

ATLS 3100
FINAL PROJECT
THREE LAMPS

Kai Adamchak and Sam Jarzemowski
December 19, 2023

TABLE OF CONTENTS

- References
- Sketches
- Progress Pictures
- Journal
- Turkey Tail Mushroom Sconce
 - Orthographic Views
 - Perspective Views
 - Rendered Photos
 - Final Product Pictures
- 3D Printed Water Drip Hanging Light Fixture
 - Orthographic Views
 - Perspective Views
 - Rendered Photos
 - Final Product Pictures
- Burned Book Table Lamp
 - Orthographic Views
 - Perspective Views
 - Rendered Photos
 - Final Product Pictures

REFERENCES



Journal Figure 1

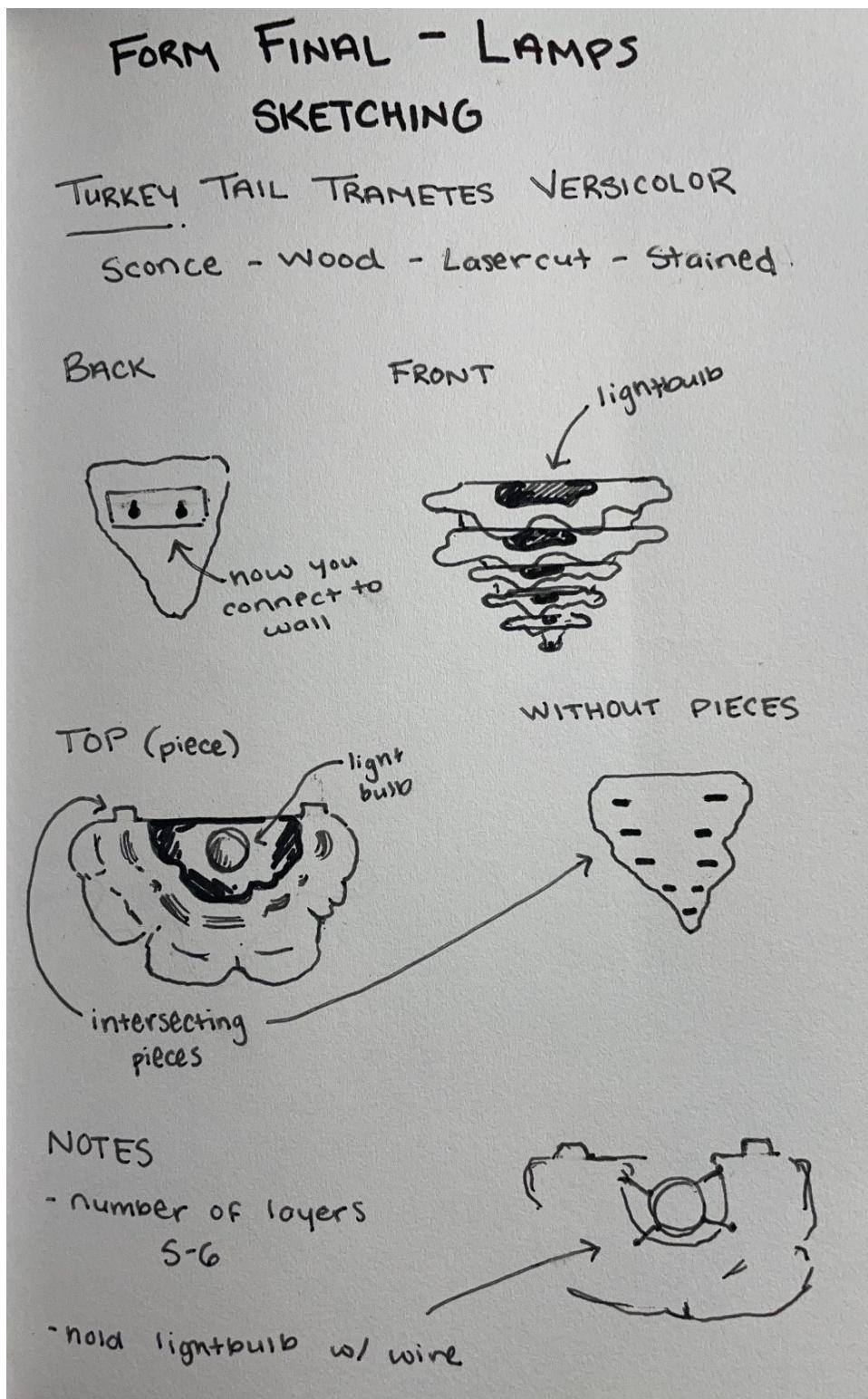
Mood board of images found on Pinterest used as inspiration.



Journal Figure 2

Multiple pieces done by kumbhglass that heavily inspired one of our lamps.

SKETCHES



Journal Figure 3

Sketches of Turkey Tail Mushroom inspired lamp.

WATER LAMP



← IKEA CLIP-IN

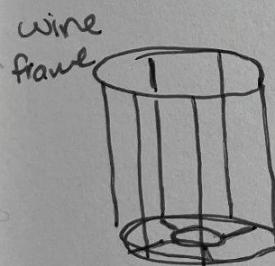
-different
ways to clip
into



← clear filament
filament

-hollowed clear
3D print

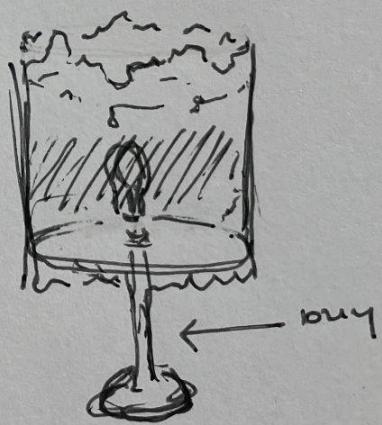
flip to print
-cylinder



wire
frame

maybe
3D print

burnt
lamp
shade
-book
pages



buy

Journal Figure 4

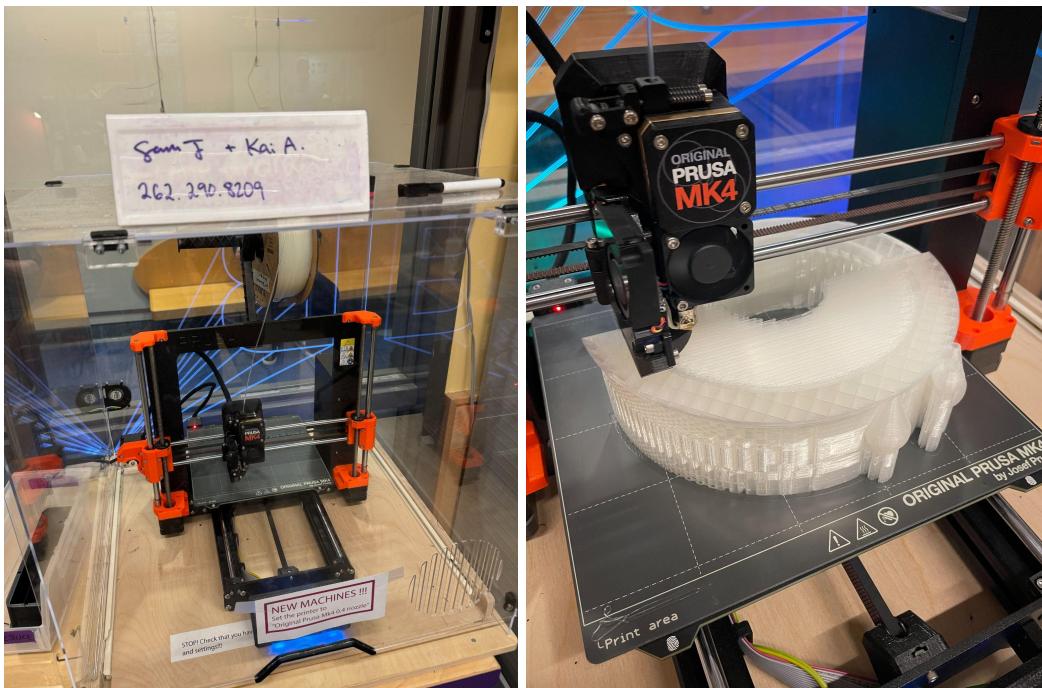
Sketches of water and fire inspired lamps created while brainstorming ideas.

PROCESS PICTURES



Journal Figures 5 - 6

Fitting together pieces of newly laser cut wood to see how it would look for the first time and freshly stained and painted pieces together.



Journal Figures 7 - 8

Starting our first 3D print only to find out it would take 2 days.



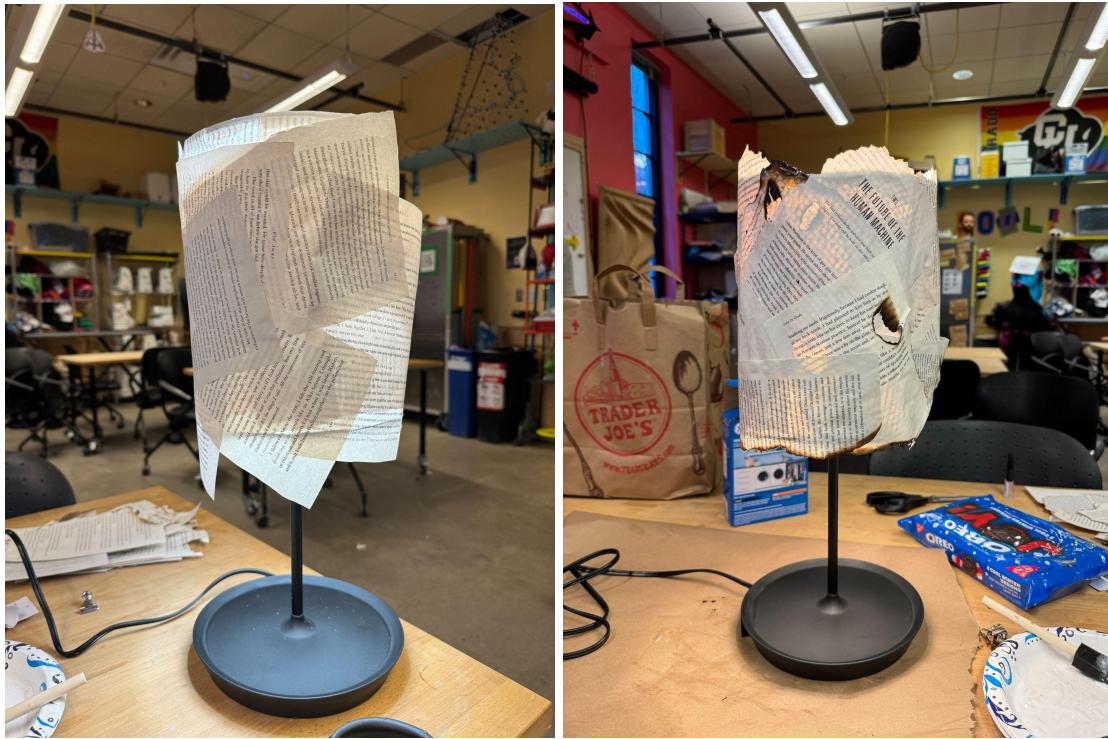
Journal Figures 9 - 12
Water lamp physical production process photos ft. lots of images of Kai.



Journal Figures 13 - 14

Sam and Kai both burning book pages using lighters in the loading dock.





Journal Figures 15 - 18

Progress photos of the burning pages lampshade from wire frame, to simple pages, to including the burnt pages. Both images include a light bulb turned on inside the shade.

