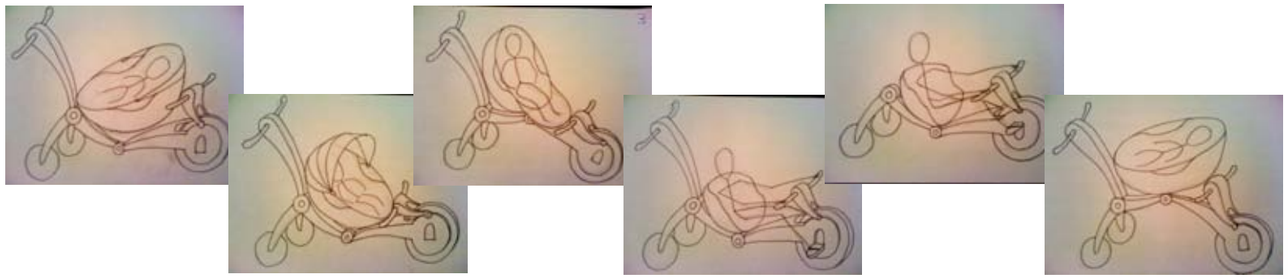
..Drawing Development..



..Workshop Development..

I wanted to develop my design practically as far as I could, as I knew once I started making the CAD model it would be difficult to change it.

I started with drawings which I turned into a cardboard model. I focussed on the folding abilities of the design, looking at both the frame and the basket, folding out from Moses basket to toddler seat.

I then made a plastic model which allowed me to play with the form more easily. I realised the baby would be safer further off the ground, and if I pushed up the central hinge I could enable this, and then push it back down for the tricycle stage. I considered using a rail for moving the basket back and forth on, but after prototyping with a large dome mould I realised I could use it at different angles (for different ages) by using seat belt type clips.

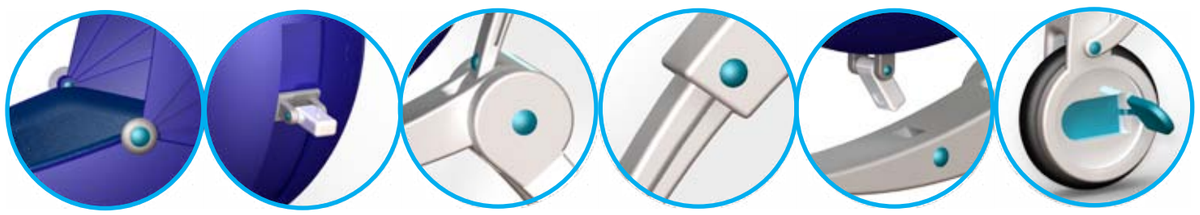
Without practical model making I would not have got past the many design issues I encountered with such a complex product.

..CAD Development..

As I had time limits and a very complex product, my CAD model had to be simplified slightly. I chose to model the frame and baby basket as my design and left out details such as safety belts. I created assemblies which allowed me to interact with the parts, folding and rotating them as you would in real life.

Making the CAD model drew attention to the user touch points and made me think about how the mechanisms would work in more detail. I found the model helped display my idea very effectively and the manoeuvrability was great for interacting with the travel system.

..Mechanisms..



I designed the mechanisms to be the same throughout, using push release buttons to rotate/extend/attach parts.

Due to the time limits and CAD skills, the mechanisms are fairly basic. I would have liked to explore them in more depth but feel these features would work given a little more development.