

Global Product Structure and Engineering Design

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- **Part 2: Review on the engineering design methodology**
- **Part 3: An engineer's dream and life**

Part 1: Structure of global products

A *global* product is ...

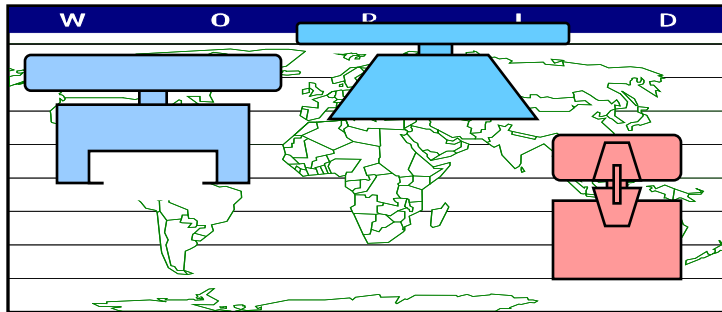
- A product which is sold worldwide.



A global product is classified into the *dedicated* or *platform* product.

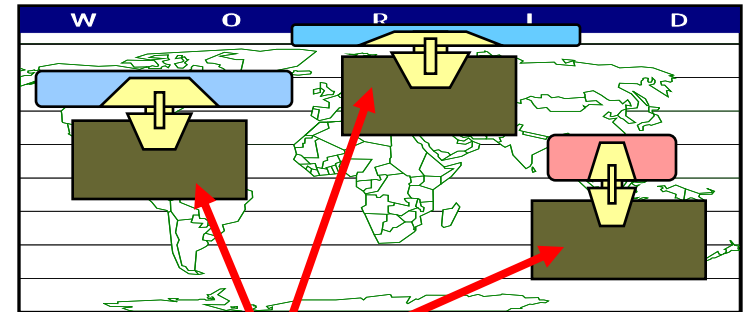
- According to the existence of the core element:

dedicated product



No core element exists
among product models
sold in different countries

platform product



A core element exists
among product models
sold in different countries

Dedicated products

- **Products produced in variations, tailored according to the local needs**

Canada



- Extra-large capa.
- Heavy duty
- Porcelain Basket
- Knit cycle

Brazil



- Internal heater
- Intelligent soak
- Glass lid

Hong Kong



- Anti-crease control
- Noise insulation
- Foam control
- Imbalance control

U.K.



- Front loading.
- Variable drying timer
- Vent free condenser drying

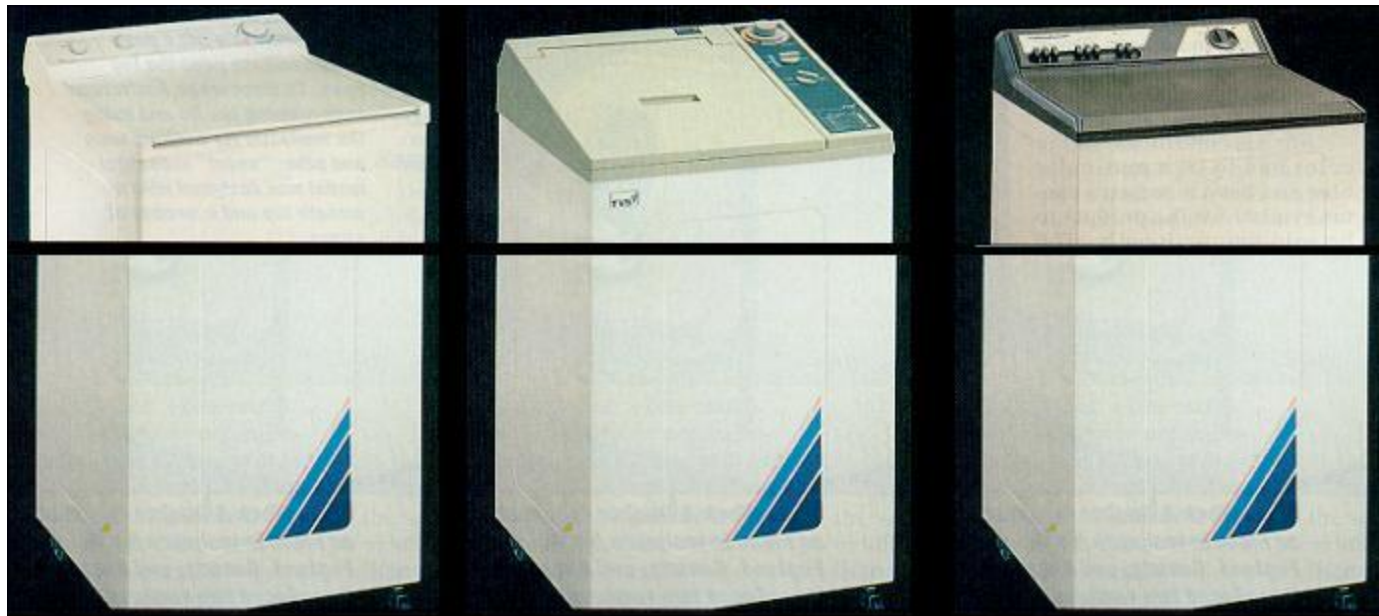
Platform products

- **Consist of**
 - ▶ **a core element** or invariant element, and
 - ▶ **other elements changed by local needs.**

Mexico version

Indian version

Brazilian version



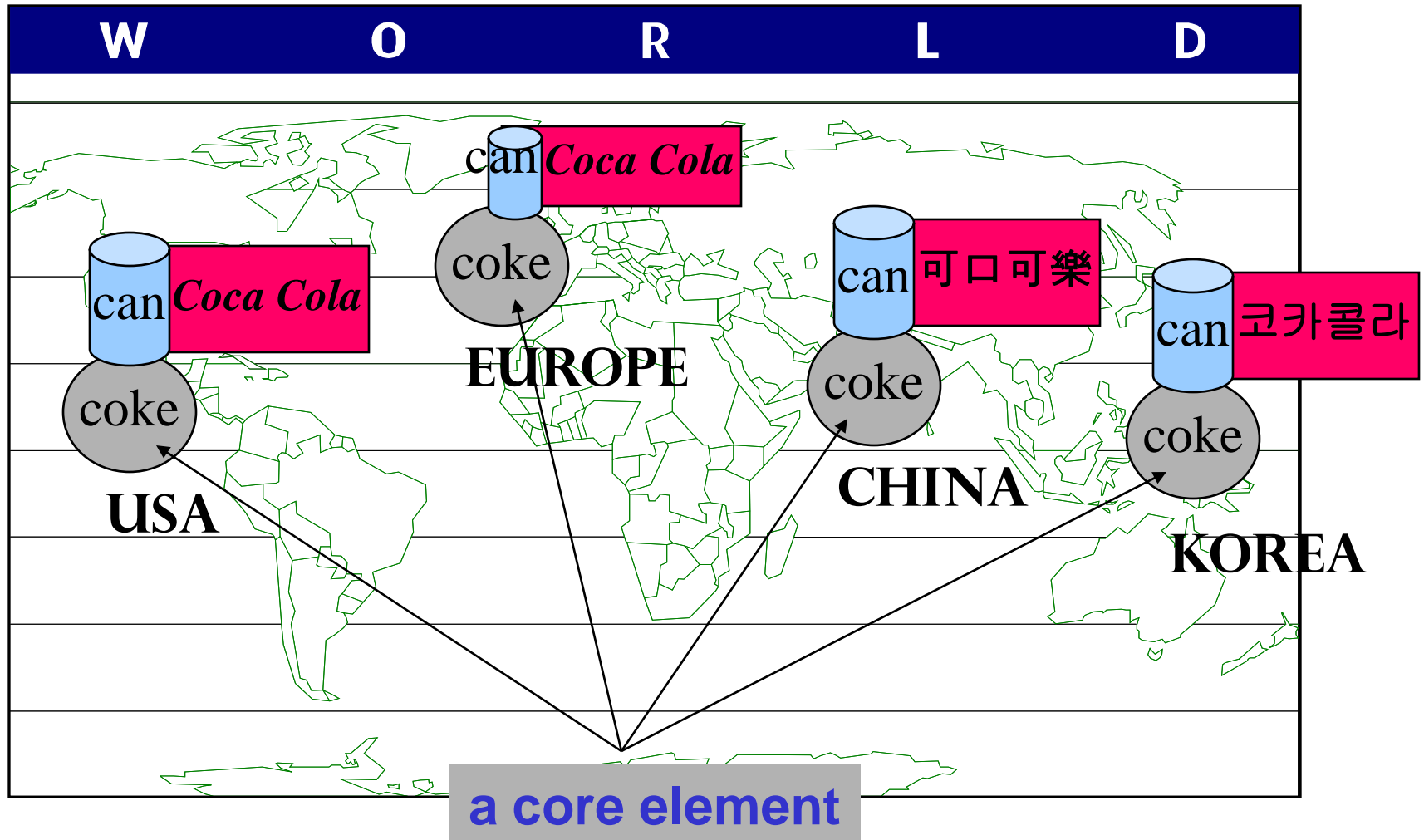
Elements
by local
needs

A core
element

Why platform product?

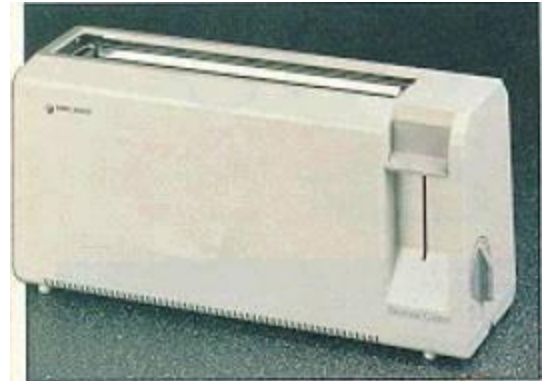
- To sustain the merit of **mass production** by mass producing the core elements
 - ▶ Still possible to save time and cost for developing various models for worldwide markets.
 - ➔ Lower sales price per each product
 - ➔ Flexibility for designing next models

'Coca Cola' is a **global platform** product.



Black & Dekker's Appliances

- A global toaster of the **platform** structure
 - ▶ U.S. market
 - Used for relatively thin bread
 - **Two slots**
 - ▶ European market
 - Bread is frequently too wide.
 - It has to accommodate one or two slices of bread.
 - **One large slot**
- ➔ The core element is the main body containing the heating unit.



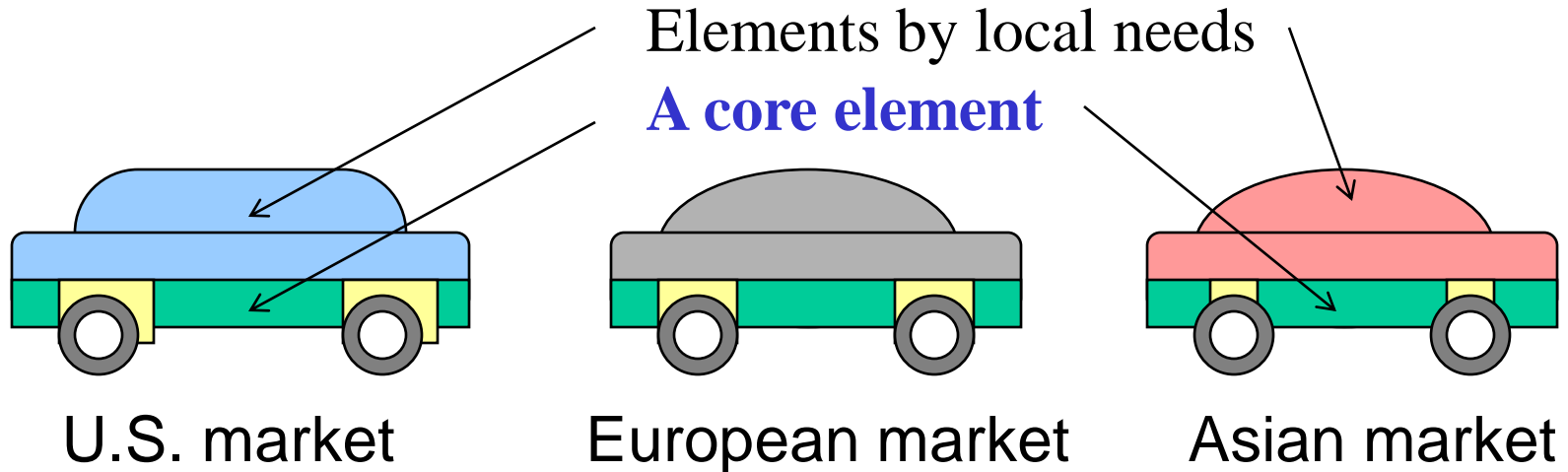
Honda's *World Car* project – Accord

- **Variation of local needs**
 - ▶ **U.S. market** : Big family car matching Ford Taurus in interior roominess, lots of compartments for maps and cups
 - ▶ **European market** : Short and narrow body, expected to feature the stiff and sporty ride for providing better handling on narrow roads
 - ▶ **Japanese market** : Stylish, jazzy, sportier compact body aiming at young professionals packed with high-tech feature such as a navigation system

One model doesn't fit all worldwide.

- **Then, designing a different model for each market (dedicated product)?**
 - ▶ **Ford Motor Co. spent \$2.8 billion for redesigning the 1996 Taurus model**
 - ▶ **Too much cost and lead-time for developing three different models**
 - ▶ **Will lose the merit of mass production**
 - ➔ **The sales price and the time-to-market of each model will increase.**

Honda's challenge



U.S. market

Japanese market



Accord Sedan DX

L: 4,796
 W: 1,786
 H: 1,445
 WB: 2,715
 TW: 1,554/1,534
 E: 2.3 l / SOHC



Accord SiR

L: 4,635
 W: 1,695
 H: 1,420
 WB: 2,665
 TW: 1,480/1,480
 E: 2.0 l / DOHC

(Note) WB = wheelbase TW = track width (front/rear)

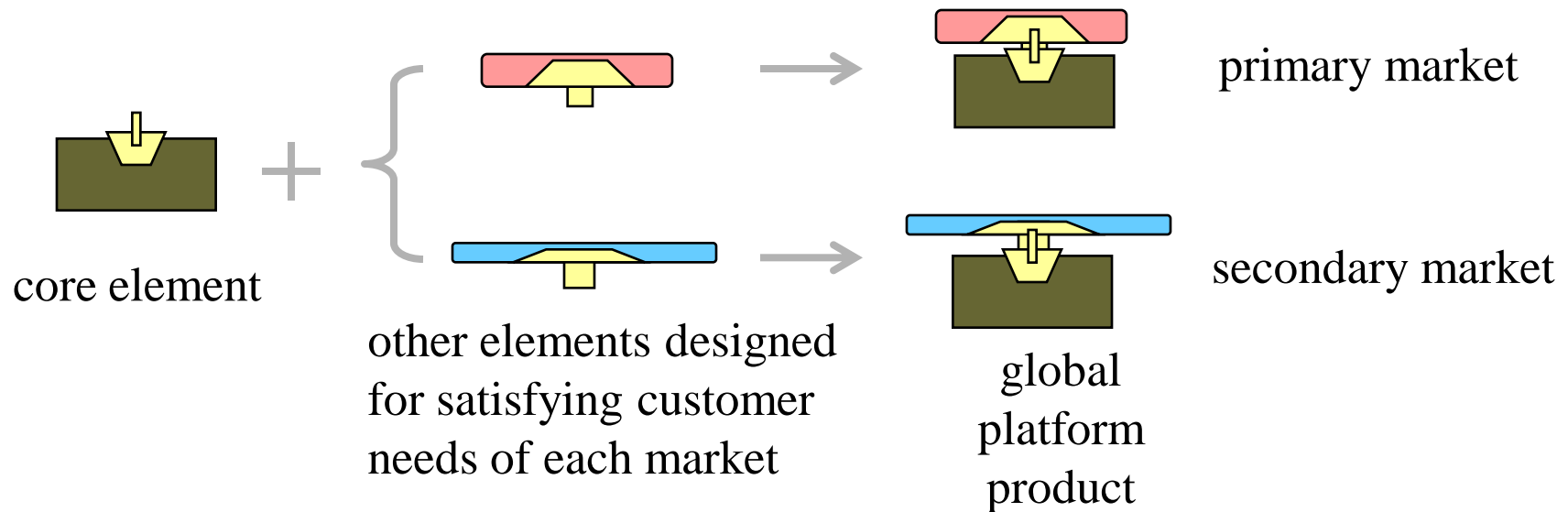
Pricing punch by Honda *Accord*

- **Flexible global platform** idea gave birth to three distinct *Accords*
 - ▶ that cost 20% less than the single Accord developed 4 years ago
 - ▶ Savings: \$1,200 per car

| Model | Power | Base Price | Passenger Space |
|-----------------|-----------------|------------|------------------|
| 98 Honda Accord | V6, 3.0l, 200hp | \$21,500 | 101.7 cubic feet |
| 98 Toyota Camry | V6, 3.0l, 194hp | \$22,978 | 97.9 cubic feet |
| 98 Ford Taurus | V6, 3.0l, 200hp | \$19,290 | 101.5 cubic feet |

We recommend you to design a **global platform product**,

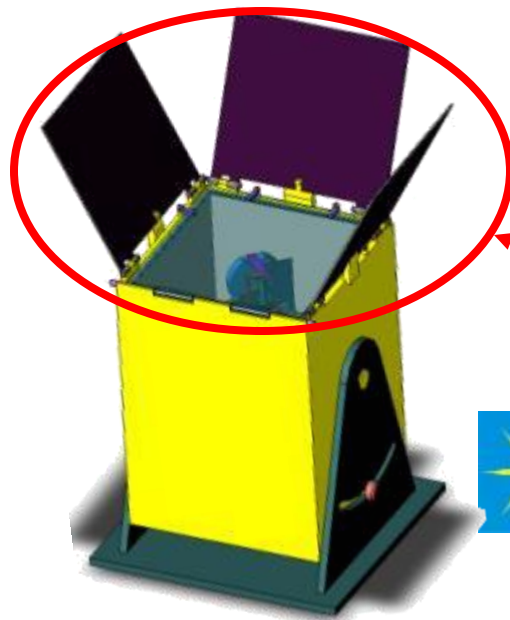
- which consists of
 - ▶ a **core element**, and
 - ▶ the other elements changed by the needs of each market you selected.



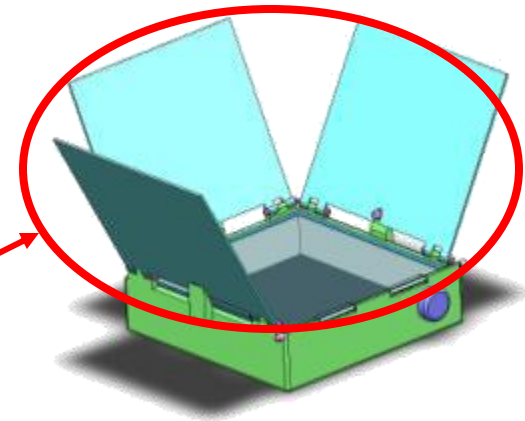
GPD design project example (1)

- **Primary market:**
African region
(Ethiopia)
 - ▶ sterilization of syringes for immunization and therapeutic purposes

- **Secondary market:**
USA
 - ▶ Boiling water by solar energy



core element



GPD design project example (2)

Educational Toy

- **Primary market:**

USA

- ▶ Hand-cranking
- ▶ Various contents

- **Secondary market:**

African region

- ▶ Hand-cranking
- ▶ Educating HIV/AIDS



core element:
main body

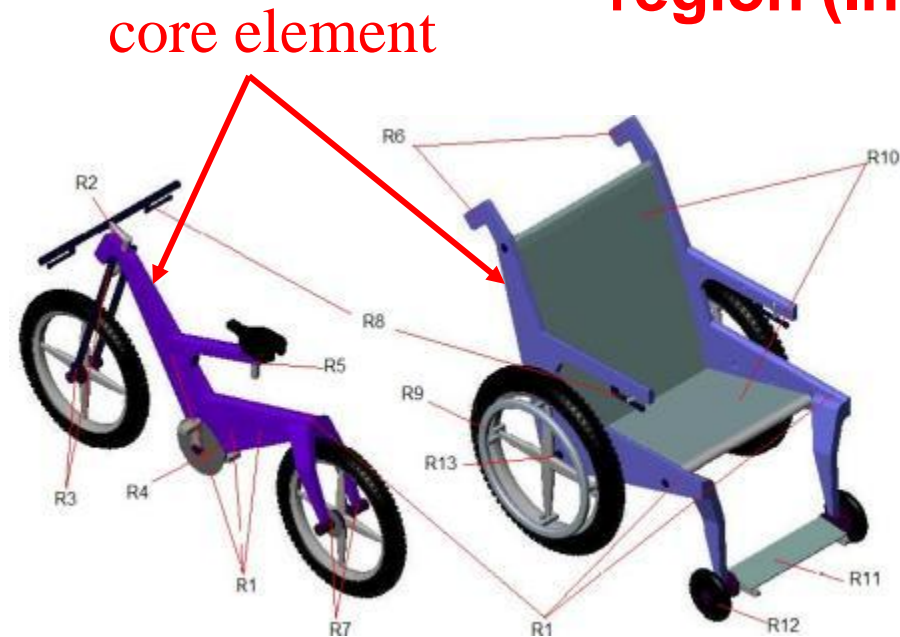
Contents are
different.



GPD design project example (3)

Transformable Bike

- **Primary market:**
European region
(Germany)
- **Secondary market:**
African and
developing Asian
region (India)



Part 2: Review on the engineering design methodology

(especially, on the systematic *conceptual design*)

A good reference on engineering design methodology

Pahl, G. and Beitz, W.

