

Design Process Journal Rundown

1. Background

- a. Showing what is my *topic* (airbrushing figure customization)
- b. Demonstrating how airbrushing figures is normally done

2. Initial research – user experience

- a. By showing how would the interviewees do for the whole airbrushing process to observe & discover insights
- b. Comparing similar products which is useful to the project → so that I can identify *problems* & what are the *opportunities*

3. Concept development

- a. Showing the research throughout the project → demonstrating
 - i. what, why are the product-user requirements & functions
 - ii. How to accomplish them

4. Deliver

a. Showing the **result** – the **final product** created for this project with detail explanations

5. Technical challenges

- a. Showing:
 - i. Engineering calculations and theories inside the product
 - ii. Used materials and manufacturing process
 - iii. Mechanisms
 - iv. Product assembly

6. User journey

- a. Demonstrating *how* the product is being *used*
- b. Demonstrating the *user-product interactions*

7. User scenario

a. Showing where the product is being used



Background

Project Introduction & Background - What is airbrushing?

Essentially, airbrush can be used for multiple usages, and this project focus on using it to undergo figure customization. The typical steps can be understood as:



Pictures above showing an example of how the airbrushing set up might look like

a: A spray booth – this is the area where the user is holding their "to-be sprayed" parts and start spraying. A spray booth can suck out the smell and the excessive paint from indoor to outdoor

b: A tray storage – usually this is the place where the user places their sprayed parts

c: An air compressor and airbrush pen – the air compressor is an electrical machine that provide air source and it can control the air pressure. As for the airbrush pen is the pen which carries the paint and allowing them spraying out to the figure part

3



Pick up a figure part for spraying

4



spraying the figure at the spraying booth

5



open up the cover of the tray storage



place the sprayed part inti the tray storage



close the cover and continue the same process, which is step 3 & 4

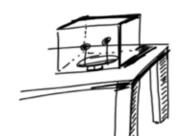
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Types of Paint Best Humidty % Temperature in F Oil-based - Takes around 8-24 hours to fully cure 40 to 90 (room tem-40 to 70 - Quick-dries paint takes 15-20 minutes perature) to dry -Toxic 50 to 85 (room tem-40 to 70 Water-based perature) - Takes around 1-2 hours to dry - Non-toxic & non-flmmable

6i



when the spraying process is finished, some people prefer leaving the storage in a place without the cover as the parts can dry faster 6ii



and some people prefer placing the cover on to protect the parts

Initial Research - User Experience

Motivation





Many airbrush hobbyists customize or spray their figure components household nowadays (including myself). There are no products specifically designed to help improve the finish during the curing process, which is necessarily needed during and after spraying process. Any careless treat could ruin the whole finish.

Moreover, there are many collectors who collect high quality and expensive collectables, which many of them have high expectations to their collections. How good the paint finish on the figures/models is one of the key factors determining if the collectors are satisfied, being amazed and impressed by the collectables. And who's going to responsible for making high class figures – the professional airbrush painter/businesses. A good tool for them will help them create better masterpiece.

Targeted USer Group





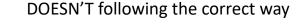


Project Goal Therefore, I wish to make a product that helps and benefits both the collectables buyers and the airbrush painters.

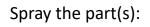
User Experience & Observations

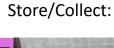


Following the correct way



Pick up a component:











The spraying process is smooth and easy because of not following the normal steps. But in exchange, the sprayed parts are left exposed in an unsecure area to let dry.

Pick up a component:

Spray the part(s):

- The paint finished got damaged by **dust** & due to accidentally drop on the ground

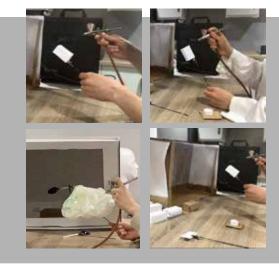
- One of the interviewees said he will leave the parts at the balcony --> **paint** got **defects** due to sun's UV light

Store/Collect:



Observations:

Open and store and close --> too annoying and clumsy



Drying the parts without cover might be risky. Paints could be ruined by dust or accidents. Having a cover protection makes the user feel safe.



container is fully covered the parts

The paint **dries slower** when the box

Self reflection - By observing the interviewees and myself peforming the whole spraying process, I discovered more issues during spraying. I can also confrimed that many users are willing to risk ruining their creations to avoid clumsy & correct spraying procedures.

