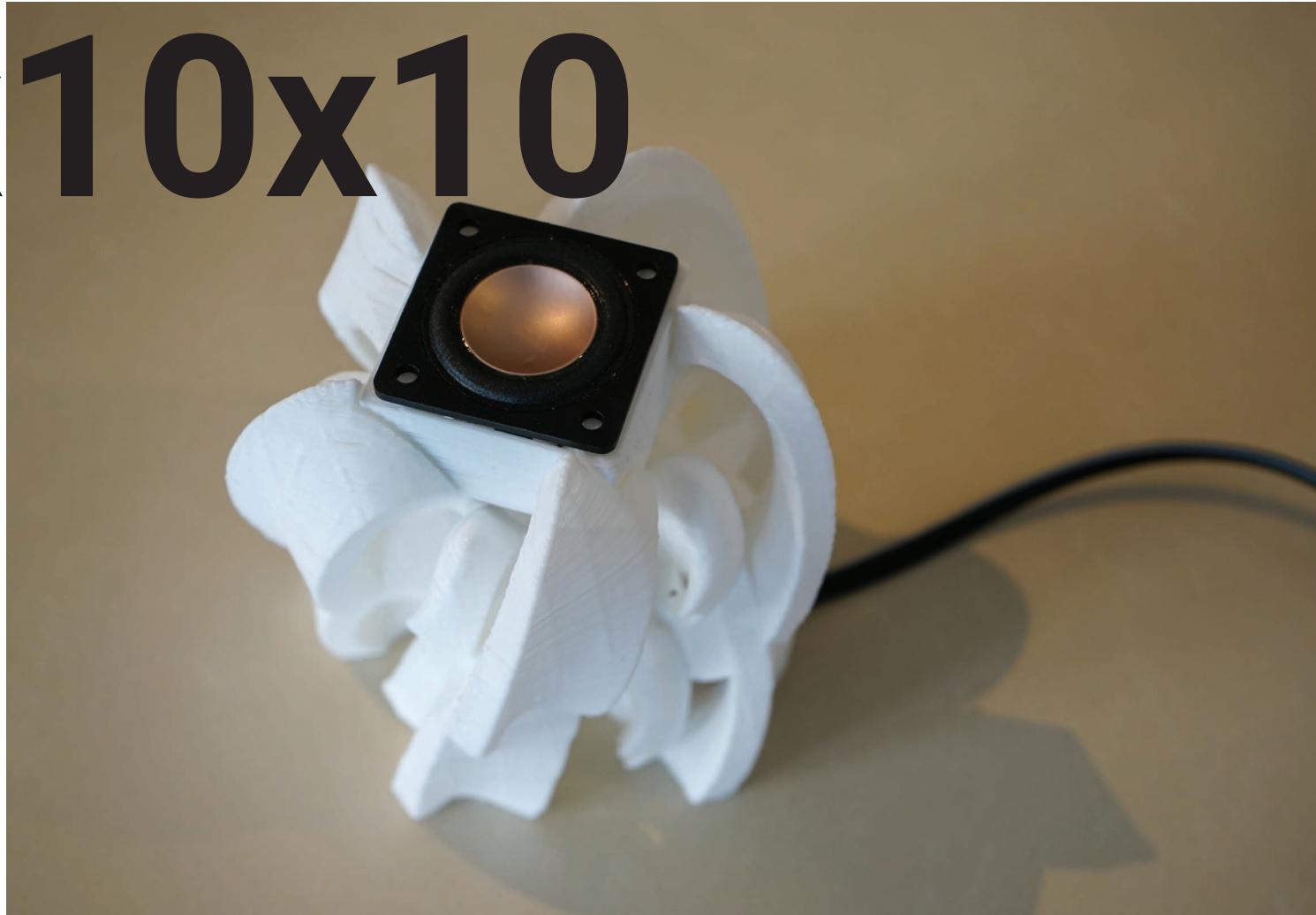


folio

IDN1002

10x10x10

Kunawat Vitoorapakorn

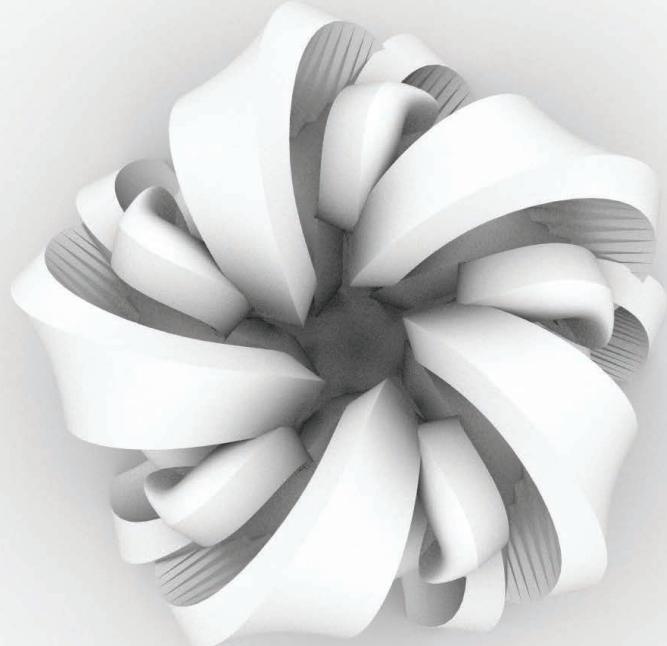


Narrative

We live in the age where you can talk with each other from across the globe, listen to global news, and store sounds on your phones. Sound basically carries information, yet it is ever-changing. Outside of that the very informative we rely on comes from the media, which can and has been controlling the narrative of certain stories.

This speaker represents the very structure, and the every changing nature of information. The fragile and organic form of this speaker looks at how information is organic, but also fragile as it can easily be disturbed. The structure of the speaker is created by the interconnections of these forms to create a structurally interconnected form to show how each of the fragile information can affect the bigger picture.

This speaker looks at the idea of sound as information and how it relates to us and also the state of the world.

