

Color Catcher

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

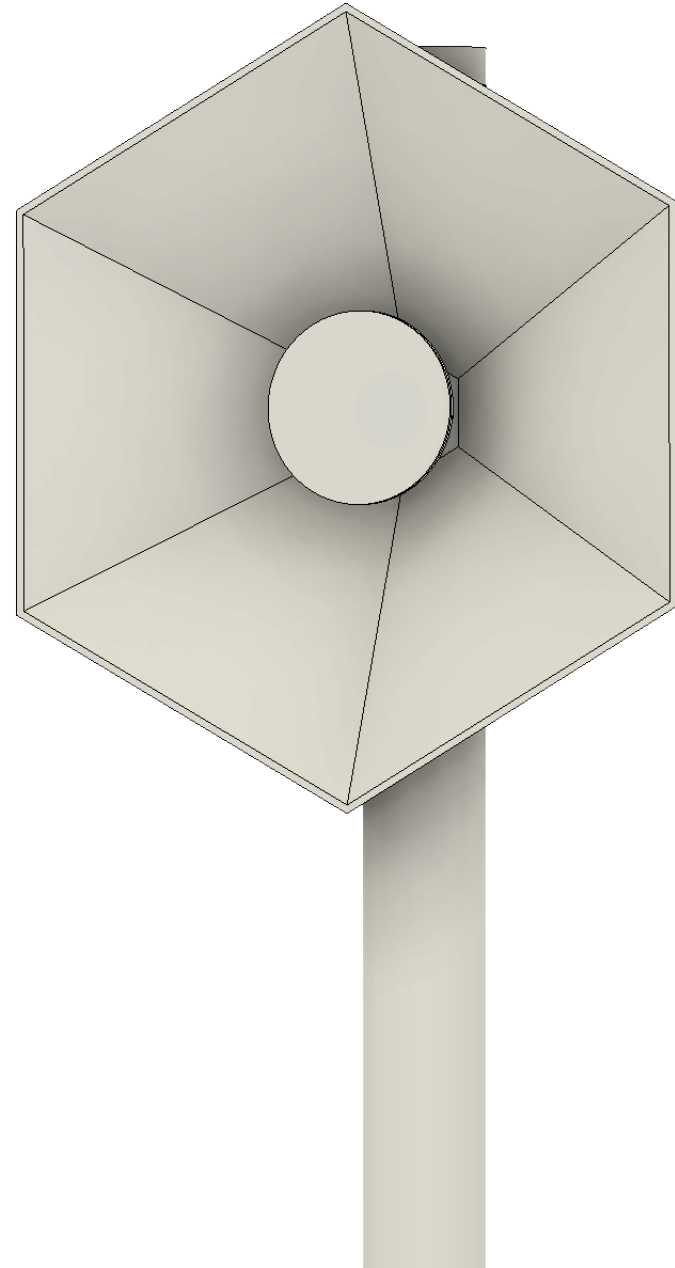
Project Description

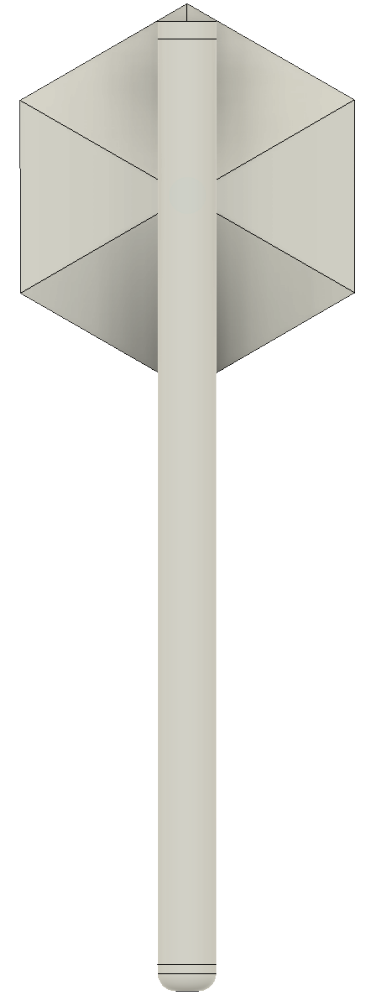
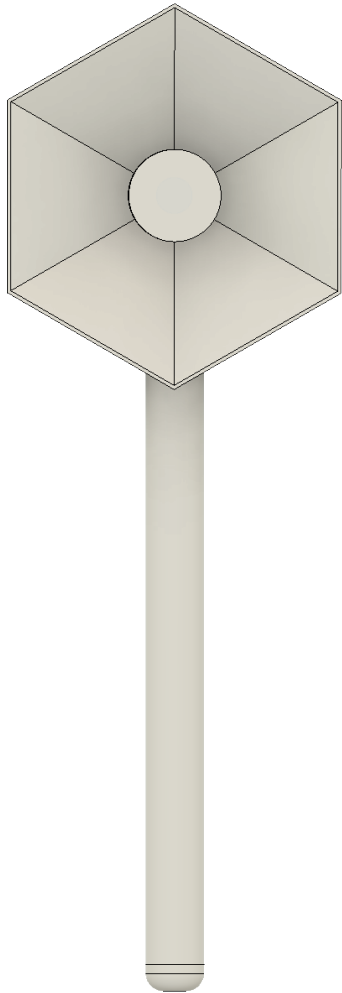
Color catcher is a playful grabar color that allows the user to create his own Caran d'Ache palette by using his curiosity as a tool.

