

3D Clothes Printer

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Introduction

- ▶ Who are the users?
 - ❖ Middle-aged adults (30-60)
- ▶ What do they want to do?
 - ❖ They want to buy clothes for themselves.
- ▶ What is the context?
 - ❖ Buying clothes

Initial Brainstorming

➤ The most important problems?

- ❖ Don't fit
- ❖ Undesirable materials
- ❖ Strange colours
- ❖ Run out of stuck
- ❖ Wasting time

➤ WE CAN PRINT THE CLOTHES:

- ❖ Instantaneously
- ❖ Proper sizes
- ❖ Preferred textile
- ❖ Favourite colours
- ❖ Desirable Materials

➤ Fancy features:

- ❖ Pleasant smells!
- ❖ Keeping profiles!
- ❖ Using recommendation systems!

Interviews:

The best experience is when I find clothes made for normal people, not for models, or these clothes that only the anorexics can use.

That sounds stupid if my leather jacket smells like rosemary flowers!

Although I have asked my relatives or friends about my clothes, I don't like to share my ideas in an online resource.

Reiterate Goals

➤ Our final prototype should print the clothes:

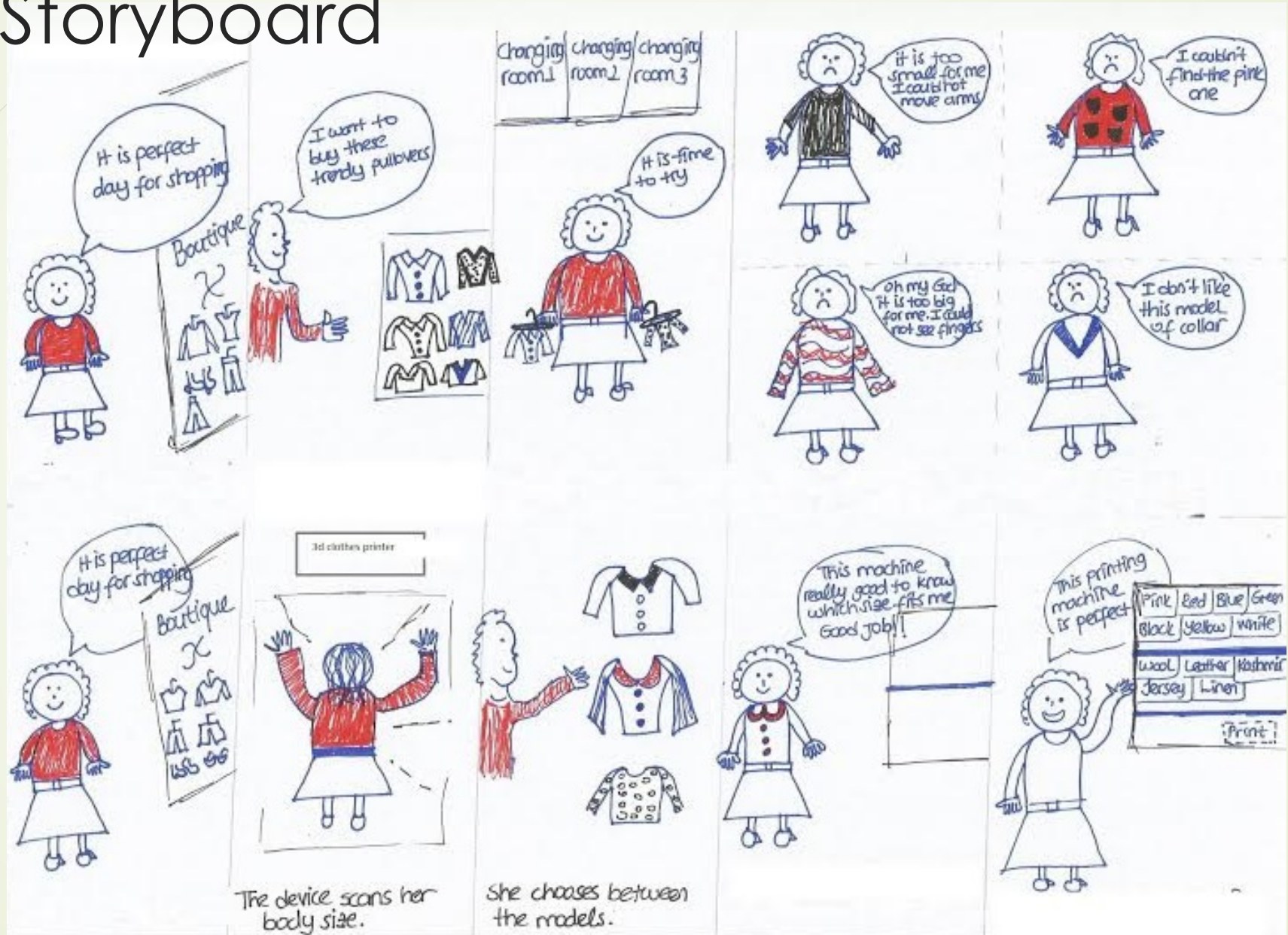
- ❖ Instantaneously
- ❖ Proper sizes
- ❖ Preferred textile
- ❖ Favourite colours
- ❖ Desirable Materials

