

PROJECT 1 DOLLARMA RETRIEVING ANALYZING COMPONENTS



VDES12350 Conceptual Process 2
Submitted to Claire Ironside

Wilson Truong

DESIGN STATEMENT

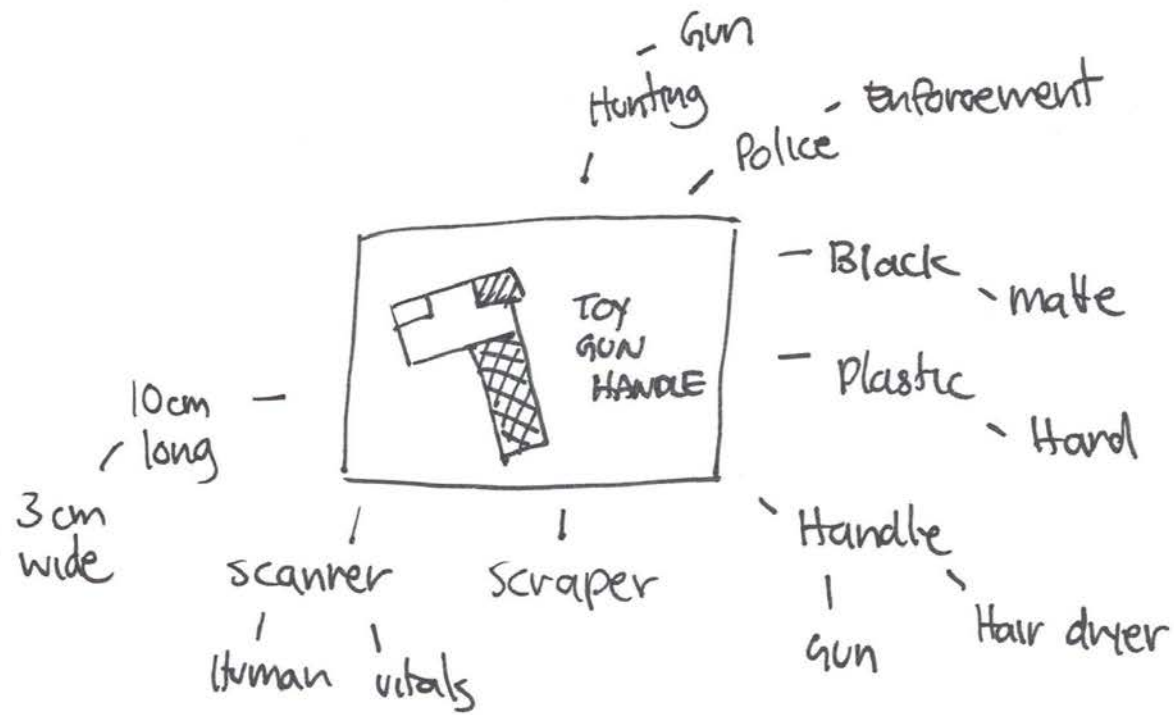
When I was collecting objects, I didn't think much of how it was going to connect but rather how it would be in the future. My concept of the future is very sci-fi like, with dark colours like Black, Grey, and White. On the material side, I strayed away from plastics and went with some metals. Eventually, I found out that going with metals wasn't a great idea on how inflexible it was to manipulate and connect with other pieces. Fortunately, some parts had holes or screw holes that were $\frac{1}{4}$ " standard – So I was able to put things through them or screw them on. When I was creating my assemblies, I was back in kid mode, experimenting and thinking of what this could be, what can fit into this slot, and what I can do with it if I interacted with it for the first time.

Exploring to what an object is beyond it's intended use is very interesting as I had fun in thinking about what the object can do now and in the future. For my mind maps, I went and thought up of many ways that it could do. My mindset was set on the future and what it could be, even in a fantasy setting. With the super mind map, I thought about how they could combine or connect in some way of a category. For example, I saw some of my components come together to form a possible “artificial heart” that could be used in a future. Despite it being challenging, I definitely had to think outside the box.

