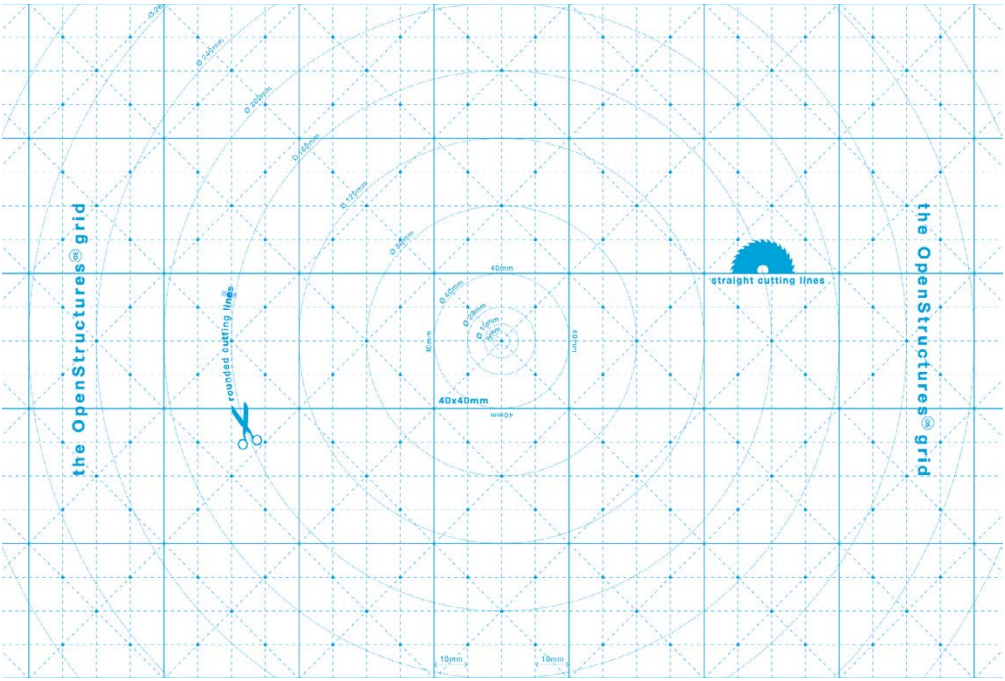


01 – OpenStructures (OS) is an open modular construction system that promotes circular material flows and facilitates re-use and repair.
OS allows to build things together at a moment in time, where anyone is connected to everyone and everything can be produced everywhere.
It links modularity to collaborative innovation and new decentralised production techniques and results in a more sustainably built environment.
OS unfolds through a continuously evolving exploration by a community of authors that test and evaluate its potential within the field of design, art and architecture. (Open Structures, About, n.d.)

02 – OpenStructures is based on an inherent design methodology that incorporates future change by encrypting it directly into the DNA of its building components.
It produces interchangeable parts, flexible objects and a built environment that can adapt and scale over time. OS constructions therefore anticipate a dynamic future.

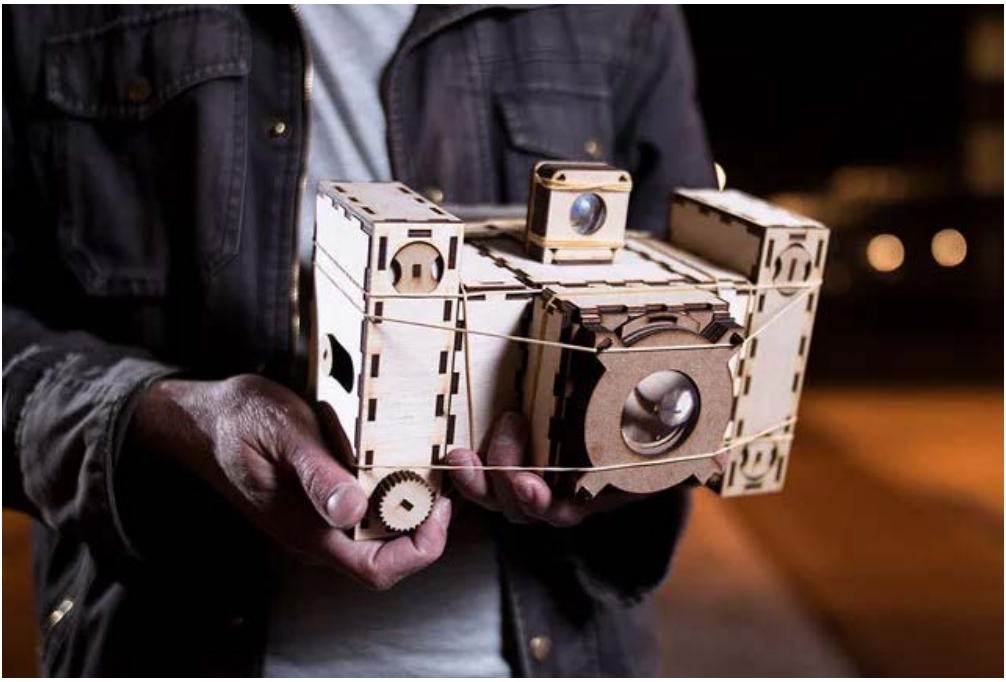
Sources: OpenStructures. (n.d.). „About“ [Web page]. Retrieved February 9, 2026, from https://www.openstructures.net/about
Picture: OpenStructures. (n.d.). OpenStructures Manual 4.3 [PDF]. Retrieved February 9, 2026, from https://openstructures.net/sites/default/files/2019-08/os_manual_4.3.pdf

DYIR

01 - DIYR (PRONOUNCED ‘DEAR’) Celebrates the spirit of creativity, independence and resourcefulness. The acronym DIYR stands for “Do It Yourself Revolution”, promoting reflection and new forms of production. Combining simplicity and longevity with ethics and aesthetics. At a time when the market is continuously flooded with flashy new products and eye candies, DIYR focuses on the nearest and dearest of basics: simplicity and longevity, ethics and aesthetics. We believe first-hand knowledge of an object’s build promotes a different relation and emotional value, combining emotions with function and purpose.
We actively commit to countering planned obsolescence and curtailing e-waste. We promote a mindful approach to conscious design, repurposing components and inviting users to become Doers.(DIYR, n.d.)

Sources: DIYR. (n.d.). „About“ [Web page]. Retrieved February 9, 2026, from https://diyr.dev/about/
Image: Kellermann, G. (n.d.). [Photograph of DIYR electronics]. DIYR. Retrieved February 9, 2026, from https://diyr.dev/

3 Project in Design
The Focal Camera – Mathijs van Oosterhoudt



01 – „Dutch artist Mathijs van Oosterhoudt has been developing a new camera system. No, it's not a high-tech digital system that's intended to go up against the major camera companies. Instead, it's an open-modular camera system that's intended to teach people how to build complex cameras. Its name is The Focal Camera. Van Oosterhoudt has been using his camera design to teach workshops, but now he has decided to publish all his designs for free on the Web to bring the knowledge and joy of cameras to a much wider audience.
"Even complex cameras can be made in simple ways," the Focal Camera website says."(Zhang, 2015)

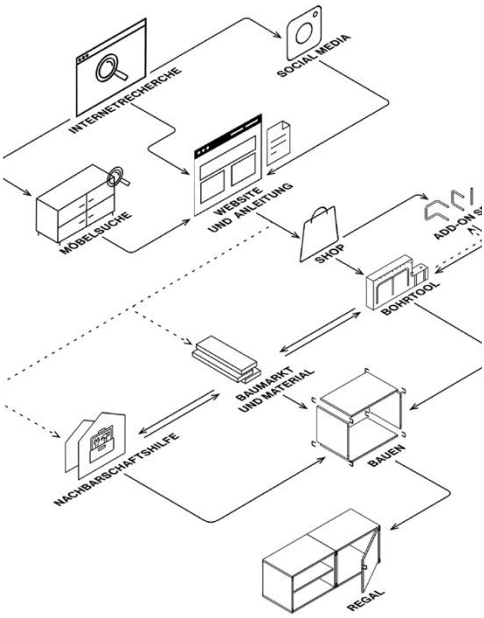
Sources: Zhang, M. (2015, August 17). „The Focal Camera: An Open Source Modular Camera" [Web log post]. PetaPixel. https://petapixel.com/2015/08/17/the-focal-camera-an-open-source-modular-camera/
van Oosterhoudt, M. [Botler]. (n.d.). „The Focal Camera" [Project page]. Wikifactory. Retrieved February 9, 2026, from https://wikifactory.com/@botler/focal-camera

4 Project in Design
“Bag” Radio – Daniel Weil

01 – Radio in a Bag by Daniel Weil. The transparency of the pvc bag makes the normally unseen complexity of modern technical devices visible and more graspable. And speaks about a visual language needed for open design, to communicate the possibility for repair and modification.

