Prototyping Physical Things

Materials: What can you build with?





Ceci n'est pas une Hammer.



Fountain Marcel Duchamp 1917



Sip of Conflict Exploratorium 2007



Random Russian Guy





\$88,000



Selecting the right materials for building prototypes is a balance of:

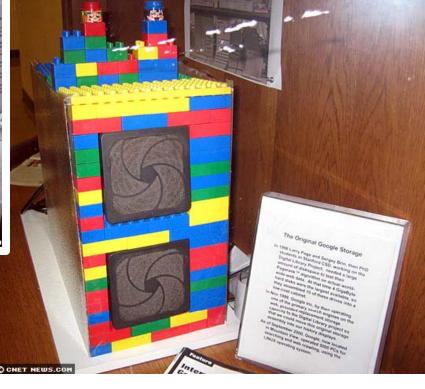
- -What do you *need* to demonstrate?
- –How fast can you build this prototype?

What do you need to demonstrate?



What do you need to demonstrate?





How fast can you get it built?



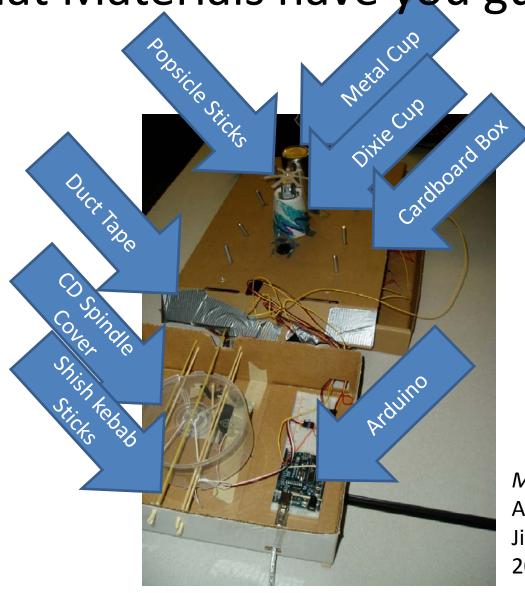
How fast can you get it built?



How fast can you get it built?



What Materials have you guys used?



Musical Mimic Game
Anirban Sen, Farley Gwazda,
Jill Blue Lin, Kenghao Chang
2007



An important class of materials...

... crap laying around.

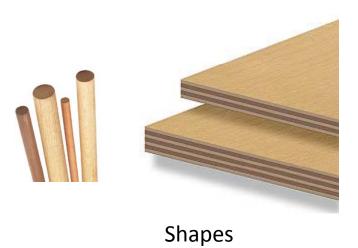
To build better things...

... keep better crap around.

