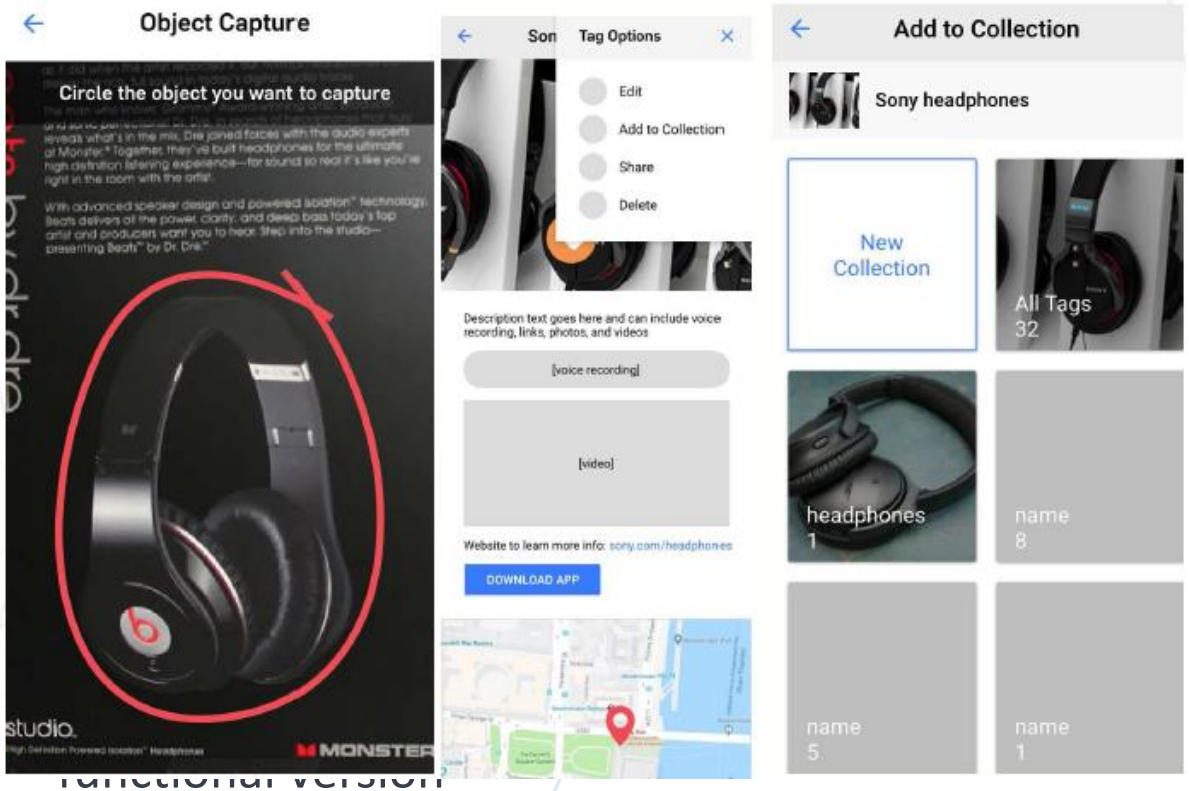
Prototyping

Antonio Câmara

December 2022

Software projects

Initial market validation



functional version

Software Projects

UI/UX Prototyping

Square Space

https://www.squarespace.com/

Sketch

https://www.sketchapp.com/

Figma

https://www.figma.com/

Software development

GitHub for students

https://education.github.com/pack (incluindo Atom, AWS, Cart, Stripe, Unreal)

