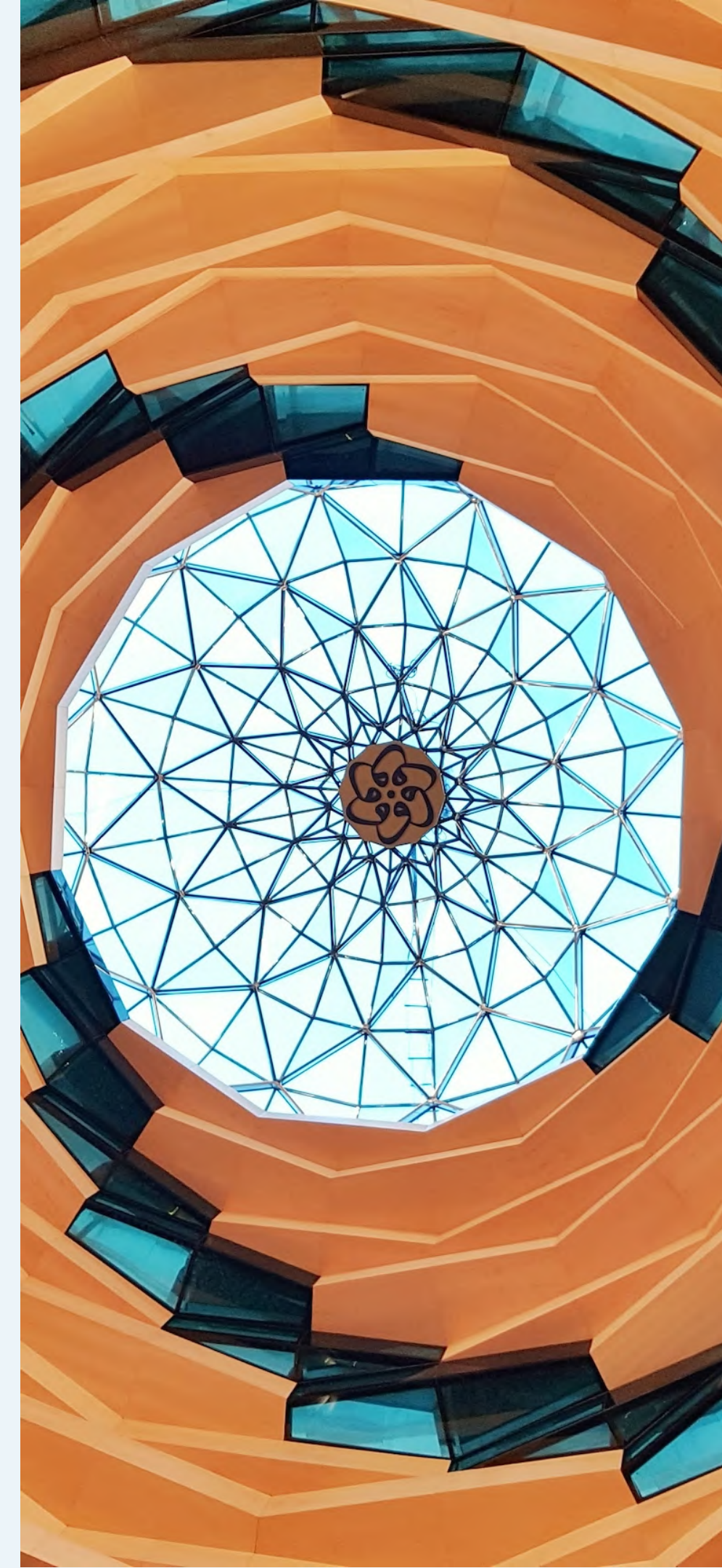


DES206: PROTOTYPING INTERACTIVE SYSTEMS

ADITYA GIRDHAR (2021005)

ASSIGNMENT 2

MODELLING IN



THE PROBLEM WITH TRADITIONAL LAMPS

Conventional lamp designs (like the one on the right) are not fun. To stand out as a product designer, one must deliver designs that aren't boring, and designs that get people to talk about you.





