Hello World!

Dear Digital Guest,

I'm glad you made it.

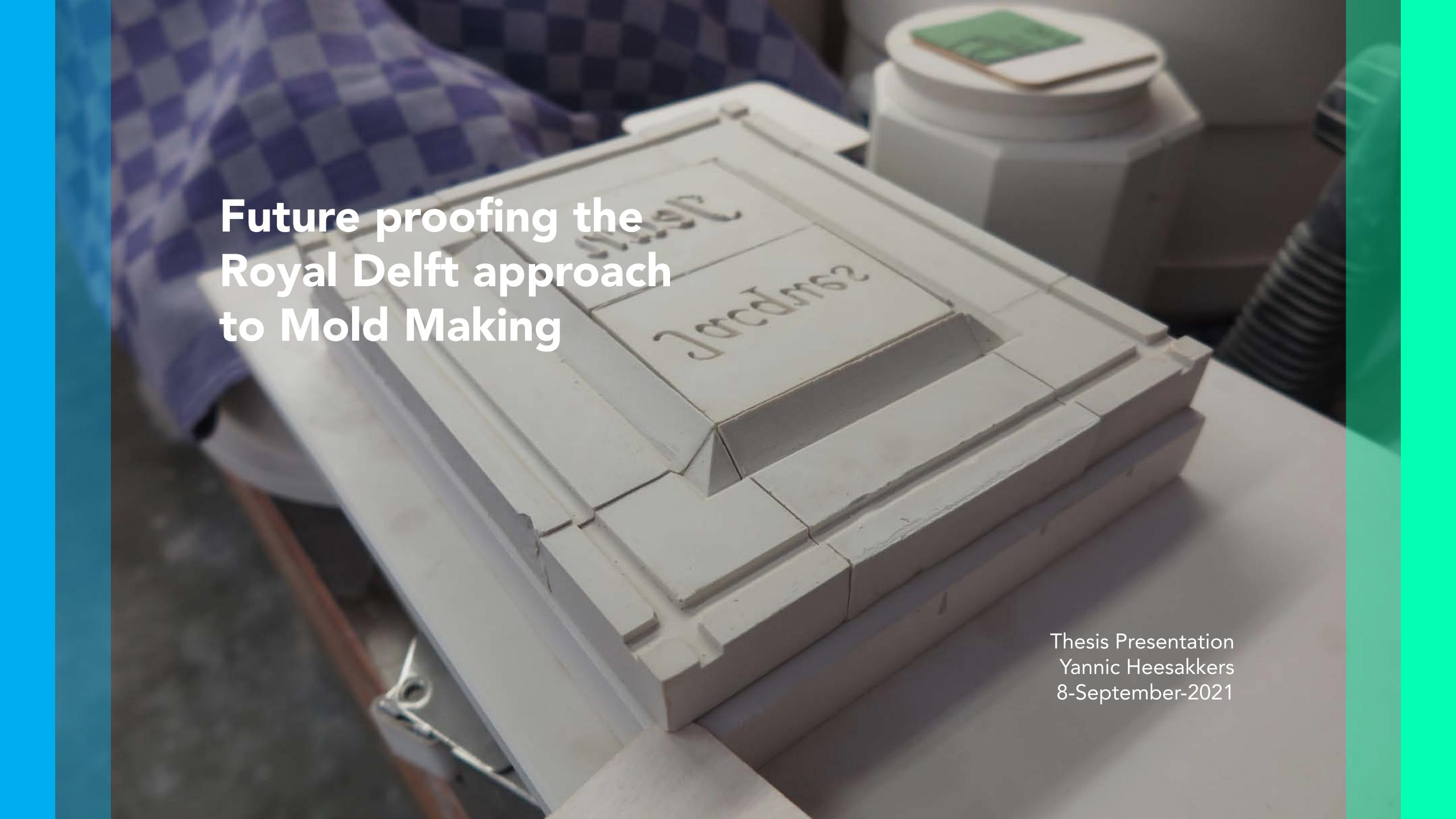
The schedule:

13:45 Presentation14:15 Plenary Q&A14:30 Private Discussion

14:50 Committee verdict

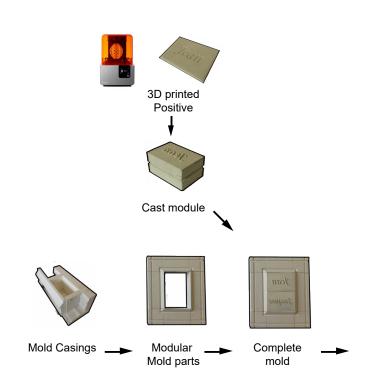
If you have any questions, please ask them during the Q&A-session at the end, by unmuting or via the chat. If anything is unclear, invisible or inaudible during the presentation please let my tech support know in the chat.





"Analyze the mold making process and transform it into the future Royal Delft approach to mold making,

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Production approach



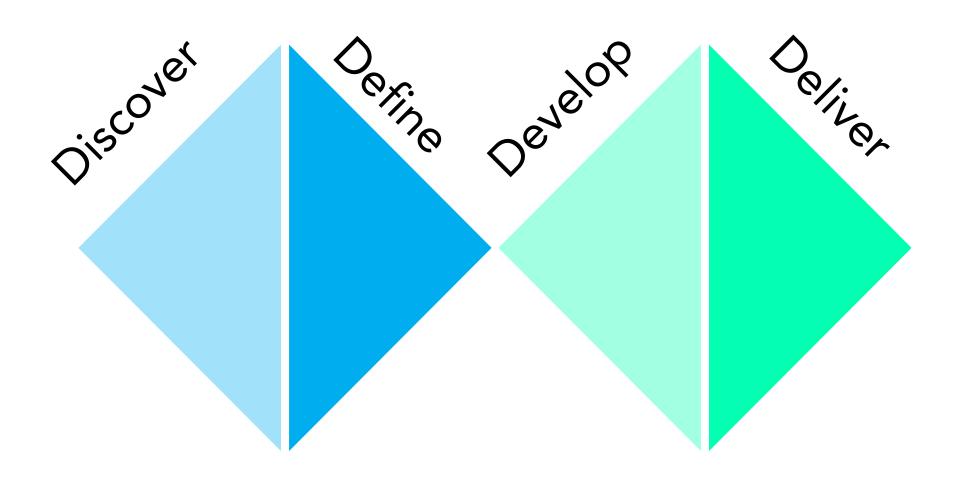
Showcase product

This presentation

- 1. Context
- 2. Design Brief
- 3. Ideation
- 4. Implementation

This presentation

- 1. Context
- 2. Design Brief
- 3. Ideation
- 4. Implementation





This is Delft Blue?



This is Delft Blue?



This is Delft Blue?







