Project Title: **Hand Drill**
Student Name: **Yasuhide Yokoi**

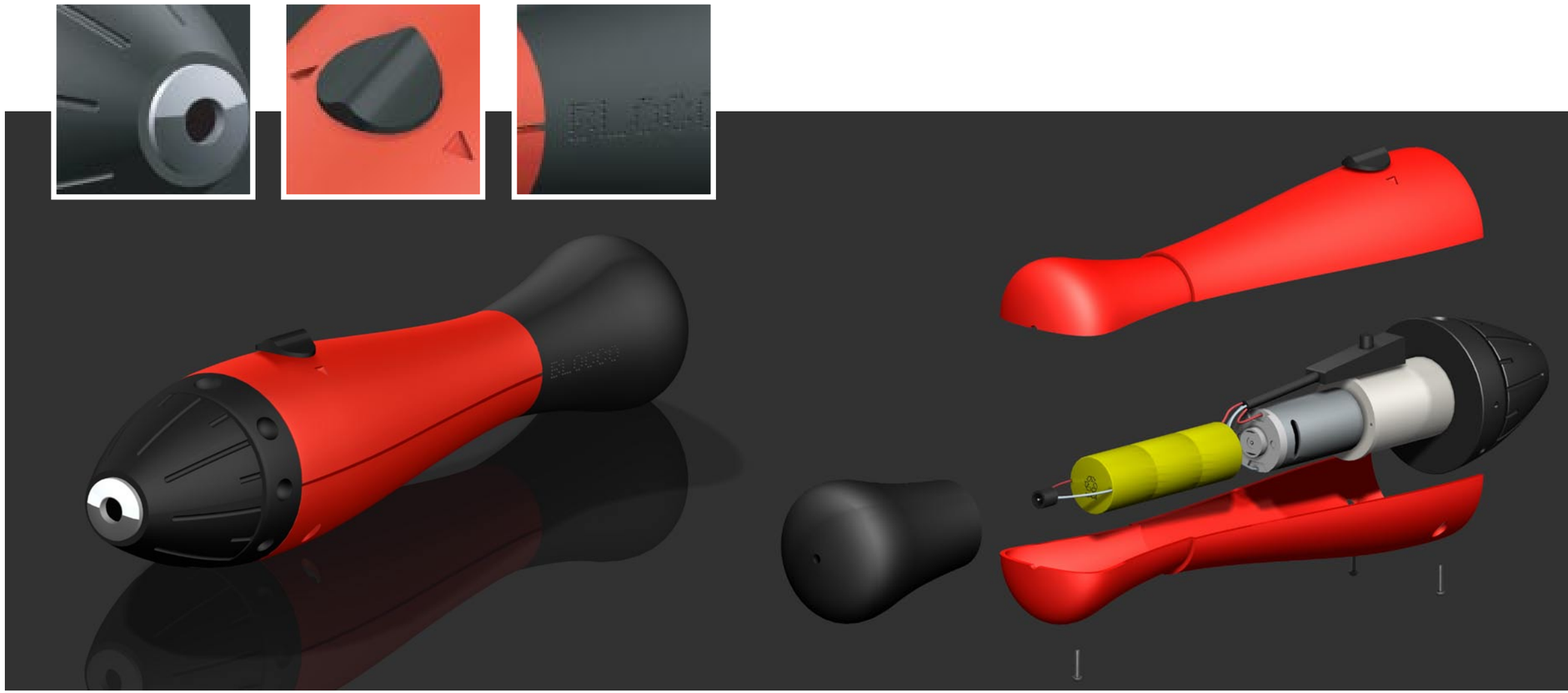
Level: **2nd Year**
Course:
Advisor/Instructor: **John Leaver**
Principal Investigator: **John Leaver**
Department/School: **Product Design Department, Tama Art University, Tokyo, Japan**

Jury Comments:

This one is my favourite. Even if I have some technical points to clear out (but it is already done in my mind!). For a 2nd year student, he/she has the right 'mind' to be a Product Designer. Ergonomy, visual attraction (colors, sensual look, evidence of functions), and tech integration are well mastered. Renderings are what they are made for: comprehension of the model. Anyway, a lot better than all the cordless screwdrivers I have seen on the market! A classic well revisited...and it is not an easy exercise to re-create the wheel!
•Christian Allebosch

Summary description of project:

The design of a "hand tool" in which the students selected the type tool that they wanted to design formed the basis of this project. After research of the desired tool a design was created and developed to fulfill the design requirements.



Reasons for the nomination:

The design of this project and the visualization using **form•Z** are the primary reasons for selecting this project as an award candidate. The research behind the design of this hand drill determined that the gun-held style was a little unstable and difficult to control when beginning to drill a hole. This design locates the center of gravity of the drill motor in the center of the hand which makes it easier to control and aids in higher performance quality. In addition the location of the drill rotation direction switch was placed at the top of the drill making it easier to understand the rotational direction. The final presentation required an exploded view of the parts of the assembly and this project used **form•Z** effectively to accomplish this objective. Its design and computer modeling are of high quality and I feel it is deserving of an award.