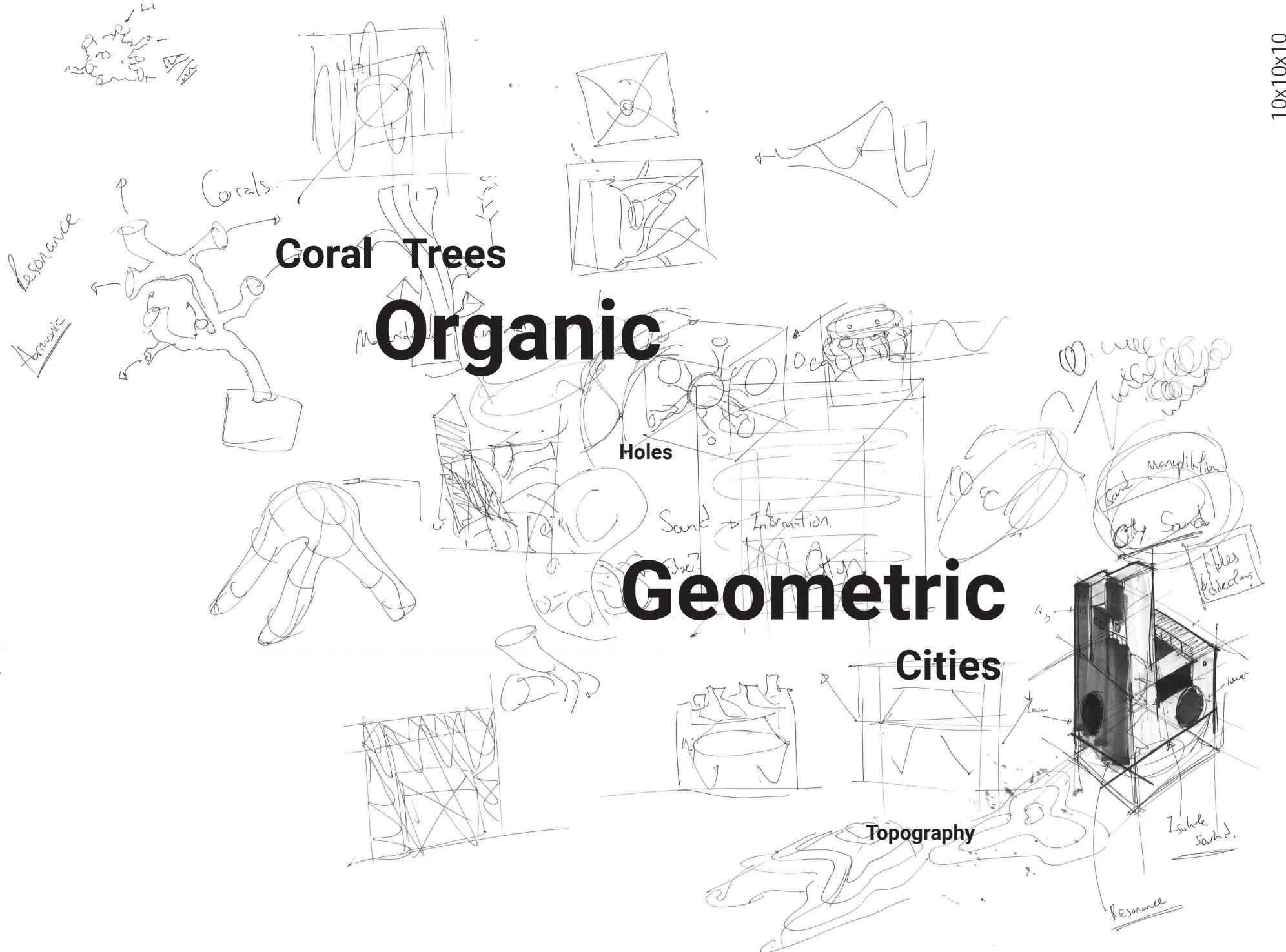


Content

Cor

Model	Speaker	Final	3D Printer	Notebook
04	18	23	26	33
17	22	25	32	40

Model





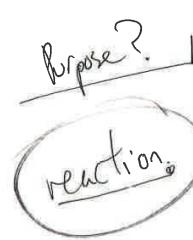
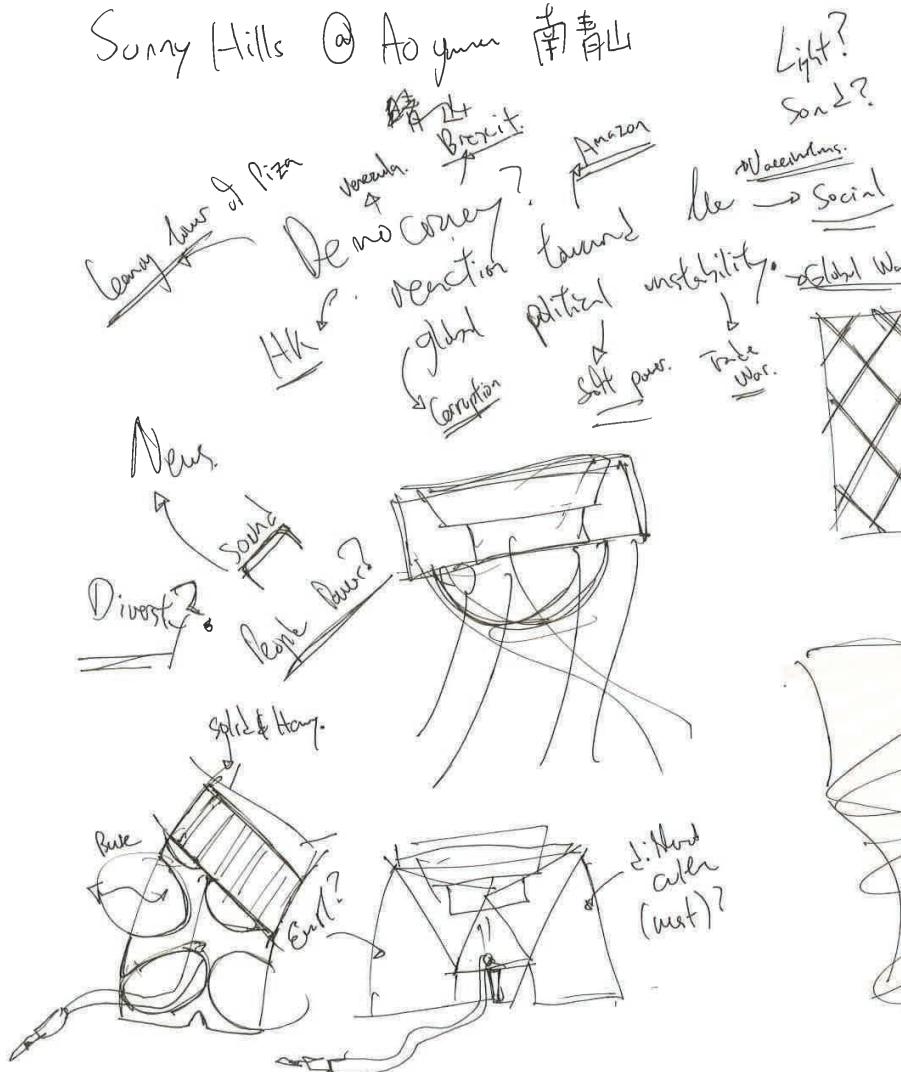
Ideate

10x10x10

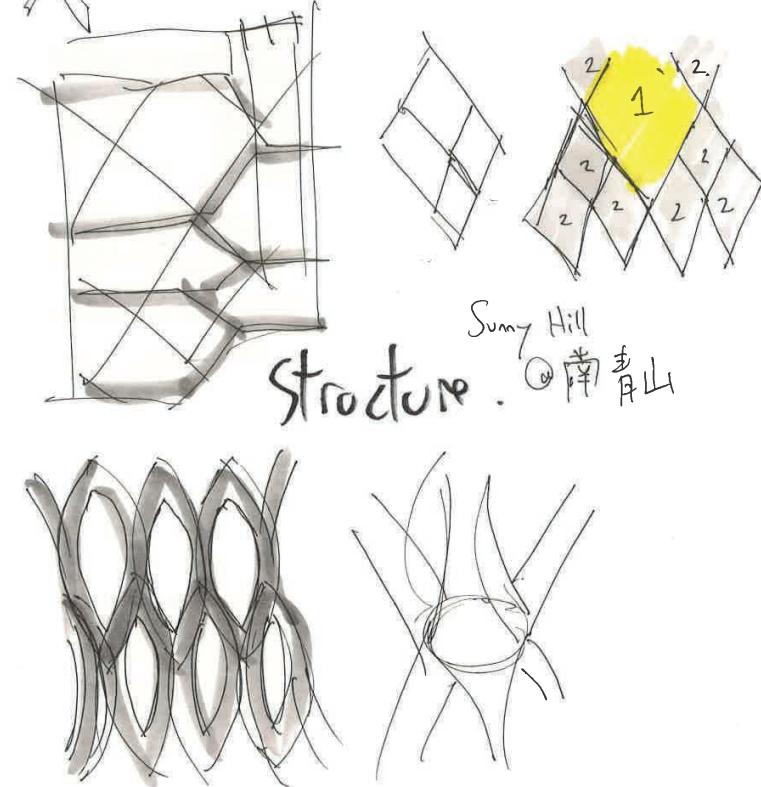
Sounds = Information

Information = News

News = State of the World

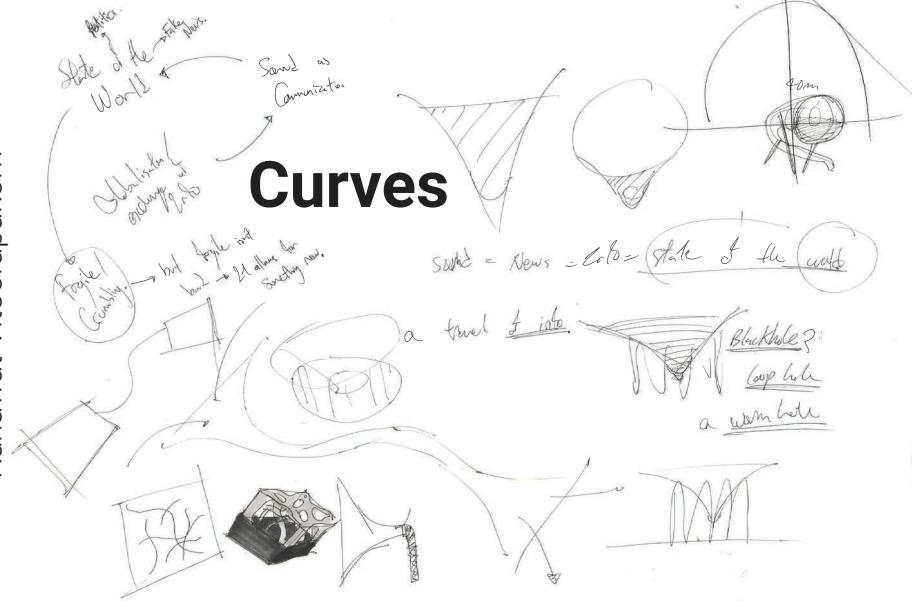


**Pattern/
Textures**



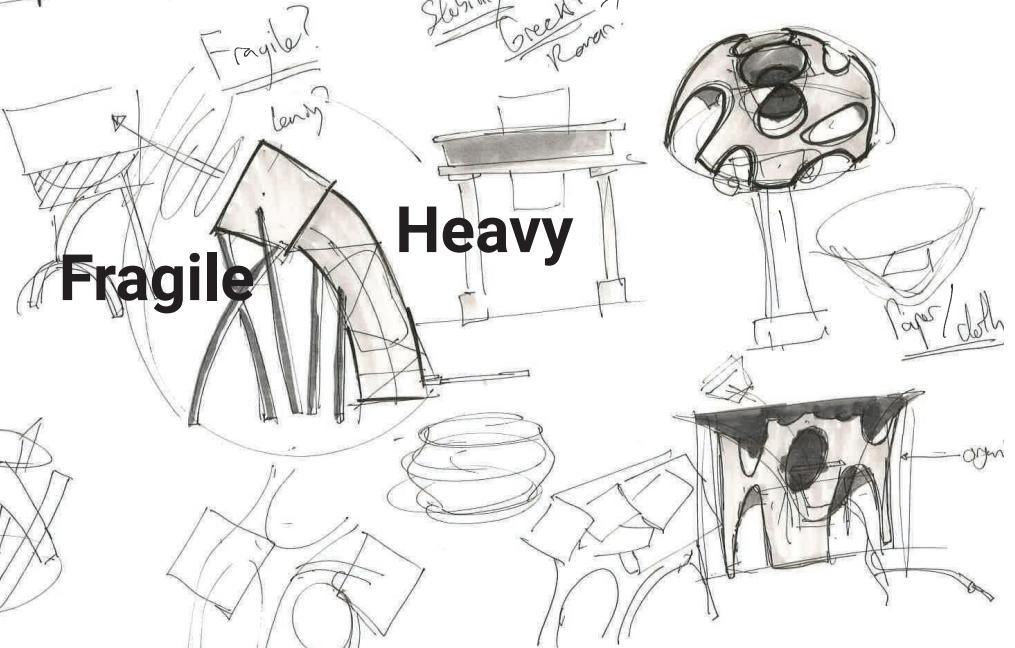
Sound?

