creación y fabricación compartida, distribuida y abierta



Manuel Martínez Torán, PhD mmtoran@upv.es FabLab VLC Director



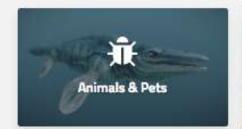






















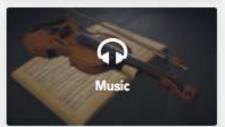


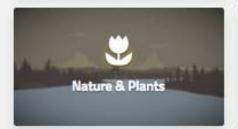














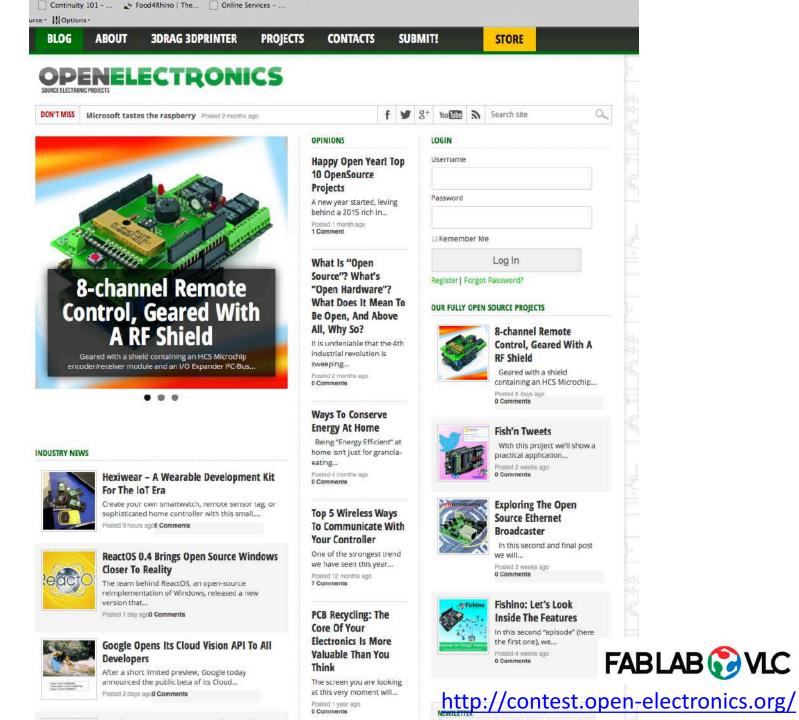














Making Things in the Open

by Andy Reeve



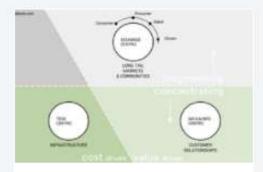
The dark matter of open making

by Indy Johan



Who will own the next Industrial Revolution?

by Alastair Parvin



The Future of Manufacturing

by Simone Cicero

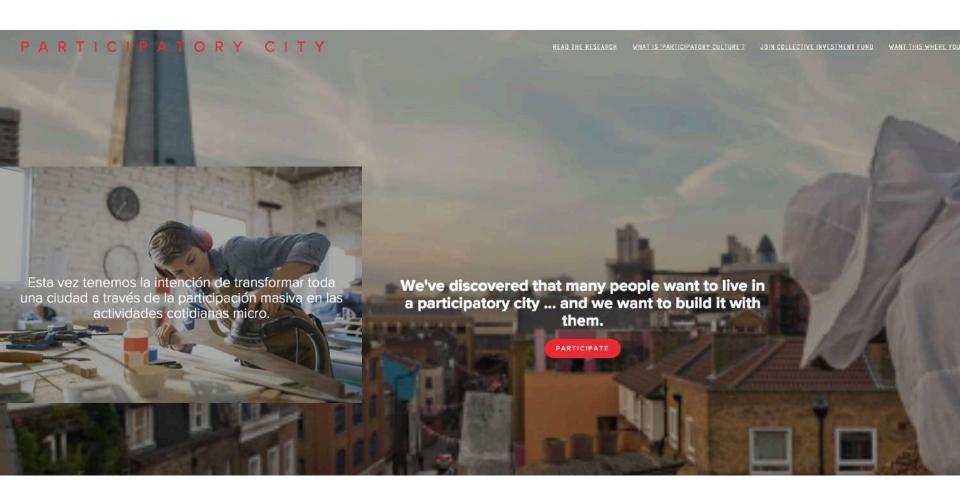


The Drone Aviary



The Open Source Object







140 opportunities every week to make, share, repair, learn, grow, cook together with neighbours

