DIGITAL FABRICATION, WEARABLE DESIGNS, + OVERSEAS PARTNERSHIPS

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UNIVERSITY OF WISCONSIN - STOUT

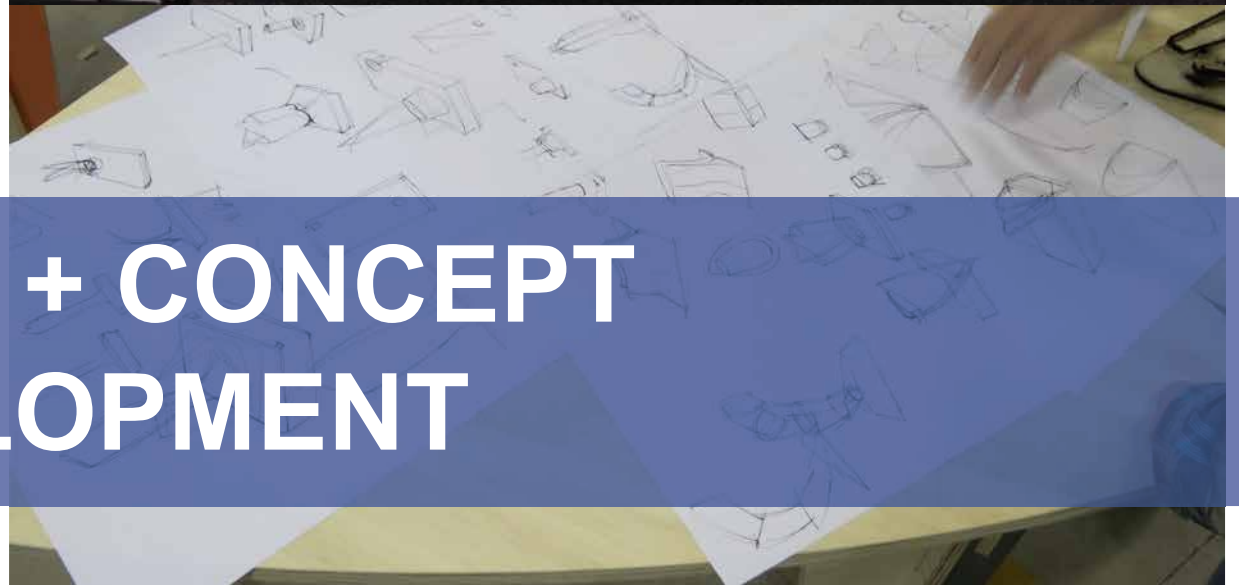

Two Harbors
Apostle Islands
Houghton
Duluth
Superior
Bayfield
Ontonagon
Mt Arvon
1979
L'Anse
Cloquet
Ashland
Marquette
Ishpeming
Negaunee
Hurley
Ironwood
Gogebic Range
Crystal Falls
Hayward
Eagle River
Park Falls
Spooner
Iron Mountain
Escanaba
Rhinelander
Pembine
Rice Lake
Timms Hill
1951
St Croix Falls
Tomahawk
Anoka
Coon Rapids
St Paul
Merrill
Antigo
Menominee
Marinette
Chippewa Falls
Wausau
Bloomington
Eau Claire
WISCONSIN
Shawano
Sturgeon Bay
Lakeville
Marshfield
Red Wing
Stevens Point
Green Bay
Northfield
Wisconsin Rapids
De Pere
Kewaunee
Faribault
Black River Falls
Appleton
Kaukauna
Two Rivers
Owatonna
Winona
Rochester
Toman
Oshkosh
Manitowoc
Lake Winnebago
The Dells
Fond du Lac
Sheboygan
La Crosse
Austin
Preston
Wisconsin Dells
Viroqua
Portage
Beaver Dam
West Bend
Decorah
Watertown
Menomonee Falls
Wauwatosa
Charles City
Prairie du Chien
Madison
Waukesha
West Allis
Milwaukee
Waverly
Platteville
Janesville
Racine
Monroe
Kenosha
Iowa Falls
Cedar Falls
Waterloo
Dubuque
Beloit
Waukegan
Charles Mound
Freeport
Rockford
North Chicago

UW-STOUT *(INDUSTRIAL DESIGN)*

NUST MISiS

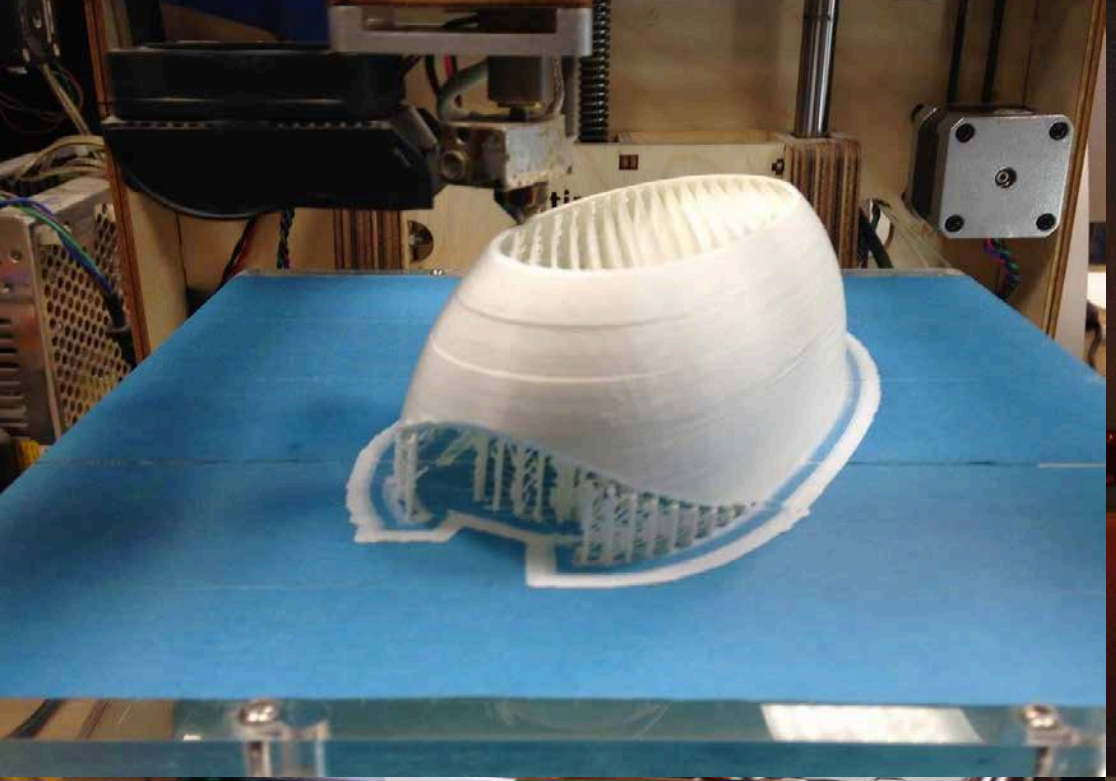
(MASTERS in DIGITAL FABRICATION)