- ❖ + a simple social feedback system

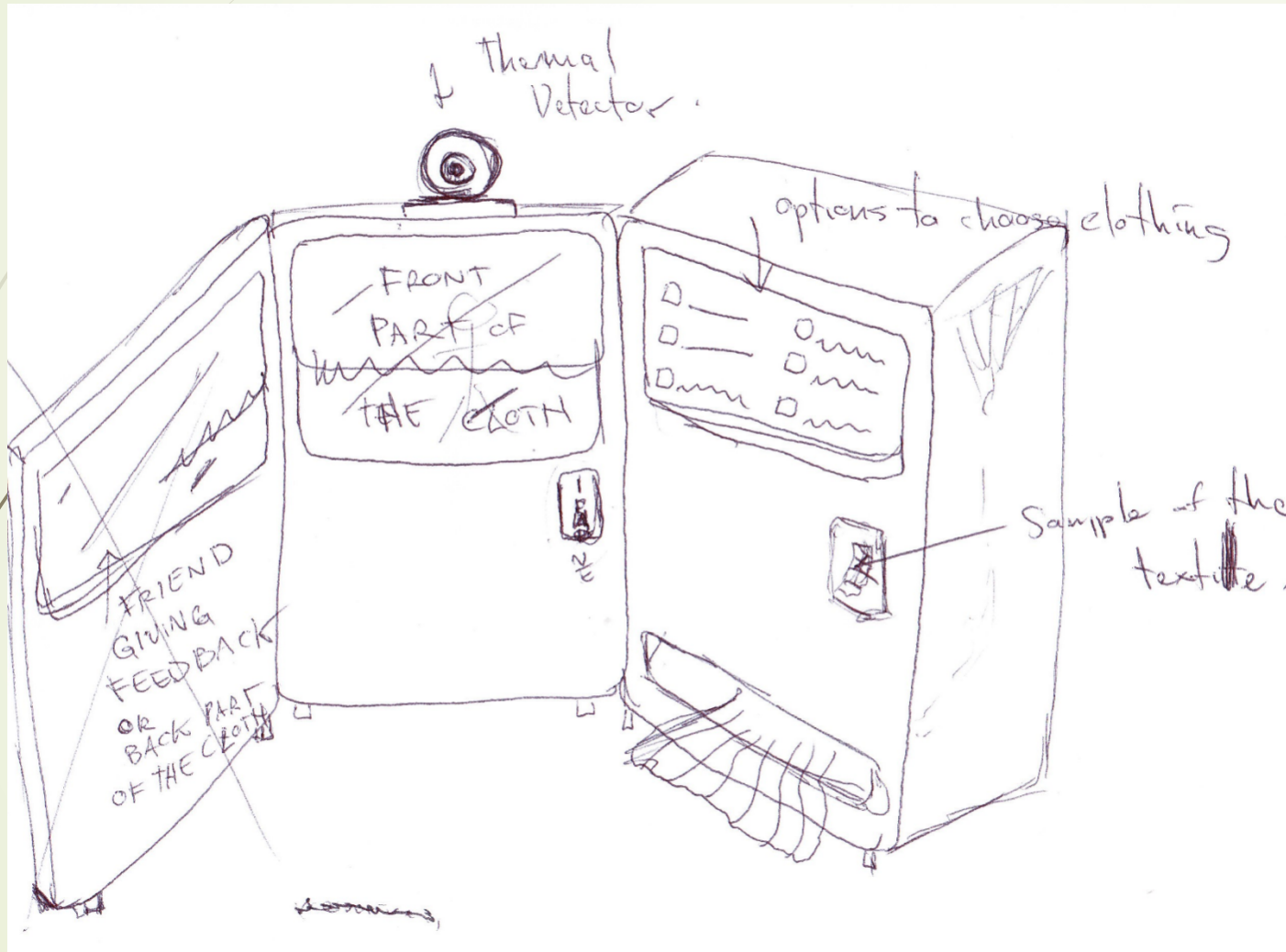
➤ Addressed senses:

- ❖ Visual
- ❖ Auditory
- ❖ Haptic

Storyboard

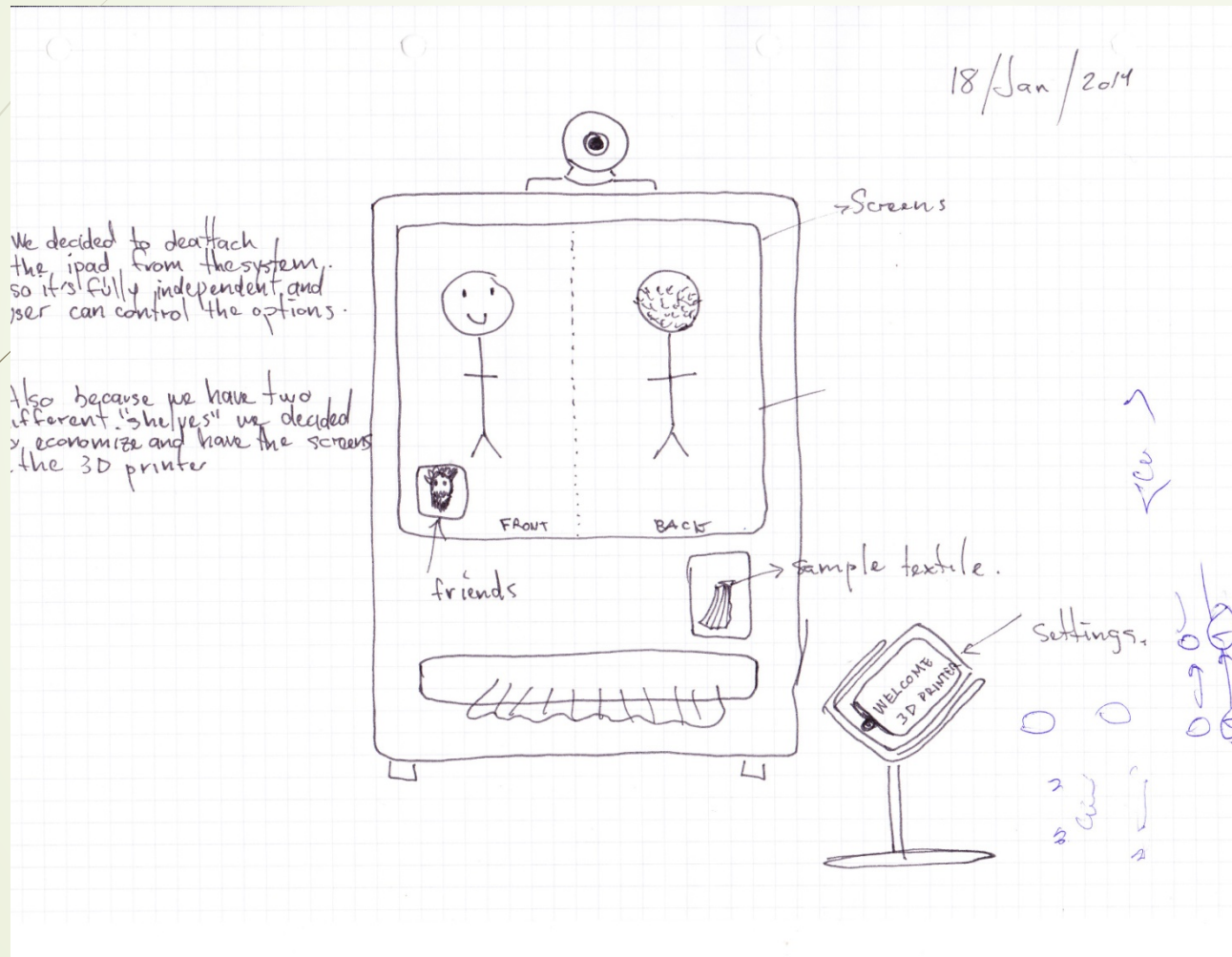


Low-fidelity prototype



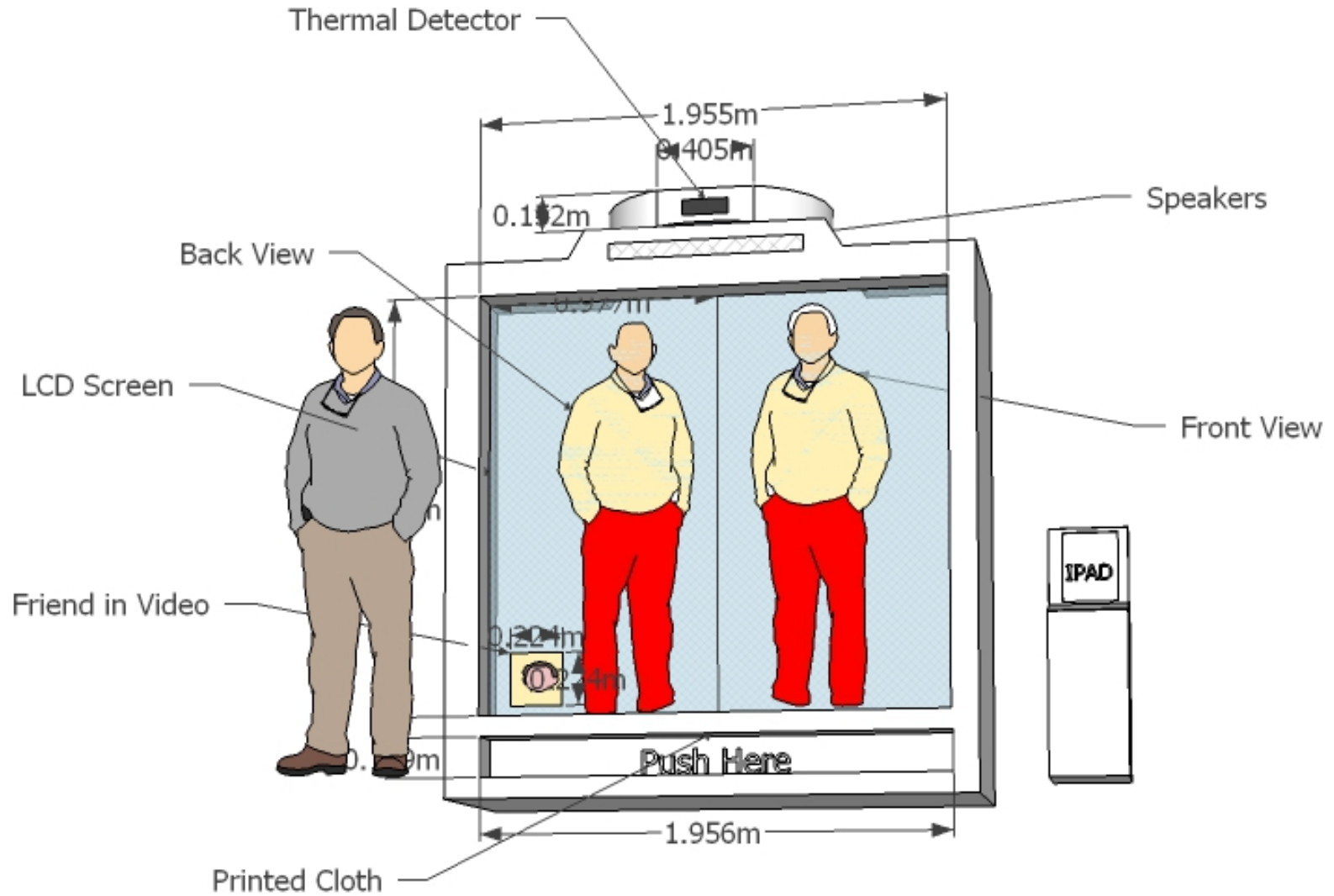
- Front view in front display
- Back view in left display
- Controls in right side
- Final product coming from right panel

Middle-fidelity hardware prototype



- Feedback:
- Staying close to the screen is not convenient (see yourself vs. choosing options).
- Changes:
- Remove control buttons from the screen to tablet.
- Place 3D printer with iPad and materials samples not near the screen

First Medium-fidelity prototype: change



First iteration

