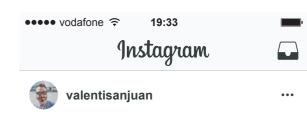


- "It's Friday, time to go make stories for Monday".

















- ADD SOME MORE PRODUCTS HE USES





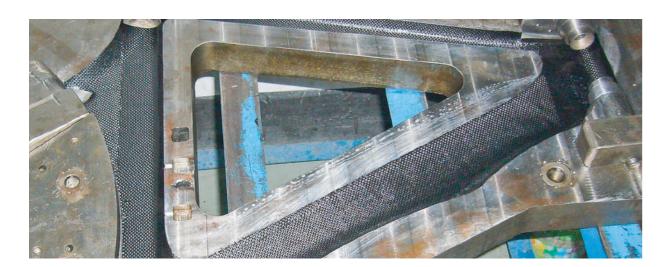


THE HOLES





CARBON FIBER



- PERFORMANCE- HIGH-END MATERIALS
 - CARBON FIBER



- EXPENSIVE MANUFACTURING
- HIGH END FABRICS











WATERPROOF MATERIAL



RUBBER



INJECTION MOLDED PLASTIC



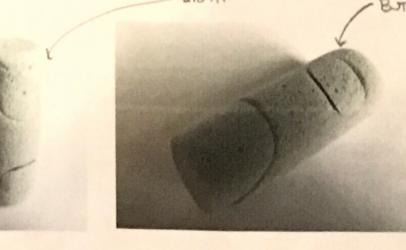


RUBBER

BITTON/MAGNET /GRIP TO THE BIKE

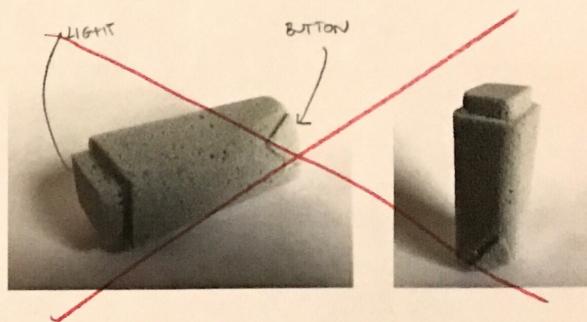
HELMET SILHOUSTIE

In this case I wanted to create a light that reminds people the shape of a hermet (road bike)



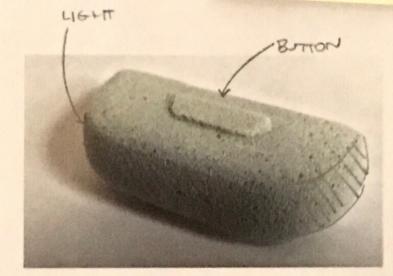
-USE THE VENT HOUS OF THE HELMET AS PART OF THE DESIGN - SAME SHAPES AS MOOD BOARD ARODUCTS

- HELMET
- BIKE PUMP
- SUNGLASSES
- BIKE TOOLKIT
- BINCE SHOES

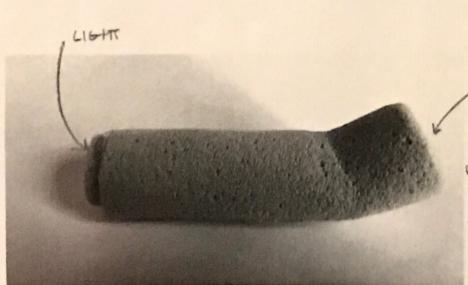


SPREAD LIGHT

I lodged into a light that provided a more wider area of light





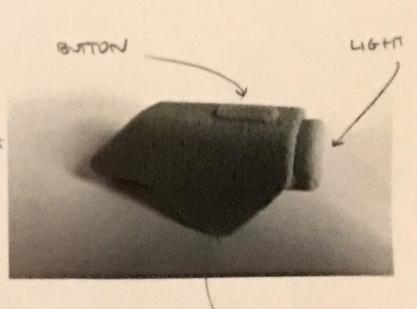


sular (

Thinking about pointing the eaglest interface to the user

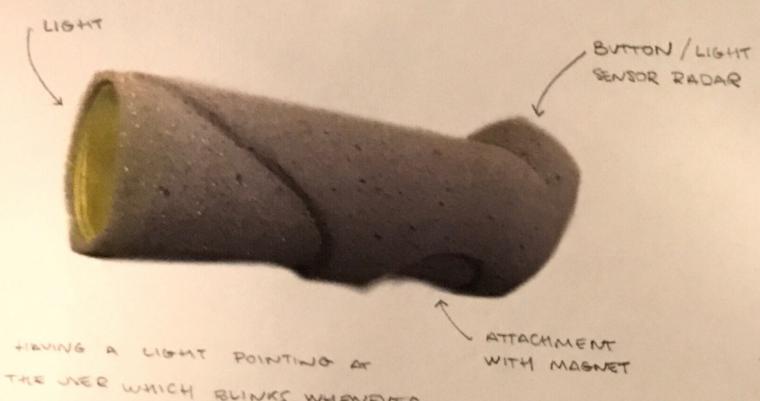
CHRONO

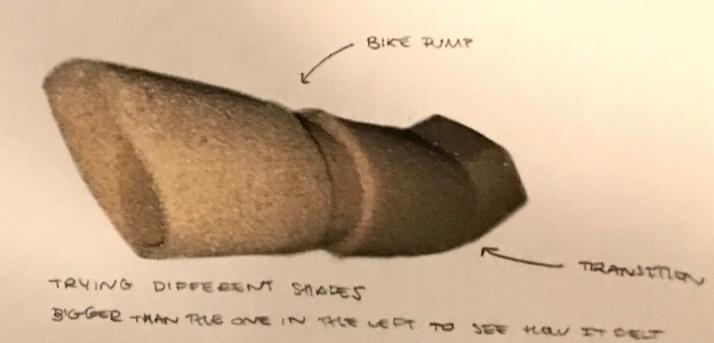
for his one I would not to look like a chrone road bike helmet so it is aimed for road bikers that