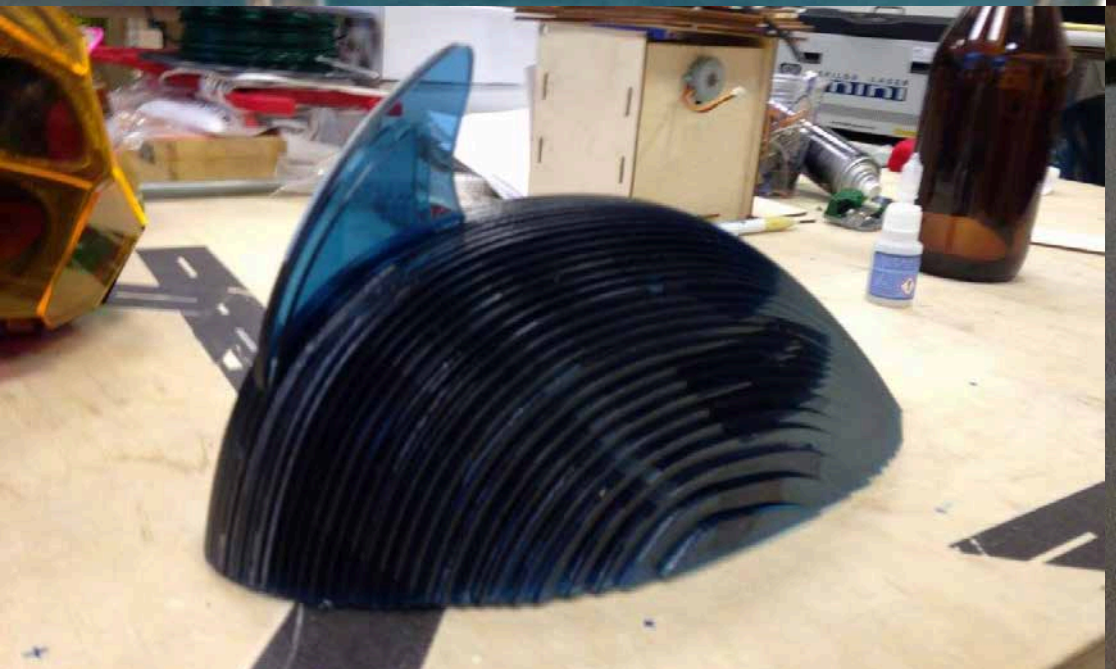

DISCOVERY CENTER
FAB LAB
FAB LAB
GOALS
120/208 V
1-P



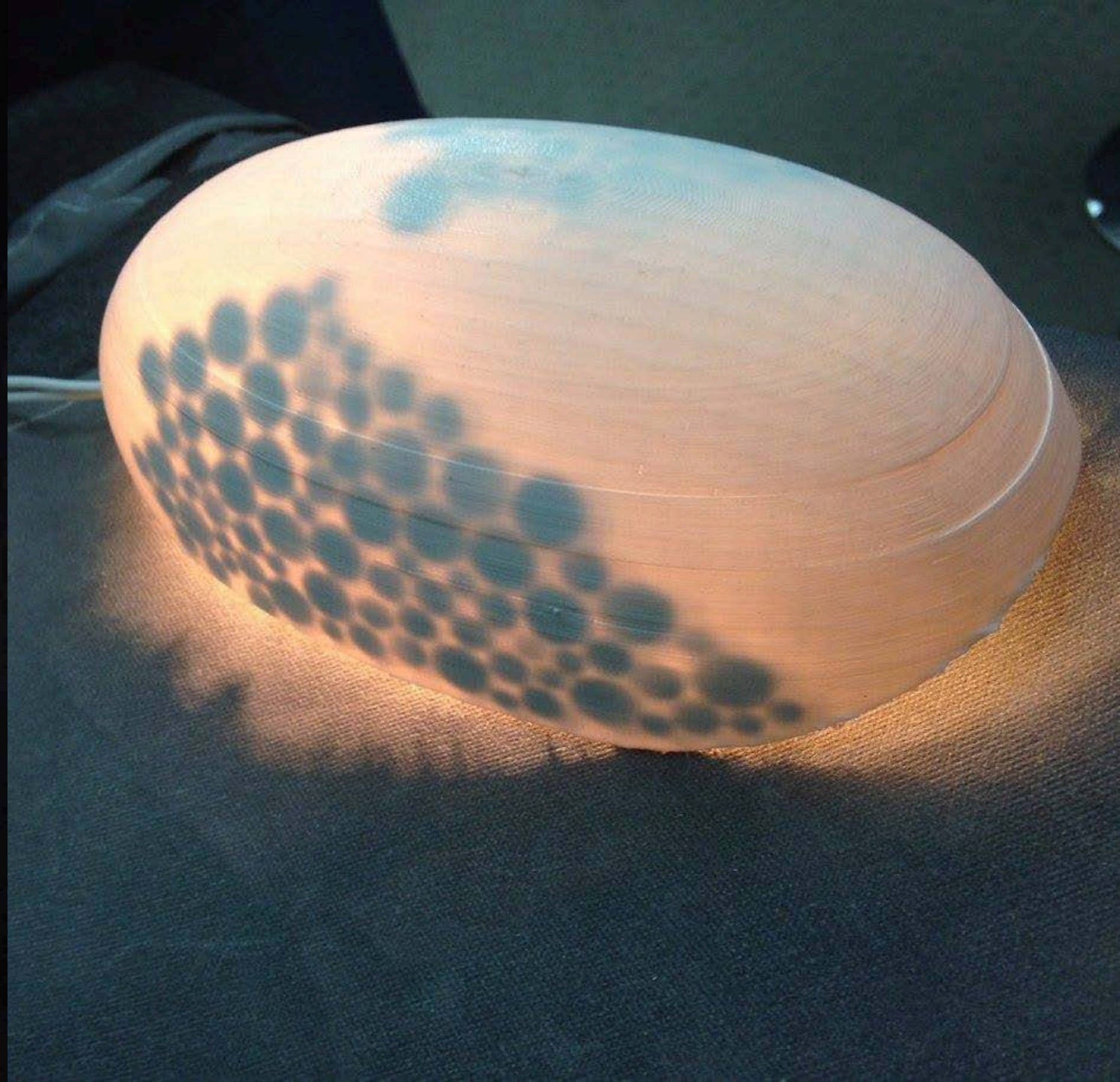
IDEATION + CONCEPT DEVELOPMENT

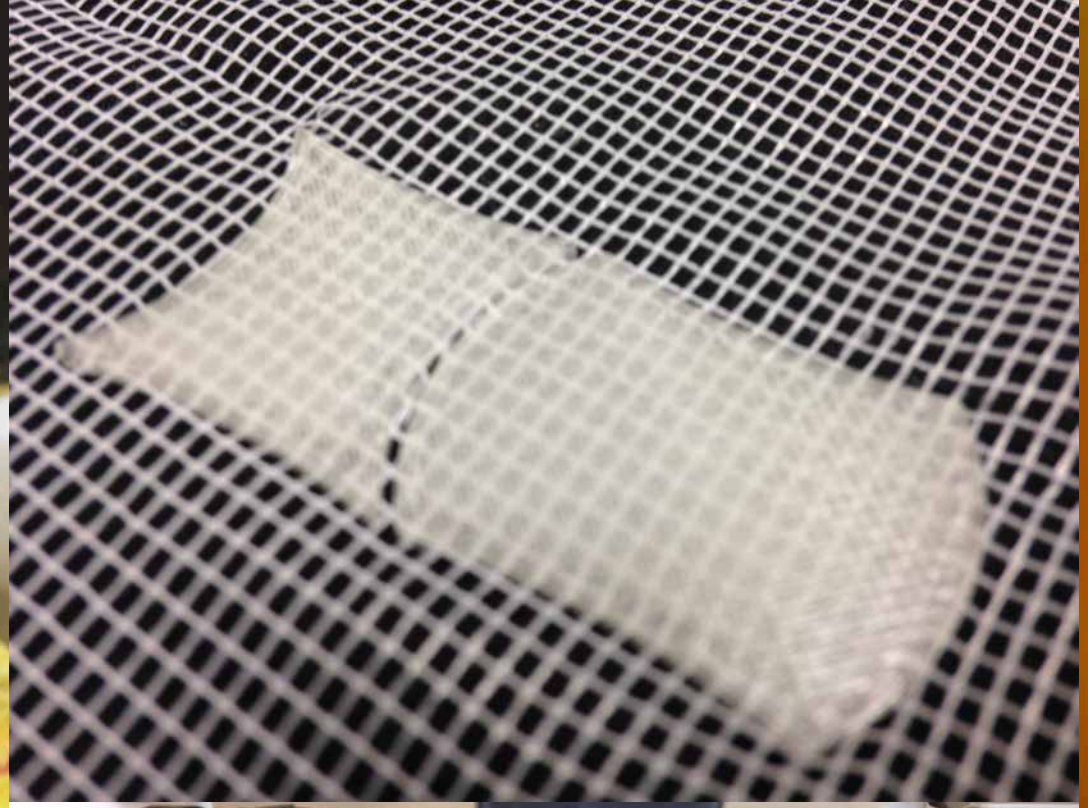
MAKE + REPEAT
TO SUCCEED






5
3






МИСиС
ЦВЕТНЫЕ И ДРАГОЦЕННЫЕ МЕТАЛЛЫ
МАТЕРИАЛЫ ЭЛЕКТРОННОЙ ТЕХНИКИ
ТЕПЛОФИЗИКА И ЭКОЛОГИЯ
3


FABLAB
MOSCOW
018 а

TWO WEEKS

[WEARABLES]

WEARABLES
CONSPIQUITY

Goals for students to learn the following……

Learn the **design process**
Learn to **code**
Learn to **create electronics**

RESEARCH

CREATE A PRESENTATION:
COLLECT **OBSERVATIONS**
CREATE A **USER TASK ANALYSIS**
USER TREND BOARD
VISUAL INSPIRATION BOARDS
DEFINE **DESIGN IMPLICATIONS**

RESEARCH

CREATE
IMAGE BOARDS

DEFINE
YOUR *VISUAL INSPIRATIONS*

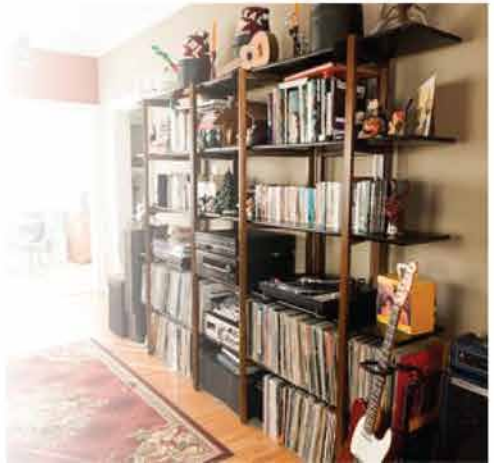
RESEARCH

CREATE A
USER TREND BOARD

DEFINE **YOUR** *USER WITH IMAGES + TEXT.*

URBAN HIPSTER

Electrical Engineer
Loves american fusion, retro trends, loves color and texture, watches local bands at first avenue...



RESEARCH

CREATE A
USER TASK ANALYSIS
REFERENCE EXAMPLE

DEFINE user - task - environment

TASK

What is the task?
What defines that task?
What is the action involved with that task?

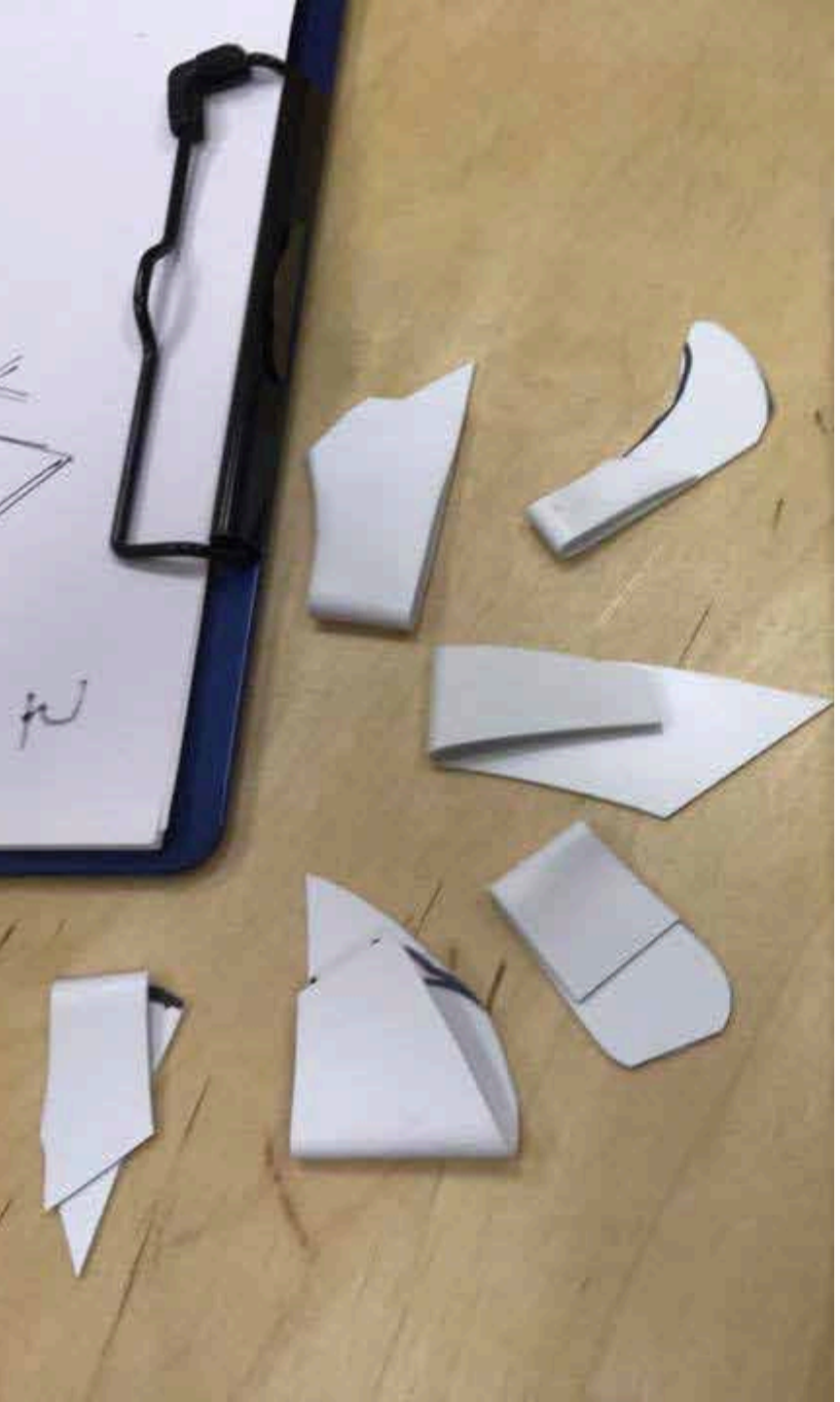
ENVIRONMENT

What is the environment?
What is in the environment?
-Bathroom
-Toilet, Sink

USER

Who is the User?
-Tween girl, age 12

DESIGN IMPLICATION:
DESIGN NEEDS TO HAVE A SLIP-PROOF GRIP.