Wood











Cutting





Carving

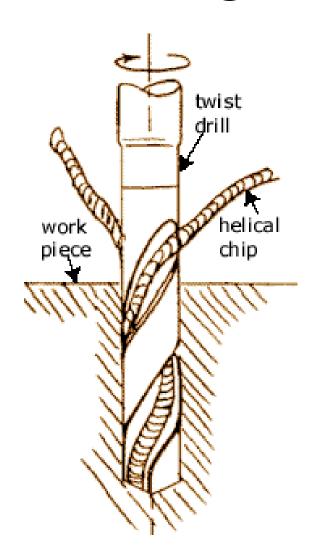






Drilling







Fastening









Metal: Aluminum



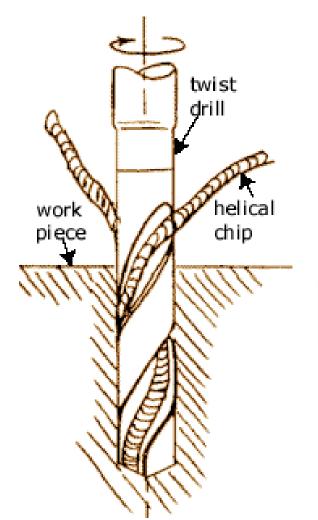




Rods in Many Shapes

Drilling

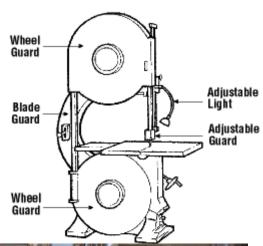






Cutting



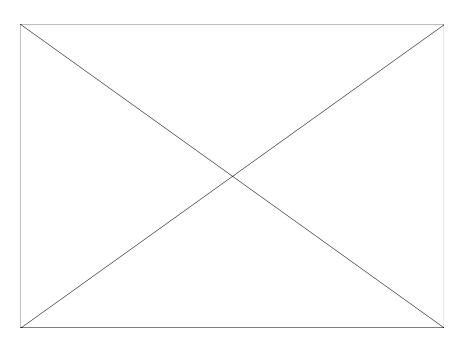


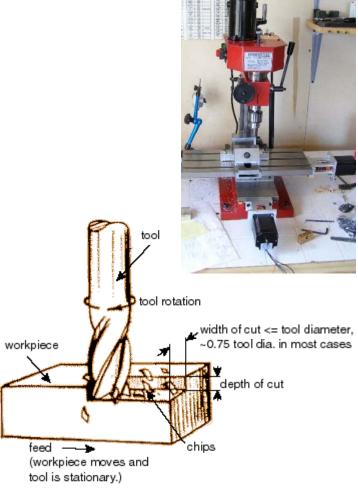


Fastening

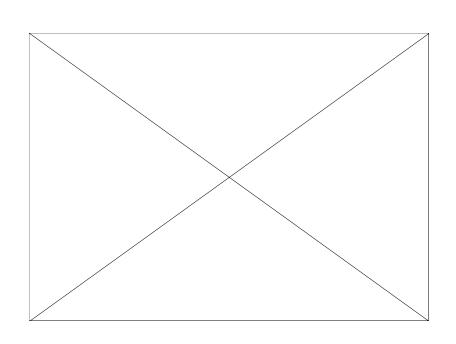


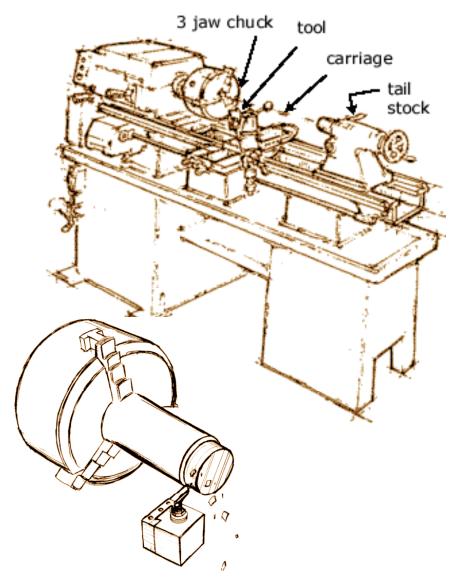
Milling





Turning (Lathe)





