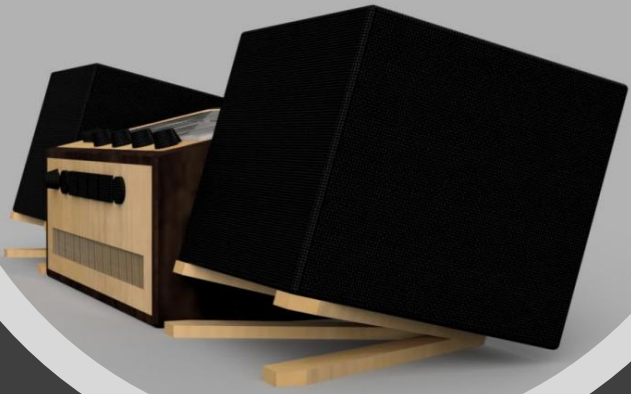




Leo Burness
Augmented Reality



Research into past designs

1940-60

Wood and Fabric are materials I appreciated in the older designs. This becomes evident later in the project seeing they are incorporated into the final design.

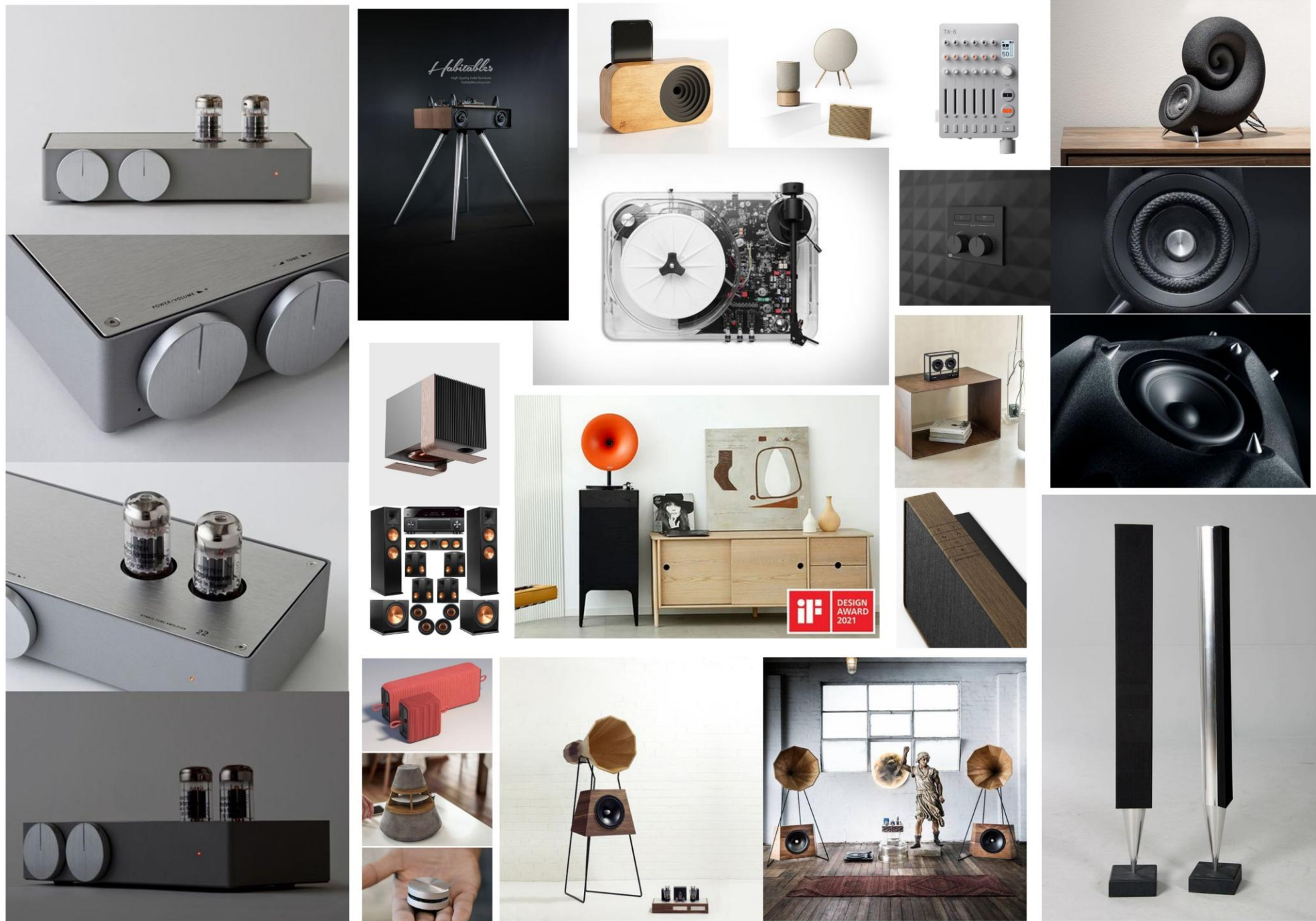
I am drawn to the more natural nature of these materials. Biodegradable. Contrasting to plastic which is used minimally.



