

PCB DESIGN WORKSHOP

By

Y-Dyuthi

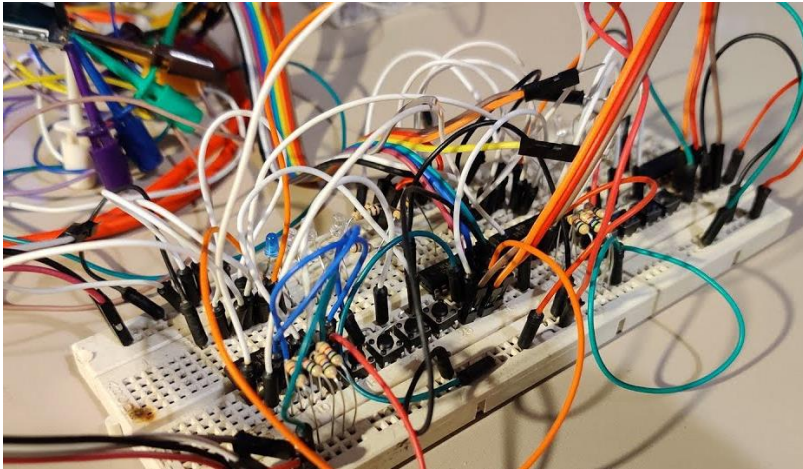


DAY – 1

Introduction to KiCad

What is a PCB?

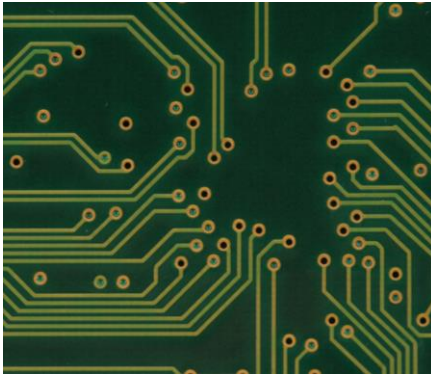
A PCB (Printed Circuit Board) provides a more reliable and **permanent electrical connection** compared to the messy and unreliable connections of a breadboard.



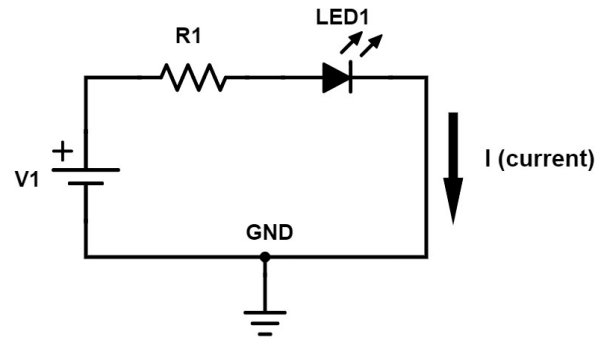
For textbook definitions https://en.wikipedia.org/wiki/Printed_circuit_board

What is a PCB ?

Printed



Circuit



Board



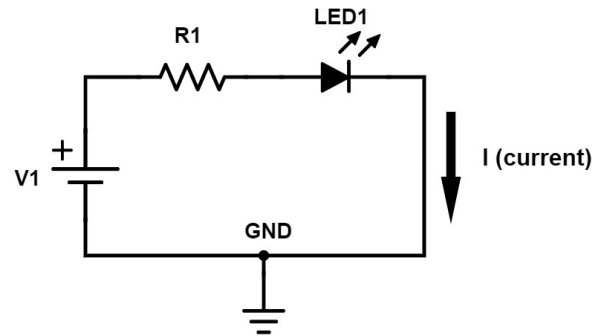
PCB Structure



Construction of Double Sided PCB

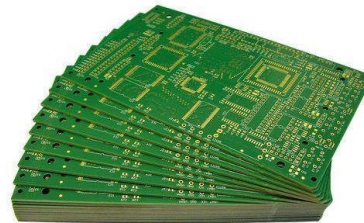
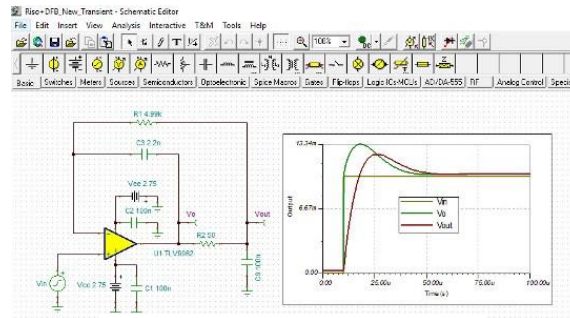
PCB making: Process flow

Circuit design



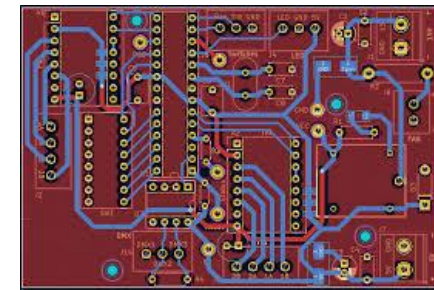
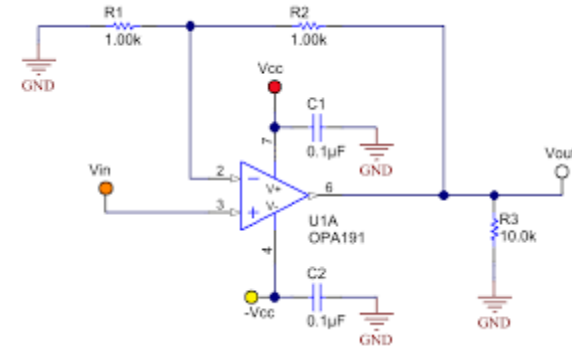
Assembly

Verification
(simulation, analysis)



Fabrication

Schematic design
(assign footprints)



Placement &
Layout

What will we focus on ?

Circuit design



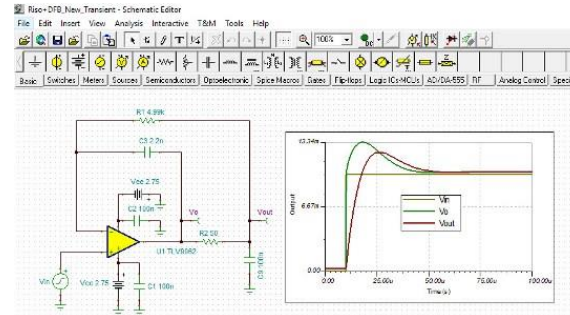
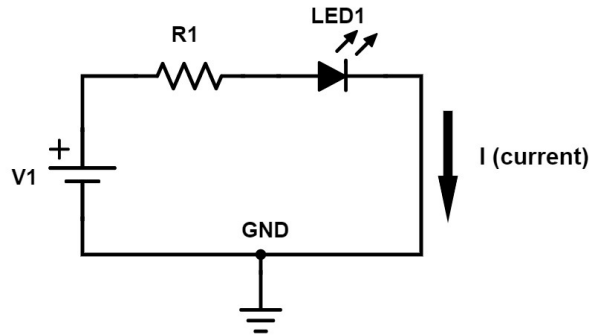
Verification
(simulation, analysis)



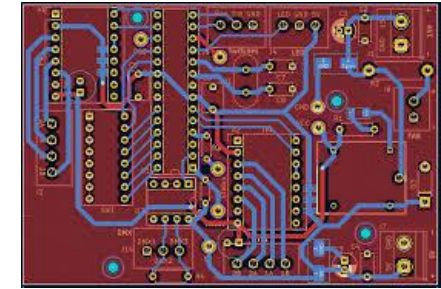
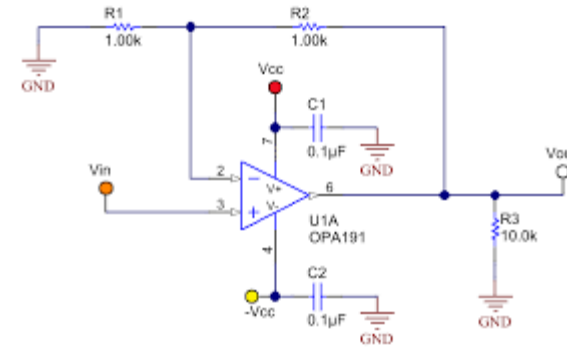
Schematic design
(assign footprints)



Placement &
Layout



We will use
LTspice



We will use
KiCad

PCB Design Tools



Numerous CAD tools are available for PCB designing, including both licensed and free open-source options.

