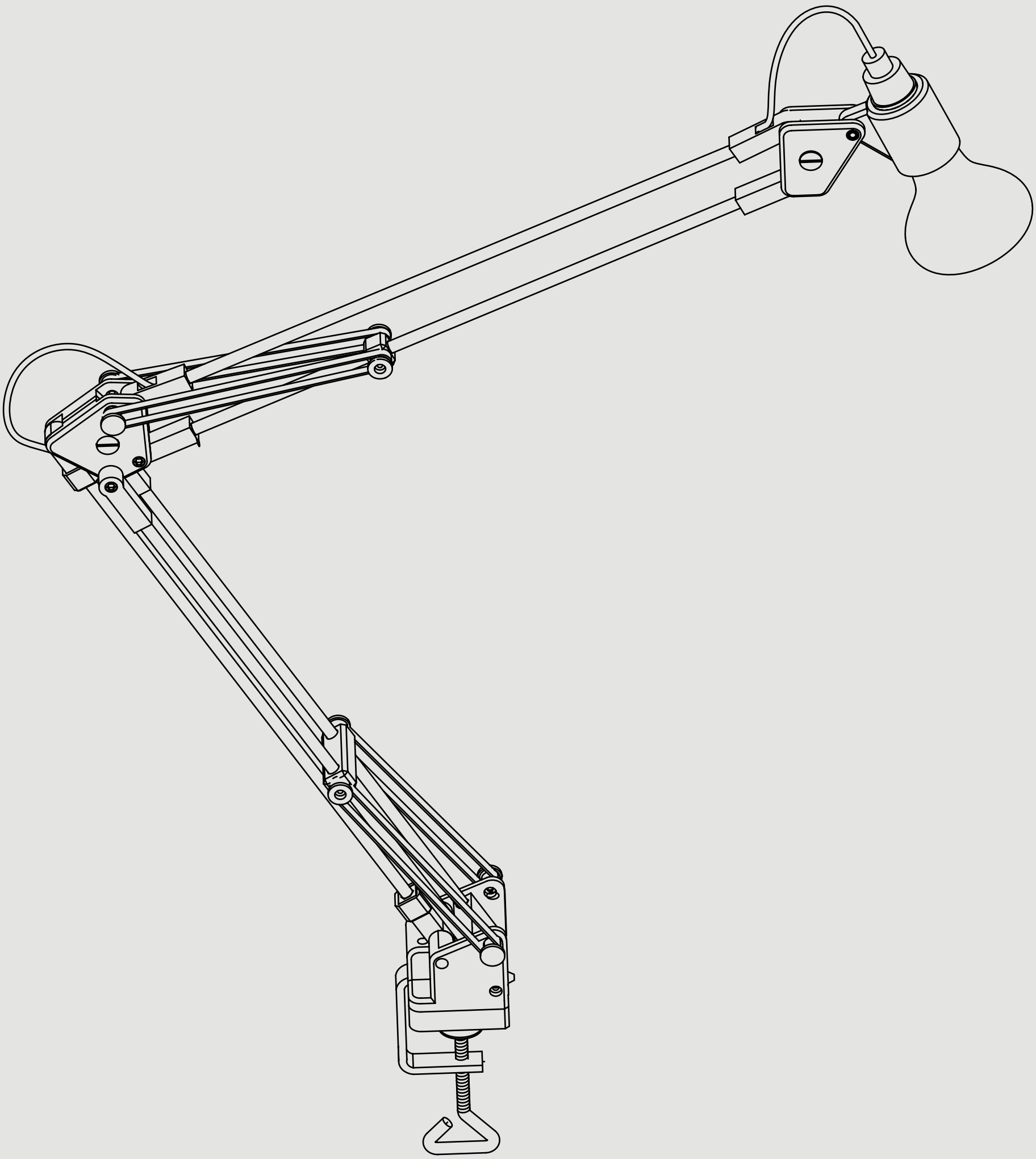
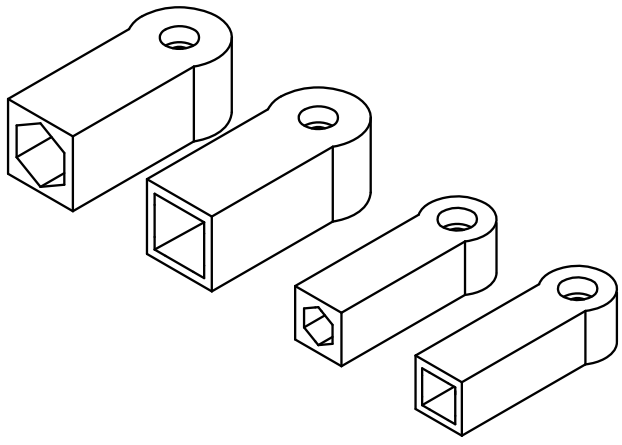