Help

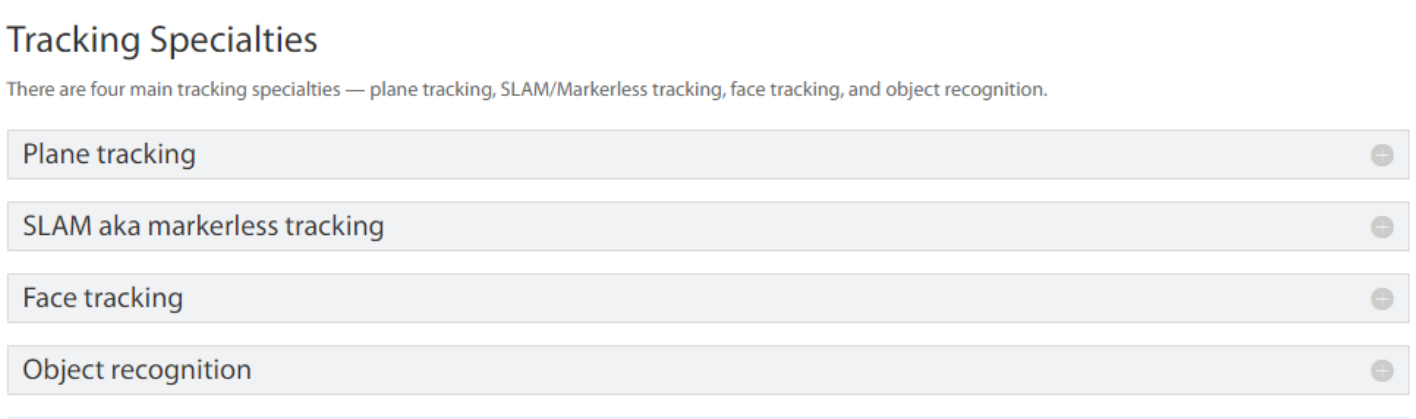
Amazon Mechanical Turk

https://www.mturk.com/

Augmented reality

Open source augmented reality SDKs

Augmented reality



[Augmented reality SDKs compreehensive guide]

Augmented reality

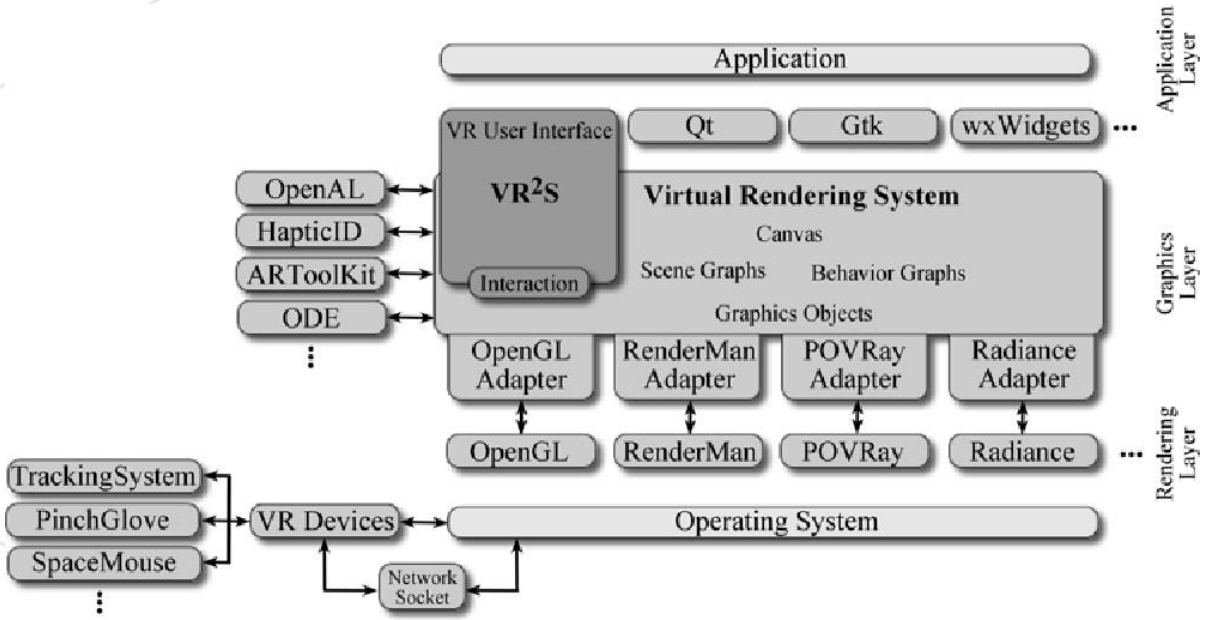
Augmented Reality SDKs Reviewed

There are dozens of Augmented Reality SDKs, but that doesn't mean they all solve every problem. To help you find the one that is right for you, we have put together an overview of the best, most mature AR SDKs currently on the market. They are listed in alphabetical order.