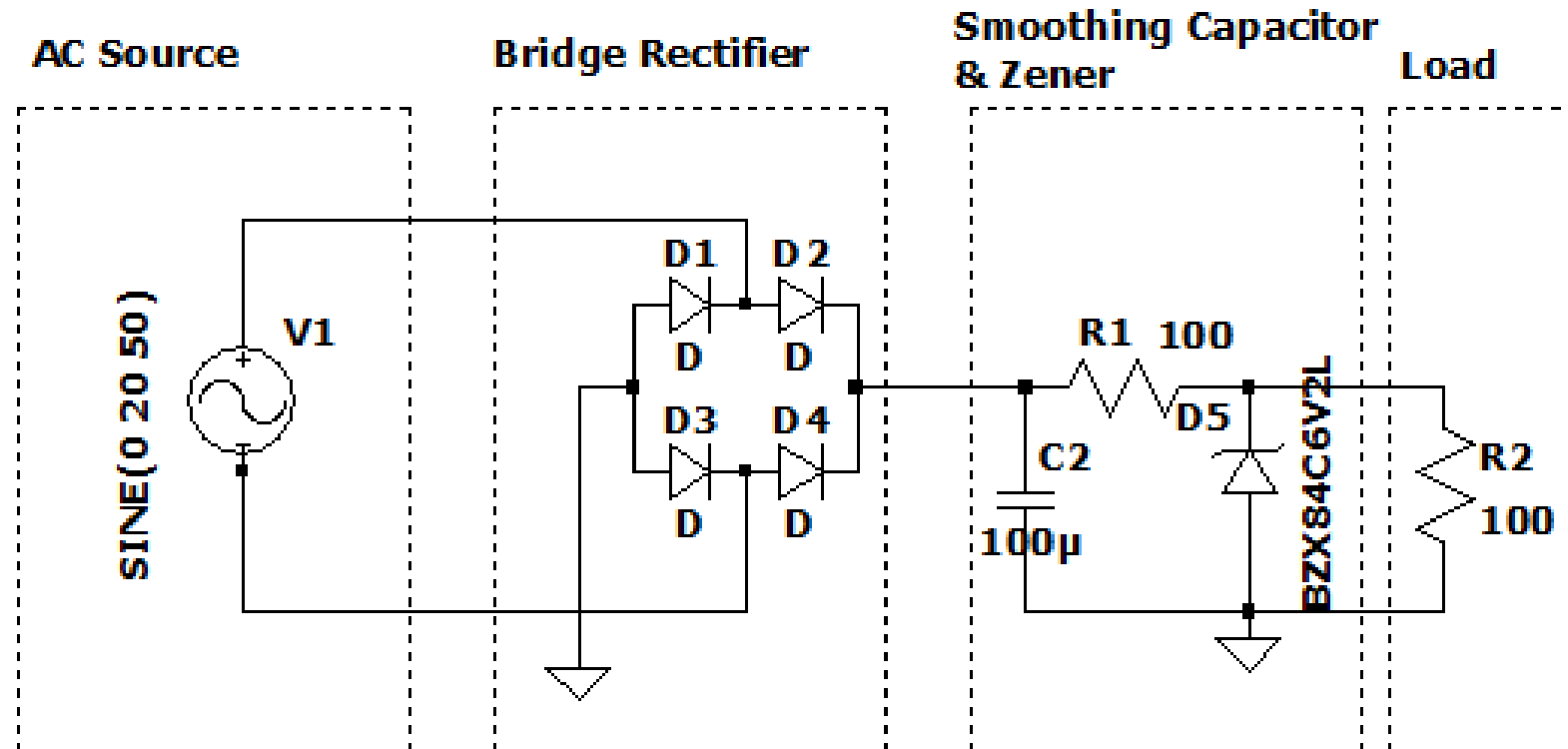
Why KiCad ?

Open-source, cross-platform, no license fees and a lot of community support.
Plus, who doesn't love free stuff?