Initial Research - User Experience

Problems

Drying Problem

- Paint finish takes long time to get harden (espically for oil-based paint/ having poor ventilation).
- Usually the component can be sprayed for **2nd** or **3rd** coats after **10 20** minutes.
- -Without proper protection, the finish can be ruined accidentally.

Ventilation Problem

A good ventilation for sprayed components:

- Will benefit to human's health (oil-based paint are toxic. We should keep ventilation the components to suck out as much VOCs – toxic chemical as we can)

- Aid the drying process





Noise Problem

- Too much noise generated from the extractor fan causing discomfort

Dust Control on Paint Surface



- This depends on the dust level of the user's working environment;
- ==> therefore it is fair to say that normal working environment is not dust-free.
- Under this circumstance, if the component's finish will be most likely get ruined by dust sticking on its surface if they are left exposed to let dry.

Clumsy Spraying Procedures

- Annoying or clumsy process resulting many users are sacrificing the finish's protection and just leave them exposed.



Key Insights



Following the correct way

DOESN'T following the correct way

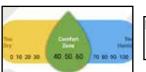
People who follow the normal/ correct procedures in airbrushing & storing the figure parts



Ruined their mood in enjoying the whole process



Decreased the figure drying speed



No control in humidity level

Decrease the quality/result of the paint finish



People who don't follow the normal/correct procedures in airbrushing & storing the figure parts

Skipped the necessary steps – provide a safe storage to the figures



Accidentally dropped the whole storage-set on the ground (& the paint finishes are ruined)



Dust drops on the paint finish

Decrease the quality/result of the paint finish

Don't have an all-in-one product – which helps smoothen the sprayng-storing procedures & quality



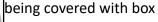
"Opening -> store -> close" step is the main annoying step to the user



Environmental issue – depends on the dust level of the place taken



Too time-consuming (waiting for getting dry, spraying for another colour coats etc.) Alos poor/zero ventilation when the figures are





Assuming/being too confident that skipping some steps won't have too much of a consequences

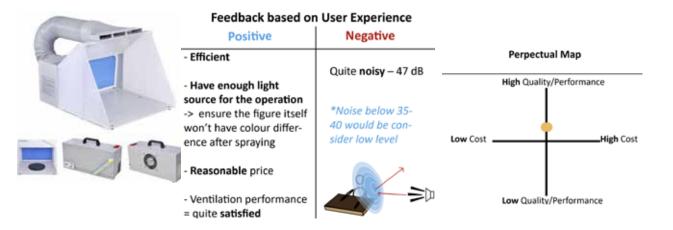


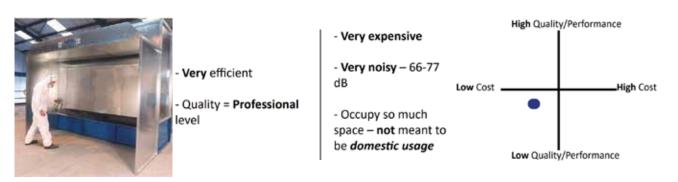
Self reflection - Identifying the problems and insights at the start of the project helps me clear my mind in knowing what the product requirements are, how should the user interact with the product and how/what types of technology I might need to use throughout the project.

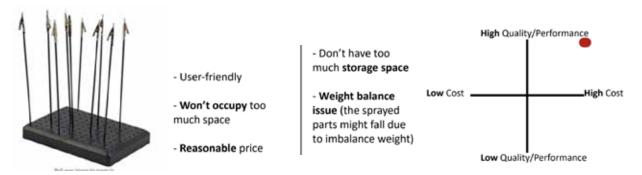
Initial Research - User Experience

Parallel products

My project will create a new product and it is specifically designed for airbrushing models. Therefore I cannot find an exact same product to compare and analyse. What I did here is to take certain similar products as reference and tackle their key points.



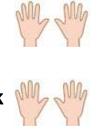




The chosen products have many positive inspirations, such as having effective extractor fan to create ventilation; user-friendly and price reasonable. But there are also negative discoveries among them such as the noise created during operation is too loud or the human factors were not well considered and designed for the product. these information guided me to understand what are the "product-operation-side effects" I should avoid or what are the good elements I should include.