Sources:
Image:Design Museum [@DesignMuseum]. (2024, March 4). ** [Post]. X. https://x.com/DesignMuseum/status/1764604220878070126
Text:Victoria and Albert Museum. (n.d.). Radio in a Bag. Retrieved February 9, 2026, from https://collections.vam.ac.uk/item/O85208/radio-in-a-bag-radio-weil-daniel/

05 Project in Design
OPEN +/- Burg Halle Giebichenstein



01 – We design products that are designed, produced and distributed using digitally supported processes. To this end, we will experiment with additive and subtractive manufacturing processes. The aim of the project is to make the designs accessible to users in a decentralized and open source manner outside of conventional production and distribution chains. How do we create individually suitable access points and how can we as designers build and maintain participatory structures?

How can we reach different groups of people and encourage them to implement our designs? (Burg Giebichenstein University of Art and Design Halle, n.d.)

Sources: Burg Giebichenstein University of Art and Design Halle. (n.d.). „Open +/-“ [Project overview]. Designing in Digital Contexts. Retrieved February 9, 2026, from https://www.burg-halle.de/designing-in-digital-contexts/open/
Images: Lipinski, T., & Zimmermann, M. (n.d.). „OFFTrack“ [Project page]. Designing in Digital Contexts. Burg Giebichenstein University of Art and Design Halle. Retrieved February 9, 2026, from https://www.burg-halle.de/designing-in-digital-contexts/offtrack-theo-lipinski-mathilde-zimmermann/

01 - We make home electronics that are good for people and the planet. They are good for people because they bring joy, keep people healthy, and honour the workers that make them. They are good for the planet because they use materials mindfully, are locally sourced, locally made, and designed to be repaired and reused over time.

Our first product, re:Mix is a kitchen mixer that's made for your own glass jars, is customisable, and built to last. It's the first step towards our vision of a circular platform for home electronics that are built and repaired locally, and never wasted. It's based on collaboration through open-source, empowers local communities, and reduces the environmental footprint. (Open Funk, n.d.)

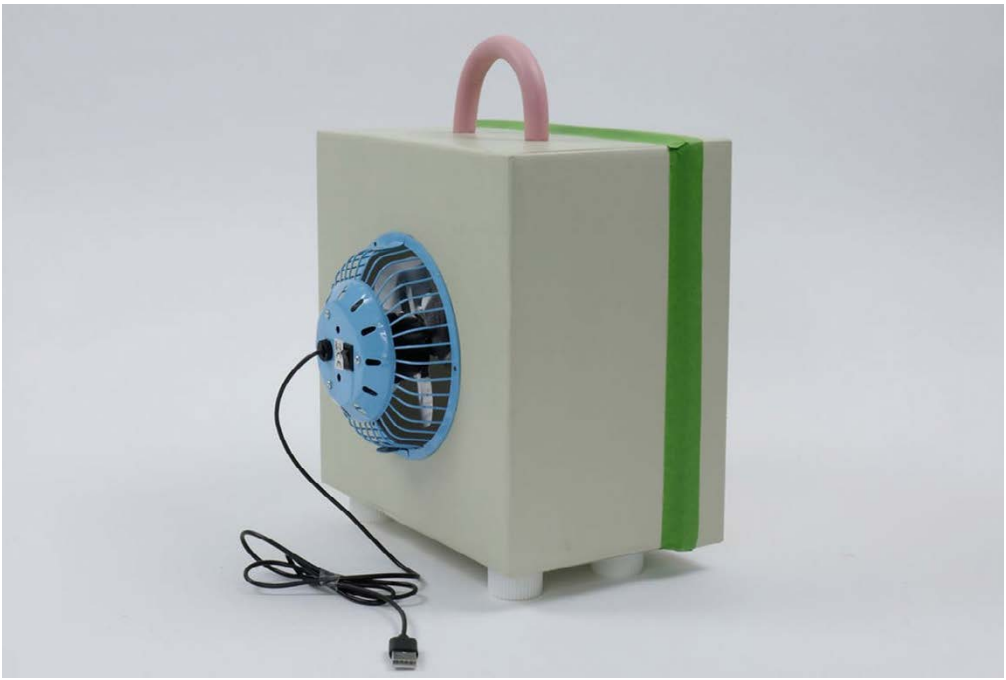
Source: Open Funk. (n.d.). About. Retrieved February 9, 2026, from https://www.open-funk.co/pages/about-us

07 Project in Design
Audioberry - amp

01 – Audio Berry was a niche audio brand active around 2016, known for the Juna Amplifier, designed by Paul Crofts Studio. The Juna Amp featured Bluetooth and AirPlay connectivity. While it gained recognition for its design, including a mention in Dezeen, Audio Berry no longer appears to operate as a company, and the Juna Amplifier seems to have disappeared from the market.

Source: Aouf, R. S. (2016, May 5). Paul Crofts designs minimal white amp for Audioberry. Dezeen. https://www.dezeen.com/2016/05/05/paul-crofts-minimal-audioberry-junior-amp/

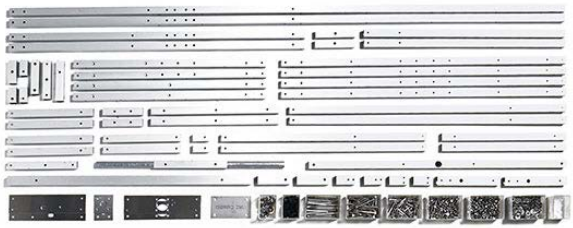
Air-It-Yourself – Newtab-22



01 - Jihee Moon of South Korean design studio Newtab-22 has developed an open-source IKEA-style manual with instructions on how to build the Air-It-Yourself air purifier in under an hour using everyday items. The Air-It-Yourself system uses household waste from shoe boxes to plastic plant pots for parts and combines them with a small USB fan and a HEPA filter sheet, which can be bought cheaply and easily on the internet.a circular platform for home electronics that are built and repaired locally, and never wasted. It's based on collaboration through open-source, empowers local communities, and reduces the environmental footprint.(Hahn, J. 2022)

Source: Hahn, J. (2022, November 11). Jihee Moon creates Air It Yourself purifier to be made at home. https://www.dezeen.com/2022/11/11/air-it-yourself-purifier-jihee-moon-newtab-22/

XYZ CARGO



01 – XYZ CARGO takes a completely new approach to building functional cargo bikes, emphasising fair, local design, production and distribution in a socially just and environmentally sustainable way.
By combining bolted, modular, and simple orthogonal construction methods with advanced 3D design tools, XYZ CARGO offers a system that is both highly adaptable and easy to customise. Designed to encourage DIY ingenuity and participation, it moves away from rigid, predefined solutions.
XYZ CARGO bikes are easy to modify, repair, and rebuild, ensuring longevity. With proper maintenance of mechanical parts, they can last a lifetime. For effective recycling, all components can be easily separated into reusable modular parts or raw materials. (N55, n.d.)