Research into present designs

2020-2023

Present designs are all sleek and simple. Often Minimalistic.



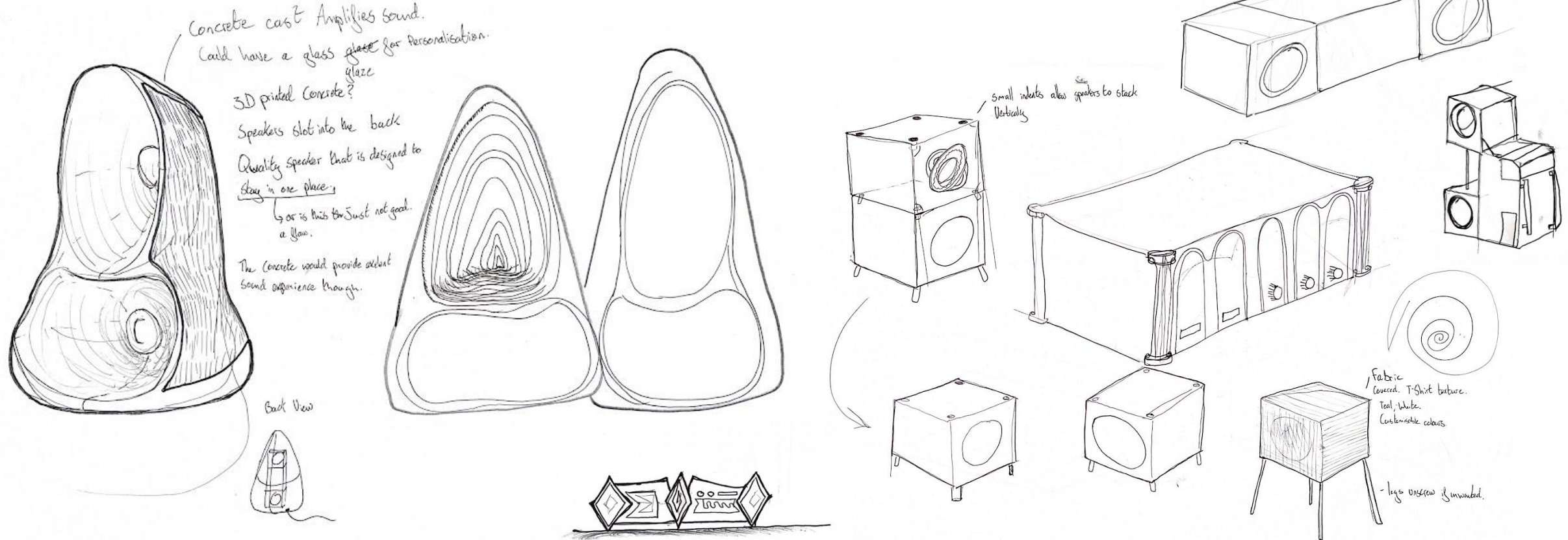
Sketches and initial ideas.