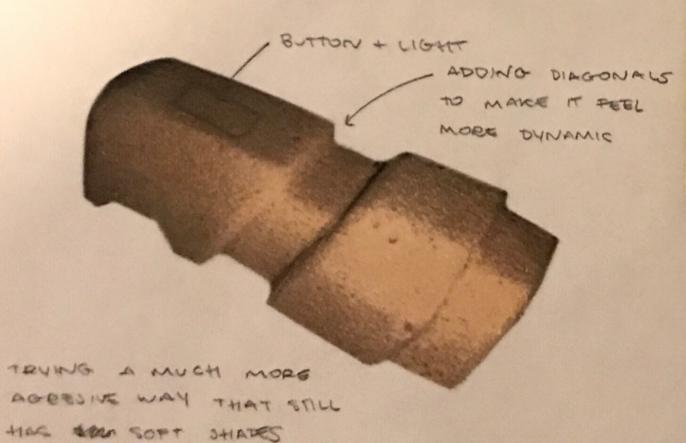
PLASTIC COME

DEVELOPMENT MODELS

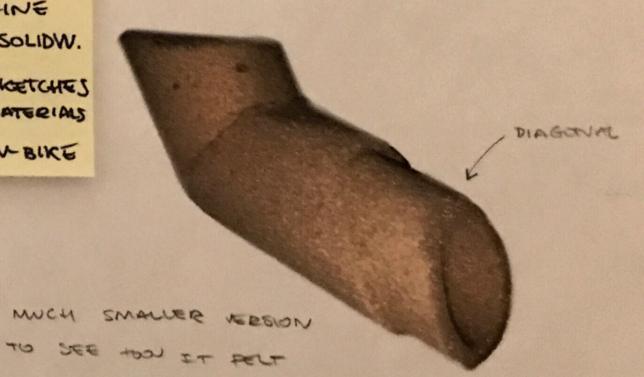




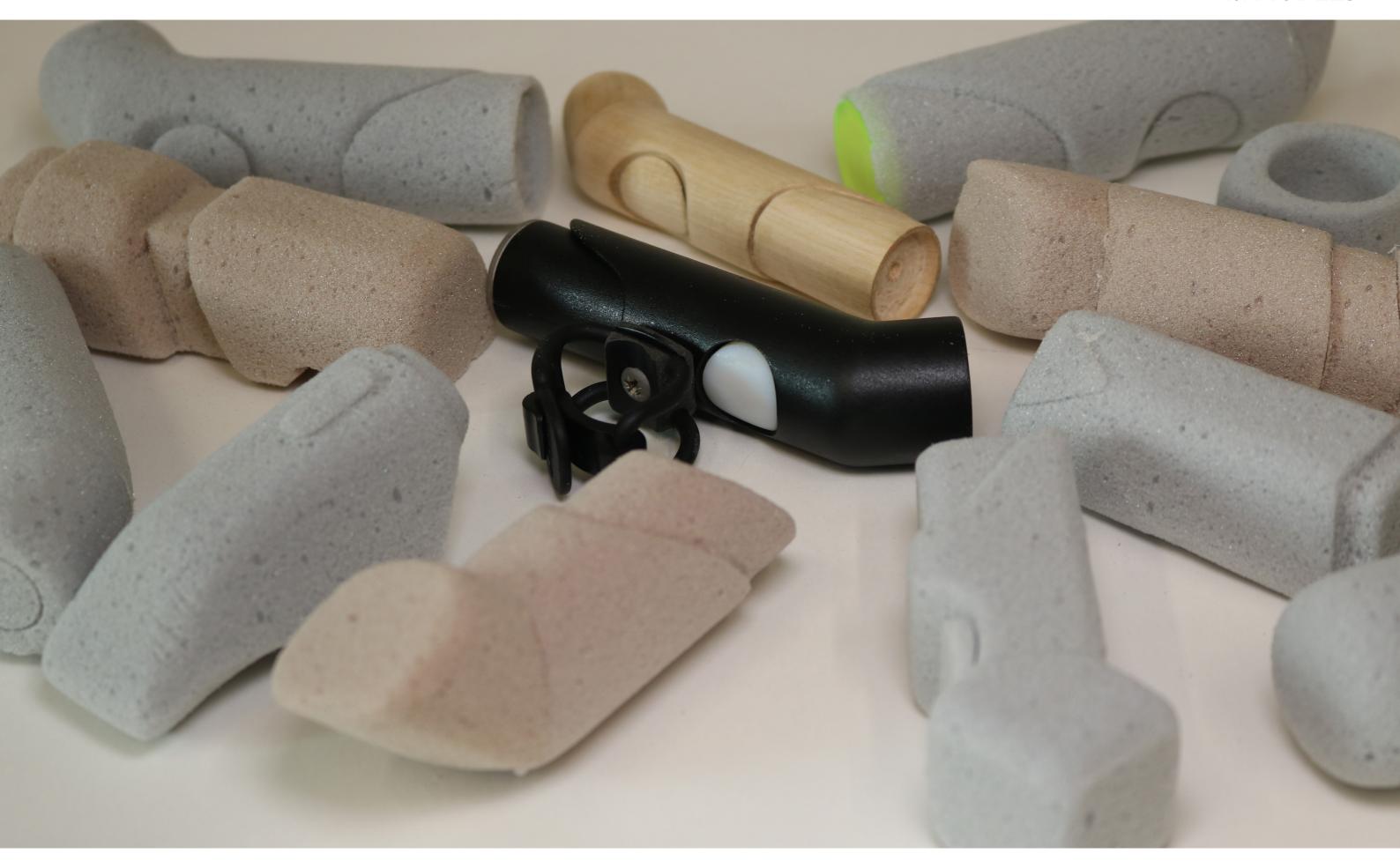
A CAR IS CLOSE TO YOU.



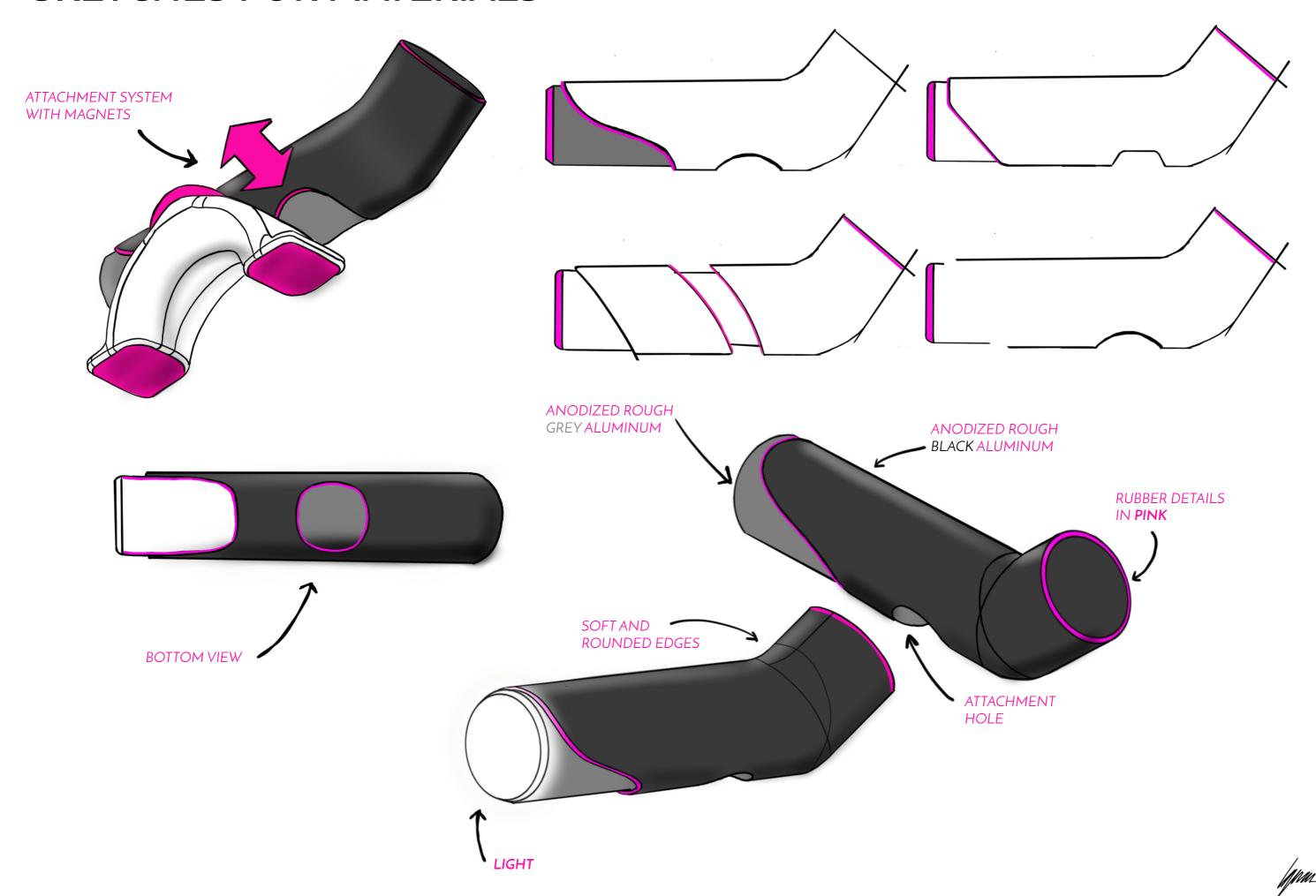
- -THINK ABOUT
 MATERIALS -> PERF.
- THE SHAPE -> SOLIDW.
- MAKE MORE SKETCHES
- BENDERS ON BIKE