- Amazon Sumerian
- ARCore
- ARKit
- ARToolKit and artoolkitX
- DeepAR
- EasyAR
- Lumin SDK (for Magic Leap)
- MAXST AR SDK
- Marxent AR SDK with MxT Tracking
- Visual Studio
- Vuforia
- Wikitude

[Augmented reality SDKs compreehensive guide]

Virtual reality



A generic virtual reality software system's architecture and application

Virtual reality

[Best virtual reality SDks tools]

Unity 3D

Unreal Engine

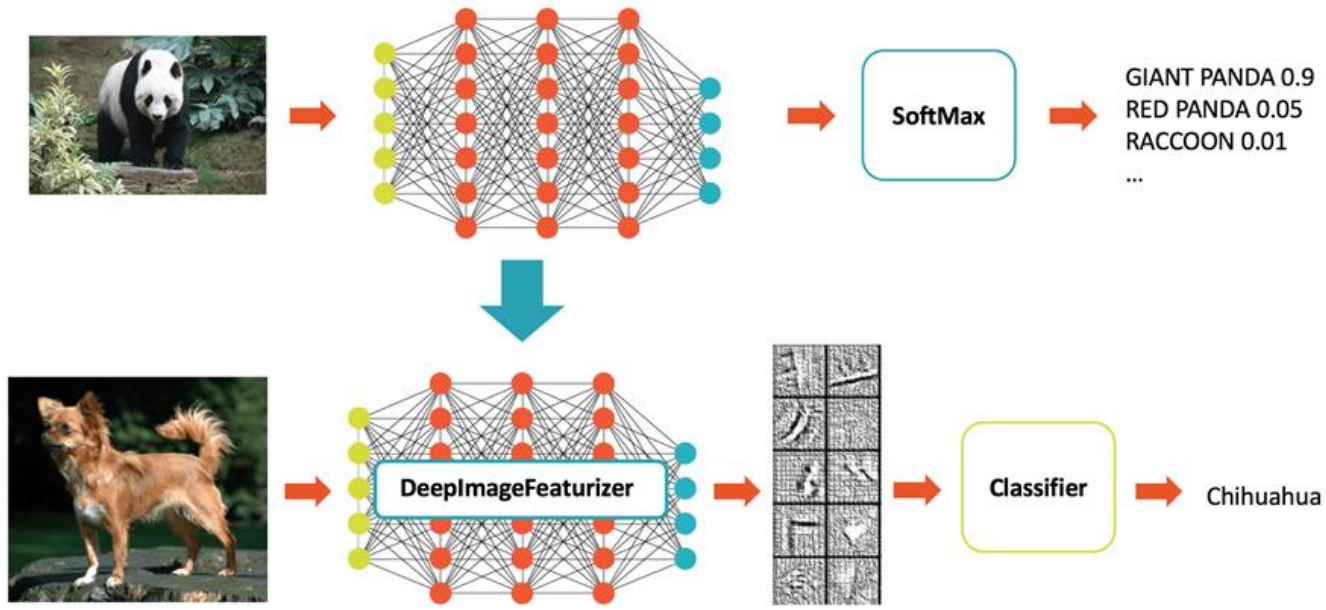
Blender

Amazon Lumeryard

Cry Engine

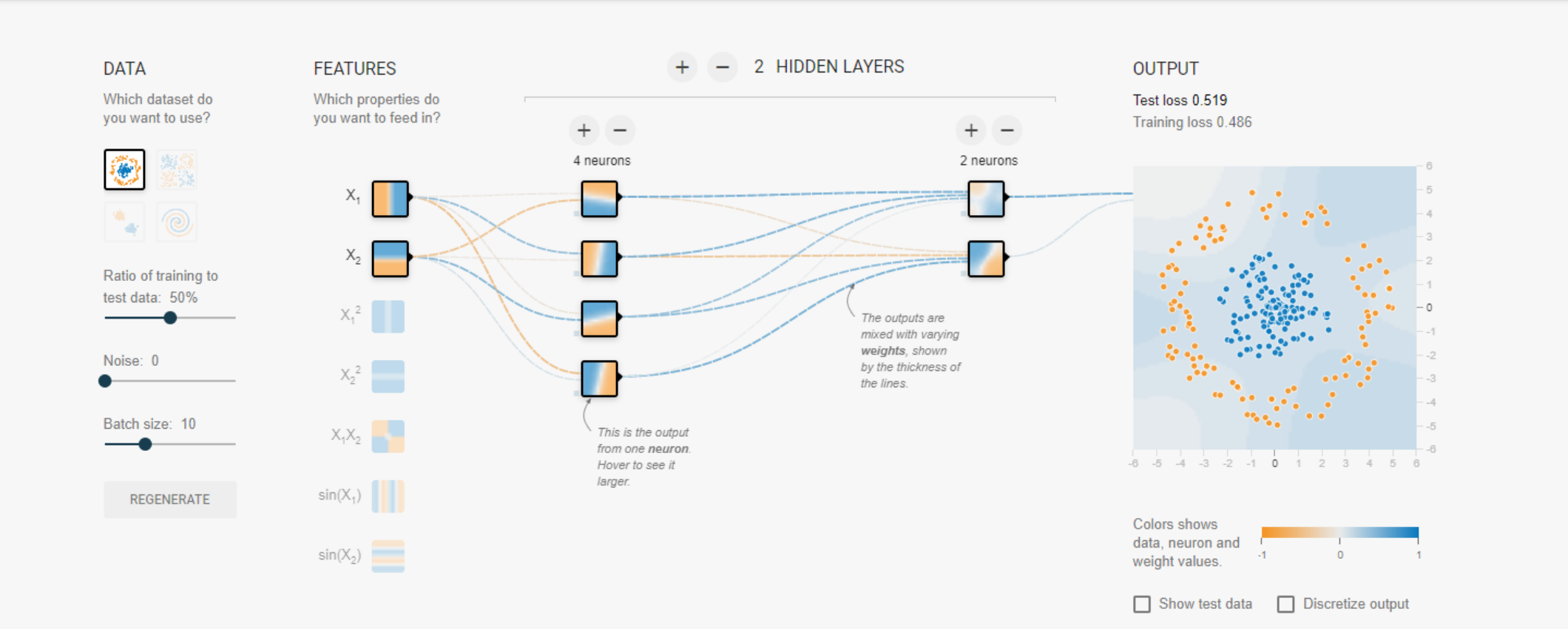
Machine Learning

[Open source tools for machine learning]



Machine Learning

[Tensor Flow]
[Playground with Tensor Flow]