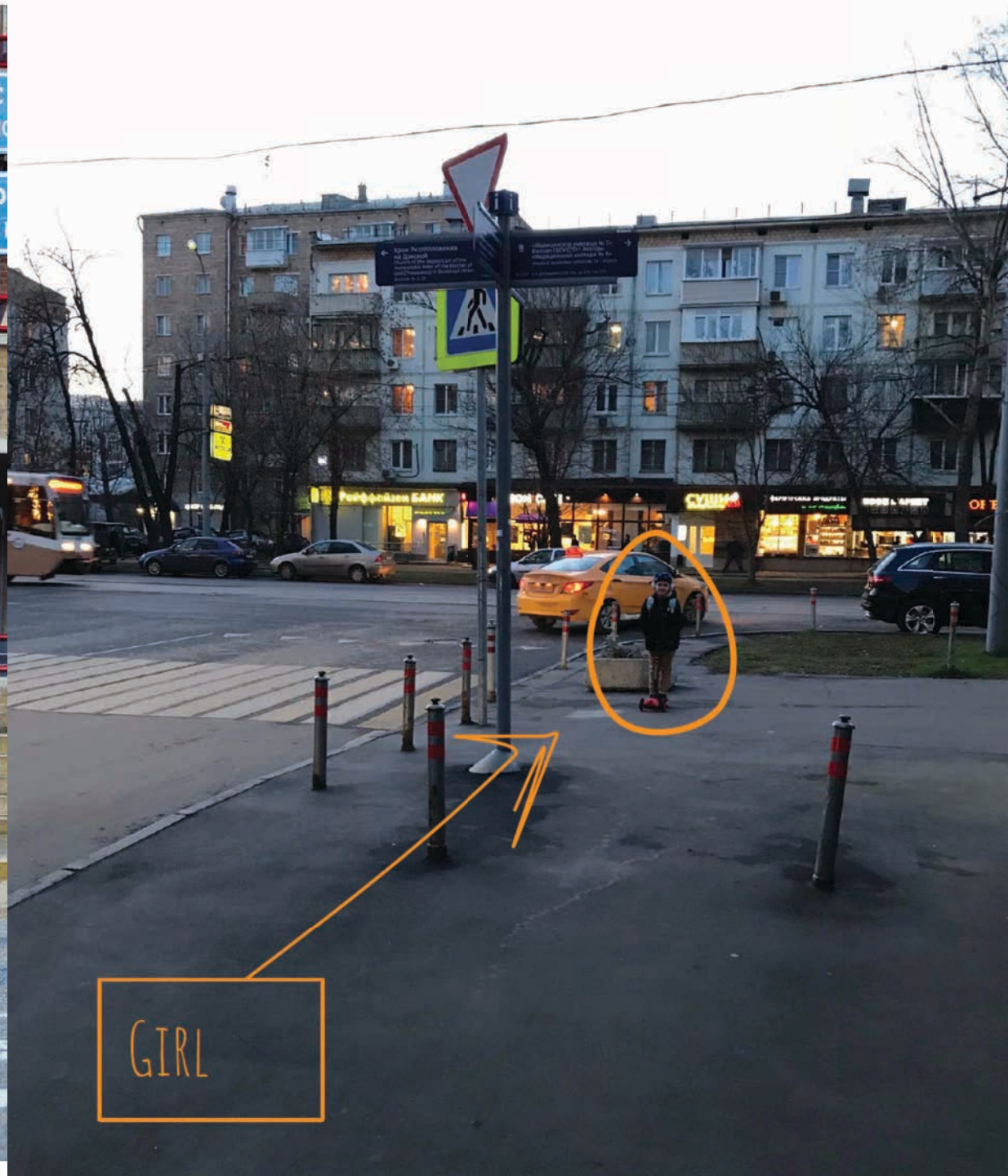
Goals for the project were the following……

Design and *engineer* within 2 weeks.
to ***research*** a problem, ***design*** the form
while ***creating*** code and the electronics.

LOW LIGHT CONDITIONS

PEOPLE BLEND IN WITH THEIR SURROUNDINGS.


Kerkrade 8
Heerlen 8
Ubachsberg 4
Voerendaal 7
Informatie


GIRL

What ***emerges***

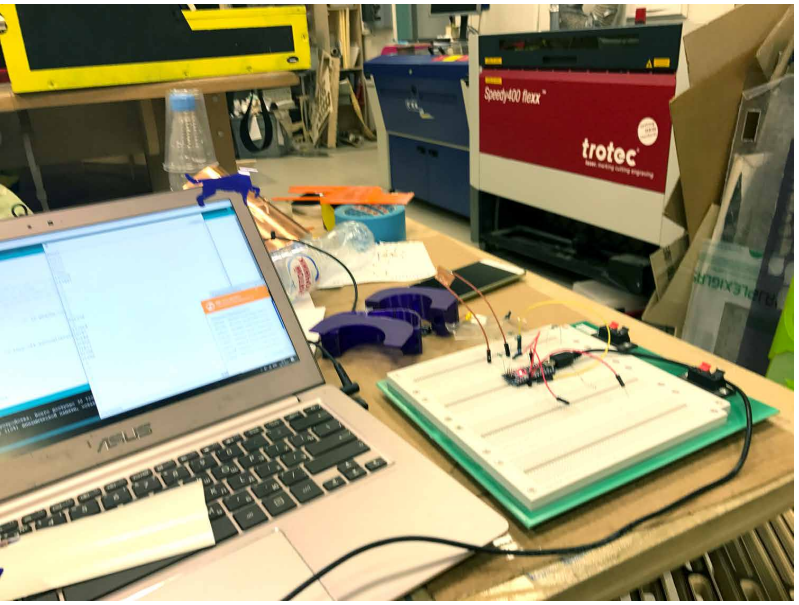
Goals for students to learn the following……

Learn the **design process**
Learn to code
Learn to create electronics
To design visually interesting objects
Collaborate
Gain confidence

What ***emerges***

Goals for students to learn the following……

Learn the **design process (use digital fabrication)**
Learn to code
Learn to create electronics
To design visually interesting objects
Collaborate
Gain confidence



What ***emerges***

Goals for students to learn the following……

Learn the design process
Learn to **code**
Learn to create electronics
To design visually interesting objects
Collaborate
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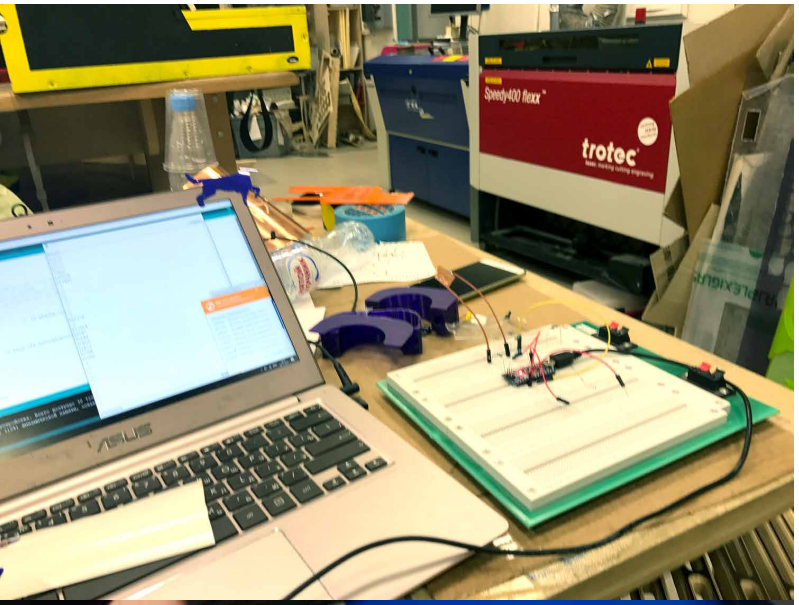
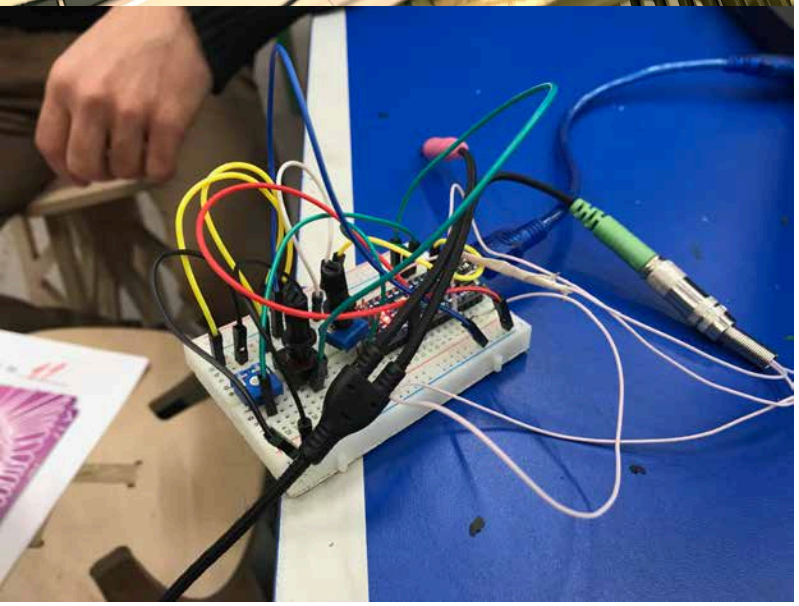
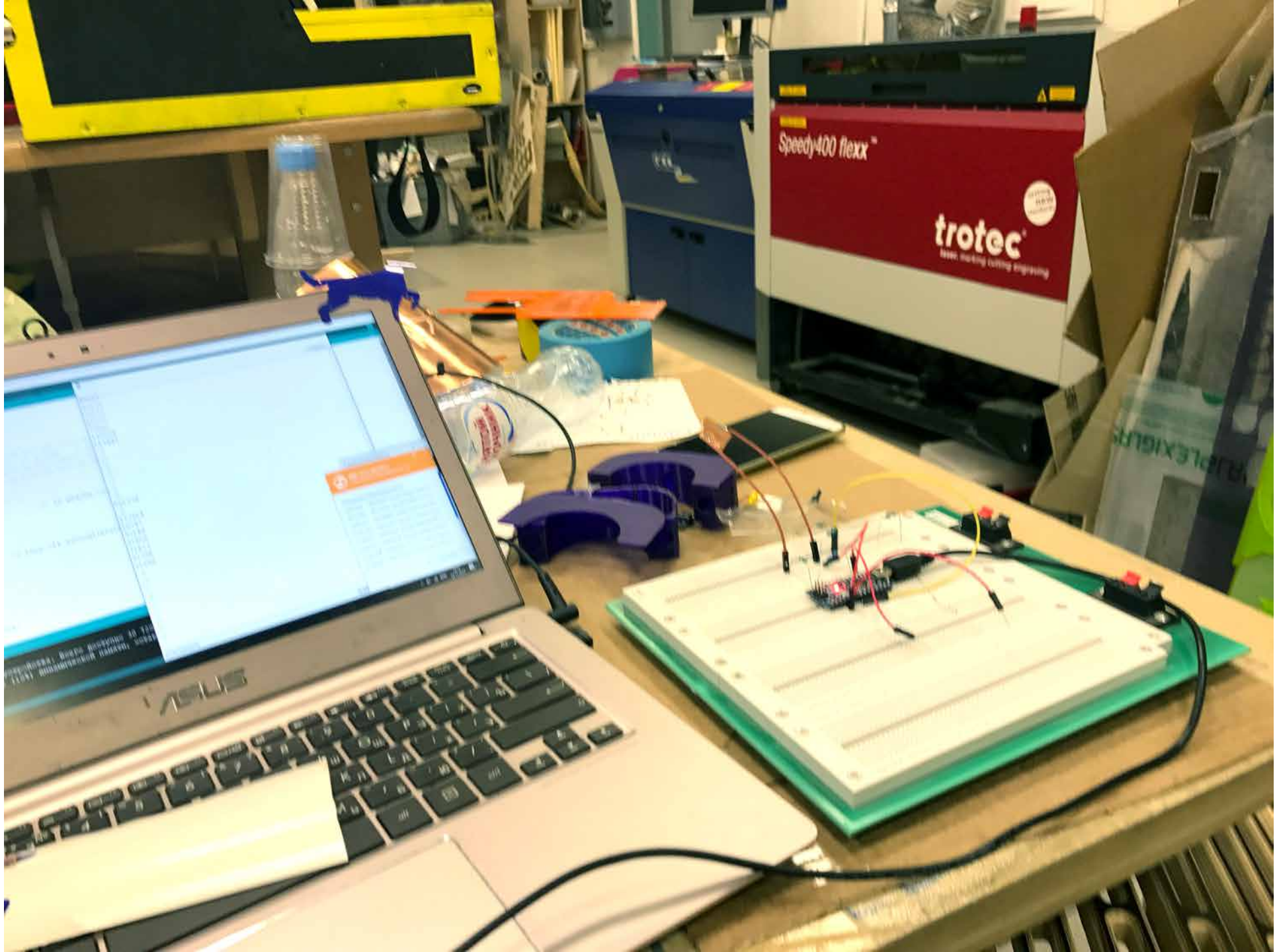




