Welcome to EME150A!

TA: Destiny Garcia

Mechanical & Aerospace Engineering

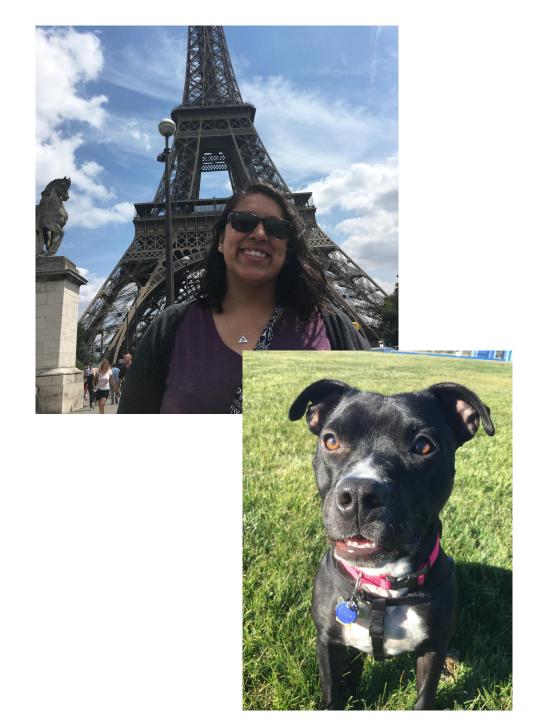
Agenda

- Introduction
- Syllabus
- What is Mechanical Engineering Design?
- Discussion
- Wrap up!

Introduction

Destiny Garcia

- 3rd Year Mechanical & Aerospace Engineering PhD graduate scholar
- Research: Distortion Manufacturing due to clamping mechanisms and stresses
- Fun fact: Visited Germany over summer & I just taught my dog how to play dead!



Get to know your neighbors

• Groups of ~4:

- In your groups:
 - Name
 - Major & year
 - What machines do you hope to design in the future?
 - Fun fact!

Mechanical Design – 150A & 150B

• 150A:

- Design
- Failure & fatigue analysis
- Product Lifetime
- Design project to prep 185 (Senior Design/Capstone Project)

• 150B:

- Gears
- Motors
- Drive trains
- Design and manufacture "Shigley Hauler"

Flashback to EME150B winter 2014



150A Project: Bicycle Rack for Unitrans Bus

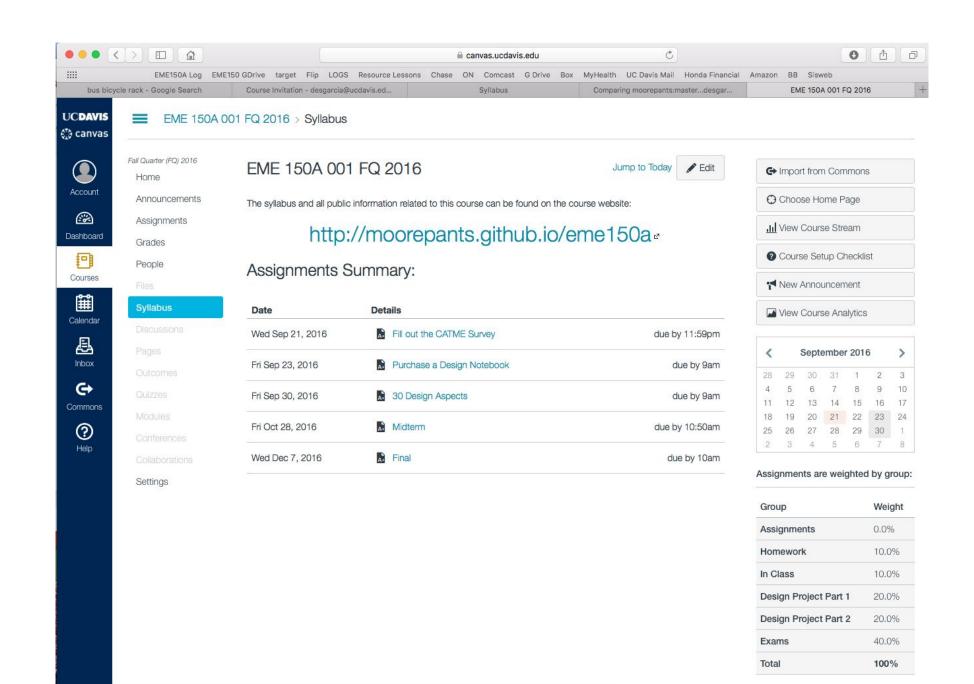
- Design a bike rack for Unitrans busses
- Concepts from:
 - ENG 35
 - ENG 45
 - ENG 104
 - EME50