Hardware projects

https://www.codementor.io/blog/MVP-product-market-fit-2lvrzn68b2

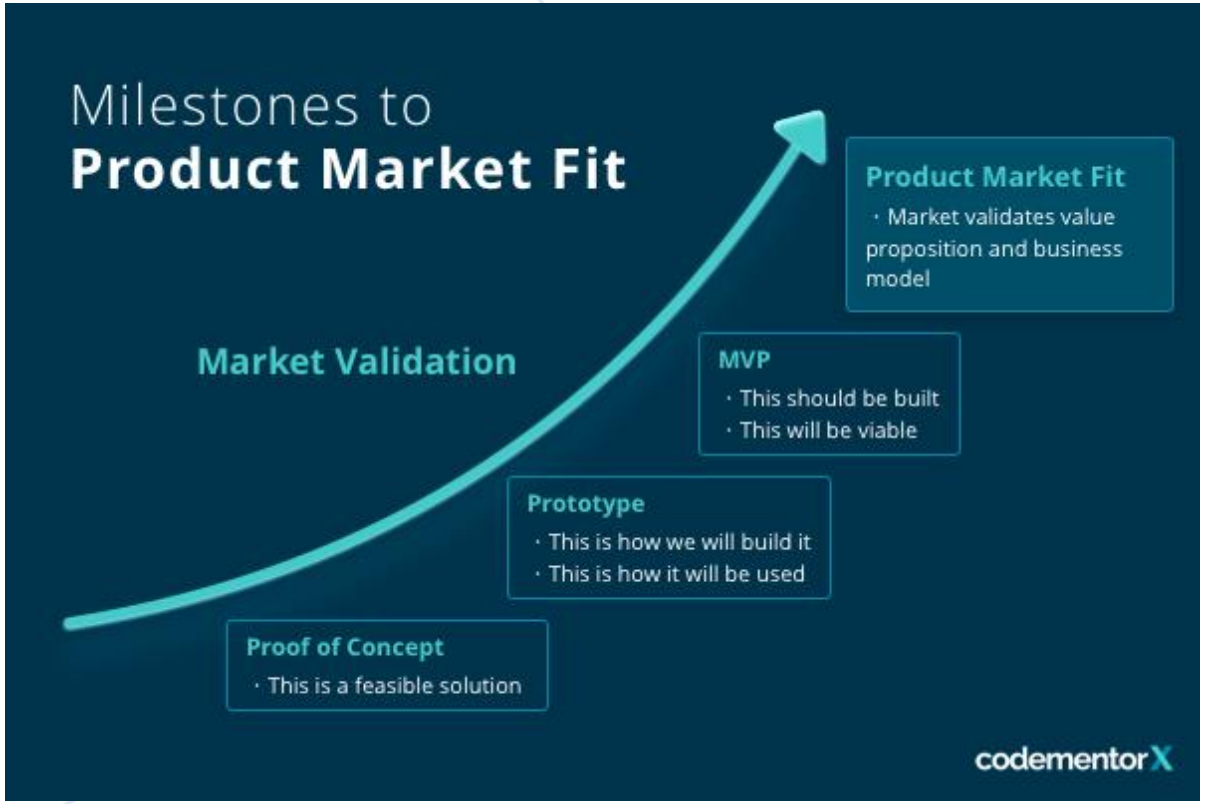
Market validation

Proof of concept

Prototype

“Minimum Viable Product”

(MVP)



Hardware projects

Development of physical prototypes

https://predictabledesigns.com/how-to-prototype-hardware-product/

Arduino

https://www.arduino.cc/

Raspberry Pi

https://www.raspberrypi.org/

Sensors

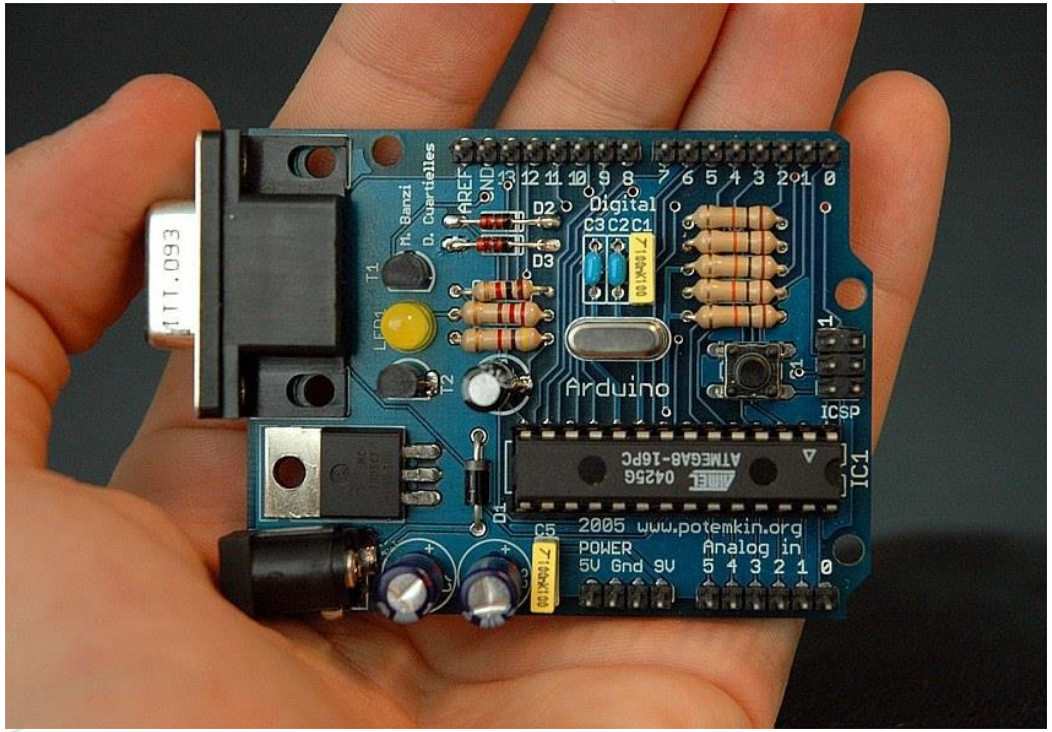
https://www.sparkfun.com/

Blender (modelação 3D)