Delft Blue or Royal Delft



Delft Blue visual style



Delft Blue Ceramics



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Collection





Traditional Modern Modern

14

Decoration





Hand Painted Transfer

Collaborations













Customwork







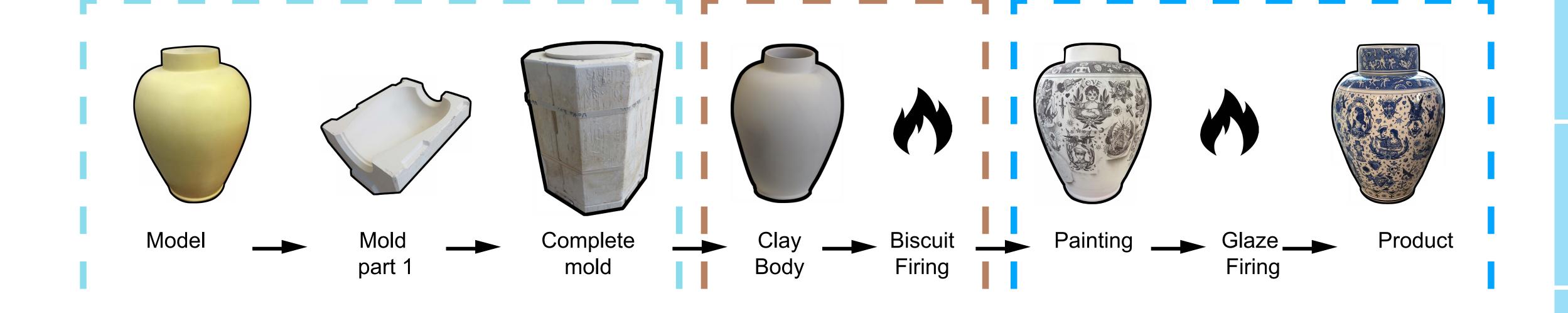








Production Process



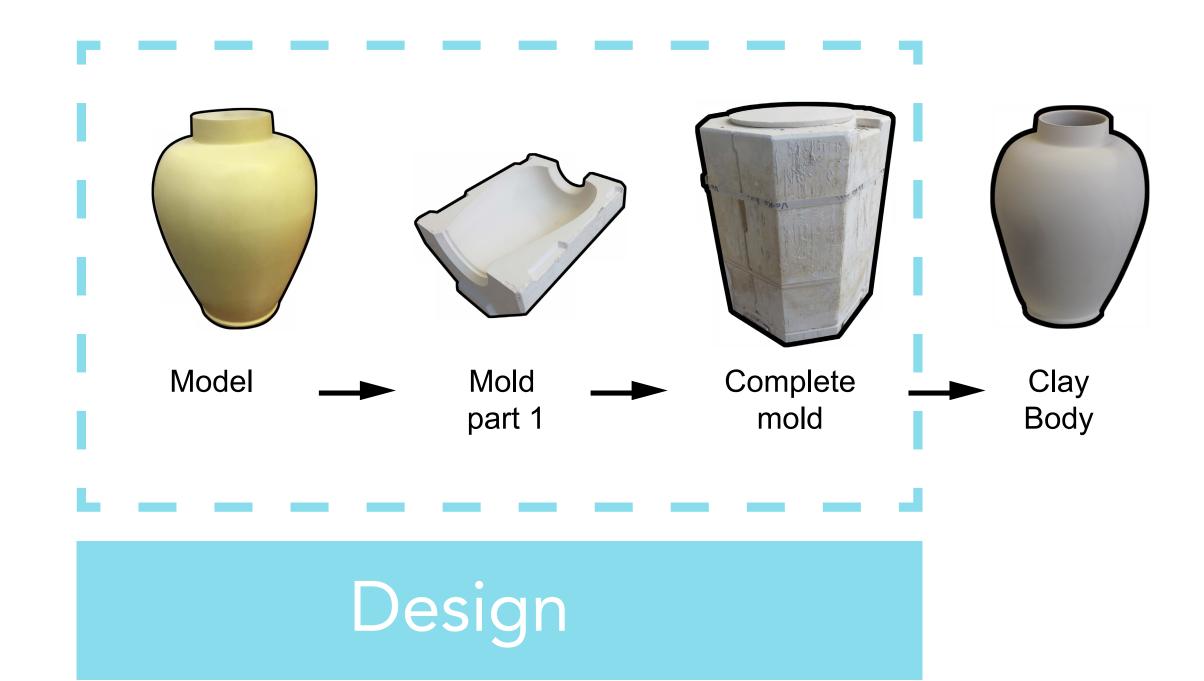
Design

Clay

Decoration



Mold Making





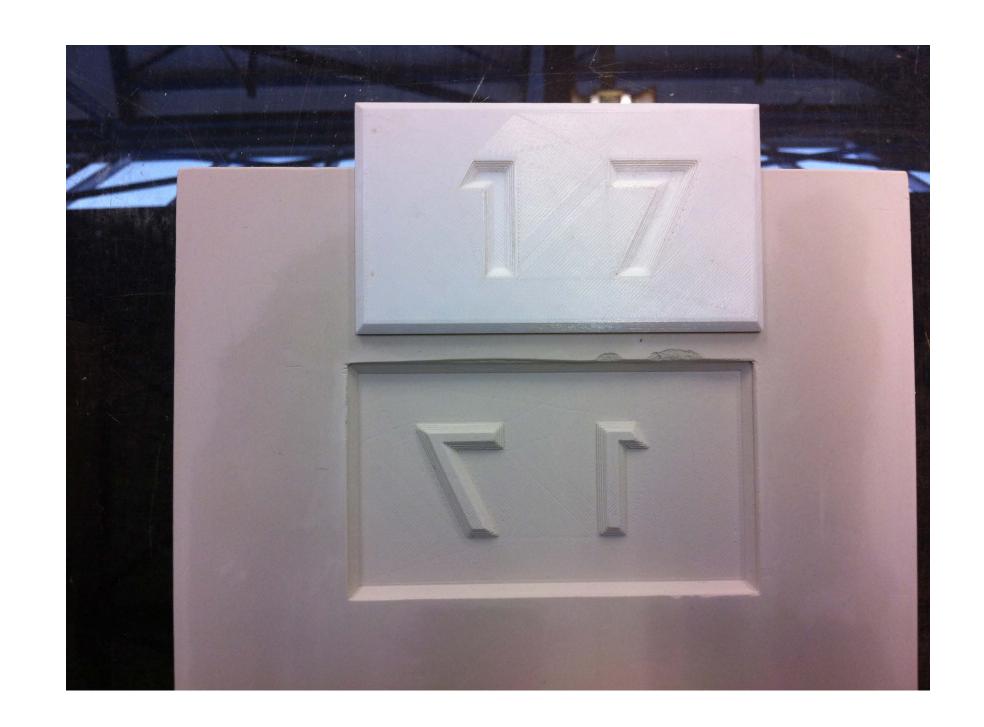
Mold Making 101 - Flat Shapes





Mold Making 101 - Flat Shapes

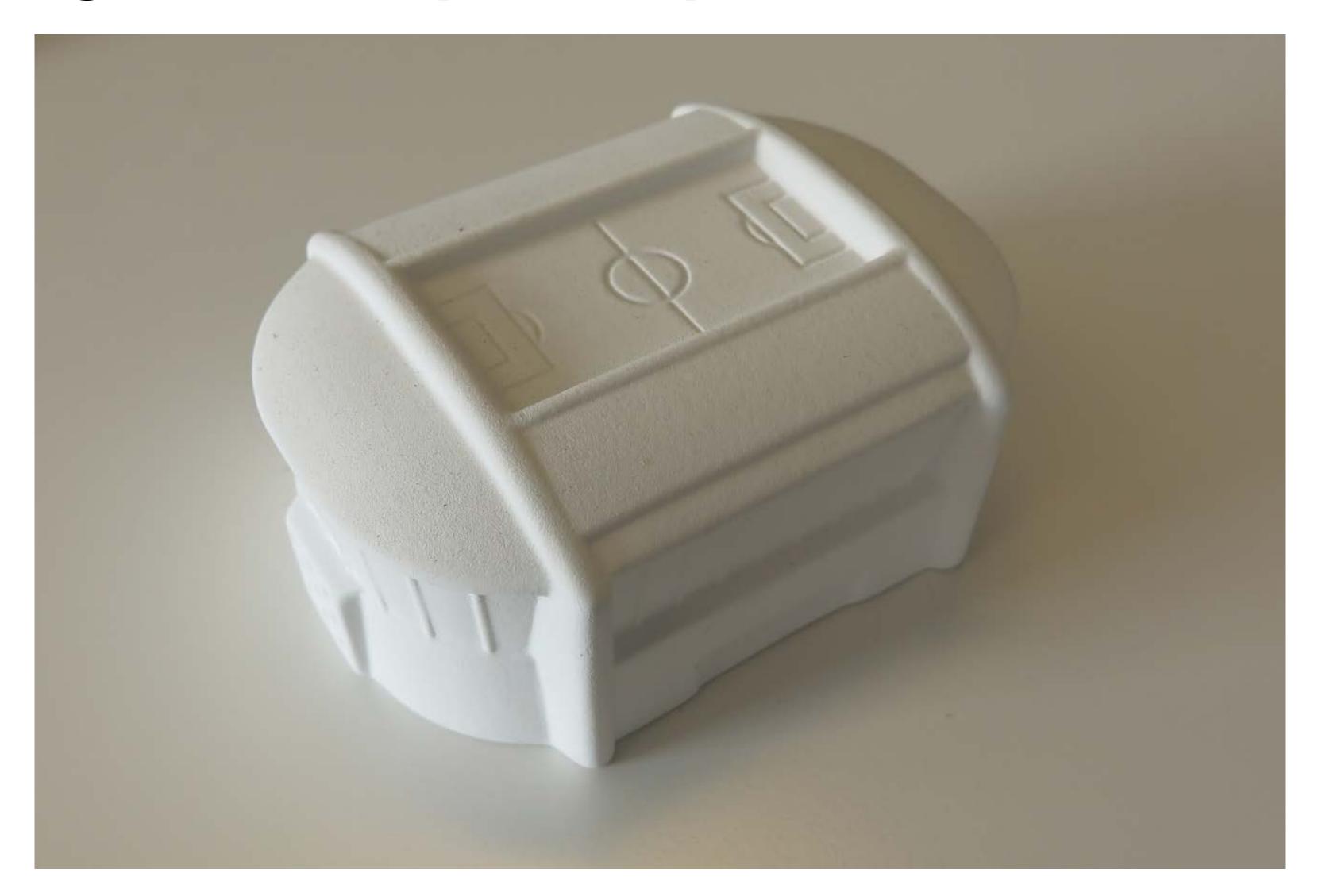




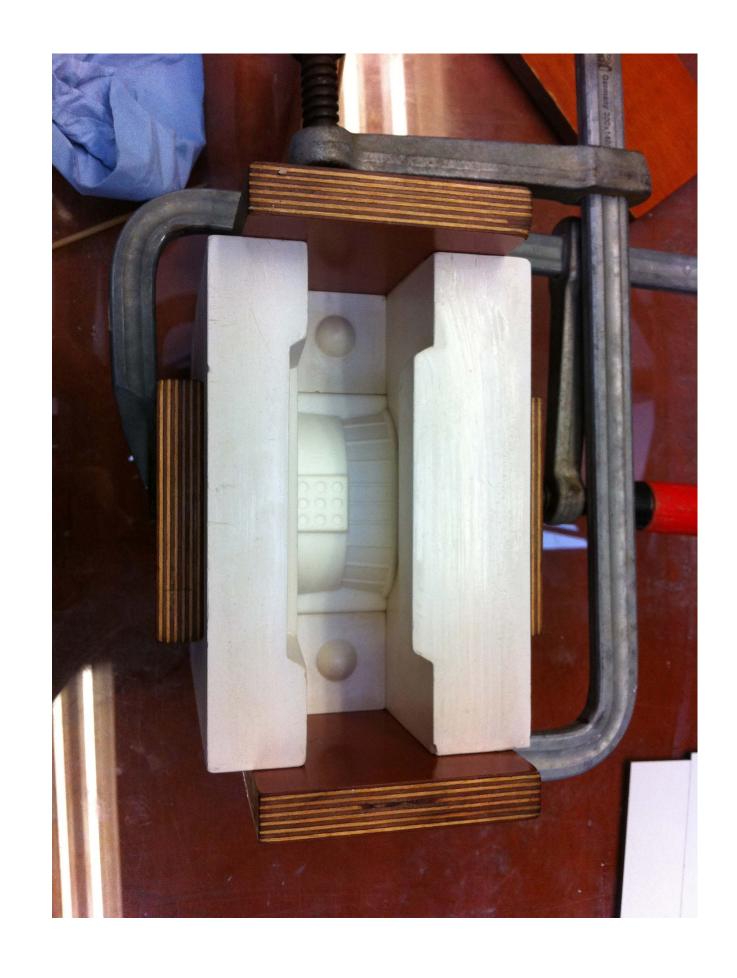
Mold Making 101 - Flat Shapes



Mold Making 201 - Complex shapes



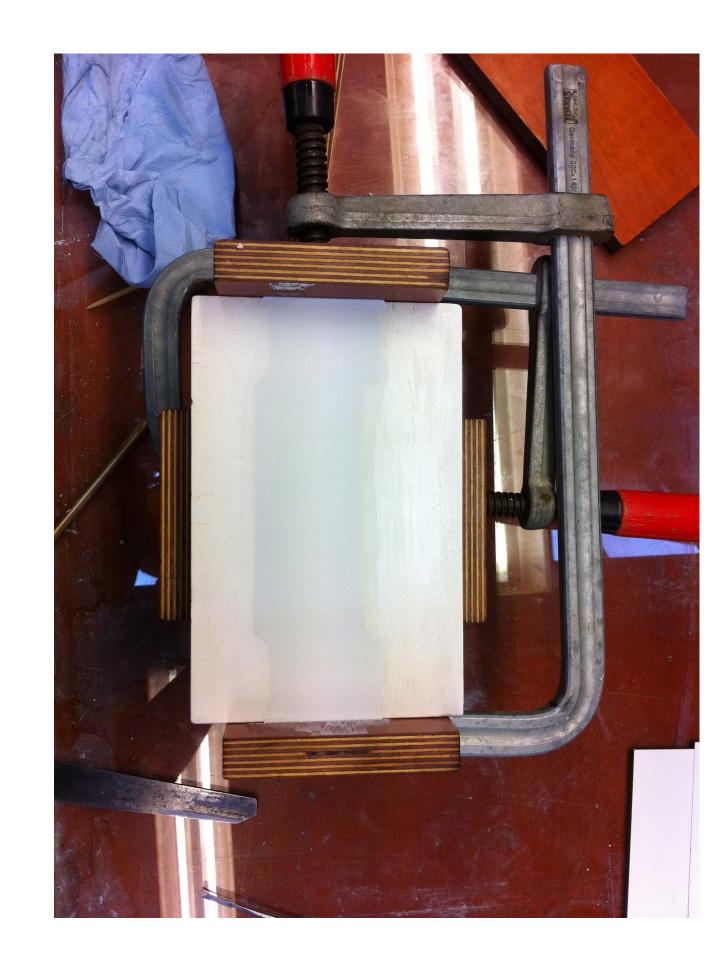
Mold Making 201 - Complex shapes



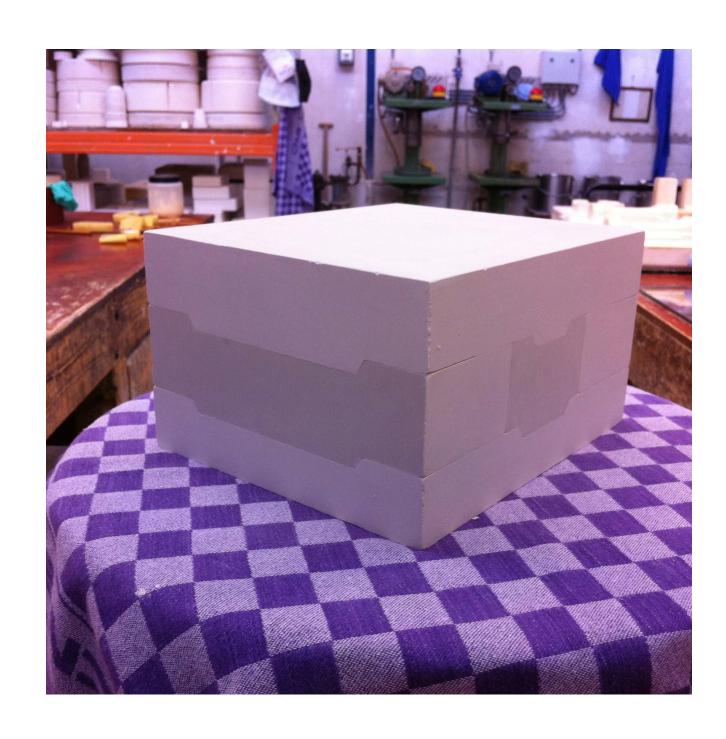




Mold Making 201 - Complex shapes







Mold Making - Difficult Job

Clay release
Clay structure
Split lines
Surface quality
Absorption
Breaking
Leaking