1st MODELS

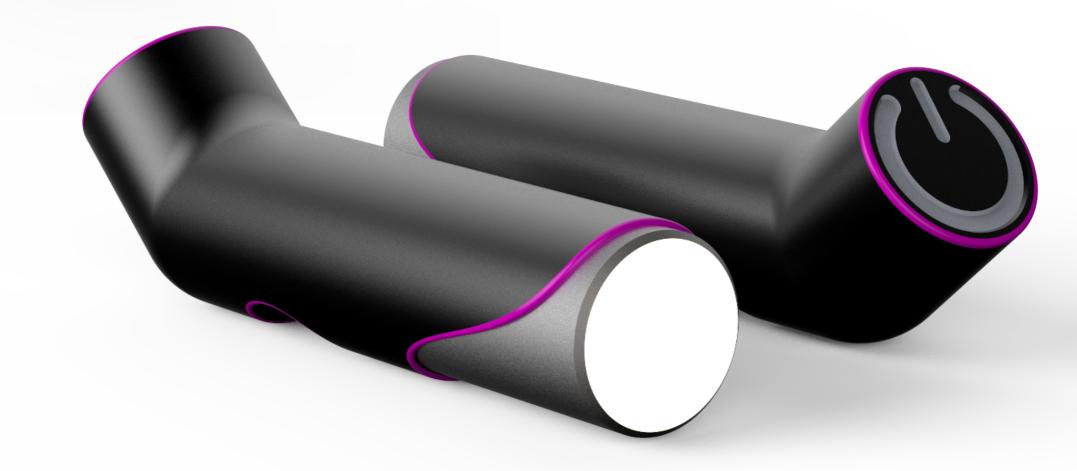


SKETCHES FOR MATERIALS









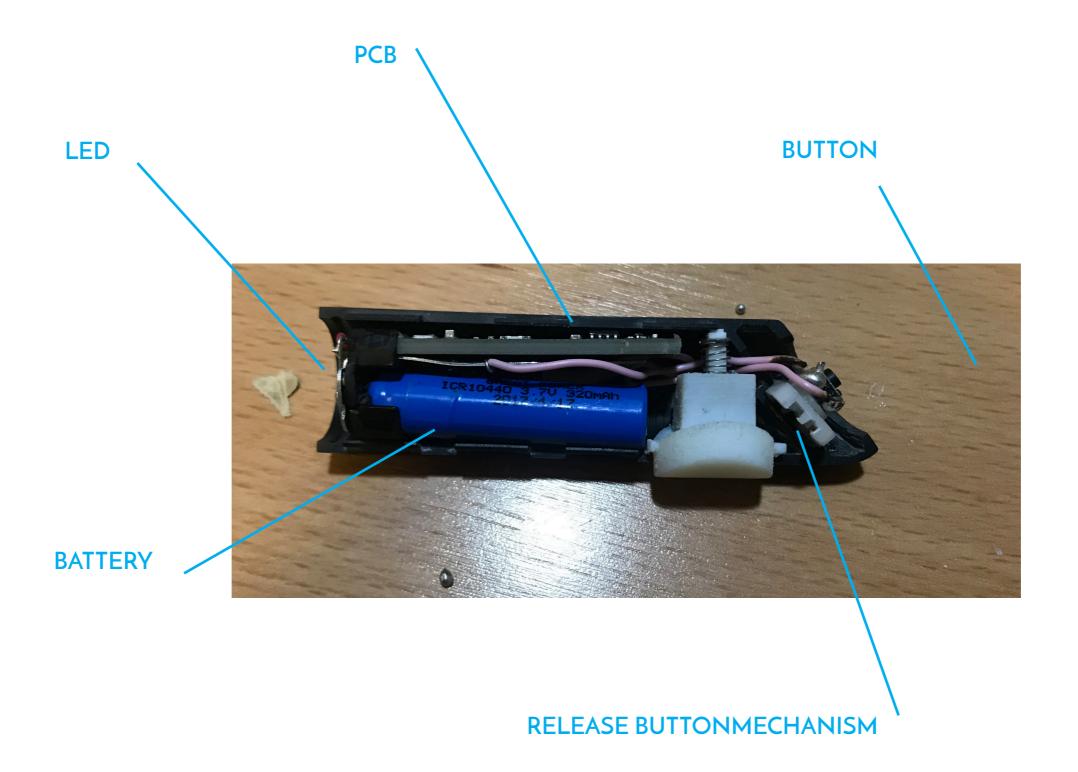
FINAL MODEL ASSEMBLY



After having to print my bike light 3 times because it broke the first two times, I was able to put it together. The only thing I regret not doing is the fact that I should have left a little more roomm between the torch and the case because once I painted it, the torch was making a tight fit in the case and I couldn't get it out. But still it works perfectly.







As I had thought everything whilst doing the CAD, I did not have any issues when putting my bike light together. As you can see in this image it is a very compact light. Everything fits exactly where it was supposed to be and it works perfectly.