News = Flow of Info



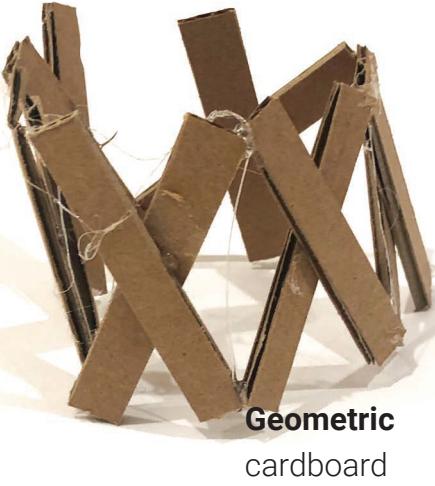
Weight.

light ————— Thicc



Hand-made Model Making

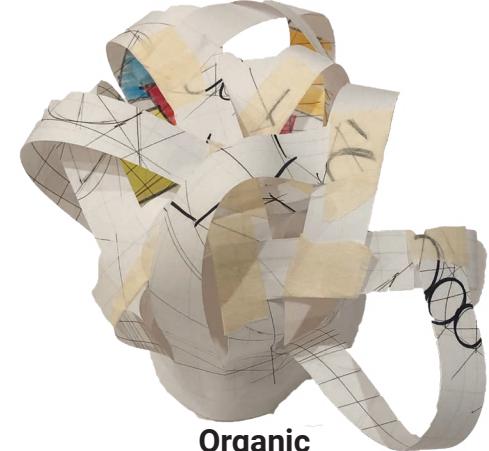
10x10x10



Geometric
cardboard



Mix
hot glue



Organic
paper

It was quite hard to make complex form. Maybe should had used other materials, or already pre-made object and bashing them together.

Bringing it together



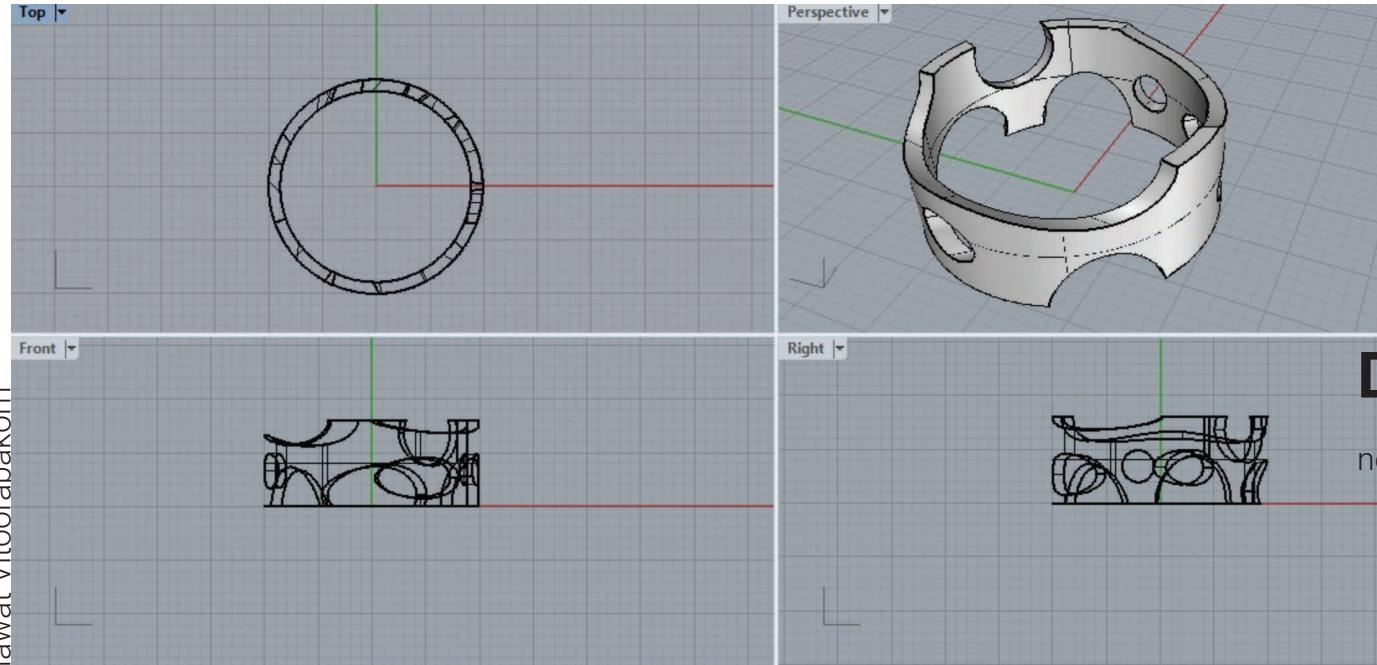
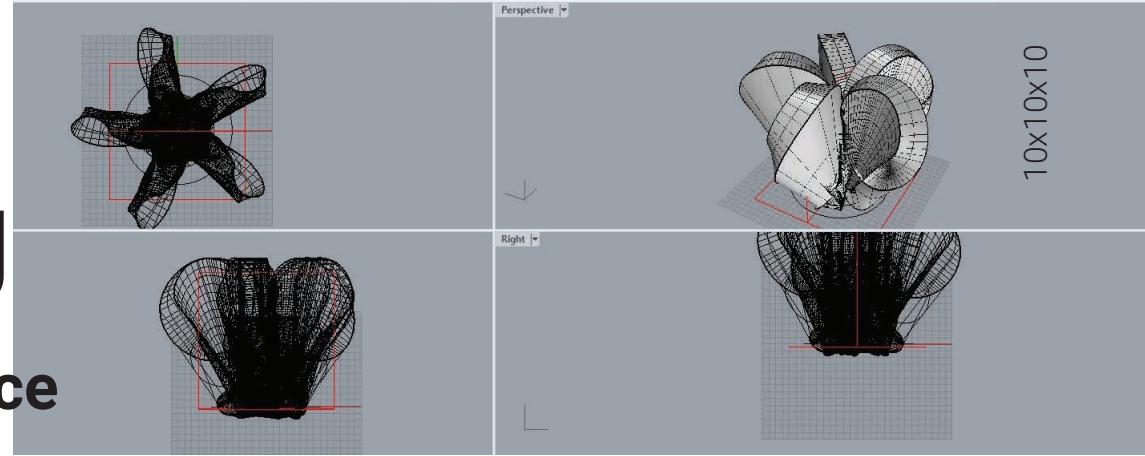
Texture
mimicking grasshopper



