

FYP Presentation No.4

Project title: That brown alternative material

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date: 15 January 2016

Recap from previous presentation

- introduction of some chosen concepts & ideas
- the functionality of the initial design
- the technical details of design (dimensions, types of cardboard and its thickness .etc)

product testing video

- construction of full scale prototype
- first product testing (how it works/assembly/durability/functionality)
- observations made from the test
- manufacturing and materials considerations (cardboard, textiles & velcro)
- points for further improvement and the next step

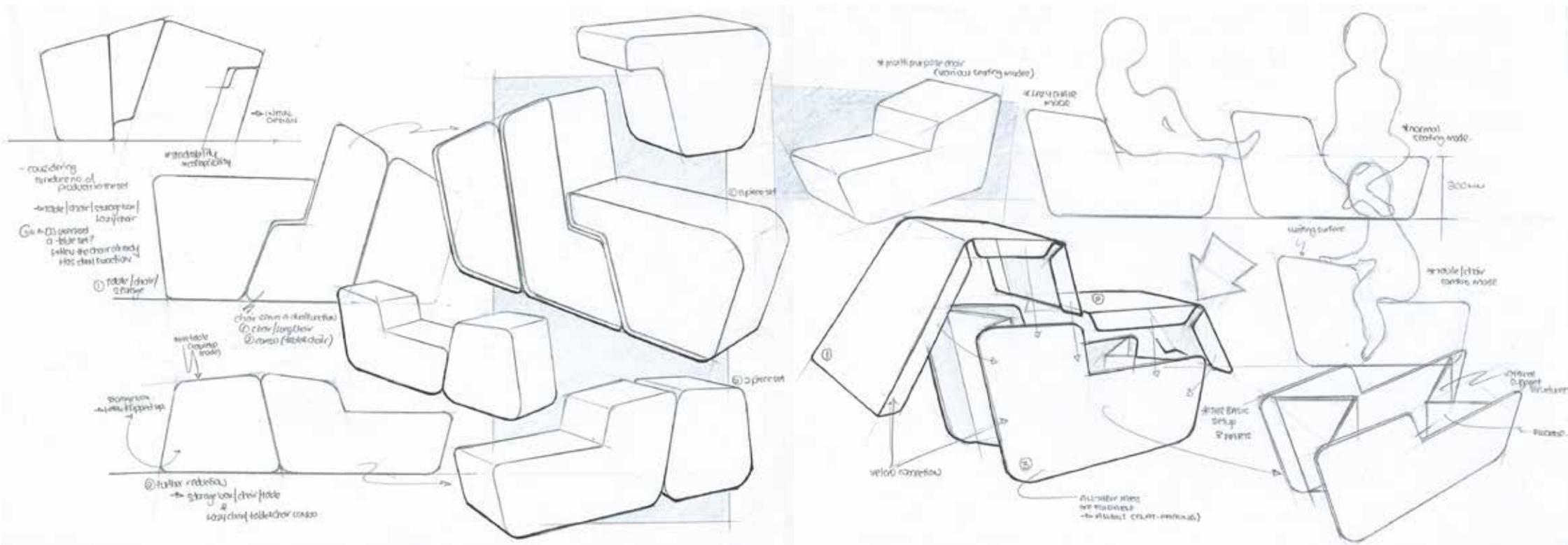
Recap from previous presentation

Design Objective

- To design a play furniture set for Pre-school kids. (3-5 years old)
- To use cardboard as the main material (explained on 2nd presentation)
- A crucial stage of early childhood.
(curious, willingness to learn, adapt new skills and qualified to play with most toys .etc)
- Elements of Childhood development in Design.
(Creativity, Learning, Management, Fun, Puzzle & Games)
- A design which allows interaction between parents and child/ siblings or friends.
- A design that fits in any interior space or environment.
- A design that could be flat-packed when not in use to save space.
- A design that is safe, eco-friendly, durable .etc
- A design that is cheap to produce and easily replaceable.
(an alternative to the more costly common plastic products)

Keywords:

Cardboard, Interaction, Modularity, Construction, Collapsible, Multifunction, Simplicity, Growth, Replacable



Initial Design

first stages of concept development before initial product testing



Initial Product Testing

documentation for further improvements and design refinements

Documentation of the various possible ways of using the Lounge/Lazy chair/multifunction table & chair combo.

The different sitting postures. (Normal seating bench-style) (Normal seating with back rest lounge-style) (Chair and Table-top combo) (Normal seating side-chair style) (interaction mode) .etc

The Design Journey

searching for the best manufacturing method through experimentations
(more sketches & prototypes)

100 from furniture design 1948

of course @ no point
the more or designing

Support or
ground use
the (backrest
and lumbar
support)

influential
after the production

added
mid-section
(mid support)

added more support
in dry and lumbar
(indispensable strength points)

To think
the angle
of supports

③ Always think of parts
will not stay on the
top piece
* via (vertical connection)

UP pressure on
backrest and
seat

③ This will be easy cover
than pins or the structure
* / try to make the structure
flexible and stable

