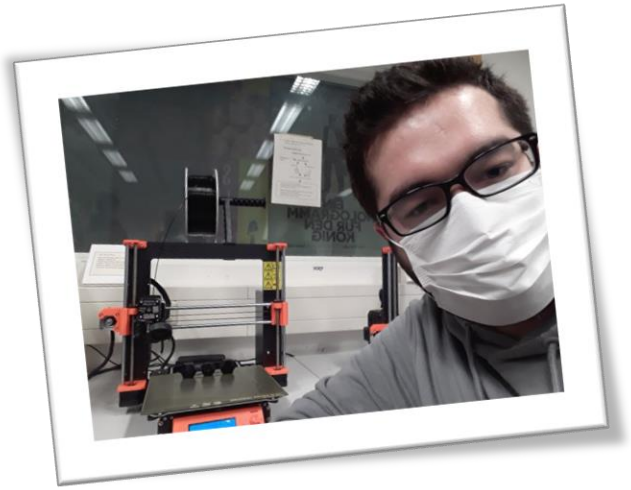


3D MODELLING AND DESIGN AT THE FABLAB - FROM ORIGAMI TO ALGORITHMIC FOLDING

Exhibition Idea Proposal 2

Exhibition Idea Proposal 2

Ali Eren Kayhan

Bremen University

3D Modelling and Design at the FabLab

From Origami to Algorithmic Folding

03-IMVA-3DMFT (03-ME-899.08)

Dr. Bernhard Robben

Michael Lund

October 22,2022

Dr. Bernhard Robben
Michael Lund

University of Bremen

3D Modelling with

FabLab Technologies

October 22, 2022

Winter Semester 2022/23

Exhibition Idea

Proposal

Content

Description of the main idea / motto

I will build 3D model of Maiden's Tower (kız kulesi) in Blender. Then, I will use Pepakura Designer 5 to make my 3D model in 2D to use it in the laser cutter. Then, I use glue to connect each part. I will also add a QR code for my blog about my project so that people learn my project and Maiden's Tower more.

Concepts and theories (Include references)

I will use every skill that I learn in the course in this project. For example;

- Making 3D model in blender from images of target object
- Making 3D models in 2D models
- Using laser cutter

Report how you realize a concept of folding with your design proposal

I will build 3D model of Maiden's Tower (kız kulesi) in Blender. Then, I will use Pepakura Designer 5 to make my 3D model in 2D to use it in the laser cutter. Then, I use glue to connect each part.

Documentation of the realization of your model including sketches, diagrams, pictures of your work, links to digital versions of the model

Blog that I write = https://alierenkayhanbouncet.blogspot.com/2023/01/how-to-build-madienstower.html

Second link for my blog = https://alierenkayhan.github.io/How-to-Build-Madien's-Tower/

My GitHub Repository for my 3D model = https://github.com/Alierenkayhan/Maidens-Tower_Blender_BremenUni_HW/tree/main