Source: N55 & Wolfer, T. (n.d.). XYZ CARGO / SPACEFRAME VEHICLES [Manual]. N55. Retrieved February 9, 2026, from https://n55.dk/MANUALS/SPACEFRAMEVEHICLES/XYZCARGO.html

N55

01 - N55 works with art as a part of everyday life. See ART AND REALITY.

For more than 25 years, we have been publishing manuals for things that are part of our everyday life – and we continue to do so. They reflect different ways of living and thinking across various social constellations and situations. Some of the things described are still in use, while others are no longer in use. In any case, we hope these manuals will continue to serve as inspiration for others.

N55 is a platform for persons who wants to work together, share places to live, economy, and means of production. N55 is based in Copenhagen, Denmark, supplemented with studios in other places. (N55 & Wolfer, n.d.)

Source: N55. (n.d.). N55 [Manual]. Retrieved February 9, 2026, from https://www.n55.dk/MANUALS/N55/n55.html

11 Project in Design
Bee Home - SPACE10

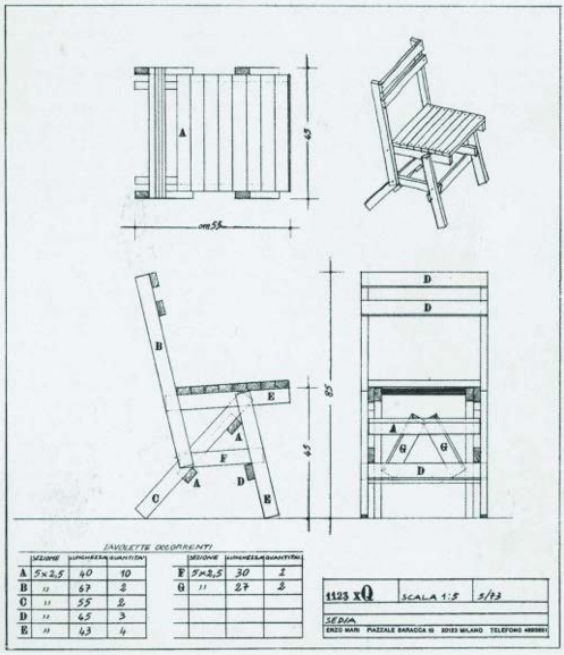
01 – Our lives — and planet Earth as a whole — would be very different if solitary bees didn't exist. They're vital for flowers, trees, animals and people. In fact, a third of what we eat depends on these busy, buzzing insects and other pollinators.

But, because of human impact, bees are in danger of going extinct. We've unwittingly destroyed their homes and natural habitats when building our own homes, gardens and cities. And we've turned to pesticides, chemicals and monoculture in farming, causing wildflower meadows to rapidly vanish across the planet.

That's why we at SPACE10 want to make it easy for anyone anywhere to design a beautiful home for these vital species. Bee Home is an open invitation for everyone to give bees the home they deserve — and to make sure that planet Earth thrives. (SPACE10, n.d.)

Source: SPACE10. (n.d.). Bee Home [Project page]. Retrieved February 9, 2026, from https://space10.com/projects/bee-home

Autoprogettazione - Enzo Mari



01 - In 1974, in reaction to the mass production of furniture, Enzo Mari created a book entitled, Autoprogettazione, which deals with the DIY construction of furniture and provides plans and instructions on how to create 19 items of furniture from ubiquitous materials. („Enzo Mari,“ 2025)

Source: Enzo Mari. (2025, December 5). In Wikipedia. https://en.wikipedia.org/wiki/Enzo_Mari

13 Project in Design
Prusa Research

01 – Prusa Research grew from Josef Prusa's work in the RepRap project. Our mission is clear: make enjoyable machines for everyone to use. Open-source is our heart, sharing how we do things so others can learn and create. Check the timeline of our entire history.
Our goal is for our printers to remain moddable, easily repairable, and produce amazing prints even decades after their initial release. Reprint the plastic parts, flash custom firmware, or completely modify our printers to meet your specific needs.

Our approach to sharing is careful and planned. Right away, we share things like our firmware and printable parts. Other details, like electronic schematics, come out a bit later. And hardware manufacturing info? That might be shared closer to the end of product's life. This helps us stay true to open-source while navigating today's market challenges.(Prusa Research, n.d.)

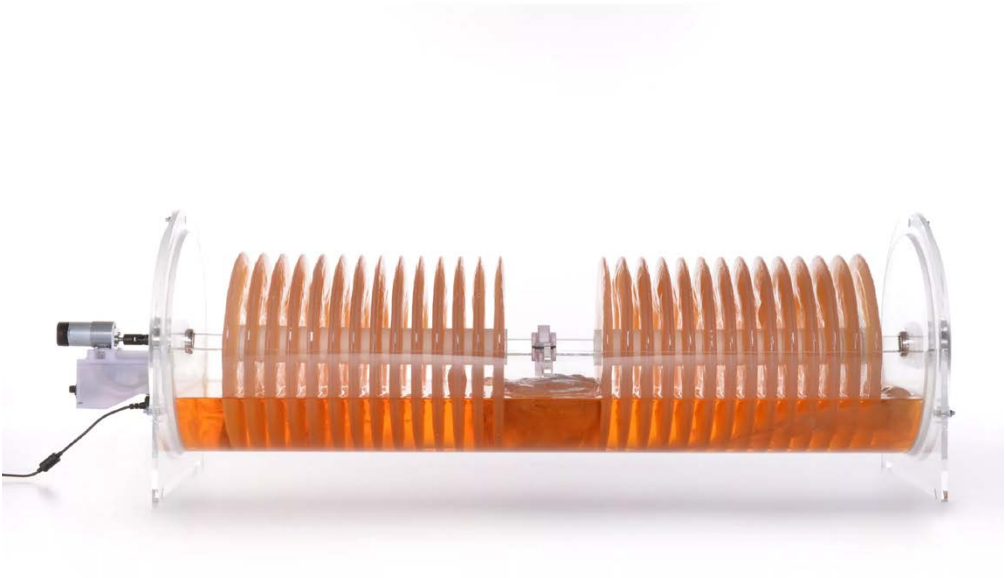
Source: Prusa Research. (n.d.). Open-source at Prusa Research. Retrieved February 9, 2026, from https://www.prusa3d.com/page/open-source-at-prusa-research_236812

14 Project in Design
Ecal Digital Market

01 – In partnership with the 3D printing company Formlabs, ECAL Master Product Design students present a range of innovative everyday life objects, produced through a print farm within the exhibition and sold directly on site. Projects from ECAL faculty and alumni are also available. The concept was imagined by Camille Blin, head of the Master Product Design, and Christophe Guberan, ECAL tutor. (ECAL, 2018)

Source: ECAL. (2018). ECAL Digital Market [Project page]. Retrieved February 9, 2026, from https://ecal.ch/en/feed/projects/5552/ecal-digital-market/

15 Project in Design
InnoCell Bioreactor



01 – The ‘InnoCell Bioreactor’ (IB) is an open-source unit enabling enhanced SCOBY production and yield. The IB is an outcome of the interdisciplinary project InnoCell exploring the (g)local potential of SCOBY’s bacterial cellulose production and applications. The InnoCell Bioreactor is designed as a DIY module that could be scaled up or down according to needs and technological availability. As an innovative module, it fosters accelerated development of production models related to glocal production and interconnected systems. (Design Friction Lab, n.d.)

