Product Design Bridging Units

Task 1 (Technical Principles)

There are many materials that can be selected by designers to manufacture products. All materials have their own unique characteristics that make them more or less suitable for specific products. As a Product Designer or Engineer it is important that you have a wide understanding of different types of materials, what properties those materials have and how you might manufacture a product differently depending on material selection and what the product is.

Answer the following questions. It is expected that you will use **notes** as well as sketched **diagrams** that have annotations to explain them. You should use fine-line pen to make your sketches stand out and colour, where appropriate, to communicate key aspects of your diagrams.

Tip: Look at the marks awarded for each question and try to ensure you make enough points in your answer to gain that many marks. An **annotated diagram** can be worth up to half of the total marks awarded.

1. The photographs below show a Childs chair. The chair can be used inside or outside. It is designed for children aged 2-6 years old.



1 (a) The chair has been made from High Density Polyethylene (HDPE).

Explain in detail why this polymer is suitable.

[6 marks]

1 (b) The manufacturer will have taken steps to ensure the polymer does not degrade if the chair is used outside

Explain what steps the manufacturer would take to prevent polymer degradation.

[4 marks]

1(c) The chair has been rotationally moulded.

Use notes and diagrams to describe this process.

[9 marks]

2. The image below shows an armchair.

The chair arms shown in the image could be produced either from solid hardwood or from laminated veneers.

Compare the suitability of both materials for the chair arms shown. [4 marks]



3. Figure 1 shows a plywood balance bike (left) and **Figure 2** shows a tubular aluminium balance bike (right).



Analyse and evaluate the two balance bikes in terms of their:

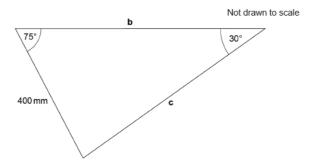
- suitability for mass production
- suitability of materials.

[12 marks]

4. The diagram below shows three tubes that make the front section of a bike frame. Work out the total length of tube required to make the front section.

Give your answer to the nearest mm. Show your working out.

[3 marks]



5 (a) Define the meaning of the term 'smart material'.

[2 Marks]

5 (b) Name a specific 'smart material' and an energy saving product that it is used in.

[2 marks]

5 (c) Describe how the properties of the smart material you have chosen enable energy to be saved.

[2 marks]

[Total 6 marks]

Task 2 (Designing and Making Principles)

Design Theory

As a Product designer or Design engineer it is crucial that you have knowledge and understanding of key design styles and movements and their principles of design. As well as, an understanding the work of influential designers and how their work represents the principles of different design movements.

I would like you to research **one** of the following Design Movements **or** Designers that inspires you and create a PowerPoint (max 3 slides) <u>or</u> Word doc (max 2 sides of A4) of information along with images. Nb. This must be your own work, do not copy from the internet as this is plagiarism and you will be asked to resubmit any work that is found to be copied.

Choose one of the following:

Design Movements

- Arts and craft movement
- Art Deco
- Modernism, eg Bauhaus
- Post modernism, eg Memphis

Tip: Talk about when the design movement came about, what made it famous and why? Materials and processes linked to the movement, show images of key pieces of work in that time, designers linked that movement. Add your own thoughts and opinions.

Designer/s

- Phillipe Starck
- James Dyson
- Margaret Calvert
- Dieter Rams
- Charles and Ray Eames
- Marianne Brandt

Tip: Talk about when they started their career, who they may have been inspired by, show key pieces of work, what makes them so iconic? Design principles they stick to, have they inspired others? How has industry changed because of their work? Do you like their work, your opinions.

Useful link:

designmuseum.org/

Task 3 (Upcycling Project- Design project)

Your task is for you to up-cycle/re-cycle/re-purpose a product. Take something that already exists and use it for a different purpose. Use whatever tools and equipment you have access to at home to produce another useful object. It could be something out of your re-cycling bin or something you find lying around. We want you to treat this as a mini project, you can have a little help but it needs to be your work and your own ideas. Maybe you have an expert in the family or a neighbour that can help or offer advice over the phone or at a safe 2m distance. Remember it's the idea that's important. You can use the web to help with ideas and techniques but try not to copy exactly, Pinterest is always a good starting point!



Video: Kevin's Supersized Salvage

Examples:

Can you guess what they are? Can you research what part they were originally?













This page show you some of the research I have done into up-cycled products. Make sure you look in lots of places for inspiration. Talk to other family members/friends if possible see what their ideas might be. Have a look around your home for re-cycled, re-purposed, up-cycled products.