Sheet Metal

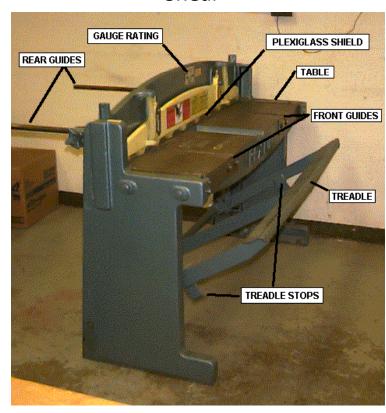


Cutting

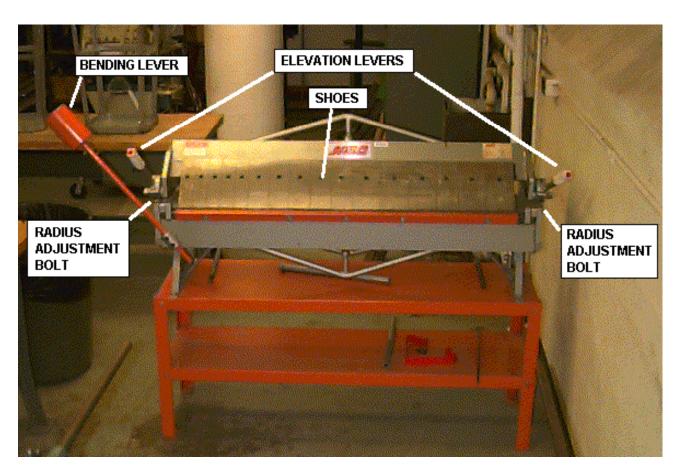


Tin Snips

Shear

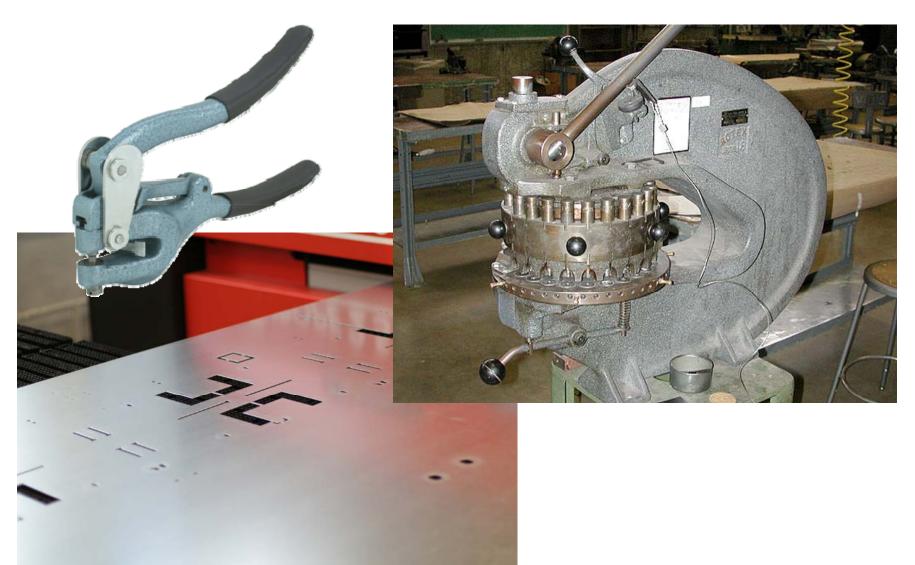


Bending Sheet Metal



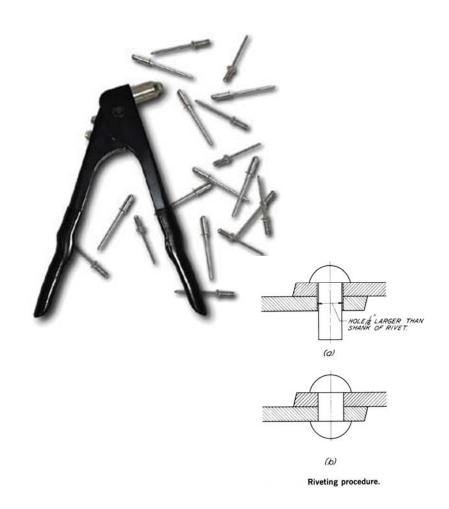
Press Brake

Notching/Punching



Fastening

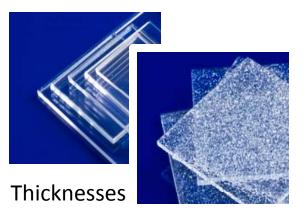






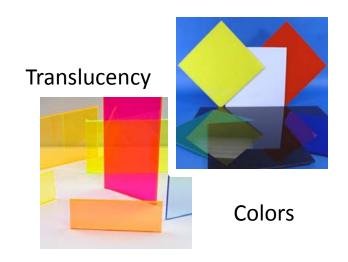
*Annoyous Persistus*Olaf Heimdahl, 2006

Plastics: Acrylics/ABS



Textures

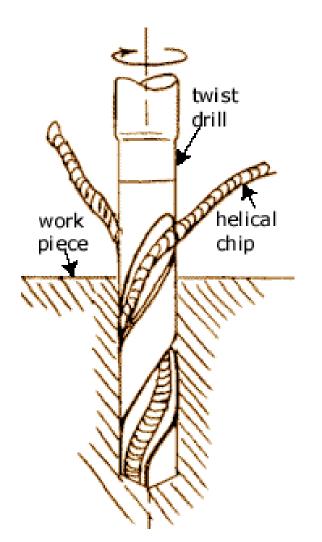






Drilling



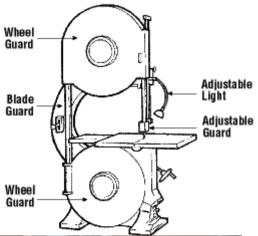