MY TAKE ON A HYPER-PERSONAL LAMP

A design that resonates the most with people often leverages deep human emotions, and what's stronger than nostalgia? I decided to model my lamp after a character from the popular game: **Plants v/s Zombies**. It seemed ambitious at first, as this was going to be my first brush with 3D modelling, but it turned out much better than expected

MODEL RENDERS

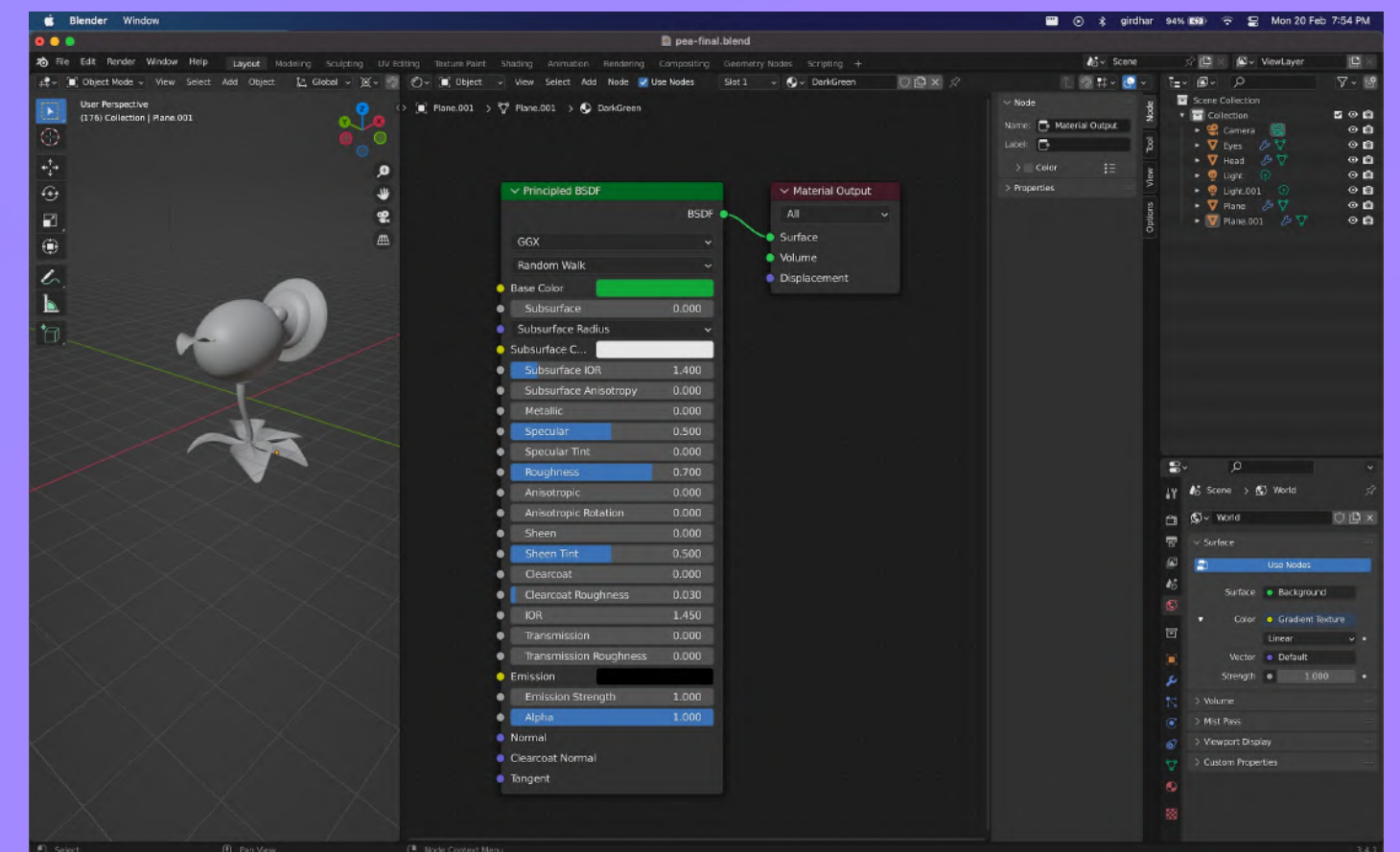


REFERENCE IMAGES



MODELLING THE HINGE FOR MOBILITY

The lamp model consists of a ball and socket joint at the intersection of the stem and head. This allows for exceptional mobility comparable to no other hinge. Apart from accurate dimensions, I even adjusted the roughness coefficient to ensure it glides smoothly if it's ever 3D-printed





SOCKET DESIGN

The lamp has been modelled with the B22 bayonet socket as reference (image attached). This means that a 1:1 3D-print of the model will work out of the box, just plug in a bulb from your local electrical store and it'll work without any hassle.

SUBMISSION BY:
ADITYA GIRDHAR
BTECH CSE 2021005

THANK YOU