

Object Experience

2022

Verena Ziegler

Growth Principles

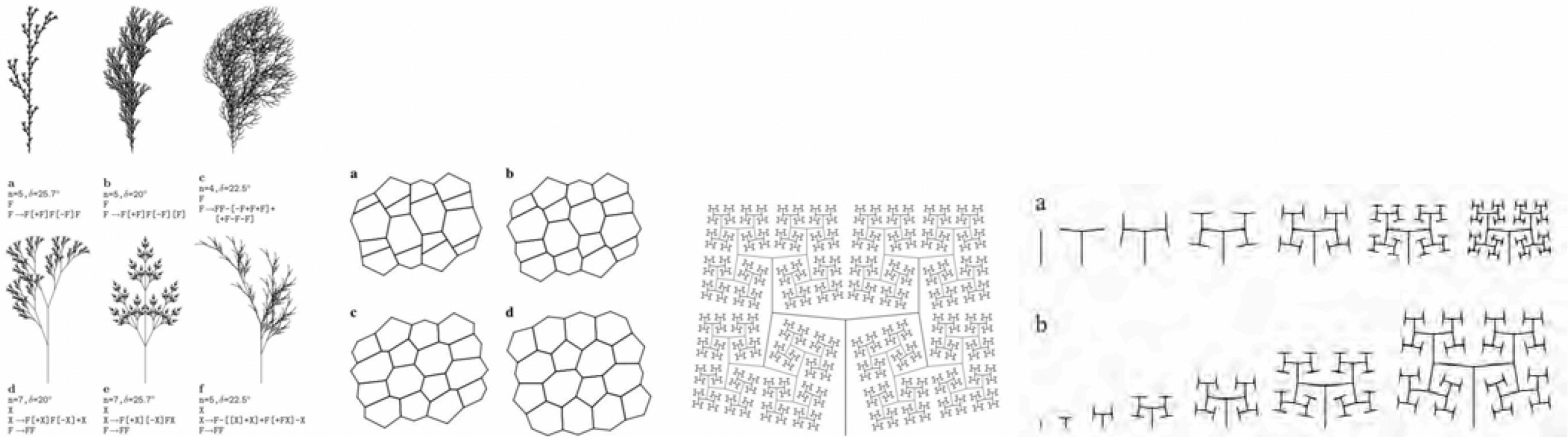
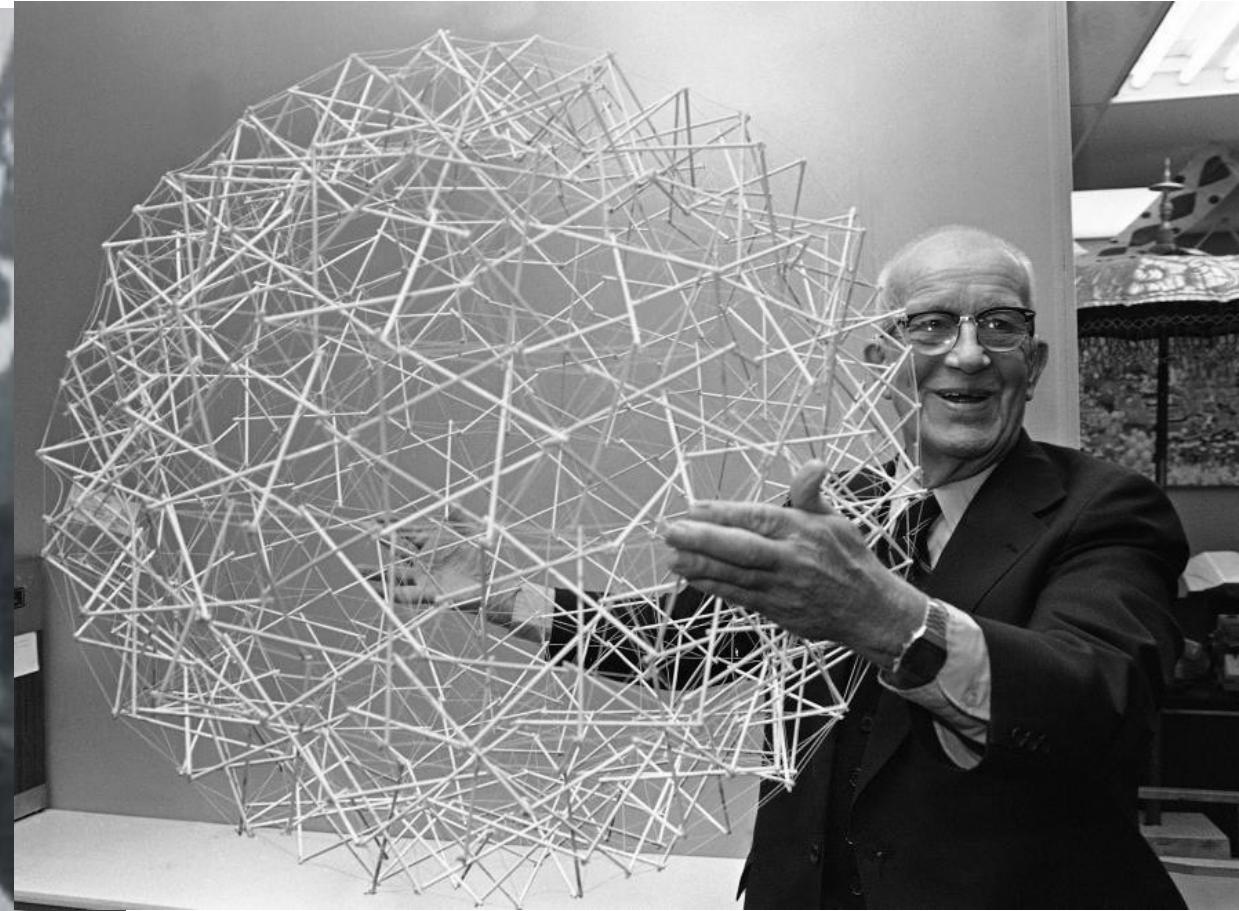
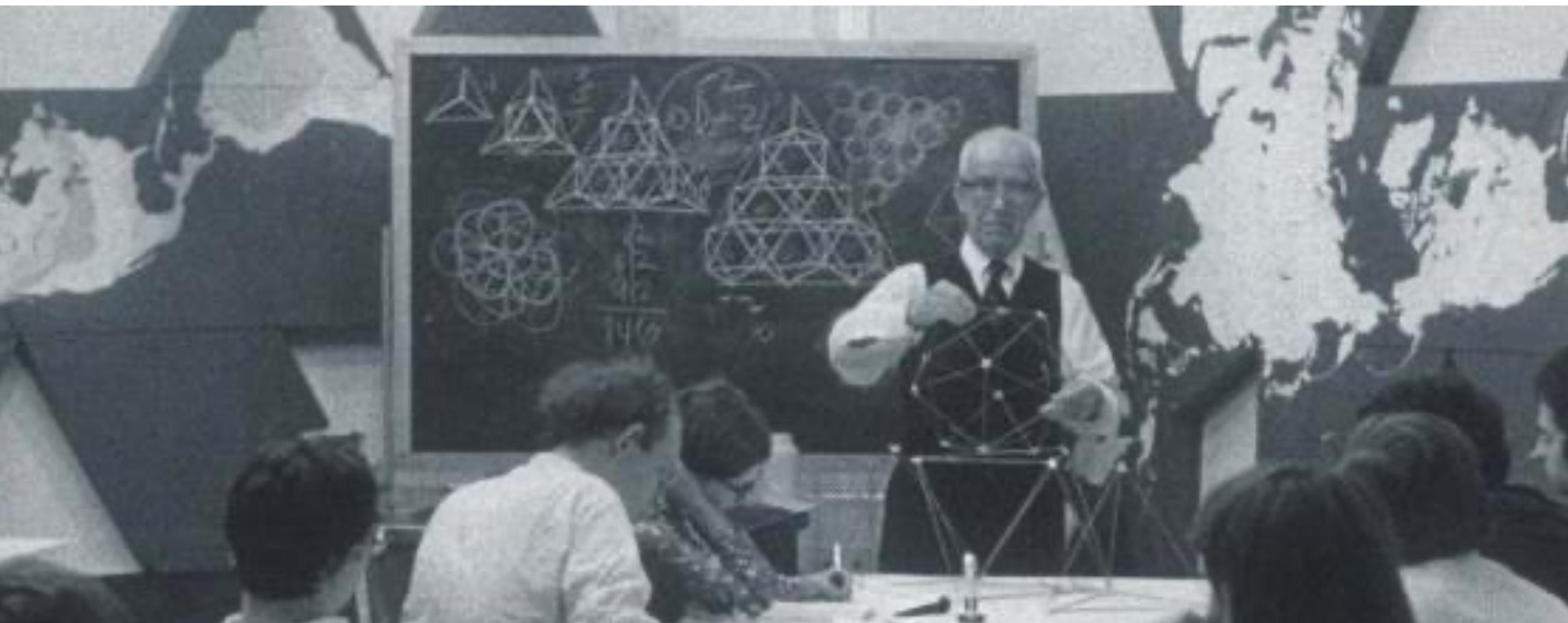
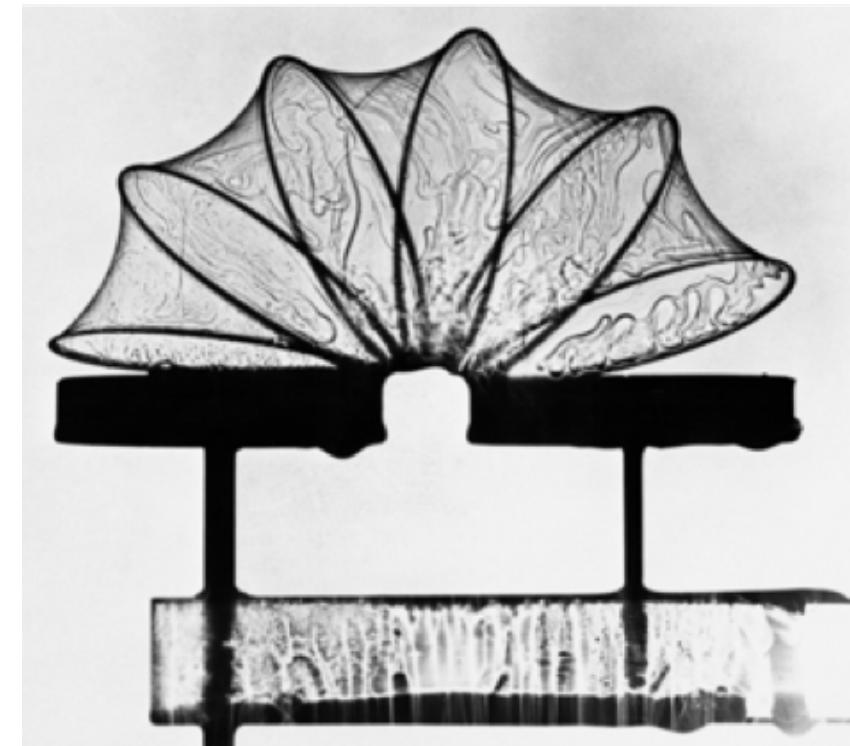
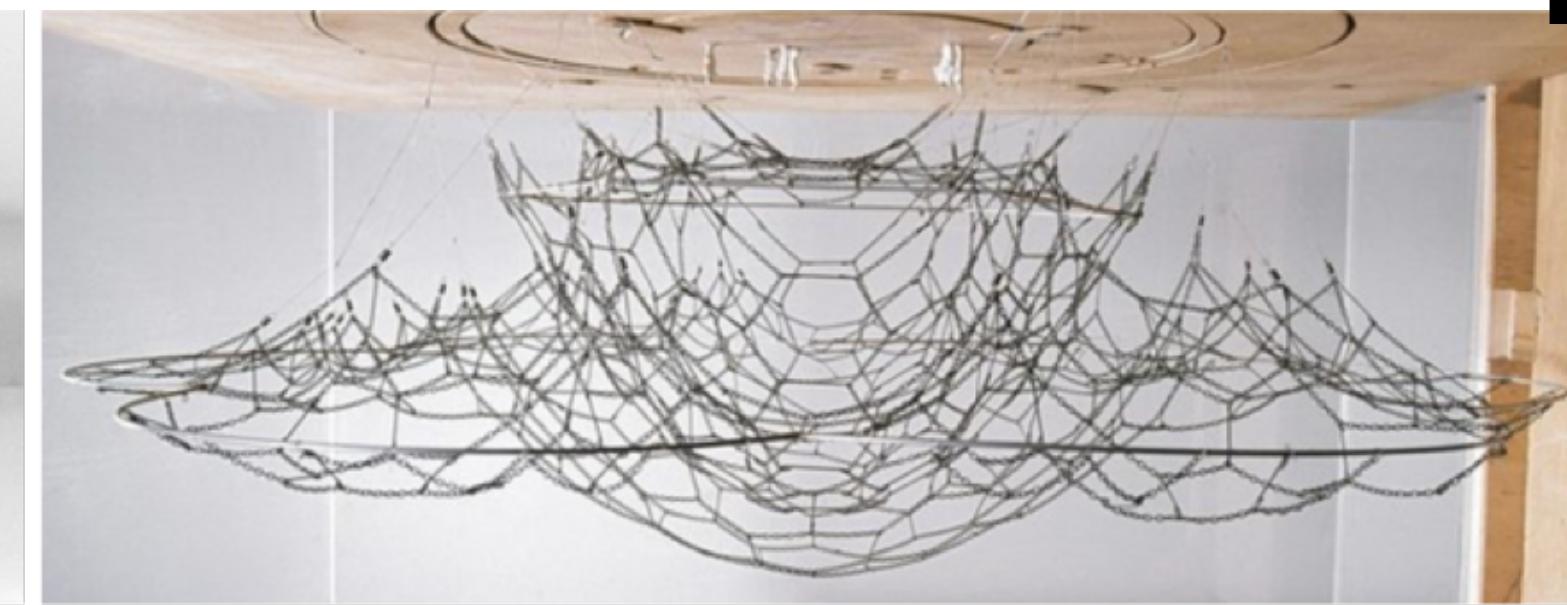
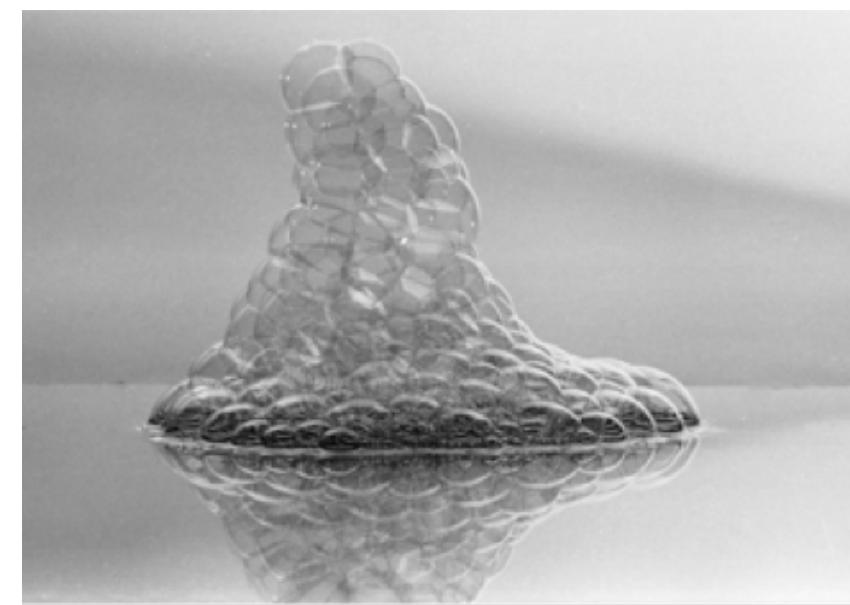
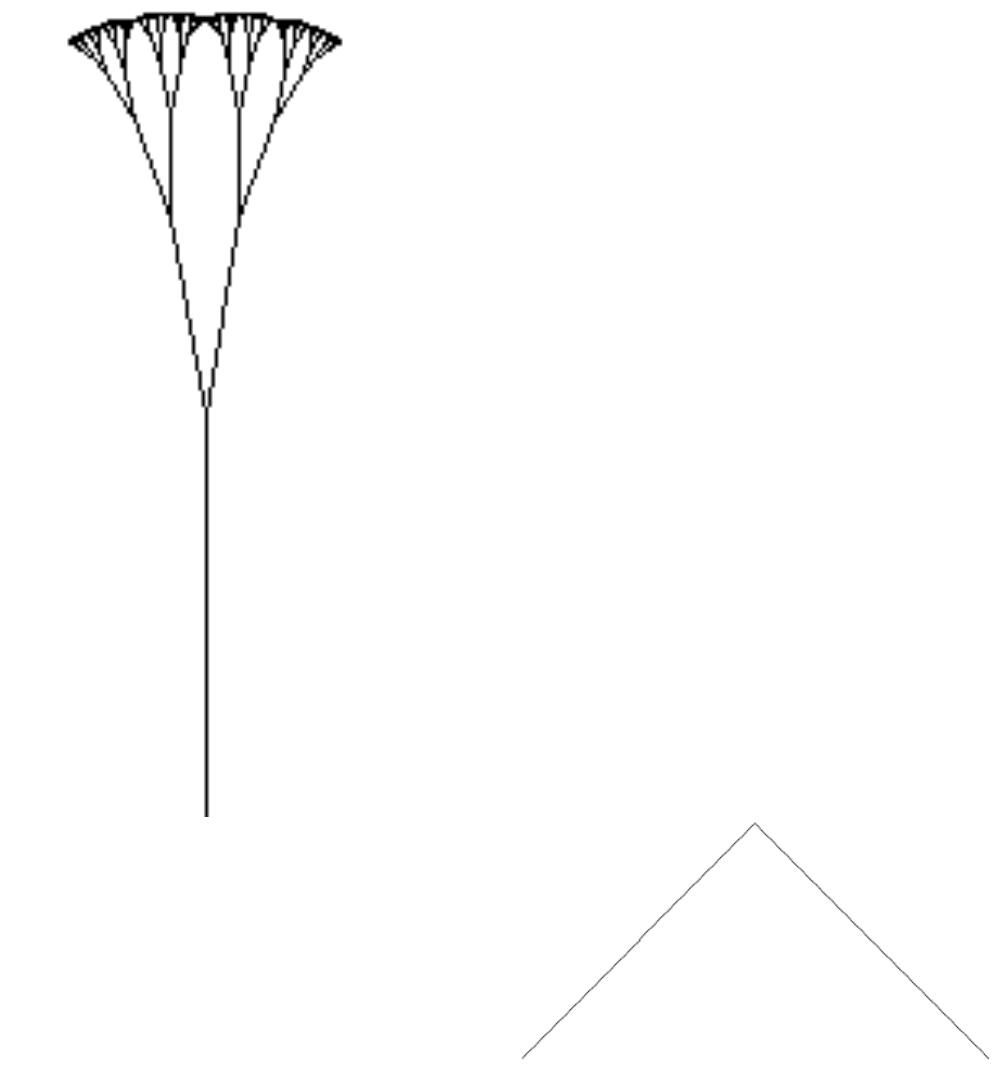
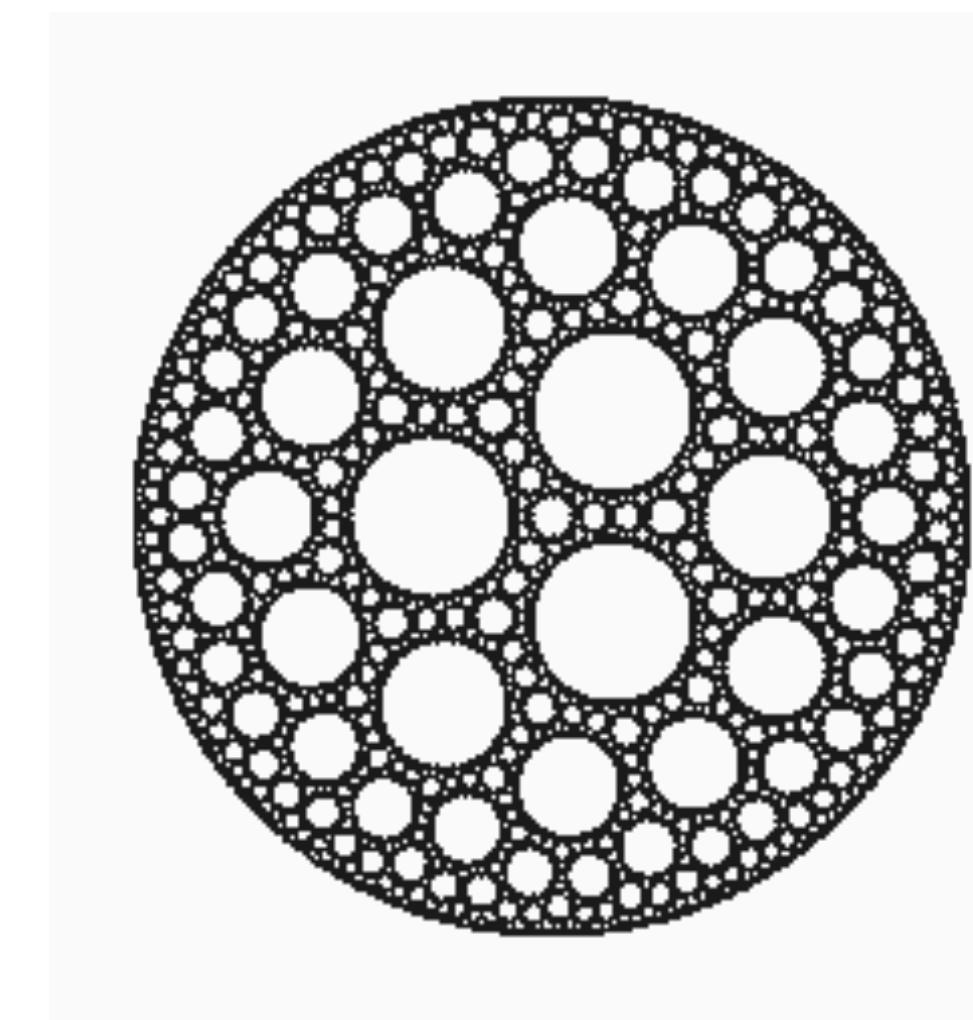
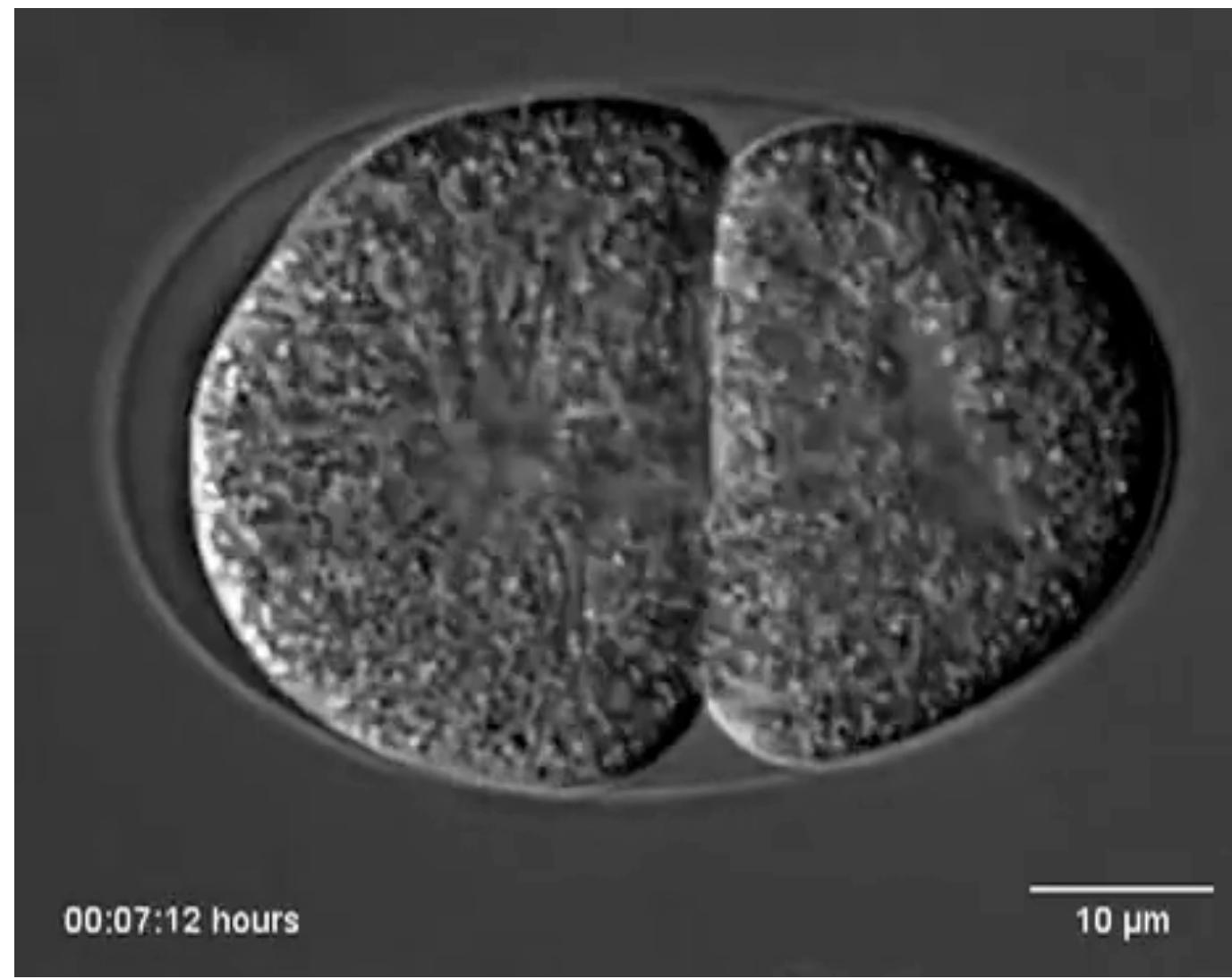
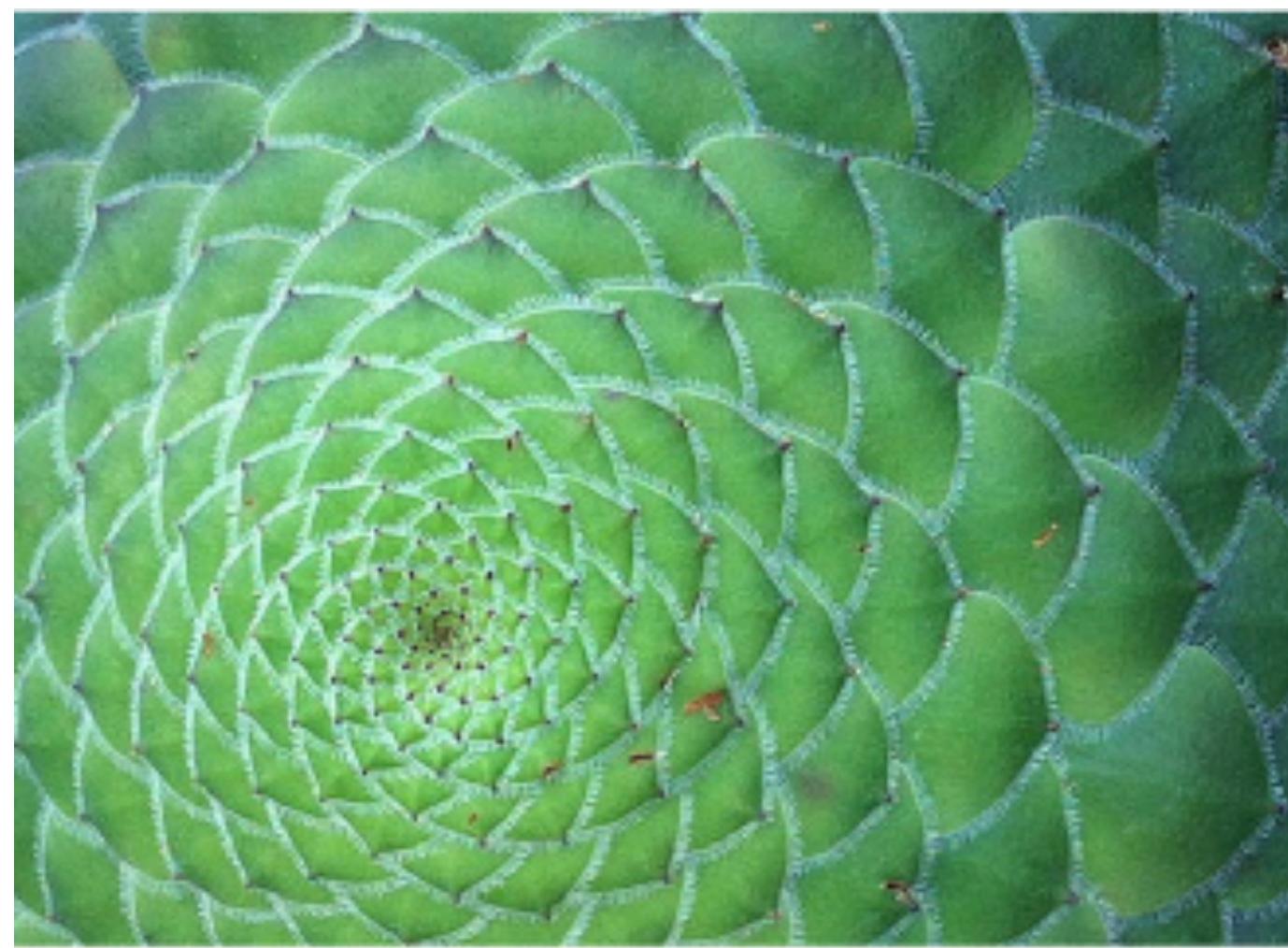


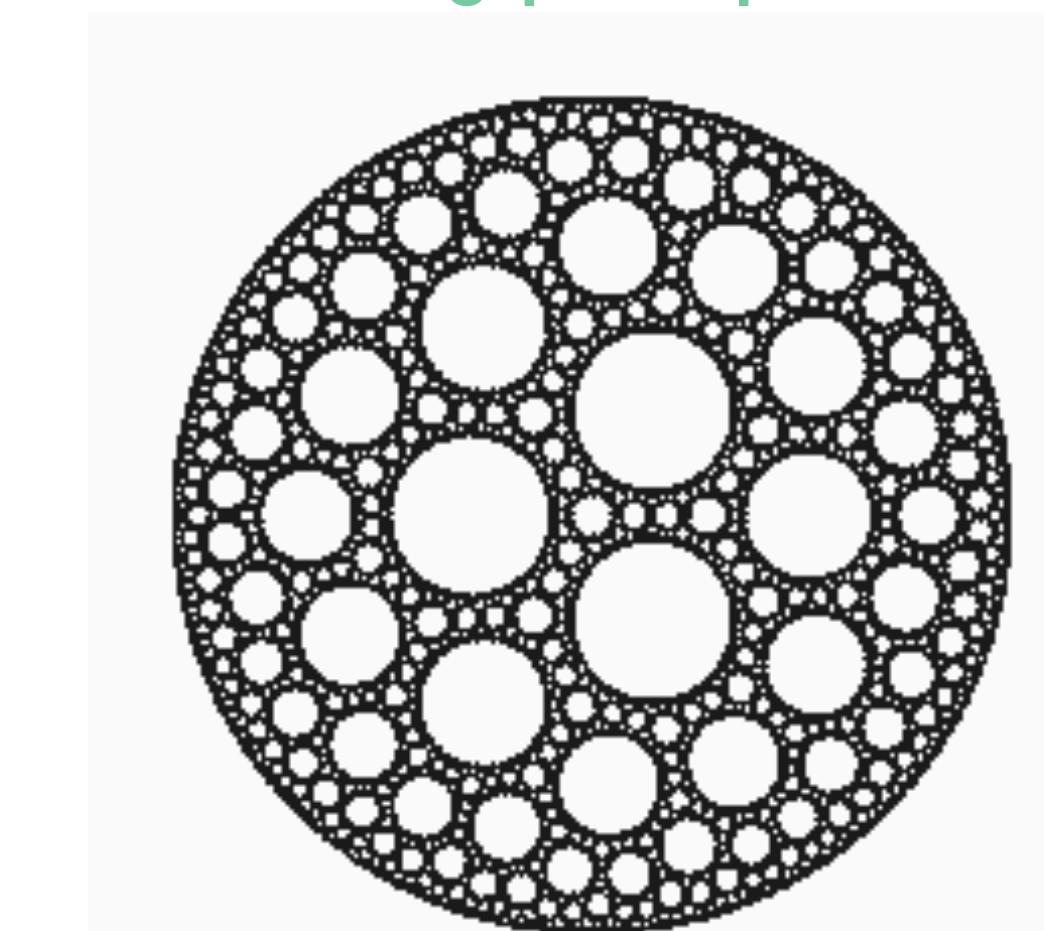
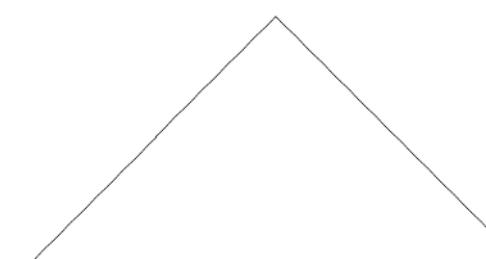
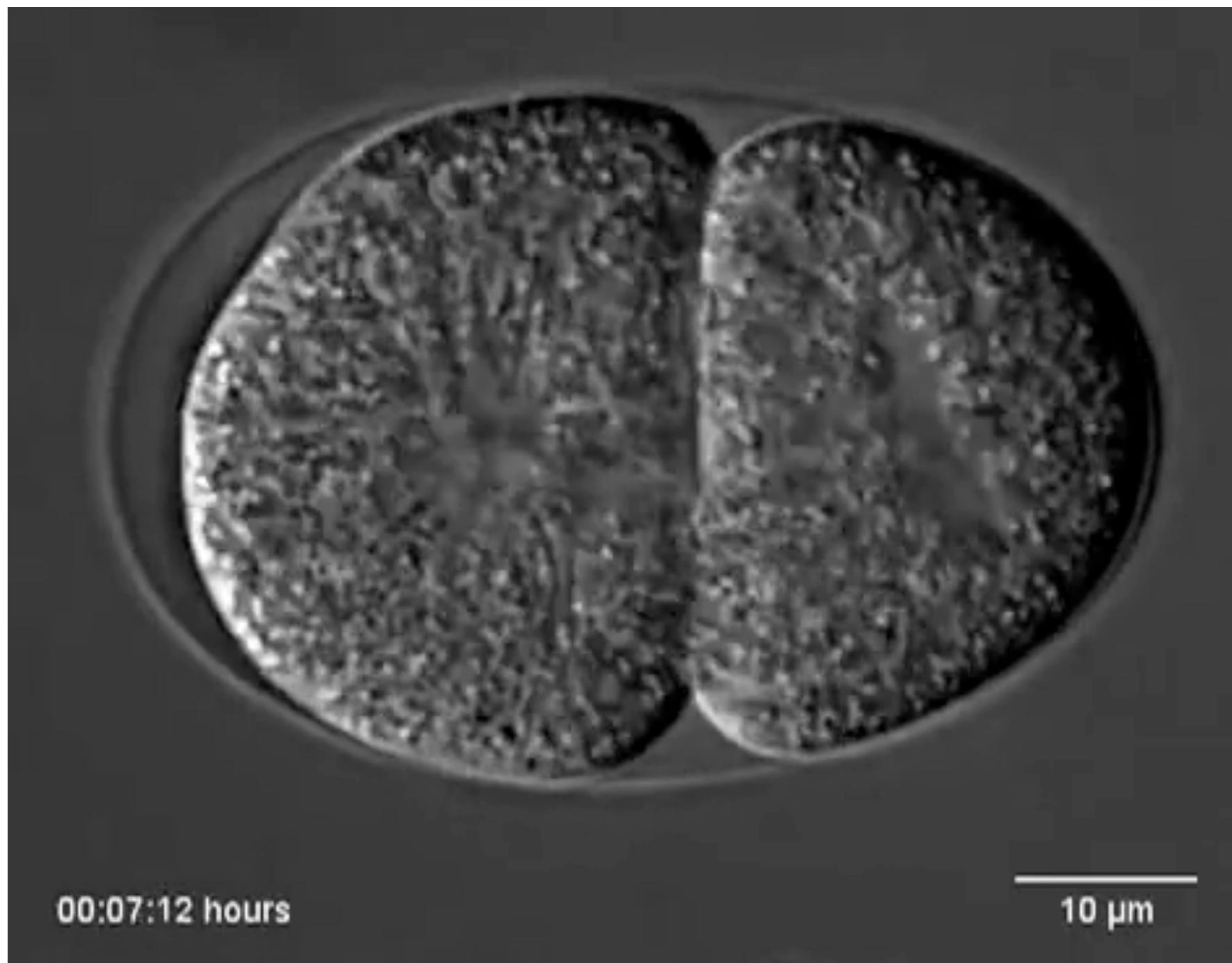
Abb.1: Przemyslaw Prusinkiewicz, Aristid Lindenmayer, "The Algorithmic Beauty of Plants", 2004

Minimal Surface Structures and Bionic Principles





InBetween - an alchemic approach towards fomfinding principles



Form Giving Process



Examples



Abschlussarbeit / Projektarbeit Bachelor

Für ein Forschungsprojekt suchen wir einen Studierenden aus dem Bereich Maschinenbau zur Durchführung einer Abschlussarbeit zu folgendem Thema:

Konstruktion und Bau einer „Zuckerwattemaschine“ für Kunststoffrecycling

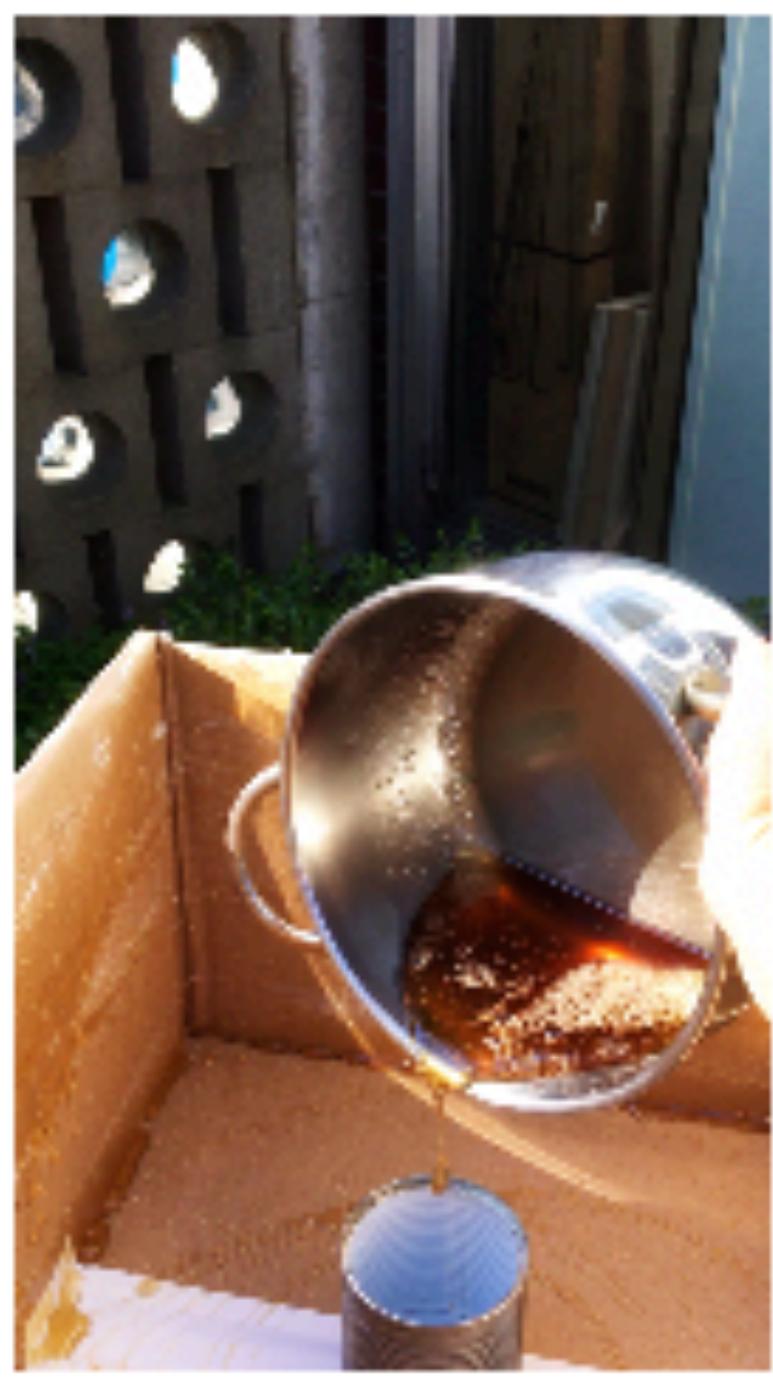
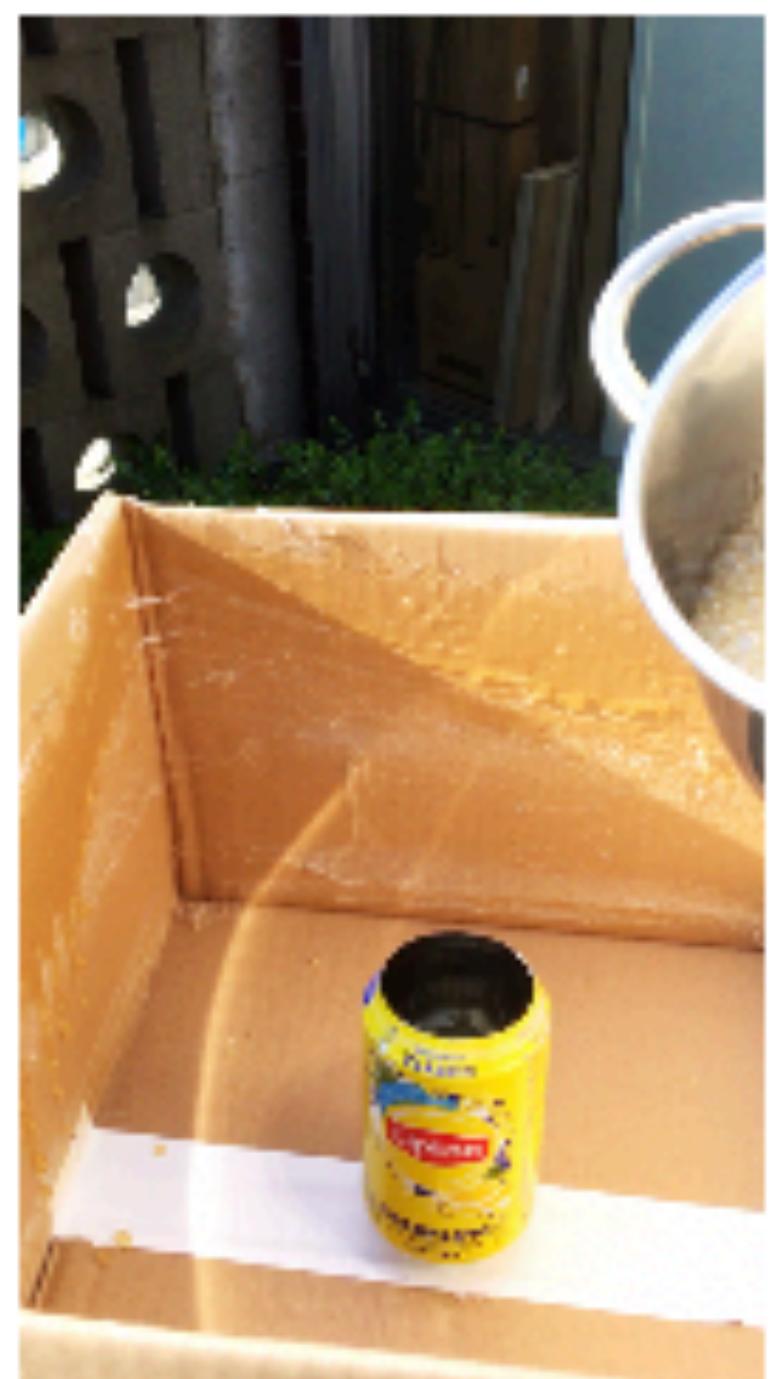
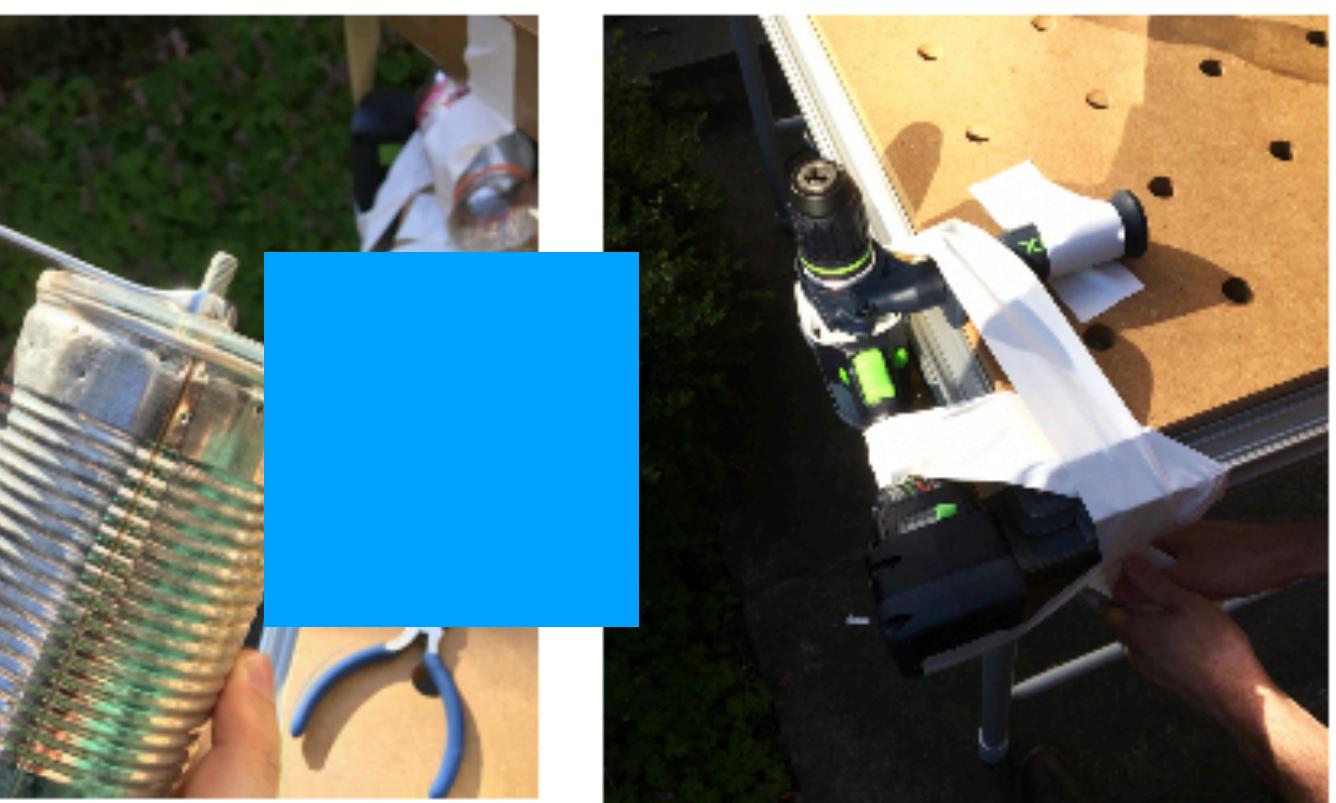
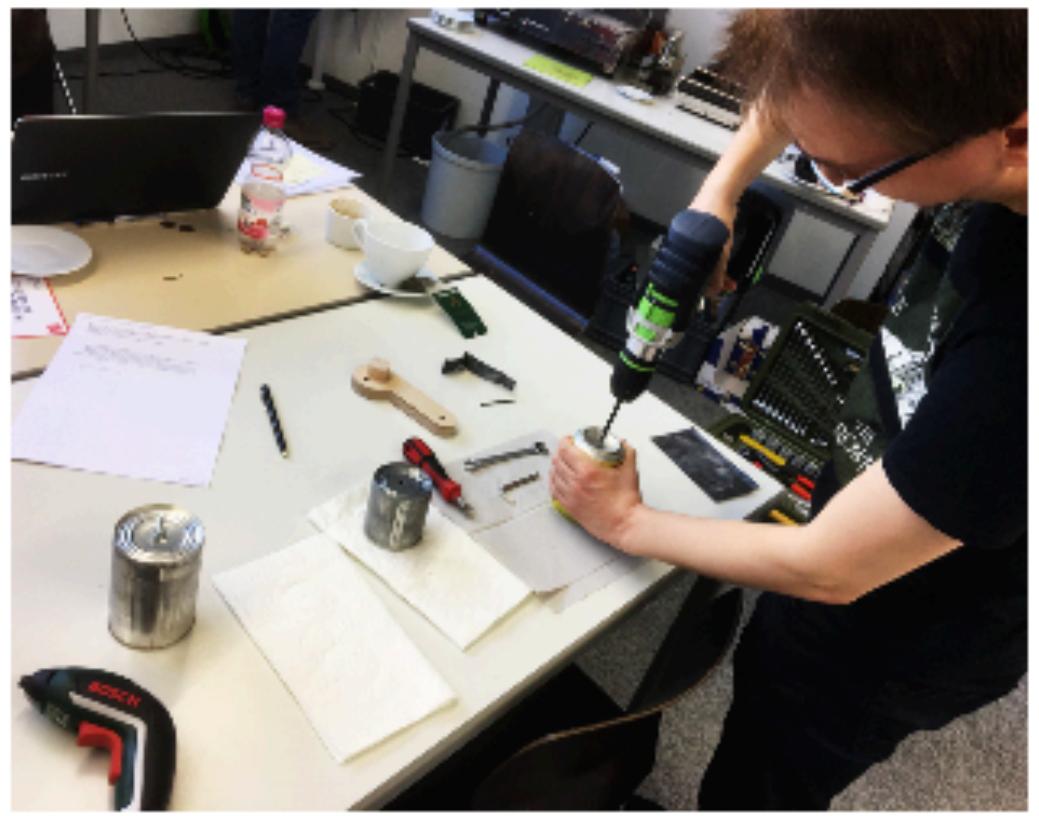
Für das Forschungsprojekt im Designbereich mit dem Titel „Cloud“ möchten wir eine Maschine entwickeln, die Kunststoff-Abfälle und Fehldrucke von 3d Druckern in einer Zerkleinerungsmaschine verarbeitet und in einem zweiten Schritt in einer „Zuckerwattemaschine“ für Kunststoffe zu wolkenartigen Lampenschirmen wiederverwertet. Weitere Nutzungsszenarien wie z.B. Verpackungsmaterial sind denkbar.

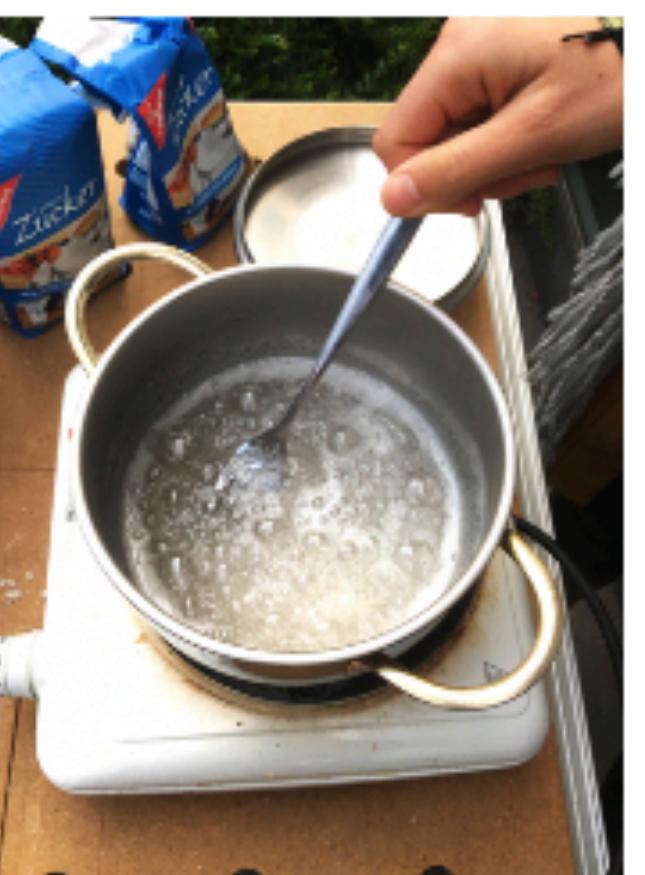
Eine Aufteilung in Projektarbeit und Bachelorarbeit ist möglich. Start idealerweise ab sofort, Abgabe bis spätestens Oktober 2017.

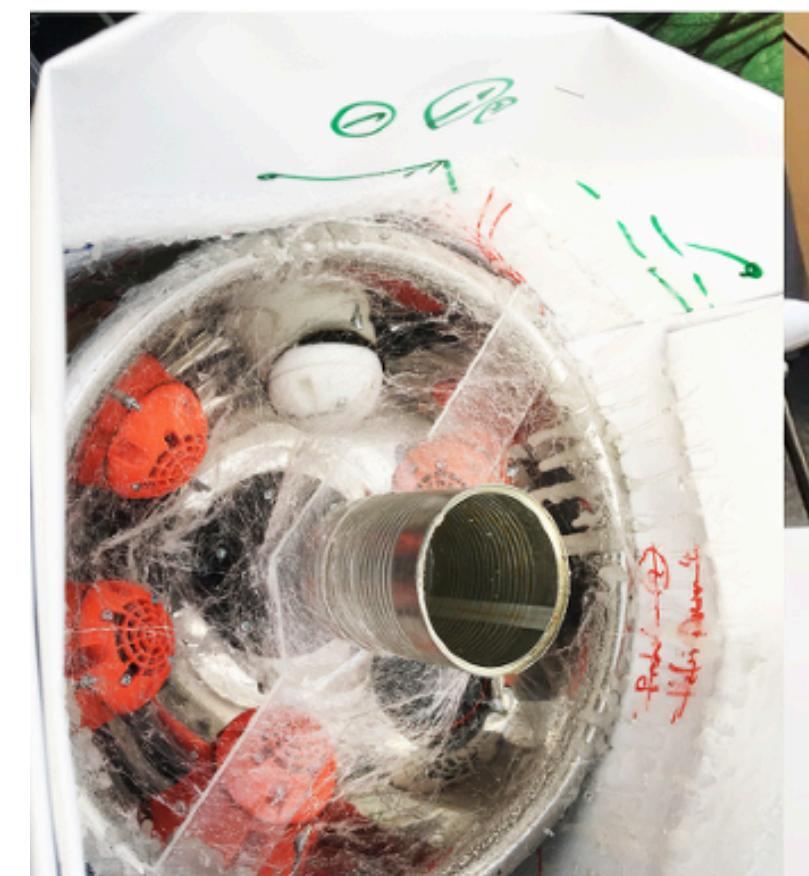
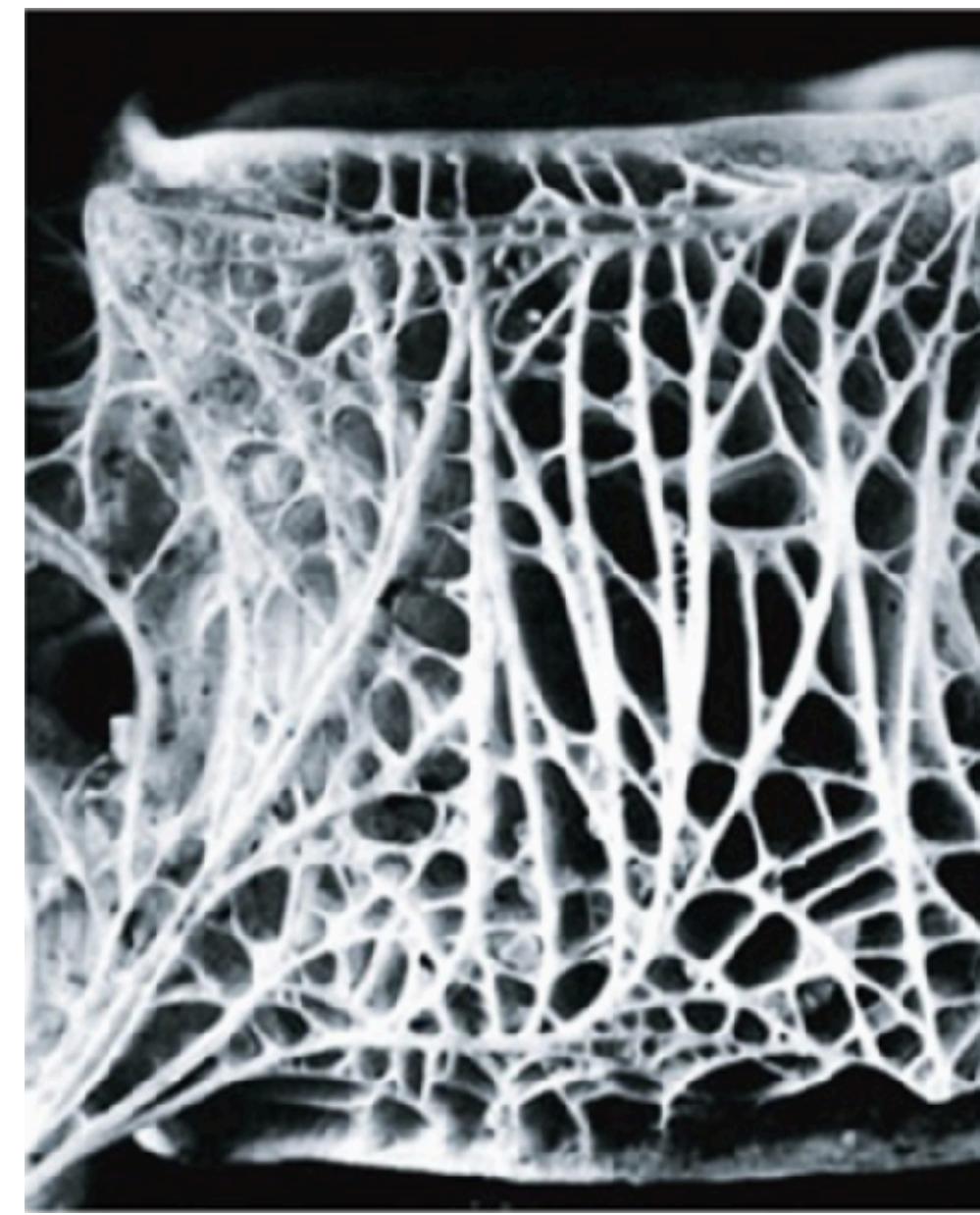
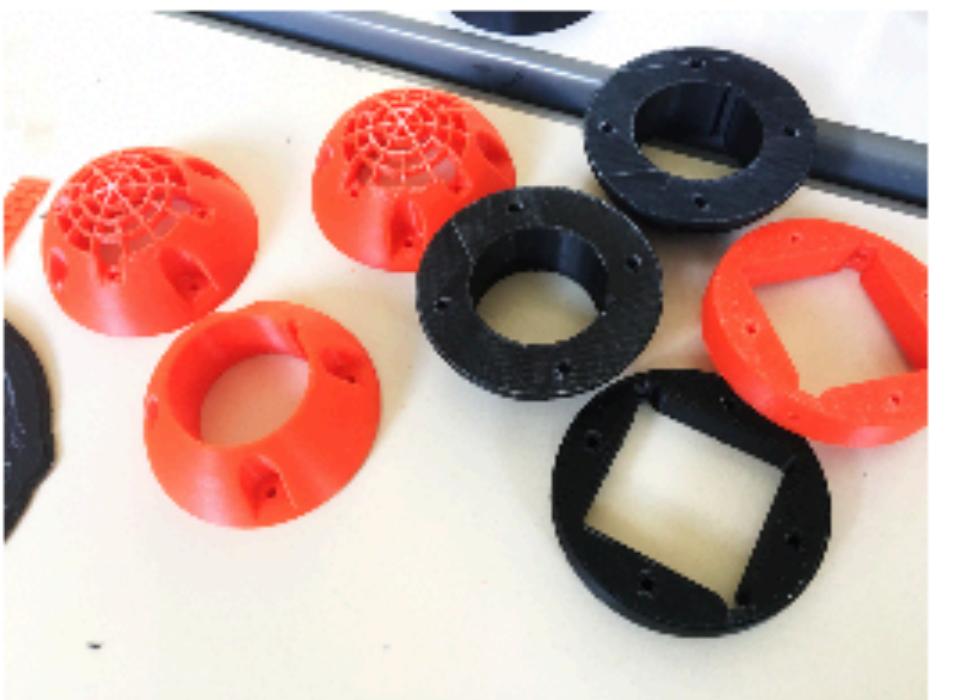
Für **RÜCKFRAGEN** und
weitere **INFOS** melde
Dich doch bitte im **OIL**
oder per mail an:

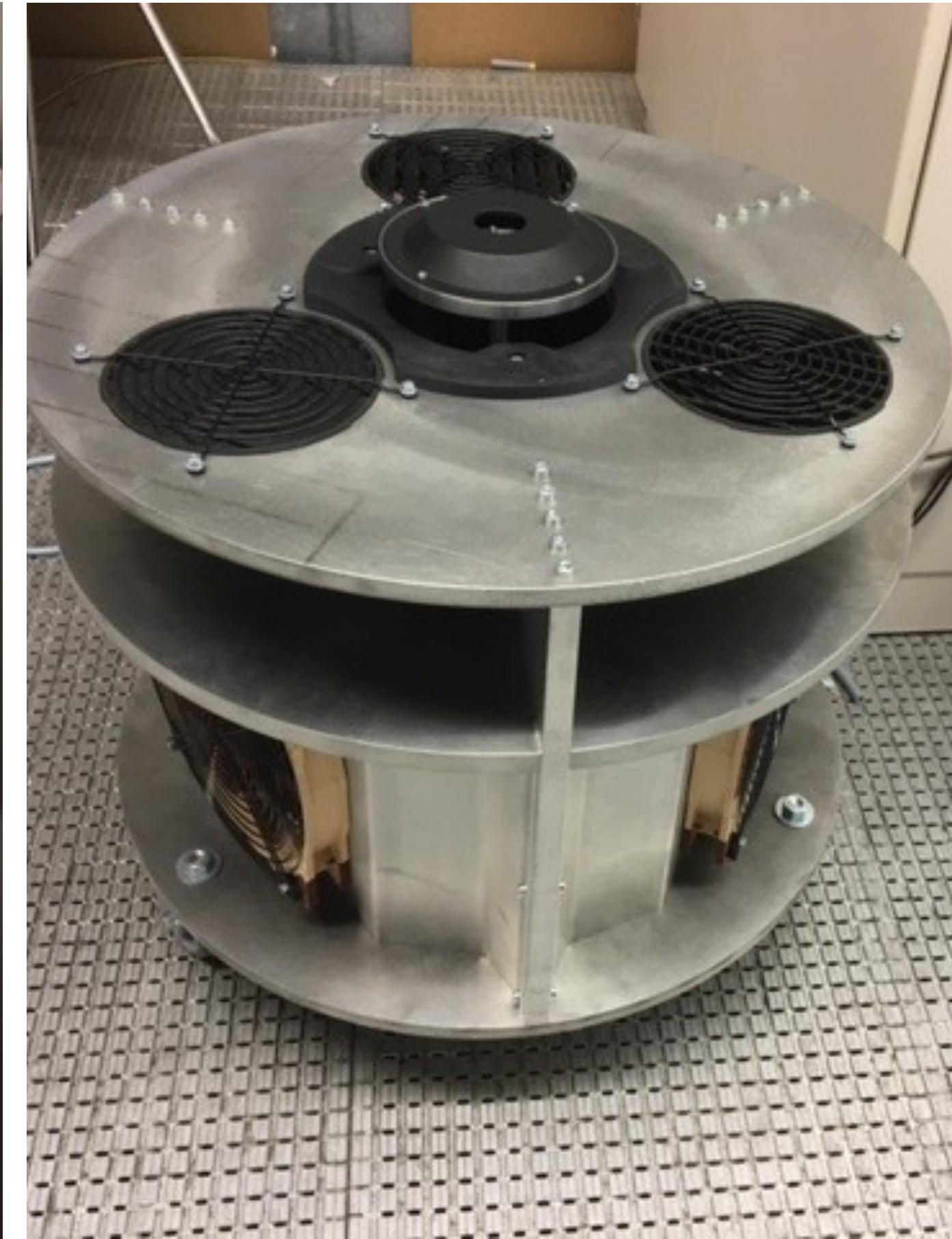
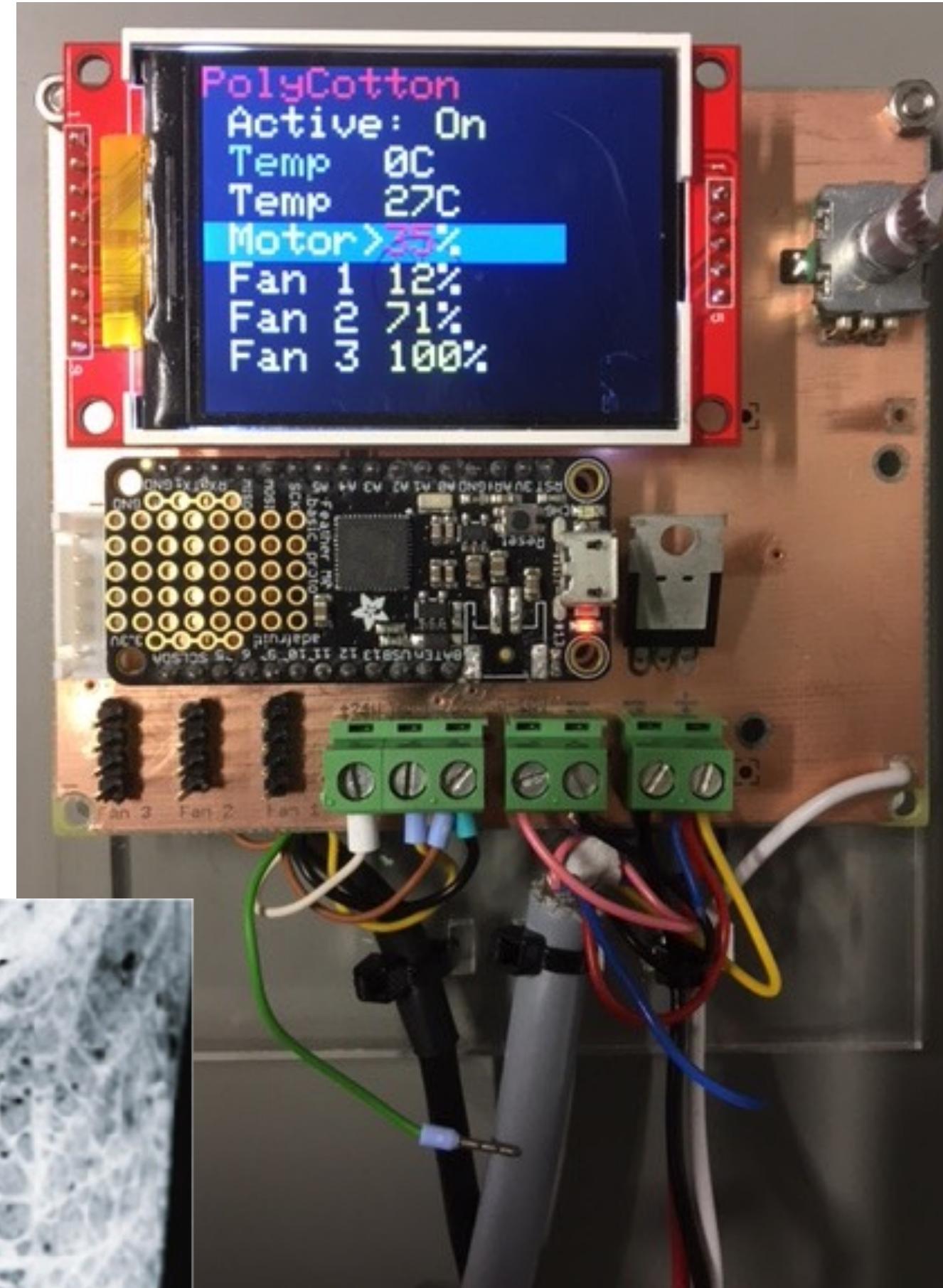
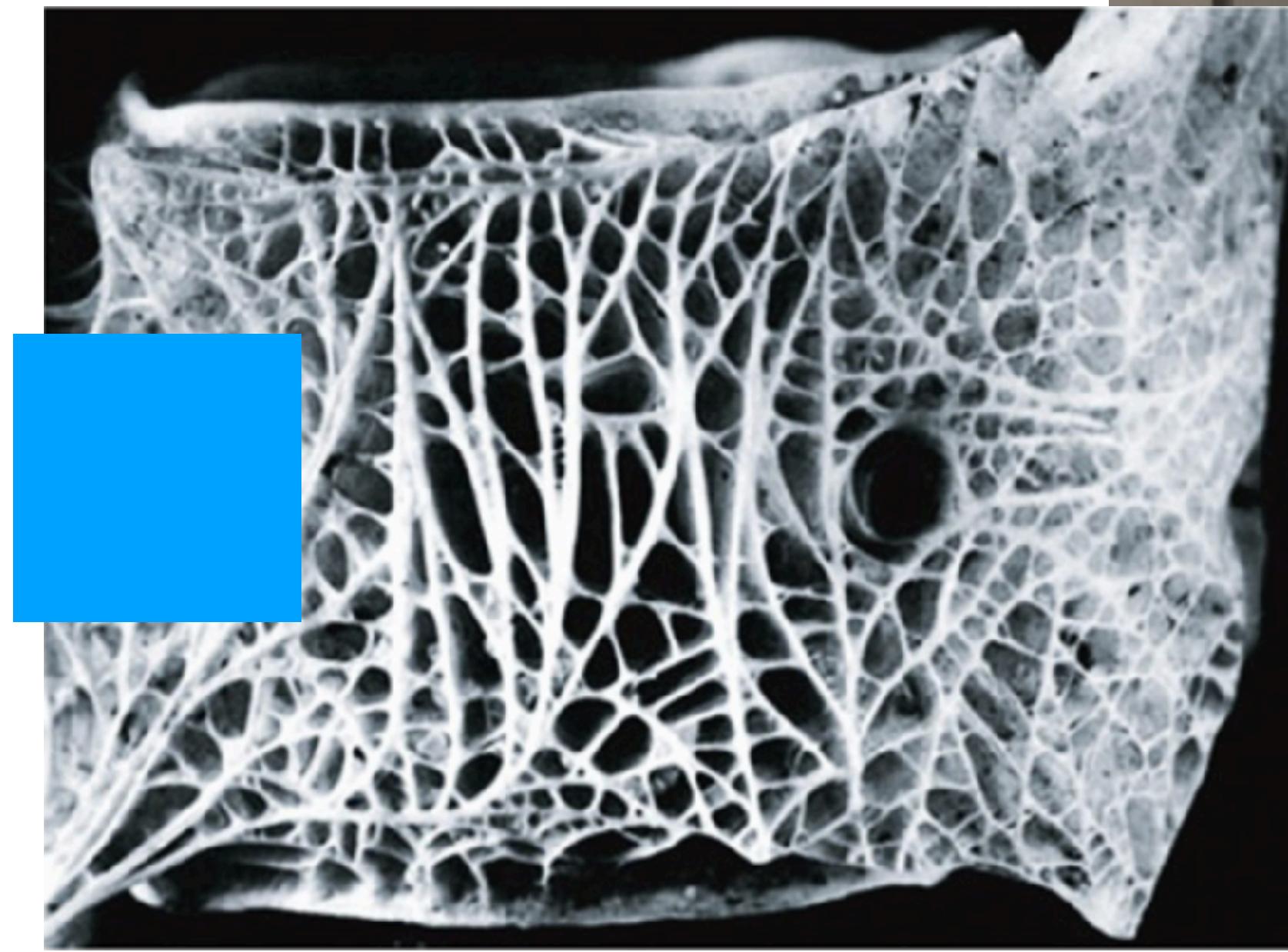
oil@htwg-konstanz.de



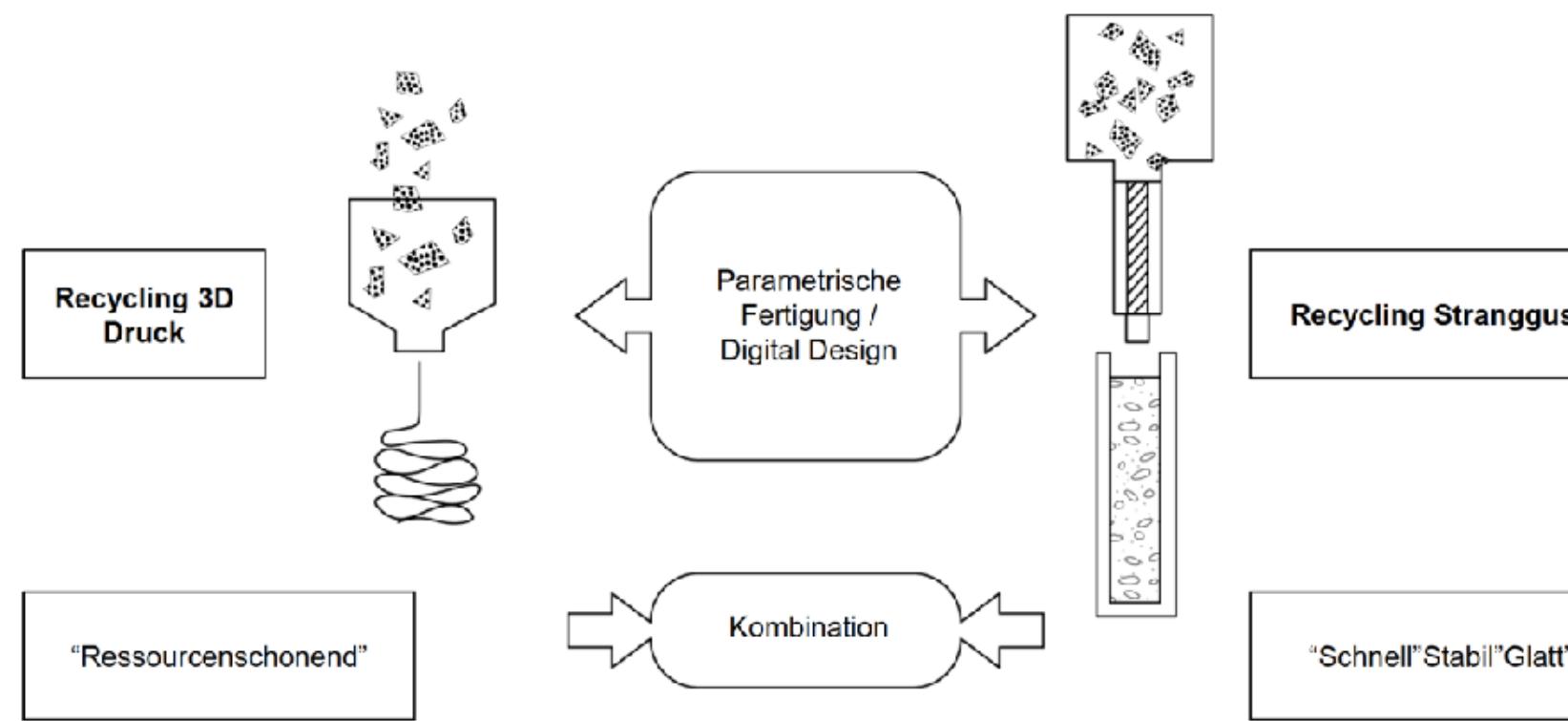








ReSan - 3d printed sanitation from recyclable plastic waste for developing countries (social business model) - Forschungsprojekt



Context in Columbia ...

