

# ID 213 Group3 W6

Sunghyun Yang | Hyunkoo Lee | Yeonghyeon Ji

Sumin Park | Seungjun Lee | Kiran

# Working Process

## W4

- Setting the goal
- Paper Research
- 3D printing cube pieces and texture tiles(trial)

## W5

- Expert interview
- Mock-ups

# Setting the goal

Haptic Cube that provides

1. Pleasing haptic experience to the blind
2. Aesthetically pleasing for everyone

# Paper Research

[표 3] 전시에술품 감상 패턴

[Table 3] Pattern of art exhibitions attendance

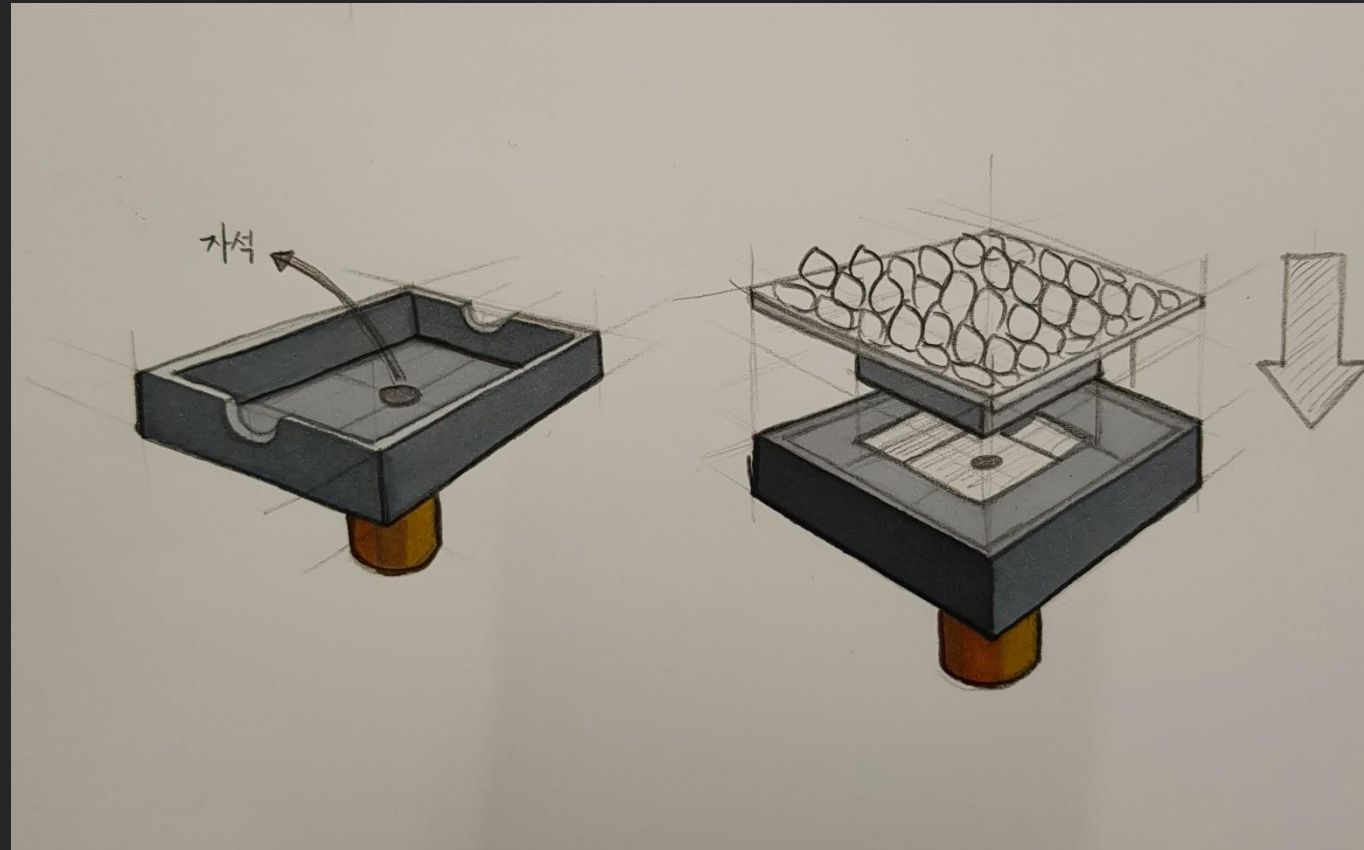
		빈도(명)	%			빈도(명)	%
잔존시각 이용여부	해당 없음	24	28.9	감상 시 주된 사용감각	해당 없음	3	3.6
	전혀 그렇지 않다	9	10.8		시각	40	48.2
	그렇지 않은 편이다	7	8.4		청각	19	22.9
	그런 편이다	24	2.9		미각	1	1.2
	매우 그렇다	19	22.9		촉각	20	24.1
	전체	83	100		후각	0	0.0
촉각이 감상에 영향	해당 없음	15	18.1	촉각 사용 시 중요한 것*	전체	83	100
	예	61	73.5		해당 없음	11	9.7
	아니오	7	8.4		재료에 의한 질감	62	54.9
	전체	83	100		깊이(레이어)에 의한 질감	21	18.6
					온도를 이용한 색 인지	7	6.2
					진동에 의한 자극 및 색 인지	12	10.6
					전체	113	100

