



Introduction to Personal Fabrication

CTHCI'20 – Marcel Lahaye



RWTHAACHEN
UNIVERSITY



Marcel Lahaye

Research Assistant
PhD Candidate
RWTH Aachen University
Media Computing Group

 Process Documentation in
Open Makerspaces

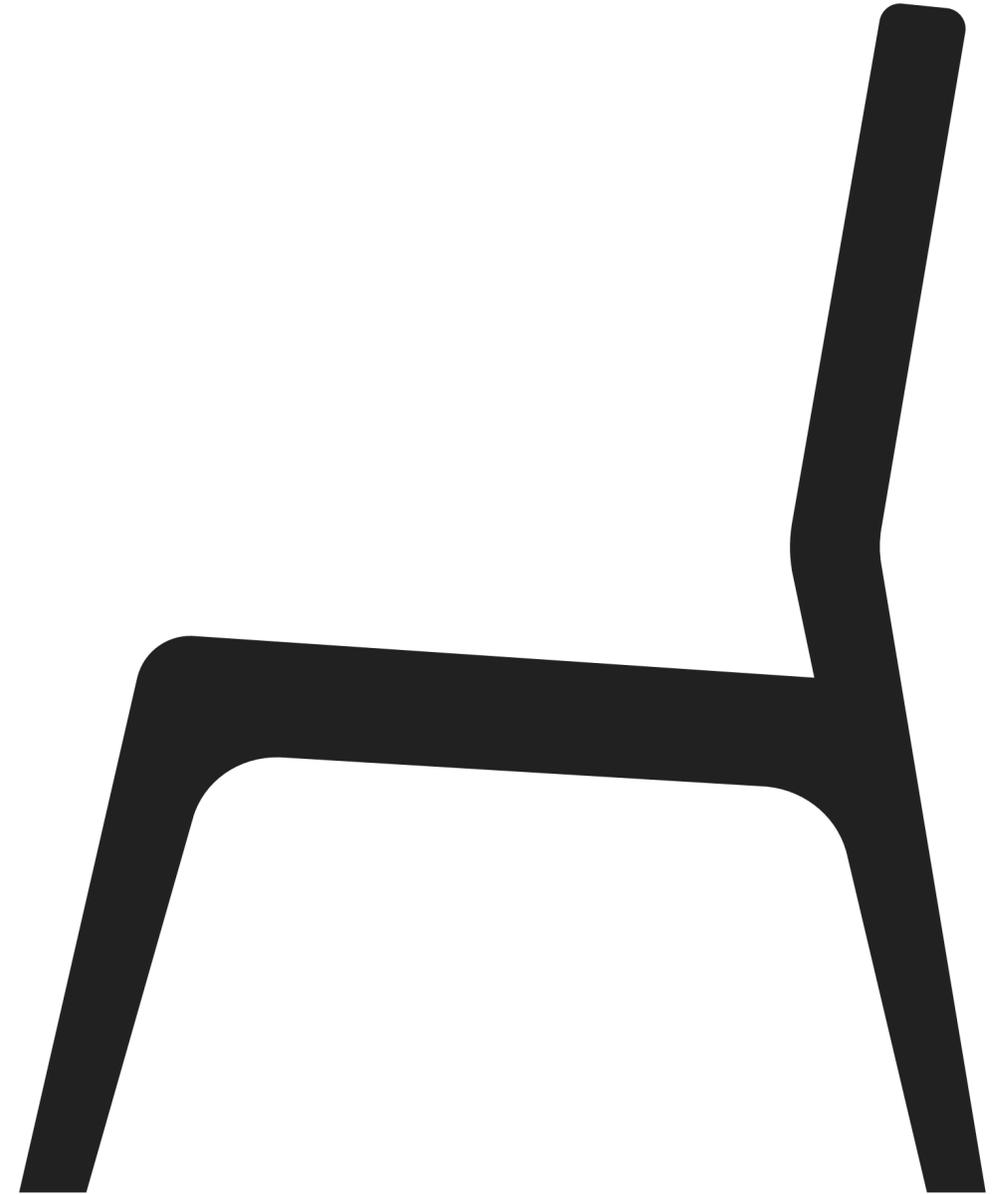
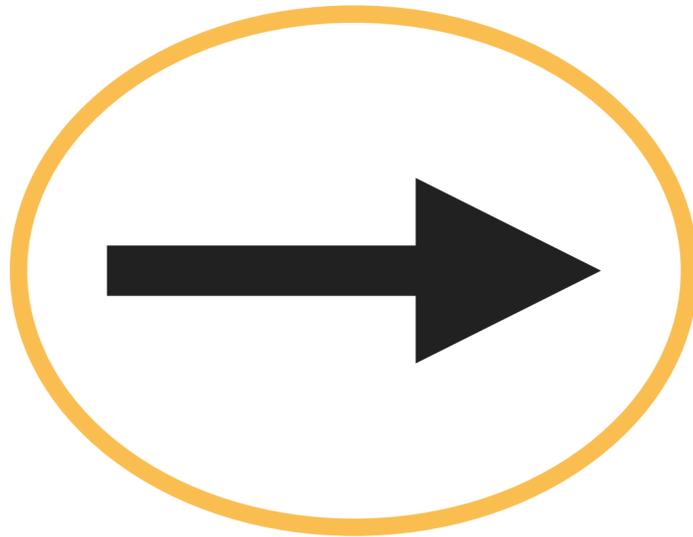
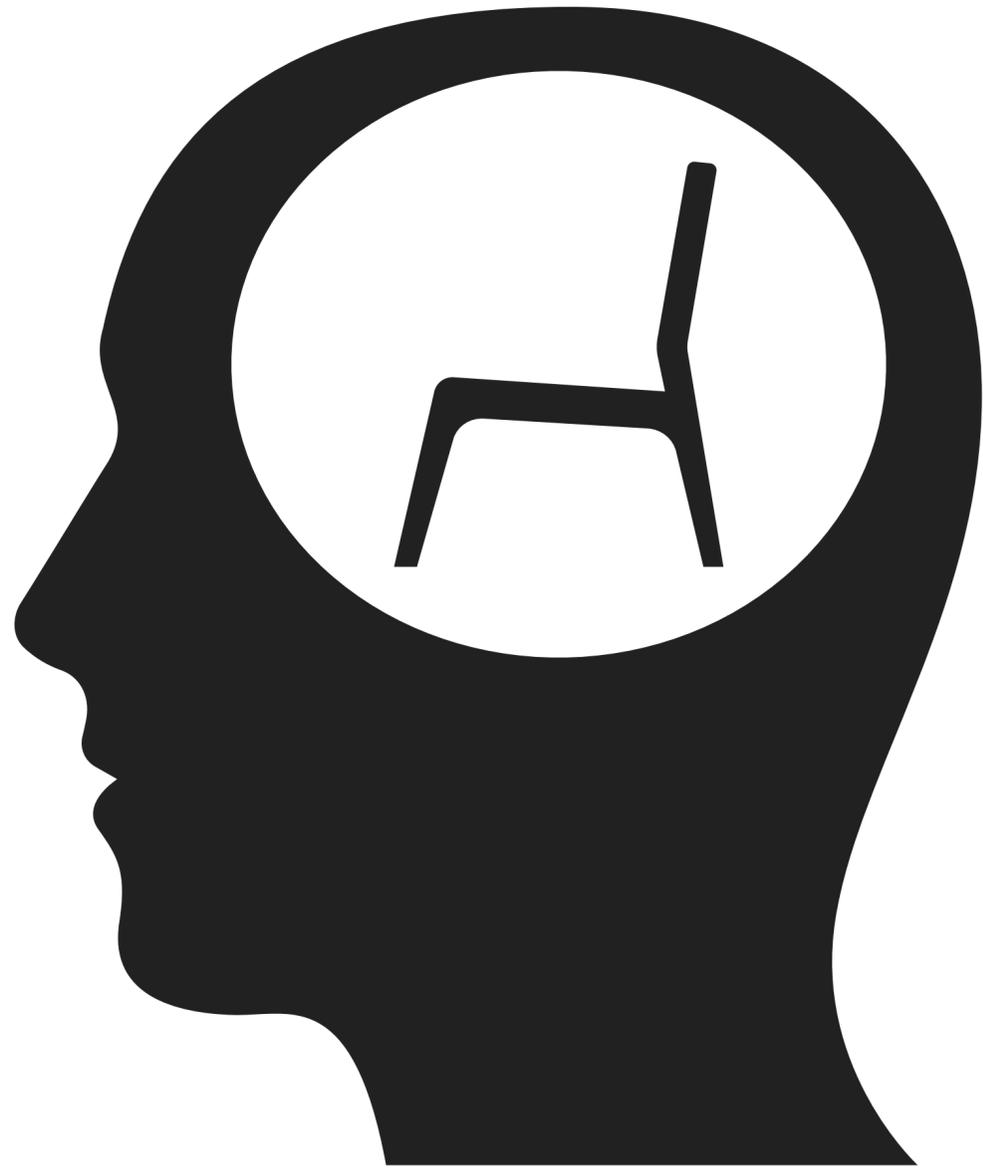
 lahaye@cs.rwth-aachen.de
 hci.rwth-aachen.de/lahaye



**RWTHAACHEN
UNIVERSITY**

What is Personal Fabrication?