JOURNAL

Kai's Journal

- I'm working on this damn water lamp and it's a real pain in the butt to make it solid.
- I went about it to make every individual component solid and now im trying to union them together and it won't work
- Usually it's not the union that's the problem but apparently I can never get this damn tool to work
- Also I'm not exactly sure how I feel about the design right now. I wish I could make it look more like the blown glass lamps I'm basing it off but the problem is the making it a solid so that we can 3D Print it
- Why did we give ourselves this challenge
- I also need to buy wood for the mushroom lamp and cut that just so I don't have to think about it anymore
- I also need to buy the amazon part and make a wire frame for the lightbulb so that's awesome
- Augggghhh this final is a lot
- I'm going to hate lamps after this
- I think I may have fucked this whole thing up so bad that I have to remake it
- FUCK SKETCHUP
- At least I think this one is going to be better and maybe we can just think of the first as a rough draft
- I need to go to bed
- Well I found out that the artist that goes the water dripping lamps that our 3d printed lamp is based on is called kumbhglass
- Why isn't it a solid?!?!
- What the fuck bitch???
- I fucking did it, bro
- *screams* "I'm sorry for the screaming"
- I did it!
- I also was able to use the subtraction tool to split it into 4 so that it's small enough to actually print on out printers
- I am covered in laser cut soot
- Soot sprites
- I don't know what to do about these damn animation render things
- I tried using adobe and Im confused and now im in blender and i'm still confused
- I'm going to cry
- Ok I think we might actually be getting somewhere

- Blender is making me want to die and cry but the fact that I've been able to figure out how to make renders in like 2 days is something I'm proud of
- This damn documentation is making me want to die
- Mostly cause I did all the views and then realized I need to add dimensions so I have to redo all of it
- Sam is an angel to help
- Blender is dumb
- I need finals to be over like yesterday
- I forgot how to export a render in blender
- I figured it out
- These joints better stay after all this glue
- Aidan dont you dare shake the lamps during demo
- I'm going to ask people how to hang it during demo
- I have an idea how to get the cord through though and its going to involve Shane and Kai cutting something for me
- I can't believe we might finally be done

Sam's Journal

- the music in this goodwill is overstimulating
- How the hell are there no lamp bases in this goodwill
- Okay Home Depot is intimidating good god
- And I've started the one lamp 3D printing! A casual four days since we don't want to use all the printers and need to print in parts
- So the goal for my lampshade is to do three metal rings, connect them all, the middle will connect to the lamp base; then I'll mod podge book page onto the wire frame (I think this has a high chance of actually working)
- I'm going to design my vision in Rhino (probably minus the book pages for now) but it's probably going to vary a bit from the actual finished product, since everything but the connector piece is handmade
- I love you, Rhino
- I seriously just made my model with zero frustration or issues
- Took measurements and am 3D printing the connector piece
- Making the rings is pretty easy, it already has pretty defined rings so I'm going with those as they're about the size I wanted and they should be pretty stable that way
- Kind of struggling to visualize how this will work but I'm gonna just trust the process
- Connecting the rings together and making them all line up is honestly insanely difficult omg
- Okay definitely adding glue because I do not trust it
- Omg the shade fits on the base and actually looks halfway decent

- So I did some more research on how lampshades are made, and it seems like my best bet is to basically mod podge together some book pages and that can act as the “fabric” that I’m attaching to the wireframe
- It has come time to attach the pages...
- this is surprisingly difficult
- In retrospect I probably should’ve figured out a better way to do this but here we are
- Okay so it honestly looks cute so far
- Going to add on the burnt pages on the top and bottom
- Oh my god there is mod podge everywhere
- Why the hell won’t this stayyyyyy
- Okay it’s looking good, absolutely love the burnt holes
- Omg I put a bulb in and it looks so good this is so slay
- Okay time for some fun documentation!
- I. Hate. LayOut.
- If I had a nickel for everytime I just tried to type a command into LayOut (because Rhino does that), I could actually drop out of college and travel the world until I die
- I’m gonna actually throw my computer out the window oh my god
- Okay wait the dimension tool is actually kinda cool in LayOut (still hate the program though)
- Kai I just saw your journal of course I’ll help it’s my project, too
- Thank you for doing the blender rendering kaiiiiii
- Oh my god wait how do we do page numbers between layout and docs (or maybe we don’t?)
- Yeah we just don’t
- I’m actually getting the hang of what I’m doing in LayOut and this is going pretty fast
- There are so many pages omg
- I genuinely just threw a 30 second temper tantrum because I couldn’t figure out how to rotate an image in LayOut

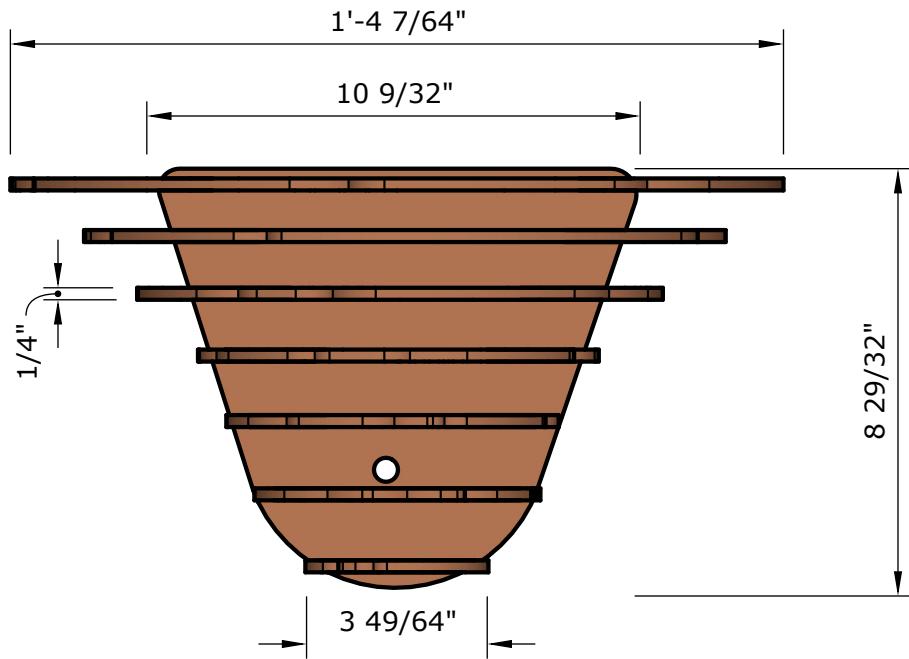
Combined Journal

- Laser cutting in progress
- Fingers crossed it cuts all the way through
- I’ve cut this wood before and it worked so it should?
- Oh thank fuck it worked
- It went back and actually filled in the old stuff
- Two whole days? It’s going to take two days to print?!?!
- The pieces actually turned out
- Kai was sanding by hand and got something in her eye and is trying to wash it out in the bathroom
- It’s not working

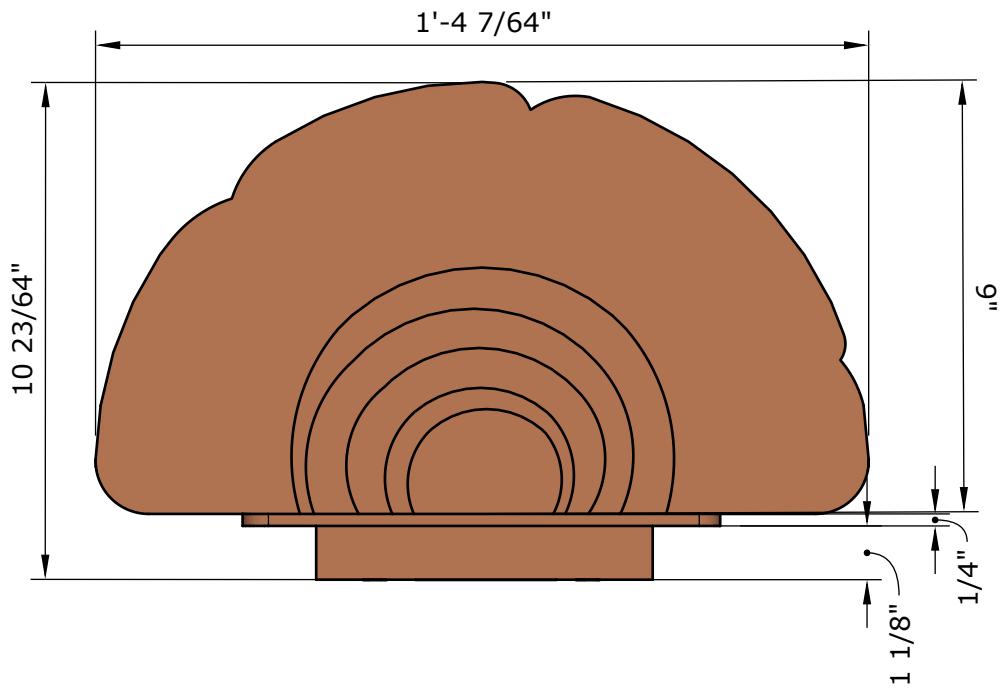
- Sam is driving Kai home
- We might have to take her to the ER but there is still hope cause shes going to take a shower
- IT WORKED, IM NOT IN PAIN ANYMORE
- I was two seconds from calling my mom to ask to get her to drive me to the ER
- Were back in business and she is now wearing goggles
- Rubber bands are going to be the best way to keep this together while we wait for the E6000 glue to dry
- Our wire work isn't the best but it's sufficient
- This is soooooo fun!
- Kai looks like she wants to see the world burn
- We have water so were being safe while we burn pages on the loading dock
- We burned wayyy more pages than we meant to because we got a little carried away
- BAGELS
- It's all dry so we tried out the water lamp with a light in it and it turned out way better than we even expected. It looks really really cool
- Pictures went so well!
- Well except for the mushroom one cause the joints need more glue in order for it to be stable
- Animation and Models turned in, we just need to combine the pdf parts into one massive pdf and then we should be done. We could cry.
- Also Kai's going to wing the presentation and kinda take the lead and Sam may or may not make a more structured presentation, we're not sure yet.