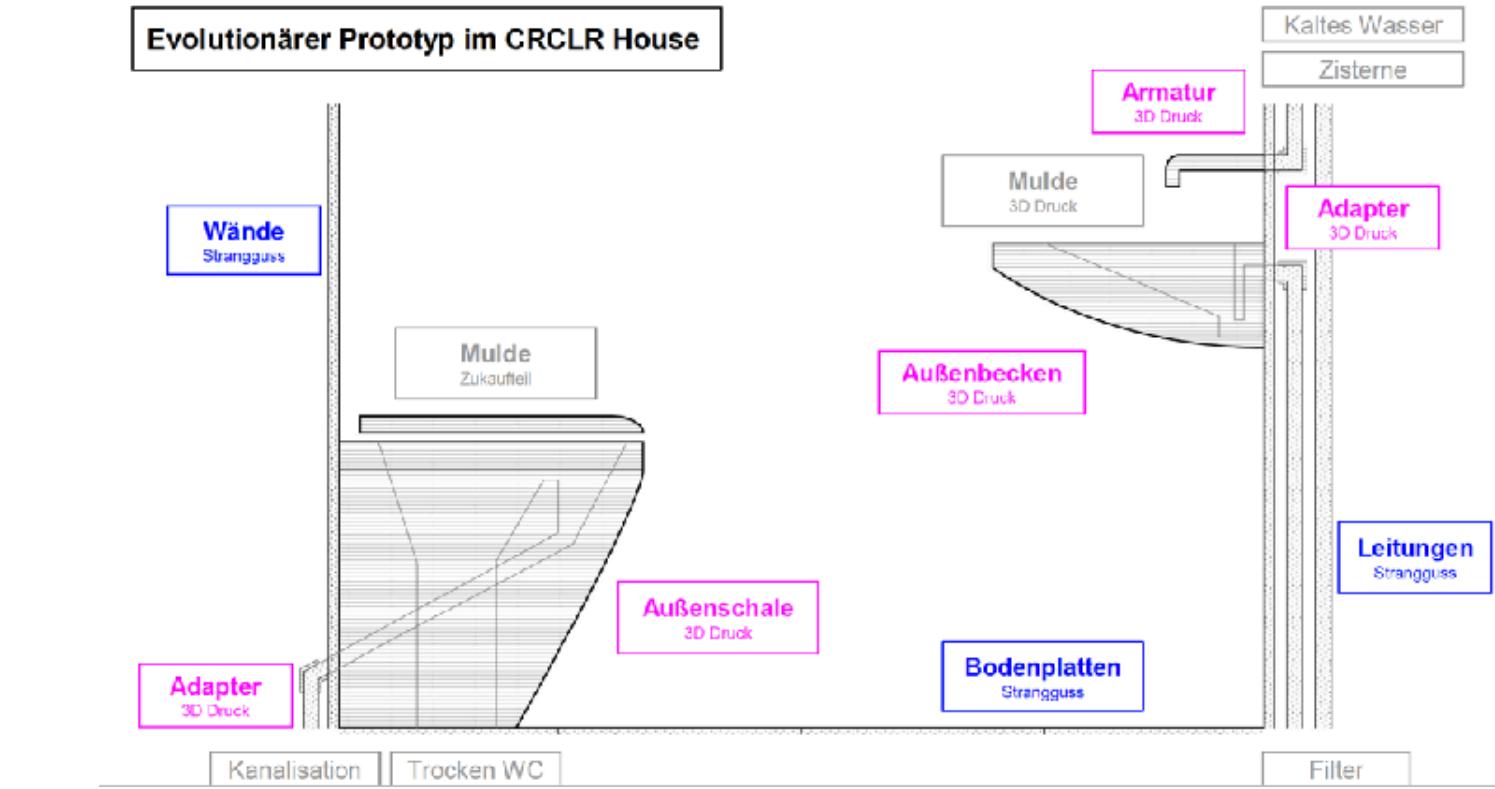


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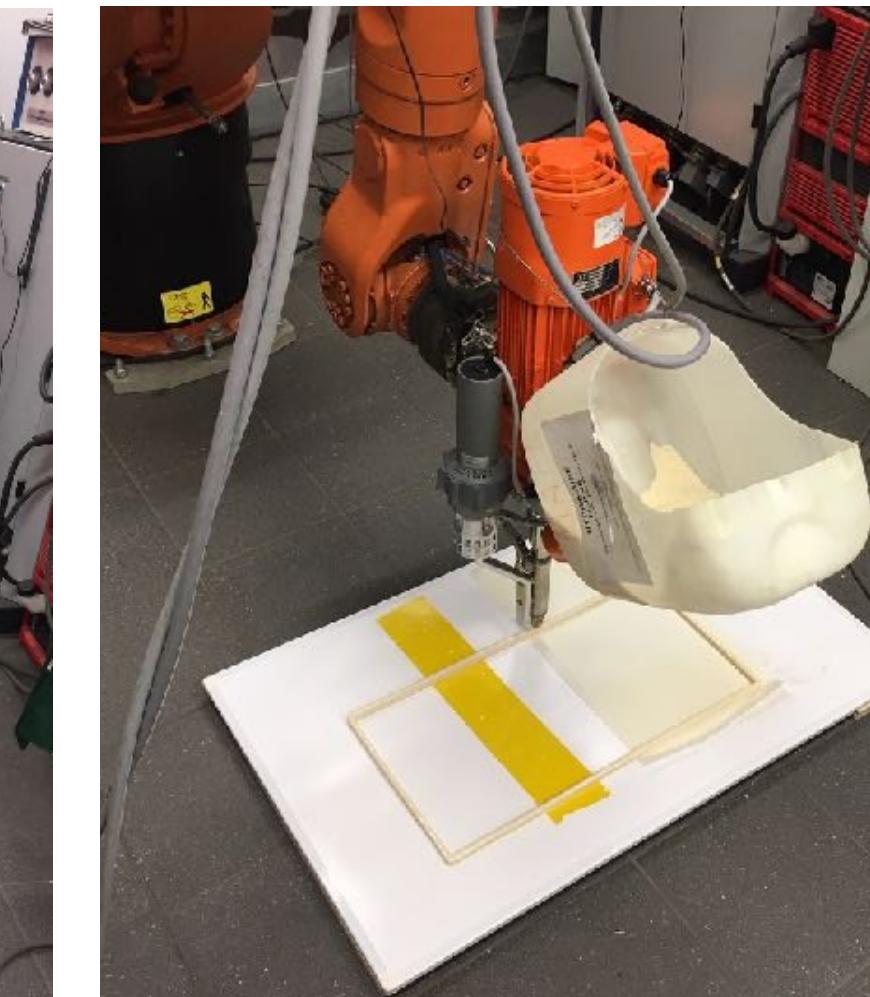
Hochschule Konstanz
Technik, Wirtschaft und Gestaltung

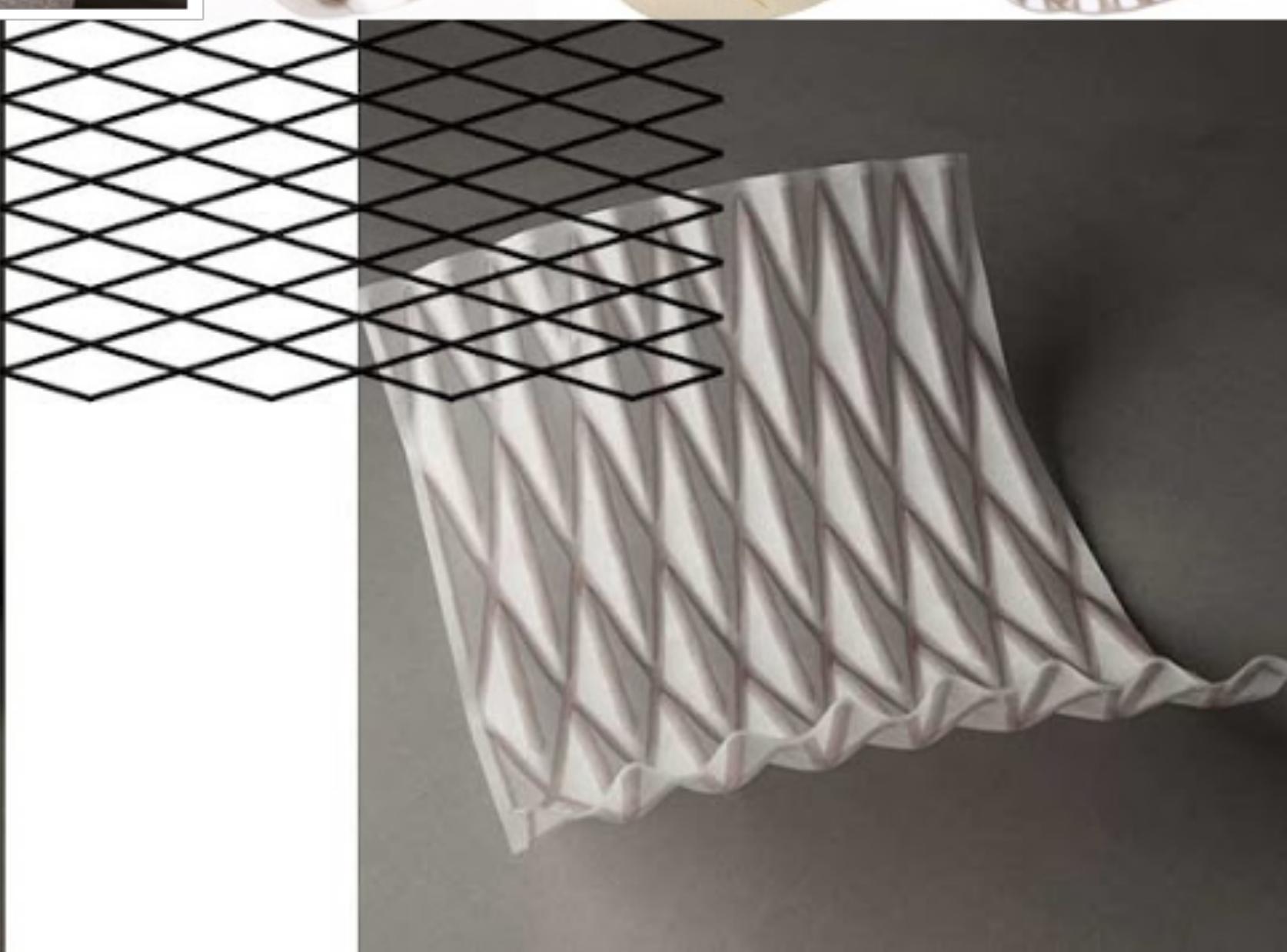
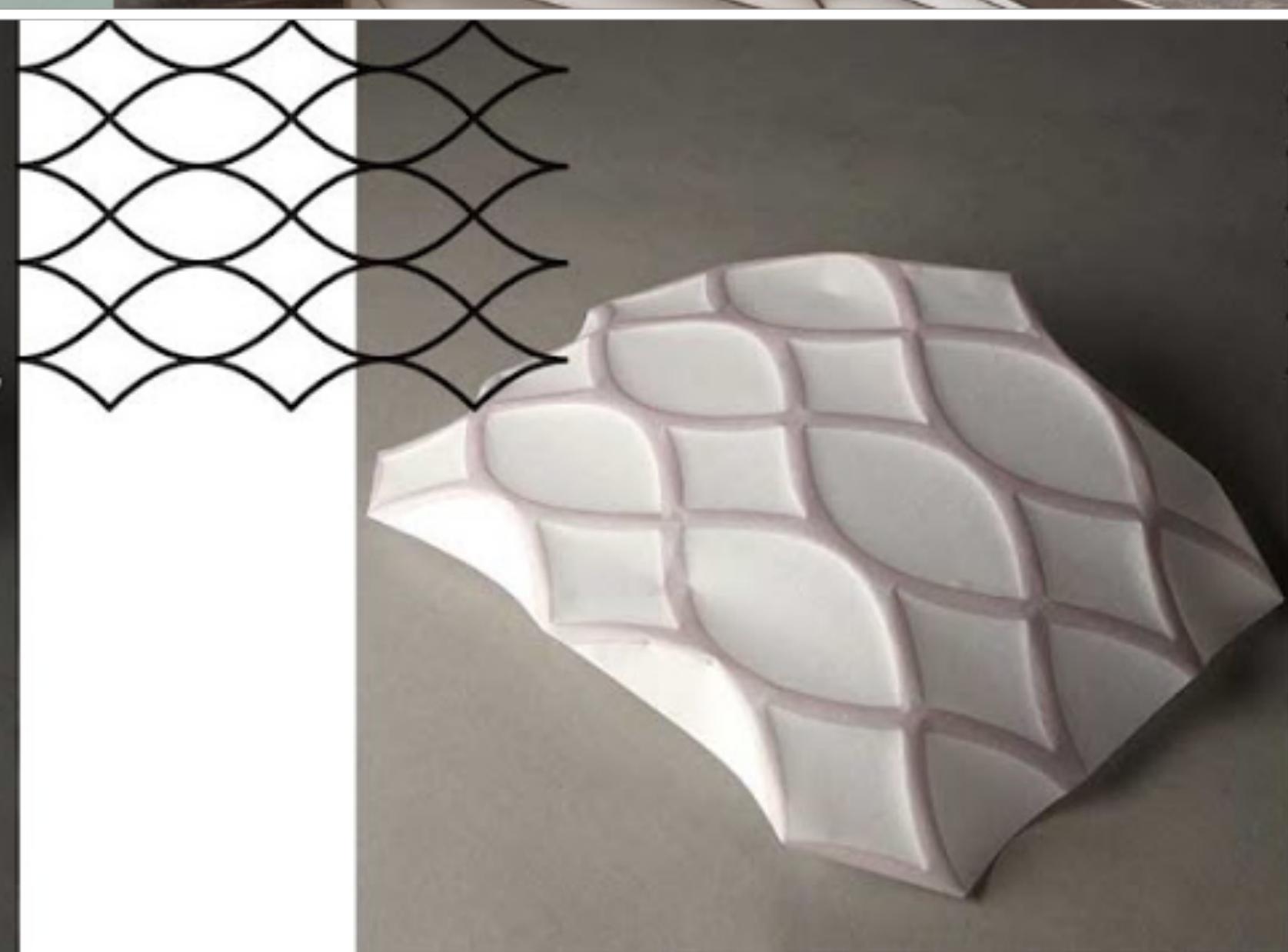
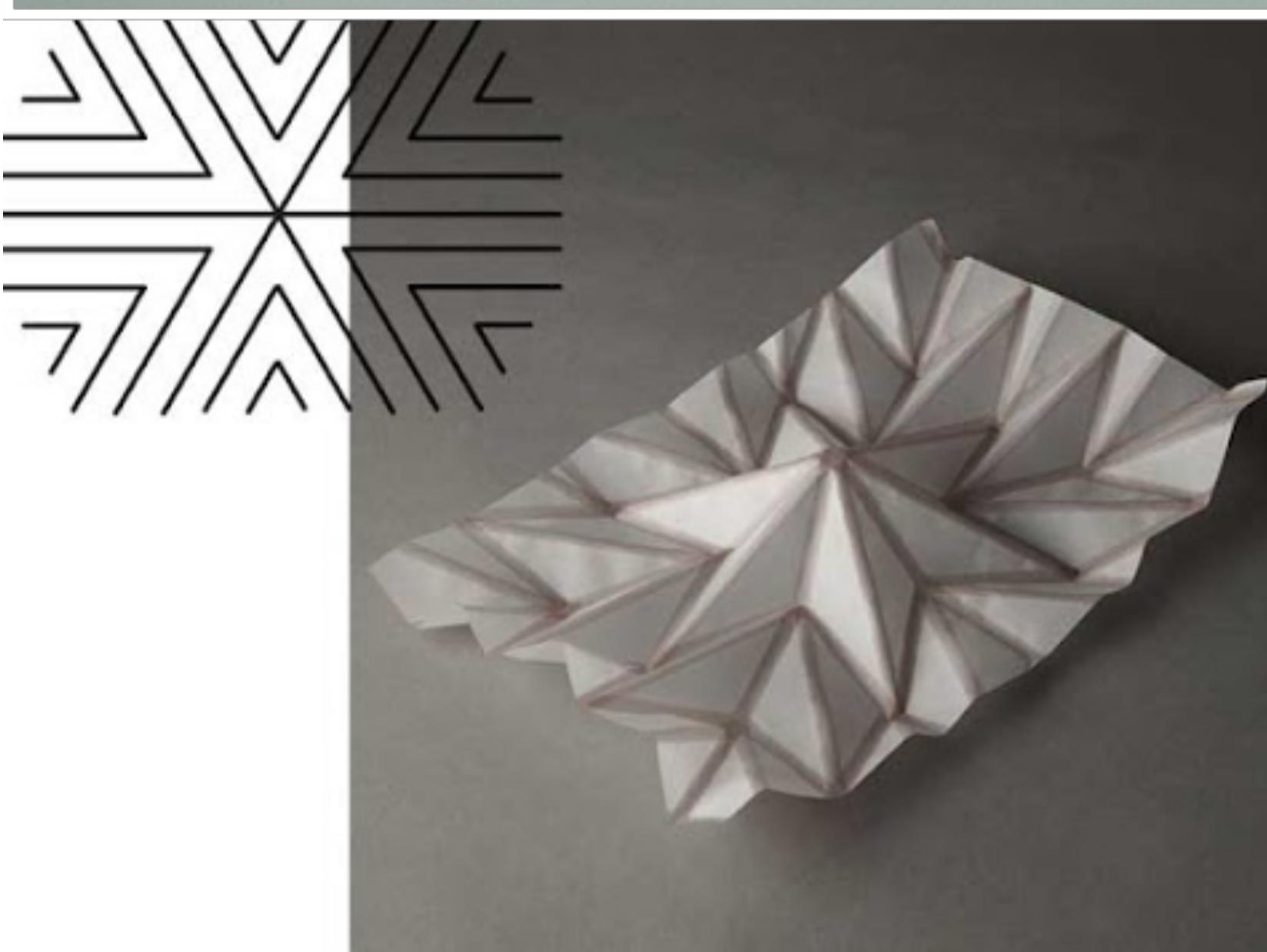
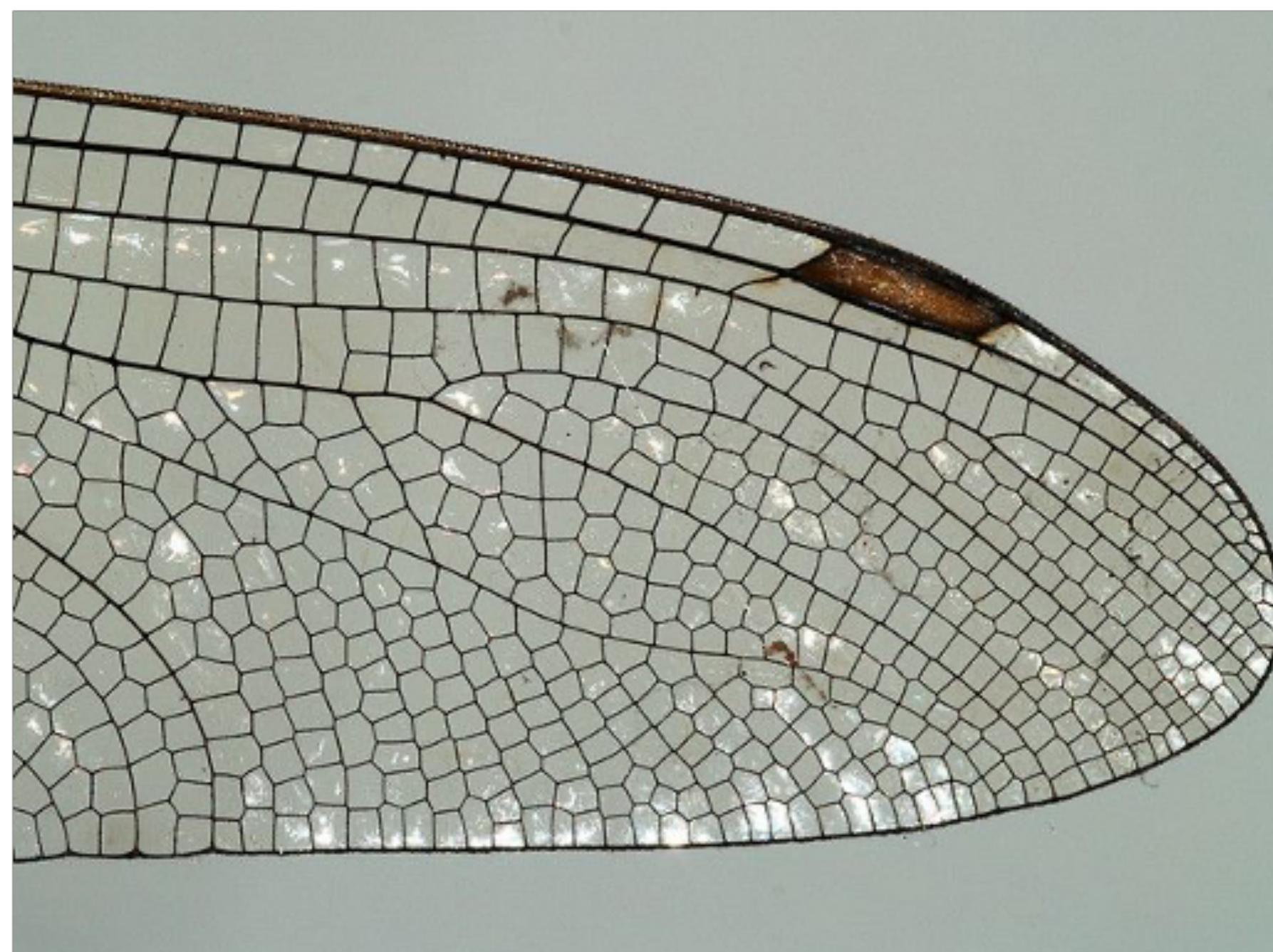


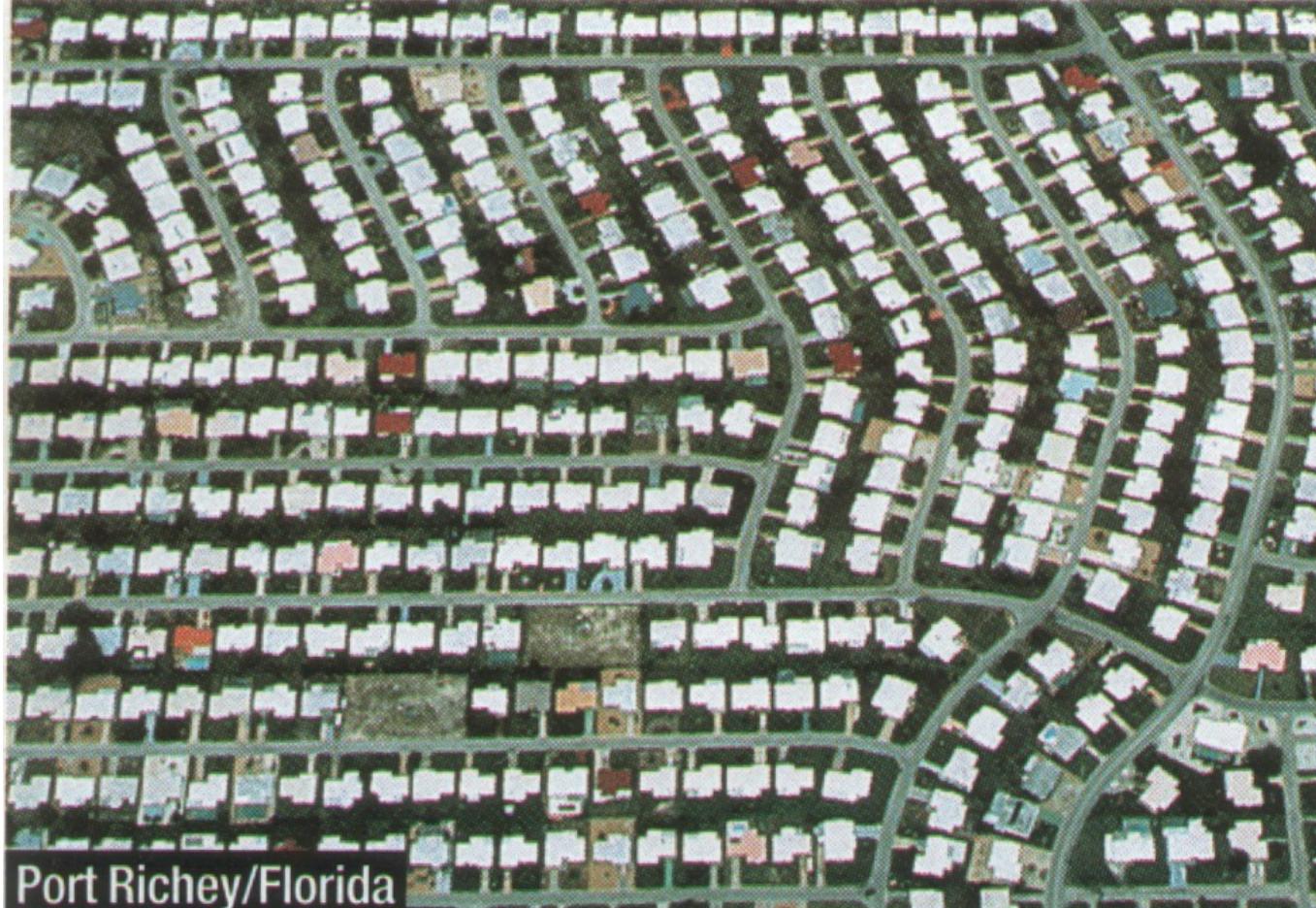
Evolutionärer Prototyp im CRCLR House



HTWG Konstanz Robotics 3d printing ...







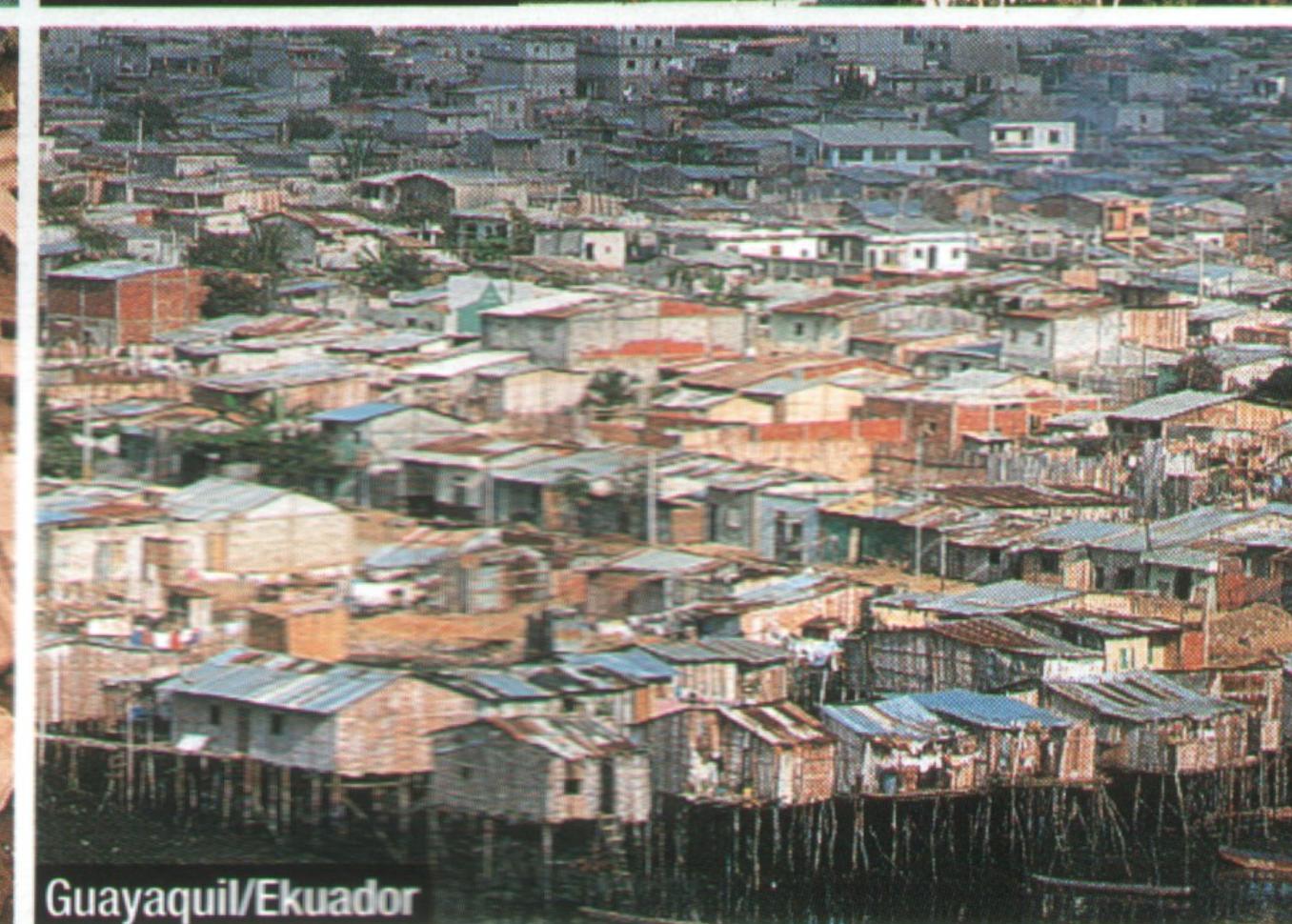
Port Richey/Florida



Phoenix/Arizona



Atlas-Gebirge/Marokko



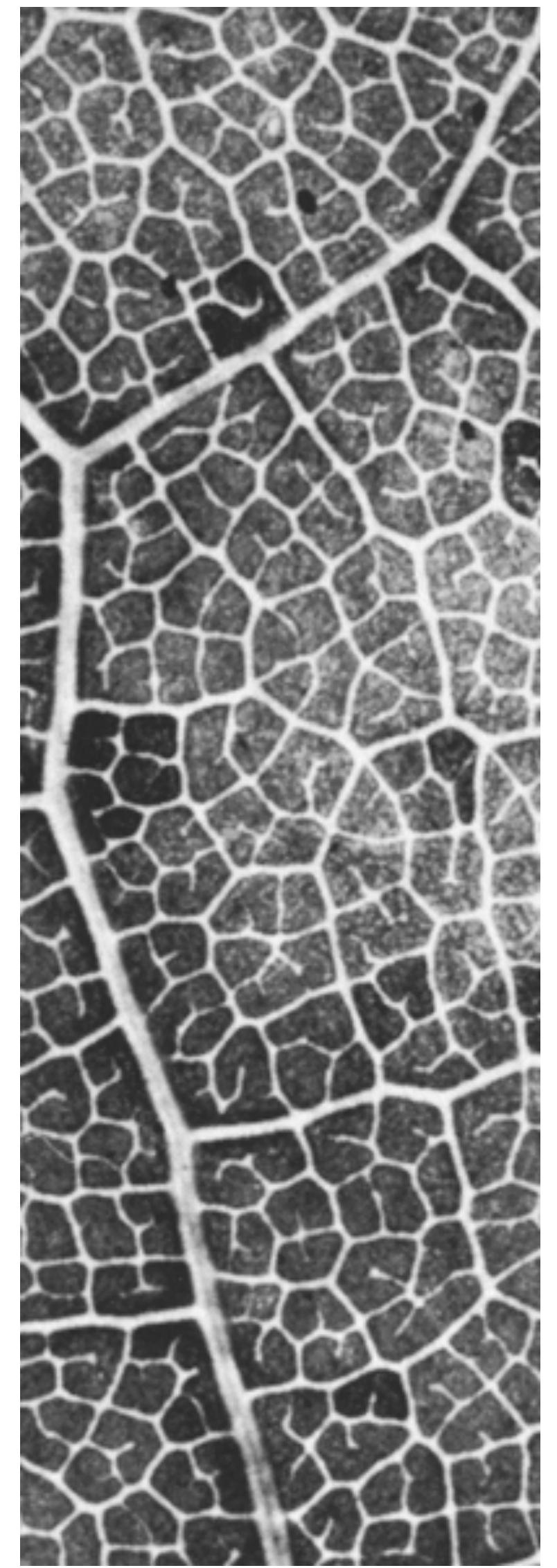
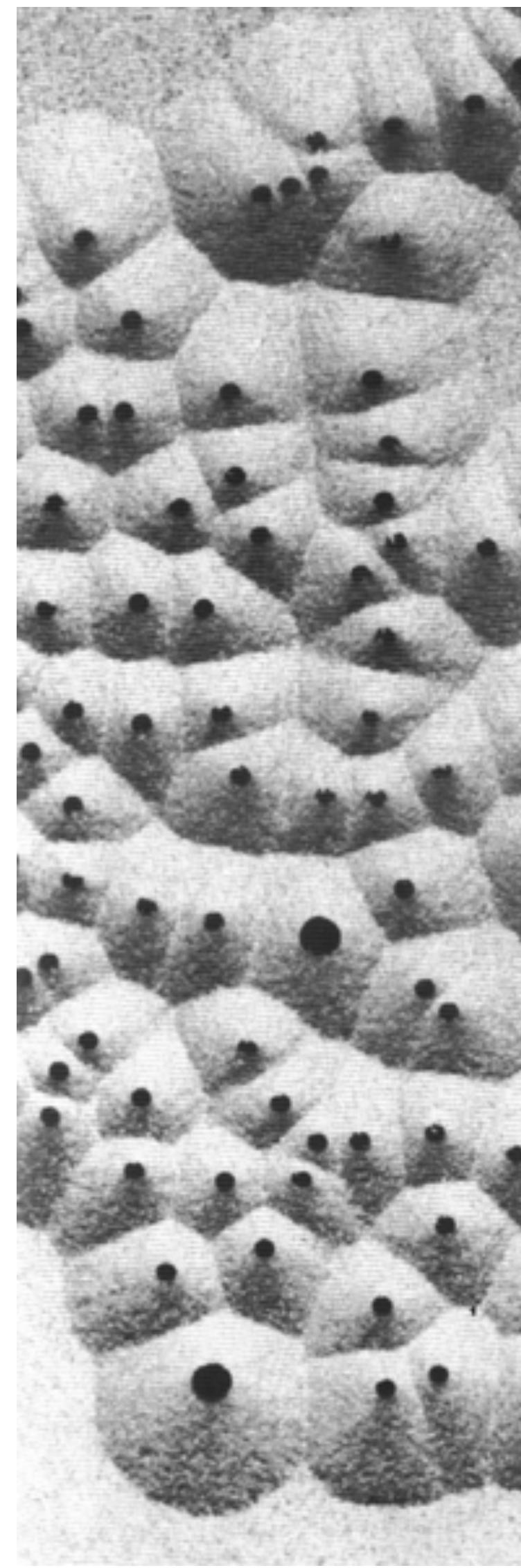
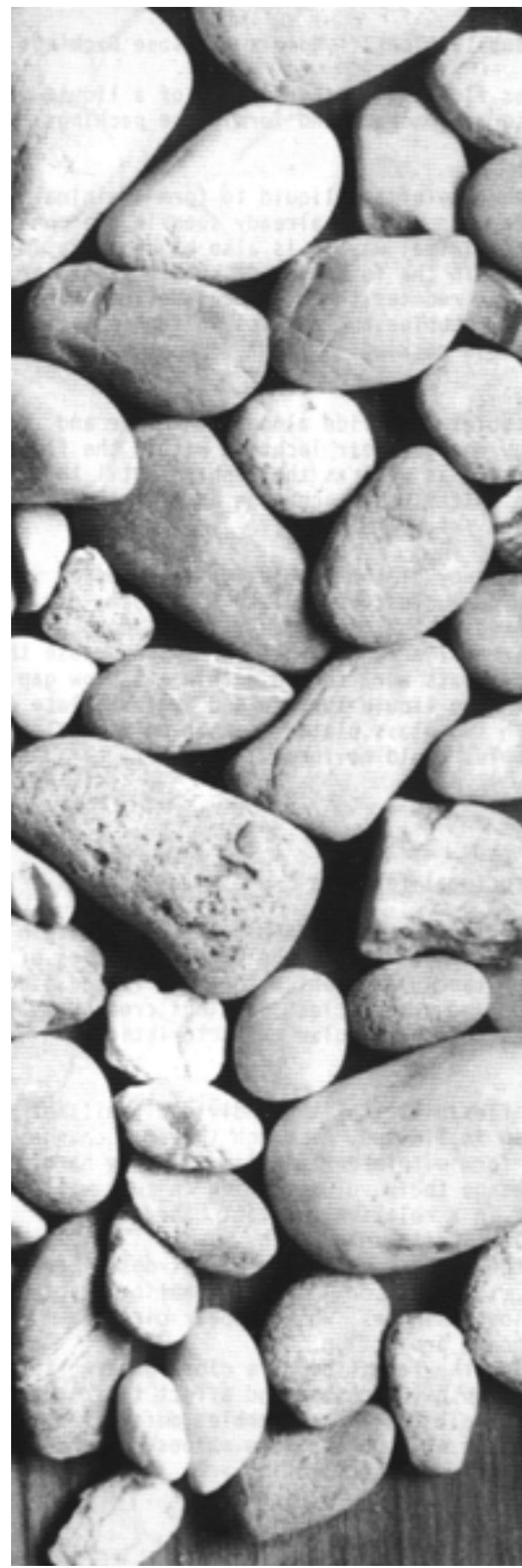
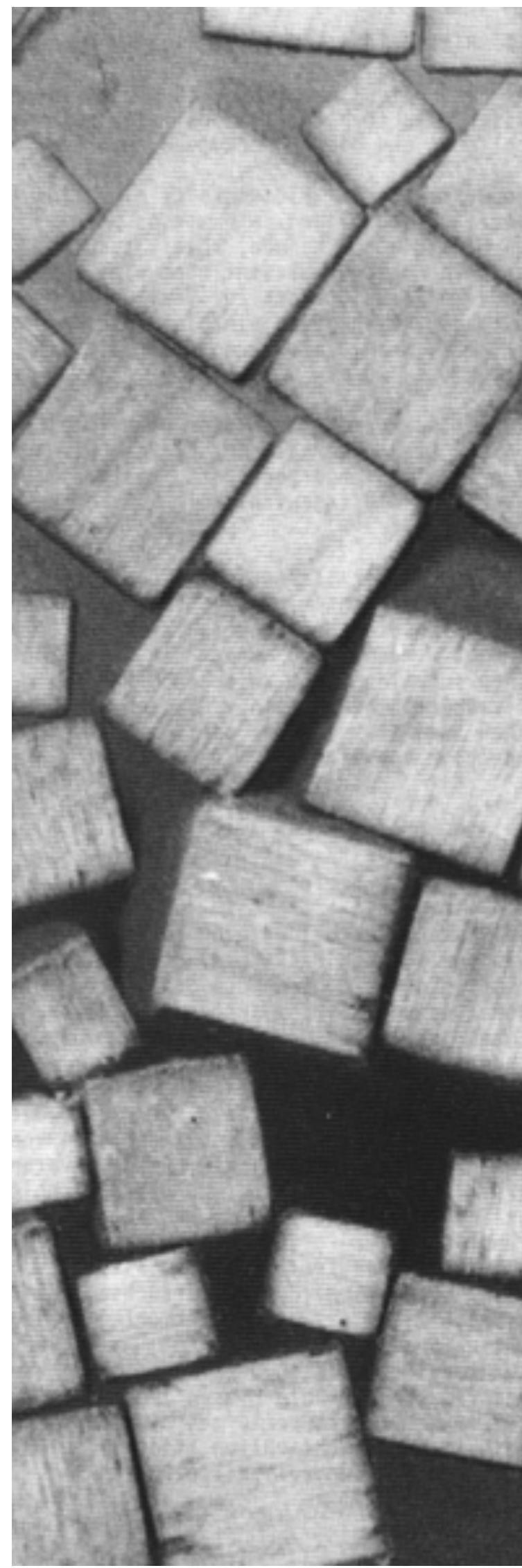
Guayaquil/Ekuador

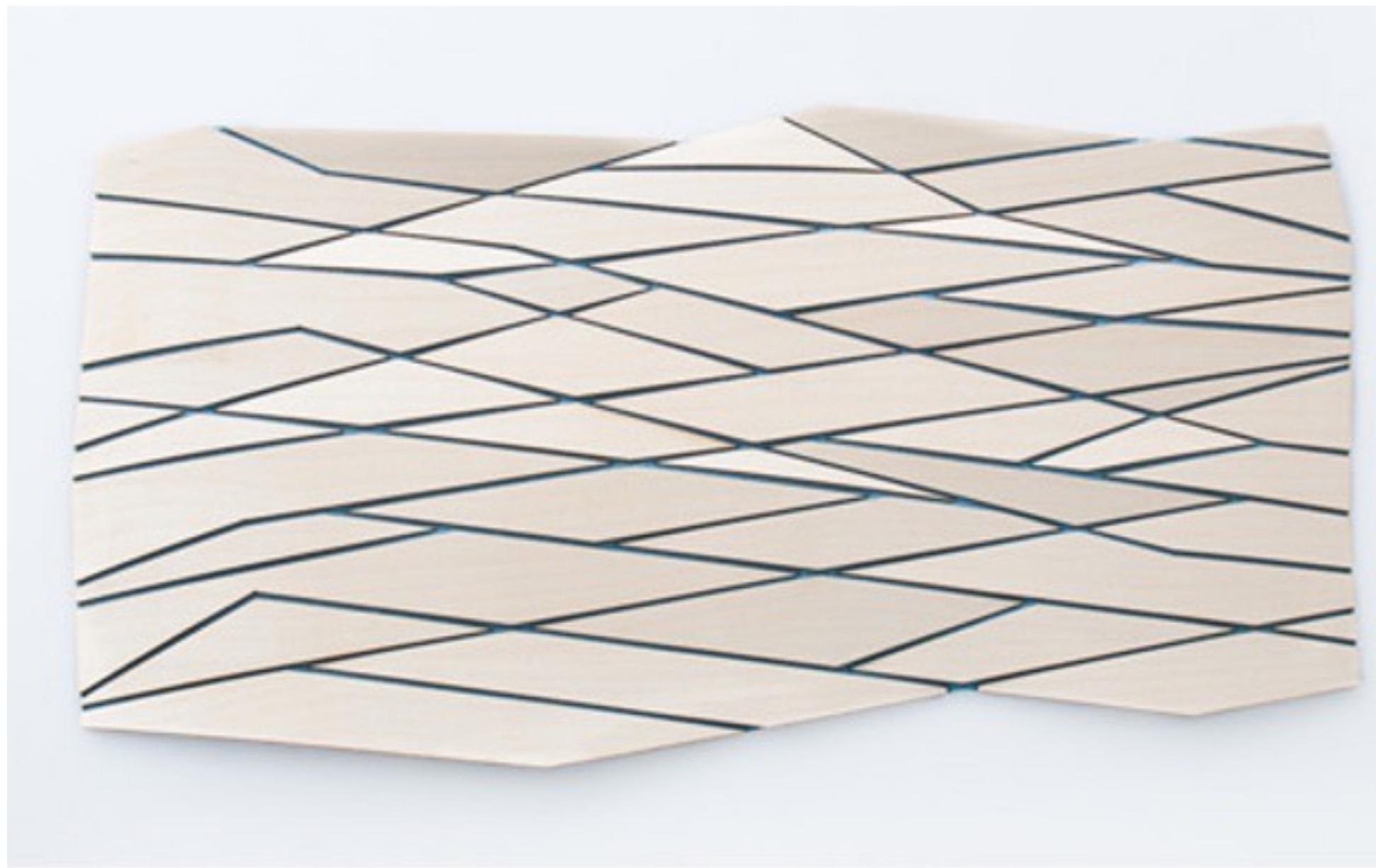


San Fernando Valley/Kalifornien



Sun City/Arizona





Diego Vencato

Laura Krumina



Diego Vencato



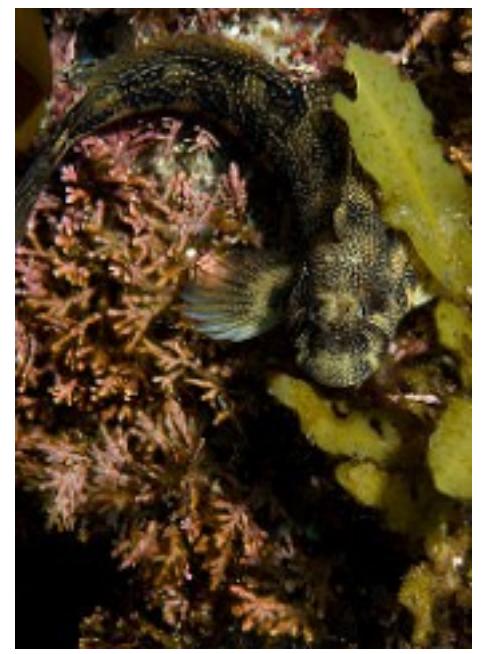
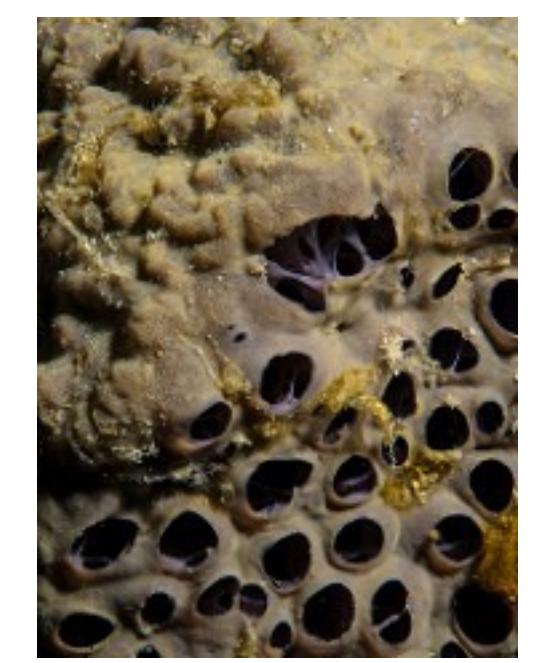
Diego Vencato



