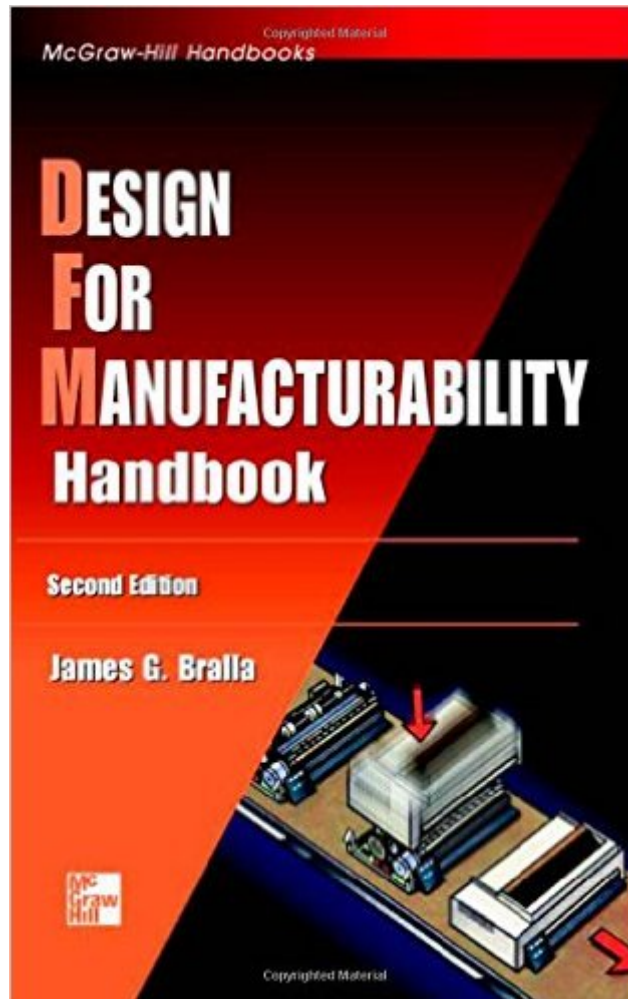The book was found

Design For Manufacturability Handbook

Synopsis

From raw materials ... to machining and casting ... to assembly and finishing, the Second Edition of this classic guide will introduce you to the principles and procedures of Design for Manufacturability (DFM)Ã'the art of developing high-quality products for the lowest possible manufacturing cost. Written by over 70 experts in manufacturing and product design, this update features cutting-edge techniques for every stage of manufacturingÃ'plus entirely new chapters on DFM for Electronics, DFX (Designing for all desirable attributes), DFM for Low-Quality Production, and Concurrent Engineering.

Book Information

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Average Customer Review: 4.7 out of 5 starsÂ Â See all reviewsÂ (10 customer reviews)

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Customer Reviews

I teach Product Design Engineering at Ohio State and I can honestly say that Bralla is absolutely the best single reference for working designers and manufacturing engineers that I've found. An incredible compendium of useful info on just about any manufacturing process you can think of, and plenty you HAVEN'T thought of, plus chapters on Design for Assembly, materials, economic considerations - you name it. The book is a bit pricey, but considering the amount of useful information packed into it, it's a steal. Bralla far exceeds McGraw-Hill's regrettably low standards for their handbooks - this one is a keeper!

This book has information on virtually every manufacturing process imaginable. As dry as that may sound, it is really well put together. The authors for each segment are the top people in their respective industries. It is information being presented by those that actually use it and create it. I was required to buy this for a class, but I will definitely not be selling it back.

The book provides a good starting point for design, especially for new engineers. Much of the content is `common sense' to those with experience. It covers many topics, but none in significant depth. I have yet to find a real alternative to talking to machine shops, but with the help of this text you may at least be on the same wavelength. Most people buying this will be doing it with their company's money - in saved time it is definitely worth it.

First of all as a second year student in industrial design, I was looking to get an easy to read AND complete manual on overall design. I was ready to buy as many books as needed to have my own ressources on many design tolerences and ways to build... Let just say that my teachers only had that book in mind, with an impressive library collection. Every single one of them went direcly to that one for everything, then and only then they would search on a more precise book. It happened once.For my part it's a very easy to use and quite complete book on every topic I can think of, from metals to plastics... at that price don't look away! So far I've never needed anything else, but when I'll work with SPECIFIC plastics I may look for a specialized document.

This book is about as good as it gets when it comes to not juts knowing about the different ways things are made, but also the bets way to design for each method. You would think that such books would be common, but they are not. It is not cheap, but I am still glad I got it. Other who visit my office always notice it and look through it and then comment that they would like their own copy.Thus, the highly positive reviews for this book.You will find that you will never read it cover to cover, unless you're not working, and don't actually need it, but you will regularly refer to it when working.I just recommended this to a young engineer wanting to develop this design ability. If you too are looking to quickly increase this skill, then I would most definitely recommend it to you.

Design for Manufacturability Handbook Feng Shui: Wellness and Peace- Interior Design, Home Decorating and Home Design (peace, home design, feng shui, home, design, home decor, prosperity) Interior Designer's Portable Handbook: First-Step Rules of Thumb for the Design of

Interiors: First-Step Rules of Thumb for the Design of Interiors (McGraw-Hill Portable Handbook) The Entered Apprentice Handbook, The Fellow Crafts Handbook, The Higher Degrees Handbook, and The Master Mason's Handbook Refining Design for Business: Using analytics, marketing, and technology to inform customer-centric design (Graphic Design & Visual Communication Courses) Algorithms: C++: Data Structures, Automation & Problem Solving, w/ Programming & Design (app design, app development, web development, web design, jquery, ... software engineering, r programming) 2012 Wood Design Package - including the National Design Specification® for Wood Construction (NDS®) & NDS Supplement: Design Values for Wood Construction (4 volumes set) Bathroom Design/Badezimmer Design/Design De Salle De Bains/Banos De Diseno (Designpocket) (Multilingual Edition) Interior Design: How To Make Your Home Look Amazing - The Complete Beginners Guide To Decorating Your Home On A Budget! (Feng Shui, Interior Design Handbook) What is Packaging Design? (Essential Design Handbook) The Architect's Portable Handbook: First-Step Rules of Thumb for Building Design 4/e (McGraw-Hill Portable Handbook) Minecraft: Minecraft Creations Handbook: The Minecraft Construction Handbook Specially Made for The Best Minecraft Players (mincraft secrets, minecraft handbook, minecraft construction, minecraft) The Design of Design: Essays from a Computer Scientist Database Design for Mere Mortals: A Hands-On Guide to Relational Database Design C#: Design Patterns: The Easy Way Standard Solutions for Everyday Programming Problems; Great for: Game Programming, System Administration, App Programming, ... & Database Systems (Design Patterns Series) C#: Design Patterns: The Easy Way Standard Solutions for Everyday Programming Problems; Great for: Game Programming, System Administration, App ... & Database Systems (Design Patterns Series) Games, Design and Play: A detailed approach to iterative game design Pervasive Games: Theory and Design (Morgan Kaufmann Game Design Books) 3D Fashion Design: Technique, design and visualization Evil by Design: Interaction Design to Lead Us into Temptation