

# Physical Products

## Step 1 - Ideation

Step 1 is to come up with an idea. This might mean 'scratching your own itch'.

Note that an idea doesn't have to be 'original' though. In fact, a tried and tested product idea is often safer.

Next comes the design - which turns a concept into a product.

## Step 2 - 3D Model and Design

You now need to turn that design into a 3D model. Best is to use 3D modelling software such as Blender.

Or, crowdsource this process using a site where you can find designs.

You can create a PCB for electronics or you can use existing tools like Raspberry Pi!

## Step 3 - Creating a Prototype

Your prototype is a simplified version of your product that allows you to iterate on your design and acts as a proof of concept.

You can DIY this process or you can use 3D printing to make something more official. Or combine both.

Use Shapeways or similar, or buy your own 3D printer.

## Step 4 - Manufacturing

With your prototype and 3D file, you next need to create your BOM or 'Bill of Materials'.

This is simply a list of all the individual parts needed - similar to the front page of flat pack instructions.

To find manufacturers you can try sites including Alibaba or Makers' Row.

## Step 5 - Funding

Now you need to fund your product. You can do this with a business loan (try PayPal), by bootstrapping, by finding an angel investor or by using sites like Kickstarter and Indiegogo to crowdfund your idea!

With that done, you can now order the MOQ (Minimum Order Quantity) from your manufacturer!