How can we empower **everyone** to create physical objects with ease?

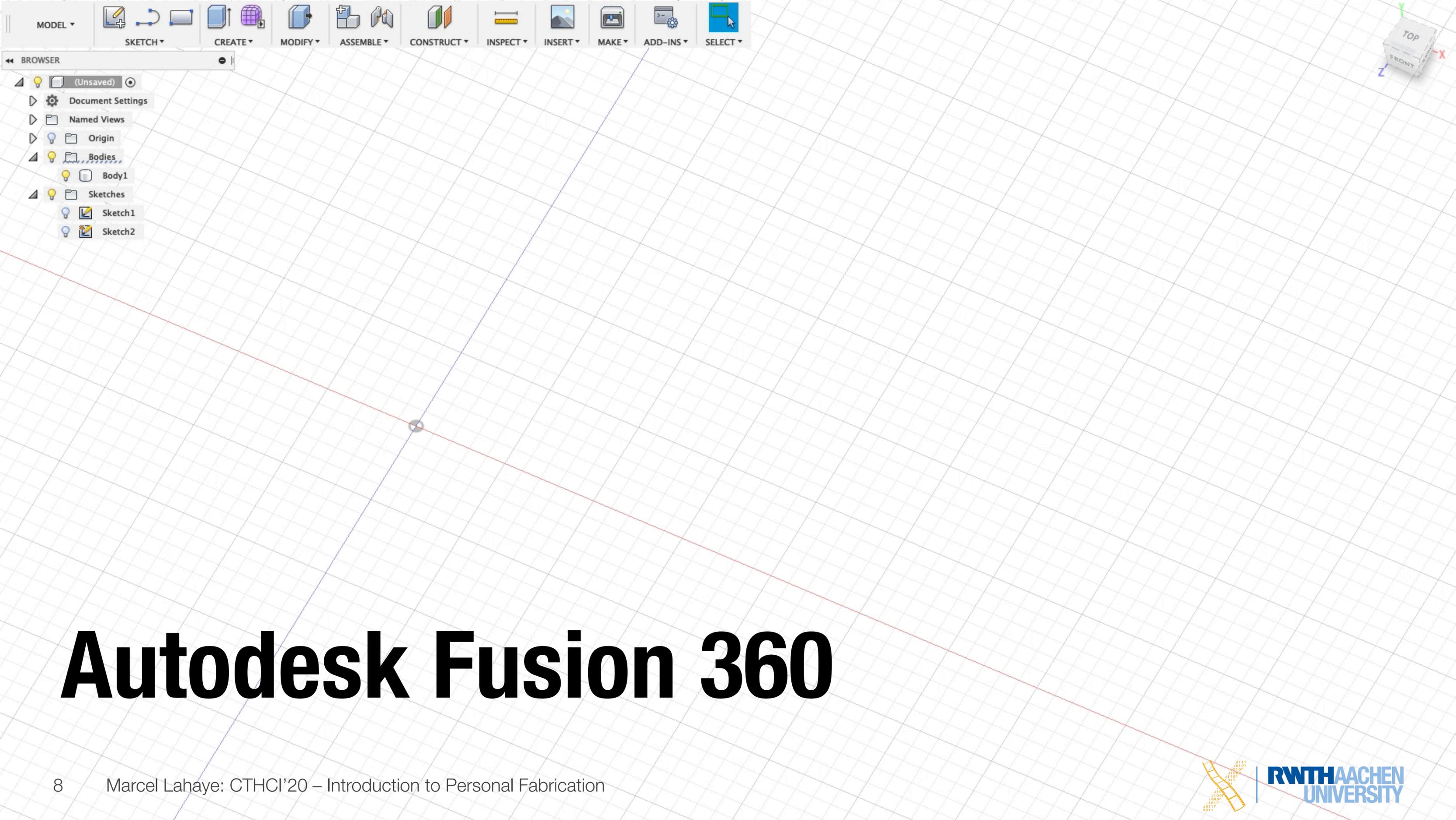


Digital Fabrication

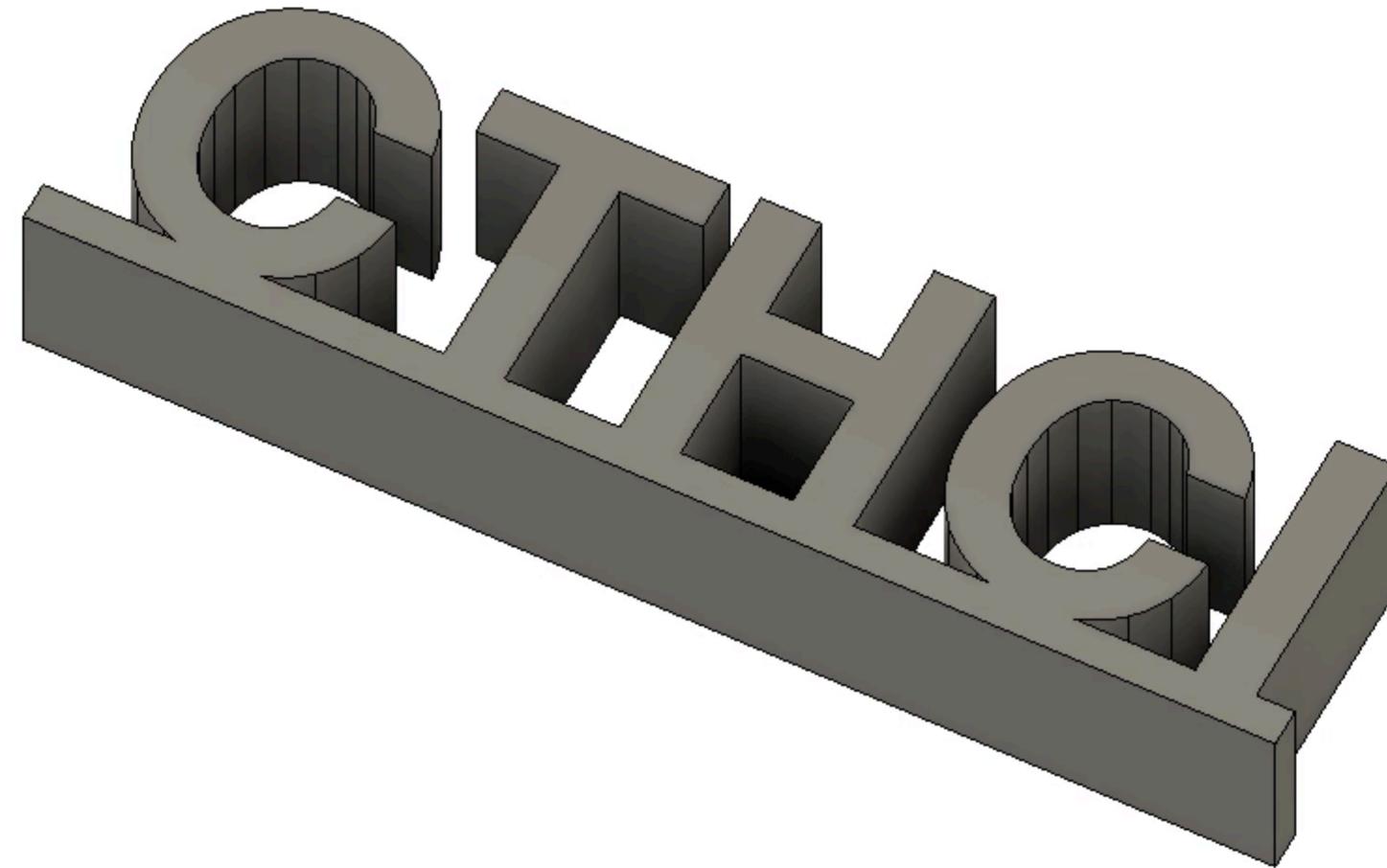


Digital fabrication tools turn bits
into atoms, i.e. they create **material
objects from digital designs.**

