

Color Catcher

«We don't create a color,
we capture it and then
simply reveal it.»

Project Description

Color catcher is a playful grabar color that allows the user to create his own Caran d'Ache *Luminance 6901®* palette by using his curiosity as a tool.

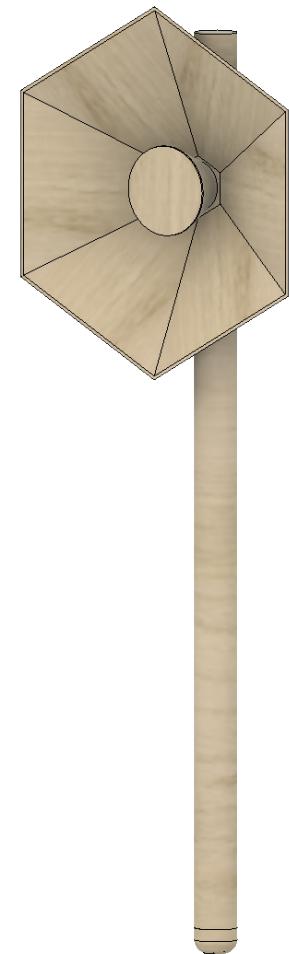
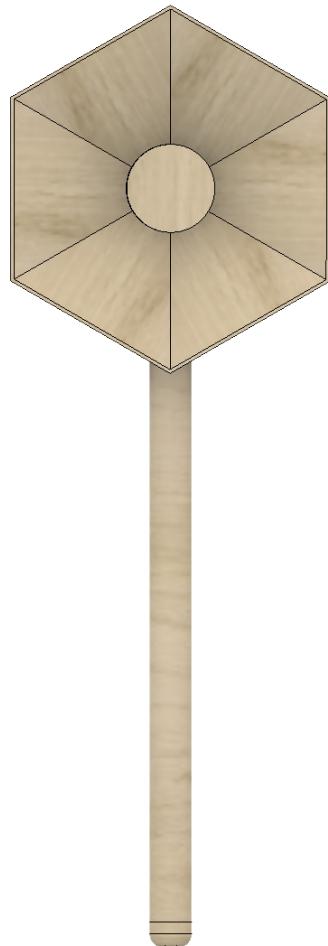
«I don't know what to draw and which colors to use».

Choosing colors that match well can be difficult and can completely transform a creation. This object allows to generate 4 colors correctly associated to simplify and reduce the stress related to the selection of the latter facilitating the creation and with confidence. They can also inspire the user on the choice of subject to draw at the beginning of creation.

Allowing the detection of colors (invisible to the naked eye), Color Catcher encourages the player to move all around the room to find them through increasingly dense sound. The player must be curious in the various possible interactions with the object to capture an unexpected color palette.

At the end of the experiment, the user will be able to download on his phone the poster indicating his palette of colors generated with the references Caran d'Ache.