Get Kicad: <https://www.kicad.org/download/>

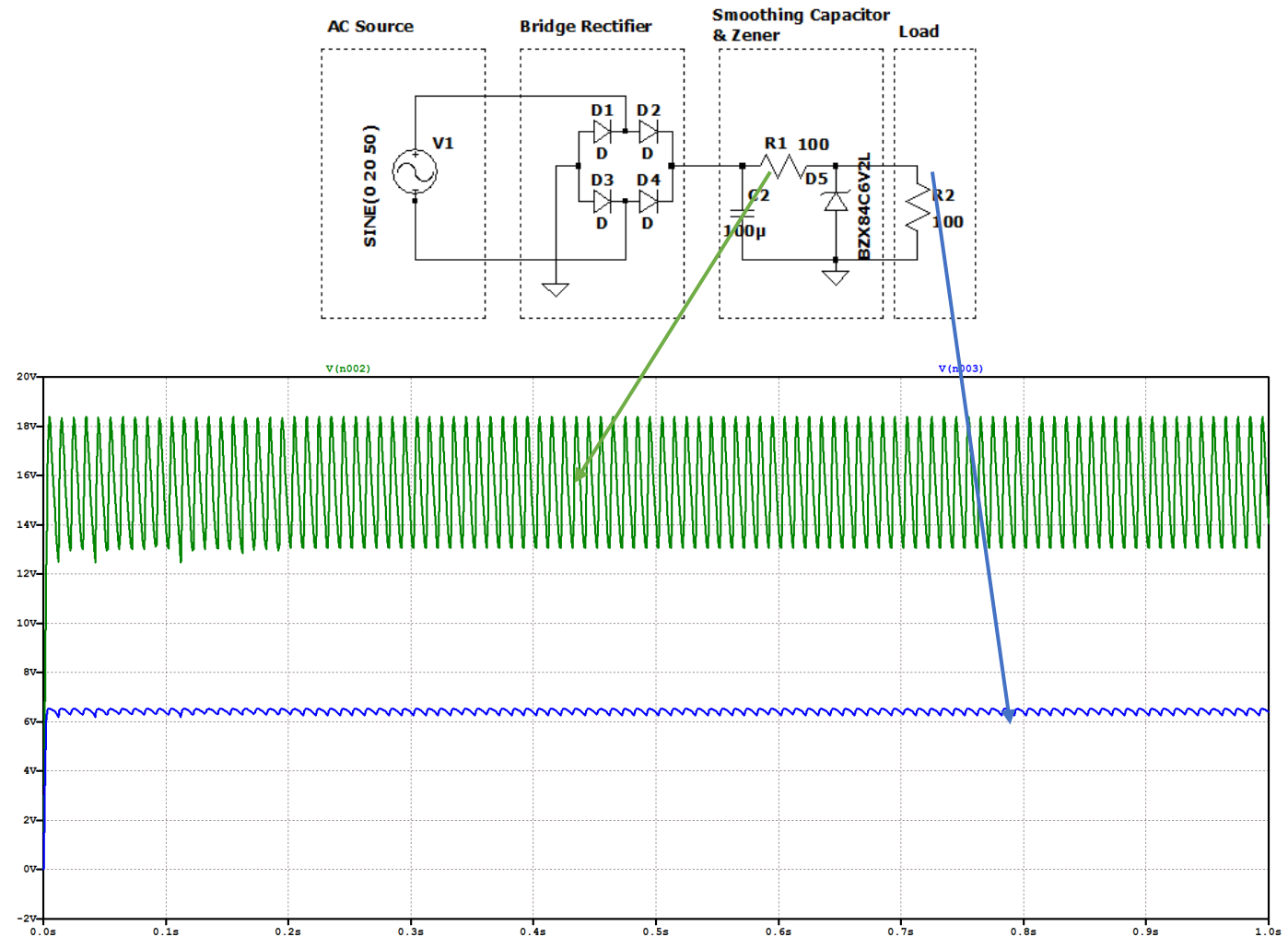
Enough Theory.. Let's get started

Making an AC to DC convertor

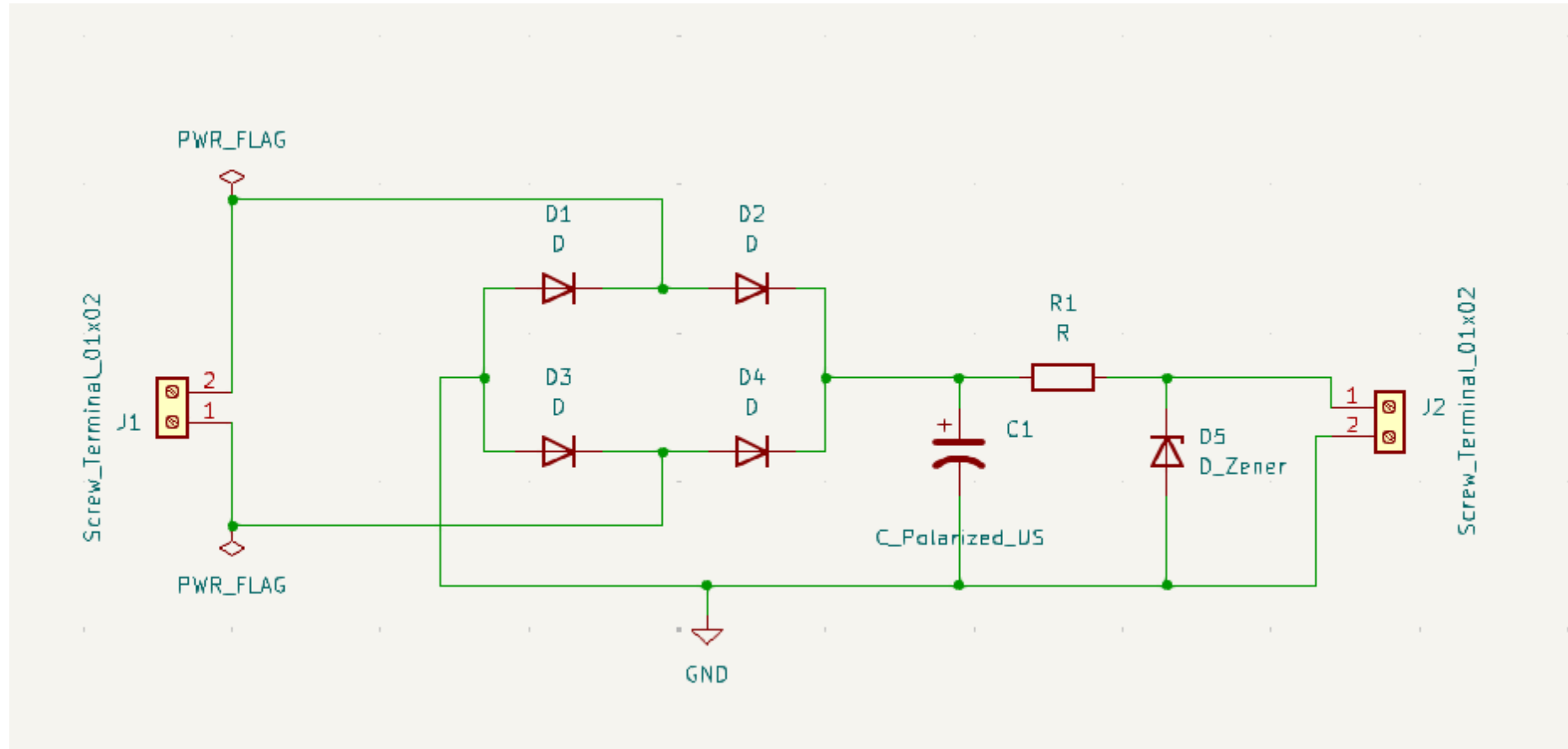


Simulation and Verification

Verify the functionality using some simulator (Ltpice),
Note: a theoretical simulation is not possible for all designs some time you have to go with the hunch




Develop the schematic



Footprint assignment

gn Footprints

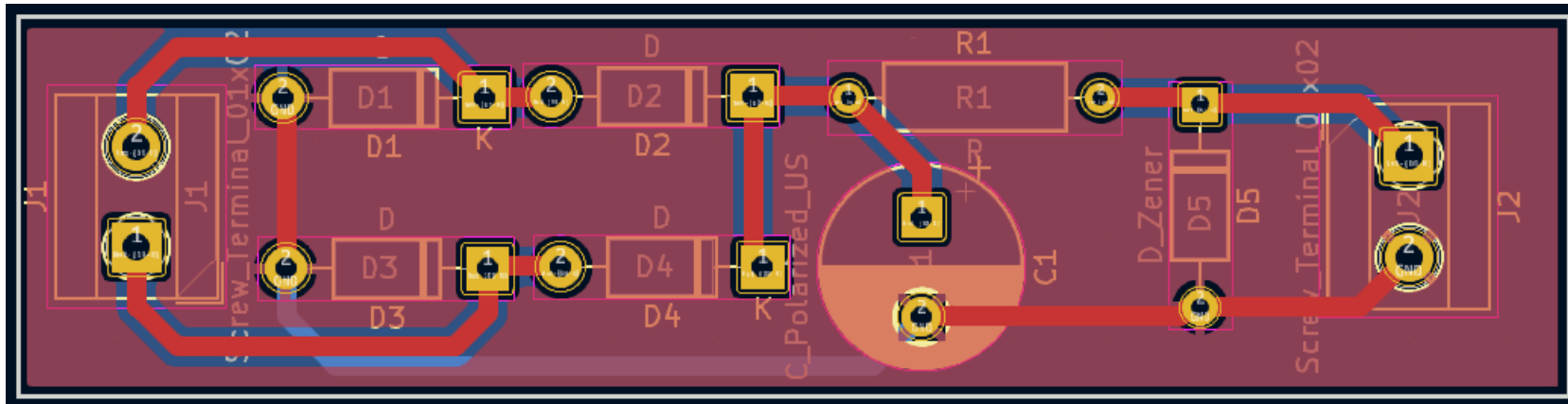
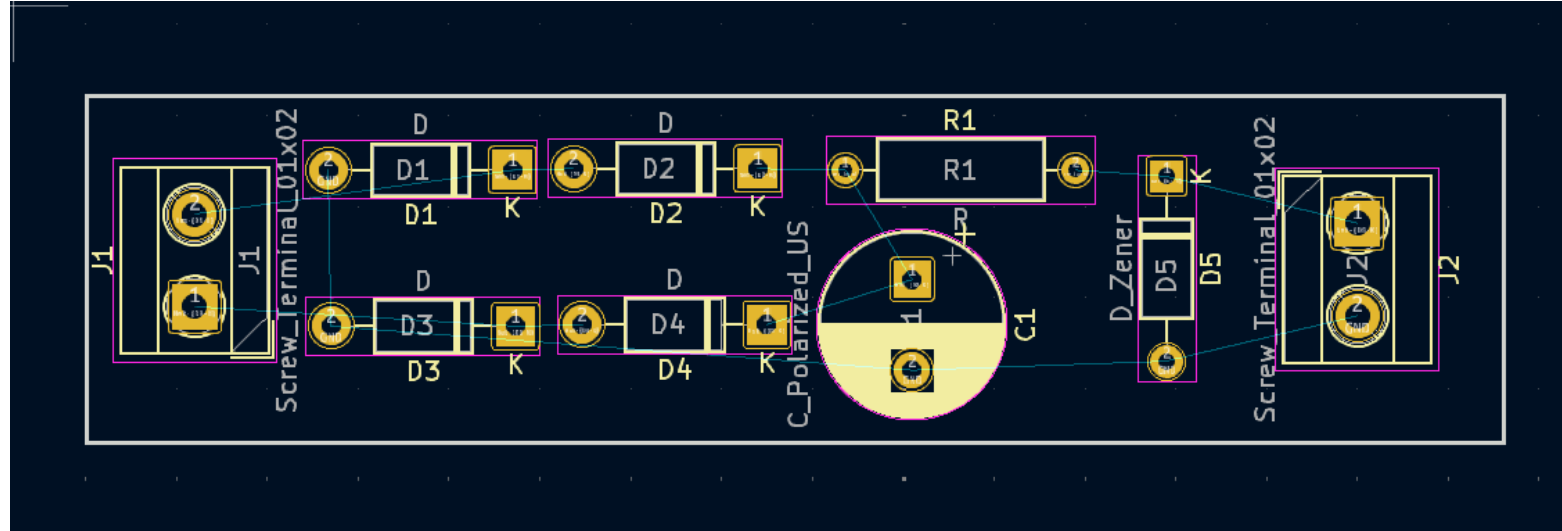
lit Preferences Help

