

**BME 590: FUNDAMENTALS OF  
ENGINEERING DESIGN**

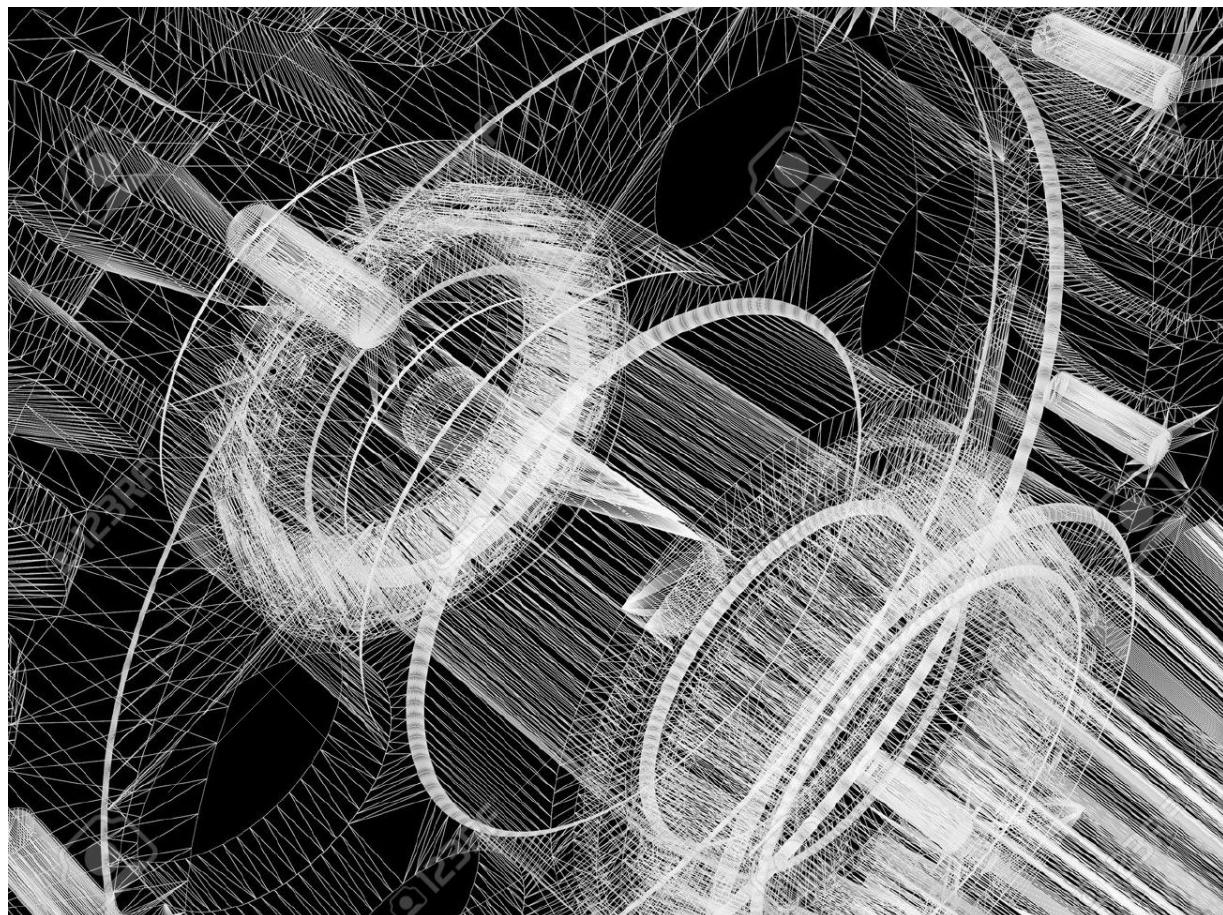
# PROJECT ILLUSTRATION

