

DIGITAL PROTOTYPING

ANDAAZA



AMANDA, MYRTO & SEHER

CHALLENGE

20
23

अंदाज़ा (ANDAAZA)

01



**Estimate | Feeling |
Instinct**

"measurement theory is a field of study that examines the attribution of values to traits, characteristics, or constructs".

what is it?

CONCEPT

EXPLORE

The potentialities and limitations of measuring

when does measuring stop facilitating and start preventing a process?

Are the usual measuring units opposite to replicability?

why do we measure things?

1. To save time instead of doing everything by trial & error
2. Capitalism
3. Control & be able to predict outcomes



HOW TO MEASURE EVERYTHING FROM A HYPERPERSONAL PERSPECTIVE

RESEARCH AREAS

AIM

Learning/ borrowing from nature, communities, documenting and storytelling.

TO BUILD

A tool to encode a personalised audio message on a functional object we use in our daily life

HOW

we will prototype a plotter / audio recorder that will mark with ink on paper cup. the goal would be to engrave ceramics

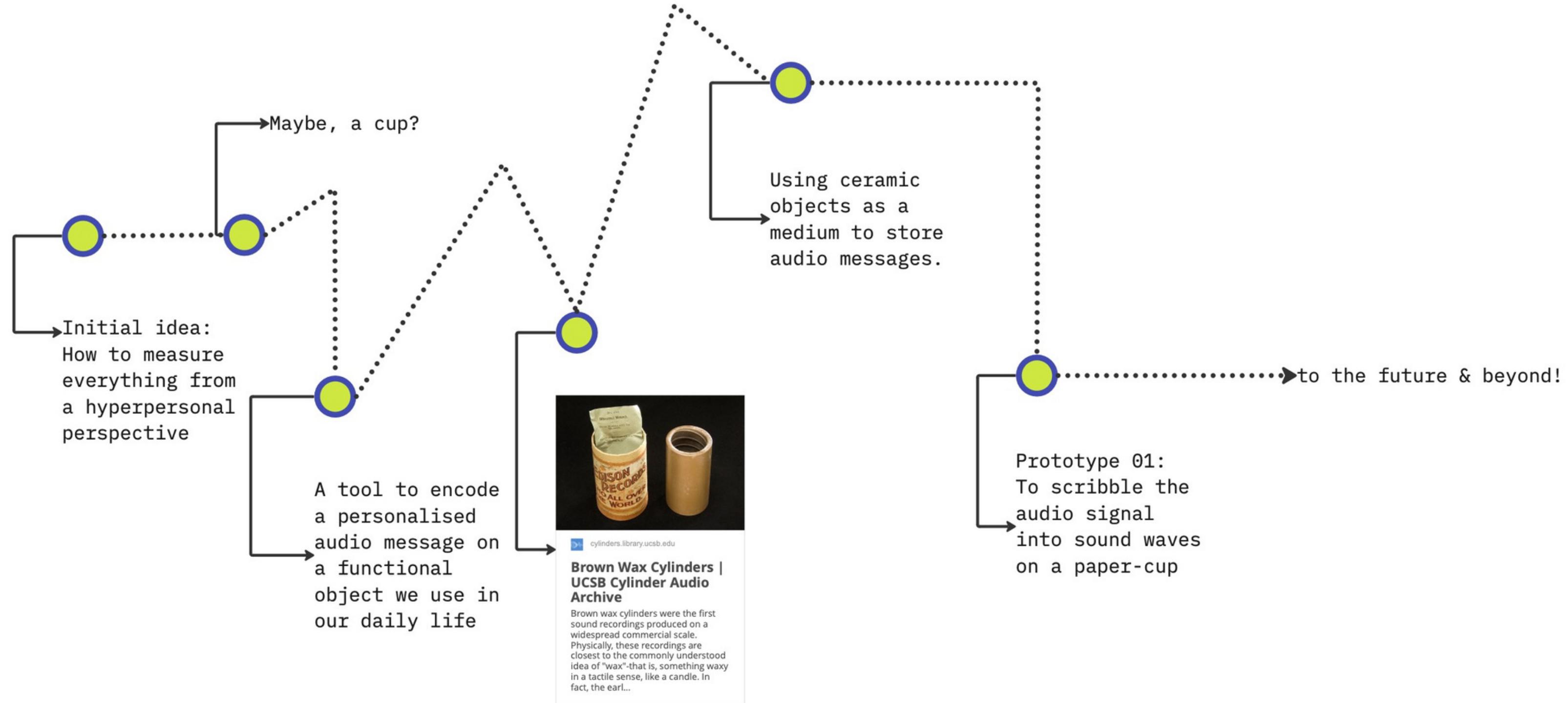


Initial Idea

JOURNEY OF AN IDEA

04

Initial Idea



TIMELINE

Week 01

Plotter tool + turn table

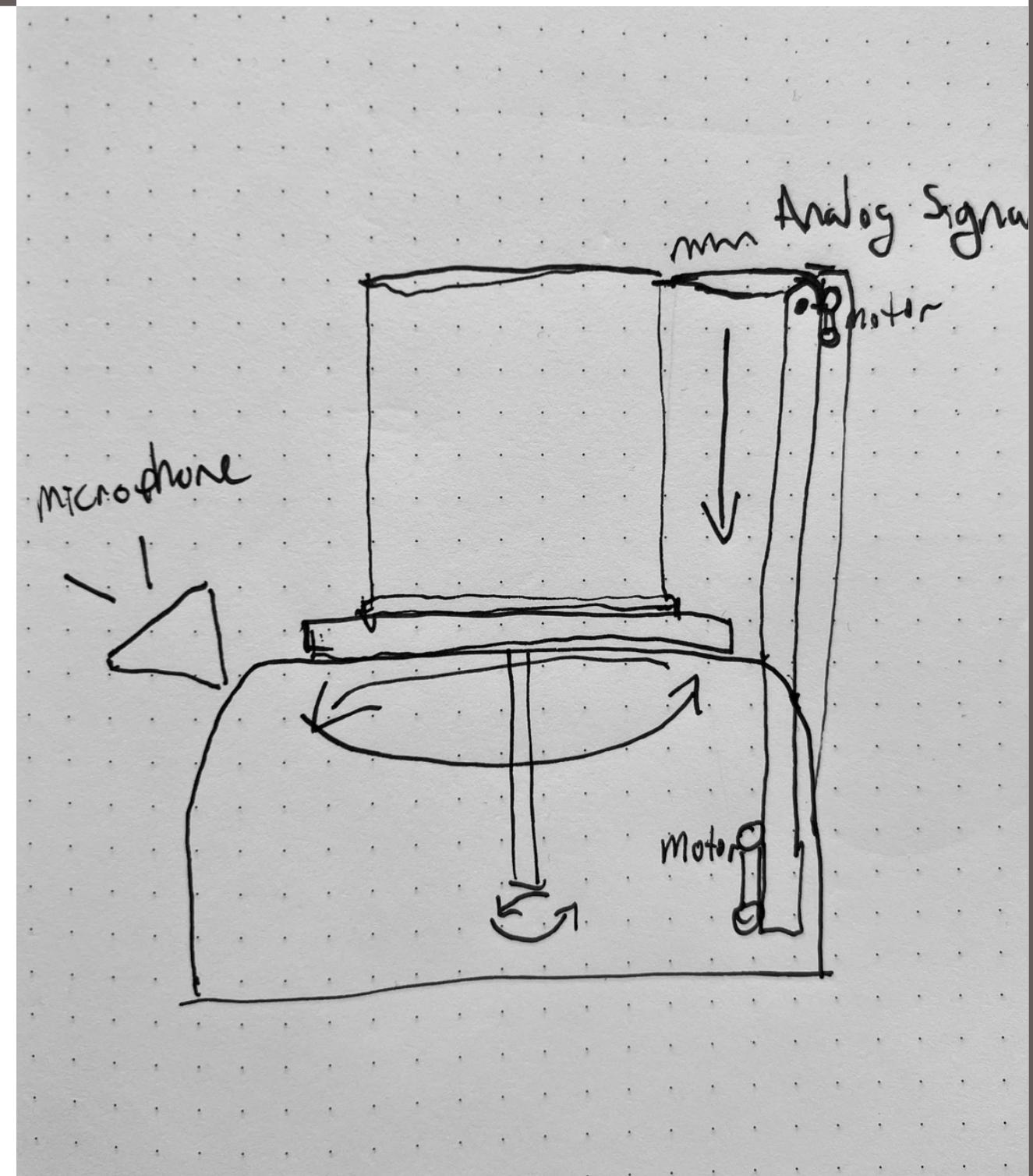
lo-tech prototype with paper cups

designing the 3D model of the slip-cast mould

Week 02

Sexy-fying the device

Making the ceramic prototype + testing



TOOLS USED

MATERIALS USED

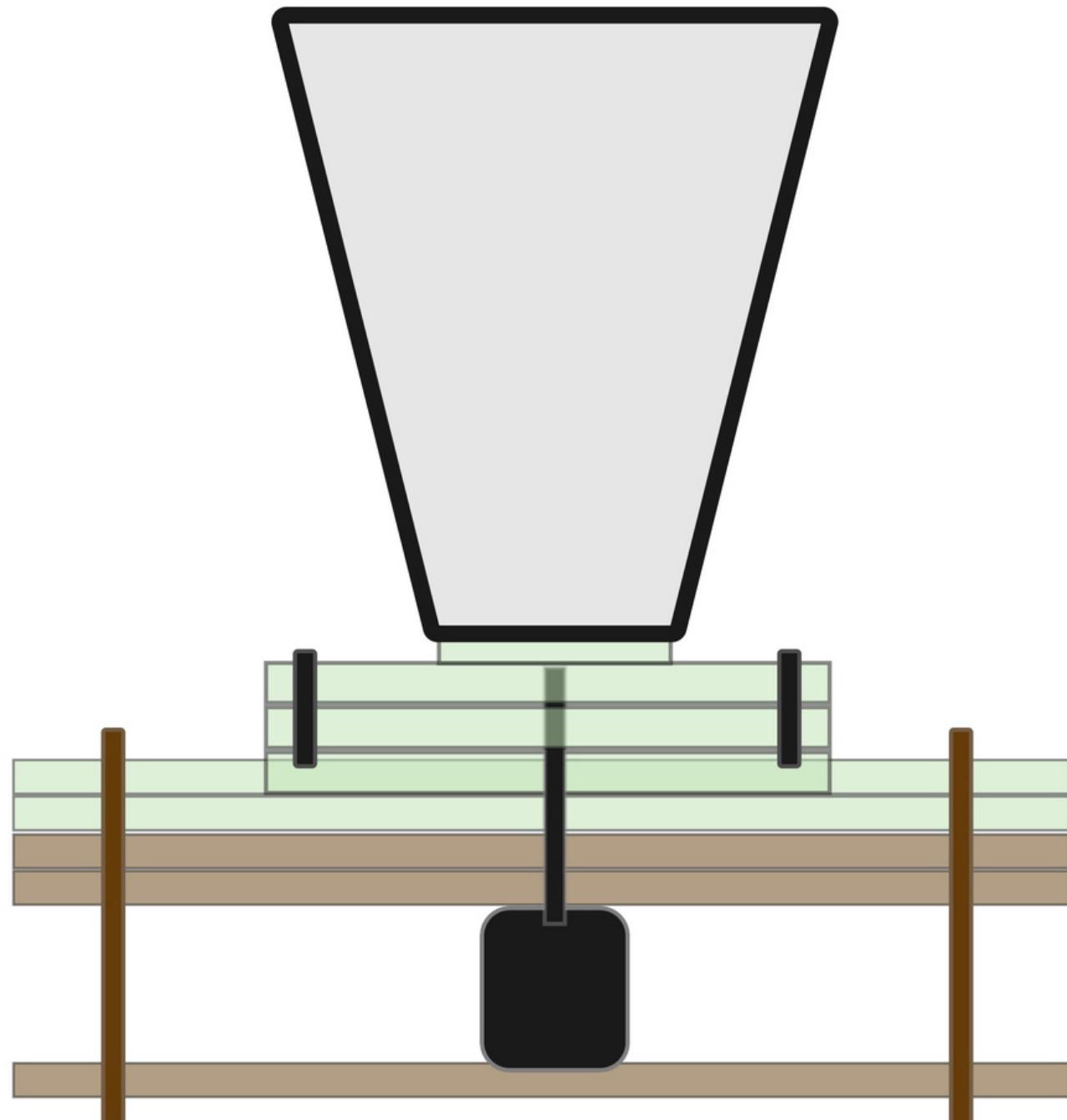
Acrylic sheet 3mm
Plywood 3mm
Screws
Paper-cup