PS Desk Lamp

By Jesse Howard and Kirschner3d



ps-desklamp.com
kirschner3d.nl
jessehoward.net

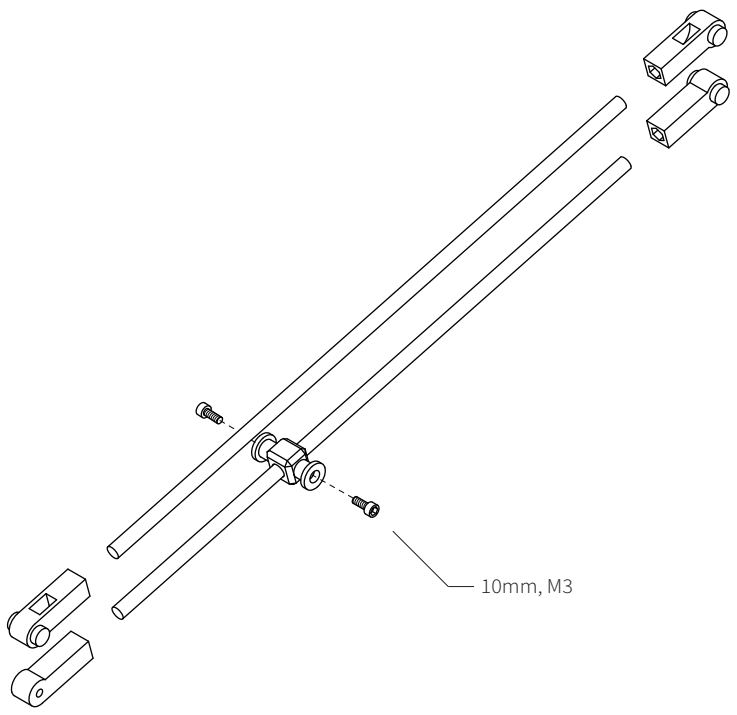
Parametric Standardization

Parametric Standardization revolves around shape- and size-independent design: leading to objects that adapt to material and location.

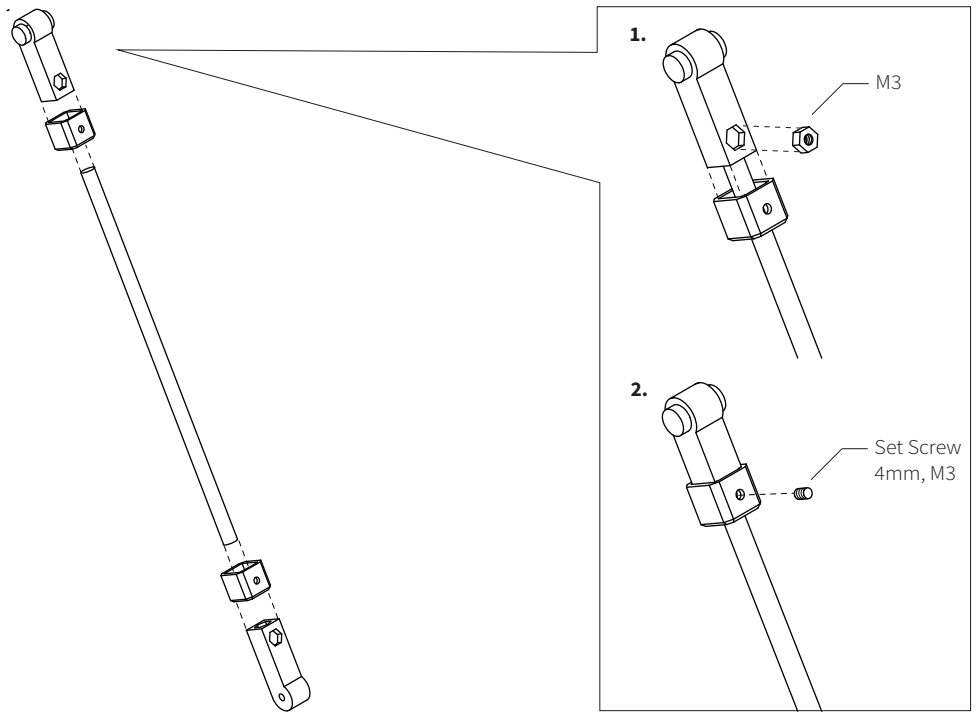
The PS Desk Lamp combines 3D-printed components with various standard raw materials, from metal tubes to wooden profiles. Each software-generated component is based on a selected dimension, or parameter. Parts therefore adapt to the material they will accompany. One can imagine printing components that fit a standard 8mm metal tube in Europe, while components produced in the U.S. might join to a half-inch wooden dowel.

