

Dave Emblin: 'Lost and Forgotten' proposal

Introduction:

I was introduced to the debate surrounding digital production methods through the Automatic Symposium. How the information presented informed my brief. How my brief intends to address some of the contradictions that some of the presentations expressed.

- Introduction to Automatic projects through symposium papers.
- How these technologies were being used to design objects, how they were integrated into the design process.
- Meaningful customisation versus trivial novelty.

My Approach:

My design process and digital production.

- My experience prior to this project was limited to 2D image production and 3D visualisation models. My production of virtual objects had never been realised using 3D digital production methods.
- Maintaining a rational design methodology in the face of seductive new processes.
- How the following brief was devised.

My Brief:

“To identify the redundant objects in our lives and, in collaboration with their owners, design solutions that amend such objects, returning them to common use.”

Although it may not be immediately apparent, almost every object has an interesting story behind it. Realising this story is an exciting process and even new, mass produced objects can tell us something fascinating about ourselves. This project uses the participants story of their object as a starting point for its re-design. The re-design and manufacture is carried out using the latest digital production techniques. A lost and forgotten object is modified and 'repaired' making it useful to the participant once more.

This process produces objects that display a combination of new and old parts, and has so far combined mass produced and one off elements within the same design. I endeavour to produce objects, through a process of collaboration, that are customised and express the value and versatility of digital production methods. I also hope to generate some awareness

of the (lost, forgotten or otherwise) objects in our possession and the value that is perhaps latent in the stuff that surrounds us.

The Process:

- Engage participant and initiate location of suitable object.
- Receive object (images of object).
- Analyse object through examination and use of background information provided by participant.
- Design a solution for the object (a collaborative exercise between designer and participant realised through a process of drawing, making and discussion).
- Amend object by making/manufacturing designed solution.
- Completed object is returned to its owner for them to use.

Web Based Project

Administering the project over the internet.

- A web space that enables people to join the project by submitting images and descriptions of their objects. Objects that are submitted by prospective participants are evaluated and the most suitable are selected for use in the process.
- League table
- Site layout and appearance
- Objectives of the site. Encouraging thought and discussion of the objects around us. Take the ideas generated by this process into a wider context.
- Web increases accessibility and is a digital environment.

Conclusion.

Conclusions drawn at this stage of the project.

- Participant feedback.
- Completed objects
- Website
- Ongoing work