«I don't know what to draw, I'm not creative at all».

This object reveals to the users that it is possible to experience their creativity otherwise than by a blank sheet and a pencil.

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 vibrations. The player must be curious in the various possible interactions with the object to capture an unexpected color palette.





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 in the room.

1. Grabe The Color Catcher with your hands.
2. Follow the density of the vibrations to detect a color.
3. When you are at the right spot catch the color by using the color catcher like a net
4. The first color will reveal herself in the center of the object when the capture is done.
5. Do it 4 time to generate your full Caran d'Ache color palette.

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

SKETCH/DRAWING

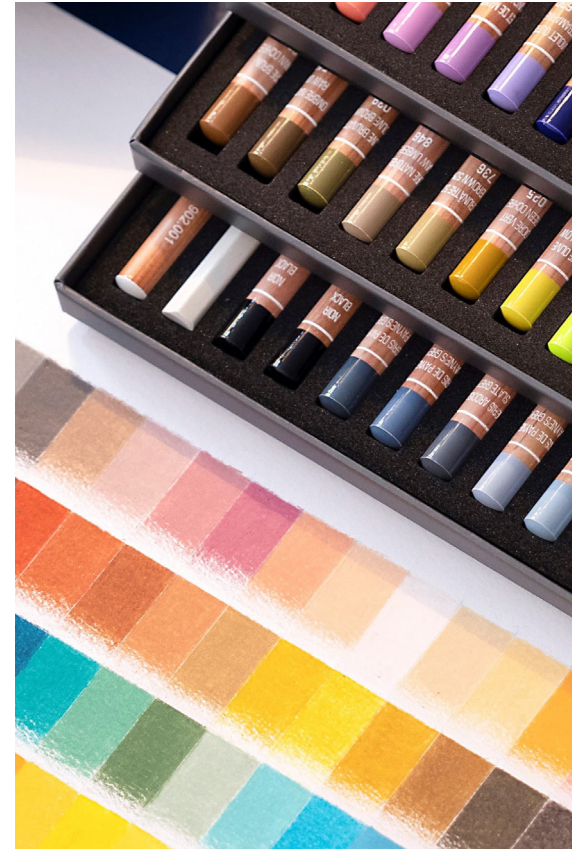
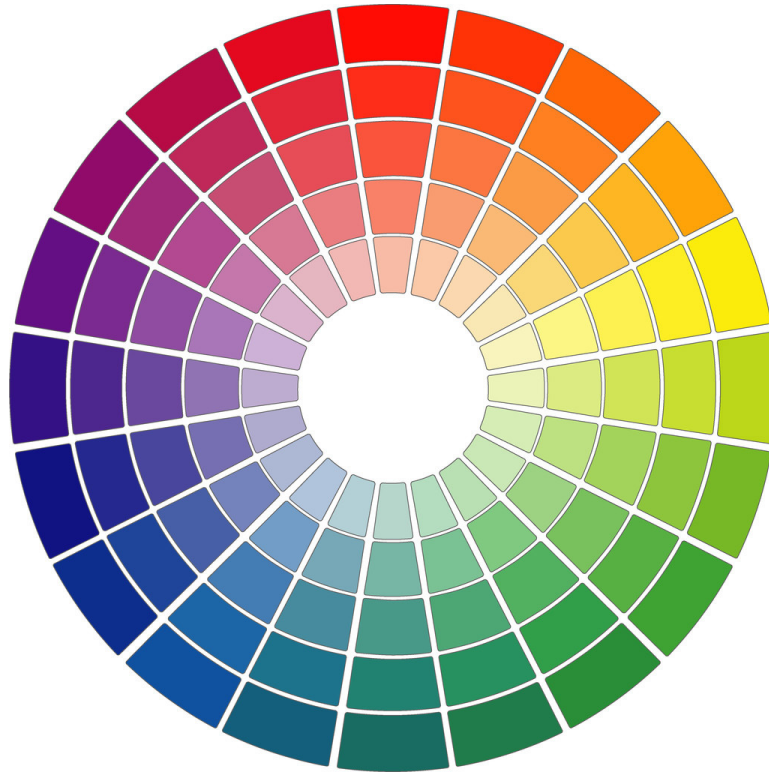
SKETCH/DRAWING