COMPONENT 1

TOY GUN GRIP



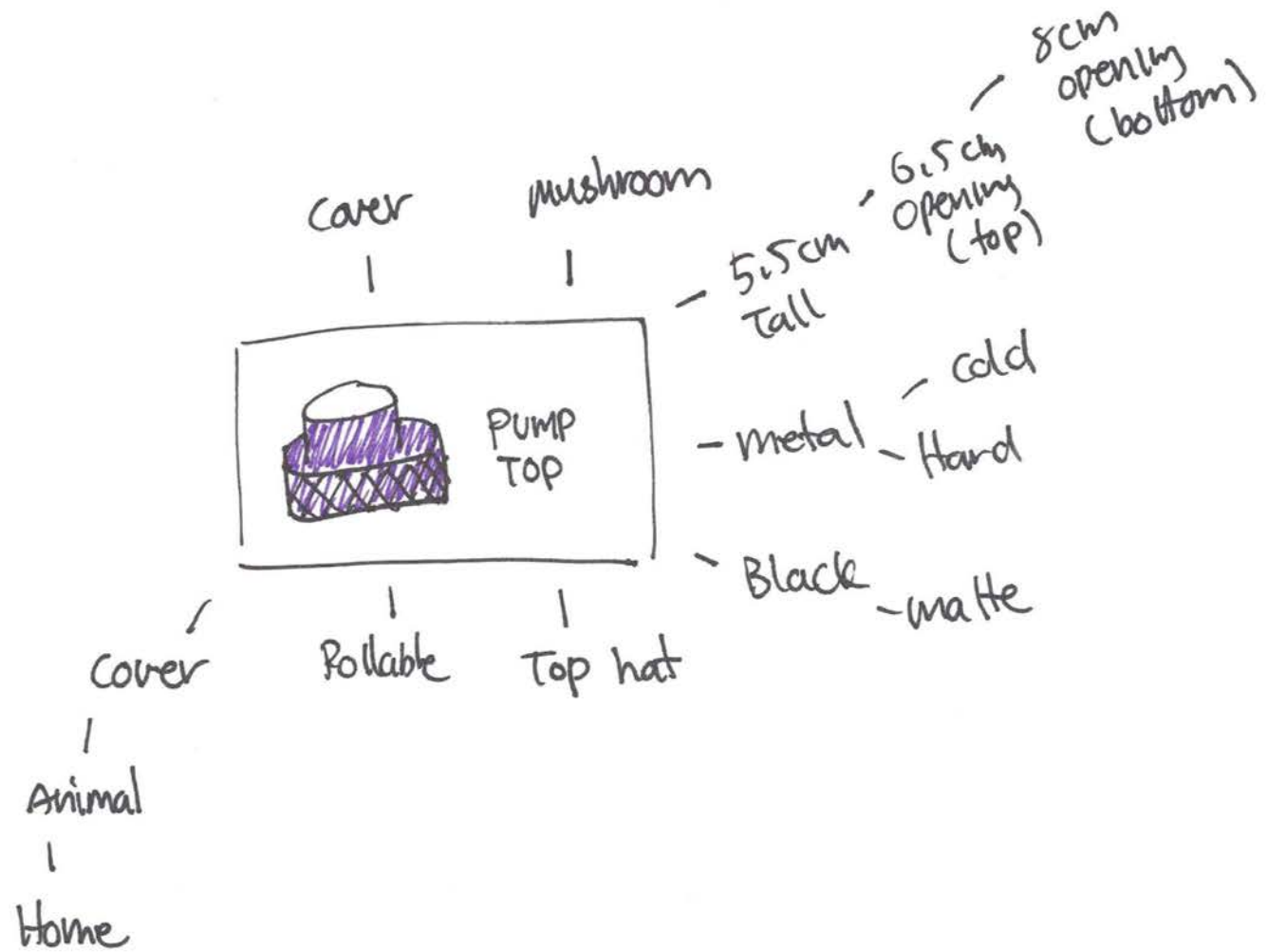


MIND MAP

COMPONENT 2

PUMP TOP



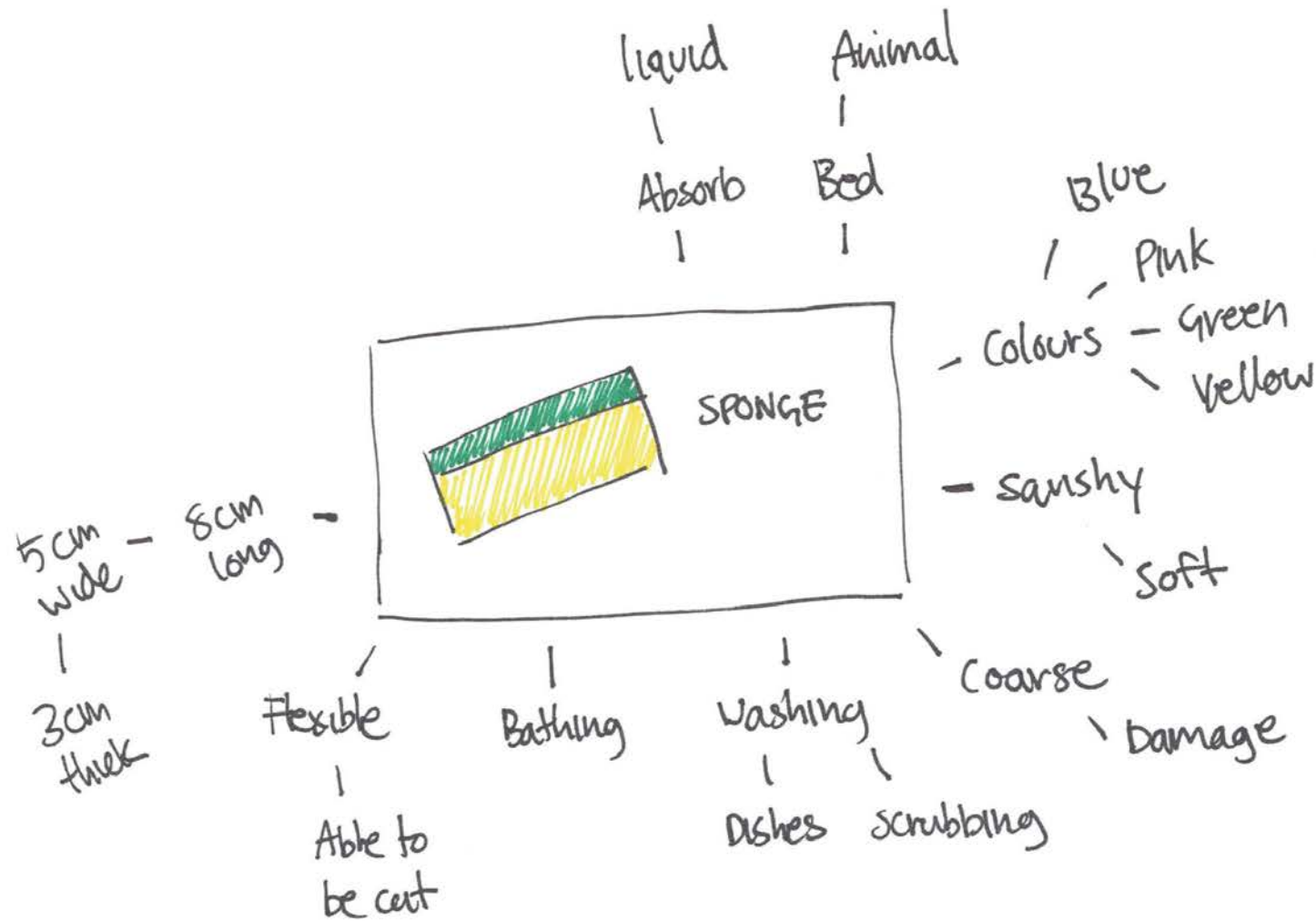


MIND MAP

COMPONENT 3

SPONGES

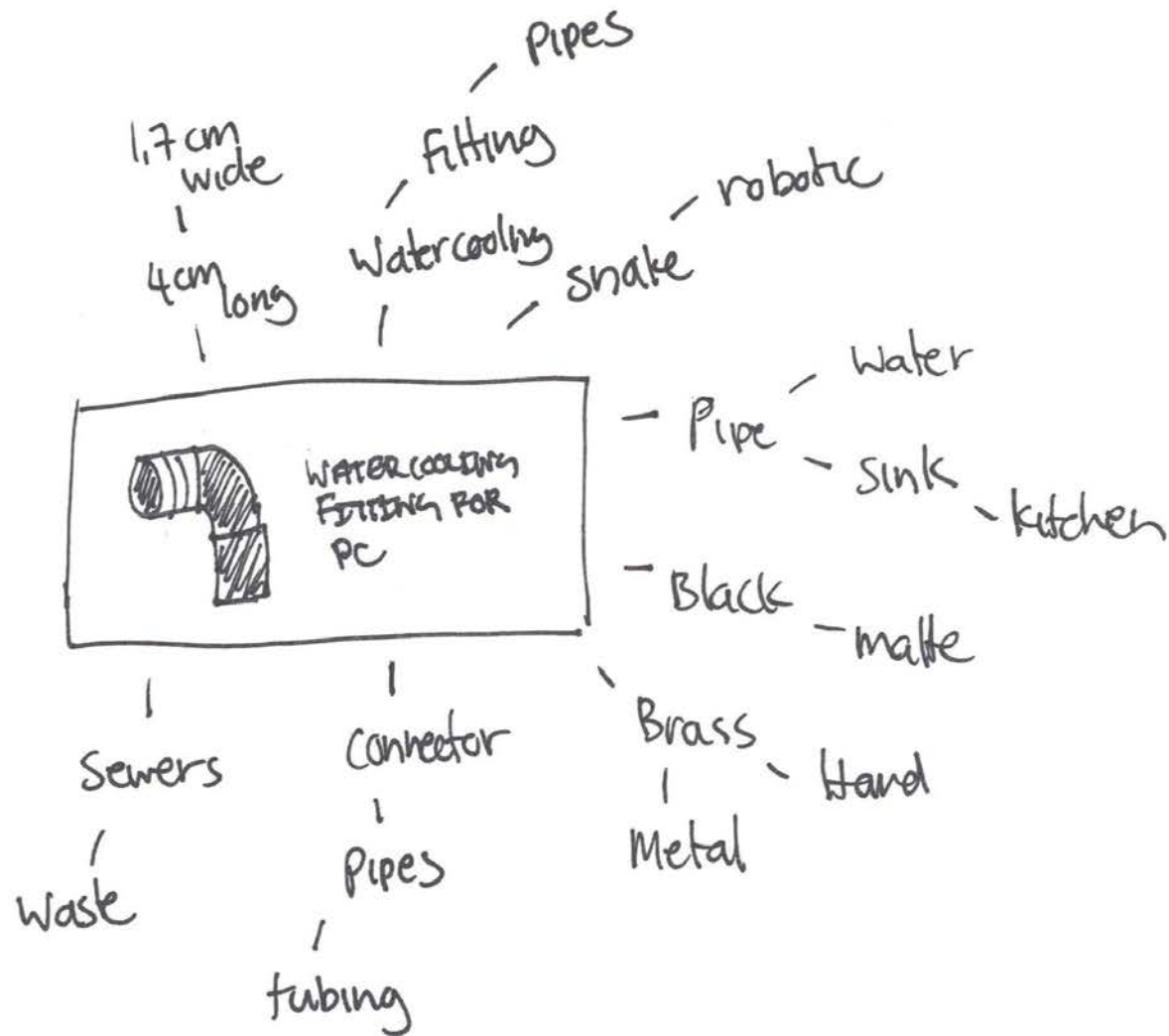




MIND MAP

COMPONENT 4 WATERCOOLING FITTING FOR PC

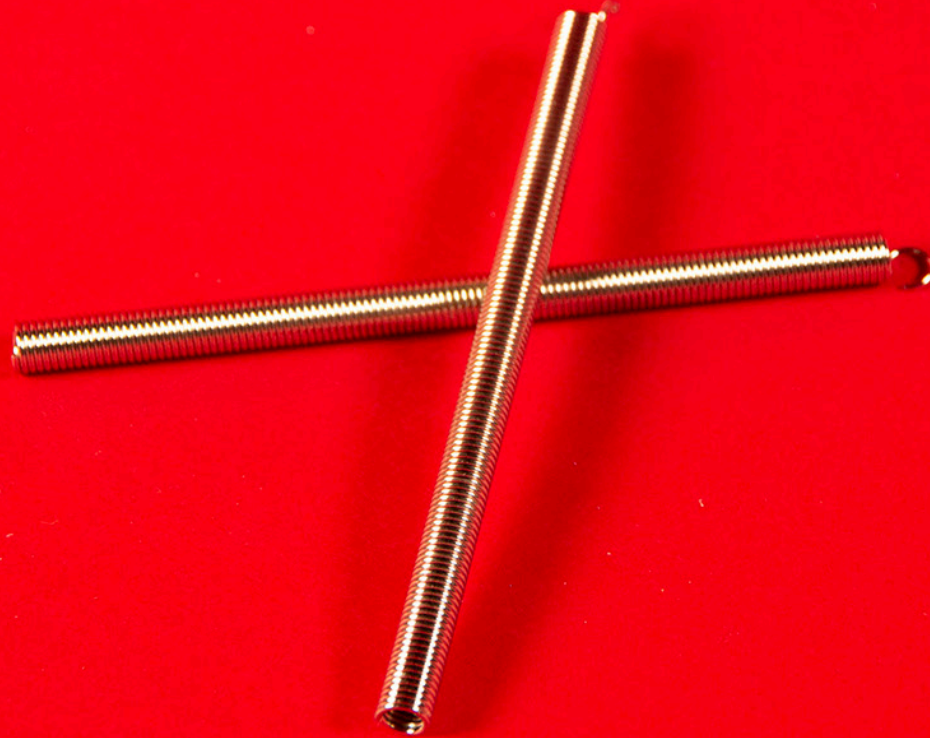


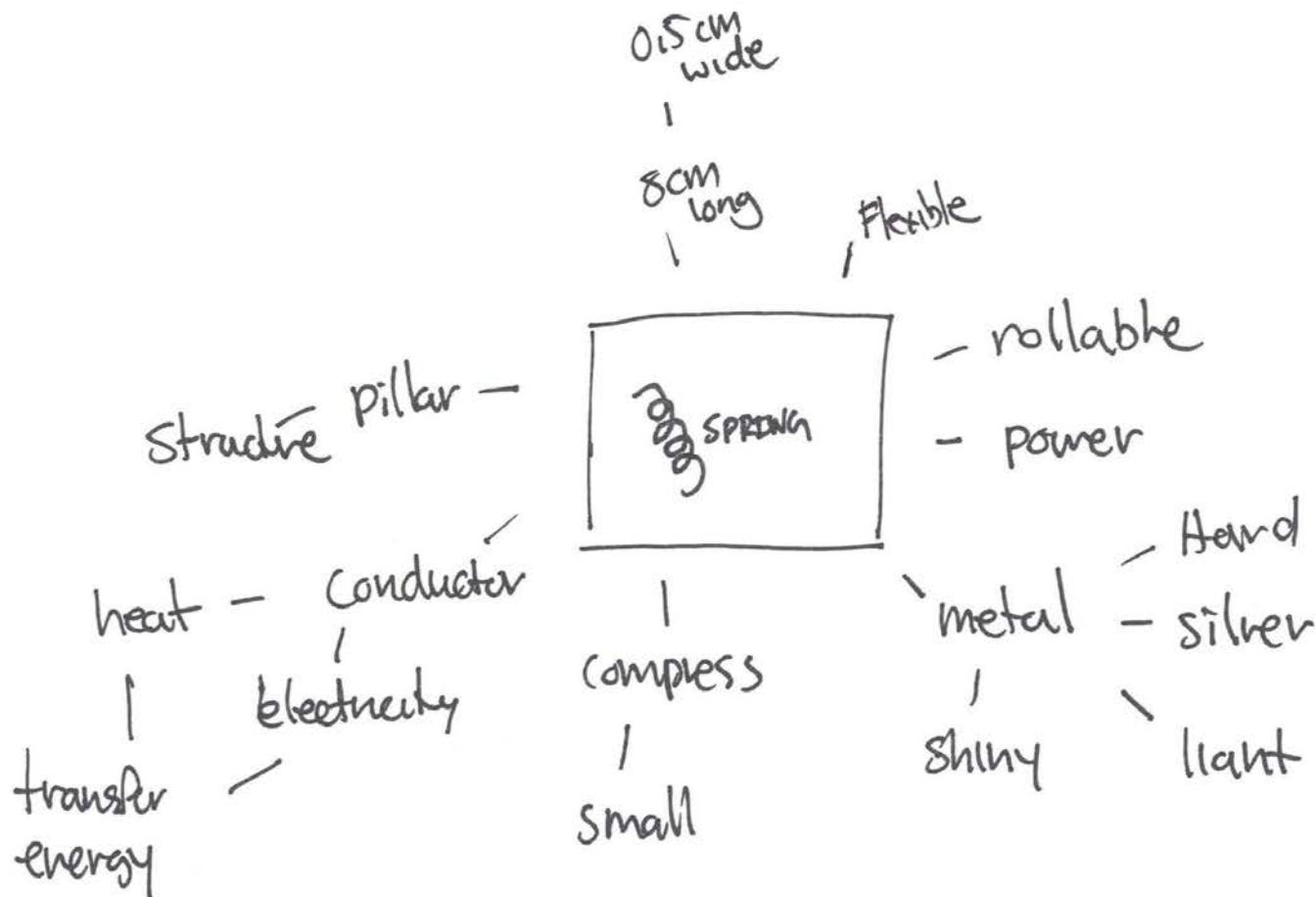


MIND MAP

COMPONENT 5

SPRING



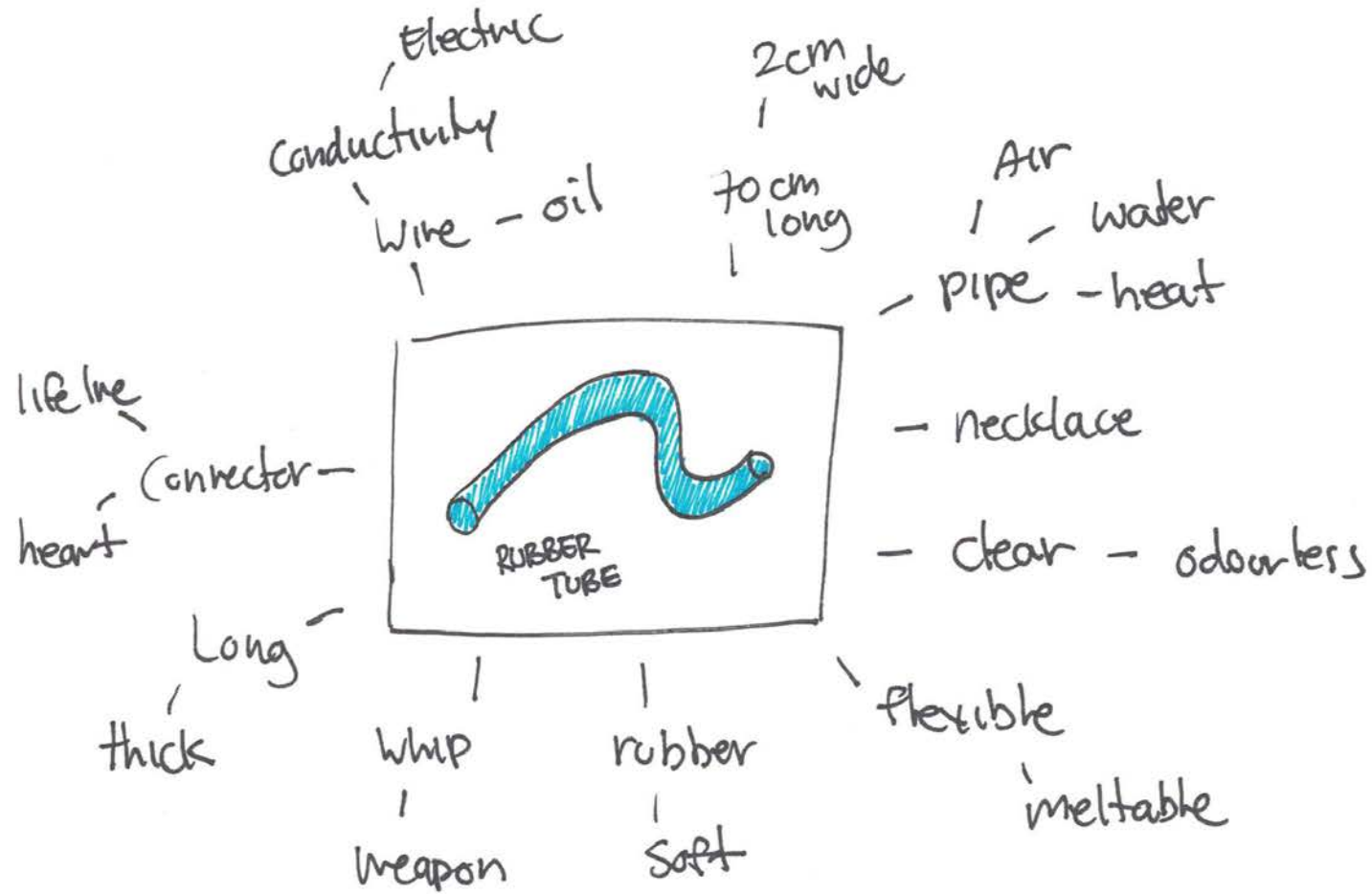


MIND MAP

COMPONENT 6

RUBBER TUBE



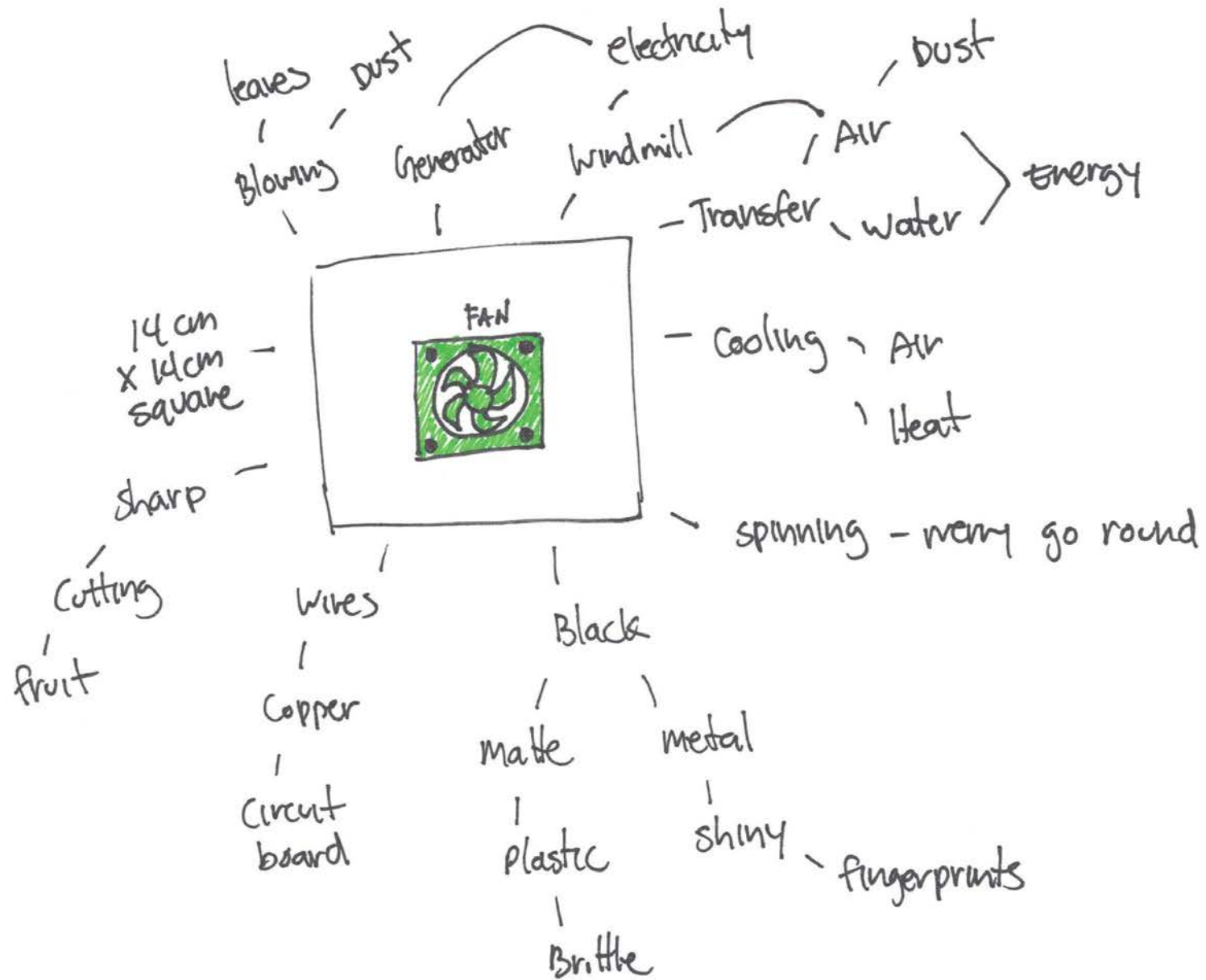


MIND MAP

COMPONENT 7

FAN



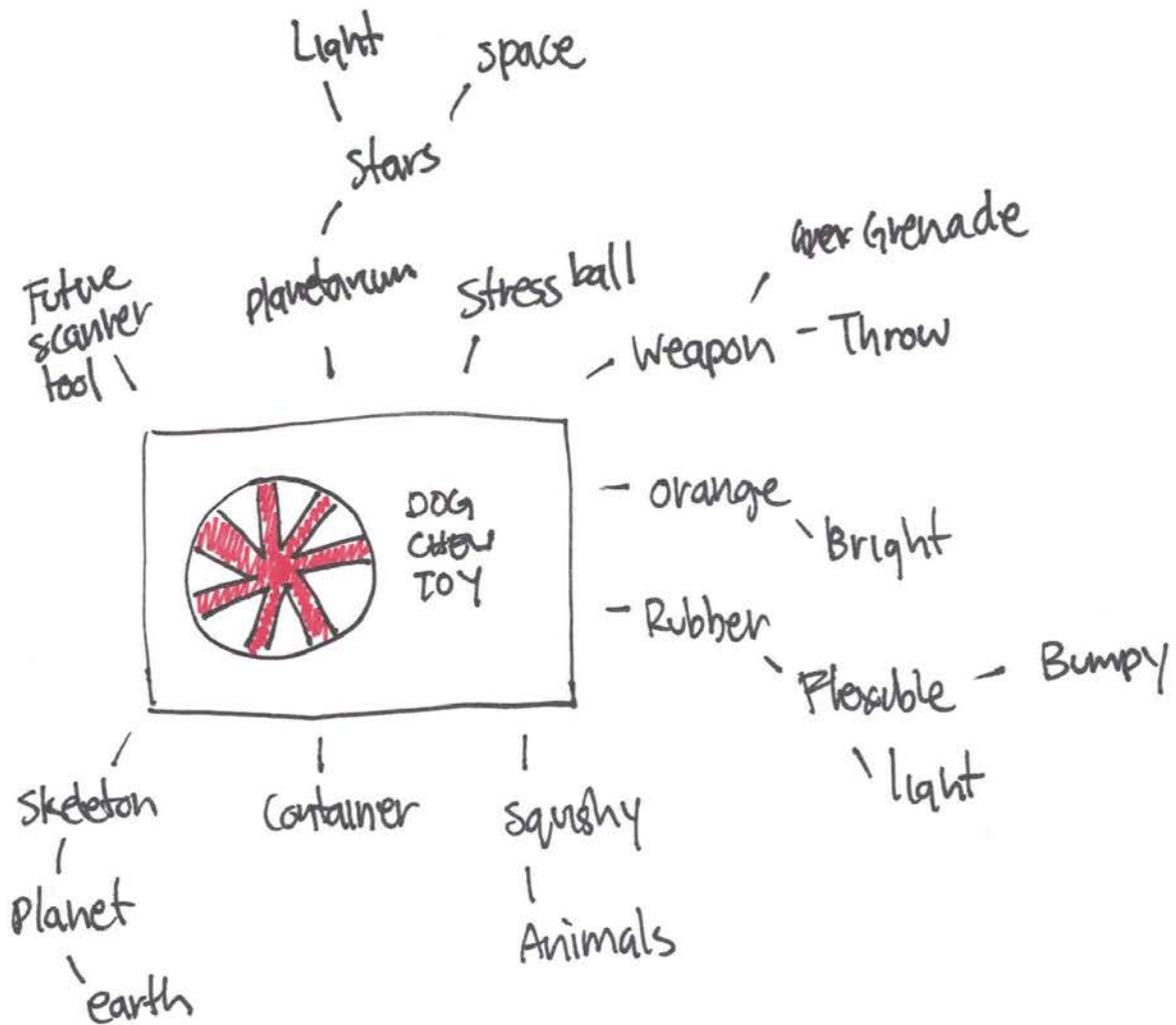


MIND MAP

COMPONENT 8

DOG CHEW TOY



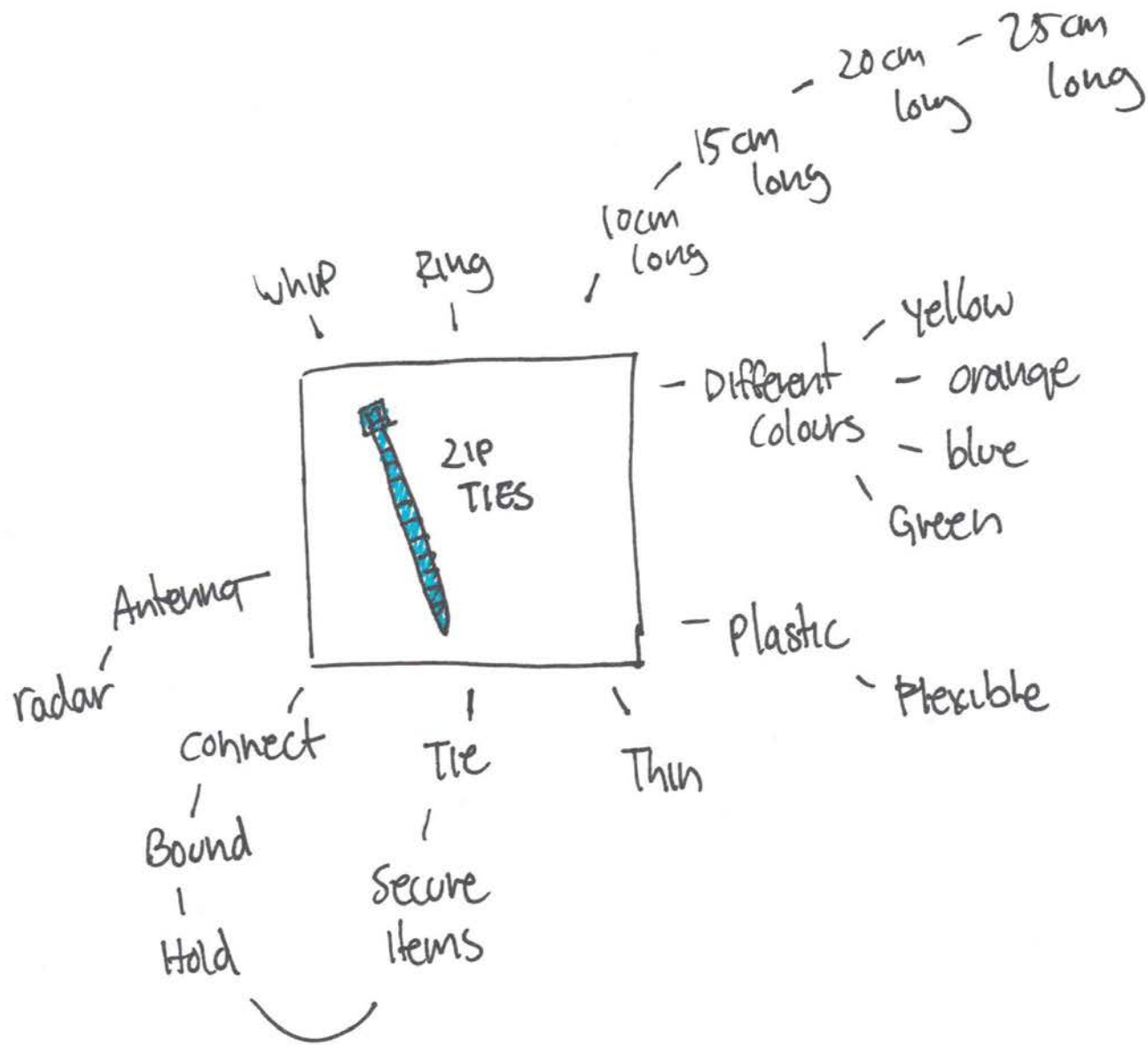


MIND MAP

COMPONENT 9

ZIP TIES



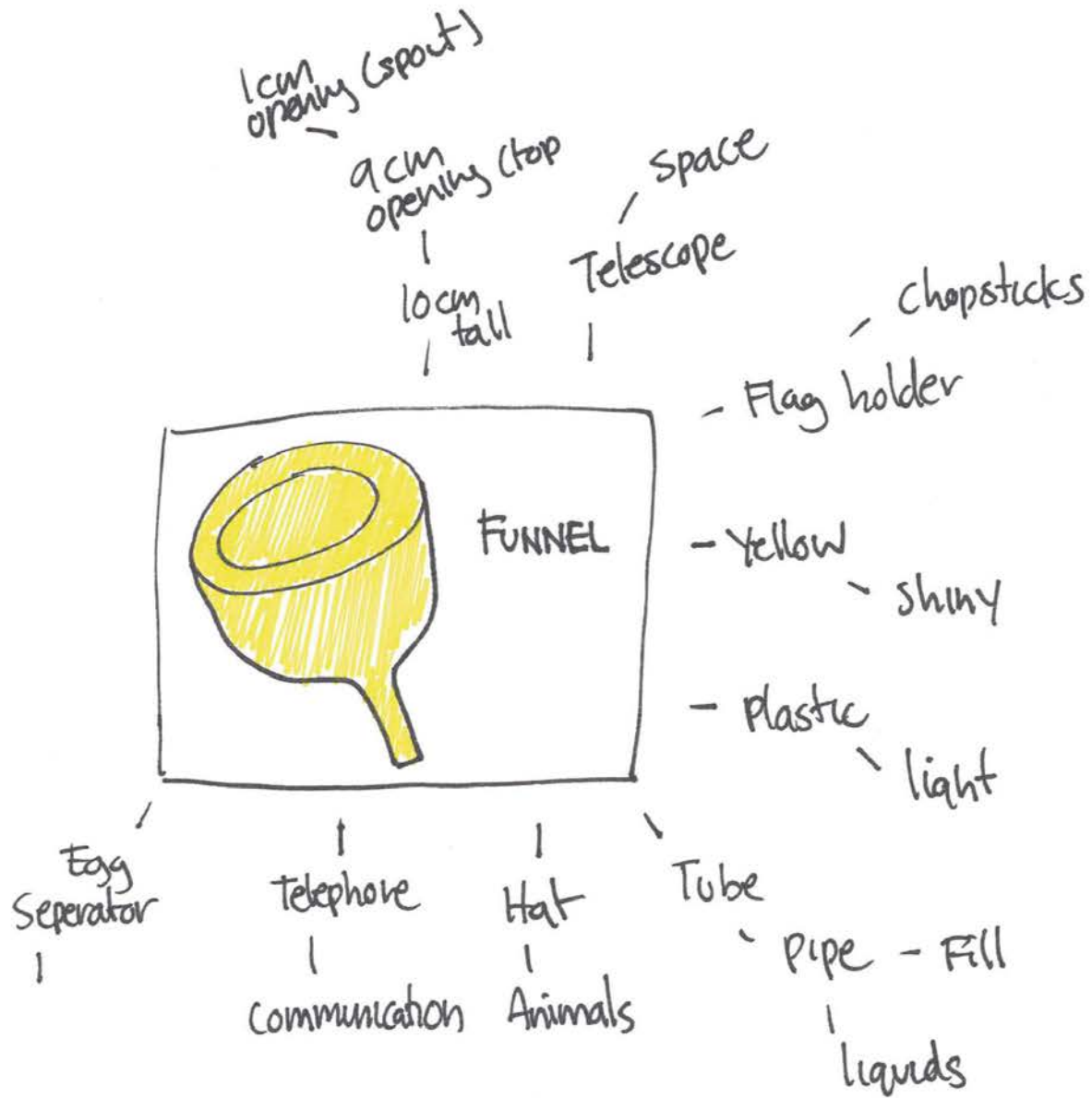


MIND MAP

COMPONENT 10

FUNNEL



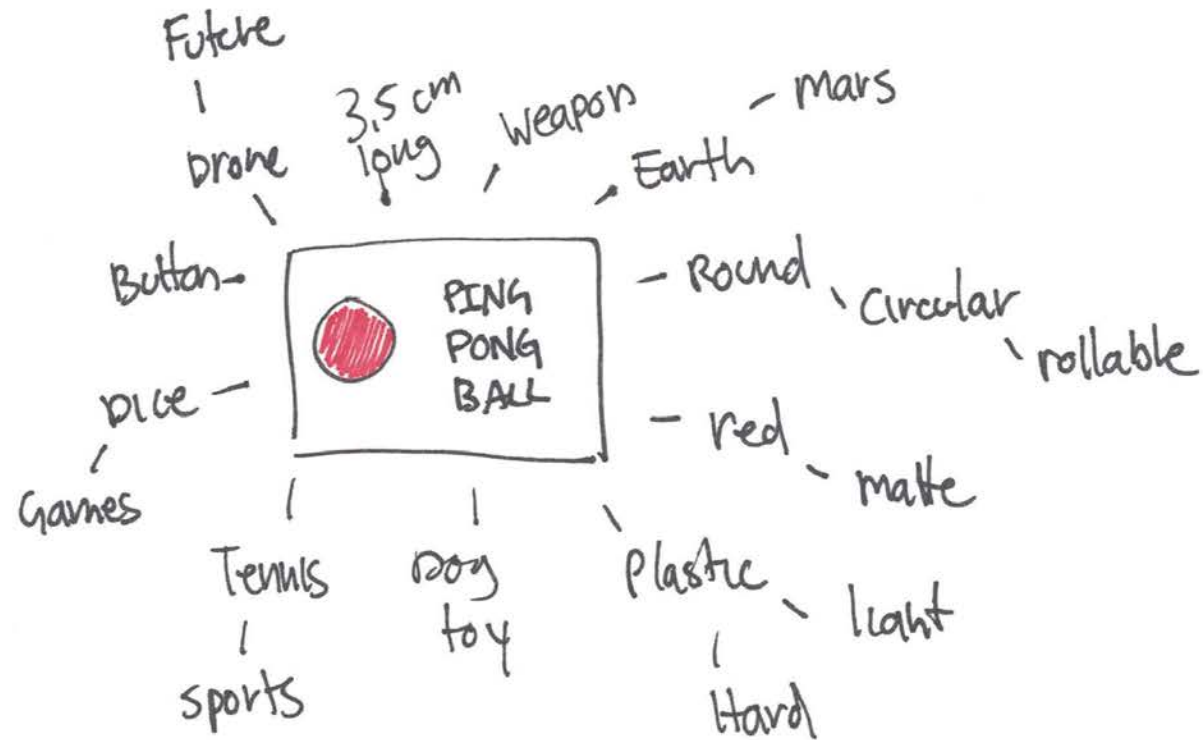


MIND MAP