There will be
total structure
around the
triangle support

→ this is the
backrest
structure
→ lower top support
→ better support

added more
reinforcement
(better support)

startups
and papers
in durability
(strength)

collapsible
(opening)

back wall
will be made
with layers
of plywood
each horizontal size

WORKING CHAIR

① (20000 strength)
with lumbar (lumbar reinforcement)
flexible structure

COUCH-STRIP
backrest reinforcement

② This is the
backrest
structure
(100 strength)

③ (20000 strength)

③ This is the
backrest
structure
(100 strength)

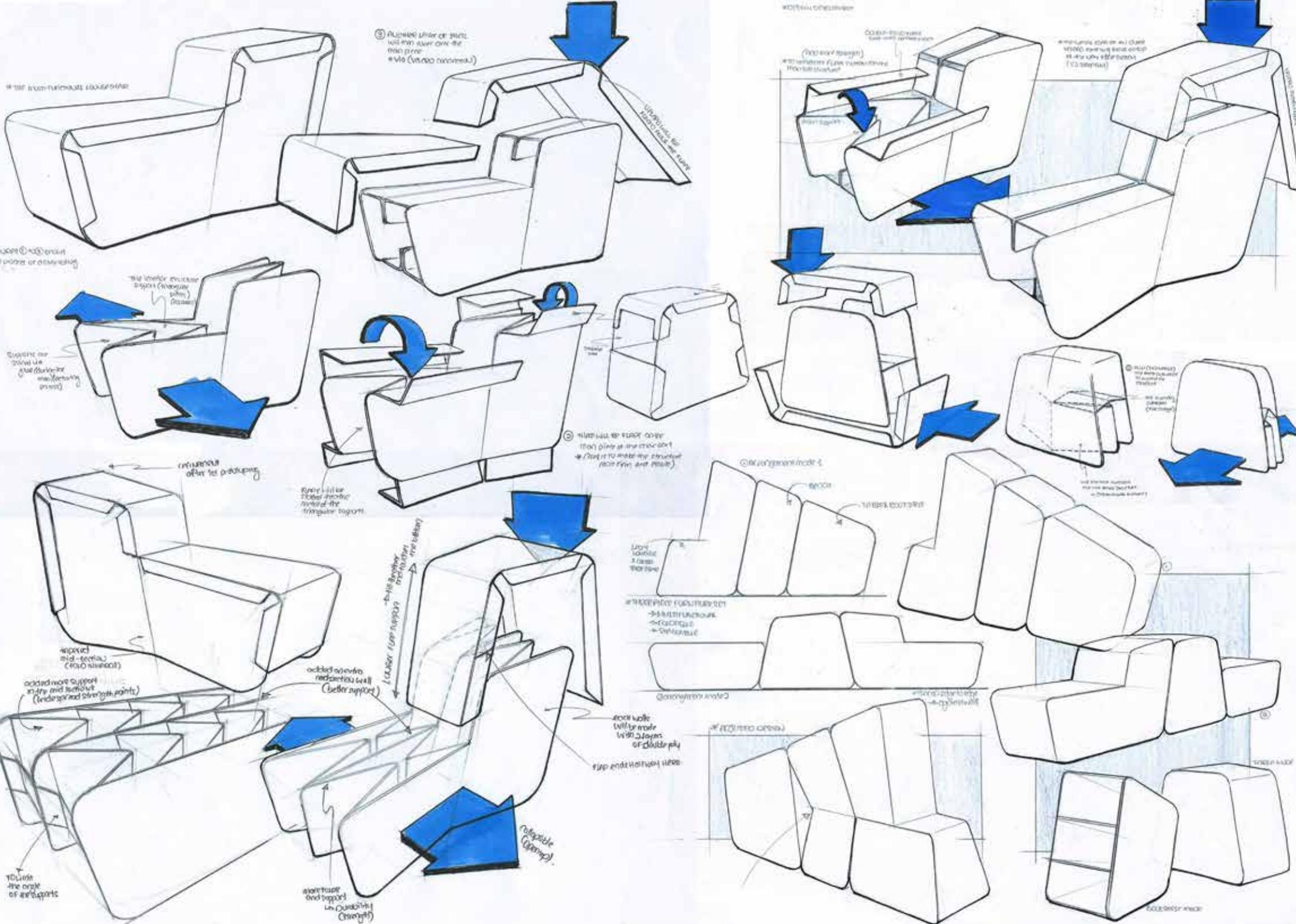
④ (20000 strength)
→ 20000 strength
→ 20000 strength
→ 20000 strength

⑤ (20000 strength)

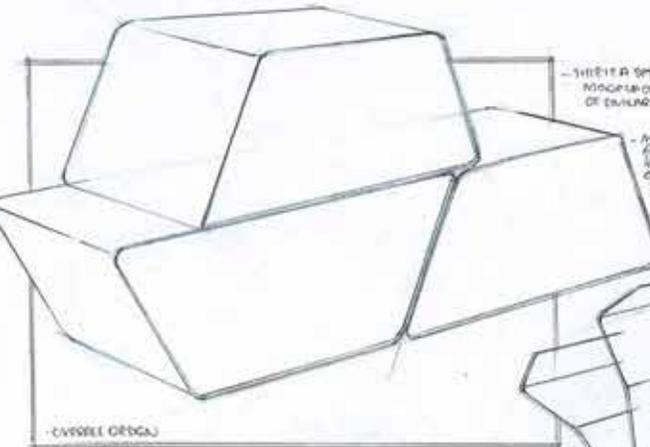
⑥ (20000 strength)