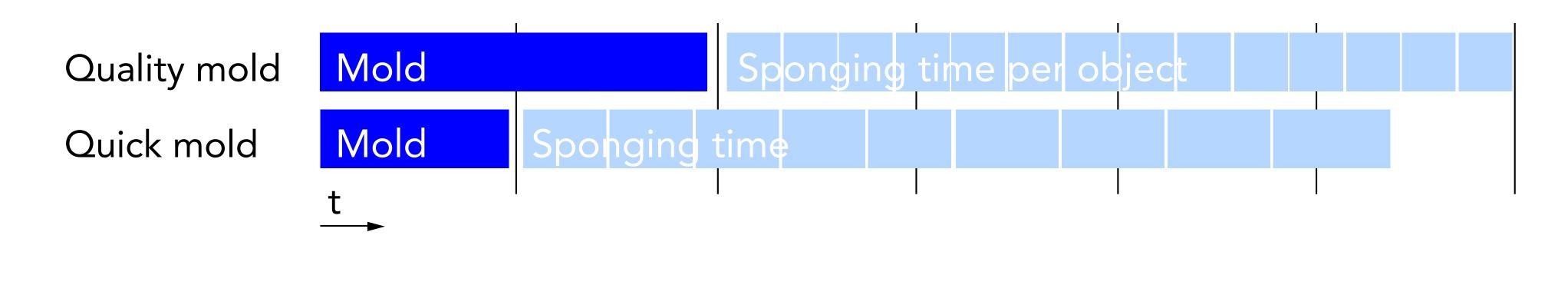


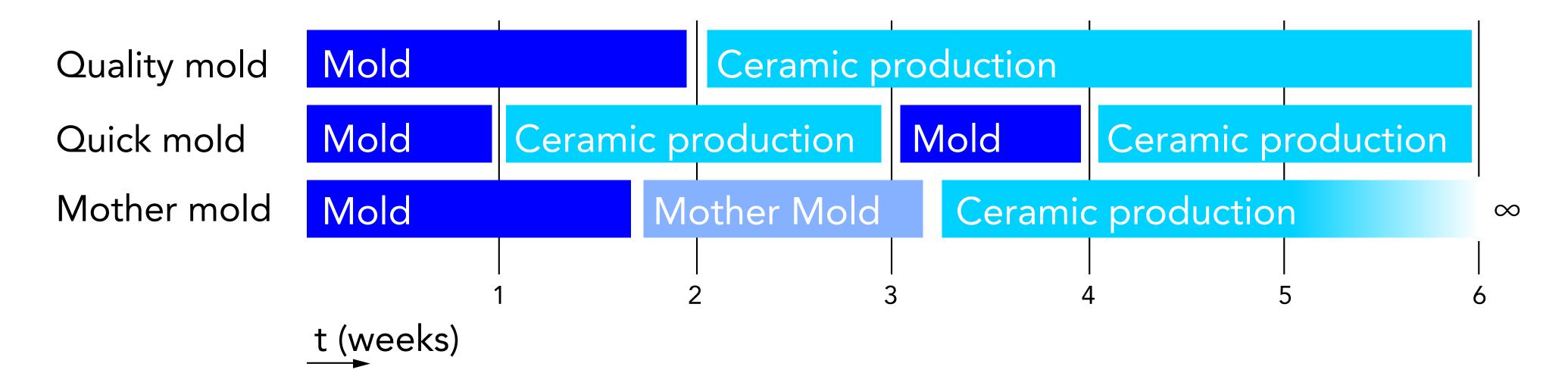






Mold Making - Dilemma's



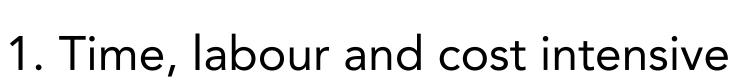




Problem Statement

New product development is:

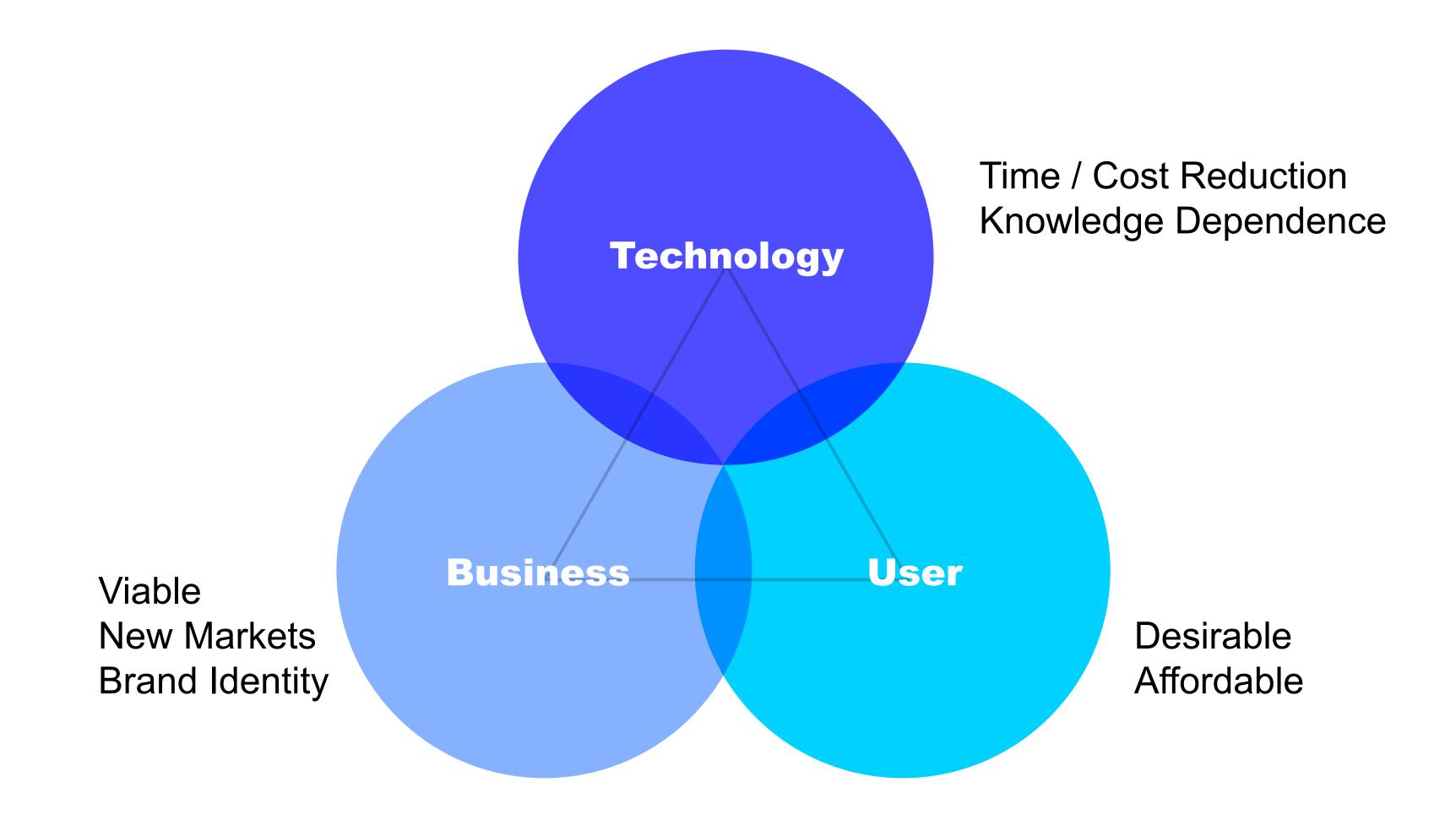


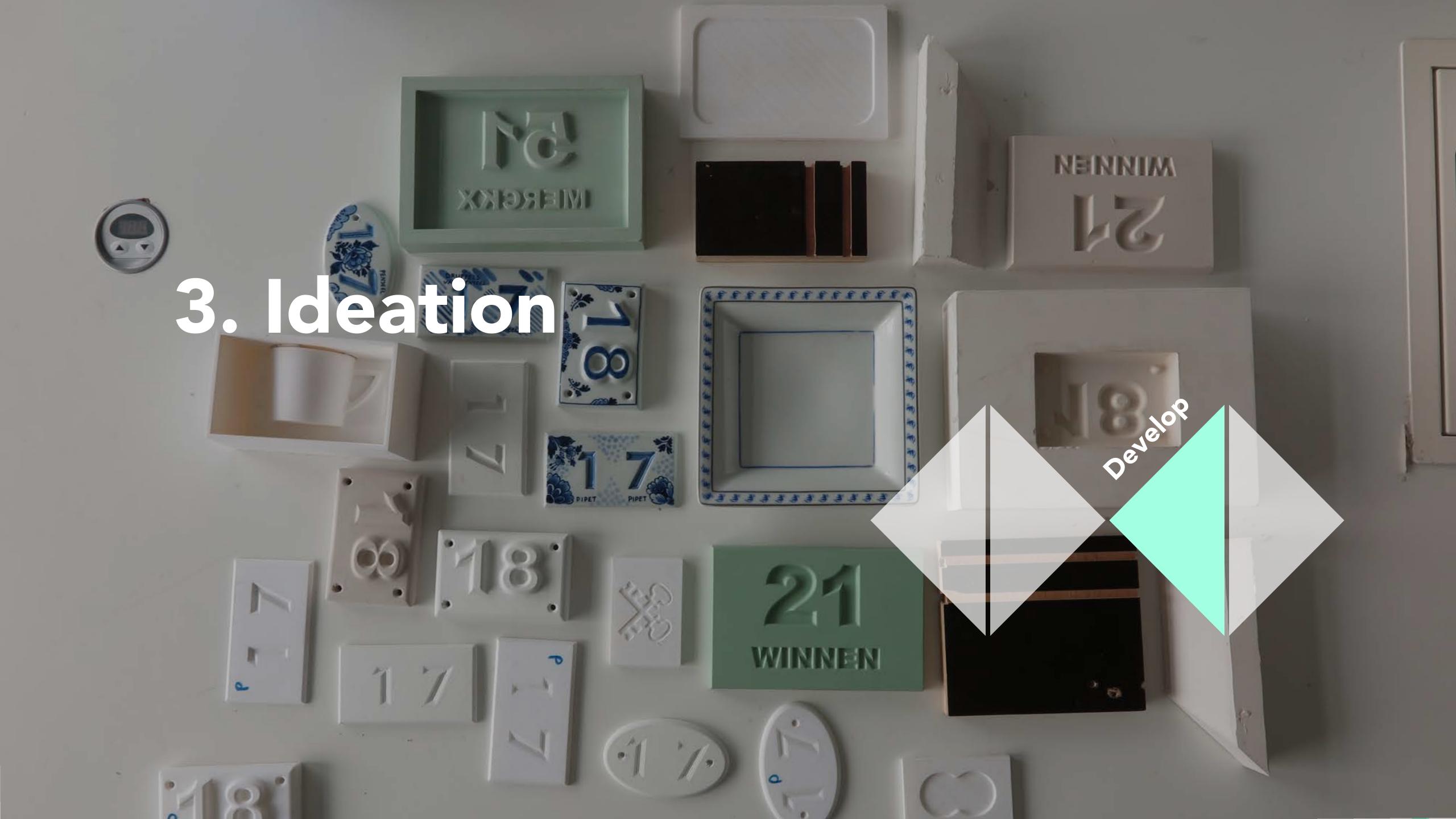




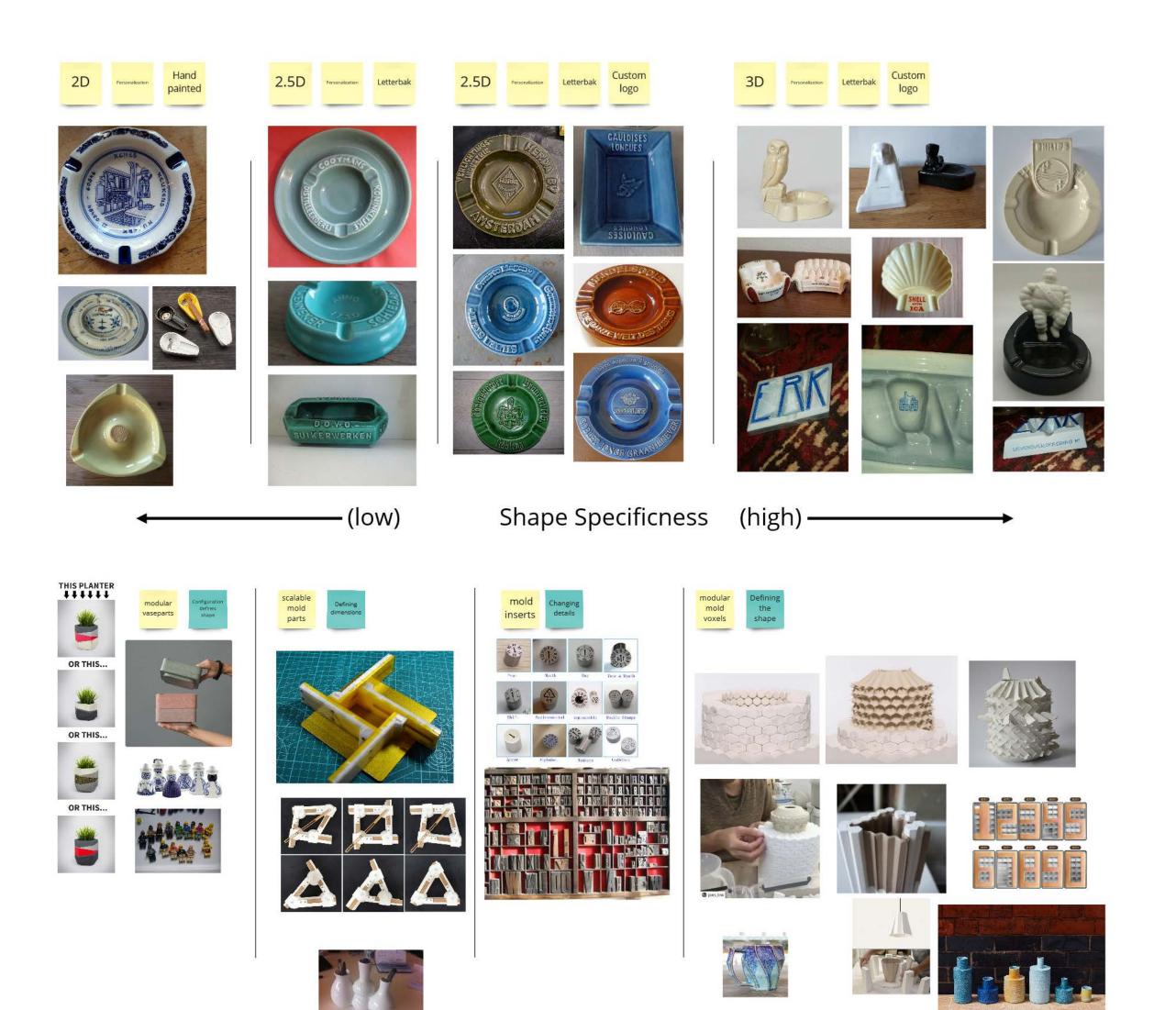
2. Heavily knowledge and skill reliant

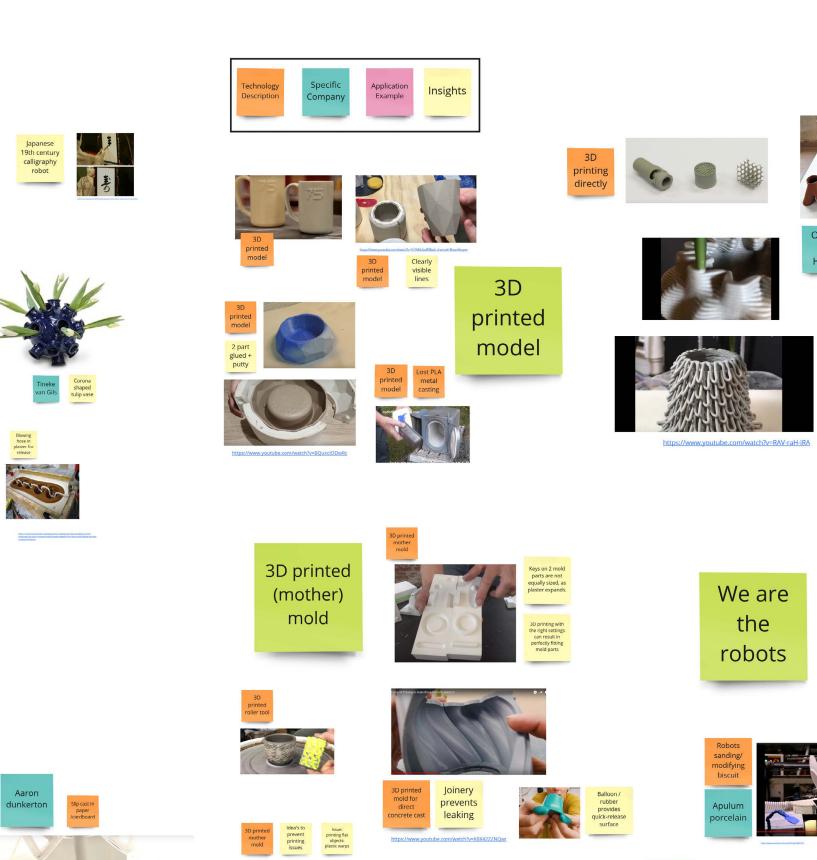
Design Drivers





Collecting





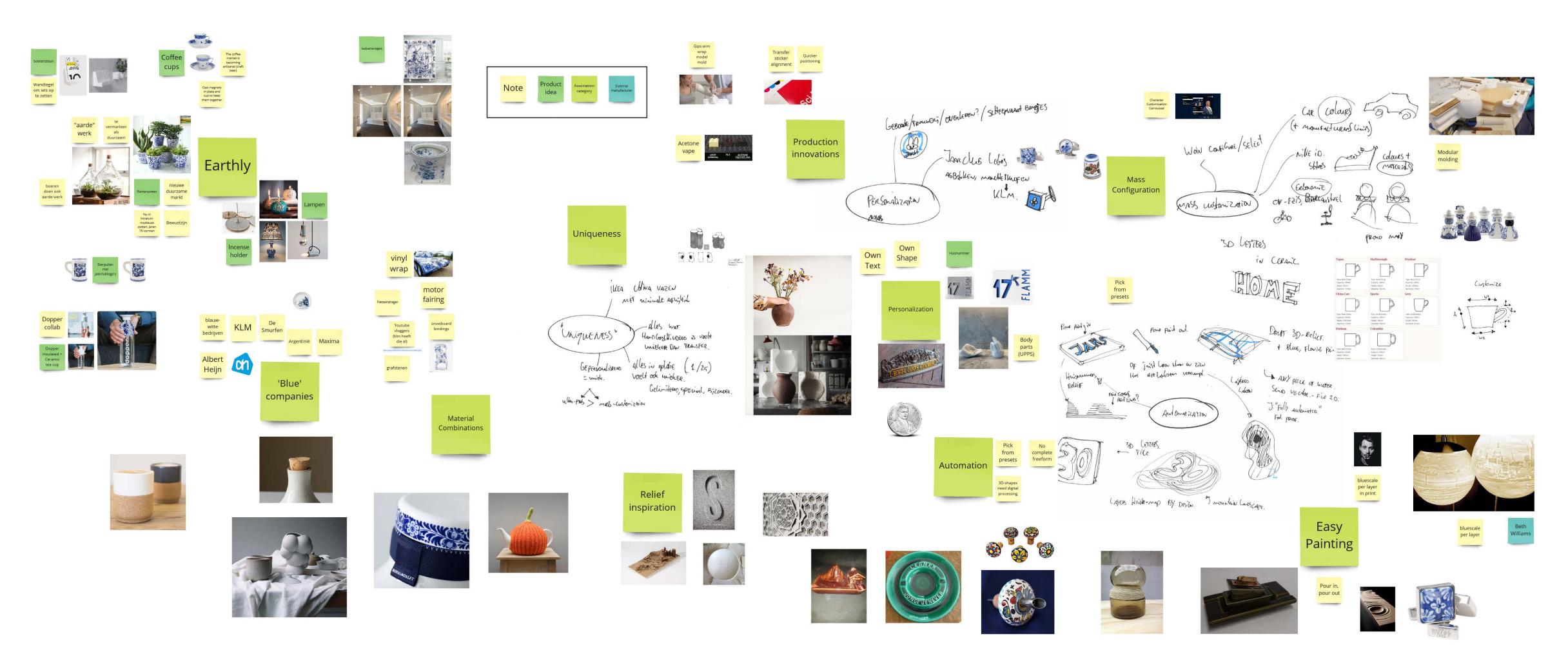


3D

printing

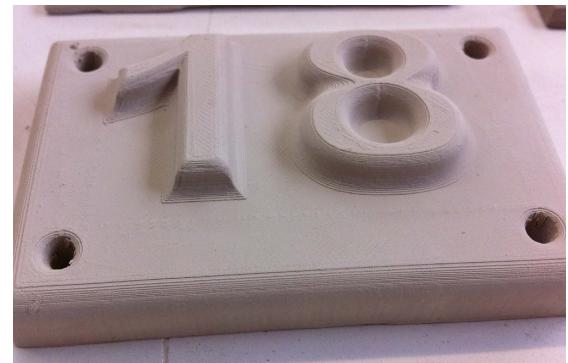
directly

Generating



Prototyping