Footprint Filters:  diode

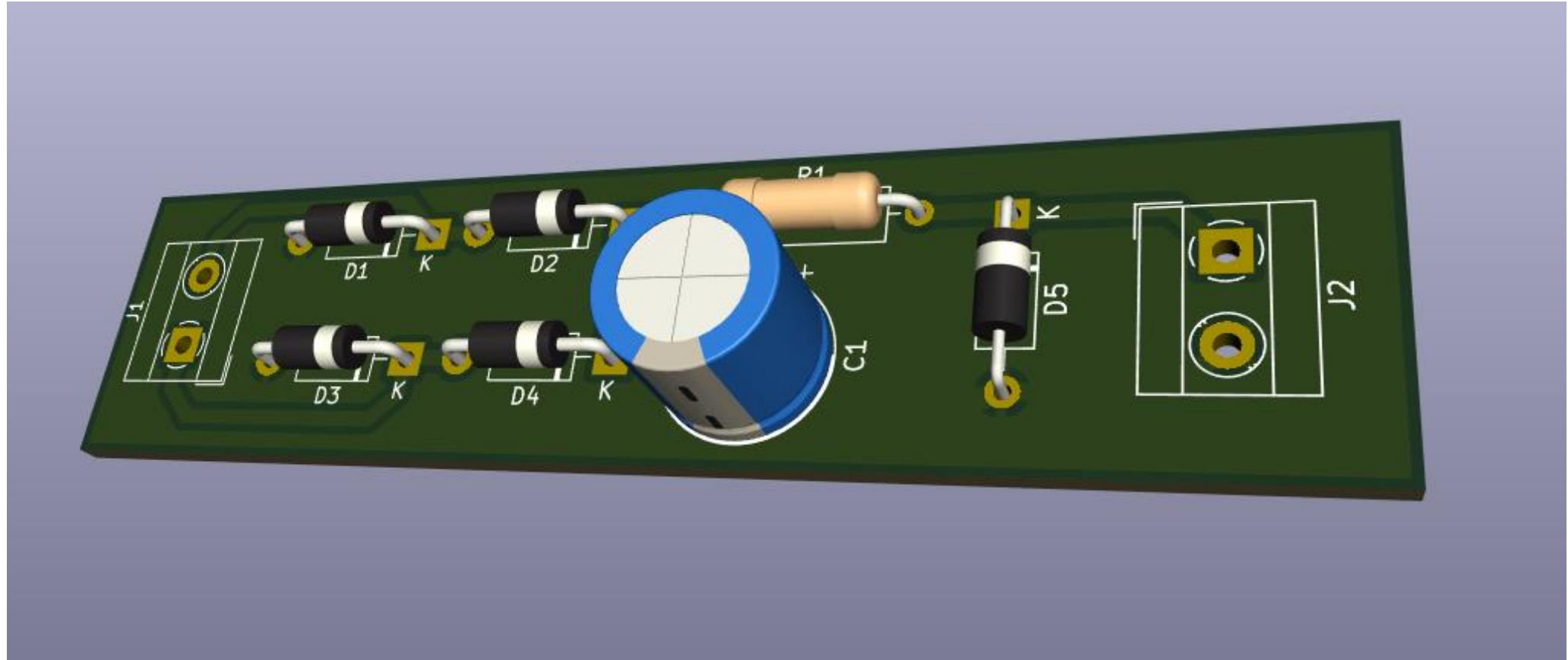
Libraries	Symbol : Footprint Assignments	Filtered Footprints
_Module	1 C1 - C_Polarized_US : Capacitor_THT:CP_Radial_D10.0mm_P5.00mm	1 Audio_Module:Reverb_BTDR-1H
ry	2 D1 - D : Diode_SMD:D_SMA	2 Audio_Module:Reverb_BTDR-1V
1_Switch_Keyboard	3 D2 - D : Diode_SMD:D_SMA	3 Battery:BatteryClip_Keystone_54_D16-1
1_Switch_SMD	4 D3 - D : Diode_SMD:D_SMA	4 Battery:BatteryHolder_Bulgin_BX0036_1:
1_Switch_THT	5 D4 - D : Diode_SMD:D_SMA	5 Battery:BatteryHolder_ComfortableElec
r_Beeper	6 D5 - D_Zener : Diode_THT:D_A-405_P10.16mm_Horizontal	6 Battery:BatteryHolder_Eagle_12BH611-G:
ration_Scale	7 J1 - Screw_Terminal_01x02 : TerminalBlock_MetzConnect:TerminalBlock_MetzCon	7 Battery:BatteryHolder_Keystone_103_1x:
itor_SMD	8 J2 - Screw_Terminal_01x02 : TerminalBlock_MetzConnect:TerminalBlock_MetzCon	8 Battery:BatteryHolder_Keystone_104_1x:
itor_THT	9 R1 - R : Resistor_THT:R_Axial_DIN0309_L9.0mm_D3.2mm_P12.70mm	9 Battery:BatteryHolder_Keystone_105_1x:
itor_Tantalum_SMD		10 Battery:BatteryHolder_Keystone_106_1x:
stor		11 Battery:BatteryHolder_Keystone_107_1x:
stor_AMASS		12 Battery:BatteryHolder_Keystone_500
stor_Amphenol		13 Battery:BatteryHolder_Keystone_590
stor_Audio		14 Battery:BatteryHolder_Keystone_1042_1:
stor_BarrelJack		15 Battery:BatteryHolder_Keystone_1057_1:
stor_Card		16 Battery:BatteryHolder_Keystone_1058_1:
stor_Coaxial		17 Battery:BatteryHolder_Keystone_1060_1:
stor_DIN		18 Battery:BatteryHolder_Keystone_2460_1:
stor_Dsub		19 Battery:BatteryHolder_Keystone_2462_2:
stor_FFC-FPC		20 Battery:BatteryHolder_Keystone_2466_1:
stor_HDMI		21 Battery:BatteryHolder_Keystone_2468_2:
stor_Harting		22 Battery:BatteryHolder_Keystone_2479_3:
stor_Harwin		23 Battery:BatteryHolder_Keystone_2993
stor_Hirose		24 Battery:BatteryHolder_Keystone_2998_1:
stor_IDC		25 Battery:BatteryHolder_Keystone_3000_1:
stor_JAE		26 Battery:BatteryHolder_Keystone_3001_1:
stor_JST		27 Battery:BatteryHolder_Keystone_3002_1:
stor_Molex		28 Battery:BatteryHolder_Keystone_3008_1:
stor_PCBEdege		29 Battery:BatteryHolder_Keystone_3009_1:
stor_Phoenix_GMSTB		30 Battery:BatteryHolder_Keystone_3034_1:

Search Text (diode): 13534 matching footprints

Placement & Layout



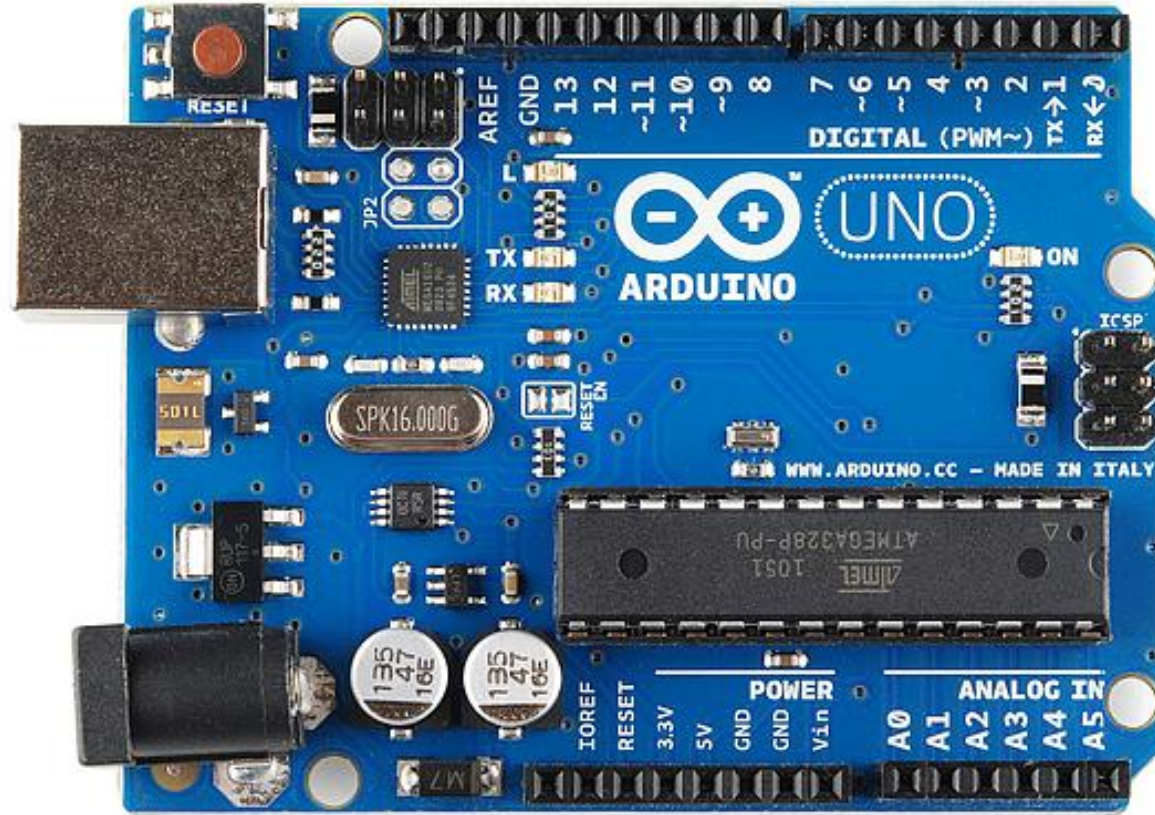
Here's the result!