35,000 opportunities to participate in everyday activities near you each year

10,000 people participating each week

600 commons-based projects for everyday life

Projects in 500 existing underused spaces

12 local kitchens for bulk cooking

6 Public Dry Stores for collective buying

300 back garden greenhouses growing for open meal events

24 public tool sheds

25 new community businesses for fabrication, food and energy

32 mini local platforms

HELP MAKE THIS HAPPEN



















http://contest.open-electronics.org/



SEARCH.

Tweet: Gearing up for tonight's #CreativeHub session with the Slam Poetry champ @Solomonconcepts. Follow @jumpkwmc behind the scenes!

7

HOME ABOUT PROJECTS YOUNG PEOPLE EVENTS MEDIA STUDIO HIRE GET INVOLVED

NEWS SUPPORT CONTACT

Projects > Eagle House Pop-Up Furniture Factory



EAGLE HOUSE POP-UP FURNITURE FACTORY

This six-month pilot project offered training and employment for Knowle West residents – and produced nearly 500 pieces of new furniture.

In November 2014 Knowle West Media Centre launched a six-month programme of design, digital manufacture and construction: the Eagle House Pop-Up Furniture Factory. The factory was located on Newquay Road, within the former Eagle House Youth Centre which closed in 2014. It was leased and operated by KWMC, working in partnership with local social enterprise re:work.

The pilot programme grew out of research and experiences in our Green & Digital Business Programme, which supported local people to set up their own small enterprises and make a living by doing what they love.

The latest Quality of Life survey by Bristol City Council (2013) reported that satisfaction with jobs is very low in the Filwood ward, at just 12%. The Furniture Factory hired two local residents as paid trainees and offered a range of volunteering opportunities. During the six months of the factory's operation, we were also able to offer a programme of workshops where people could learn about digital manufacturing techniques and try out the CNC router and laser cutter.

Eagle House Pop-Up Furniture Factory was commissioned to produce high-quality office furniture to kit out the Filwood Green Business Park, which opened in May 2015. Over a six-month period, a team of artists and designers, including Hot Scup House and 00:/, worked with Knowle West residents to design, make and install nearly 500 pieces of wooden furniture. This included meeting tables, work desks, armchairs, and laptop bars, which can be adjusted and used as a standing workspace.

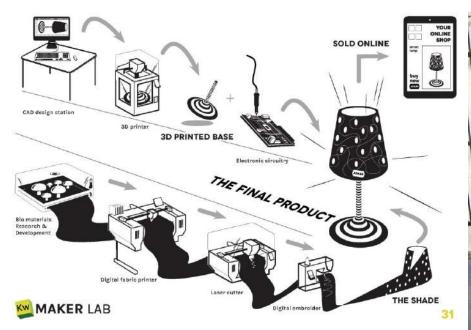
Some pieces were made from scratch using 'open source' designs, which were shared via the Open Desk platform. Others were 'upcycled' from the unused chipboard desks brought out of Council storage.

KWMC's lease of the Eagle House building ended in May 2015 and the community manufacturing enterprise moved into one of the business units at Filwood Green Business Park, where it is now open for commissions. But the story









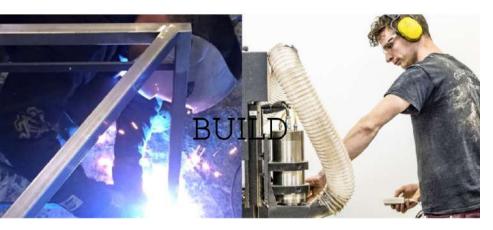






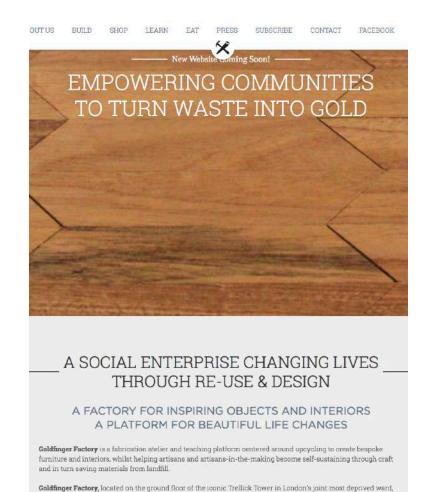


http://kwmc.org.uk/









combines a furniture showroom and a café space on one floor and a woodworking workshop and teaching academy underneath. We provide skills training and assist people in gaining or returning to employment as well as offering

designers, makers and craftspeople a platform to develop and sell bespoke furniture and interiors.