https://en.wikipedia.org/wiki/Maiden%27s_Tower

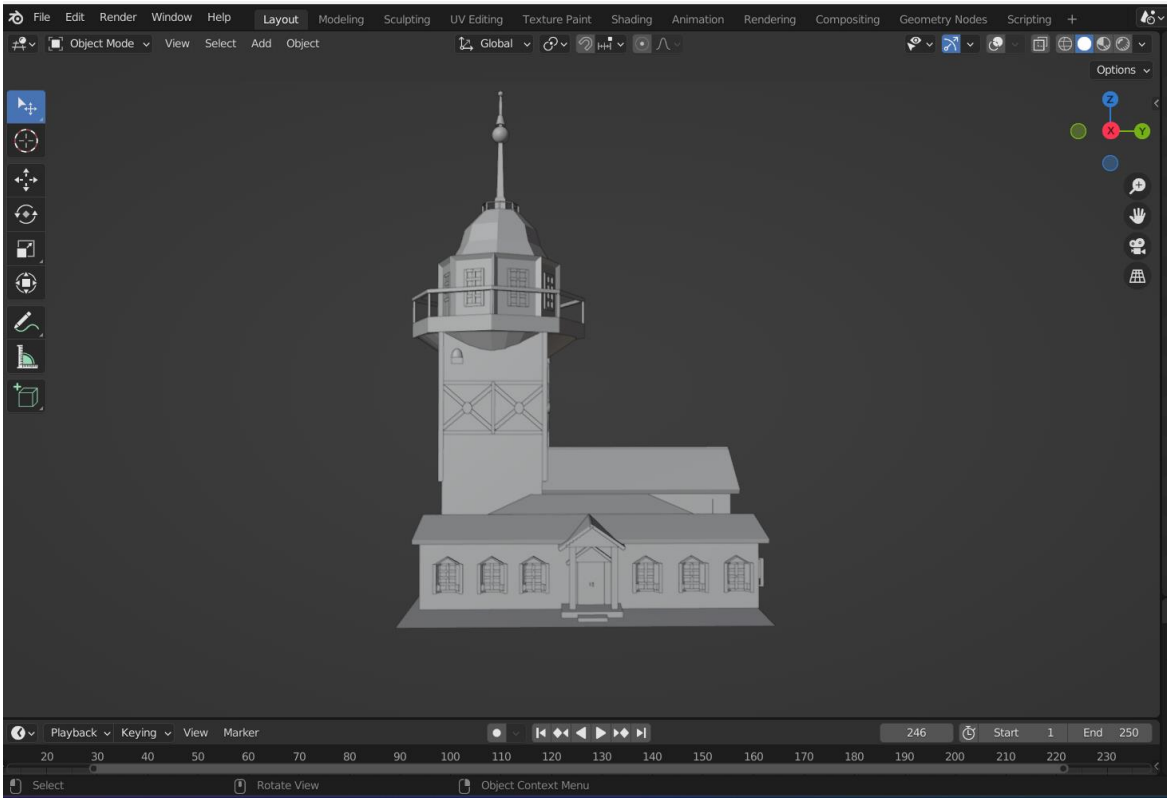
Bibliography

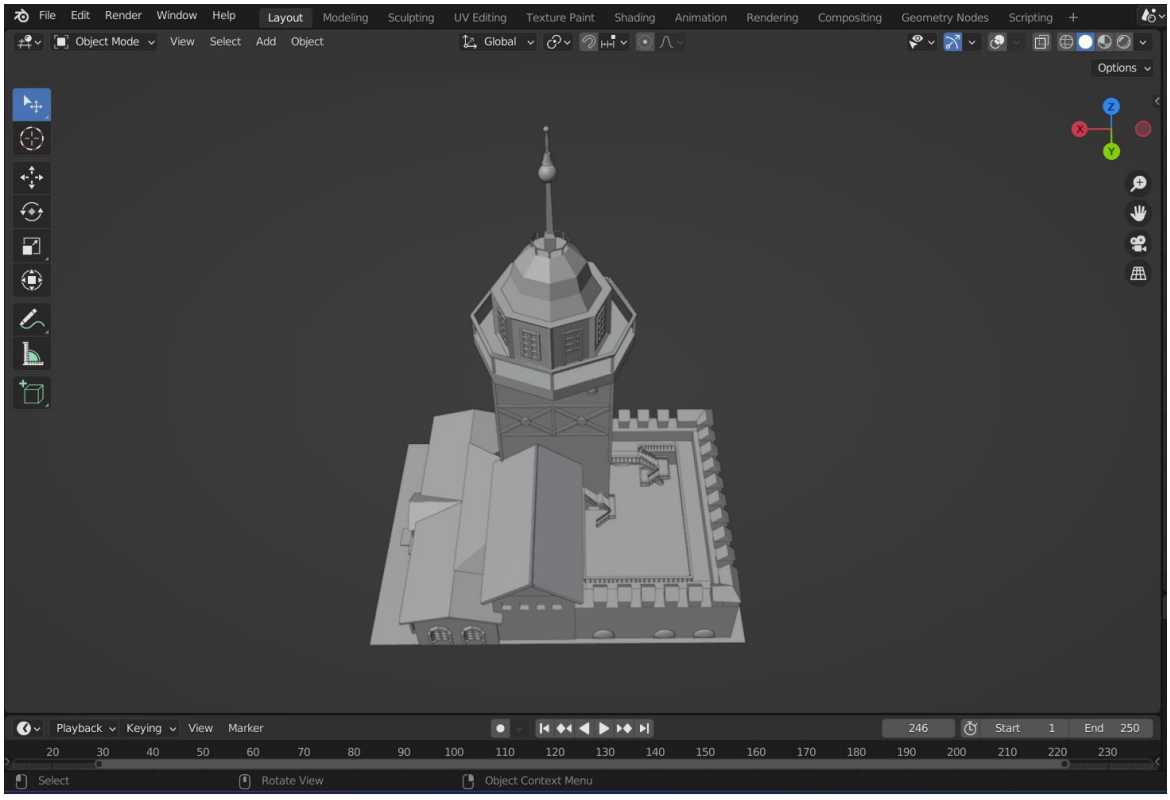
https://en.wikipedia.org/wiki/Maiden%27s_Tower

