

# meng 293 – Project Management & Social Responsibility

## Defining the Interfaces

In class, we looked at a coffee mug example to help figure out what DEFINING THE INTERFACES is.



In the process of defining the interfaces one simply has to look at how the object you are to design is attached to or interfaces with other objects.

Here are a few interfaces:

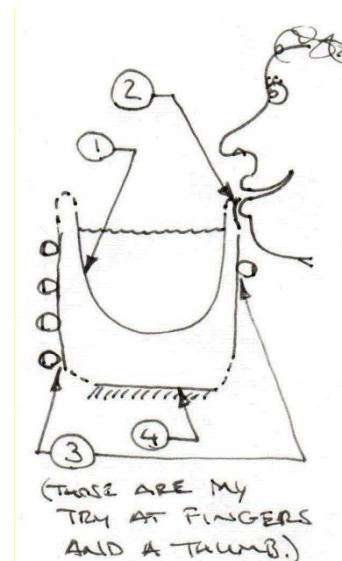
Primary:

1. Liquid / mug interior
2. Lips / mug open edge
3. Hand / mug exterior
4. Table / mug base finger

Secondary:

- Liquid / lips, mouth
- Car cup holder / mug base and sides
- Lid / mug top (lid)
- Advertising / mug sides
- Advertising / mug interior

There are lots more but I think you get the idea.

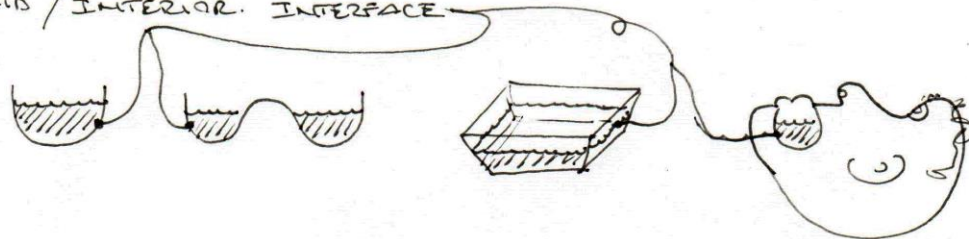


Once you have defined enough of these connections, you simply draw them out. Once the interfaces are drawn you simply colour between the lines and, before you know it, you have your object. By doing this you are looking for what artists call “negative Space”. Negative Space is space that is NOT occupied by the things you are drawing or designing but is defined by the objects connection and relationship with the world it occupies.

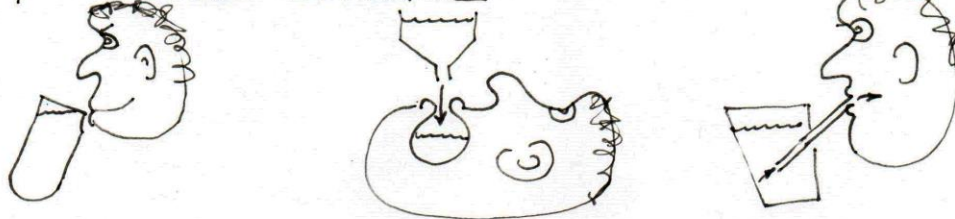
There are many ways of re-configuring these interfaces in ways that work, and many, many ways that don't. This method is simply a way of getting involved with the design subject and exploring it thoroughly enough so that you can start creating your own real objects.