\*다중응답. 83명이 113개 응답함

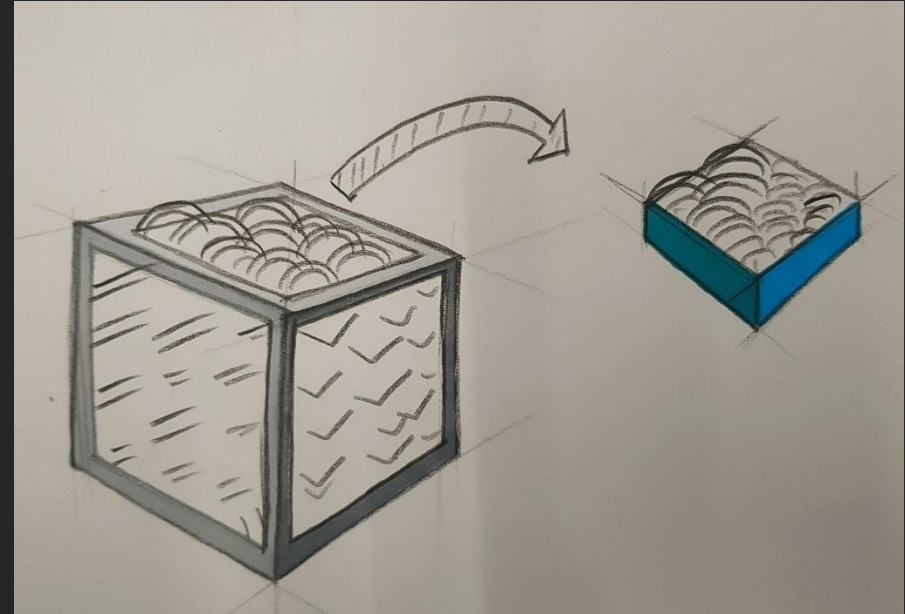
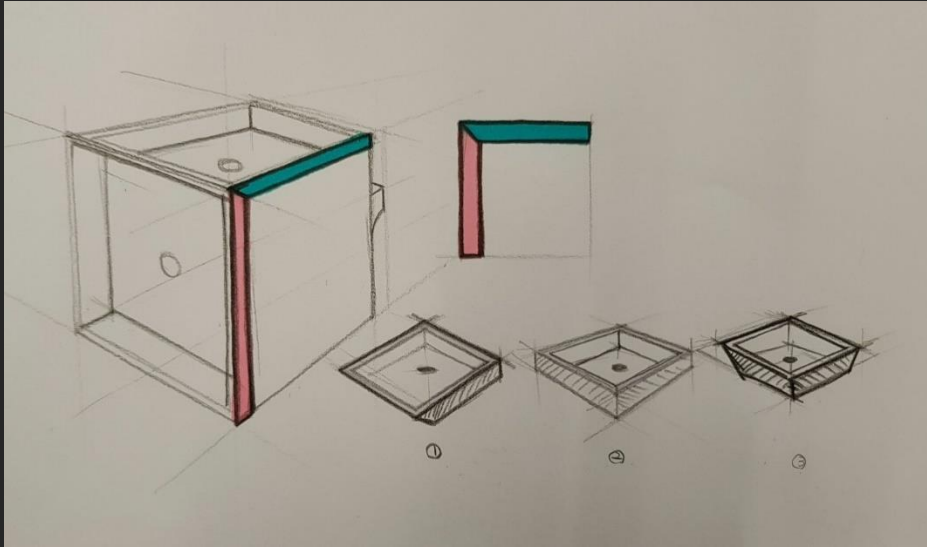
# Paper Research

- Despite their desire to experience *art pieces*, the blind cannot because exhibitions are highly dependent on sight.
- They prefer to appreciate art works by *touching* them
- Texture of *material*, followed by the texture of *depth* are the main factors.

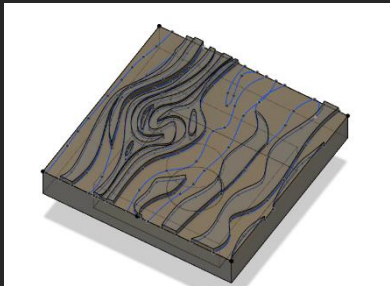
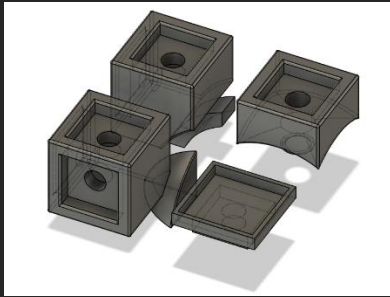
# 3D printing the cube pieces and texture tiles