SKETCH/DRAWING

Field observations

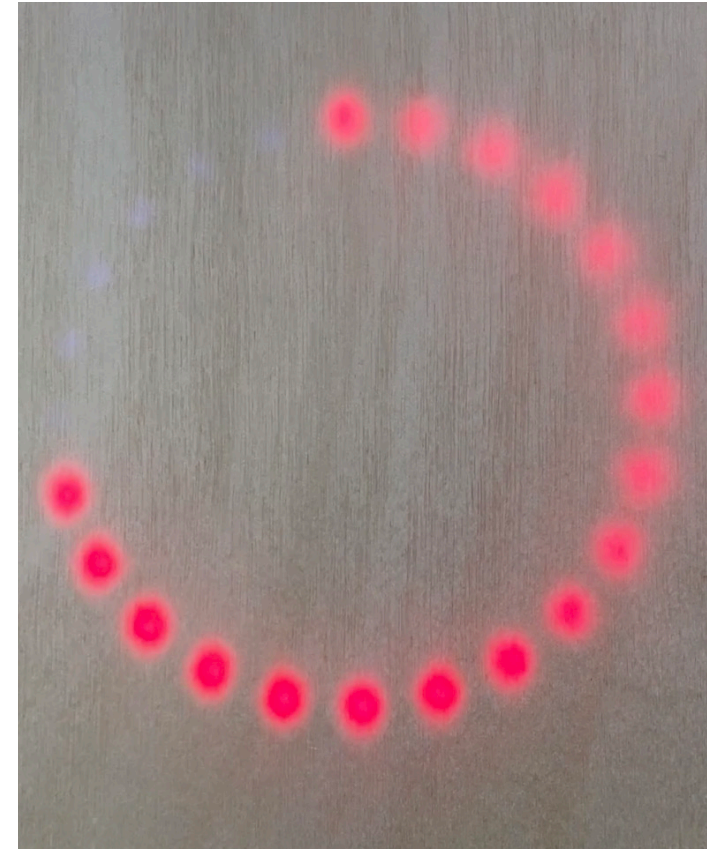
I was inspired my detection object like the thermal camera, for exemple, who offer the possibility to see color who are invisible for our eyes. By using the machine, you find a new world full of color possibilities ! The roundness of the chromatic circle also reminds me of a radar.

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



Visual and Material Moodboard

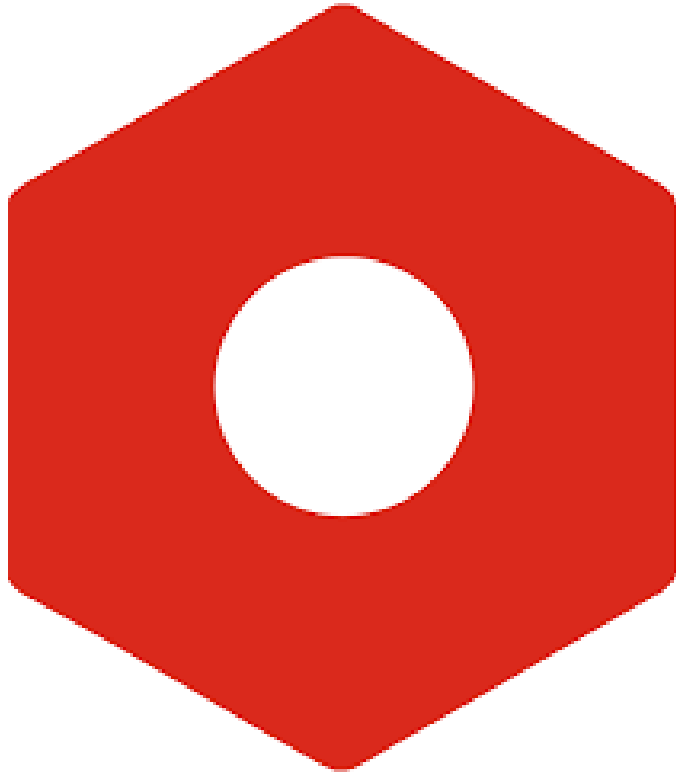
The material of the object is wood which is also a material used to make Caran d'Ache pencils. The fine wood also allows to let transparent led lights to see the colors.