3D Modelling

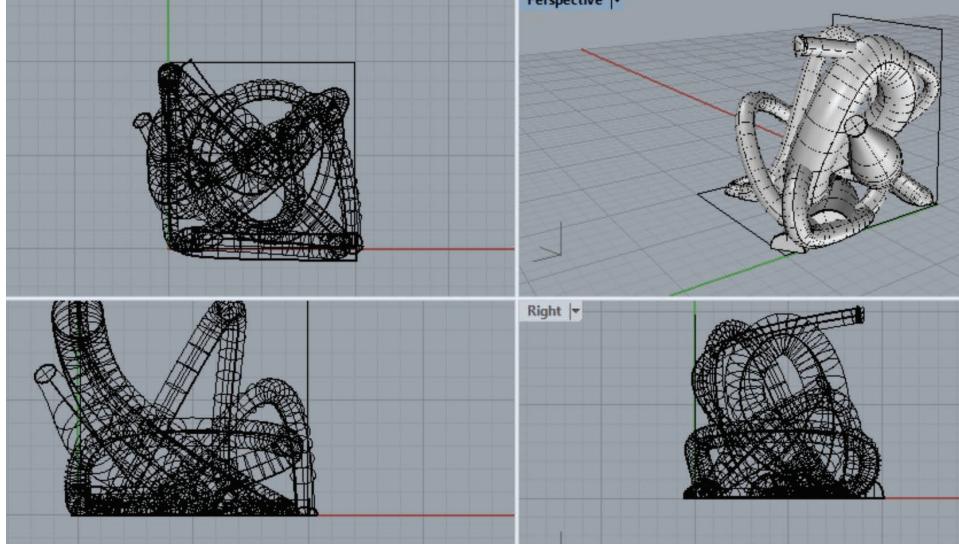
Helix, Loft, Offset surface

Creates interesting forms



Deduction

not as interesting

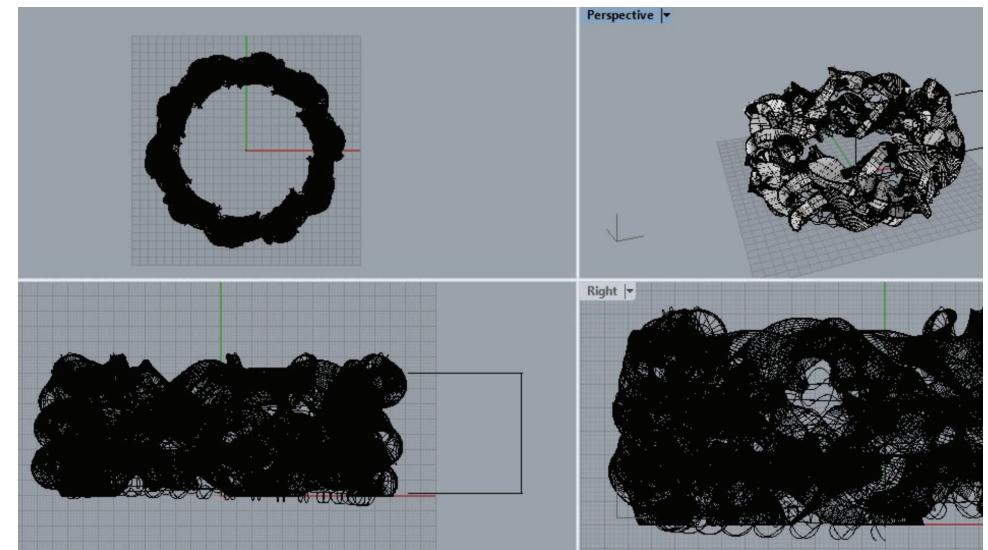


more Helix

Pretty cool

Lines & Tubes

meh



Attempts to recreate the “Grasshopper” complex look



Complex Form



Organic Form



Circular Form

Putting it all together



circular
complex
organic

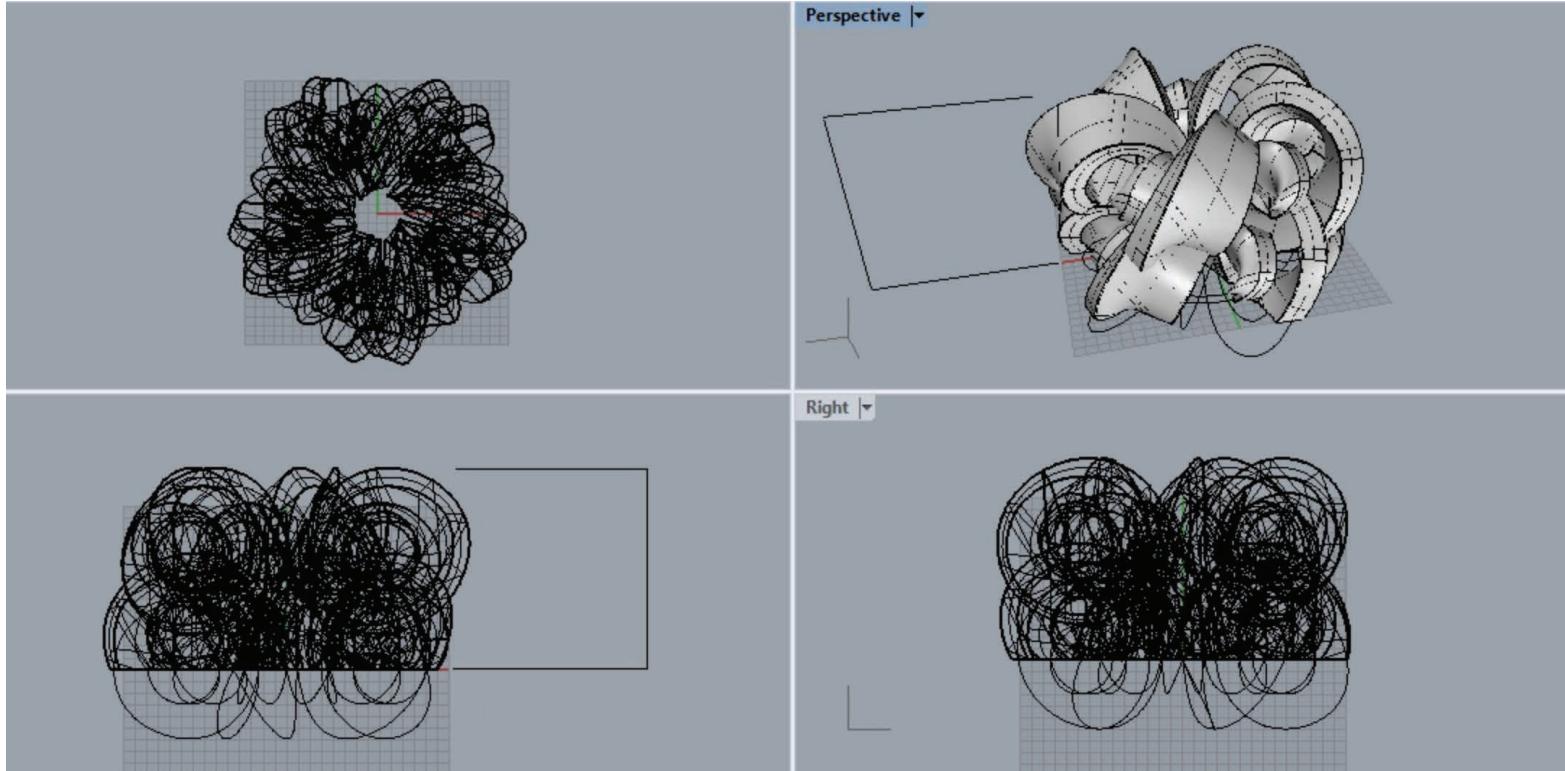


Looks like Magic, a black-hole-ish sucking form. It feels majestic. I likey.

Figuring out how to fit a speaker into the FORM

From the Top?

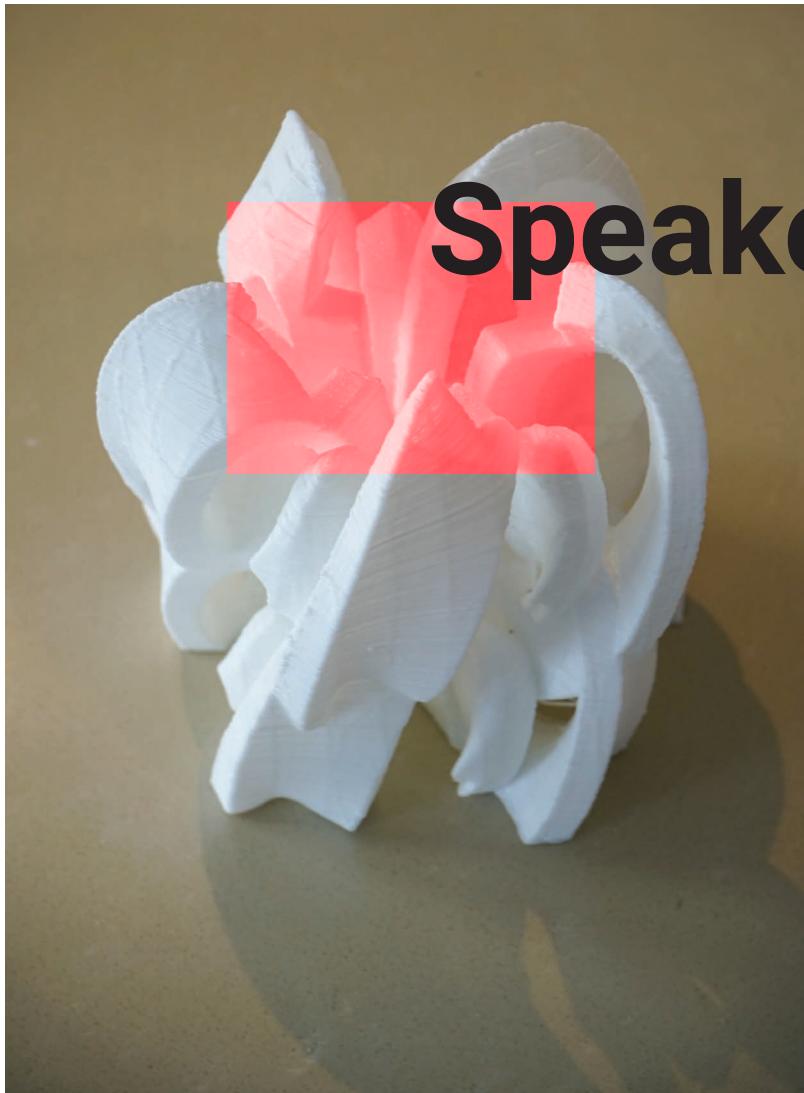
I guess I can't always have it they way I want.