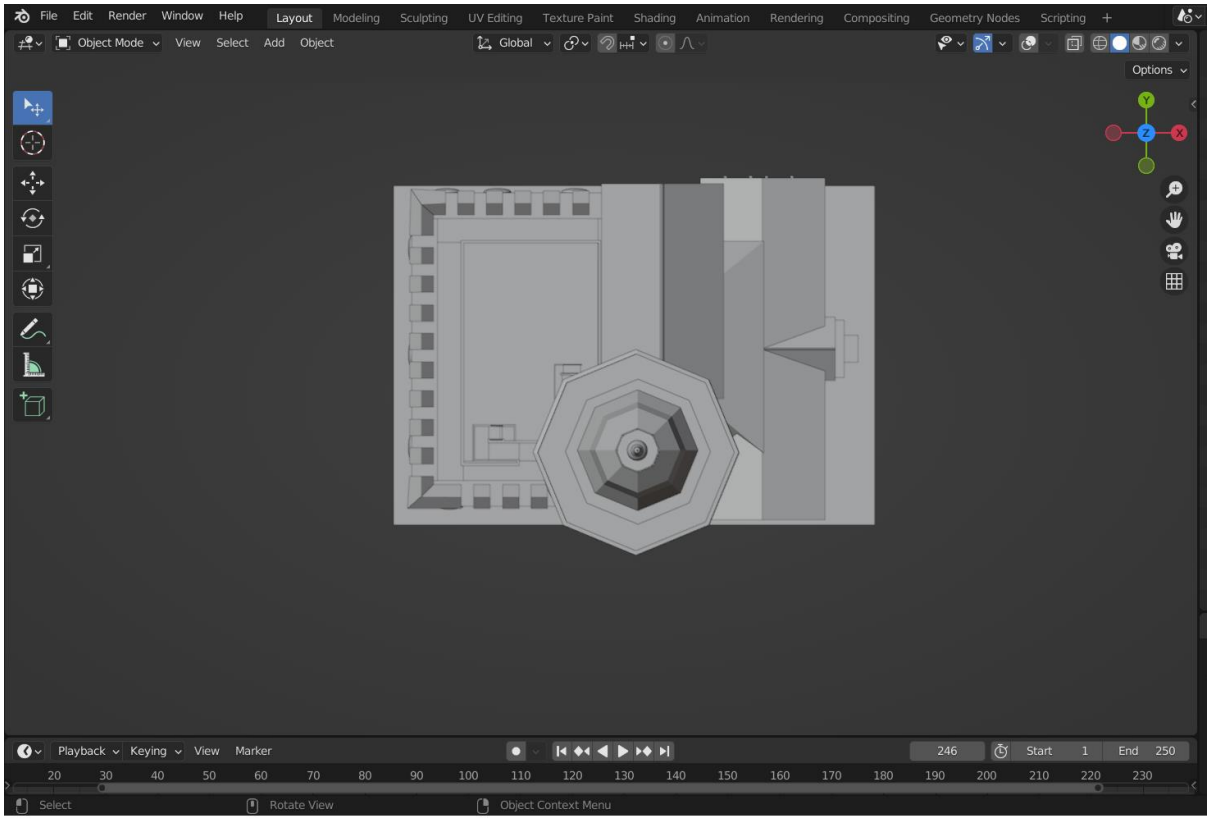
List of images

Image of target object

My 3D model images



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Object Mode View Select Add Object
Global
Options
Playback Keying View Marker