https://www.blender.org/

3D Printing

https://www.3dhubs.com/



Hardware projects

Help

Mechanical engineering

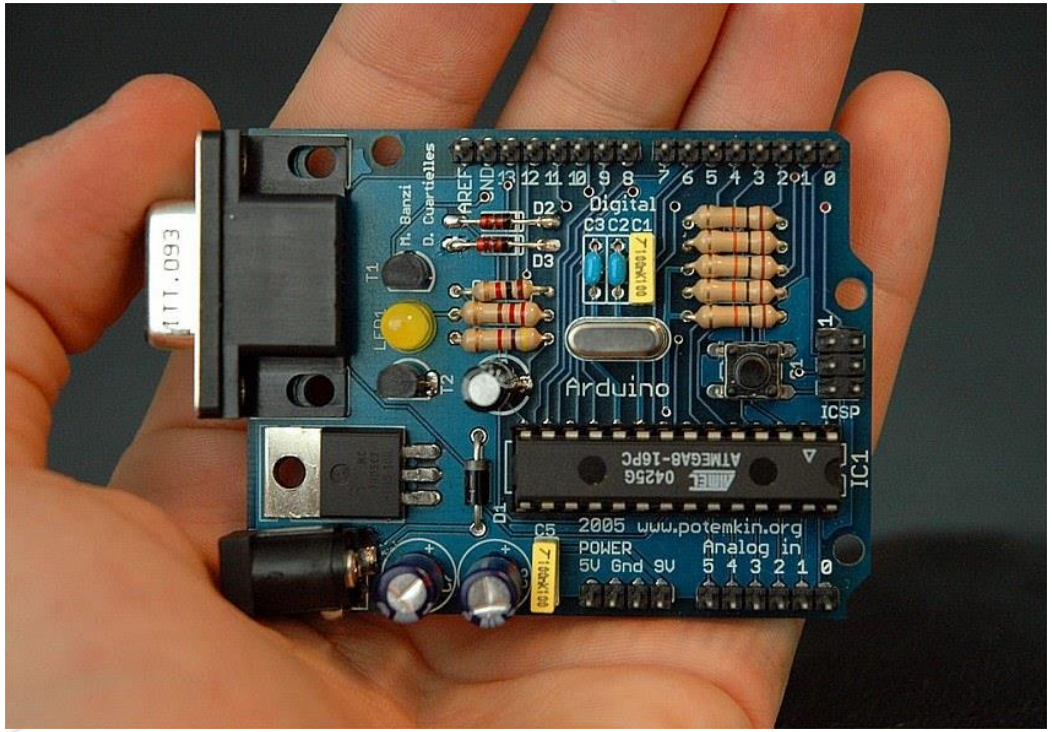
Grabcad

https://grabcad.com/

Electrical engineering

Instructables

https://www.instructables.com/



Interviews

https://www.youtube.com/watch?v=Xj8Zu8wuCNs

“procurement” by Francisco Mendes (Hardware City)

https://www.youtube.com/watch?v=CQYfz8Zf1ik

Prototyping by Francisco Mendes and Sofia Almeida (Line Health)

Prototyping

“Software”

https://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-831-user-interface-design-and-implementation-spring-2011/syllabus/

“Hardware”

https://ocw.mit.edu/courses/sloan-school-of-management/15-783j-product-design-and-development-spring-2006/syllabus/

Additional "Links"

Comparison of software prototyping tools

https://docs.particle.io/guide/how-to-build-a-product/intro/

Lean startup

Bresslergroup (innovation laboratory for product development)

Highway1 (“hardware startup accelerator”)

Altitude (“rapid prototyping”)

Leituras adicionais

David Wallace, Toy Product Design, 2008 (https://ocw.mit.edu/courses/mechanical-engineering/2-00b-toy-product-design-spring-2008/index.htm)

