

# Glasses

ME 172

## ENGINEERING GRAPHICS – Principles and Applications

### Grading Rubric for L-3i

- 35 pts (rendering)
- 40 pts for Engineering Solution.
  - Solid model 10 pts
  - Fit of the glasses 10 pts
  - Modeling Schema 20 pts

L-3i (points 75)

Due: At the Beginning of Your Lab  
(week of 26<sup>th</sup> Mar. 2012)

Expected time to complete 7-8 hrs

**Design Objective:** Design a pair of Oakley sunglasses (an assembly)

**Instructions:** Download the body data called “ManHeadNX” from Blackboard (Course Materials Folder). Create the frame and lenses by making datum points and planes to build datum curves and surfaces that will be thickened into a solid. *Photo-render your glasses*. The only strict requirements are that the glasses must rest on the nose and extend past the ears, not protruding into the digital head. Everything else is up to you!

### Things to remember as you are planning your design:

- **\*\*NO WIRE-RIM GLASSES\*\*** (See figure below for a good example)
- Assume that your design will be made from injection molded parts with hinges and pins.

**Submission:** Print out a photo-rendered image in color on normal paper (not glossy) and **attach** your engineering solution to the back. Each student is also **required** to email their best rendered **.tif** or **.jpg** image and **part file** to [byu172fall@gmail.com](mailto:byu172fall@gmail.com).