TURKEY TAIL MUSHROOM
WALL SCONCE

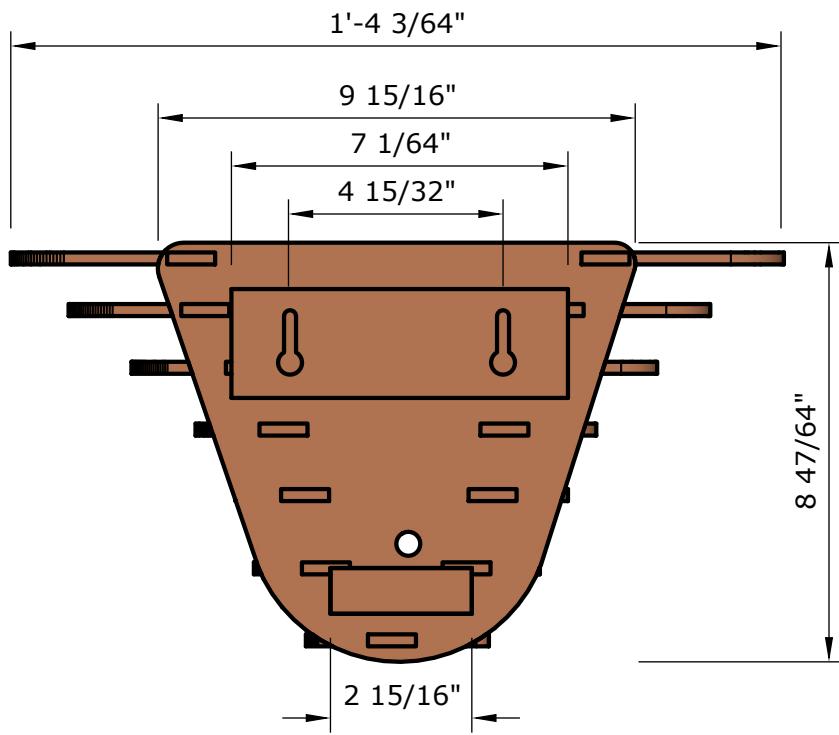
ORTHOGRAPHIC VIEWS



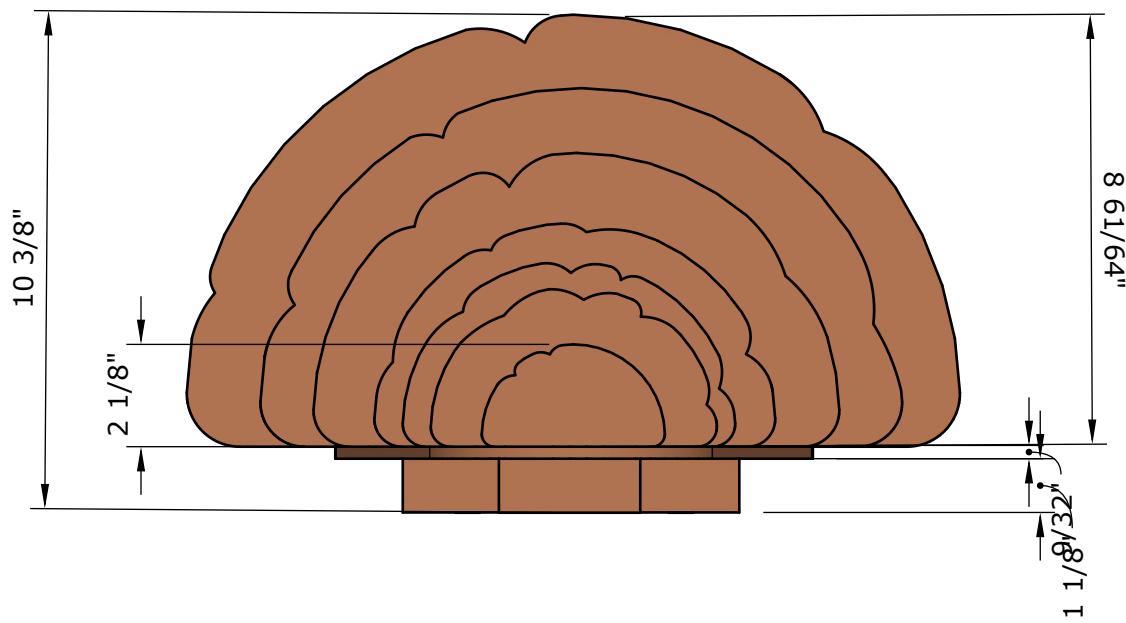
1 FRONT VIEW
Scale: 1:4



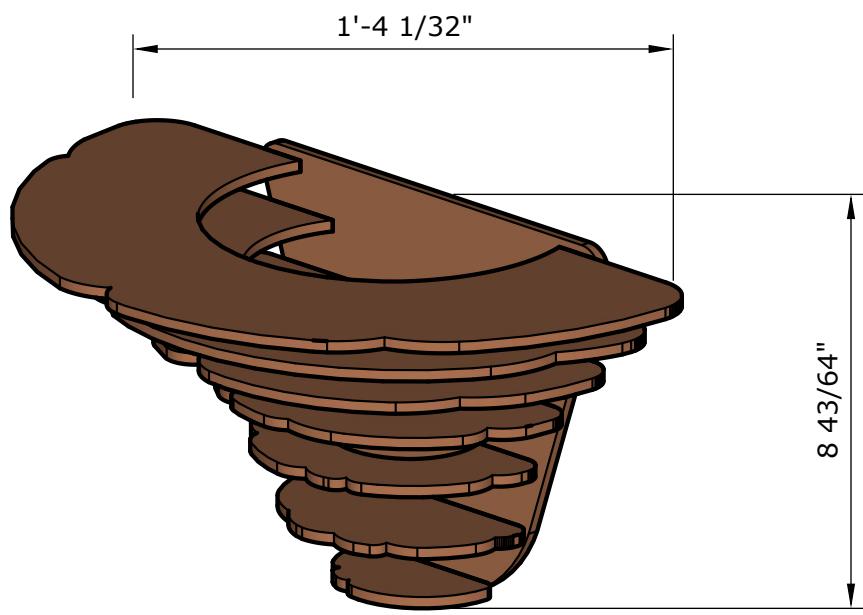
2 TOP VIEW
Scale: 1:4



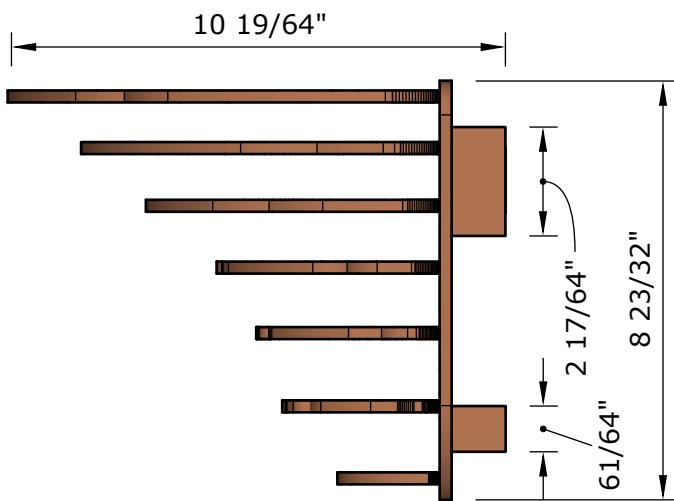
3 BACK VIEW
Scale: 1:4



4 BOTTOM VIEW
Scale: 1:4

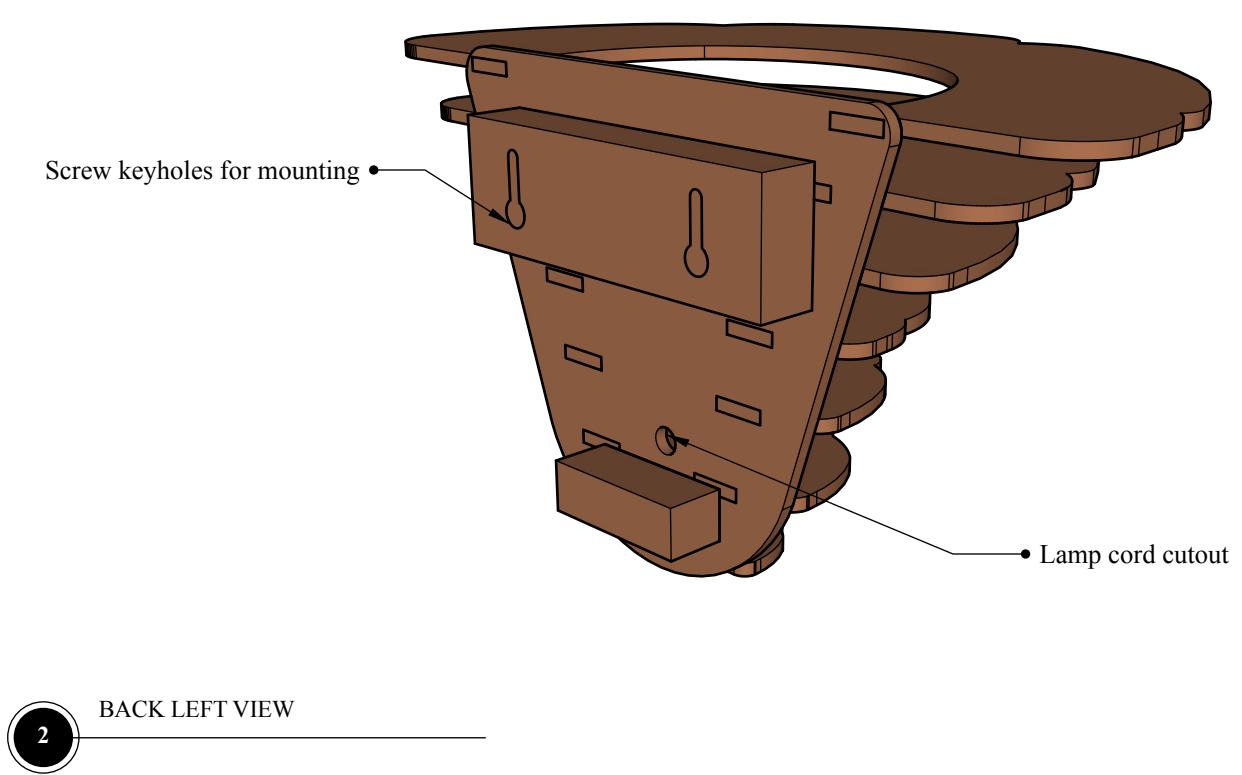
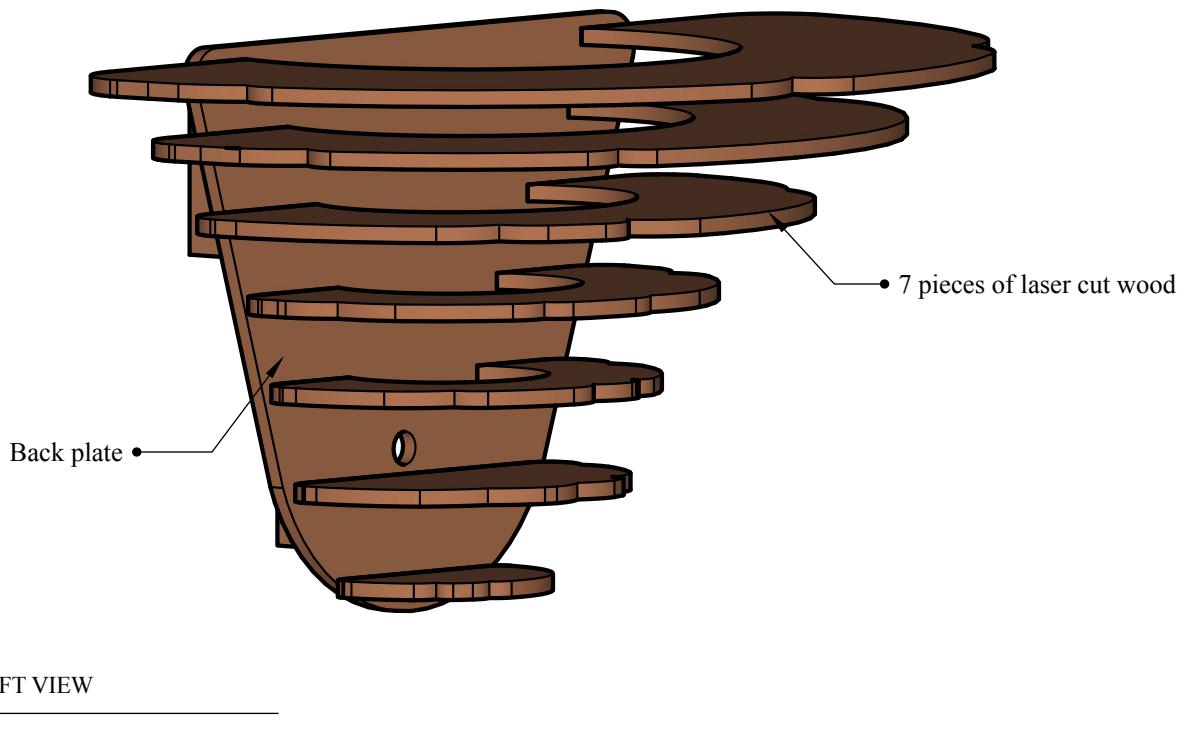