- Catarina Mota, The Rise of Personal Fabrication, C&C'11



Autodesk Fusion 360

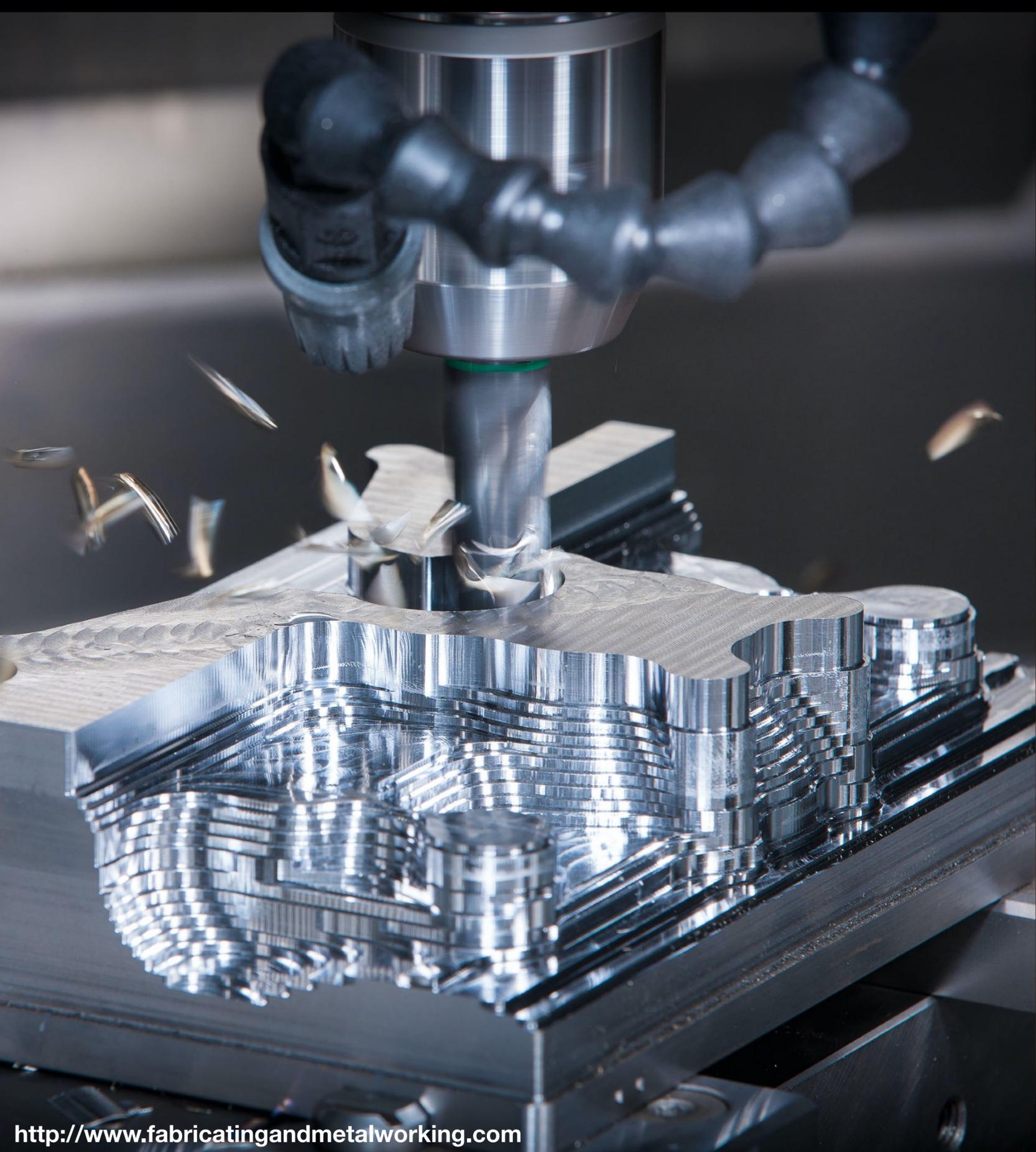


Digital fabrication tools turn bits
into atoms, i.e. they create **material
objects from digital designs.**

- Catarina Mota, The Rise of Personal Fabrication, C&C'11



Subtractive Manufacturing



<http://www.fabricatingandmetalworking.com>



<http://en.hglaser.com>



**RWTHAACHEN
UNIVERSITY**

Additive Manufacturing



Source: Ultimaker Ultimaker Press Room Images



Prof. Neil Gershenfeld

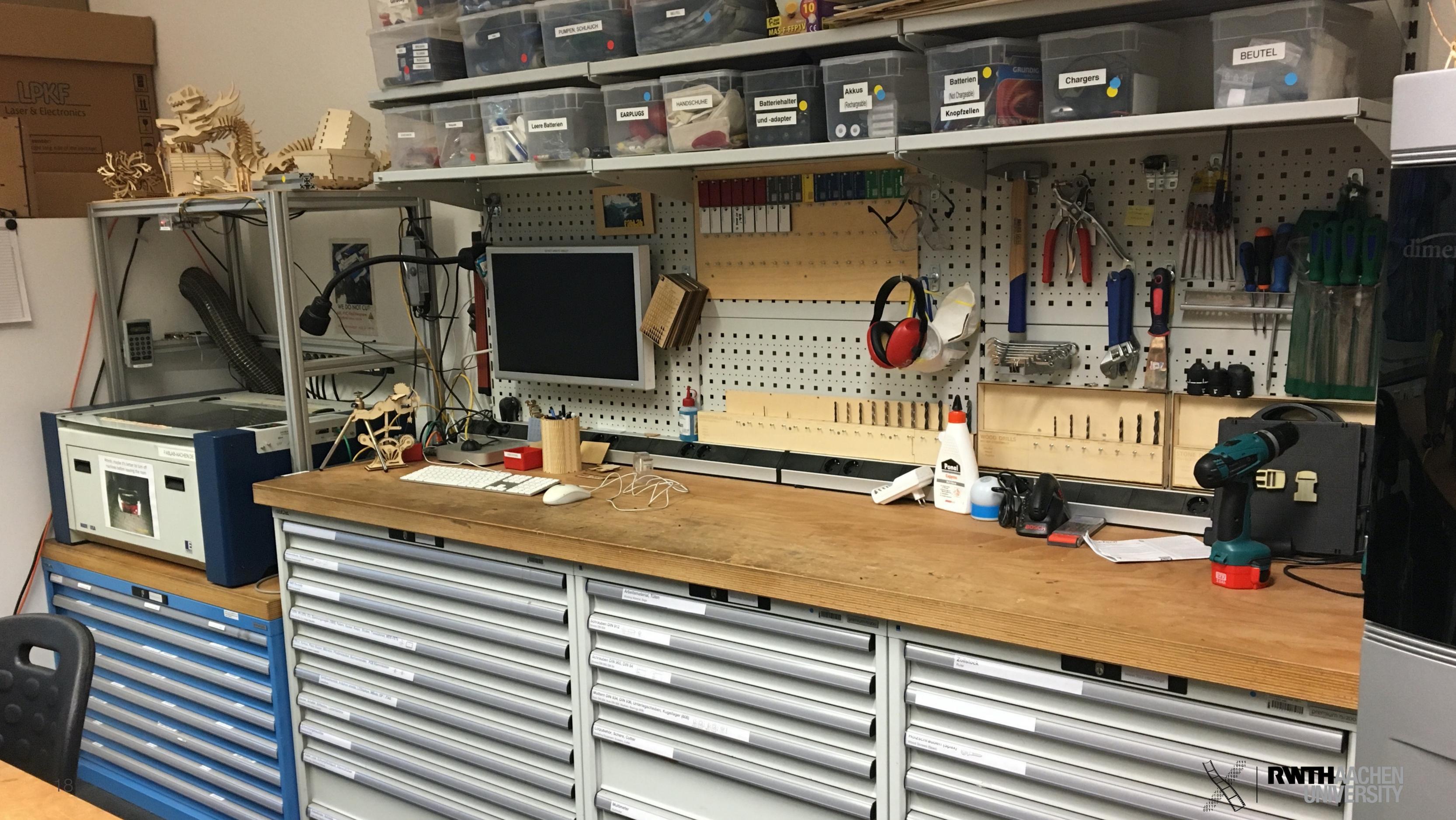
One of 1,000+
TEDTalks

New ideas every weekday

TED.com



FAB LAB





What is a fab lab?