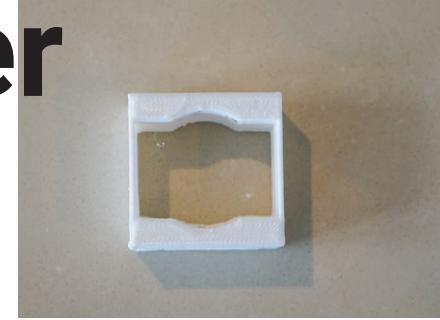
From the bottom?

Doesn't have enough space while keeping the structural integrity.

Speaker holder



Speaker slot



Lesson Learnt

Model

Modelling complex shape that utilize the full 3D space was a challenge in the early stages of hand making the forms. Once I got into the CAD software, it was a lot easier and was able to freely create the forms.

Hand drawing allowed for quick visualization but I struggled in giving it the dimensions when the forms becomes too complex.

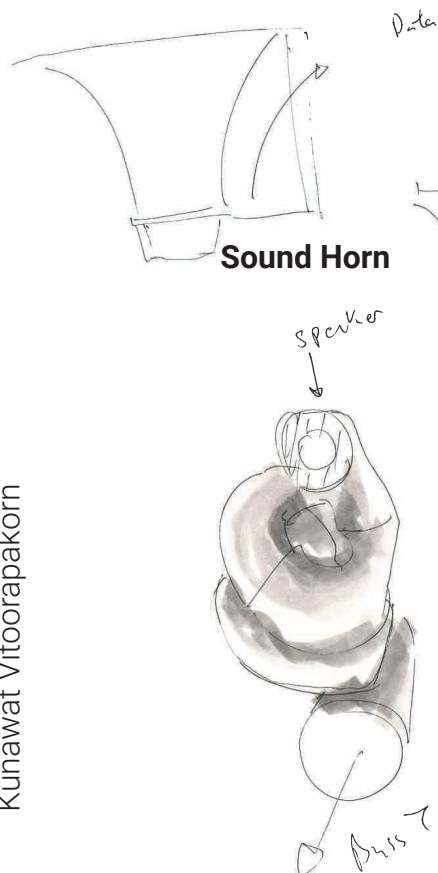
Hand-making the models allowed me to quickly prototype the models, texture, and scale. Yet it was hard to create complex form.

CAD was also difficult. Had to learn Rhino for this project as solidworks doesn't allow me to make the forms I want without struggles. Rhino was a different approach to CAD for me and so I had to re-warp my head around it. I ended up playing Rhino to see what I can do with it. I would love to learn the basic of Rhino after this as it seems to be quite useful to create these kind of forms

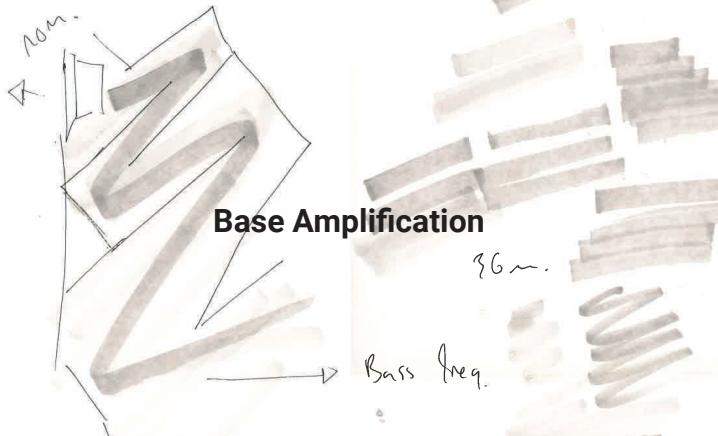
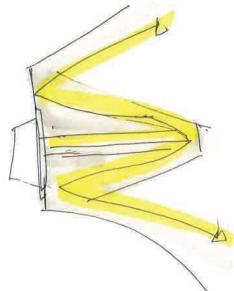


Speaker

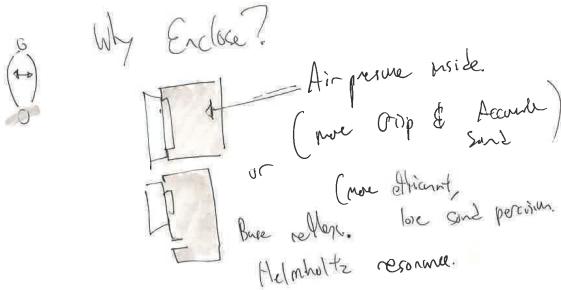
Why are speakers designed the way they are?



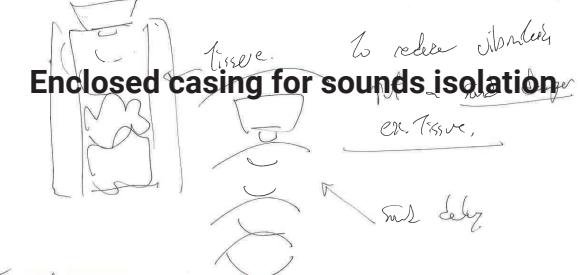
Data: from theory
design
Adm.



Enclosed vs Base Amplification
Boxing. the speak.



C-horn Speaker
C-horn
Speaker
for wider voice/sound
C-horn
feeler.



Sounds weird.



louder? More Bass?



10x10x10

how does form & material affect sound?

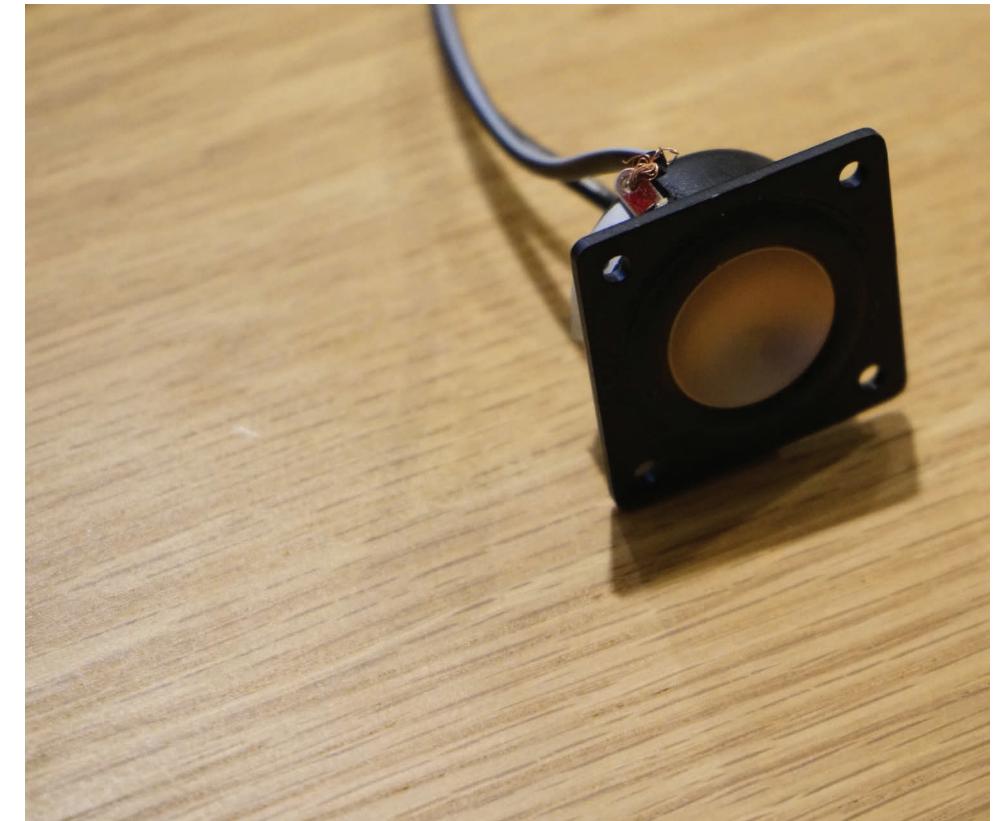
How to make a speaker?



Metallic? Tingly?



Speaker Driver and 3D model



Lesson Learnt

Speaker

I was bamboozled by all the components when I went to Jaycar, thinking that it was going to be a quick in and out. I was wrong.

I did some research online, to understand the what is needed for a speaker to work. I needed a driver, to make sound, and an Amp to amplify the input from the aux cord.

I found the components and wiring them quite interesting and thought that it might be cool to have the components being visible. This was one of the narrative I explored: Sound being produced by human made components that works like MAGIC!

