

# Product Design

**OIDD 415/515**  
**MEAM 415**  
**IPD 515**

- **Concept Pitches**
- **Rhino Practice -  
Design an Object for  
the Studios**

# *Concept Pitch Voting*

- Top FIVE ideas
- Don't vote for your own idea!
- <https://bit.ly/3vuCwJF>



# *Final Groups on Canvas*

- Please add yourself to the winning FINAL GROUP on Canvas

# *Main Semester Project Coming Up*

- **Alpha Prototype Pitch - Week of 4/11**
  - **Dry run for Design Fair**
  - **Prototypes should be nearly complete**
  - **No ideas are eliminated**
- **Design Fair - 4/27**

# *Main Semester Project Coming Up*

- **Alpha Prototype Pitch - Week of 4/11**
  - **Dry run for Design Fair**
  - **Prototypes should be nearly complete**
  - **No ideas are eliminated**
- **Design Fair - 4/27**
- **Budget - \$125 for final project supplies**
  - **Elect a CFO to be responsible**
  - **Save your receipts!**

# ***Due Next Class***

- **Proof of Concept User Testing assignment**
- **One Part sketch (by hand)**
- **Rhino videos**
  - **Naked & Non-Manifold Edges**
  - **Primitives and Boolean Operations**
- **Lecture: Patents & Intellectual Property**
- **Submit “Design an Object for the Studios” - today’s in-class activity**

# *Design an Object for the Studios*

- In-class assignment with Canvas submission
- You **MUST** use Rhino
- Design a functional object that could be 3D printed that would be useful to the Studios\*
  - Tool holder
  - Pegboard item
  - Hook

**\*We are not printing these!**

# *How to use Digital Calipers*

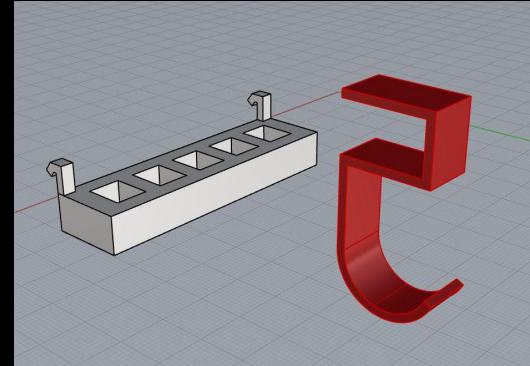


- Always start by totally closing the caliper and zeroing it out
- Use the opposite side to measure inner diameter of objects!

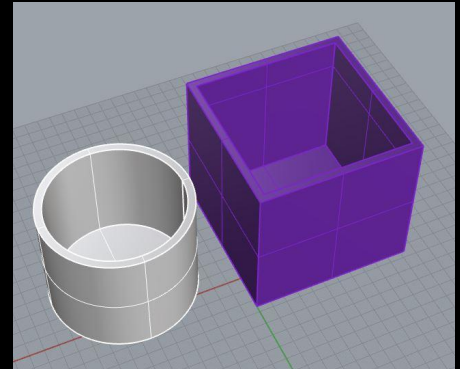


# *Design an Object for the Studios*

- Make a sketch and determine what Rhino commands you'll use before starting to model
- Measure with digital calipers and label your sketch
- Your object must be **MADE TO SCALE** and **HAVE THICKNESS**, not just be made of surfaces!
- Use a MM template
- **Change your Perspective view to Shaded mode!!!!**
- Final deliverables
  - Screenshot of final object, .3dm upload, Canvas comment explaining your object's function



*Appropriately complex*



*Too simple!*