Fab labs are a global network of local labs, enabling invention by providing access to tools for digital fabrication

What's in a fab lab?

Fab labs share an evolving inventory of core capabilities to make (almost) anything, allowing people and projects to be shared

What does the fab lab network provide?

Operational, educational, technical, financial, and logistical assistance beyond what's available within one lab

Who can use a fab lab?

Fab labs are available as a community resource, offering open access for individuals as well as scheduled access for programs

What are your responsibilities?

safety: not hurting people or machines

operations: assisting with cleaning, maintaining, and improving the lab

knowledge: contributing to documentation and instruction

Who owns fab lab inventions?

Designs and processes developed in fab labs can be protected and sold however an inventor chooses, but should remain available for individuals to use and learn from

How can businesses use a fab lab?

Commercial activities can be prototyped and incubated in a fab lab, but they must not conflict with other uses, they should grow beyond rather than within the lab, and they are expected to benefit the inventors, labs, and networks that contribute to their success

<http://fab.cba.mit.edu/about/charter/>

Who can use a fab lab?

Fab labs are available as a community resource, offering open access for individuals as well as scheduled access for programs

How do we connect this to HCI research?





OSHW
CN000003

Official Creality3D Ender 3 DIY 3D Printer Kit

Creality3d Ender 3 DIY 3D Printer Kit 220x220x250mm Printing Size With Power Resume Function/MK8 Extruder Resume Print: Ender 3 can resume printing even after a power outage or lapse occurs. Easy and Quick Assembly: It comes with sever

Item Code: TOPSZ-3DP-Ender-3

Sold: 868

☆☆☆☆☆ (16) [Write a review](#)

Share this: [f](#) [t](#) [g+](#) [p](#) [+](#)

[Have a question?](#)

Market Price: ~~USD \$219.00~~

Price: USD **\$199.00**

Save \$20.00 (9% Off)

[Ender 3 Review](#) [About Ender 3](#) [FAQ](#)

Ships From:

[China](#) [Belgium](#) [Russian](#) [USA](#) [Australia](#) [UK](#)

Quantity: [+](#) [-](#) Units **189 in Stock**

[Add to Cart](#)

[Buy Now](#)

[★ Add to Favorite Items](#)



https://www.creality3donline.com/creality-ender-3-3d-printer_p0019.html – 3rd June 2019

Epilog Engraver WinX64 Properties



General

Advanced

Color Mapping

Resolution:



600 DPI

1200
600
400
300
200
150
75

Job Type

- Raster
 Vector
 Combined

Raster Setting

Speed: 50 %

Power: 50 %

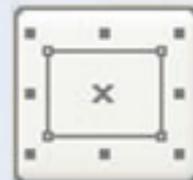
Engrave Direction: Top-Down

Image Dithering: Standard

Options

- Auto Focus
 Center-Engraving

Center-Center



Piece Size (inches)