Shape research

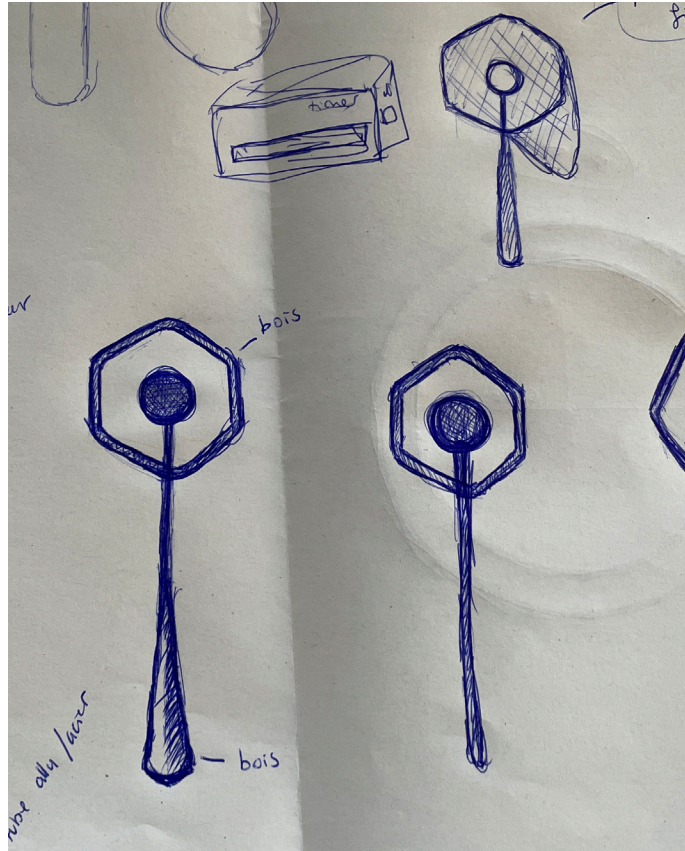
The hexagonal shape of the object come from the Caran d'Ache logo, it's at the center of it that you can see the colors.

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 continent pigments at the Caran d'Ache factory.