Opportunities

Can use one hand finished the changing process - one hand put down and store and collect at ease and quick



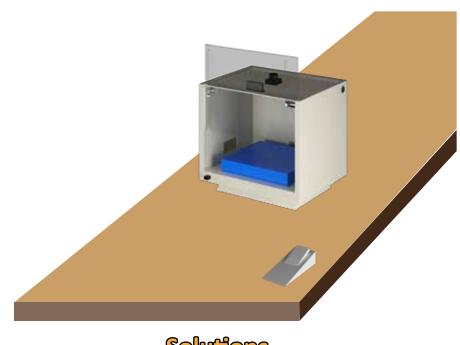
Automatically "collect" & "able to withdraw"?



Humidity control
Smell control
Anti-dust
Protection from unexpected paint
spilled into the finish

Easy cleanning
Esay assessamble & dissassemble
Low noise level

Anti UV
Space saving/portable



Solutions

What:

a price reasonable, space saving smart drying booth that its primary function is to help smoothen the spraying process by making the store-and-collect procedure easier and its secondary functions are providing extra functions to help the paint dries faster.

Where:

in a workshop or a room at home that can provide large working space as figure custom with airbrushing is an activity requires many space.

Who:

professional hobbyist; people who demand high quality finish for their collectables; people who do business with figure custom.

When: during and after airbrushing the figure parts

How: applying simple materials, manufacturing methods and mechanisms.

Self reflection - By comparing the similar products related to my project, I can understand what are the pros and cons of each product. Using these data to identify opportunities x solutions and be a reference guide for me when developing my ideas.

Concept Development

Product requirements

Must be able to perform the targeted tasks and goals:

- VOCs resistance (paint chemical)
- Space saving when not using
- Attractive appearance
- Durable to use/ easy to repair
- User-friendly & easy to assemble
- Anti-UV for the drying area
- Low noise level
- Good ventilation
- Temperature control
- Help Smoothen the spraying, store-and-collect process

User requirements

- Have a working desk for airbrushing (to make a setup)
- Reasonable price
- Understand how to assemble/disassemble

Ergonomics

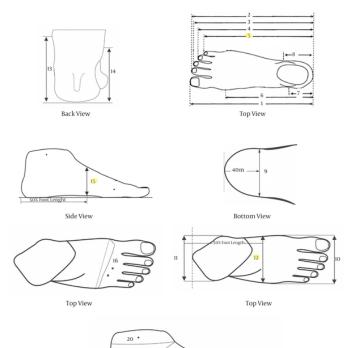
Table 2. Anthropometric Data of Hand, Foot and Ear for Female

Decements	Percentile			Standard Daviation	Standard Error
Parameter	5 th	50 th	95 th	Standard Deviation Standard E	Standard Error
Age (Years)	19	24	28	1.1	.11
Foot Breadth(cm)	8.0	9.0	10.0	0.59	.06
Foot Length (cm)	23.0	25.0	27.0	1.4	0.14
Foot Height (cm)	4.3	5.4	6.4	0.68	0.07
Hand Breadth(cm)	8.1	9.5	10.5	0.75	0.08
Hand Length (cm)	17.4	19.0	21.5	1.21	0.12
Hand Thickness (cm)	2.7	3.5	4.1	0.41	.04
Ear Height (cm)	3.2	5.5	6.2	0.88	0.09
Ear Breadth (cm)	2.5	3.0	3.4	0.23	0.02

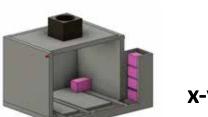
Ergonomics research results help understand the dimensions such as what are the table size, height are; what are the dimensions are human hands and soles dimensions etc. These data help provide a guidance or an idea to estimate how large the product was or what are the limits should set (for example, if the product can occupy too much space otherwise the sash might not have enough spare space to open and close).