As a result, the lamp represents a new paradigm in production and distribution of an everyday object. All parts are reproducible using home-scale 3D-printers, and can be created nearly anywhere. Distribution can occur on a variety of scales: as a usable product, a DIY self-build kit, or simply as digital definitions of individual components.

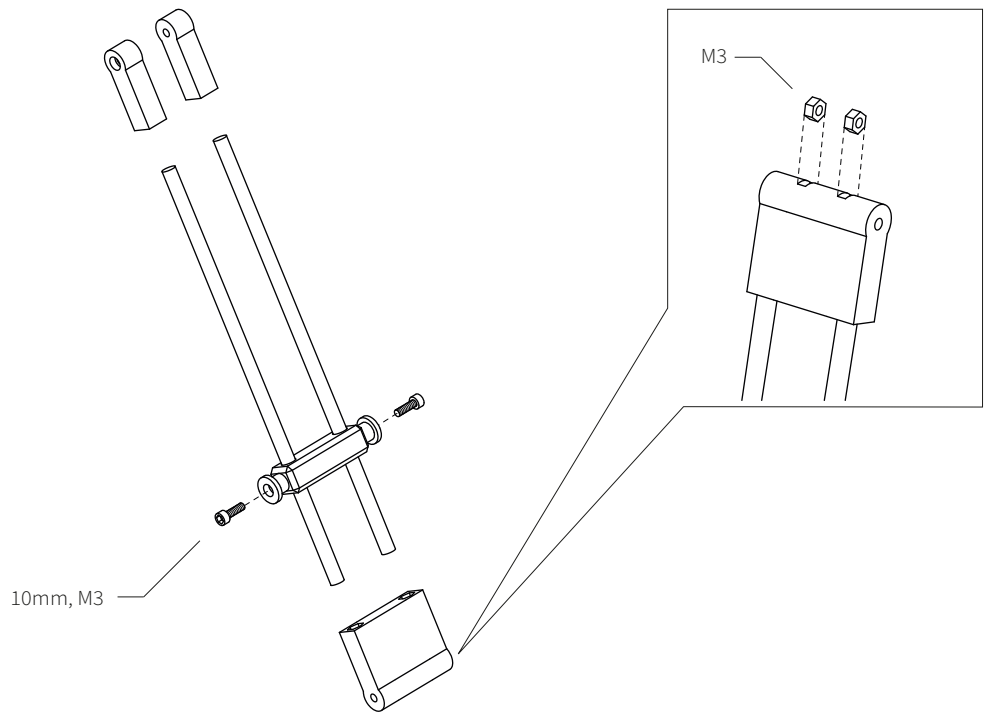
A.


10mm, M3

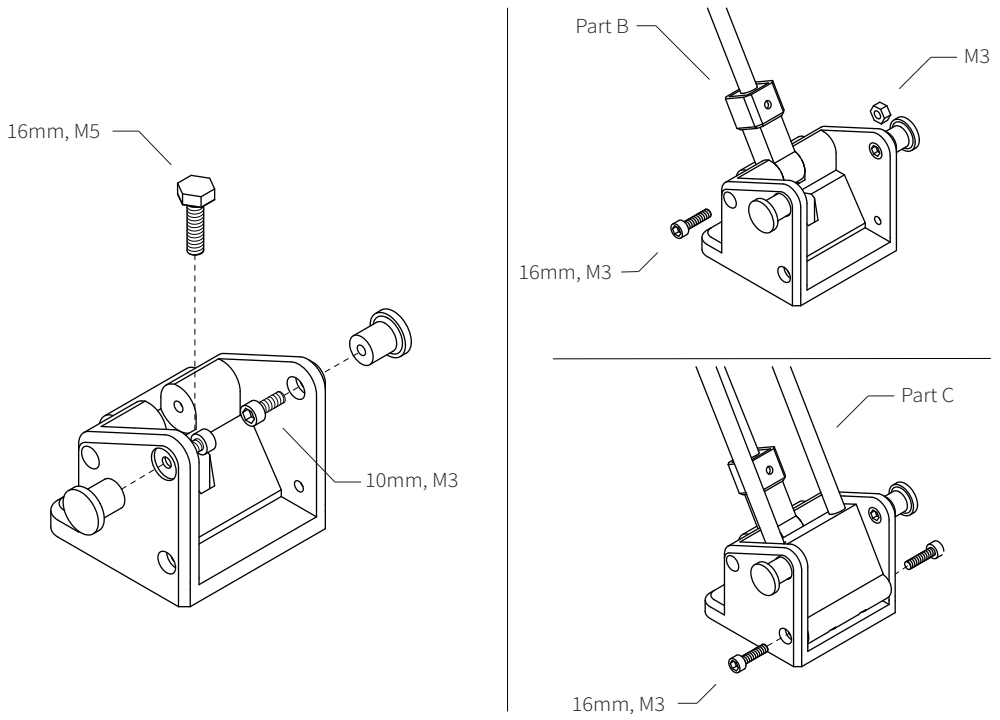
B.