⑦ (20000 strength)

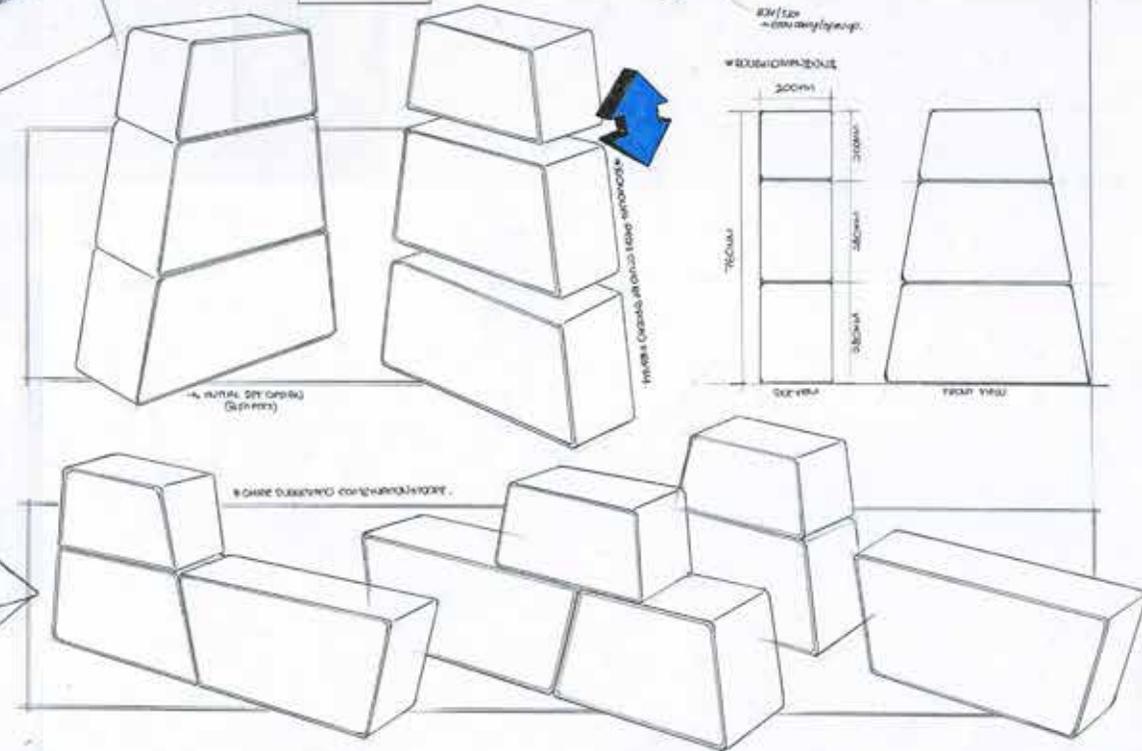
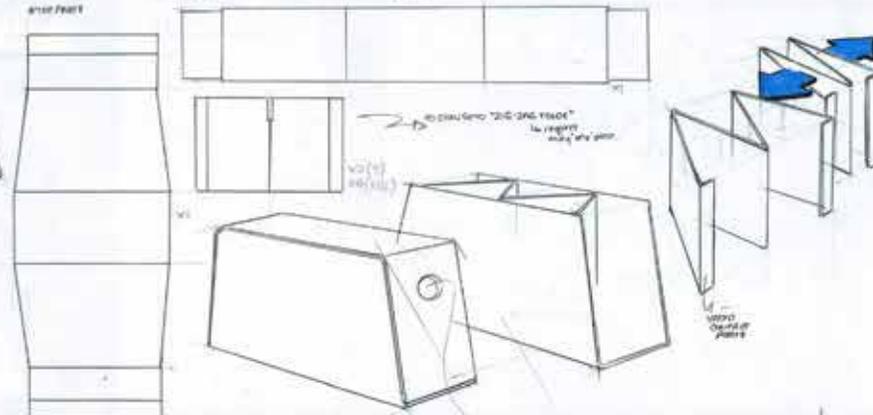
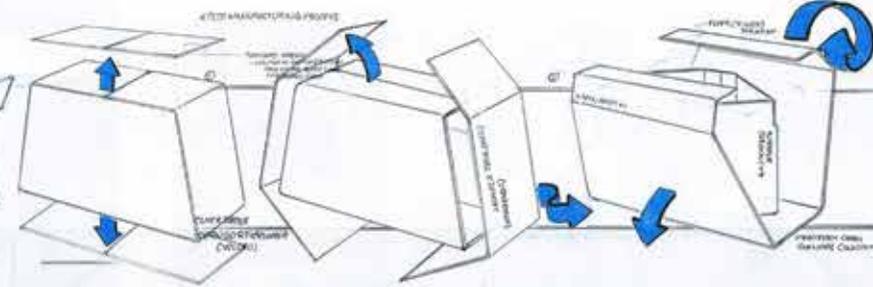