Table	L (cm)	W (cm)
Large Table	107- 137	244 - 305
Standard	76 - 91	152 - 183
In Workshop	/	60 - 75
Chair	L (cm)	W (cm)
Standard		46 38

Table 1. Anthropometric Data of Hand, Foot and Ear for Male					
Parameter	Percentile			Standard Deviation	Standard
	5 th	50°	95 th	Standard Deviation	Error
Age (Years)	20	25	28.7	1.25	0.13
Foot Breadth(cm)	7.9	8.6	9.5	0.55	0.06
Foot Length (cm)	24.8	26.4	27.5	1.2	0.12
Foot Height (cm)	5.2	5.9	6.7	0.54	0.05
Hand Breadth(cm)	8.8	9.6	10.0	0.49	0.05
Hand Length (cm)	18.5	19.5	20.1	0.59	0.06
Hand Thickness cm)	3.0	3.4	4.0	0.39	0.04
Ear Height (cm)	5.1	5.5	6.2	0.32	0.03
Ear Breadth (cm)	3.1	3.4	3.8	0.28	0.03

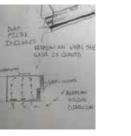


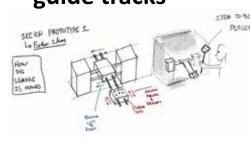
Concept Developement - Sketches, Prototypes

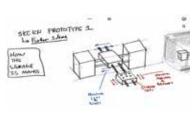


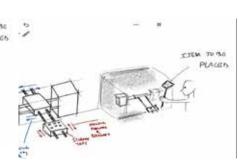
x-y axis and its guide tracks

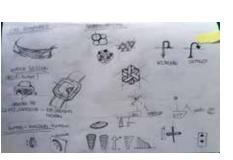
Tray Storage

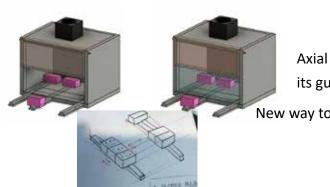








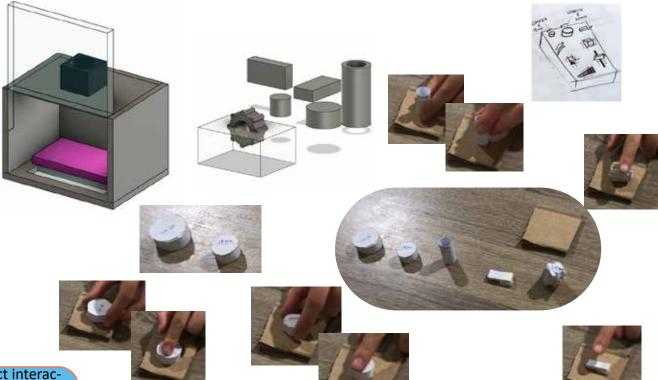




Axial actuator and its guide tracks

New way to store

New sash opening design



Self reflection - Based on researches such as usuability testing and human factors helped me to understand what are the best User-Product interactions and the sizes dimensions for the final concept.



Final product



Object	Dimensions (cm) L x W x H		
Drying Booth			
External area	39 x 48 x 45		
Internal - Drying area	35 x 45 x 35		
Tray Storage			
Assembled	33.2 x 29 x 5		
Individual	8.3 x 7.25 x 5		
Footstep Controller	22.3 x 10 x 6.4		

Interaction Requirements



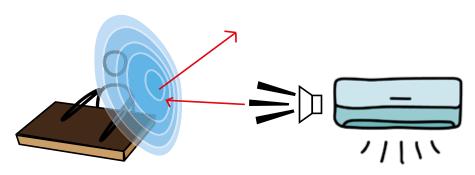
The user needs to press the On/Off switch to control the power of the booth



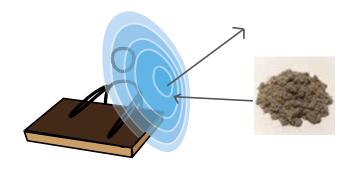
The user needs to step on teh footstep controller to control the opening and closing of the sasd (door) of the drying booth.



Product Functions & Features

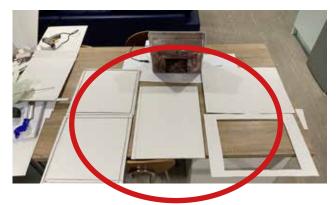


Low Noise Level Ventilation



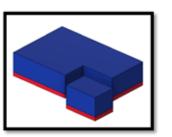
Dust-Proof

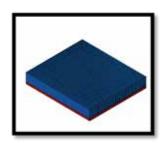
The dust filter limits the dust from entering the drying area.