***Engineering Design – A Systematic
Approach***

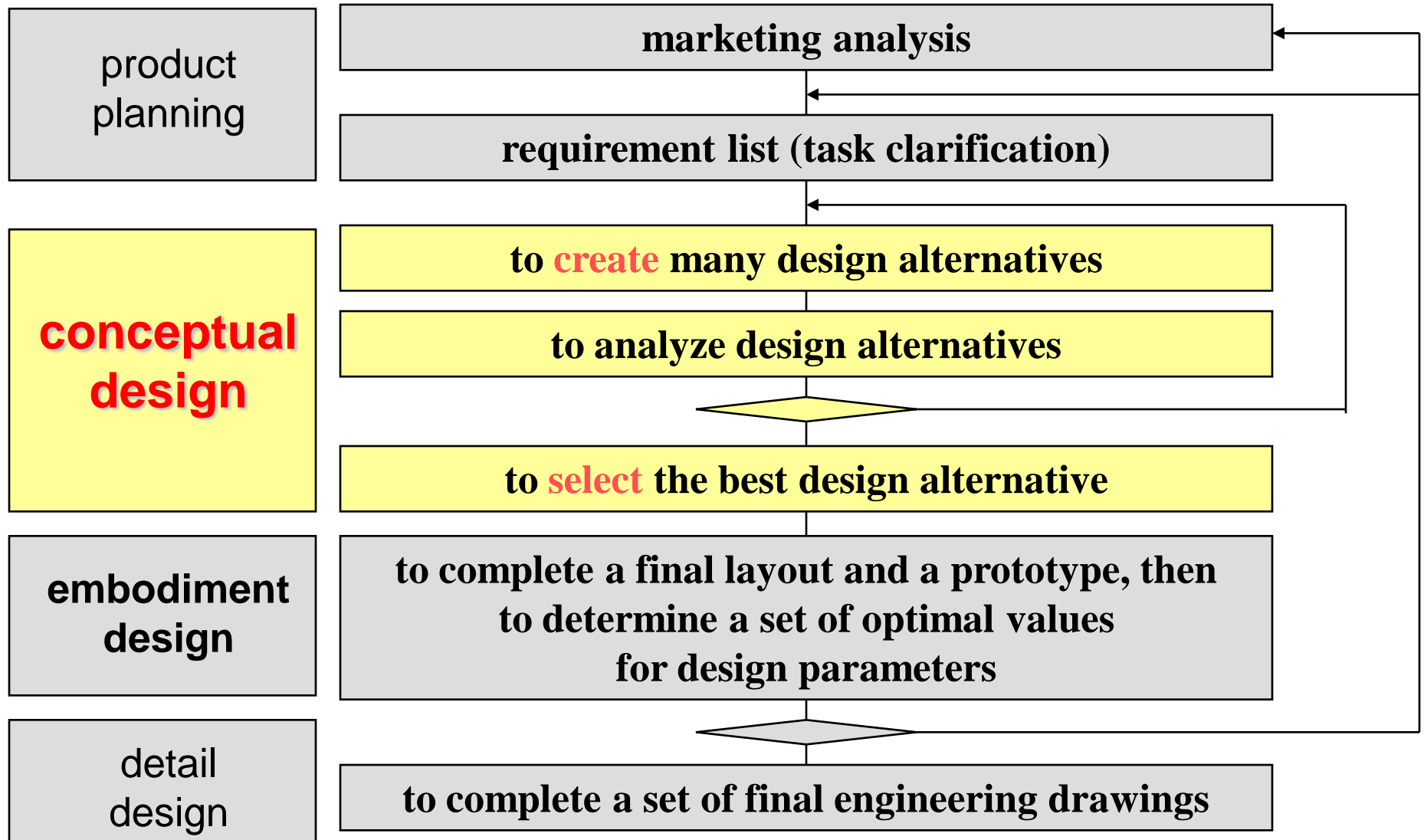
Springer, London, 1996.

- Technical University of Berlin -

Engineering design is

To create as many as design alternatives
to the given customer requirements
by applying scientific and engineering
knowledge,
then, **to select a best one** among them, and
finally, **to optimize** it,
within the constraints set by material,
technological, economic, legal,
environmental and human-related
considerations.

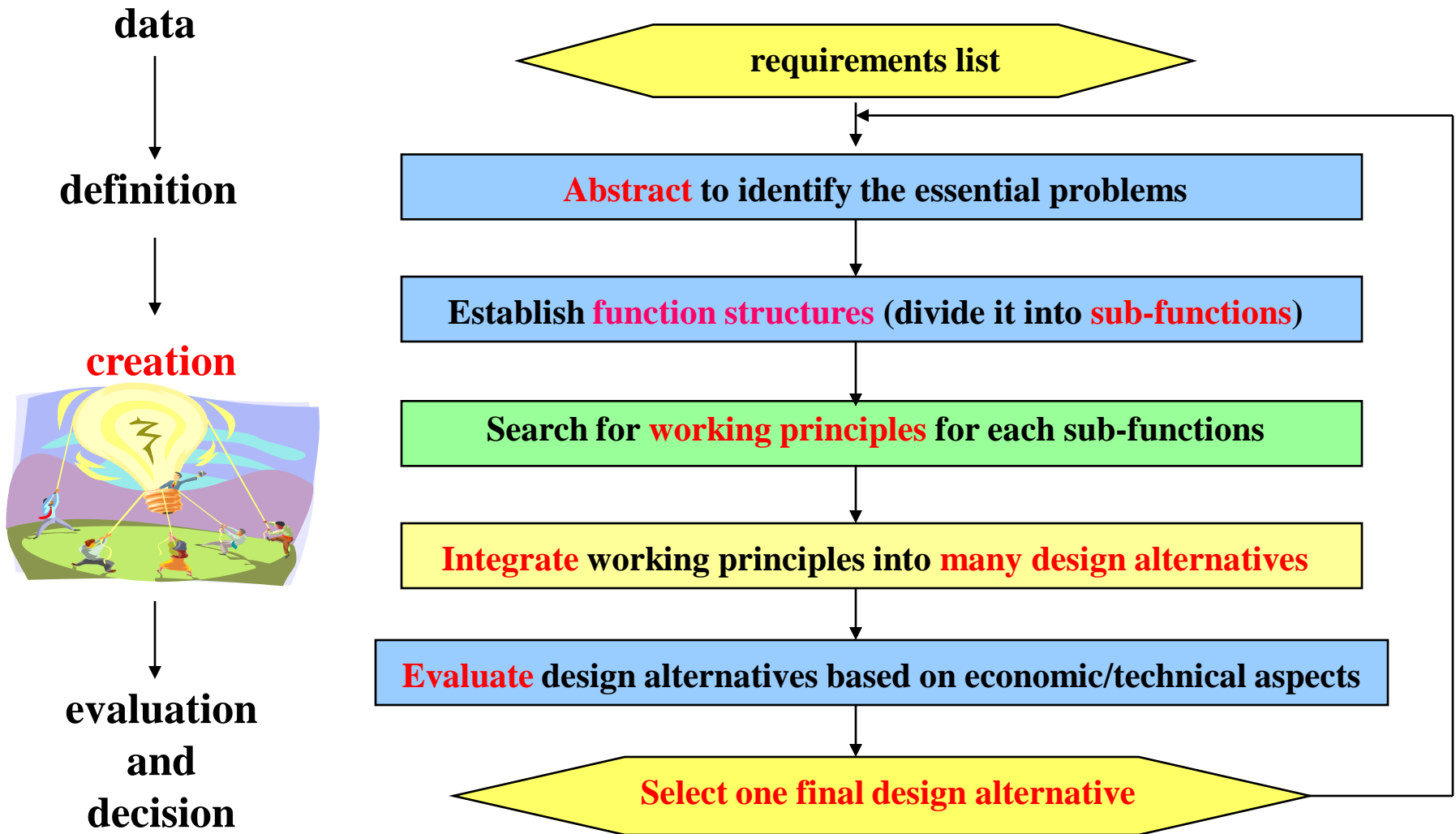
Steps of engineering design



Conceptual design

- **Input** : a requirements list
- **What to do** : create as many as design alternatives, and then, select a best one among them.
- **Output** : a best design alternative

Steps of the conceptual design



A case study: To design a spider golfer (undergraduate design project in 2004)



Conceptual design starts from the requirements list.

D: *demand*, the requirement that must be met under all circumstances.

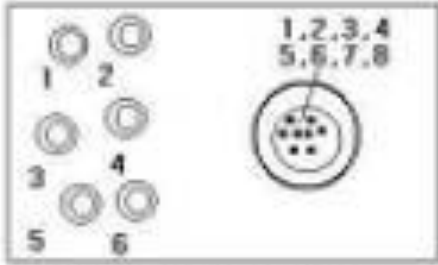
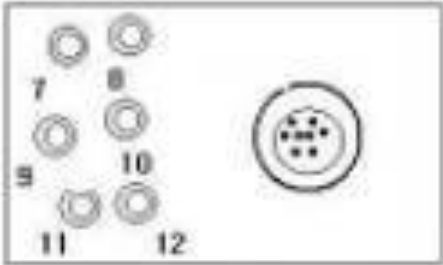
W: *wish*, the requirement that should be taken into consideration whenever possible

| user | | Requirements list for project, product | | issued on |
|----------------|---------------------------|---|--|--------------------------|
| change | | D or W | requirement | page |
| Date of change | Specify if item is D or W | functions required by customers. | constraints satisfied by the product. | Design group responsible |

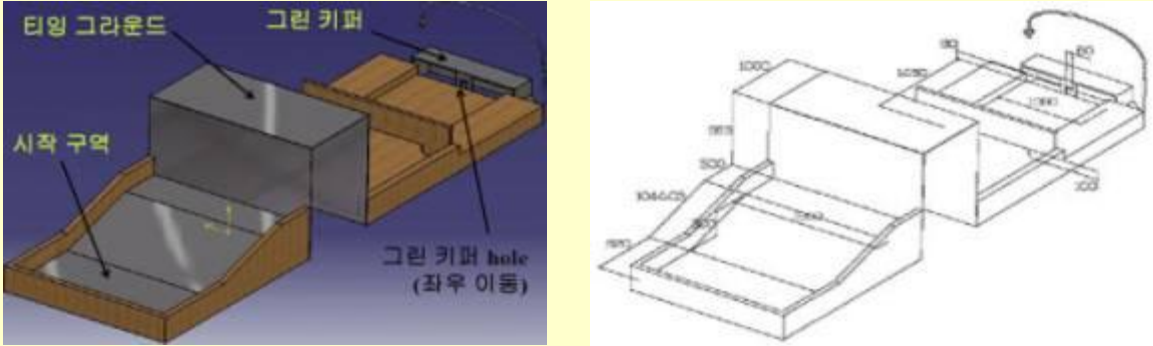
Requirements list for the spider golfer (1)

| | | | | |
|-----------------------|--|-----------------|--|---------------------|
| Marketing Engr | | Director | Requirements list for Spider Golfer | 2004. 9. 15. |
| Soo Ho Lee | | Jongwon Kim | | page 1/3 |
| D/W | Required functions and constraints | | | |
| W | <p><u>Geometry</u> The whole body of the machine should be located on the fixture (1860 x 1000mm). No constraints on the height. Within 500 x 500 x 500 mm</p> <p><u>Material</u> steel or aluminum</p> <p><u>Velocity</u> See the contest fixture (page 3), maintain average velocity so that the round trip should be done within 4 min.</p> <p><u>Motion</u> When moving on the plane floor, the forward and backward movement should be possible (max. velocity = 0.05m/sec). Steering should be also possible. The robot can proceed from the plane to the vertical surface and vice versa. The robot can move up and down the vertical surface (max. velocity = 0.02m/sec).</p> <p><u>Grip</u> The robot grips the golf ball on the fixture and stores it inside the body within 10 sec.</p> <p><u>Tee-off</u> The robot throws the ball to the desired direction within 5 sec. The shooting velocity should be fast enough to reach the goal gate, but not too fast for the camera sensing.</p> <p><u>Golf ball</u> standard mass 45.93g, diameter 41.15mm</p> | | | |

Requirements list for the spider golfer (2)

| | | | |
|----------------|--|--|--------------|
| Marketing Engr | Director | Requirements list for Spider Golfer | 2004. 9. 15. |
| Soo Ho Lee | Jongwon Kim | | page 2/3 |
| D/W | Required functions and constraints | | |
| | <p>Force The robot can resist the gravity force when moving on the vertical surface.</p> <p>Energy DC 24V (4-6A) Pneumatic source 5 kgf per square cm Vacuum source (specification TBA)</p> <p>Control Joystick signal: 4 channels On/off signal for pneumatic and vacuum source: total 8 channels The robot should accommodate two connectors as follows (size 40 x 40 x 70mm)</p> <div style="display: flex; justify-content: space-around; align-items: flex-end;"> <div data-bbox="465 903 1025 1246" style="text-align: center;">  <p>조이스틱/공압 커넥터</p> </div> <div data-bbox="1078 893 1591 1258" style="text-align: center;">  <p>진공 커넥터</p> </div> </div> | | |

Requirements list for the spider golfer (3)

| | | | |
|----------------|--|--|--------------|
| Marketing Engr | Director | Requirements list for Spider Golfer | 2004. 9. 15. |
| Soo Ho Lee | Jongwon Kim | | page 3/3 |
| D/W | Required functions and constraints | | |
| | <p data-bbox="305 511 533 544"><u>Contest fixture</u></p>  <p data-bbox="305 906 1190 989"><u>Mobility</u> One persons should be able to carry the robot. Max weight 5 kg.</p> <p data-bbox="305 1032 1808 1065"><u>Returning</u> when it falls from the cliff and turned over, it can return to the original posture by itself.</p> <p data-bbox="305 1108 1479 1140"><u>Operation</u> Remote controlled by human using joysticks and on/off switches.</p> <p data-bbox="305 1183 1736 1255"><u>Cost</u> Materials are steel or aluminum stored in the shop floor. The total cost of the other machine elements purchased from outside shops must be within US\$ 150.</p> | | |

1. **Abstract** to identify the essential problems

- The start point is to analyze the requirements list, and **to omit requirements that have no direct relationship** with the required function and essential constraints
- Then, to transform quantitative into qualitative data, and,
- To reduce them to **essential statements which define the required function** of the new product.

Abstraction for the spider golfer

A requirements list → Abstraction

| 작성시 대수호 | 개발팀명 김홍원 | 기타공퍼 기구부 요구사항목록 | 2004. 9. 15. page 1/5 |
|--|-------------|-----------------|--------------------------|
| MIO 요구사항 | | | |
| ○ 견뢰성/동작률 대수호 사에 기구부 모든 부분이 100% (1000 x 1000mm) 안에 있어야 한다. 높이는 제한이 없다. 500 x 500 x 500 mm 이내 안에 정면에 대해서는 제한이 없다. | | | |
| ● 높이 max는 앞뒤대수 (4개) 등 근부적인 형태가 아닌 부분의 경우에는 예외 적용 | | | |
| ○ 속도 경기용(정확 정도) 발목 시간에 4분 15초 이내가 될 수 있는 평균속도 유지 | | | |
| ○ 운동 발목을 움직이는 경우 전후좌우로 이동 가능해야 하며, 발목운동 최대속도 0.05m/sec. 발판에서 수직방향으로, 수직방향에서 발판으로 90도 전환해서 50cm 갈 수 있어야 한다. 수직방향을 가리키는 방향이 90도 이내로 갈 수 있어야 한다. 각 방향이 90도 최대속도 0.05m/sec. | | | |
| ● 회전속도/그림 그림 설명을 알았을 경우 최대 회전속도를 180도 이내로 정해져 있어야 한다. | | | |

| 작성시 대수호 | 개발팀명 김홍원 | 기타공퍼 기구부 요구사항목록 | 2004. 9. 15. page 1/5 |
|--|-------------|-----------------|--------------------------|
| MIO 요구사항 | | | |
| ○ 수직방향을 수행할 경우, 발판에서 수직방향을, 수직방향에서 발판으로 90도 전환해서 50cm 갈 경우 움직임을 충분히 다룰 수 있어야 한다. 움직임을 대기가 위해서 자석을 사용할 수 없다. | | | |
| ● 회전 회전 각도 45.83g, 회전 지름 41.15mm | | | |
| ○ 에너지 전압 24V (4-44) 전압 중간 5 kgf per square cm 전송 전류 1.5A | | | |
| ● 제어부/모터/전선 모터는 4개 이상 4 채널 중간 및 전압 motor 전압 4 채널 본체에 대해 그림과 같은 지름이 두 종류를 하나씩 만들어야 한다 (크기: 40 x 40 x 70mm) | | | |

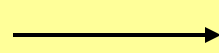
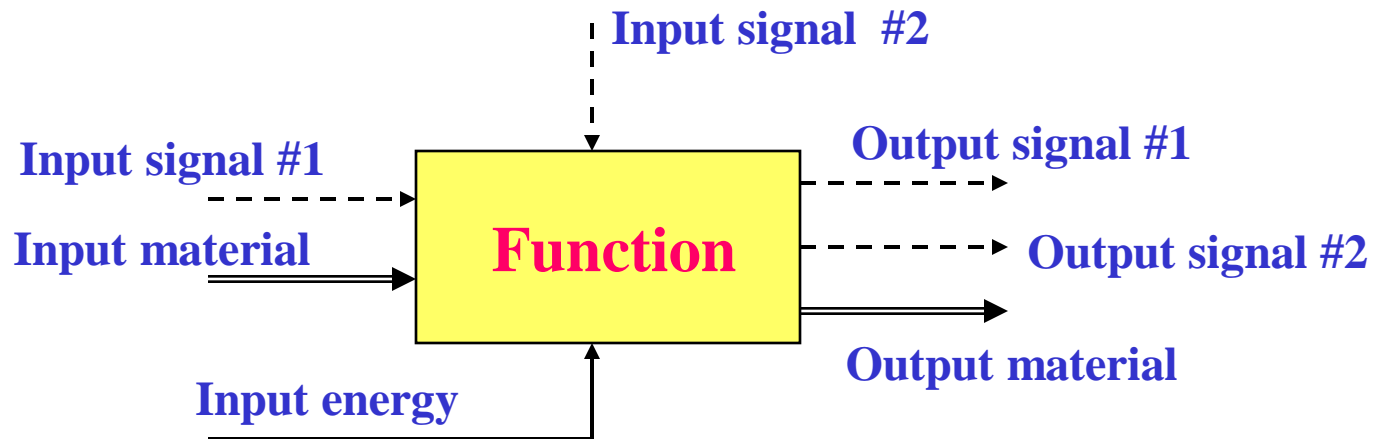
| 작성시 대수호 | 개발팀명 김홍원 | 기타공퍼 기구부 요구사항목록 | 2004. 9. 15. page 3/3 |
|---|-------------|-----------------|--------------------------|
| MIO 요구사항 | | | |
| ○ 회전속도 회전 속도 2mm 이상일 수 있을 정도의 무게가 10g, 100g 부피에 걸쳐서 회전 가능해야 한다. 최대 무게 5 kg. | | | |
| ○ 회전속도 수직방향에서 수직방향 본체에 정면이 바뀌거나 옆으로 90도 회전할 수 있는 기능에 있어야 한다. | | | |
| ○ 회전 모터와 전선 스텝을 통해서 원격으로 제어 가능해야 한다. | | | |
| ● 회전속도 회전속도는 100mm 이상일 수 있는 것을 사용하며, 그 범위 내에서 회전속도는 480rpm 이내로 한다. | | | |

▶ **Basic functions:** Grip the golf ball on the fixture, move on the plane and vertical surface to reach the tee-off ground and release the ball. Then return to the starting area.

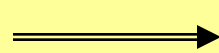
▶ **Essential constraints:** The robot is remotely controlled by human beings outside the contest fixture.

