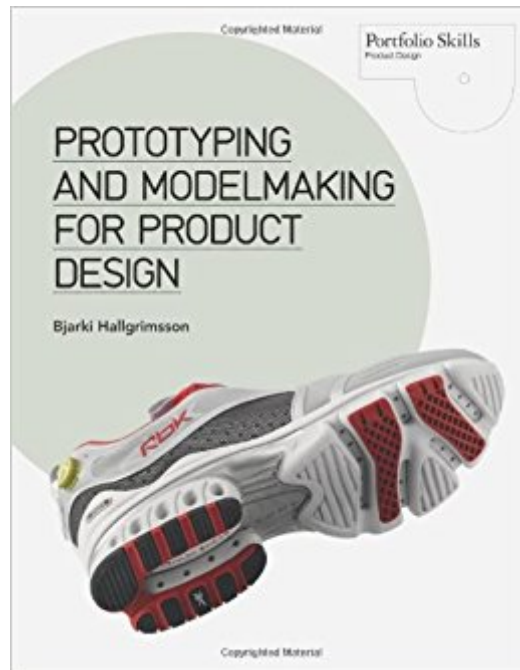




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Prototyping And Modelmaking For Product Design (Portfolio Skills)



Synopsis

Building prototypes and models is an essential component of any design activity. Modern product development is a multi-disciplinary effort that relies on prototyping in order to explore new ideas and test them sufficiently before they become actual products. A comprehensive modern prototyping approach is crucial to making informed design decisions, and forms a strategic part of a successful designer's toolkit.

Book Information

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Customer Reviews

Bjarki Hallgrimsson is a practicing product development consultant and an Associate Professor at the School of Industrial Design, Carleton University, Ottawa.

I just got this two day ago, and I'm already giddy about it. It addresses what I think is a huge gap in existing resources about product design. If you're an aspiring inventor or product designer, you've probably wanted to make prototypes of your sketches or ideas. Most books on product design deal with the conceptual, problem-solving aspect. They tend to gloss over the actual creation of the product, and when they mention prototyping, it's usually the later stages. Here's a summary of every product design case study I've ever read: "The studio created several in-house prototypes. Once they'd worked out most of the dimensions and materials, they made a computer model using CAD, for further refinement." Yes, we know. We know that's what they did. But HOW did they make those

first prototypes, the ones that helped them move on to CAD? What tools and techniques did they use? That's what this book is for. There's a ton of existing information on CAD software, rapid prototyping, 3D printing, CNC machining, etc. The problem is that none of this will help you get started. It would be incredibly inefficient - and creatively stifling - to make precision-made parts on a computer screen without first having worked out most of your design details physically, by hand. It would be a stab in the dark. Especially in the earlier stages, you just want to test how things fit, feel, and work together. You want to play with different materials, found objects, shapes you can quickly cut, carve and glue. Cut a notch here, carve a dent there, make the handle thicker, the base heavier, etc. Evolving your design as you go. This book explains - in detail, with pictures - the different tools, techniques, and materials you use to do that. It goes over "looks like" and "works like" prototypes. Hand tools, power tools, work flow, workspace, and safety. Adhesives, foam, plastic, wood, metal, and the cutting and shaping of them all. There are a variety of case studies and tutorials, all dealing with different kinds of products, and designed to give you a decent idea of how to use all these tools and materials, or at least get started with more learning on your own. After skimming a few pages, I had already learned what kind of materials I personally needed for one of my projects, and I had some idea of how to work with it. Now I know what tools and materials I need to try exploring and practicing on my own. This book is, of course, no substitute for hands-on learning. It's an overview, and it packs in quite a bit of information at a very reasonable price. People train for years to learn the techniques outlined here. Also, the book is also very clear that power tools and machines must not be used without supervised training, and so no attempt is made to teach their use in any detail at all. But, having read this book, you will have a much better idea of exactly what skills you need to hone, and the ones you can't hone yourself, you'll at least know what you're looking for.

Great book, great pictures.

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Models and prototypes simplify communication. This is a good resource for getting started, especially for someone who needs to present ideas, but does not have the design school background.

Great book just to have in general.

This is the kinda book I wish I had during my undergrad years. It is a must have for Industrial design students and professionals. Great book.

I'm a design teacher, and this book is quite useful because of the information and the examples. Truly recommended for designers and students.

Much better than I thought it would be. It's the first book that really shows techniques and processes that you will likely use when modelling and prototyping.

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