Source: Design Friction Lab. (n.d.). InnoCell Bioreactor [Project page]. Retrieved February 9, 2026, from https://designfrictionlab.com/project/bioreactor/

16 Project in Design
Precious Plastic

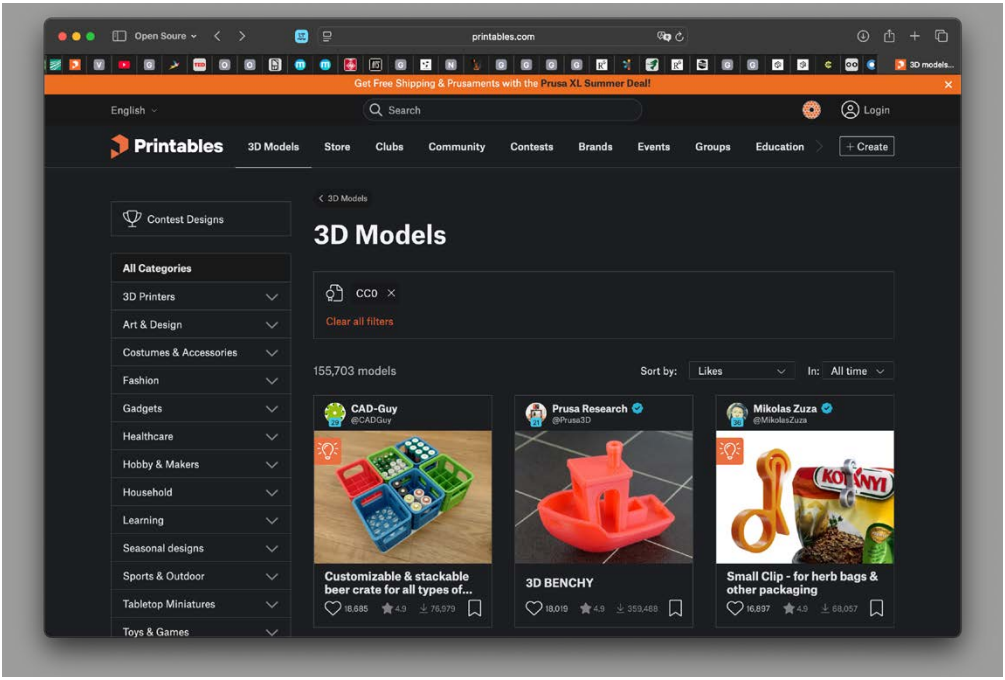
01 – „Precious Plastic is a global open-hardware project that provides the tools, knowledge, and platform for anyone to start a small-scale plastic recycling operation locally. Founded in 2013 by Dutch designer Dave Hakkens, it relies on a series of open-source machines that communities can build themselves to transform plastic waste into new, valuable products.
The project‘s goal is to empower a decentralized network of individuals and small businesses to tackle plastic pollution.“ – Google AI

Sources: Precious Plastic Community. (n.d.). Library [Web page]. Retrieved February 9, 2026, from https://community.preciousplastic.com/library?sort=Newest

Space 10 – Open Fabrication

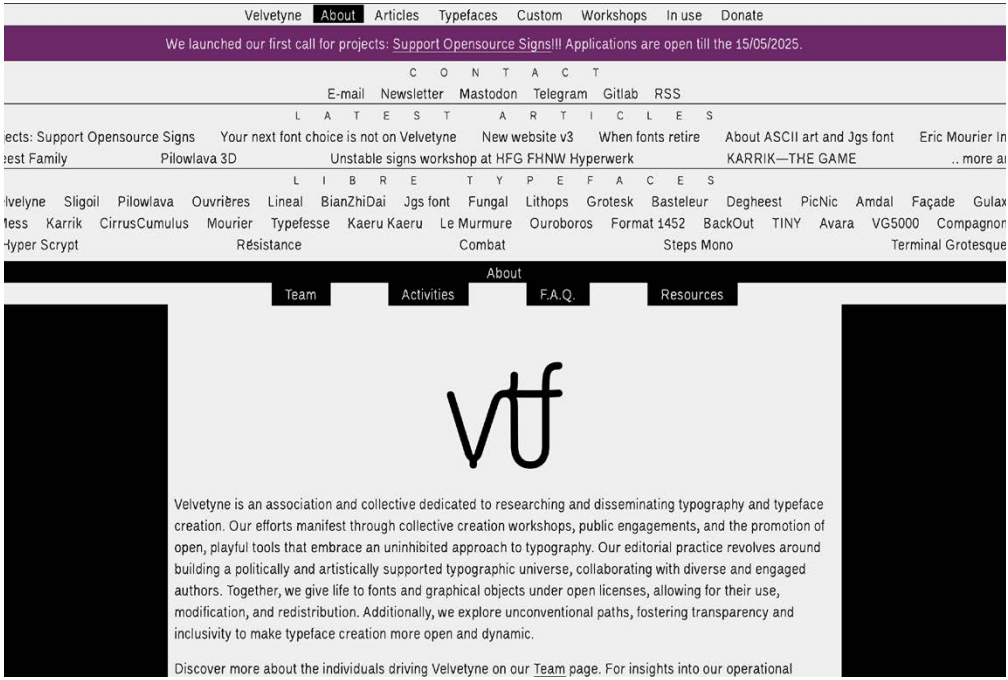
01 – Open Fabrication utilises digital fabrication and open-source design principles to transform paper waste into affordable customised furniture. (SPACE10 & Ransmeier Inc, 2019)

Sources: SPACE10 & Ransmeier Inc. (2019). Open Fabrication: Democratising Custom-Made Design [Project page]. SPACE10. Retrieved February 9, 2026, from https://space10.com/projects/open-fabrication



01 – Printables is a sharing platform for 3D-printable designs developed by Prusa Research. It´s kind of a social media for design sharing. Designers can gain non-monetary rewards by publishing designs. These rewards are granted for every successful make. Designs can be published under different licences. Licences that comply with the Open Source definition of OSHWA are also available. This then allows for a vivid remix and adaptation culture.

Source: Prusa Research. (n.d.). Printables [3D model repository]. Retrieved February 9, 2026, from https://www.printables.com/



01 – Velvetyne is an association and collective dedicated to researching and disseminating typography and typeface creation. Our efforts manifest through collective creation workshops, public engagements, and the promotion of open, playful tools that embrace an uninhibited approach to typography. Our editorial practice revolves around building a politically and artistically supported typographic universe, collaborating with diverse and engaged authors. Together, we give life to fonts and graphical objects under open licenses, allowing for their use, modification, and redistribution. Additionally, we explore unconventional paths, fostering transparency and inclusivity to make typeface creation more open and dynamic. (Velvetyne Type Foundry, n.d.)

Source: Velvetyne Type Foundry. (n.d.). About. Retrieved February 9, 2026, from https://www.velvetyne.fr/about/

20 Project in Design
Open Desk

01 – Opendesk is a global platform for local making. We host digital furniture designs that can be made anywhere in the world through a global network of local makers. (Opendesk, n.d.)