Look in your re-cycled bin, what do you have a lot of.



Set yourself up with a PowerPoint presentation. Other presentation packages are fine. Only have white backgrounds and use only 12pt text. Remember you can use your phone as a scanner (google it) or simply take pictures of your work.

Task 1

Problem (Research task 3hrs)

How much do we throw away? Research the world of rubbish. How many plastic bottles do we throw away? What happens to our old jeans? How much are the materials of an old mobile phone worth. Tell me in 250 words what you've found out. Don't copy and paste, use your own words, use diagrams to help explain your thoughts.

Task 2

6Rs (Research task 1hr)

What are the 6 Rs?

Explain, with a short paragraph, what each one is?

Task 3

Brainstorm (thinking task 2hrs)

What ideas do you have? Brainstorm/ mind map/ spider diagram as many ideas as you can, see if you can get more than 50. Talk to family member's maybe skype / facetime.

Task 4

Ideas (Design task 2hrs)

Communicate your ideas with drawing and annotations. Generate approximately 20 ideas. Make sure ideas are clearly drawn, show design detail, annotate to aid understanding. Don't forget to evaluate ideas to help work out which is best one. Again use others to help you decide.

Task 5

Development (Design 3hrs)

Choose your best idea and try to improve it (20 improvements). Remember you have to make this so your best idea might actually be your best 'you can actually make' idea. If you choose you could develop your best actual idea aswell.

Task 6

Final Idea (Design 2hrs)

Communicate your final idea. What ever way you think is your best way of communicating your best idea. Use 3D drawings (pencil crayon/ markers), technical drawings, CAD, isometric.

Task 7

Make product (Manufacture 5hrs)

Make your product with what ever you have at home. I know this will vary from scissors and sticky tape to full workshops. Please check you are allowed to use what ever you have found and you are safe to use what ever tools you choose. STAY SAFE. If in doubt don't! Photograph as you make, create a picture record of making your product. You may need a little help but try to do as much yourself as possible.

Task 8

Test and evaluate. (Written 2hrs)

How well did your product work? Are there any improvements you could make?

Pupil Example:

Problem Analysis:

Material pollution in the UK is a massive problem. In the UK we use over 5 million tonnes of plastic each year alone and it is estimated that only 29% of this plastic is being recovered or recycled. One of the main contributors to plastic pollution is plastic bottles. Of the 5 million tonnes of plastic that we produce each year, 38.5 million bottles are produced each year and we struggle to recycle at least half of them. The plastic that is not recycled will eventually end up in either the ocean or landfill. However one individual bottle placed in landfill will take around 450 year to decompose and 12.7 million tonnes of plastic is placed into the ocean each year.

Both landfill and polluting the ocean has a drastic impact on the environment. For example, when a material in landfill decomposes it modures methane which contributes.

example, when a material in landfill decomposes it produces methane which contributes massively to the greenhouse effect and global warming. Plastic in the ocean not only affects marine life, sea birds, a not the oceanic ecosystem, it also has a huge impact on us. Human life is being affected as the fish and other seafood being consumed will more than likely be contaminated with chemicals from the plastic that we have thrown away.

However as well as plastic pollution, fabric pollution is a big polluter too. In 2014, USA produced 16 million tonnes of fabric waste and 10.46 million tonnes of this were sent to landfill. Although there are many things put in place to encourage us to repurpose or recycle our old clothes only about 0.1% of recycled fibres collected by charities are produced into a new fibre.

However, More than 70 % of the world's population uses second-hand clothing. About 50 Not collected shoes and clothing is used as second-hand products. Meanwhile, 20% is used to produce polishing and cleaning cloths for various industrial purposes, and 26 % is recycled for applications such as fibre for insulation products, upholstery, fibreboard, and

As well as plastic and fabric waste , electronic waste can be a big polluter too. Each year we through away 40 million tonnes of electronic waste away world wide . Of this only 12.5 % is recycled.



The 6 R's to Sustainability:

Reduce- To use less materials or resources used when making a product or reduce the amount of products used. For example could the product b redesigned in order for it to have less material or less components ?Can less energy be used in producing the product.

Reuse- To use the whole product or parts of a product for the same or an alternative purpose. For example does the product have to be thrown away? Does the product have a secondary use ?

Recycle -to break down a product into its original materials and reprocess them to be reused into a different product. For example can parts be recovered from a product in order for them to be reused ? Could it be made out of all one material in order for it to be recycled easier?

