

Validating sketch concepts in "human scale"

Product Design

The February 2009 Sneak Peek is the second of a 3-part series on how the Helix design team generates solutions to your product development needs. Concept generation at Helix Design commonly comes in three varieties: "blue-sky" concept generation in two dimensions (as depicted last month), hand modeling to refine product ergonomics prior to CAD generation (this month), and more technical mechanical problem solving in CAD (next month). One of the keys to successful product development is the accurate translation of 2D concepts into 3D form. While this step ultimately involves the generation of 3D CAD geometry by mechanical engineers, continuing 2D form development with the aid of hand-carved foam models is a great and timely way to begin form validation before a design direction is chosen. Recently, the Helix design team was

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asked to generate goggle concepts for the BMX market. Taking cues from current automotive, footwear, and fashion trends, our design team generated a wide variety of goggle concepts and design directions.

Engineering

Prototyping

Sculpting 1:1 concepts in foam



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