1.
M3
2.
Set Screw
4mm, M3

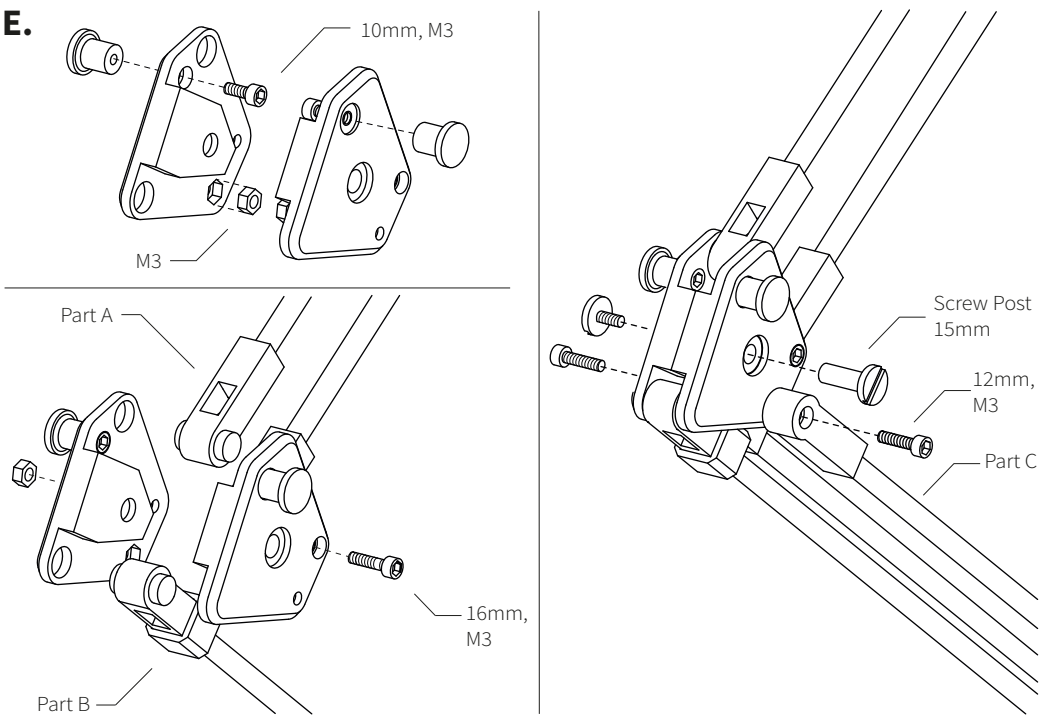
C.