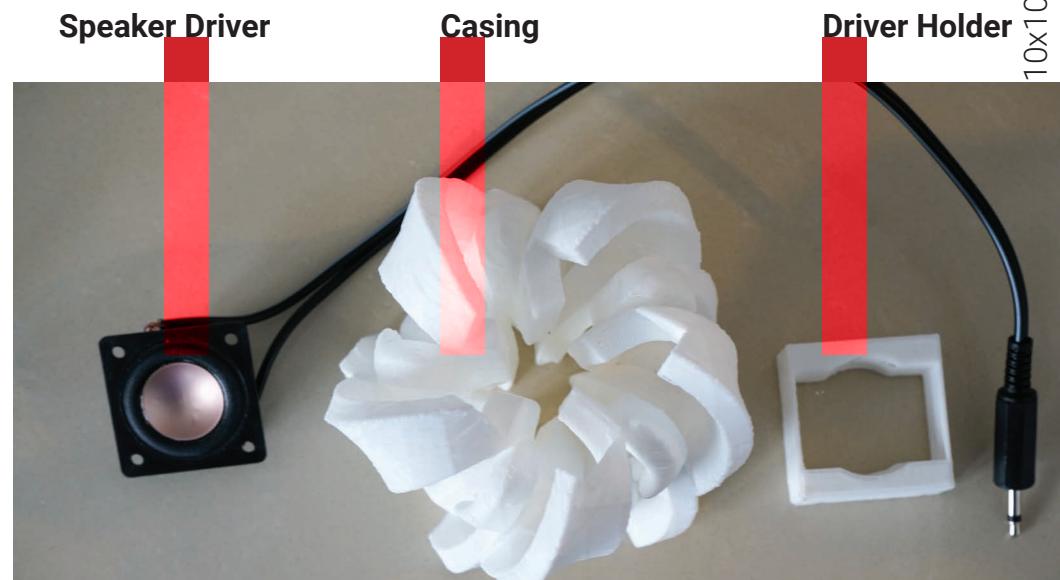


Final

Hero



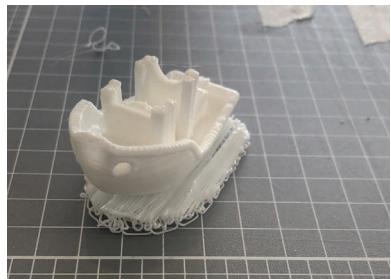
Assembly



3D Printer



nozzle and heatbreak leakage



Failed Benchy

3d Printer

why doesn't it **WORK!**

10x10x10

Good height Noozle



Nozzle too high



27 PLEASE PRINT, STOP DYING!



Successful print



Failed print
Z-axis messed up



All the Issues Thus Far

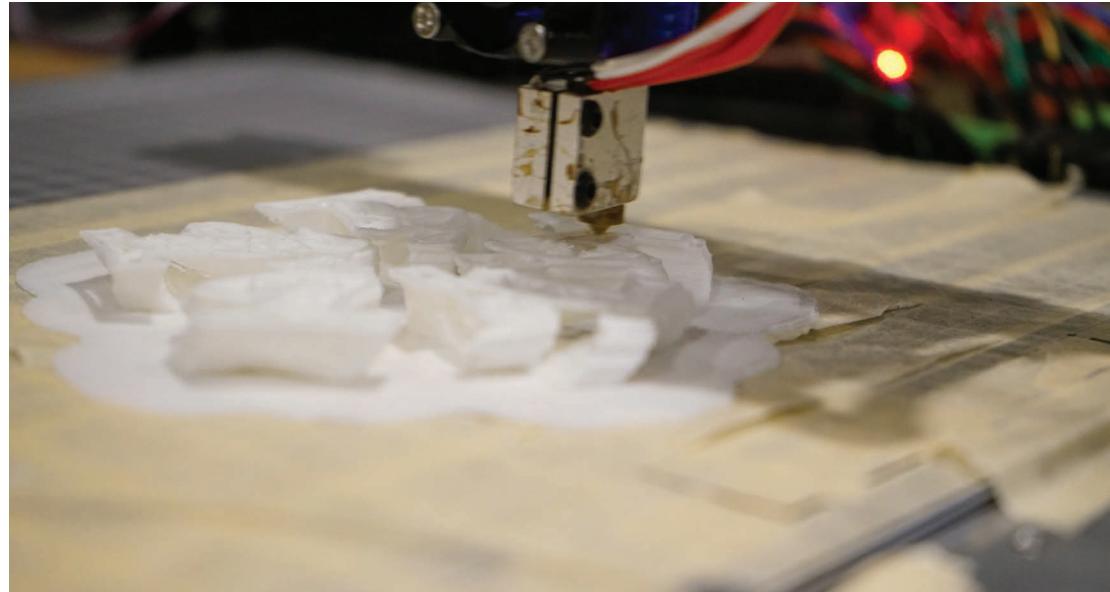
Z-Axis messed up
driver voltage
timing belt

X- endstop doesn't work
manually auto home X-axis

The printer keeps shutting down
Have no idea why

SD card doesnt read
Have no idea why

Random reboots
Have no idea why
probably something shorting



At least

The printer is kinda working

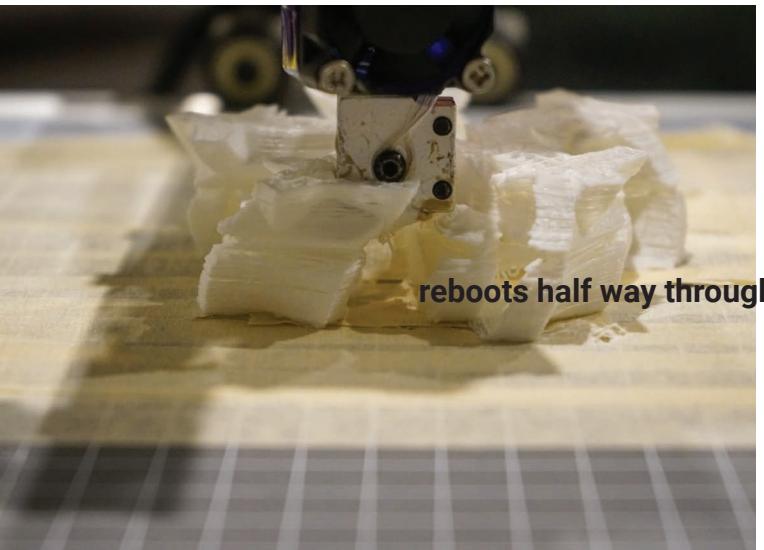
Ooopsie



Yeah I broke the ramp

Failed

PRINTS



SPENT MORE TIME FIXING
THAN ACTUALLY DESIGNING.



30640989

10x10x10

Don't even get me started.

Lesson Learnt

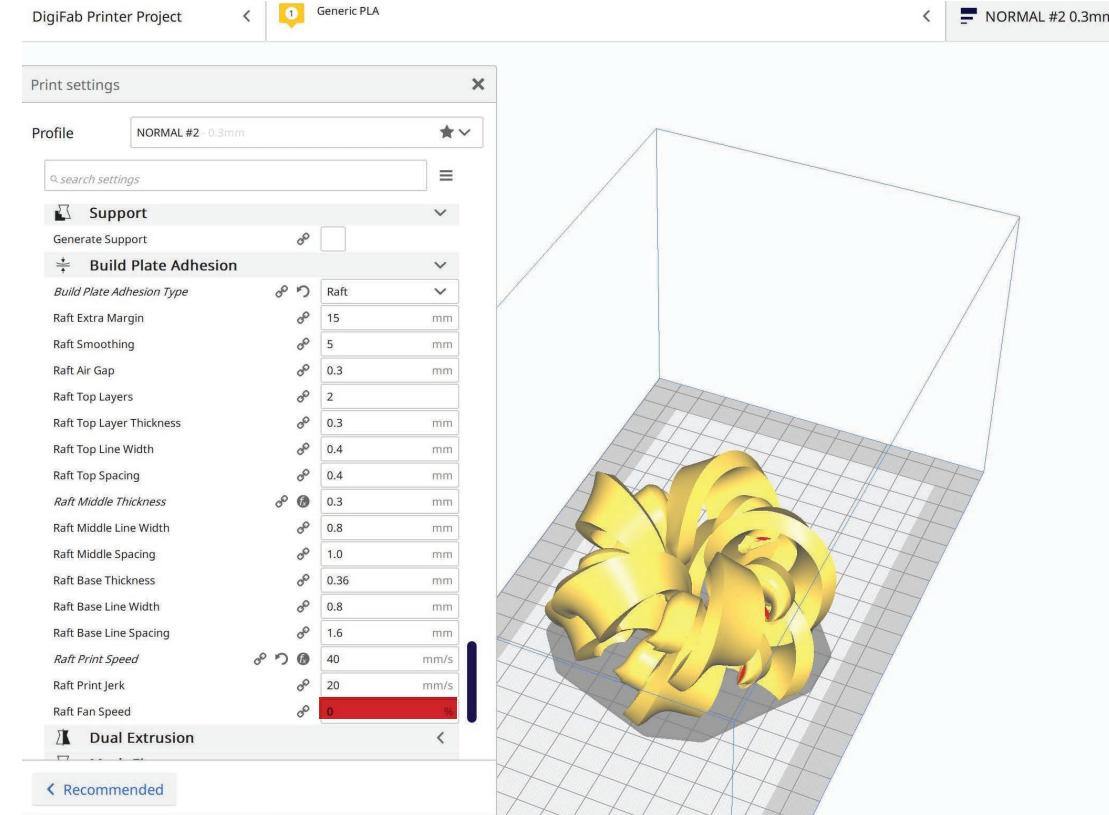
3D printer

Tinkering with the 3D printer and its setting allowed me to understand the printing process from inside out. I ran into countless issues from “Min Temp” to the extruder being overfilled, to shorting the Ramps.