My first sketches were quick. I have been trying to use line weight more. I believe I can improve on my symmetry along planes. Have straighter lines when drawing larger models. Overlap lines more neatly. Less general scruffiness.

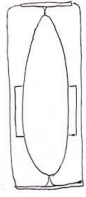
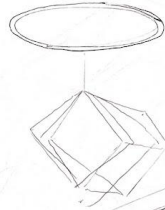
The thoughts are scattered onto the page during this process. Partly because my thought process can be broken slightly more easily when in the classroom. Next module I will generate the base of ideas during one longer sitting where I can remain focused.

Despite the lack in number of my ideas, the main idea of the drum sampling machine is noticeably stronger. I am leaning into potential uses that I am personally interested in.

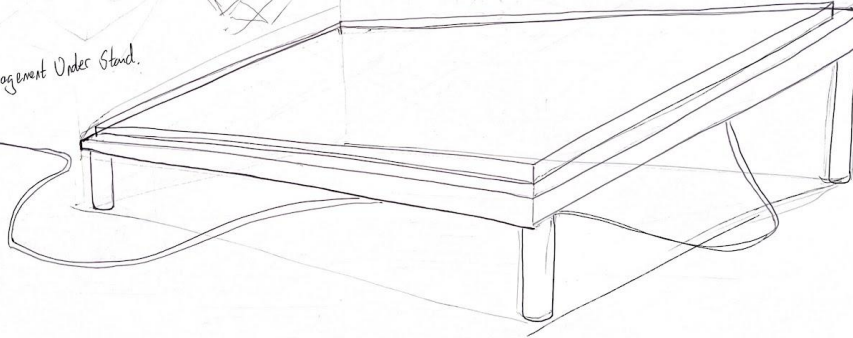
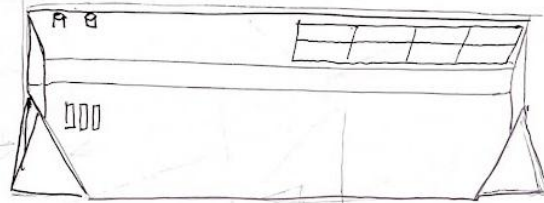
When designing products for others I would not be able to rely as heavily on my own taste and intuition as I don't have an equivalent understanding of the issue being solved by the product.



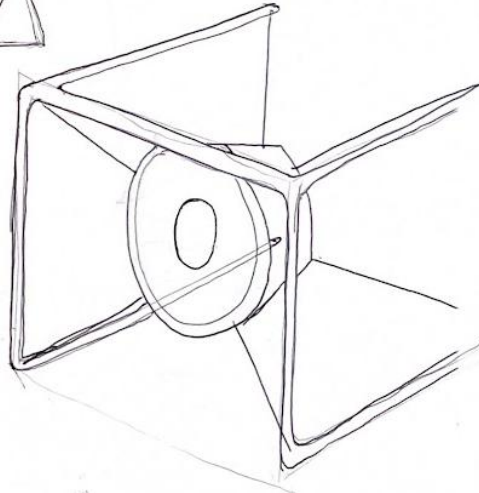
Continued



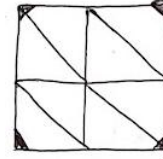
Wire & Cable Management Under Stand.



Speaker is suspended in air.