-milk cartons -glass bottles

-drink cans

-tin cans

-glass jars

-old crockery

-old furniture

-corks



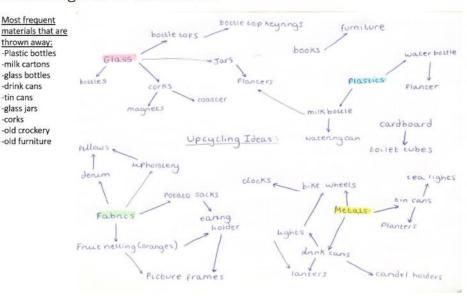
For example when looking at a plastic bottle we can apply all of the 6R's to it in order to reduce the amount of waste produced from it. We can be aware of how much damage a plastic bottle is causing to the planet and rethink about using an different alterative ,reducing our usage or even refusing to use one . If we do purchase a plastic bottle we are then encourage to reuse it and eventually recycle it however in this case there may be the possibility to repair it in order for it to have a new purpose.

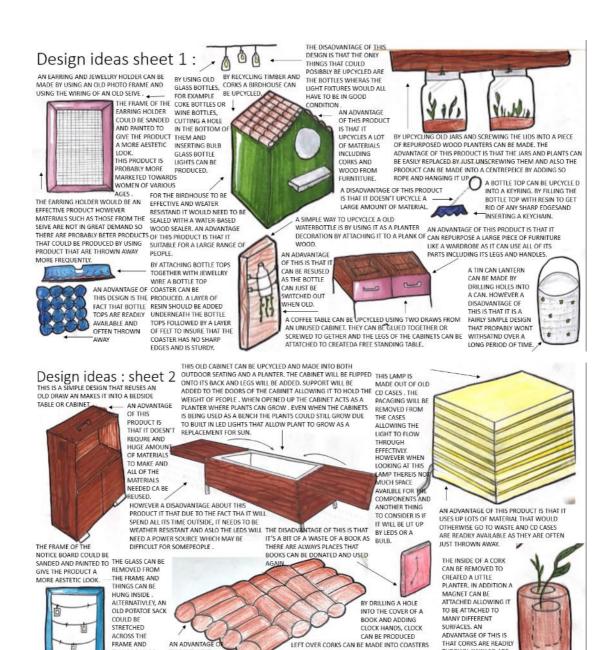
Refuse- refusing to use a product that has a significant negative effect on the environment . For example before purchasing or choosing to use a product you may question it really necessary, is there an alternative or can using it be avoided.

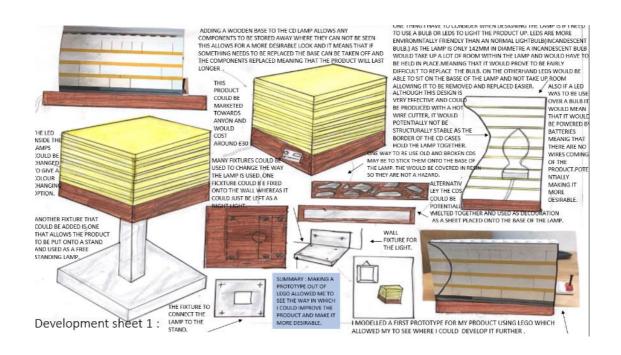
Rethink- to change the consumers mindset . For example do we really need to buy a product .Do the effects of the product matter? Can alternative material be more sustainable

Repair- to fix or mend a product before throwing it away and buying a new one. For example , can the components be changed to fix the overall function? Can planned obsolescence be avoided ?

Initial design ideas brainstorm:







BY GLUING THEM TOGETHER AND POSSIBLY

COVERING THE BOTTOM IN FEIT TO GIVE IT A

THINGS CAN BE

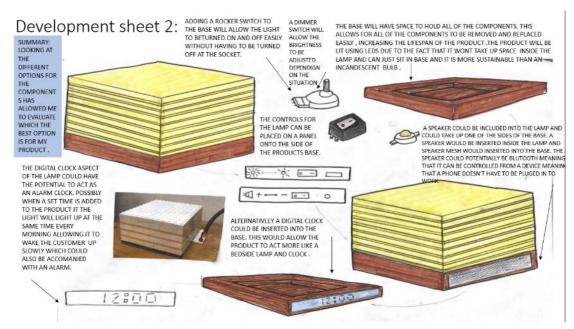
A NOTICE BOARD

THIS IS THAT IT

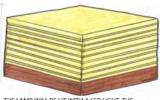
WASTE MATERIAL

PINNED INTO IT AS USES UP ALOT OF

THAT CORKS ARE READILY THROWN AWAY SO ARE VERY READILY AVAILABLE.