2. Establish a function structure

- Express the abstracted problem into the function structure
 - ▶ “function” is described in the box.
 - ▶ Define input and output for each function block.



energy

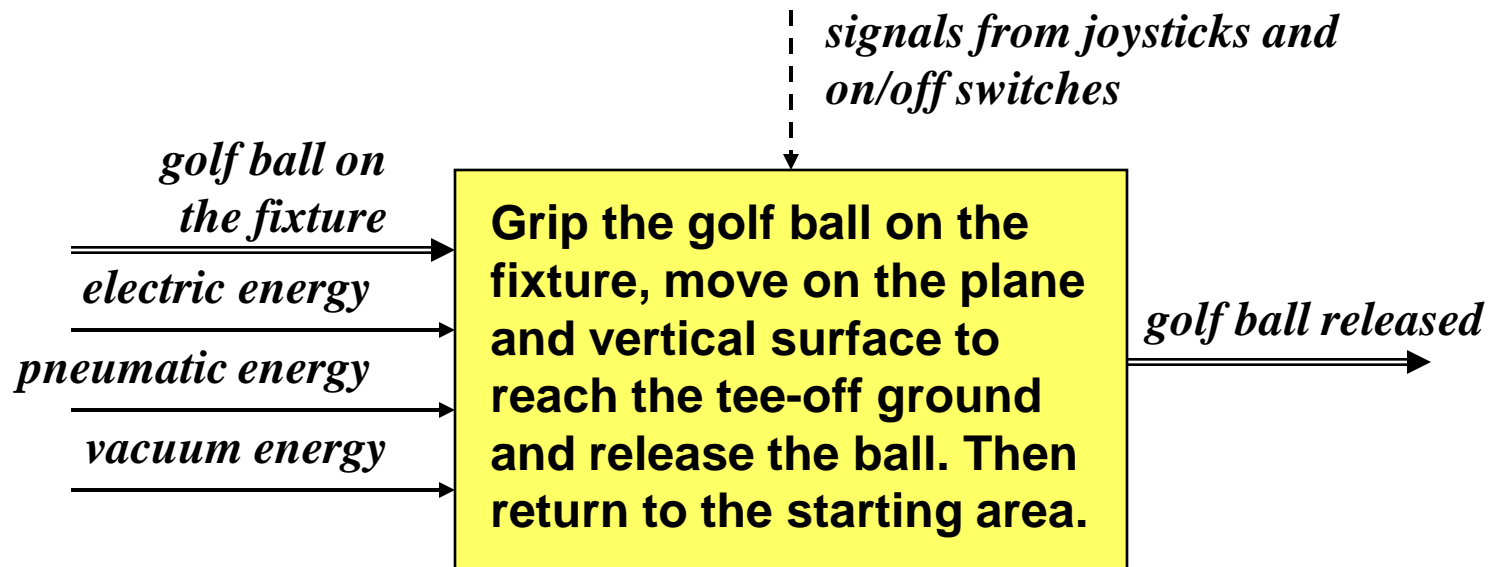


material

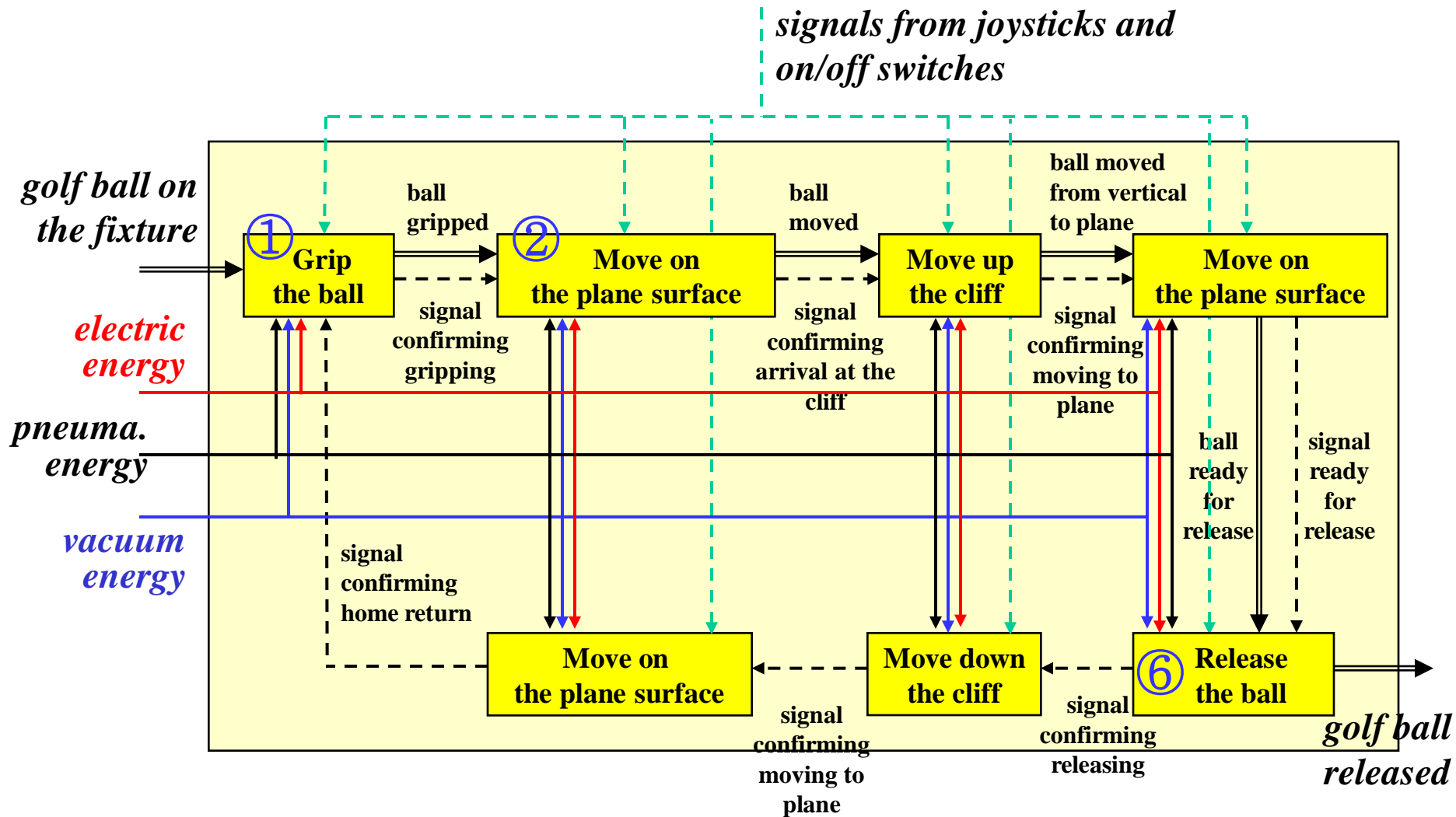


signal or information

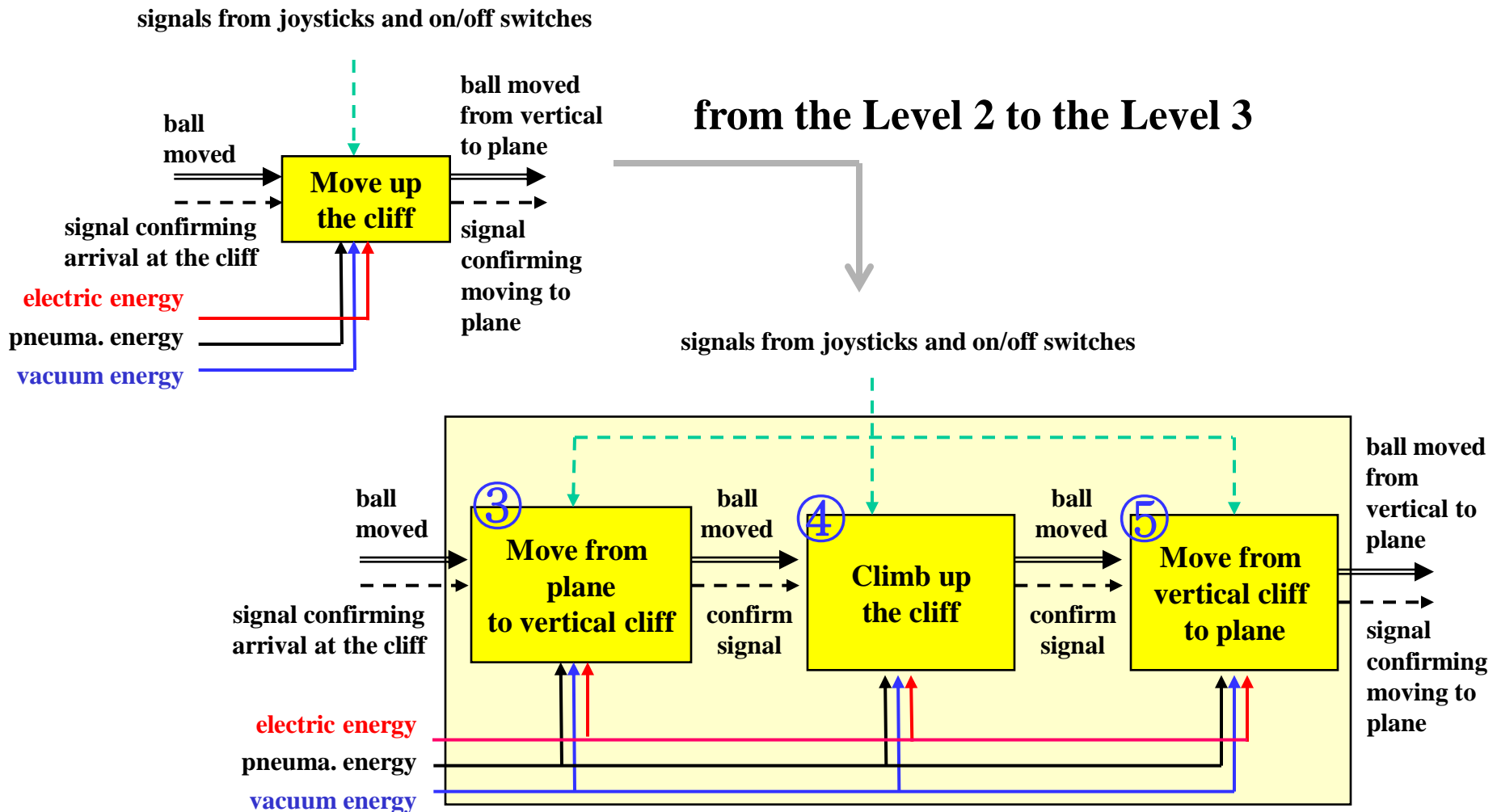
Level 1 function structure: A spider golfer



Level 2 function structure: A spider golfer



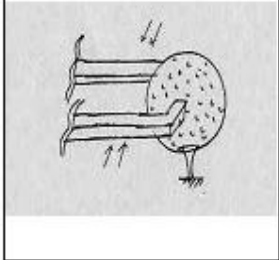
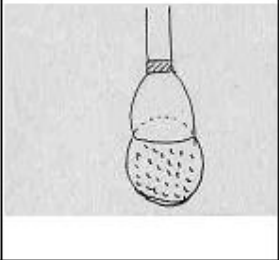
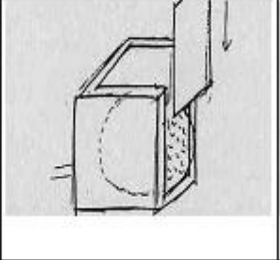
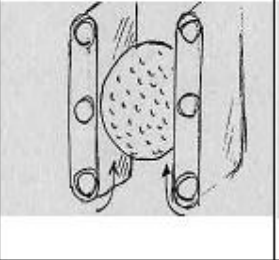

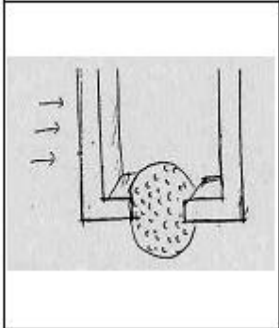
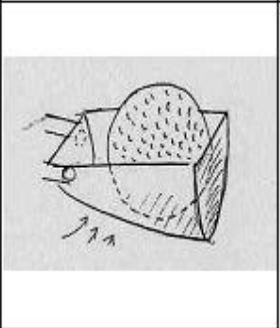
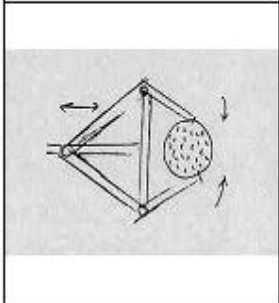
Level 3 function structure: A spider golfer



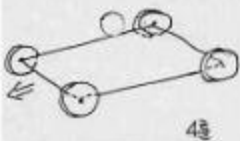




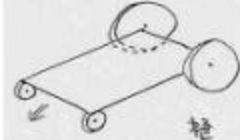
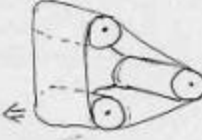

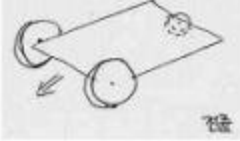
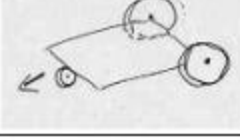

3. Search for **working principles** for each sub-functions

- **List up the sub-functions to be realized from the functional structure.**
- **For each sub-function, search for the working principles which can realize the sub-function.**
 - ▶ **By using brainstorming**
 - ▶ **By referring to the previous technologies, literatures and brochures.**

Working principle search for the sub-function #1

| Sub-functions | working principle #1 | working principle #2 | working principle #3 | working principle #4 | working principle #5 |
|---|---|---|---|---|---|
| | grip from both sides | grip using vacuum | grip using container | grip using caterpillar | grip using wire trap |
| <p style="text-align: center; font-size: 2em; font-weight: bold;">①</p> <p style="background-color: yellow; padding: 5px;">Grip the ball</p> |  |  |  |  |  |
| |  | |  | | |
| |  | | | | |


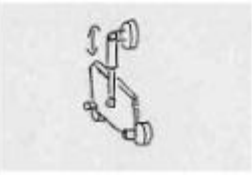

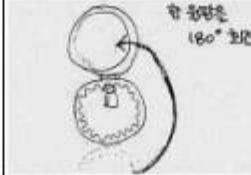
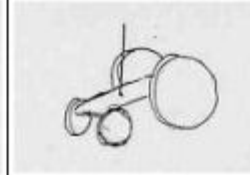
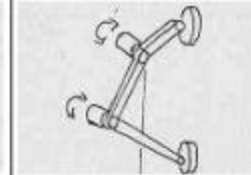
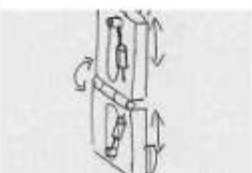
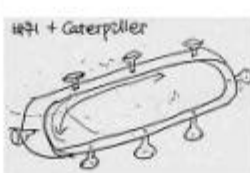
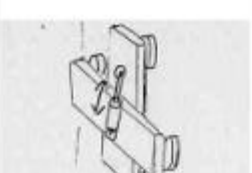
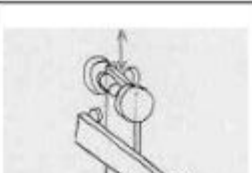
Working principle search for the sub-function #2

| Sub-functions | working principle #1 move using wheels | working principle #2 move as insects | working principle #3 move like a tank | working principle #4 whole body moving | working principle #5 move using cross mech. |
|---|---|---|--|---|---|
| <div style="text-align: center; font-size: 2em; border: 2px solid blue; border-radius: 50%; width: 40px; height: 40px; display: inline-block; line-height: 40px;">2</div> Move on the plane surface |  |  |  |  |  |
| |  | |  |  | |
| |  | | | | |
| |  | | | | |
| |  | | | | |

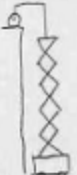


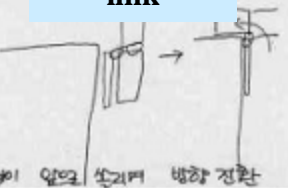
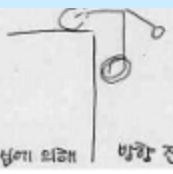
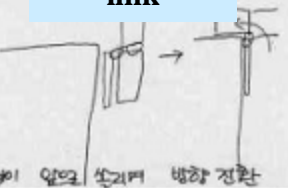
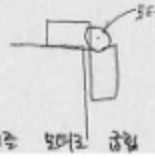
Working principle search for the sub-function #3

| Sub-functions | working principle #1 | working principle #2 | working principle #3 | working principle #4 |
|---|----------------------|----------------------|---------------------------|--------------------------|
| | one-body structure | two-body structure | move using friction wheel | grip using car structure |
| <div style="border: 2px solid blue; border-radius: 50%; width: 60px; height: 60px; display: flex; align-items: center; justify-content: center; margin: 0 auto;">3</div> <p style="background-color: yellow; padding: 5px; margin-top: 10px;">Move from plane to vertical cliff</p> | | | | |
| | | | | |
| | | | | |
| | | | | |

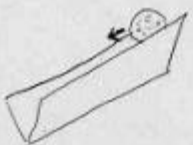


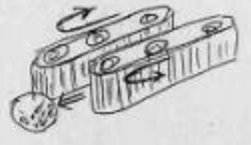
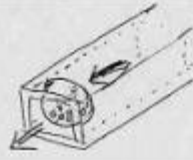





Working principle search for the sub-function #4

| Sub-functions | working principle #1 | working principle #2 | working principle #3 | working principle #4 | working principle #5 |
|--|---|---|--|---|---|
| | piston mechanism | magnetic wheel | whole body spinning | crane mechanism | walking mechanism |
| <div style="text-align: center;">  <p>4</p> </div> <div style="background-color: yellow; padding: 5px; margin-top: 10px;"> <p>Climb up the cliff</p> </div> |  |  |  |  |  |
| |  |  | | | |
| |  | | | | |
| |  | | | | |

Working principle search for the sub-function #5

| Sub-functions | working principle #1 flexible structure | working principle #2 + rail structure | working principle #3 move as Insects | | |
|--|--|--|--|---------------------------------------|---------------------------------------|
| <div data-bbox="235 688 376 825" style="border: 2px solid blue; border-radius: 50%; width: 60px; height: 60px; display: flex; align-items: center; justify-content: center; margin: 0 auto;">5</div> <div data-bbox="150 853 386 1071" style="background-color: yellow; padding: 5px; margin-top: 10px;">Move from vertical cliff to plane</div> |  <p>파괴적으로 물체를 뒤흔 다시 정한다.</p> |  <p>+와 다른 구조로 수직 기둥 부분이 유연하게 구부러져 방향 전환</p> |  | | |
| | <div data-bbox="235 688 376 825" style="border: 2px solid blue; border-radius: 50%; width: 60px; height: 60px; display: flex; align-items: center; justify-content: center; margin: 0 auto;">5</div> <div data-bbox="150 853 386 1071" style="background-color: yellow; padding: 5px; margin-top: 10px;">Move from vertical cliff to plane</div> <th data-bbox="517 678 724 849">working principle #4 crane mechanism</th> <td data-bbox="859 678 1280 1035"> <th data-bbox="981 678 1188 849">working principle #5 two-body link</th>  <p>무게 중심이 앞으로 넘어갈 때 방향 전환</p> </td> <th data-bbox="1416 678 1622 849">working principle #6 using gravity</th> <td data-bbox="1304 678 1725 1035">  <p>중심의 무게 중심에 의해 방향 전환</p> </td> | working principle #4 crane mechanism | <th data-bbox="981 678 1188 849">working principle #5 two-body link</th>  <p>무게 중심이 앞으로 넘어갈 때 방향 전환</p> | working principle #5 two-body link | working principle #6 using gravity |
| | |  <p>중심부분을 앞으로 옮길</p> | | | |

Working principle search for the sub-function #6

| | working principle #1 | working principle #2 | working principle #3 | working principle #4 |
|--|---|--|---|---|
| Sub-functions | inclined surface | push behind | cut out the force exerted | caterpillar structure |
| <div style="text-align: center; font-size: 2em; font-weight: bold;">⑥</div> <div style="background-color: yellow; padding: 5px; text-align: center; font-weight: bold;">Release the ball</div> |  |  |  |  |
| |  |  |  | |
| | |  | | |
| | |  | | |
| | |  | | |

4. Create many design alternatives by using the method of combination

- 1. Select one working principle among the working principles that have been searched for each sub-function.**
- 2. Then, integrate those selected working principles to obtain a design alternative.**
- 3. Repeat the above procedure to obtain as many as design alternatives.**

Design alternative #1

①

| Sub-function | STRESS #1 | STRESS #2 | STRESS #3 | STRESS #4 | STRESS #5 |
|--------------|-----------|-----------|-----------|-----------|-----------|
| 1. STRESS #1 | | | | | |
| 1. STRESS #2 | | | | | |
| 1. STRESS #3 | | | | | |

⑤

| Sub-function | STRESS #1 | STRESS #2 | STRESS #3 | STRESS #4 | STRESS #5 |
|--------------|-----------|-----------|-----------|-----------|-----------|
| 5. STRESS #1 | | | | | |
| 5. STRESS #2 | | | | | |
| 5. STRESS #3 | | | | | |

②

| Sub-function | STRESS #1 | STRESS #2 | STRESS #3 | STRESS #4 | STRESS #5 |
|--------------|-----------|-----------|-----------|-----------|-----------|
| 2. STRESS #1 | | | | | |
| 2. STRESS #2 | | | | | |
| 2. STRESS #3 | | | | | |

⑥

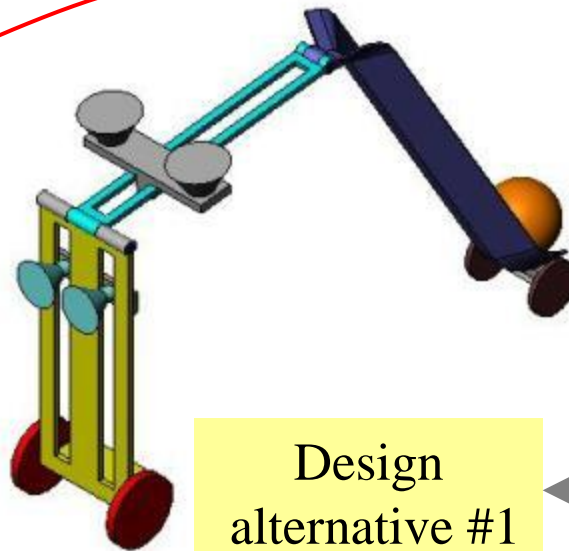
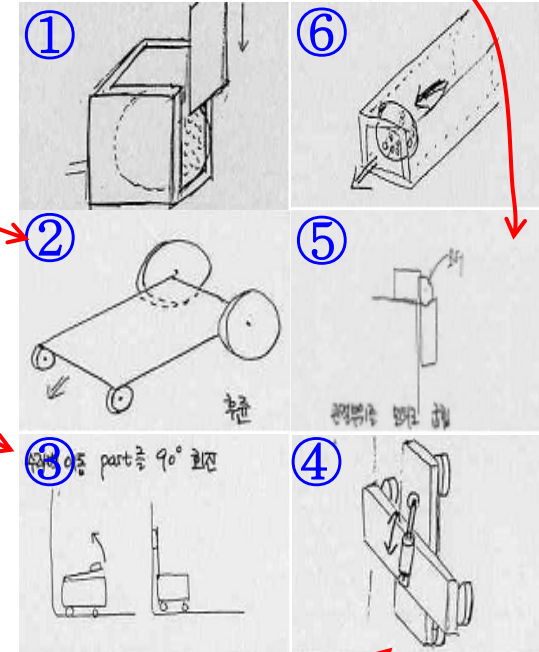
| Sub-function | STRESS #1 | STRESS #2 | STRESS #3 | STRESS #4 | STRESS #5 |
|--------------|-----------|-----------|-----------|-----------|-----------|
| 6. STRESS #1 | | | | | |
| 6. STRESS #2 | | | | | |
| 6. STRESS #3 | | | | | |

③

| Sub-function | STRESS #1 | STRESS #2 | STRESS #3 | STRESS #4 | STRESS #5 |
|--------------|-----------|-----------|-----------|-----------|-----------|
| 3. STRESS #1 | | | | | |
| 3. STRESS #2 | | | | | |
| 3. STRESS #3 | | | | | |

④

| Sub-function | STRESS #1 | STRESS #2 | STRESS #3 | STRESS #4 | STRESS #5 |
|--------------|-----------|-----------|-----------|-----------|-----------|
| 4. STRESS #1 | | | | | |
| 4. STRESS #2 | | | | | |
| 4. STRESS #3 | | | | | |

