

G-I-1

# Introduction

Modelling is the way of thinking

Dr. Y. Song (Wolf)  
Faculty of Industrial Design Engineering  
Delft University of Technology

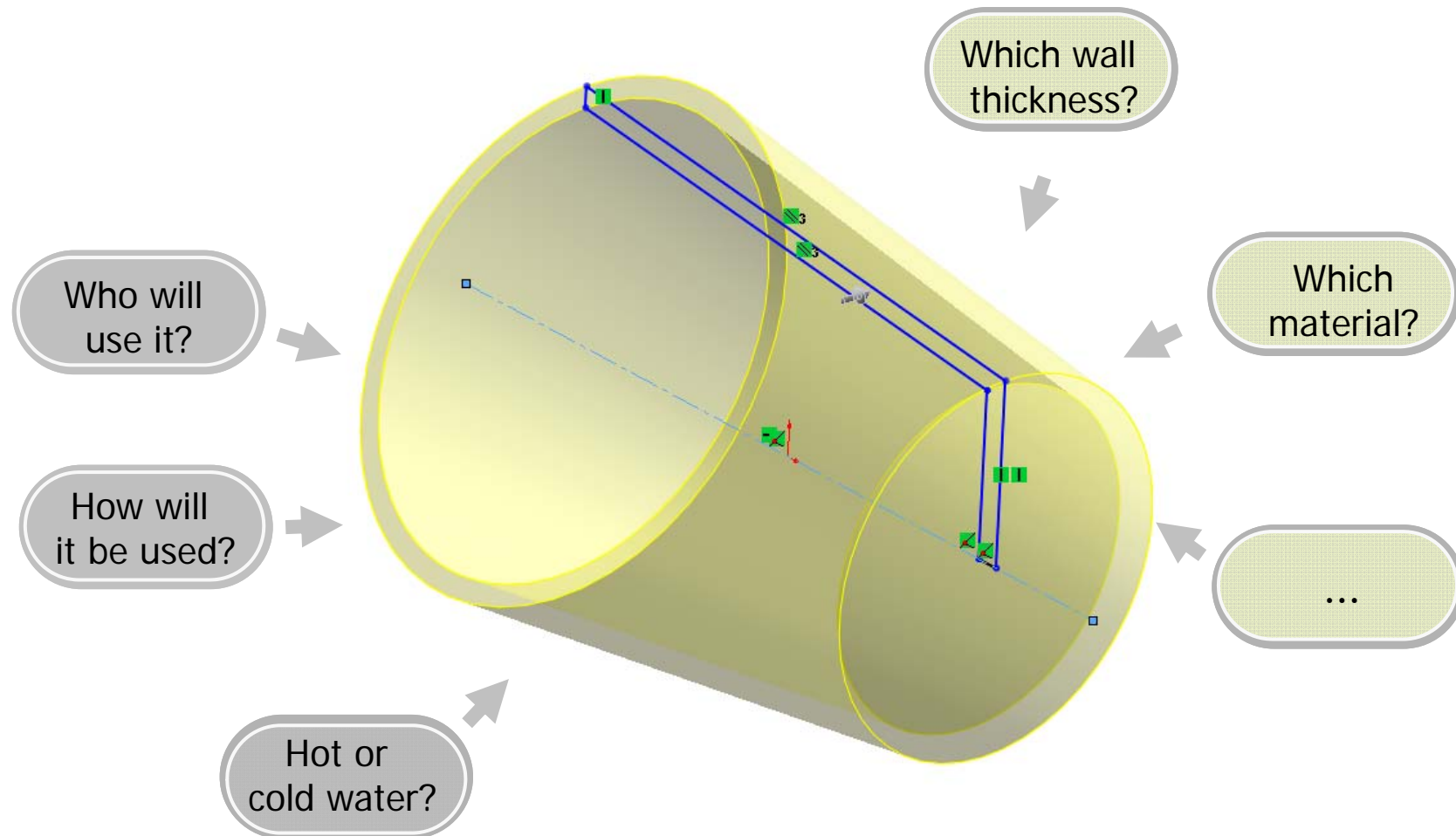


# Contents

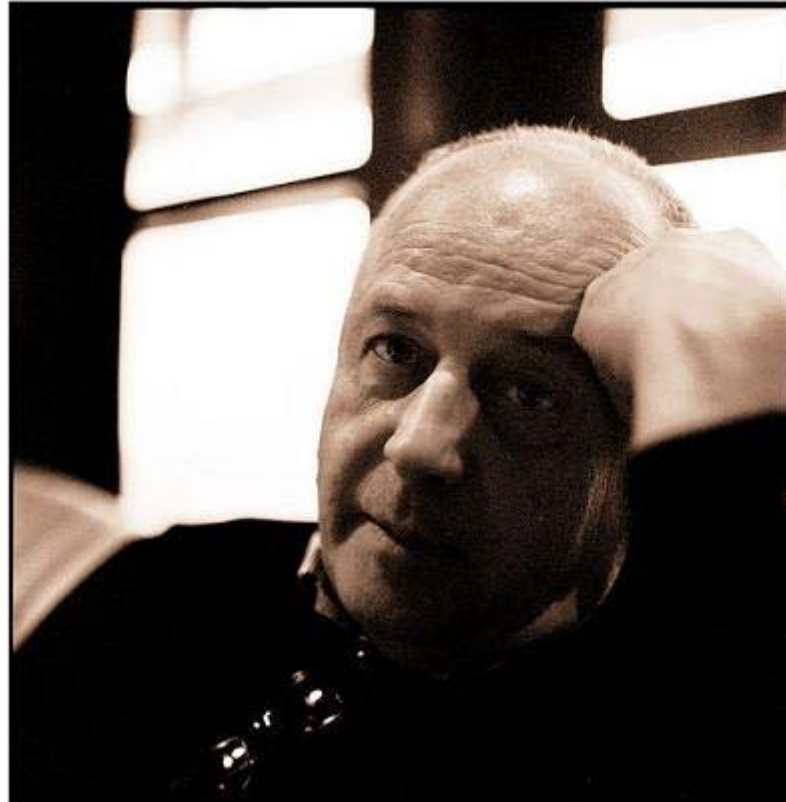
## IO2081 Modelling

- Modelling & Product Design
- Insights
- Content Brief
- Reflections
- Upcoming in Thursday