Cutting







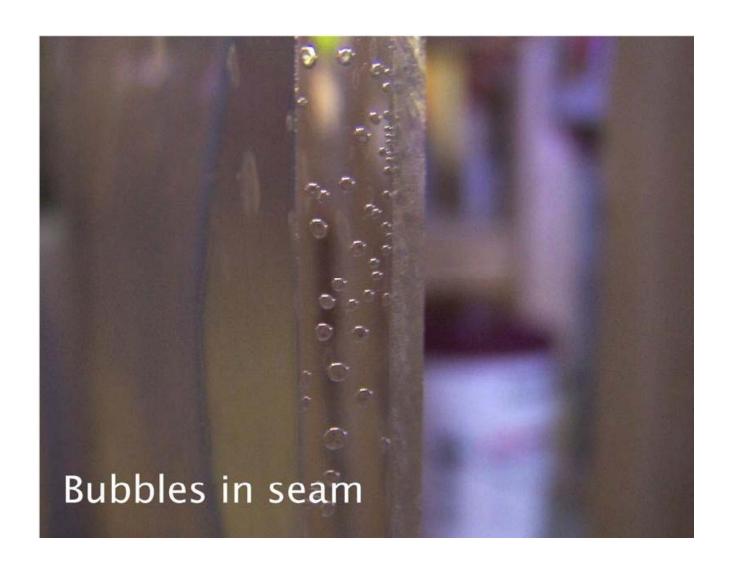


Fastening





Problem with Solvent



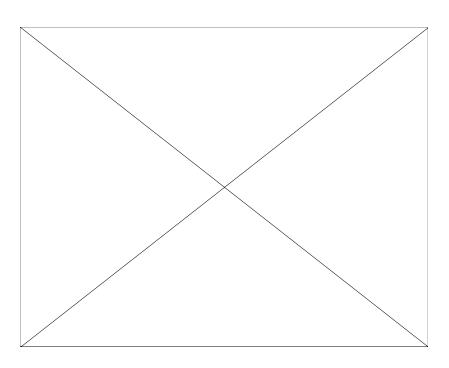
Bending



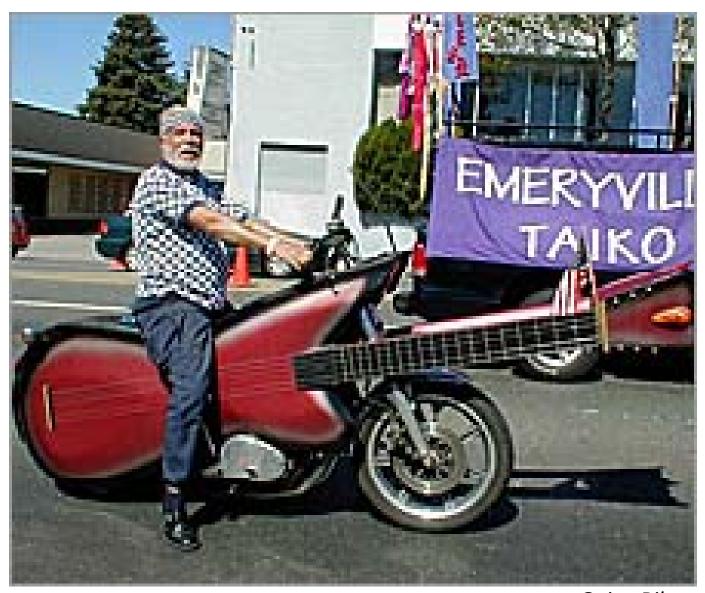
Bending



Laser Cutting



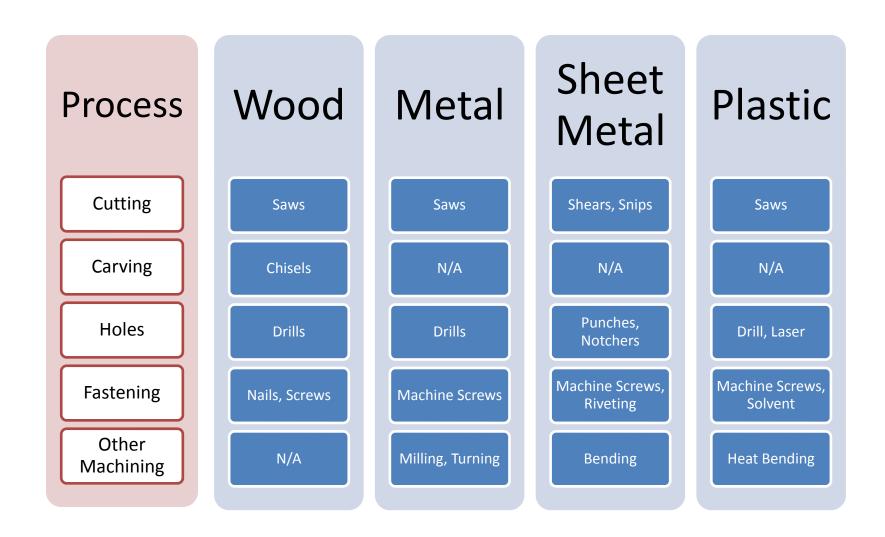




GuitarBike Ray Nelson 1981



Materials/Processes

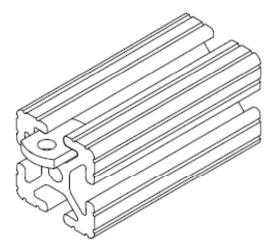


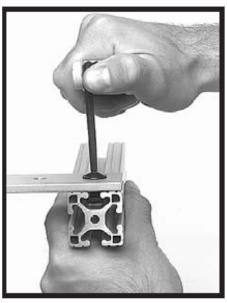
Prototyping more rapidly

Slotted Extrusions: 80/20

- 10 and 15 SERIES compatible
- See pages 109-111 for screw selection