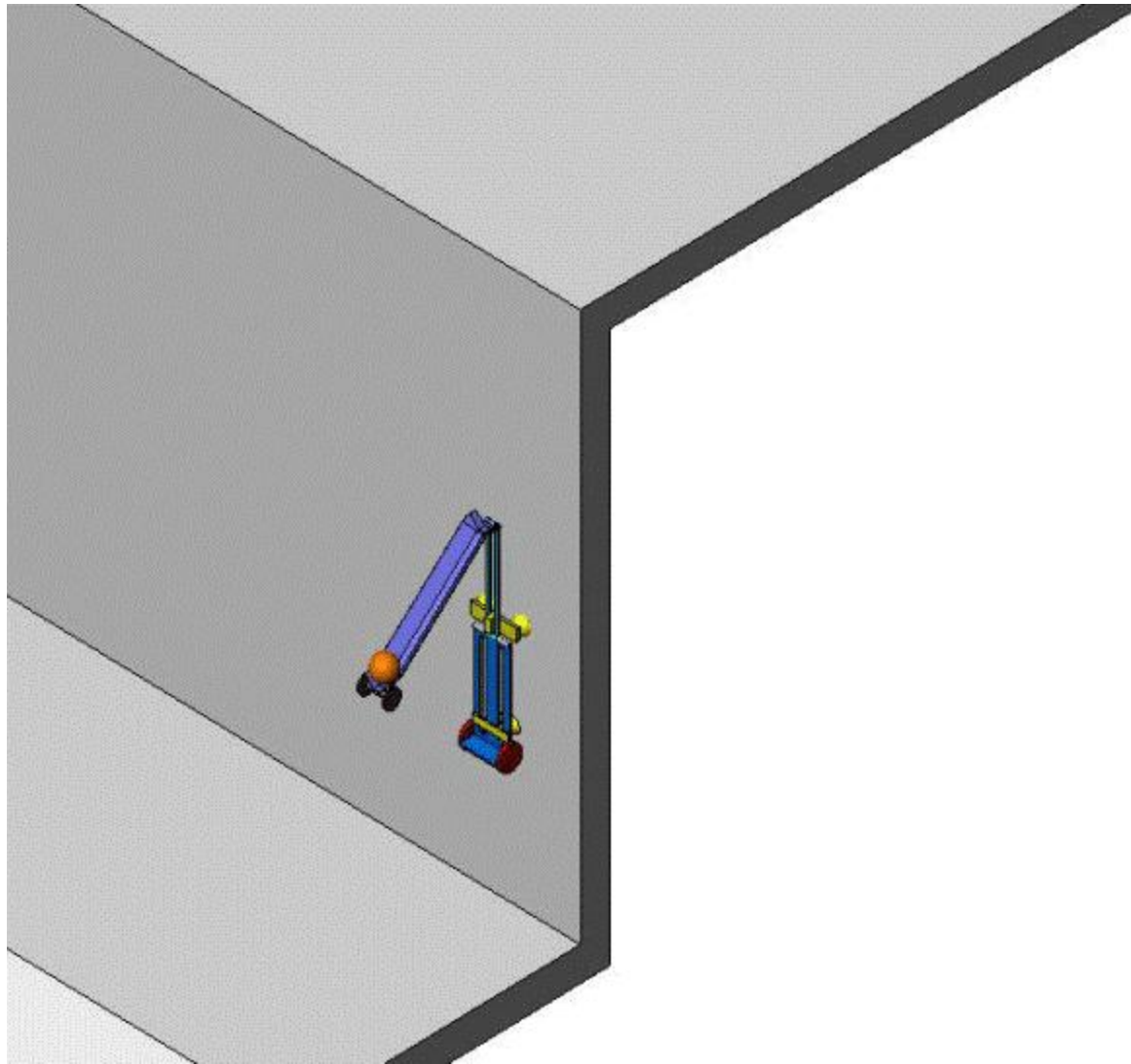


Selected working principles from each sub-function

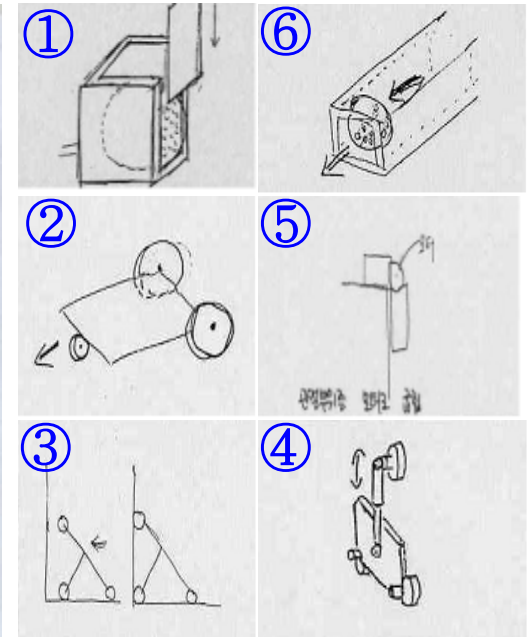
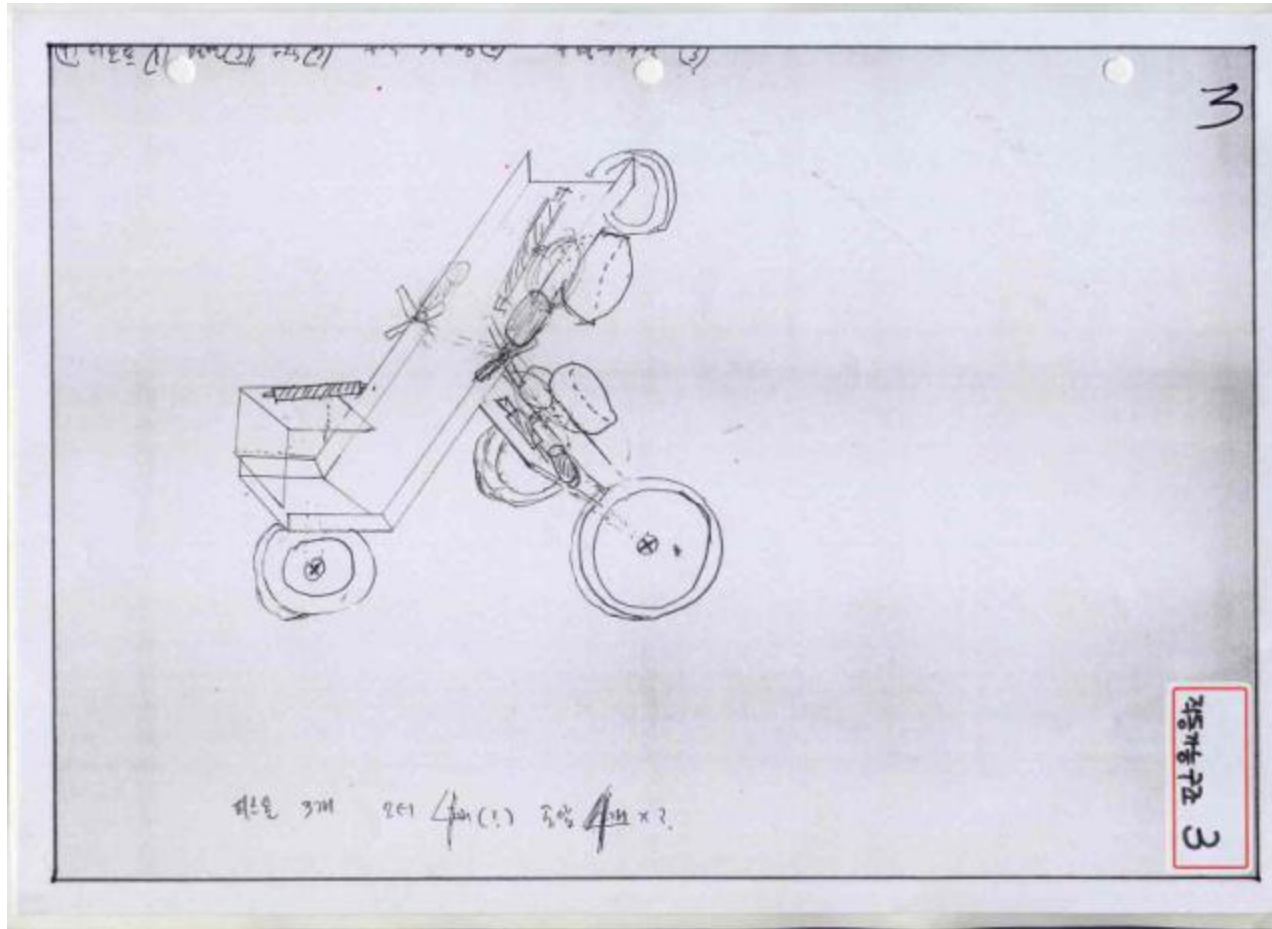
Design alternative #1

integration

Motion check of the design alternative #1

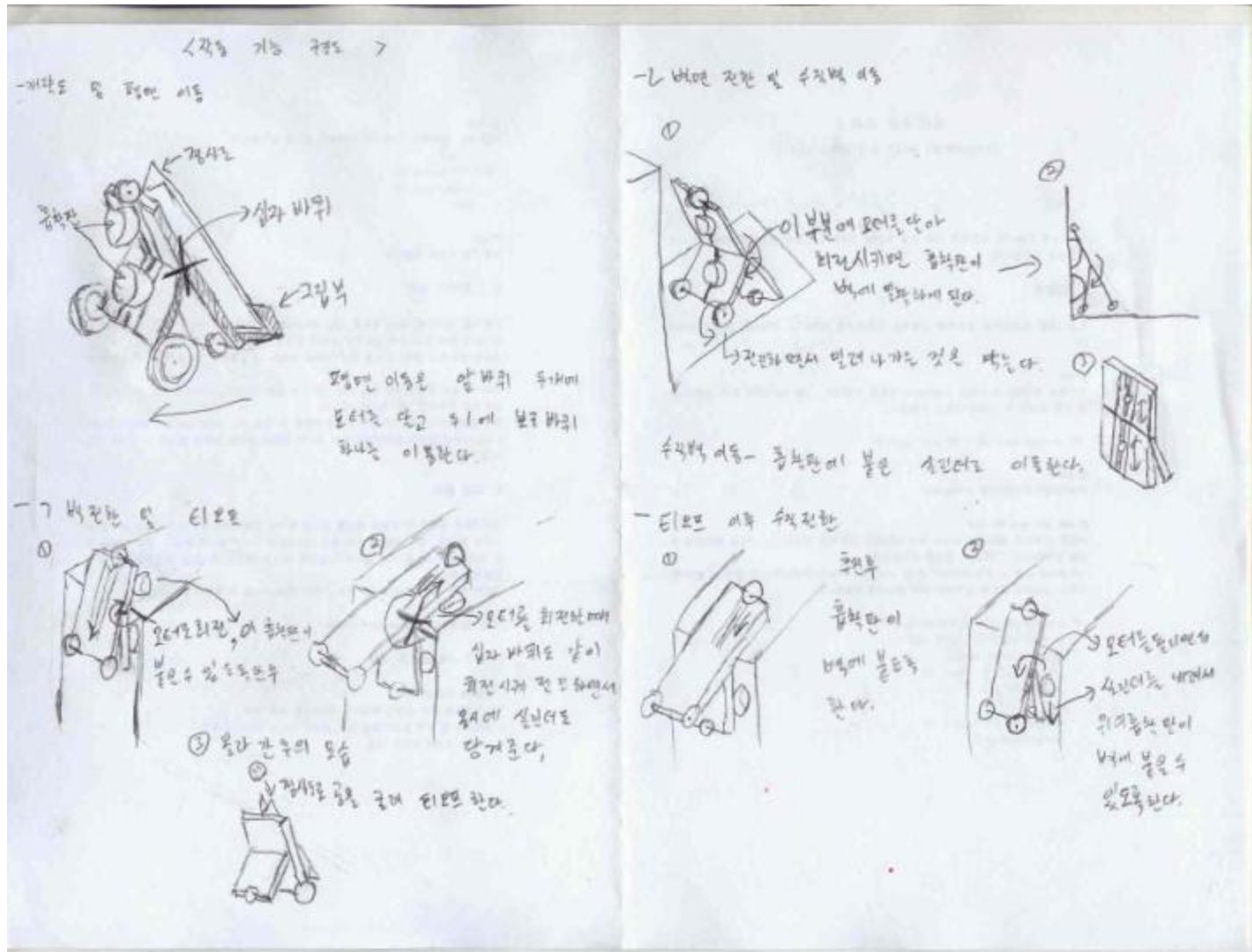


Design alternative #2

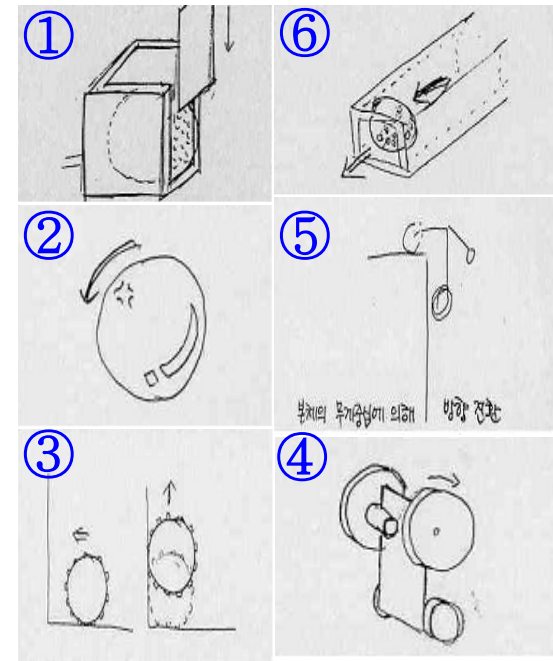
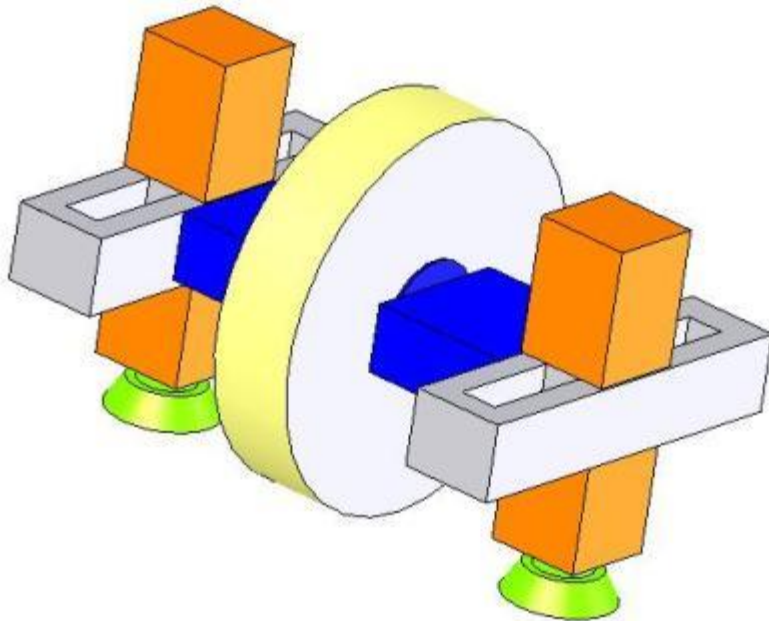


A different set of working principles is selected from each sub-function

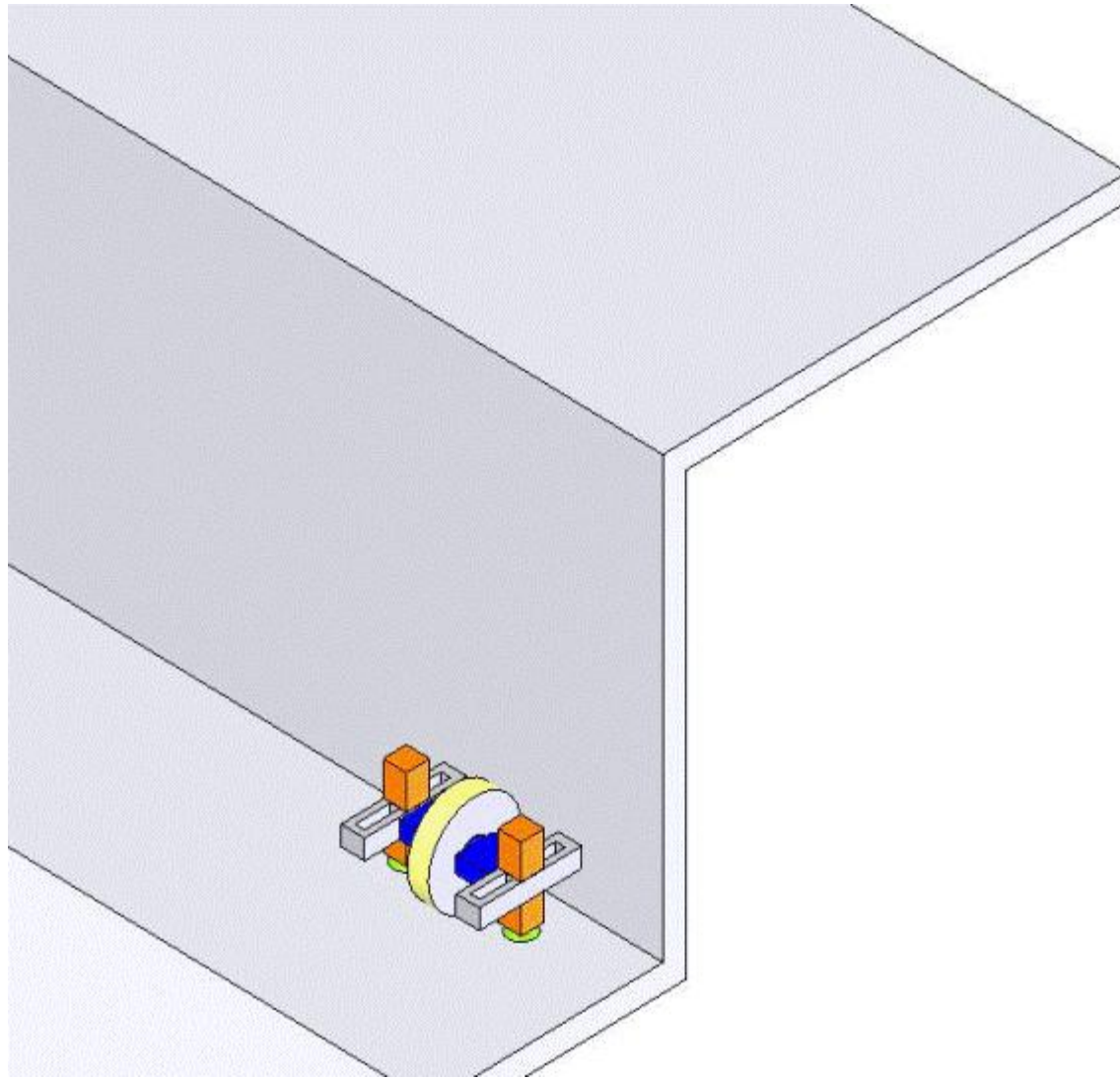
Motion check of the design alternative #2



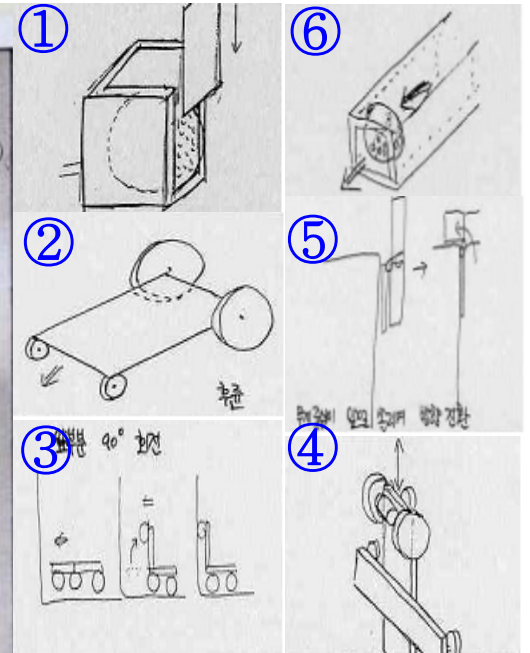
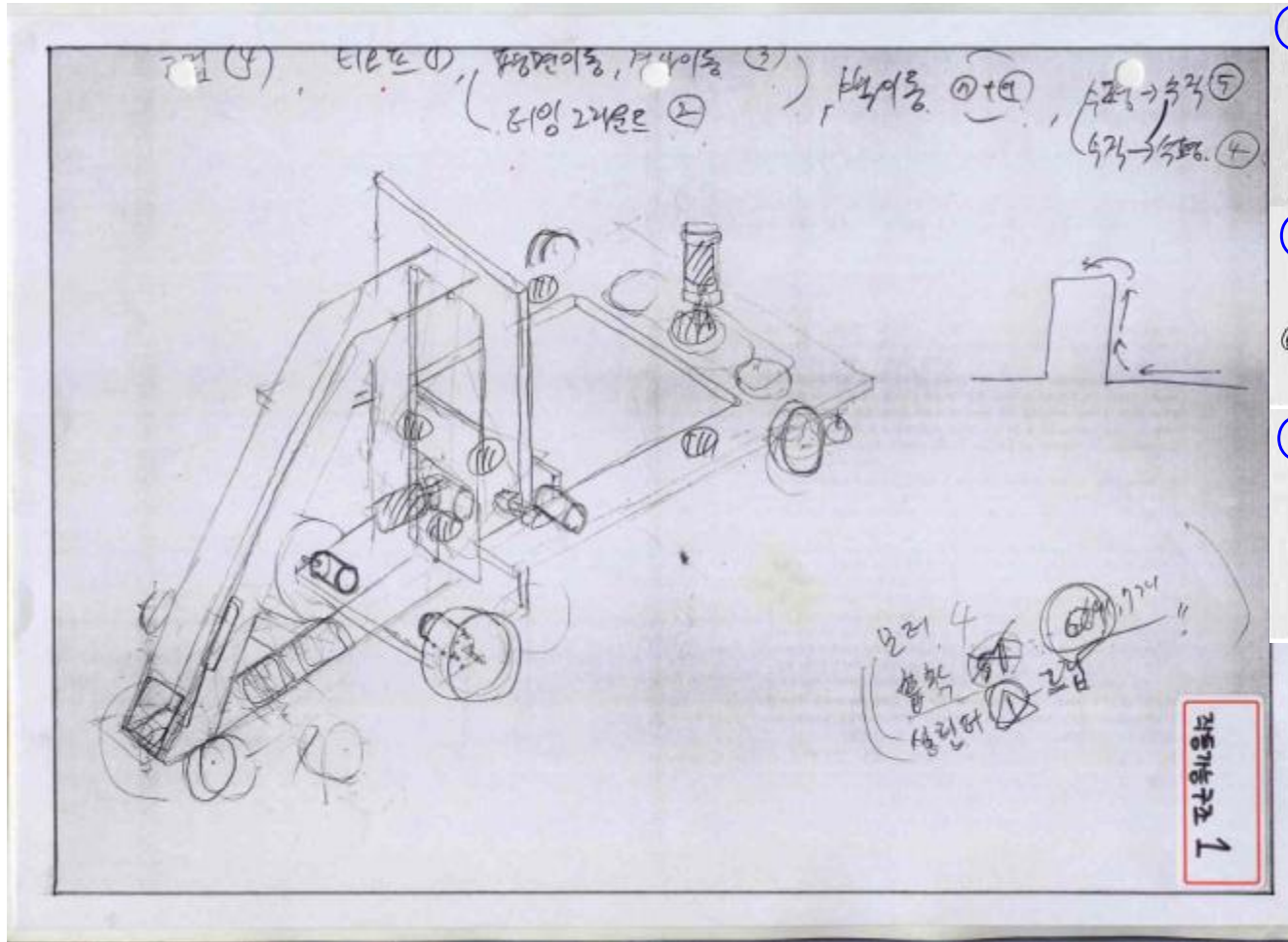
Design alternative #3



