

Forum:[Hack Forums](#)

Thread: [Came up with a great idea. How do I turn this into a \(patented\) working product?](#)

GoodVibes - June 9, 2018, 12:31 pm

Came up with a great idea. I've ran some tests that took a while and it works well.

It's a concept that's been known among docs in this field, but not really spread as there's no current products out there to implement it. I looked into it, and while thinking about how I could use the current options out there, the only two options out there are horrible. The first no one would use (ego / self image w/e), and the second is so inconvenient that nobody uses it. It's not a big issue because there's options out there to make the problem not noticeable, but it doesn't actually fix the issue. This does. So I thought up a better way to do it, that's easy, "fun" (for any age really, but targeted to parents who care about their kids), and most importantly, works / fixes the issue.

What I need help with, as I'm sure there's a few knowledgeable users here that are familiar with at least some of this process:

Making the product

I already have an outline of the design I need to create, but I need it to be made in bulk from China or somewhere. Does anyone know a good or reliable place to have a factory make a product? I'm also aware that they could take my idea, but it doesn't matter as without a guide it'd be difficult to tell the intention of the object. I've found some places that'll make stuff domestic, but they're 3d printing powered which would likely make the costs way more than in China. There doesn't appear to be an easy way to contact a factory through a normal website, so I'm guessing I'll go through Alibaba and find someone with a factory to make it for me if no one here has a better alternative.

Patenting

That brings me to my second issue, patenting the product. Does anyone know anything about this and the best way to go about it? Or any tips or things I should look out for while patenting it. I'm pretty sure I can only patent it here too (US), and other people could take the idea and do it in their country, but that's not an issue as the demand from the US should be more than enough. Probably will just ask a local lawyer to hook me up with someone that does that (patent lawyers are a thing I believe?) after I have a prototype of my product

Biz side

I don't have any idea about the business side. The closest thing to biz that I've ever done is selling software I developed (this was a while ago). This is going to be the first legal biz venture, so I was wondering if anyone had any idea on that either. I'd have to register a biz, and then past that don't know what I'm looking at. Should've taken that biz class. Not really an issue, it's more of managing the biz after I have all this product, get contracts (I'll have to figure out how that works) with local doc places, and managing all this product and moving it. I'm guessing if it goes somewhat well, which there's no way it shouldn't if done correctly, it'd be way more than one person could handle. So I'd need to figure out how I'm supposed to handle all of it.

I'll probably reach out to some wealthy friends if I need money, or take a loan (yes it's bad but this has to work), but I'm trying to get the funds by myself if possible.

I mean there's a good amount of other stuff too I'll have to learn, but those are the main points.

Thanks for anyone who reads all this out and has any input. Please try to keep shitposting to a minimum.

Deal - June 9, 2018, 12:38 pm

I'm just curious, why would you put @Omni in the title?

GoodVibes - June 9, 2018, 12:40 pm

(Jun 9, 2018 12:38 PM)Vanadium Wrote: [\[CITE\]](#) I'm just curious, why would you put @Omni in the title?

I saw it on some other thread on here and he gave useful advice on my last thread like 30 min ago

Mr. Robot - June 9, 2018, 12:40 pm

Kickstarter if it is that good.

GoodVibes - June 9, 2018, 12:42 pm

(Jun 9, 2018 12:40 PM)Mr. Robot Wrote: [\[CITE\]](#) Kickstarter if it is that good. I thought about that. I should get an example product from China first (or 3d develop here I guess as china probably only supplies bulk) and patent it, then place idea on kickstarter?

Mr. Robot - June 9, 2018, 12:44 pm

(Jun 9, 2018 12:42 PM)GoodVibes Wrote: [\[CITE\]](#) I thought about that. I should get an example product from China first (or 3d develop here I guess as china probably only supplies bulk) and patent it, then place idea on kickstarter?

Well yeah, you need a prototype.

If it's a piece of hardware, I honestly think it's probably been done already and you just can't find it.