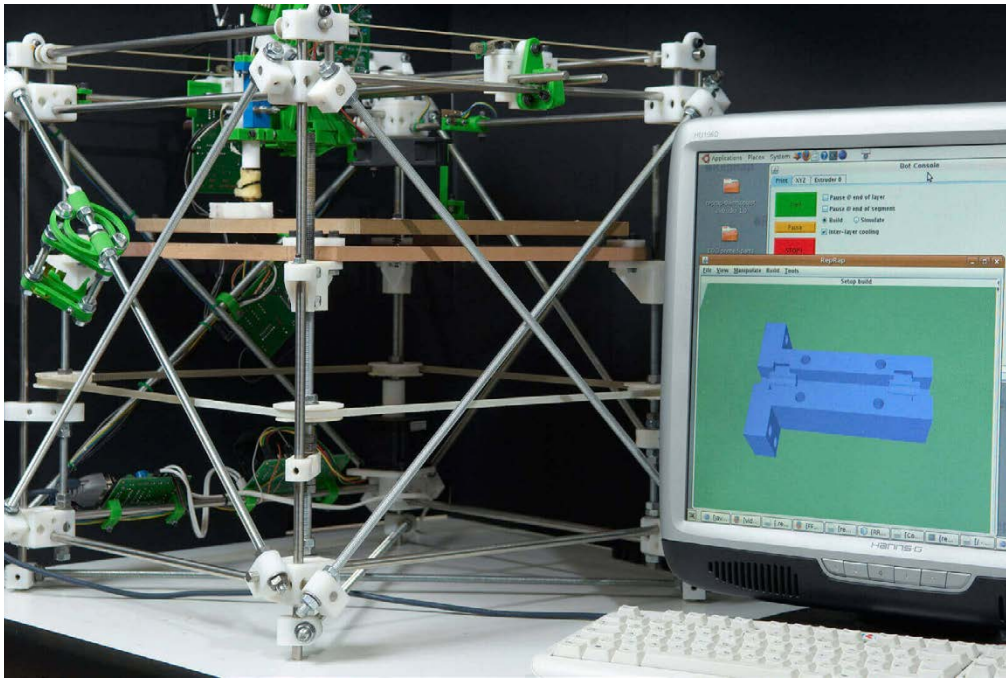
Source: Opendesk. (n.d.). About Opendesk. Retrieved February 9, 2026, from https://www.opendesk.cc/about

21 Project in Design
Open Dot

01 – OpenDot (IT) OpenDot is a research and open innovation hub, a space dedicated to rapid prototyping and digital manufacturing, open and accessible to all. OpenDot, founded in Milan in 2014 by the design studio Dotdotdot, OpenDot generates changes that find in open source and technological know-how opportunities for growth in educational, design and production level. (Distributed Design, n.d.)

Source: Distributed Design. (n.d.). OpenDot [Member profile]. Retrieved February 9, 2026, from https://distributeddesign.eu/member/opendot/

RepRap Project



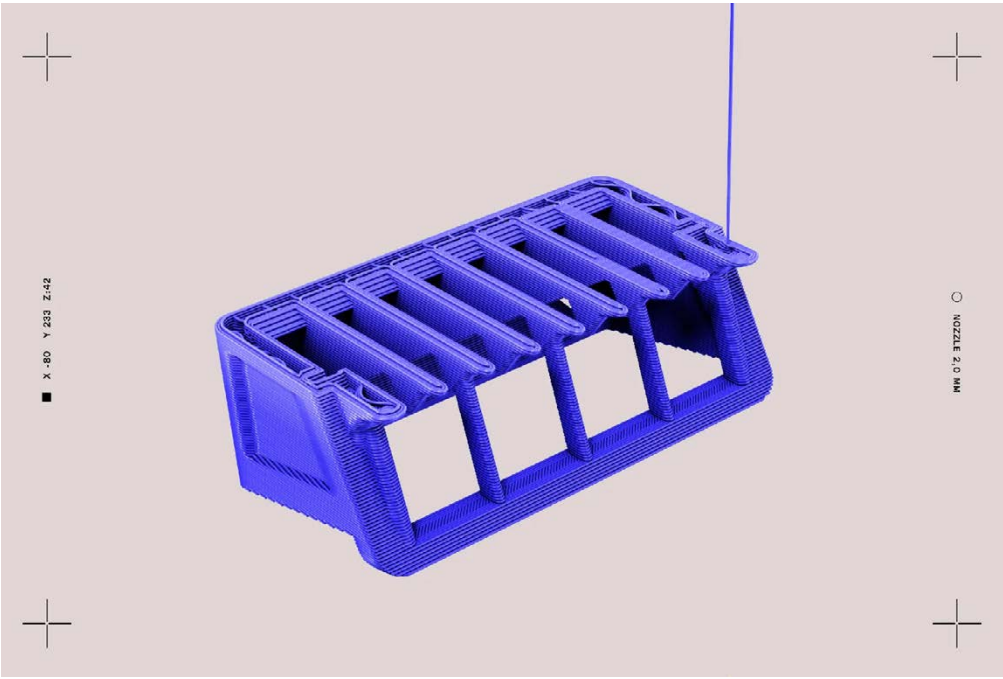
01 – The RepRap project started as a university initiative to develop a 3D printer that can print many of its own components and be low-cost.
RepRap (replicating rapid prototyper) uses an additive manufacturing technique called fused filament deposition (FDM) This process was invented and patented by Stratasys; the patent expired in 2009. Allowing these impactful open source developments. Which had a huge part in the domestication of 3D printers as we know them today.

Source: Image: All3DP. (2016, April 8). The Official History of the RepRap Project.

01 – Voron Design develops a series of high-speed 3D printers.
The printers are developed collaboratively as open-source designs. The printers are known for high speed and precise print quality. Leading to copying and profiting from the open source R&D by big manufacturers like Bambulab.

Source: Voron Design. (n.d.). VORON Design. Retrieved February 9, 2026, from https://vorondesign.com/
Picture: Voron.at. (n.d.). [Photograph of Voron 2.4 R2 3D printer] [Image]. https://voron.at/produkt/voron-2-4/

FIXABLES – Phillips Prusa Research



01 – 3D printable parts for fresh starts. Welcome to Philips Fixables — a collaboration with Prusa Research to help Philips products last longer in your home. Here you'll find 3D-printable spare parts, clever fixes, and creative upgrades, designed with sustainability and longevity in mind. Some are made by us. Many are inspired by you. Download, print, and share. Let's make fixing part of everyday life. (Philips, n.d.)

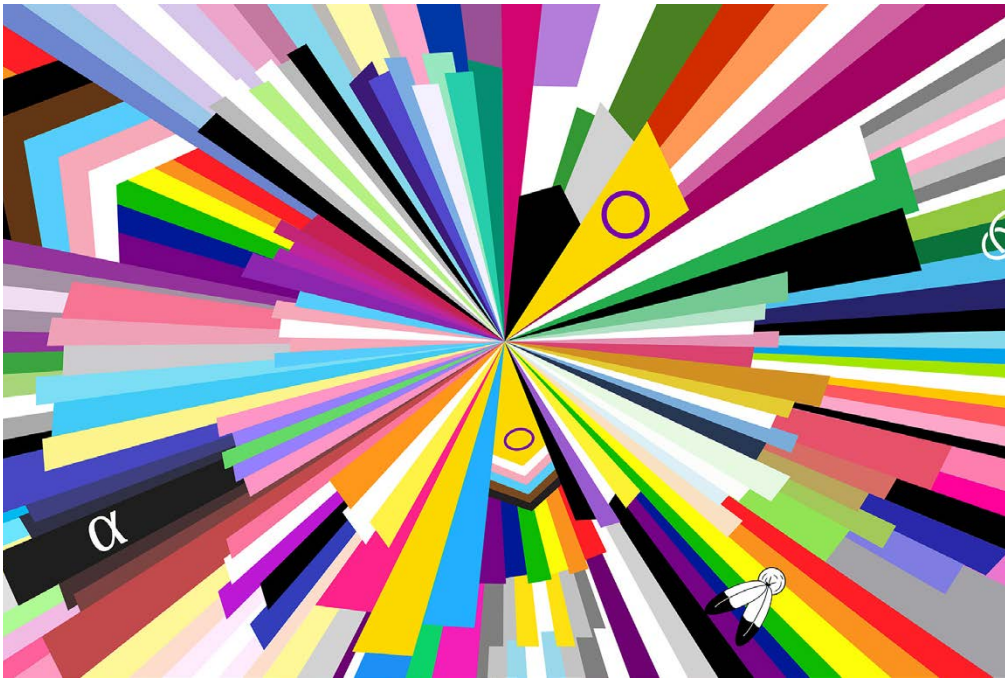
Source: Philips. (n.d.). Philips [Printables profile]. Printables. Retrieved February 9, 2026, from https://www.printables.com/@Philips