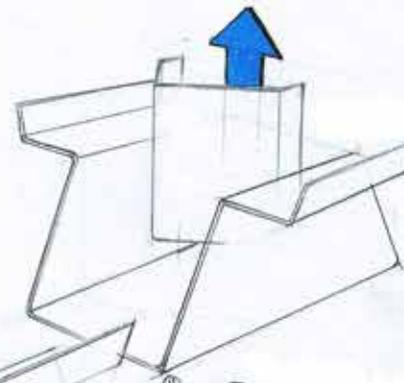
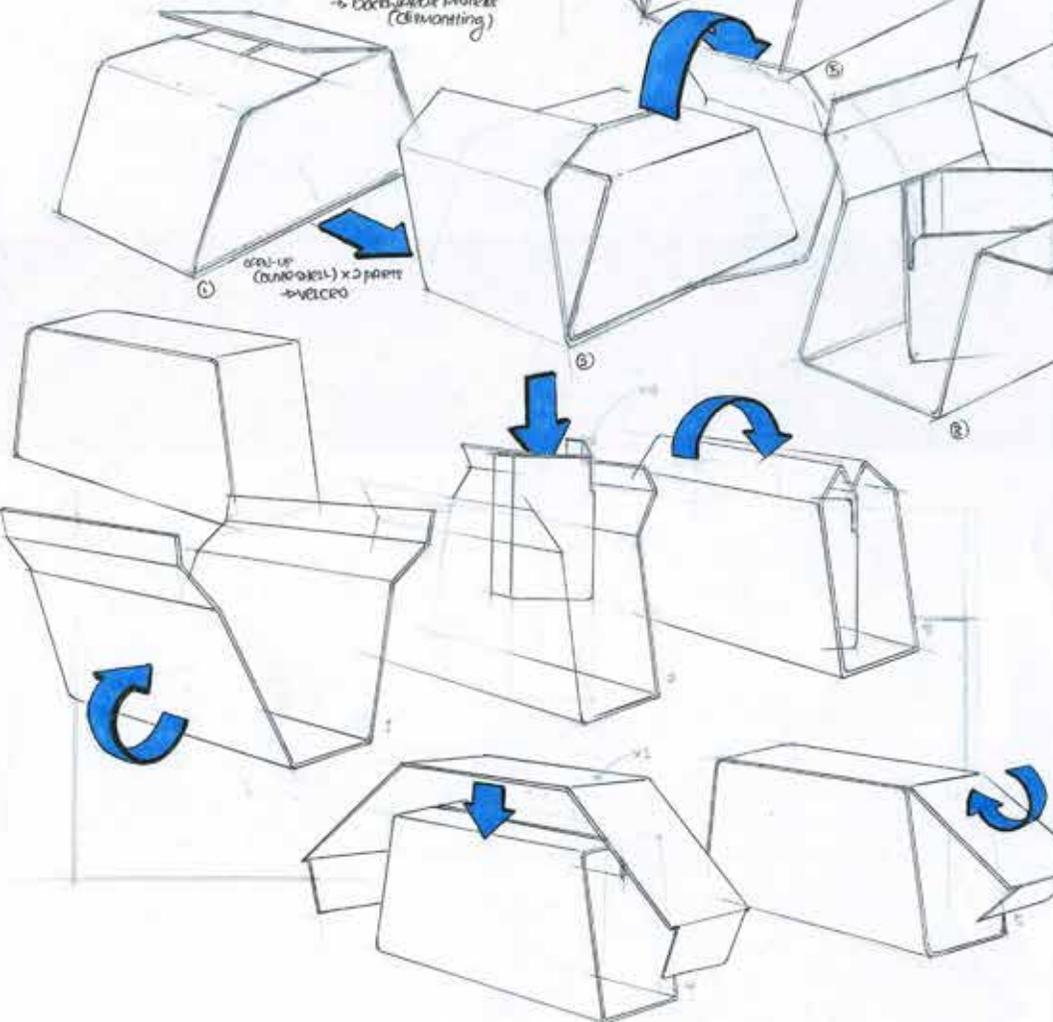
⑧ (20000 strength)