Example of generated color palette and their visual



Example of the final poster with the Caran d'Ache indications

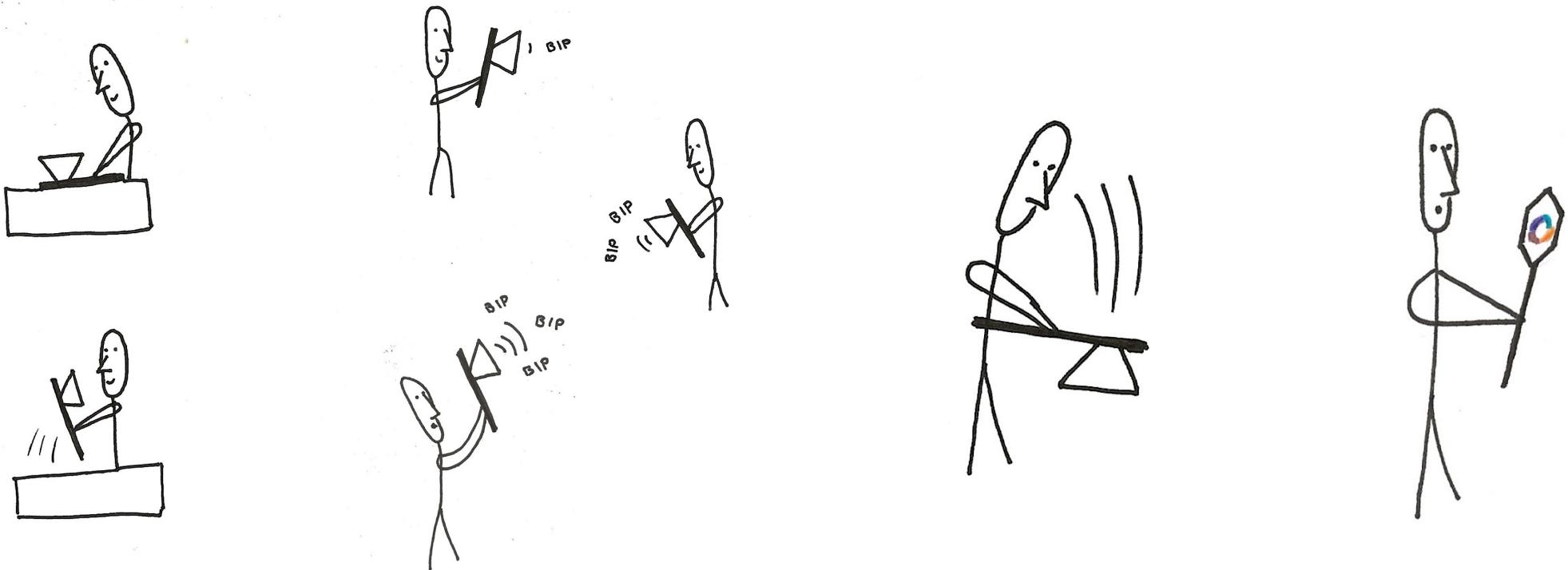


User Journey

Quote by Caran d'Ache : «We don't create a color, we capture it and then simply reveal it»,
the idea is to find and catch the colors hiding all around you.

1. Grab The Color Catcher with your hands to activate it.
2. Follow the density of the sound to detect a color.
3. When you are at the right spot catch the color by using the color catcher like a net.
- (The first color will reveal herself in the center of the object when the capture is done).
4. Rest The Color Catcher once you have generated your 4 colors.

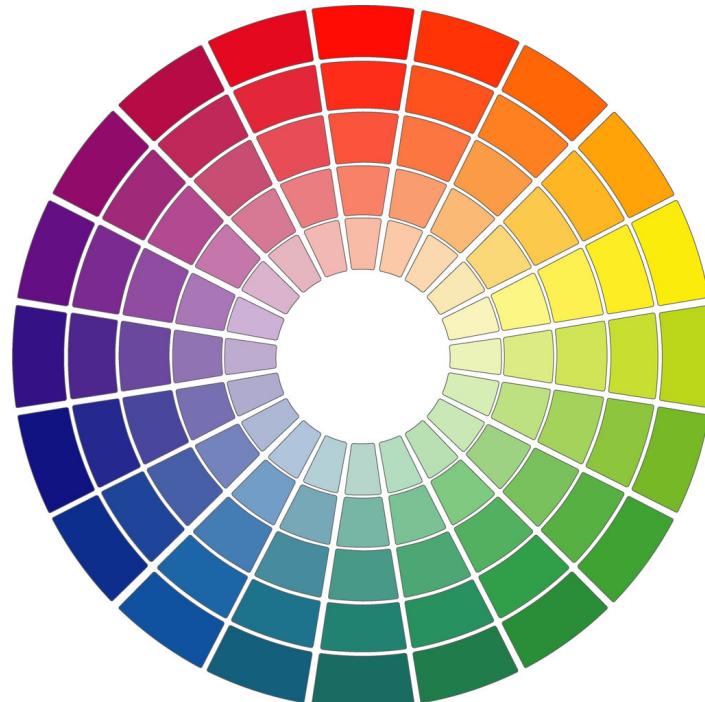
Don't forget ! Each color has its own personality so use your curiosity to find different one.