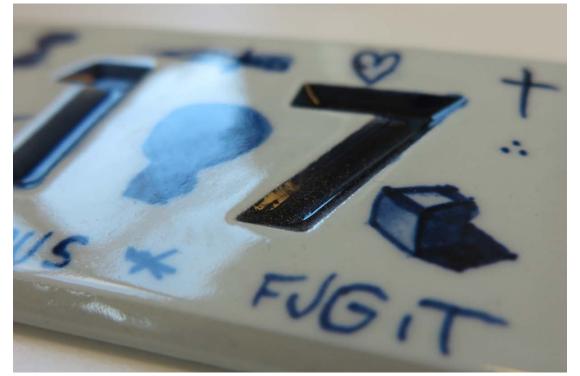








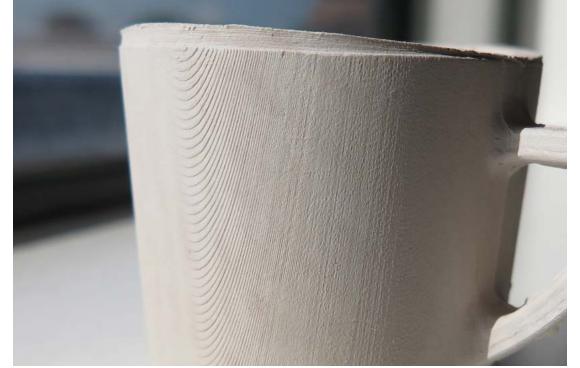


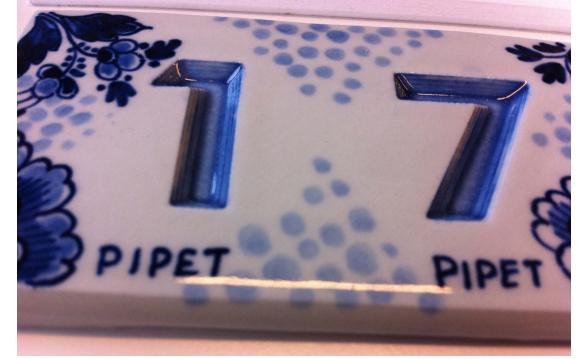












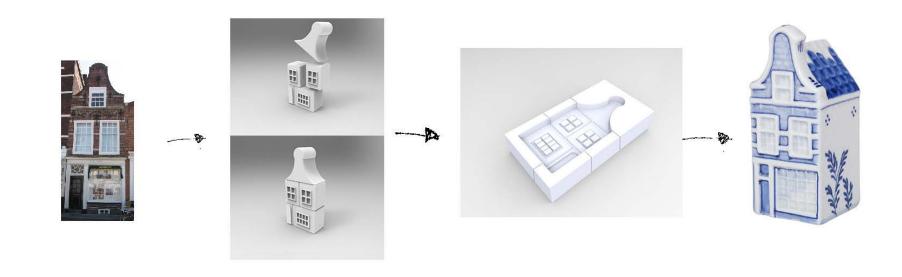


Concept Generation





1. Relief Mug



3. Miniature House



2. Personalized Tray

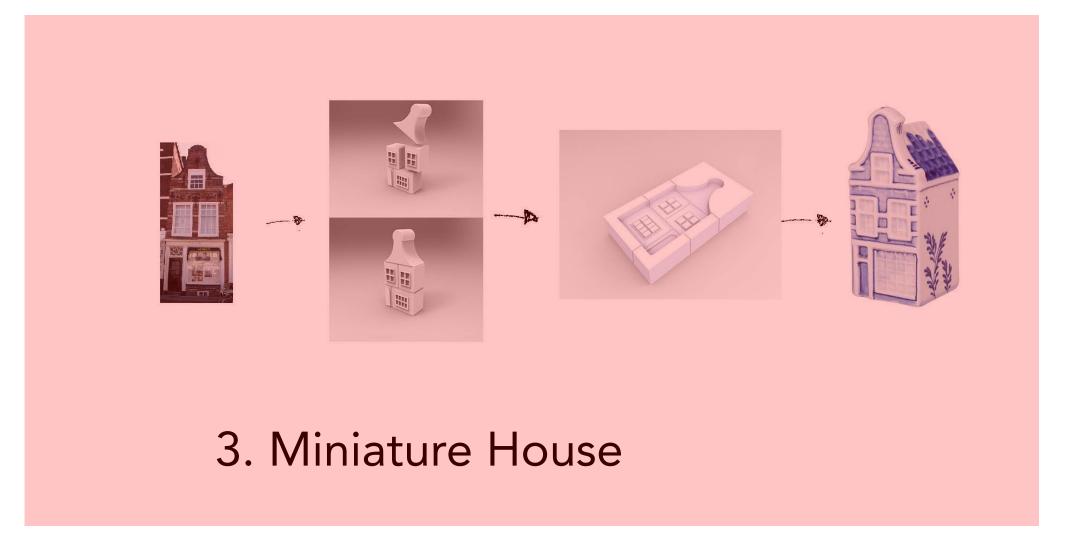




4. Name & Numberplate

Concept Generation



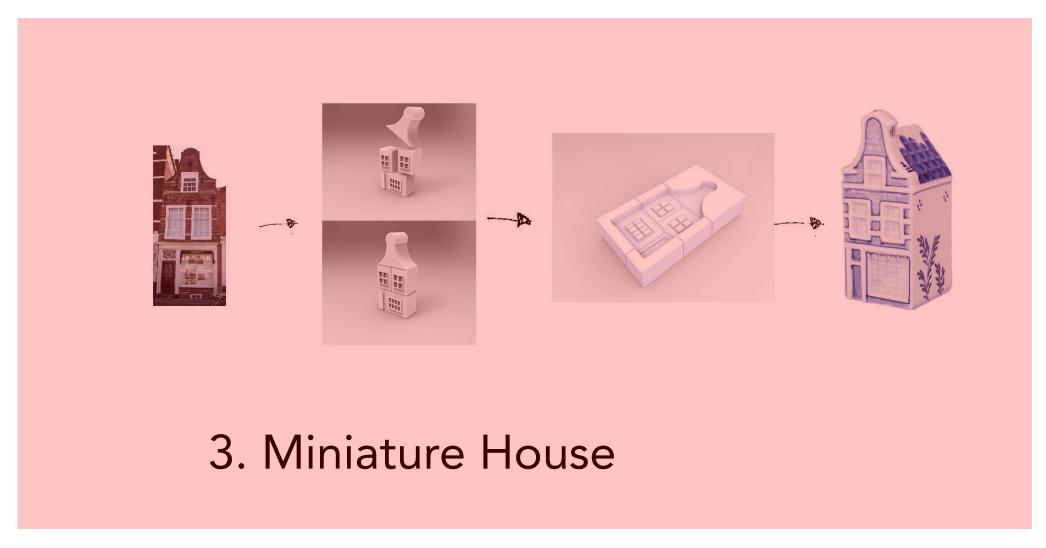