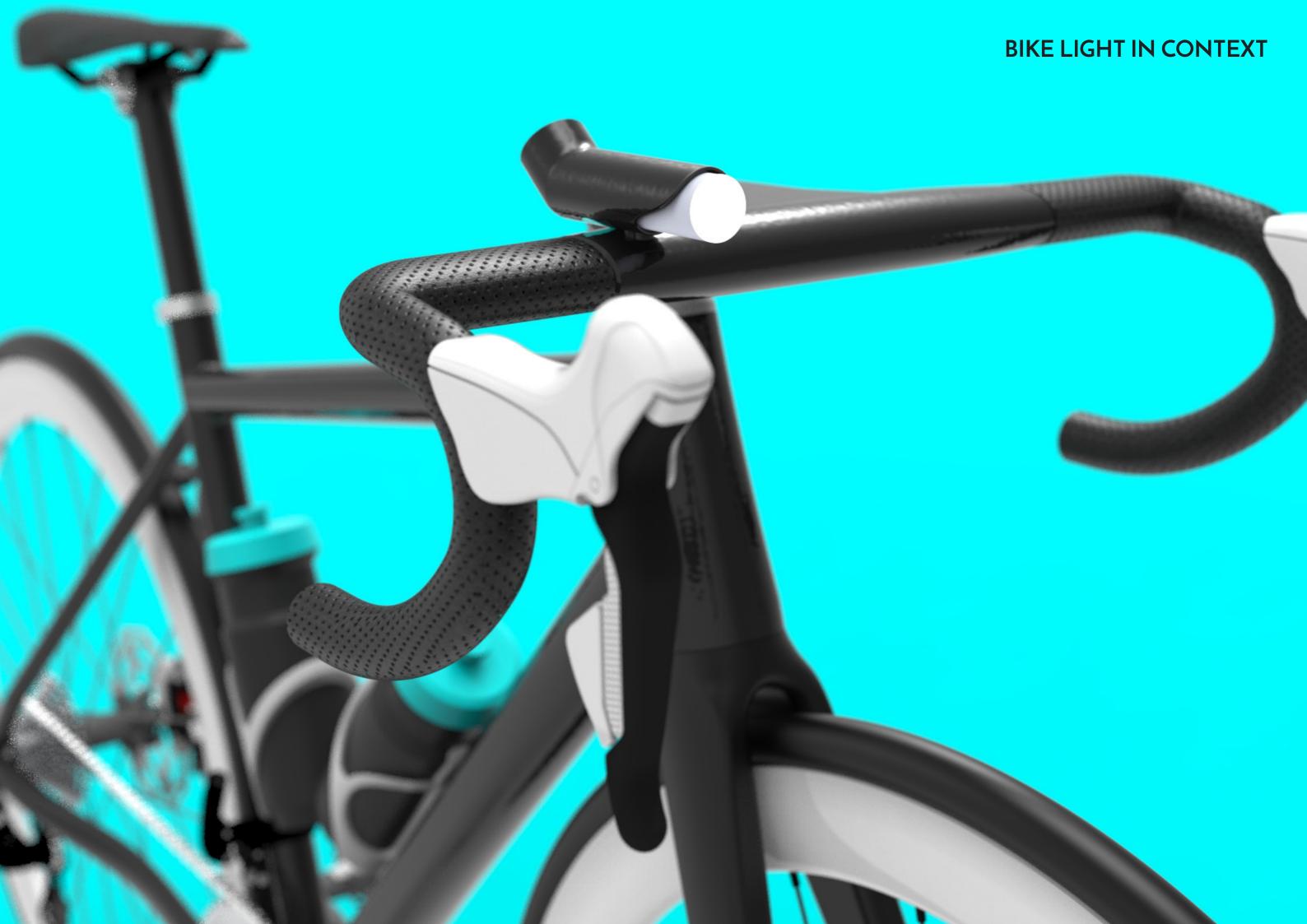
BIKE LIGHT IN CONTEXT



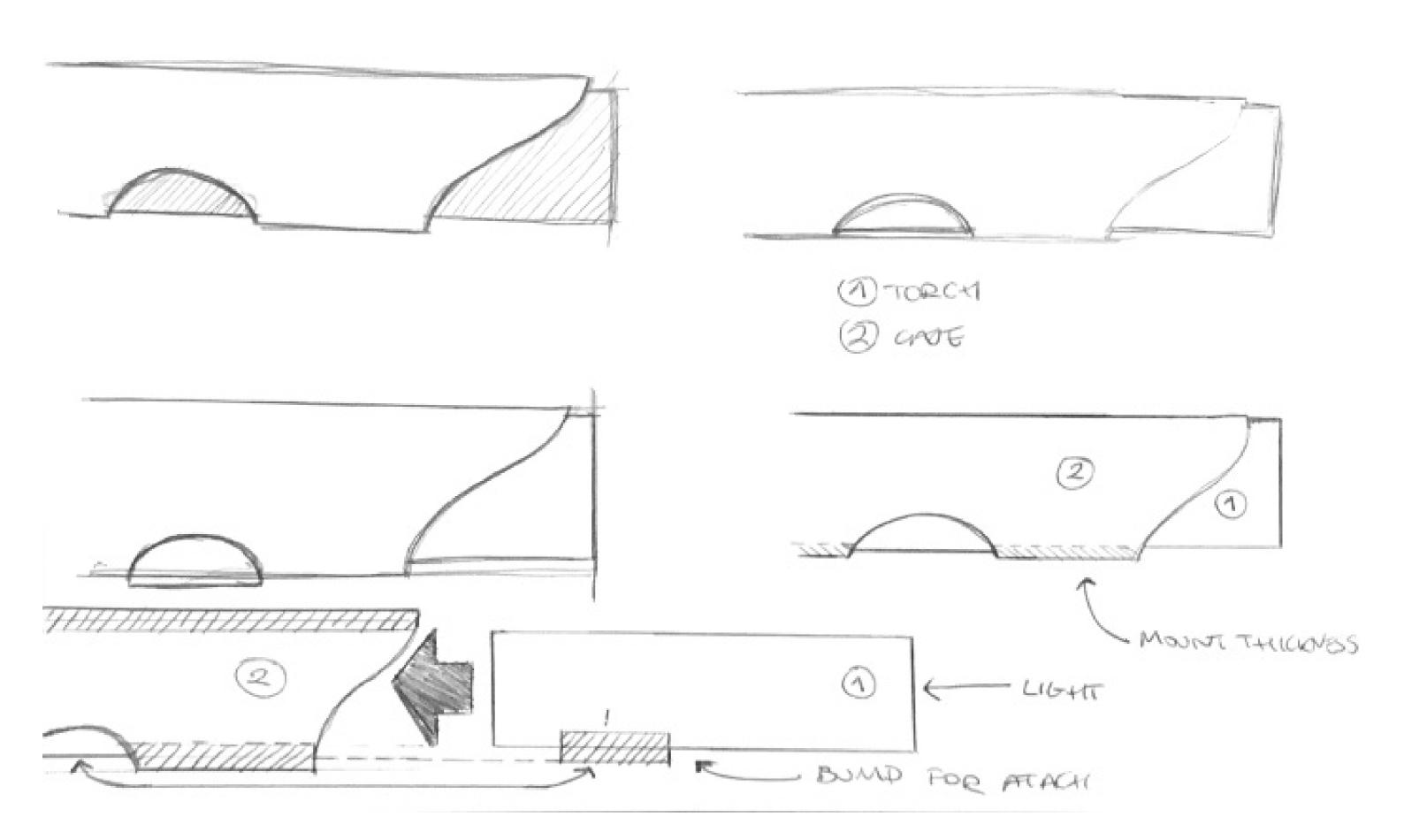




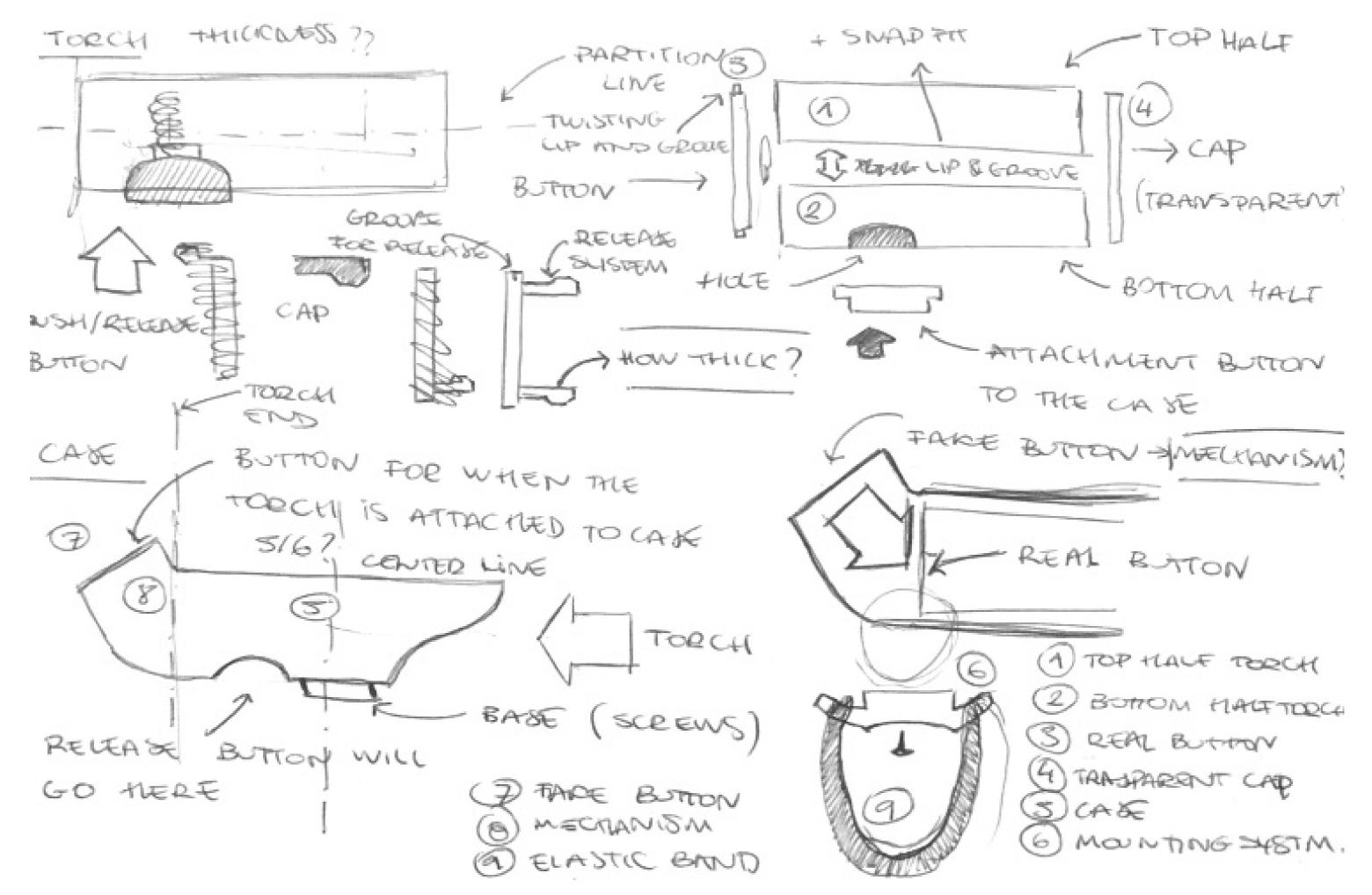


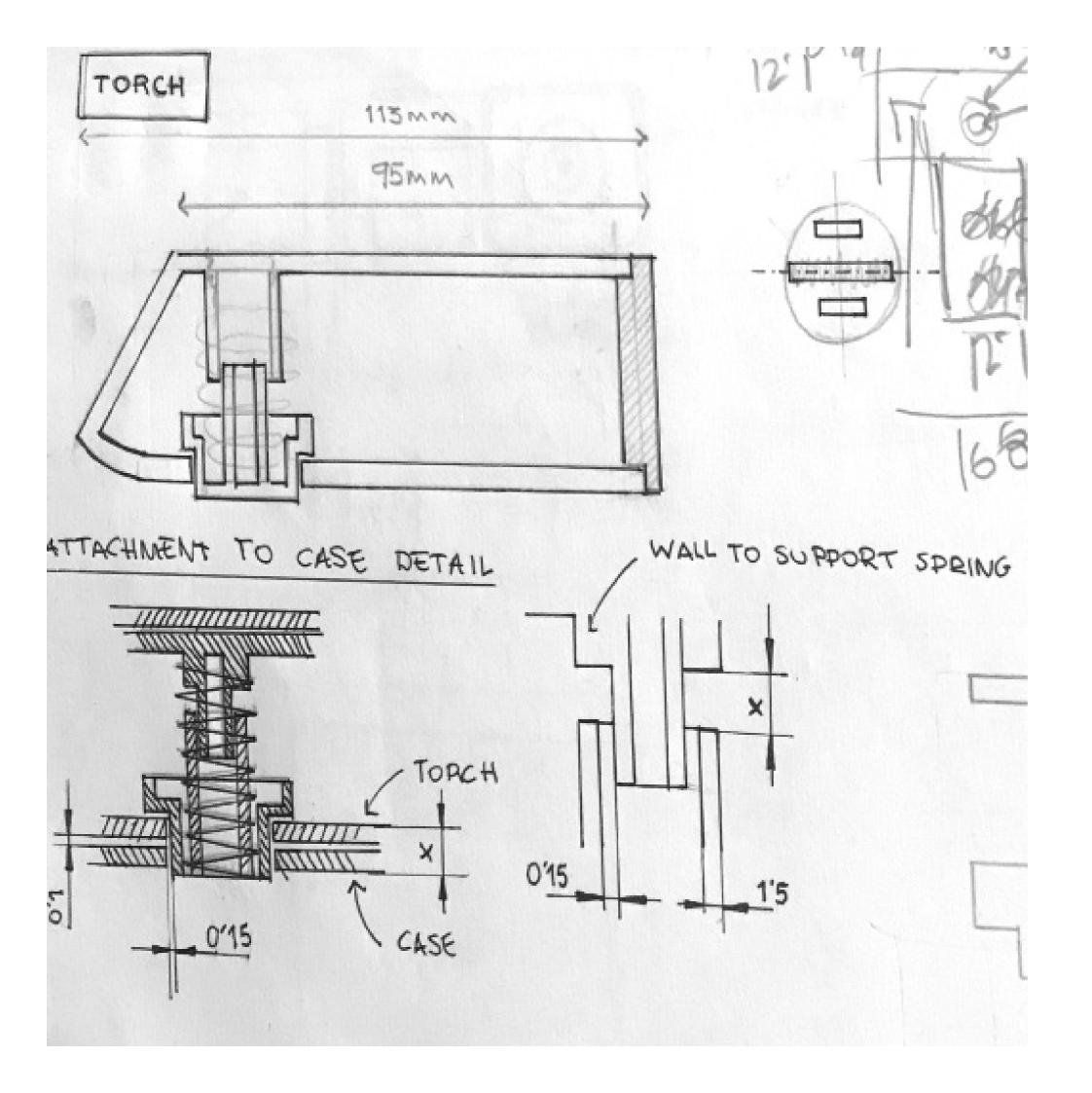


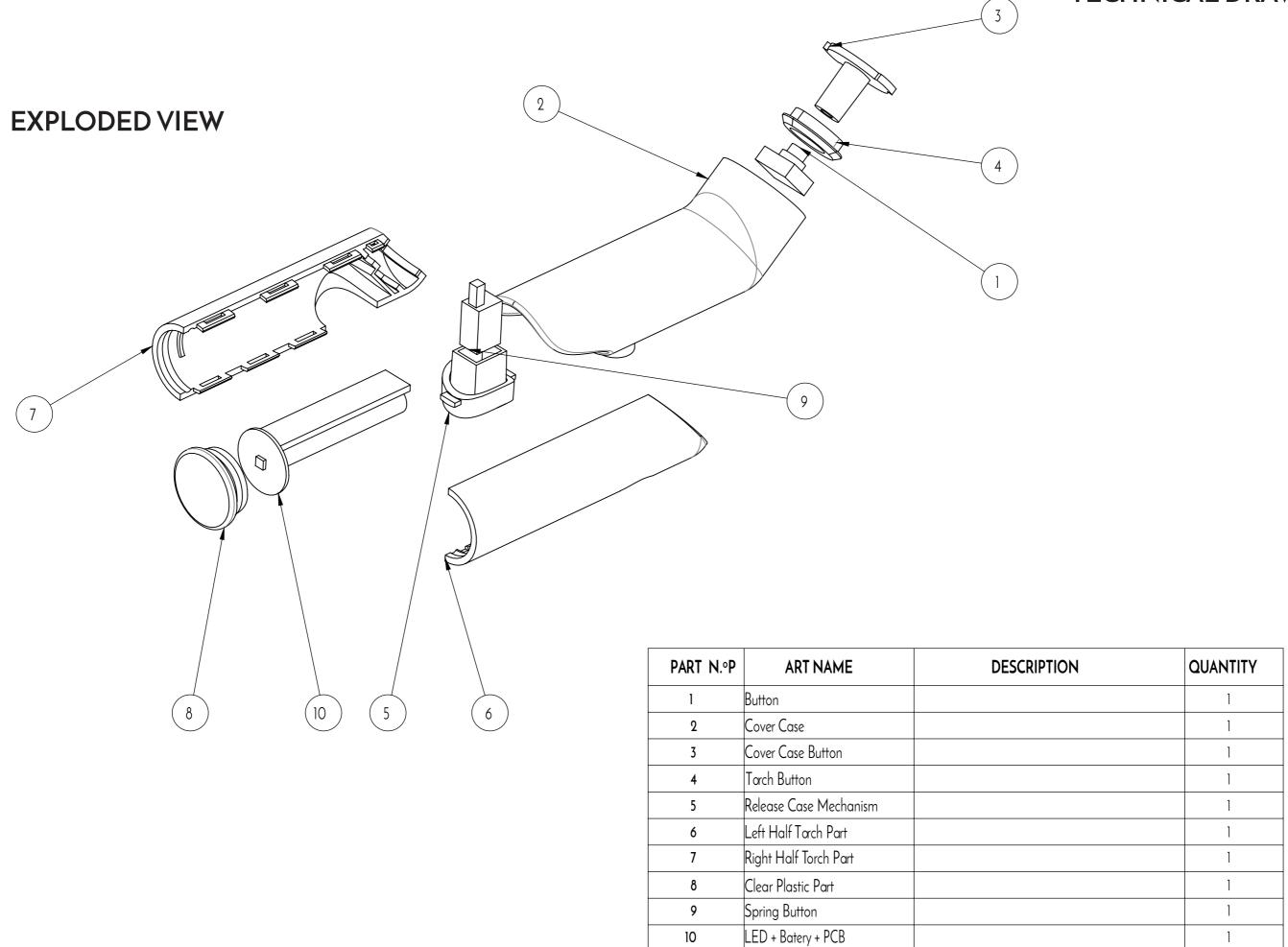
SKETCHBOOK



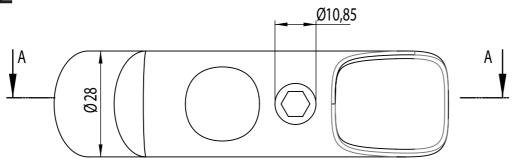
SKETCHBOOK

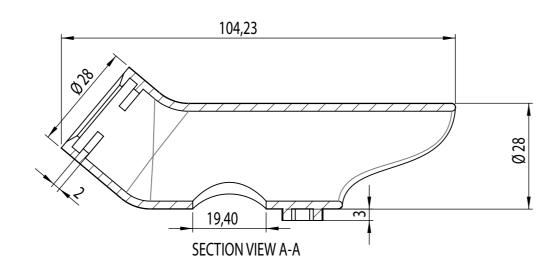


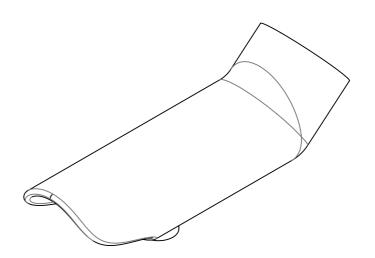