What ***emerges***

Goals for students to learn the following……

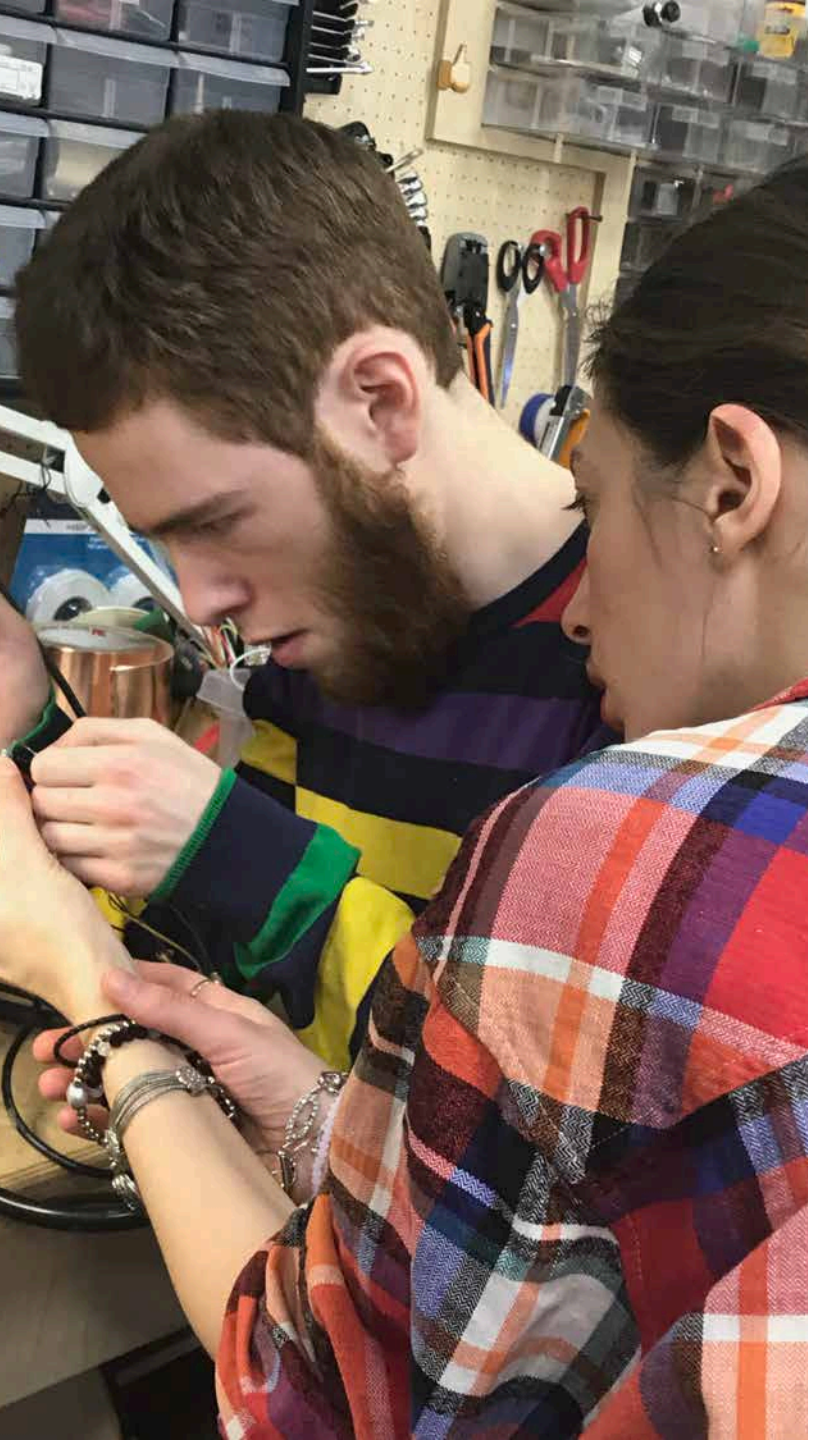
Learn the design process
Learn to code
Learn to create **electronics**
To design visually interesting objects
Collaborate
Gain confidence


Speedy400 flexx
trotec
ASUS

What emerges

Goals for students to learn the following……

Learn the design process
Learn to code
Learn to create electronics
To design visually interesting **objects**
Collaborate
Gain confidence



What emerges

Goals for students to learn the following……

Learn the design process
Learn to code
Learn to create electronics
To design visually interesting objects
Collaborate
Gain confidence

What emerges

Goals for students to learn the following……

Learn the design process
Learn to code
Learn to create electronics
To design visually interesting objects
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Gain confidence