DESIGN REFINEMENT



STEP 2 (MANUFACTURING PROCESS) → BOTTOM-UP PROCESS (ASSEMBLING)





Prototyping Documentation Video

in search for the best method of assembly

Observations made

some important notes when constructing:

- number of steps involved in building up the product
- main manufacturing process
- *extra work (gluing/folding process .etc)
- amount of cardboard used for a single module
(are all pieces able to fit in a piece of cardboard sheet)
- number of parts
- cost of manufacturing (lesser parts, lesser process is cheaper)
- method of bonding materials (glue, tapes, velcro .etc)
- size and weight
- ease of assembly

Prototypes (1 to 4) vs Prototypes (5 & 6)

- pre-gluing process
 - more material usage
(layers of cardboard-P2-4)
(strips of velcro-P.1-3)
 - Idea is possible for DIY
(however not easy for everyone)
 - Most of the pre construction to be done in factory
(the main frame structure)
 - material/mould/glue (additional cost and work)
- no gluing needed
 - cut and fold (use of more inter-locking flaps)
 - minimal use of velcro (on contact points)
 - parts come in pieces
(produced from a single sheet of cardboard)
 - material/mould

(brief points)

**prototypes are just 1/3 part of the entire furniture set design*



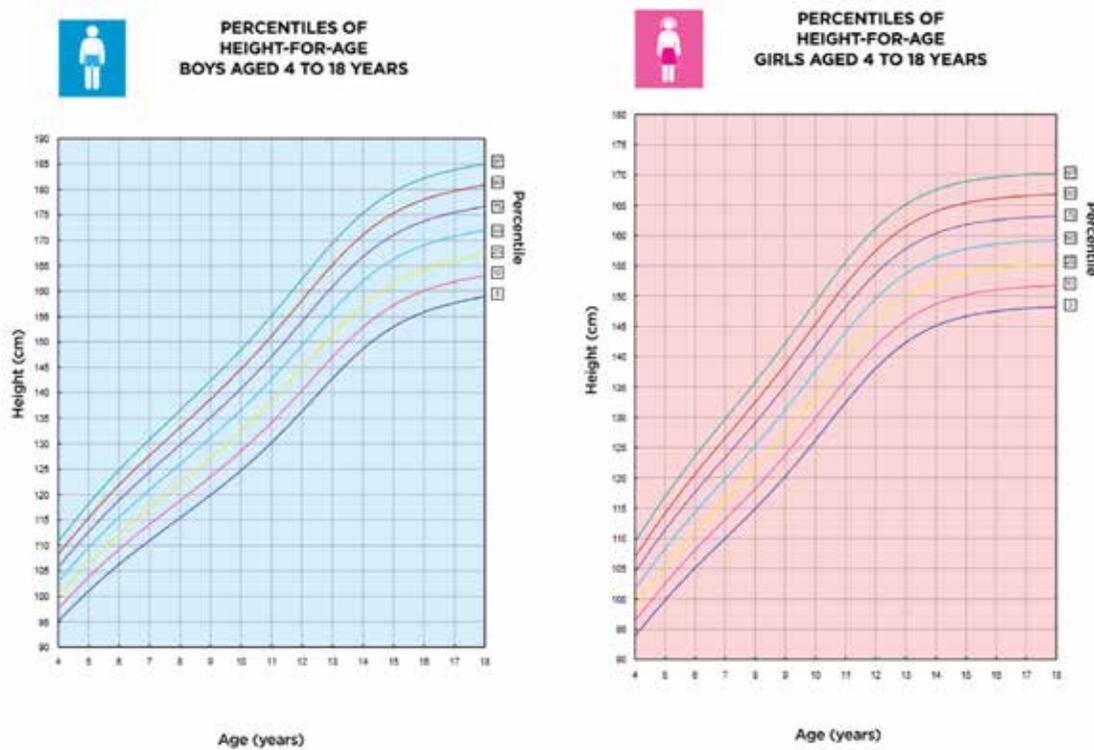


Figure 1.0

Singapore HPB Growth Chart of Boys & Girls aged 4 to 18 years (height)

estimated values to work with:
 chair height : 11" - 280mm
 table top height : 19" - 480mm