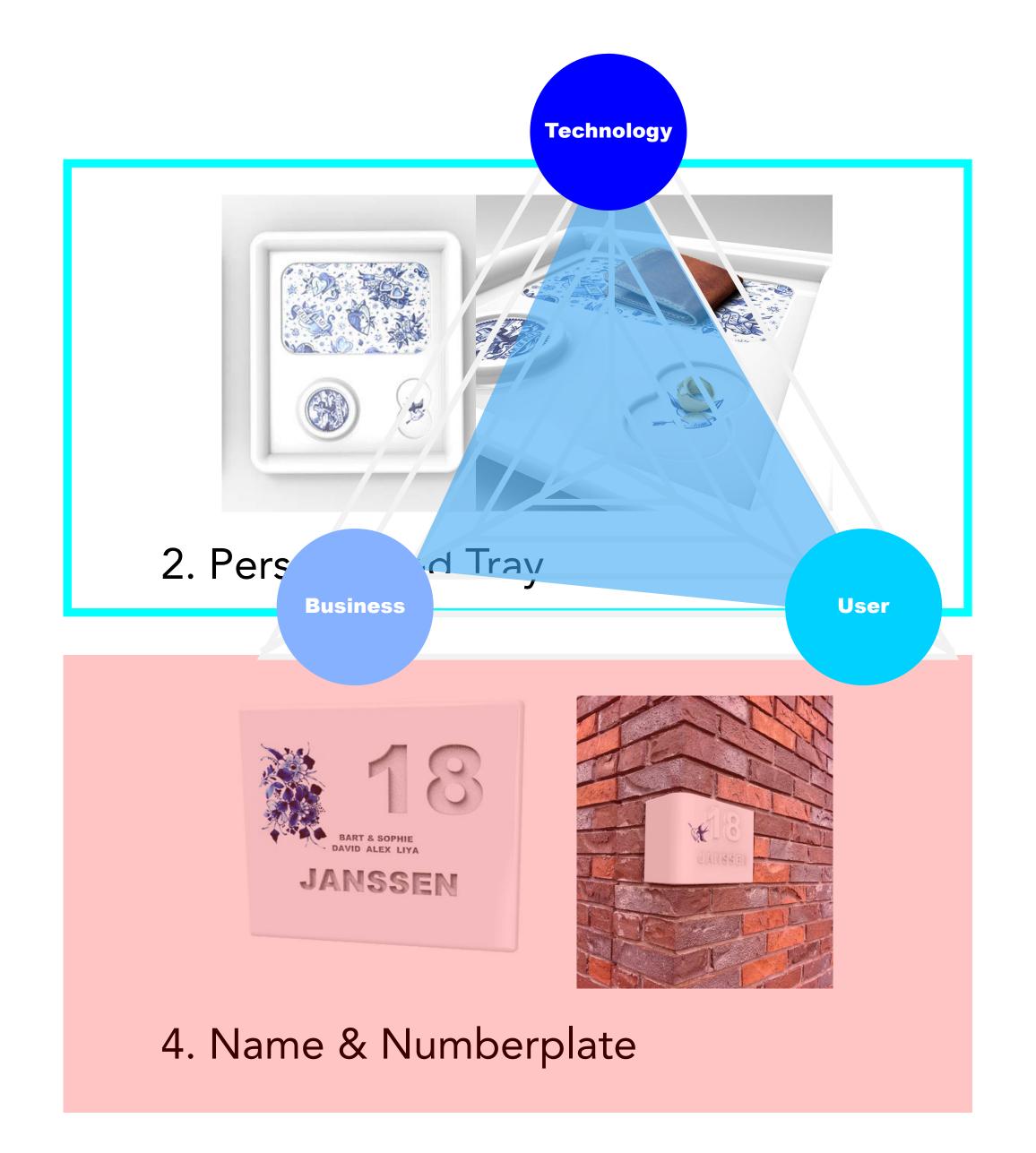




Concept Generation

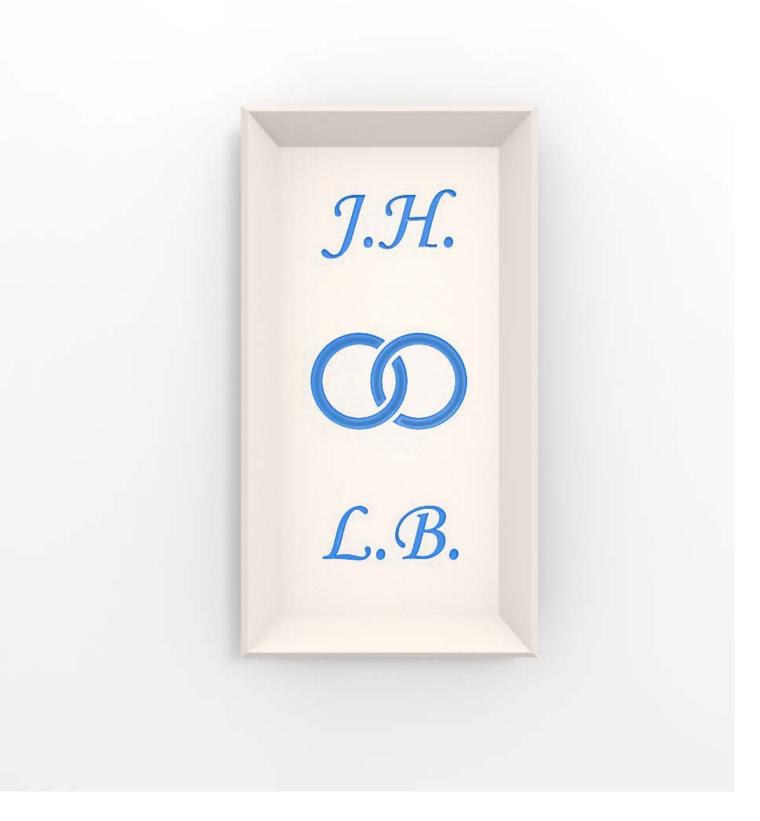






Personalized Tray





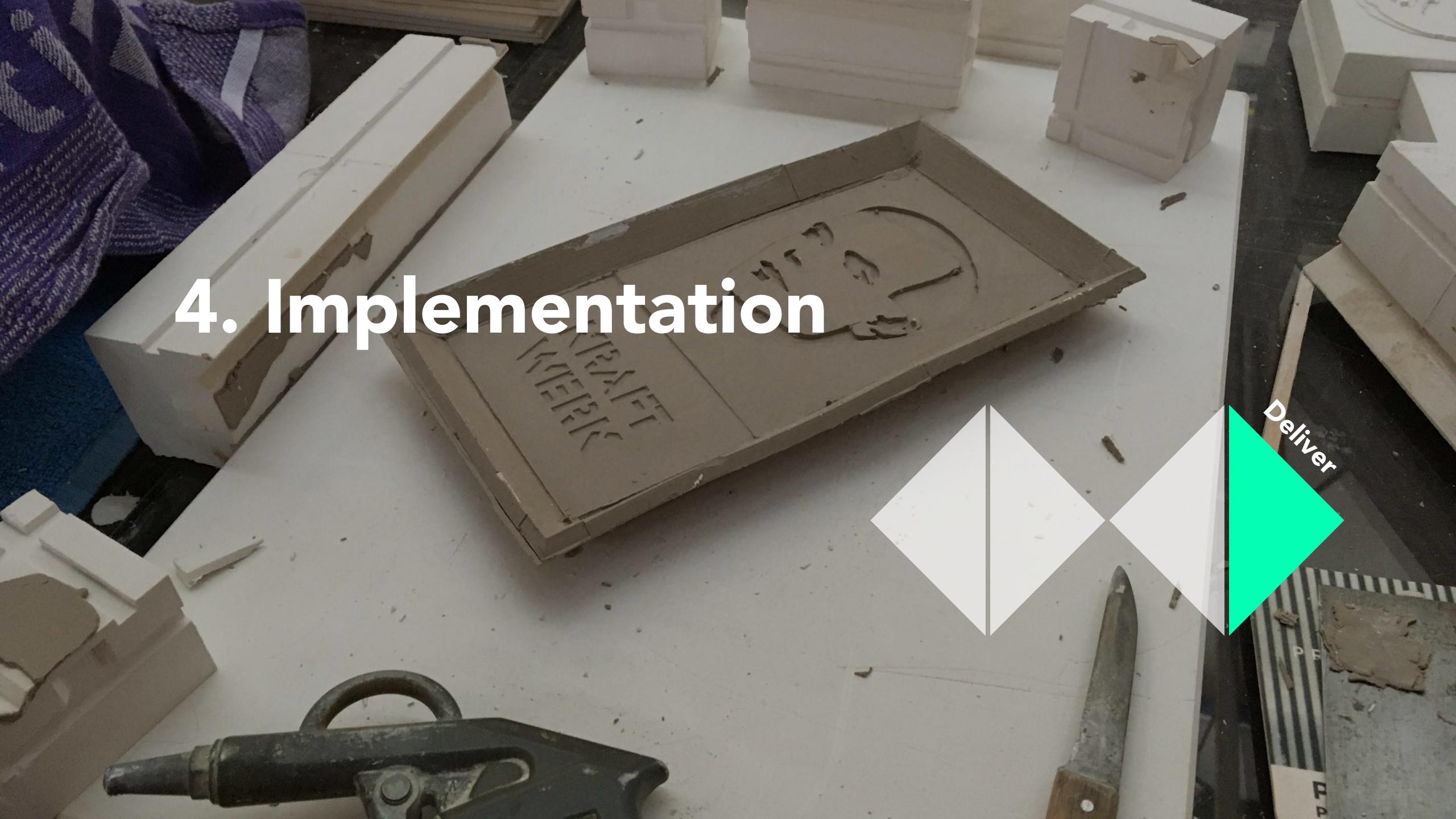


1. Configure

2. Text

3. Custom Vector



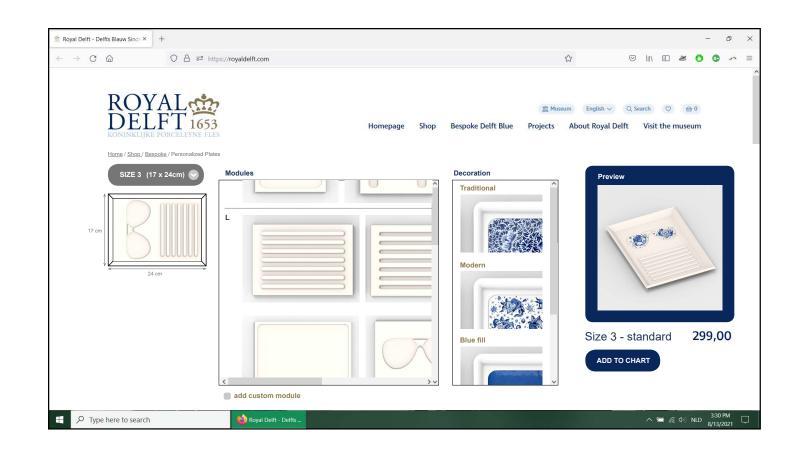


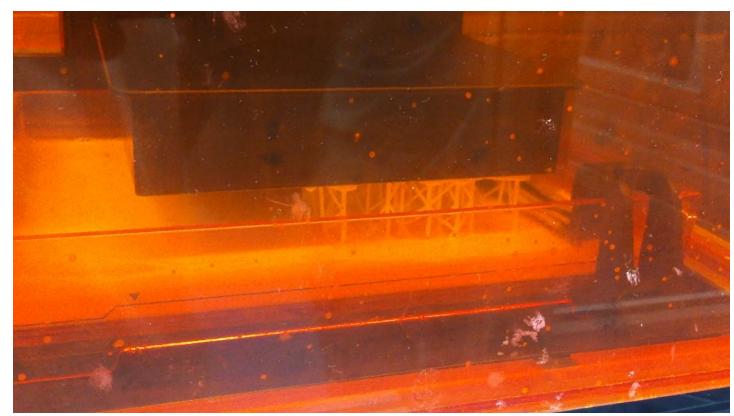
Personalized Tray - Trajectory Steps

1. User places order

(2. Printing custom module)