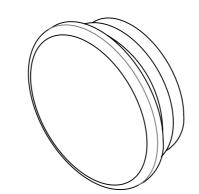
COVER CASE

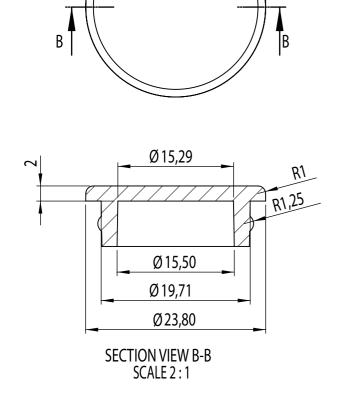






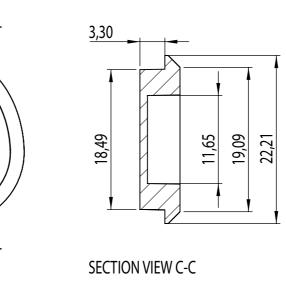
CLEAR PLASTIC PART

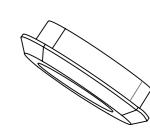


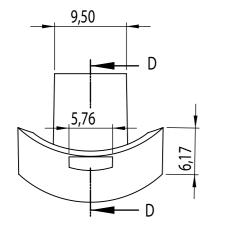


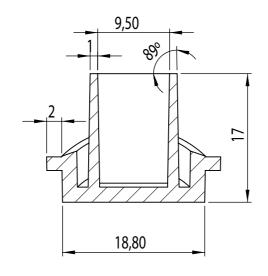
Ø 23,76

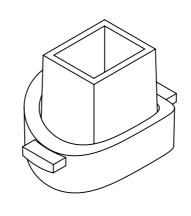








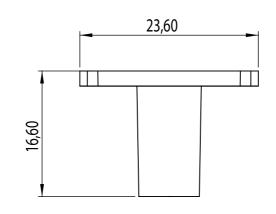


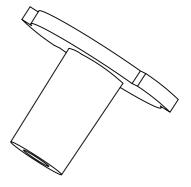


