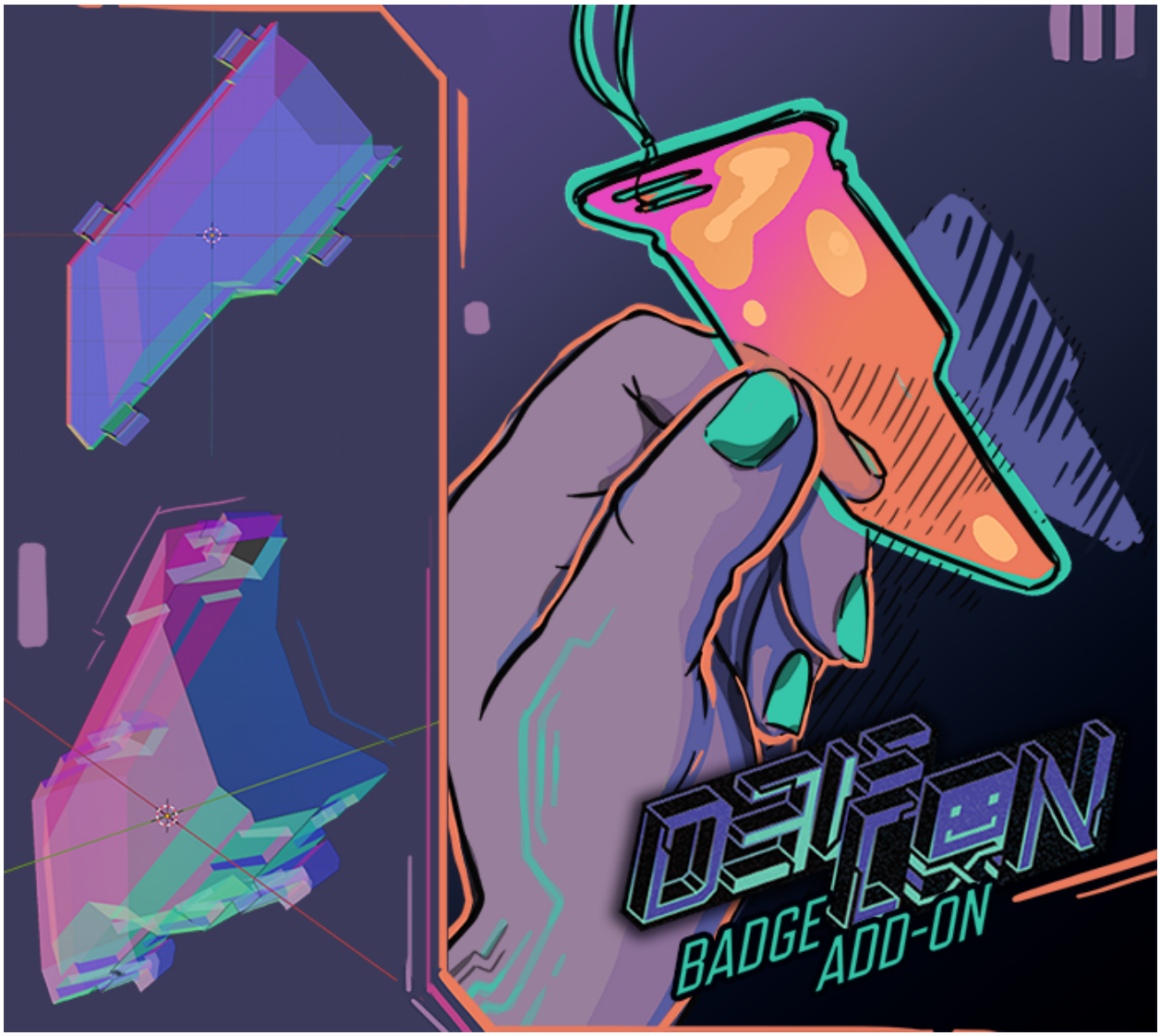
Announcing…

The Official DEF CON 31 Badge Customization Guide

(AKA the Non-Electronic Shitty Add-On Guide)

OK, but is it really a Shitty Add-On if the badge is non-electronic? Well, sort of!



This year's badge is designed specifically to showcase customization. While I can't leak the whole badge, I can release the customizable portion of it.

The badge will include a small chamber, open at one end, with a transparent window facing outwards. What you put inside that chamber is entirely up to you. A PCB project, tiny snack dispenser, drawing of a cool bug... Whatever your skills and interests, you'll have some freedom to show them off.