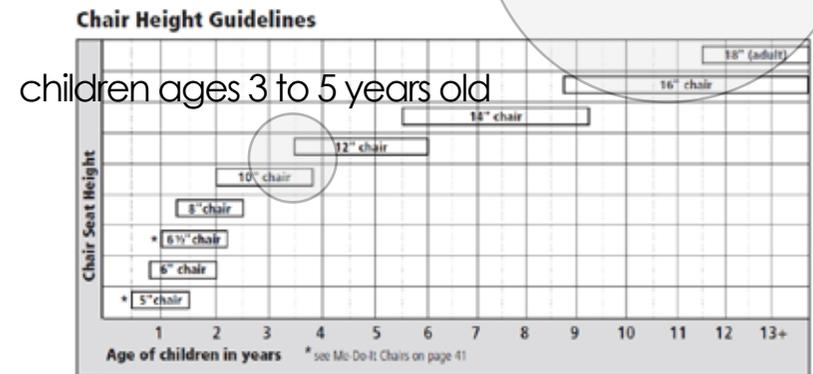


Table Top Height Guidelines

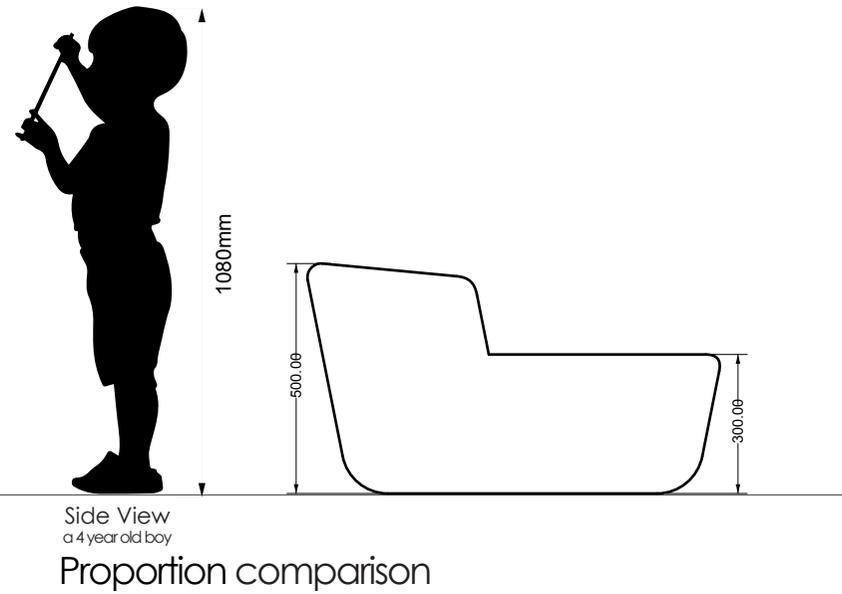
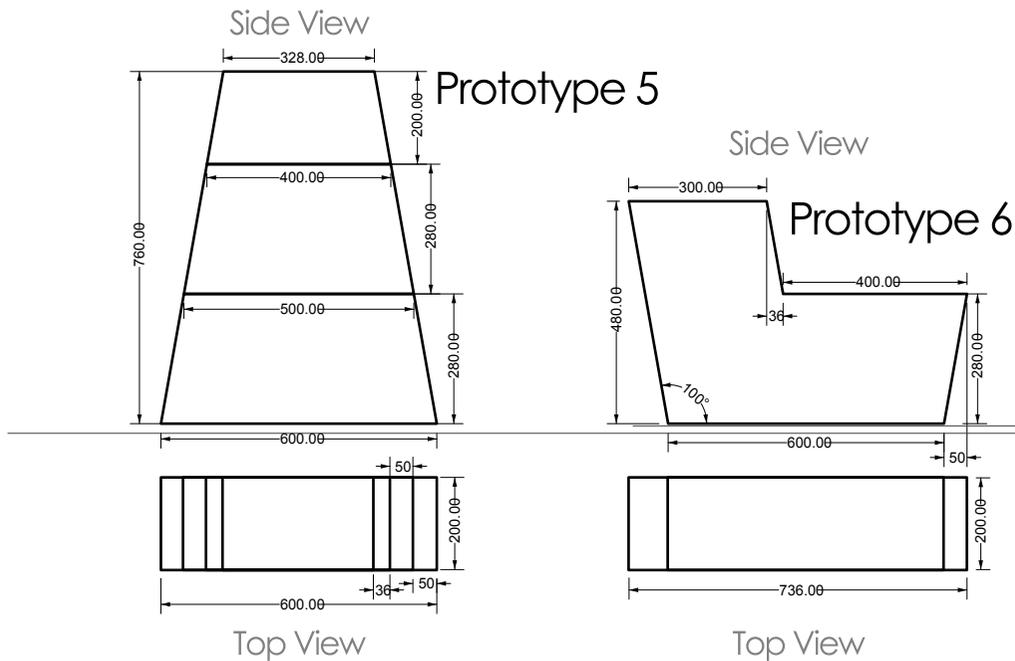
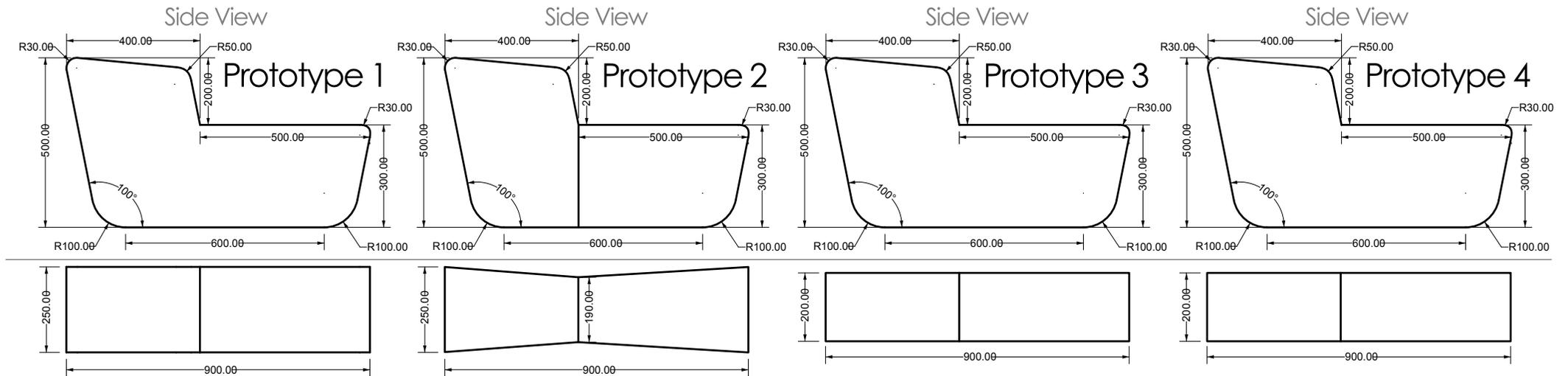
Chair Seat Height	5"	6"	6½"	8"	10"	12"	14"	16"	18"
Table Top Height	12"	13"	14"	16"	18"	20"	22"	24"-26"	26"-30"
Desk Top Height with allowance for storage compartment	NA	NA	NA	NA	NA	22"	24"	26"-28"	28"-30"