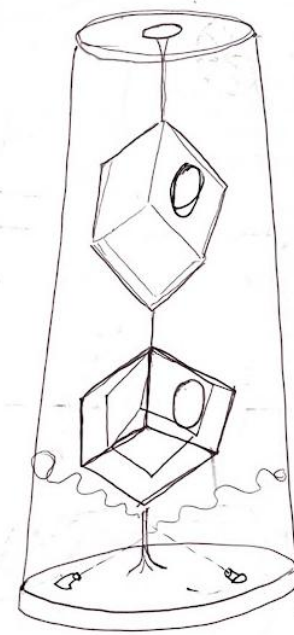
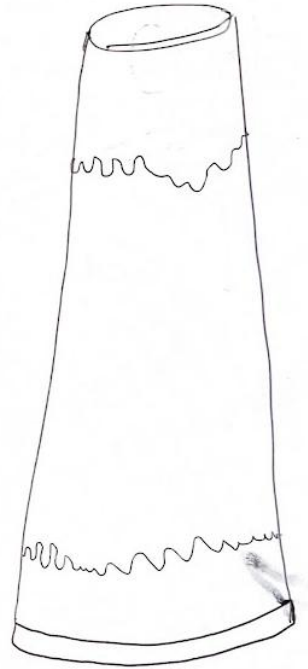
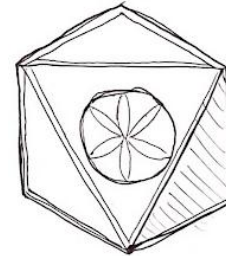
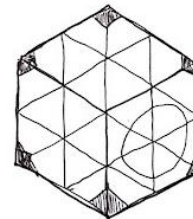
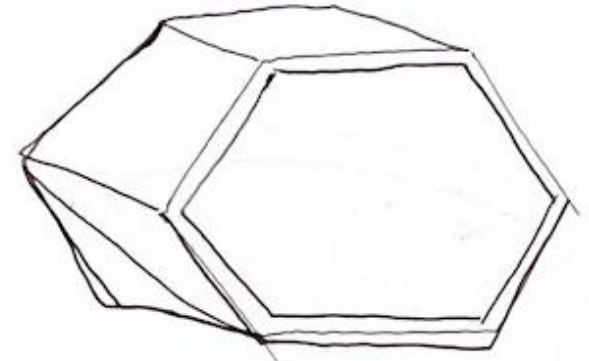


Seal of life
over doughnut
shape

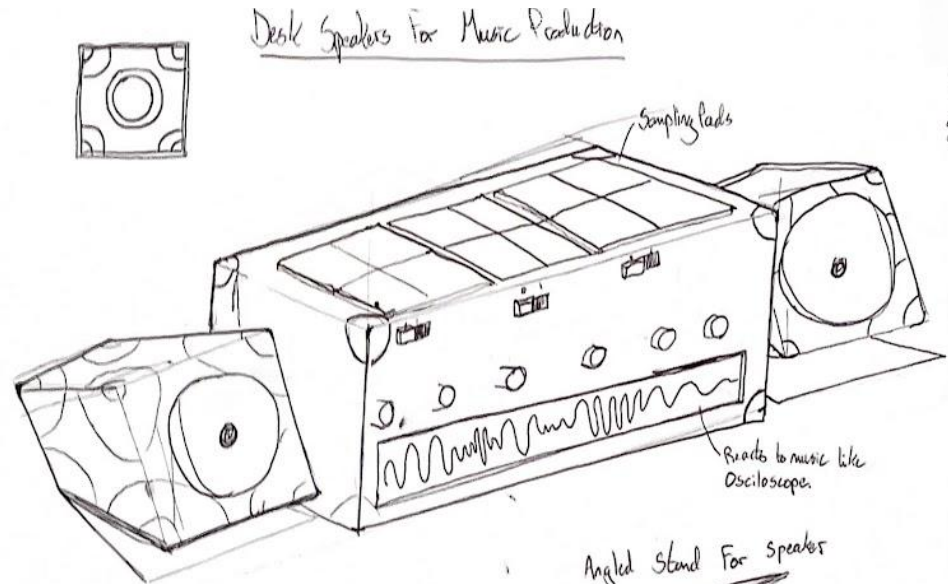
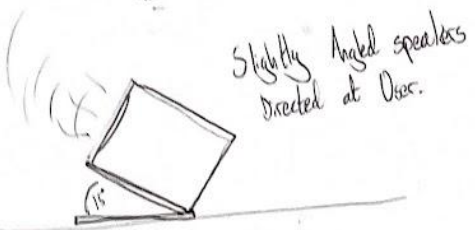
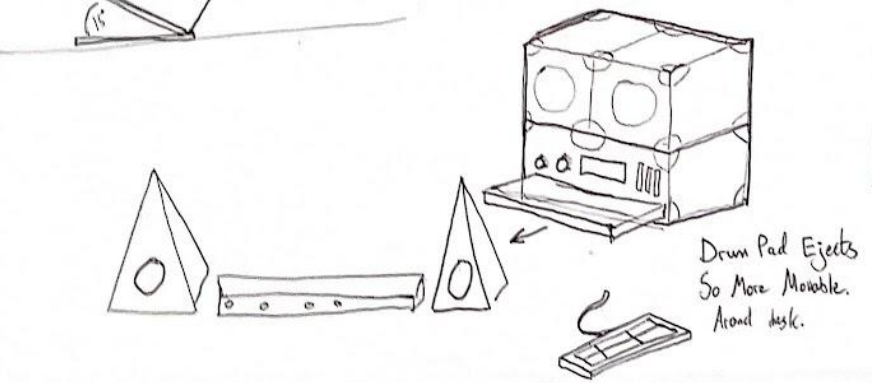
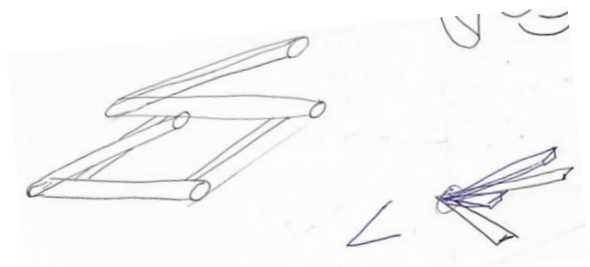