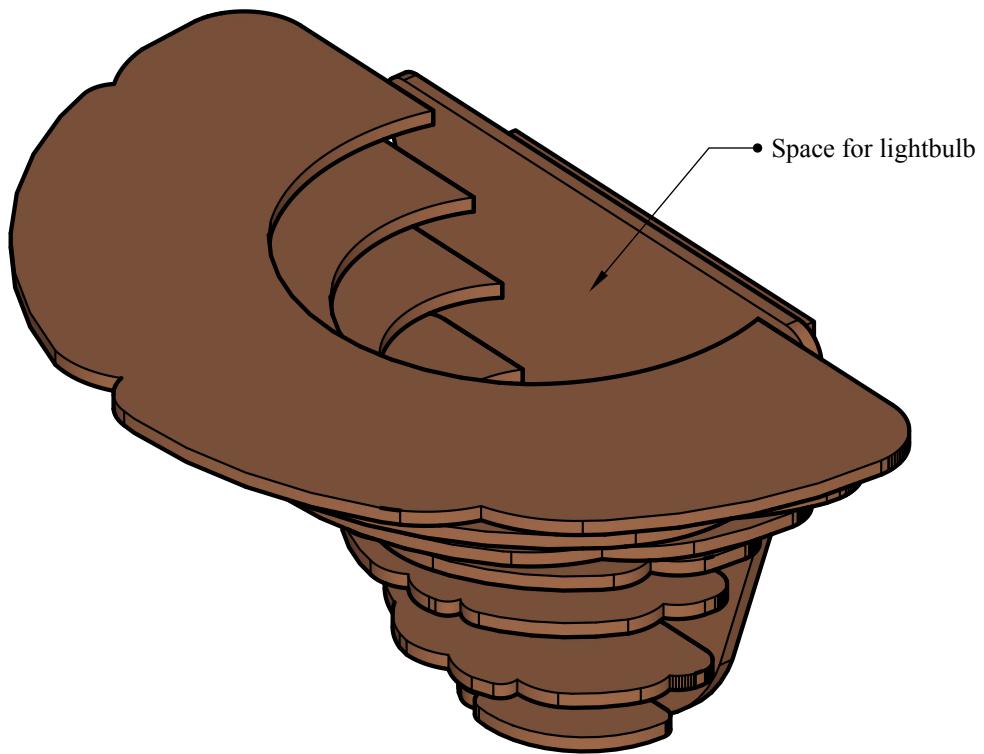
ISOMETRIC VIEW
5
Scale: 1:4



SIDE VIEW
6
Scale: 1:4

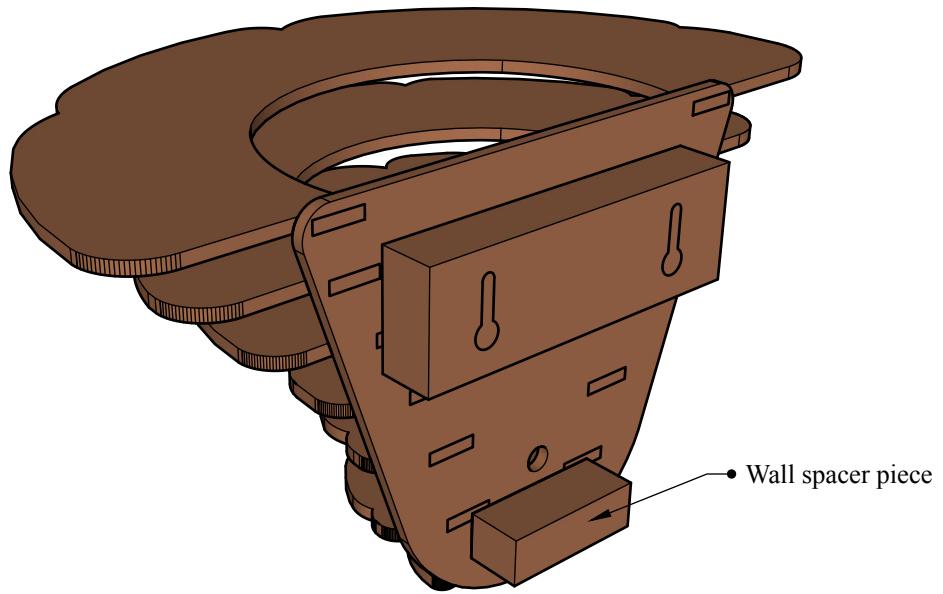
PERSPECTIVE VIEWS





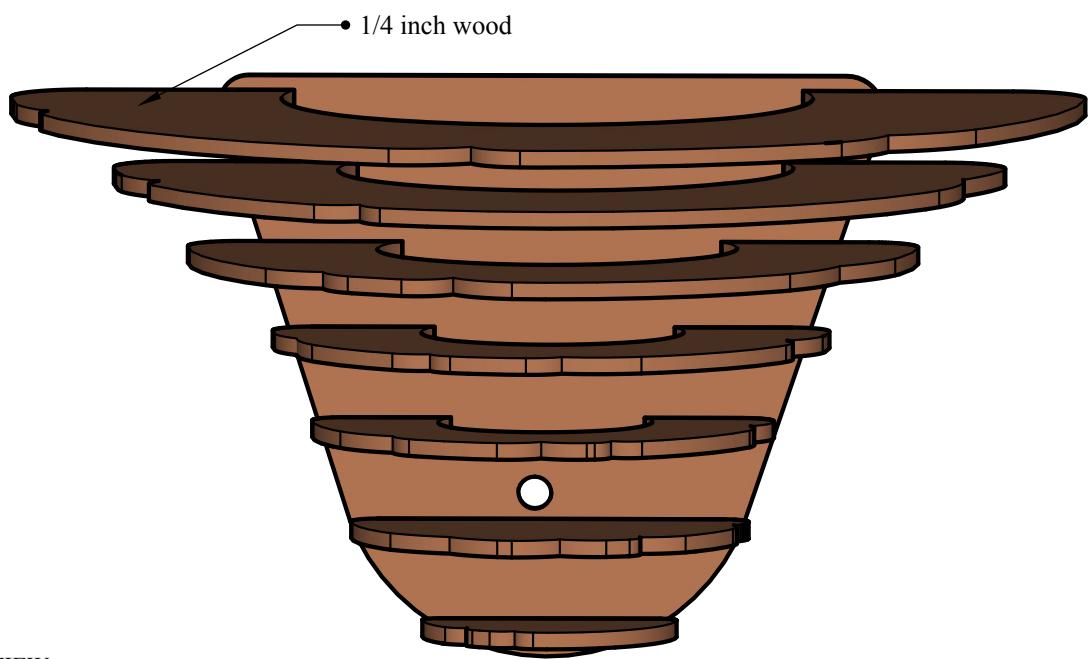
FRONT RIGHT VIEW

3



BACK RIGHT VIEW

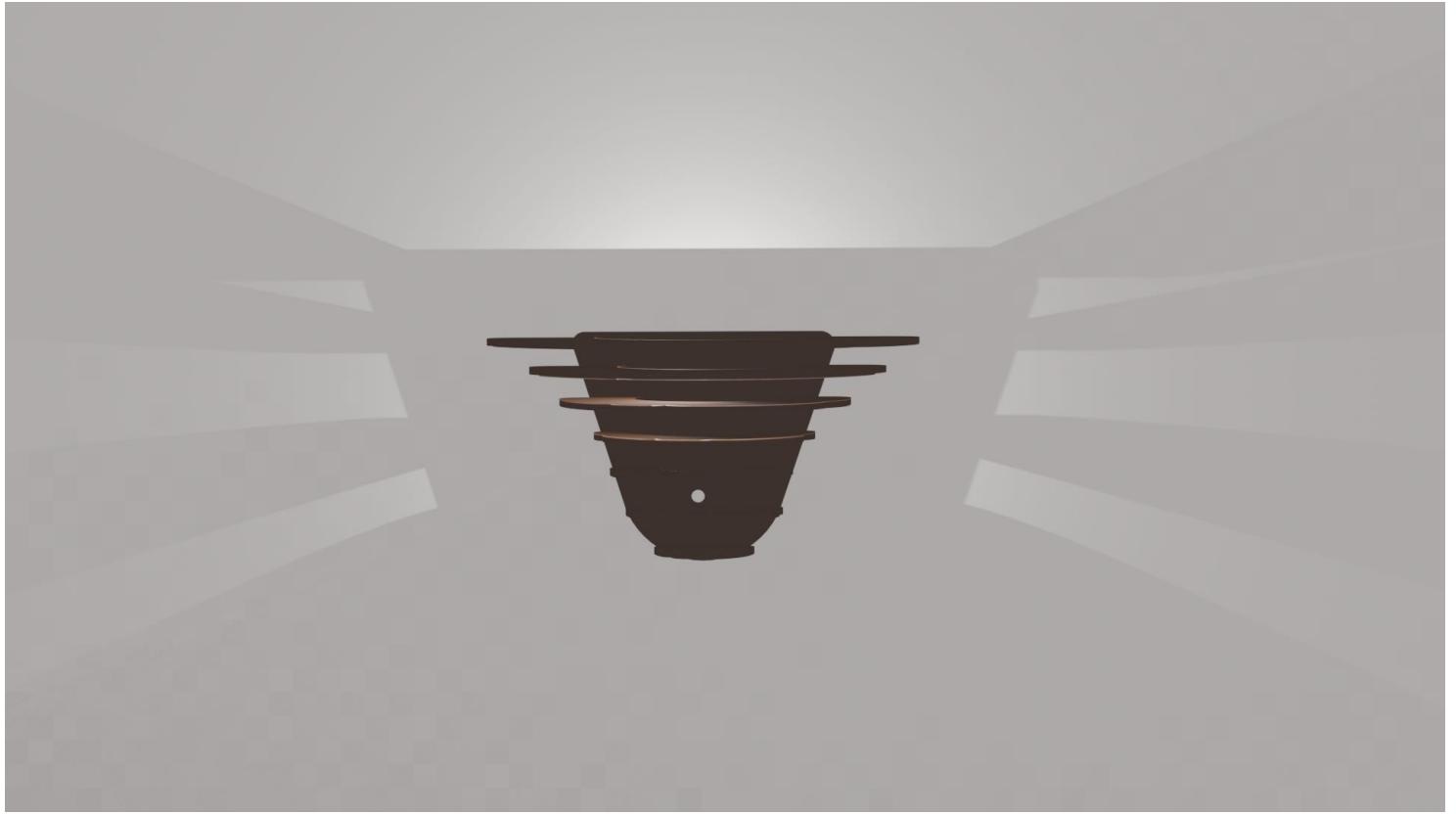
4

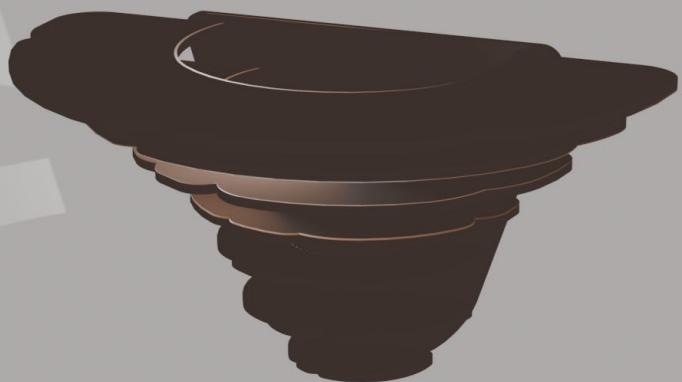
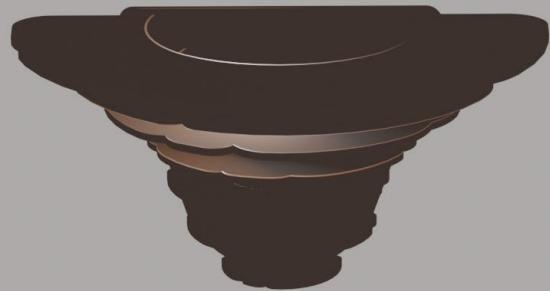