COMPONENT 11

PING PONG BALL



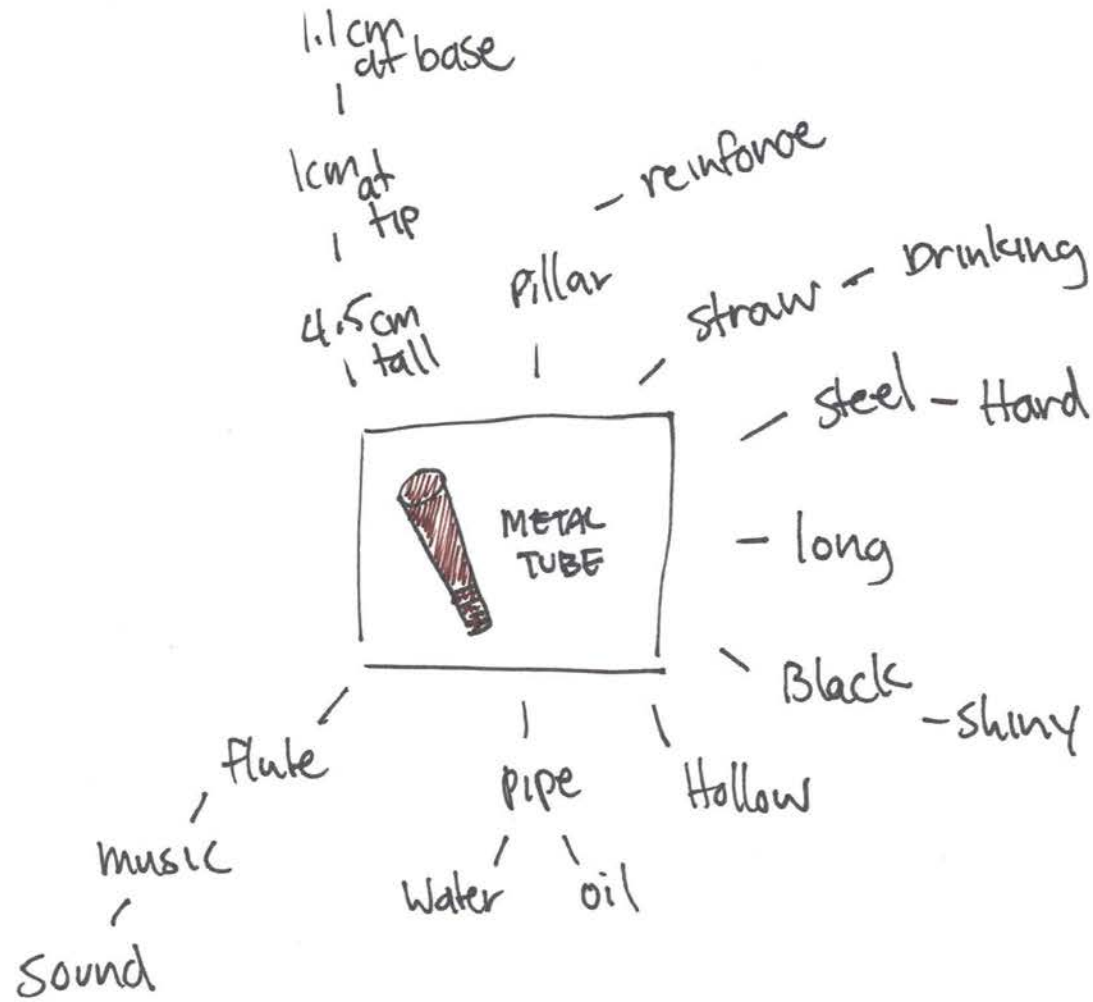


MIND MAP

COMPONENT 12

METAL TUBE



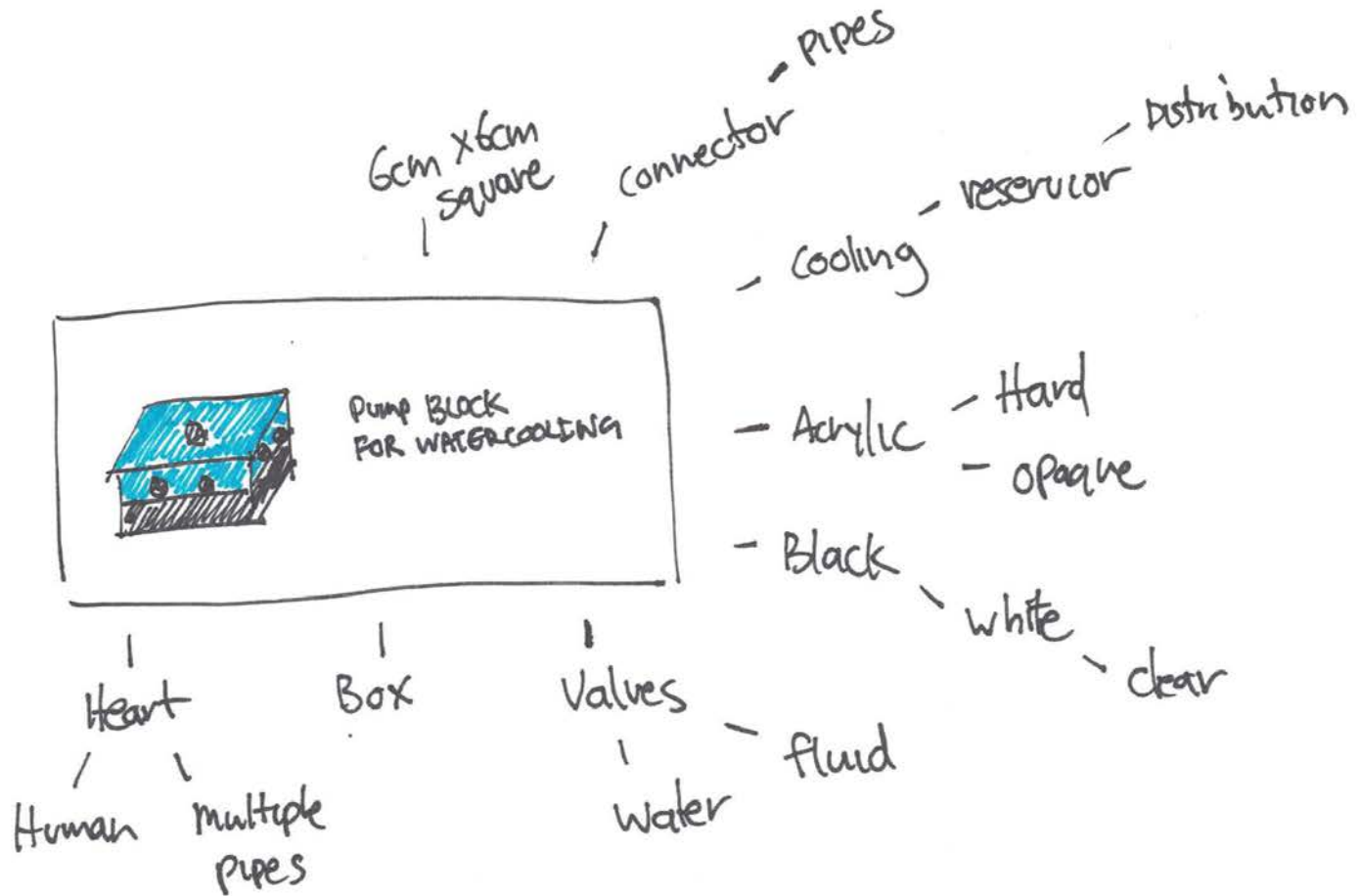


MIND MAP

COMPONENT 13

PUMP BLOCK FOR WATER COOLING



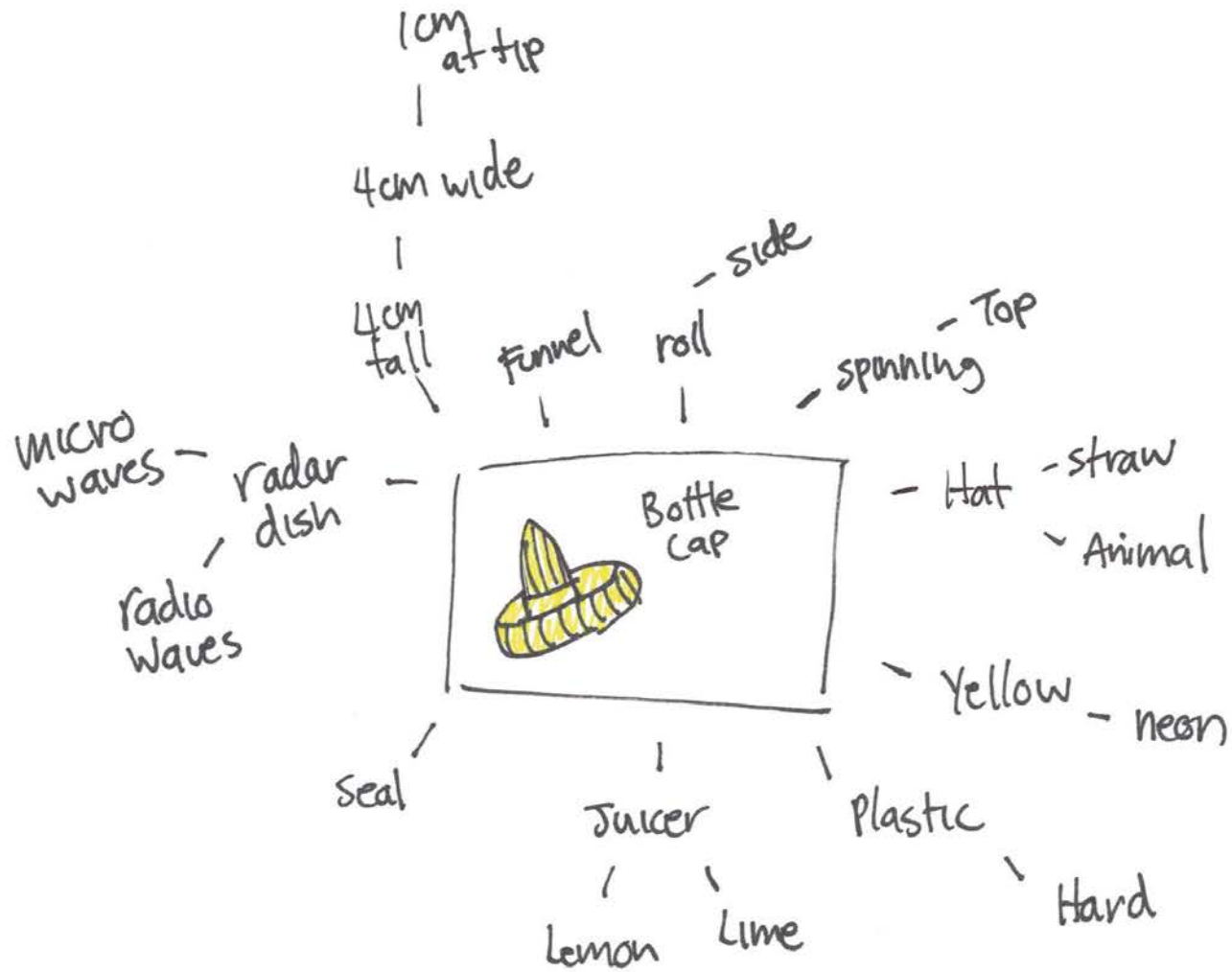


MIND MAP

COMPONENT 14

BOTTLE CAP





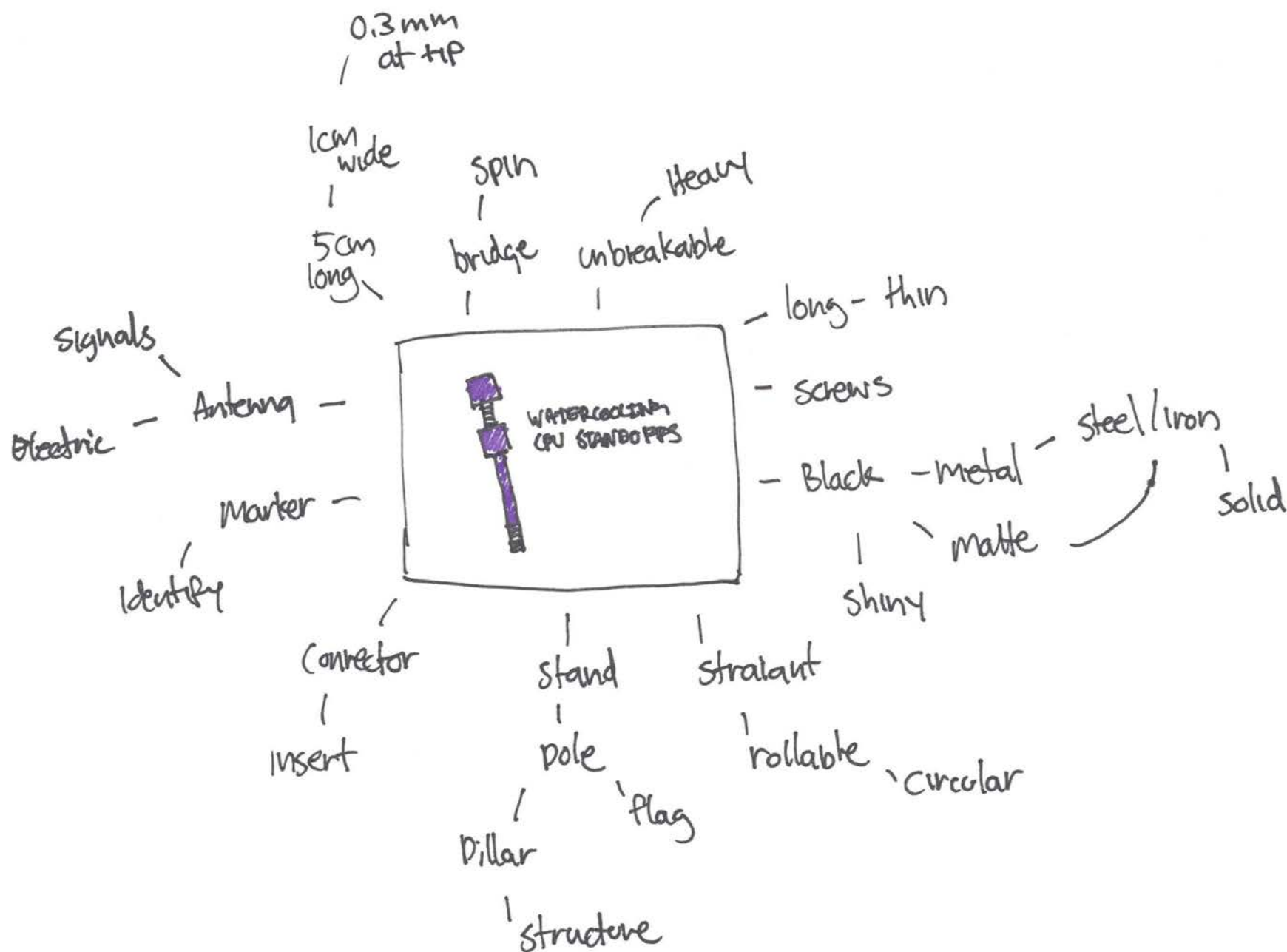
MIND MAP

COMPONENT 15

WATERCOOLING

CPU STANDOFFS

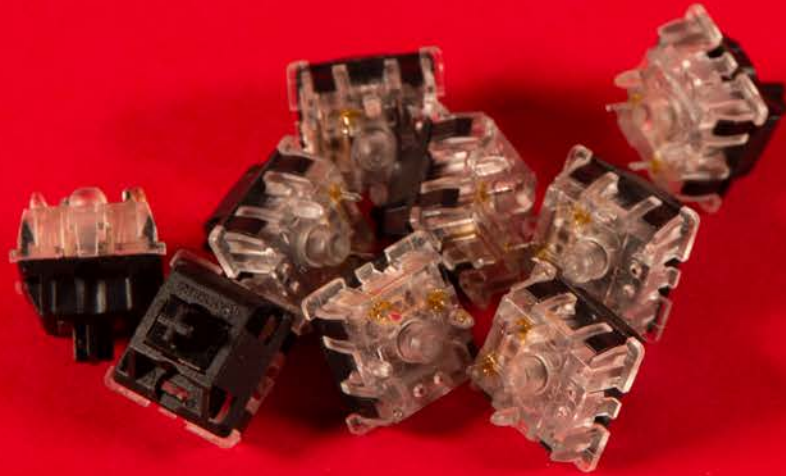


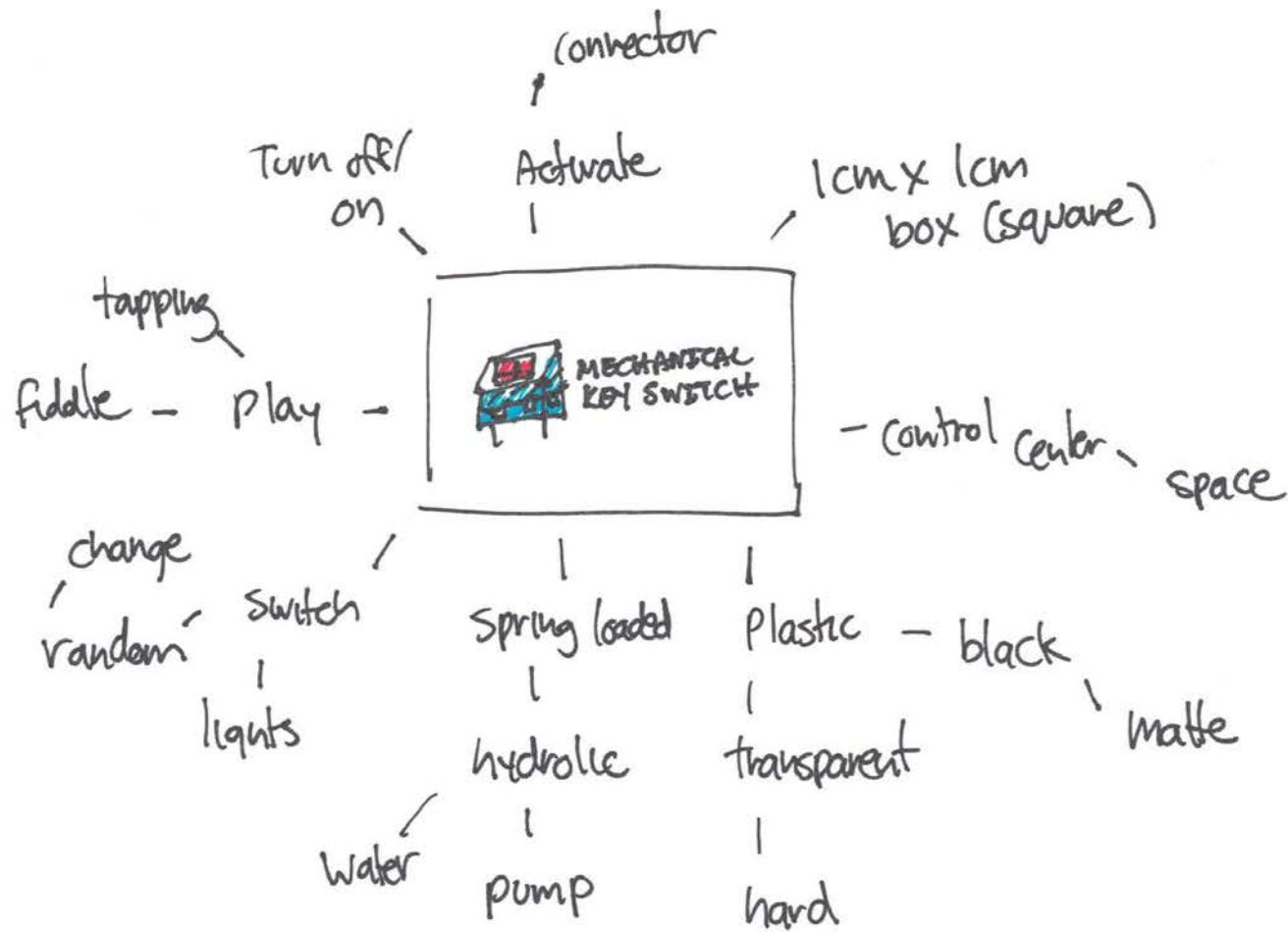


MIND MAP

COMPONENT 16

MECHANICAL KEY SWITCH

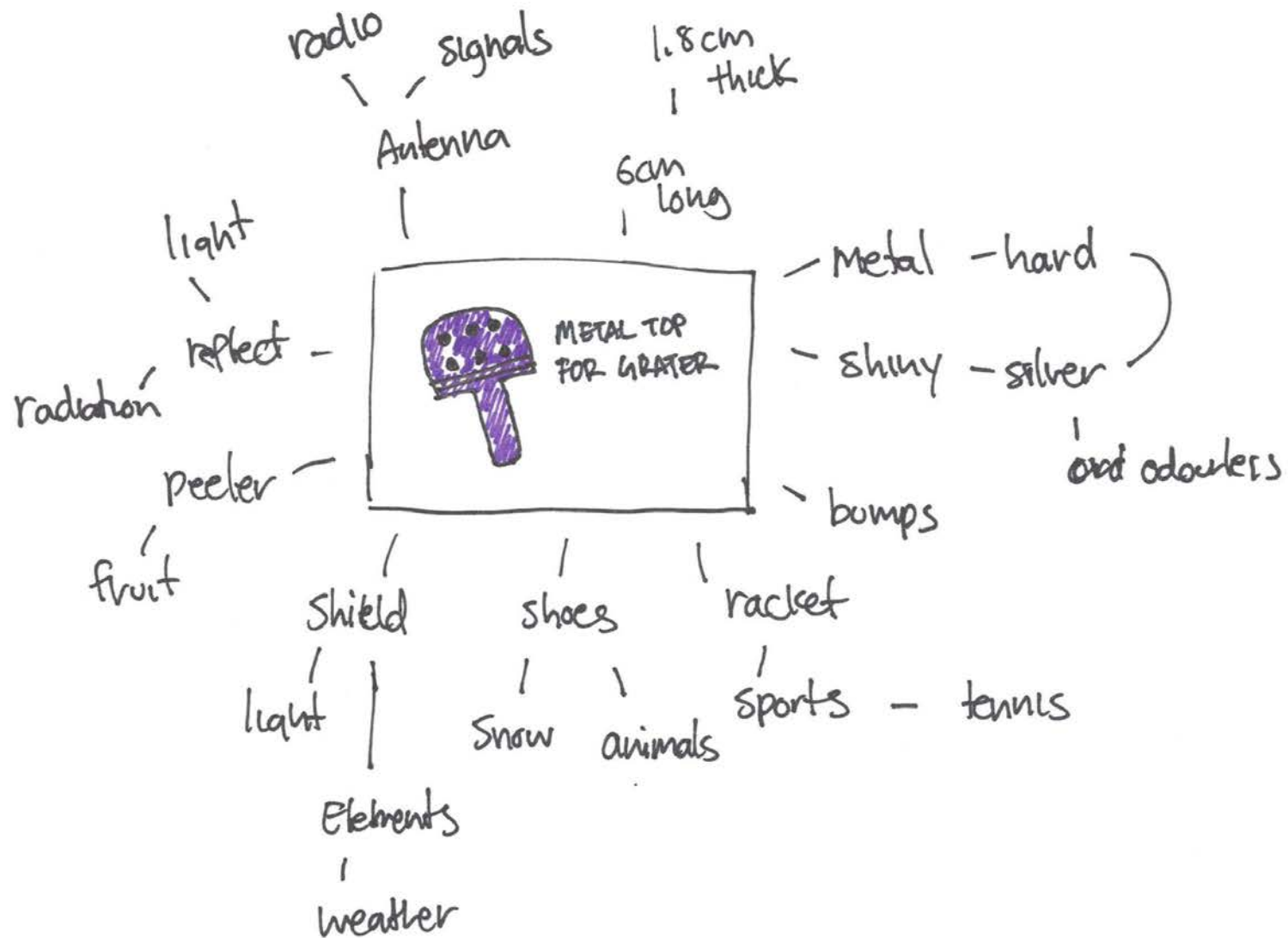




MIND MAP

COMPONENT 17 METAL TOP FOR GRATER



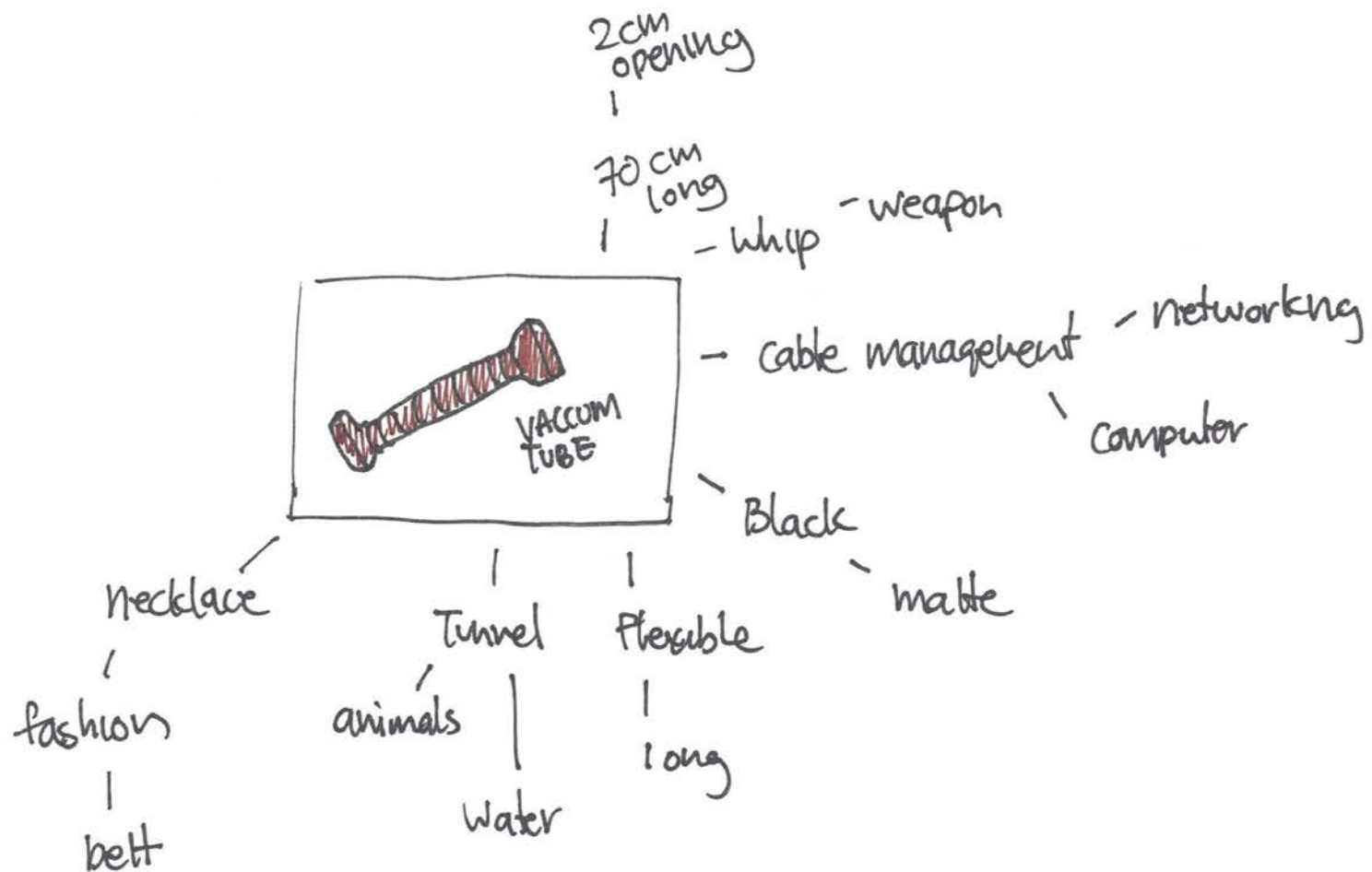


MIND MAP

COMPONENT 18

VACUUM TUBE



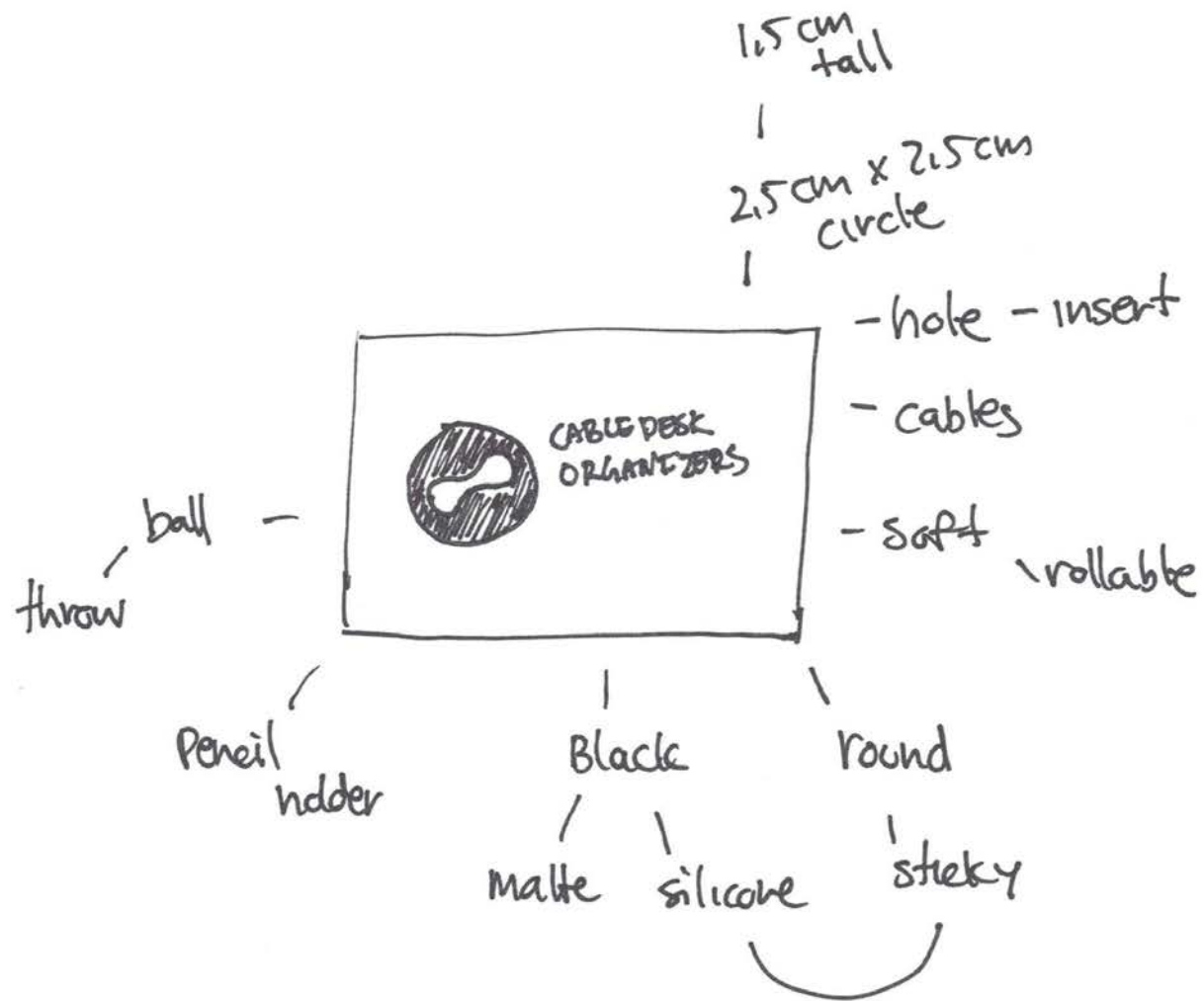


MIND MAP

COMPONENT 19

CABLE DESK ORGANIZERS



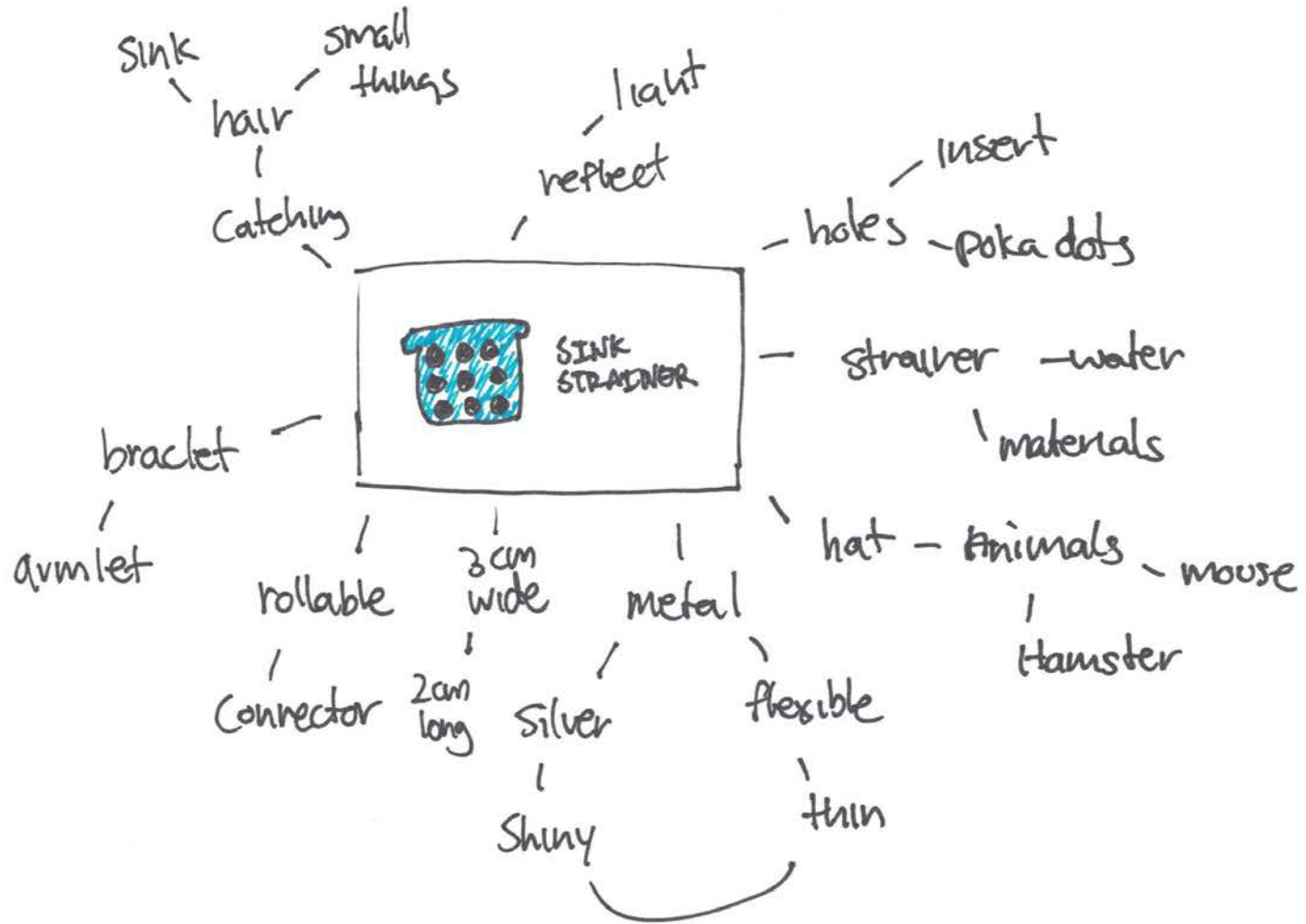


MIND MAP