25 Project in Design
Polyformer

01 – California-based industrial designer Reiten Cheng has developed a recycling machine that can be 3D printed using open-source instructions and used to turn PET bottles into filament for additive manufacturing. Polyformer was designed to make it cheaper and easier for independent makers to create products from repurposed waste materials instead of relying on virgin plasti. (Morris, 2022)

Sources: Morris, A. (2022, May 26). Open-source machine Polyformer turns bottles into 3D printing filament. Dezeen. https://www.dezeen.com/2022/05/26/polyformer-reiten-cheng-recycling-machine-design/

Microsoft's open-source design for Pride flag



01 – Microsoft has created a kaleidoscopic new version of the Pride flag that represents 40 different LGBTQIA+ communities and can evolve to include even more.
Microsoft, which says the project was created by its LGBTQIA+ staff, released an earlier version of the flag during Pride month in June and has now updated the design and made it open source.
Images of the flag and its related assets are available for download through GitHub and Figma under Creative Commons licenses. This means people can not only access and use the finished file but edit and add to it to create their own version. (Aouf, 2022)

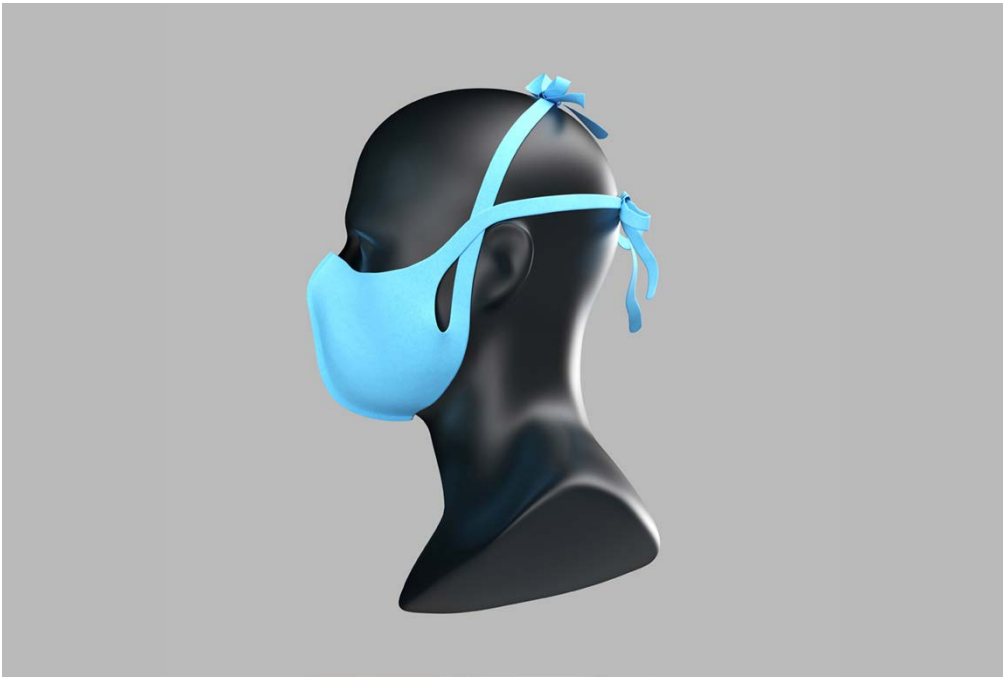
Source: Aouf, R. S. (2022, October 28). Microsoft releases „most inclusive" pride flag as open-source design. Dezeen. https://www.dezeen.com/2022/10/28/microsoft-pride-flag-open-source-design/

27 Project in Design
face shieldsfrom BIG, KPF and Handel Architects

01 – Architects across America including BIG, KPF and Handel Architects have teamed up as part of an open-source project to manufacture face shields to protect hospital workers treating corona-virus patients.
Firms across the country are using their own 3D printers and laser cutters to make the visors, which are being delivered to hospitals for distribution to front-line medical staff amid shortages of the safety devices.
Many of the architects are basing their visors on open-source files created by Erik Cederberg of Swedish 3D-printing company 3DVerkstan. The simple design consists of a laser-cut clear plastic shield that covers the face and a printed visor band that fits across the user‘s forehead. (Fairs, 2020)

Sources: Fairs, M. (2020, March 29). American architects and schools use 3D printers to make face shields for hospital workers. Dezeen. https://www.dezeen.com/2020/03/29/american-architects-coronavirus-face-shields-hospital-workers/

Standard Issue – open-source design for CNC-cut face mask



01 – Brooklyn design agency Standard Issue has created an open-source design for a face mask that can be CNC-cut and produced on a large scale.
Standard Issue‘s product, called One Mask, is designed so it can be produced by companies that have access to automated cutting and seaming technologies, such as manufacturers for furniture, fashion and sportswear brands. The face mask is not intended to be medical grade but instead aims to help ramp up the production of masks for use by the public. The Centers for Disease Control and Prevention (CDC) has urged everyone living in the US to wear a face cover whenever they are outside of their homes to help slow the spread of Covid-19. (Cogley, 2020)

Sources: Cogley, B. (2020, April 14). Standard Issue creates open-source design for CNC-cut face mask. Dezeen. https://www.dezeen.com/2020/04/14/open-source-face-mask-standard-issue/

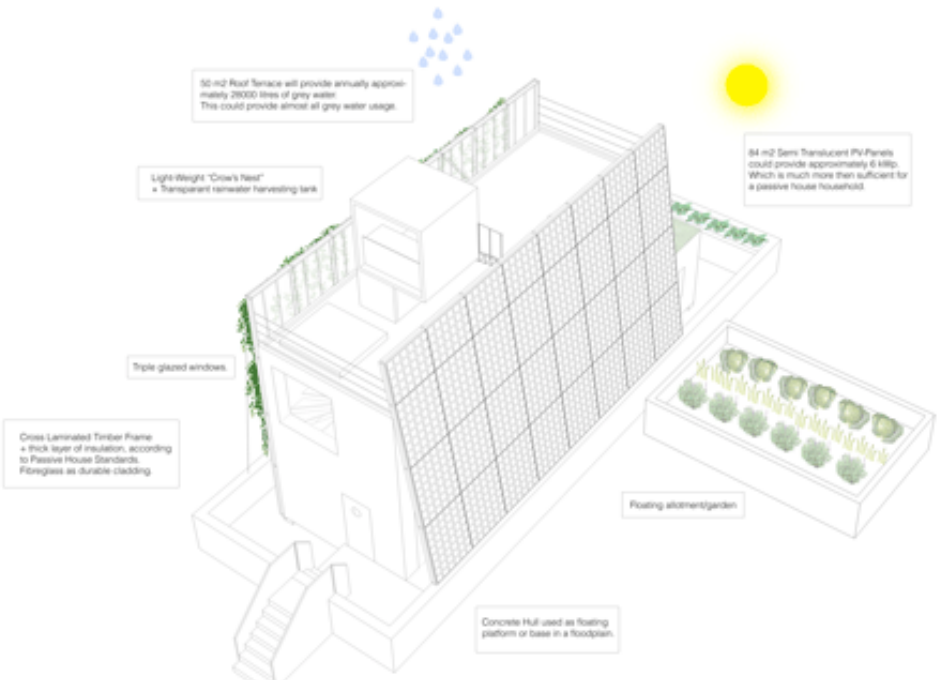
Space10 and Opendesk – „hack“ for Tom Dixon‘s modular bed for IKEA

01 – The Space10 innovation lab has teamed with open-source manufacturing platform Opendesk to create workspace attachments for IKEA‘s Delaktig system by Tom Dixon. Created by a team of seven designers, the attachments turn the sofa bed into work furniture, potentially extending its product cycle. (Morris, 2017)