Goldfinger Factory empowers communities to transform lives through craftsmanship and design.



























CARVE THE WAY YOU WANT

Your needs are unique — your machine should be too.

Customize your machine from the ground up,
with all the parts you want, and none you don't.









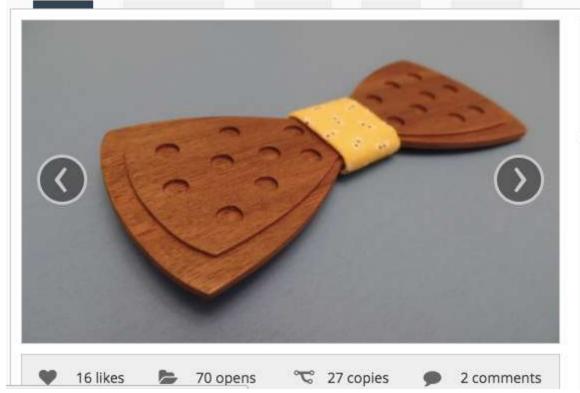
https://www.inventables.com/

X-CARVE CARVEY EASEL **PROJECTS** FORUM SUPPORT Materials * Carving Bits * Machines * Machine Components * Project Kits * Tools & Finishing * Fastening * Electrical *

Projects > Steven Paxman > Simple engraved bow tie

Simple engraved bow tie

Overview Bill of Materials Instructions Remakes Comments





GENERAL INFORMATION

A simple engraved polka-dot bow tie made from 1/8" stock. This design simulates a polkadot fabric style, but preserves the

look of



Make a computer

SHOP NOW

WATCH VIDEO >



Steve Wozniak, Apple Cofounder.

Two time Kano Customer







Make

Follow a story Build your own computer



Learn

Learn to code Simple steps to show you how









Q



Laboratorio de Fabricación

We make all of our machines!!



València, Valencia

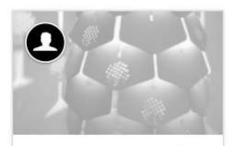


FablabValencia.

Laboratorio de Fabricación Valencia UPV



València, Valencia



Laboratorio de Artesanía D...

Fabricación digital. Fresado CNC, Impresión 3D, Corte Láser.



San Pedro del Pinatar, Murcia



LaserLab 3D Reus

CNC, láser, 3D print & scan



Reus, Catalonia



ObjectPrint

3D print in Palma de Mallorca



Fab Lab Sitges

Digital fabrication facility participant in MIT's Center for Bits and Atoms Fab Lab Network



3Designing

La impresora 3D de los que no tienen impresora 3D



AttA

an FABLAB PVLC

https://www.fabhub.io/





An open resource for sourcing local manufacturing and materials

Start a Make Works





Process

Printing

Process of Pressing Ink onto Material, Using a Printing Press, Wood Block, Engraving, Offsetting or Other Methods



Process

Casting

Die Casting, Metal Casting, Lest Viax Caeting, Sons Cesting and more



Process

CNC Machining

CNC Milling, Routing, CAM Programming and Cutting, of cotors



Jewellery Making

Production of Jewellery, including Stone Setting, Plating, Casting and Working with Precious Metais



Process

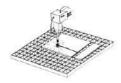
Process

Weaving

Artist Fabrication

A Variety of Techniques Lised to Craste Bespok Artwork

Digital, machine and hand weeking, warping and



Process

Laser Cutting

Use of Laser to Cut Moterials, including Metal... Glass, Wood and Other



Deserve

3D Printing

The production of three dimensional objects from a digital model, typically through laying down many layers of material.