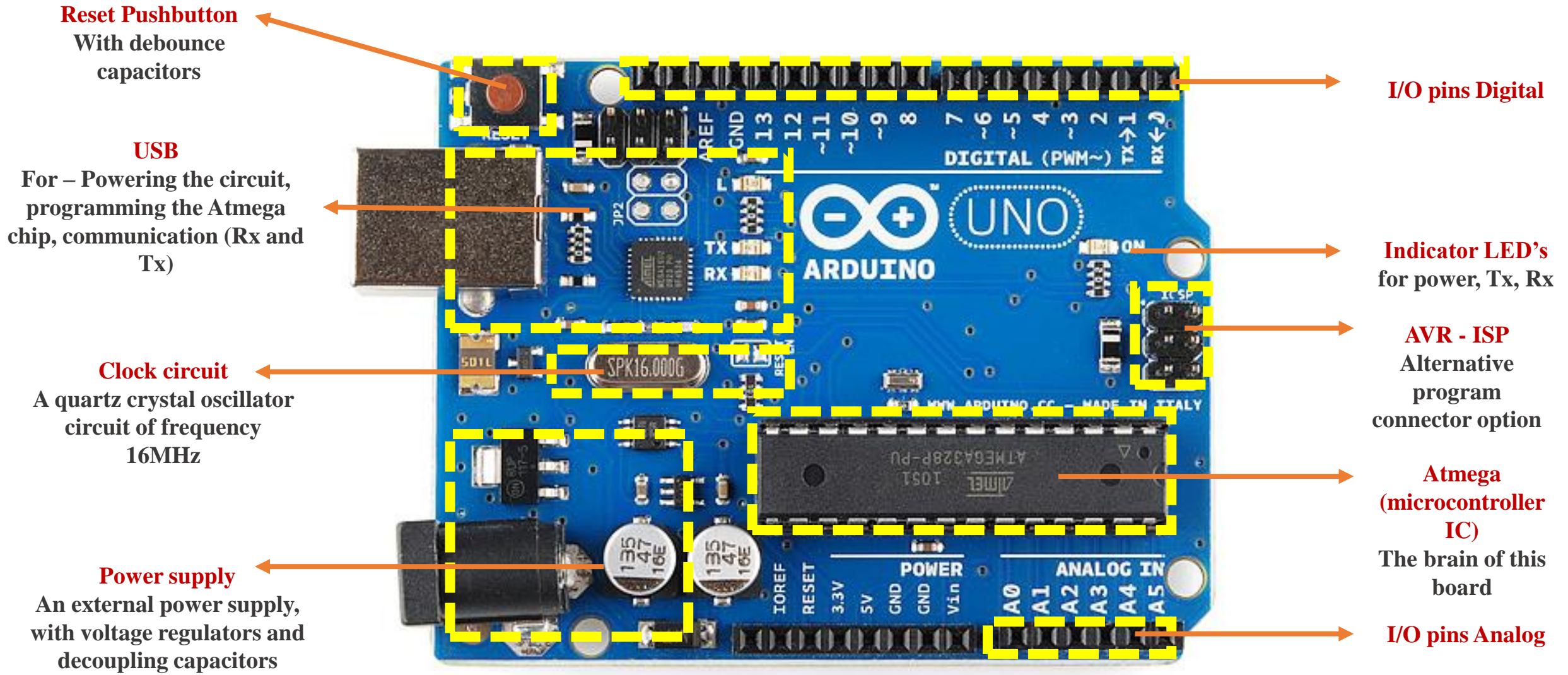
DAY – 2

Now to more complex things

Here's what we'll be designing



We will make a development board like Arduino (but a simpler version)



We will make a simple version

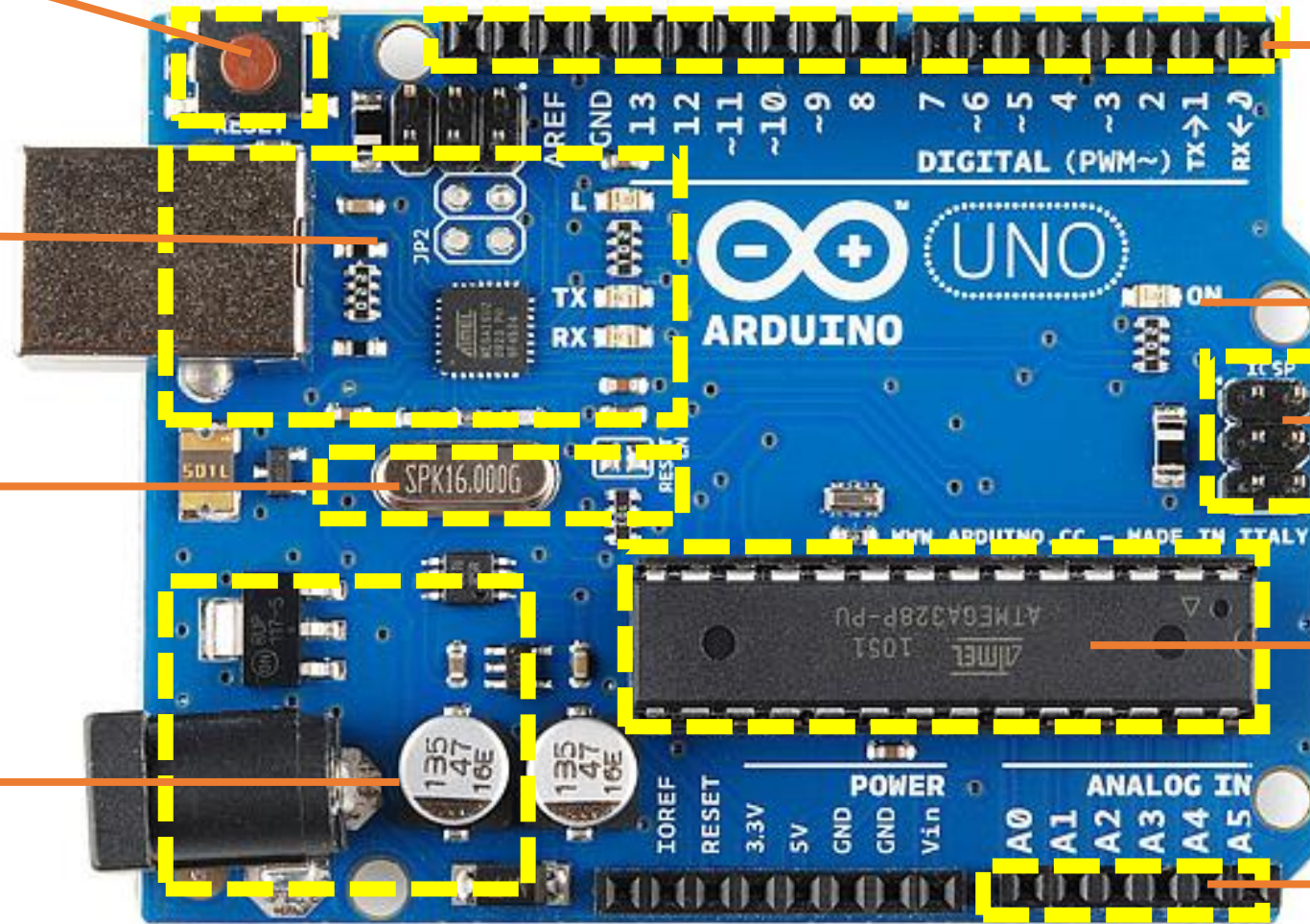
✓ **Reset Pushbutton**
With debounce capacitors

USB ✗

For – Powering the circuit,
programming the Atmega
chip, communication (Rx and
Tx)

✓ **Clock circuit**
A quartz crystal oscillator
circuit of frequency
16MHz

✓ **Power supply**
An external power supply,
with voltage regulators and
decoupling capacitors



✓ **I/O pins Digital**

✓ **Indicator LED's**
for power, Tx, Rx

✓ **AVR - ISP**
Alternative
program
connector option

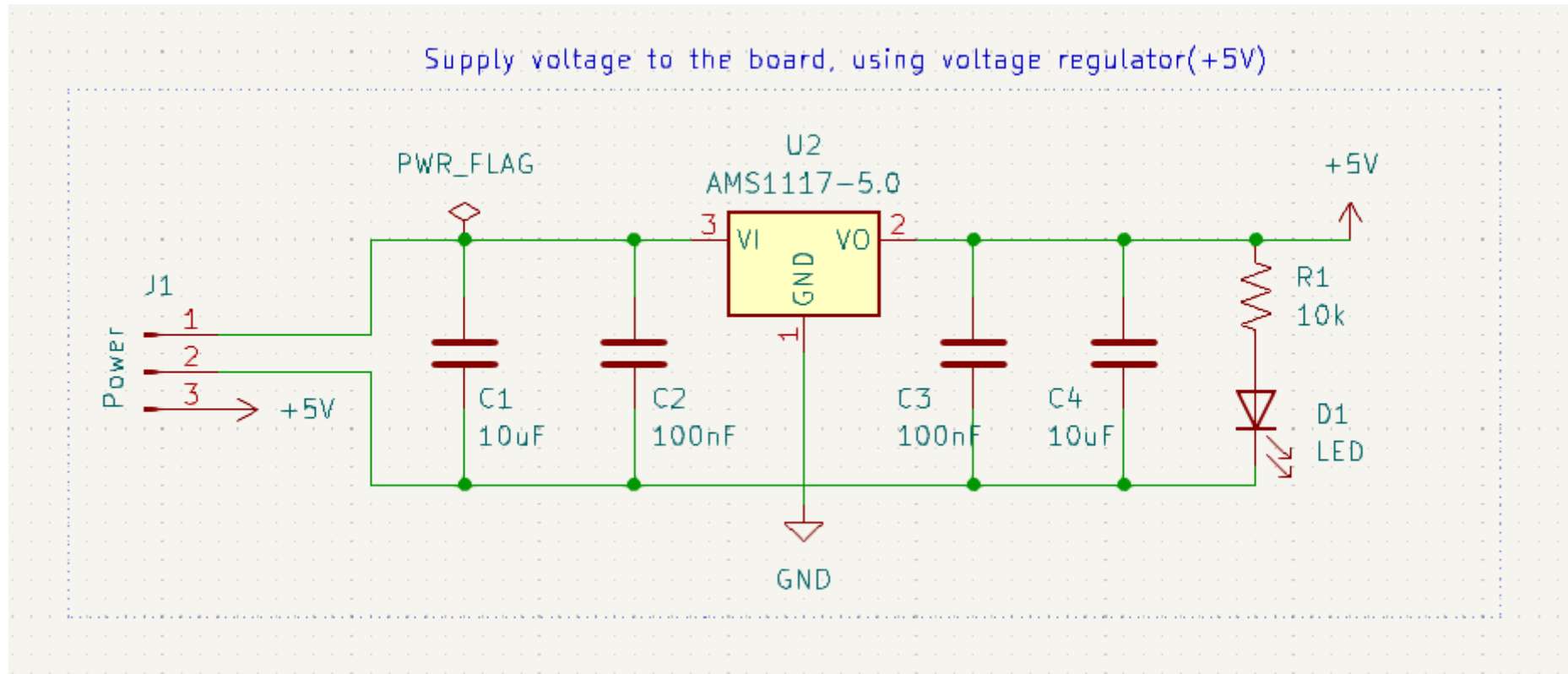
✓ **Atmega**
(microcontroller
IC)
The brain of this
board