COMPONENT 20

SINK STRAINER



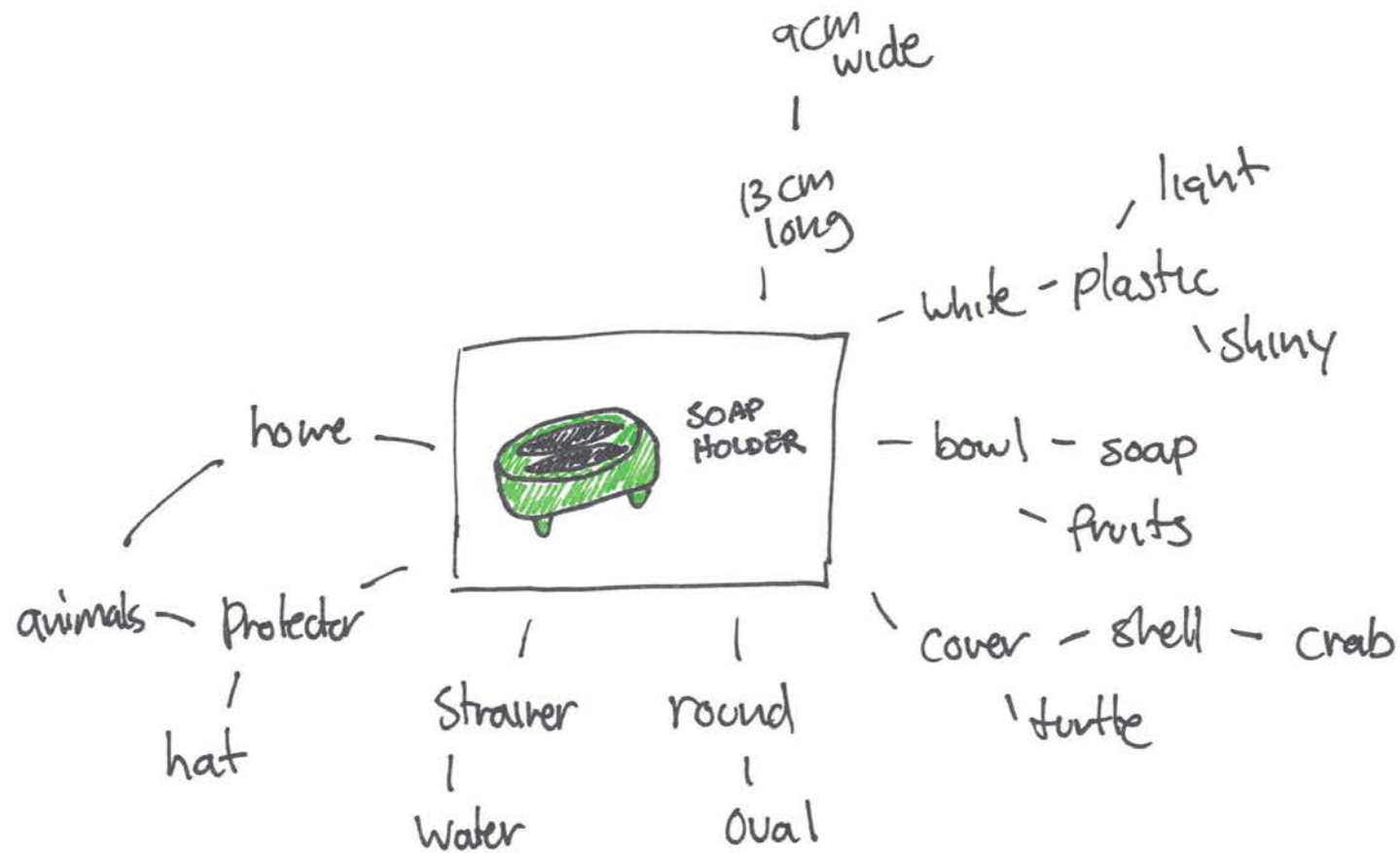


MIND MAP

COMPONENT 21

SOAP HOLDER



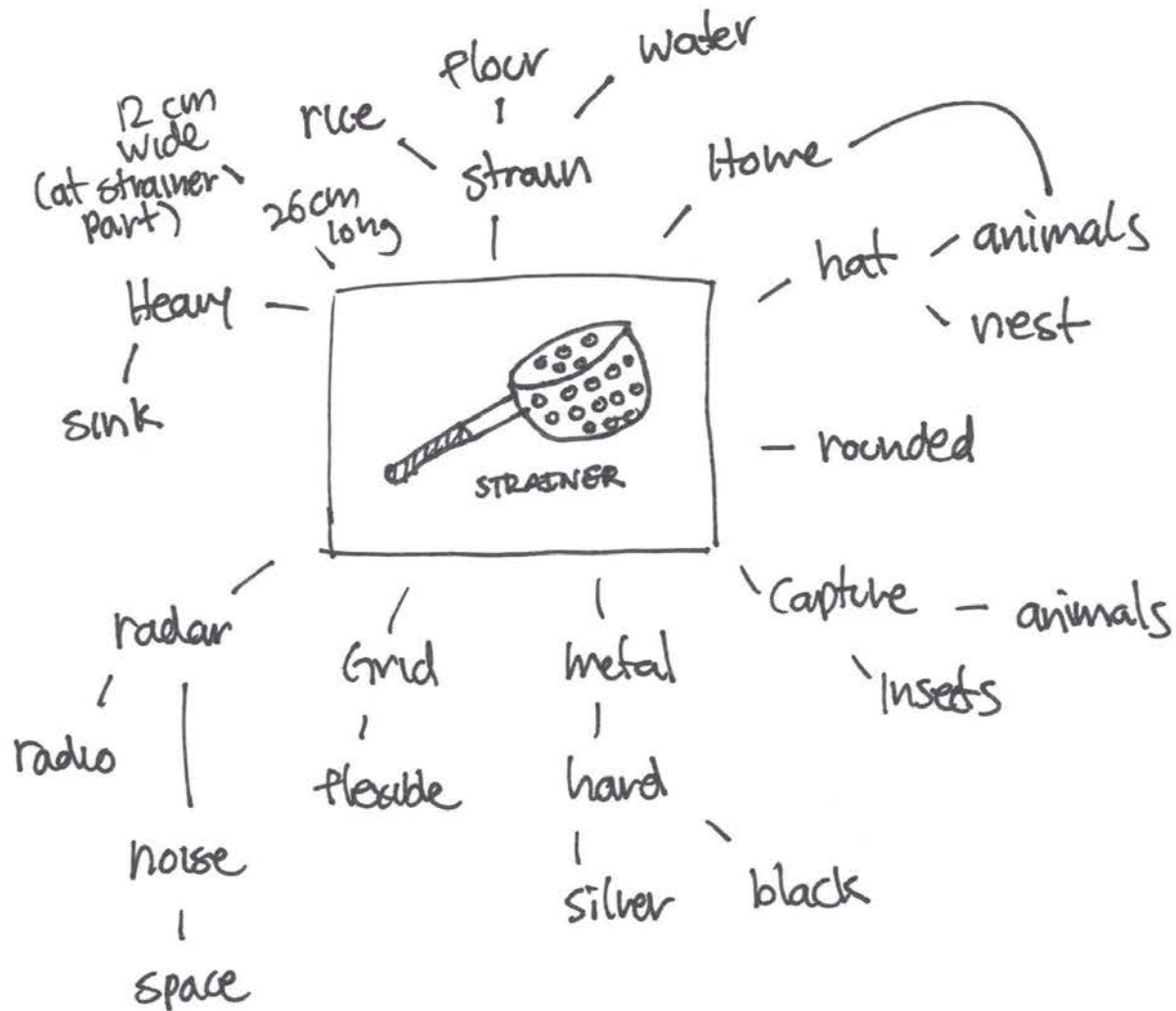


MIND MAP

COMPONENT 22

STRAINER



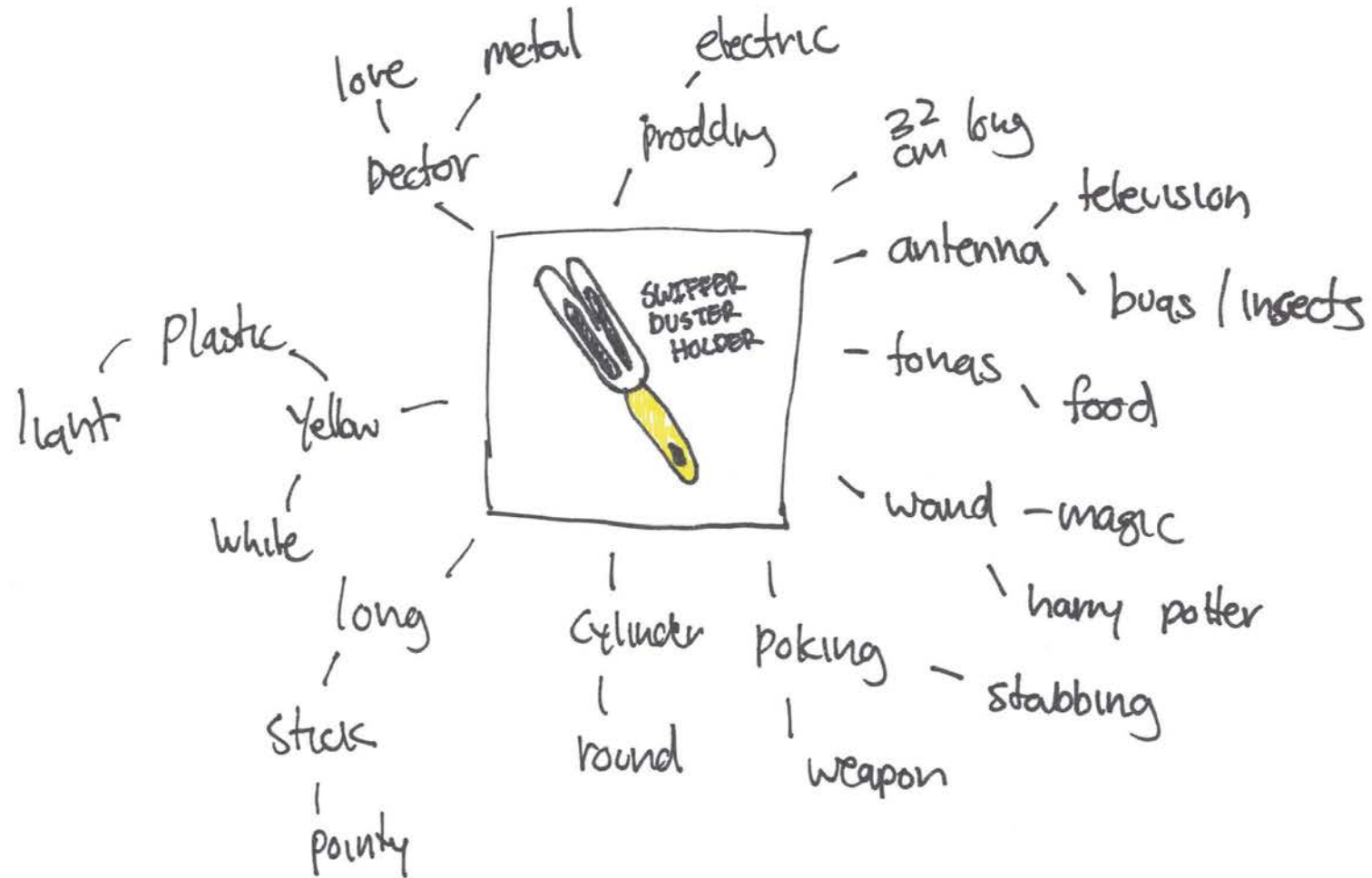


MIND MAP

COMPONENT 23

SWIFFER DUSTER HOLDER

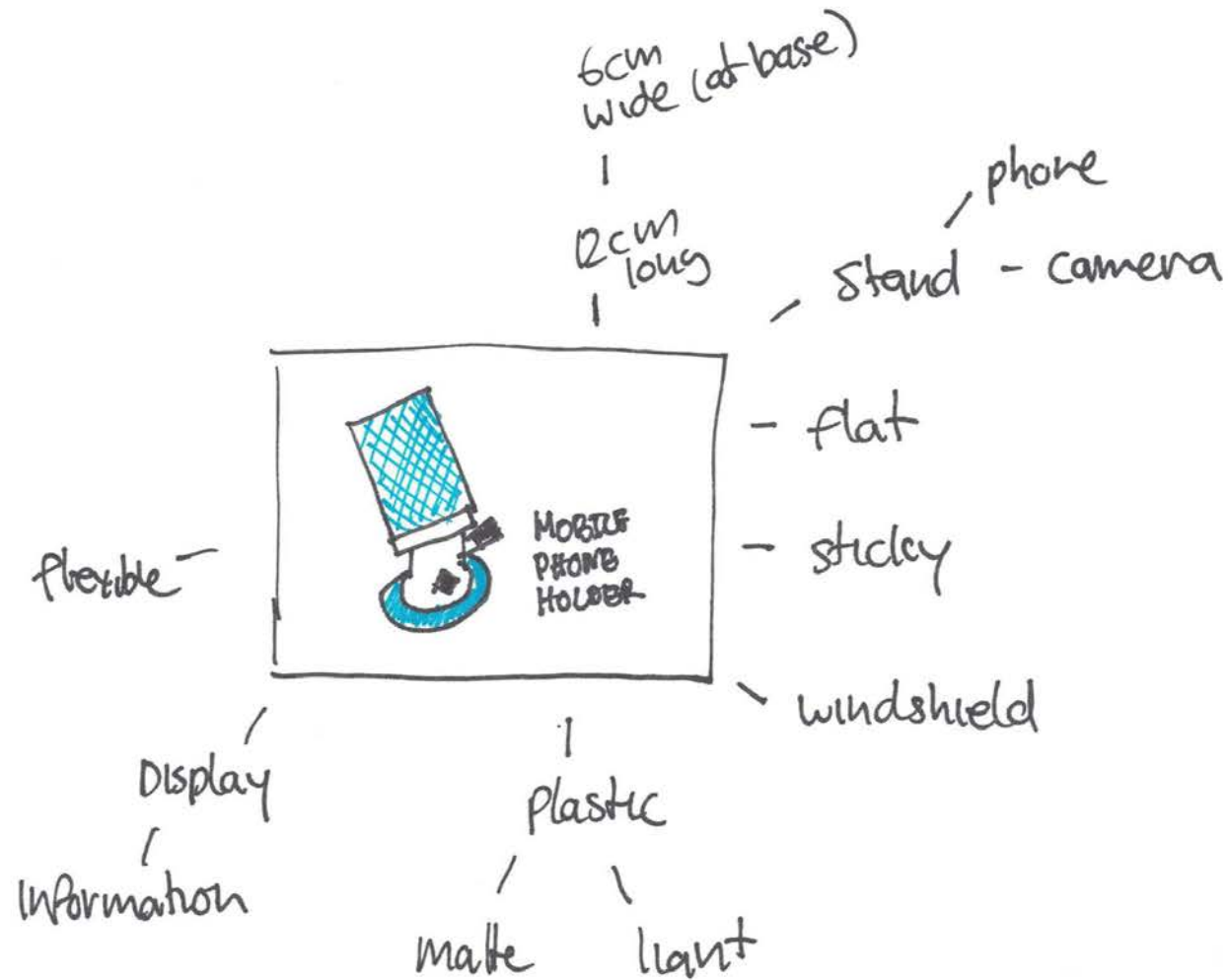




MIND MAP

COMPONENT 24 MOBILE PHONE HOLDER



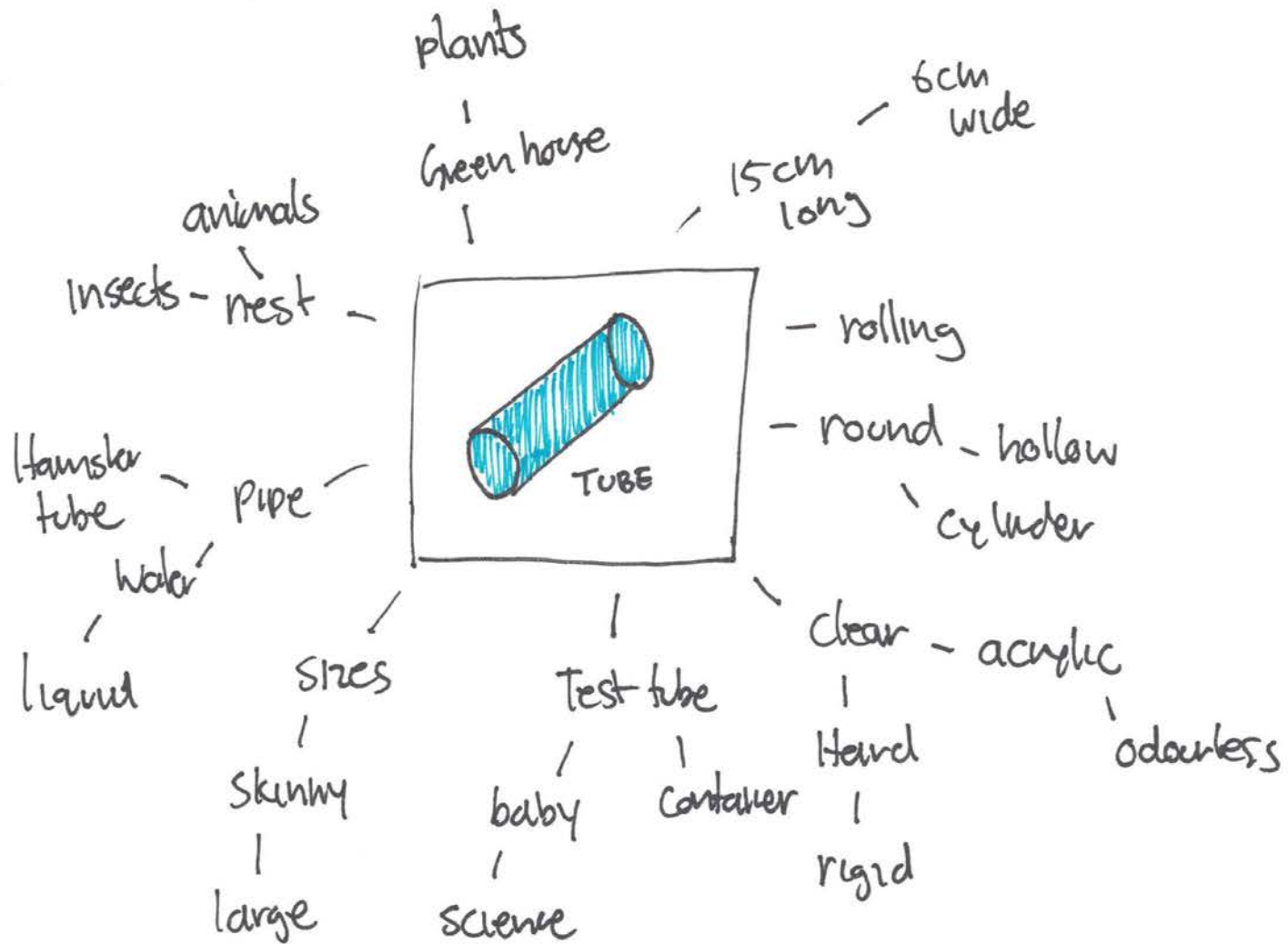


MIND MAP

COMPONENT 25

TUBE

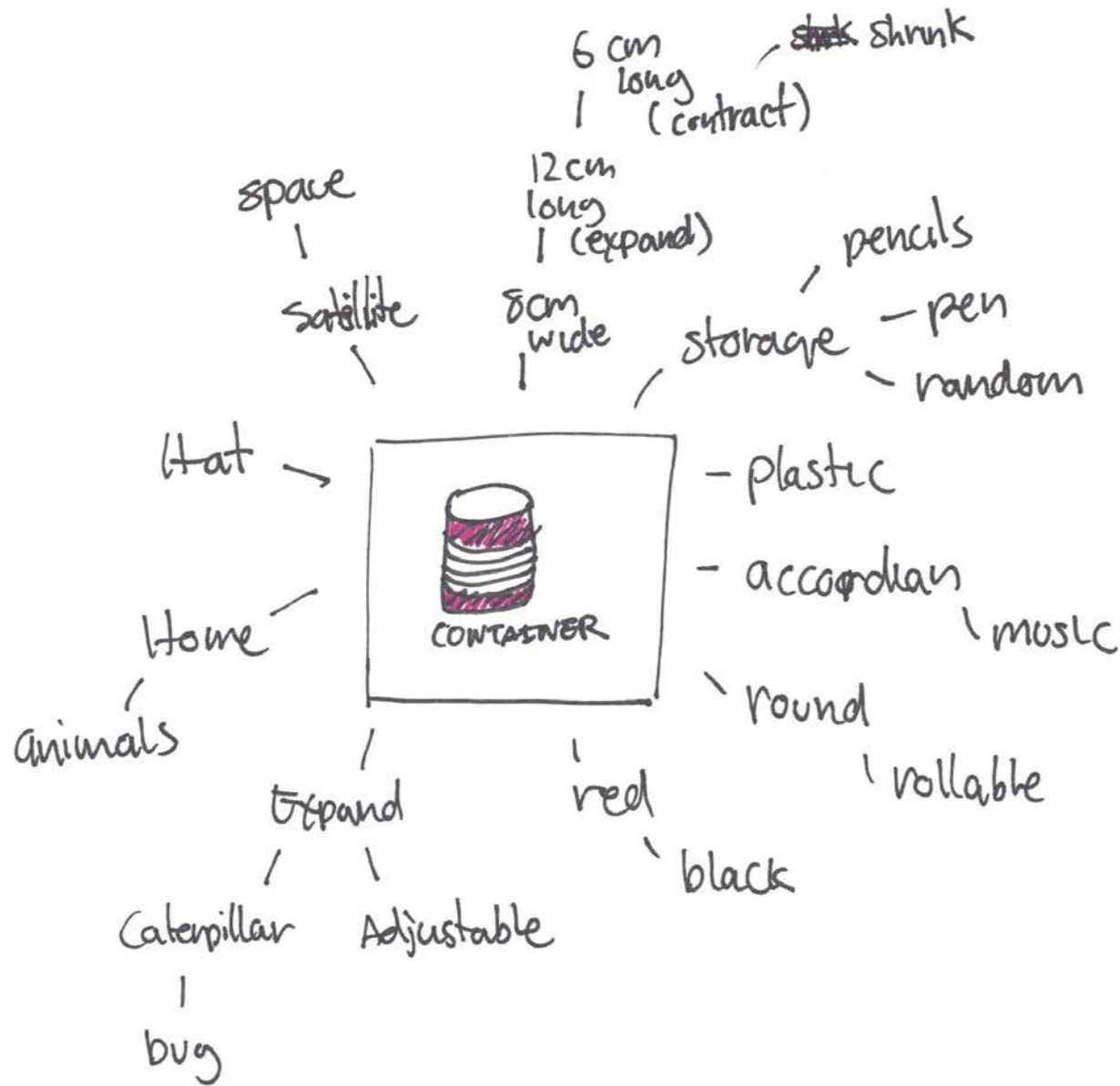




MIND MAP

COMPONENT 26 CONTAINER



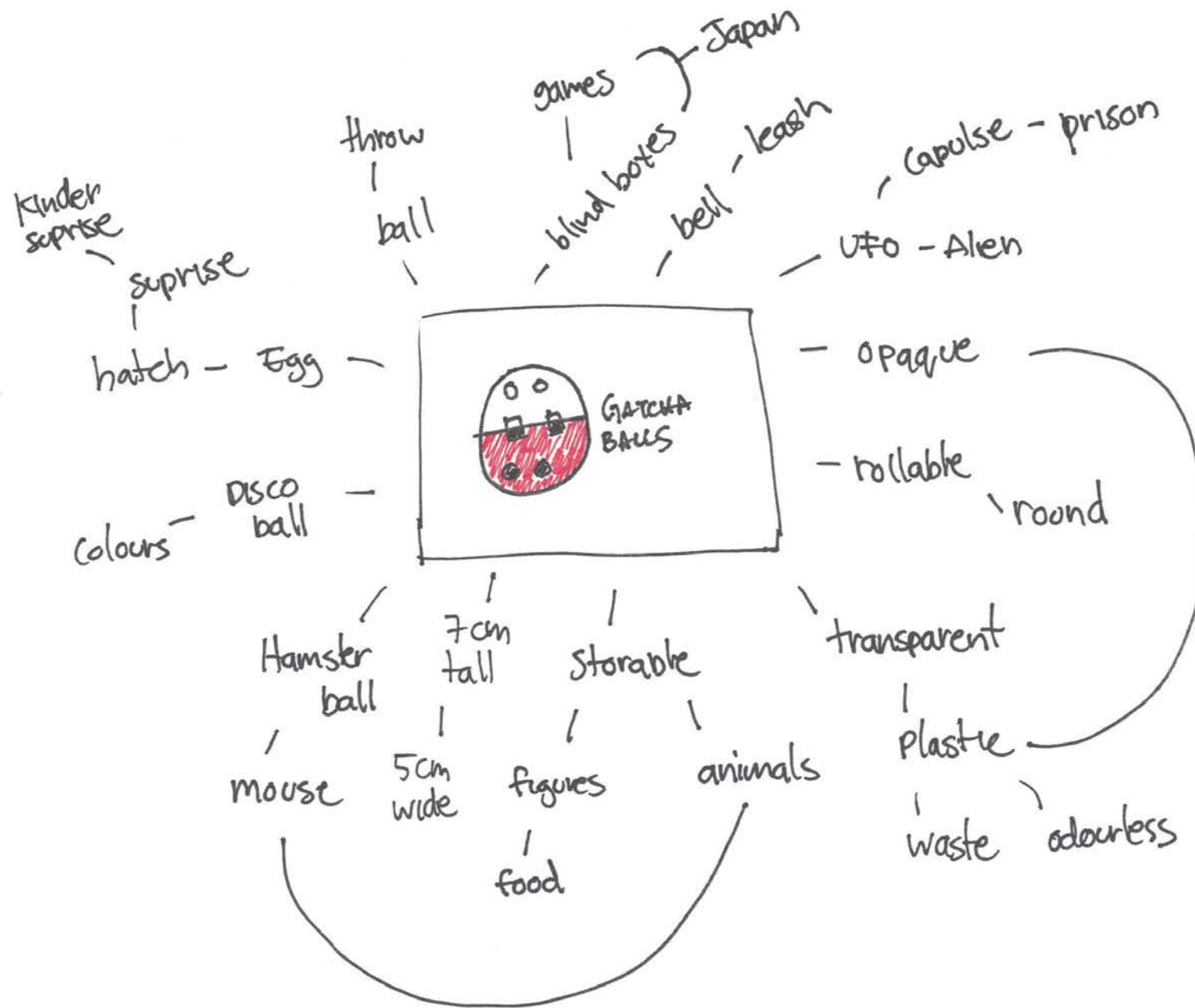


MIND MAP

COMPONENT 27

GATCHA BALL



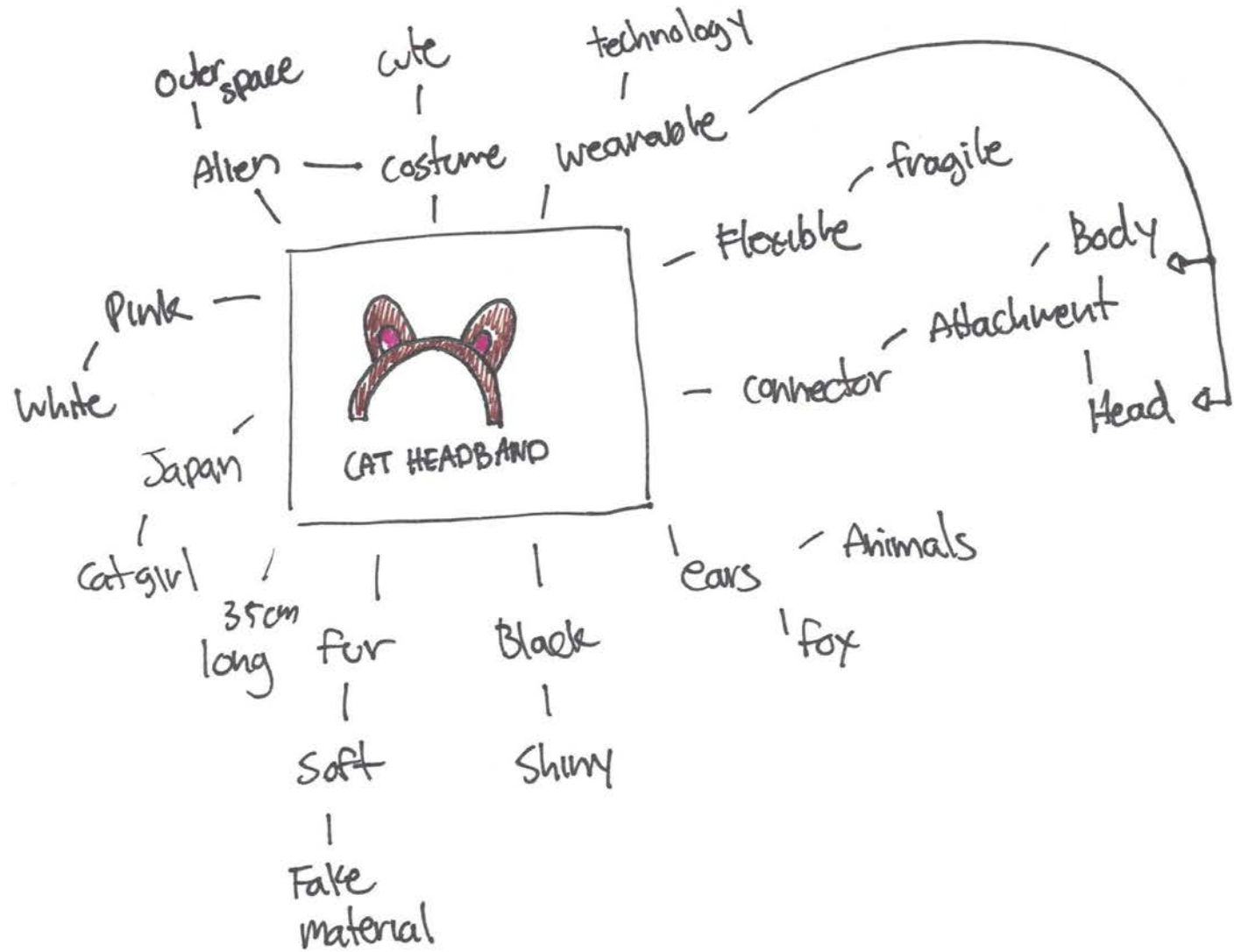


MIND MAP

COMPONENT 28

CAT HEADBAND



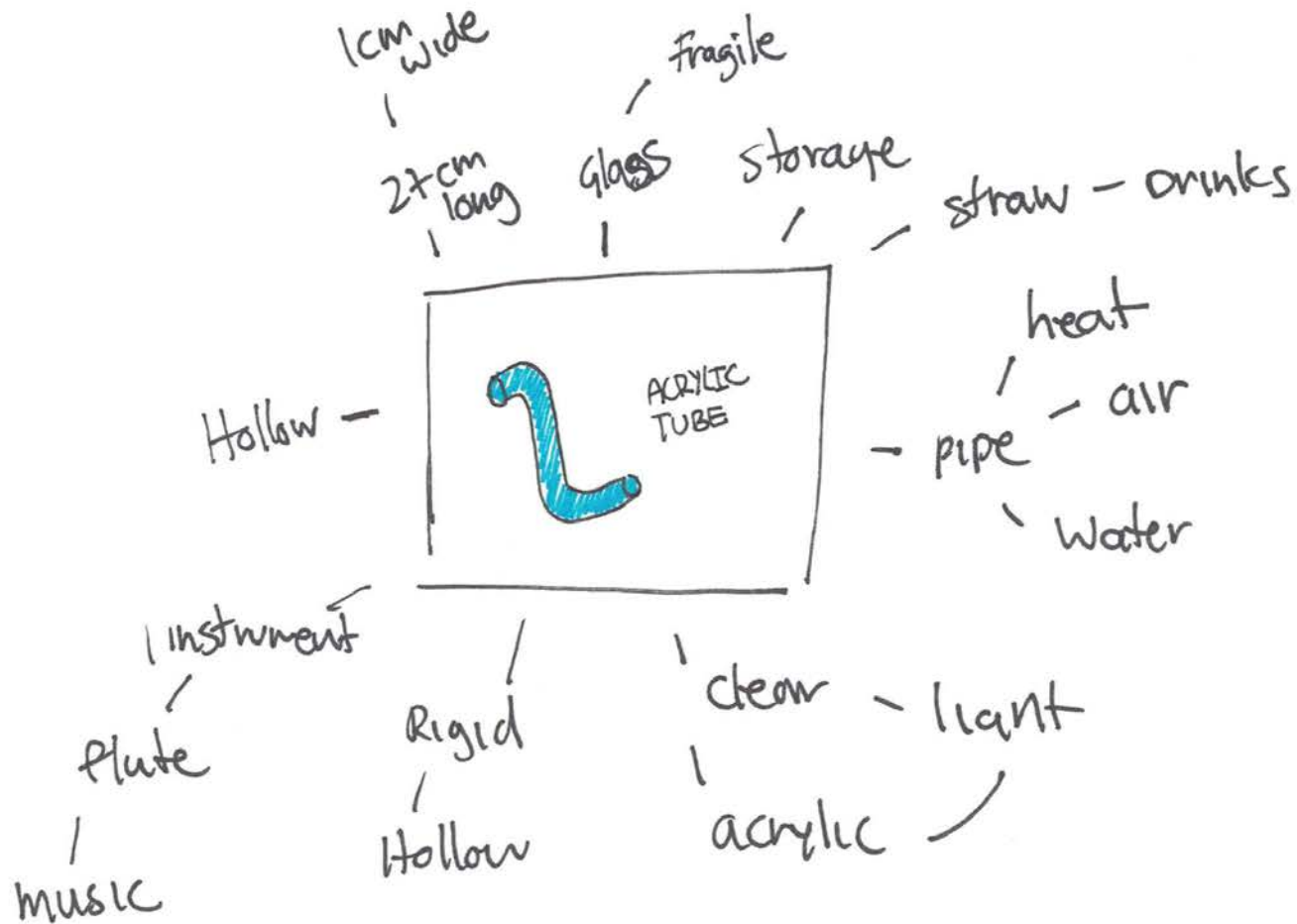


MIND MAP

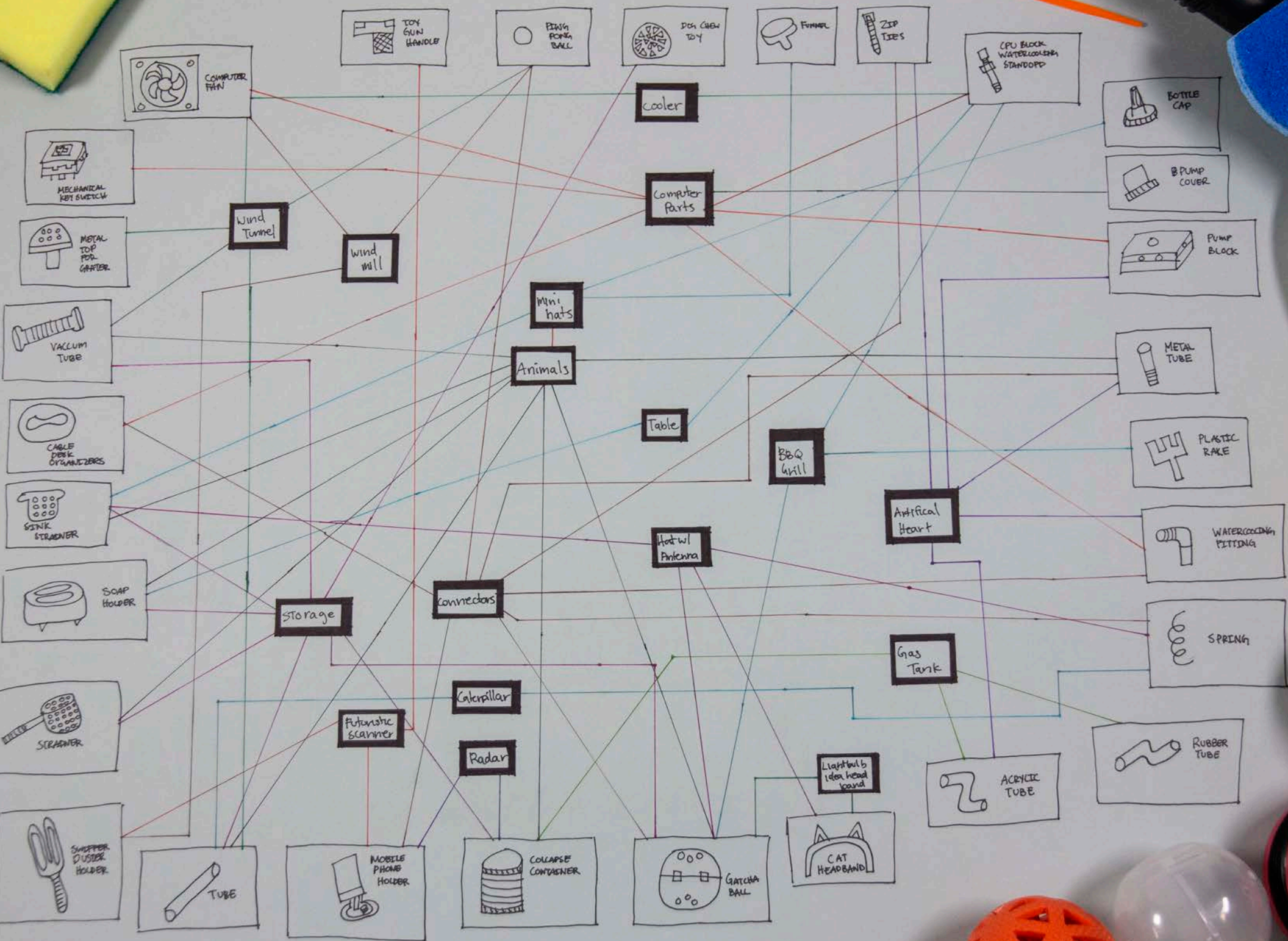
COMPONENT 29

ACRYLIC TUBE





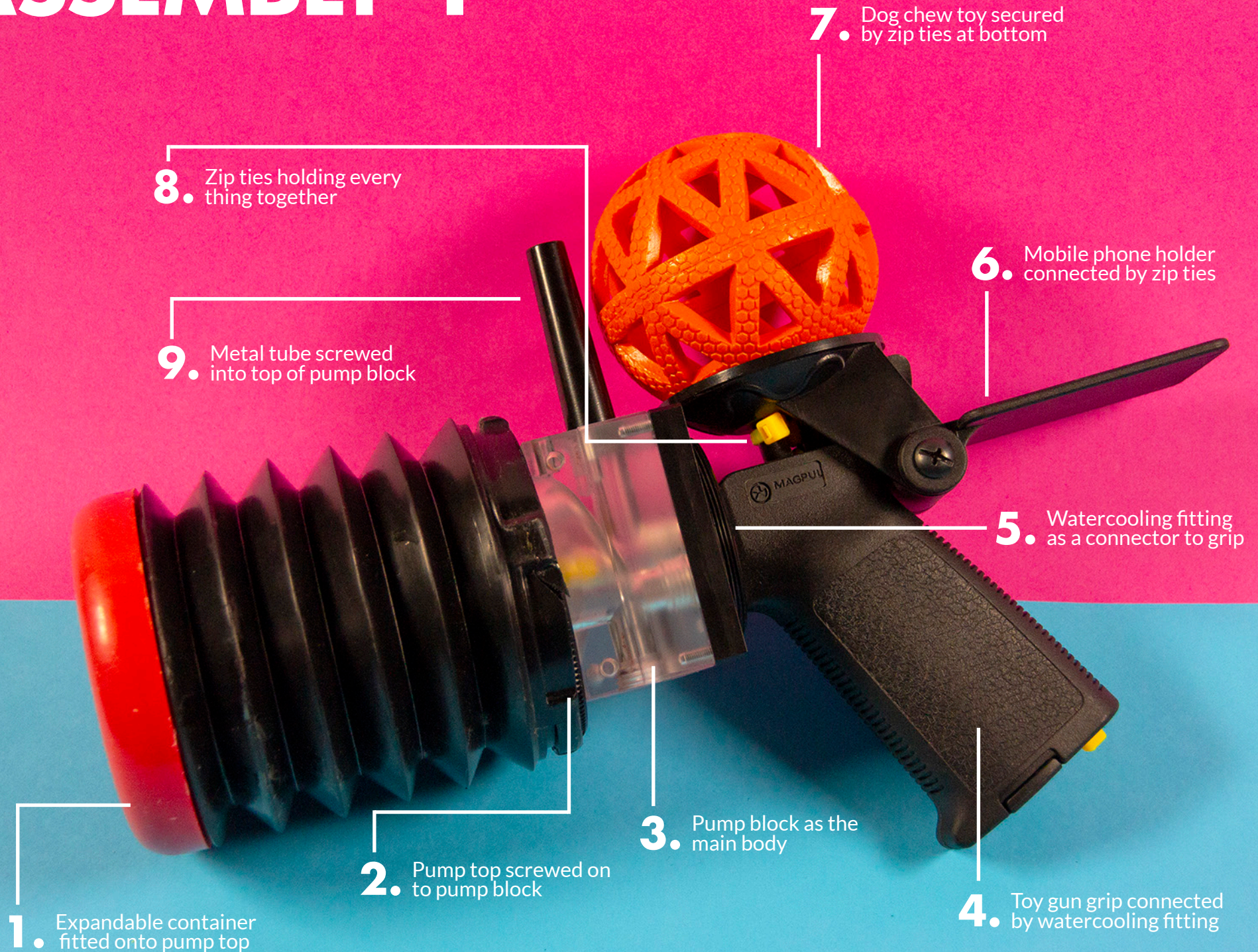