Proc

Glass Working

Precess of Manipulating Glass, Includes Hot and Cold Work, Glass Cutting, Carving, Glassblowing, Fusing and Leading



Production and assembly of circuit beards, cables

Process

Model Making

Electronics

and components

Architectural Scale Model Making, Was Modelling, QAD and Prop Making



Process

Stone Working

Masonry, Stone Carving, Lettering, Polishing and Stone Cutting



Choose your region to search or browse



Dundee

Highlands

Scottish Borders

Galloway

Aberdeen



https://make.works/





Open Design Definition workshop at...

At the recent OKFestival in Berlin, where over 1,000 open-everything enthusiasts and experts gathered for 3 days in the charming Kulturbrauerei...



It's Hardware Freedom Day on Saturday -...

On Saturday, March 15 2014, it is Hardware Freedom Day - a yearly celebration of Open Hardware! Every year since 2004 hundreds of teams have...



Introducing our project for Burning...

Members of the Open Design & Hardware Working Group have been working these last few months on putting together a project proposal for the...



Fabfuse 2013 on Grassroots...

Last summer over 50 people from across the globe gathered at the FabLab Amersfoort in the Netherlands for the first Grassroots FabLab...

Join the Open Design + Hardware group:

Name

Email Address

Subscribe

With thanks to

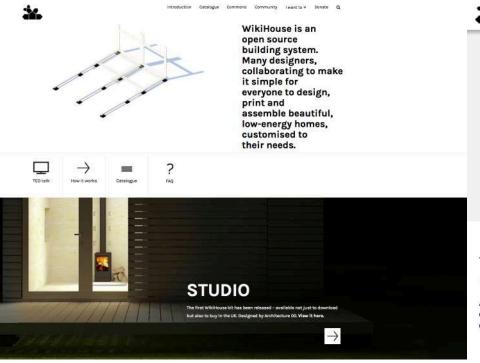


IN COLLABORATION WITH

Site License









The next industrial revolution in housing

Along with our partners WikiHouse Foundation are developing the first smart, decentralised supply chain for homes. Join us.







Share global, manufacture local

"It is easier to ship recipes than cakes and biscults" - John Maynard Keynes



He lazy like a fox.

Duril keep reinventing the wheel. Take something that already works, copy, adapt, give credit and re-share. (Thanks Linux Torvalds via Eric S Raymond)



Design to lower thresholds

Design to lower harriers of time, cost, skill, energy and recourses at every stage. Elvis Costello wrote all his songs to be played on the cheapest transistor radio.



Share and make shareable

Publish your work under an open assurce sharmalike lizence, documented and codified so as to make it as easy as possible for others to understand, modify, improve, distribute and use it, including commercially.



Open standards

Where possible, work to existing standards or seek to establish intuitive new ones.



Open materials

Design for cheep, abundant, standardised, austainable, and ideally, circular materials.



Human friendly

Seek to preserve and maximize the authrly, security, health and wellbeing (physical and mental) of all participants at every stage of a product's life.



Start comewhere

No one can solve everyone's problems. Design something that socks where you are, then share so others can adapt if for their own sconomy, climate and culture. Let solutions adapt like Danwis's finches.



Modular

Design hardware and software that is robust, interoperable, product-agnostic and fleeble, as elements can be independently allowed, substituted or upgraded.



Include, keep including

Look for ways in which age, rico, gender or disability might be barriers, and thy to design them out. Try to design products, processes and documents that are accessible, intuitive and non-discommissions.



The new normal

Avoid design which would be considered 'afternative', 'bouldque' or only for the rich or poor. Instead, design for the new normal, products most people would consider desirable and affordable. As beautiful as Apple, as given as Linux.



Mistake proof

Make it impossible to get wrong, or not matter if you do. (The Japanese call this 'Poka-Yole')



Whole life design

A home is not something you finish? - Stewart Brand Design for the estimable-cycle of the product, from manufacturing to assembly, use, maintenance, adaptation, discussionably and reuse.



Superpower the users

'Give power to the first tunera' — Cestic Price. Afford as much power as possible to the end users, from procurement to privacy to electricity. Democracy is a design diagram.



If you can't mend it, you don't own it.

Try to award black box' products. Try to make it easy for the user to learn how it works.