# The design process is fraught with questions



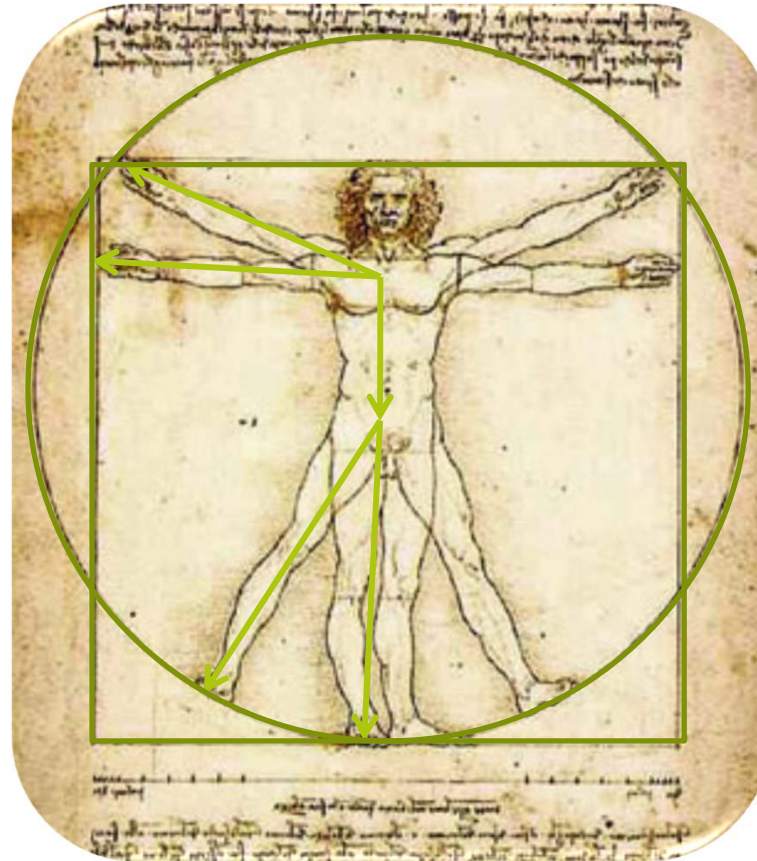
We think



**Alberto Alessi**

# We use abstract models to 'touch' our thought

*like this*  
*sketched man?*  
no, the man is not an  
abstract model

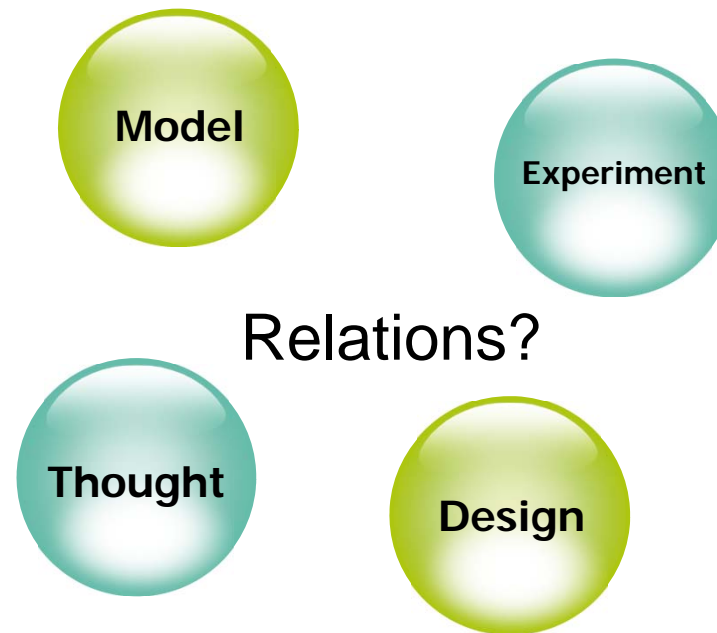


*this*  
is da Vinci's abstracted  
model (language:  
Euclidian calculus)

We experiment to verify  
both our thoughts and models



What are their relations ?





# Insights





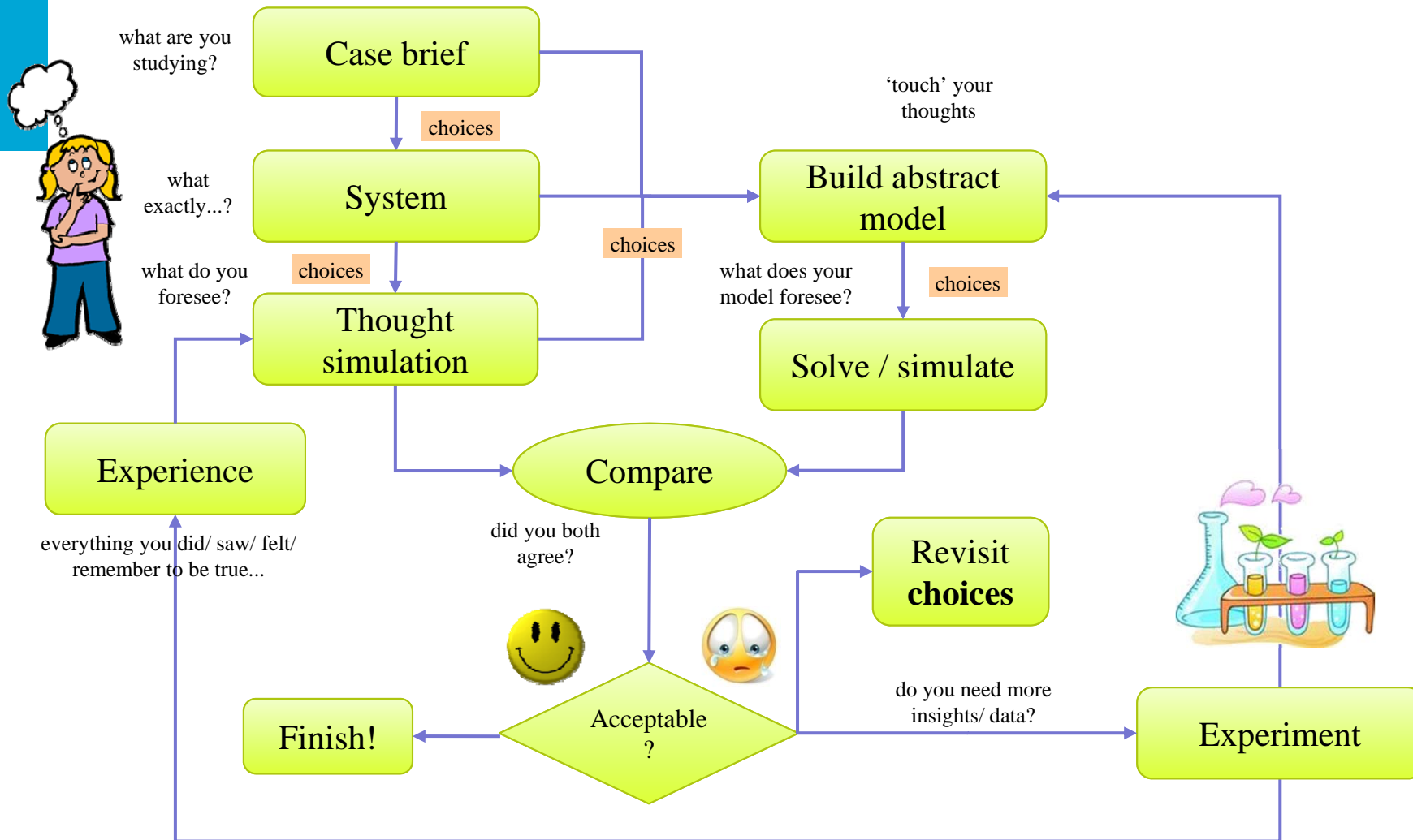
One thing to keep in mind...

Your **mind** *thinks* without you

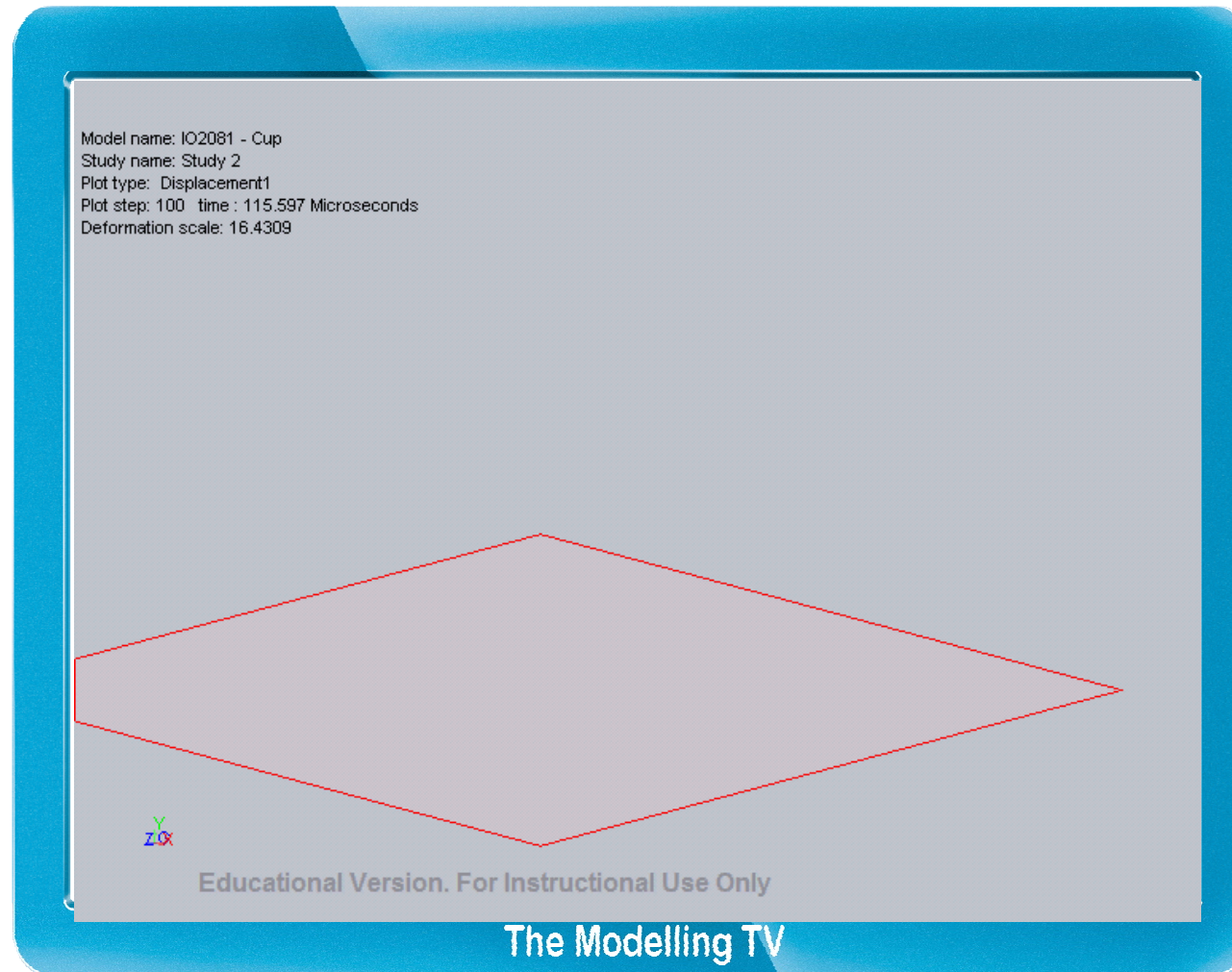
...which is a very fortunate thing, as  
we shall see!