Horizontal: 9.00

Vertical: 11.00

Vector Setting

Speed: 50 %

Power: 50 %

Freq.: 2500 Hz

Vector Sorting Optimize

Frequency Automatic

OK

Cancel



Visicut

By Thomas Oster

Material: ▼ +

Material Thickness (mm): ▼ +

Focus is initially on the base plate instead of the material surface

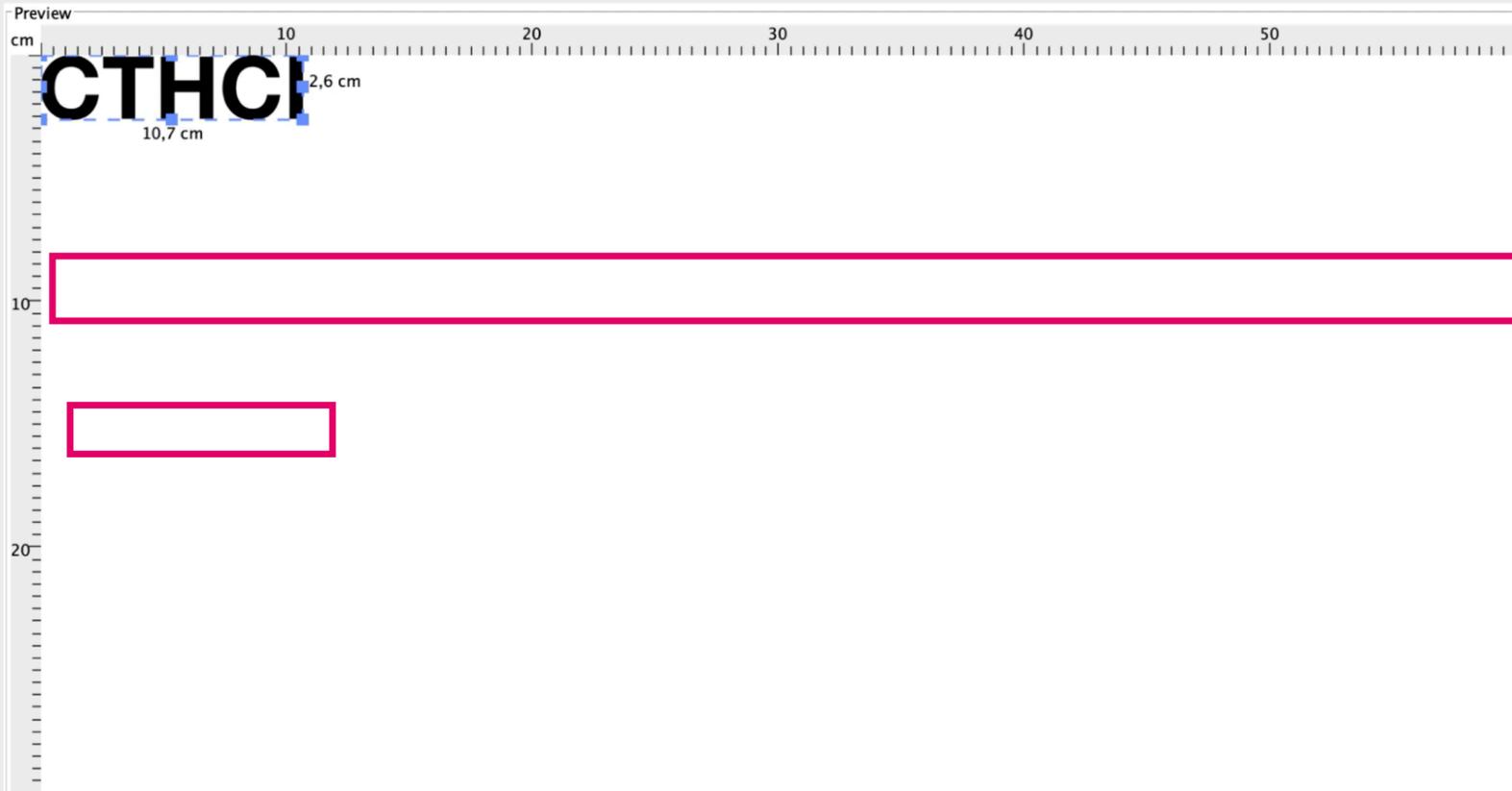
File: CTHCI.svg

Mapping Position Laser Settings

Please select

Estimated Time: Calculate

Job Name Prefix: Execute



Material: ▼ +

Material Thickness (mm): ▾ +

Focus is initially on the base plate instead of the material surface

File: CTHCI.svg  

Mapping Position Laser Settings

Please select ▾

Estimated Time: Calculate

Job Name Prefix: Execute



Material: ▼ +

Material Thickness (mm): ▾ +

Focus is initially on the base plate instead of the material surface

File: CTHCI.svg

Mapping Position Laser Settings

Please select

Estimated Time: Calculate

Job Name Prefix: Execute



Material: ▼ +

Material Thickness (mm): ⬇ +

Focus is initially on the base plate instead of the material surface

File: CTHCI.svg 📄 📄

Mapping Position Laser Settings

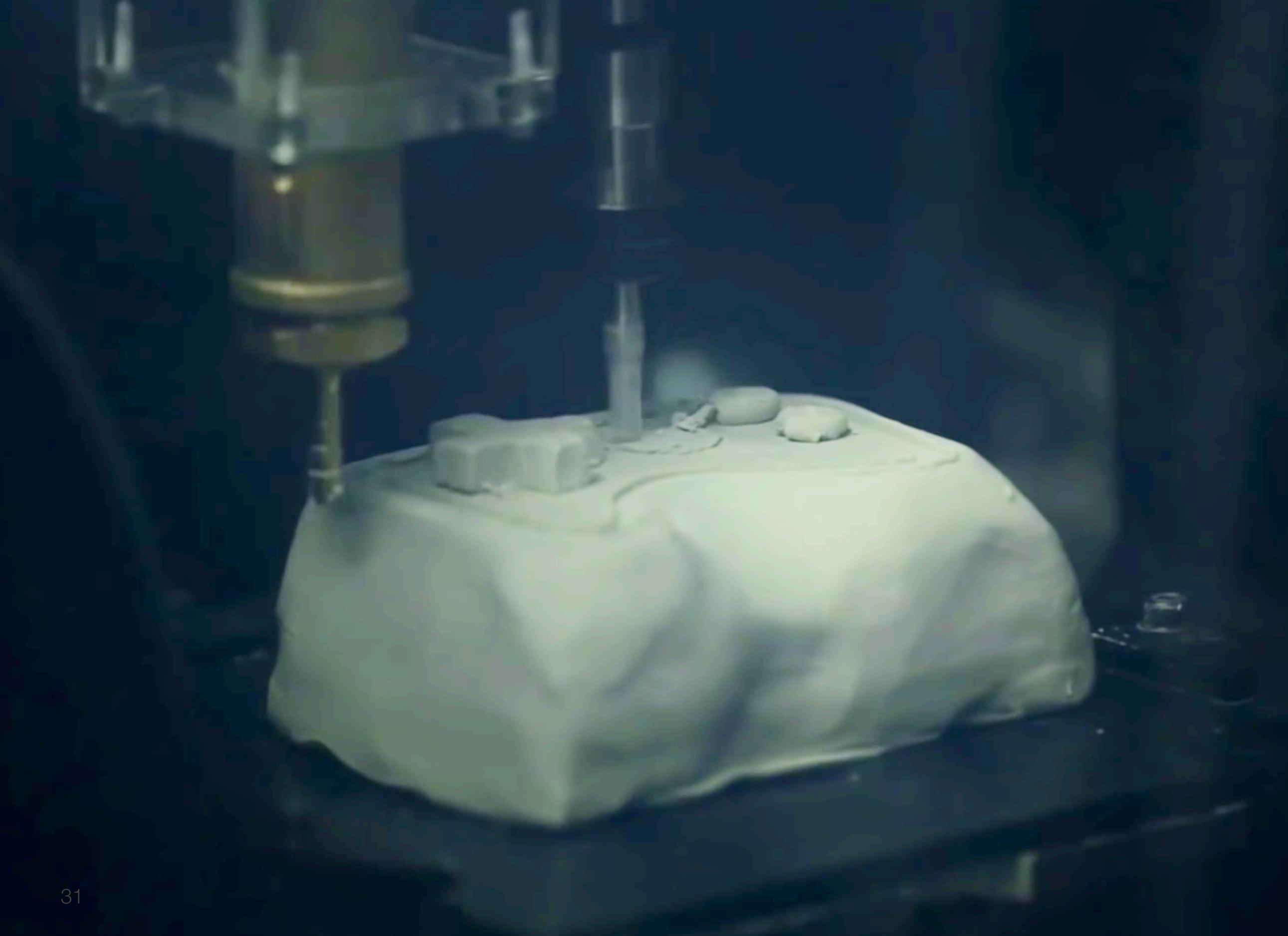
Please select ⬇

Estimated Time: Calculate

Job Name Prefix: Execute

If we go back to the beginnings of interactive computing, early computer users were probably reasonably happy placing their punch cards into the reader and waiting for their out-put to arrive hours later—which is pretty much where 3D printing stands today

- Patrick Baudisch, Personal Fabrication in HCI: Trends and Challenges, AVI'16



ReForm: Integrating Physical and Digital Design through Bidirectional Fabrication

Christian Weichel
John Hardy
Jason Alexander
Hans Gellersen

From Lancaster
University

UIST'15

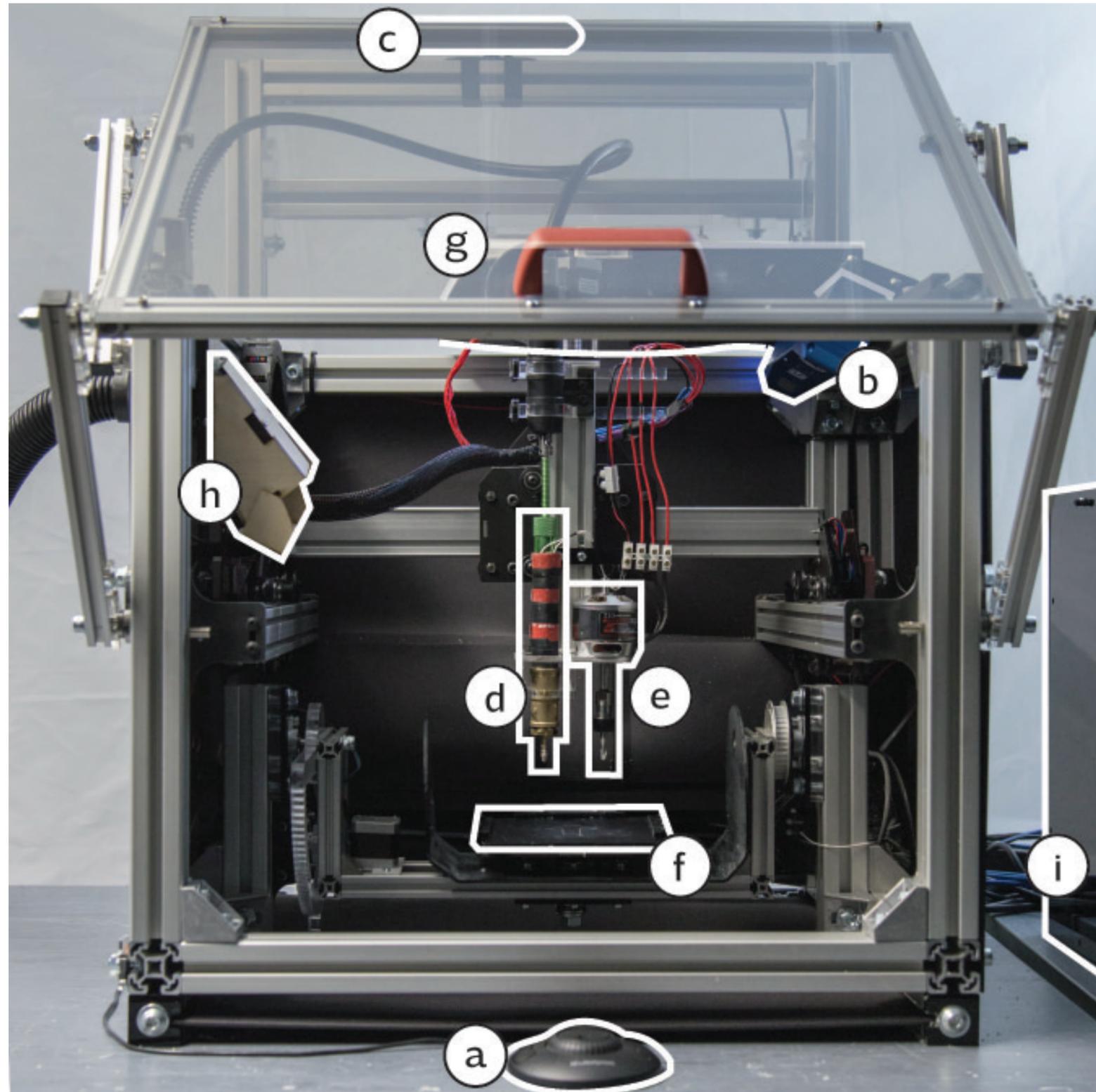
Christian Weichel
John Hardy
Jason Alexander
Hans Gellersen