Types

Ready-designed standard building layouts, combining a number of technologies into a whole building design which can be adapted to fit different users and sites.

ABOUT



Technologies

Open technologies and systems that can make up sub-components of an overall building.



Tools

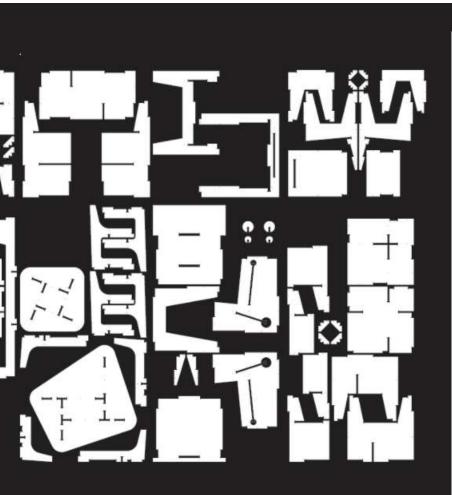
Open source tools for the manufacture or assembly of homes.

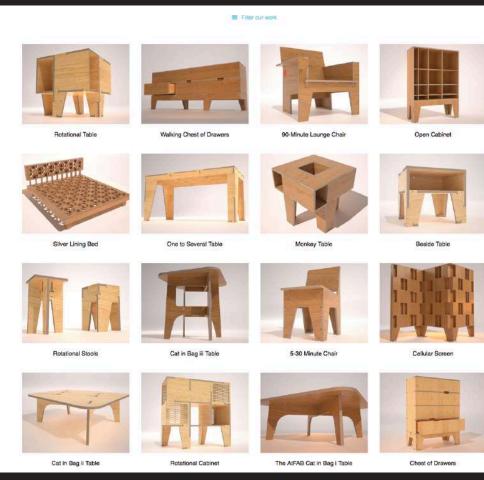


Project Folders

A repository of known projects by WikiHouse Contributors shared under the WikiHouse Terms of Use. If you have completed a project and would like to share your files, contact us.