Paper Prototypes

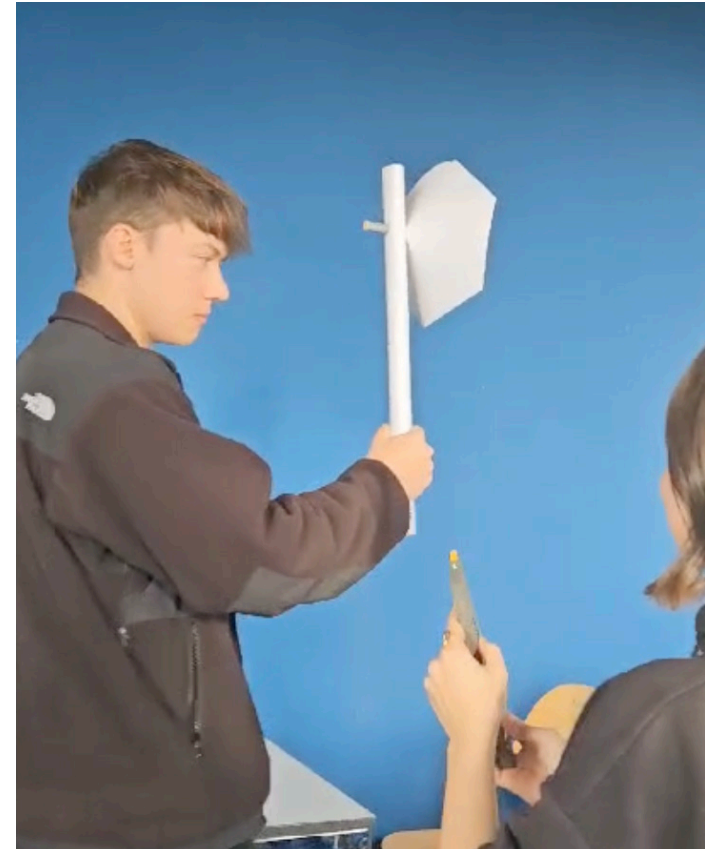
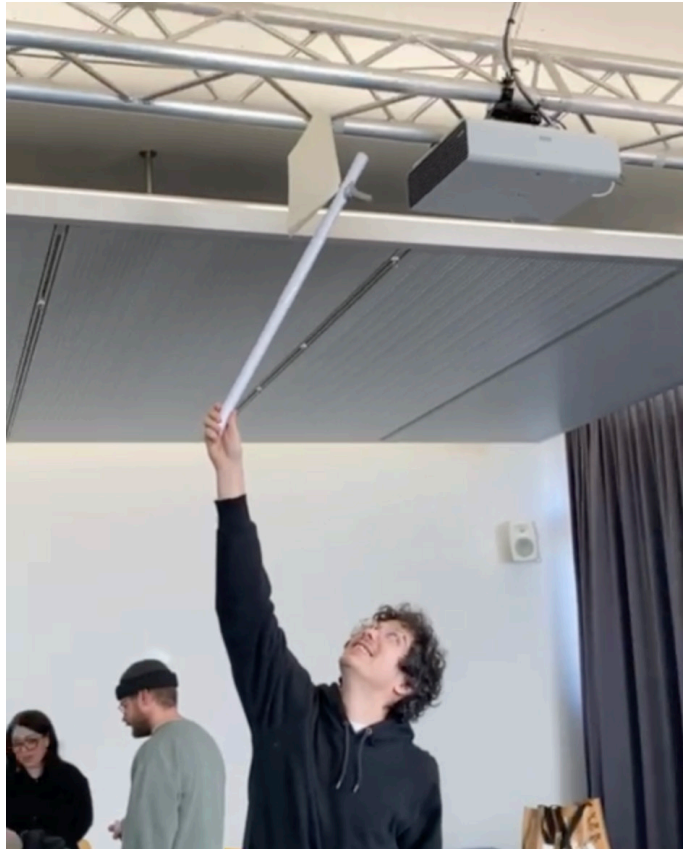
My paper prototype started with a bowl that you can hold with your hand. I finally change the shape of it and add a handle to let the user be more various about possibilities of interaction. He/She can go higher and perform a real movement like with a net and a detector.