Field observations

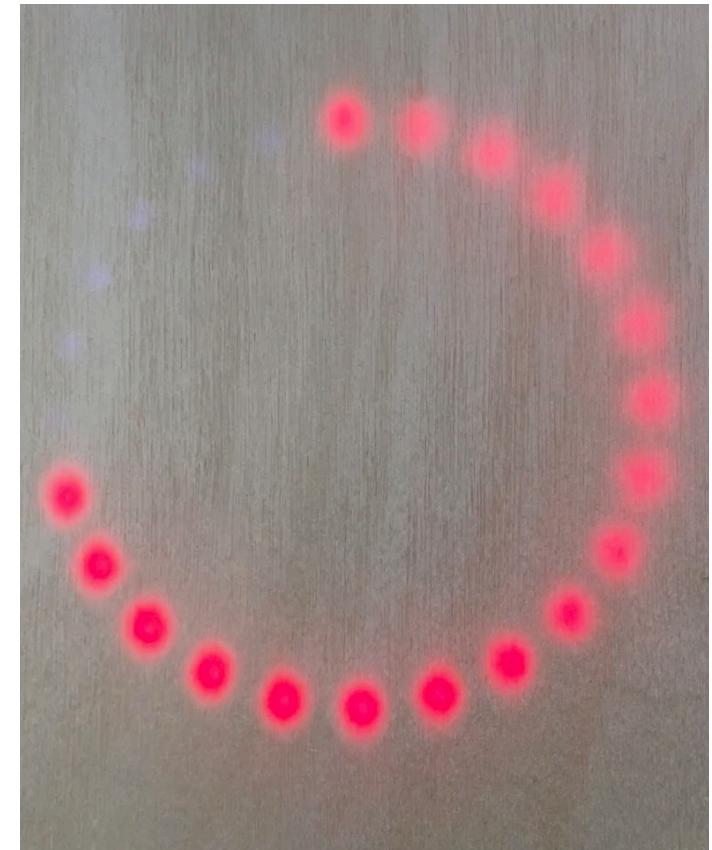
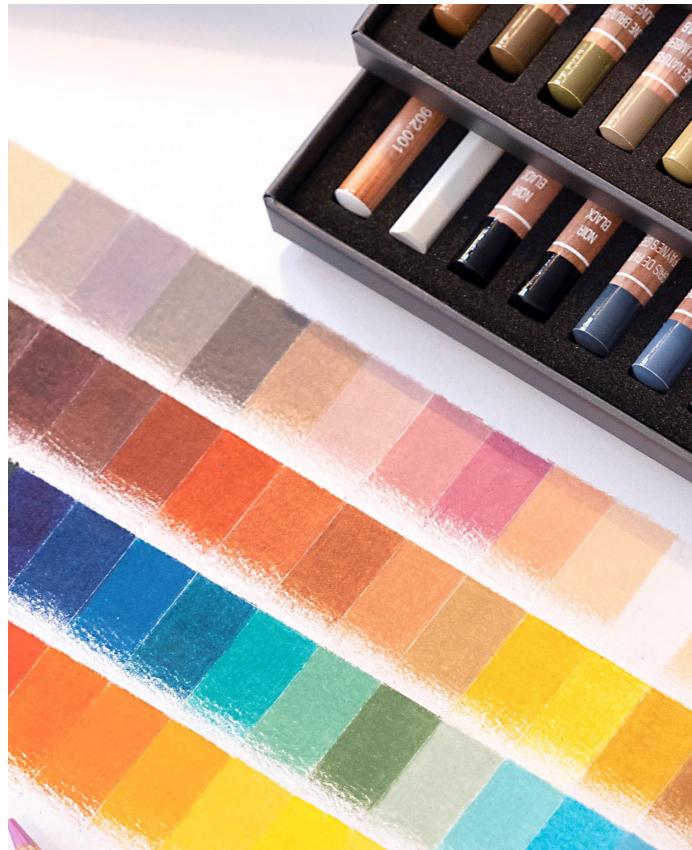
I was inspired by detection object like the thermal camera, for example, who offer the possibility to see color who are invisible for our eyes. By using the machine, you find a new world full of color possibilities ! The roundness of the chromatic circle also reminds me the shape of a radar also used for detection.