(still, it's up to **YOU** to check if it's on track)

# A look under the hood: Modelling in design



# Cause & effect – The key to modelling



# Cause & effect – The key to modelling

Cause

Cup falls off a table, hits the floor

Identify

cause-effect relationship

What is **special** about falling off a table? Long distance, high speed, high acceleration at impact? etc

Understand

cause-effect relationship

'It is not the *fall* that kills you, but the **sudden stop** at the end'... Acceleration causes large forces...

Quantify

cause-effect relationship

**Accelerations** during impact

Effect

The cup is damaged

# Cause & effect – The key to modelling

Cause

You fill a cup with hot coffee

Identify

cause-effect relationship

What is **special** about filling a cup with coffee?

High temperature, spilling, heat transfer? etc

Understand

cause-effect relationship

Heat **migrates** across temperature gradients  
(temperature difference), until steady state

Quantify

cause-effect relationship

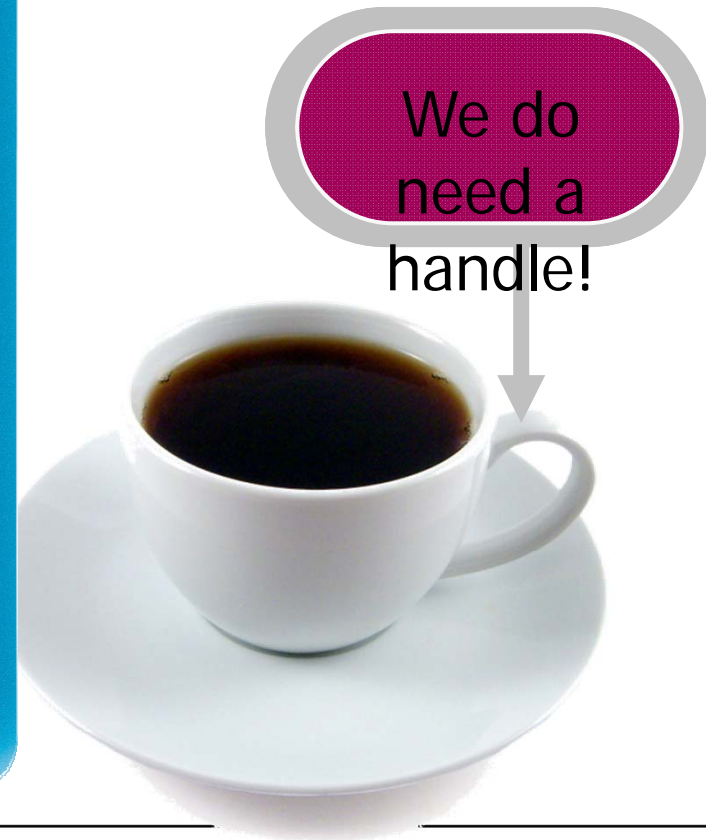
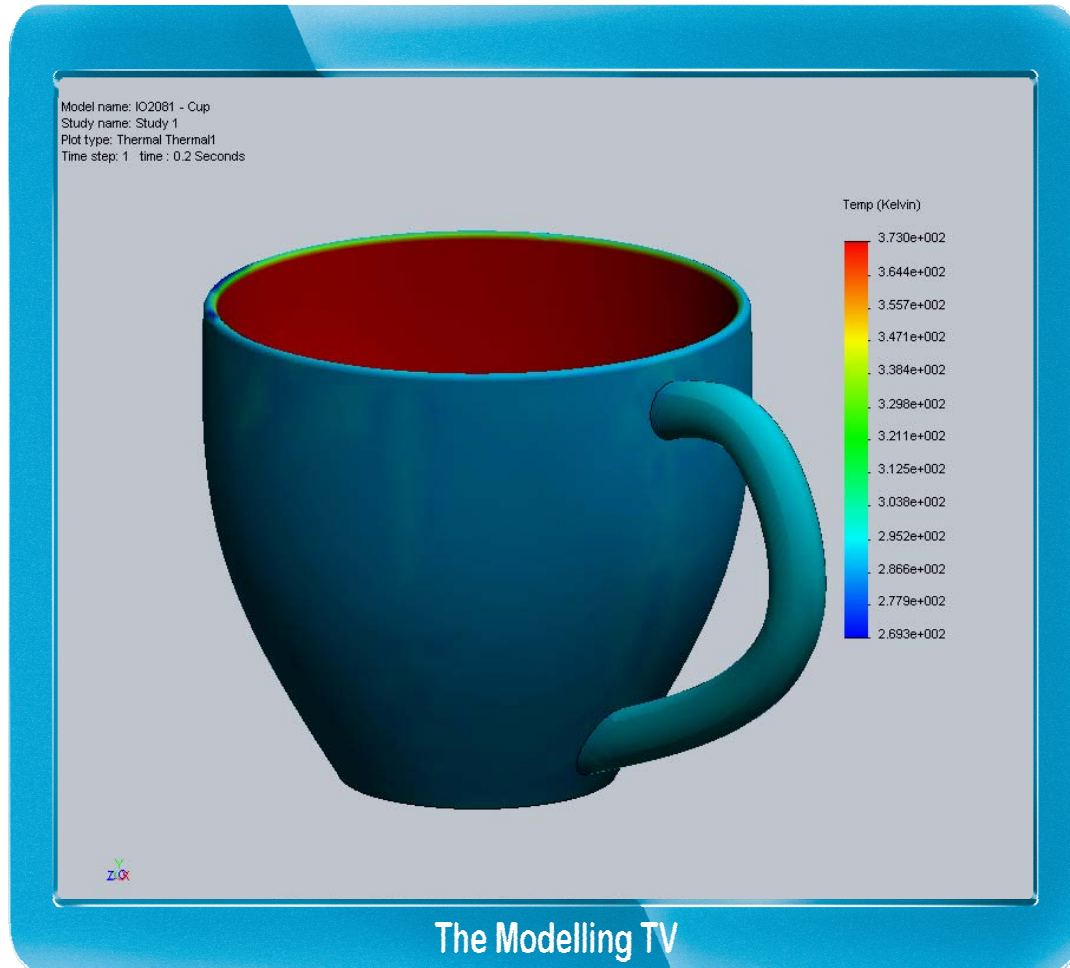
**Surface temperature rise** with time