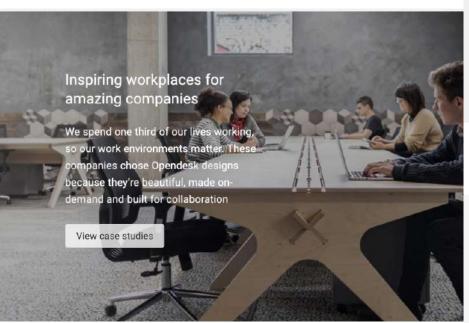


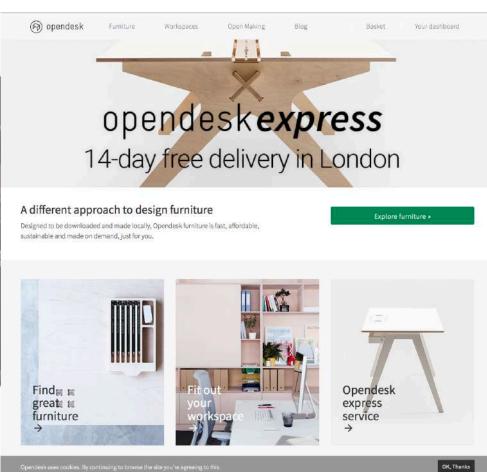






http://atfab.co/





Connecting you directly with designers and makers



Building a new model of open making



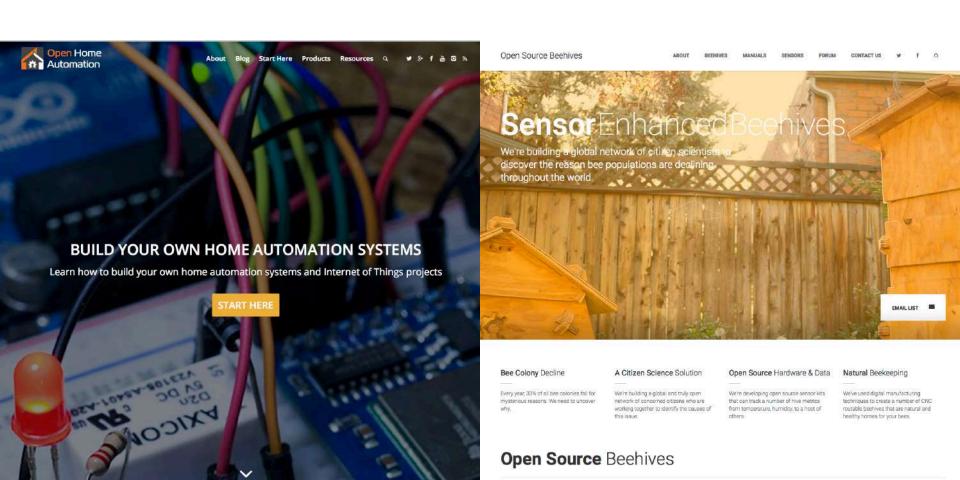




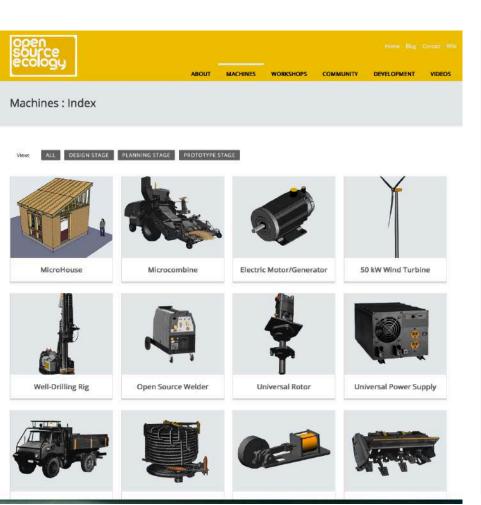
Enter the global workshop Check out Opendesks being made in the wild +

All around the world ...



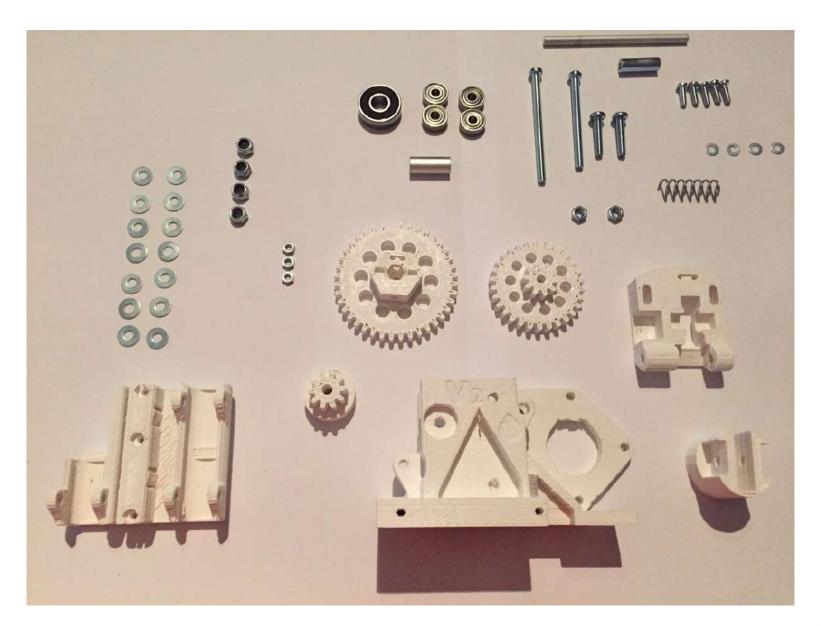






















conclusiones por hoy

- Ya no hay barreras para construir las cosas
- Herramientas de creación son más amigables
- Hay mayor integración de todos los sistemas
- Hemos pasado la barrera de lo digital a lo analógico y viceversa
- Los diseños son en abierto y es otra forma de hacer negocio
- Compartir y disponer de recursos en abierto generan I+D+i
- Corriente open que impregna a la industria y a los servicios
- Se está formando talento desde los más jóvenes
- El proyecto es interdiciplinar, es colaborativo
- Tenemos ejemplos ya de producción colaborativa y compartida
- Plataformas y hubs de producción local (glocales)
- Se ha roto la brecha digital a nivel productivo para el ciudadano
- Los diseños tendrán que ser participativos



creación y fabricación compartida, distribuida y abierta



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