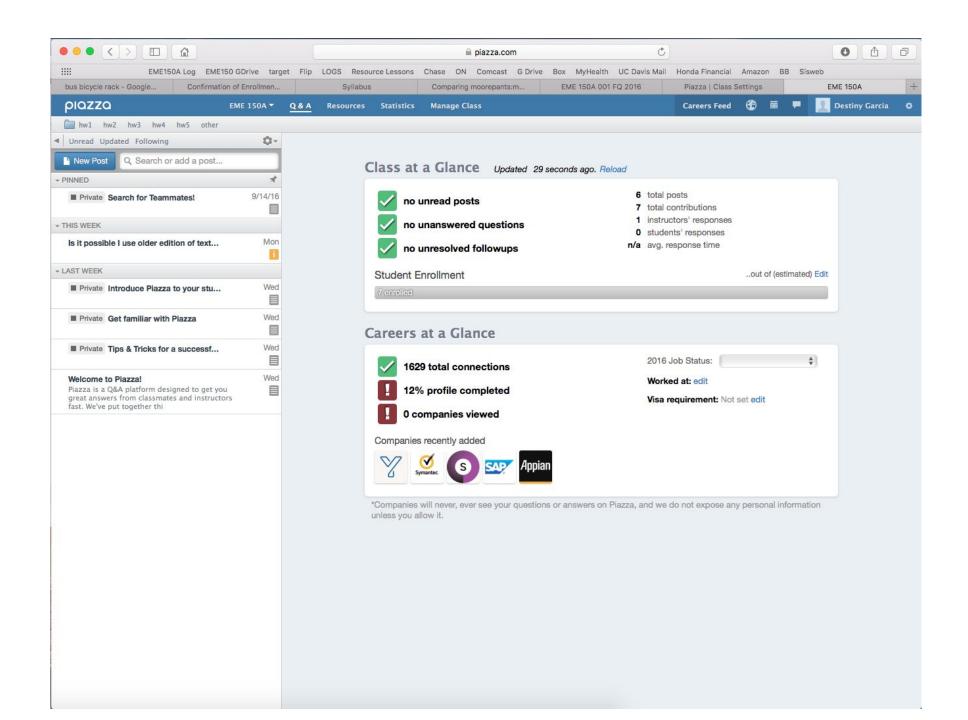


http://sf.streetsblog.org/2015/05/05/three-bike-bus-racks-on-muni-a-solution-for-late-night-transit-woes/

Syllabus

- http://moorepants.github.io/eme150a/
- https://login.canvas.ucdavis.edu
- https://piazza.com/class/it3yfhga4t66u6





What is Mechanical Engineering Design?

- In your groups:
 - Define mechanical engineering design in 1-2 sentences.
 - Think about what you've learned in previous courses, or class readings.

Mechanical Engineering Design

"The process of creating a solution to a problem or need utilizing mechanical systems and principles under constraints such as limited resources, limited knowledge, or codes and standards. The process involves creativity, ideation, ingenuity, and analysis that may need to guarantee safety, maintainability, sustainability, ethical standards, etc."

-Jason Moore

Typical mechanical design process:

- 1. Identify the needs
- 2. Rewrite needs as engineering specifications
- 3. Generate concepts
- 4. Evaluate concepts to see if they meet the needs and specs
- 5. Select best concepts
- 6. Test prototypes best concepts to see if they actually meet the needs and specs
- 7. Select best concept
- 8. Refine the design until specifications are met
- 9. Develop a implementation plan
- 10. Implement

NOTE: this is iterative!

Wrap up!

- Come to Bainer 2071 on Friday at 9 AM (Design Studio (CAE lab))
- Bring a design notebook
- Fill out CATME by midnight tonight!!