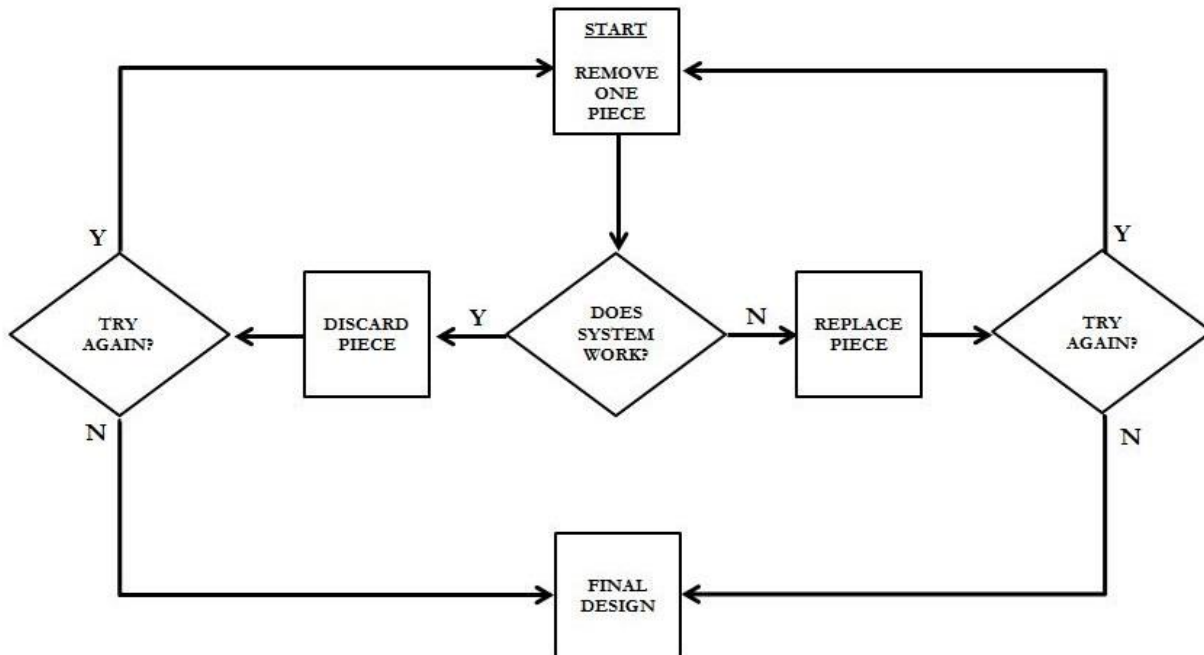


TRIMMING

A Quick Reference Guide

Trimming (v): An iterative design technique for removing unnecessary elements. Typically applied in middle to late phases of design effort.



Why To Use Trimming

- 1) To remove unnecessary friction or complexities.
- 2) To satisfy objectives of weight, size, cost, etc.
- 3) To increase maintainability, usability, reliability, etc.

Four Strategies for Piece Removal

- 1) Remove an obviously unnecessary piece.
- 2) Remove an arbitrary piece.
- 3) Remove an apparently essential piece.
- 4) Remove every piece, one at a time.

When To Stop Trimming

- 1) When all pieces have been evaluated.
- 2) When design satisfies objectives of weight, size, cost, etc.
- 3) When you run out of time.