Effect

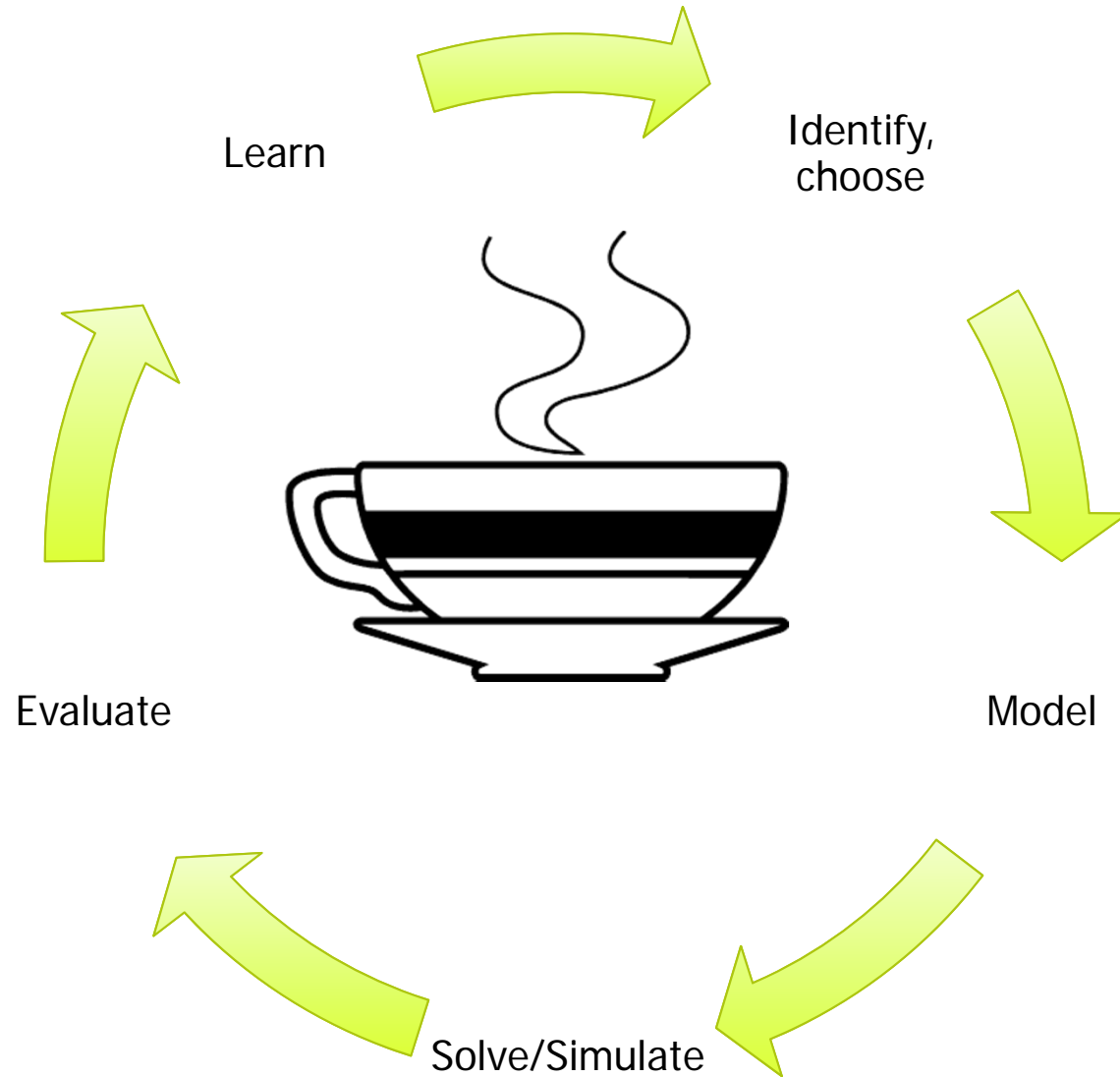
You burn your fingers



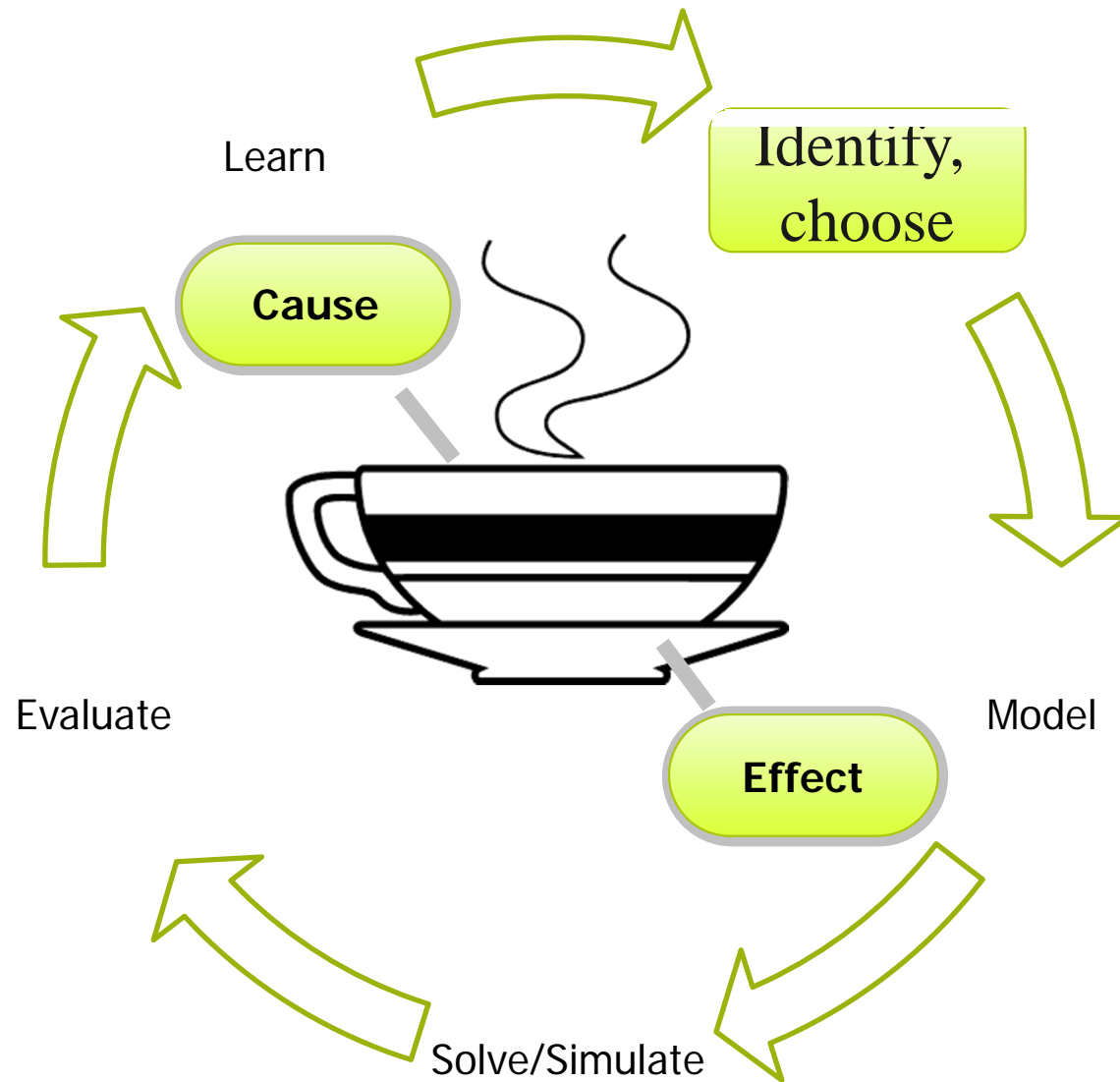
# Modelling-simulation-design