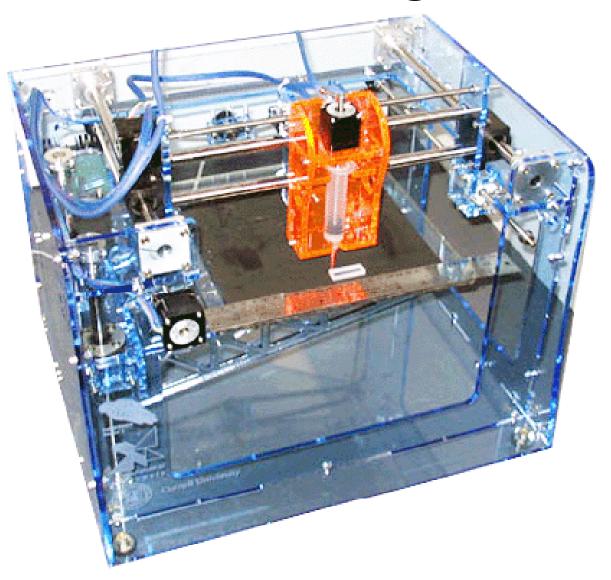


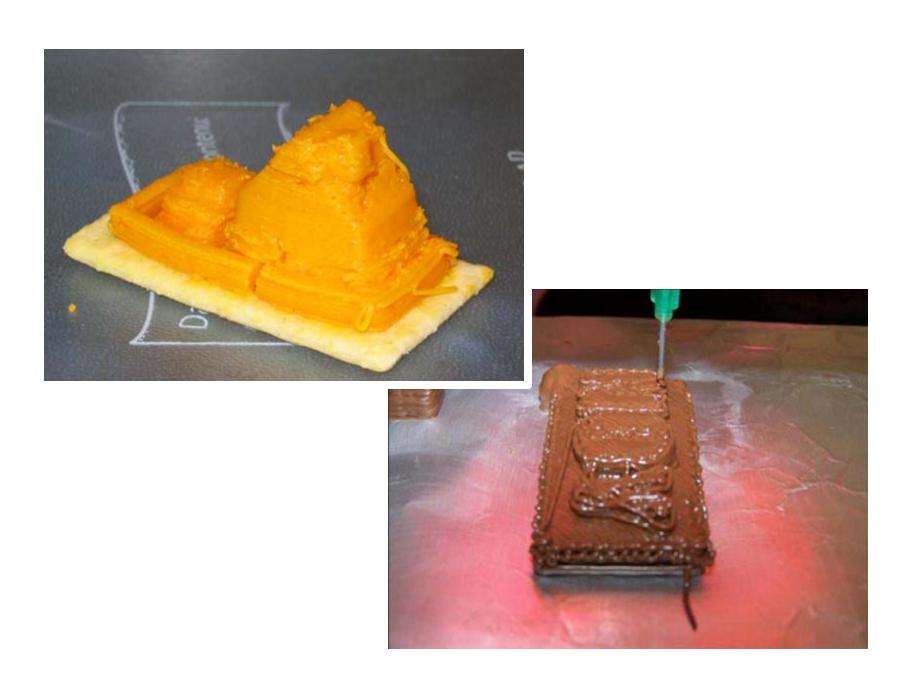






3D Printing





Materials to Spark Ideas

IDEO's Tech Box



Summary

- Building things (prototyping) plays a critical role in elucidating aspects of your design
- Selecting the right materials can be a balance of many factors.
 - The balance will change as you go from prototyping to production phases.
- Keeping the right materials/tools around can enable rapid prototyping.
- Materials can also help you come up with new designs.