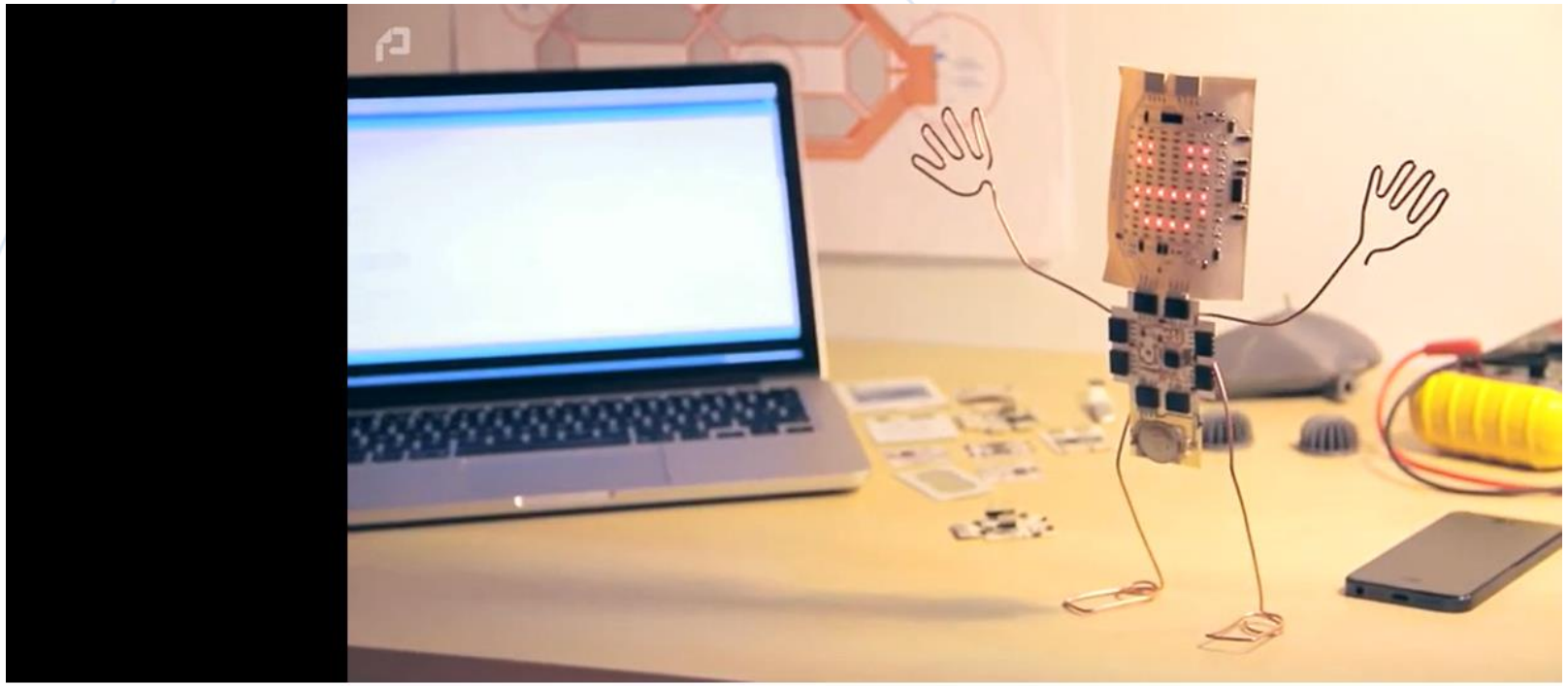
Neil Gershenfeld, How to Make Almost Anything, 2012 (http://ocw.mit.edu/courses/media-arts-and-sciences/mas-863-how-to-make-almost-anything-fall-2002/)

Olivier de Wek, Engineering Design and Rapid Prototyping, (https://ocw.mit.edu/courses/aeronautics-and-astronautics/16-810-engineering-design-and-rapid-prototyping-january-iap-2007/index.htm)

Ted Selker, Industrial Design: A Cognitive Approach, 2003 (https://ocw.mit.edu/courses/media-arts-and-sciences/mas-742-industrial-design-intelligence-a-cognitive-approach-to-engineering-fall-2003/index.htm)

Printoo Kickstarter video

https://vimeo.com/92845728



Printoo Kickstarter video

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