# Modelling: The basic loop

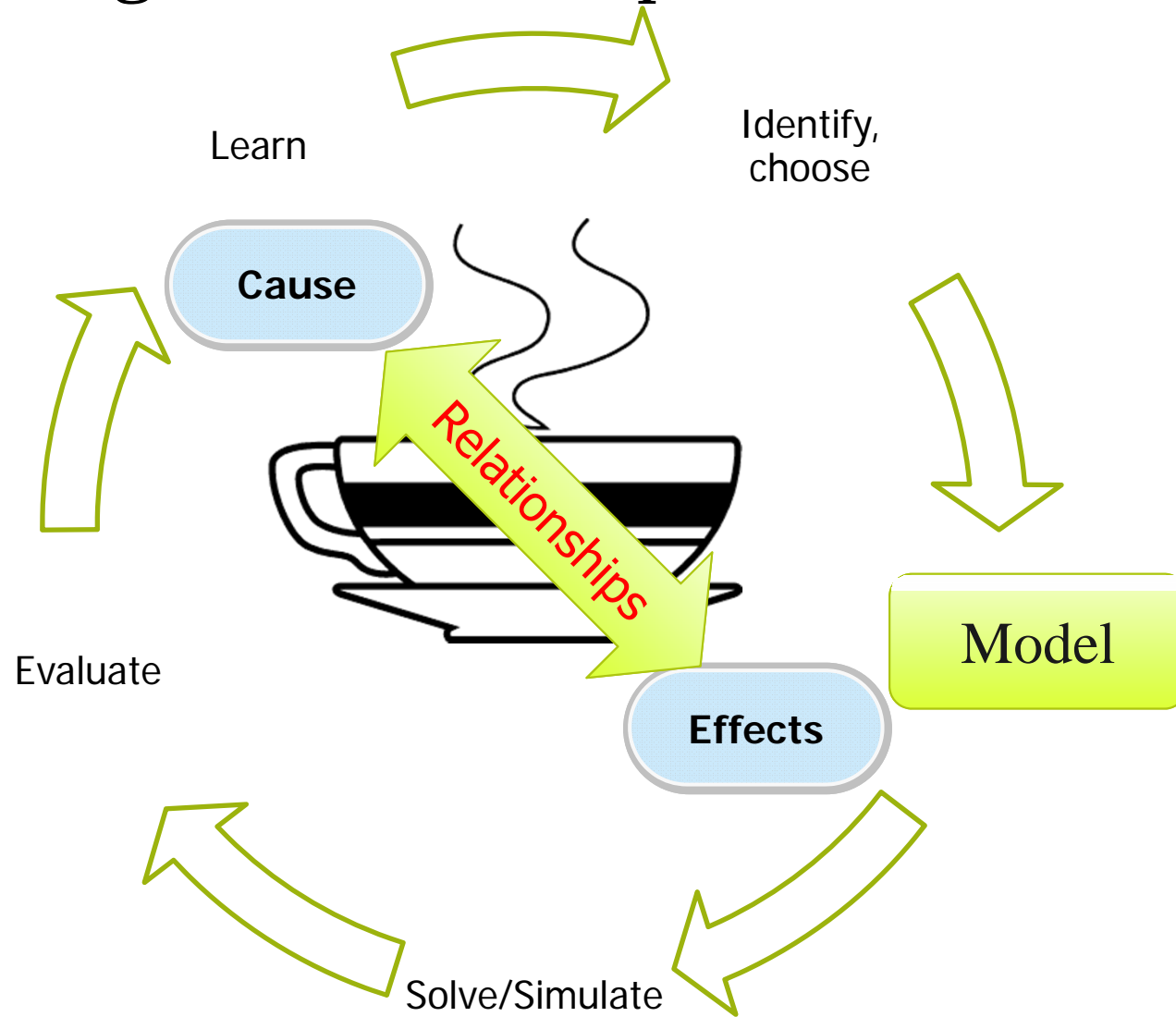


# Modelling: The basic loop

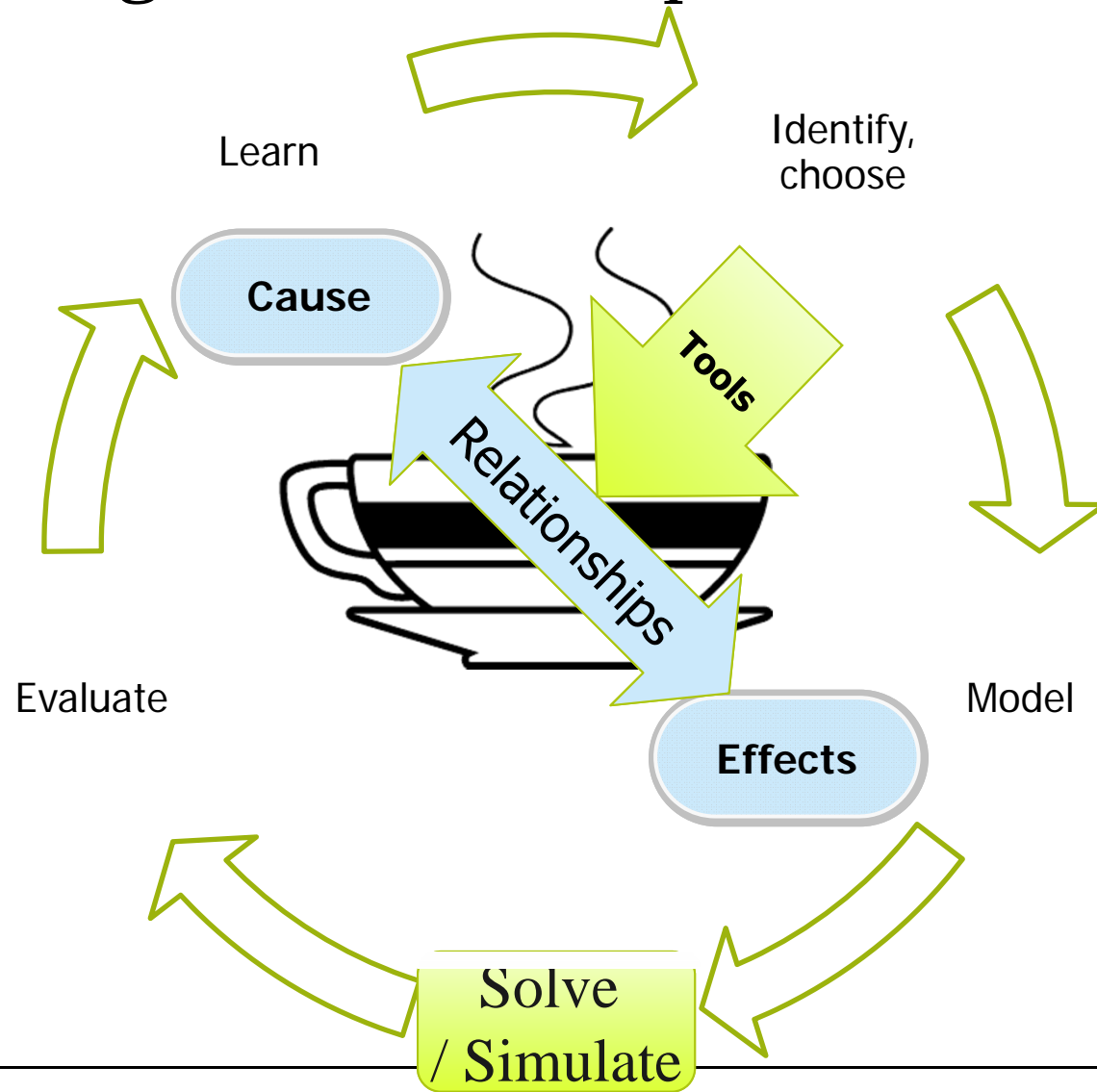