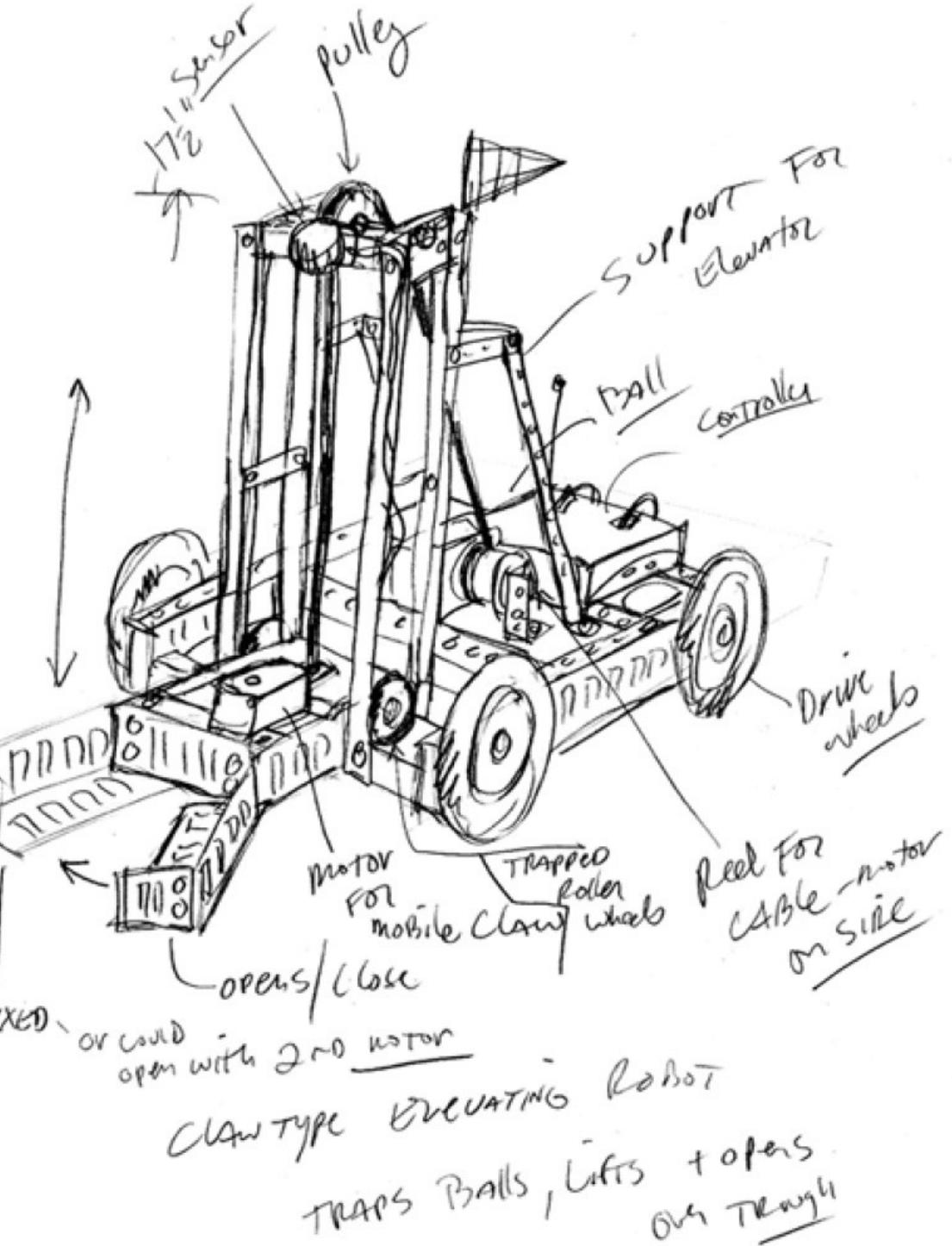
*Salinas*

# WHAT IS A PROJECT ILLUSTRATION?

Sketch or hand drawing that describes your prototype design:

1. Accurate
2. Complete
3. Easily translatable to hand or CAD drawings
4. Virtual testing can be done





## PROJECT ILLUSTRATION INCLUDES:



**PRODUCT FEATURES**



**POTENTIAL SIZING CONSTRAINTS**



**DEVICE CONNECTIONS OR INTEGRATION**

# EVALUATION

HOW TO EVALUATE MOCKUPS OF  
YOUR DEVICE



## EVALUATING YOUR PROJECT ILLUSTRATION/MOCKUP IS IMPERATIVE



### COMPONENTS

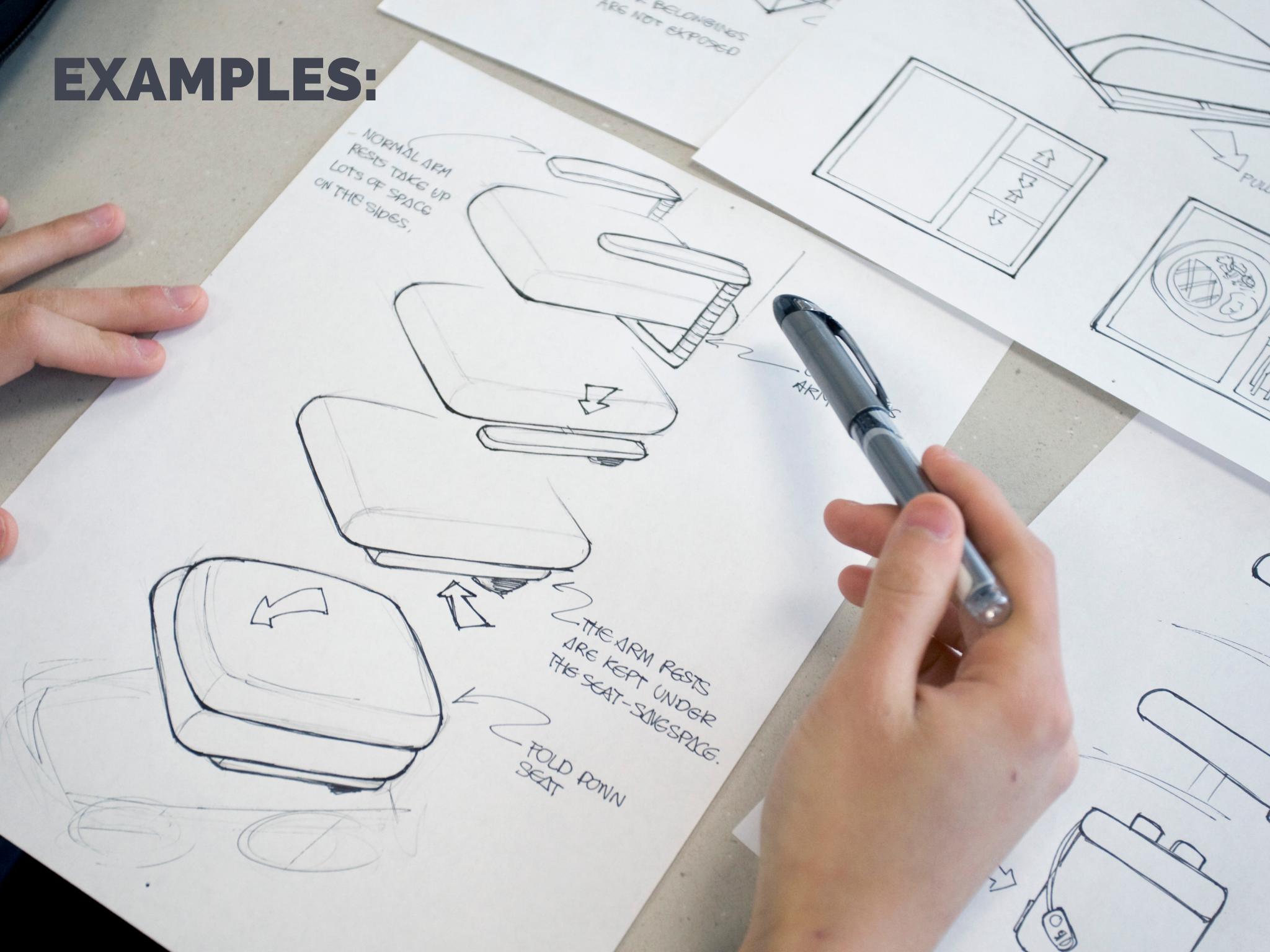
- GAIN UNDERSTANDING OF HOW COMPONENTS WILL FIT TOGETHER
- EVALUATE HOW TO TEST THESE COMPONENTS
- ARE THERE ENOUGH/TOO MANY