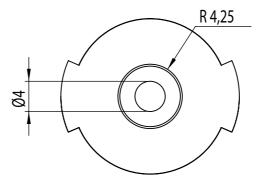
RELEASE CASE MECHANISM

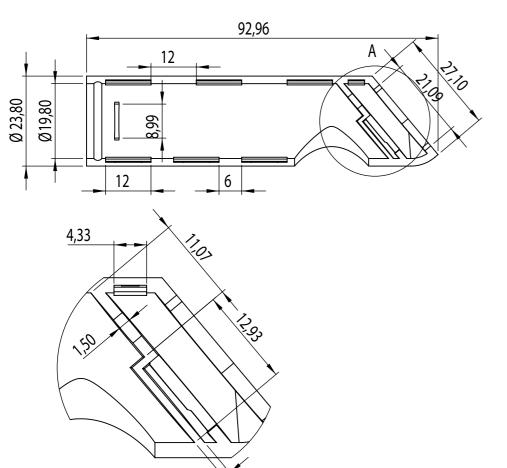
SECTION VIEW D-D

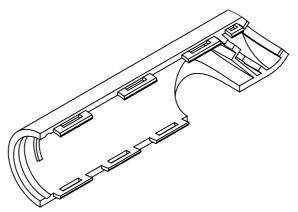
COVER CASE BUTTON





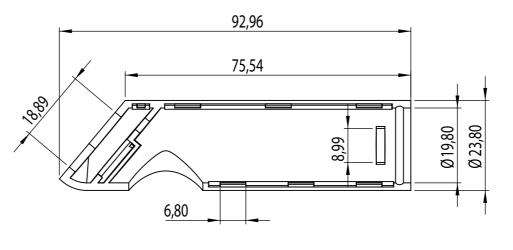


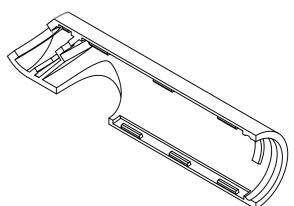




RIGHT HALF TORCH PART



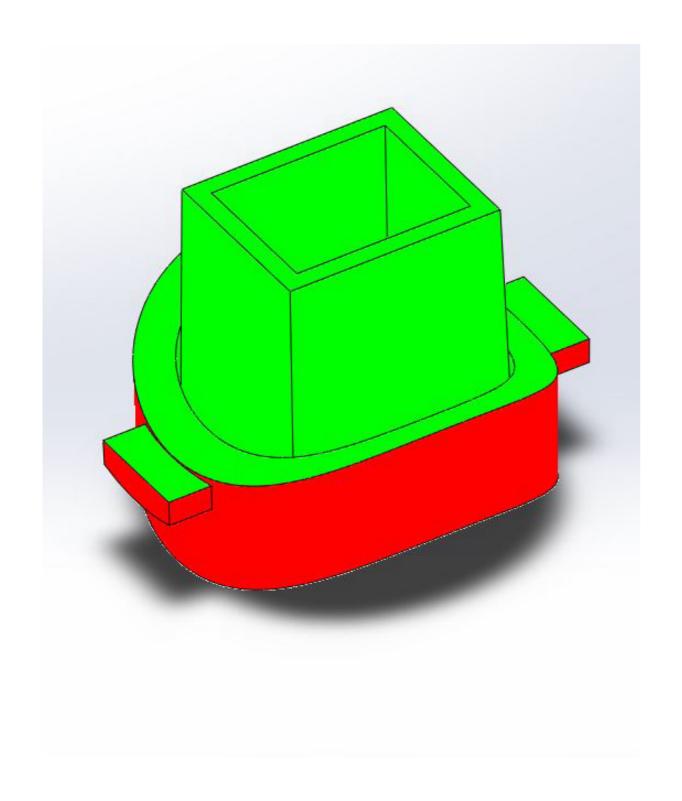


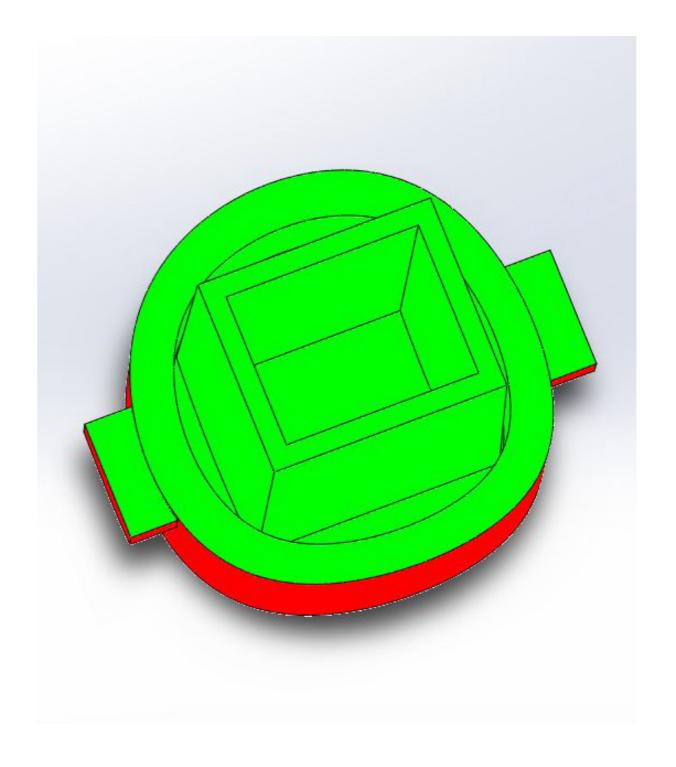


DETAIL A SCALE 2:1