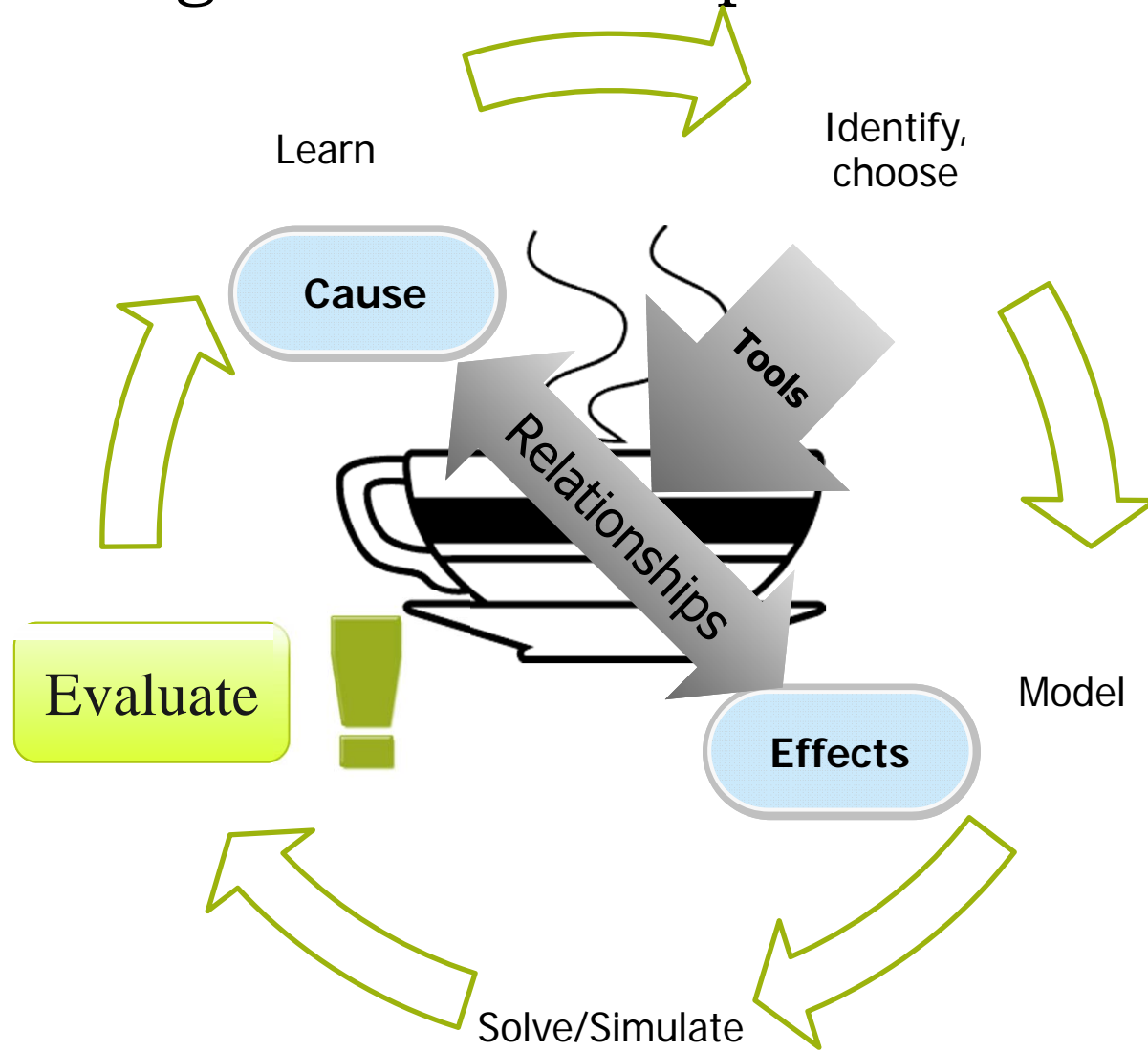
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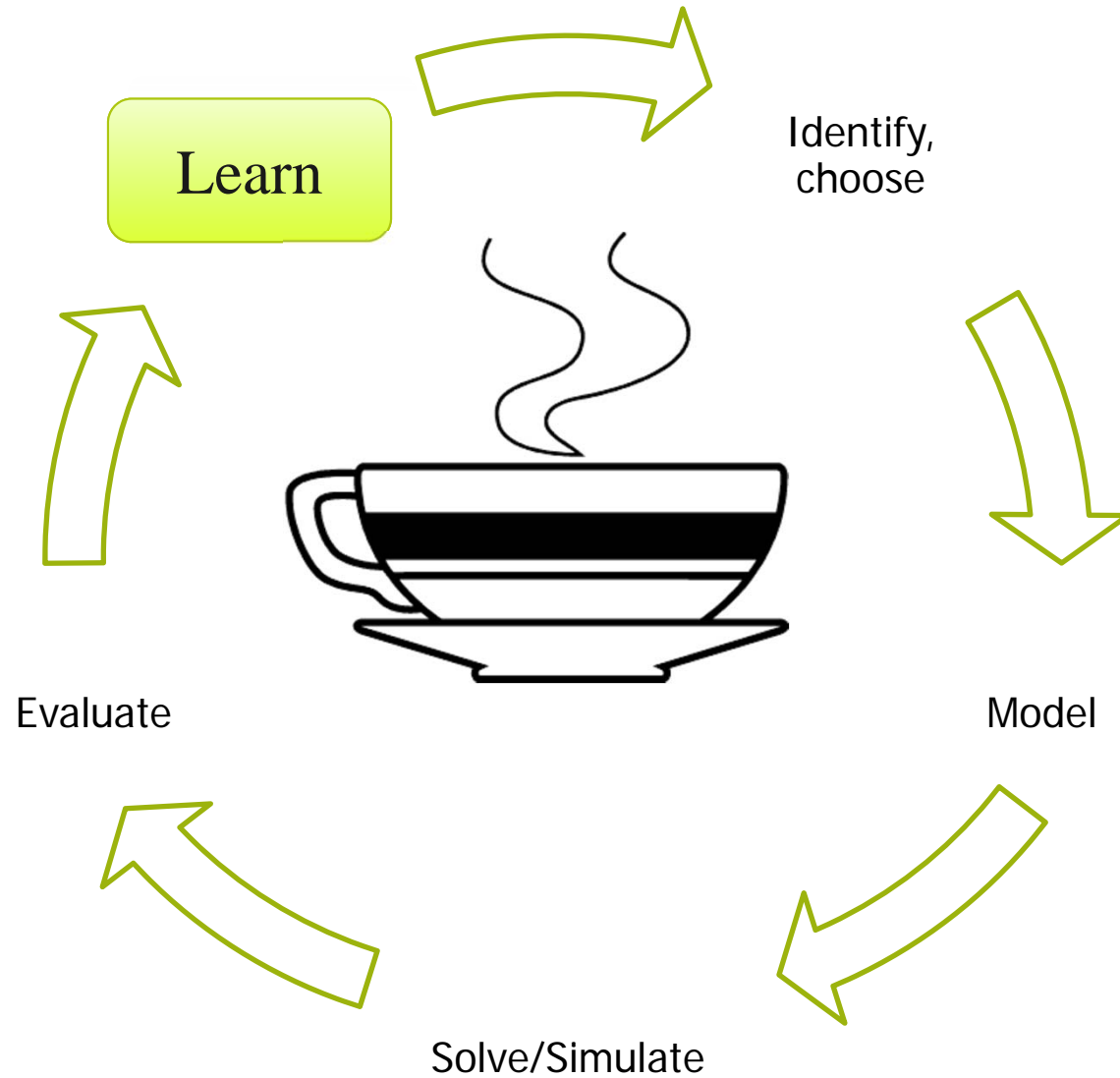
# Modelling: The basic loop