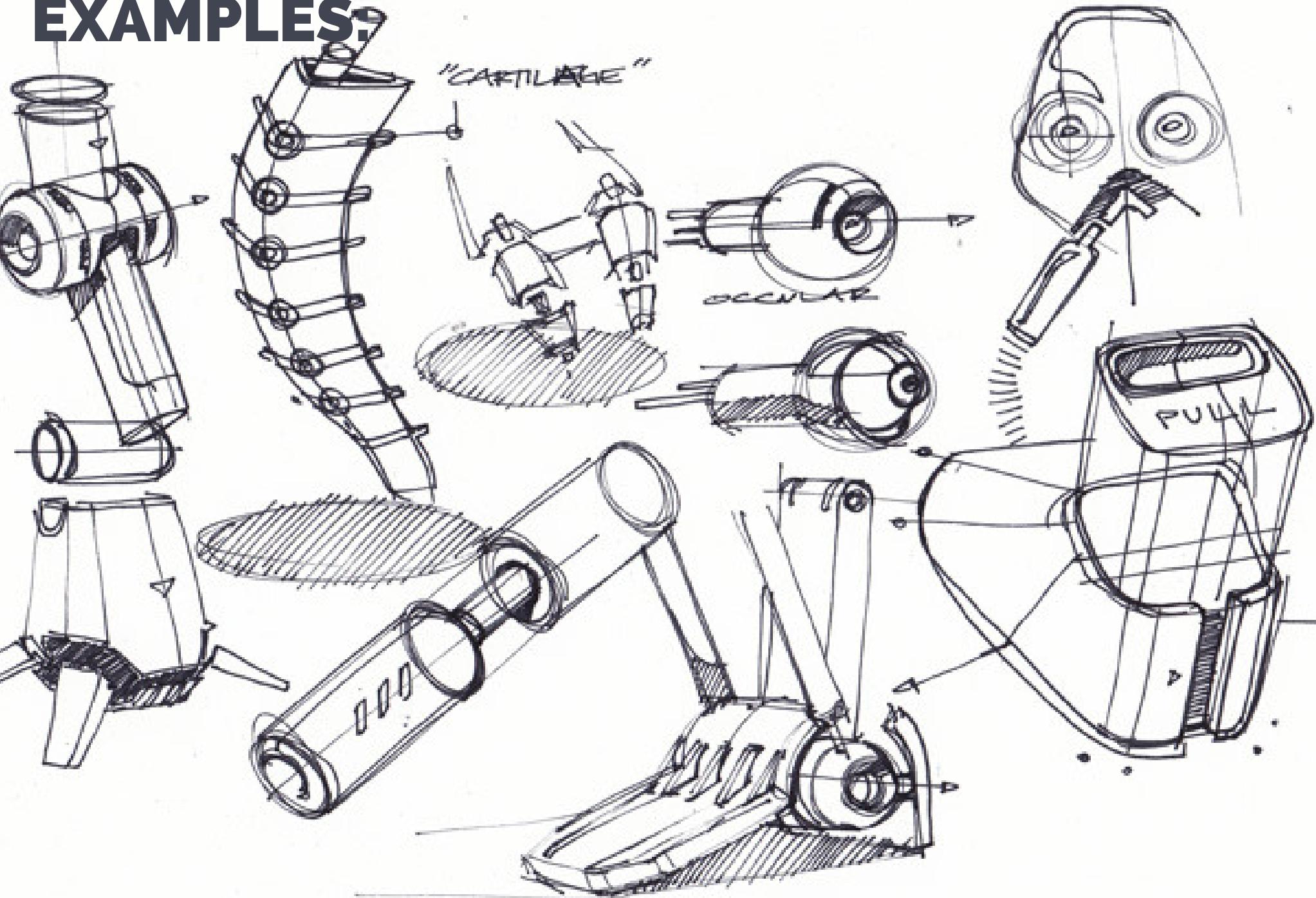
### WORKFLOW

- HOW THE DEVICE WILL BE USED?
- IS OPERATION EASILY UNDERSTOOD?
- WHAT COULD BE IMPROVED?