ReForm

Integrating Physical and Digital Design
through Bidirectional Fabrication

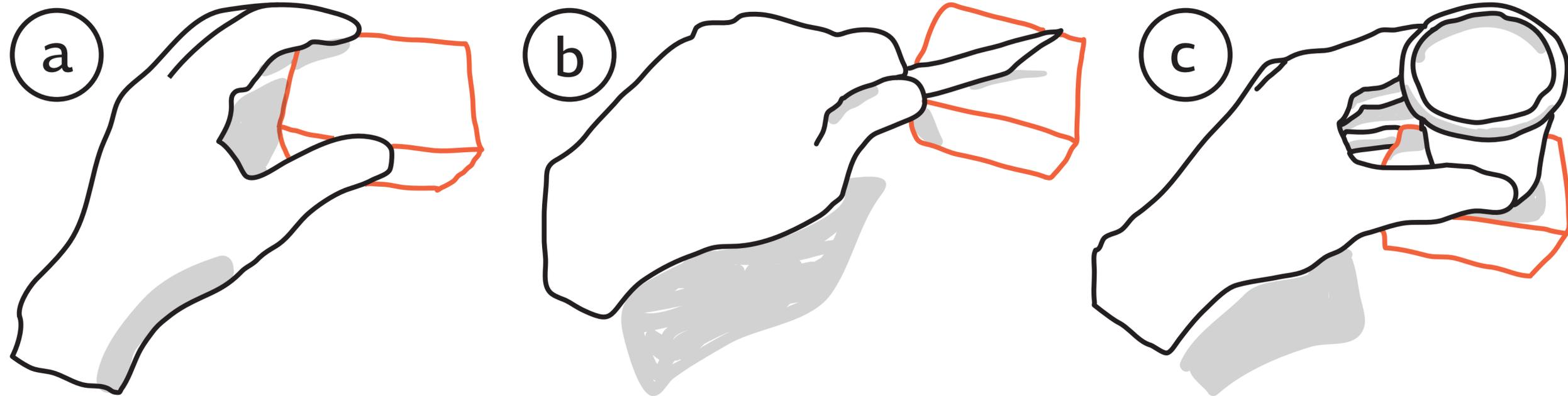
video: Robert Potts and Daniel Morrell (Ourus LTD)