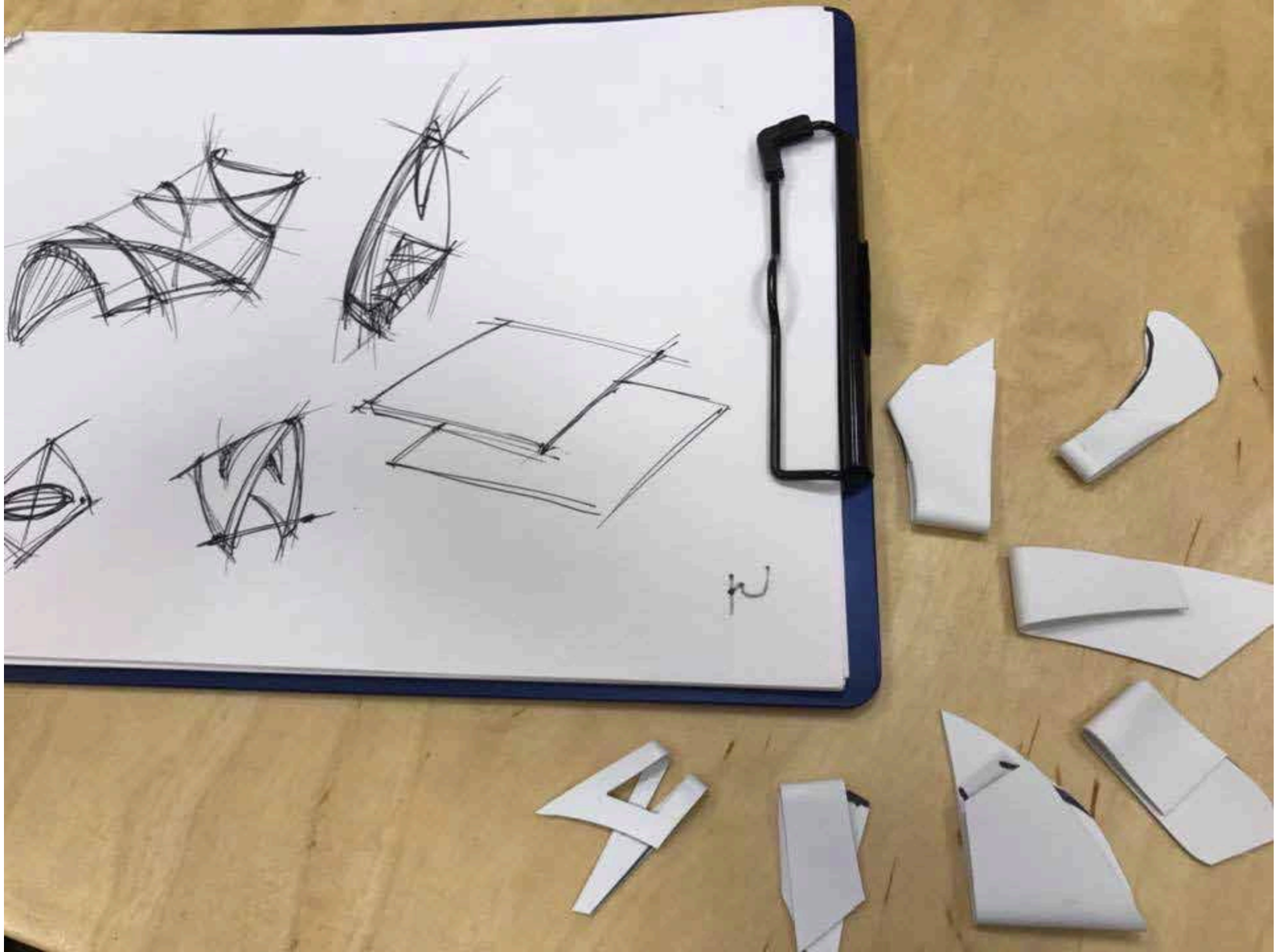
What emerges

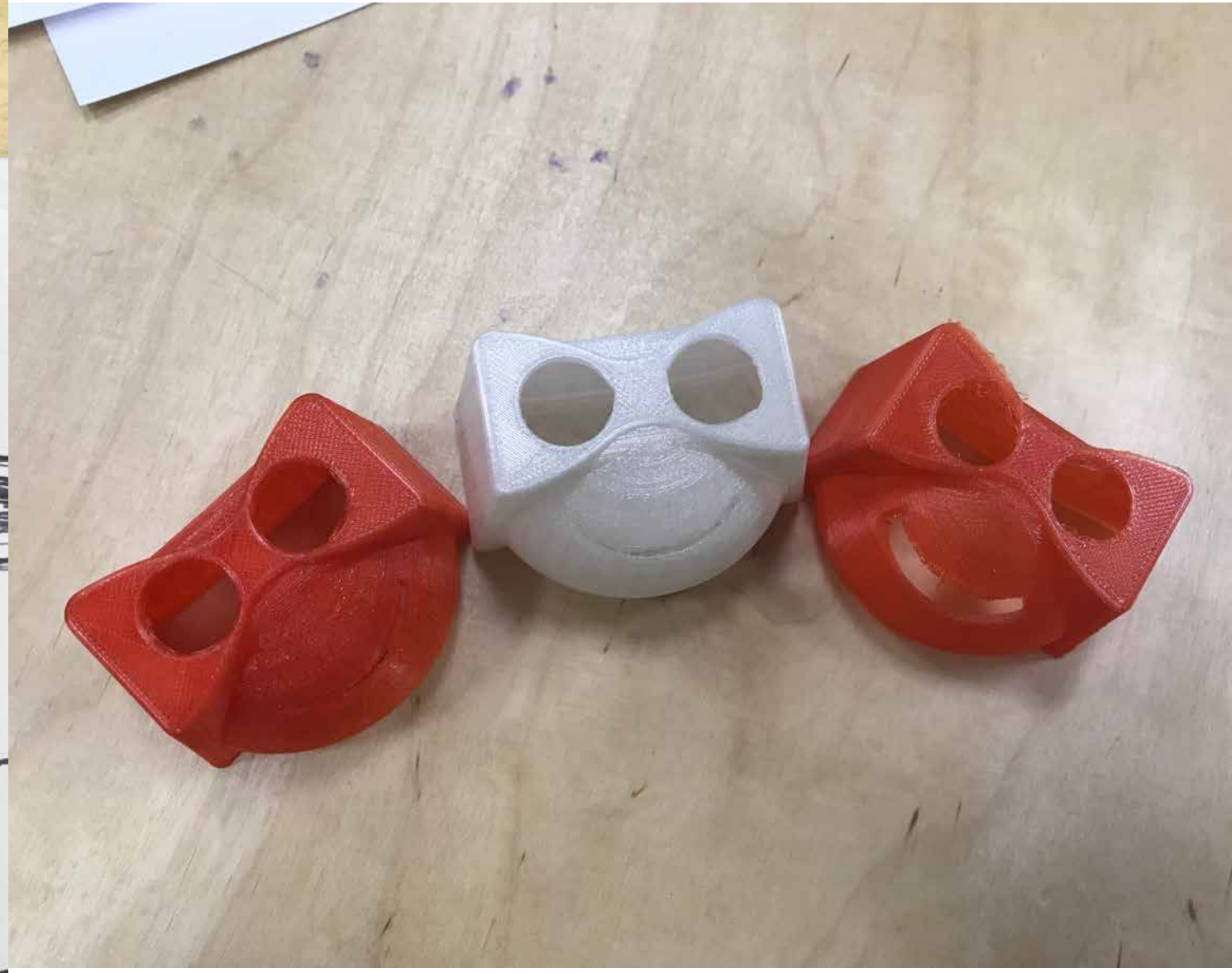
Goals for students to learn the following……

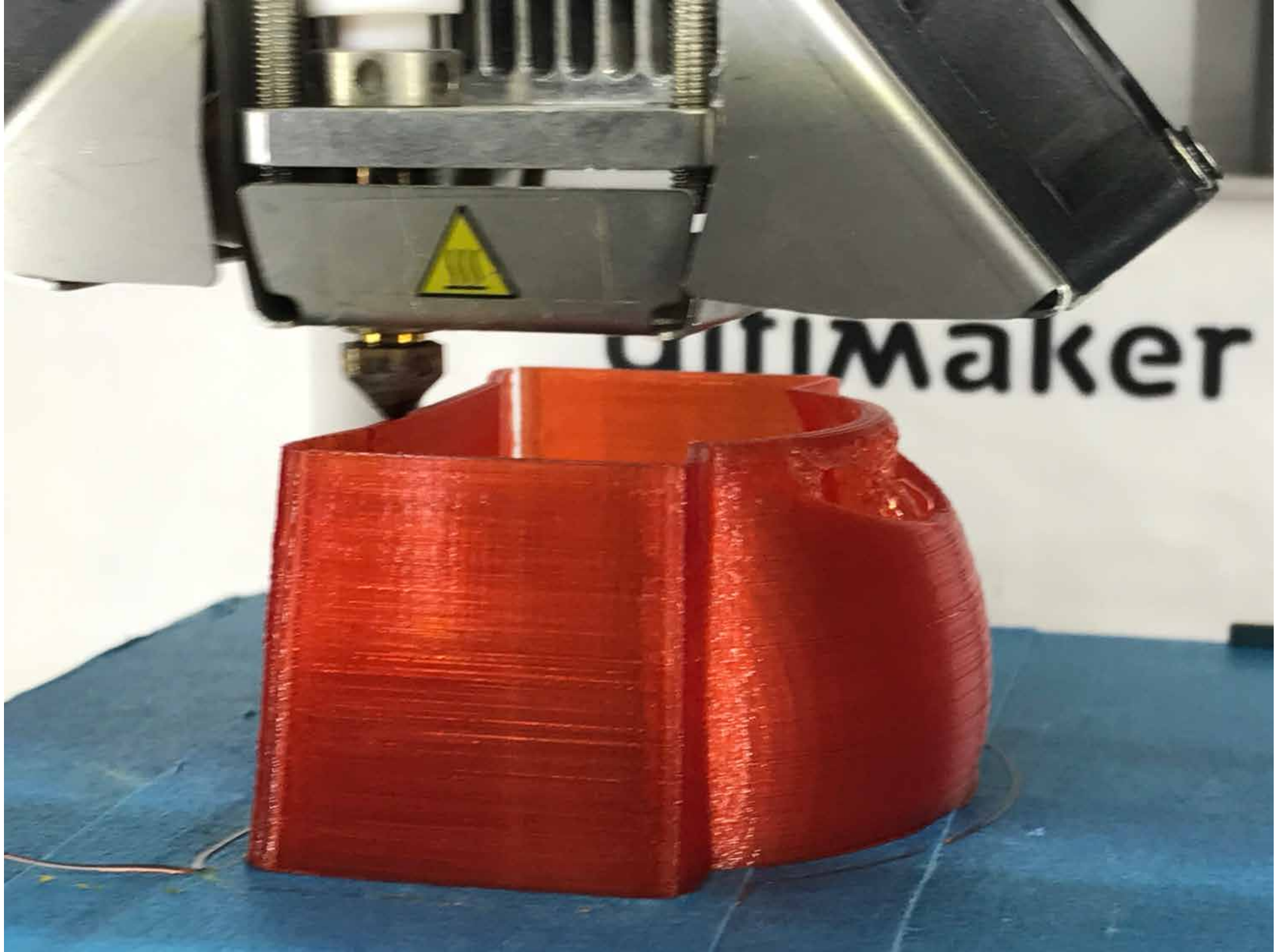
Learn the design process
Learn to code
Learn to create electronics
To design visually interesting objects
Collaborate
Gain confidence