MIND MAP



SUPER MIND MAP

1. I approached the super mind map in a different way, rather than having a hub where everything connected to it, I looked for common associations or things that I can imagine them being when put together. For example, with “Artificial Heart” I realized that when some components are put together, it looked like a futuristic artificial heart that can be used in a human body.
2. Different colours are used to represent each connection to make them different and easy to read (as it is chaotic already).
3. I also used categories or groupings when I saw various components that had a similar use case. For example, with “Animal”, I saw that tiny animals can use various components as nests or homes.

ASSEMBLY 1



ASSEMBLY 1 AFFORDANCES

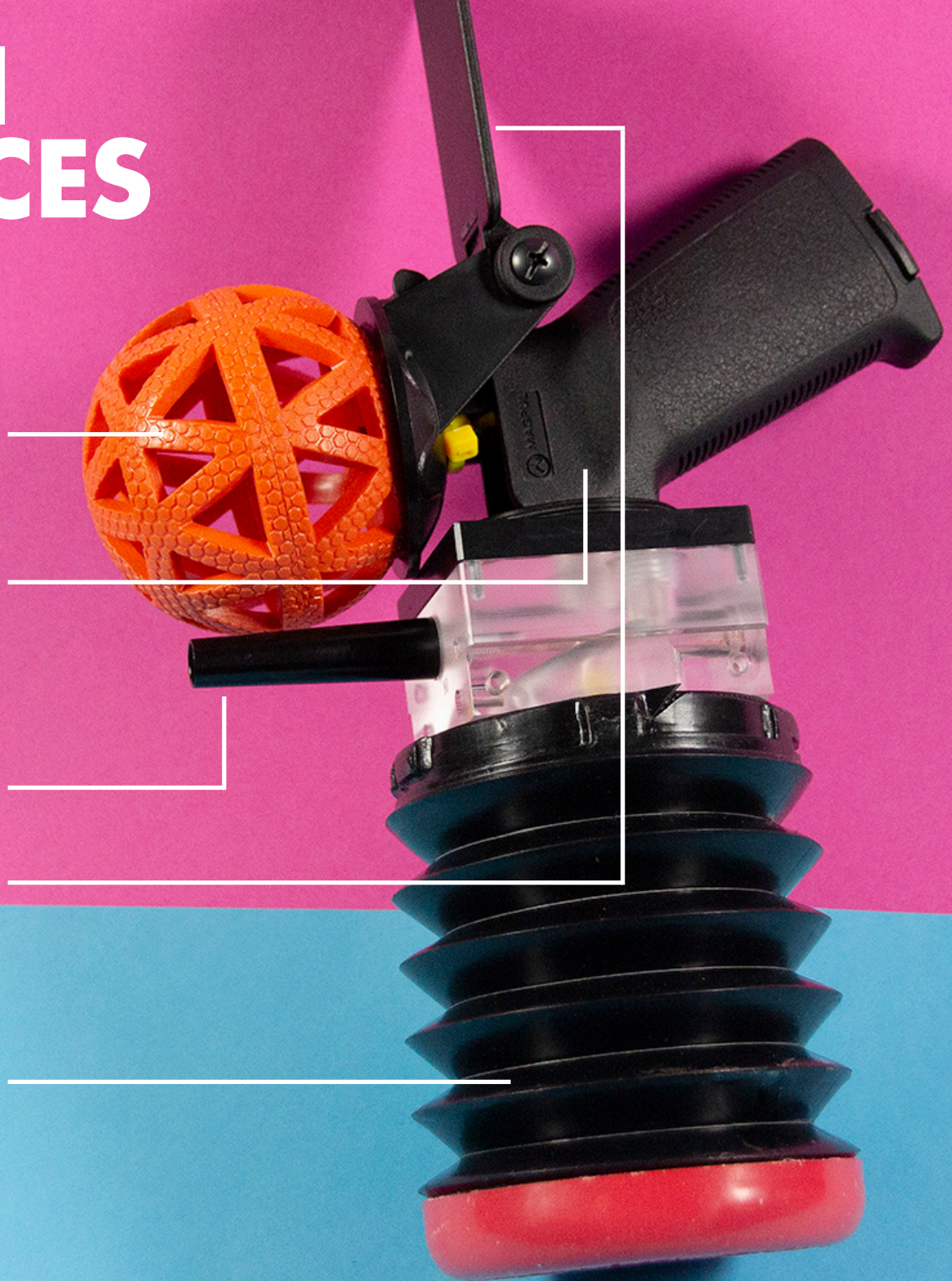
Possible affordances that this dog chew toy can be is: a tank that holds some kind of liquid that connects to the gun, a machine that displays an interface for the user, or something just pretty and squishy.

A toy gun grip. Can also be a handle for a hammer, or a handle for a drill. The surface of the grip is rough, perhaps a future finger print scanner that allows the user to operate the assembly.

A long metal tube can be used for a straw or to suck or blow liquid. Perhaps it's an antenna, or a device that scans or emits radio waves.

A display of some kind, or a flat surface that you can stick something to. Maybe a protector for the hand, when holding the assembly.

The container of the assembly resembles a barrel of a gun. Possible affordances can be: a scanner from an alien ship, a gun that shoots lasers or bullets, a drill, a megaphone or water gun.