Studio Mikabarr

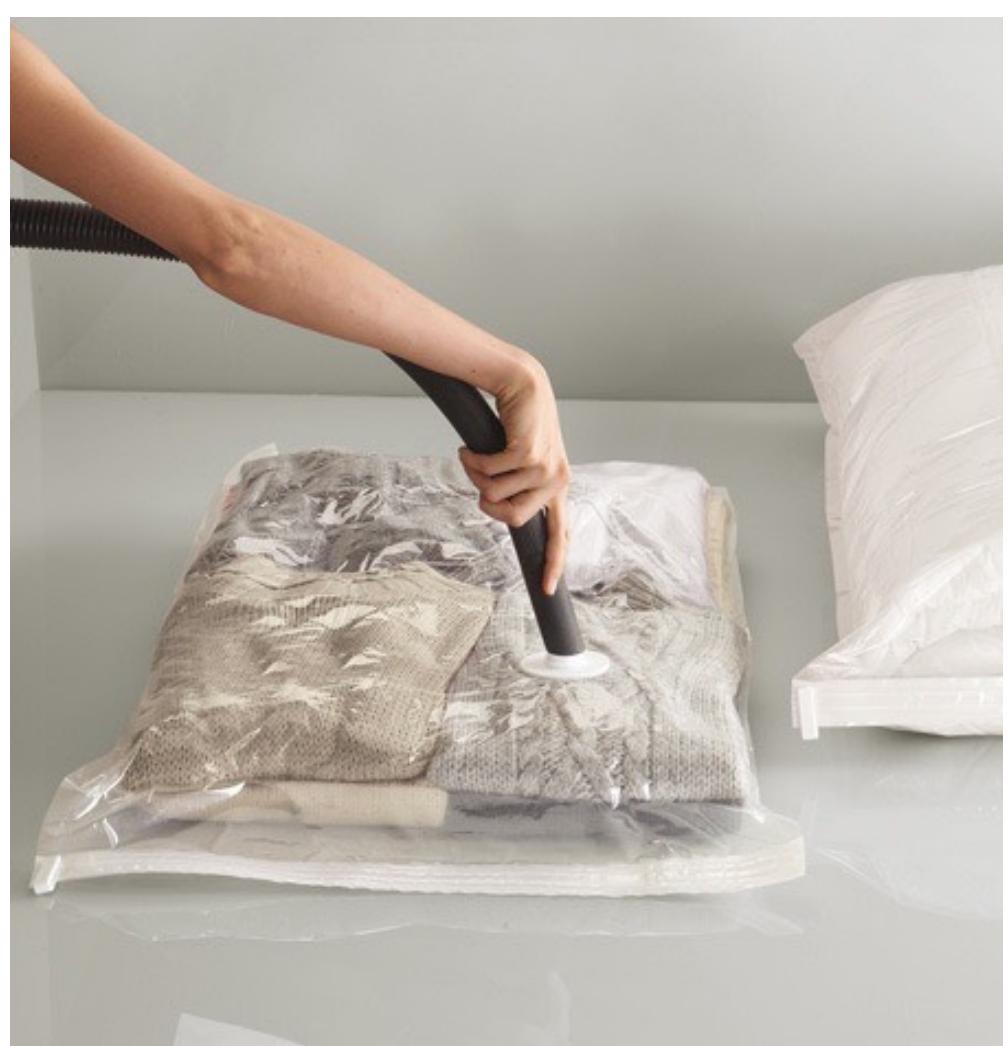


Elisa Strozyk



<https://www.dezeen.com/2013/10/20/mycelium-chair-by-eric-klarenbeek-is-3d-printed-with-living-fungus/>





Form und Funktion - Historischer Zwiespalt

Seit der Renaissance hat die zunehmende Trennung und Priorisierung von Entwurfsgestaltung über der Herstellung/Materialisierung zu einer Aufspaltung von symbiotischen Gestaltungsprozessen geführt. Verschiedene Bewegungen zeigen diesen Zwiespalt von Form und Funktion auf:

- **Louis Sullivan** (1896) der das Credo **“form follows function”** geprägt hat, schloss sich später *Arts and Craft* Bewegung an.
- **Adolf Loos** (1910) der das Buch **“Ornament und Verbrechen”** schrieb, war ein Verfechter des Jugendstils und hielt die Verschmelzung von Kunsthantwerk und Gebrauchsgegenstand für unangemessen. Er schloss sich dem deutschen Werkbund an, der für Funktionalismus (Funktion aus Gebrauch heraus) stand.
- **Staatliches Bauhaus Weimar** (Gründung 1919) interpretierte das Credo **“form follows function”** als „Verzicht auf jegliches Ornament“ - folgte aber eher ästhetischen Aspekten als purer Funktion.
- **Hochschule für Gestaltung Ulm Ulmer Schule**, (gegründet von M. Bill, O. Aicher, I. Scholl, 1953) führte Gestaltungsprinzipien der Bauhaus Bewegung weiter. Das Buch **“die gute Form”** repräsentierte den Ansatz von maximaler Wirkung und Verwendung minimaler Materie.

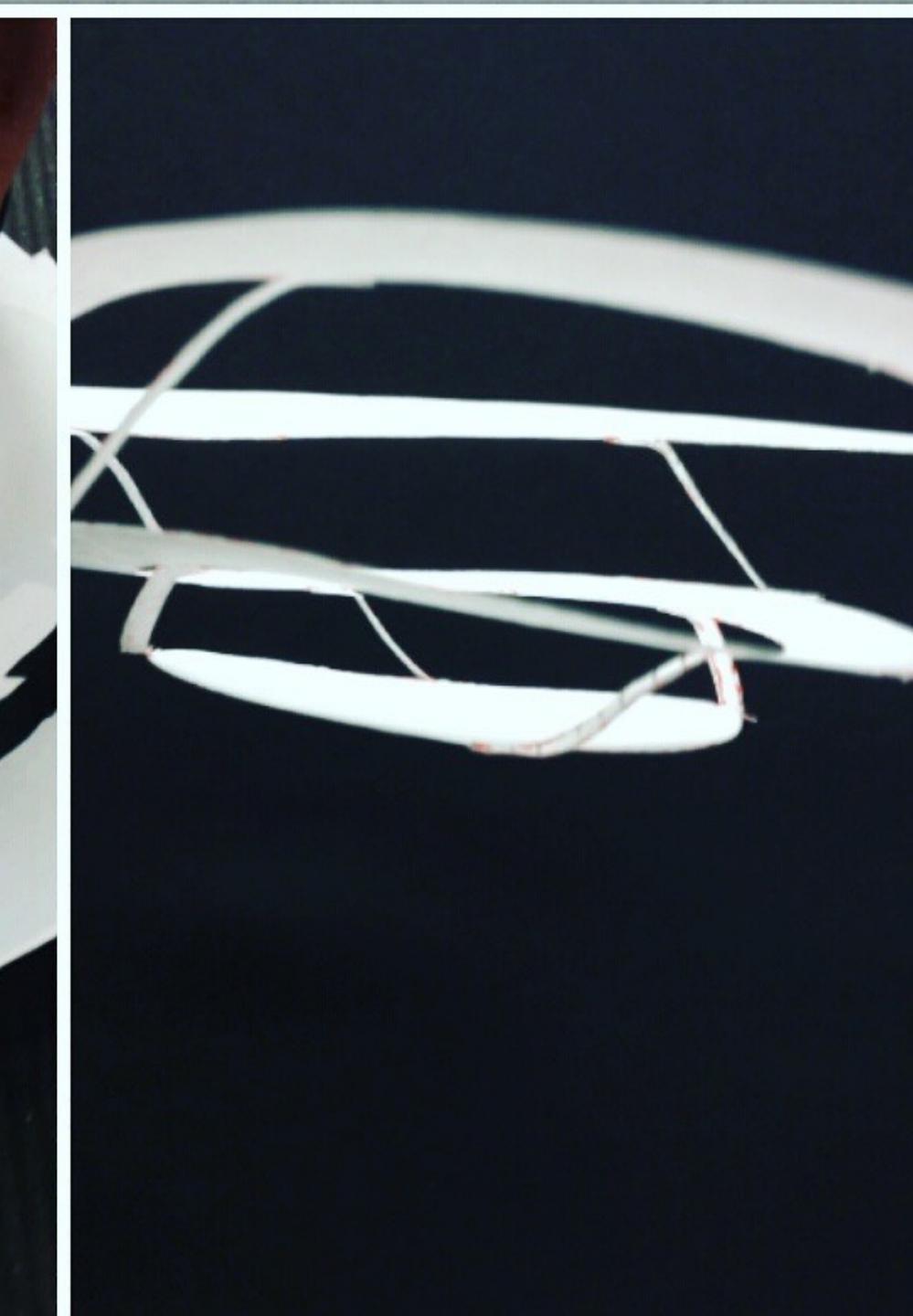
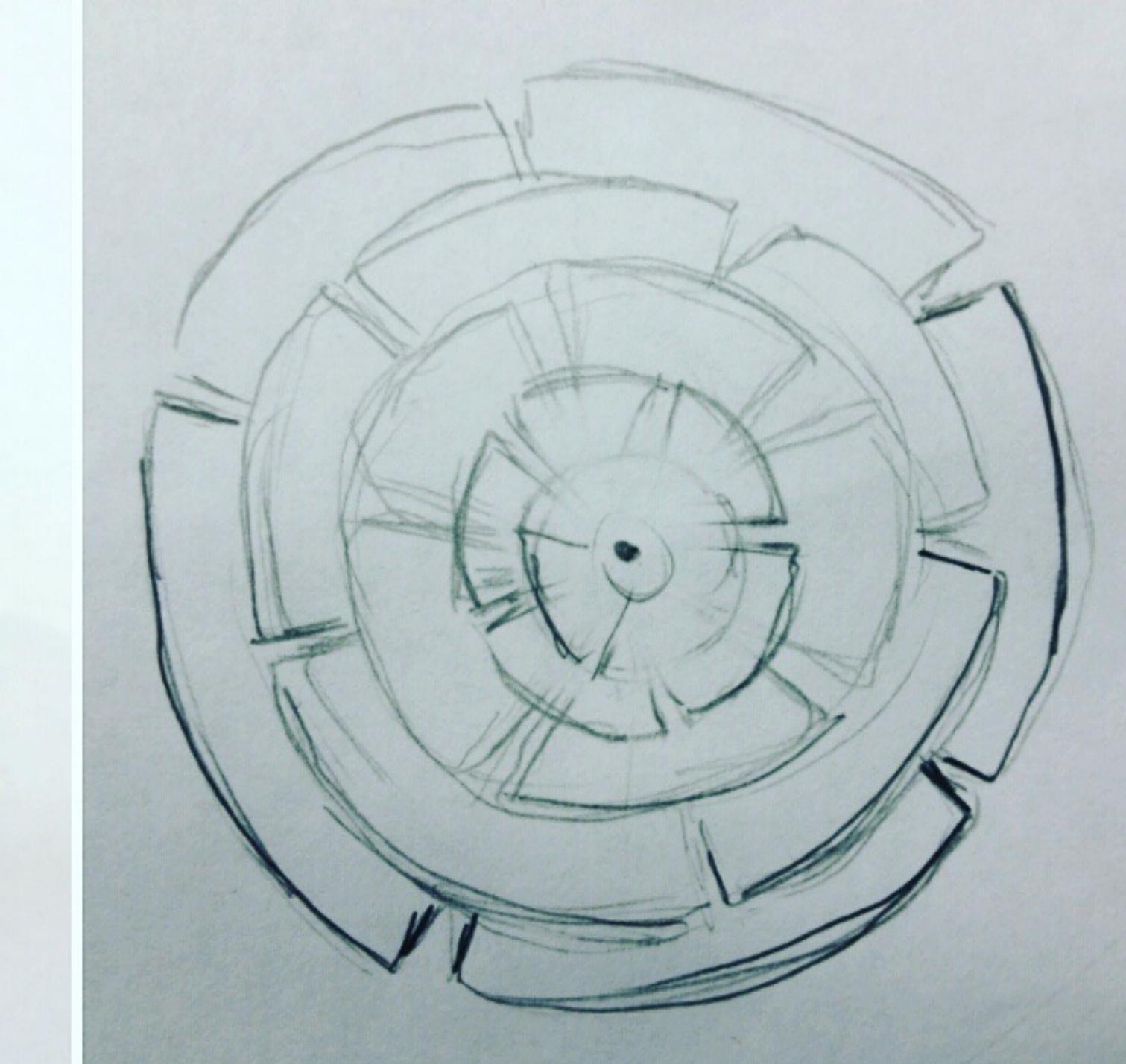
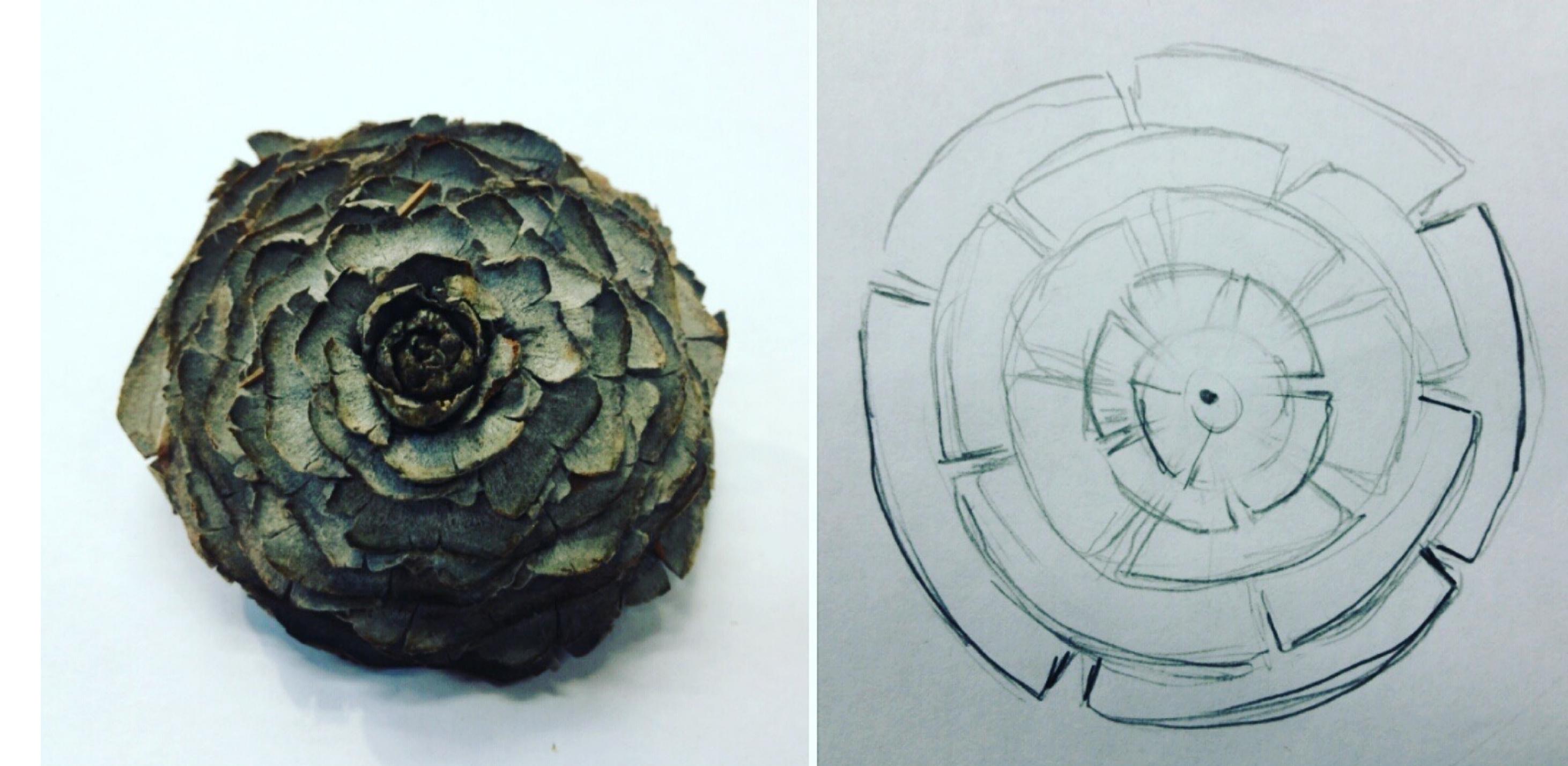
Bionik

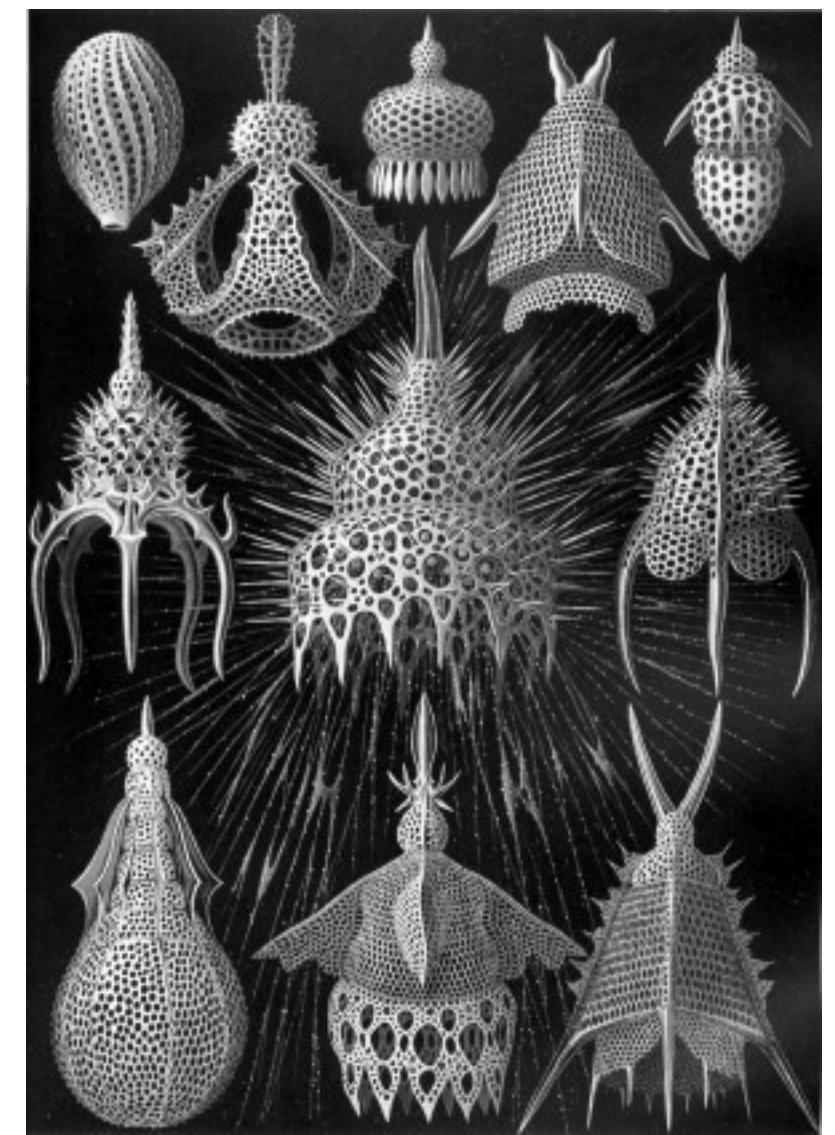


HygroSkin – Meteorosensitive Pavilion | Institute for Computational Design, University of Stuttgart

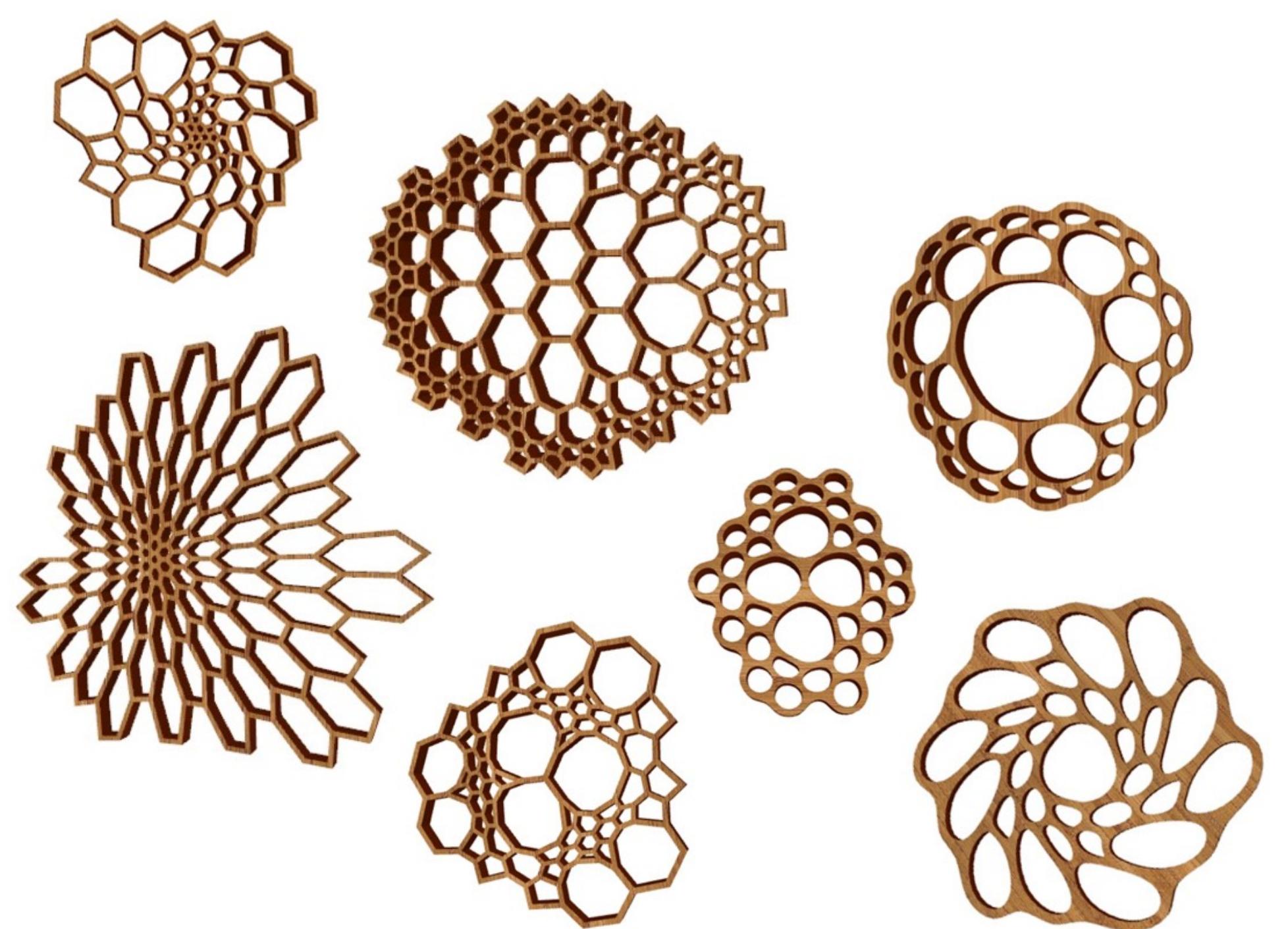
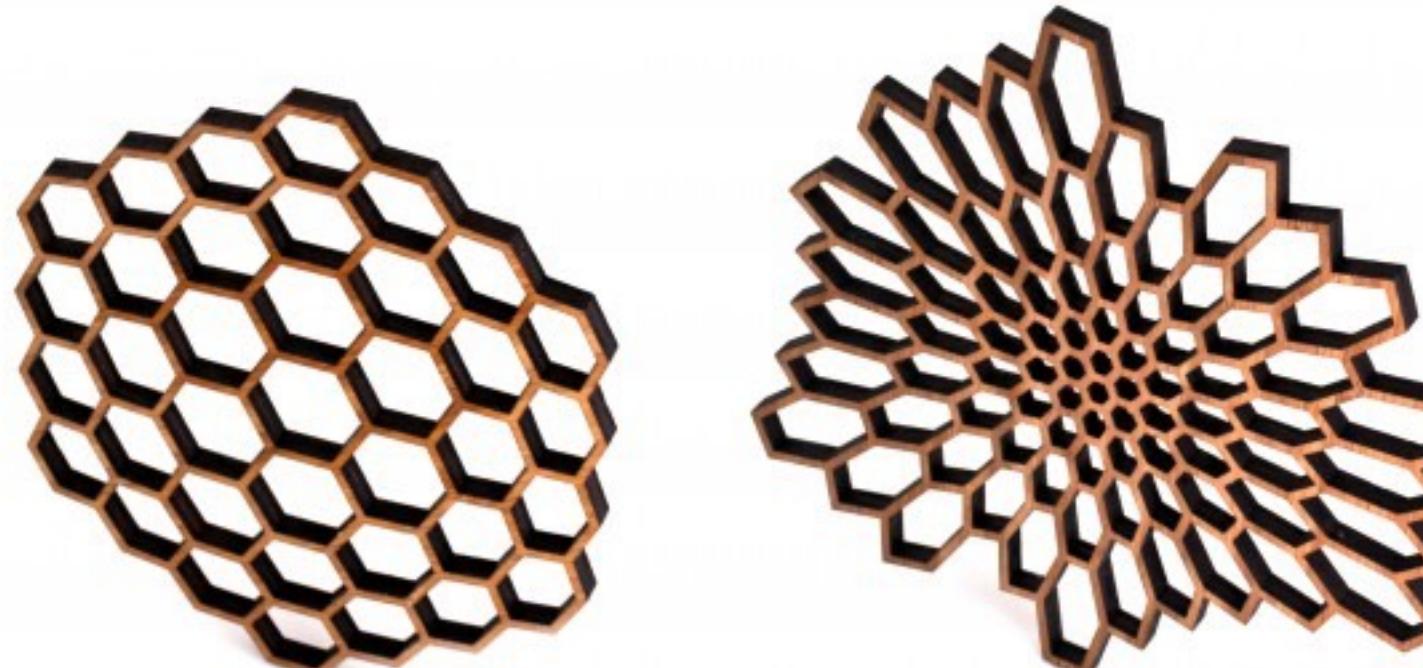


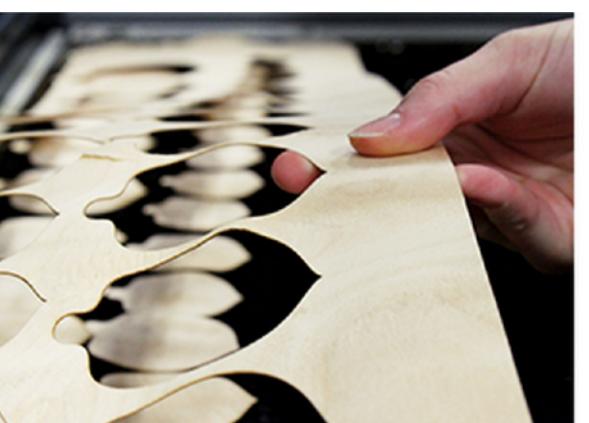
HygroSkin – Meteorosensitive Pavilion Institute for Computational Design, University of Stuttgart

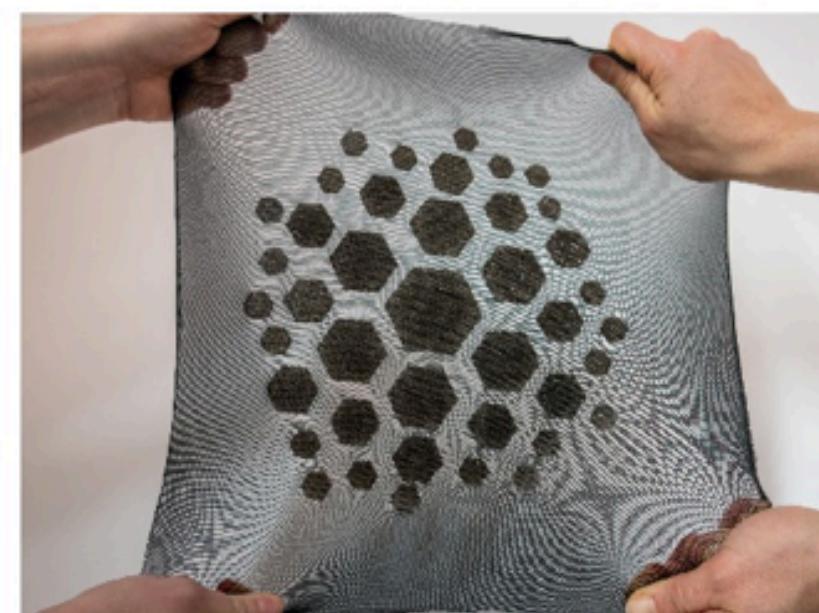
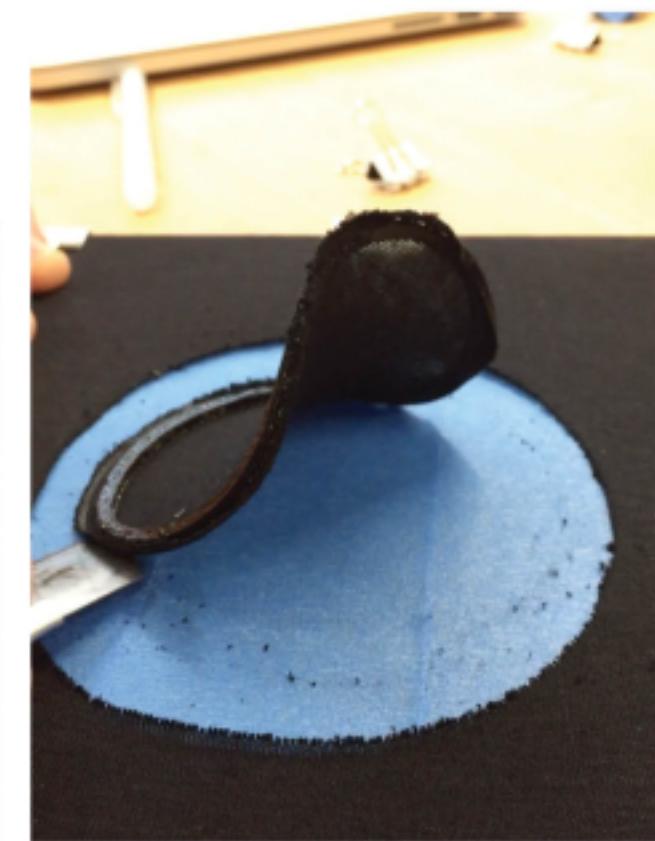
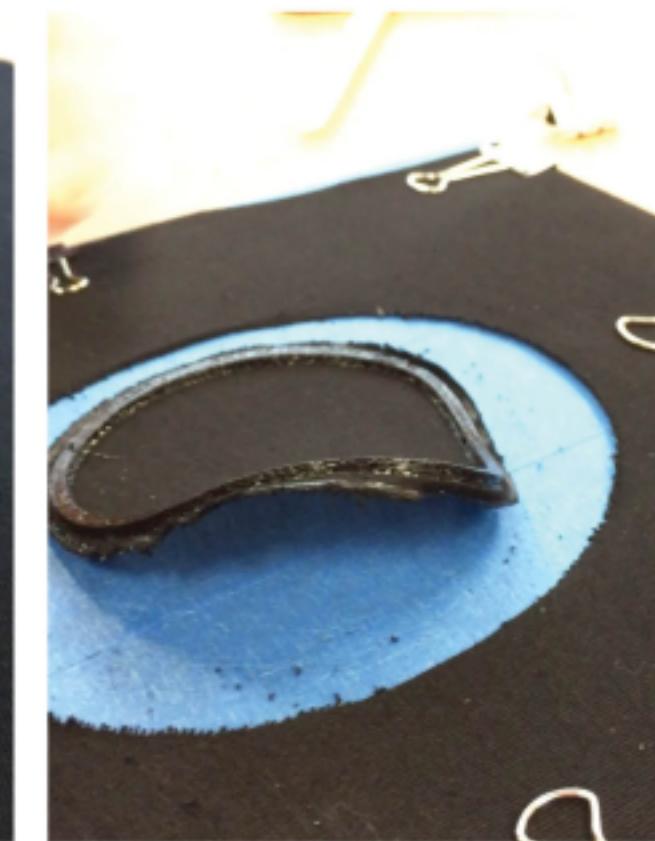
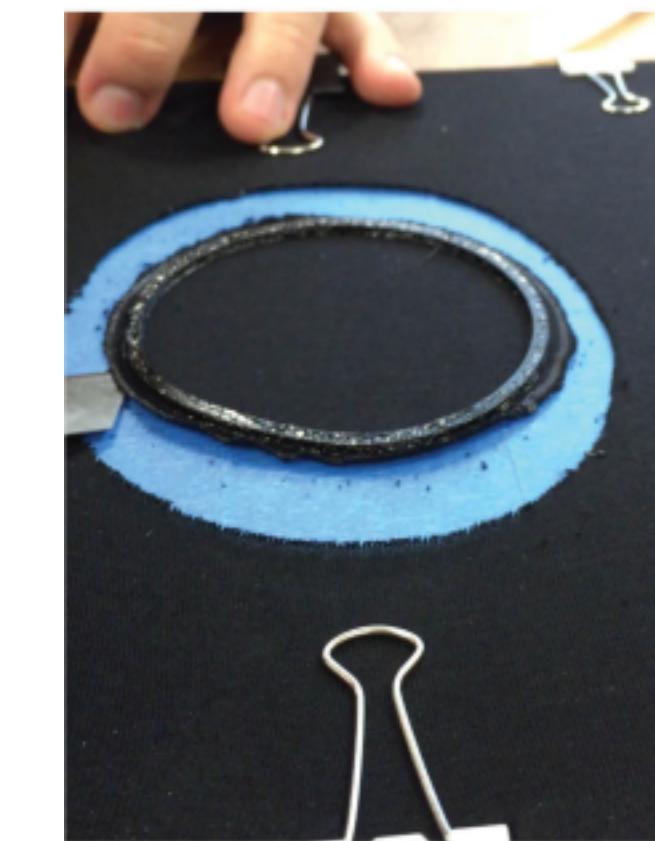
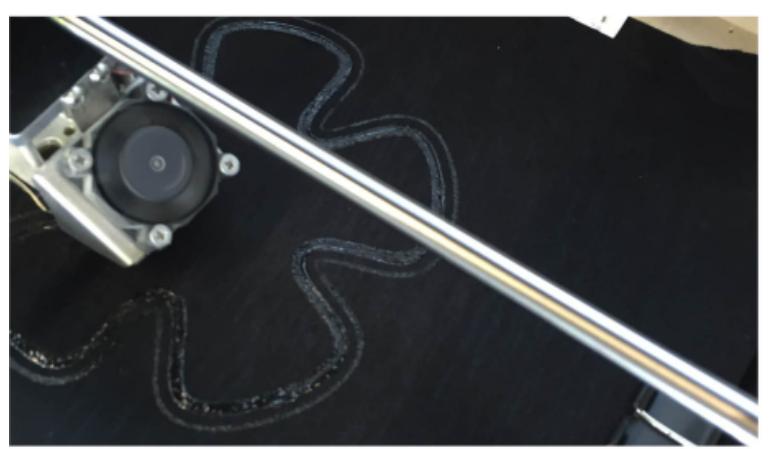