Figure 1.1

Chair & Table top height Guidelines by communityplaythings

Significant Research Data
 information for proper sizing of design

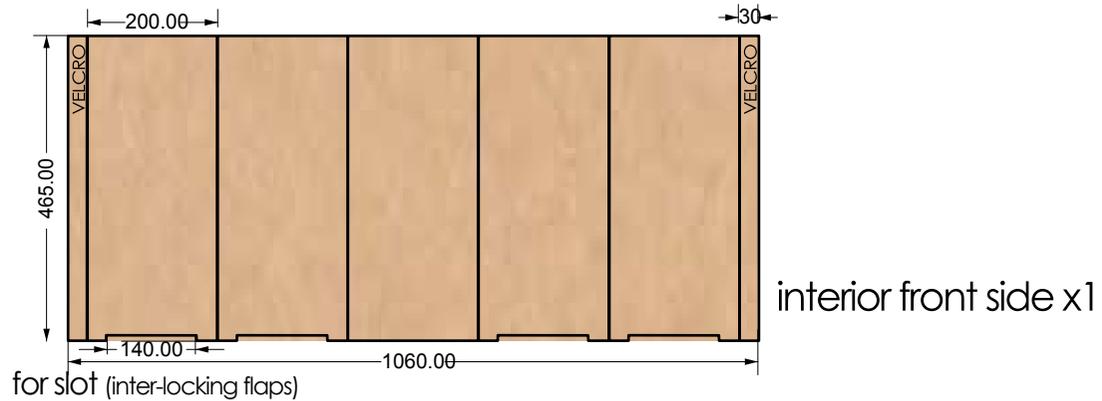
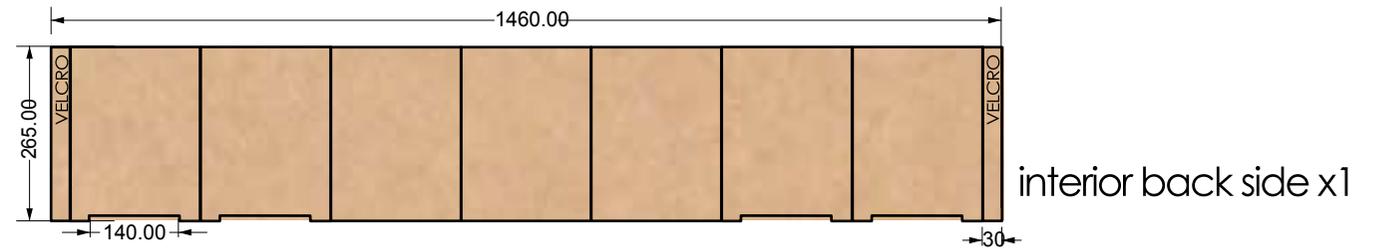
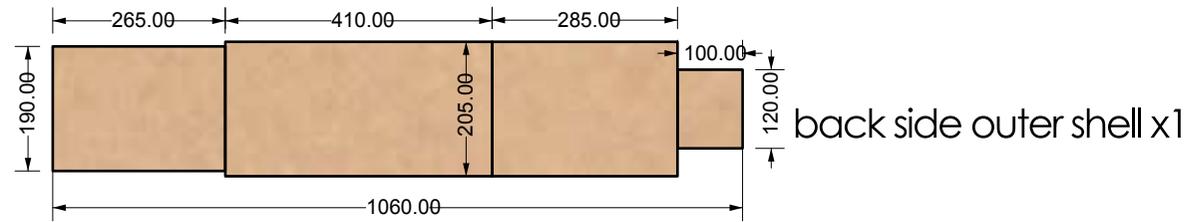
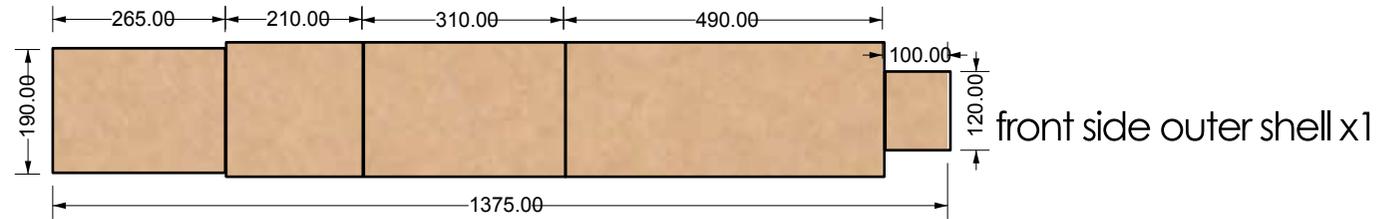
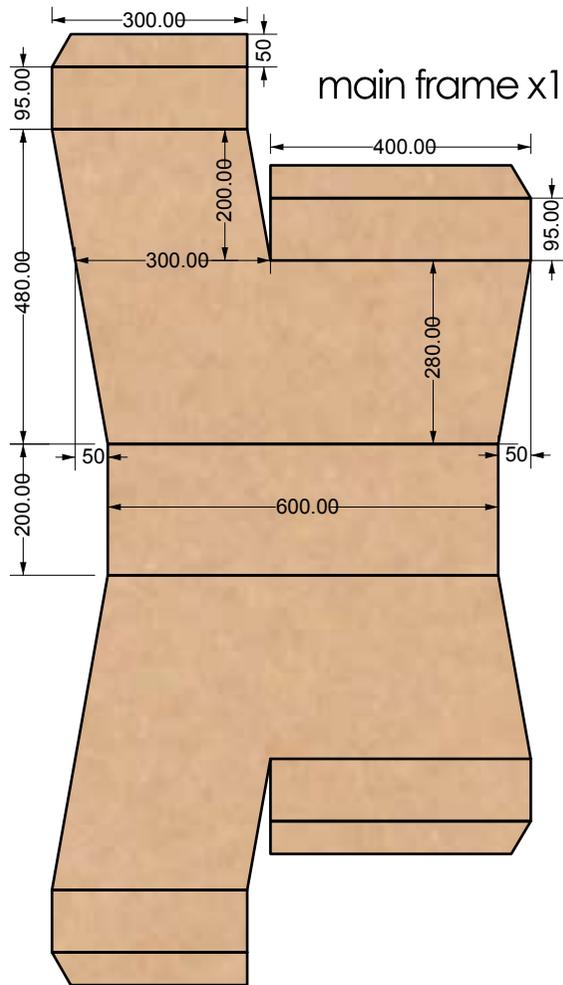
DIMENSIONS (basic overall)