Lights/Lasers
Shine onto wires
Between speakers

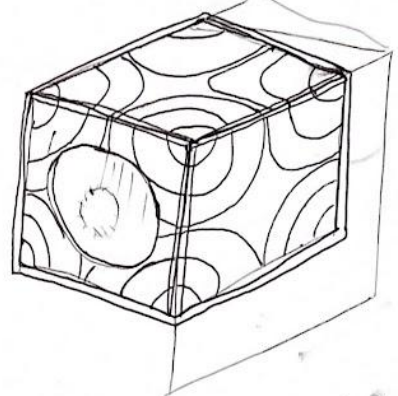
Reflected light changes as wires vibrate.
And sounds are translated into light patterns on
the speaker.



Continued –Start of development

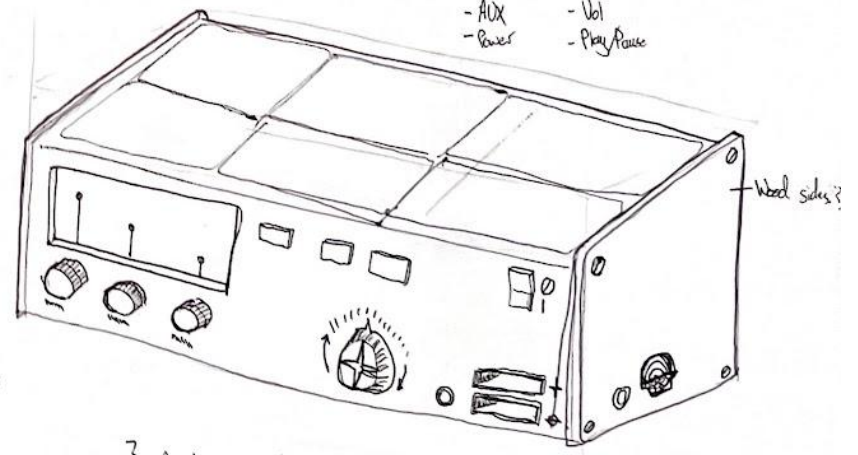


Music Production.
Samples the Songs you're playing.

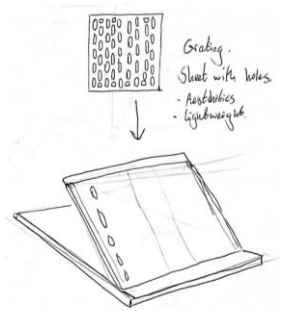


Tan, Wood, Warm
Sun feeling.