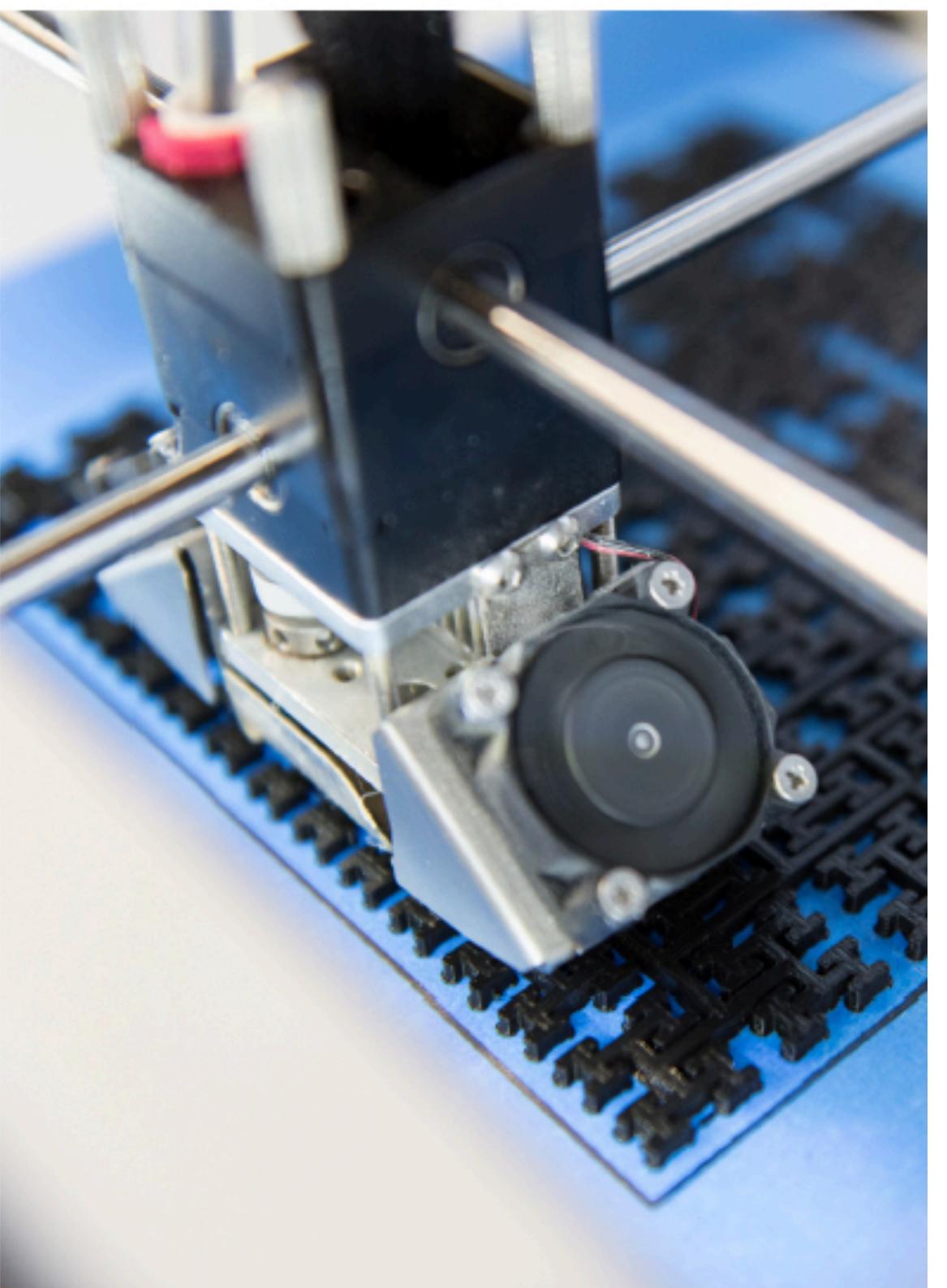
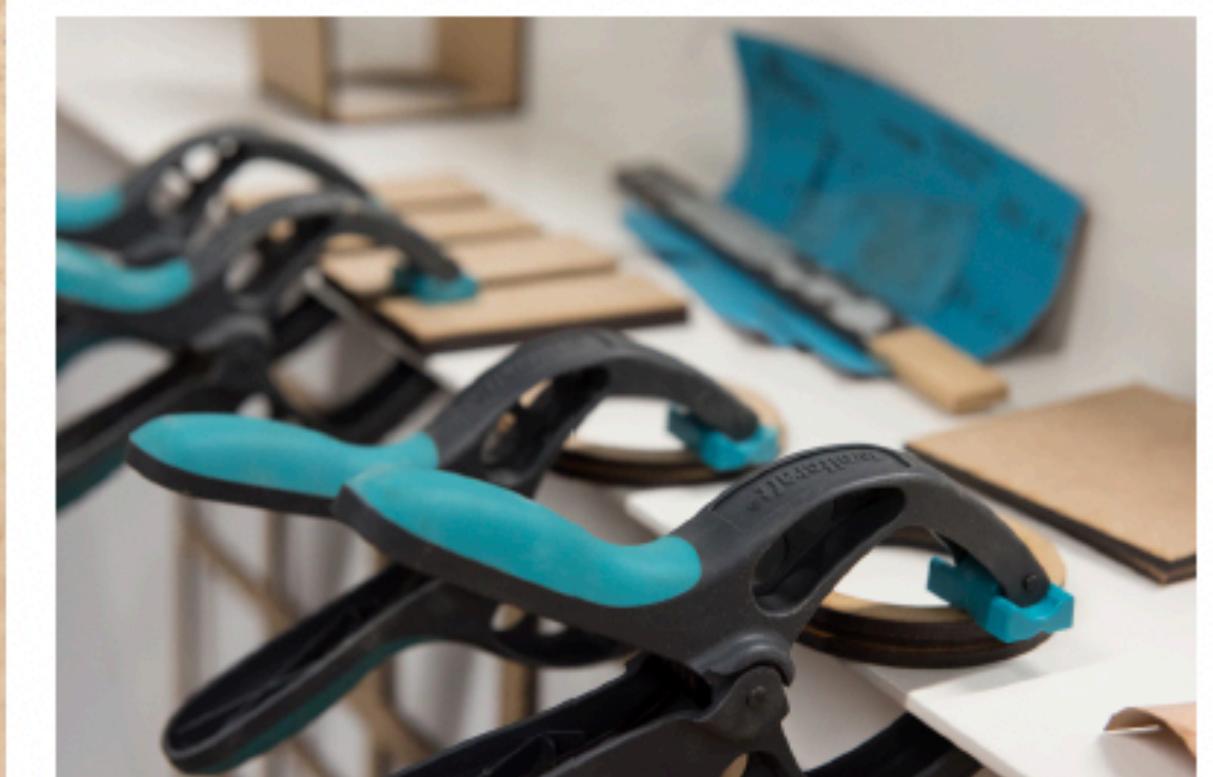
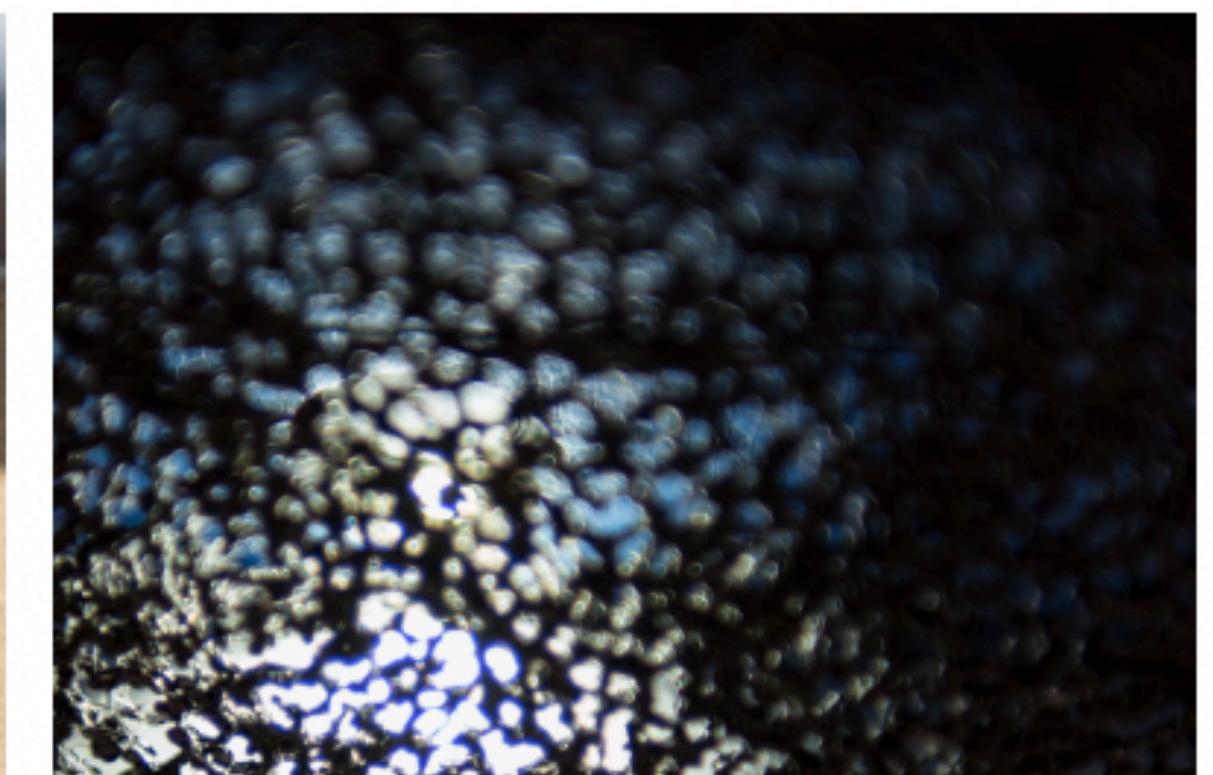
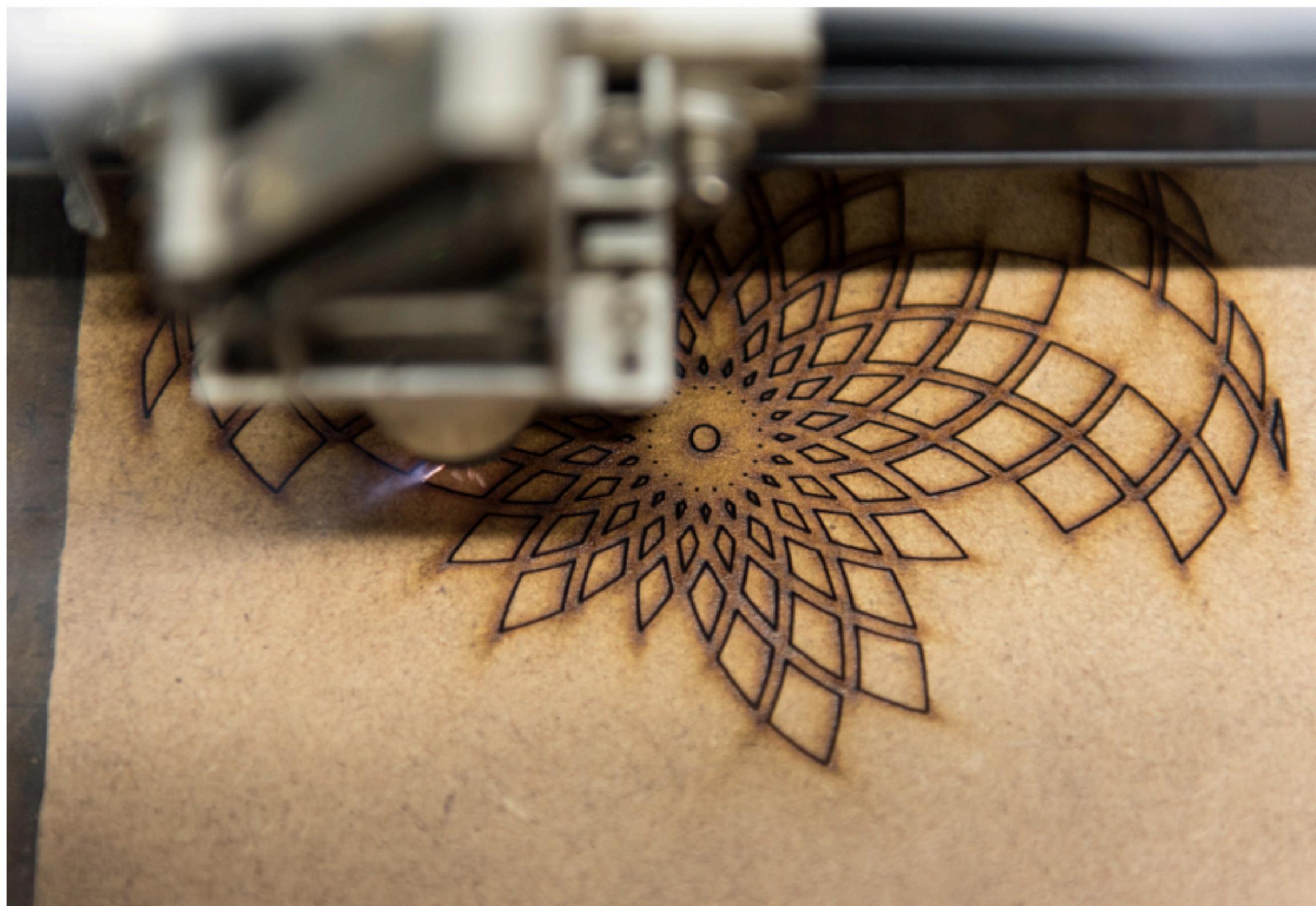
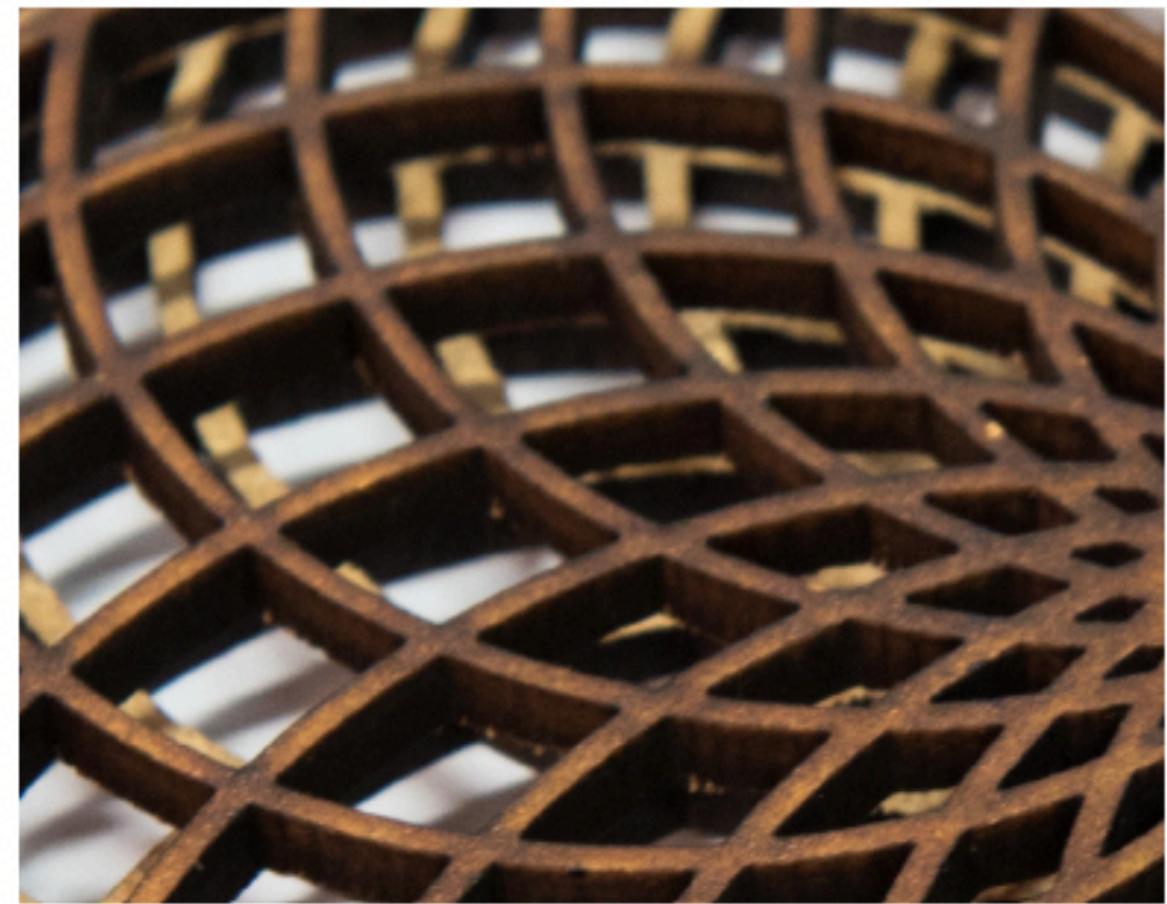
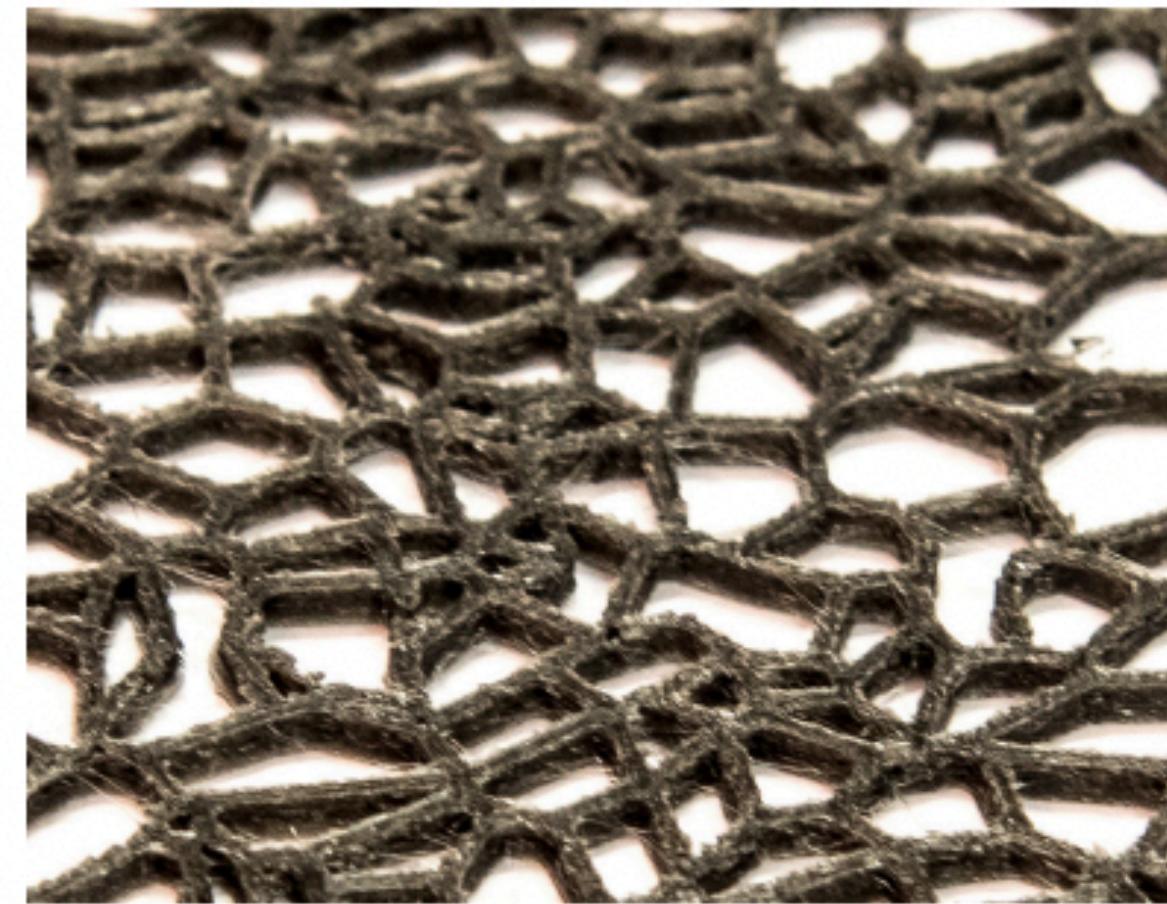
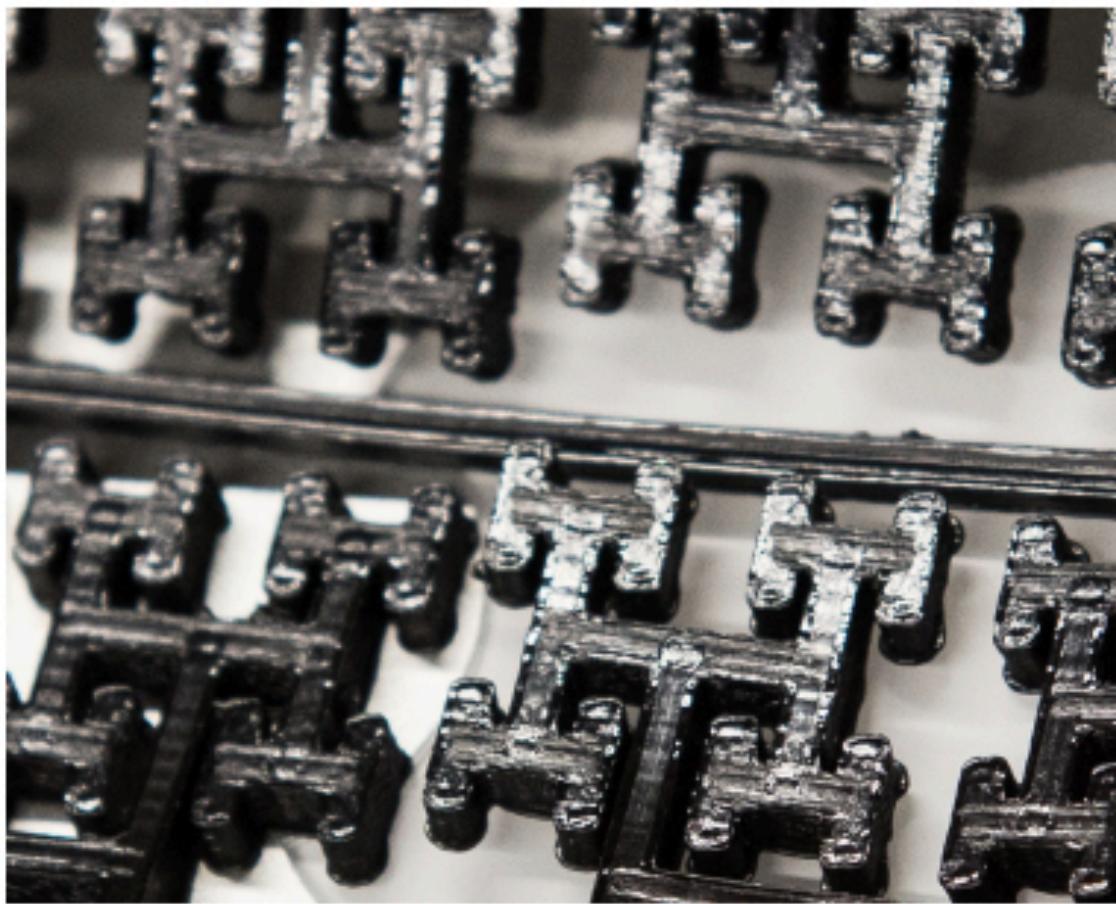
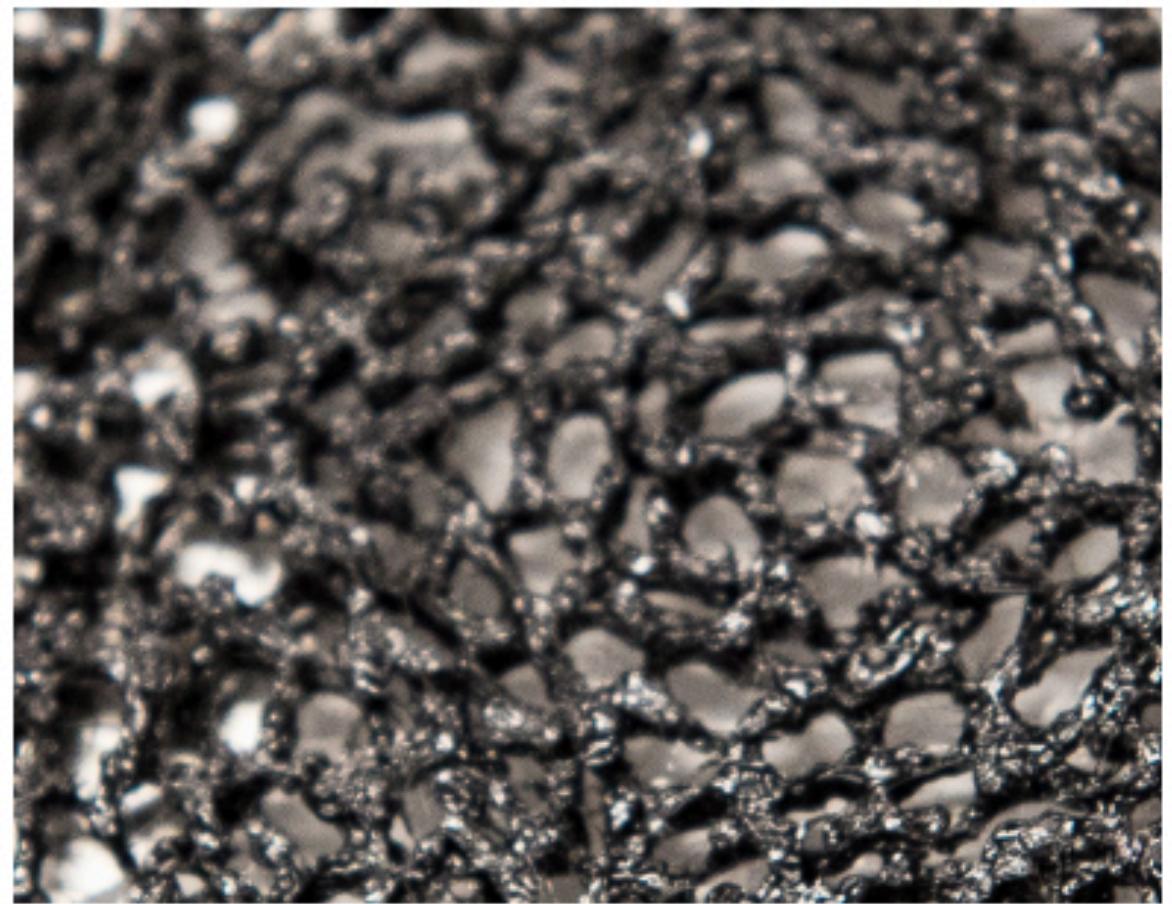