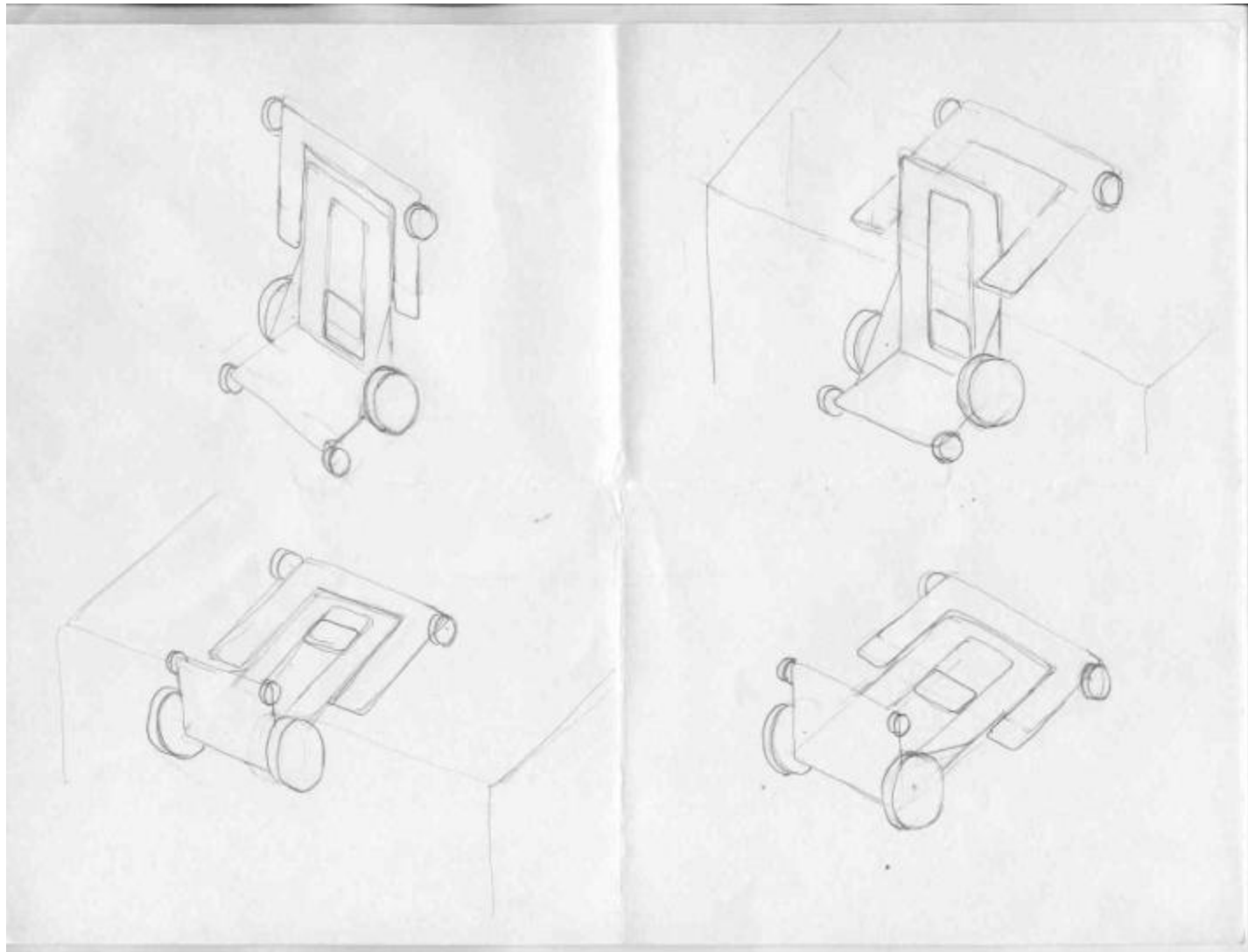
Motion check of the design alternative #3



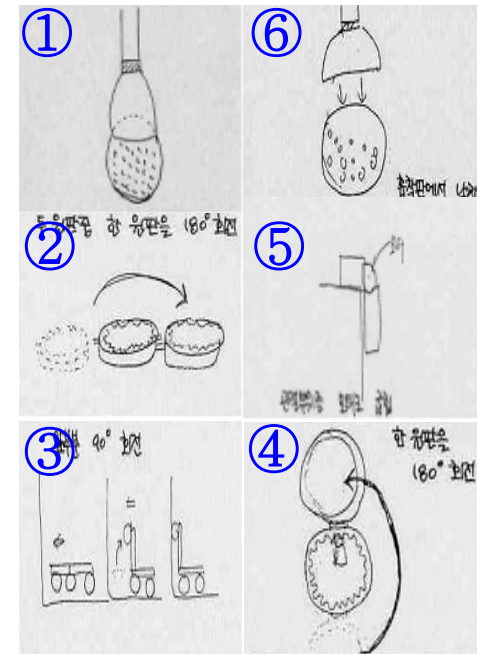
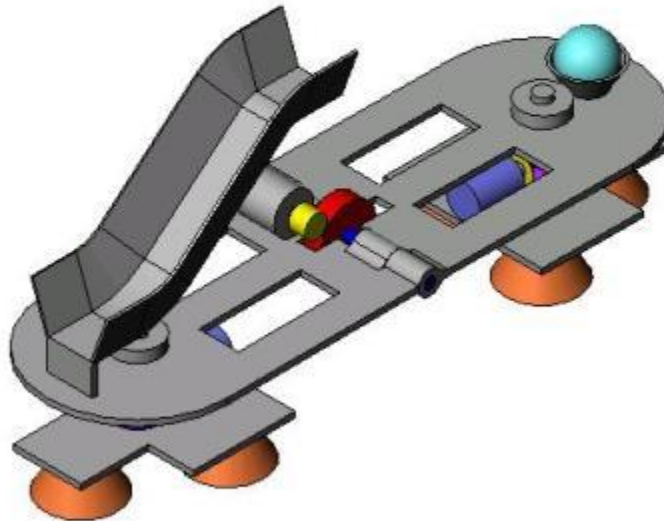
Design alternative #4



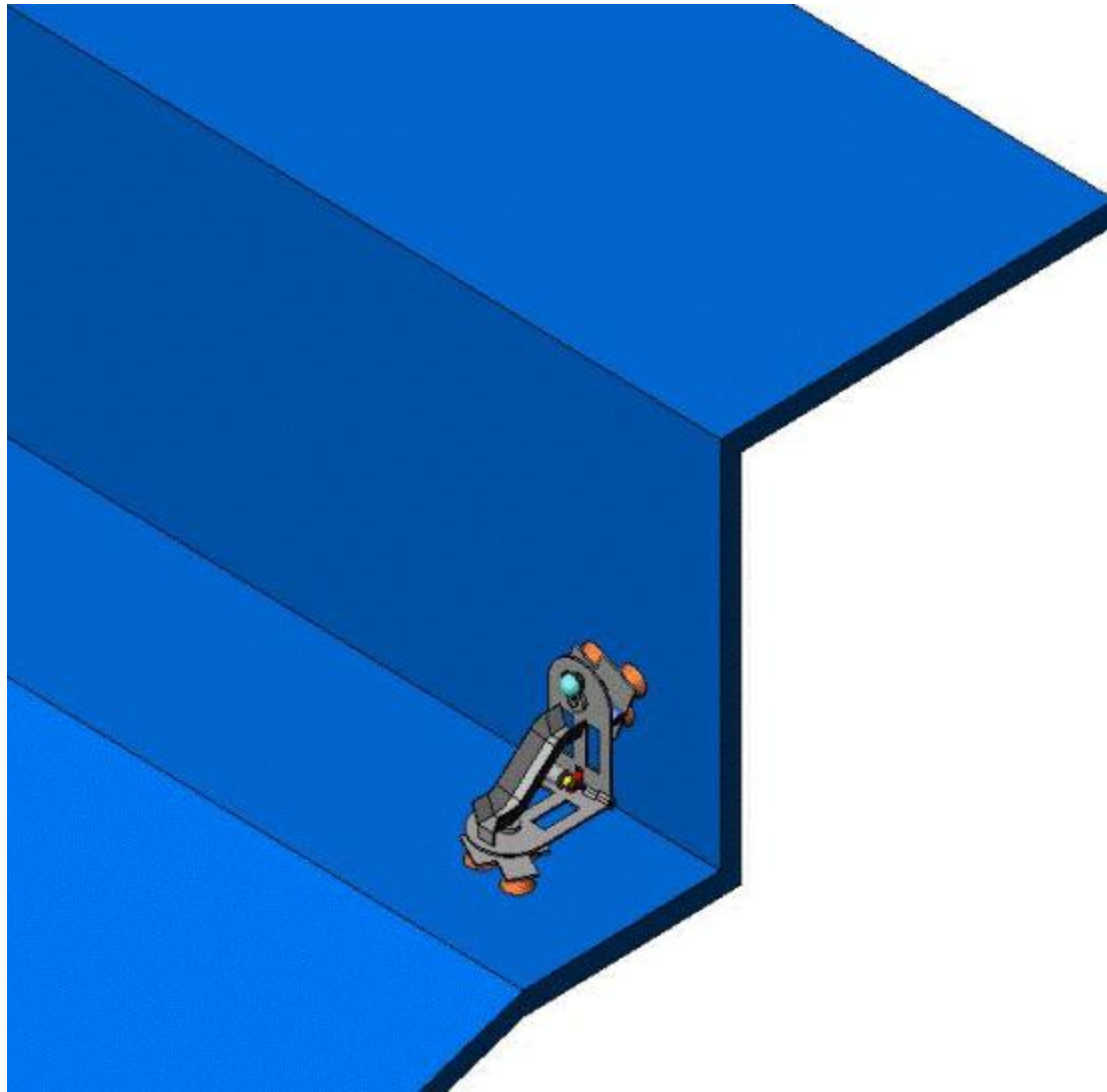
Motion check of the design alternative #4



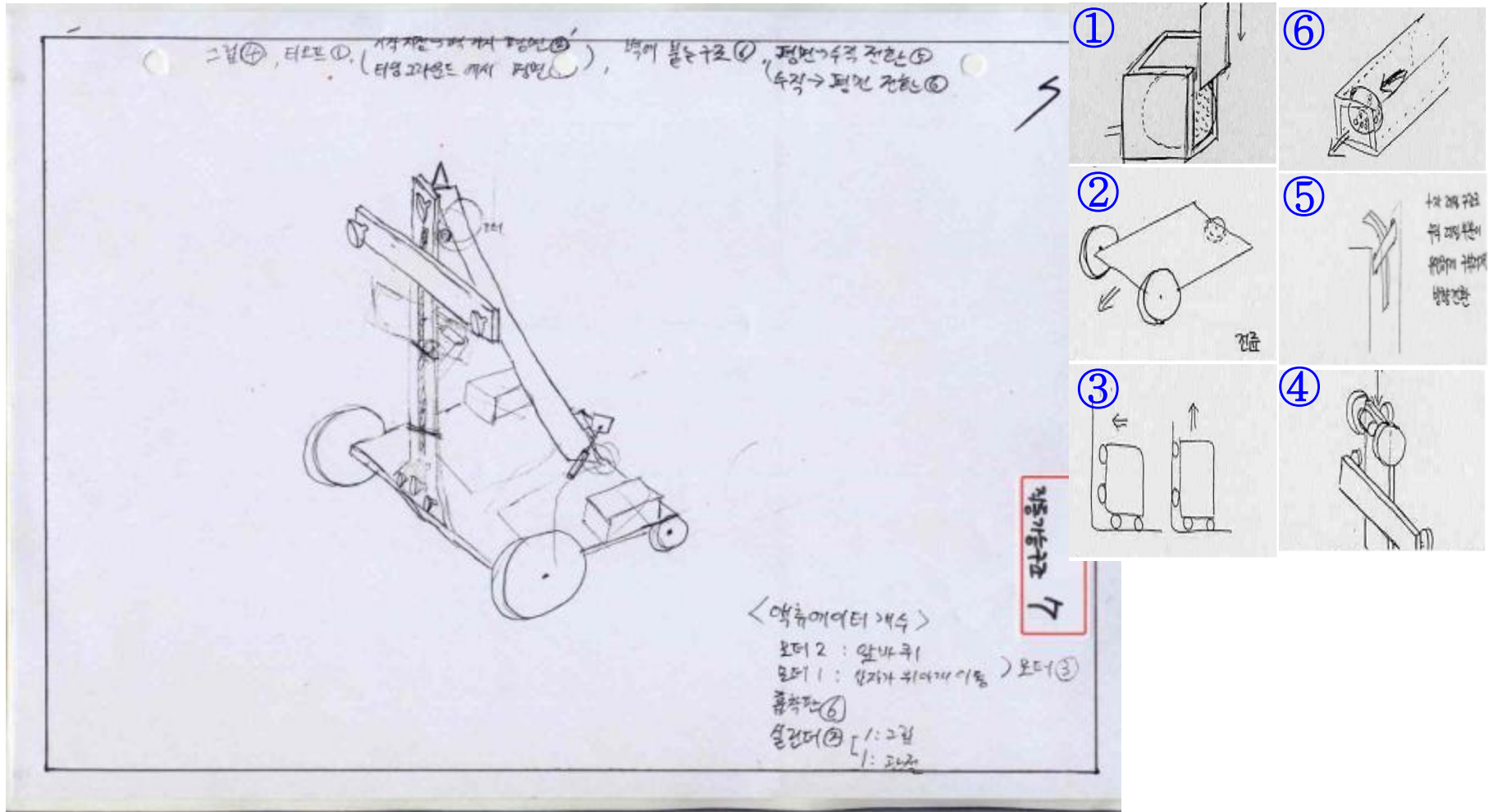
Design alternative #5



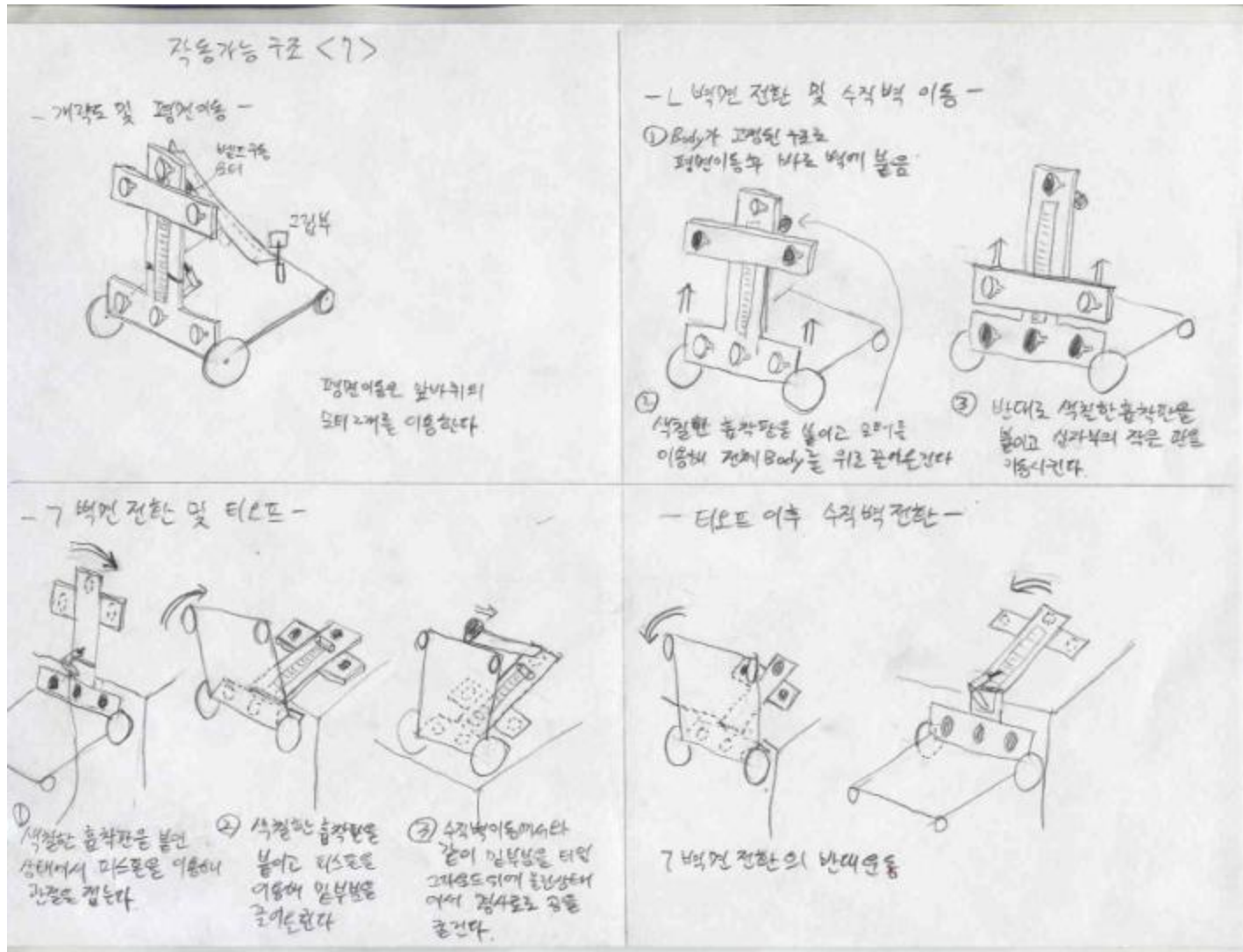
Motion check of the design alternative #5