*all dimensions are in (mm) millimeters

DIMENSIONS (disassembled parts)

Prototype 6



*all dimensions are in (mm) millimeters

Materials, Manufacturing, Textures & Colours

'not just another brown carton'

- it is a well thought structure with strong platform
- strong enough for a mom to sit with her child
- customizable to fit any function or consumer* (future plans)
(initially for kids but possible for adults when design is blown up)
- has an element of fun/play but also functionality
- easy shapes allow modularity and expandability
in reference back to the idea of building blocks and tetris P.1

- pieces of parts to be manufactured out from a single large cardboard sheet
(save time and cost) (no need glue prior to assembly) (flat-packed)
- replaceable parts (cardboard are cheap to produce)
- thus, cheap to replace entire product instead of parts.

Materials, Textures & Colours

Cardboard (main material)

- moving towards an eco-concept (cost saving/reduced carbon footprint) as mentioned in P.1

Velcro (bonding material)

- a chosen reliable concept (durable and firm)

Textiles/Fabric *

- faux fur, synthetic fabric, carpet textiles (animal skin tones/colours/repeated patterns)
- this material will be wrapped around the shell part pieces (removable via a zipper/velcro that holds the fabric in place with the cardboard)
- this helps to soften the product edges
- removable, interchangeable and washable

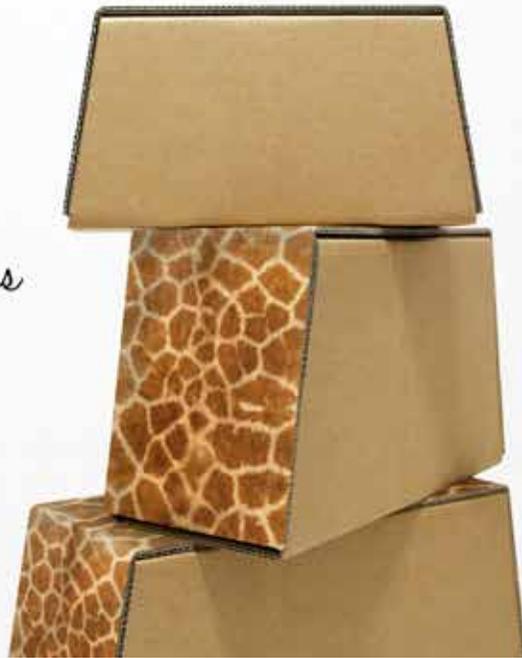
eg. the animal furniture blocks

'hmmm... kids can read their books while resting on the giraffe lounge .etc'



Materials, Textures & Colours

The
Animal
Furniture Blocks



*just a rough idea to move on with the chosen concept

Final Prototype-Making Plan (a rough timeline)

Sourcing for materials (cost and delivery)	by mid February
Finalize idea, methods of making and design	by 26 February
Finalize dimensions and quantity	by early March
Start drafting on materials	-
Start constructing	11 March - 25 March
Product documentation	26 March - 1st April

FYP Report Compilation Plan

Compilation of relevant research materials	-
Compliation of initial design sketches and thoughts	-
Documentation of first prototype & initial testing	-
Results from initial testing and further steps	-
Compliation of development design sketches	ongoing
Photo documentation of experimental prototypes	ongoing
Materials, cost and manufacturing study	ongoing
Compliation of design refinement sketches	
Final design thoughts	
Final prototype construction process	
Final prototype/usage study photos & thoughts	

Thank You!