### COFFEE CUP INTERFACES

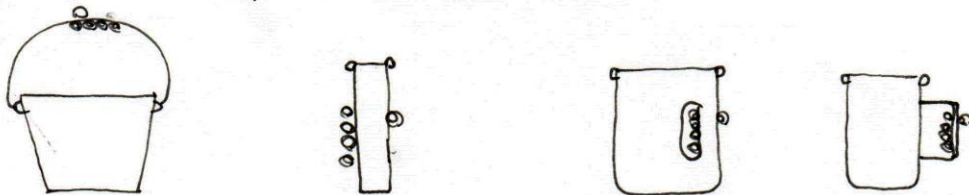
#### • LIQUID / INTERIOR INTERFACE



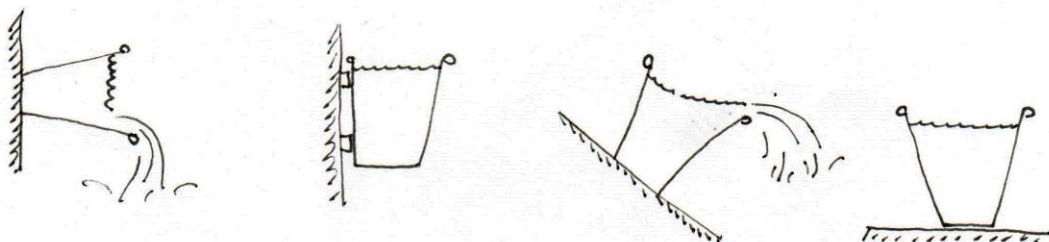
#### • LIPS / CUP EDGE INTERFACE



#### • HAND / CUP BODY INTERFACE



#### • FLAT SURFACE / CUP INTERFACE

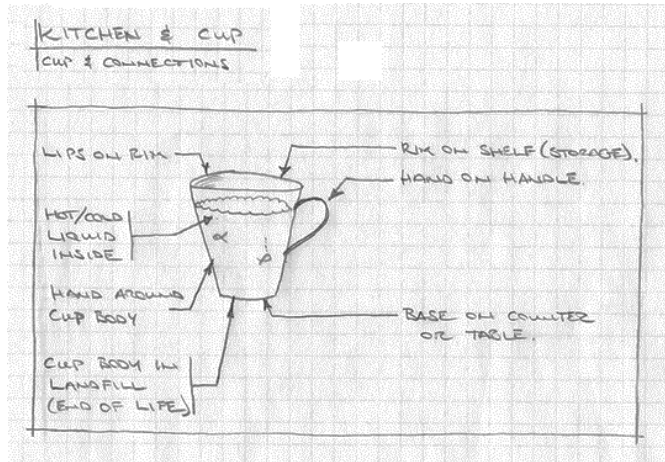


Here are some details of what to do.

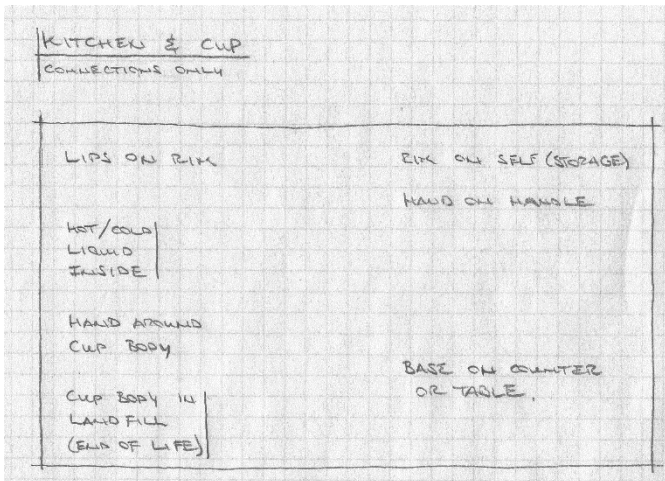
1. Describe the product with a picture or two and a description of how it might be used. Your description of uses needs to include both its intended uses and many of the ways that your product can be misused or uses for a purpose other than the ones intended for it

2. Examine how the product connects to the environments.

- a. List the different environments that your product will occupy. In the case of the coffee cup example, these might include: car, bicycle, cupboard, kitchen, backyard, coffee shop, and landfill.
- b. For each of these environments, list the ways that your product will connect to that environment. A series of pictures might help here. In the case of the **Coffee-Cup-in-the-Kitchen** Environment I have produced one picture so that you can see what I mean (See the first picture on the right). You should make a separate sketch for each environment where your product will be used.



- c. Take one of these environments and produce a sketch where the product has been left out but the product-environment connections have been drawn or written in. For the **coffee-cup-in-a-kitchen** environment, it might look like the picture above.



- d. From the sketch produced in part "c", draw three (3) differently shaped products that fit the connection void. Draw your product so that it fits the environmental limits but takes on different physical shapes to do so. My example is to the right. I just did one ... you need to do three.

Notice that I had to add some notation to make some of the functional aspects of the new coffee cup clear to the viewer. You should do the same.