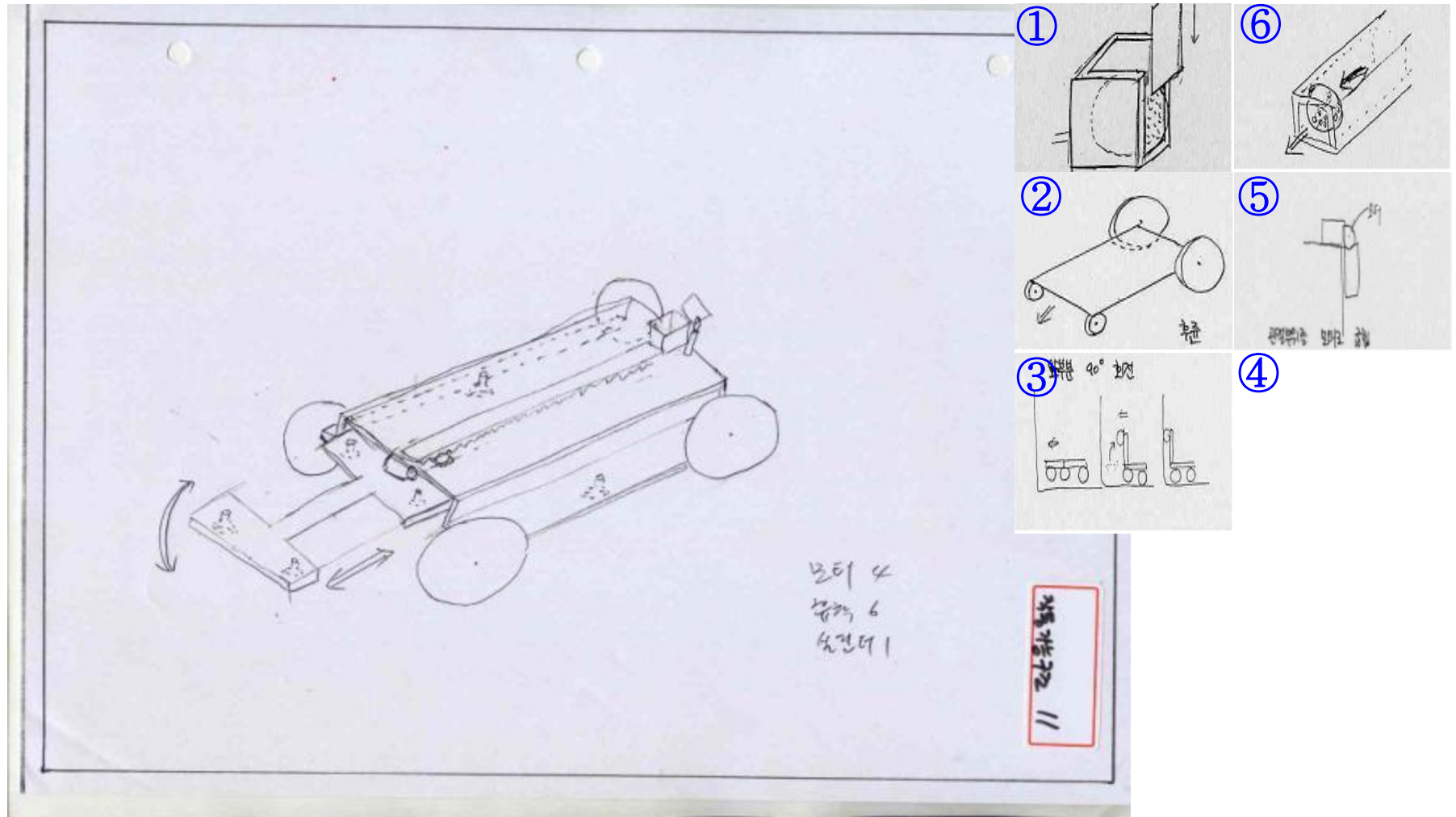
Design alternative #6



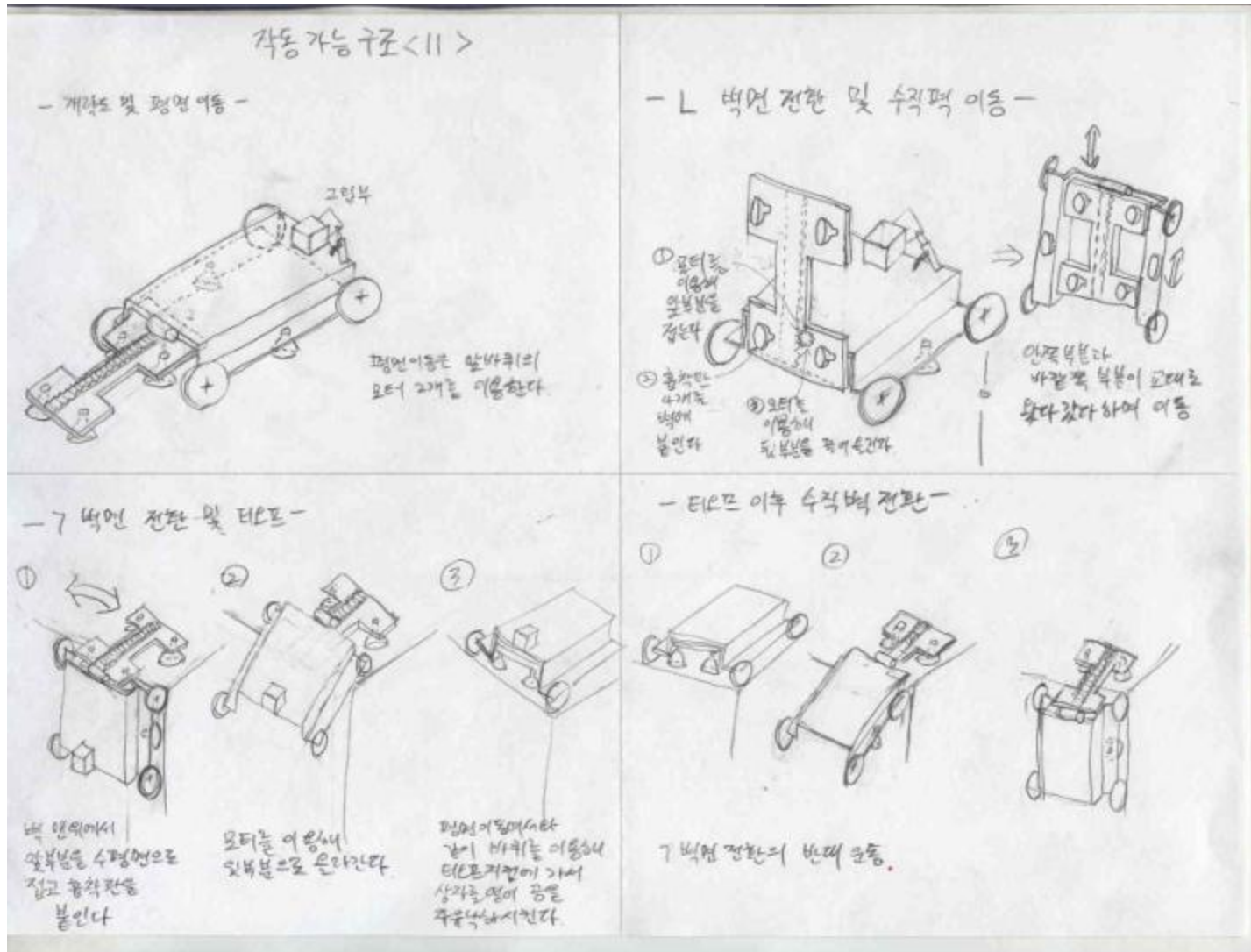
Motion check of the design alternative #6



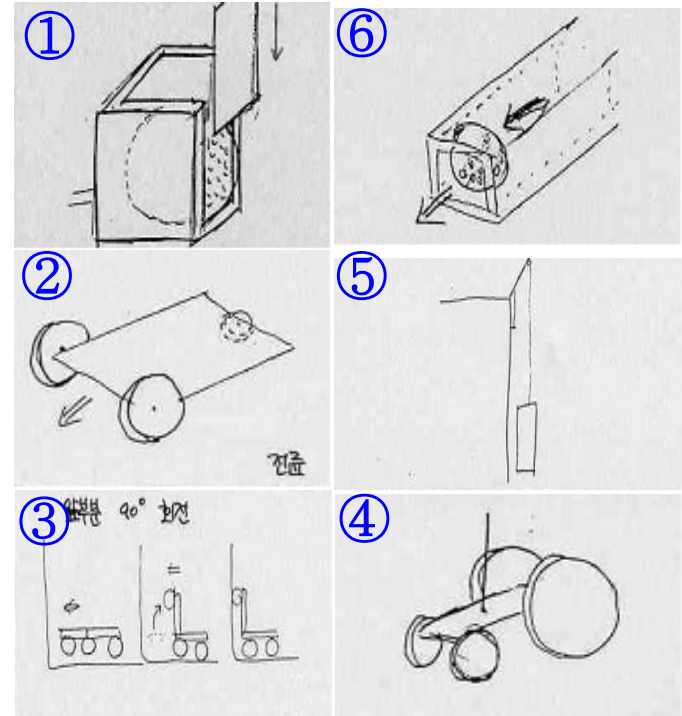
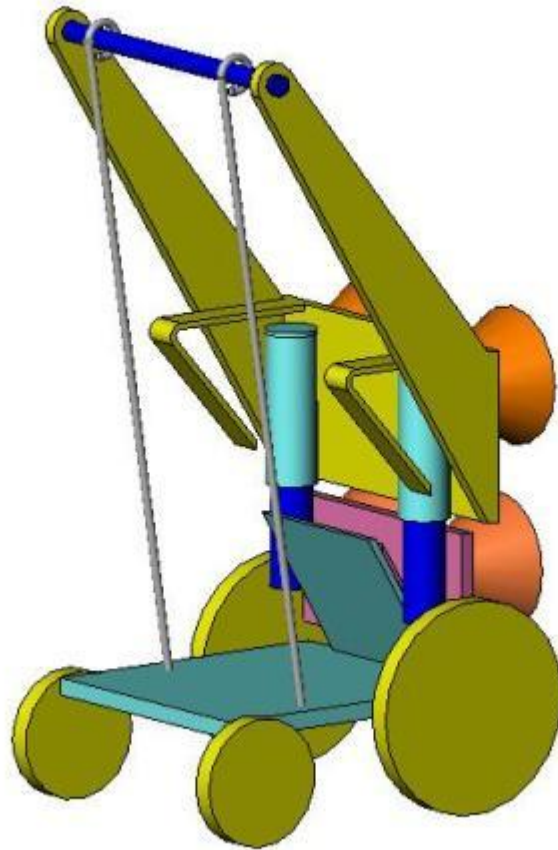
Design alternative #7



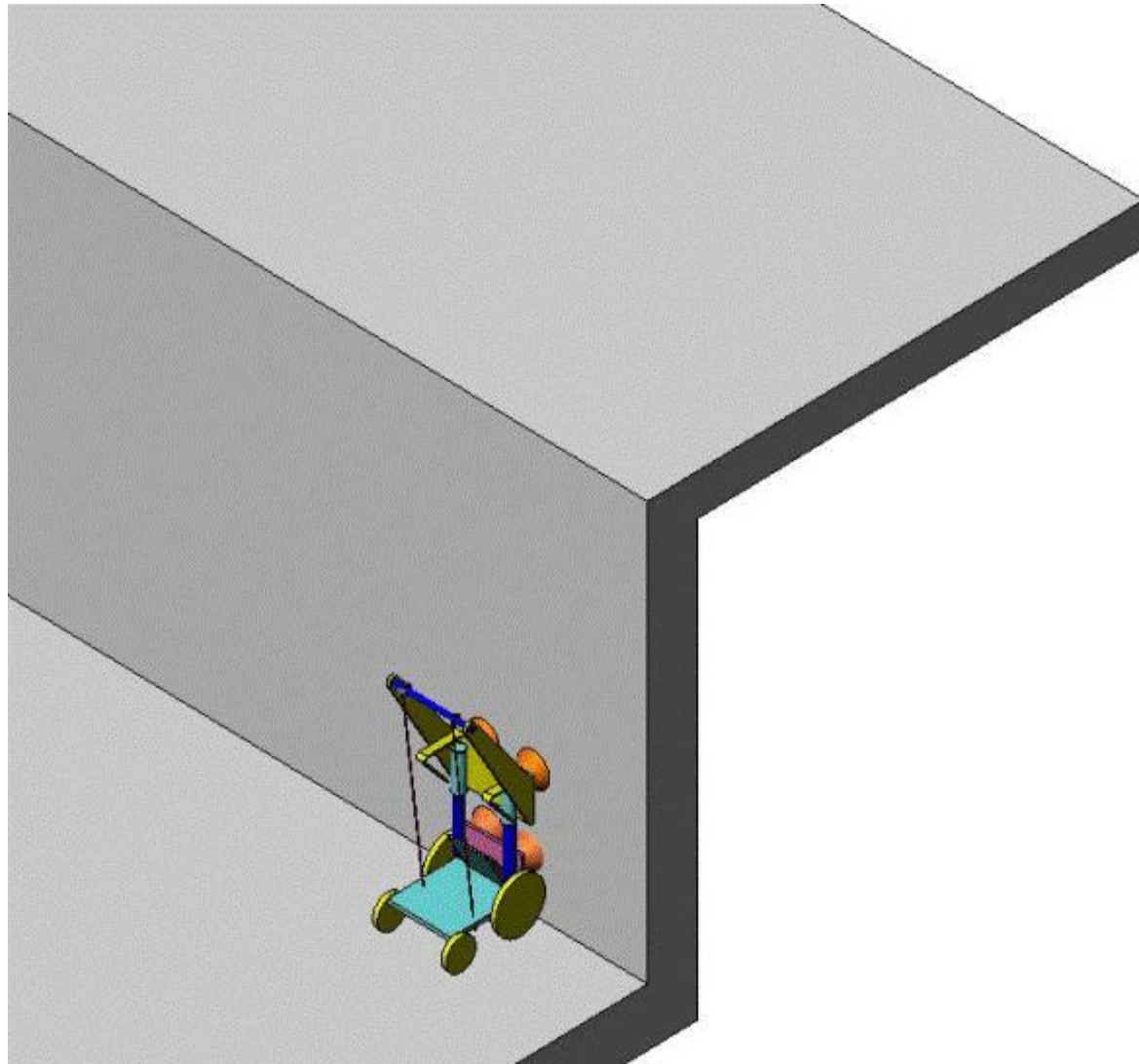
Motion check of the design alternative #7



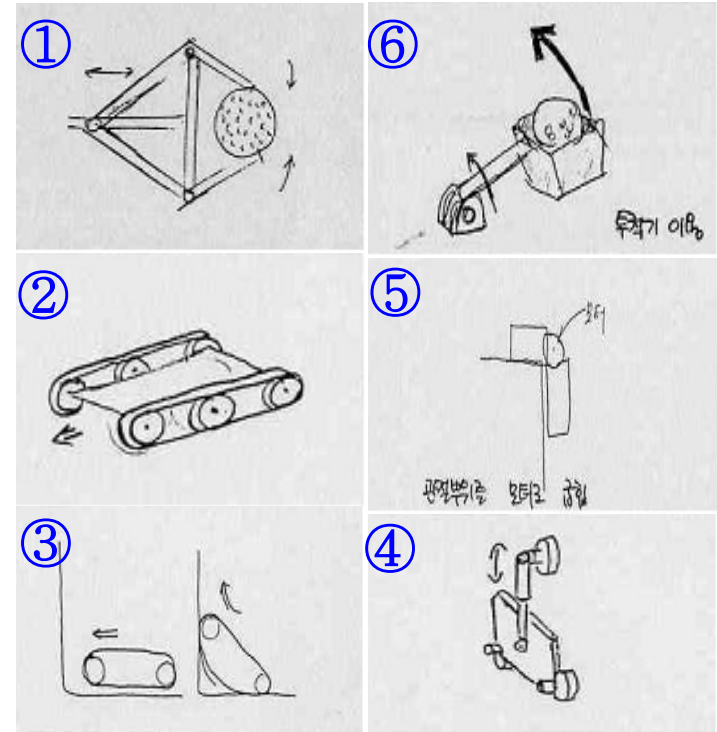
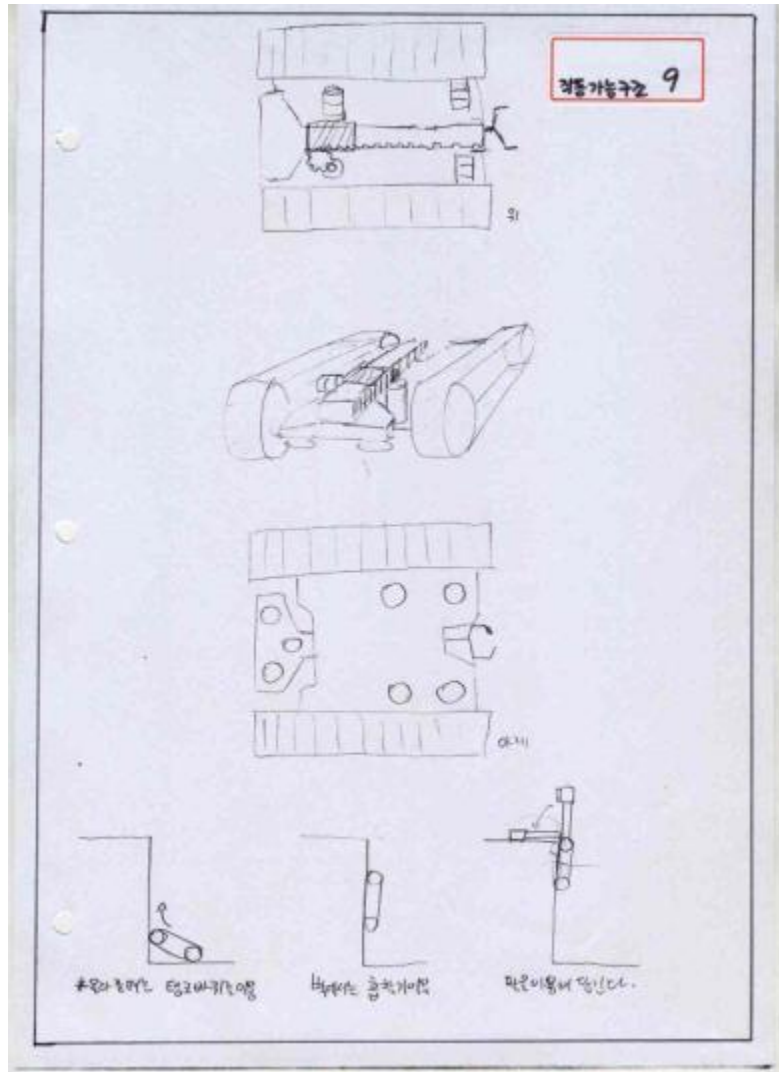
Design alternative #8



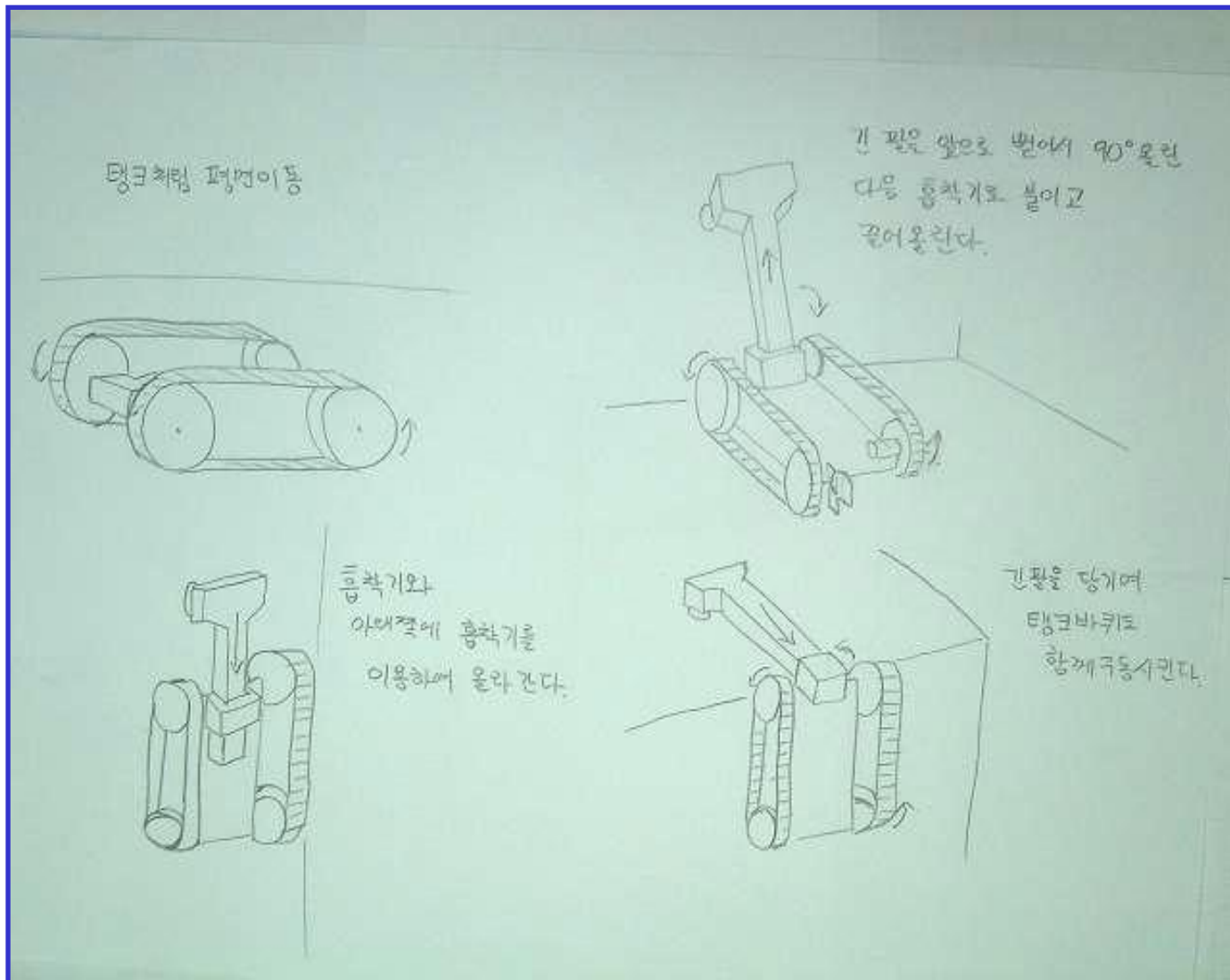
Motion check of the design alternative #8