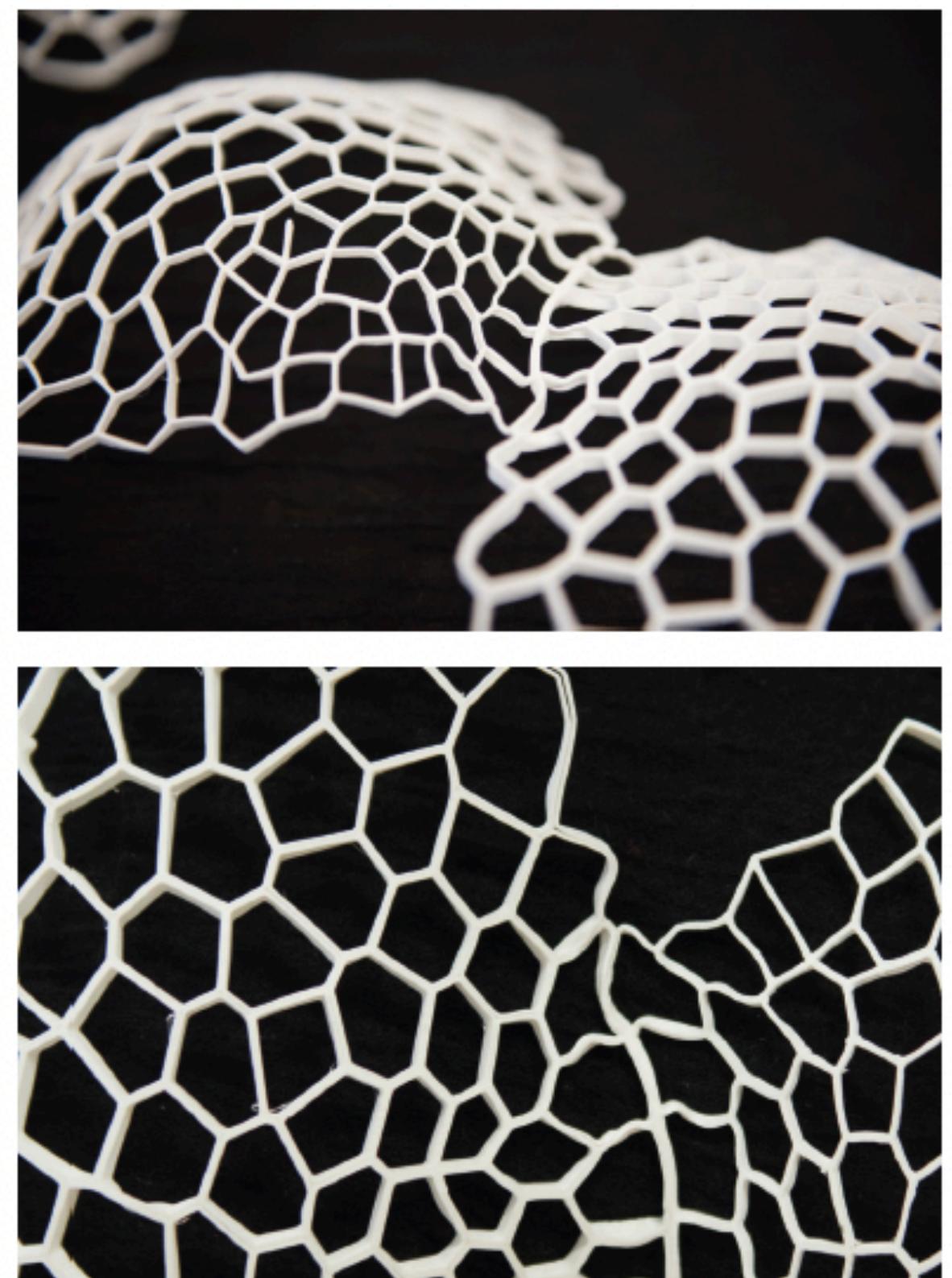
Radiolaria

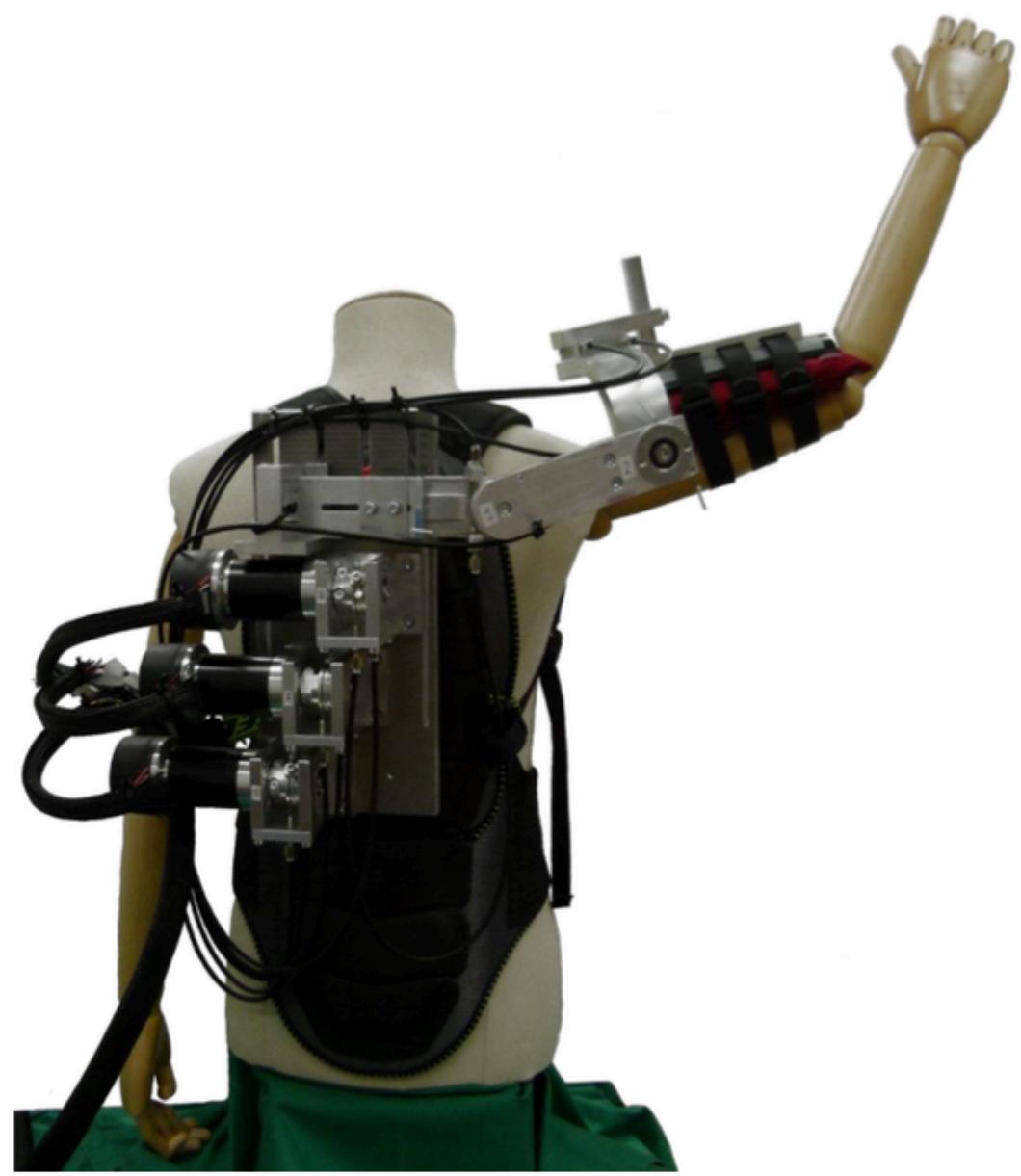






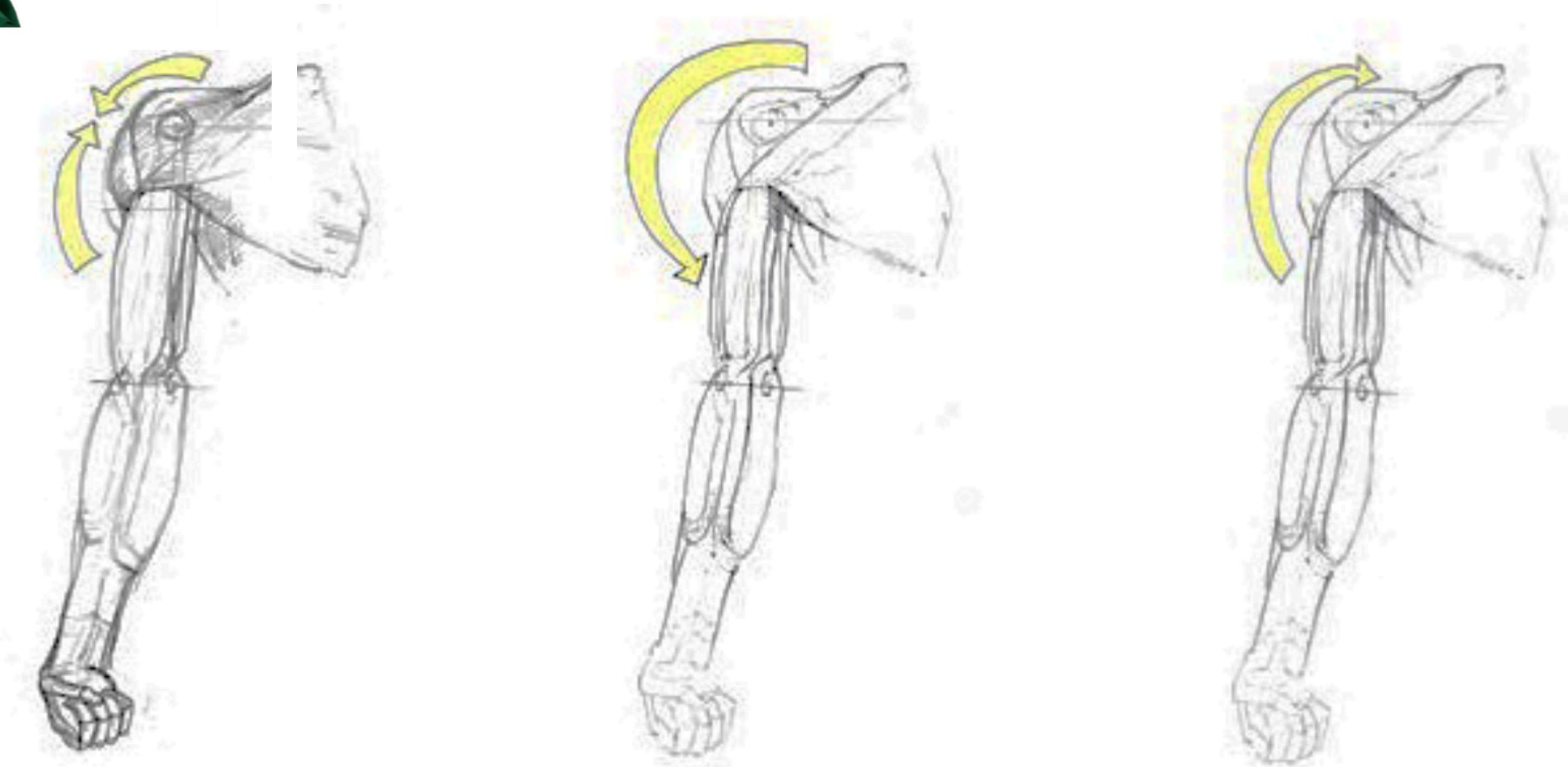


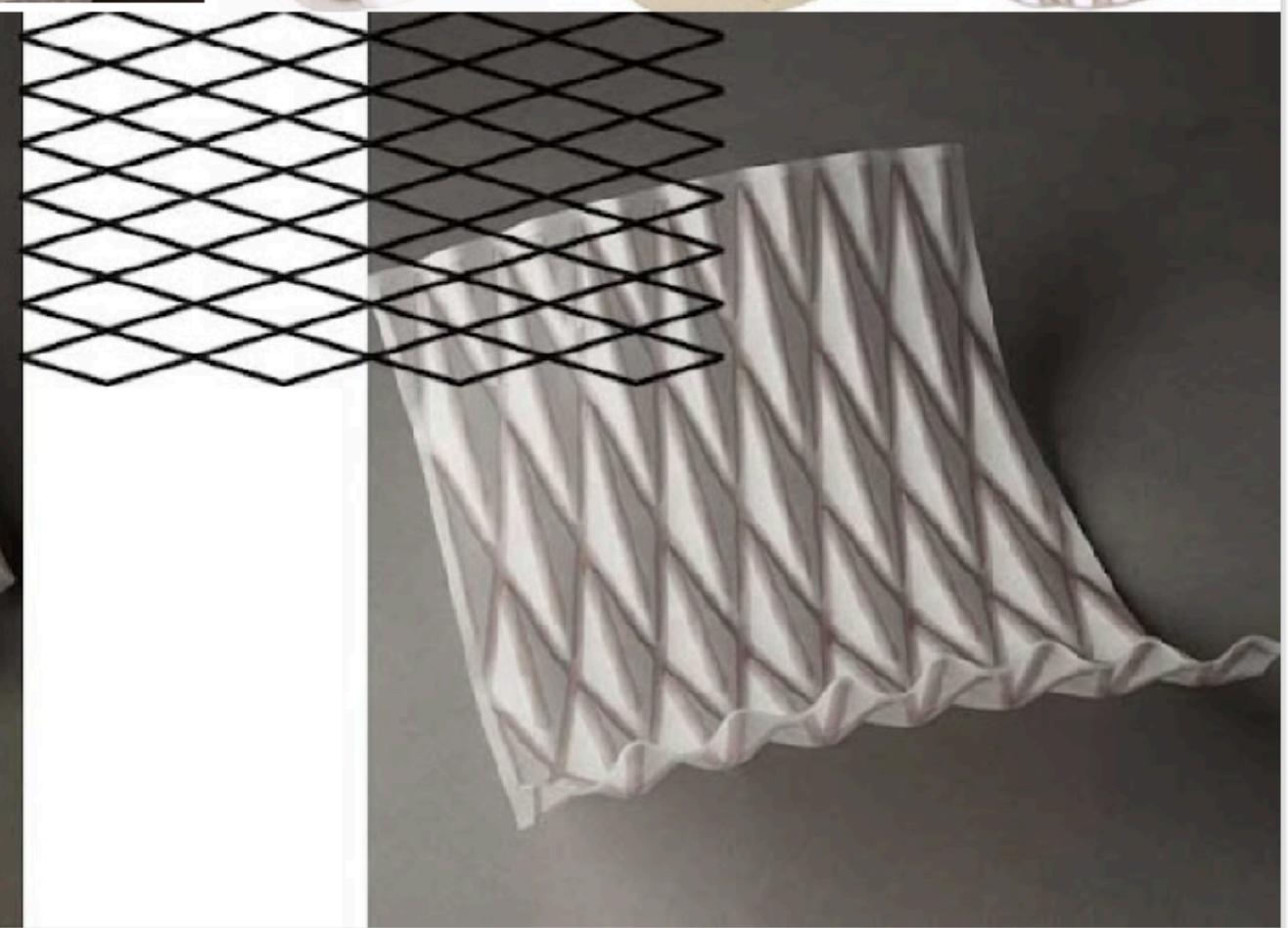
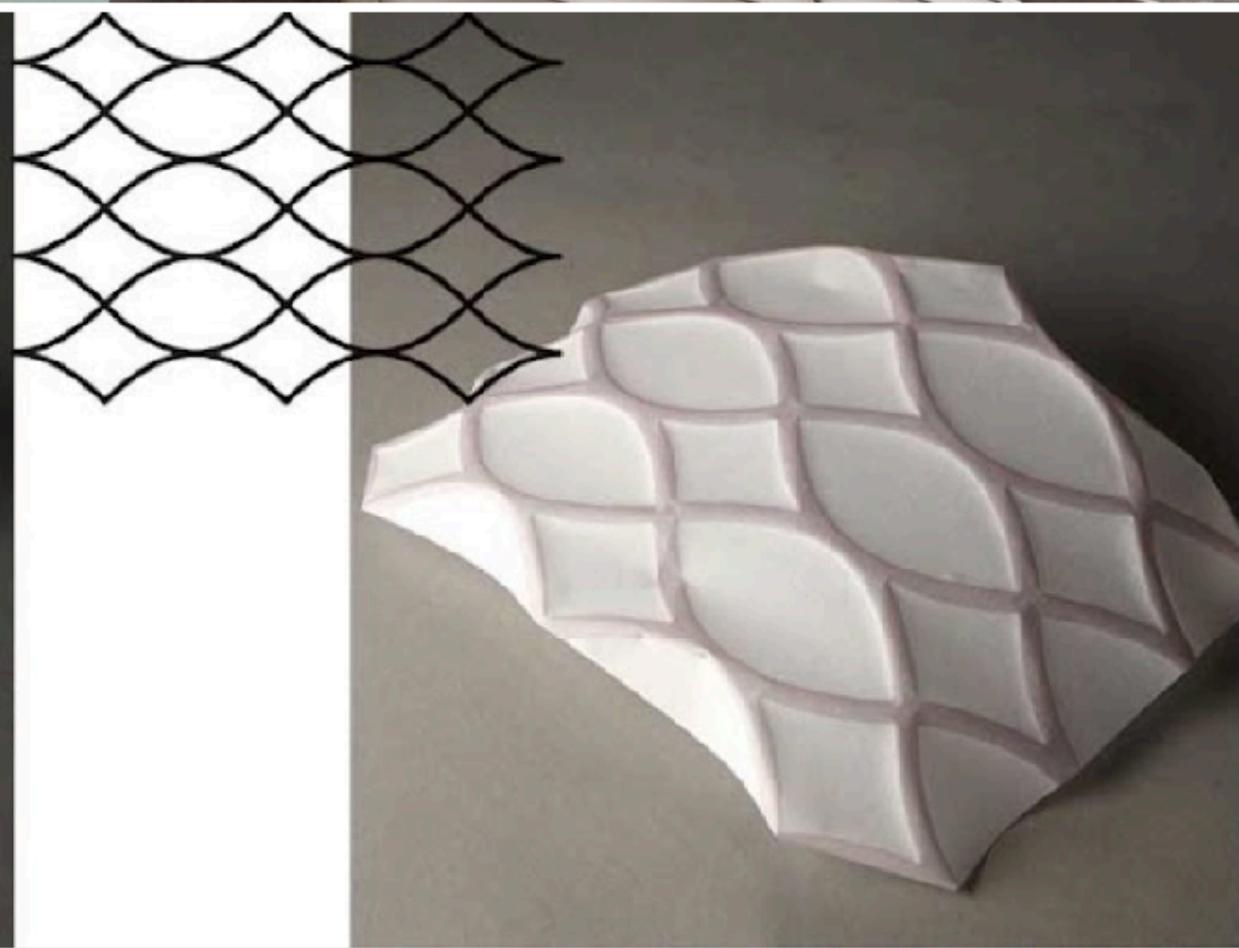
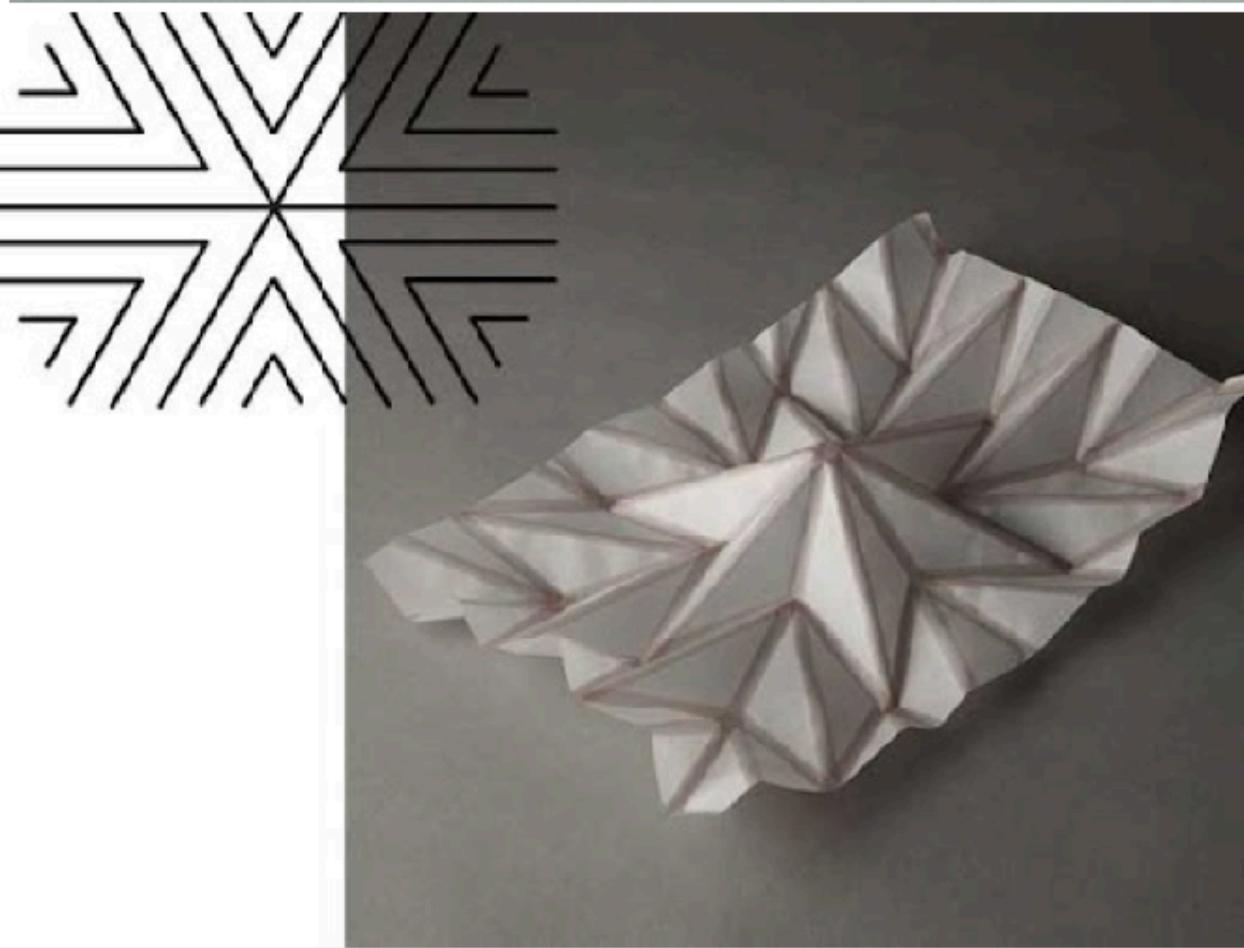
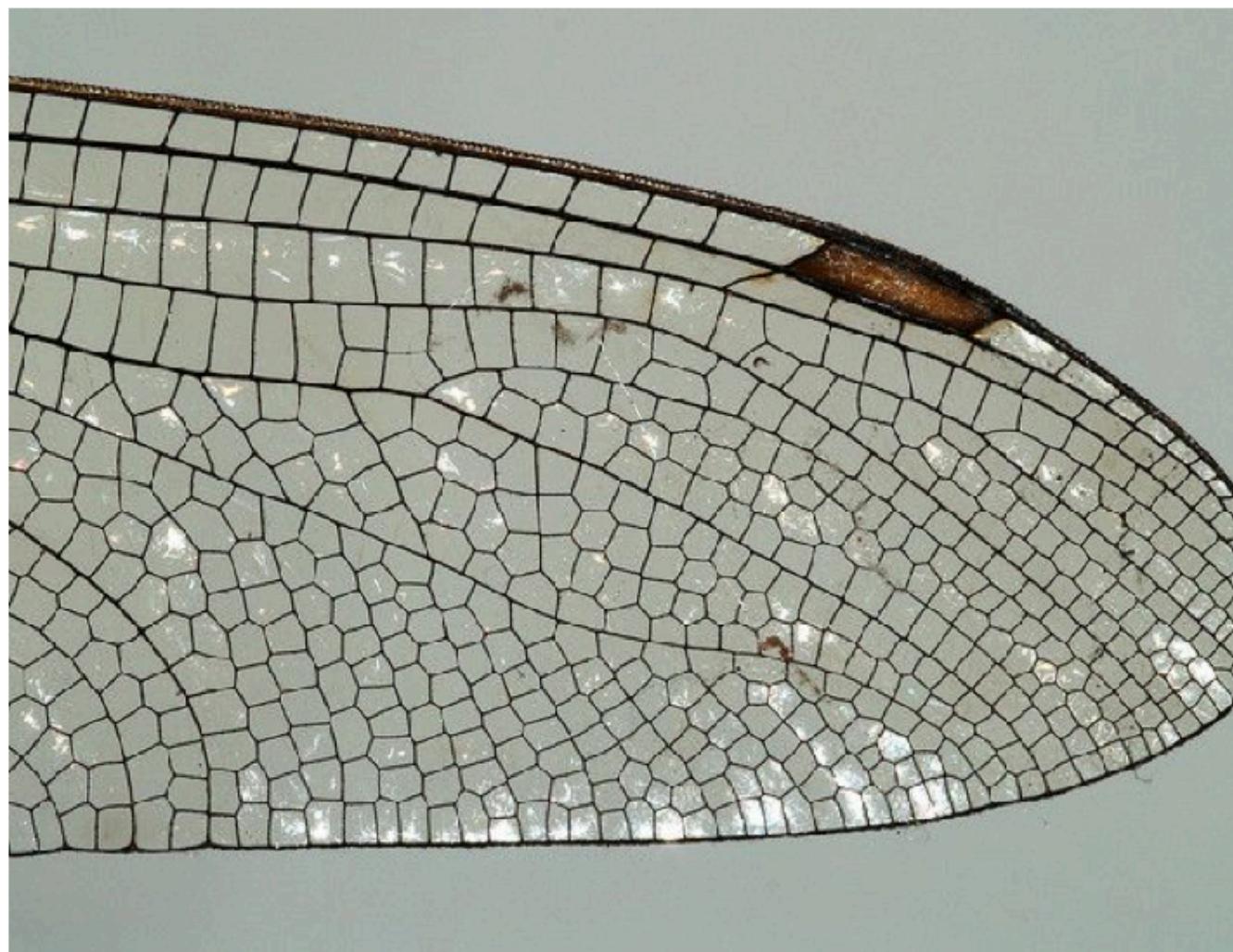


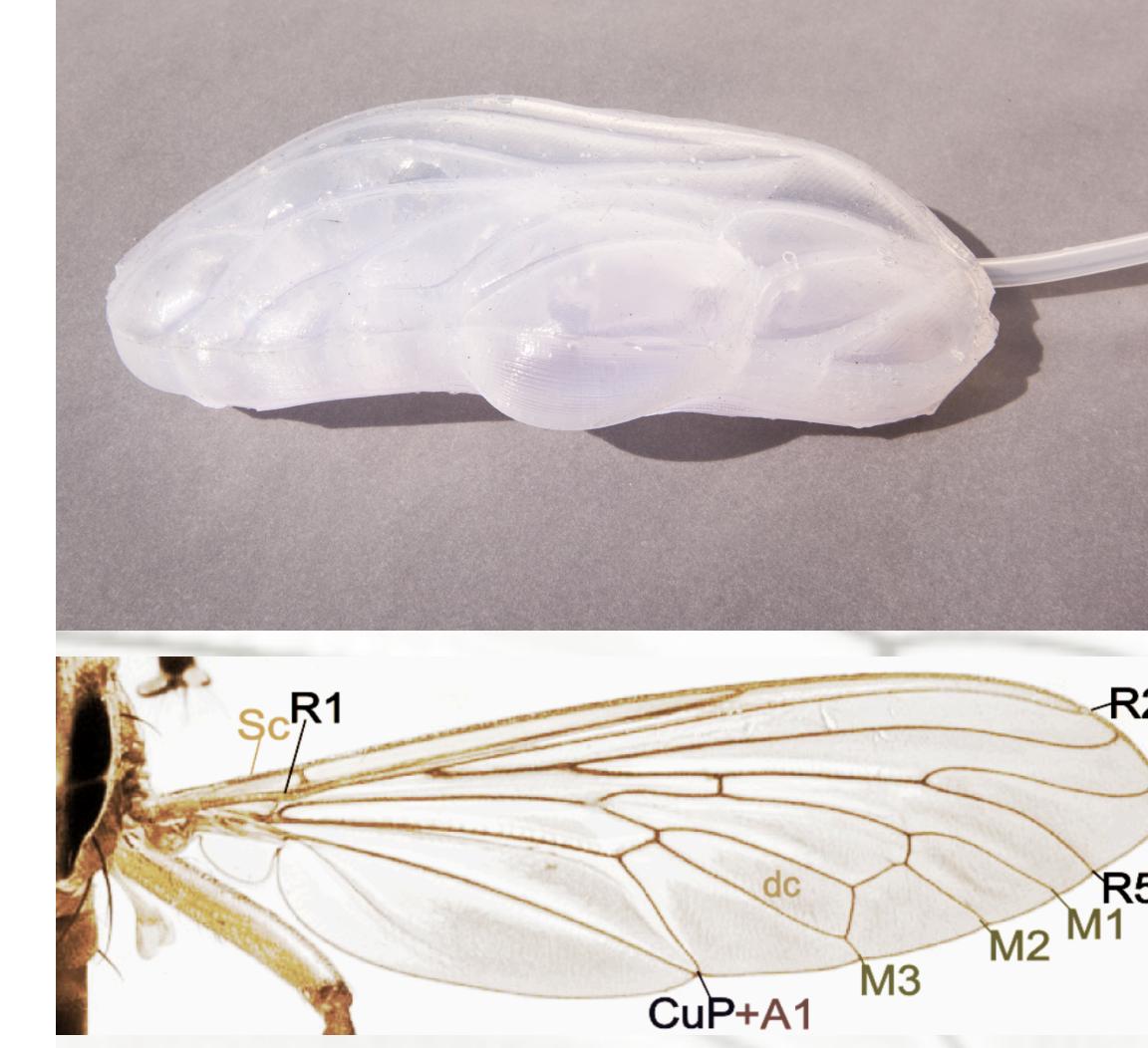
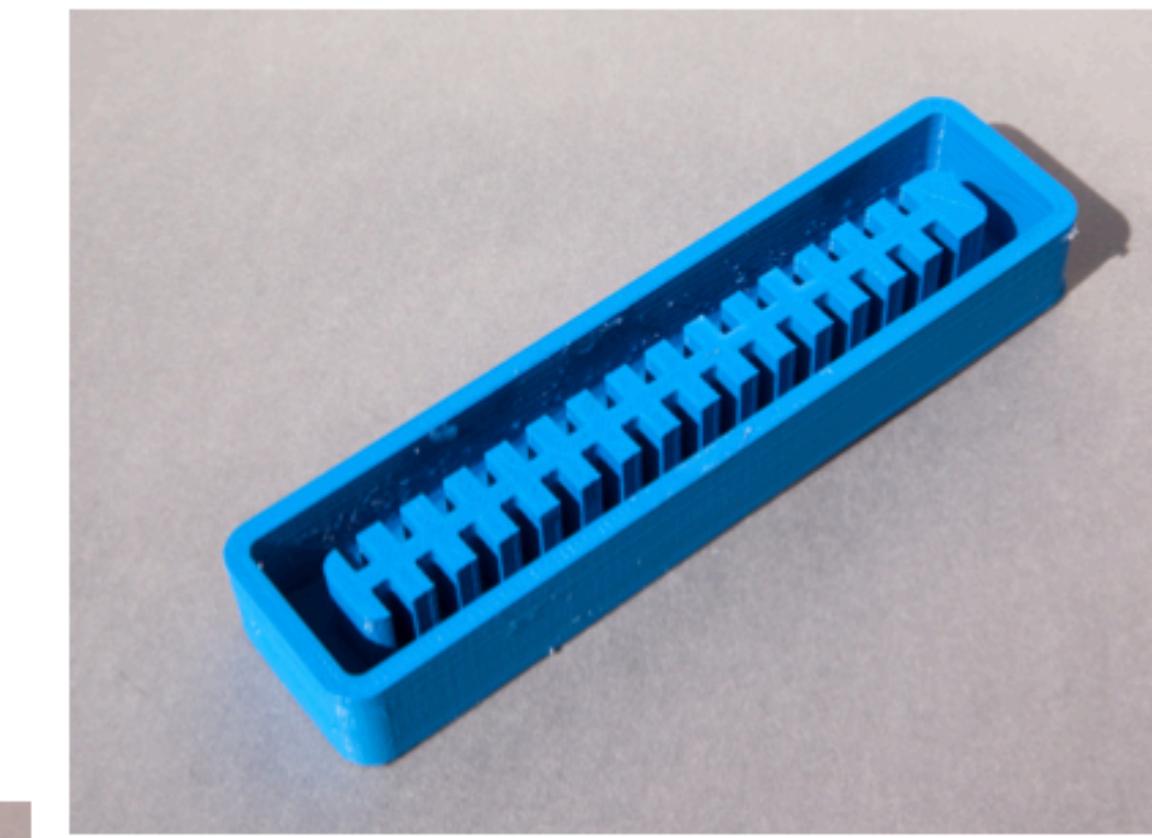


Projekt: Soft Actuators for shoulder rehabilitation

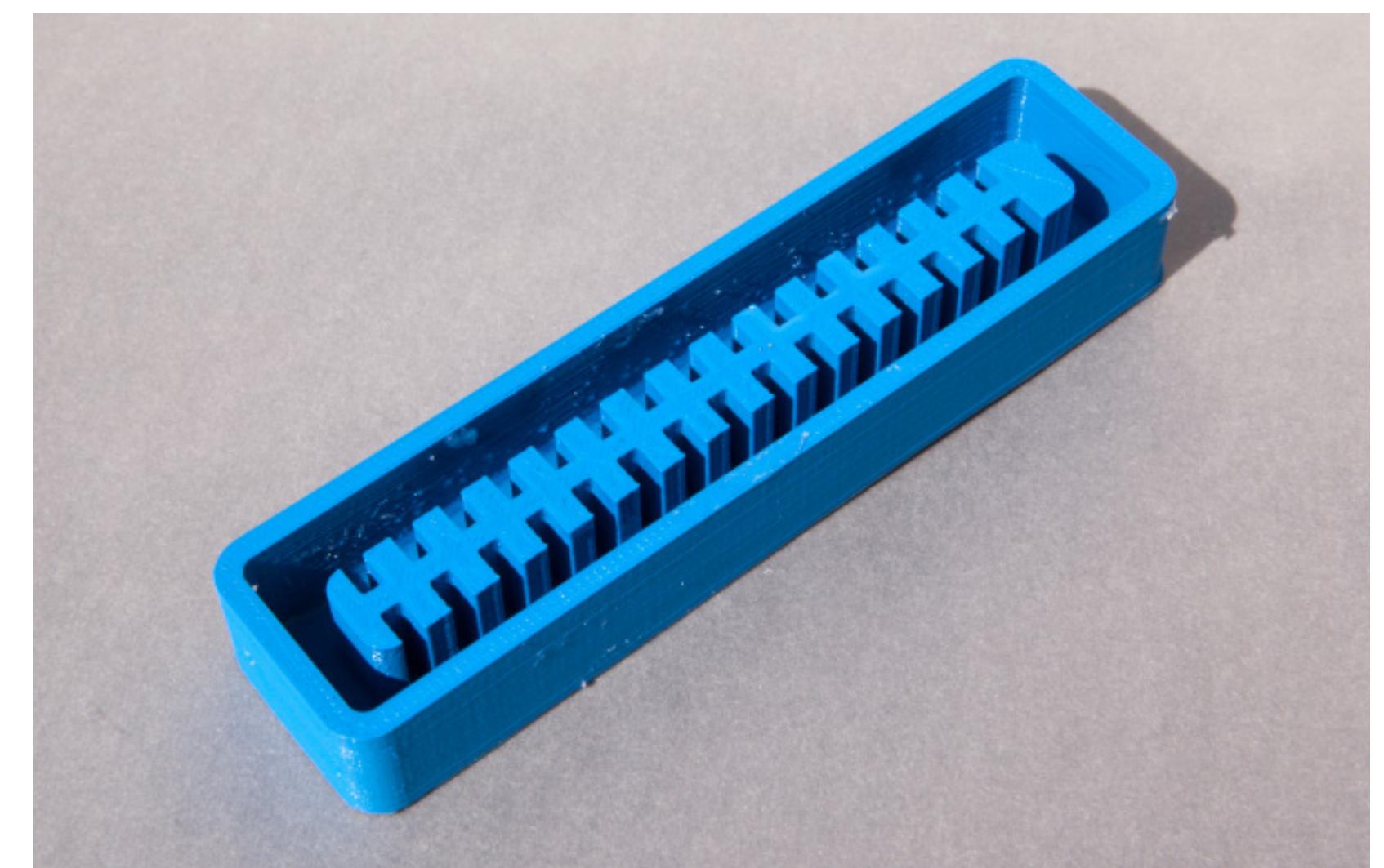
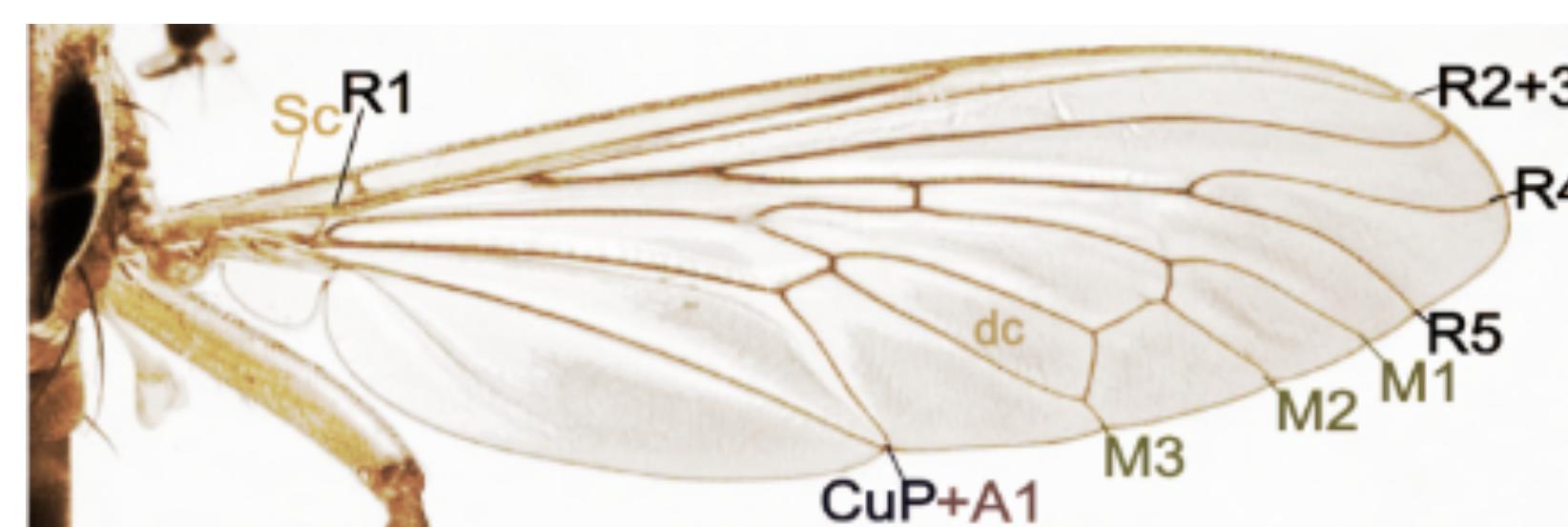
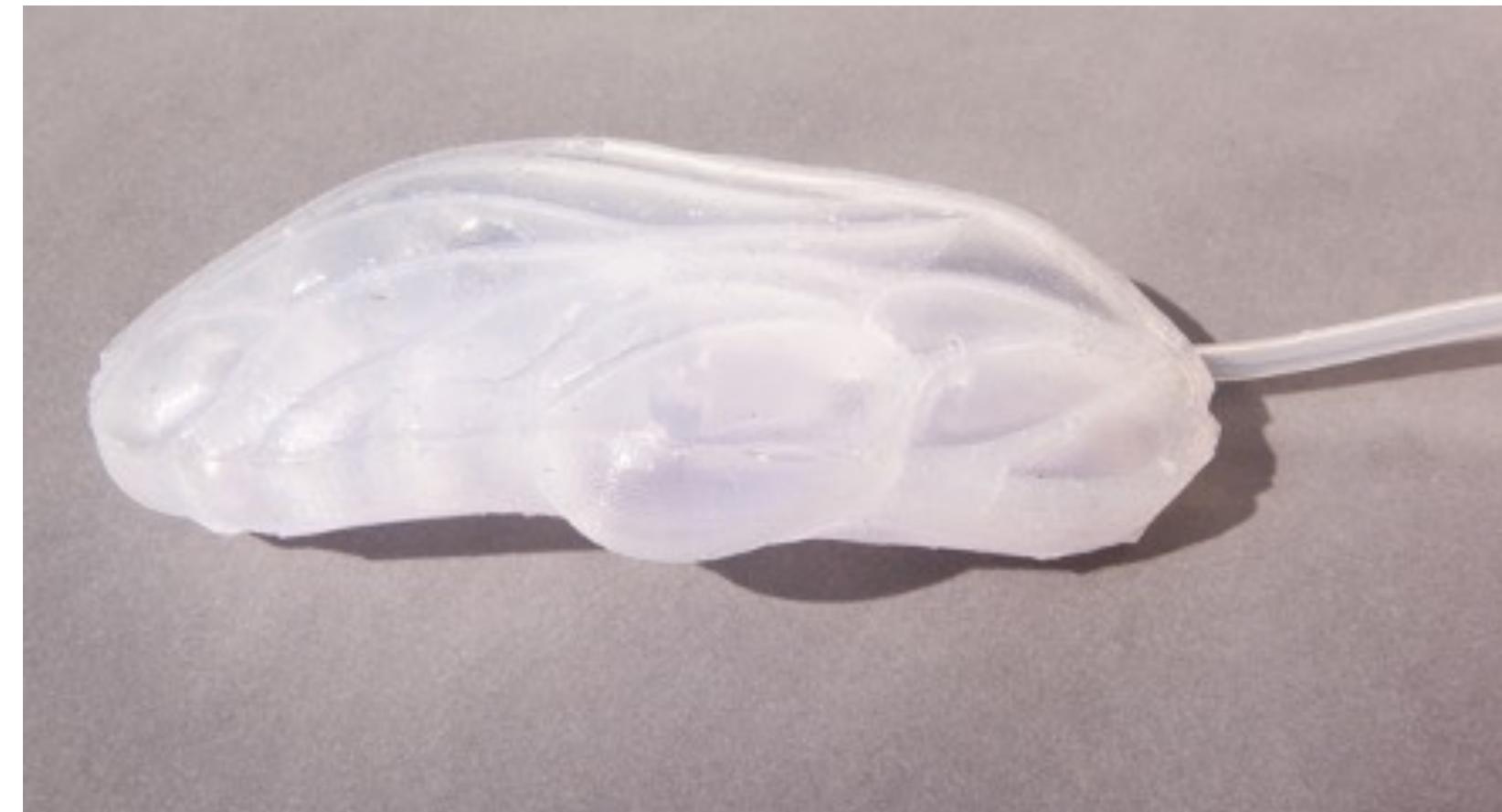
Beauftragte Projektstudie der ZHAW Winterthur
Institut für Mechanische Systeme (IMES)
L. Franzke, C. Winkler, V. Ziegler

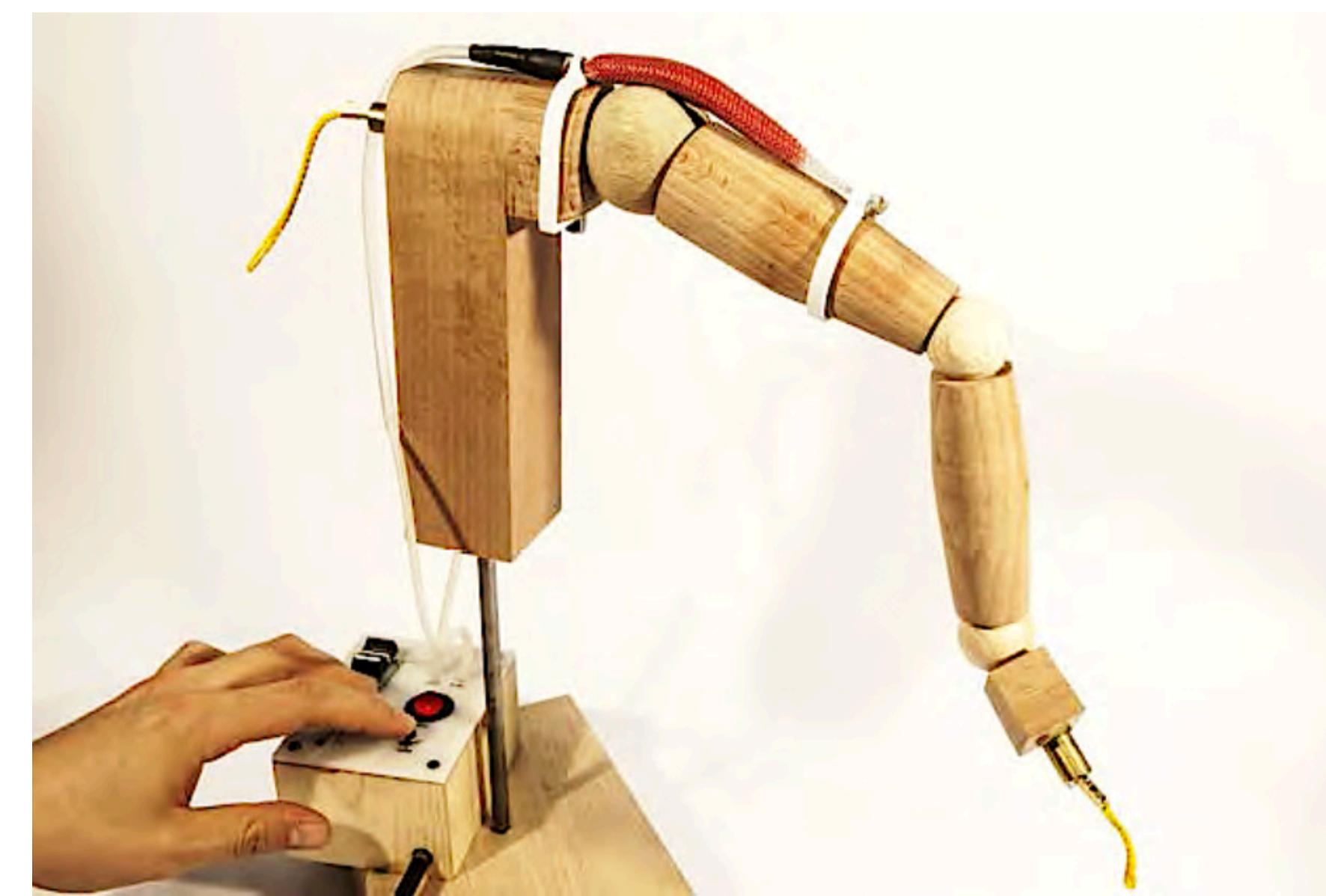
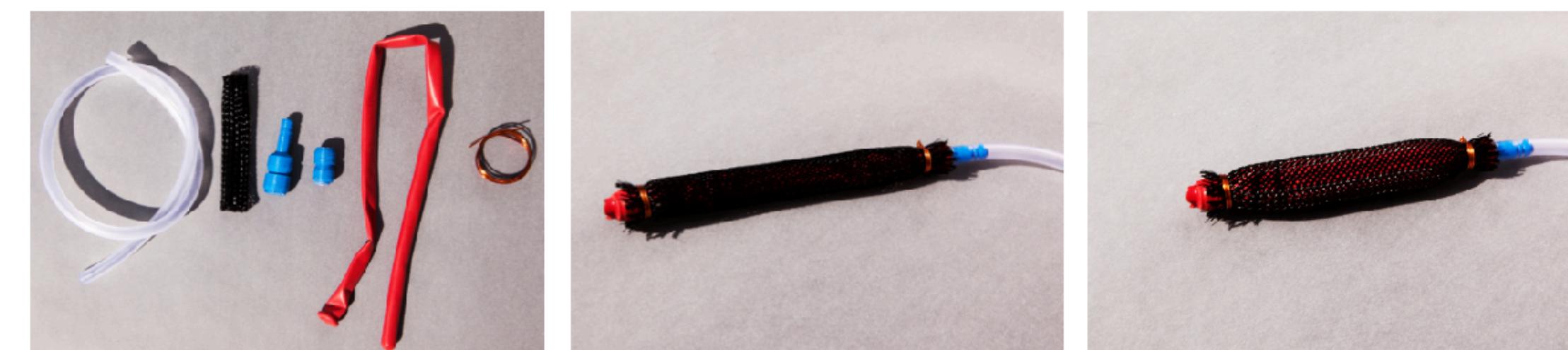
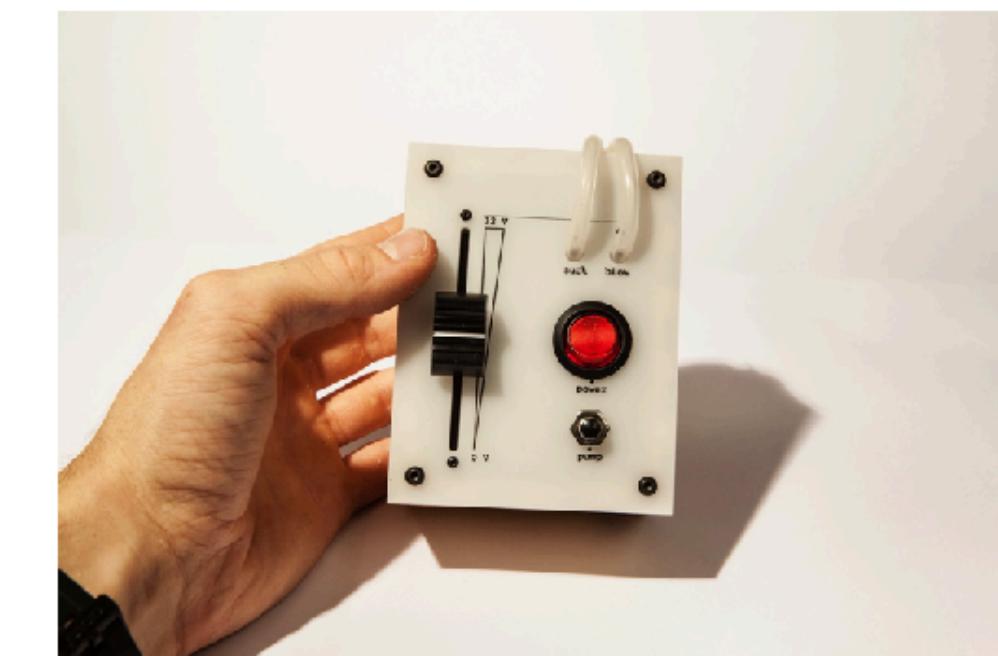
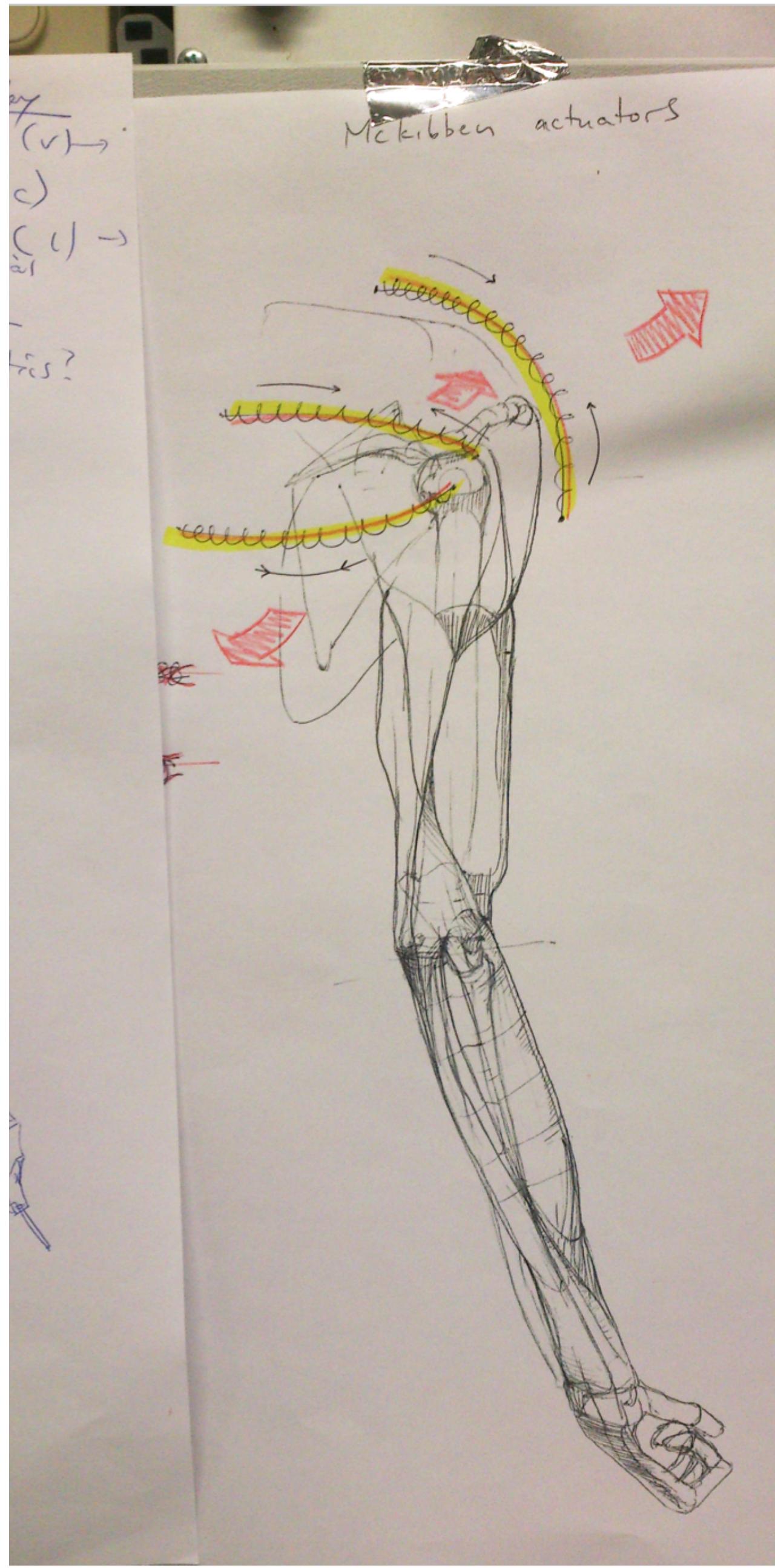