✓ **I/O pins Analog**

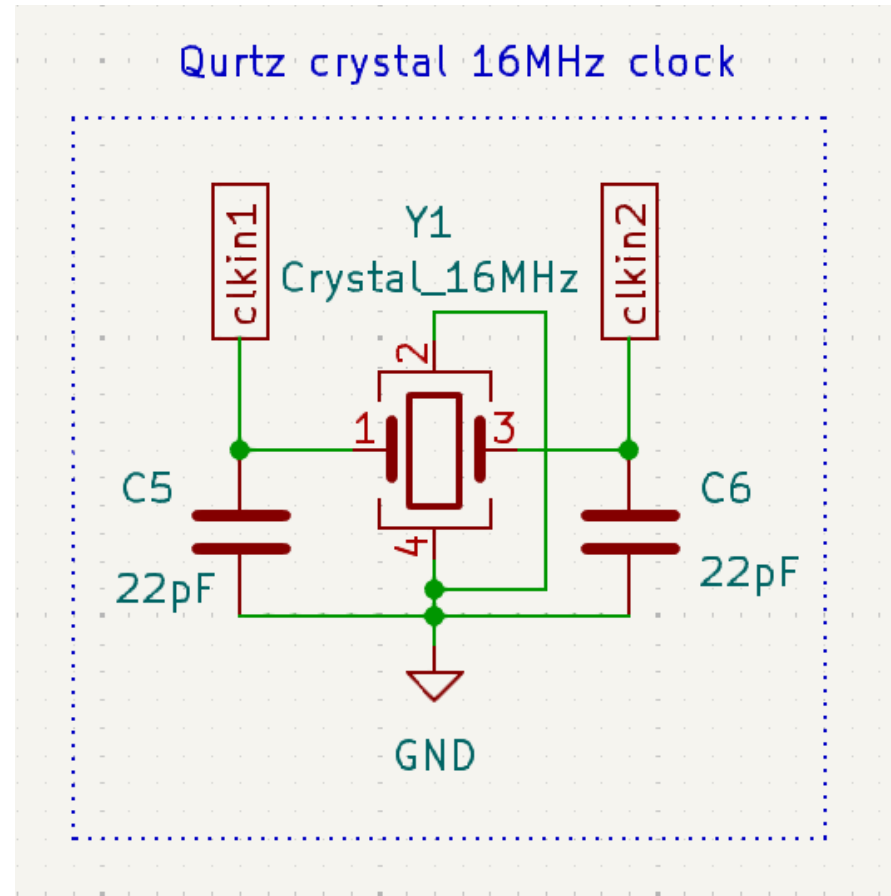
Let's make the schematic!

Reference: <https://www.hackster.io/simon-mugo/simple-standalone-atmega328p-microcontroller-72efcc>
<https://www.youtube.com/watch?v=aVUqaB0IMh4>

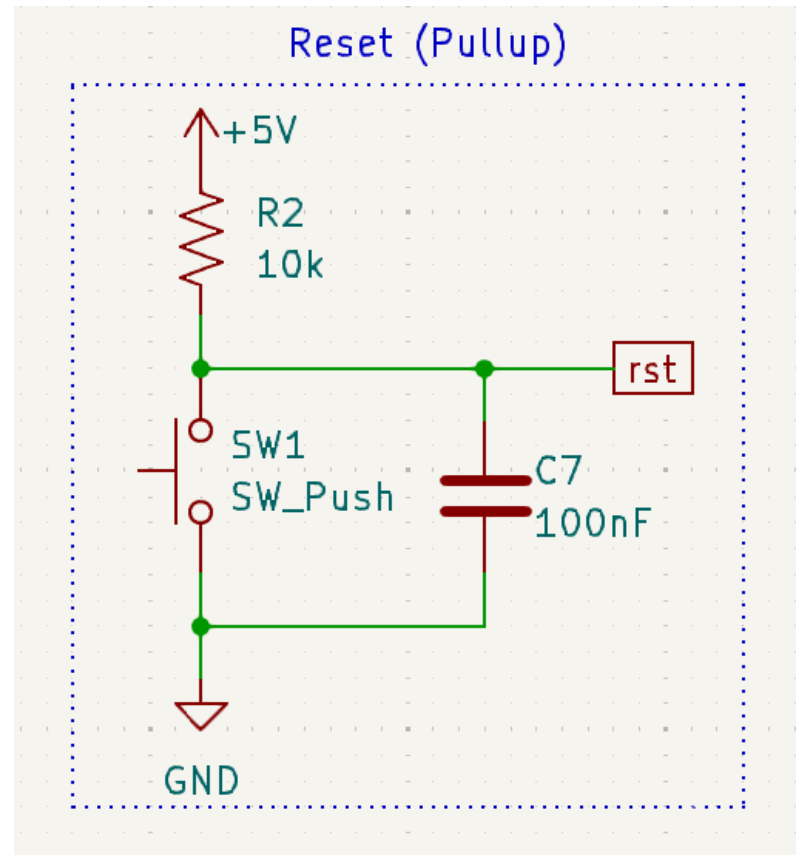
Power supply



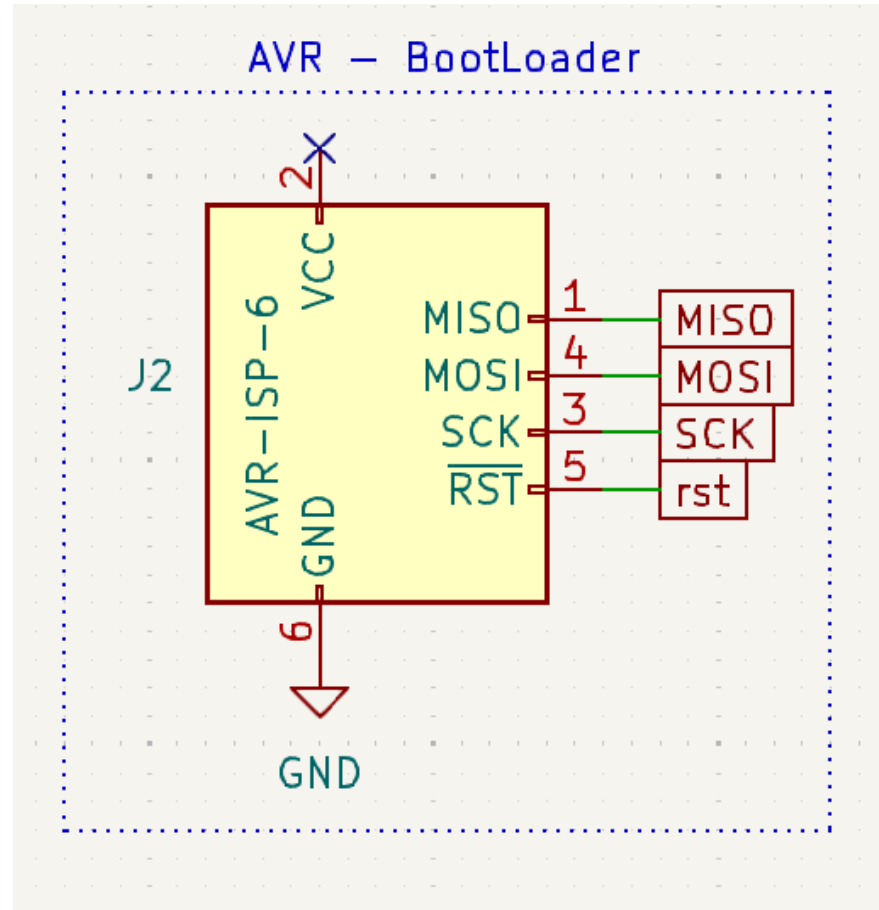
Oscillator Circuit (for clock)



