

Our goal for this project is to give a wine glass a lady like persona by adding three pieces of feminine objects to it. A hat, a dress and a hand bag. All of the objects were designed in the 3DS MAX program for the program allowed us to create more organic forms such as the folds of the dress and the curved surface of the handbag. The three parts were printed separately on different printers for different needs. We played with the color choice. A white hat goes with the golden puffy dress gives a classy-chic styling to our wine glass lady and we designed the bag blue to give a tint of young and playfulness to the whole. We also decided to hang the handbag on the glass with strings instead of attaching it directly to the glass or the dress so it could swing and move in the air according to the wind or the movement of the glass. The movement of the handbag also brought life to the wine glass lady and gives her more personality. All in all, we are pretty happy with the outcome of this project and the experience of designing according to an preexisted object was a challenging but helpful one.

I was in charge of the handbag. I focused on the details such as the curved lines and the wavy lace texture on the bag to show more femininity. The handbag was first printed with RepRap in transparent but the texture was a bit rough and the transparency made it difficult to distinguish the textures from the printer and the details. Therefore I changed the color to a more energetic, playful, glow-in-dark blue and printed it with UP, and the outcome is a lot more successful. There are two needle sized holes placed on two little parts coming out from the top sides of the bag for a thread to go through so we can avoid using glue to attach it to the wine glass.