5

FRONT VIEW

RENDERED IMAGES







PHYSICAL IMAGES

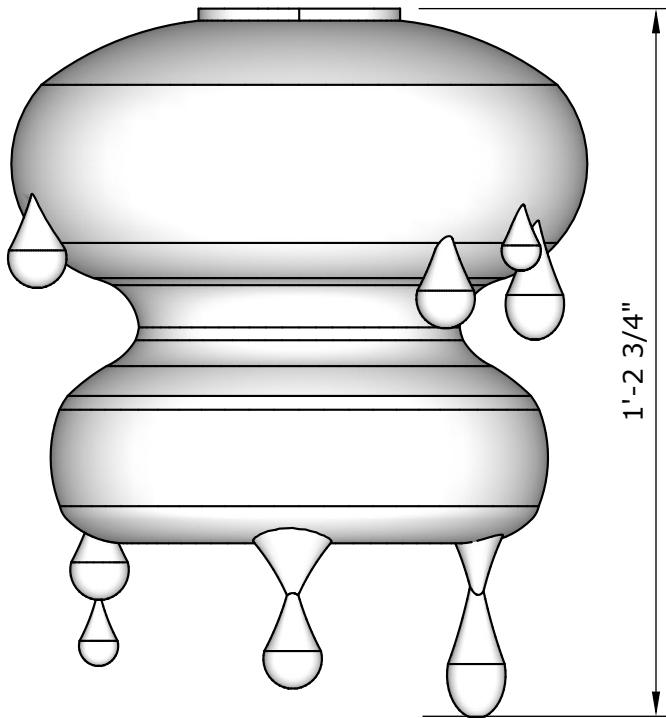




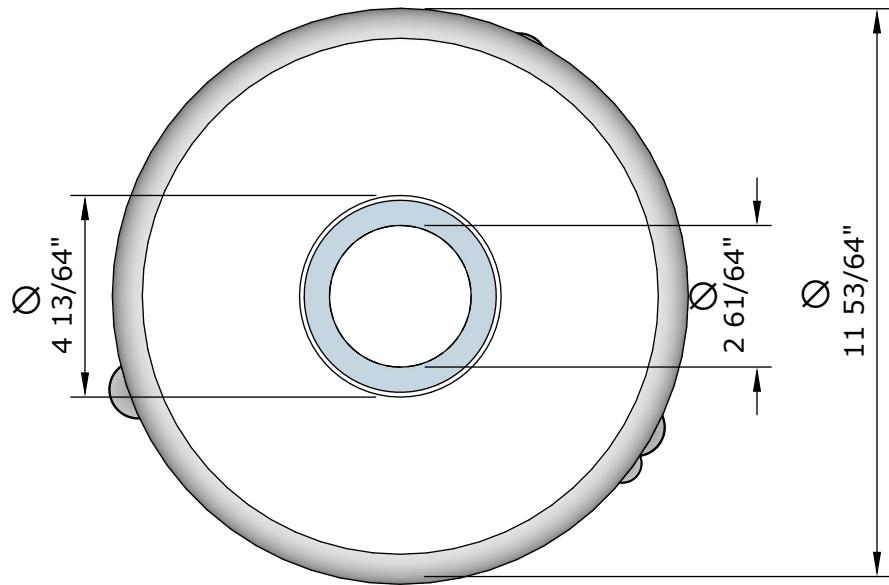


3D PRINTED WATER DRIP HANGING LIGHT FIXTURE

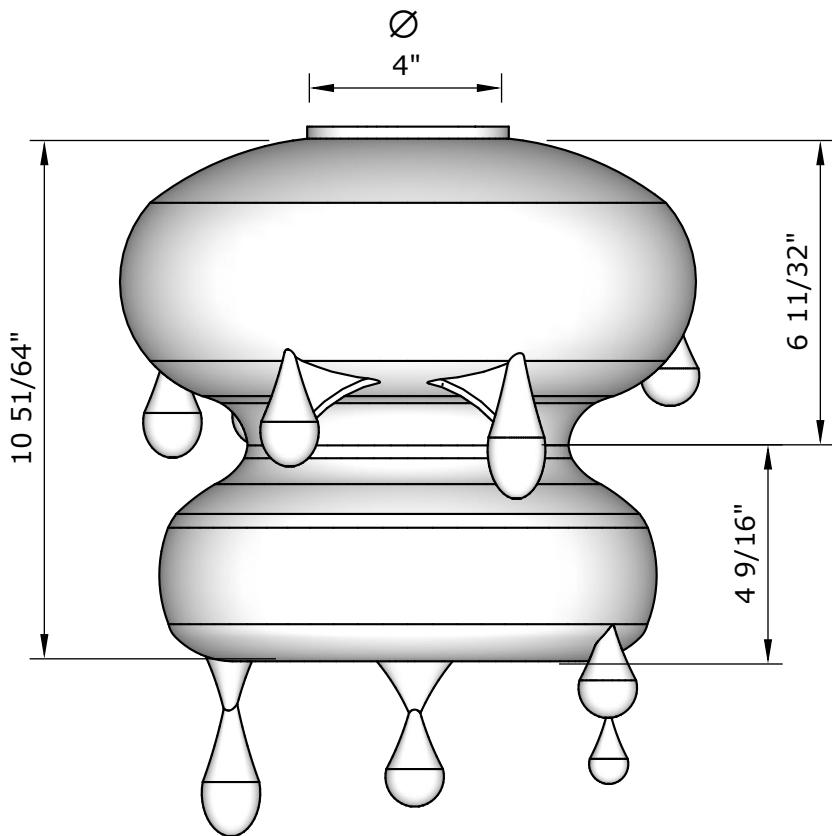
ORTHOGRAPHIC VIEWS



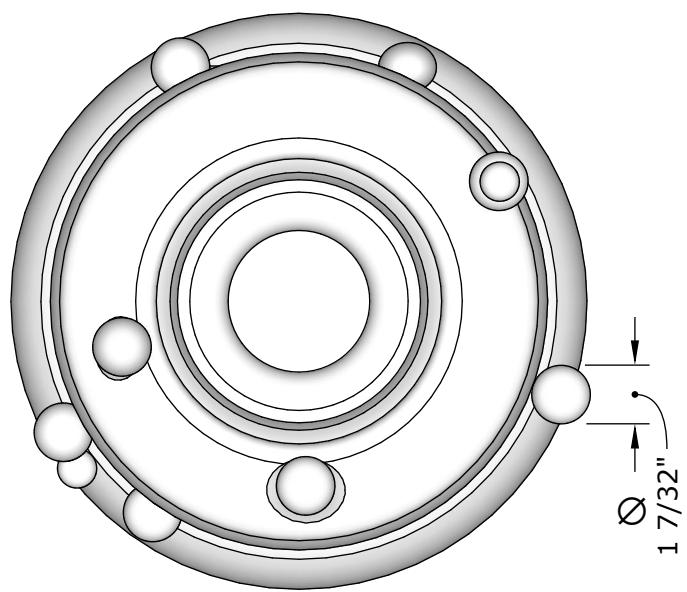
1 FRONT VIEW
Scale: 1:4



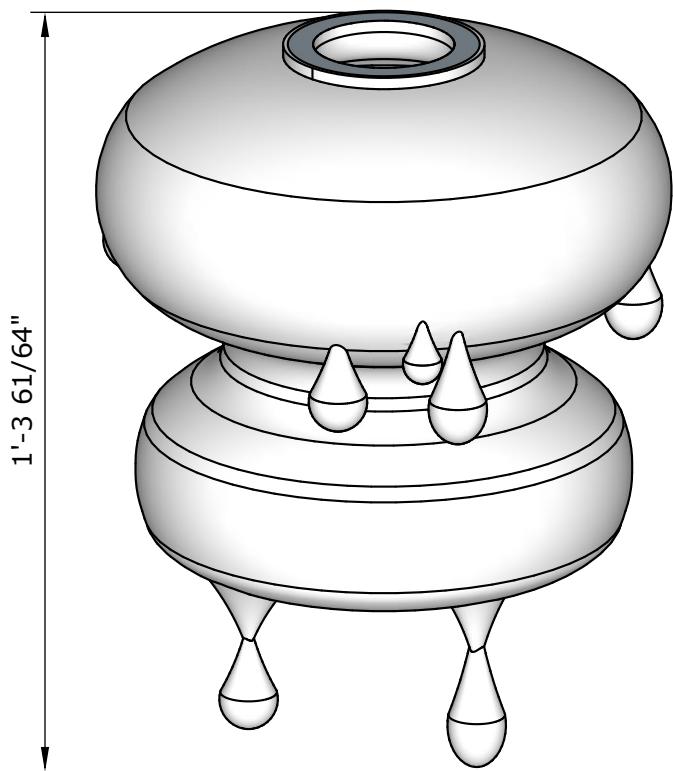
2 TOP VIEW
Scale: 1:4



3 BACK VIEW
Scale: 1:4

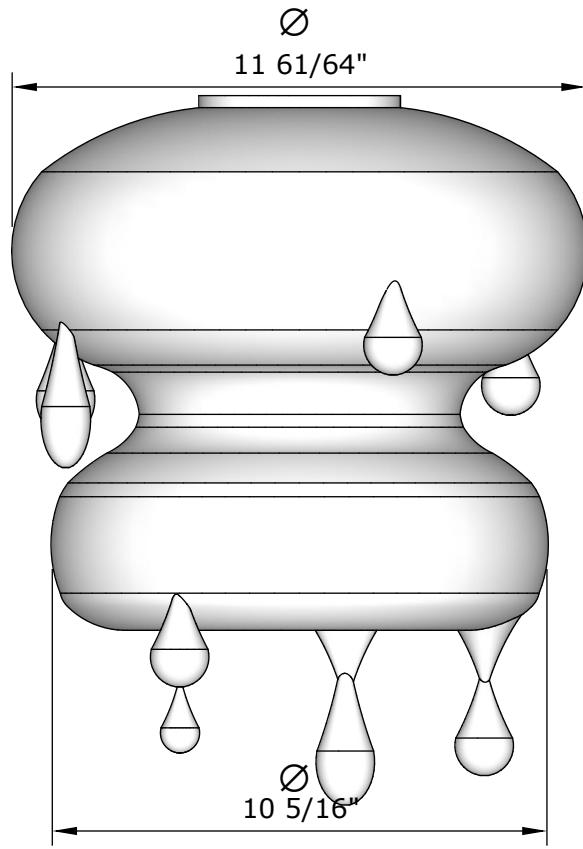


4 BOTTOM VIEW
Scale: 1:4



5 ISOMETRIC VIEW

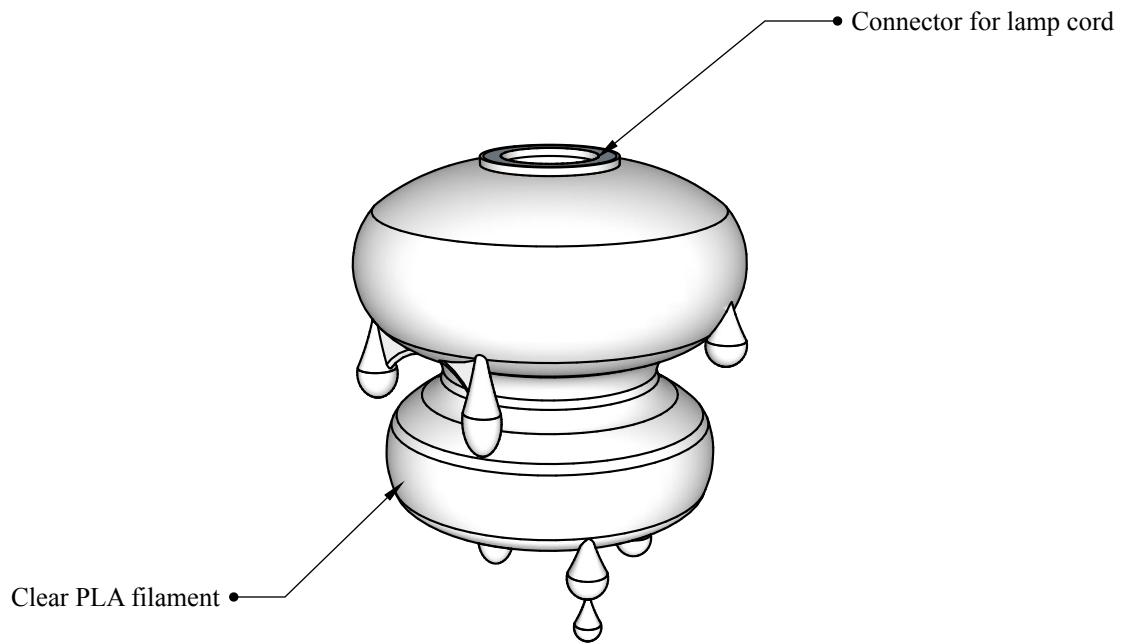
Scale: 1:4



6 SIDE VIEW

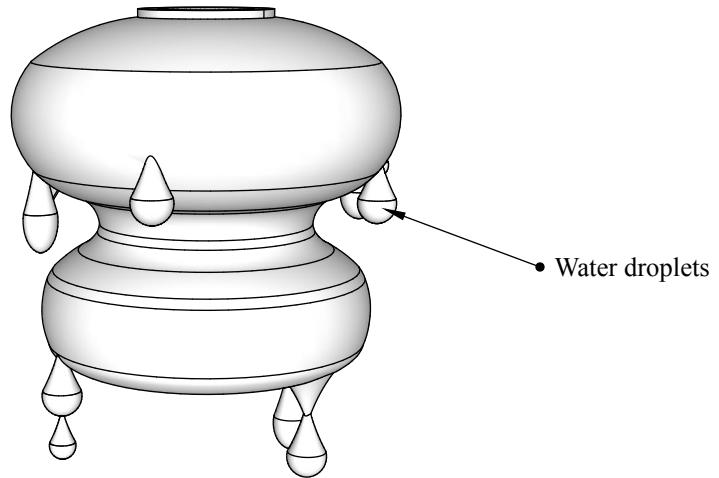
Scale: 1:4

PERSPECTIVE VIEWS