Modular Storag Assembly

Modular design - the drying booth can be dissassembled when it is not in-use. This help space saving for domestic user.





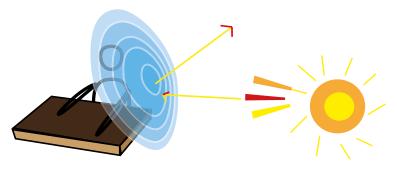
Modular Booth Assembly

Depends on how many parts are required to spray. Let's say there are only 5 parts to spray then the user can unplug one of the storage to save the rest for future use.



Temperature Control

When the drying area's temperature drops below 26 °C (room temperature) then the heater will turn on as 26 °C or above is the best temperature for paint get dries.



UV-Proof

The sash has coated with UV-coat. Meaning that even when the booth is placed facing to the sun, the booth is able to blocked the UV ray and avoid the paints get defects.

Technical Challenges

Materials & manufacturing

The material selections were based on advice from the technical supervisor, articles and online resources' support, along with showing the apporiate manufacturing process. A table of the drying booth components with the corresponding materail will firstly be shown. Following by the reason of choosing the material. Then lastly, the manufacturing process will be stated.

Components	Material	Manufacturing Process
Side panel (R)	Polypropylene	Injection molding
Sash	Clear acrylic	CNC
Wire rope (diameter: 1mm)	304 stainless steel	1
Rope-sash connector	Aluminium alloy	Forging
Motor connecting rod	Aluminium alloy	Extrusion
Side panel (L)	Polypropylene	Injection molding
Top panel	Polypropylene	Injection molding
Back panel	Polypropylene	Injection molding
Base panel	Polypropylene	Injection molding
Storage tray (top & bottom)	Polystyrene	Injection molding
Footstep controller	Polycarbonate	Injection molding



Material Cost (total £ required per materials)

Polypropylene: £3.34

Aluminium: £0.35

Acrylic (450mm×350mm5mm): £16.06

Polycarbonate (0.58/kg): £40.6×10-3

Polystyrene (0.07kg): £0.20

Purchase component cost (in £)

On off switch -1.22

Motor - 31.21

Limit switch -3.62

Bluetooth chip – 4

Force sensor -24.67

LCD display – 11

Fan - 5.5

G3 dust filter - 48.79

LED - 3.25

Heating wires -10.2

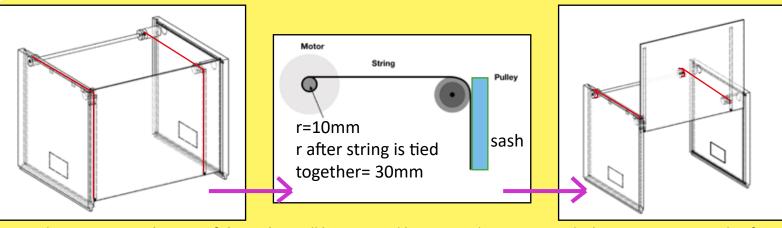
Thermometer -16.09

Rope - 18

- UV coat - 10.2

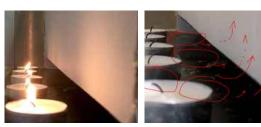
Mechanisms

Motor



For the opening mechanism of the sash, it will be operated by one single DC motor, which connects to one side of the bar rod. The bar rod connects to the pulleys and the straps which will be driven up and down when the DC motor is powered on. The motor will stop moving once the end of the sash hits the limit switch.

Ventilations





Calculations – Given my internal drying area has only a volume of 0.0551 m³, which is far smaller than a moisture and big bathroom. Yet, it will also require a high air circulation rate to help the sprayed parts dry faster, as a result, an estimation was made and decided to use 60 as the change of air. Therefore, the required airflow can be obtained by using the "Air Change Method".

Airflow (O) = cubic feet \times air changes per hour

 $0.0551 \text{ m}^3 = 2 \text{ cubic feet}$

Air changes per hour = 60; which is = 60/60 = 1 air change per minute

 \therefore Q= 2×1

= 2 cfm

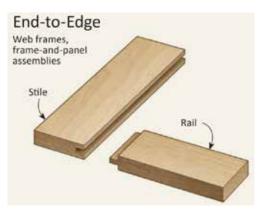
Therefore, for this prdocut, a minimum of 2cfm airflow is required to ventilate the drying area 60 times per hour.