3. Mold Assembly

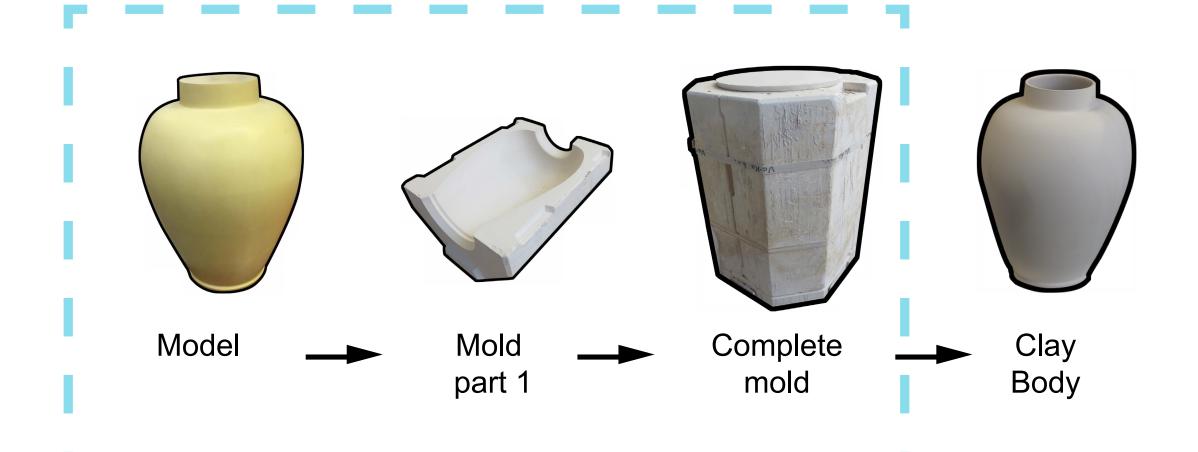






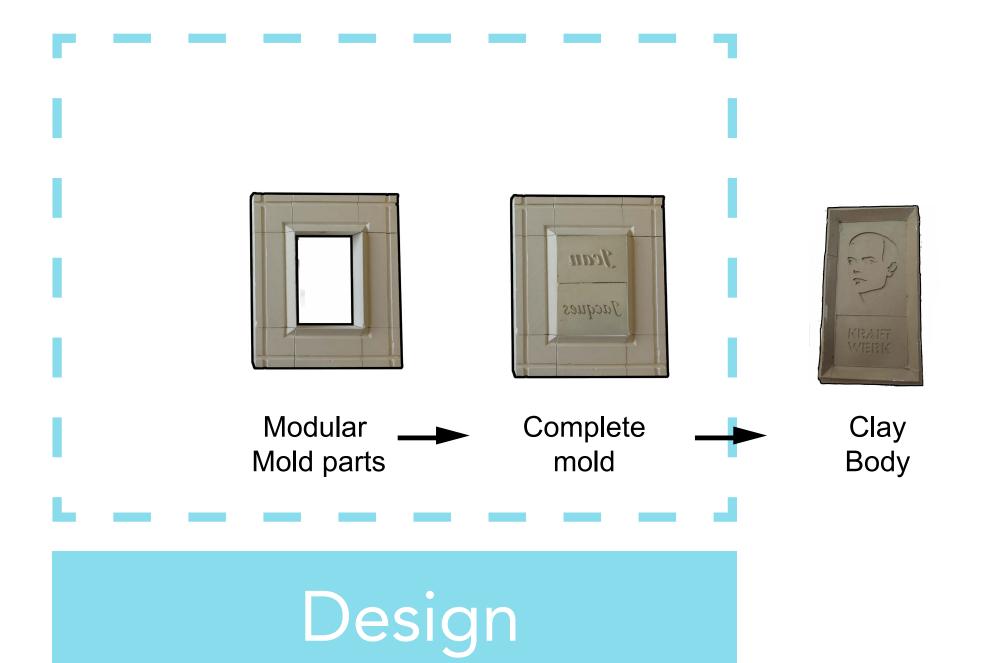
Tray Production

Current Trajectory



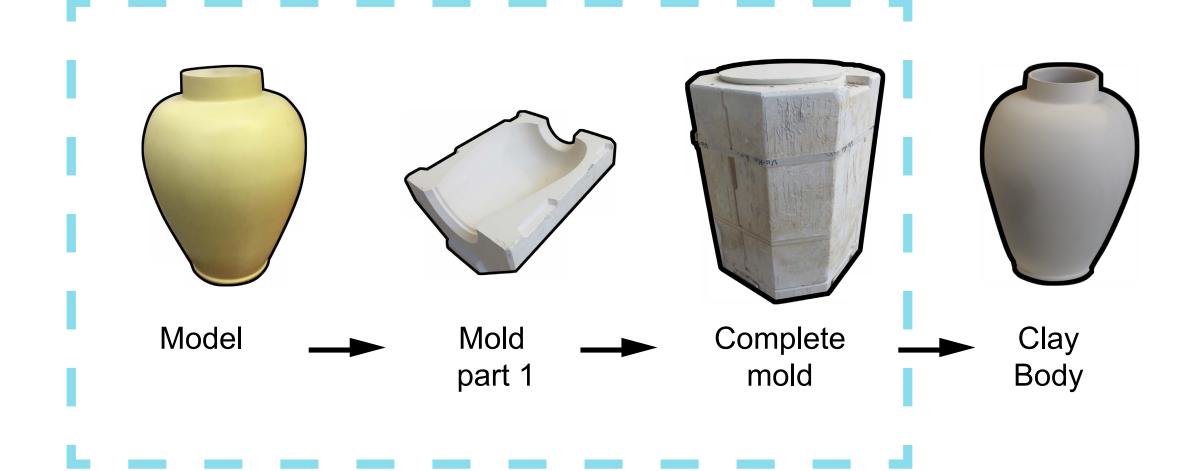
Design

New Trajectory



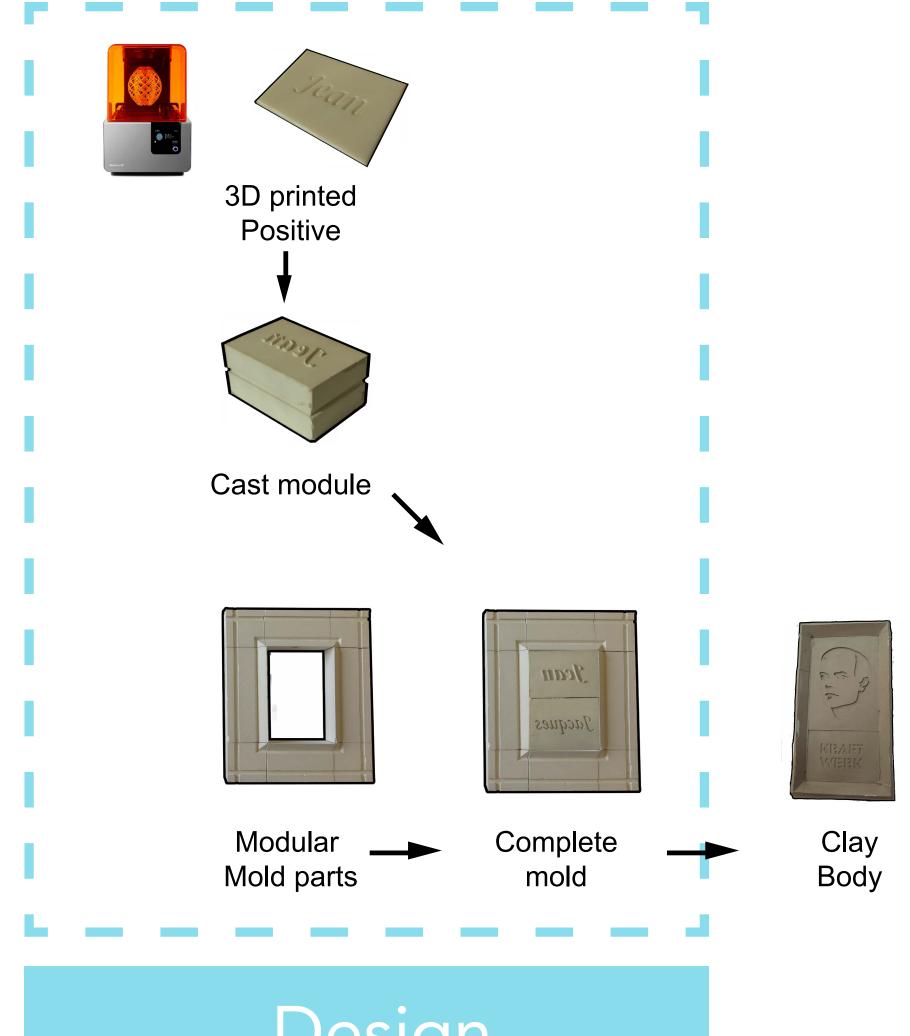
Tray Production

Current Trajectory



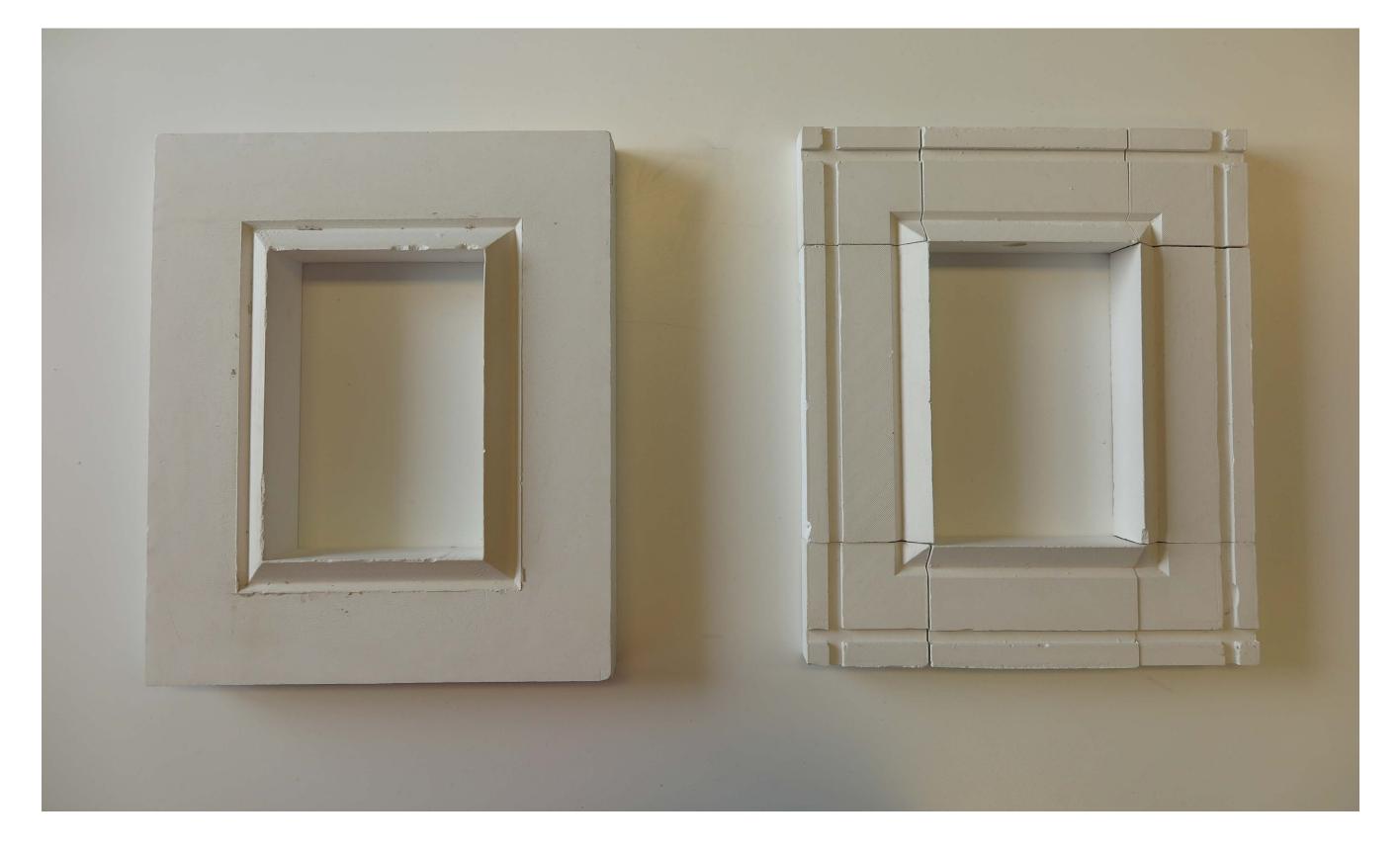
Design

New Trajectory



Design

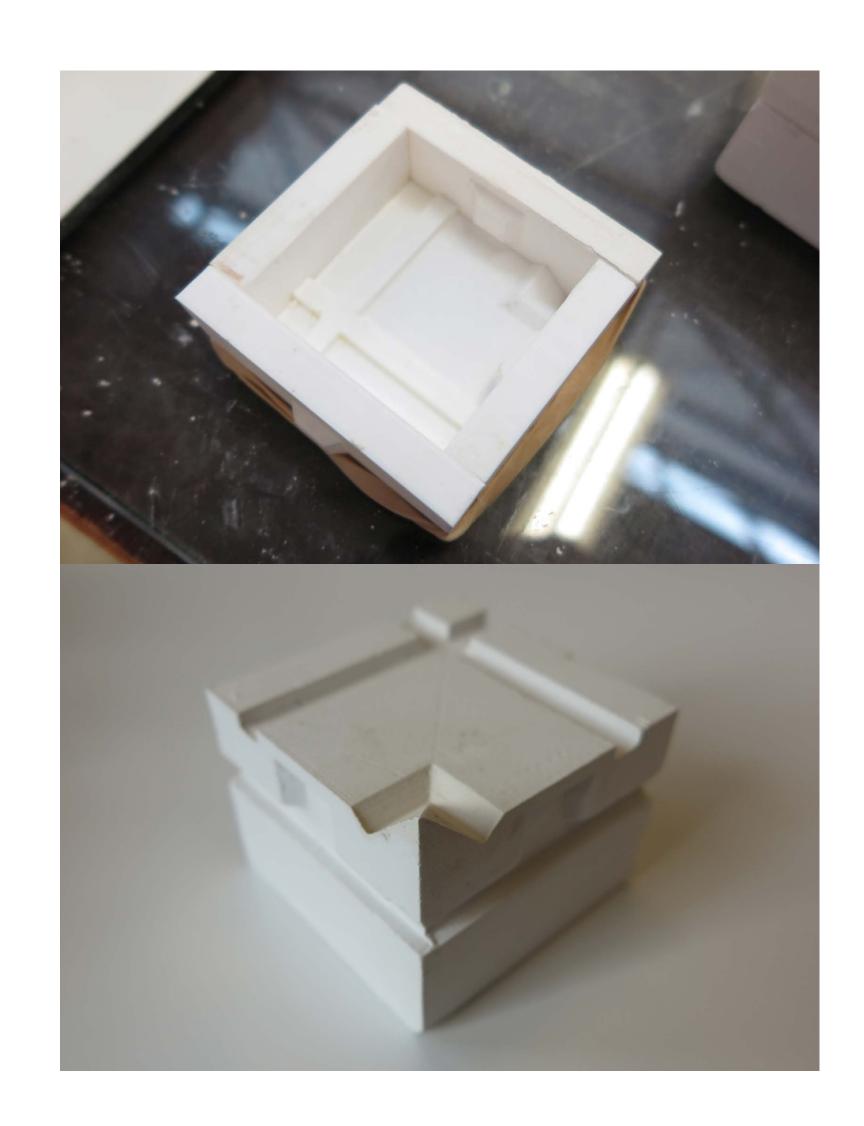
Mold - Versions

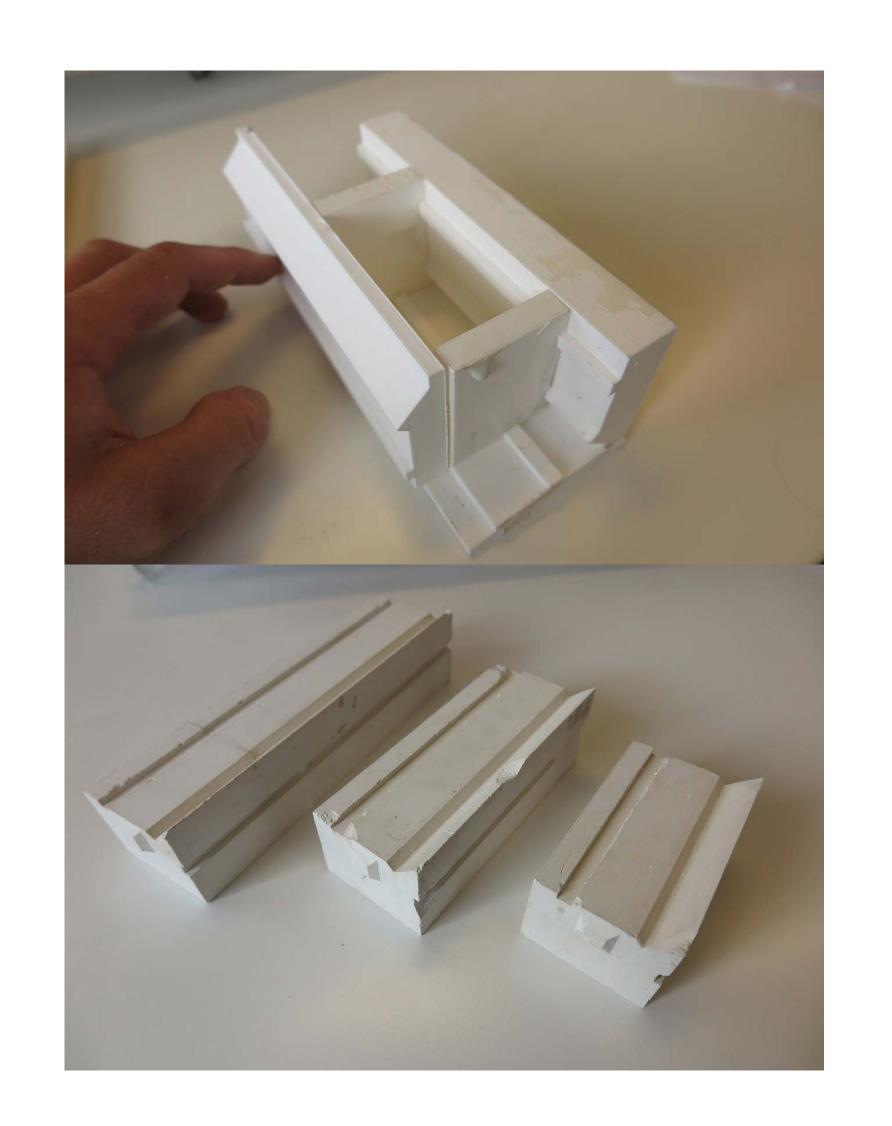


Version 1: Fixed Brim

Version 2: Modular elements

Mold - Sides





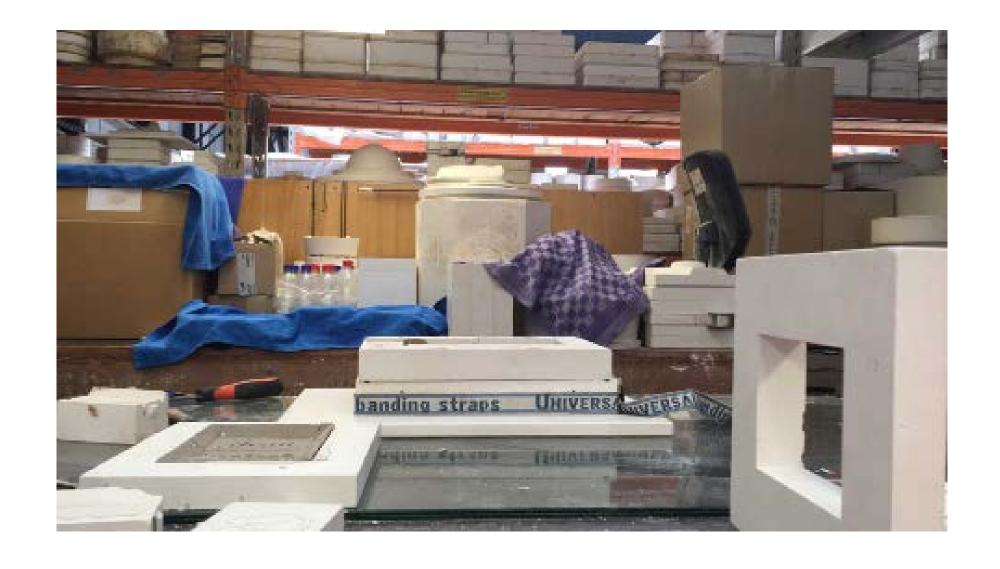