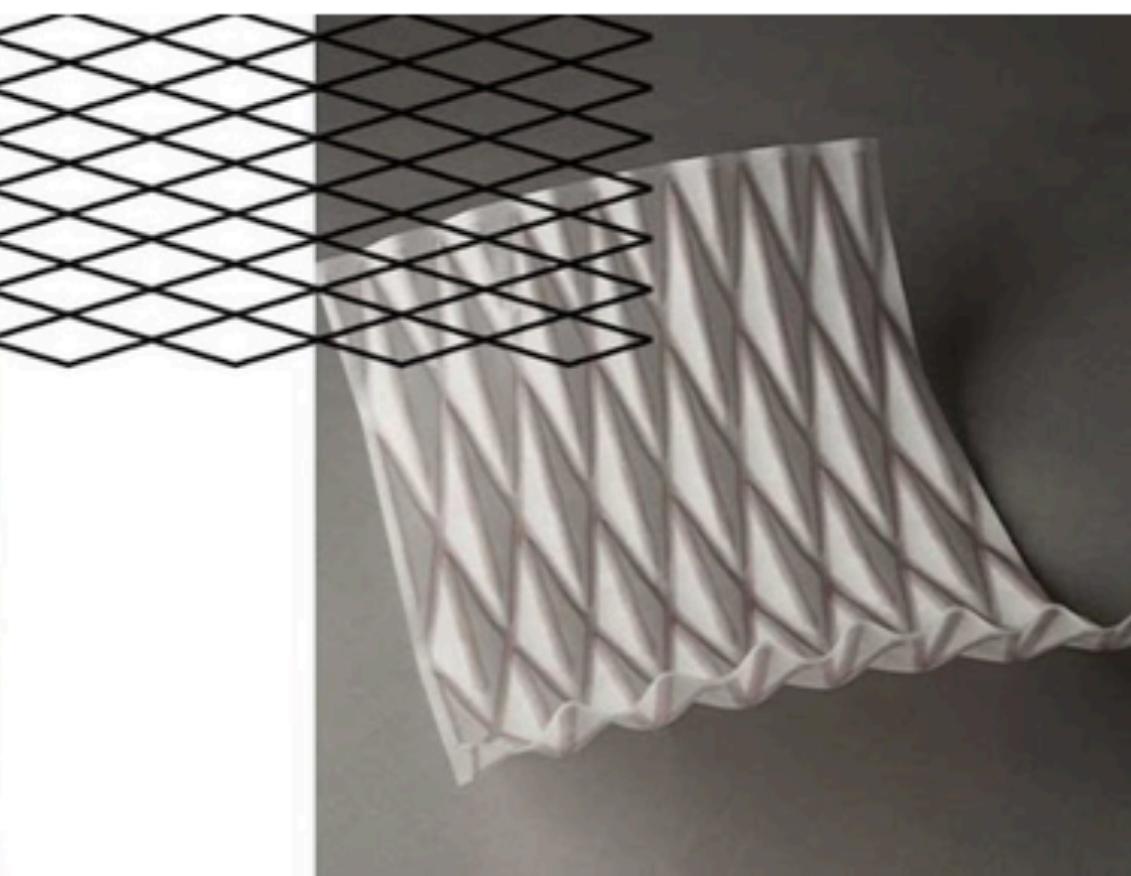
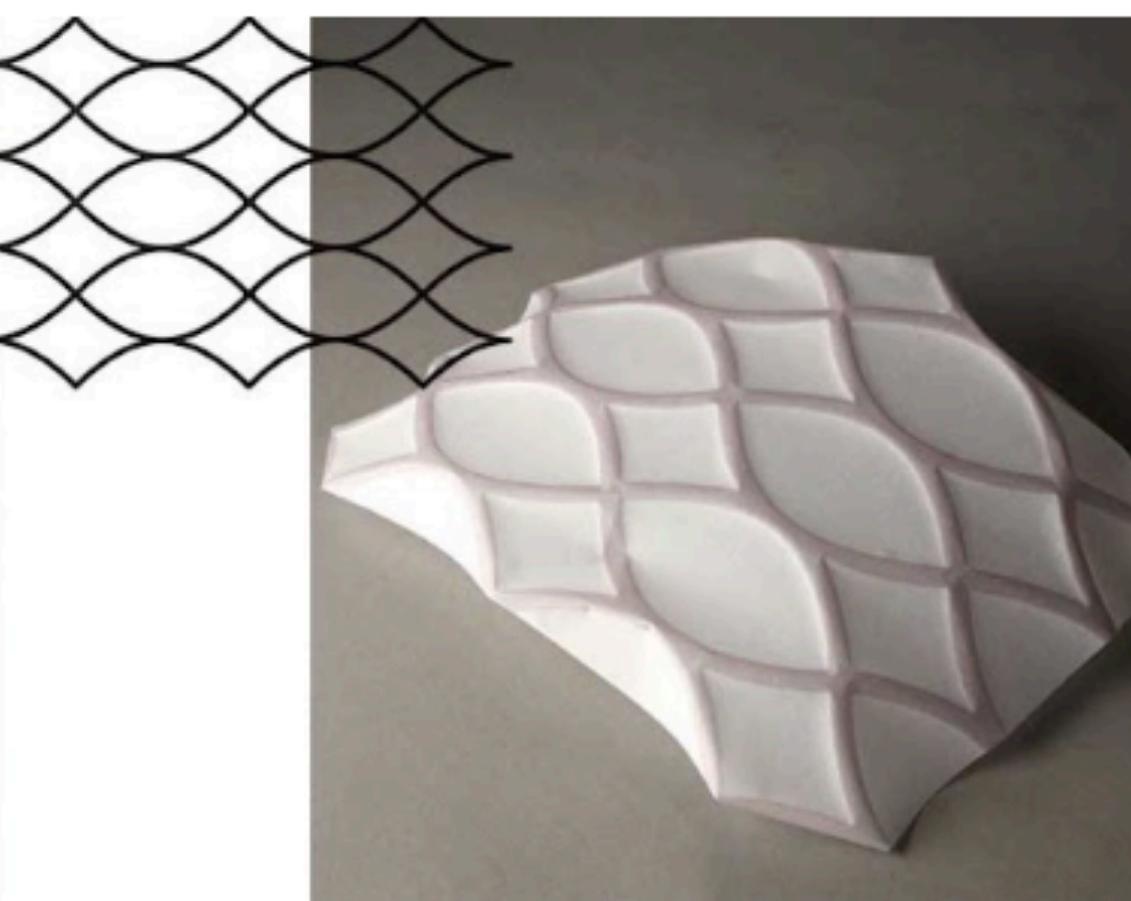
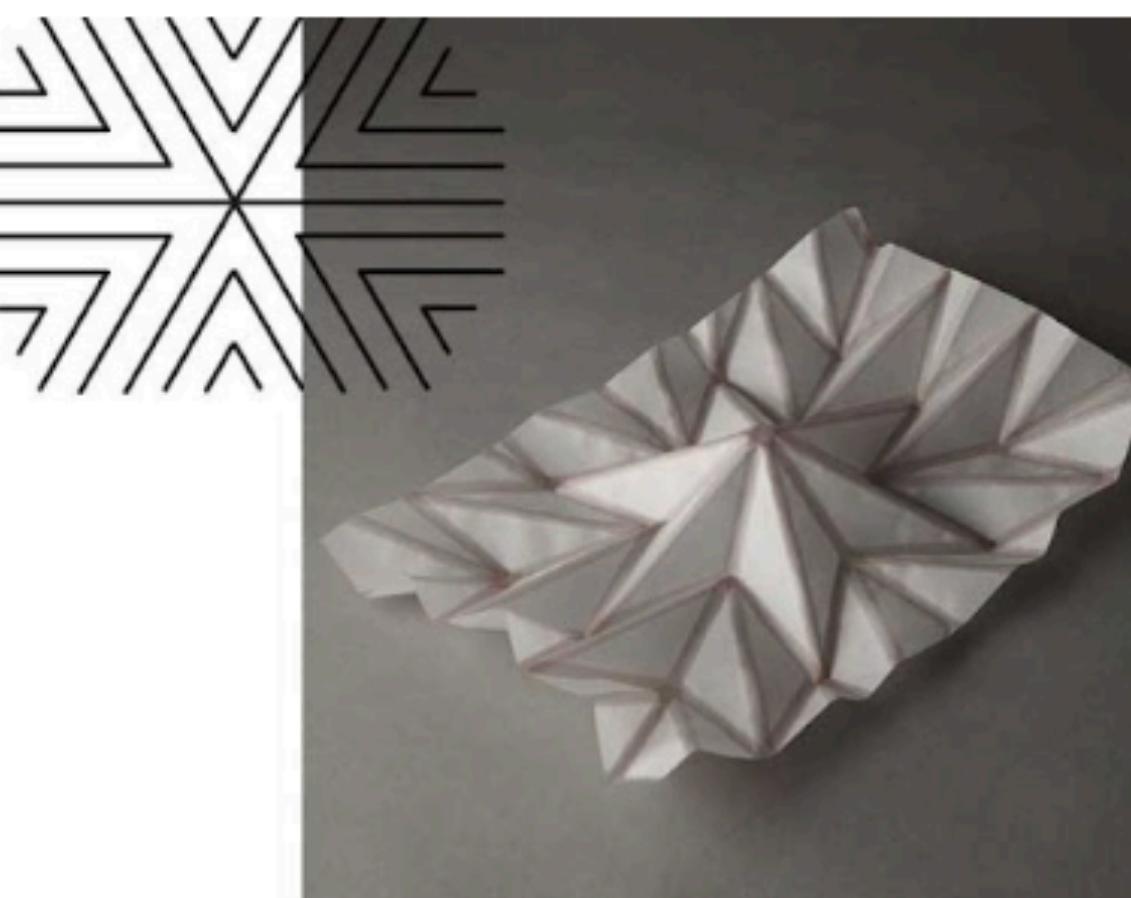


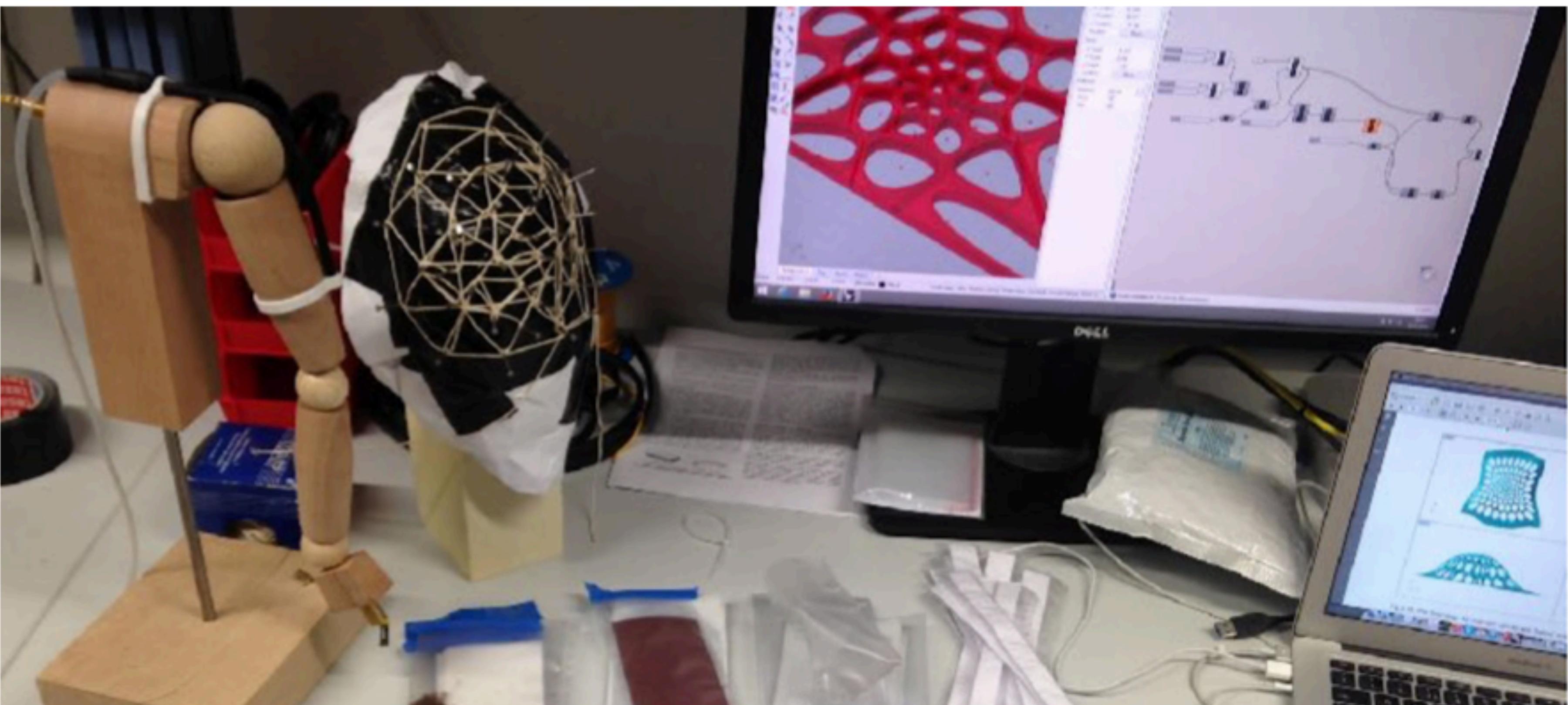


First Prototypes of **SOFT ROBOTIC EXOSKELETON**
experiments for the upper arm and shoulder
movement in context with ZHdK - Interaction Design
and ZHAW Winterthur - Mechanical Department









kinematics cloth

BETA v0.3

custom-fit 3D-printable garments
created by you + nervous system

BODY SHAPE

create your body with **Shape
Explorer** by Body Labs

NEXT

GARMENT SHAPE

PATTERN AND DENSITY

TEXTILE STRUCTURE

SAVE GARMENT



BODY
x
LABS



a generator by
nervous system
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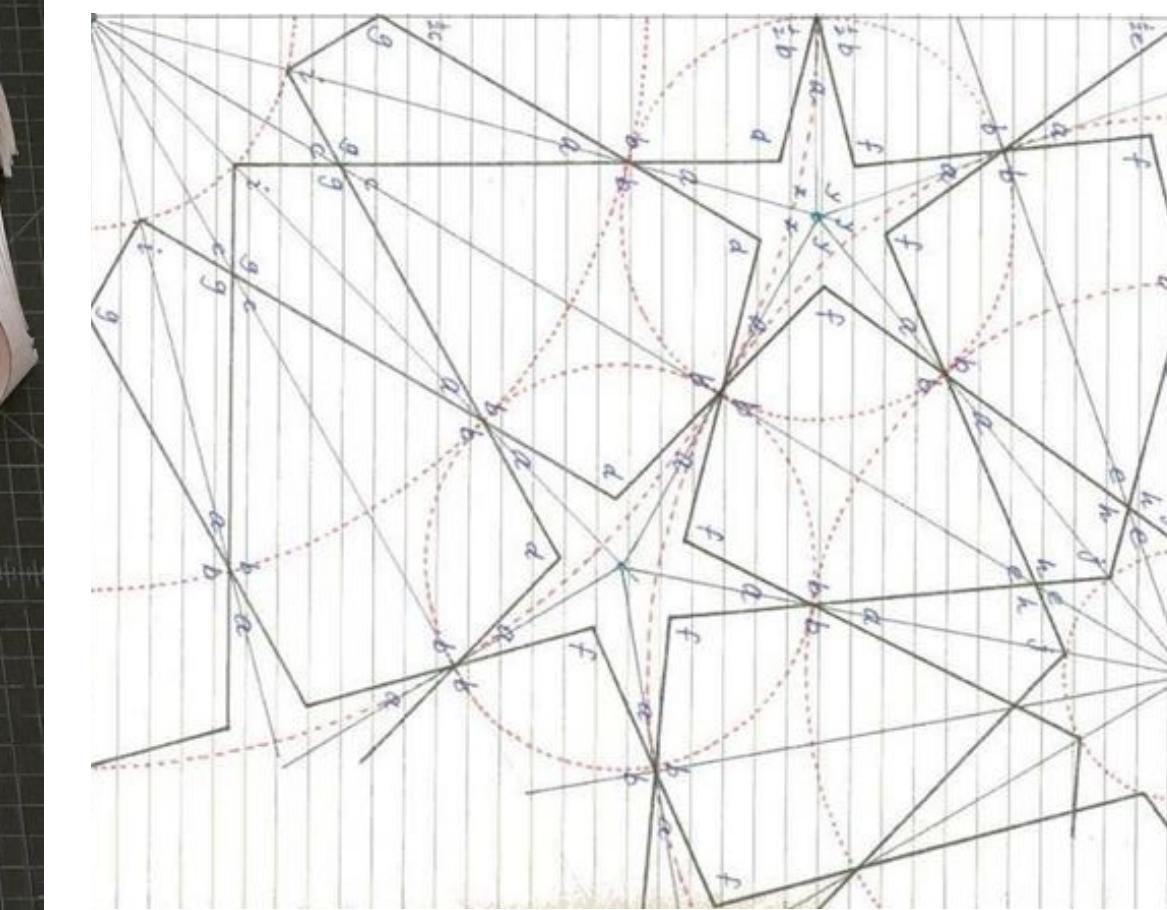
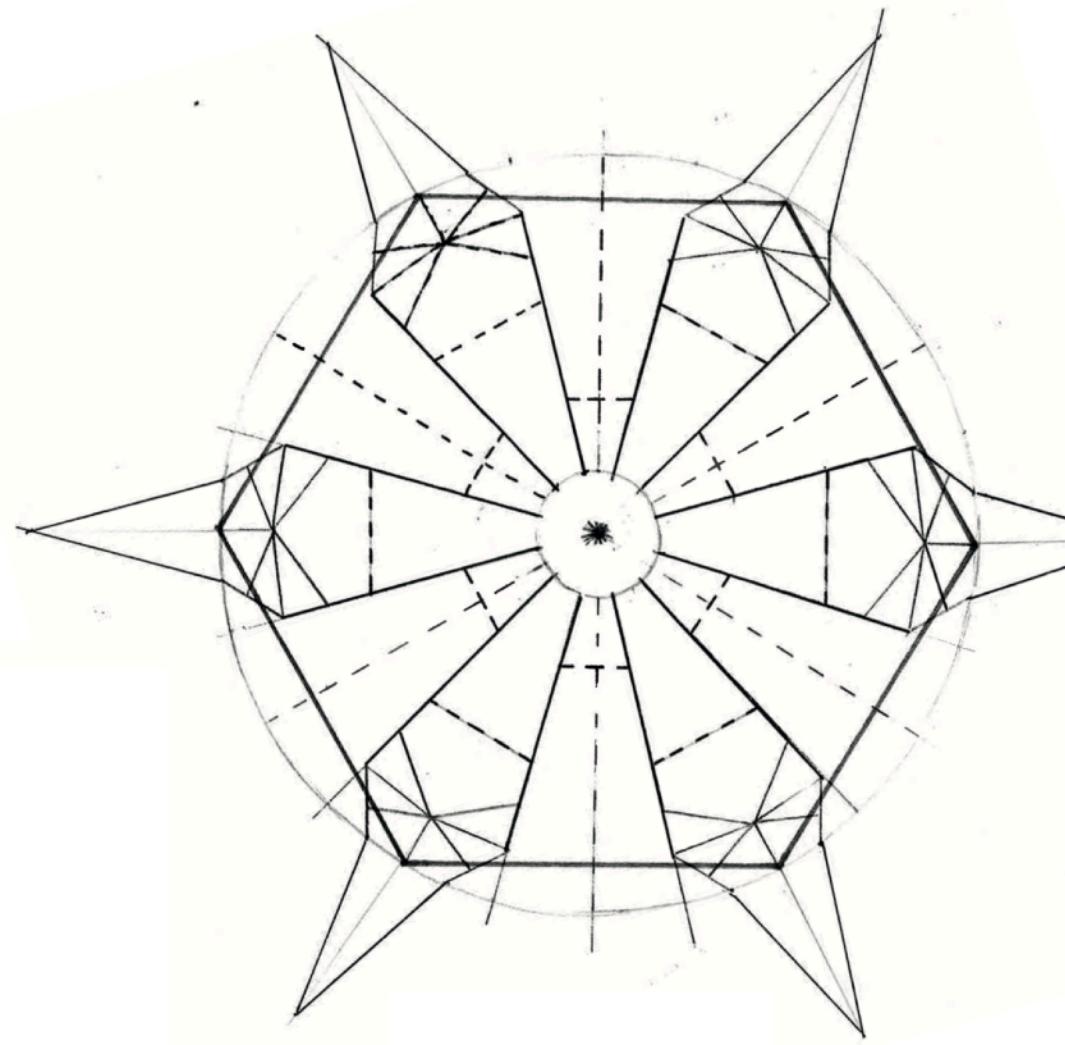
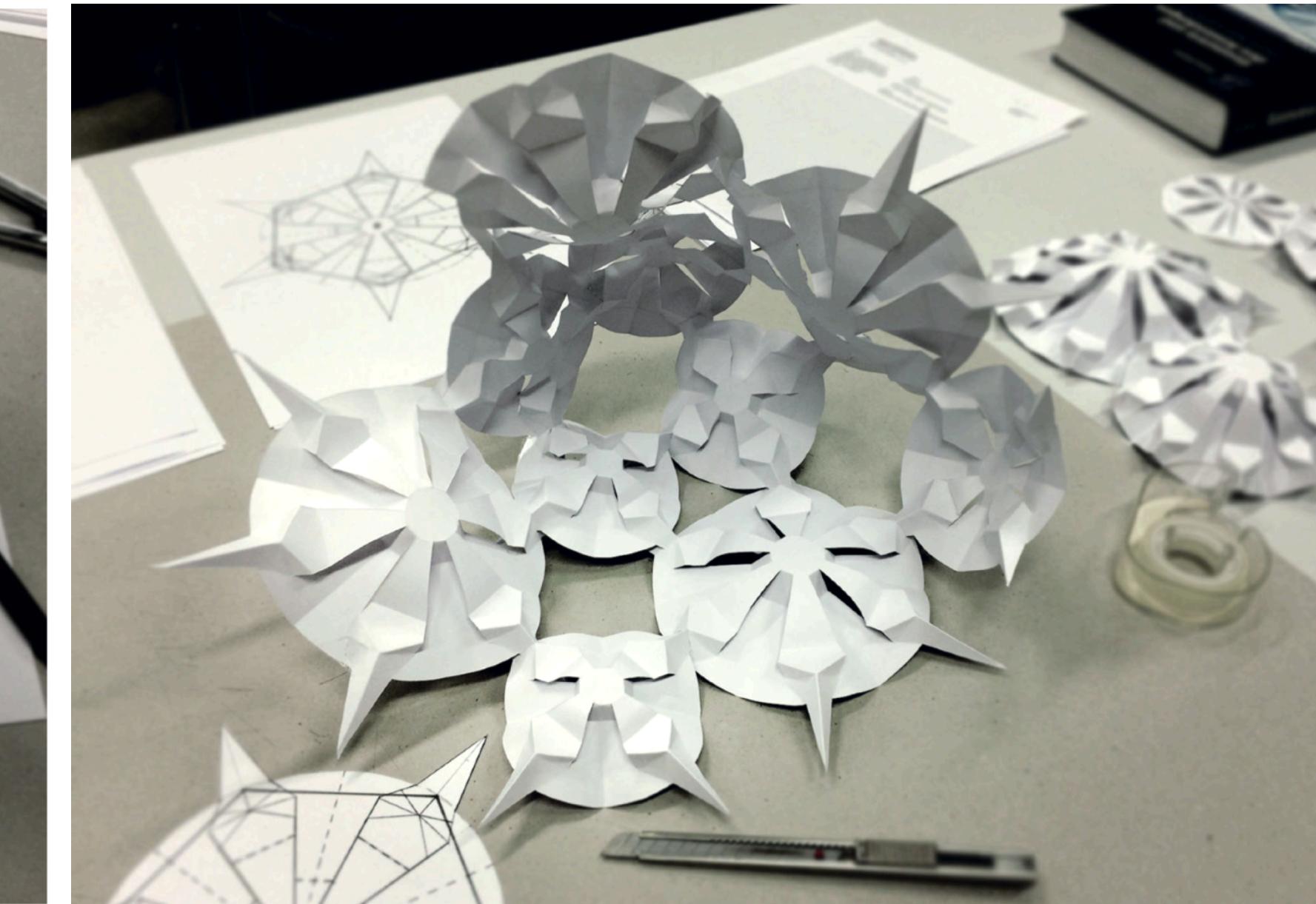
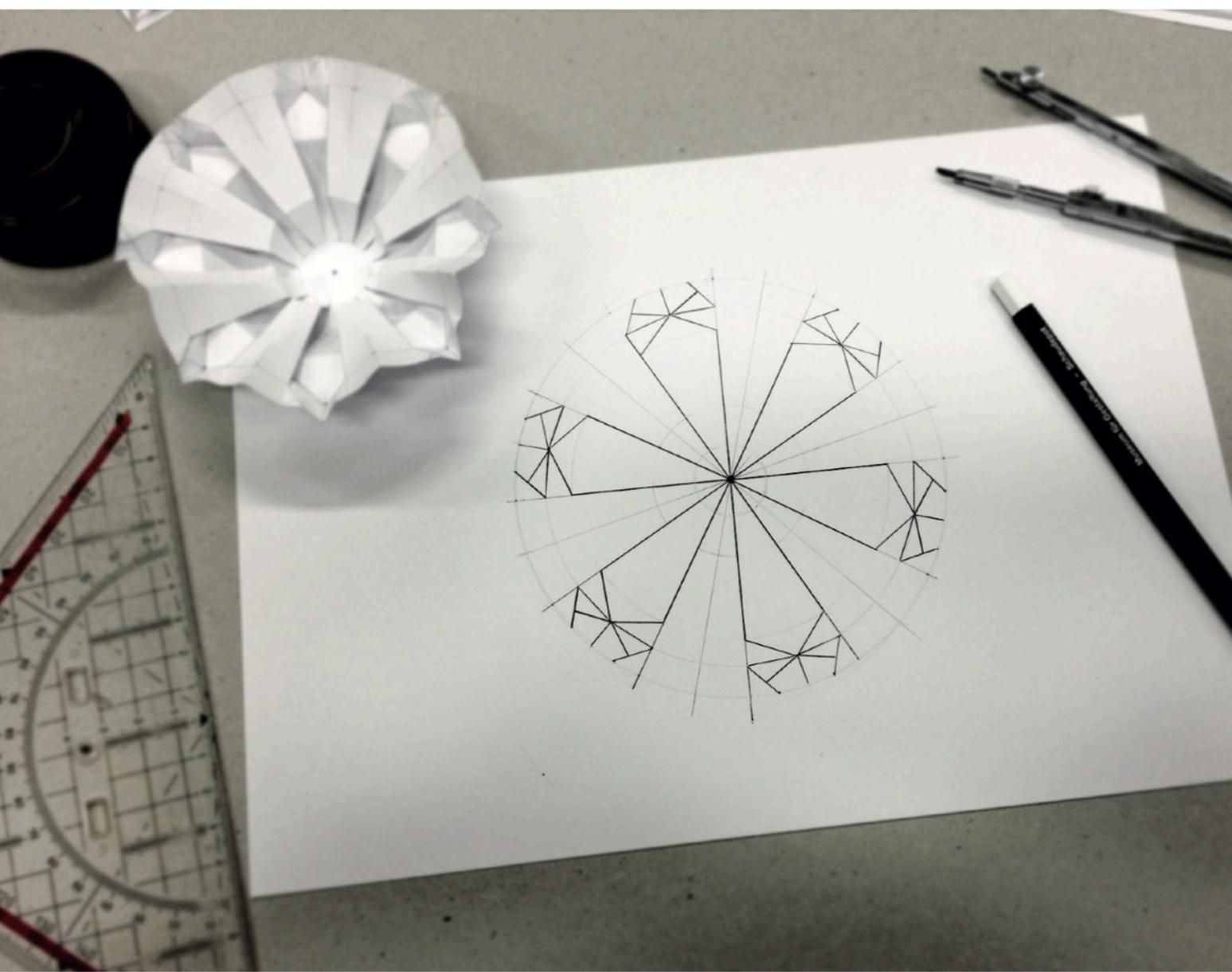
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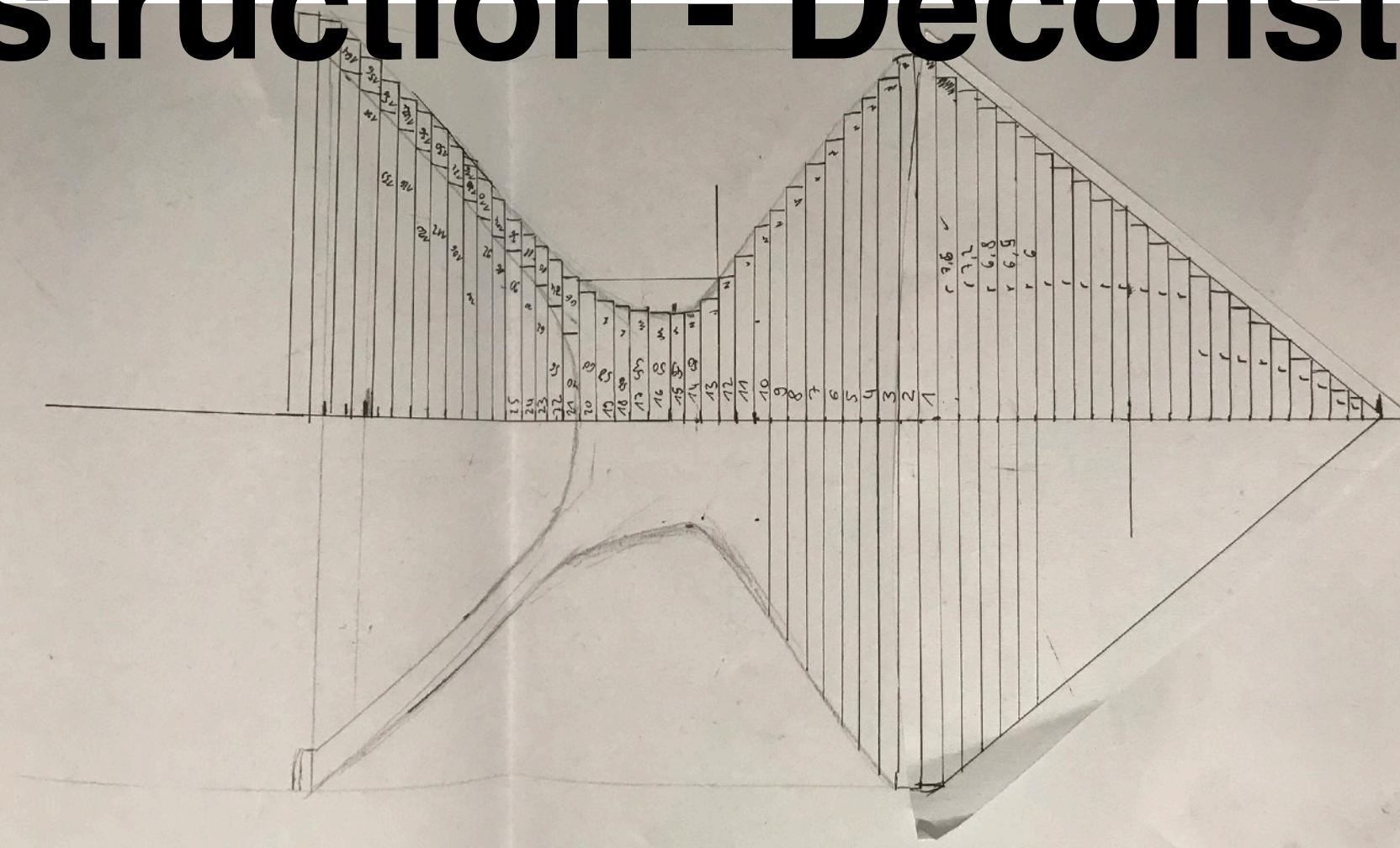
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Additive & Subtractive Process



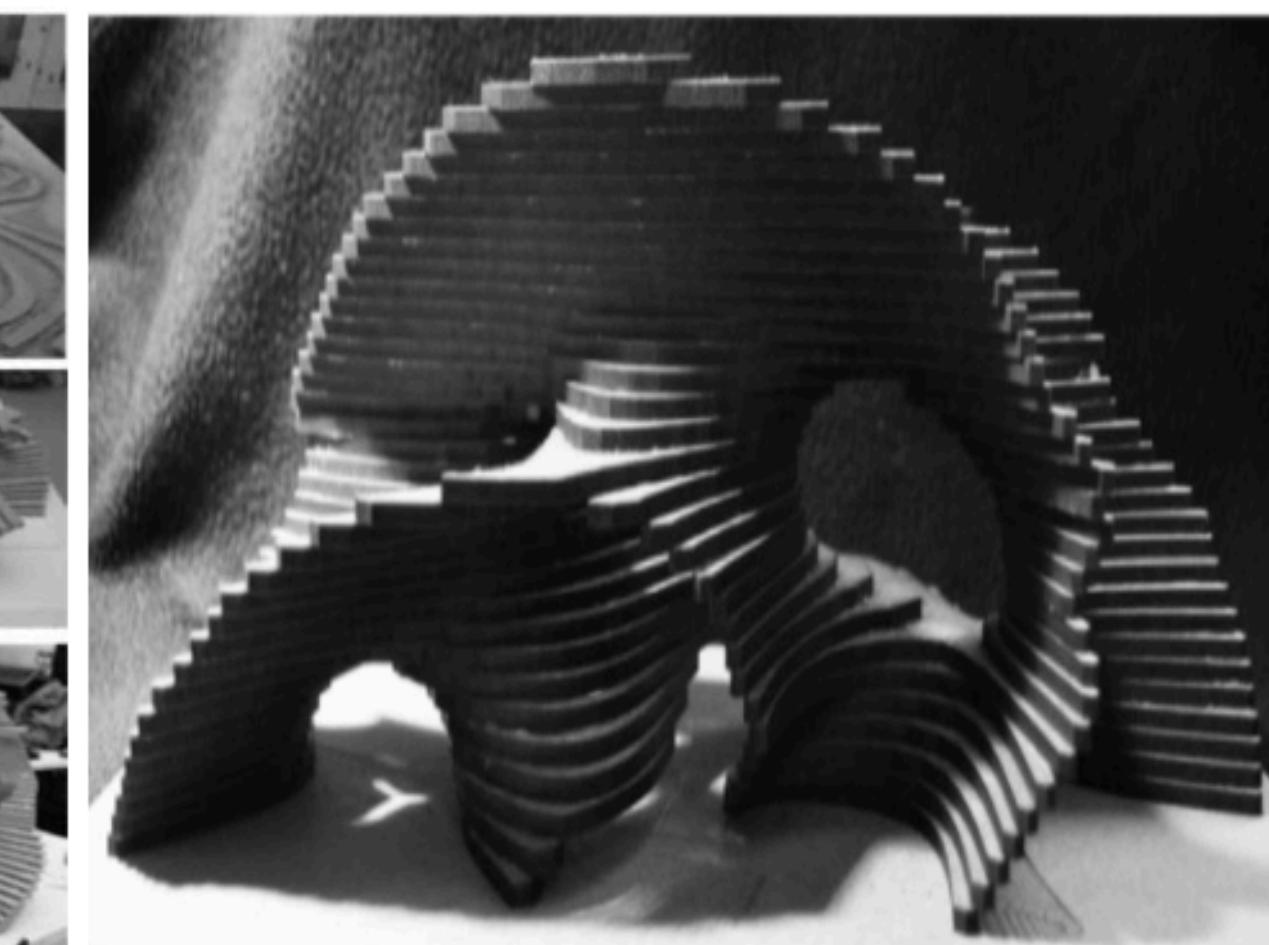
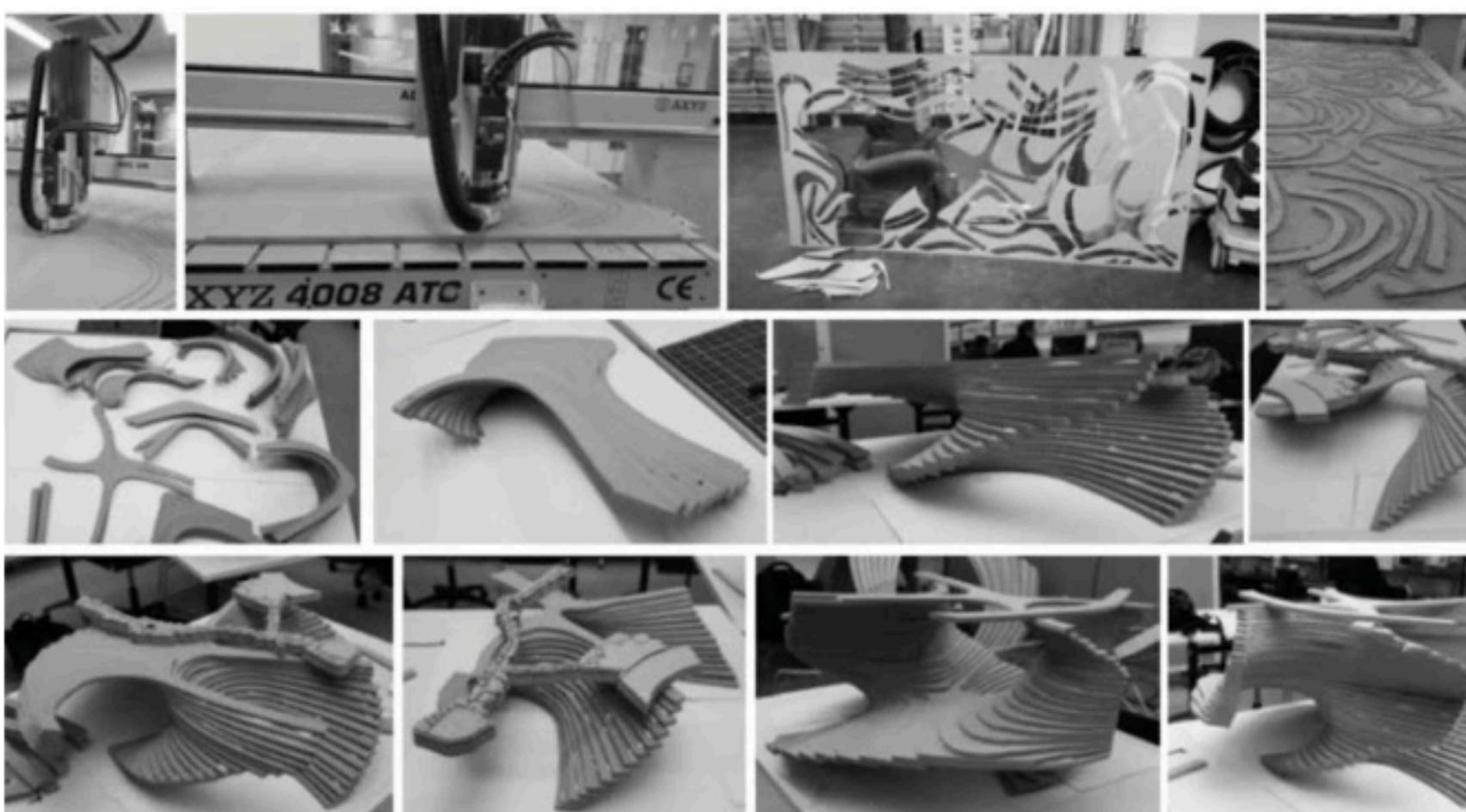
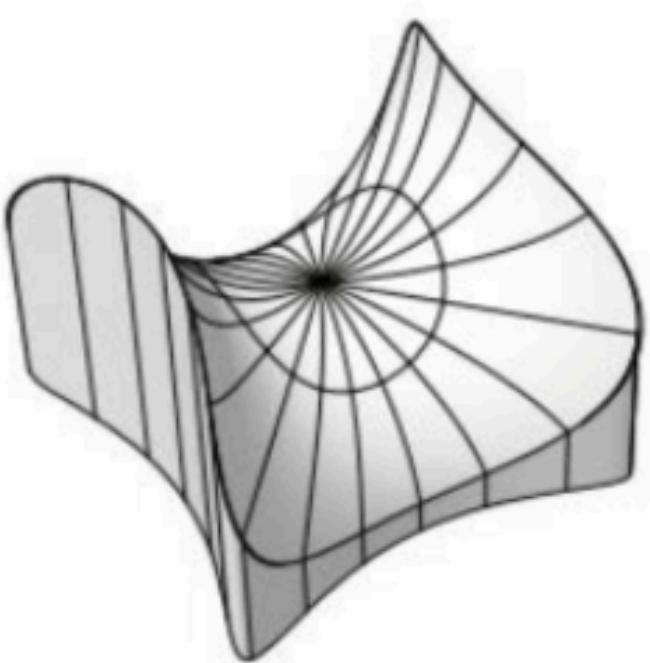
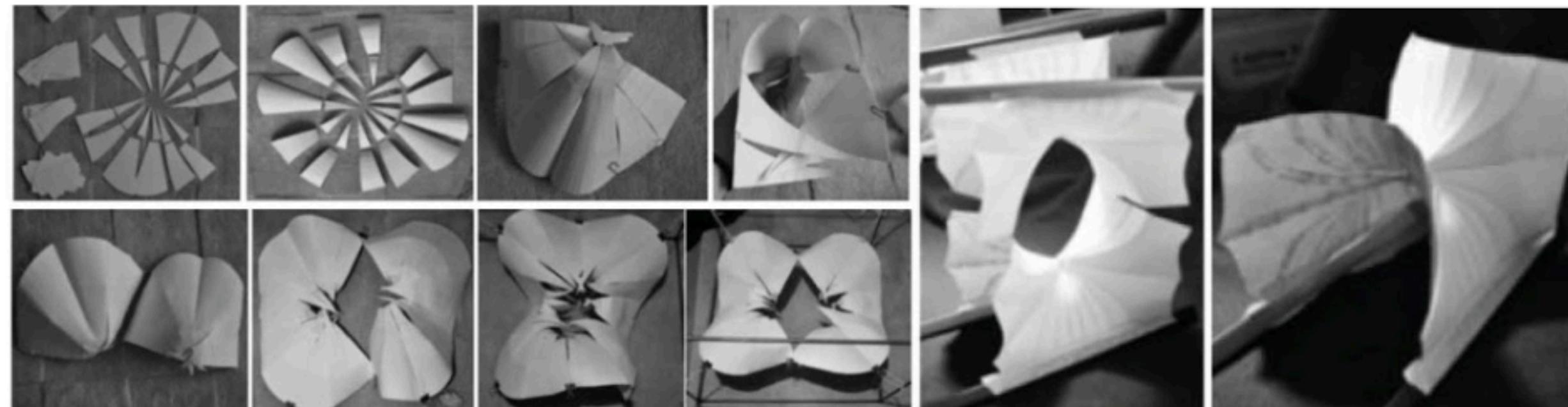
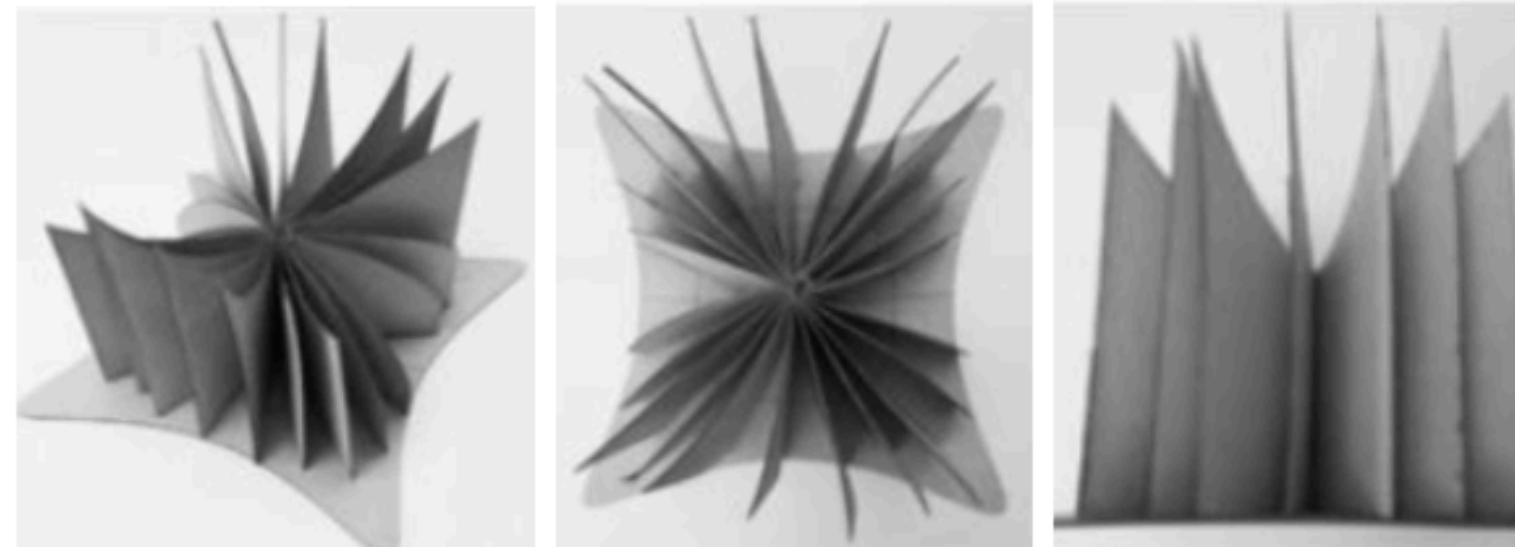
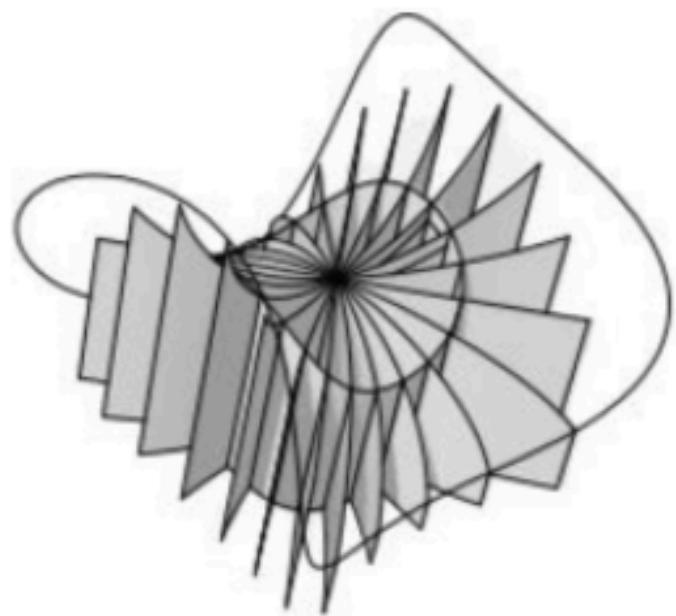
Construction - Deconstruction - Reconstruction