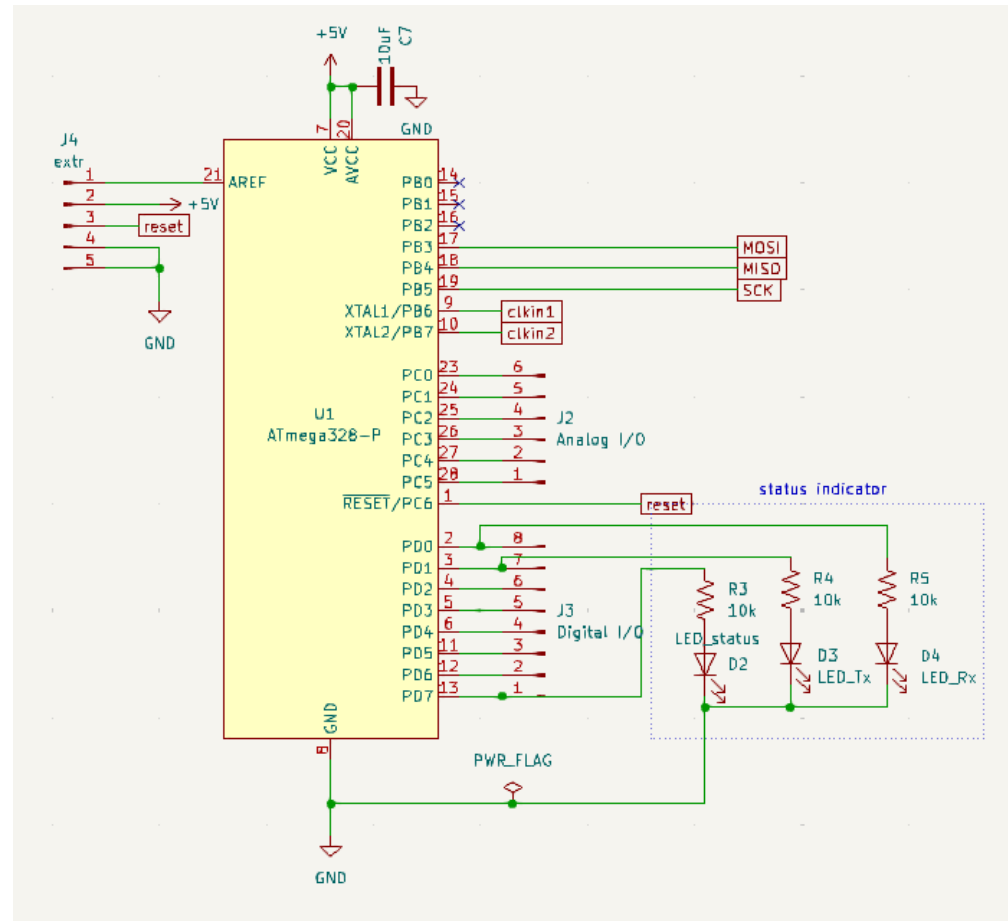
Push Button (for reset signal)



AVR ISP (program connector)

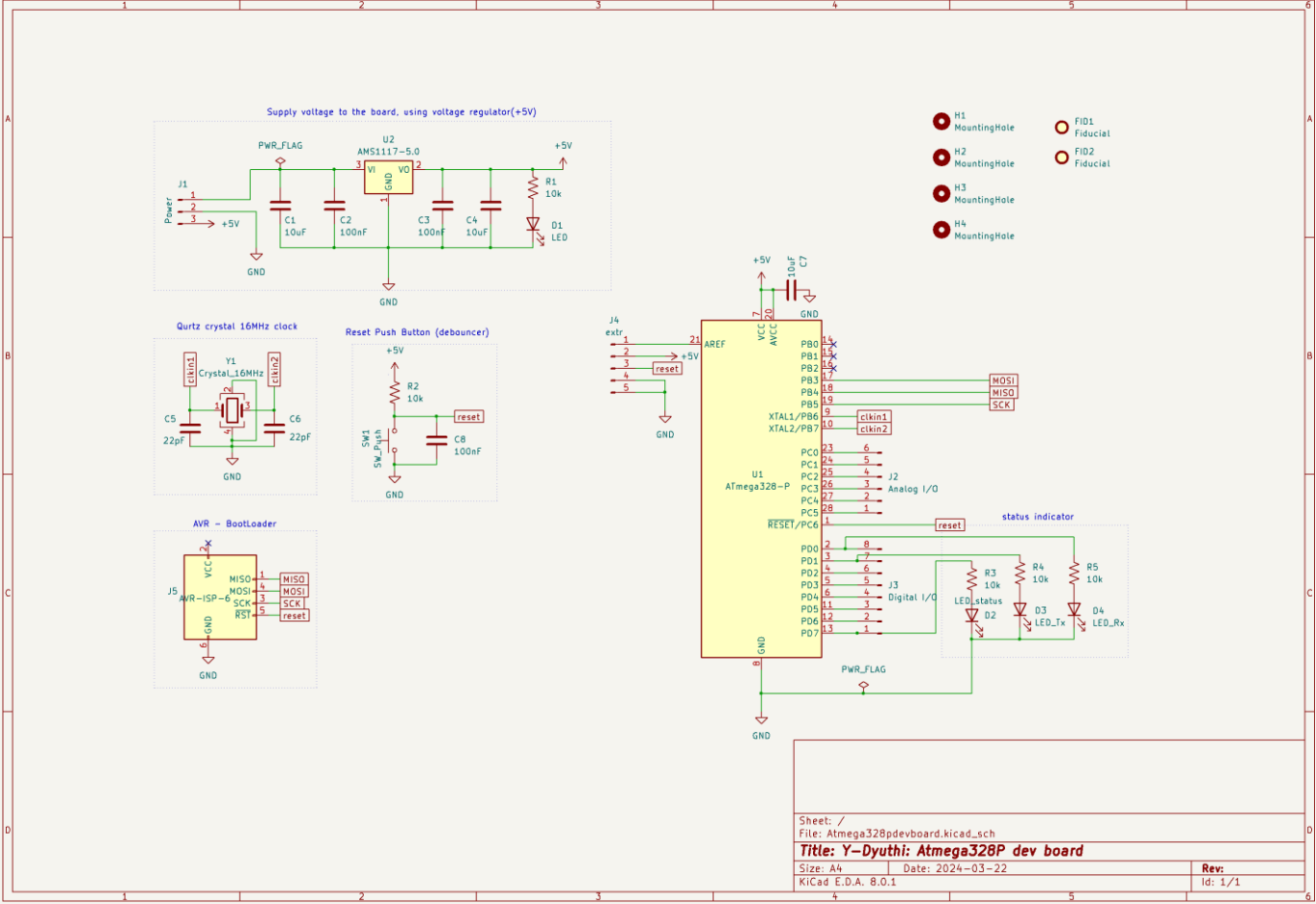


Atmega328P



https://ww1.microchip.com/downloads/en/DeviceDoc/Atmel-7810-Automotive-Microcontrollers-ATmega328P_Datasheet.pdf