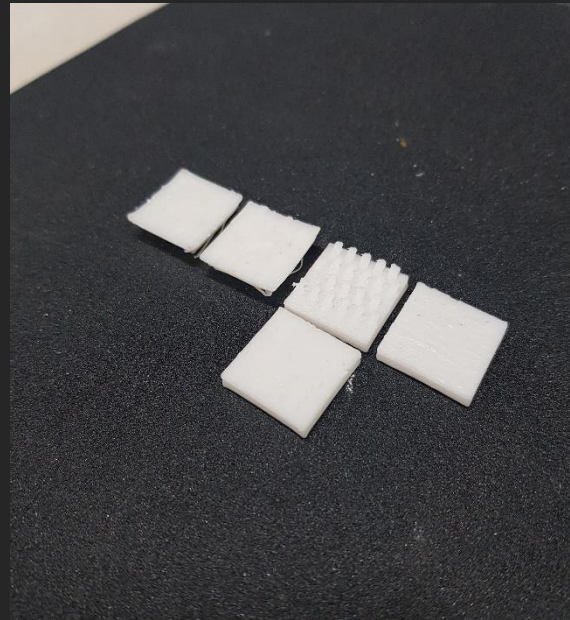
# 3D printing the cube pieces and texture tiles



# 3D printing the cube pieces and texture tiles



Cad works



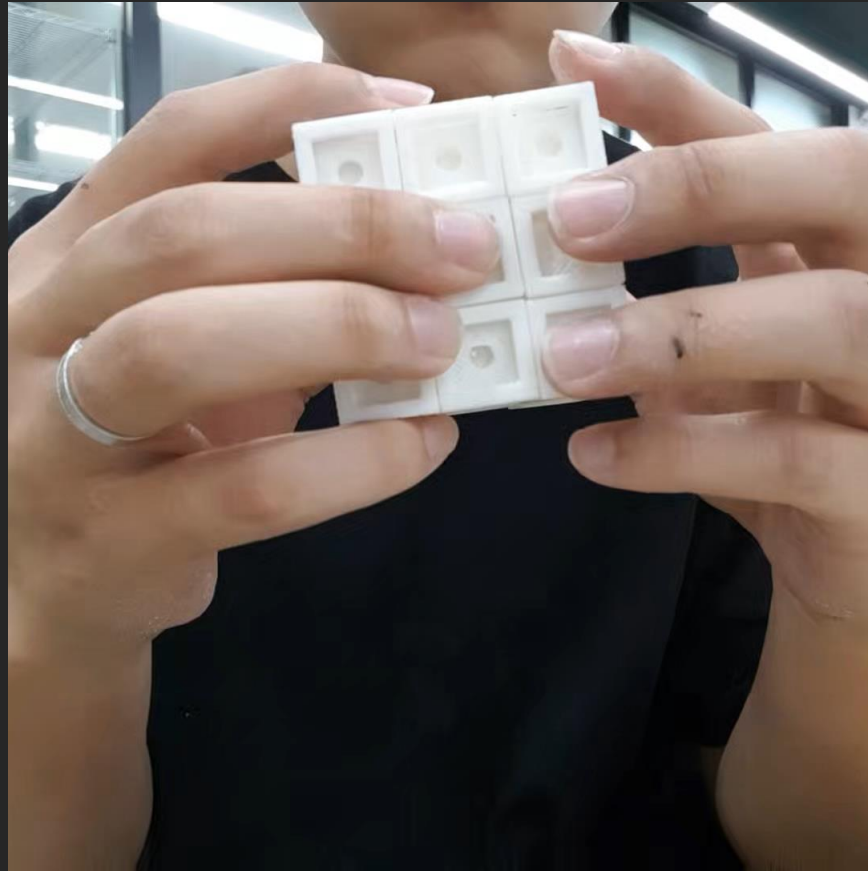
3d printed tiles



Organic tiles



# 3D printing the cube pieces and texture tiles



# Expert Interview

- 대전 시립 산성 종합 복지관 역량 강화 지원팀  
시각 장애 아동 미술 교실 담당 교사 김동숙님
- We brought our texture tiles and interviewed her.

# Expert Interview

- The Blind have hard time experiencing art works, because they are not allowed to be touched.
- They don't understand natural phenomena.
- They are curious about sense of touch.
- They won't recognize 3D printed textures.

# Expert Interview

- Make manual for cube starters, or introduce mechanism to solve the cube.
- Their preference of texture is similar to those of the non-blind. (they like smooth, and soft texture)
- Using natural materials is a good idea because they would like to smell them.

# Mock-ups

## Selection Criteria for textures

- Each texture on 6 faces must share a certain unity.
- They should be definitely distinguishable.
- They must be both tactilely and visually pleasurable.

# Mock-ups

The choice of main ingredient: Wood

- It is nature-friendly so that gives pleasurable feeling.
- Woods vary on their textures depending on species and parts.(stem, bark, leaf, etc...)

# Mock-ups



# Mock-ups

## Plan on week6

- Refinement
- Survey on customer preference