My research were based about how catching visually invisible living things.



Visual and Material Moodboard

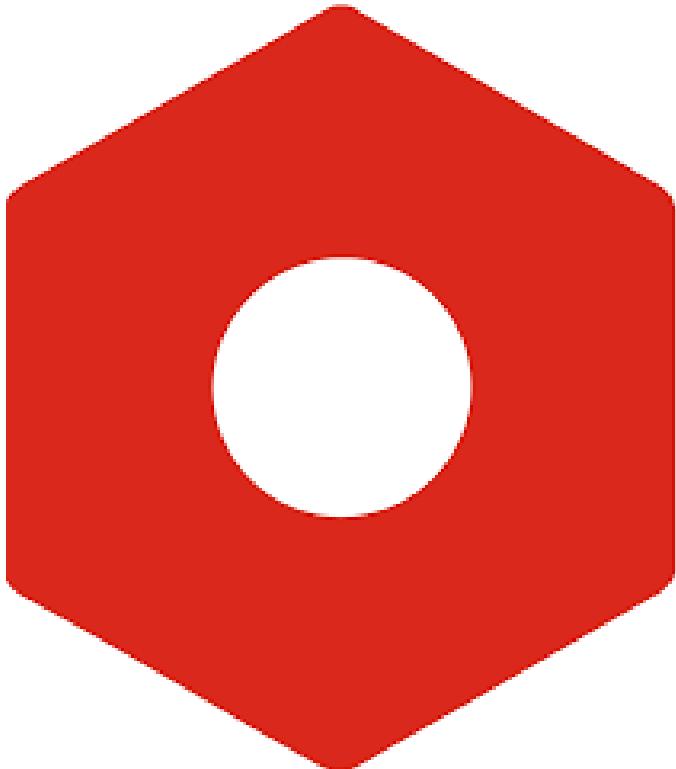
Color pencils are the main reference, they are thin and round. The material of the object is wood, which is also a material used to make Caran d'Ache pencils. The fine wood also allows to let transparent LED lights to see the various colors.



Shape research

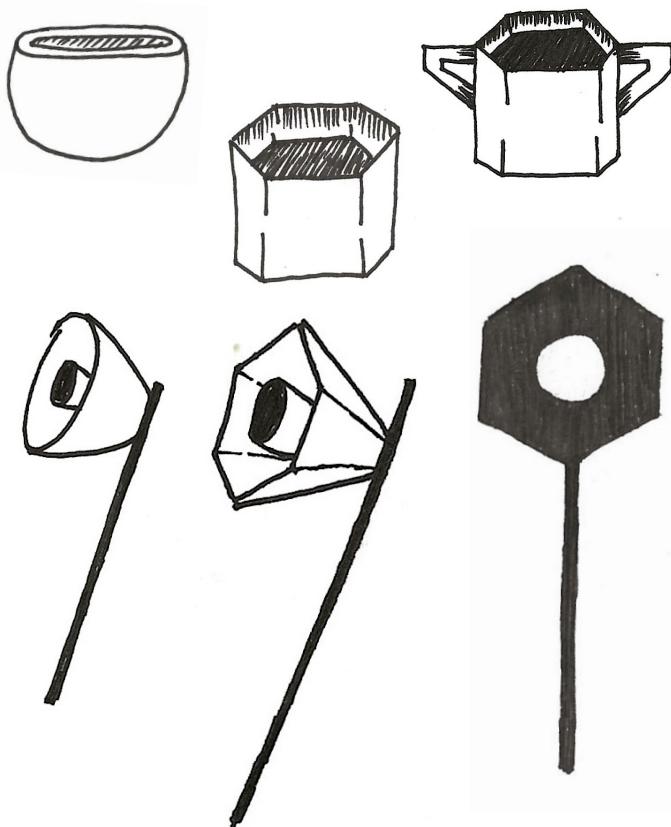
The hexagonal shape of the object come from the Caran d'Ache logo, it's at the center of it that you can see the colors.