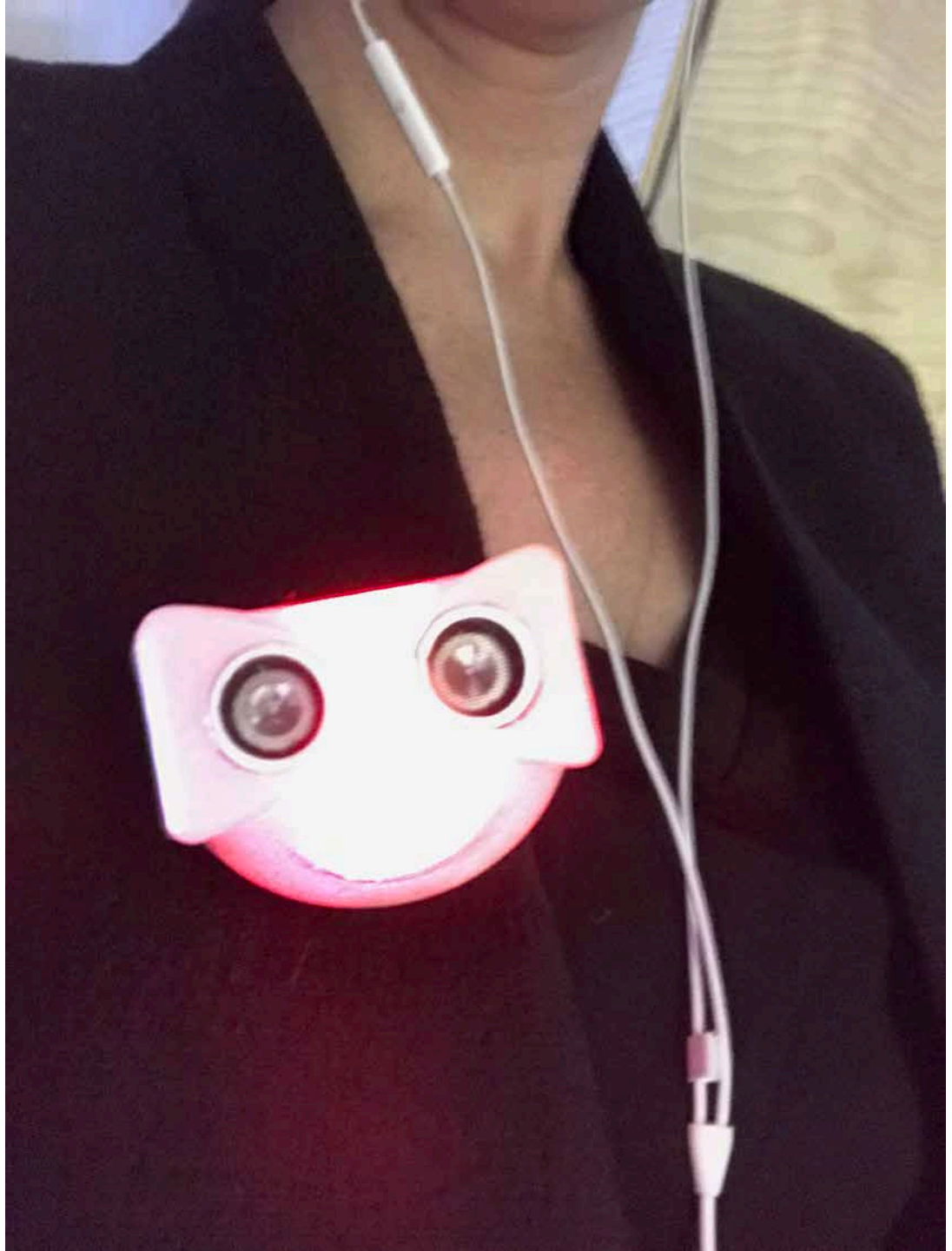
PROCESS

[ITERATION]





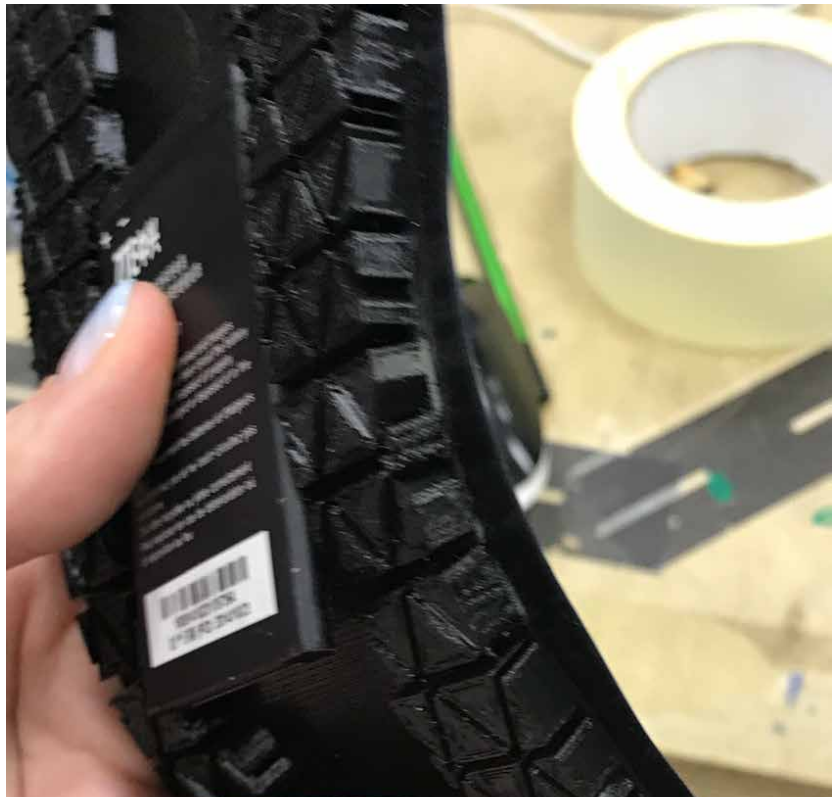

ultimaker



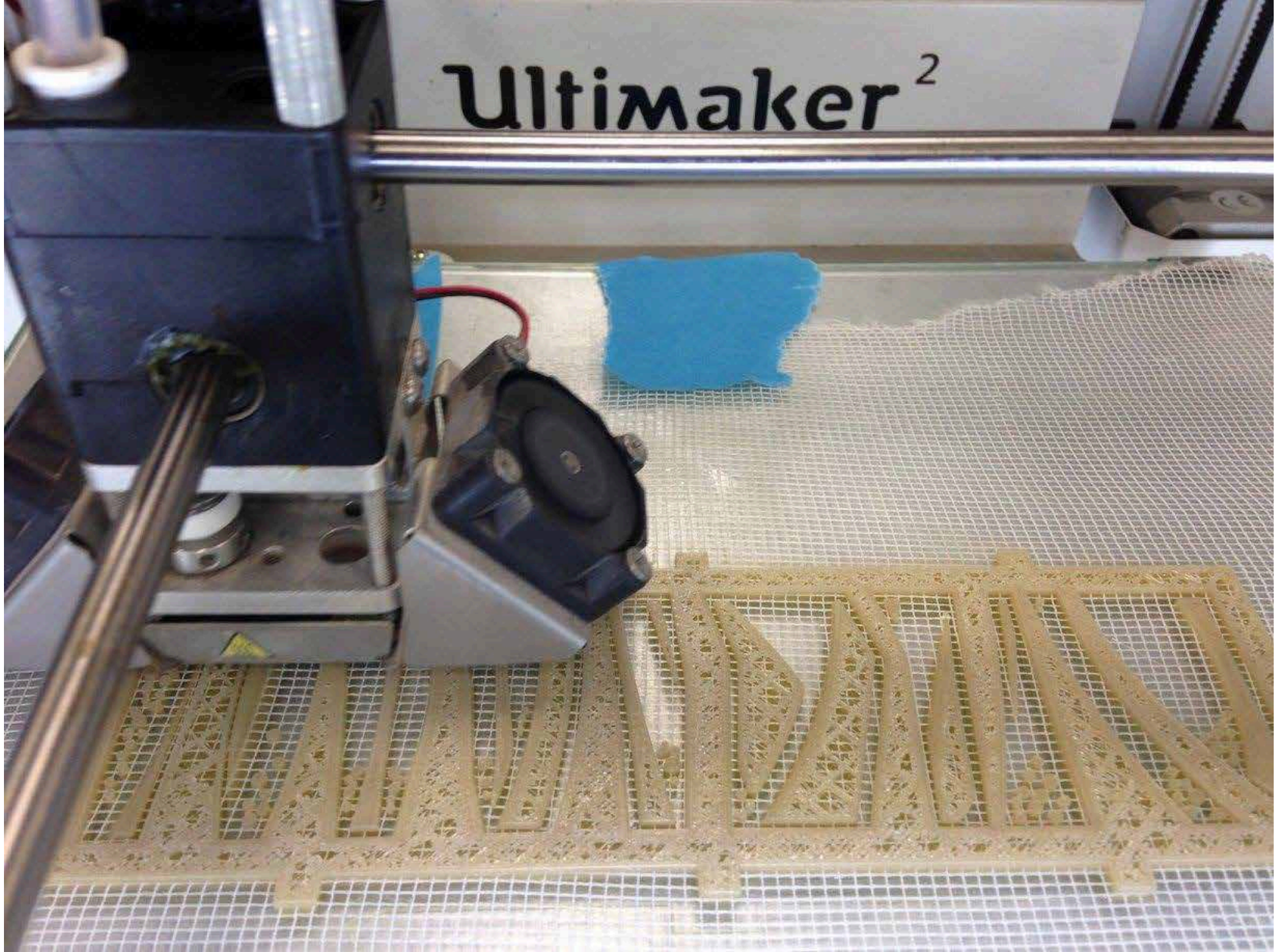
IT LIGHTS BY A PROXIMITY SENSOR!