Total cost

Total cost = £207.74 – given the purchased materials are raw materials from manufacturer and the shipping cost are excluded; the components are purchased online (include VAT) and the manufacture cost are excluded. The cost only means how much money is required for buying the material and the components for one product.

Technical Challenges

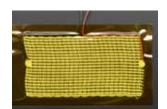
Assembly Design & Techniques



The booth boards are assembled using the Tongue-and-Groove techniques. This made the assemble process easy to do so.

And for the components (LCD screen, LEDs etc.), most of htem can be slide/push into the pre-molded holes on the panels. and some of them such as LEDs are already pre-connected with screws.

Assembly (electrical components & door sash mechanism)



Heating wires



on/off switch



Limit switch



DC motor



thermometer chip



G3 level - domestic level - dust filter





extractor fan





Bluetooth chip



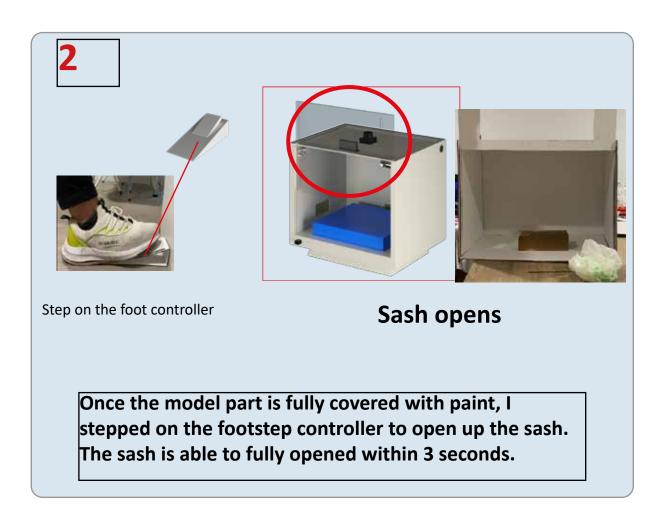


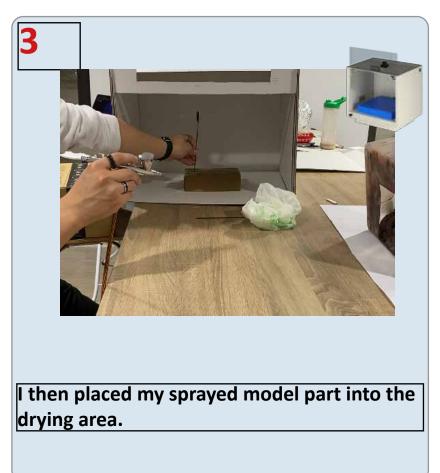


Product demonstration - Product Interaction

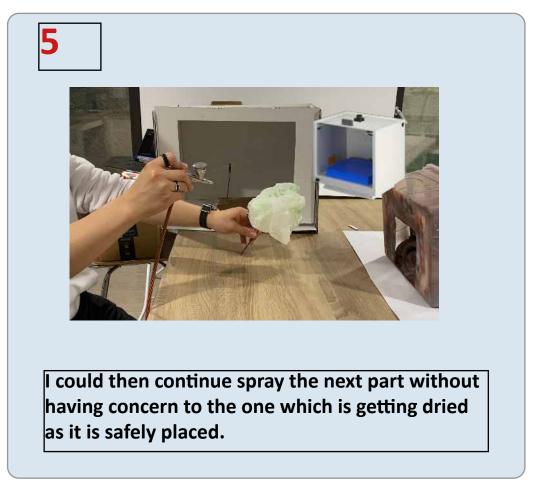


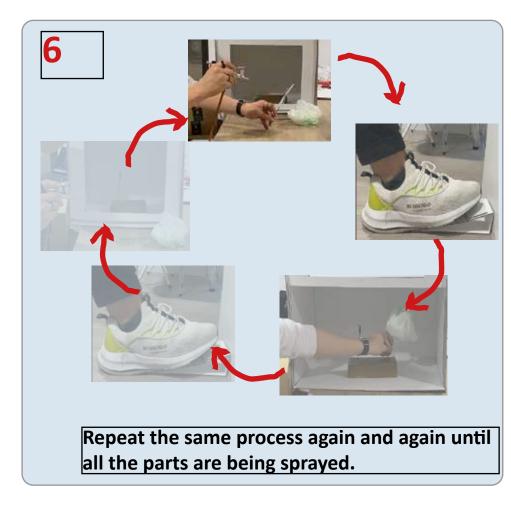
I firstly picked up and spray the first model part. It can be seen the the sash of the drying booth is closed. In real life, the sash is a one pieace clear acrylic. The hole I cut is just to show what is actually happening inside the drying area.