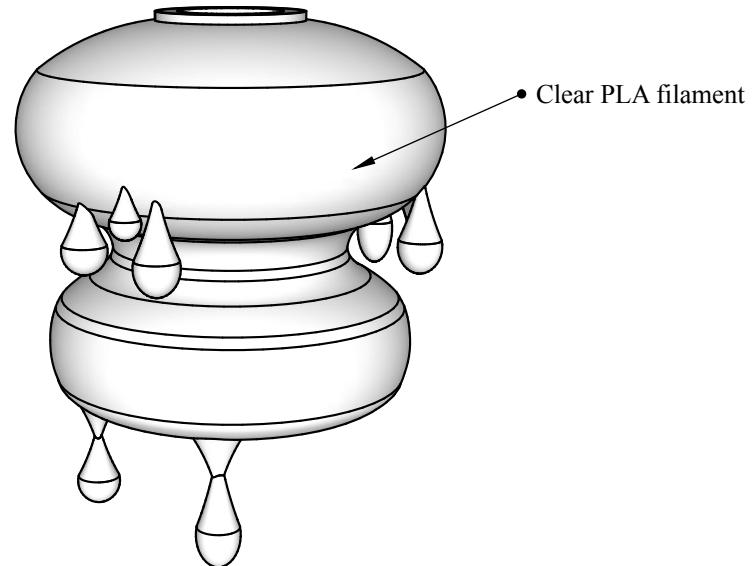
1

FRONT LEFT VIEW



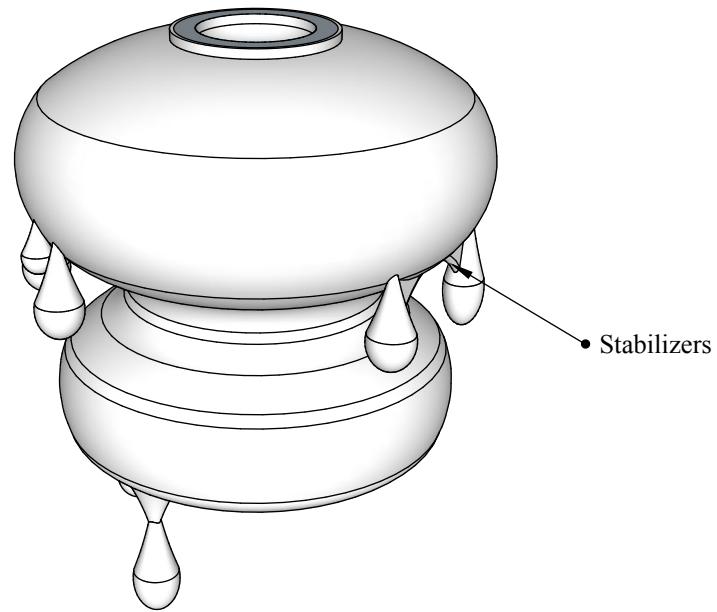
2

BACK LEFT VIEW



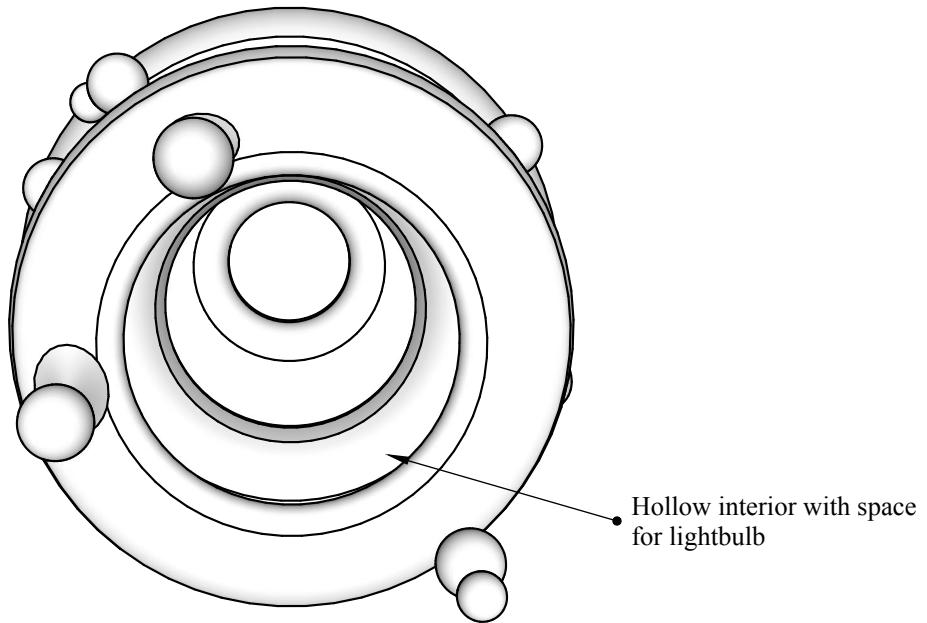
FRONT RIGHT VIEW

3



BACK RIGHT VIEW

4



5

BOTTOM VIEW

RENDERED IMAGES





PHYSICAL IMAGES

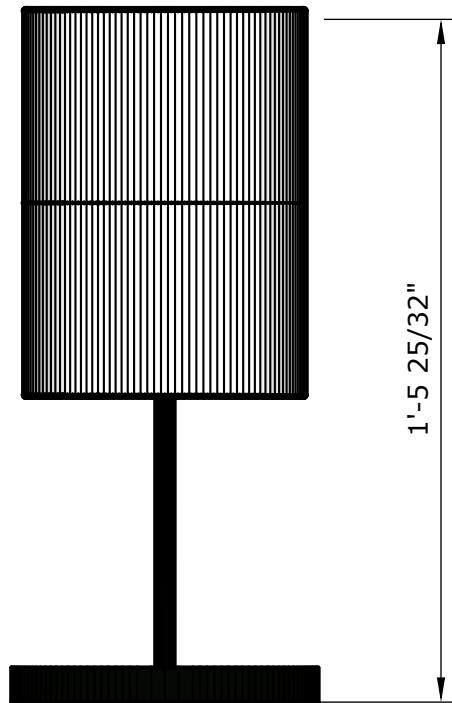




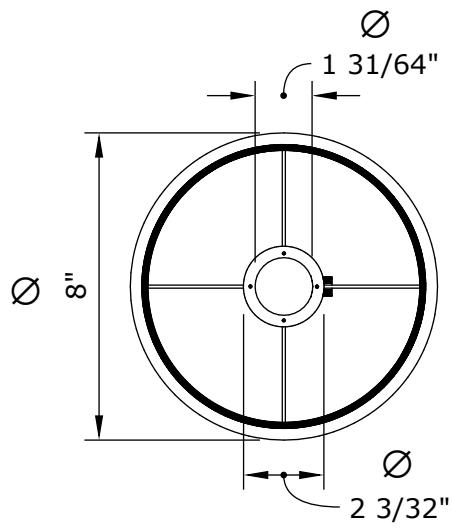


BURNT BOOK PAGES
TABLE LAMP

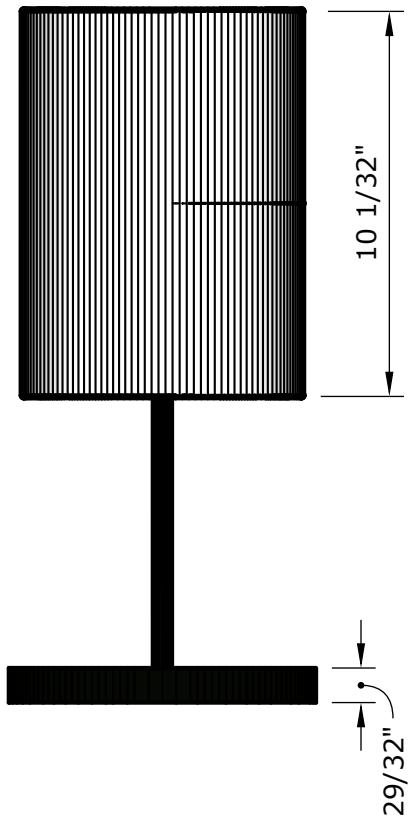
ORTHOGRAPHIC VIEWS



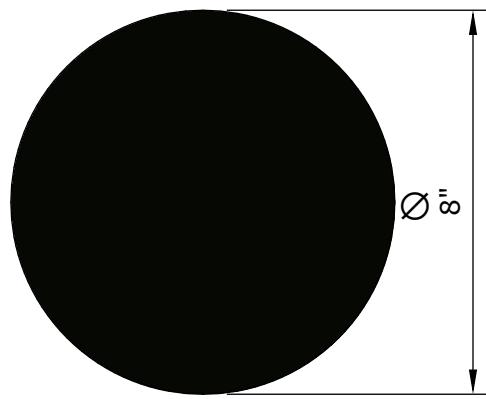
FRONT VIEW
1
Scale: 1:5



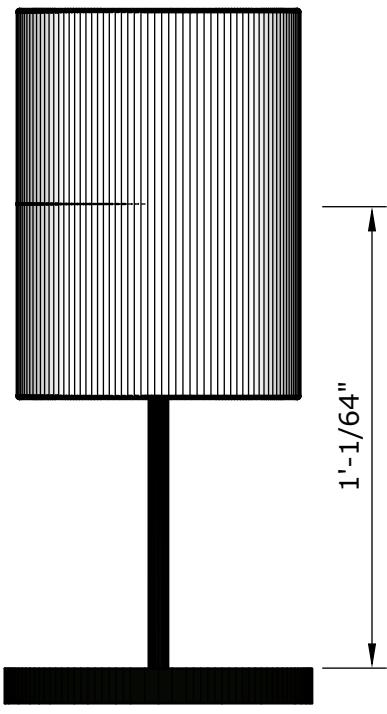
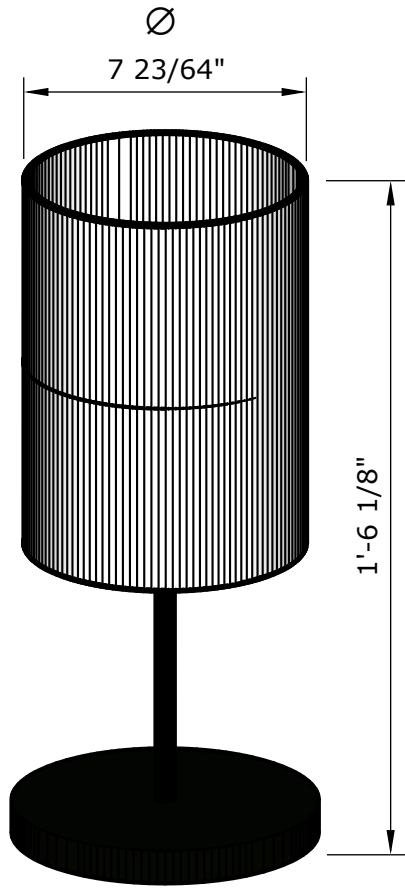
TOP VIEW
2
Scale: 1:5