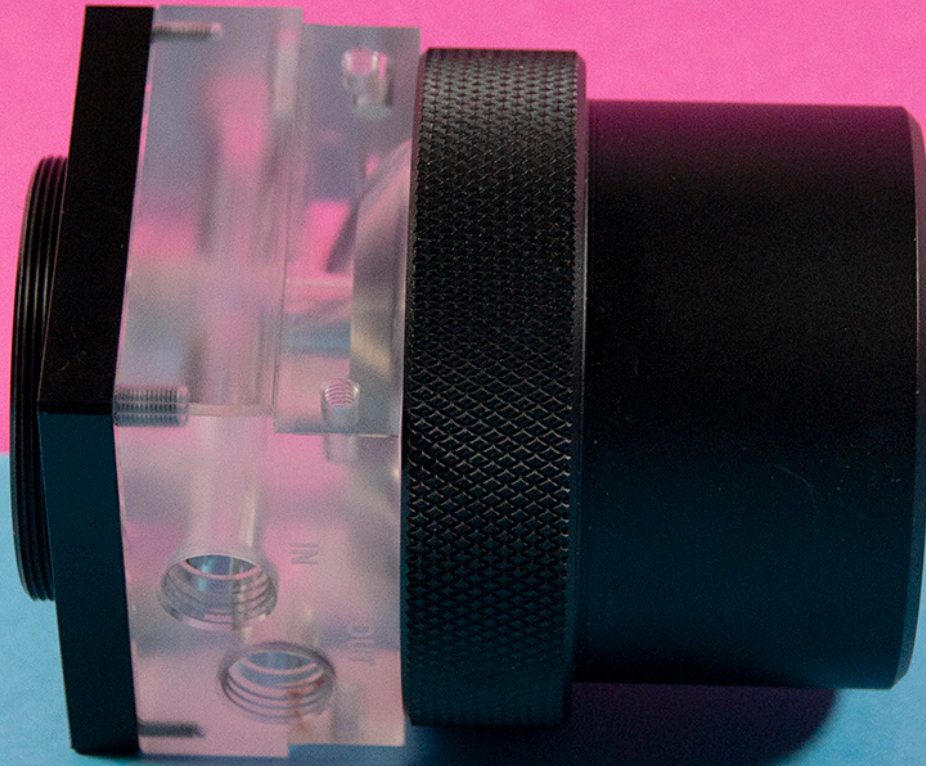
MAKING ASSEMBLY 1 STEP 0

Gather the materials.



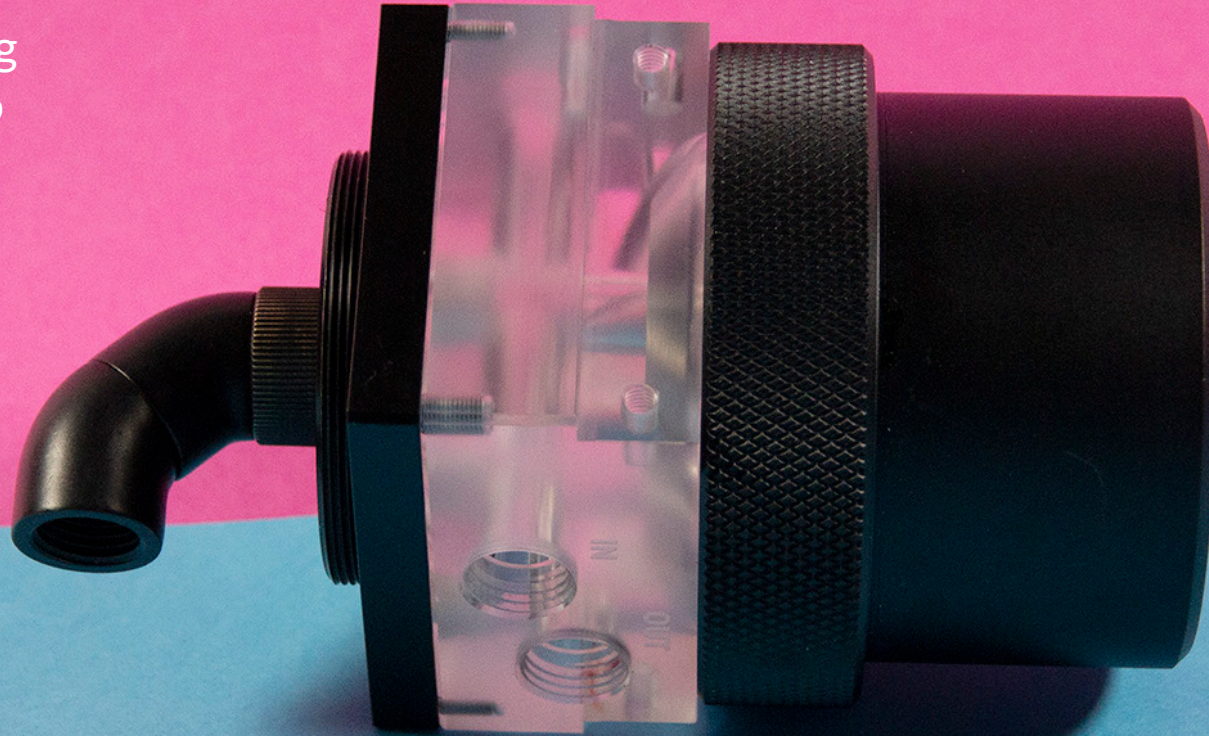
MAKING ASSEMBLY 1 STEP 1

The first step to creating the assembly is to connect the pump top to the pump block by screwing it in.



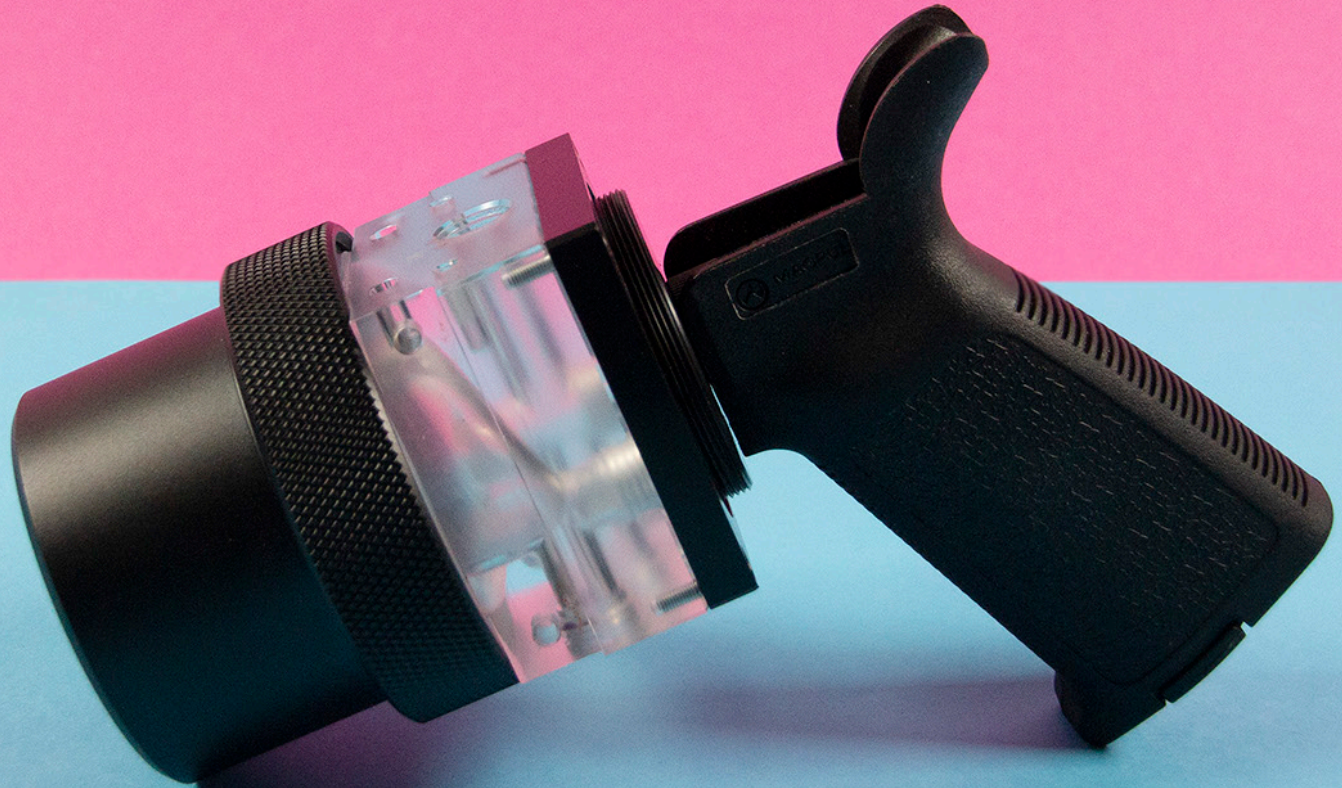
MAKING ASSEMBLY 1 STEP 2

Next, the watercooling fitting is screwed onto the pump block. This acts as a connector to the toy gun grip.



MAKING ASSEMBLY 1 STEP 3

Then the toy gun grip is fitted onto the fitting.



MAKING ASSEMBLY 1 STEP 4

The dog chew toy is then attached to the mobile phone holder by zip ties.



MAKING ASSEMBLY 1 STEP 5

The mobile phone holder is then secured to the toy gun grip by zip ties. Then the bottle cap is fitted on the pump block, inside the pump cover.

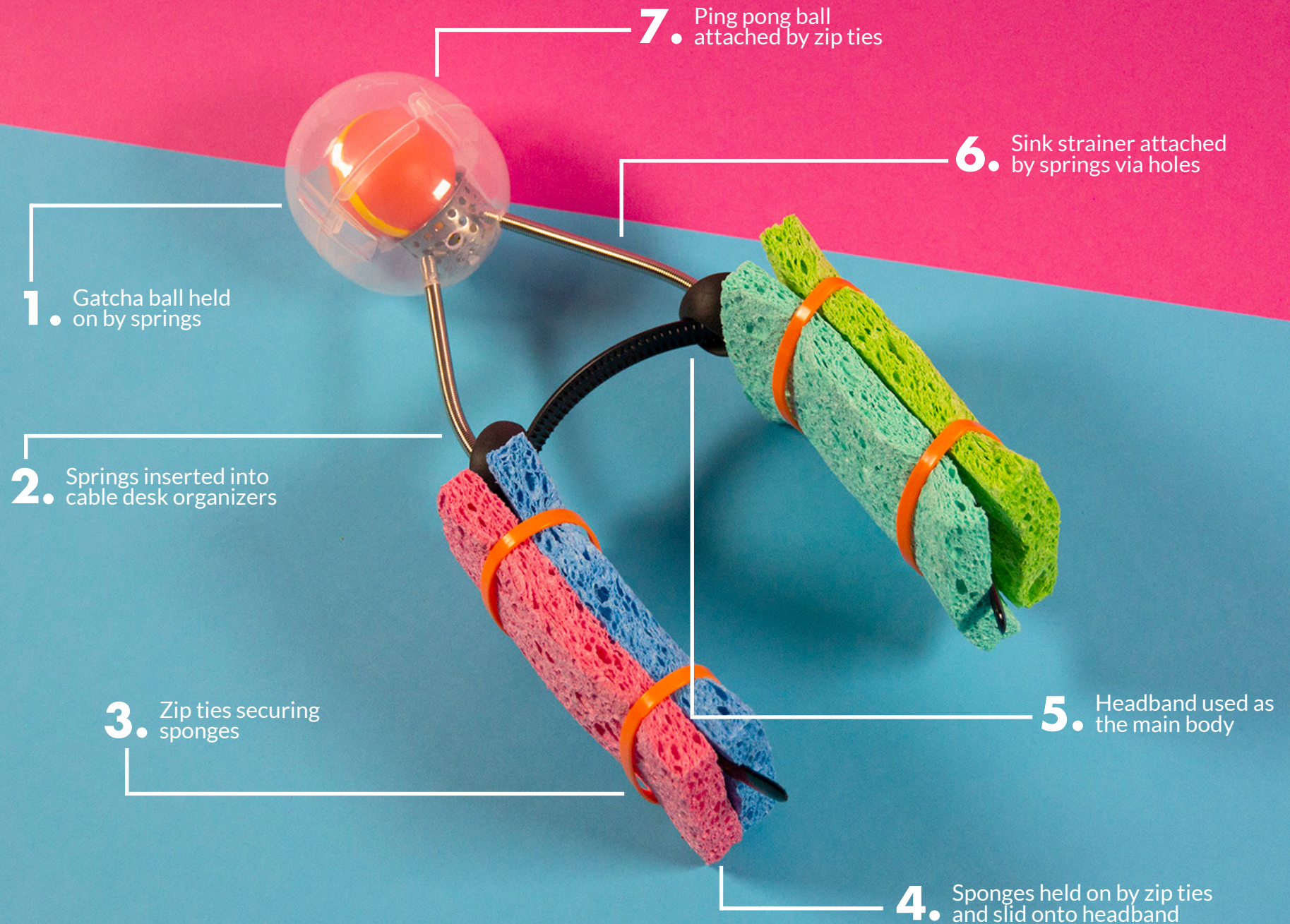


MAKING ASSEMBLY 1 STEP 6

The container is then fitted over the pump cover, completing the assembly.



ASSEMBLY 2

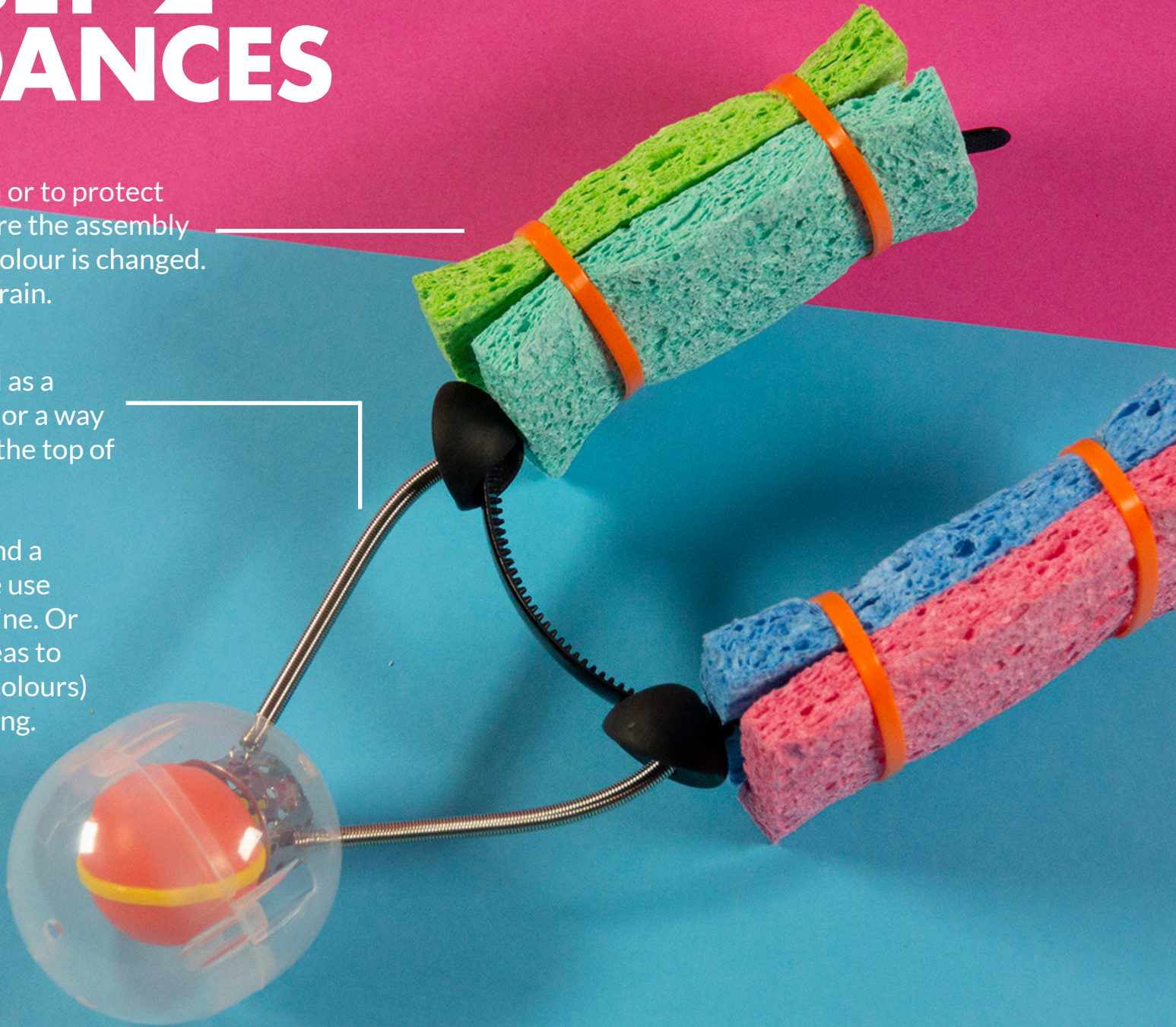


ASSEMBLY 2 AFFORDANCES

Sponges that keep the ear warm or to protect them. Or a type of function where the assembly functions differently when the colour is changed. Maybe a scanner for the users brain.

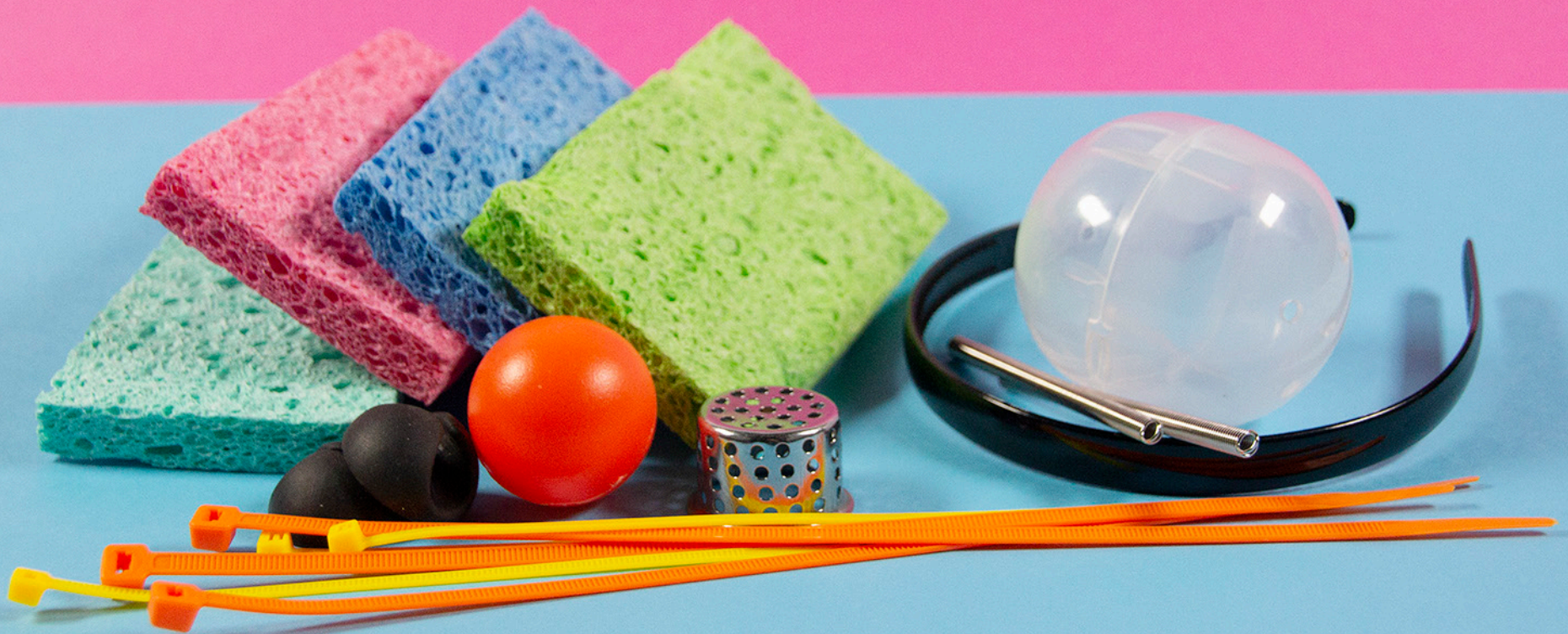
A spring that is flexible and used as a connector. Could be an antenna or a way to transfer electronic signals to the top of the assembly.

A ping pong ball, sink strainer, and a gacha ball. In actuality, it can be use an actual prize in a gacha machine. Or a device that emits thoughts/ideas to another user or light (different colours) when the user thinks of something.



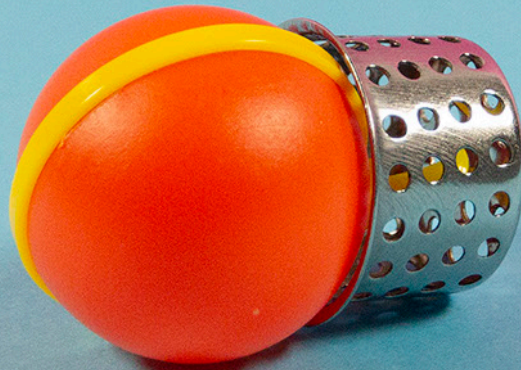
MAKING ASSEMBLY 2 STEP 0

Gather the materials.