COMPONENTS | LASER CUT PARTS

Pen tool
Resistance bands (to secure the pen tool)
Acrylic plates
Plywood plates
Plywood support slots

TOOLS FOR CONSTRUCTION

Arduino Mega micro-controller board
2 stepper-motors
3D printer belt, metal frame,
Bridge to move up-down with sliding rings



PROBLEMS

Press-fit issues combining materials

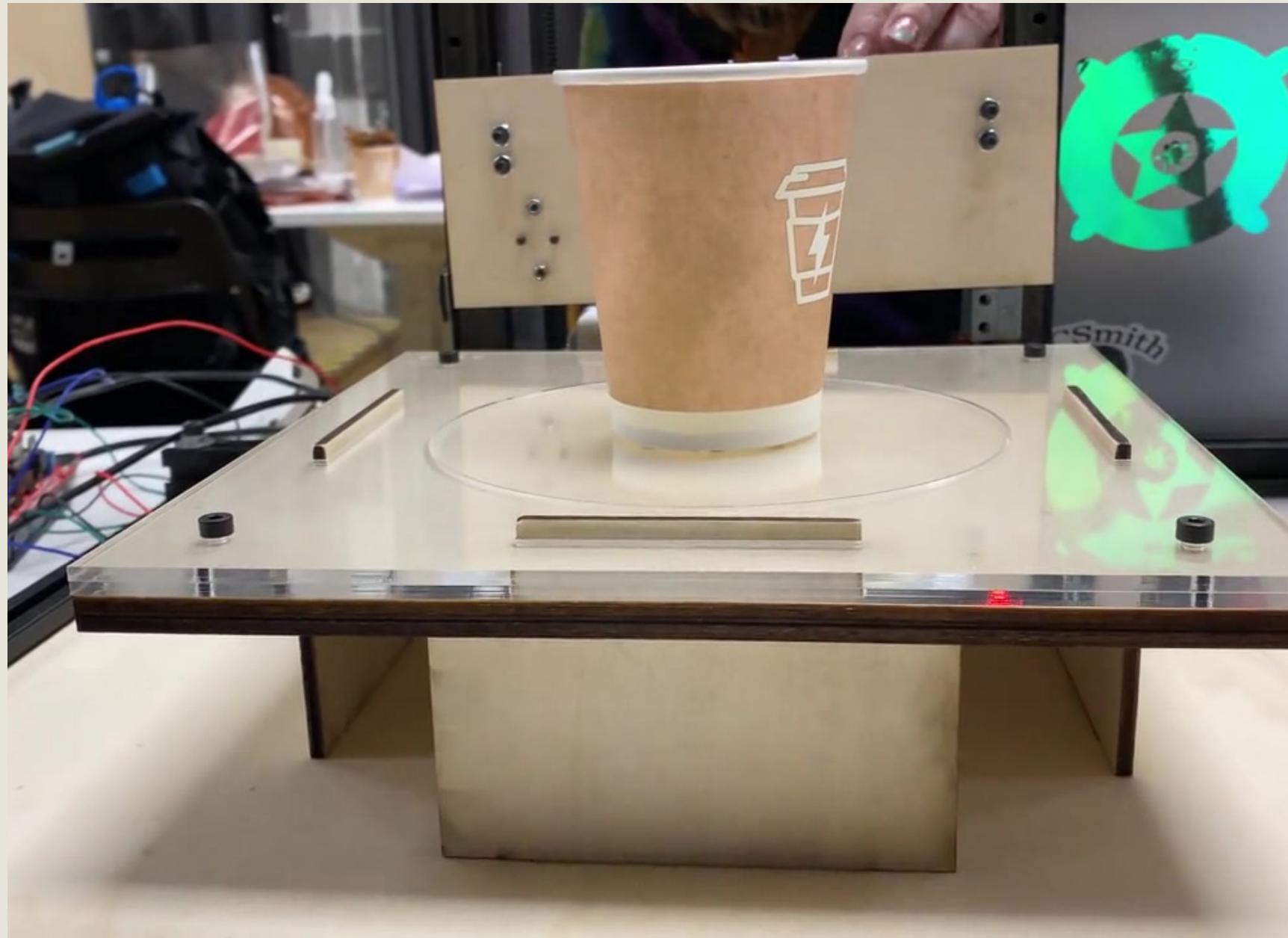
Balancing the z-axis plate onto the frame