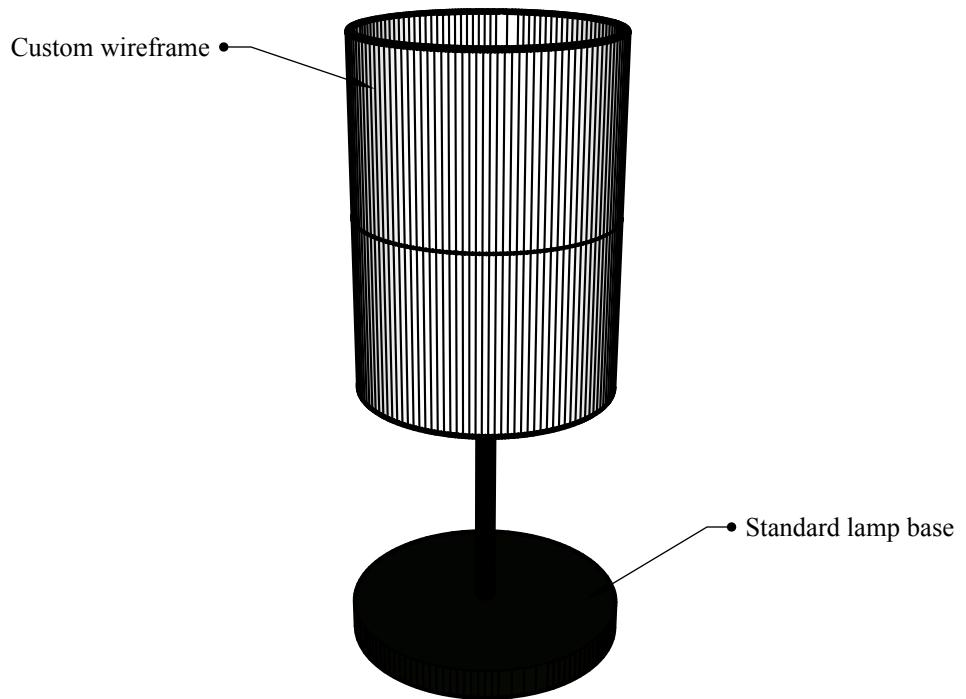
3 BACK VIEW
Scale: 1:5



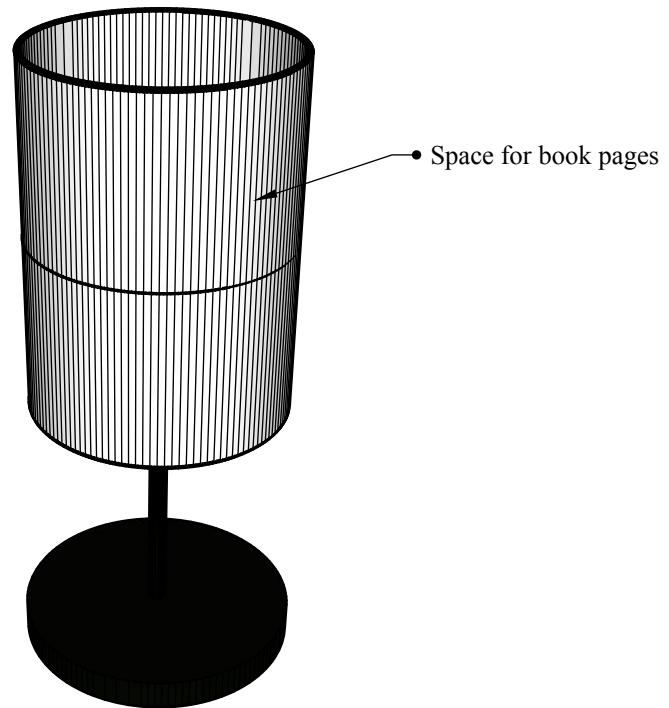
4 BOTTOM VIEW
Scale: 1:5



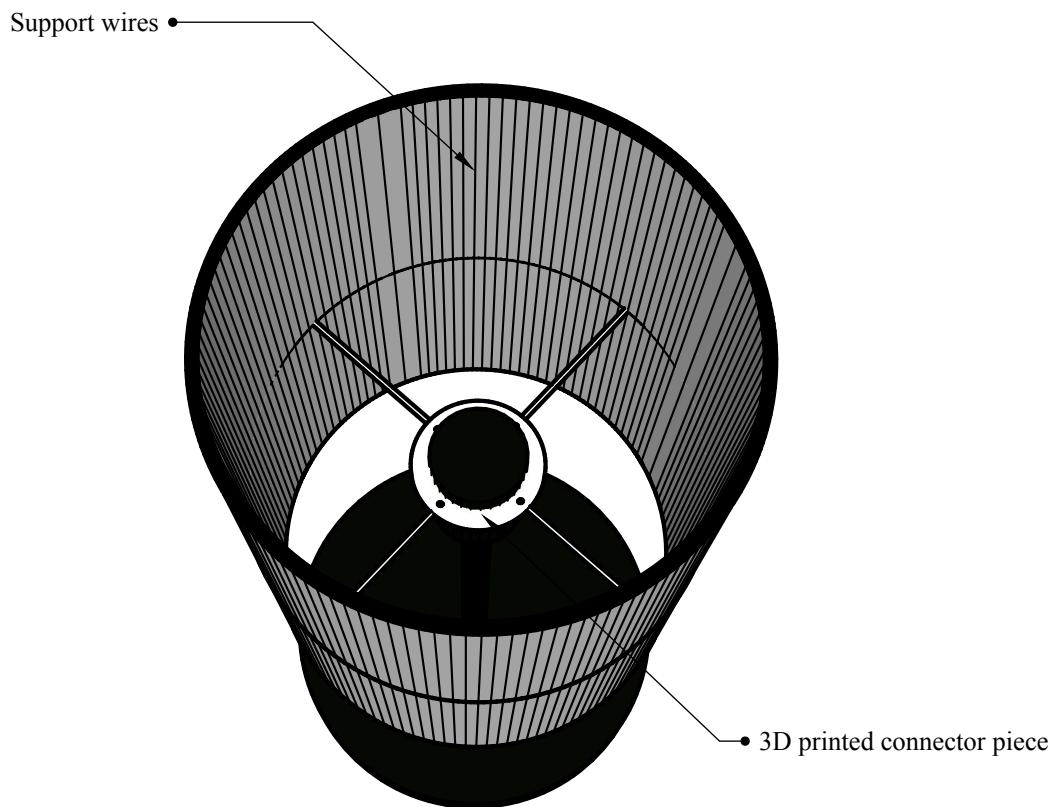
PERSPECTIVE VIEWS



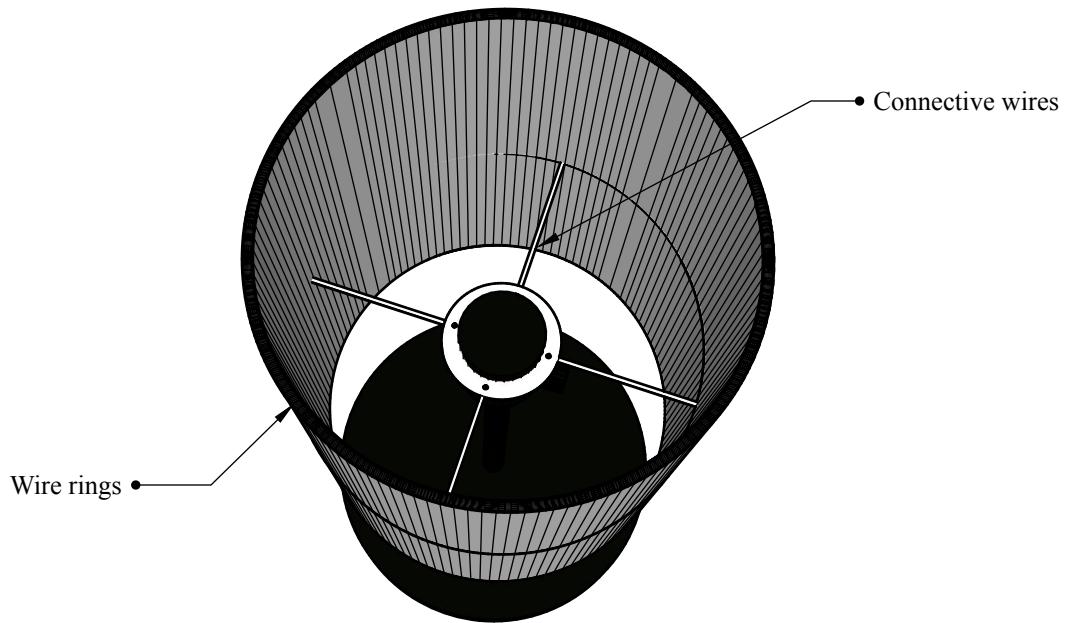
1 FRONT LEFT VIEW