Construction - Deconstruction - Reconstruction

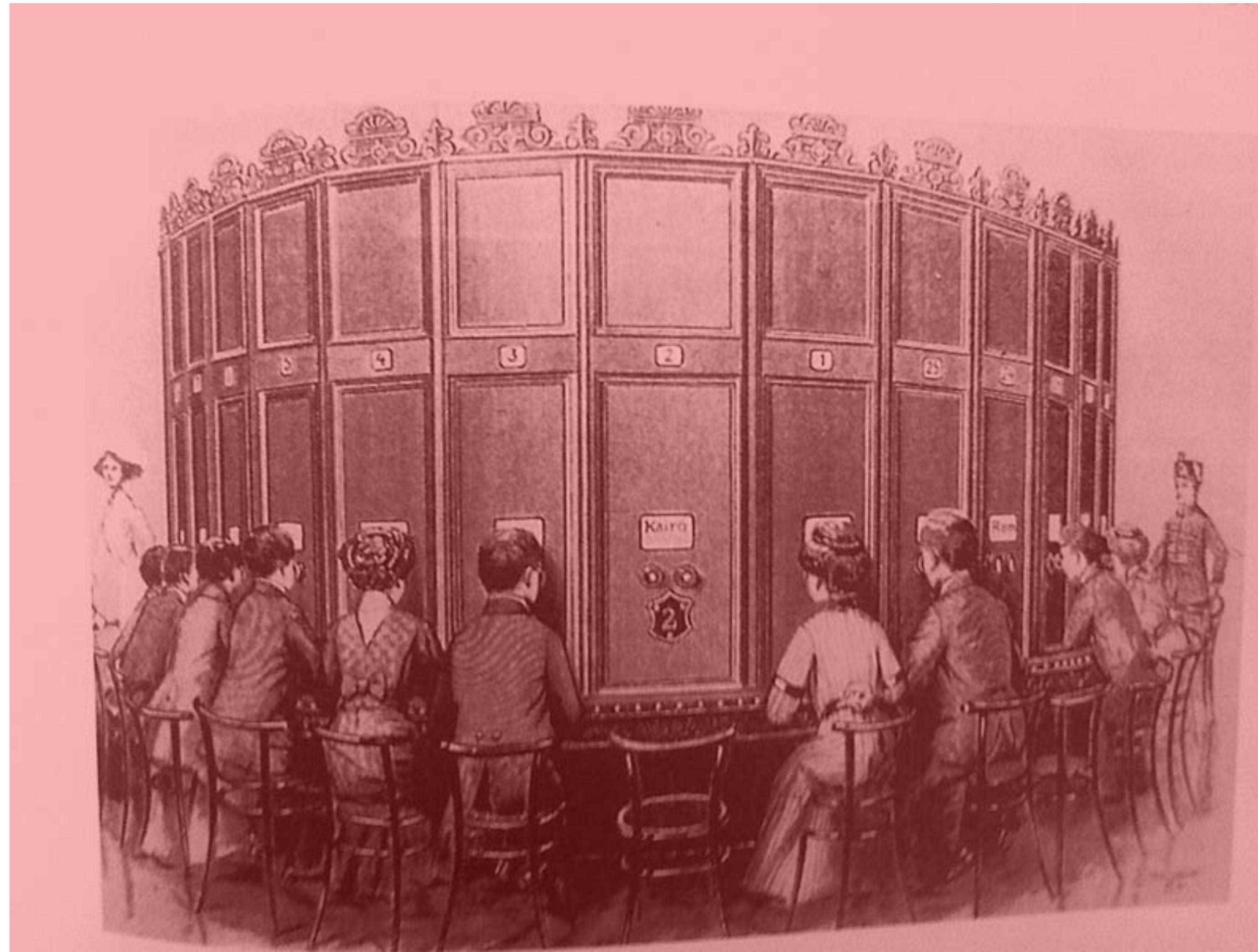


Construction - Deconstruction - Reconstruction

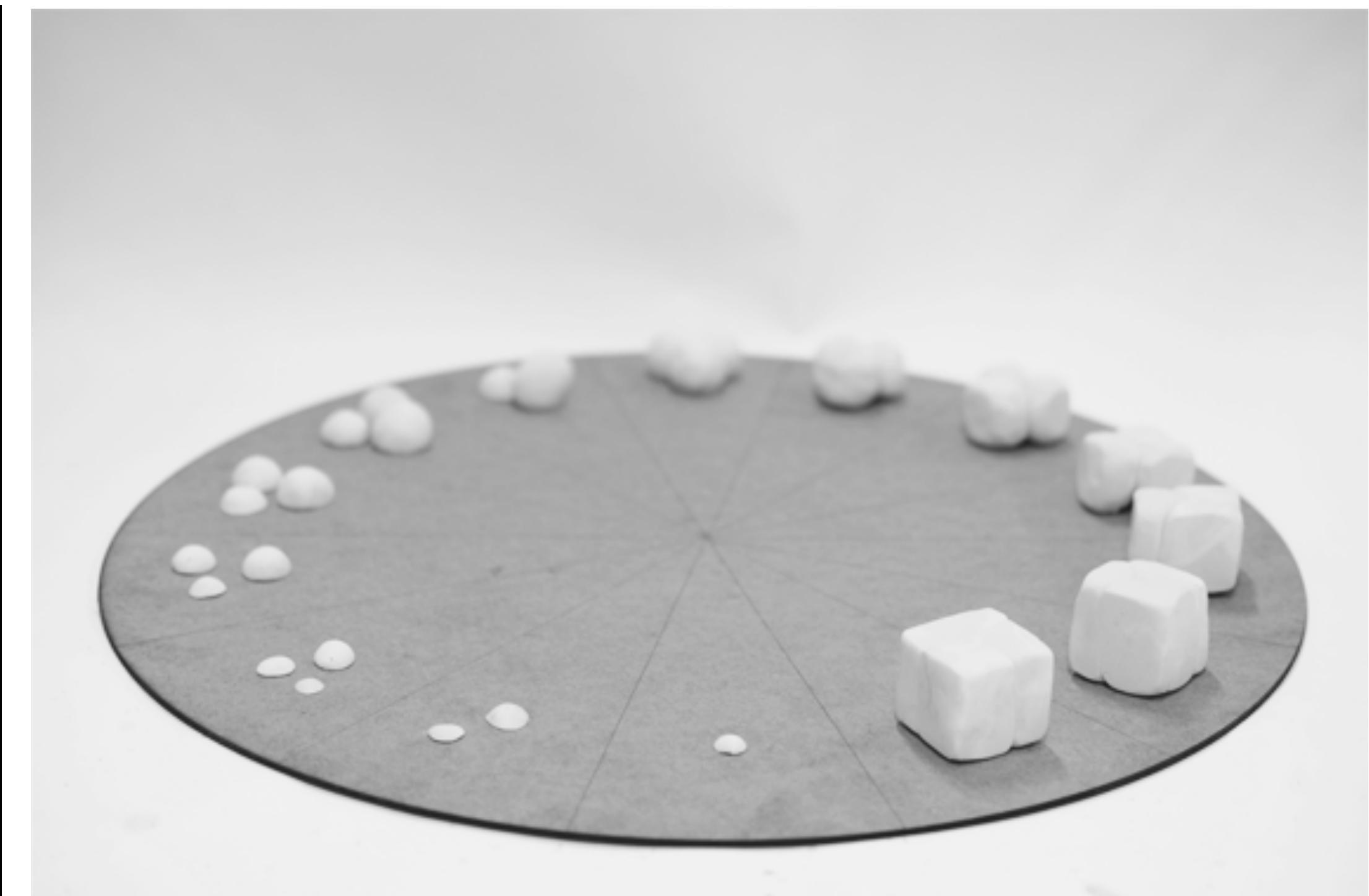
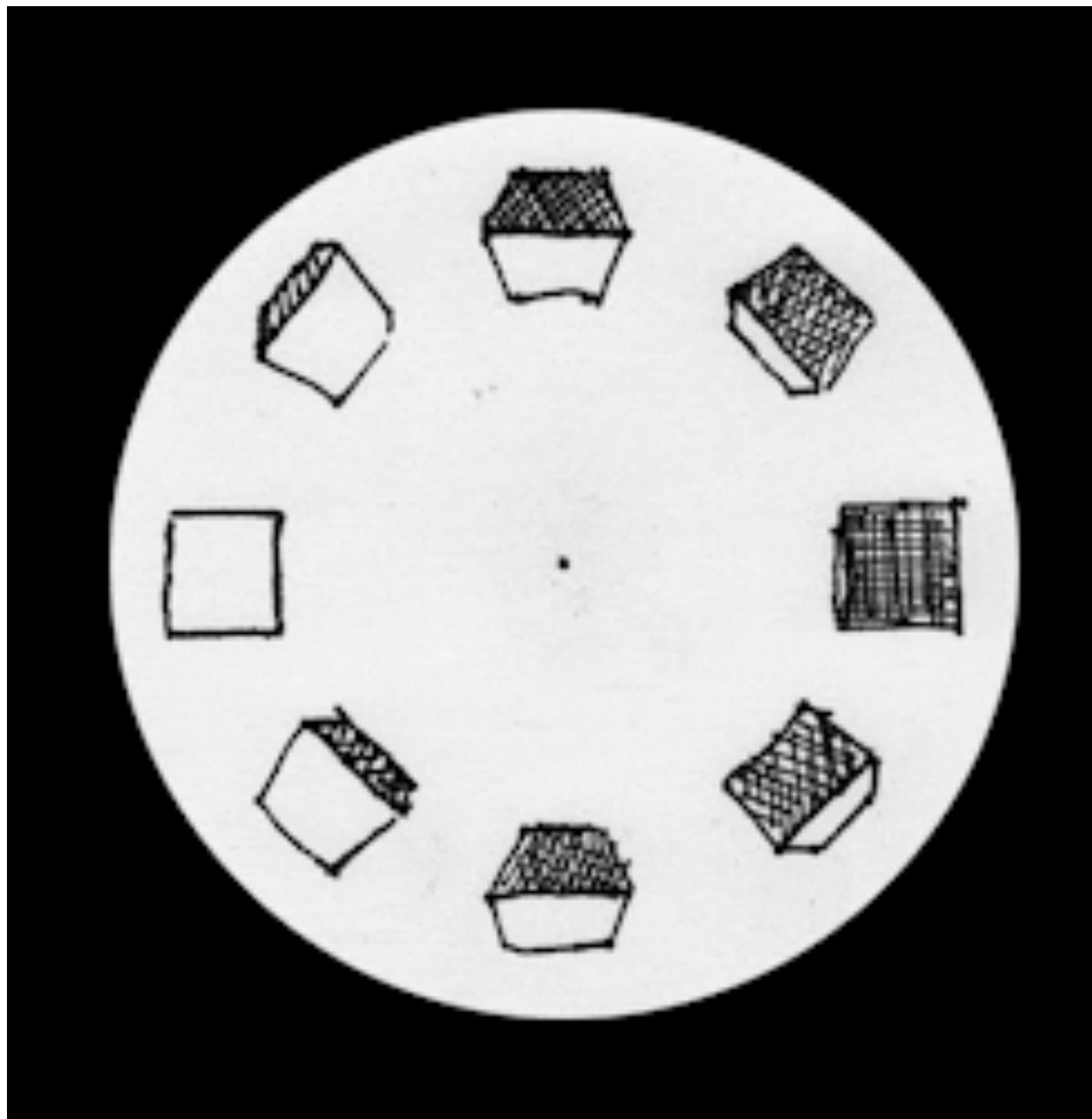


Scheibenmodell, Abwicklung und Schichtmodell

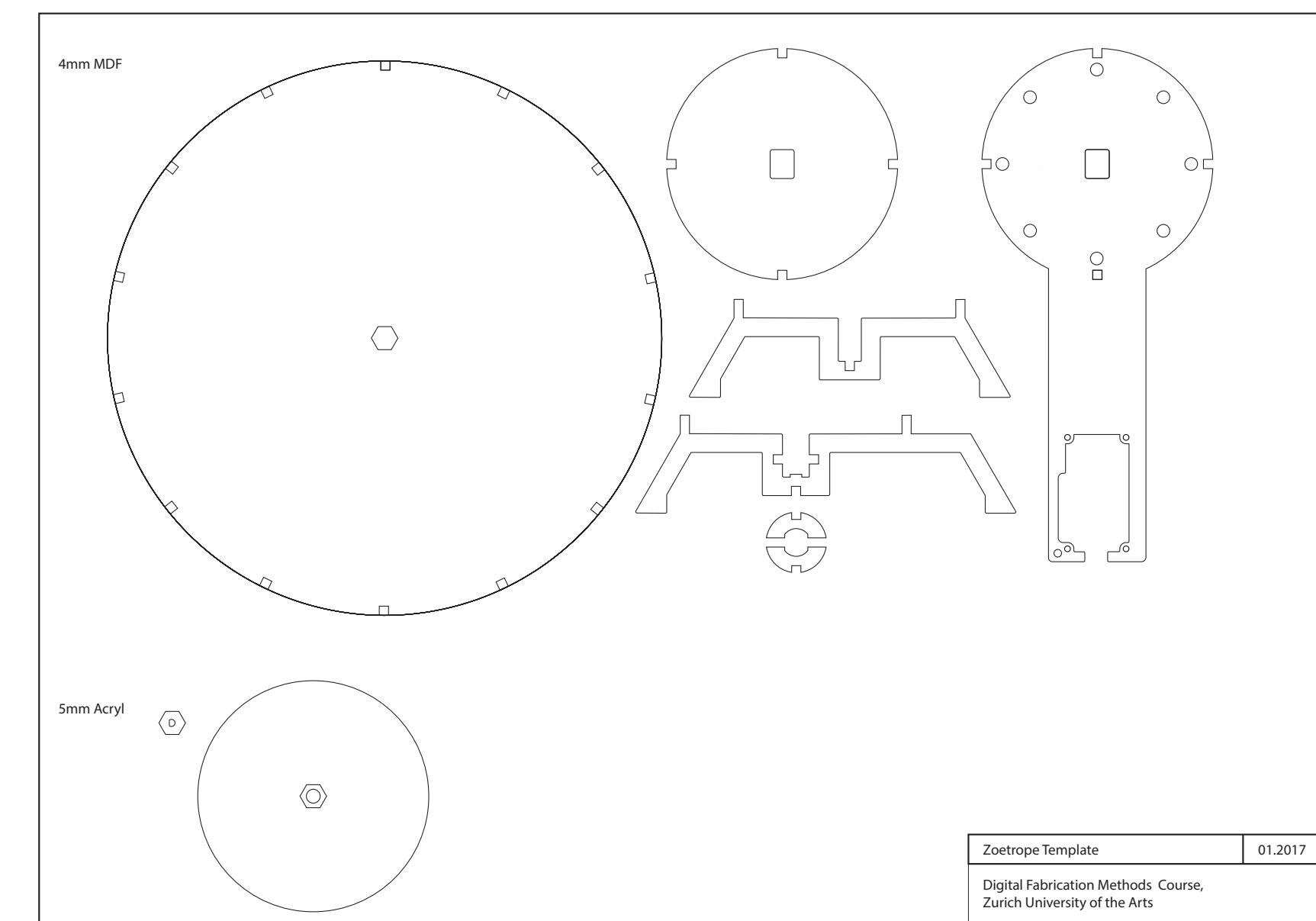
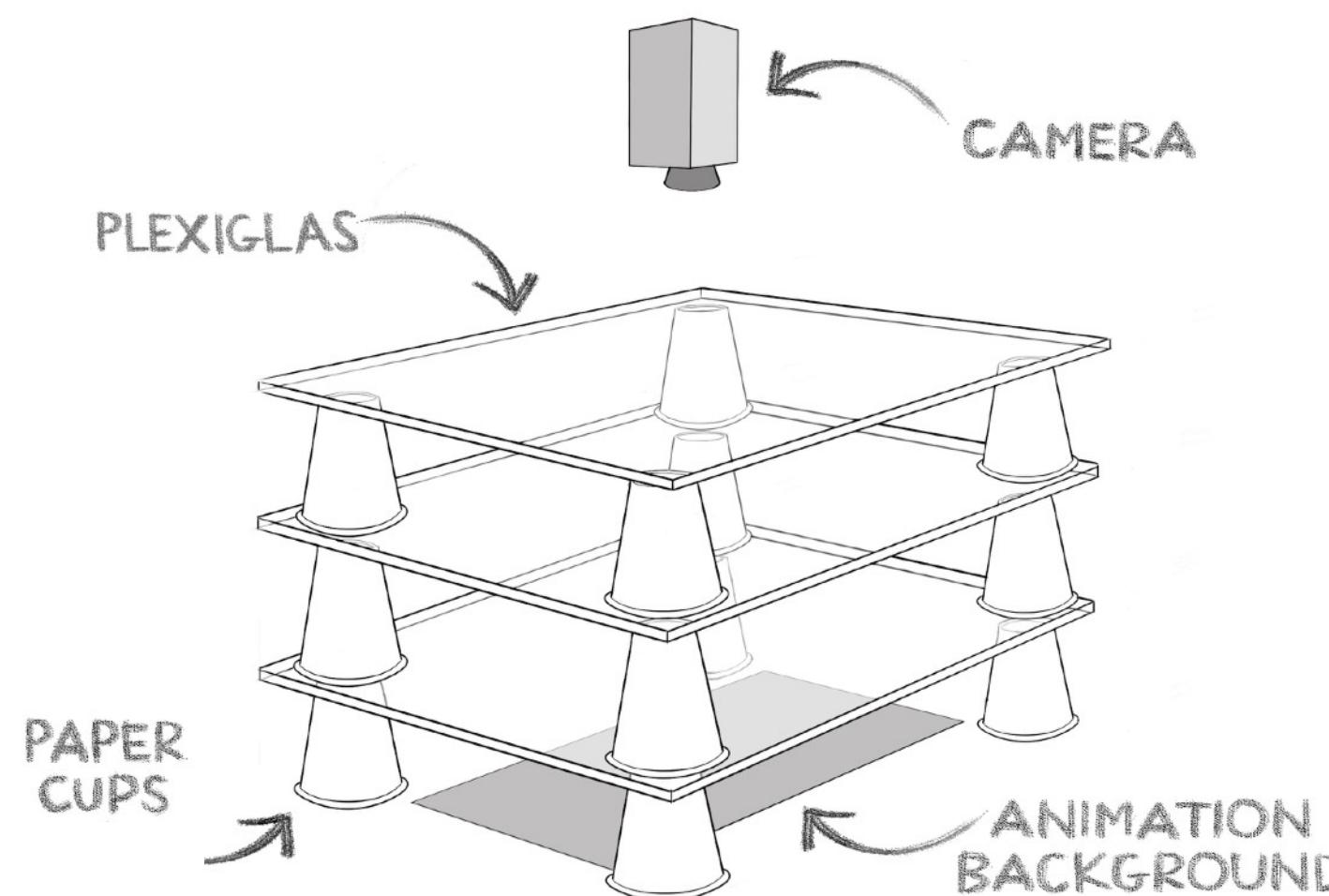
Growth Processes

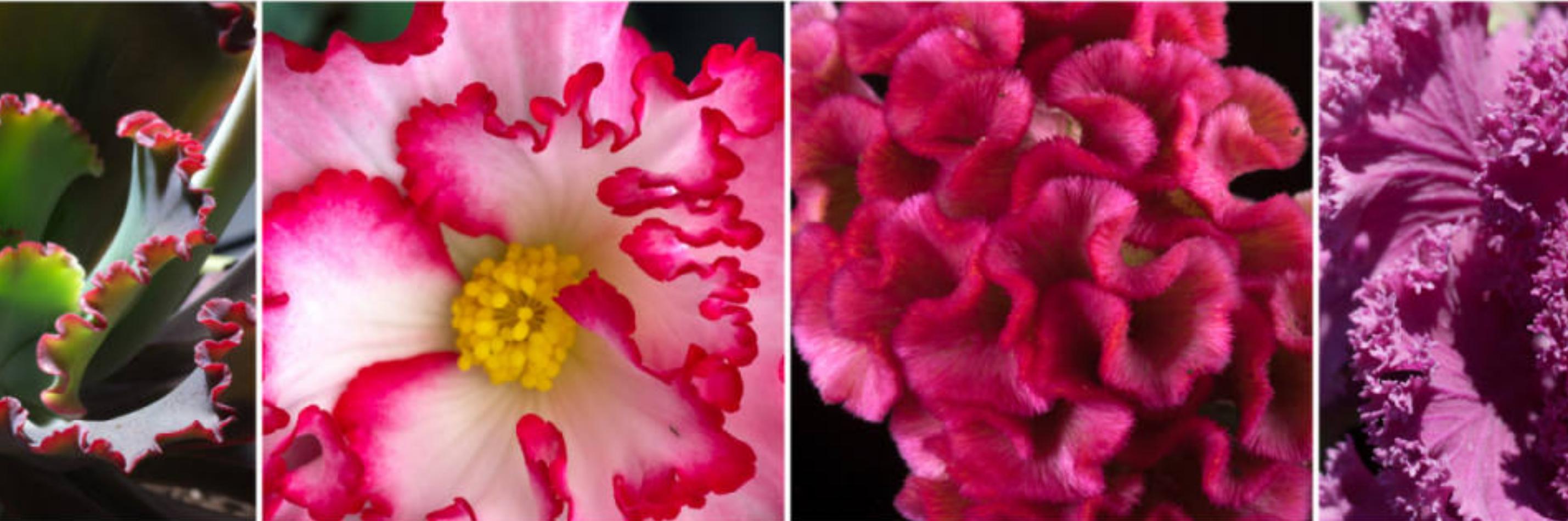


"Imperial panorama" Kaiserpanorama (1883)

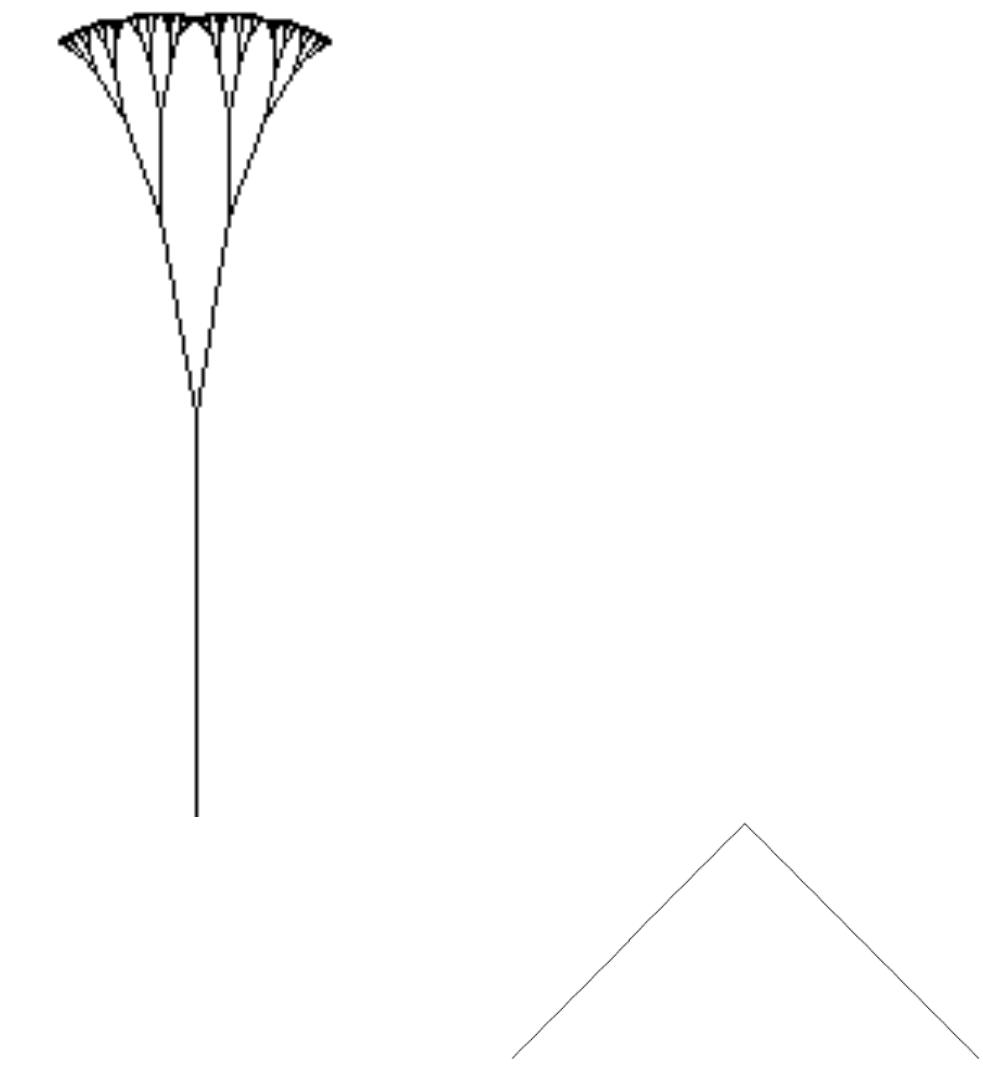
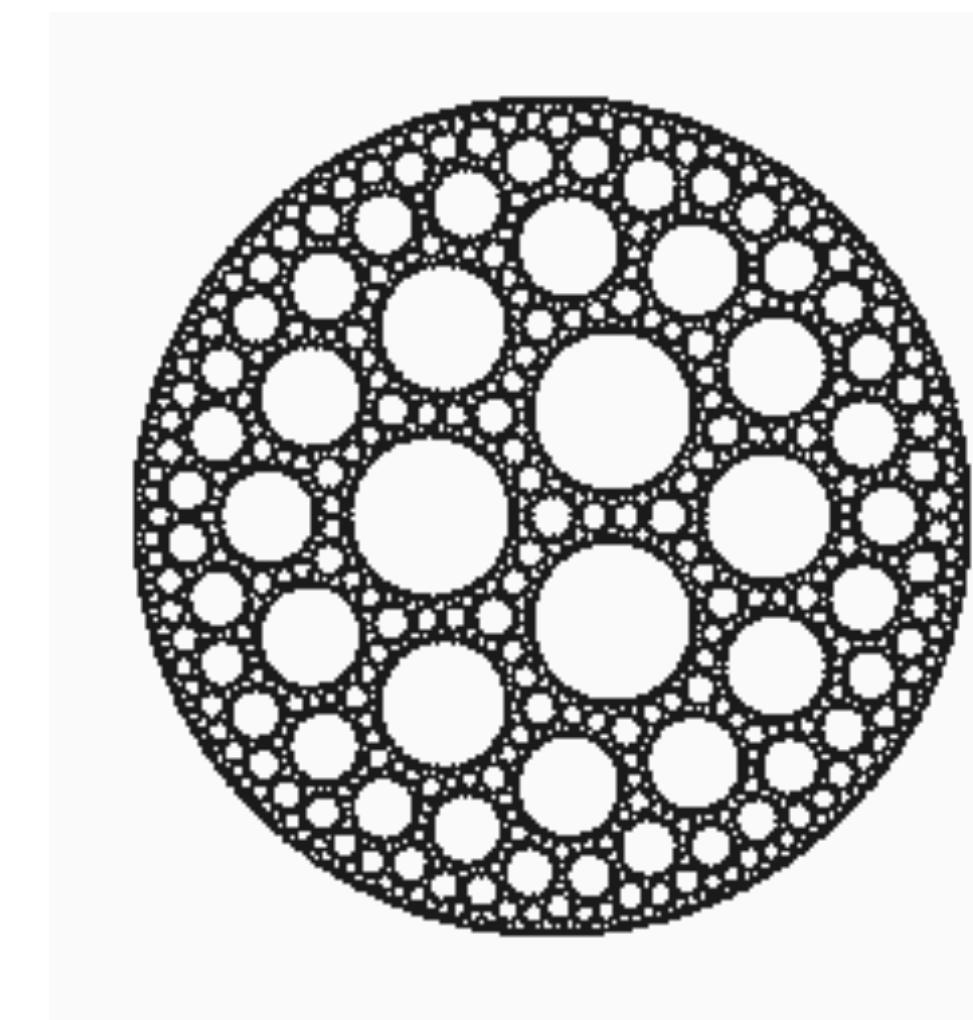
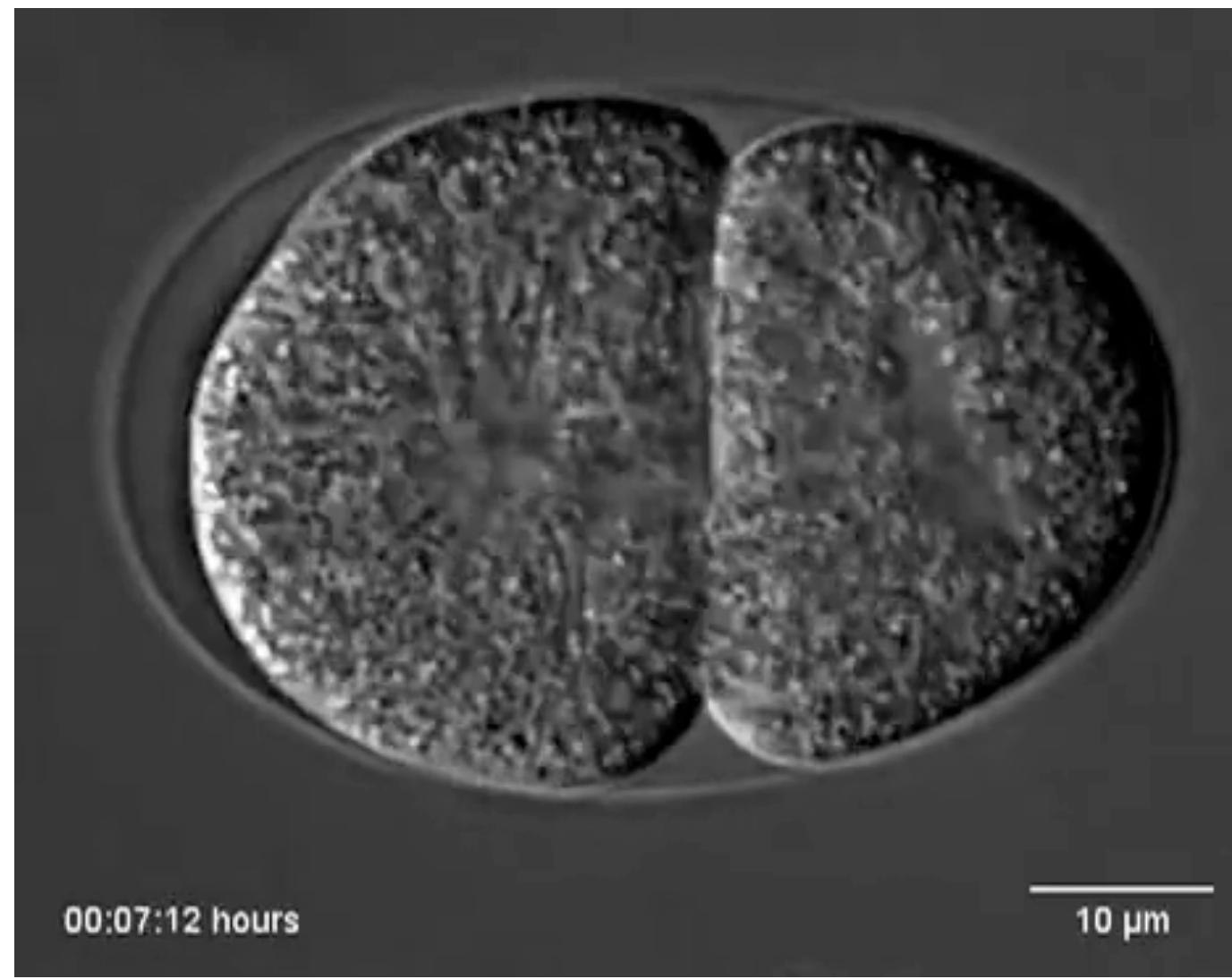
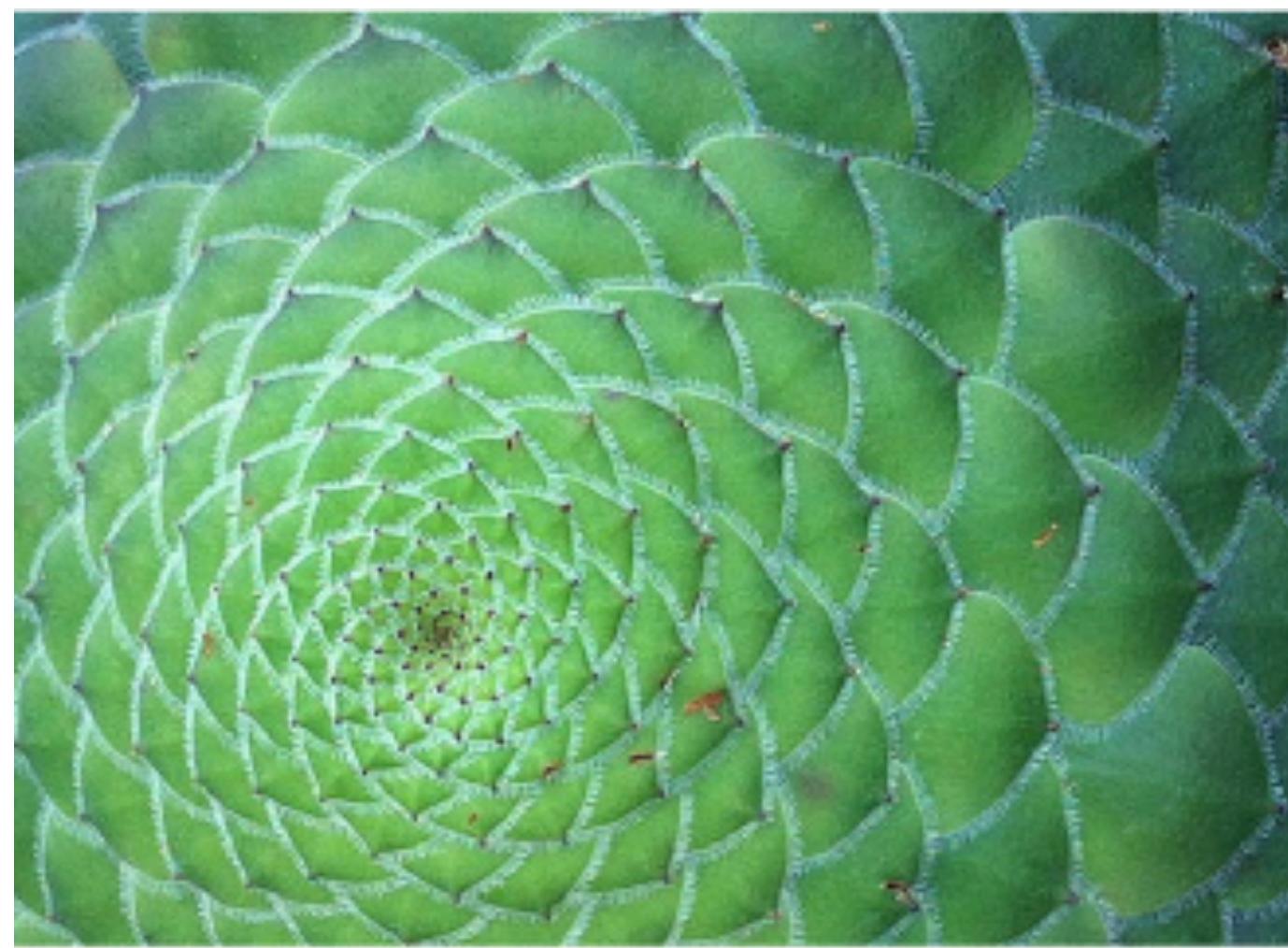


Stereoskopie-Verfahren









Illustrator outlines for Laser Cutting