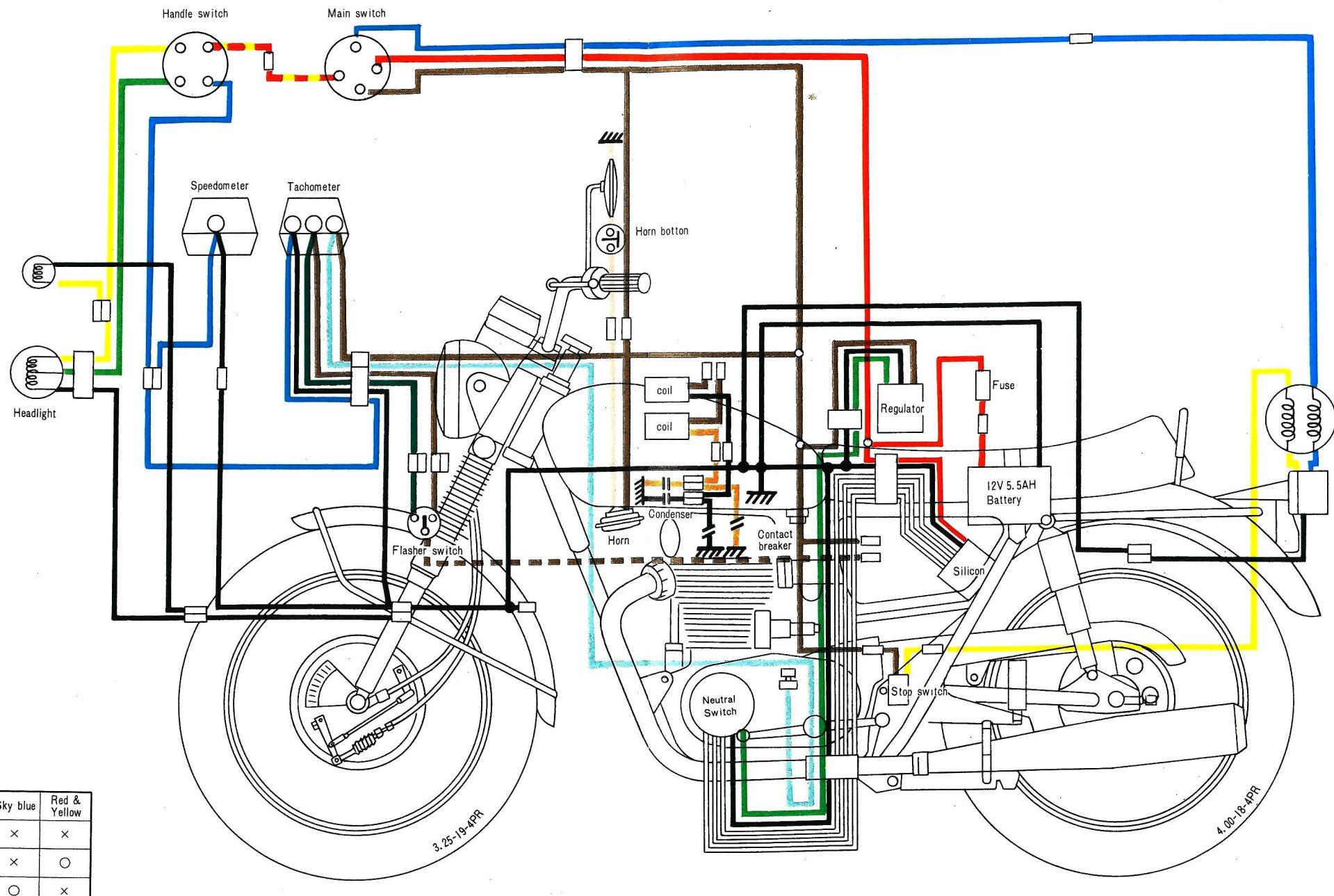
# EXAMPLES:



# EXAMPLES:



# EXAMPLES: xs-1 650 Circuit Diagram



# VIRTUAL TESTING

MEANS TO TEST MOCKUPS OF  
YOUR DESIGN



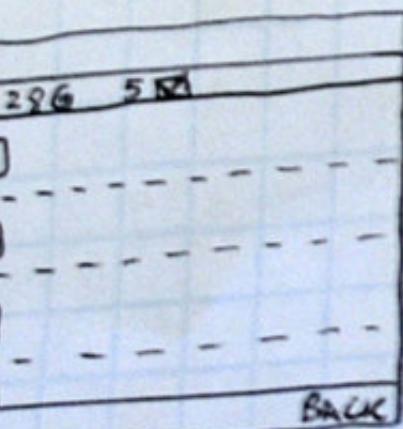
**QUICK AND EASY  
WAY TO ITERATE ON  
DESIGN SOLUTIONS**



**USE 'WIZARD OF OZ'  
APPROACH**

- CREATE MULTIPLE SOLUTIONS
- HAVE SOMEONE 'TRY' MOCKUP
- ASK FOR FEEDBACK ON COMPREHENSION OF DESIGN
- ASK FOR FEEDBACK ON USER FRIENDLINESS OR WORKFLOW

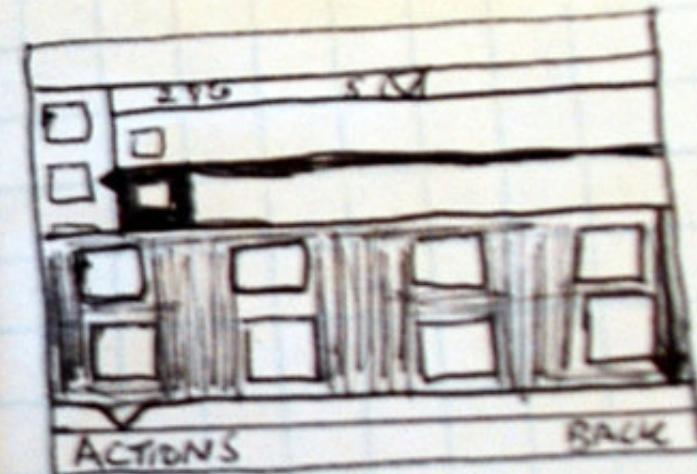
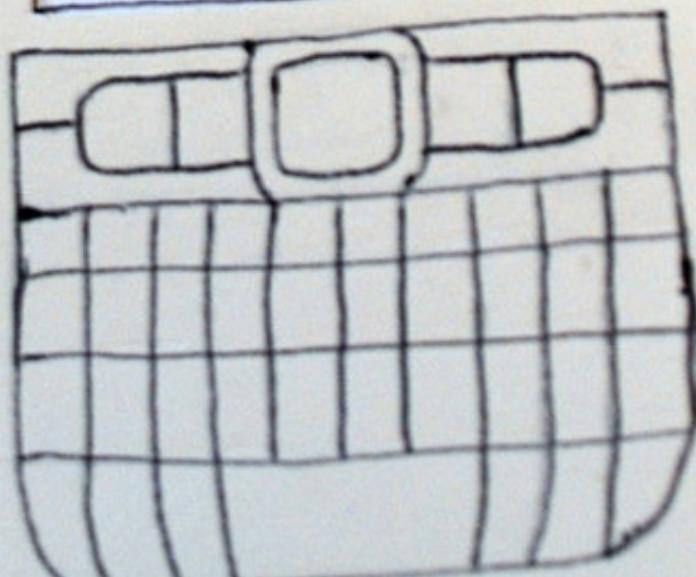
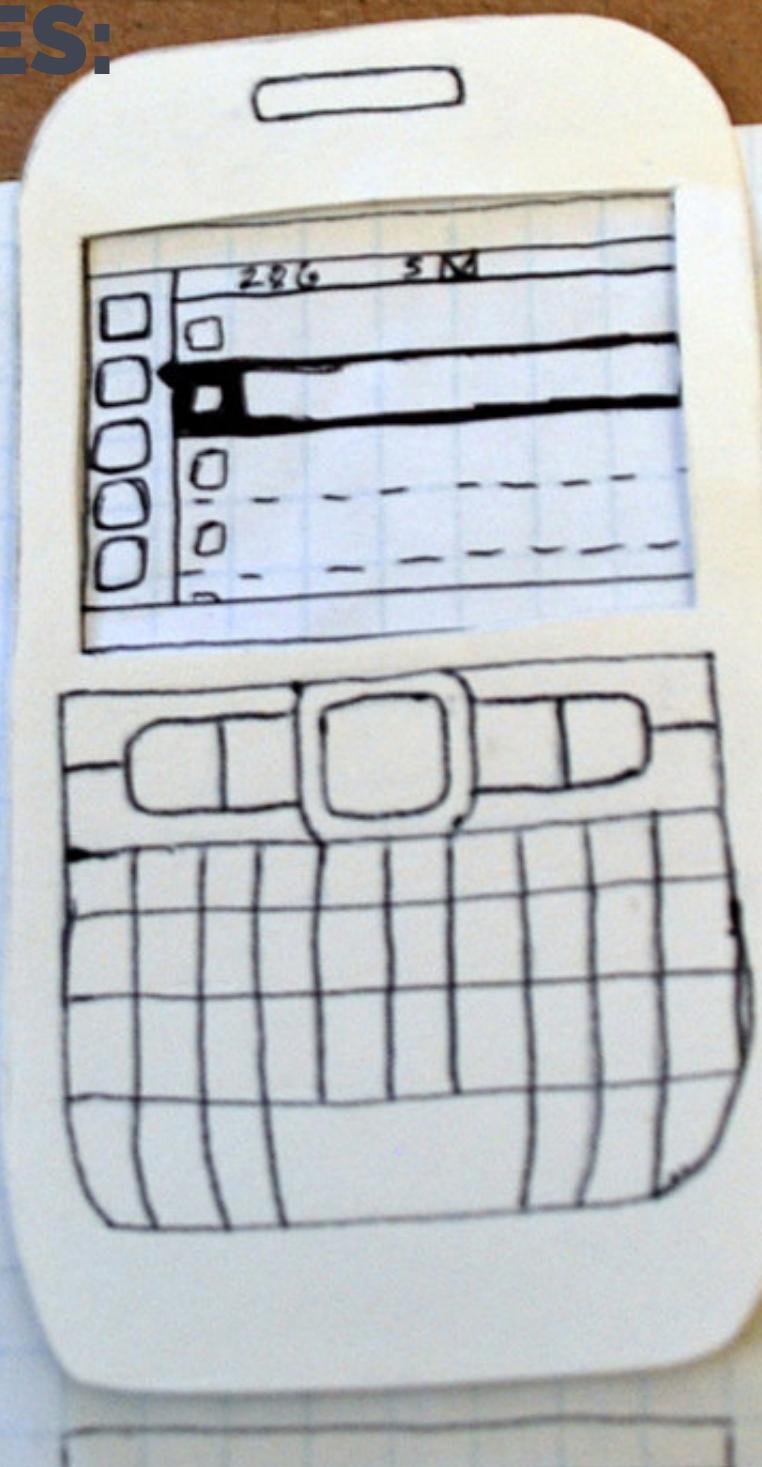
# EXAMPLES:



SELECT FLICKR



SELECT TWITTER



ACTIONS ON A TWEET



ACTIONS ON A FILTER

# YOUR GOAL:

1. Revisit Client Needs and SPG
2. Create Project Illustration for full device or components