The extruder overfilling was cause when the Raft is being created and the heat-shrink fan isn't cooling. This was easily fix on the slicer, but took me a few times of fixing to find the root cause.

From re-soldering, checking the voltage, on gcode, to untangling the filaments. It was all learnt from Reddit, online threads, and youtube videos. This took most my time on the project, but allowed me to get valuable insight and experience on how a 3D printer works.

With all the insight i gained, I hope we had more time on the project, as I just found many things I want to experiment with the 3D printer. From shaking the print bed, slicing with intentional jittering during prints, to spaghetti infill.



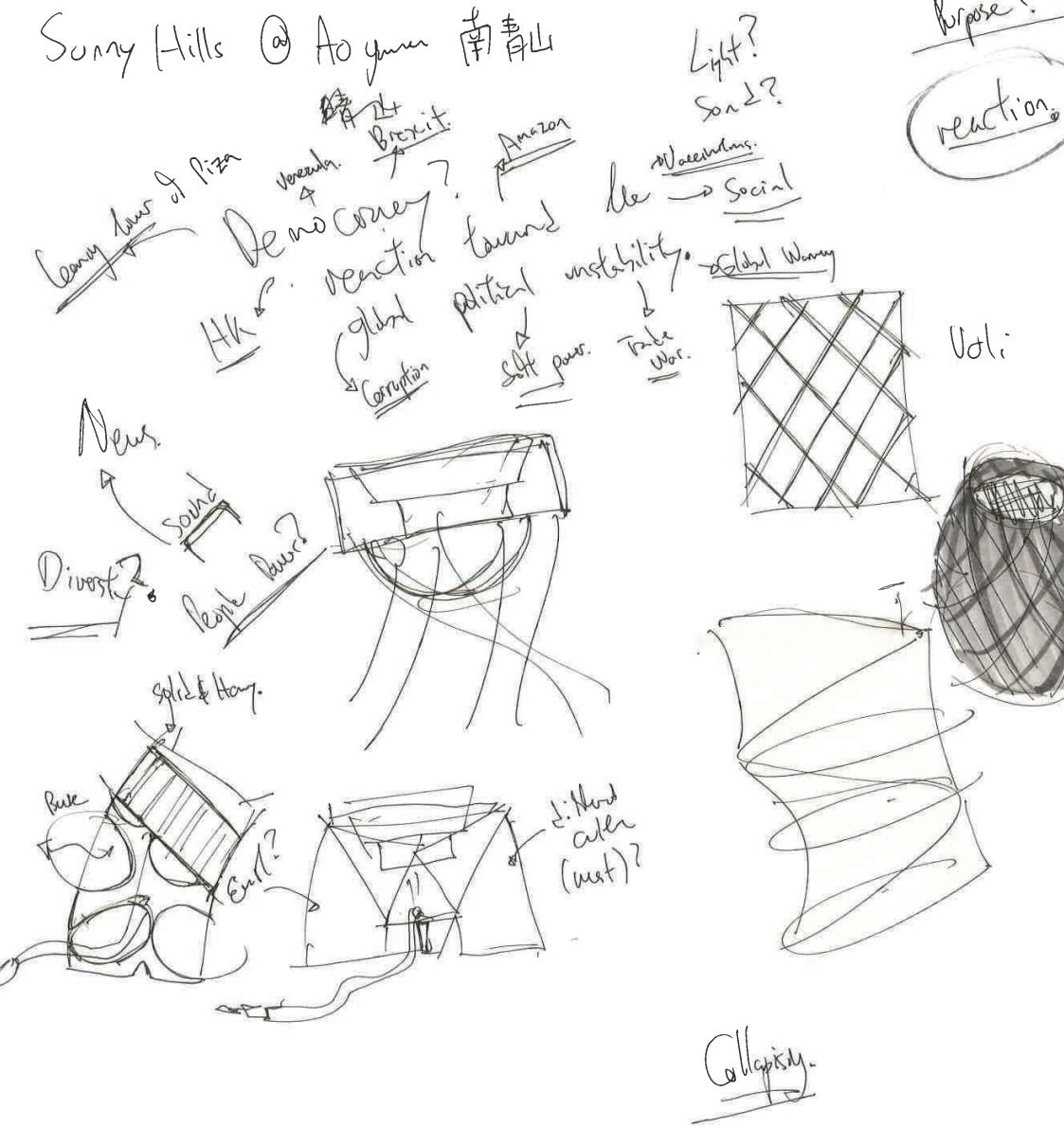
Notebook

Sound = Flow of Information

As a reaction toward the Hong Kong protest, and the situation of Venezuela, I viewed the narrative of sound as a flow of information.

Interestingly the narrative of each story, and the flow of information is somewhat controlled by the media. Yet not all is controlled, information also comes from our friends and the people we interact with.

Hence it made me think about sound and the flow of information as something quite fragile as it can easily be affected, but when all those information put together, it creates a structure of opinion.





Fragile parts coming together to create a sound structure was the exploration.

Layering?

It shows the depth and complexity quite well, but lacks the 3D feeling.

One piece?

This shows really well the structure and the interconnectivity of everything. The form here is also quite **organic**.



Sticks put together?

It shows how the structure is made really well, but feels too geometric.



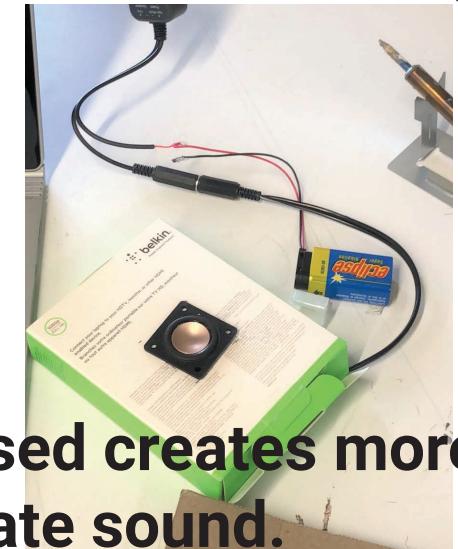


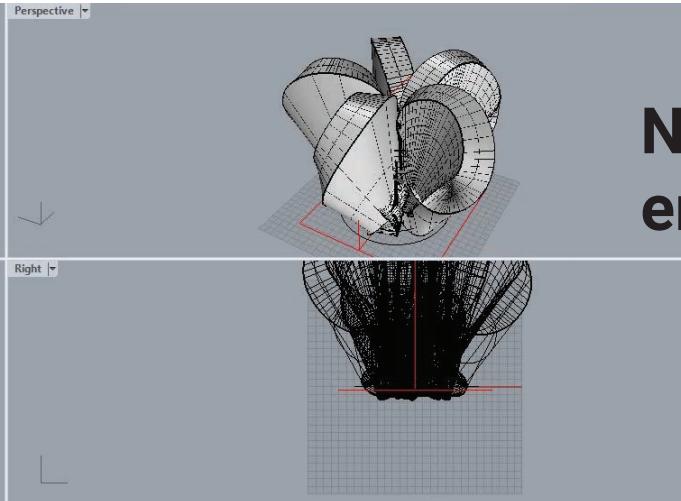
Horns can amplify sounds.

Enclosed creates more accurate sound.

It seems like there are many ways to design a speaker's form to affect the sound. But the most standard are the enclosed design.

These are good to know so that I can consider the affect of the design on the sound.





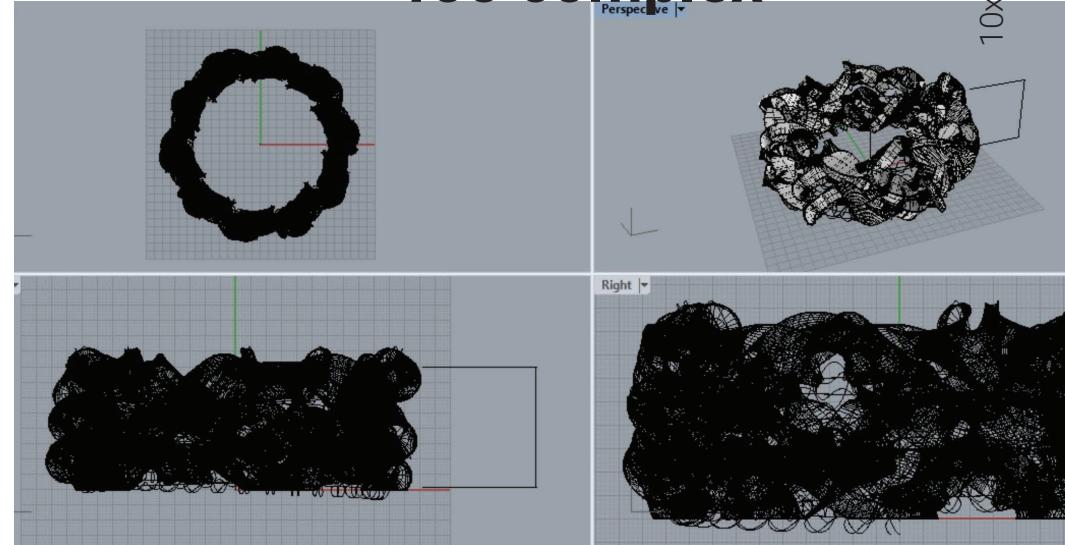
Not complex enough

I wanted to use Generative design to make these forms, but I am too new to Rhino to use it.