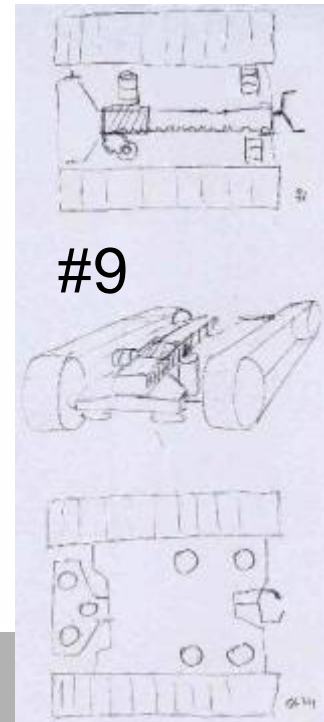
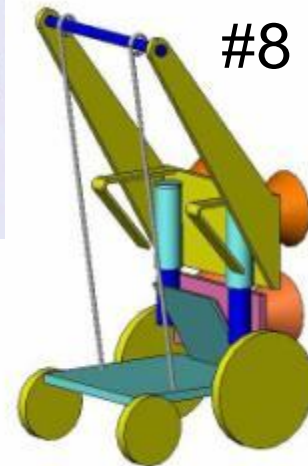
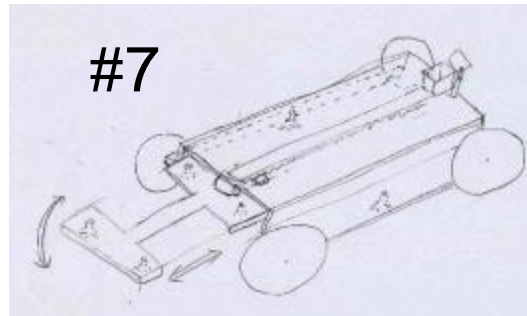
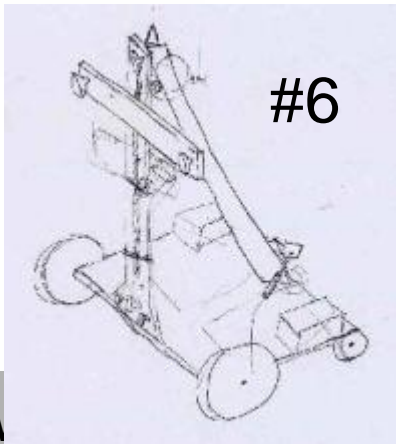
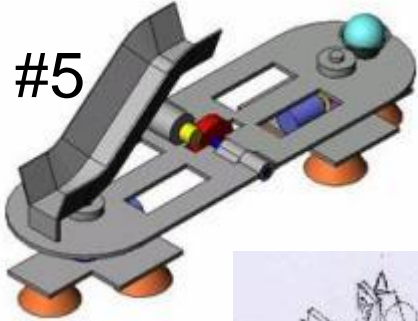
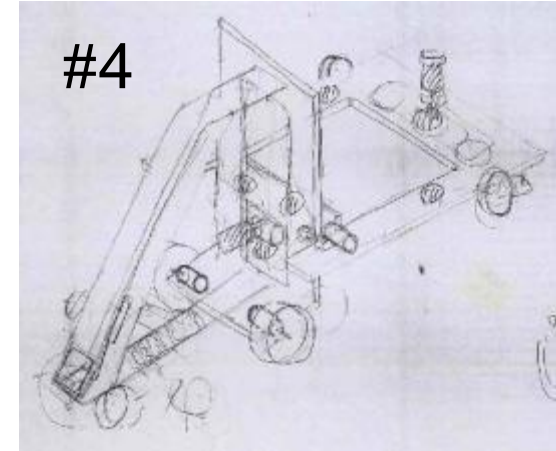
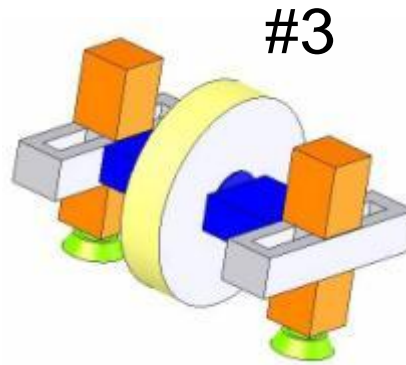
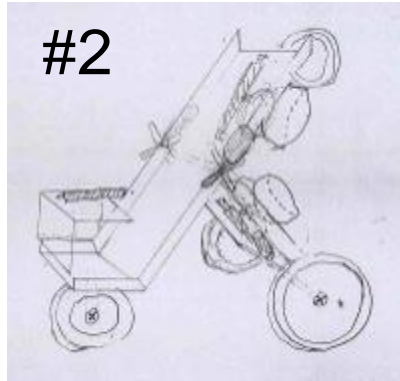
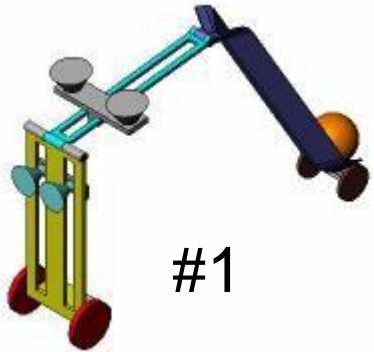
Design alternative #9



Motion check of the design alternative #9



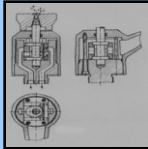
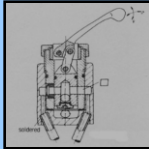
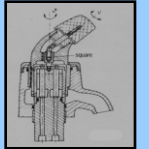
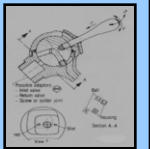
In conclusion, one team created nine design alternatives by the combination method.



5. Select the final design alternative.

- **Discuss the pro and cons of each design alternative**
 - ▶ **Check if each design alternative satisfies each item of the requirements list.**
- **Try to make an evaluation chart assigning the weighting factor to each items.**
- **Select one among the design alternatives**
 - ▶ **Or, the final one could be obtained by combining the subsystems from a few design alternatives.**

An evaluation chart example: one-hand operated faucet to mix hot and cold water

| | criterion | | | A | B | C | D |
|------------|---|----------------------------|--------|---|---|---|---|
| | item | details | weight |  |  |  |  |
| 1 | function | no leakage | 2.0 | 2 | 6 | 6 | 2 |
| 2 | robust | less functional variations | 2.0 | 4 | 6 | 4 | 4 |
| 3 | realize | smaller space | 1.0 | 3 | 2 | 2 | 4 |
| 4 | simple | number of parts | 3.0 | 3 | 6 | 3 | 9 |
| 5 | manuf. | machining is simple? | 1.0 | 1 | 3 | 2 | 1 |
| 6 | ass'y | easy assembly | 1.0 | 2 | 3 | 2 | 2 |
| 7 | usage | simple manipulation | 2.0 | 2 | 6 | 8 | 4 |
| 8 | clean | easy cleaning | 1.0 | 4 | 2 | 3 | 2 |
| 9 | A/S | special tool is required? | 1.0 | 1 | 3 | 2 | 1 |
| sum | total of (weight x grade) | | | 22 | 37 | 32 | 29 |
| | priority | | | 4 | 1 | 2 | 3 |
| conclusion | <p>We select design alternative B. However, we will check for design alternative C if number of parts can be reduced significantly for three weeks, and then will make a final decision.</p> | | | | | | |

Part 3:

An engineer's dream and life

A general copy machine with one lens

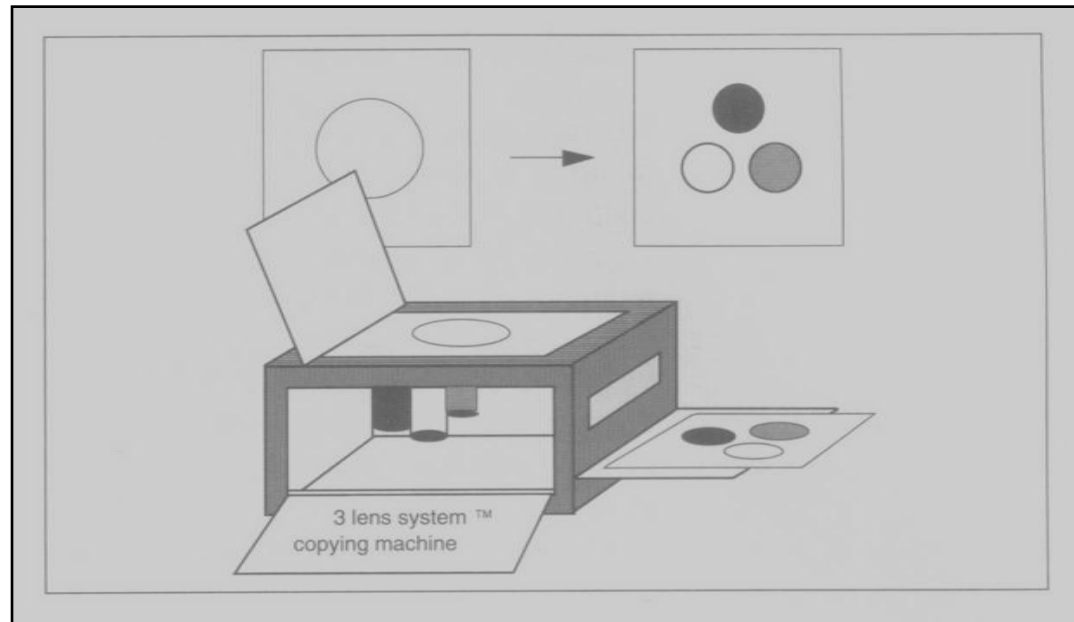
- If you repeat the reduction copy



It converges to one spot.

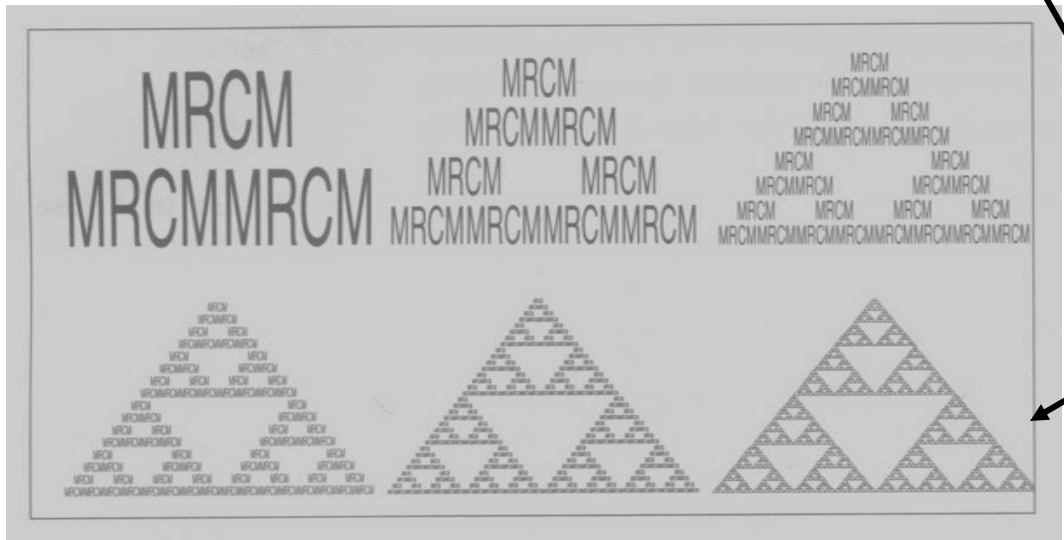
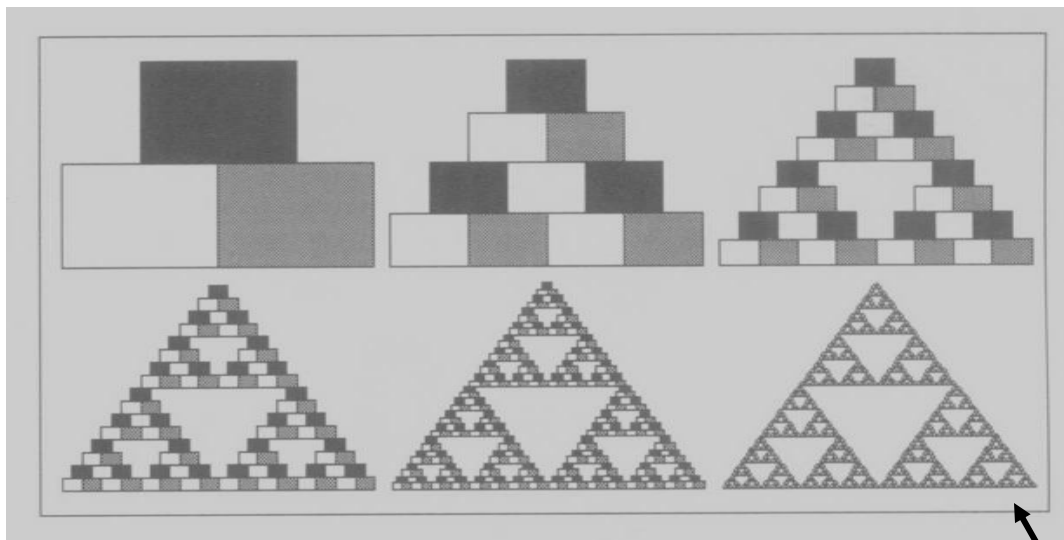
A virtual copy machine with three lenses

- If you repeat the reduction copy



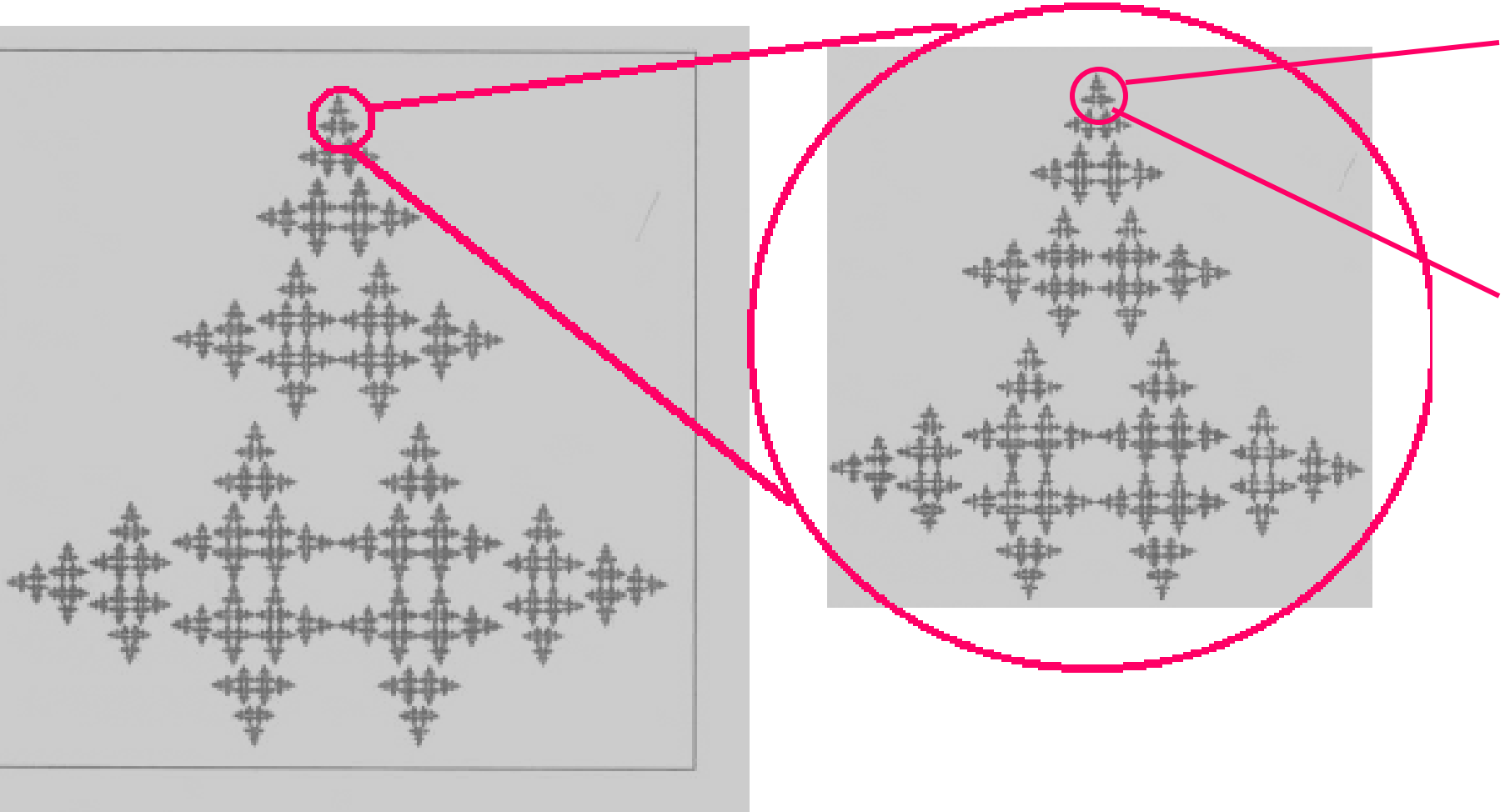
It converges to what?

It converges to a certain fractal image.



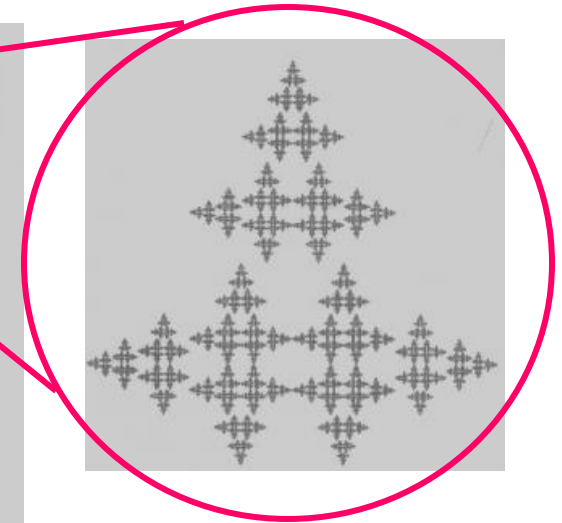
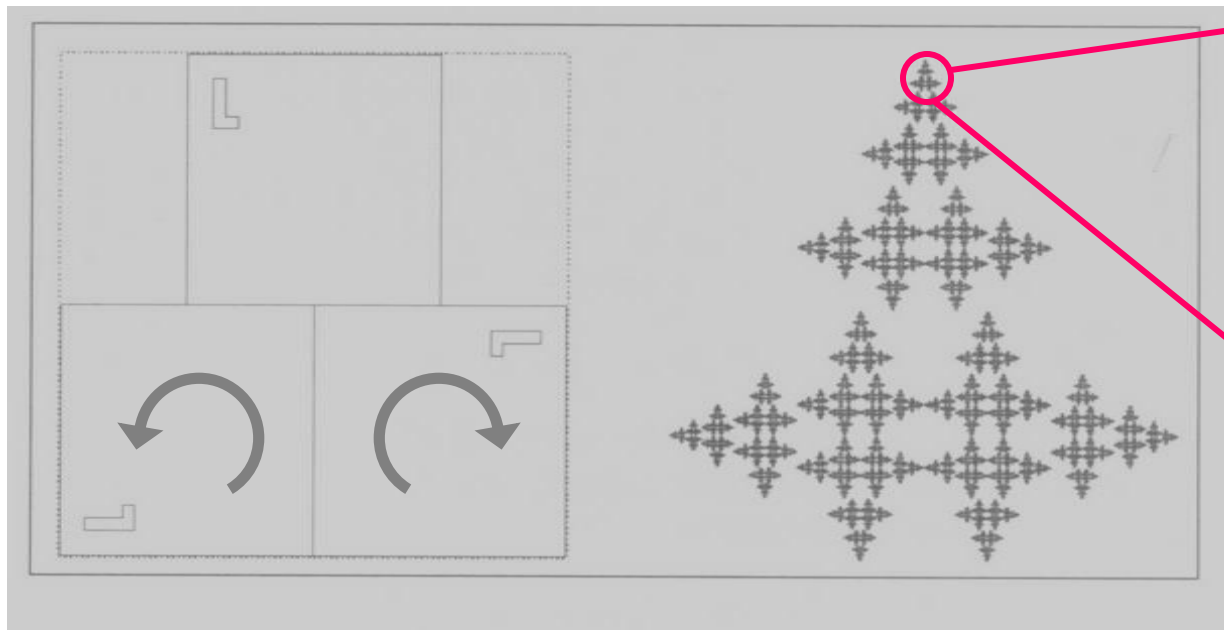
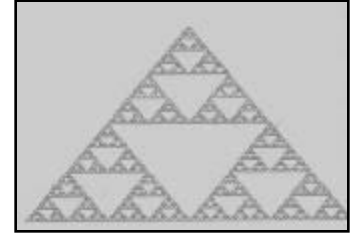
A fractal image

A fractal image on the plane: a part of the whole image contains the whole.



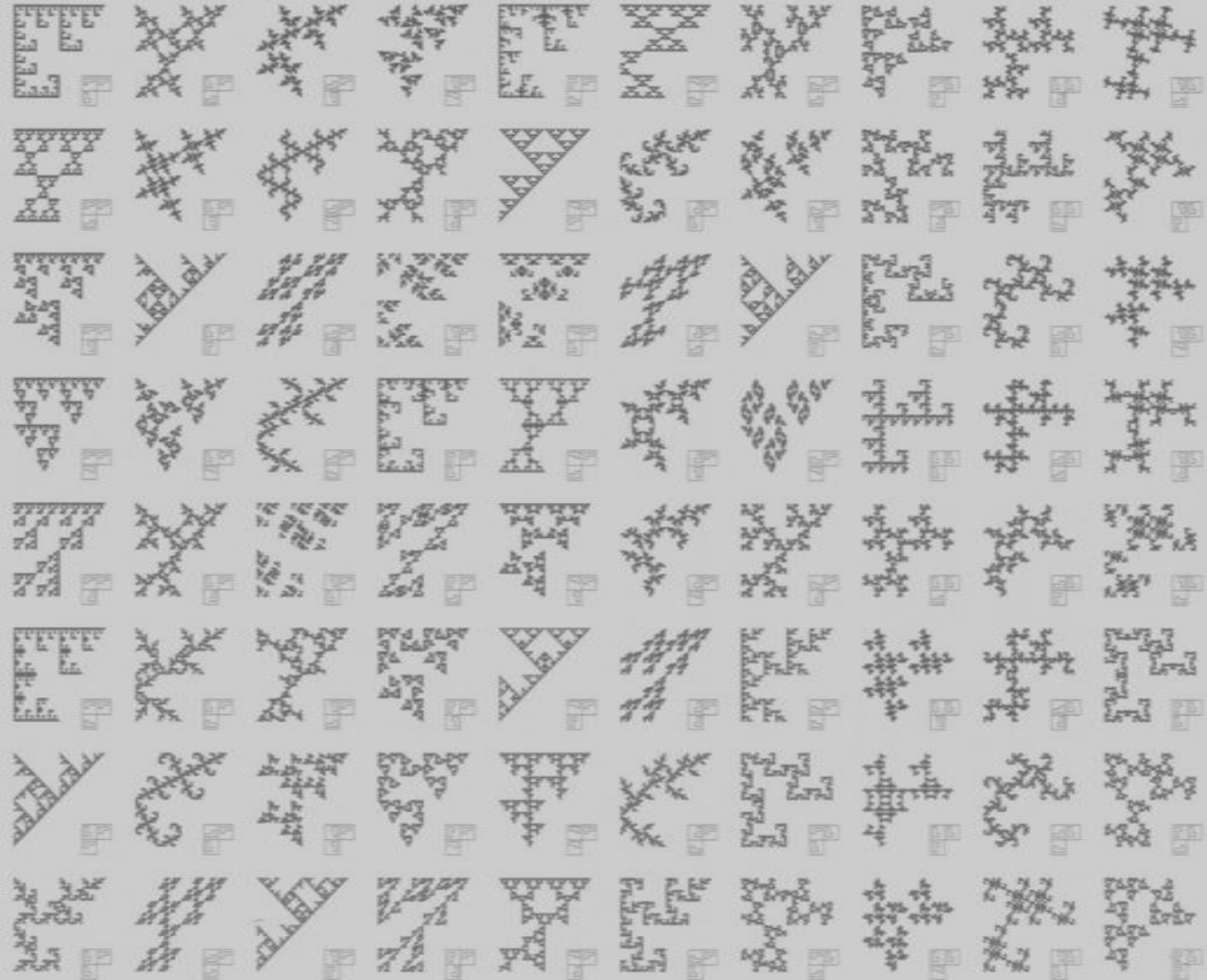
If we change the combination of the lens orientation to 90 degrees...

