

Digital_Fabrication_Studio.00 Introduction to the course

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About Massimo...

- 1. MSc in Industrial Design, Politecnico di Milano (Milan, Italy)
- 2. Doctoral Candidate at Media Lab, School of Art, Design and Architecture (Helsinki, Finland)
- 3. FabAcademy guru! (FabBootCamp 2012 @ FabLab Barcelona)
- 4. FabAcademy guru! (FabAcademy2012 @ FabLab Amsterdam)
- 5. Many years of workshops & lectures (Italy, Spain, Finland, Germany, South Korea, Singapore, Mexico, ...)
- 6. Experience in Industrial Design, Service Design, Interior Design, Web Design (more coming soon)
- * Linkedin: http://fi.linkedin.com/in/massimomenichinelli
- * My website: http://www.openp2pdesign.org
- * Twitter: https://twitter.com/openp2pdesign

10th Sep 2012 9:00 - 12:00: Digital Fabrication and FabLabs: the current ecosystem and its possibilities.

10th Sep 2012 12:00 - 16:00: Media, business, platforms: their role in the digital fabrication ecosystem

11th Sep 2012 9:00 - 12:00: Information management for a digitally fabricated project.

11th Sep 2012 12:00 - 16:00: Version control systems practice: versioning a personal profile.

12th Sep 2012 9:00 - 12:00:Intellectual property, Open Design, Metadesign for a digitally fabricated project.

12th Sep 2012 9:00 - 12:00: Version control systems practice: project management.

13th Sept – 08th Oct:

Work remotely on Github: development of one or more ideas for the final project, improvement of personal knowledge and skills (for example: 3D modeling...)

I will follow your work and help you! Please also help each other!

9th Oct 2012 9:00 - 12:00: Laser cutting: technology, processes and design techniques.

Homework: Design and fabricate a laser cut box or interlocking object.

10th Oct 2012 9:00 - 12:00: 3D Scanning: technology, processes and

design techniques.

Homework: Develop and refine a 3D scan of yourself.

11th Oct 2012 9:00 - 12:00: CNC Milling: technology, processes and design techniques.

Homework: Mill your previous 3D scan.

12th Oct 2012 9:00 - 12:00: Molding and casting: possibilities, processes and design techniques.

Homework: Create a mold and a final object out of it.

16th Oct 2012 9:00 - 12:00: 3D Printing: technology, processes and design techniques.

Homework: Design or modify a small object and print it in 3D.

17th Oct 2012 9:00 - 12:00: Project development: ideas & business models.

Homework: Final project development.

18th Oct 2012 9:00 - 12:00: Project development: prototyping

Homework: Final project development.

19th Oct 2012 9:00 - 12:00: Project development: Final version

Homework: Final project development.

23rd Oct 2012 9:00 - 12:00: Project development: Final version

Homework: Final project development.

24th Oct 2012 9:00 - 12:00: Final presentation

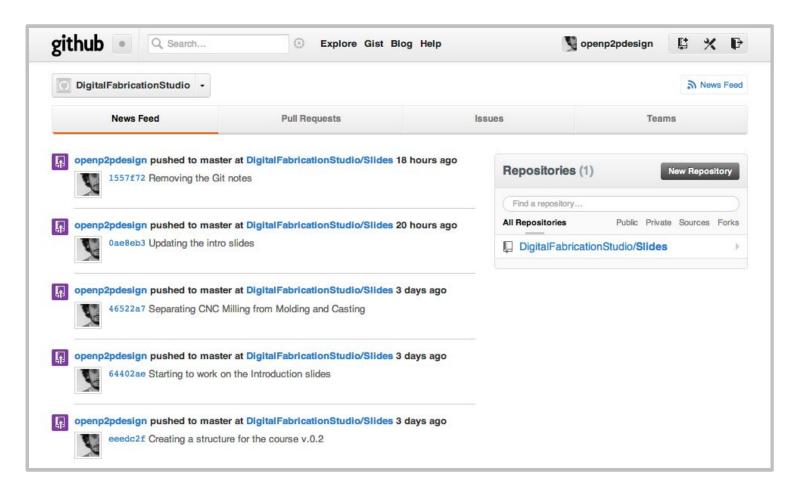
25th Sept – 28th Oct:

You have time for finalizing the documentation or the project. I will check the repository on October 29th.

Recommended bibliography

- * Gershenfeld, N. (2000). When Things Start to Think. Holt Paperbacks.
- * Gershenfeld, N. (2005). FAB: The Coming Revolution on Your Desktop--From Personal Computers to Personal Fabrication. Basic Books.
- * Hudson, J. (2011). Process 2nd Edition: 50 Product Designs from Concept to Manufacture (2nd ed.). Laurence King Publishers.
- * Sterling, B. (2005). Shaping Things (1st ed.). The MIT Press.
- * Thompson, R. (2011). *Prototyping and low-volume production*. London: Thames & Hudson.
- * Thwaites, T. (2011). The Toaster Project: Or a Heroic Attempt to Build a Simple Electric Appliance from Scratch. Princeton Architectural Press.
- * Reas, C., & McWilliams, C. (2010). Form+Code in Design, Art, and Architecture (1st ed.). Princeton Architectural Press

Digital Fabrication Studio @ GitHub



Where you will find the slides, all the material, and where you will work and document your project!

Assignment for this course

* Small exercises for practicing with the technologies.

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- * A final project for understanding and managing the design process and tools.
- * A physical object.
- * A digital documentation of the process of designing and manufacturing the object.
- * A business model for making the design and manufacturing of the object financially sustainable.

Suggestions for this course

- * Think about a simple project: it doesn't have to save the world, just make you learn digital fabrication and it has to be completed on time
- * fail early, fail often: we are all prototyping (your projects, this course, this lab...)
- * explore: a 100% original project is not required (does it exist?), learn from others and just don't reinvent the wheel
- * you can use the lab even outside of the course hours
- * you decide how much time to spend for testing and how much time for developing the project; I will help you, don't worry!

Suggestions for this course

- * explore: a 100% original project is not required (does it exist?), learn from others and just don't reinvent the wheel
- * but be careful with intellectual property! Only use resources you can work and redistribute freely. Ask for help
- * I will evaluate the project but especially if you have learnt the process, the tools and if you have collaborated or helped each other!
- * Always document and publish on GitHub, it is where I will see if you have worked or not.

Licensing your work

- * We are going to use **GitHub for Open Source projects**, so everything will be accessible to everybody.
- * So publish / share only what you think anybody else can have access to. Do not share what you want to keep private / secret (or if you don't have rights to)
- * You can choose a specific Creative Commons license for your project and exercises.



Thank you!!

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