Source: Morris, A. (2017, June 16). Tom Dixon‘s modular bed for IKEA hacked by Space10 and Opendesk. Dezeen. https://www.dezeen.com/2017/06/16/tom-dixon-delaktig-modular-bed-ikea-hacked-by-space10-opendesk-design/

30 Project in Design

Carl Turner – open-source house that floats on floodwater



01 – London architect Carl Turner has developed a design for a prefabricated floating house and has made the plans available to download via an open-source architecture website. Described as „part-house and part-boat“, the buoyant residence isn‘t designed for any particular site – Carl Turner Architects sees the design as a solution to the problem of flooding that affects many parts of the UK. (Frearson, 2015)

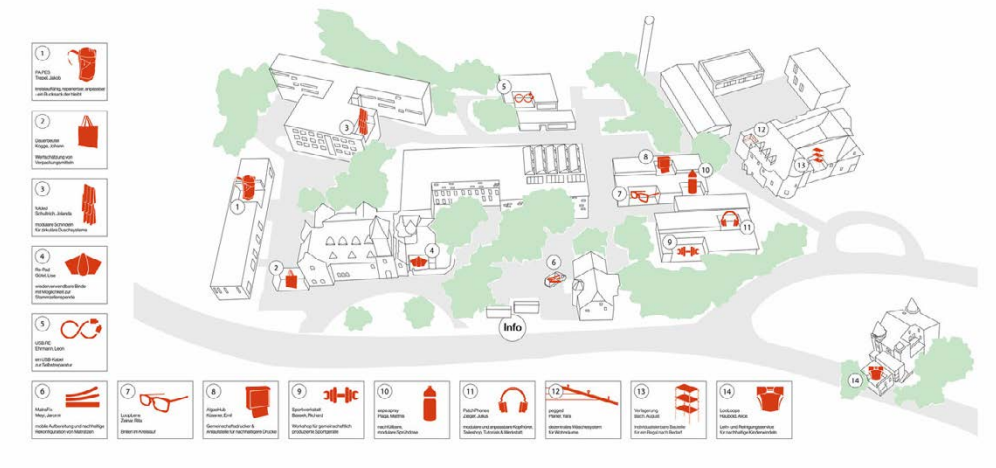
Source: Frearson, A. (2015, January 23). Carl Turner designs open-source house that floats on floodwater. Dezeen. https://www.dezeen.com/2015/01/23/carl-turner-prefabricated-open-source-floating-house-floodwater/

Open Knit

01 – Designer Gerard Rubio has created an open source robotic loom that is able to knit entire seamless garments in less than one hour. Springing from Rubio's own studies with 3D printing at Escolar Superior de Disseny in Barcelona, OpenKnit allows users to design and print their own garments seamlessly on one machine. The designer built OpenKnit completely from scratch, drawing up plans and putting it together as he went, following a trial and error process that took more than a year. (Magee, 2014)

Source: Magee, T. (2014, September 17). OpenKnit is an open source 3D-knitting machine that creates garments in just one hour. Dezeen. https://www.dezeen.com/2014/09/17/openknit-clothes-3d-knitting-machine-loom-gerard-rubio/

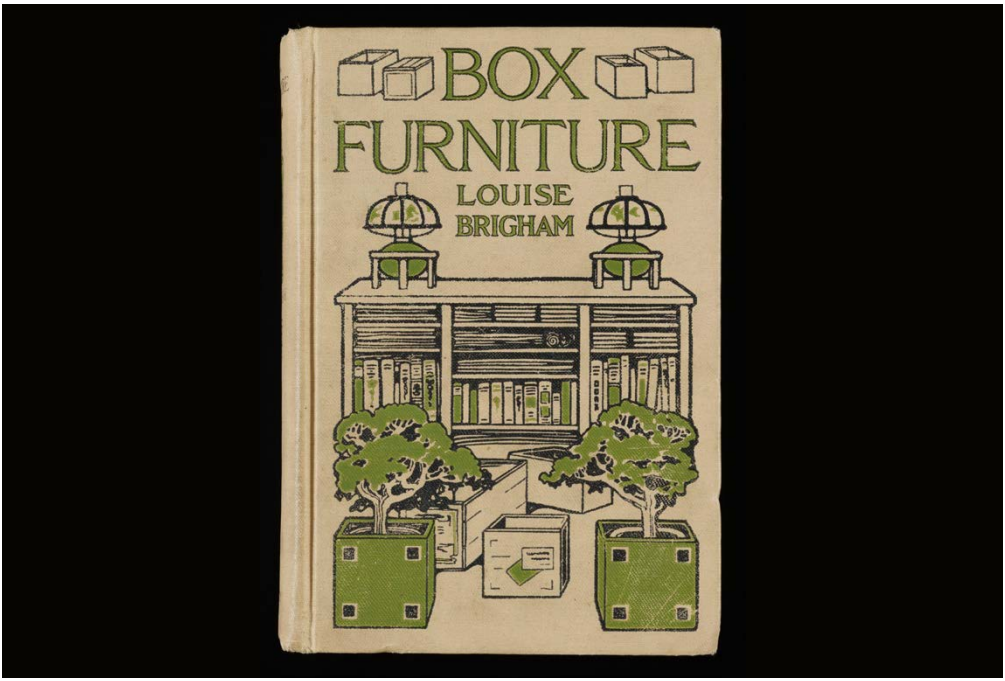
Sorry, we are open! – Burg Halle



01 – The demand for sustainable consumption is increasing. The supply is lacking. More and more people are willing to change their habits in order to live more sustainably. In addition to living, working and mobility, this also applies in particular to the consumption of consumer goods and commodities. More and more people would like to buy products made from recycled materials, have products repaired, buy regional products and even spend more money on them. More and more people would prefer to borrow products rather than own them, lend their possessions or even make their expertise available. More and more people would like to understand what? how? where? where from? why? they consume and what effect this has. (Burg Giebichenstein Kunsthochschule Halle, n.d.)

Source: Burg Giebichenstein Kunsthochschule Halle. (n.d.). Designing in digital contexts: Open. https://www.burg-halle.de/designing-in-digital-contexts/open/

Box Furniture - Louise Birgham



01 – The innovative book explores sustainable design and do-it-yourself endeavours. The book details the origins of her idea and includes a section on the basic tools and techniques required to build furniture, along with twelve chapters on the construction of box furniture for domestic use. The book contains illustrations of every piece of design, as well as 15 illustrations which show the placement of box furniture in different rooms of a house. Next to the latter illustrations, minute instructions describe the chosen materials, colour schemes, motifs and techniques used to create Brigham's interiors. The book was illustrated by the interior designer Edward H. Ascherman, an American designer born to German parents, whom Brigham met while studying in Vienna under the tutelage of Hoffmann at the Kunstgewerbeschule. (Victoria and Albert Museum, n.d.)

Source: Victoria and Albert Museum. (n.d.). Box furniture: How to make a hundred useful articles for the home [Museum object]. https://collections.vam.ac.uk/item/O1547733/box-furniture-how-to-make-book-brigham-louise/

The Wanderlust incense burner – Modem Works and Uniform

01 – The Wanderlust incense burner by Modem Works and Uniform is a open source incense burner, that was released silmutaniusly with the Wanderlust Incense by Uniform.

Picture source: Unifrom. (n.d.). Wanderlust incense [Product page]. https://unifrom.com/products/wanderlust-incense

35 Project in Design
MONTAJE SILLA K2- Marc Morro

01 – Guía rápida para hacerte fácilmente esta silla por menos de 20€, con listones de abeto batallero en secciones standard, utilizando clavos y un martillo. (Morro, 2025)

Translated by Deepl:
„Quick guide to easily make this chair for less than €20, using standard sections of spruce slats, nails and a hammer.“

This DIY Chair design was published by Marc Morro on his Instagram on the 8th December 2025.

