Final Project – Design and Build a Prototype Part or System
Part 2: Produce a fabrication prototype

Assigned: Monday, April 9
Due: Monday, April 23

Abstract:
You should at this point have some ideas and a general direction of research for your final project. For many of you, this may be a direct extension or variation on what you produced for Project 4. For others, it may be something entirely new. In either case, I will be meeting with each one of you individually over the next week to discuss these, and help you to refine your position and research.

While that happens, you should begin concentrating more heavily on fabrication tests. CNC and computer-based technologies almost never work out correctly on the first try. So try and try again. Use this as a chance to work out the kinks, clarify, and develop your own process and your own agenda. You will likely discover things that will impact, and even change, your direction.

The Task:
Build a prototype(s) of your part or system.

This is really just a continuation of what you are already doing in developing your final project, but in this I am more explicitly asking you to build things. This could in fact mean many things. Most of you will need to do several prototypes, perhaps in different materials or different scales to get the system down. This is less about practicing fabrication than it is about iterating through your research idea.

Use this as an opportunity to also work with different materials, learn their properties, and to obtain the materials that you will need. There are several sources where you can purchase material. If you have difficulty determining materials or finding sources, come speak with me.

Keeping on Schedule:
We will be reviewing your progress in class on Monday April 23rd. This will be a very informal review, but a very important one to have things ready for. Your products do not need to be refined, but they need to show your continuing development as a fabrication of at least one if not more objects. You may also present a series of trials (successful or not), but you must have physical artifacts.

At that point, the final assignment directions will be handed out detailing production requirements for the final product which will be due at the final review.