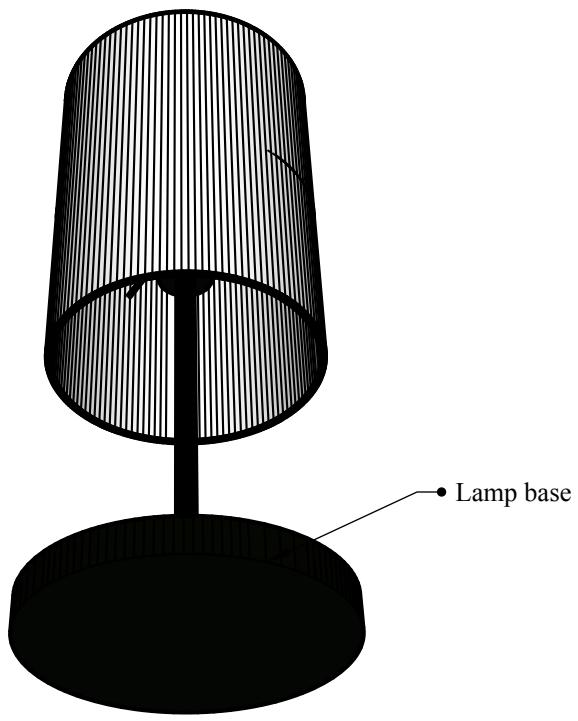
2 BACK LEFT VIEW



FRONT TOP VIEW
3



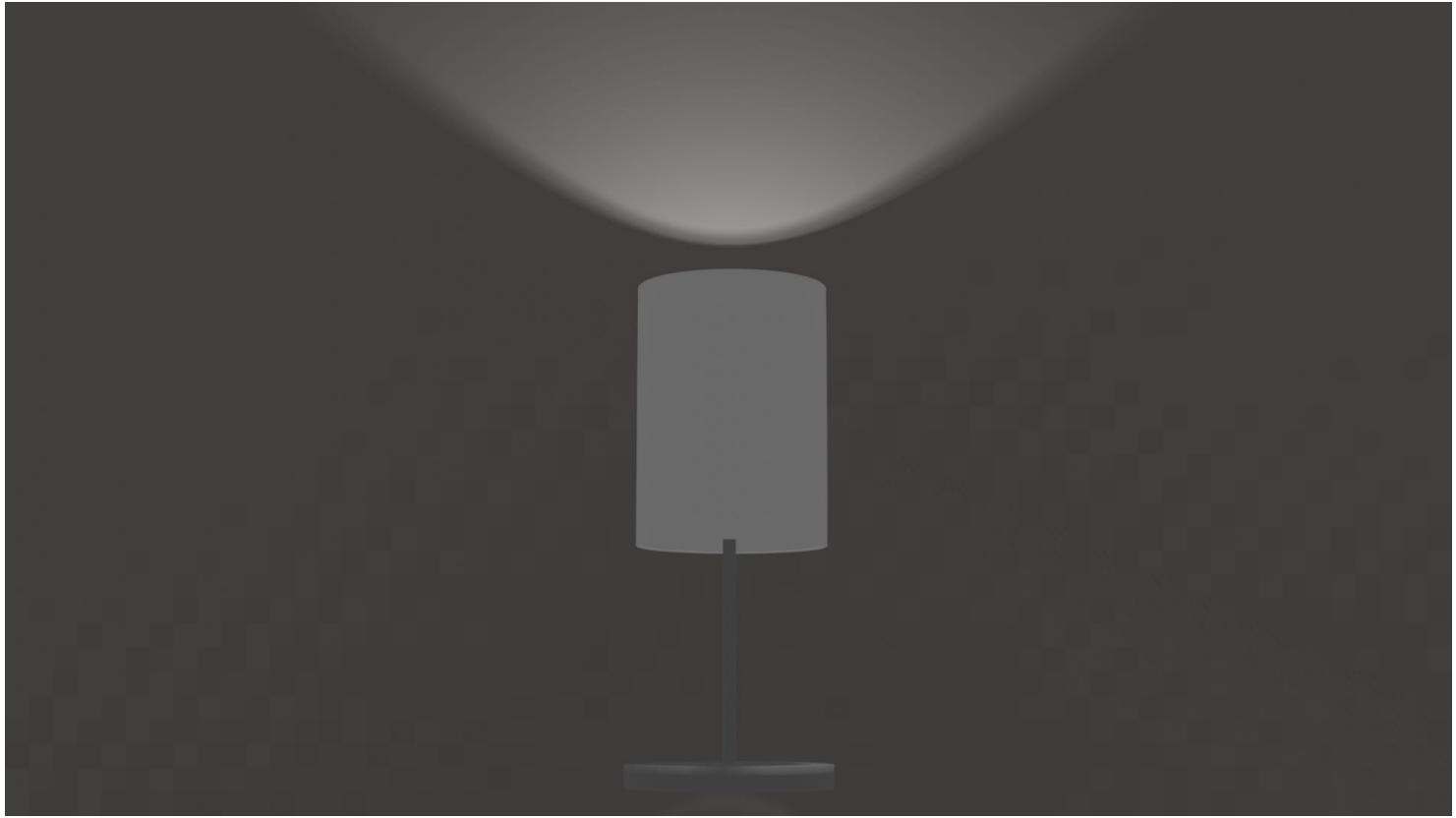
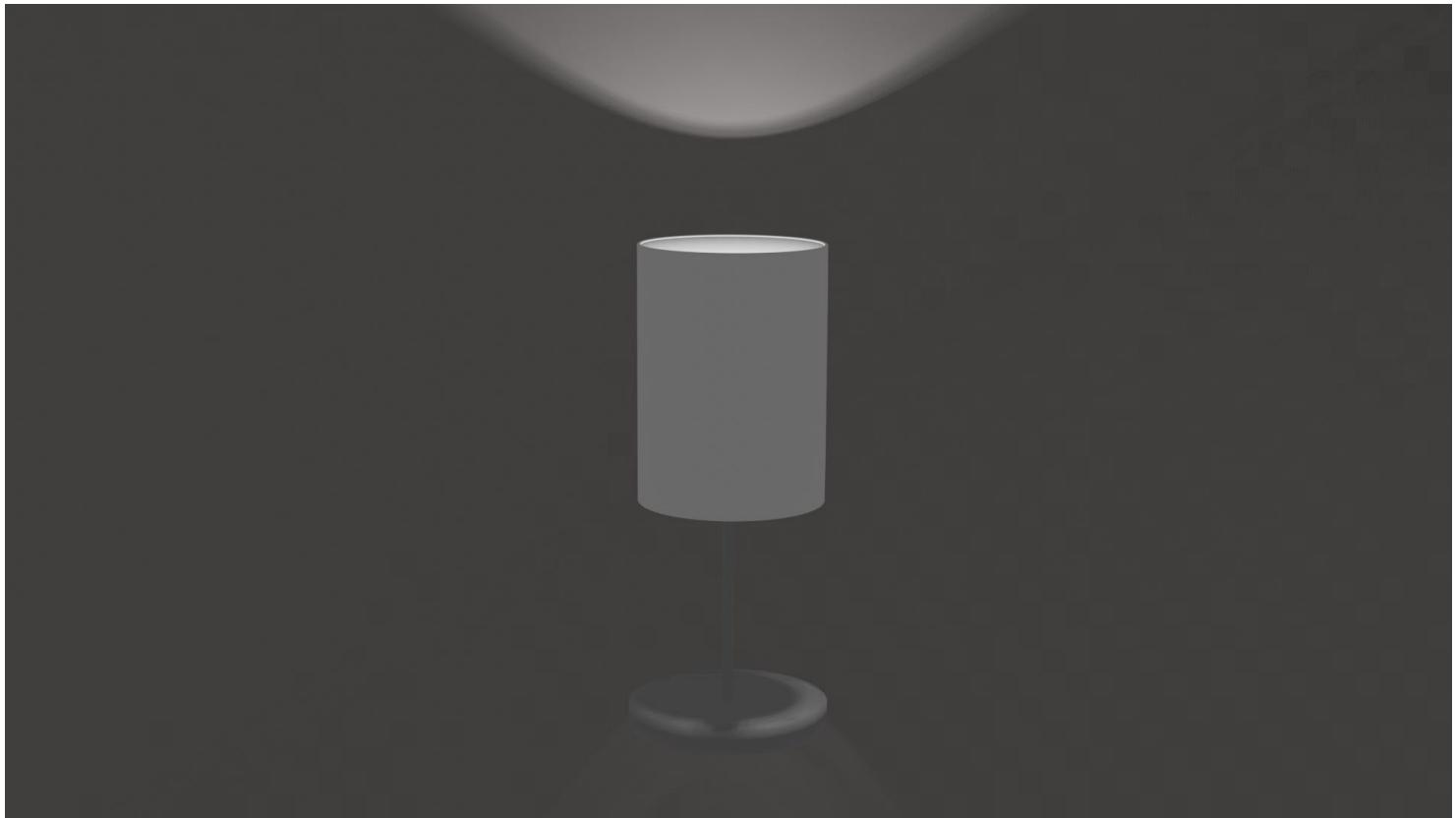
BACK TOP VIEW
4

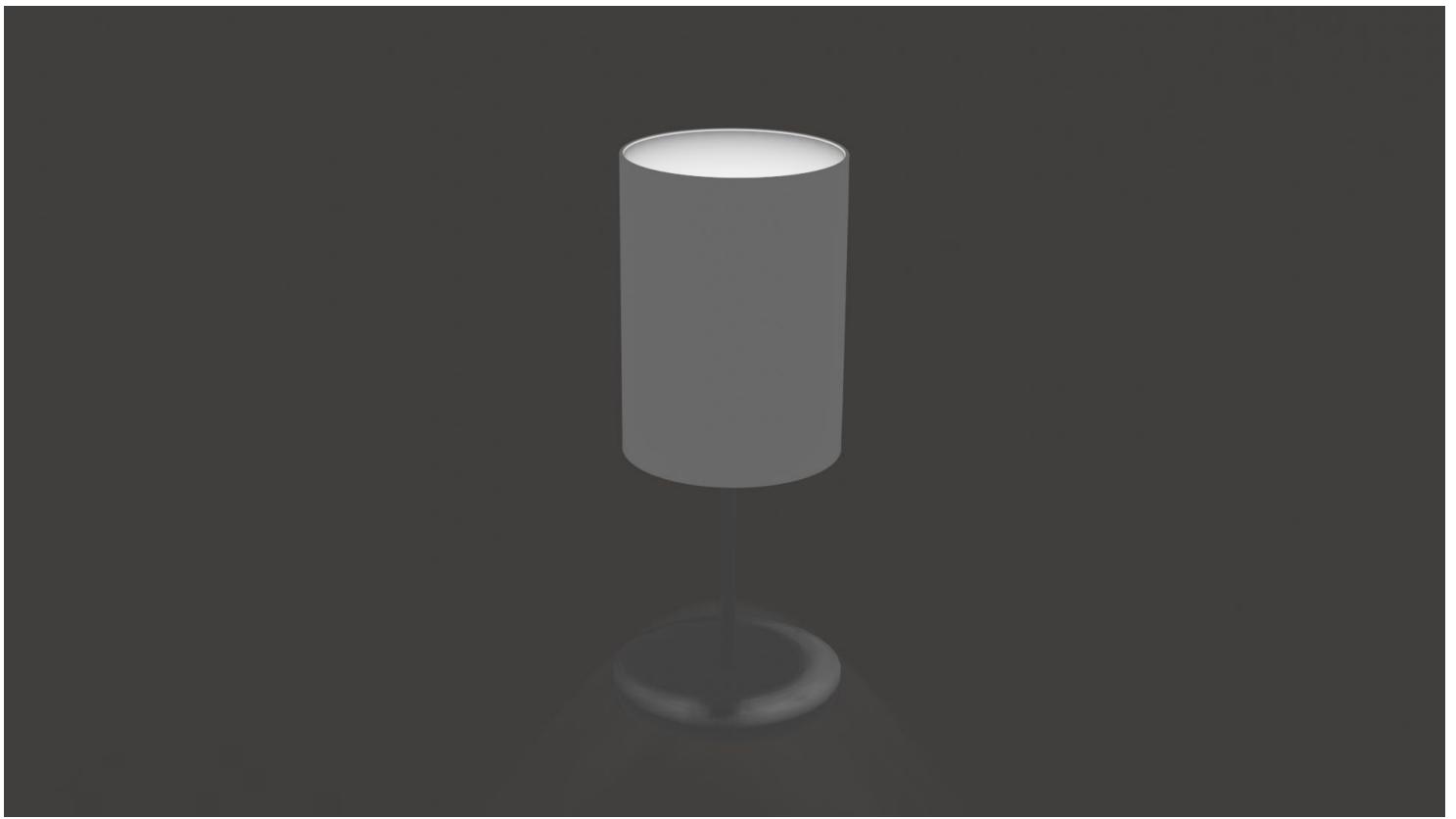


5

BOTTOM VIEW

RENDERED IMAGES





PHYSICAL IMAGES