The conical effect of it represents the possibility of capturing something inside the object and be curious to look at it.
It can also remember the buckets that contain pigments at the Caran d'Ache factory.



Paper Prototypes

My paper prototype started with a bowl that you can hold with your hand. I finally changed the shape of it and added a handle to let the user being more various about possibilities of interaction. He/She can go higher and perform a real movement like with a net and a detector.

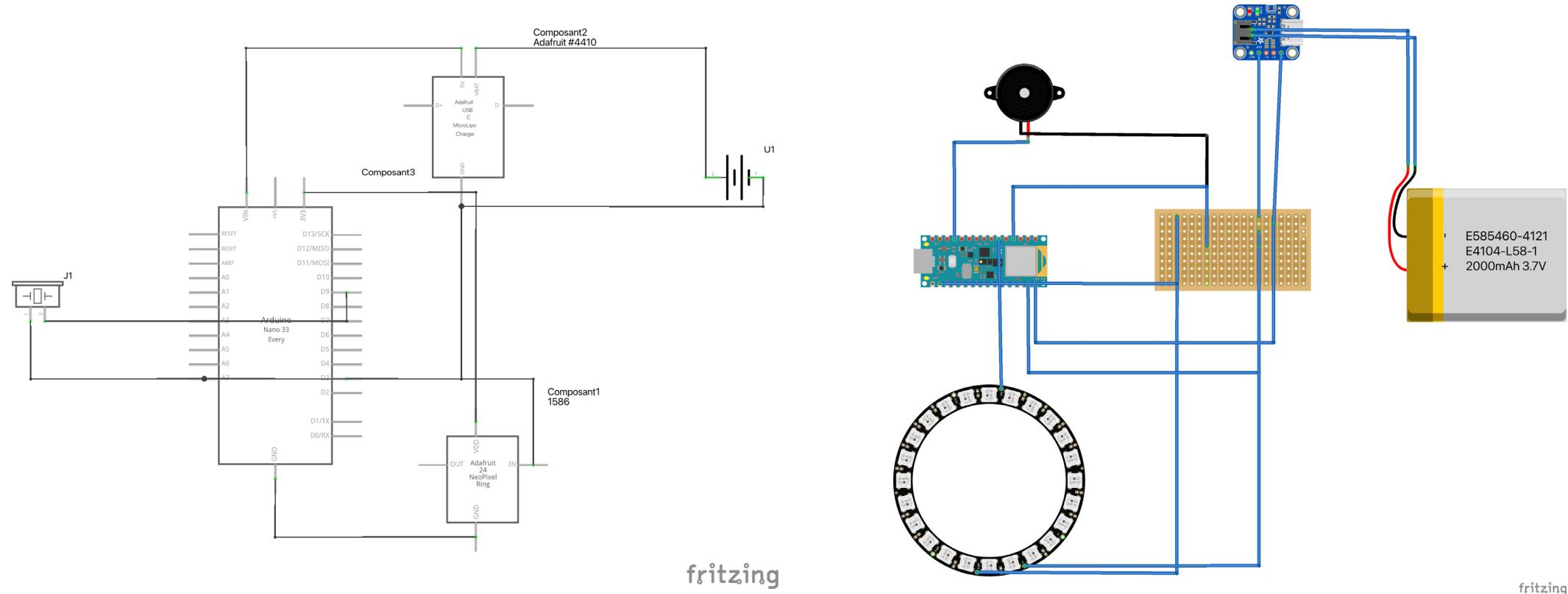


User Tests

- Test of the size of the handle
- Test of intuitive movements through the sound



Electronics



Plan Drawings

Materials: Wood

Scale: 1:05 in mm