Tried to recreate the "Grasshopper" look by using helix, loft, and offset setting surface. Achieved varied success, but the circular, interconnected, organic form was spot on. Using minimal "human touch" and relied mostly on generated shape got by testing had resulted in many interesting form that feels quite mathematic giving the form a sense of structure.

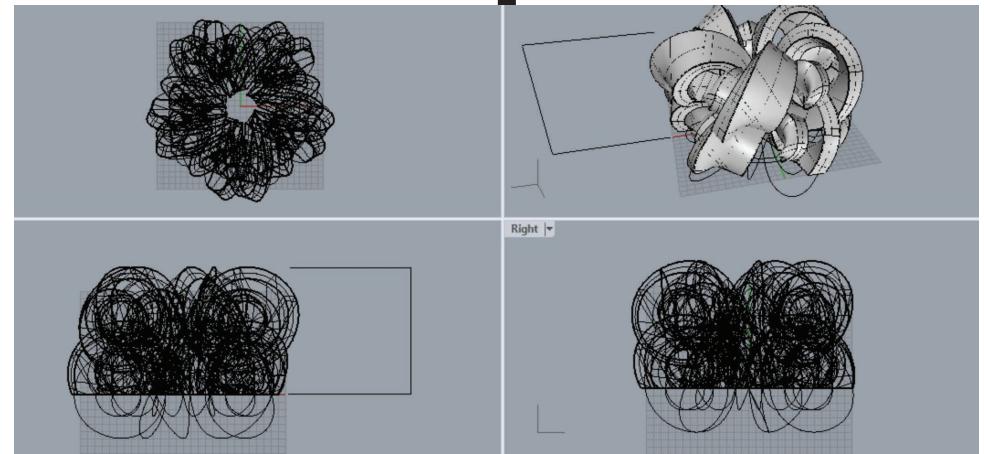
To be completely honest, the final design was made by accident of playing around the helix tool.

Also struggled way too much o Rhino.



Too complex

Rhino and Grasshoper

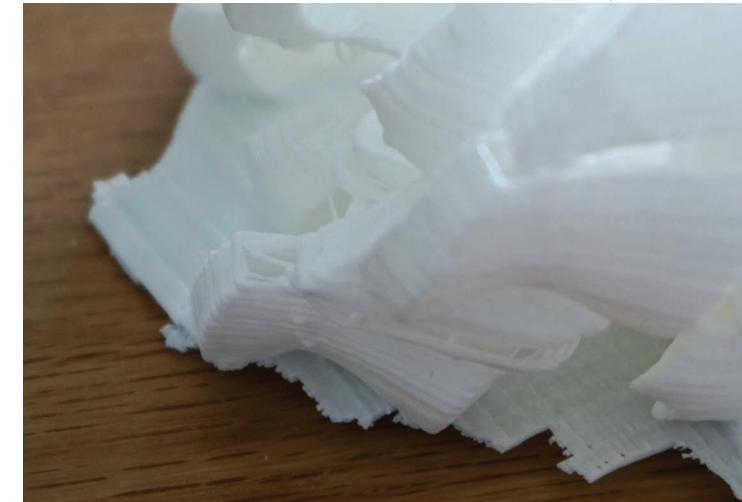
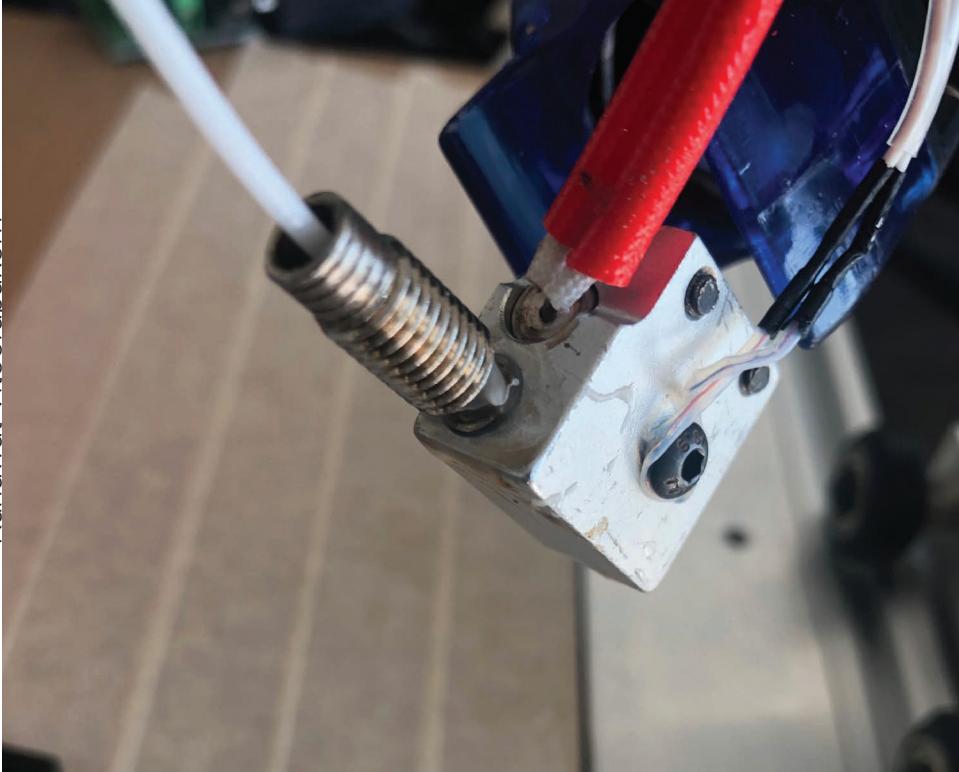


My favorite:

3D Printers

It worked amazing, NOT

The 3D printer did not work cooperatively at all. Ran into too many issues with it. But it also brought in some interesting insight on how to manipulating the print to create certain affect.



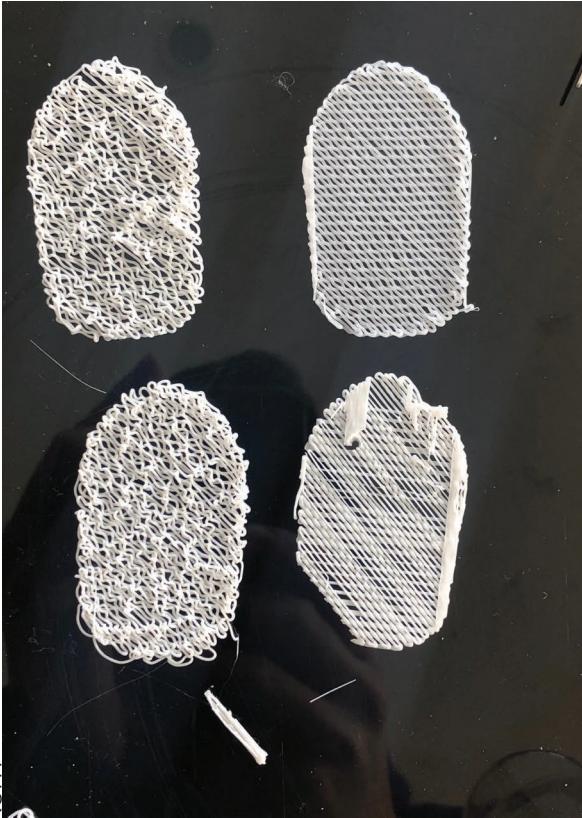
Shifted printing board

Could be interesting

Filament Stuck

It just needs to be fix
Nothing interesting!

The long term fix was simple, just change
the CURA fan speed for rafting. Oof



Shifting Height

Different outer layer and more squiggly
Might be fun to try out.

Y Axis issue

The Y Axis issue squished the print from the same gcode.
It is quite funny, but nothing useful



Too many failed prints



Too many failed print due to the 3D printer. Had to fix the 3D printer because only 2 out of 6 of the six hours print finished, and out of the 2 only 1 was actually use-able.

33.33% success print

33% success print rate is not reliable considering a print could die anytime within the printing duration.

Had to fix and troubleshoot the printer to make sure it can actually print.

Fixing and trouble shooting the 3D printer despite taking over most the time from the speaker, lead me to understand more of the printer and how to manipulate it to create interesting prints.