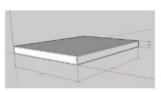
Final design



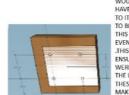
THE LAMP WILL BE LIT WITH A LED LIGHT. THE COMPONENTS FOR THE LEDS WILL BE HELD IN COMPONENTS FOR THE ELDS WILL BE HELD IN COMPANY OF THE LOS OF THE HAS ACESS TO MORE MATERIAL AND COMPONENTS I WOULD HAVE AND A TOKER SWITCH AND A ROCKER SWITCH AS THIS WOULD HAVE ADDED AN EASIER ACCESS TO THE LIGHT. ALSO, ADDING A DIMMER SWITCH WOULD HAVE ALLOWED THE USER TO ADJUST THE BRIGHTNESS OF THE LAMP ACCORDING TO THEIR PREFRENCE AND THE TIME OF DAY.



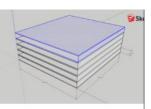
I THEN REMOVED SOME OF THE MATERIAL IN MY BASE IN ORDER FOR THE COMPONENTS TO SIT IN AND ALSO DESIGNED HOLES FOR WHERE THE BASE WILL BE SCREWED TO THE



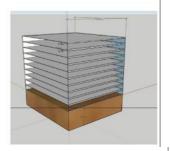
TO MODEL MY PRODUCT AGAIN I USED GOOGLE SKETCHUP, THIS ALLOWED ME TO FIGURE OUT AND LOOK IN DETAIL AT WHAT MEASUREMENT I NEEDED AND HOW THE BASE WOULD FIT ONTO MY PRODUCT.



I DESIGNED THE BASE OF THE LAMP SO THAT IT WOULD BE ABLE TO HAVE A FIXTURE ADDED TO IT IN ORDER FOR IT TO BE ABLE TO FIT ONTO THIS LIKE A WALL OR EVEN A LAMP STAND
.THIS INVOLVED
ENSUREING THAT THERE
WERE HOLES TO SCREW THE LAMPS BASE INTO THESE FIXTURES AND MAKING SURE THAT THE SREWA WOULD NOT BE SCREWED TOO FAR INTO THE BASE.



BY MEASURING THE WIDTH AND DEPTH OF ONE CD CASE I WAS ABLE TO REPEAT THIS UNTIL I WAS HAPPY WITH HOW TALL I WANTED THE PRODUCT TO BE . OVERALL THE CD STACK WILL BE 100MM TALL AND THE BASE WILL BE AROUND 20MM TALL.





Diary of Manufacture:

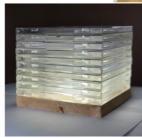












Final product:







Evaluation:

When manufacturing my product, I was faced with a few problems . Firstly I had to slightly adapt my product to be able to make it with the supplies I had. When designing the product as though it would be marketed, I decided I would light my product using an led and a battery pack to save both space and energy compared to a light bulb . However I didn't have access to either a led or a bulb so instead I decided that I would be able to use a torch to light up my product until I could receive something more substantial. Firstly I had to cut a hole out of the middle of all the cd cases in order for the product to be lit by a bulb if necessary . However this proved to be very difficult . I uses a scalpel and a scalpel mat to make scores into the cd case and eventually this worked although it took a long time to do . I tried alterative ways to do this including heating up the scalpel to melt the plastic and even heating up the cd case it self yet this did not work as the cd cases kept cracking so it took a long time for me to cut a hole in the CDs using a scalpel to score them . When it came to gluing my cd cases together, I was unsure what glue to use so I started of using superglue however when dry, this became cloudy so instead I used PVA glue and this worked well. I measured, cut and sanded the base in order for it to be able to fit on the bottom of the product . Due to the fact that I was using a torch to light up the product I had to make a few changes to the manufacture of the product. Firstly I had to drill a hole into the base of the lamp in order for the torch to fit through. This worked well as other than the hole in the base , there was no other changes to the product itself that could be seen. However as the torch was now lighting the product , the lamp had to be elevated in order for the torch to fit underneath the product so I temporarily elevated the product by placing a stack of books on either side of the torch and placing the product on top.

Looking forward to seeing you all in September, if you have any issues or questions don't hesistate to contact me via email or Firefly.

Mr S Martindale