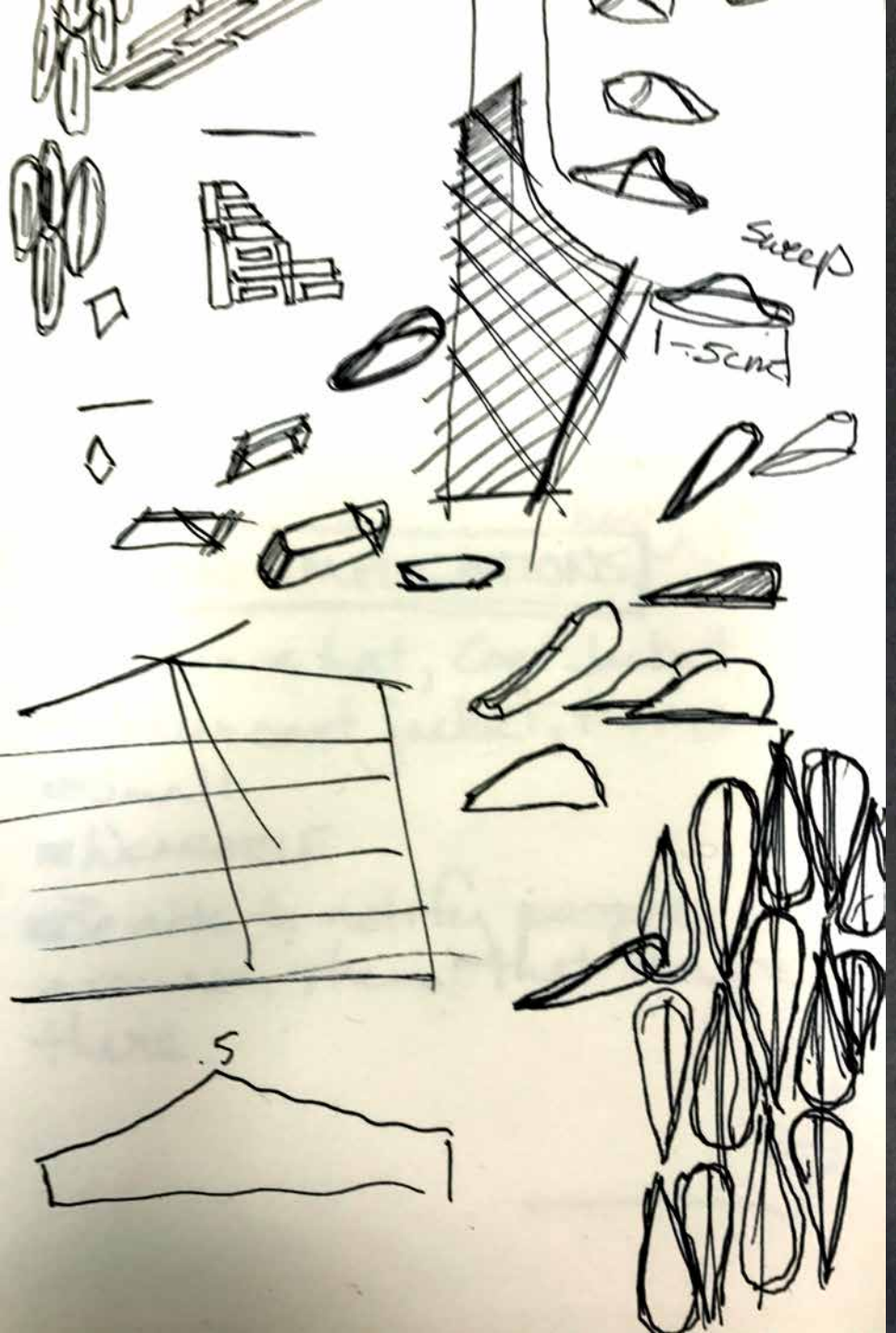
STUDENT RESULTS

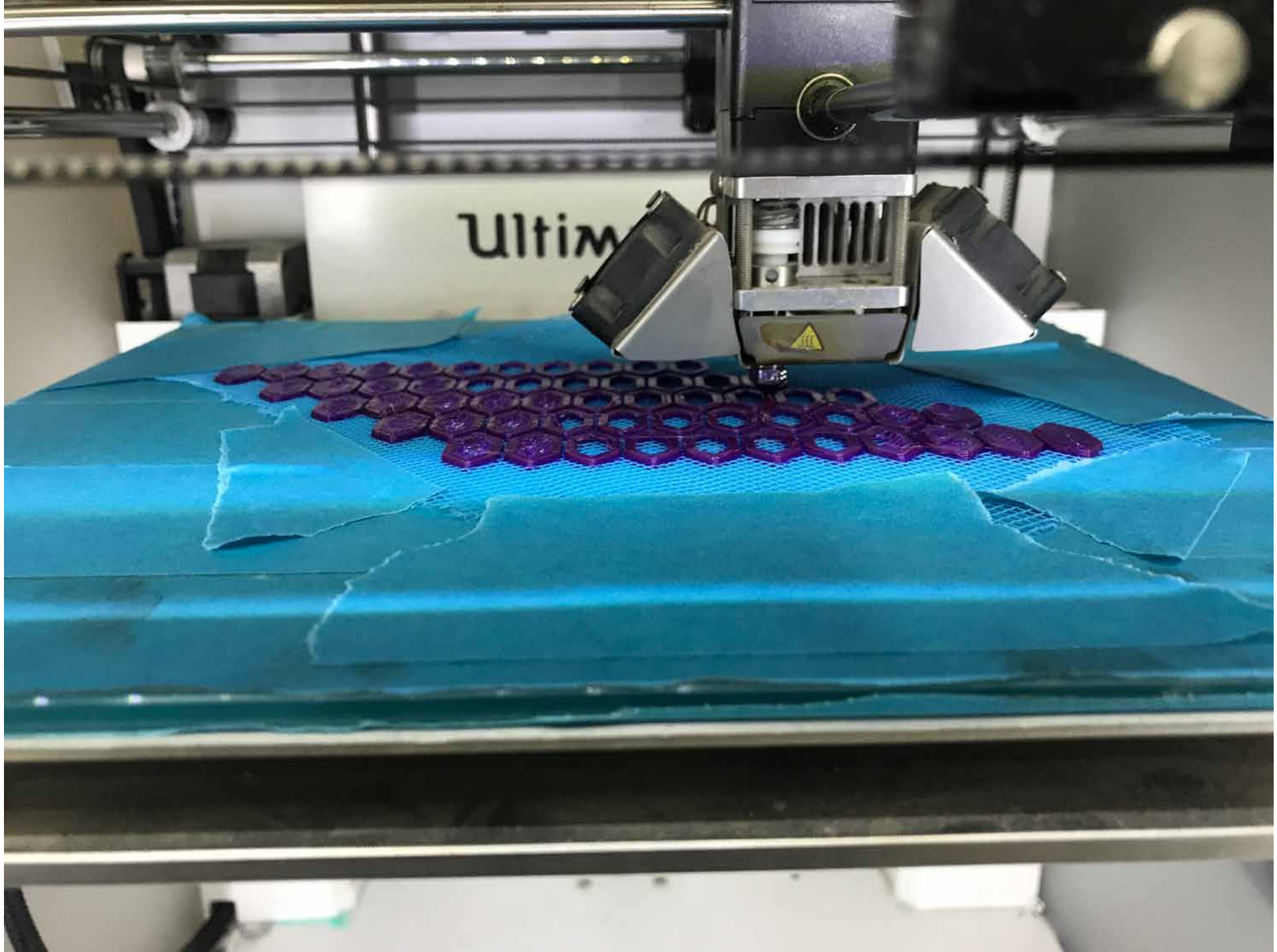

NEXANT
ALKALINE BATTERY



PRINTING ON FABRIC


Ultimaker 2

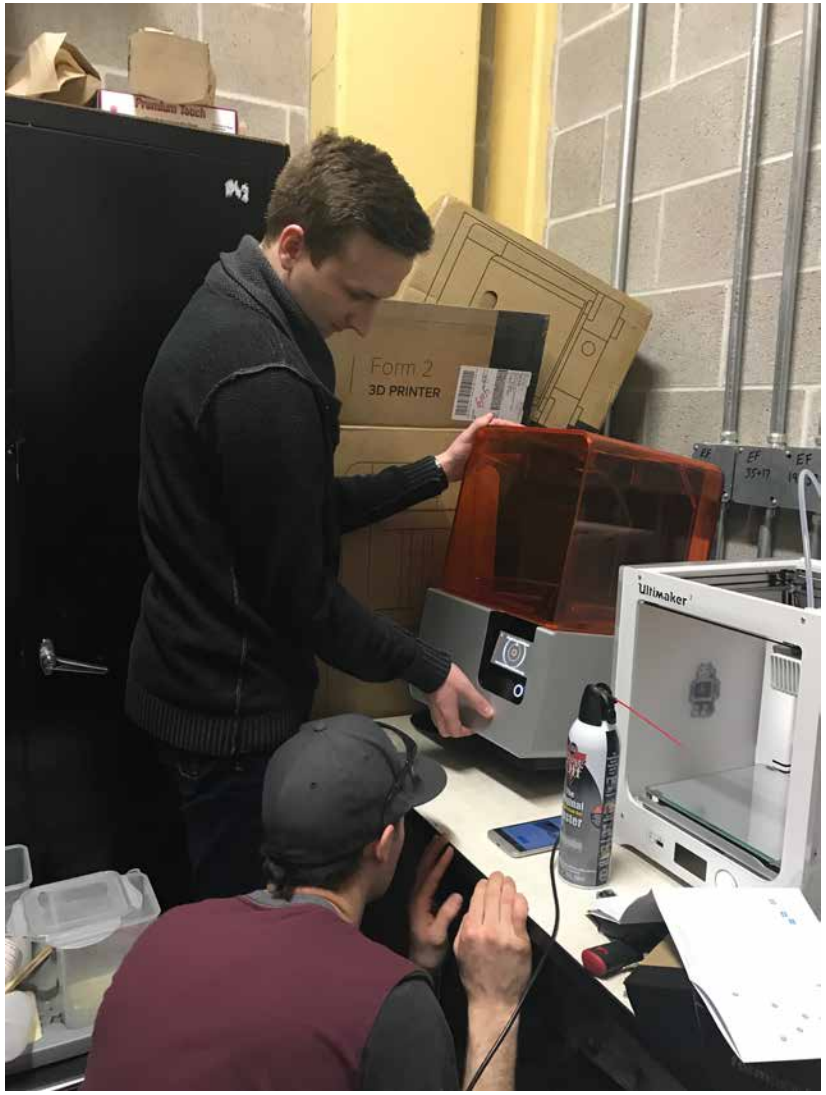

Sweep
1-Scn



EXPLORATION AT UW-STOUT

[SPRING 2018]

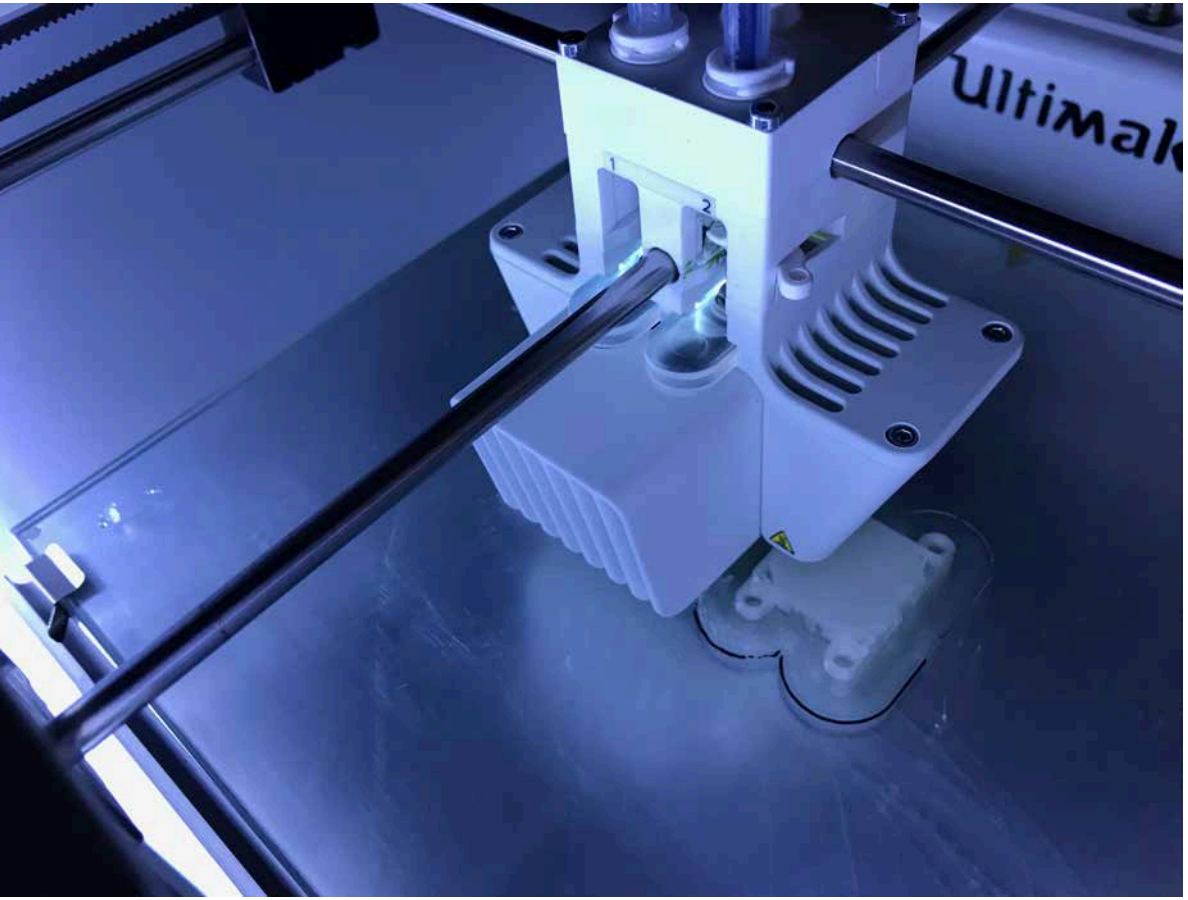
PURCHASE + INVESTIGATION OF 2 NEW 3D PRINTERS