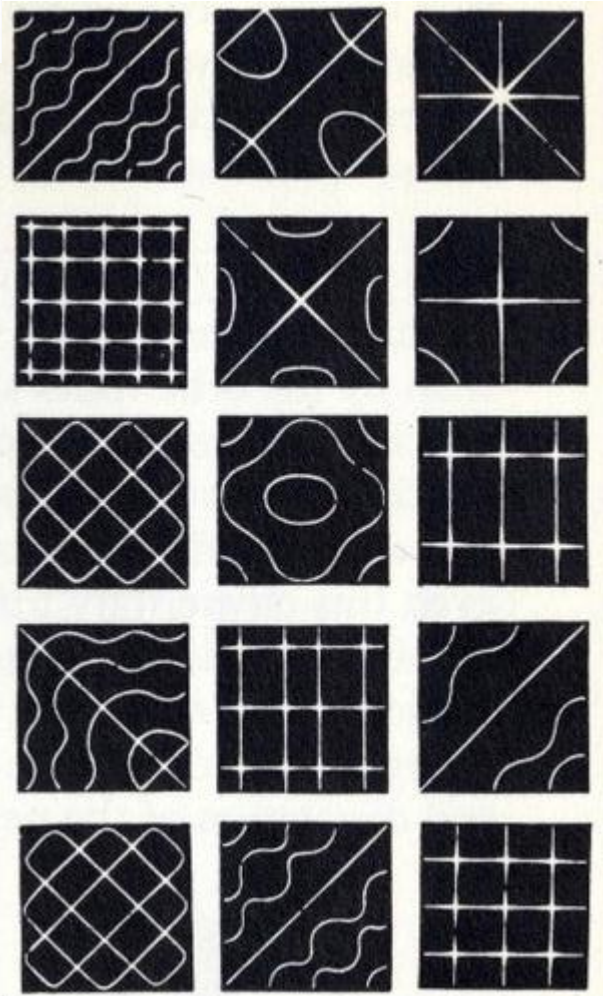
- Need to clarify what Buttons are needed.
- Mic. Port
 - Aux
 - Power
 - Pads
 - Vol
 - Play/Pause



3rd Angle 1 perspective.



Sand vibrations patterns from speakers, influenced design of cubes. Could be dyed fabric?

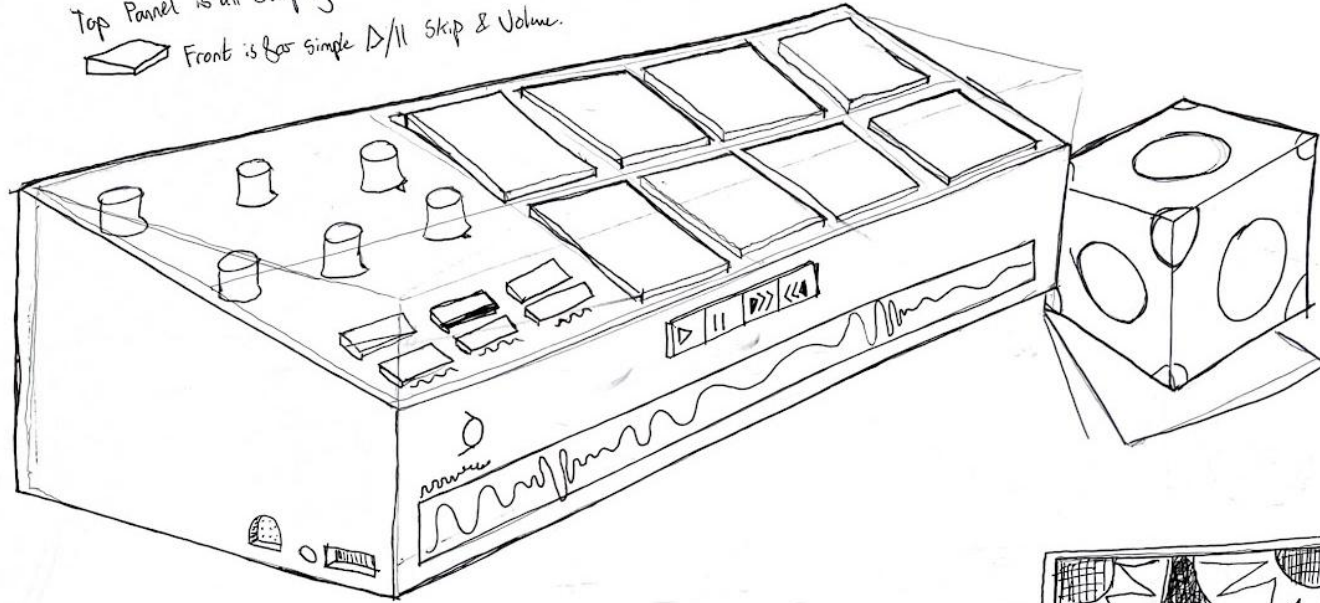
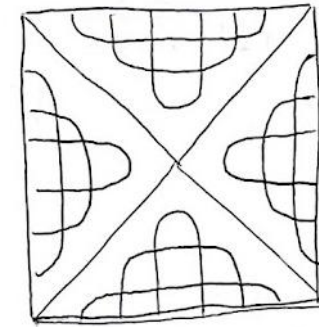
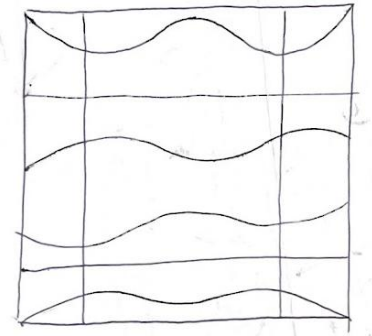