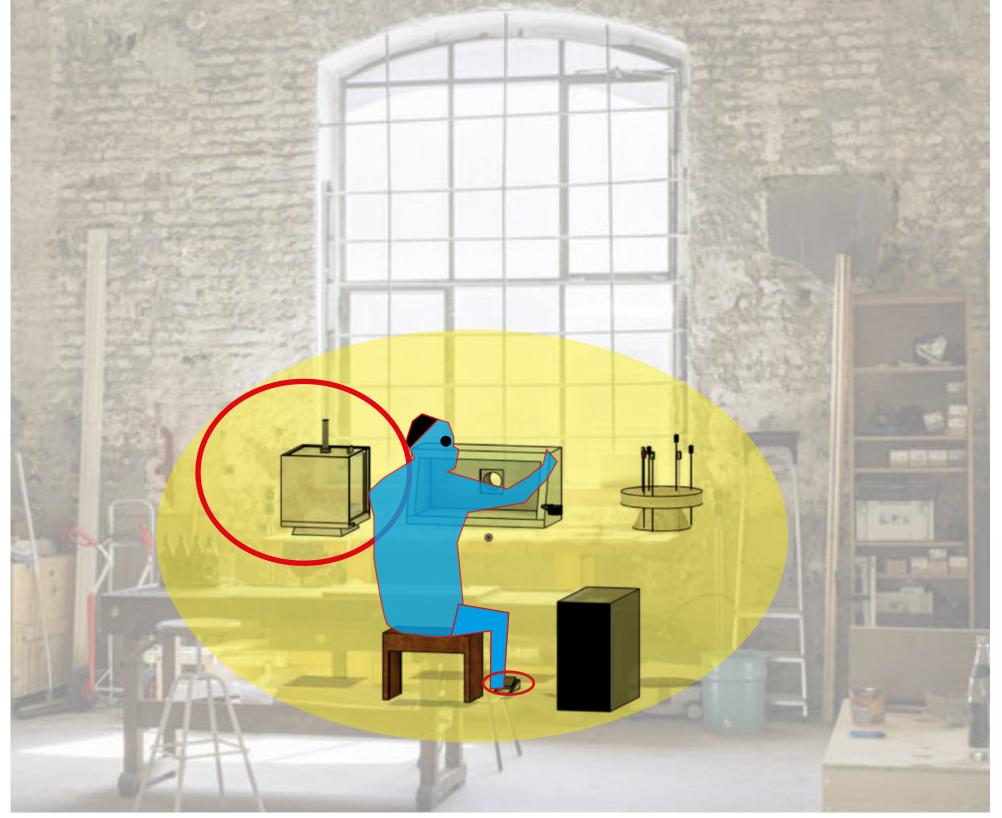


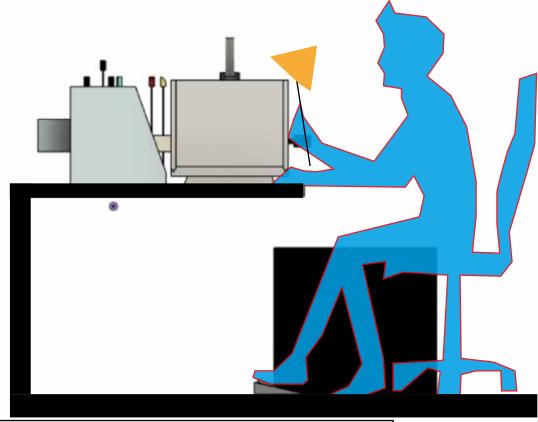






Product demonstration - User Scenario a

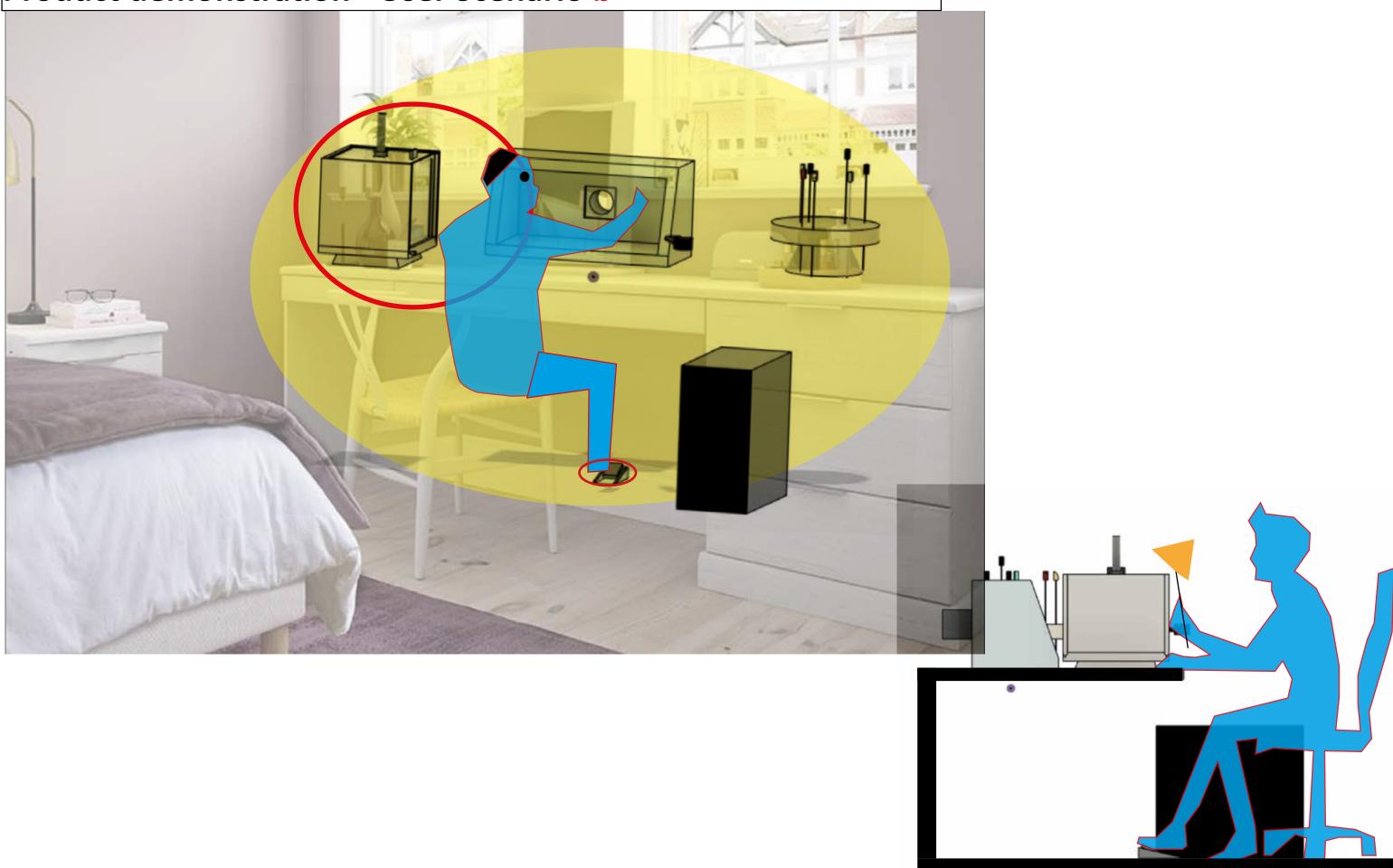




This is a business user who is doing figure custom commission work for his clients.



Product demonstration - User Scenario b



This is a professional hobbyist who is doing figure custom in his working room/ bedroom.