Bidirectional Fabrication



Physical Shaping





Scan

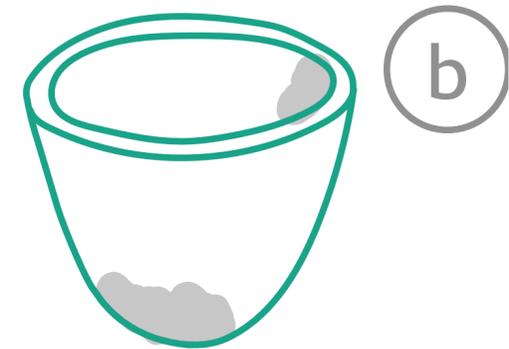


Print

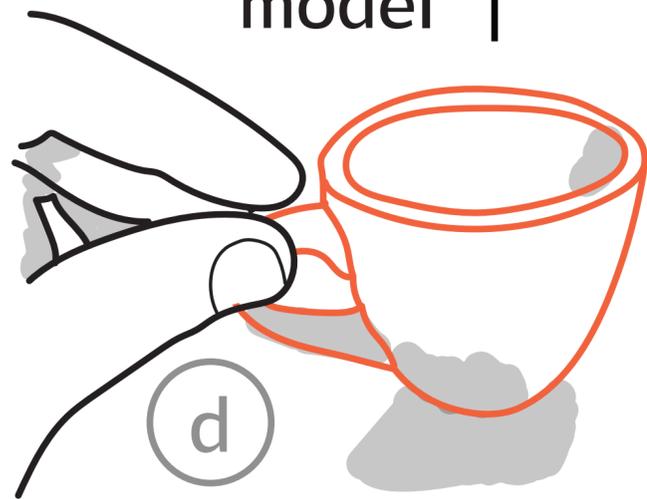
digital



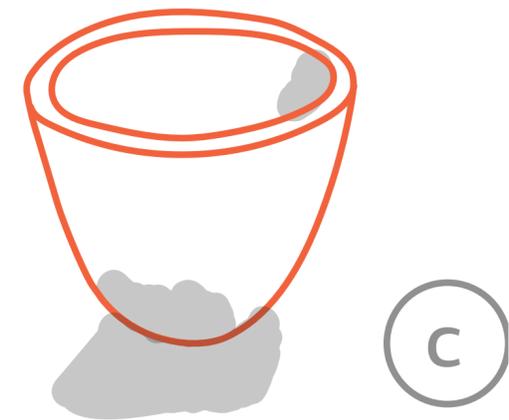
user alters model
→



ReForm updates model
↑



ReForm updates object
↓



←
user alters object

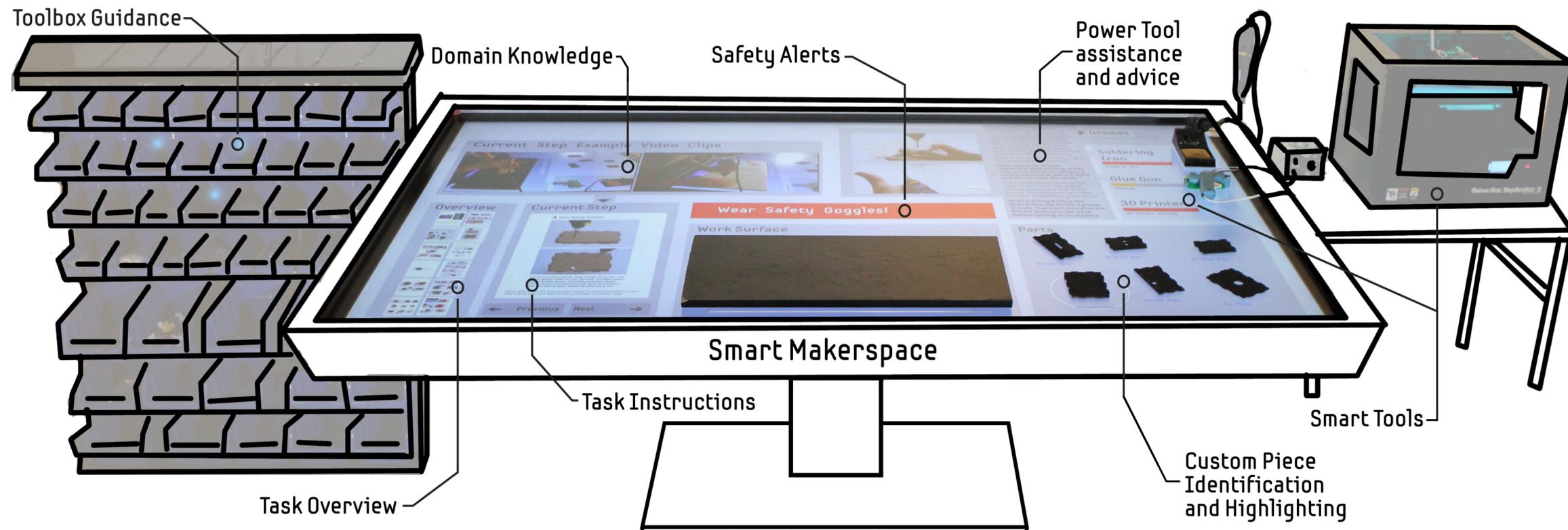
physical

Smart Makerspace: An Immersive Instructional Space for Physical Tasks

Jarrod Knibbe
Tovi Grossman
George Fitzmaurice

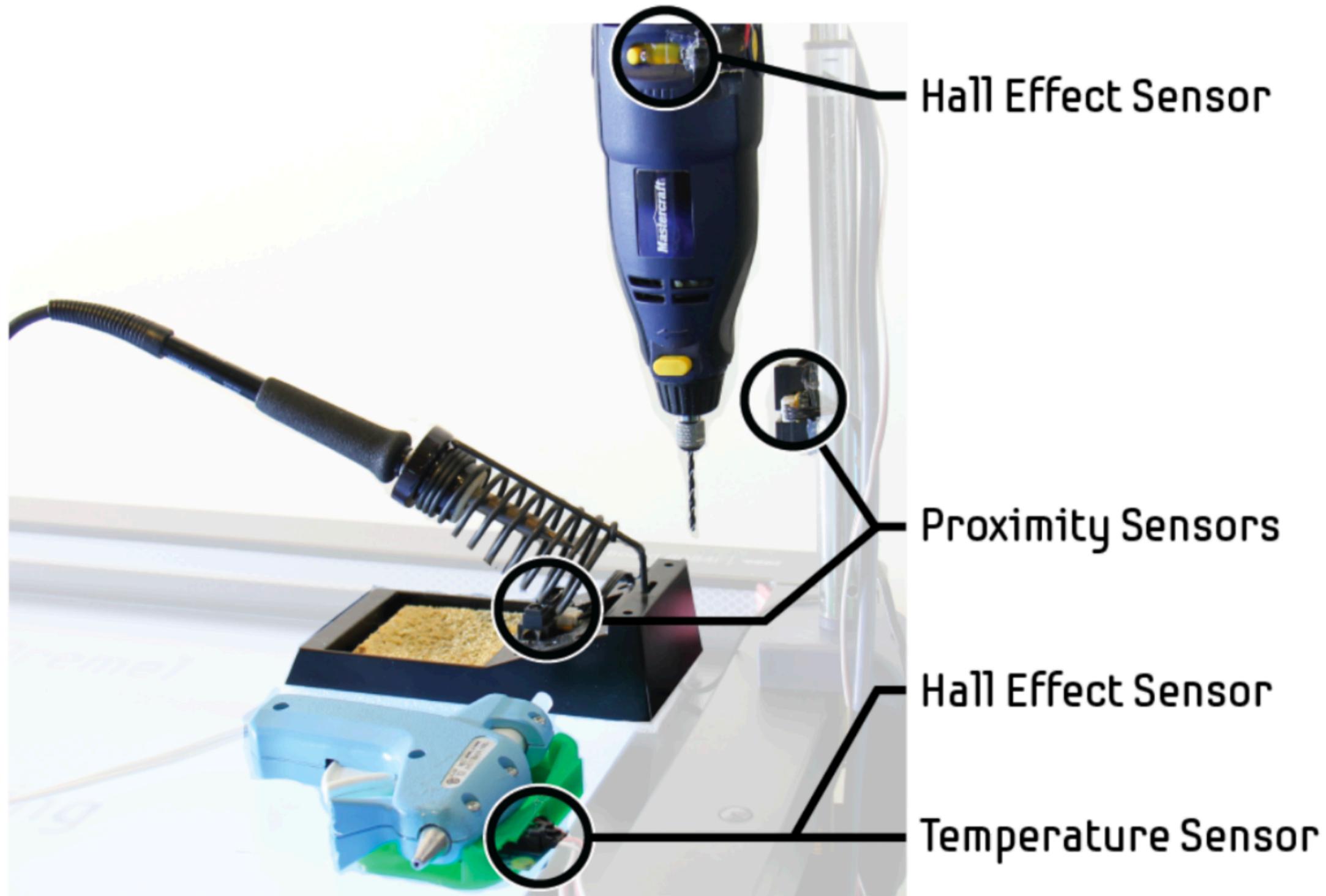
From Autodesk
Research & University
of Bristol