Source: Morro, M. [@marcmorro]. (2025, December 8). MONTAJE SILLA K2 [Post]. Instagram. https://www.instagram.com/p/DSAuKFyDLqO/

Self feeding open source filament pelletizer – Teaching Tech

01 – This is a filament pelletizer which converts old or unwanted filament into short pellets. It aims to be safe, tidy and easy to use. My favourite feature is the self feeding mechanism that is geared from the power drill input. (TeachingTech, 2024)

02 – For my memoire I also tried out this design, but had to do a lot of troubleshooting to get this design to work properly.

Source: TeachingTech. (2024, January 2). Self feeding open source filament pelletizer [3D model]. Printables. https://www.printables.com/model/672486-self-feeding-open-source-filament-pelletizer/remixes

37 Project in Design
Made in Local – Ishinomaki Lab

01 – „Collaborating with international makers to share the essence of our craft, born out of our own local experience in Ishinomaki, Japan. The Made in Local initiative started as a simple desire to somehow bring Ishinomaki Lab's designs and story to a local context, and has since grown to encompass a more thorough relationship with people (local makers and market), place (locally-available materials), and product. Made in Local projects are currently located in London, Manila, Berlin, Detroit, Busan (South Korea), Singapore, Munich, Mexico, and Scandinavia. Additionally, inspired by Made in Local, Ishinomaki Lab is also working on domestic collaborations in Japan. Ishinomaki Lab aims to further develop Made in Local projects with the hope that more communities can be invigorated by good design.(Ishinomaki Laboratory, 2021)

02 – IL published several of there designs in the past, as 3D-files on their website, to be made by oneself for non-commercial purpuses only. But the newest additions to their catalog are missing. There are no build instructions for any of their designs, publicaly available.

Source: Text and Image: Ishinomaki Laboratory. (2021, June 7). Made in local. https://ishinomaki-lab.org/news/news/made-in-local/

Openprinter – Open Tools

01 – Openprinter is a repairable, compact, and robust printer designed to last. Fully repairable and equipped with a refillable ink system, it adapts to your needs while reducing your printing costs. Easy to maintain, it offers a sustainable, economical, and eco-friendly alternative to traditional printers.(Open Tools, n.d.)

02 – The design files and prices have not yet been published.

Source image and text: Open Tools. (n.d.). Open Tools / OpenPrinter. Retrieved February 9, 2026, from https://www.opentools.studio/

39 Project in Design
Etsy

01 – The marketplace for selling craft objects as an independent Maker or Designer.

Source: Etsy, Etsy Logo, 2010, digital graphic © Etsy Inc. / Wikimedia Commons

Thingiverse

01 – One of the firts repositories for sharing 3D printable files, aiding the forming of the culture of „Open Source Hardware“.

Source: Thingiverse, Thingiverse Website Banner, n.d., digital image © Thingiverse

Makerworld

01 – Makerworld is a repository for 3d printable designs. Everyone can upload, share, and remix 3D models. There is also an option to sell design files and earn boost points by publishing designs. These points can then be exchanged for credits at the Bambulab store or, for selected designers, for money.
Designers can also make money by using MakerSupply parts sold by Bambulab and earn a sales commission.
A crowdfunding option for 3D-printable Projects was added relatively recently, allowing backers to support the development of an idea.

Source: Bambu Lab, Maker's Supply Logo, n.d., digital graphic © MakerWorld

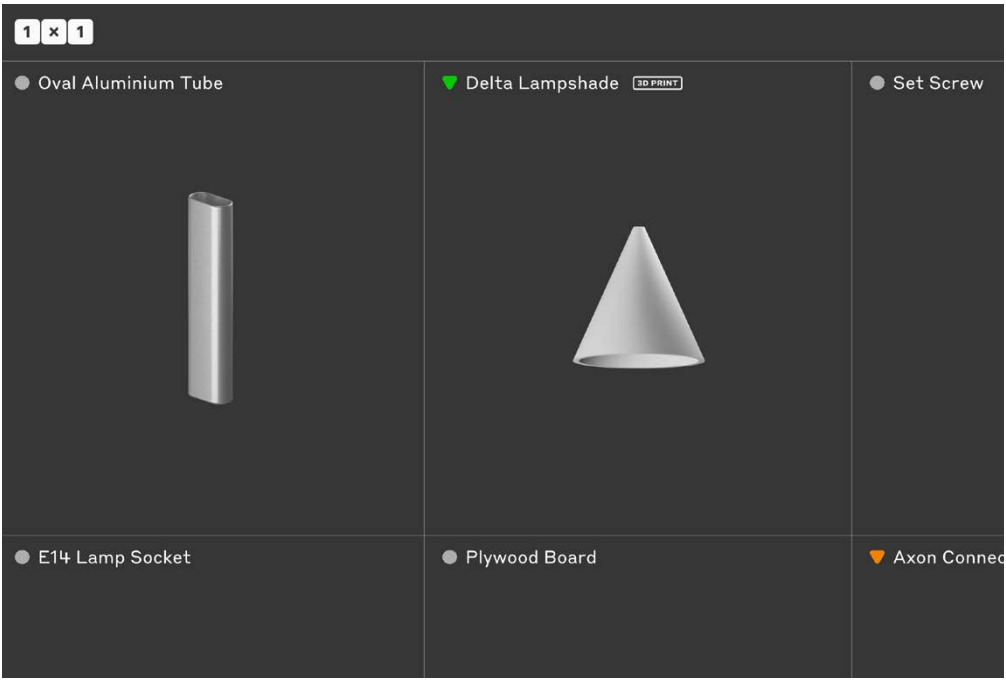
01 – The framework produces modular, upgradable, and easily repairable laptops and computers. Bringing Desktop Computer upgradability to notebooks. The design also allows for the easy replacement of the display and keyboard, as well as many other components. Eventhough not open-source the computer offers some of the repairability advantages of open source in an closed system.

Sources: Patel, N. (2021, February 25). Introducing the Framework Laptop. Framework. https://frame.work/blog/introducing-the-framework-laptop
Image: Framework Laptop Exploded View, 2021, digital image © Framework Computer Inc.

01 – Fairphone aims to fairly produce a modular, upgradable smartphone. Although it hasn‘t completely succeeded with the fairness parameter because standard components have to be sourced from common suppliers, the modularity and upgradability have been successful. Phones can be upgraded for at least 2 generations, and spare parts and easy repair instructions can be found on their website. Fairphone is another example of a product that‘s not open source, but still offers some of the repairability advantages of open source in a closed system.

Source Image: Fairphone, Fairphone 6, n.d., digital product image © Fairphone B.V.

1x1 systems



01 – Although not open source, 1x1 systems offers a wide range of home furniture products for self-production through 3D-printable connectors. One can buy the file and instructions and then build themselfs. This allows for customisation and a deeper connection to the product, which we know normally only form open source.

Sources: 1×1 Systems. (n.d.). 1×1 Systems. Retrieved February 9, 2026, from https://1x1.systems/
Image: 1×1 Systems. (n.d.). 1×1 Systems homepage [Screenshot]. Retrieved February 9, 2026, from https://1x1.systems/

01 – Low-Tech Magazine (LTM) is a collection of DIY guides for building low-tech solutions to everyday problems. These guides are hosted on a solar powered website. Most of the projects focus on builds involving solar energy, energy harvesting, or electronics. These projects range from a solar coffee maker to bicycle generators. LTM has also published a few books covering their designs and general topics like the circular economy, and so on.

Sources: De Decker, K. (n.d.). Low-tech Magazine. https://solar.lowtechmagazine.com/ De Decker, K. (n.d.). Low-tech Magazine. https://solar.lowtechmagazine.com/
Image: De Decker, K. (2026). [Screenshot of the Low-tech Magazine homepage]. Low-tech Magazine. Retrieved February 22, 2026, from https://solar.lowtechmagazine.com/