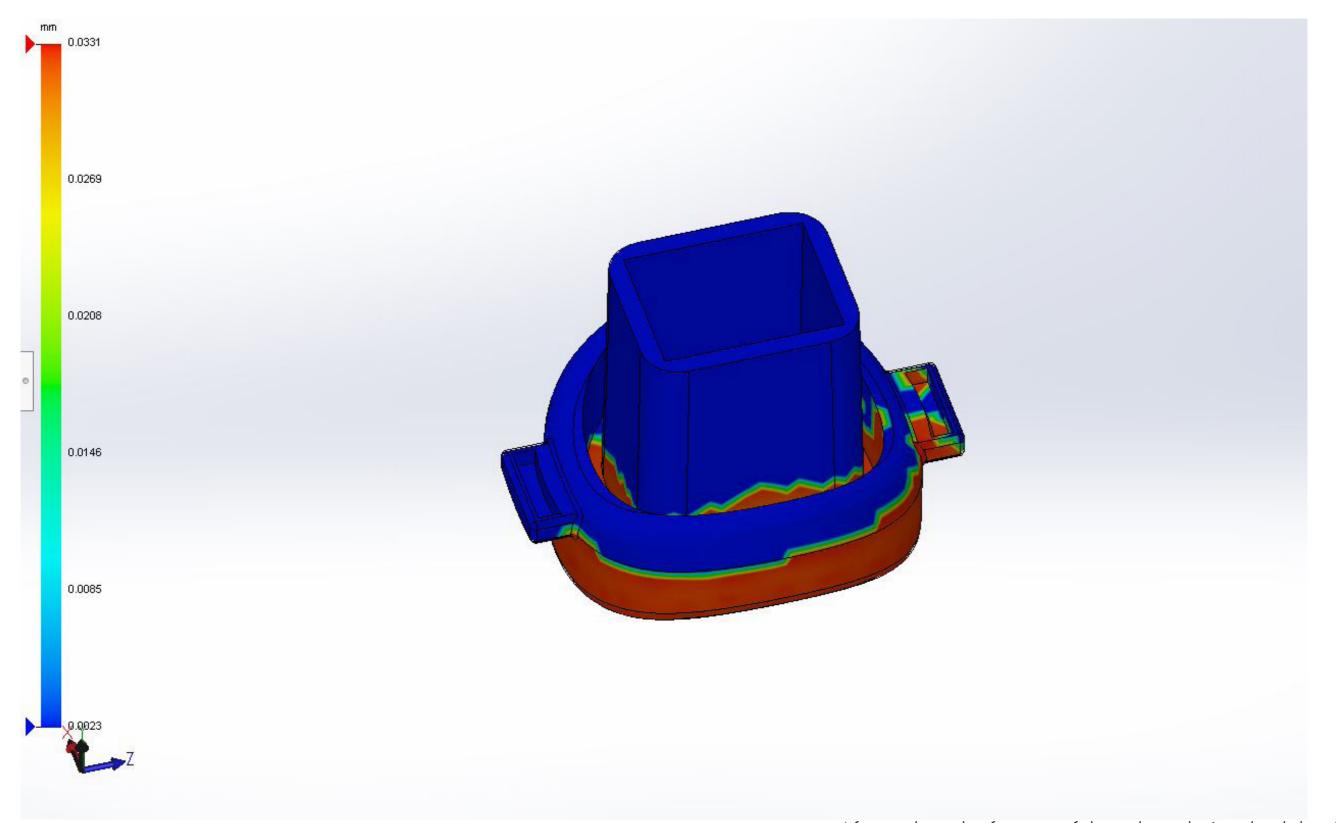
INJECTION MOULDING: DRAFT ANALYSIS

The piece that I am going to test is the release button. This is a very important part in my design and I will be making it with ABS plastic as I want it to be very resistant. As this is a very straight forward piece, I did not have any problems with it.



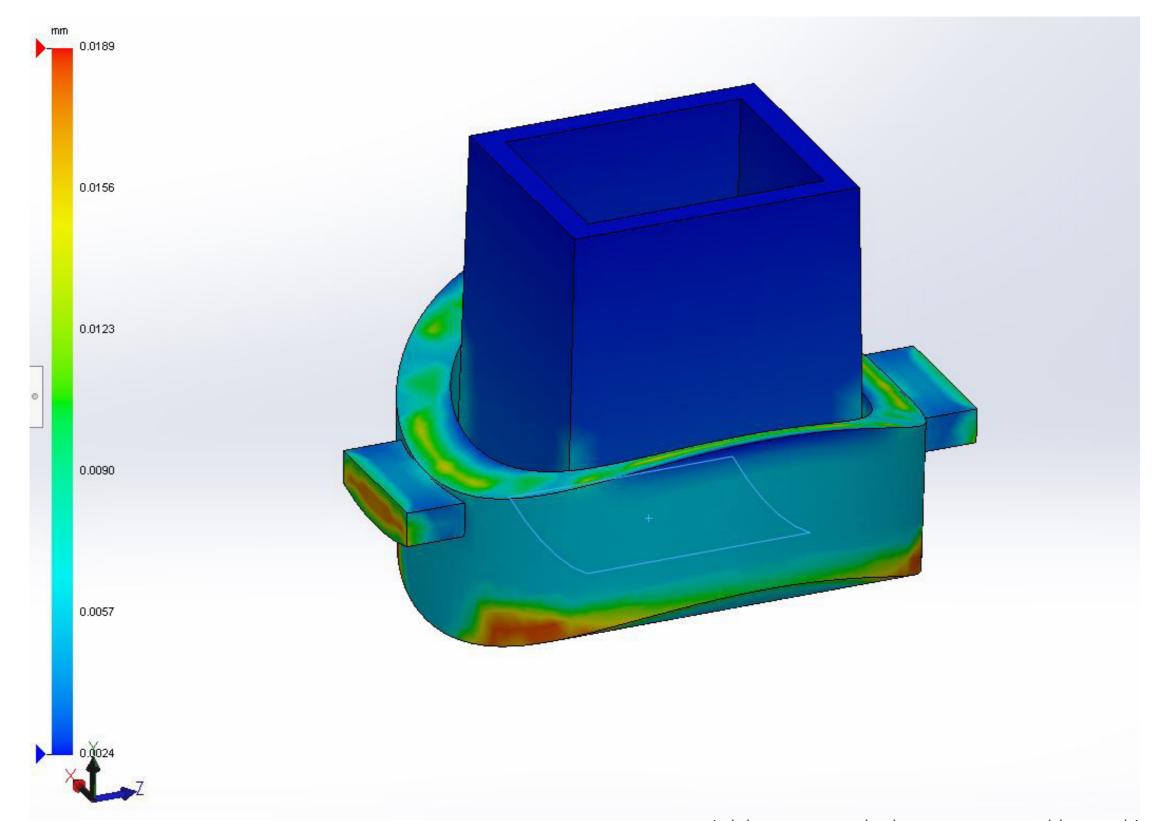


INJECTION MOULDING: SINK MARKS



After making the firts test of the sink marks I realised that I had to improve my part in order to be ready for injection moulding.

INJECTION MOULDING: SINK MARKS



I did some research about injection moulding and I tried to improve my part by making it thinner in some areas, getting rid of other areas and I came up with this design. I achieved to go from 0.07mm all the way to 0.03 mm.