ULTIMAKER 3

FORMLABS 2

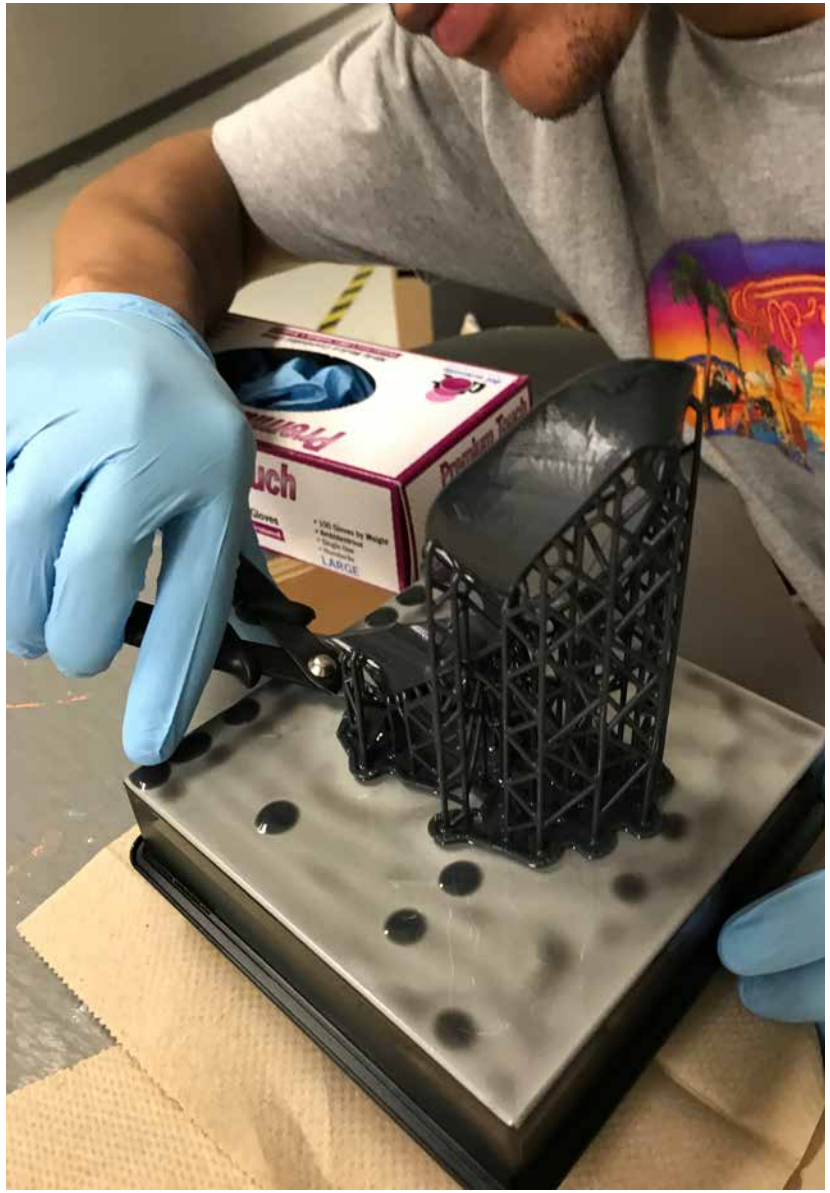
ULTIMAKER 3



JEFF PEASE

FORMLABS 2

FORMLABS 2



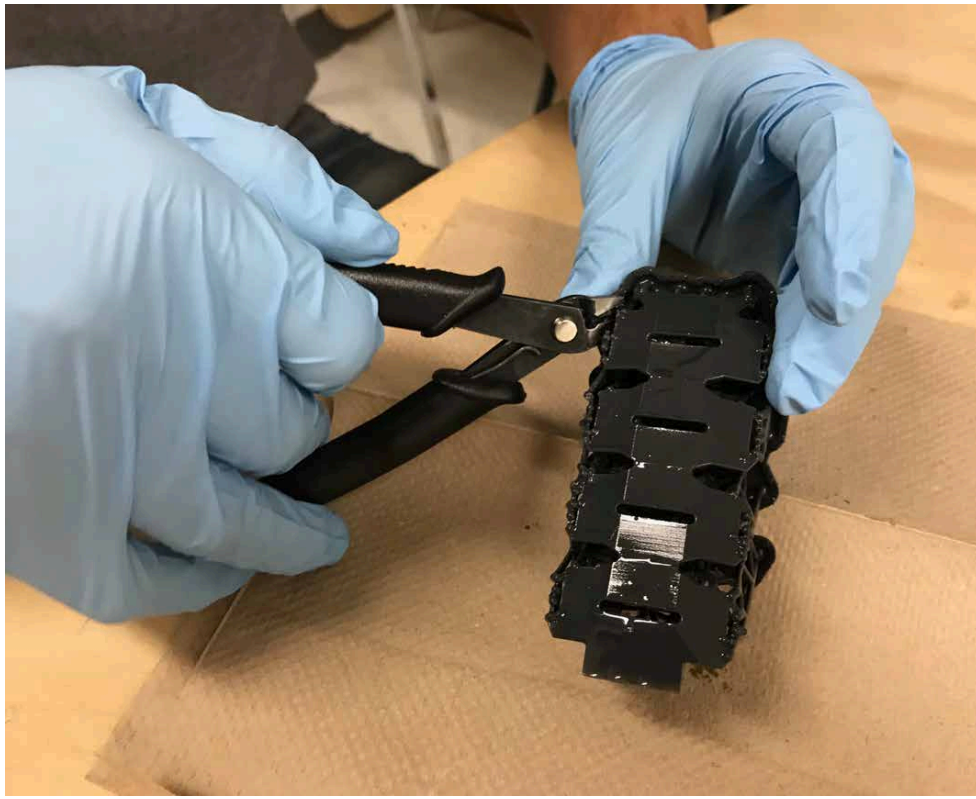
KENYON BRANDON

APPEARANCE MODELS + PROTOTYPES

GOGGLES

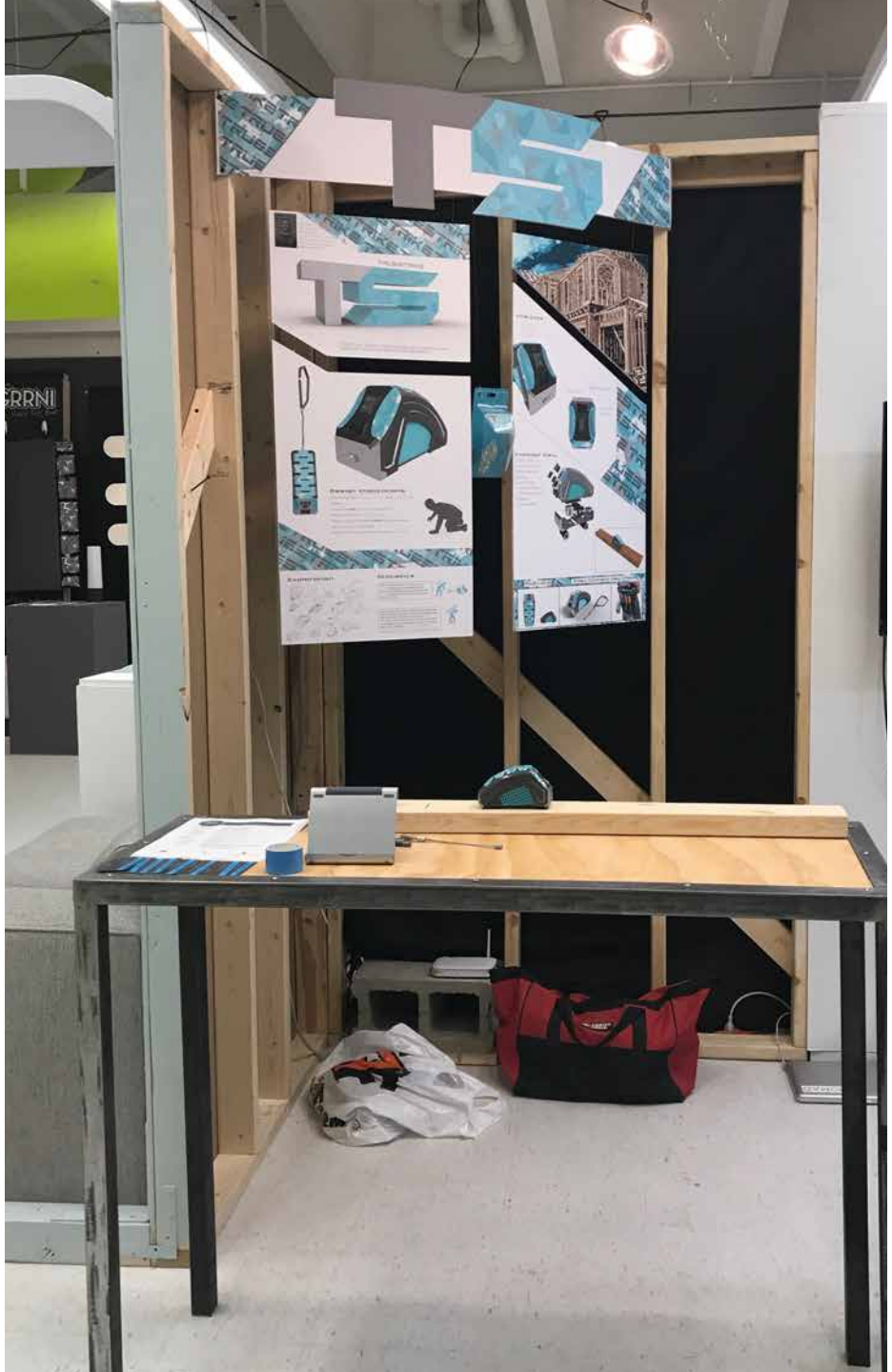
KENYON BRANDON

STUD FINDER



CALEB TOFT

STUD FINDER



Thank you for your time
+ keep making!