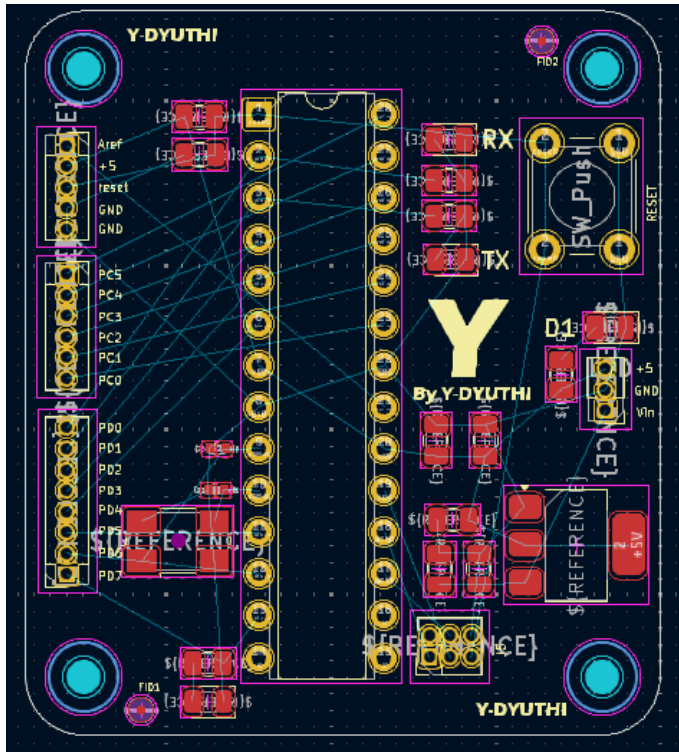
The schematic



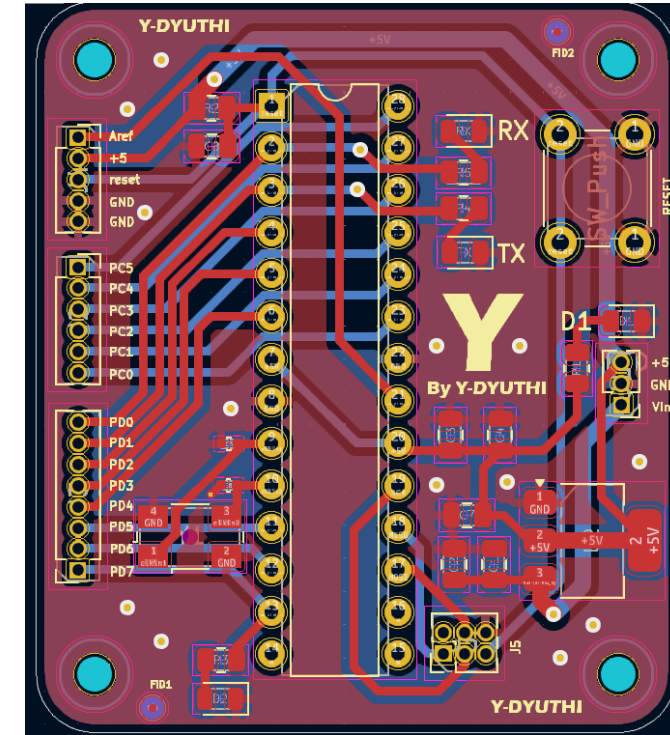
Footprint assignment

1	C1 -	10uF : Capacitor_SMD:C_0805_2012Metric		
2	C2 -	100nF : Capacitor_SMD:C_0805_2012Metric	→	SMD 0805 package Capacitor
3	C3 -	100nF : Capacitor_SMD:C_0805_2012Metric		
4	C4 -	10uF : Capacitor_SMD:C_0805_2012Metric		
5	C5 -	22pF : Capacitor_SMD:C_0402_1005Metric		SMD 0402 package Capacitor
6	C6 -	22pF : Capacitor_SMD:C_0402_1005Metric	→	
7	C7 -	10uF : Capacitor_SMD:C_0805_2012Metric		
8	C8 -	100nF : Capacitor_SMD:C_0805_2012Metric		
9	D1 -	LED : LED_SMD:LED_0805_2012Metric		SMD 0805 package LED
10	D2 -	LED_status : LED_SMD:LED_0805_2012Metric	→	
11	D3 -	LED_Tx : LED_SMD:LED_0805_2012Metric		
12	D4 -	LED_Rx : LED_SMD:LED_0805_2012Metric		
13	FID1 -	Fiducial : Fiducial:Fiducial_0.5mm_Mask1.5mm	→	Fiducials
14	FID2 -	Fiducial : Fiducial:Fiducial_0.5mm_Mask1.5mm		
15	H1 -	MountingHole : MountingHole:MountingHole_2.1mm		Mounting Hole
16	H2 -	MountingHole : MountingHole:MountingHole_2.1mm		
17	H3 -	MountingHole : MountingHole:MountingHole_2.1mm	→	
18	H4 -	MountingHole : MountingHole:MountingHole_2.1mm		
19	J1 -	Power : Connector_PinHeader_1.27mm:PinHeader_1x03_P1.27mm_Vertical		Pin socket with pitch 1.27mm
20	J2 -	Analog I/O : Connector_PinSocket_1.27mm:PinSocket_1x06_P1.27mm_Vertical		
21	J3 -	Digital I/O : Connector_PinSocket_1.27mm:PinSocket_1x08_P1.27mm_Vertical	→	
22	J4 -	extr : Connector_PinSocket_1.27mm:PinSocket_1x05_P1.27mm_Vertical		
23	J5 -	AVR-ISP-6 : Connector_PinHeader_1.27mm:PinHeader_2x03_P1.27mm_Vertical		
24	R1 -	10k : Resistor_SMD:R_0805_2012Metric		SMD 0805 package
25	R2 -	10k : Resistor_SMD:R_0805_2012Metric		
26	R3 -	10k : Resistor_SMD:R_0805_2012Metric		
27	R4 -	10k : Resistor_SMD:R_0805_2012Metric	→	
28	R5 -	10k : Resistor_SMD:R_0805_2012Metric		
29	SW1 -	SW_Push : Button_Switch_THT:SW_PUSH_6mm		
30	U1 -	ATmega328-P : Package_DIP:DIP-28_W7.62mm		
31	U2 -	AMS1117-5.0 : Package_TO_SOT_SMD:SOT-223-3_TabPin2		
32	Y1 -	Crystal_16MHz : Crystal:Crystal_SMD_0603-4Pin_6.0x3.5mm		

Placement & Layout

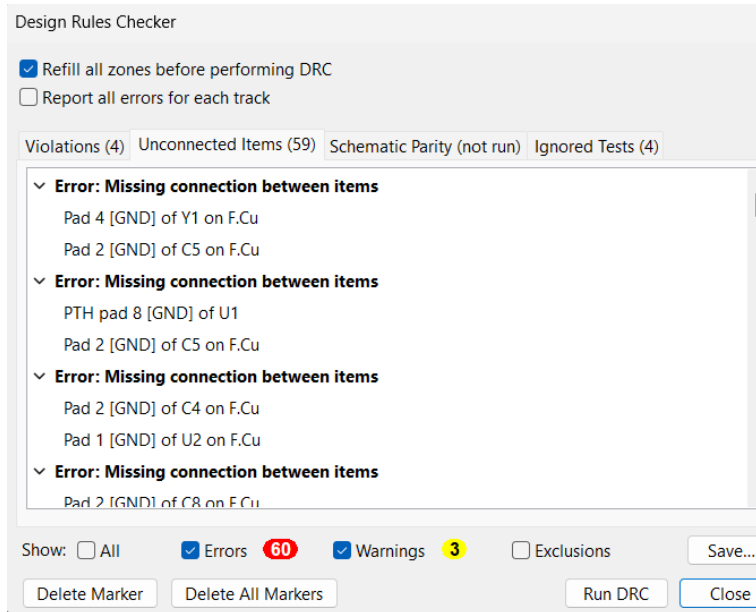


Place the components, draw the border on **edge cut layer**, add markings (eg : +5V , GND, reset etc.) in the **F.silkscreen**, remove unnecessary text.



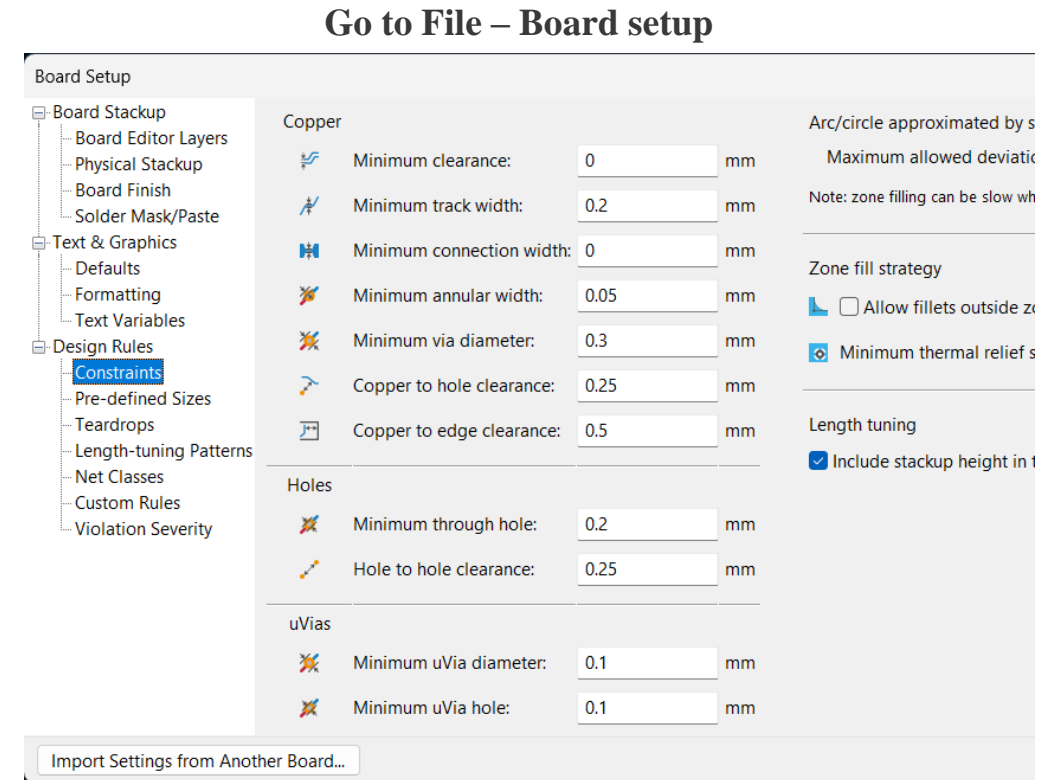
Set some track widths (**0.2mm, 0.3mm, 0.5mm**) and via diameters (**0.3,0.5,1 mm, hole size 0.2, 0.4, 0.5 mm**) and start routing. Switch between **F.Cu, B.Cu layers** for connecting traces. After this draw a fill zone and fill it with GND plane. (Note: No need to connect GND while routing. Zone filling will take care of that)

Run DRC (Design Rule Check)



Note that there will be error while running the DRC . Most common mistakes **are unconnected traces, and zone getting isolated** (you can fix it by connecting the zone to the nearest zone or by using via to connect to the bottom plane). Other exceptions the DRC will generate are mostly violation of **Design constraints.**

You can edit the design constraints to your specification to remove these errors.



Voila !!