Deal - June 9, 2018, 12:47 pm

(Jun 9, 2018 12:40 PM)GoodVibes Wrote: [\[CITE\]](#) I saw it on some other thread on here and he gave useful advice on my last thread like 30 min ago

Well the advice he gave you was about Bitcoin, which he's really interested in.

That doesn't mean that he will be your counselor for the rest of the time.

Anyway, I hope you find a solution, and get some useful tips here.

mvmt - June 9, 2018, 12:47 pm

Making the product: do not do this in China - at least not yet. You're gonna want to find a factory stateside and meet with them, get mockups made, etc.

Patenting the product: you can do this on your own but I'd suggest just meeting with a professional and having them work out all the details with you. It'll cost more but it will be worth it considering this needs to be done 100% correctly to ensure protection of your product.

Business: well you better get to researching and figure this out, or find a partner who has experience. As mentioned before Kickstarter can be a great way to raise funds but you'll need a prototype made and marketing material made for your Kickstarter campaign.

There's a ton of stuff that goes into something like this, if you care enough about it you'll figure it out.

GoodVibes - June 9, 2018, 12:54 pm

(Jun 9, 2018 12:47 PM)Vanadium Wrote: [\[CITE\]](#) Well the advice he gave you was about Bitcoin, which he's really interested in.

That doesn't mean that he will be your counselor for the rest of the time.

Anyway, I hope you find a solution, and get some useful tips here.
Clickbait, and thanks

(Jun 9, 2018 12:47 PM)Fade? Wrote: [\[CITE\]](#) Making the product: do not do this in China - at least not yet. You're gonna want to find a factory stateside and meet with them, get mockups made, etc.

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Thanks for stateside thing, I was planning just figuring it out with some guy that can develop stuff through a Chinese factory.

Patenting: Thanks

Biz: I'll read a few books on the abstract ideas to get a hold of it, but it still seems to be more of something than I'll be able to handle individually.

Definitely plan on figuring this out, thanks for the input, I appreciate it.

Un-Named - June 9, 2018, 2:06 pm

Making the product

Make it on your own for the first 100 units or so. If sales pick up, move closer and closer to international manufacturers. Don't start out with a big international manufacturer for small orders. It'll take time, the quality will be botched, and you'll end up with unhappy customers. Find a local manufacturer and does quality work. If work picks up, you can work on finding a new connection later on.

China is China, and they'll do China shit. They could care less about patents. Don't fuck up the start of your product because you wanted cheap shit quality.

Patenting

You need to start documenting your work, and you should draw up blueprints that explain the mechanics behind your device. You need to also need to show what makes your device unique, and explain why it qualifies for a patent. Make sure one doesn't already exist.

SEE A PATENT LAWYER. Filing for a patent by yourself is possible, but if you don't do it right and get denied, you just wasted your patent filing fees.

<https://fitsmallbusiness.com/how-much-does-a-patent-cost/>

Do not waste your time & patent fee filing for a patent on your own, only to have it denied because you didn't want to get a lawyer.

Biz side

Start your business small. Sell to family & friends and see if they bite. If they do, then it's time to open shop. Unless if you want to fuck yourself for taxes...don't bother opening up shop unless if you're selling a LOT of product. Do a kickstarter, promote through trendy IG videos or w/e and see if that kicks up any dust.

<https://www.mycompanyworks.com/starting-business-texas/>

replace texas with your state name.

best of luck to you op

i don't know shit about businesses btw, but if I were in your shoes, that's how I'd do it.

SIM-1097664 - June 9, 2018, 7:10 pm

(Jun 9, 2018 12:42 PM)GoodVibes Wrote: [\[CITE\]](#) I thought about that. I should get an example product from China first (or 3d develop here I guess as china probably only supplies bulk) and patent it, then place idea on kickstarter?

Definitely need a small prototype. If it gets some interest then do a small scale run and see how they sell and go from there