M3
10mm, M3

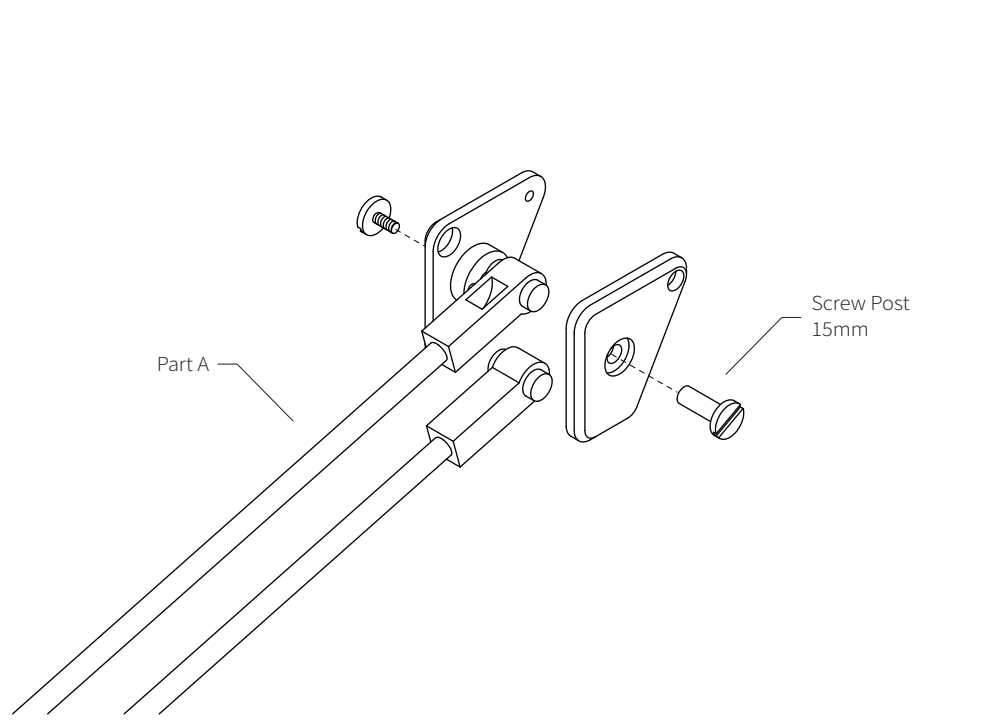
D.


16mm, M5
10mm, M3
Part B
M3
16mm, M3
Part C
16mm, M3

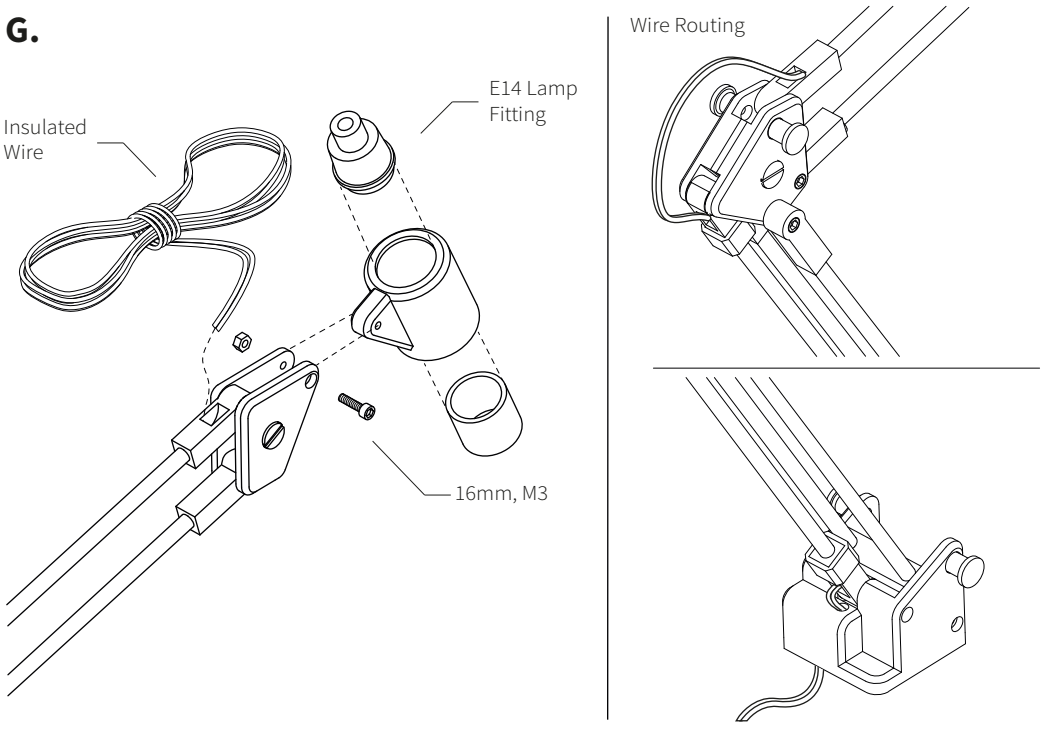
E.


10mm, M3
M3
Part A
16mm,
M3
Part B
Screw Post
15mm
12mm,
M3
Part C

F.


Part A
Screw Post
15mm

G.


Insulated
Wire
E14 Lamp
Fitting
16mm, M3
Wire Routing
Insulated
Wire
Terminal
Block
Power
Cable
M5