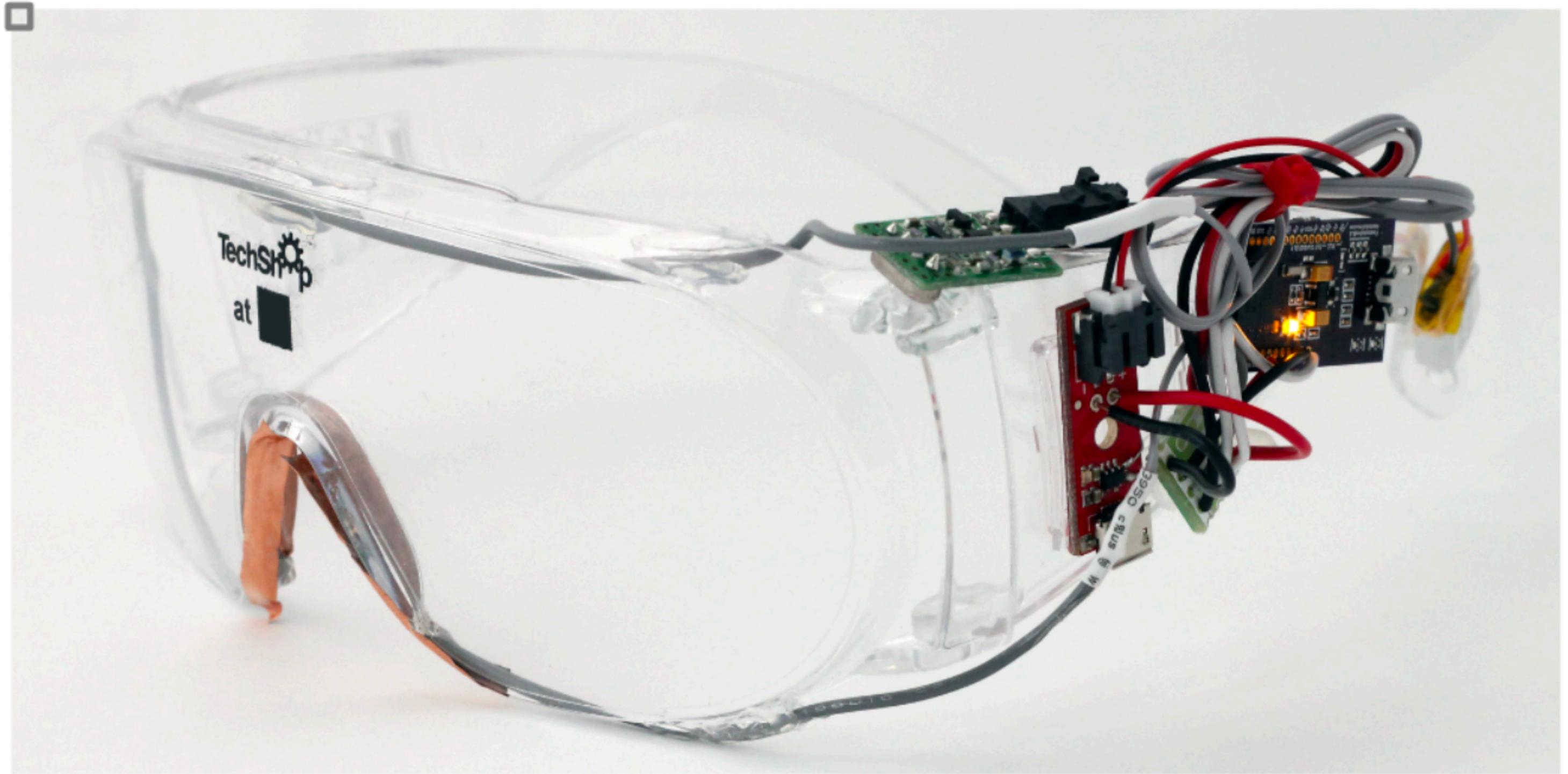
ITS'15

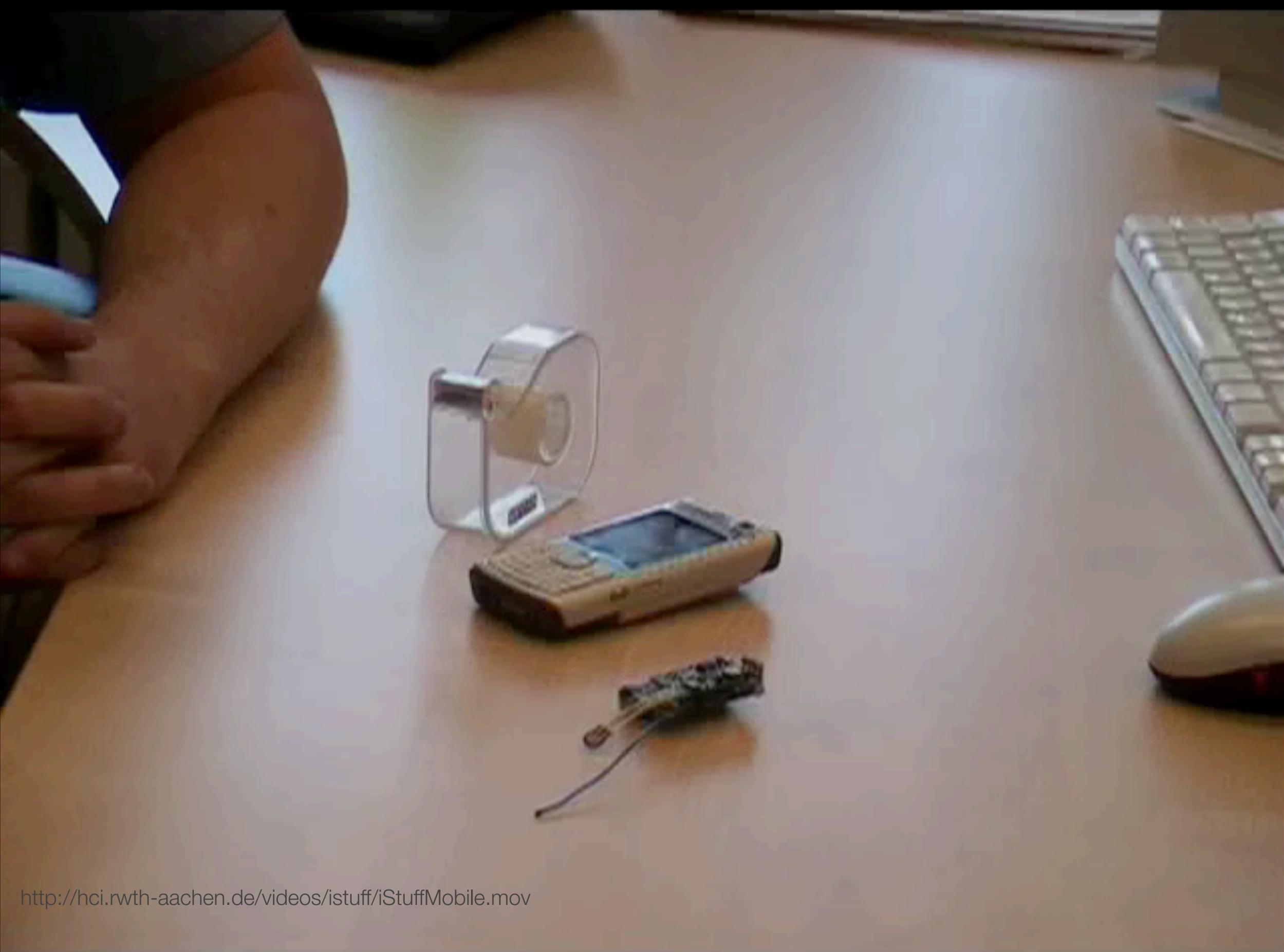


Smart Makerspace

An immersive instructional space for
physical tasks





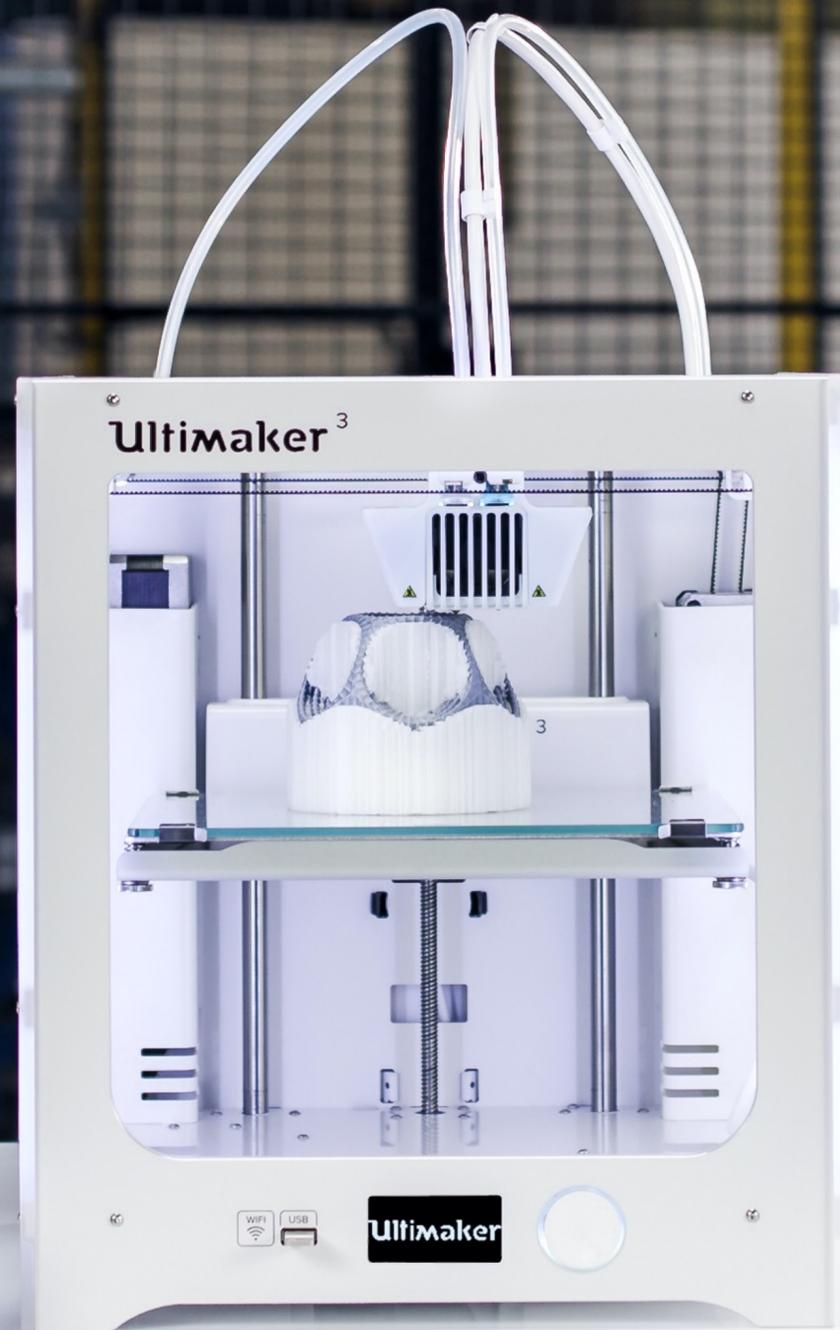




Badge Maker

by Moritz Messerschmidt

Introduction to Personal Fabrication



Source: Ultimaker Ultimaker Press Room Images



Source: re:publica 2019 (CC BY-SA 2.0)



Knibbe, et al., Smart Makerspace: An Immersive Instructional Space for Physical Tasks, ITS'15