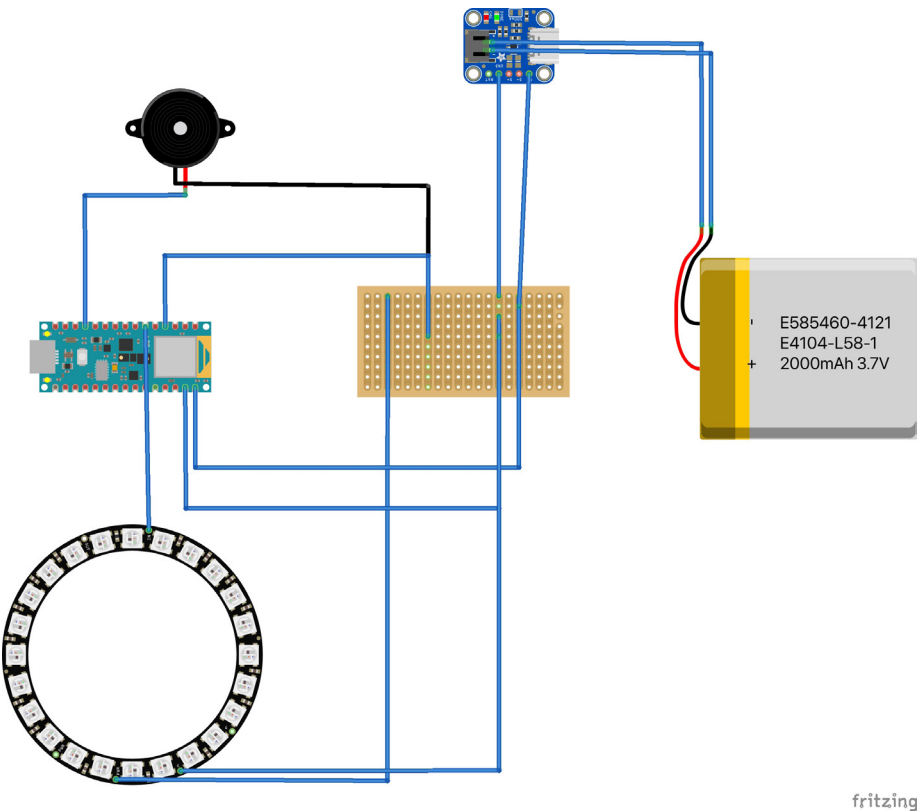
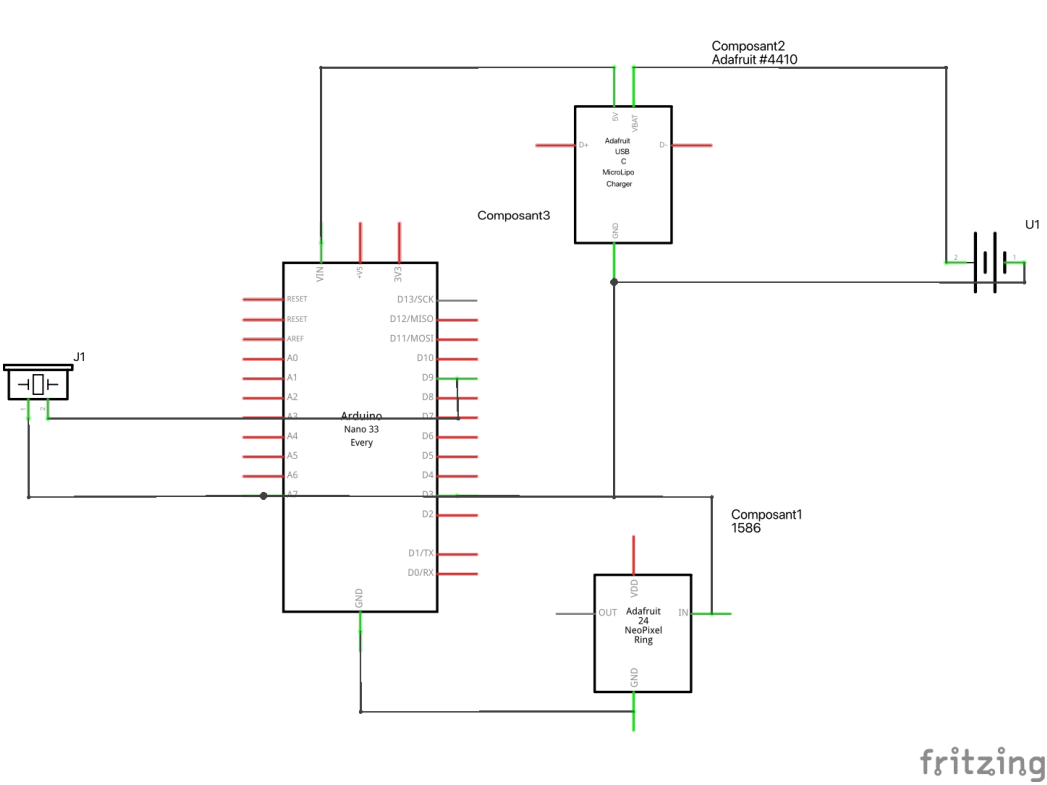


User Tests

Pictures and/or videos of the user tests of your prototypes.

Beetroot water spinach okra water chestnut ricebean pea
catsear courgette summer purslane. Water spinach arugula
pea tatsoi aubergine spring onion bush tomato kale radicchio
turnip chicory salsify pea sprouts fava bean. Dandelion
zucchini burdock yarrow chickpea dandelion sorrel courgette
turnip greens tigernut soybean radish artichoke wattle seed
endive groundnut broccoli arugula.






Plan Drawings

Materials: Material Material


Scale: 1:XX in mm (scale of the plan in the presentation document)

Overall dimensions are sufficient.

Right view

A large, empty rectangular area with a light beige background, intended for the right view drawing.

Front view

A large, empty rectangular area with a light beige background, intended for the front view drawing.

Perspective

A large, empty rectangular area with a light beige background, intended for the perspective drawing.

Top view

A large, empty rectangular area with a light beige background, intended for the top view drawing.