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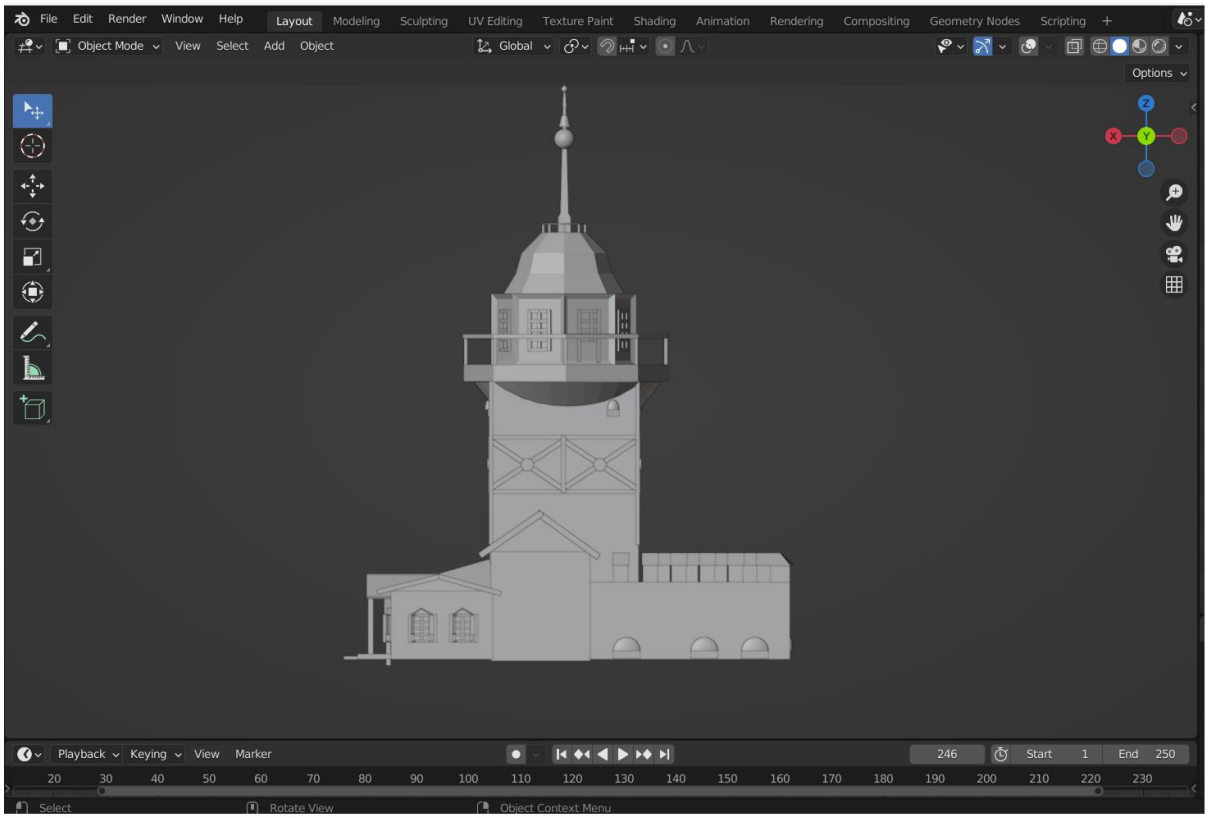
20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230
Select Rotate View Object Context Menu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Progress report (Update every week)