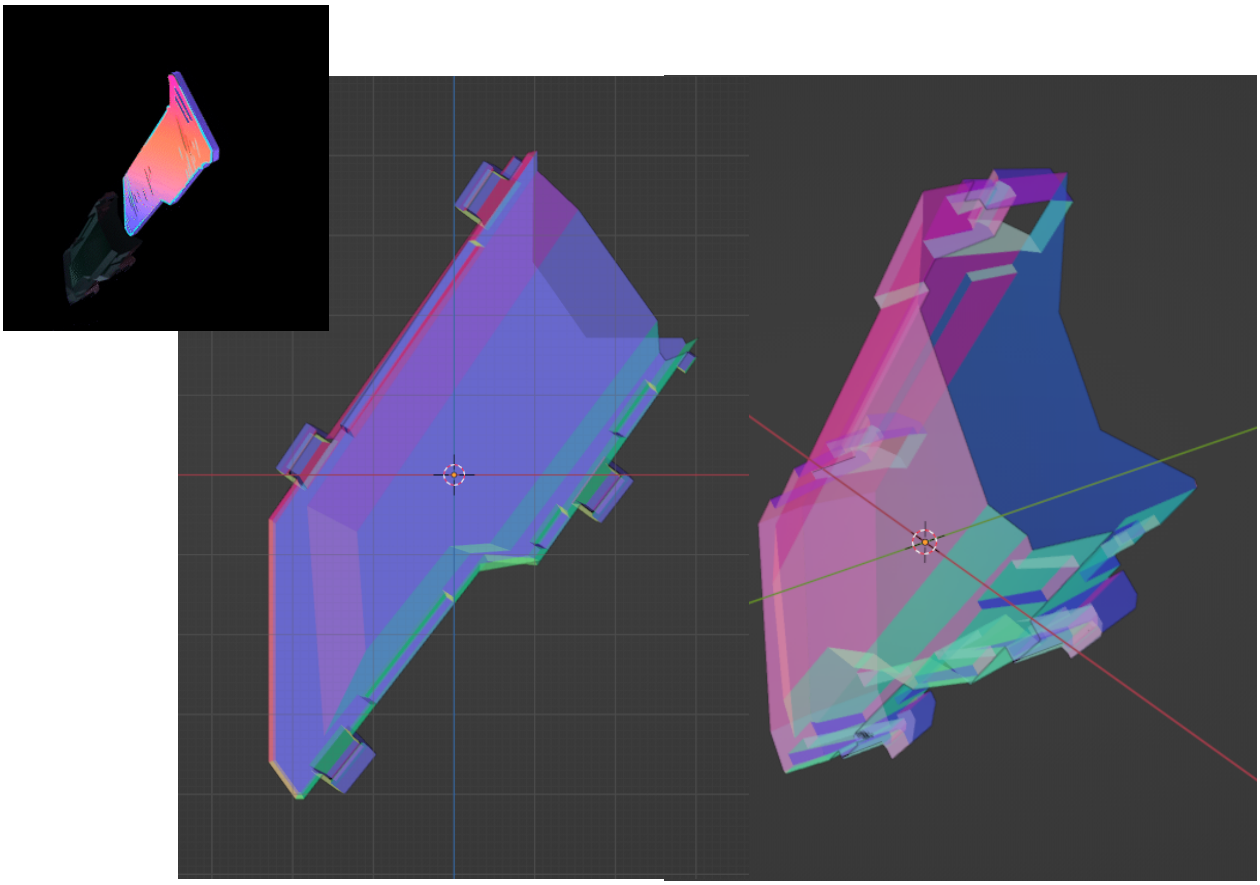
DETAILS:

Inside the chamber, you'll find a guide slot that runs down both sides, and is about 5mm deep. This allows an object equivalent to a thick card to slide in and out of the badge. Think PCB, laser cut acrylic, plastic card, cardboard, etc. You can totally fill the entire chamber up with pudding, and not use the guide slot at all, but for most projects, this should make things a little easier.

The inside of the chamber, from wall to wall, is 20mm at its thickest point. That means that if your project is a PCB, you'll still have space in front and back to accommodate, for example, smallish LEDs on front, and CR2032 holder and battery on back. BUT, be sure to check out the .blend file for what areas of the chamber are larger or smaller. The geometry is a little wild, and from where the card sits, the backside gives a little less room than the front.

Along the guide slot, you'll also see a couple small tab slots that should allow your project to snap in to place. I strongly recommend using a small secondary lanyard (wrist or keychain type), in addition to the tabs, to secure your project to your main lanyard, just in case. Card thicknesses will vary, and that means more wiggle for thinner materials. I can't promise that every project will stay in place while bopping around your neck at con with these specs, so please wear protection.

*Note - Inserts will be compatible with both human and inhuman badge types. Except for maybe UBER.



BASIC MEASUREMENTS:

You'll need to reference the .svg and .blend files for fit, but this should give you an idea of the space you're working with.

Chamber Height: ~90mm (3.5")
Chamber Width: ~30mm (1.2")
Chamber Depth: ~20mm (.8") at thickest point

Guide Slot: 5mm
Max Card Thickness for Guide Slot: 4.5mm
Min Card Thickness for Guide Slot: 1.5mm recommended (you can go thinner, but fit might get loose)

TIP: Design a small gap between measurements in the .blend file, and your project. Parts should be able to move freely without getting stuck.

A Note on Height - The chamber is wide open on one end, so you're free to go taller, or have a ribbon cable or tentacle dangling out.

FILES:

DC31BADGE-CARD-OUTLINE.svg
2D outline of an example insert shape, with cuts for lanyard
If you're creating a flat object, this should be a good starting place

DC31BADGE-CHAMBER.blend
The inner geometry of the chamber, for more complex projects, so you know exactly how much space you're working with

If you have questions, post them to the forums and I'll do my best to answer them.
Have fun, and I can't wait to see what you create! <3
-Mar-