Development of design

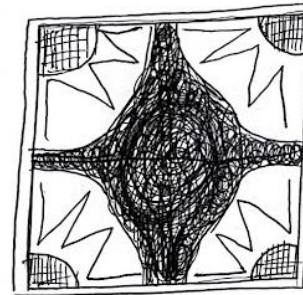
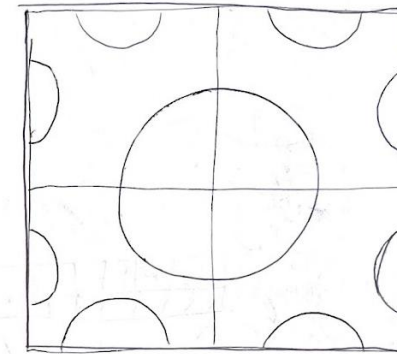
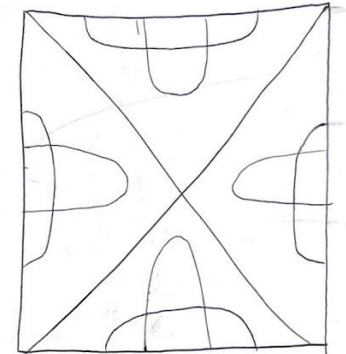
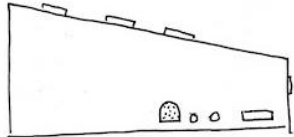
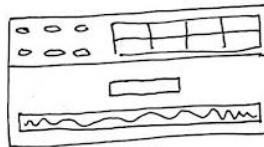
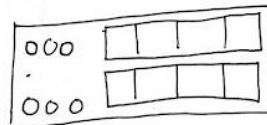
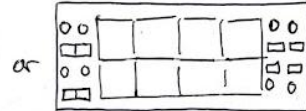
Increased Consideration for interactions, including a separation of the drum machine and regular speaker interactions



Top Panel is all sampling Buttons/Interface.
Front is for simple D/ll Skip & Volume.



