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- make

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16.810: Engineering Design And Rapid Prototyping

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Chapter 11 DESIGN, PROTOTYPING And CONSTRUCTION

High-fidelity Prototyping • Uses Materials That You Would Expect To Be In The Final Product • Prototype Looks More Like The Final System Than A Low-fidelity Version • High-fidelity Prototypes Can Be Developed By Integrating Existing Hardware And So Mar 14th, 2024

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'Wizard-of-Oz' Storyboards • Often Used With Scenarios, Bringing More Detail, And A Chance To Role Play • It Is A Series Of Sketches Showing How A User Might Progress Through A Task Using The Device • Used Early In Design Sketc Feb 14th, 2024

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Of A Loss In Efficiency With Respect To The Conventional, Single Rotor Configuration. This, In Addition To The Limited Duration/weight Ratio Typical Of Electrically Driven Systems, Makes The Endurance In The Hovering Condition A Critical, But Challenging, Issue In The March 6th, 2024

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