Challenges Faced

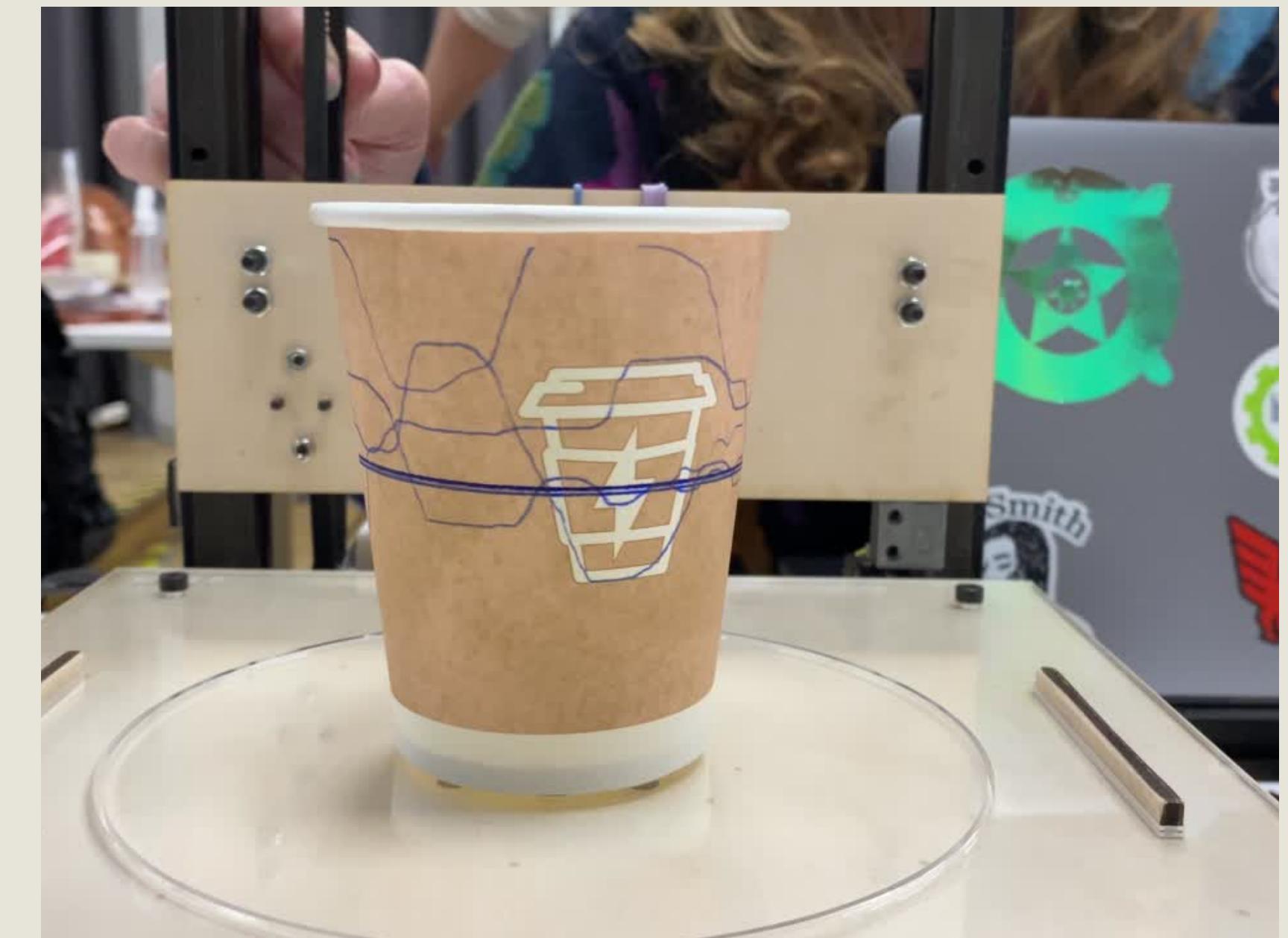
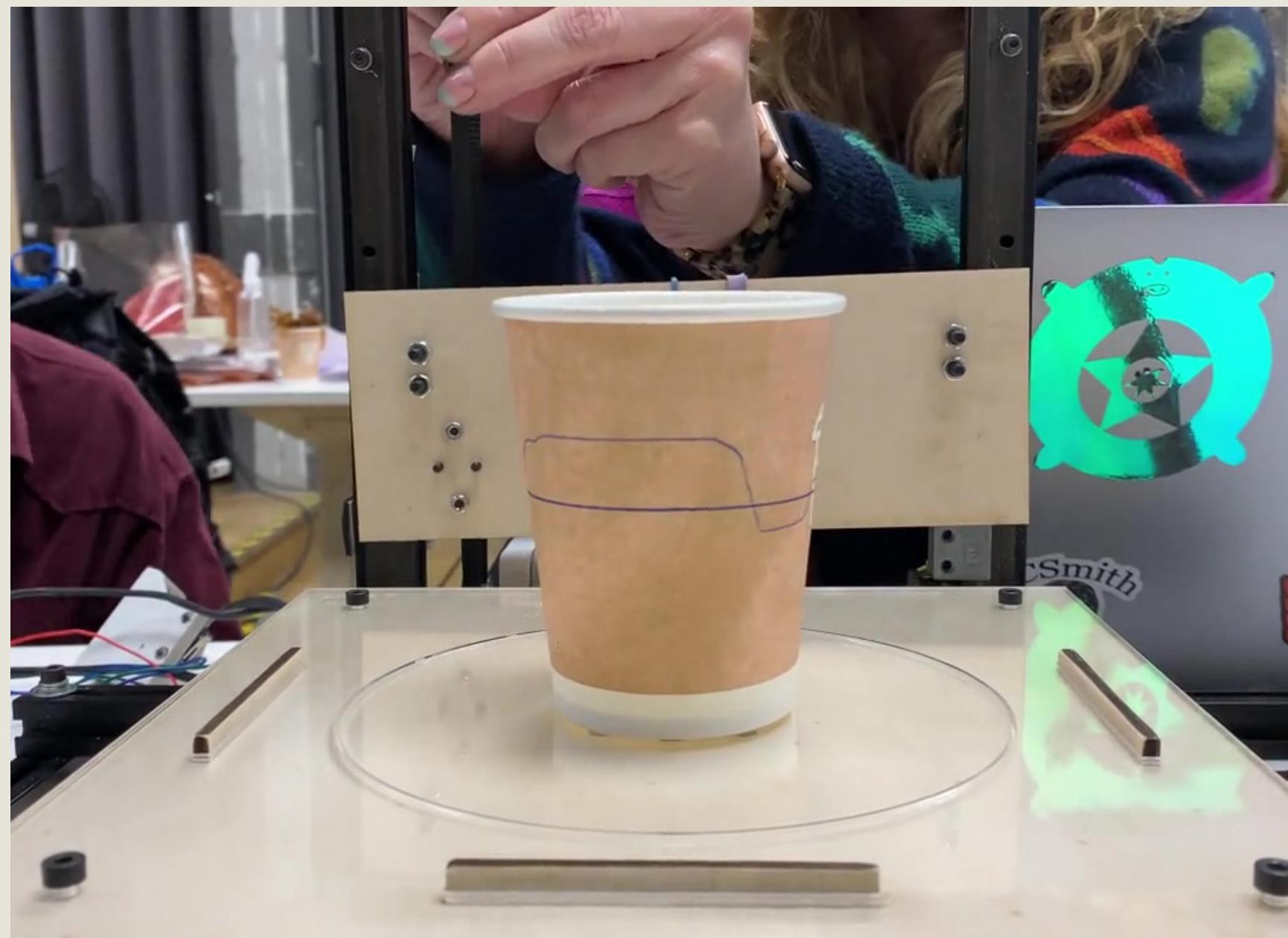
FINAL OUTPUT

08

PROTOTYPE
WEEK 01



PROTOTYPE
WEEK 01



10

PROTOTYPE
WEEK 01