- We get a different fractal image.

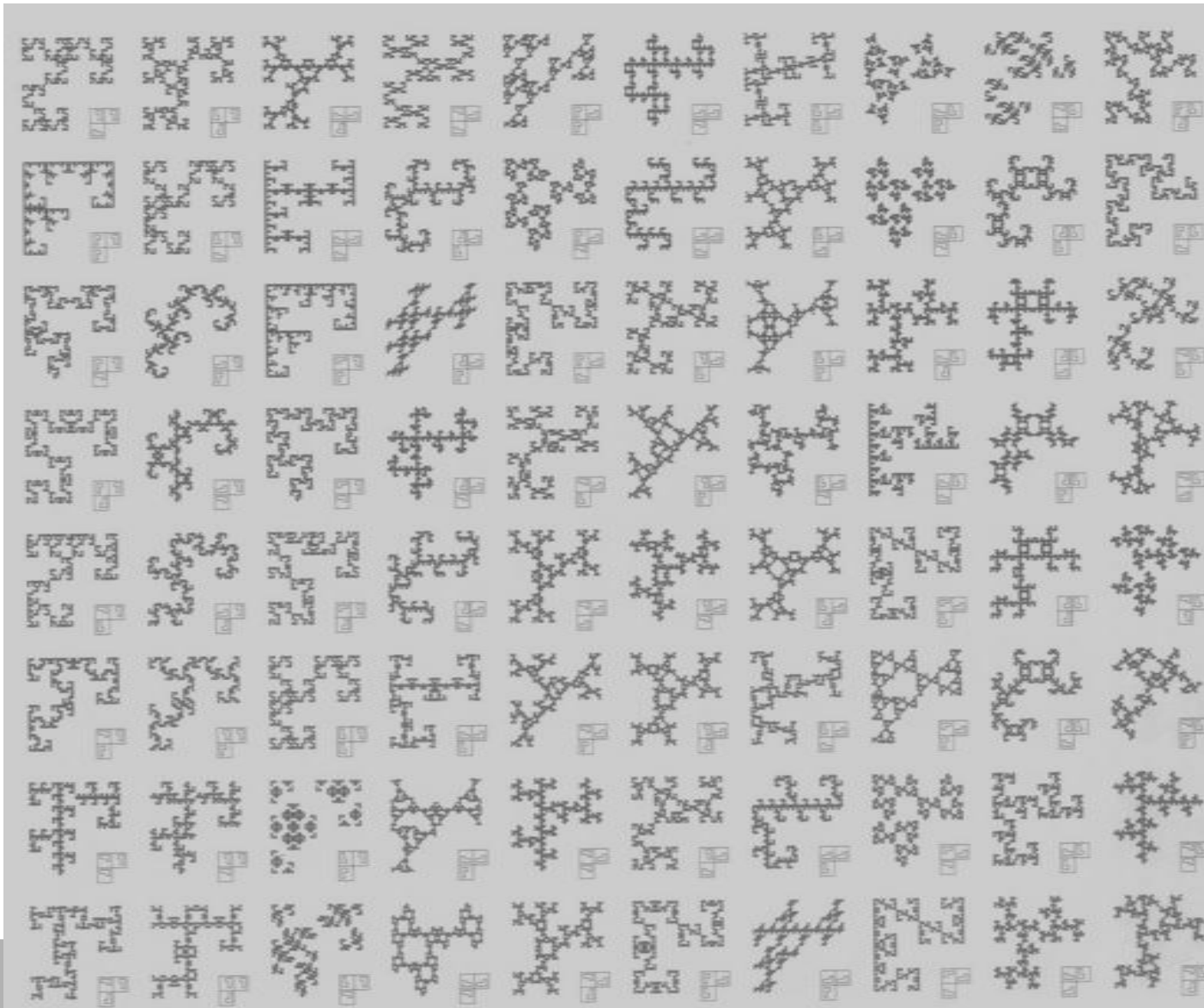


There are so many combination of the lens orientation to 90 degrees (1).

A simple deterministic principle can generate a huge number of various images.



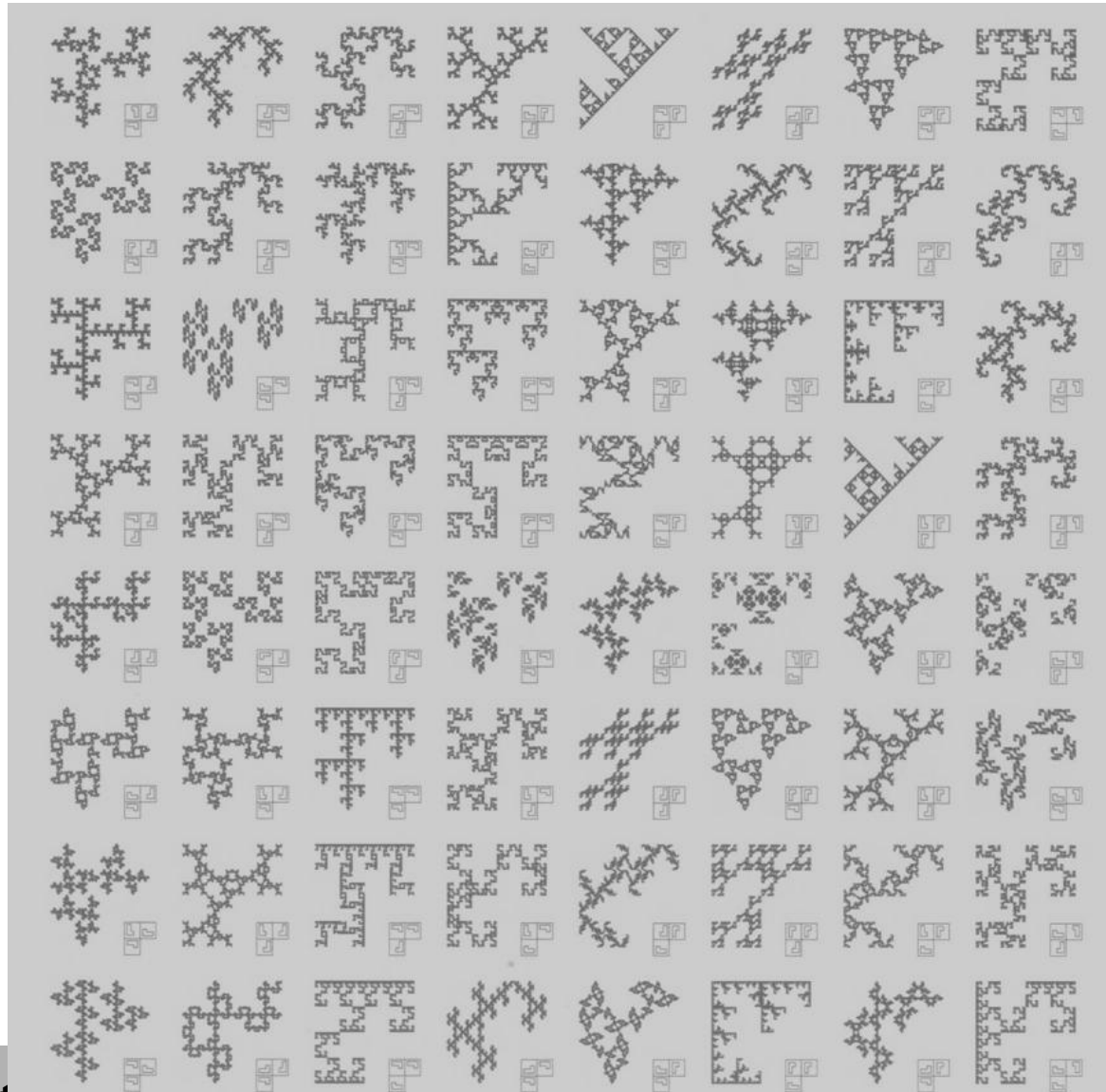
There are so many combination of the lens orientation to 90 degrees (2).



There are so many combination of the lens orientation to 90 degrees (3).

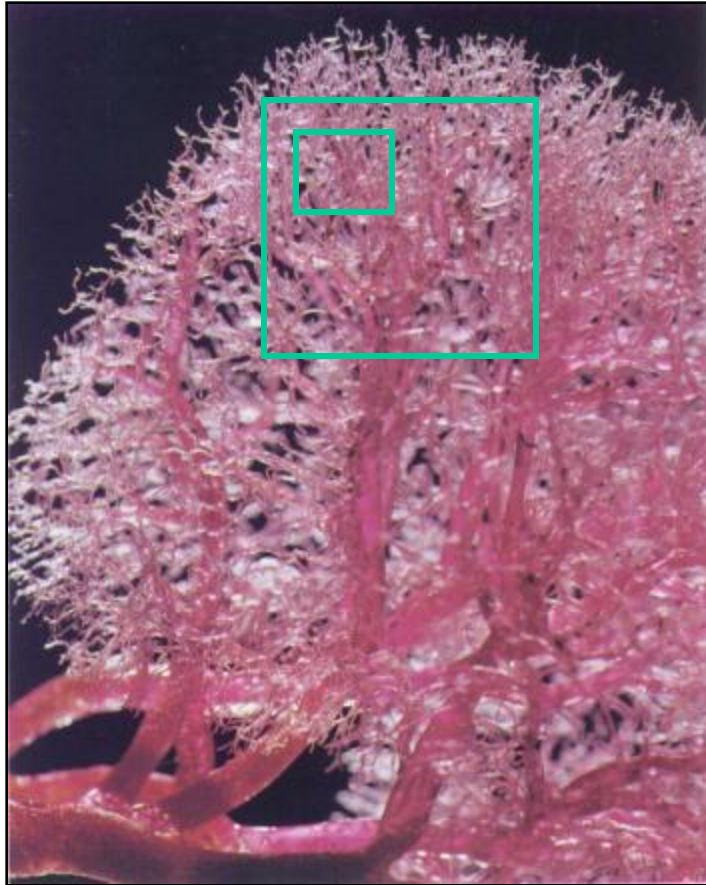
If we change the orientation angle differently from 90 degrees?

If we change the reduction ratio of each three lenses?



There are many fractal image in our world, generated from the simple principle.

A human kidney



Mountain valley



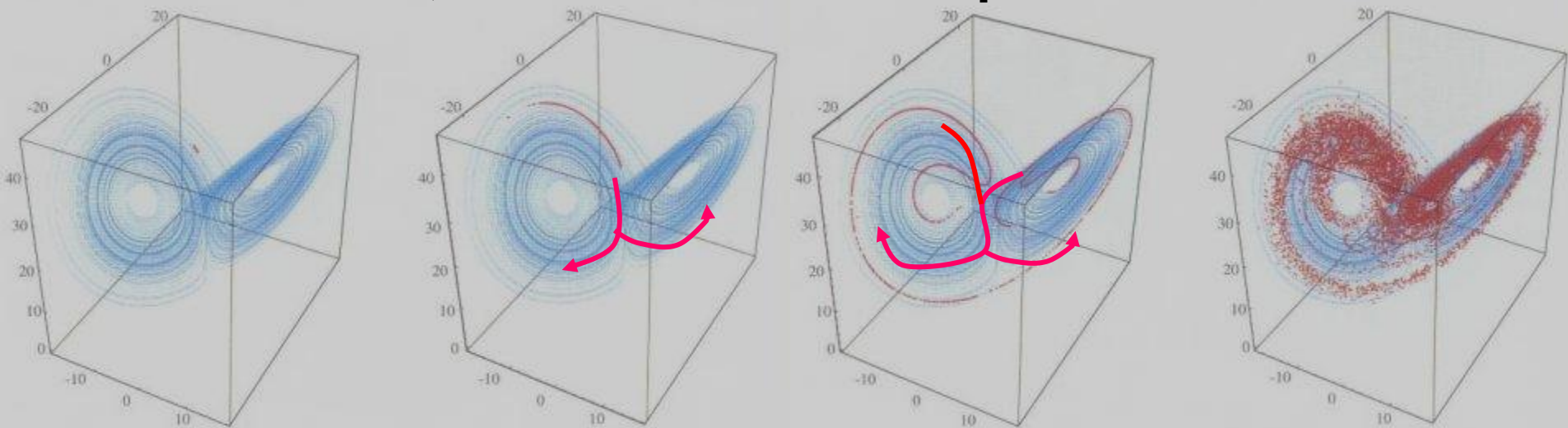
The fractal images generated by the God's copy machine (?)

April 19, 1977



If our life is also one of the chaotic nonlinear dynamic systems,

- Then, our life would have the properties of the nonlinear dynamic system:
 - ▶ **It is very sensitive to the initial conditions.**
 - The initial condition determines what specific status it will reach in the future among the huge status set.
 - Even the two points with very close initial conditions can be located at the extreme different positions with each other.
 - ▶ Hence, the future cannot be predicted.



You cannot predict your life, but you need to set up your dream and vision NOW.

● What is your image after 15 years?

A government official, a consultant or a lawyer understanding engineering



A professor



Top 1%
Global leader

A CEO of a big business group



A professional researcher



... a U.S. Department of Energy national security laboratory.

Microsoft

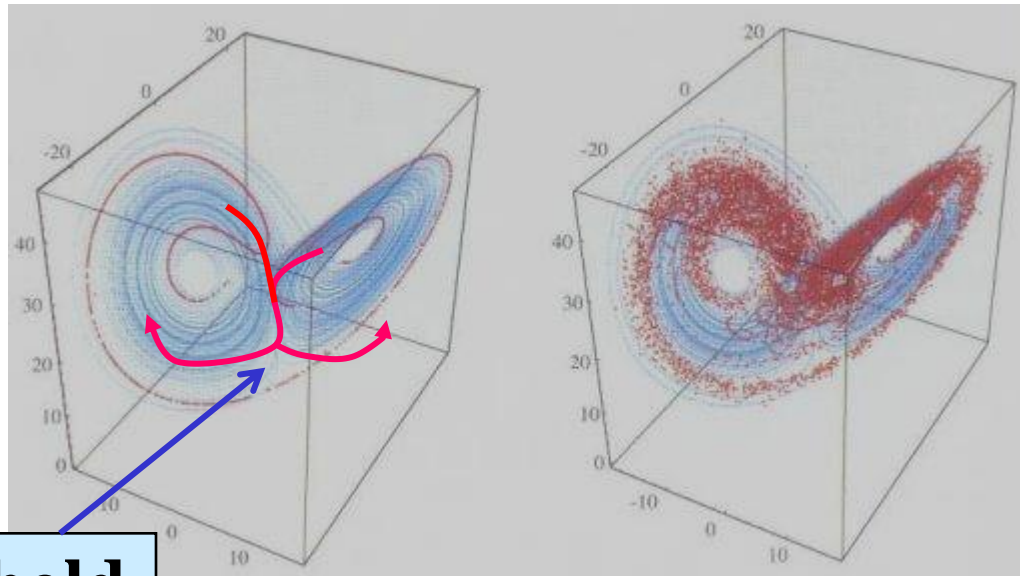
A founder of a venture business

National University

YAHOO!

Why do you need to set up your dream and vision NOW?

- You are encountering small or serious thresholds every moment.
 - ▶ Sometimes you do not recognize if it is a threshold or not.

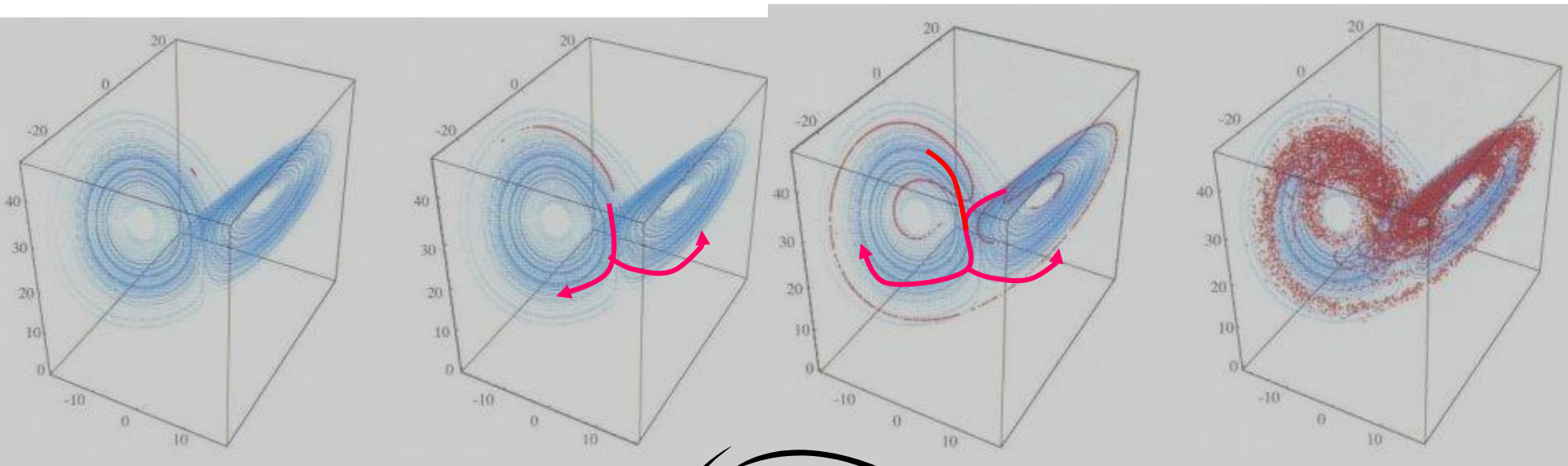


threshold

**When you make decision
or you are decided by others.**

You never give in at any threshold even if it seems to be trivial,

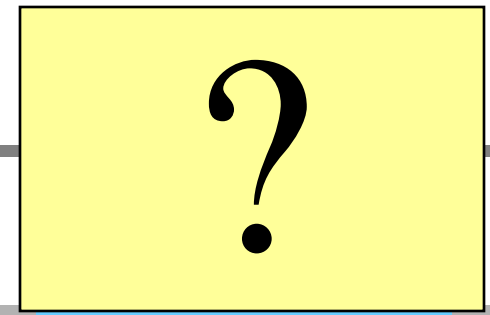
- once it is related to your dream, since your life is an initial condition game.



Your 20 years



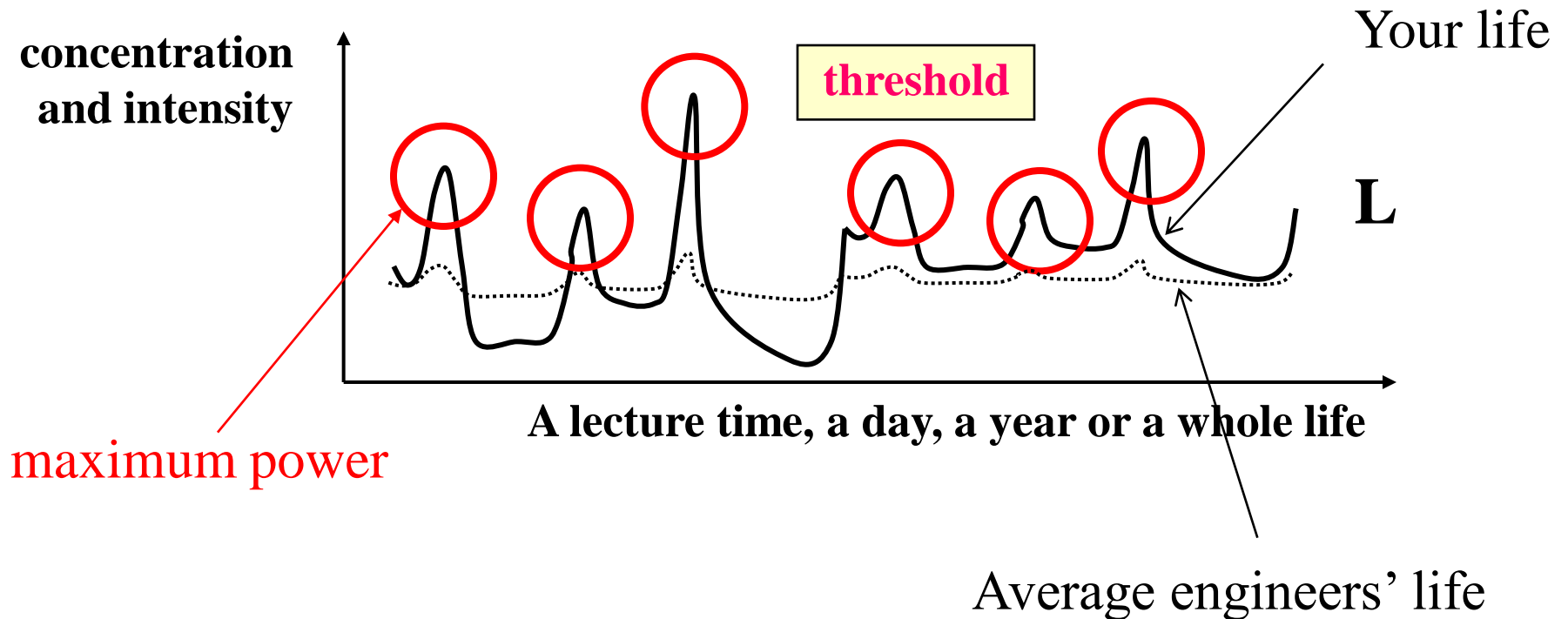
Your 30 years



Your 40 years

Only your dream will make you break through every thresholds to come by your maximum power.

You are not going to be the average engineers?



**I believe that all of you
become top 1% global
leaders in the future.
Good luck.**