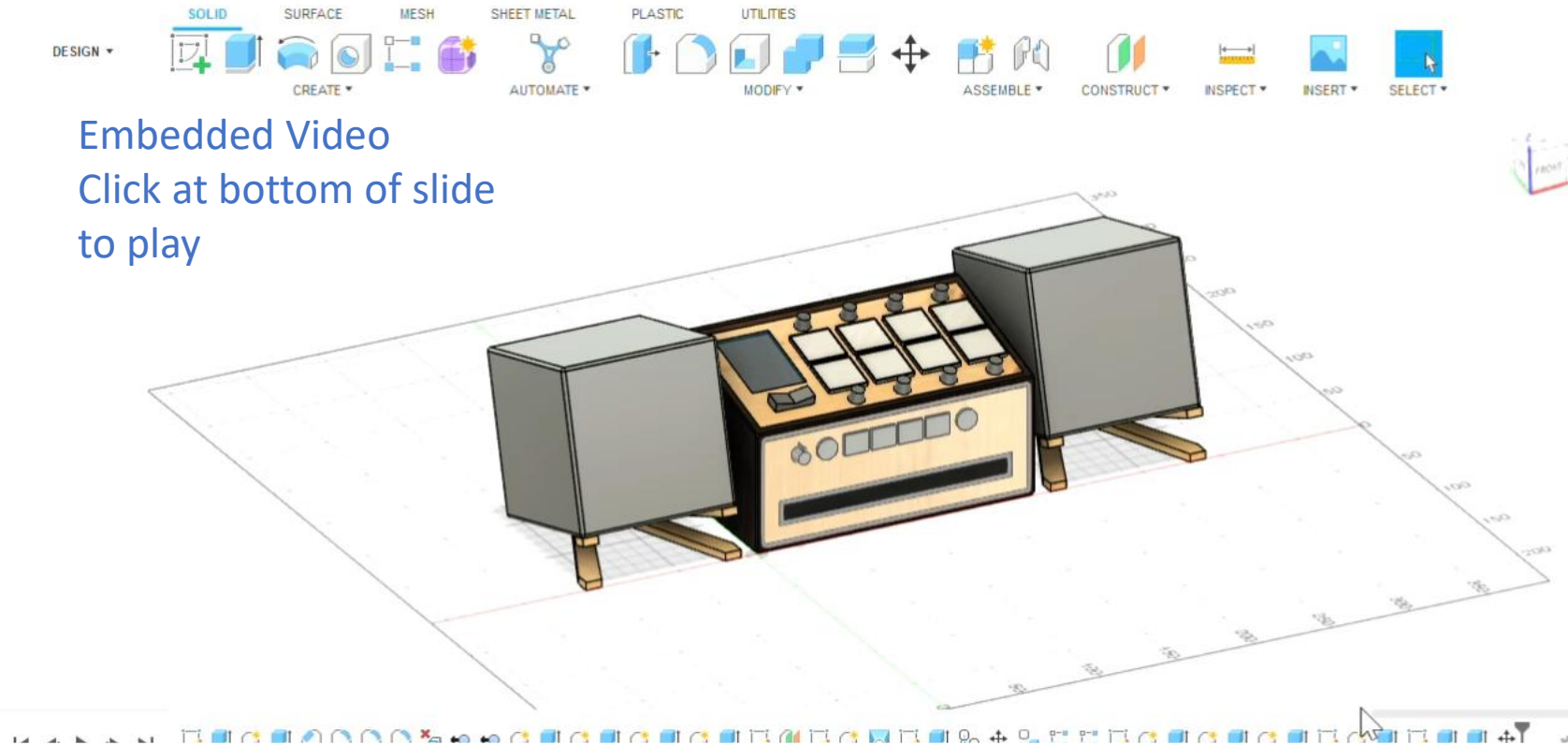
Examples of Patterns Created by Sound Frequencies on sand.



CAD Modelling of Speaker /Drum machine

Embedded Video

Click at bottom of slide
to play



I enjoy modelling using cad as I can vary the textures and materials of the product while I model. Allowing me to incorporate colour and form into the design, in a more informed way.

This video is me designing the speaker. After having done multiple sketches of speakers and arrangements.

I did lots of the button arrangement through this cad process. I was bearing in mind that each button must be a separate component, such that it could be animated on blender. (I later found this was not actually needed as bodies could also be animated on blender.) This explains, the choice of having buttons and dials of a single colour vs those that were more elegant with two colours seen mid-way through this video.



Augmented Reality testing of cad model

