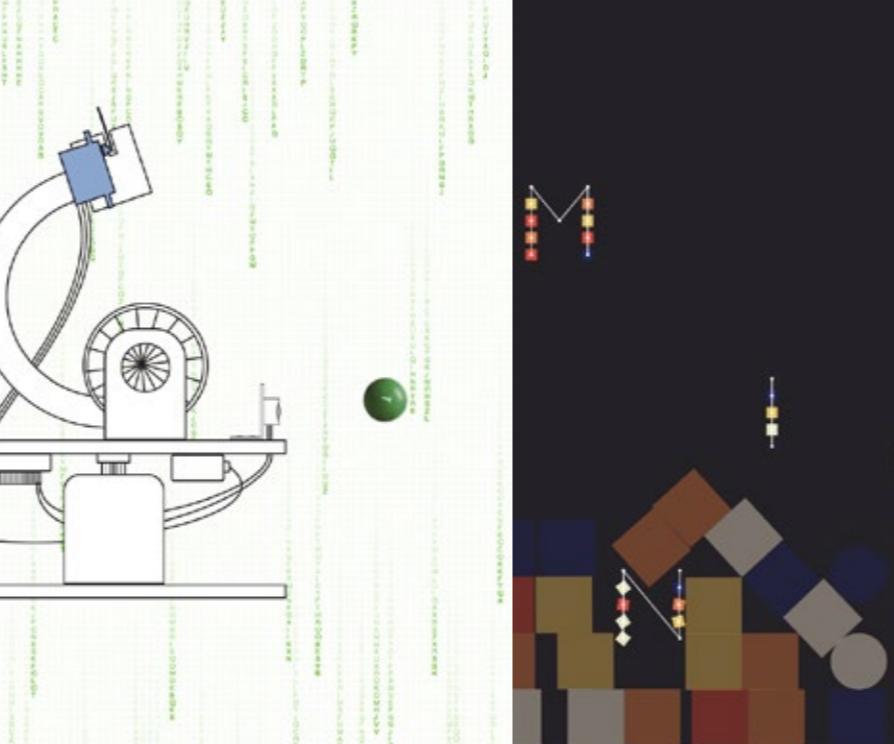
TYPOGRAPHY

Inspired by caravaggio painting in antiquity, the typography simulate the shadow of the notch under the sunlight, combining with the CSS animation



CRYPTOKITTIES

Explore the combination of different body parts of the CryptoKitties. Discover the playability and design ideas behind NFTs.



SCREENSAVER

The screensaver version of the M&M shooting machine with Matrix-style background. Find the keyword hidden behind the beans.



SITE CLOCK

An interactive web-based clock. Discover the way to recognize the time on the screen. The project reveals the idea of touching the intangible time.



INTERVIEWS

Interviews with AR/VR artist H.C. Dunaway Smith and electrical engineer Yuchan Tseng. Reading their response about the boundary between art and engineering.



HOMEPAGE

This site contains five interesting exercises and six informative projects. All of the sites are written and built by Yuming independently.