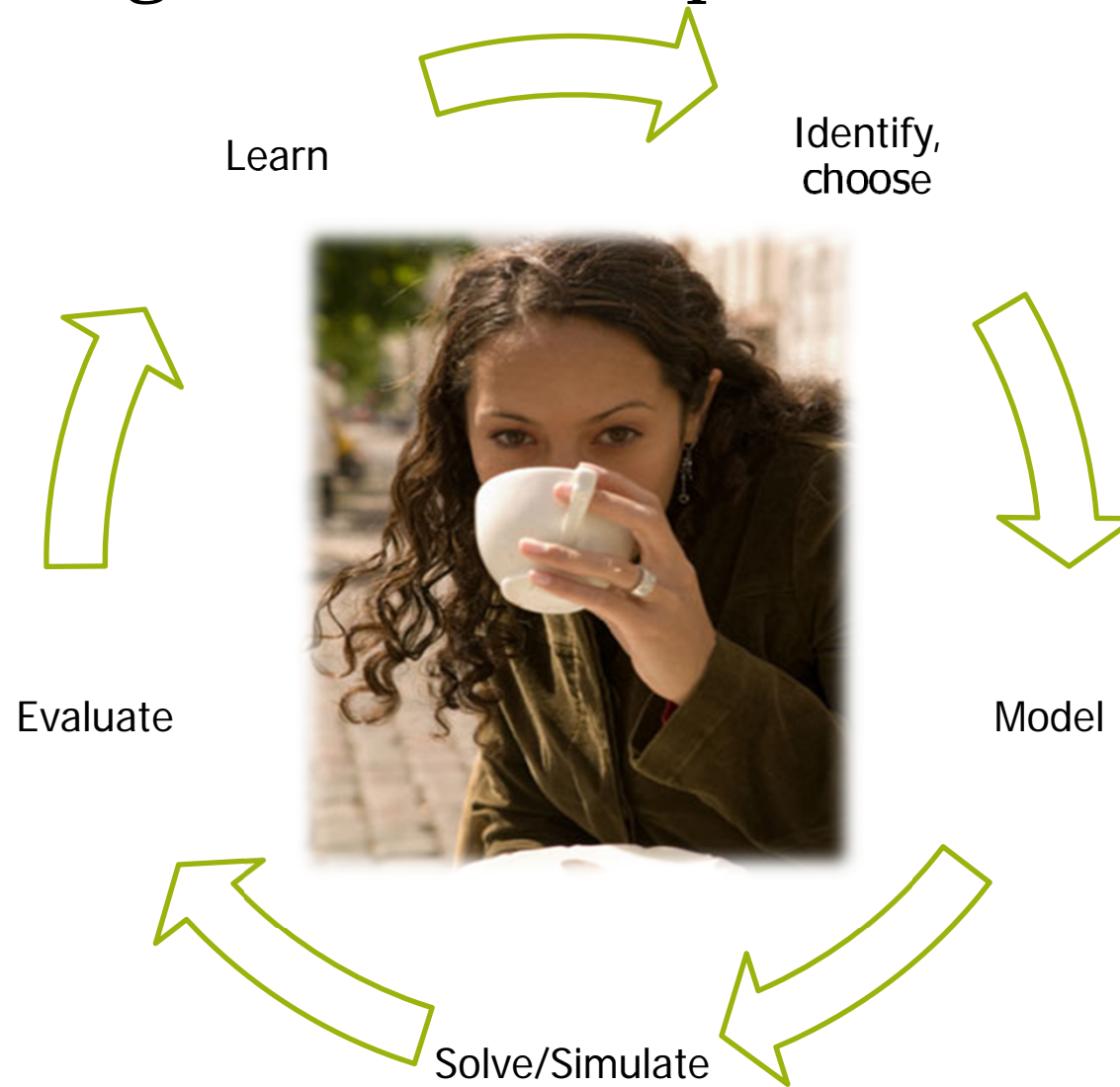
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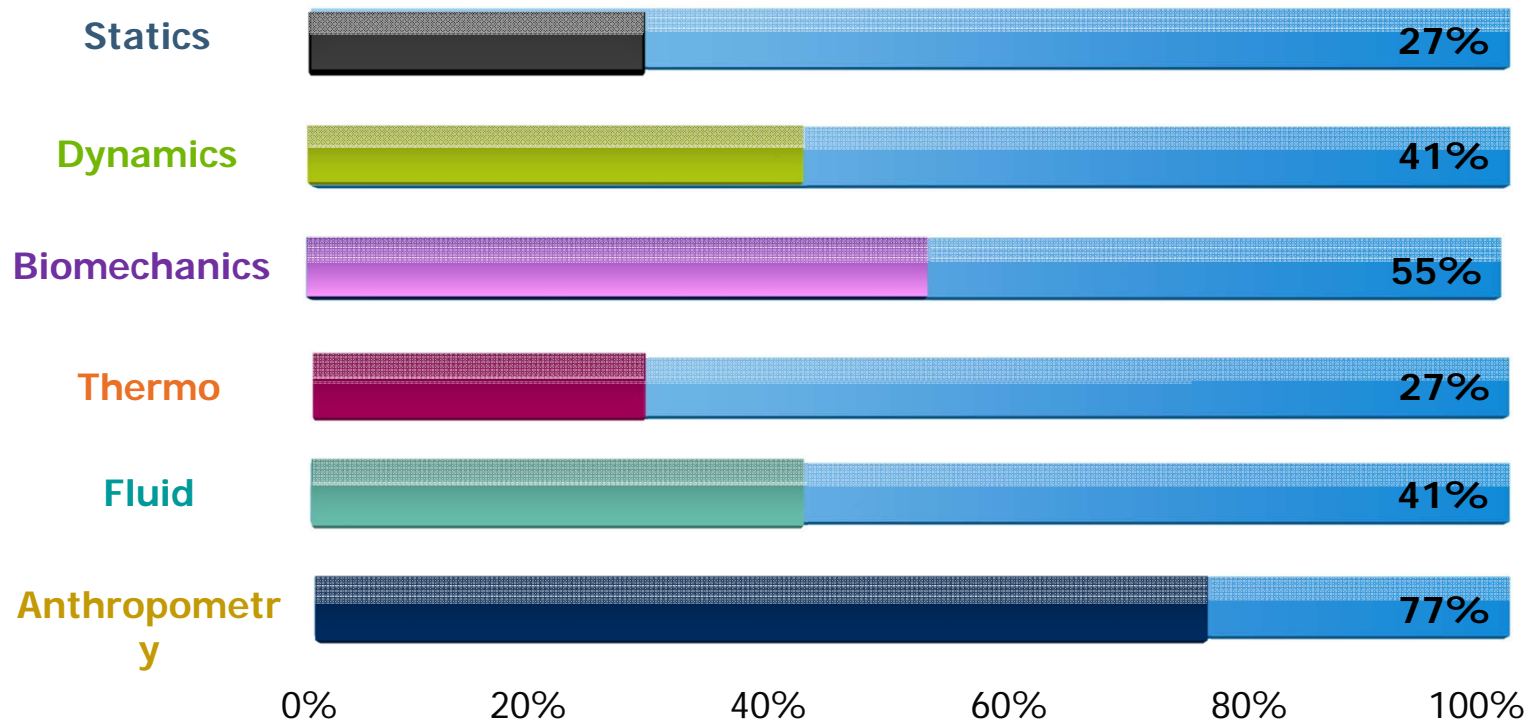


# Content brief

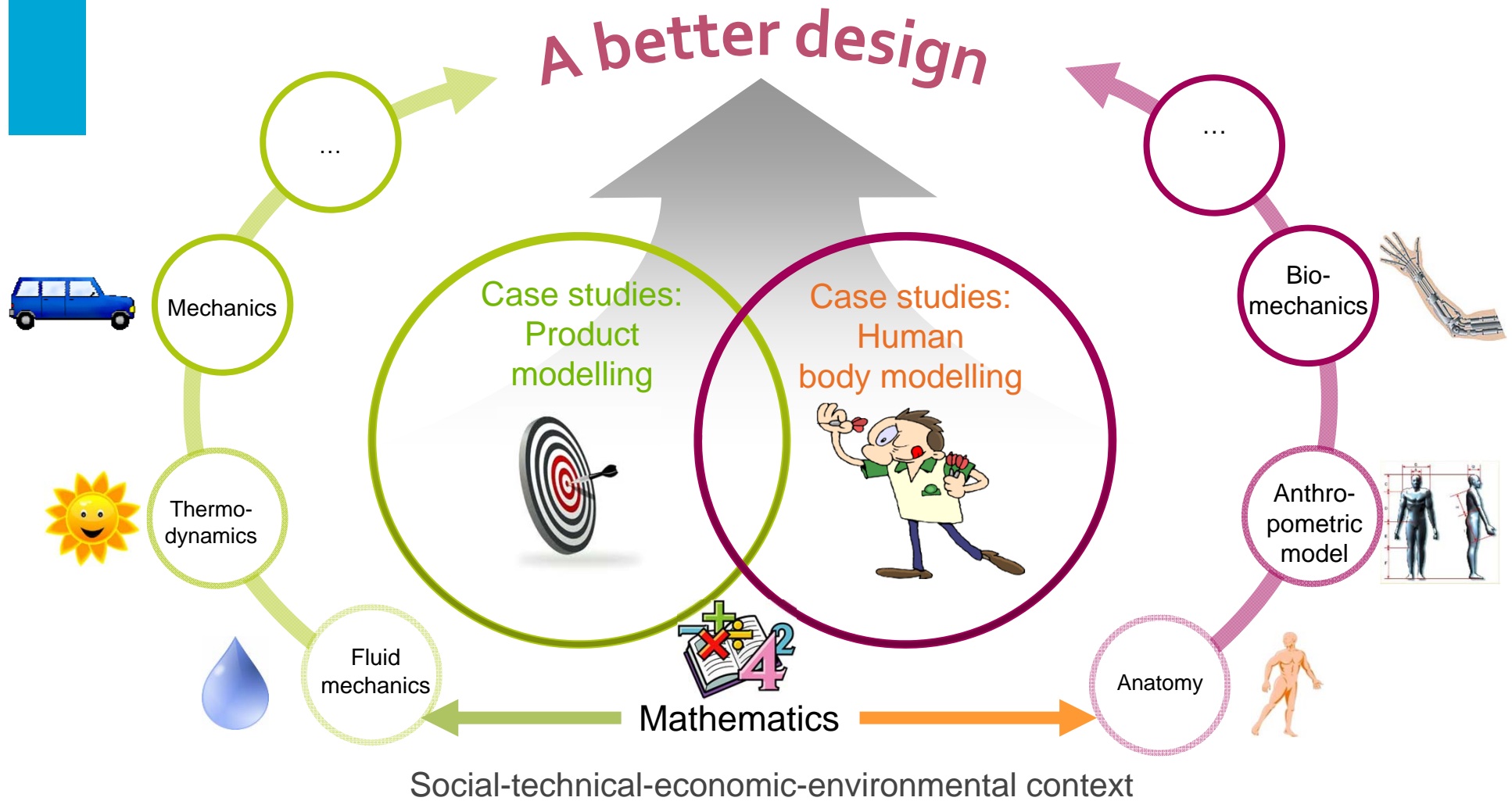
## Case studies:

# Accessible knowledge with a vision

2012 ~ 2013 Advanced Embodiment Design  
(Many projects cover several disciplines)

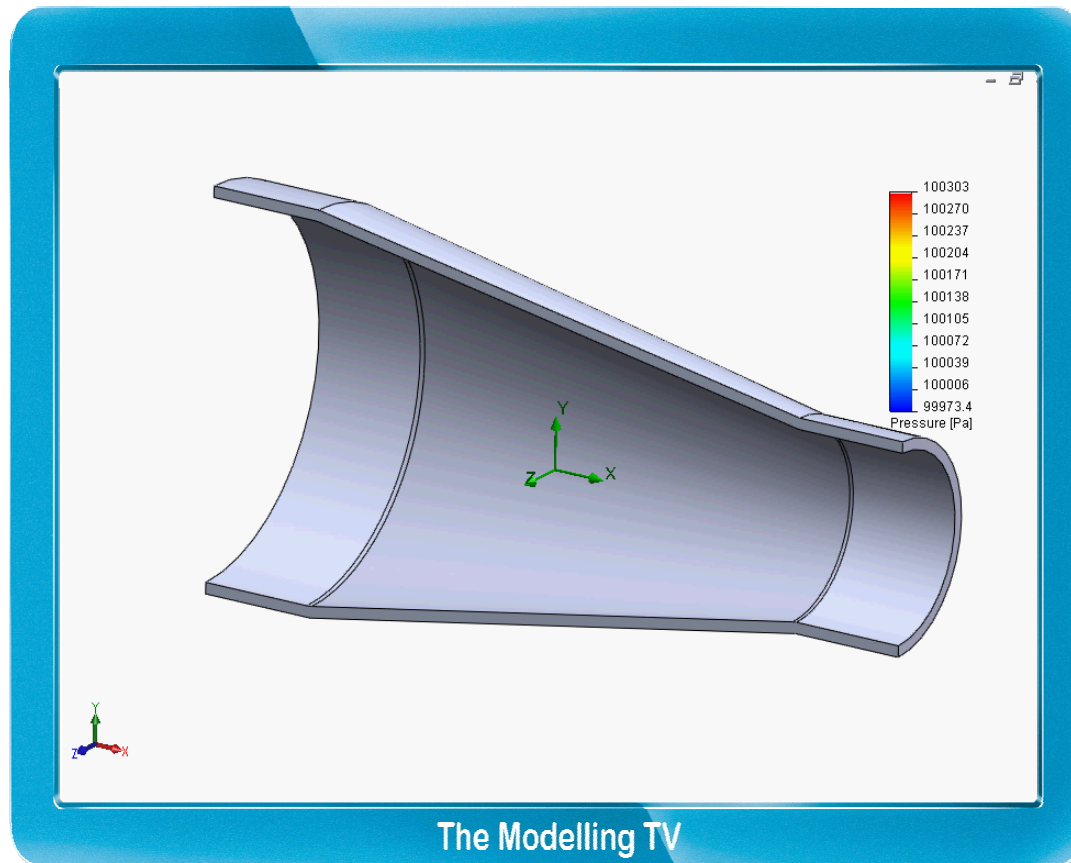


# The scope of Modelling





# Case studies: Accessible knowledge with a vision



```

# By Conservation of Mass
Fluidin = Fluidout :
ρ · Volumein = ρ · Volumeout :
ρ · π · (Rin)2 · Speedin · Time = ρ · π · (Rout)2 · Speedout · Time :
Speedout =  $\frac{(R_{in})^2 \cdot Speed_{in}}{(R_{out})^2}$  :
Speedout :=  $\frac{0.5(m) \cdot 0.5(m) \cdot 0.2 \left(\frac{m}{s}\right)}{0.25(m) \cdot 0.25(m)}$  ;
0.8000000000 m
    
```

```

# Neglect the gravity, by Euler's equation
 $\frac{dp}{\rho} + v \cdot dv = 0$  :
#  $\int_{In}^{Out} \frac{1}{\rho} d(p) + \int_{In}^{Out} v dv = 0$ 
equ :=  $\frac{P_{out} - P_{in}}{\rho} + \frac{V_{out}^2 - V_{in}^2}{2} = 0$  :
Pout := 1 · 105 ; Vout := 0.8 ; ρ := 1000 ; Vin := 0.2 :
solution := solve(equ, Pin)
1.00300 105
    
```



# Reflections

We say that

*knowledge*  
is power

*curiosity*  
is fun

*science*  
is easy



*experience*  
can be harnessed

*hard work*  
is the way to  
success

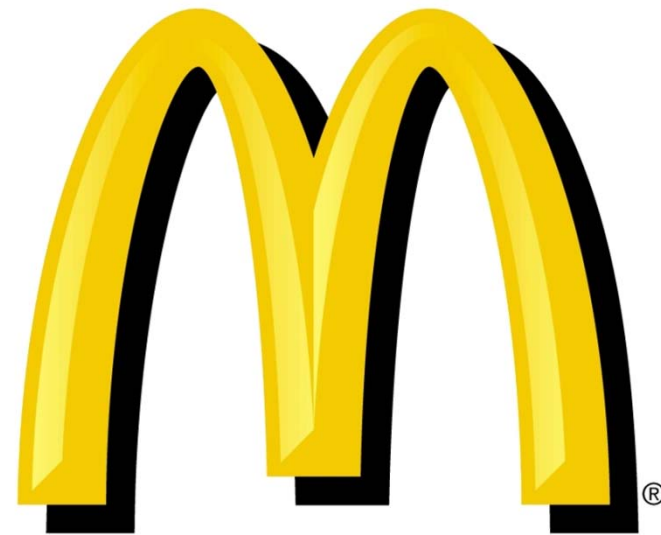
*computers*  
are tools

*modelling* is the way to wisdom



# Upcoming on Thursday

On April 25, 2013, we will design:



**i'm lovin' it™**



# Questions!

# What did you learn today?

*knowledge*  
is power

~~*knowledge*  
is for geeks~~



*hard work*  
is the way to  
success

~~*hard work*  
is for the  
uninspired~~

# What did you learn today?

we need handles on coffee cups, the first reason  
is...

they keep us  
from burning  
our fingers

~~they look  
nice~~



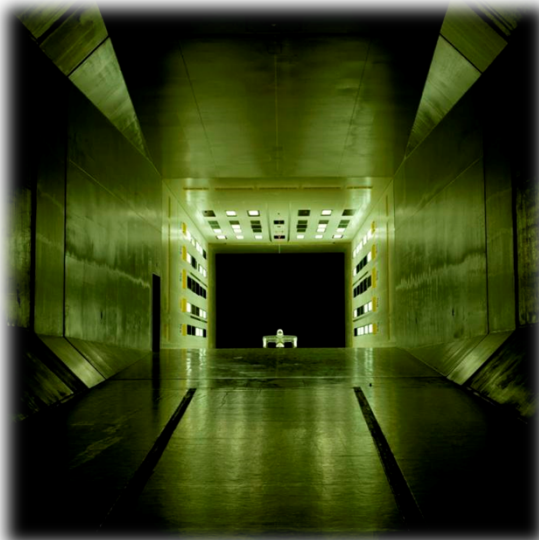


# What did you learn today?

to design a  
successful product  
we need to...

model  
cause- effect  
relationships

~~try a lot of  
experiments~~





# Succes

Modelling is the way of thinking

Prof. Dr. Christos Spitas  
Dr. Y. Song (Wolf)  
Faculty of Industrial Design Engineering  
Delft University of Technology