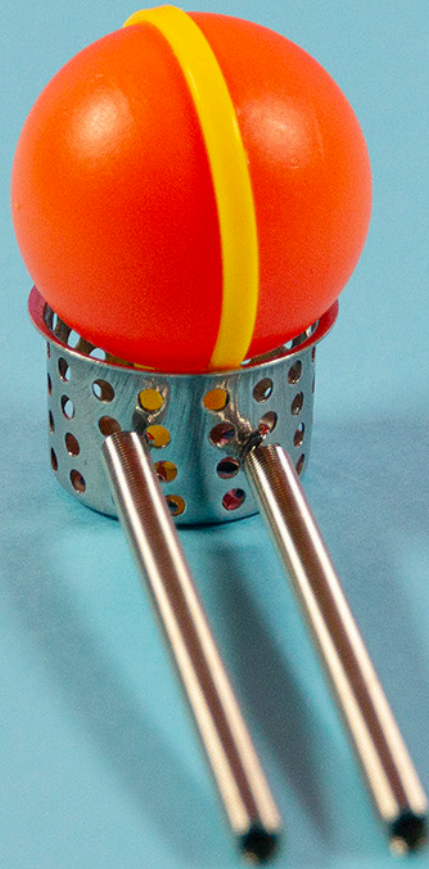
MAKING ASSEMBLY 2 STEP 1

Assembly first starts with connecting the ping pong ball with the sink strainer with zip ties.



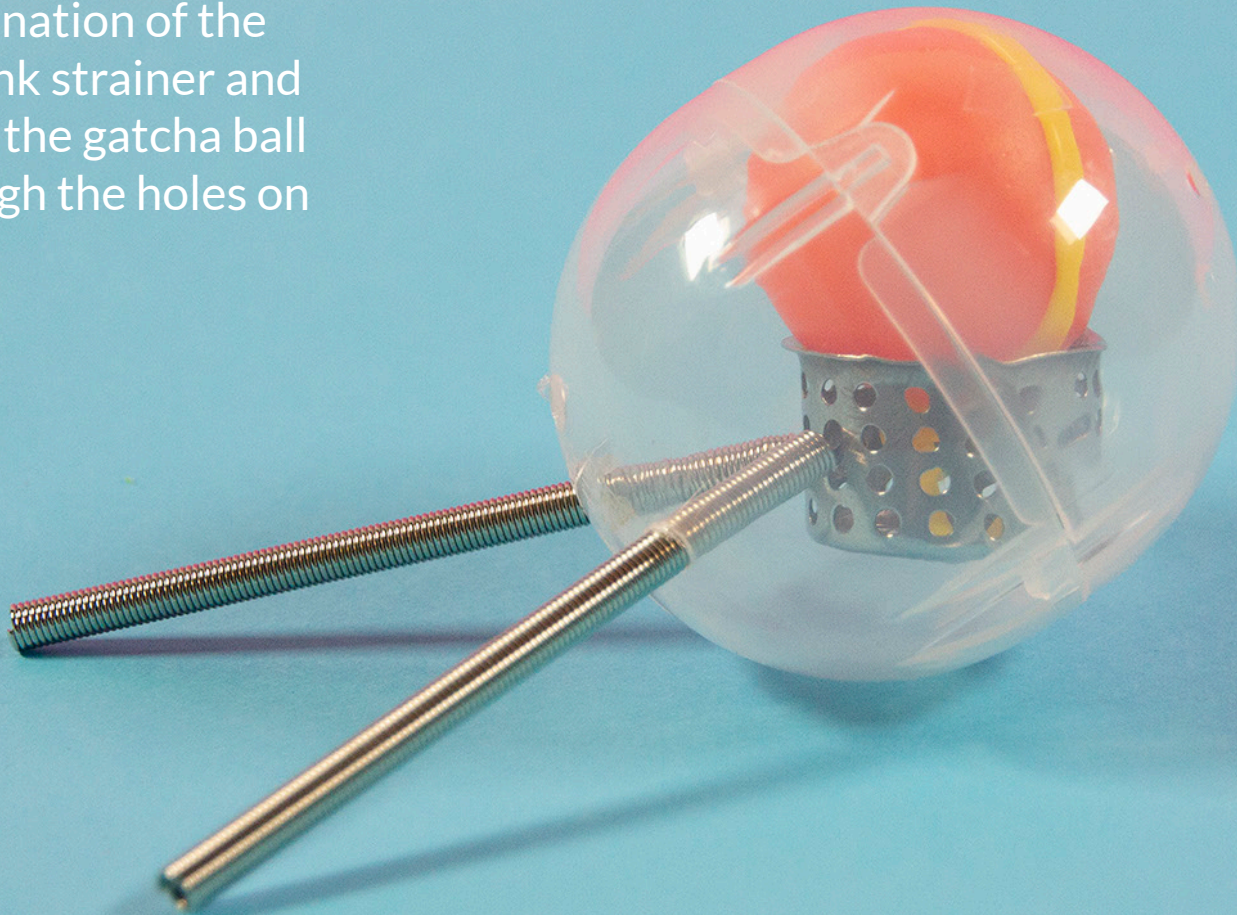
MAKING ASSEMBLY 2 STEP 2

Then the springs are attached to the initial ping pong ball/sink strainer combination.



MAKING ASSEMBLY 2 STEP 3

The entire combination of the ping pong ball, sink strainer and spring is put into the gacha ball via springs through the holes on the ball.



MAKING ASSEMBLY 2 STEP 4

The cable desk organizers are then attached to the headband. Then the entire assembly from step 3 is then connected to the holes on the cable desk organizers.



MAKING ASSEMBLY 2 STEP 5

Sponges are then connected to the headband via zip ties. The assembly is complete.



ASSEMBLY 3



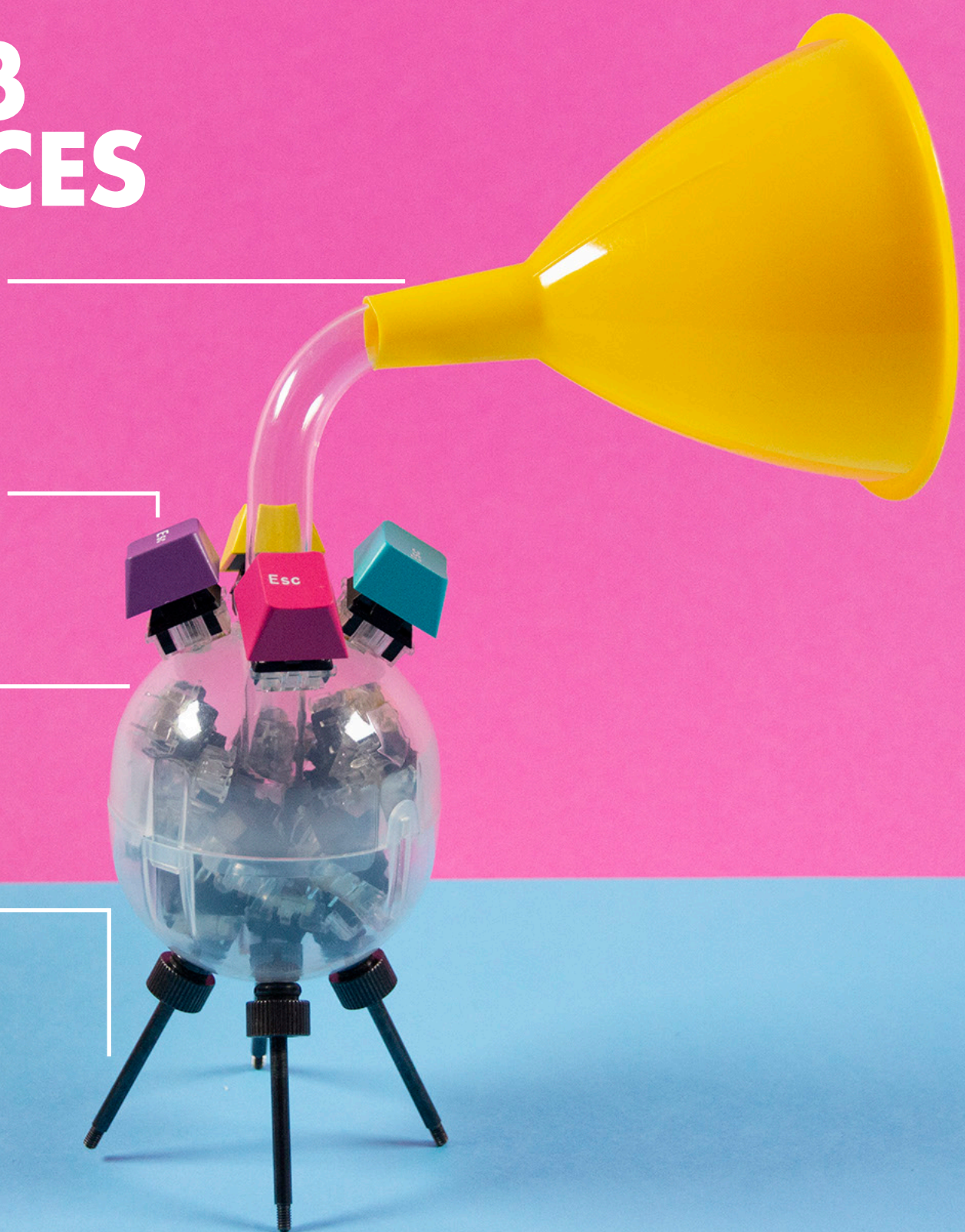
ASSEMBLY 3 AFFORDANCES

A funnel that is originally used as a guide for liquids or powder into a small opening. Can also be used as a megaphone, if it is big enough. Seems to also be a radar dish or something that accentuates sound.

Mechanical key switches, something that you type on a keyboard. Or buttons that change the assembly's functions with a press.

More mechanical key switches. Possible functions could be capsules for energy for the user, or something edible that is produced inside the assembly.

Water cooling CPU standoffs, made to hold down a water block for cooling a CPU processor. Can also be antennas of some kind or a needles that inserts to a human arm to draw blood or provides some kind of vitamins or nourishment to the human body.



MAKING ASSEMBLY 3 STEP 0

Gather the materials.



MAKING ASSEMBLY 3 STEP 1

The watercooling CPU standoffs are connected to the gatcha ball, via holes at the bottom of the ball.



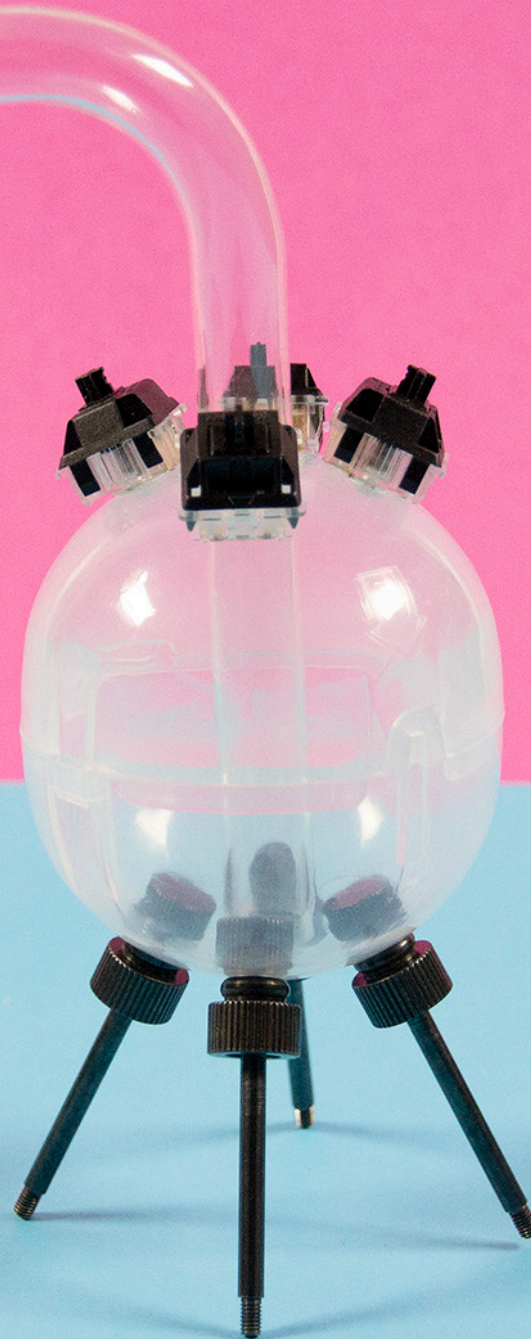
MAKING ASSEMBLY 3 STEP 2

Mechanical key switches
are slotted into the holes at
the top of the ball.



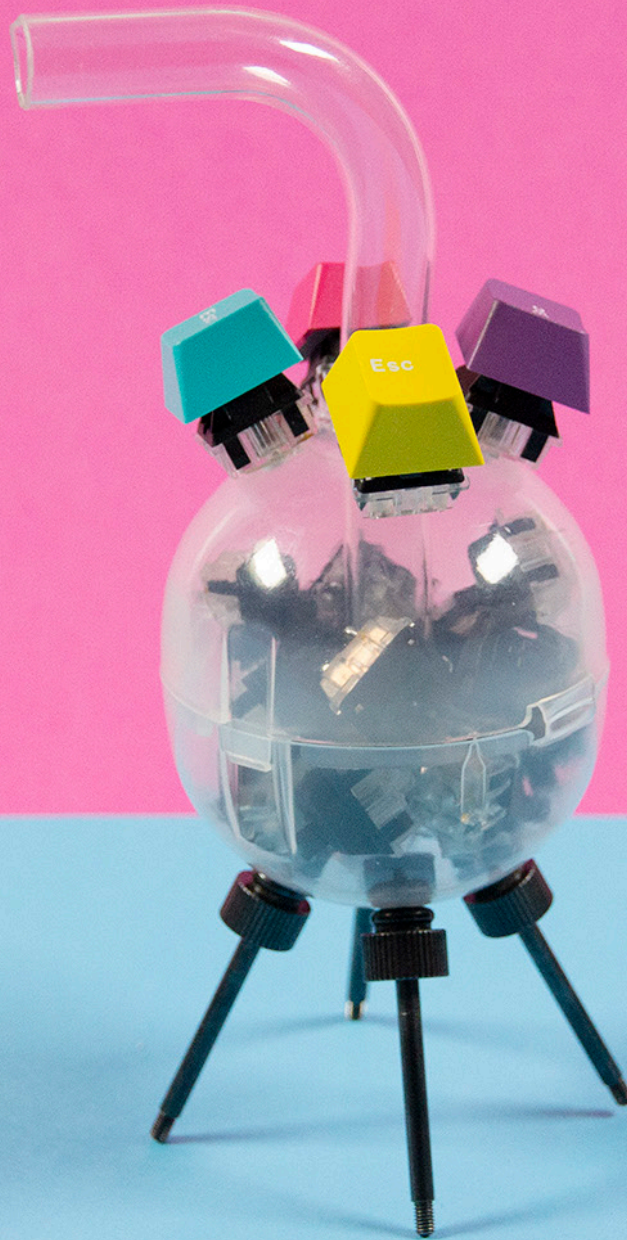
MAKING ASSEMBLY 3 STEP 3

Then the acrylic tube is inserted into the gatcha ball.



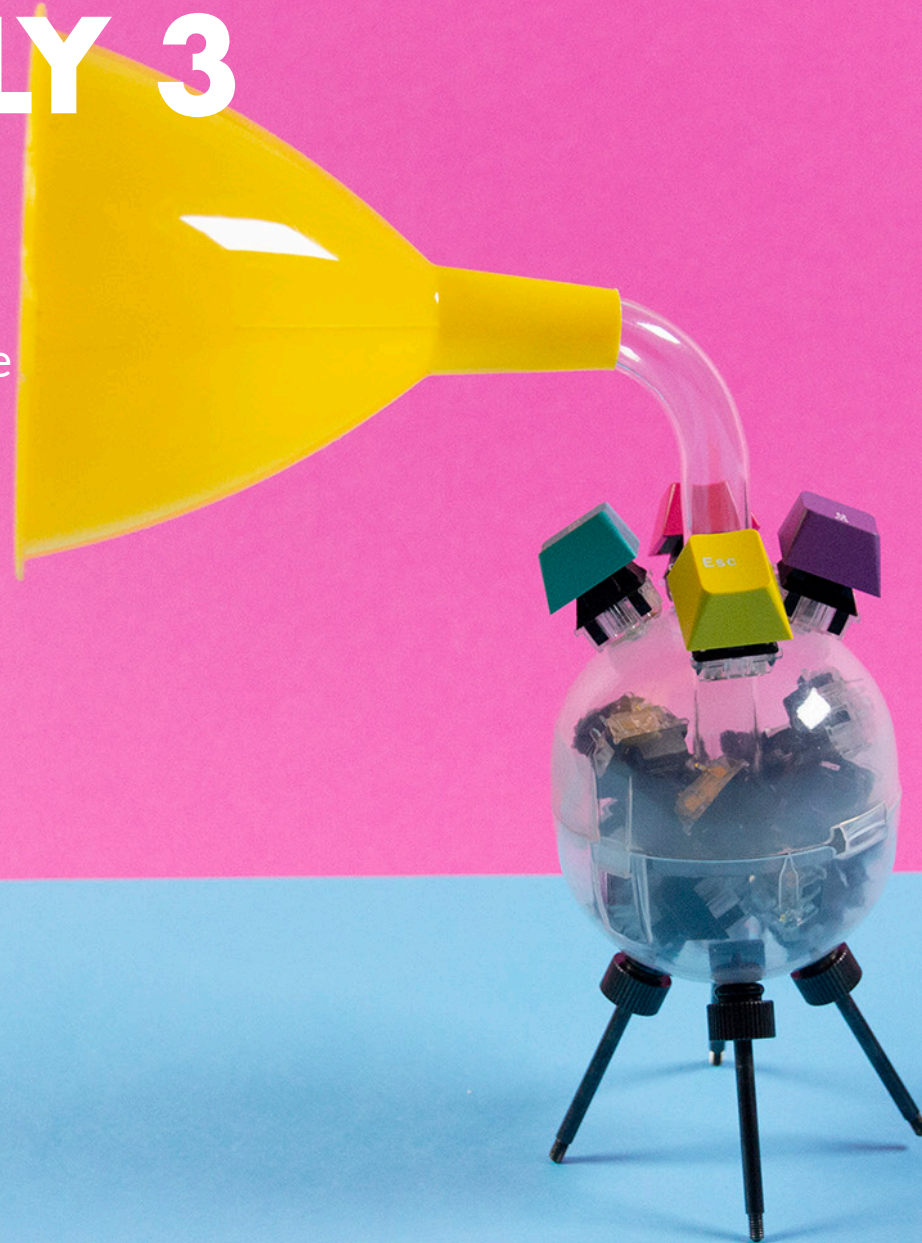
MAKING ASSEMBLY 3 STEP 4

More mechanical key switches are placed inside the gacha ball. Key caps are then inserted on top of the switches.



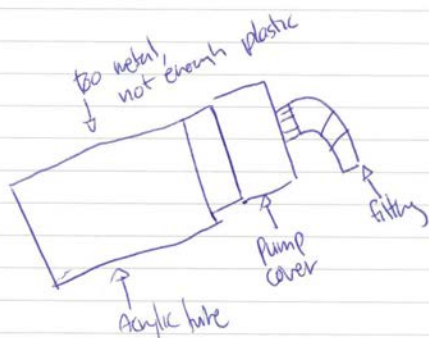
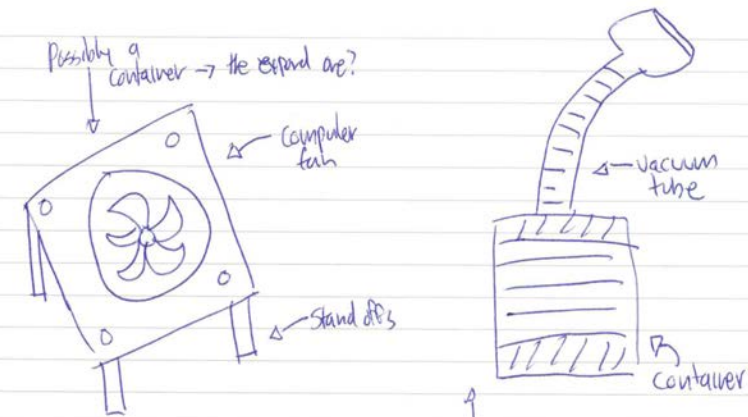
MAKING ASSEMBLY 3 STEP 5

A funnel is inserted into the acrylic tube. Completing the assembly.



ROUGH SKETCHES

Relatively rough sketches but I initially did not know how to piece things together. I started drawing the components that I had and randomly placing things that could fit. Although, how they would connect - Was unknown to me since I limited myself to solely metal objects instead of plastic. I had to be creative in how to attach some objects, whether if it is through holes or using zip ties to tie it down.



↑
Add something
more to it?

→ need more claw, plastic
or something
→ Things that can connect?

