IAT336
D101
TEAM BRUH
WEEK 9

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TIFFANY CHENG
TONY JING
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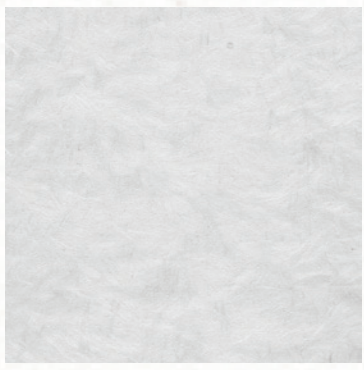
CEMENT/PLASTER

SMOOTH CEMENT

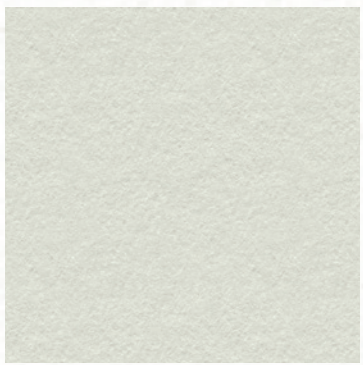
ROUGH CEMENT

PLASTER

PAPER



TRANSLUCENT JAPANESE PAPER



MATERIAL SELECTION

COMMON	plaster or cement for the base and the paper for the light cone
UNCOMMON	cement around the light source and the paper for the base
FOUND	electric circuit, light bulb, switches, nuts and screws
METHODS	plaster/cement - injection molding, casting paper - laser cutting, paper cutting, folding, heat bending, gluing, slotting

TECHNOLOGY UPDATE

Lighting: Led bulbs, led strips
Switches: Rocker switch, push-button switch, dimmer
Other: Wiring, breadboard, potentially arduino for richer interaction

DIVISION OF LABOUR

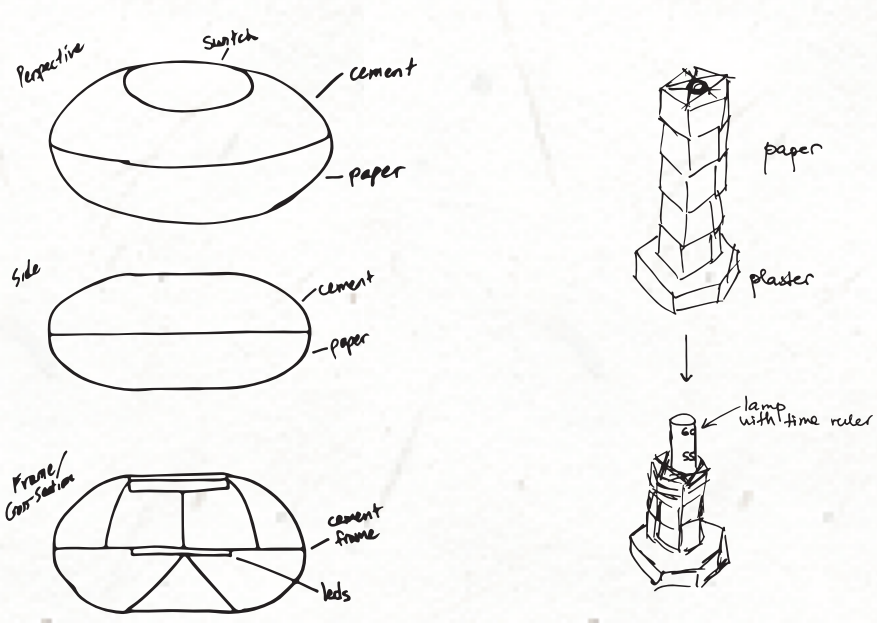
The whole team will work on prototyping together, but Tony will be the designated captain.

Daria will maintain communication with both the professors, solidspace, and any potential shops we need to purchase supplies from. Both Daria and Tony are in charge of graphic design

Tiffany will be in charge of any 3D modeling or writing that is required. She will also help with finalizing any graphic design details, making sure there are no details that are overlooked.

Shilp will maintain and watch over the blog. He will also be the main assistant for any 3D modeling that needs to be done.

SKETCHES



	WEEK 9	WEEK 10	WEEK 11	WEEK 12	WEEK 13
DUE	4 prototype models	1:1: Physical model Moodboard of chosen materials, colors, and finishes	Refined 1:1 model with working electrical components Material selection finalized Finalize timetable and SolidSpace bookings	Continue working on final deliverable (blog, prototype, poster)	Final blog Working Prototype Poster
TASKS	each team member creates 1 prototype	choose 1 model to focus on, iterate, and build new prototype investigate all the materials needed and finishes start figuring out the electrical component	finish the electrical circuit part test the electrical circuit book the space in the solid space buy the materials needed	refine the previous model build the final model test the final model	Finishing touches Refine interactions