Mold - Inserts



Mold - Inserts

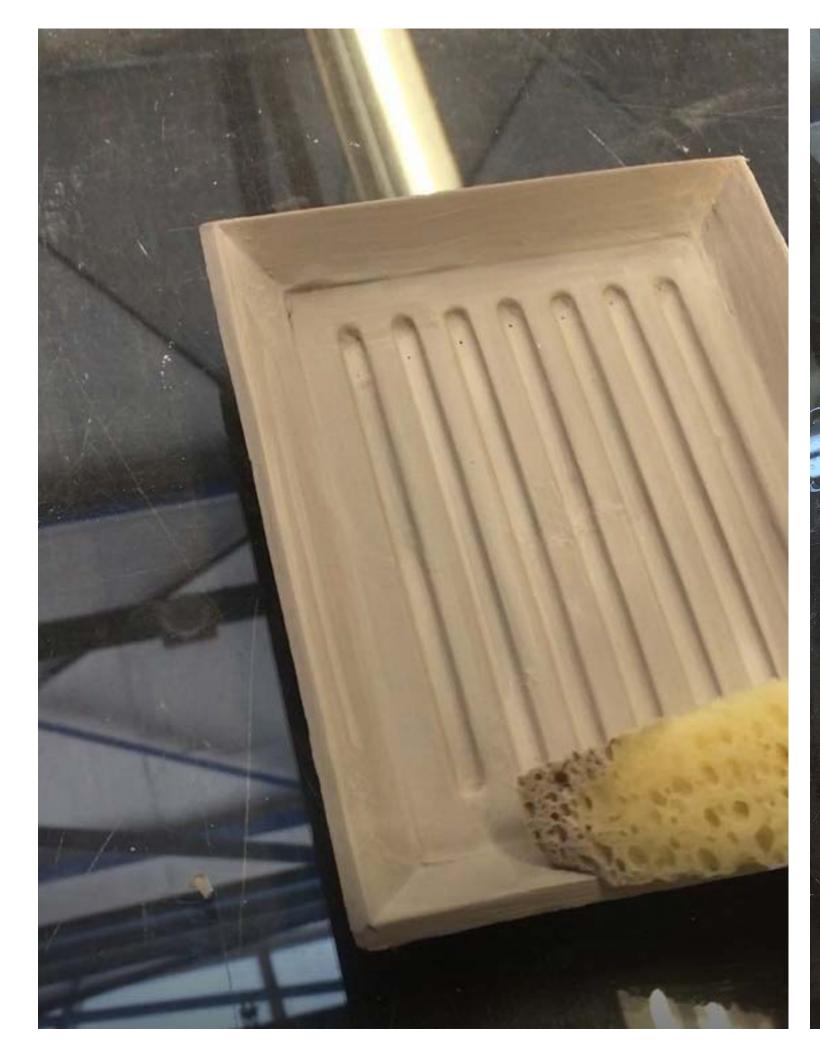








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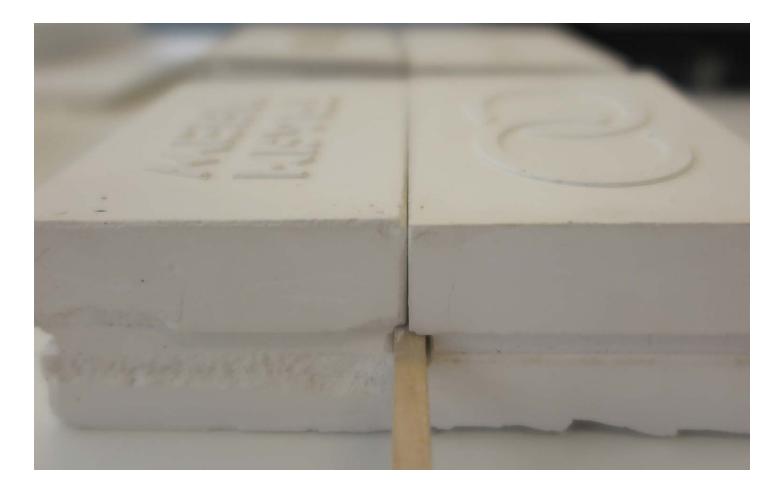
Prototyping Improvements

Geometric shape
Surface quality
Angles
Block dimensions





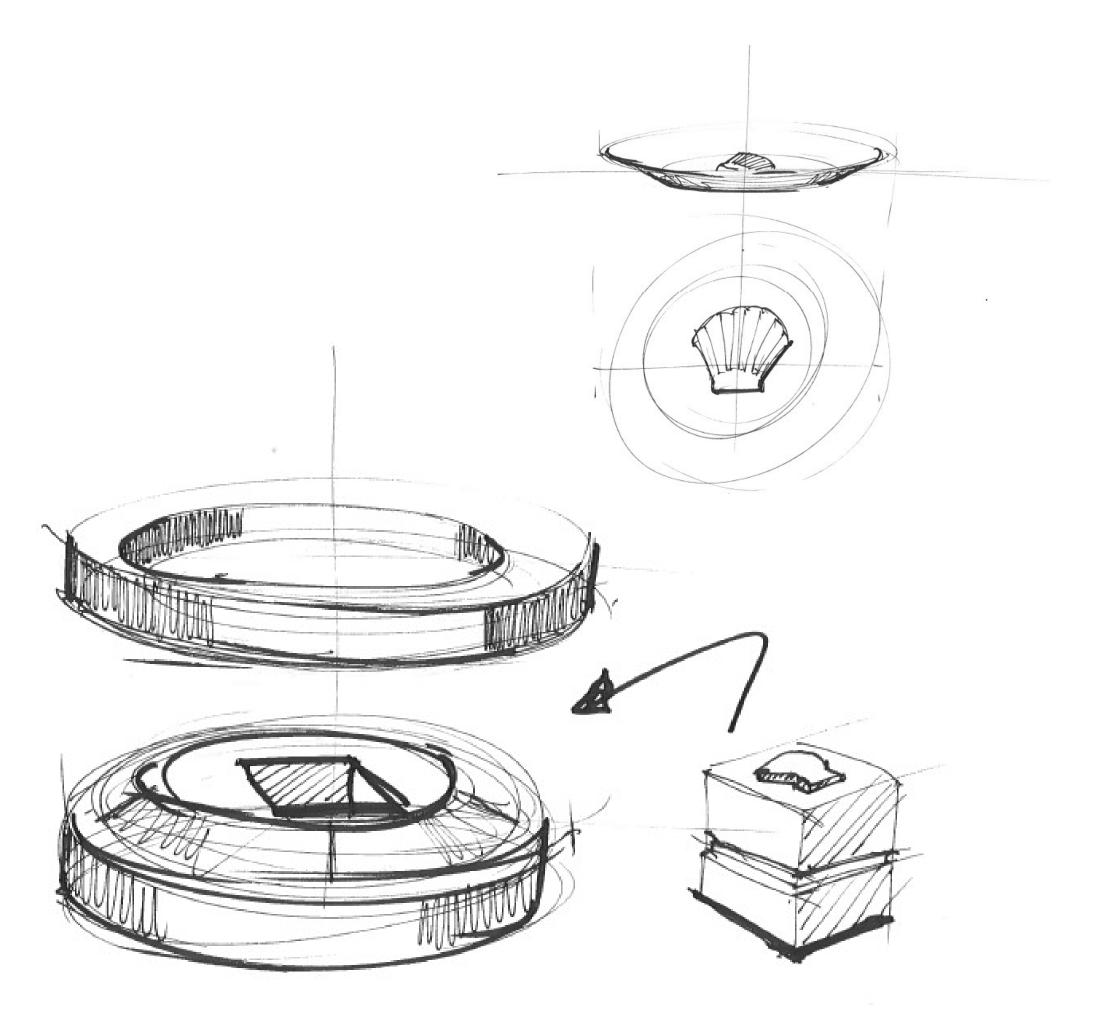




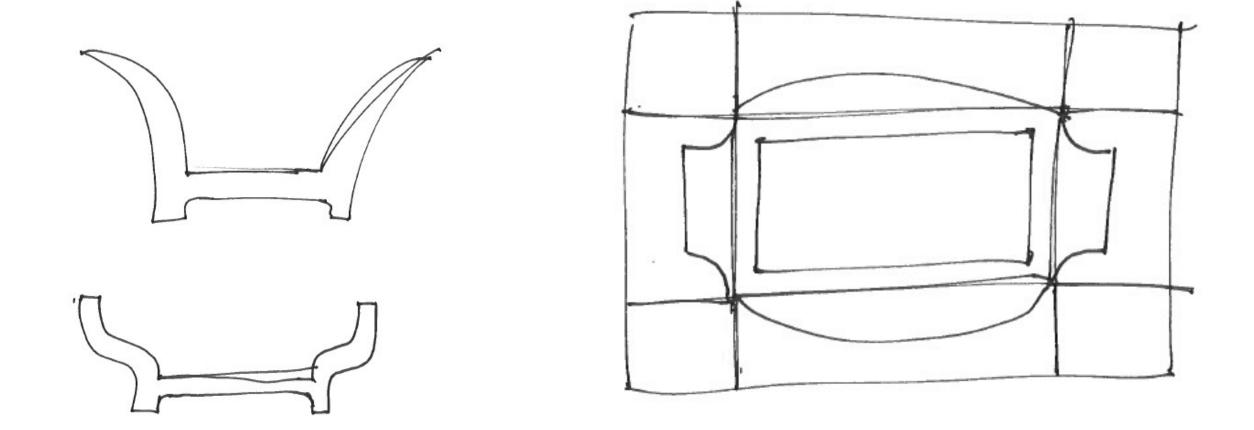
Future stage 1: Flat shapes

Predetermined "Relief custom shapes"

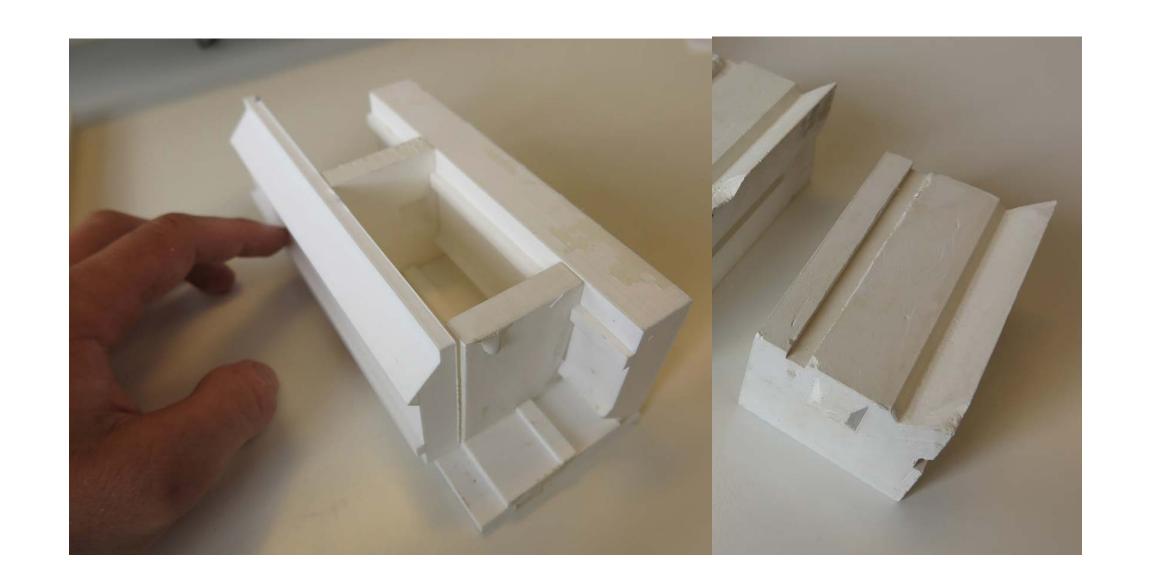




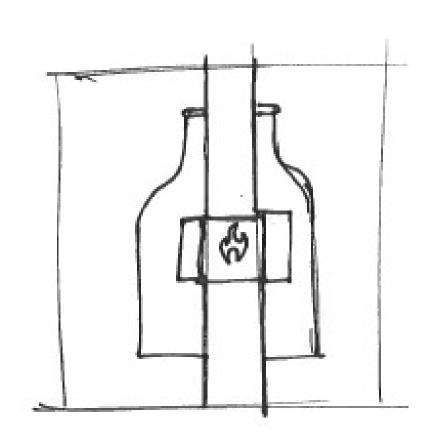
Future stage 2: Contours



Edge variation
1 system for all flat shapes

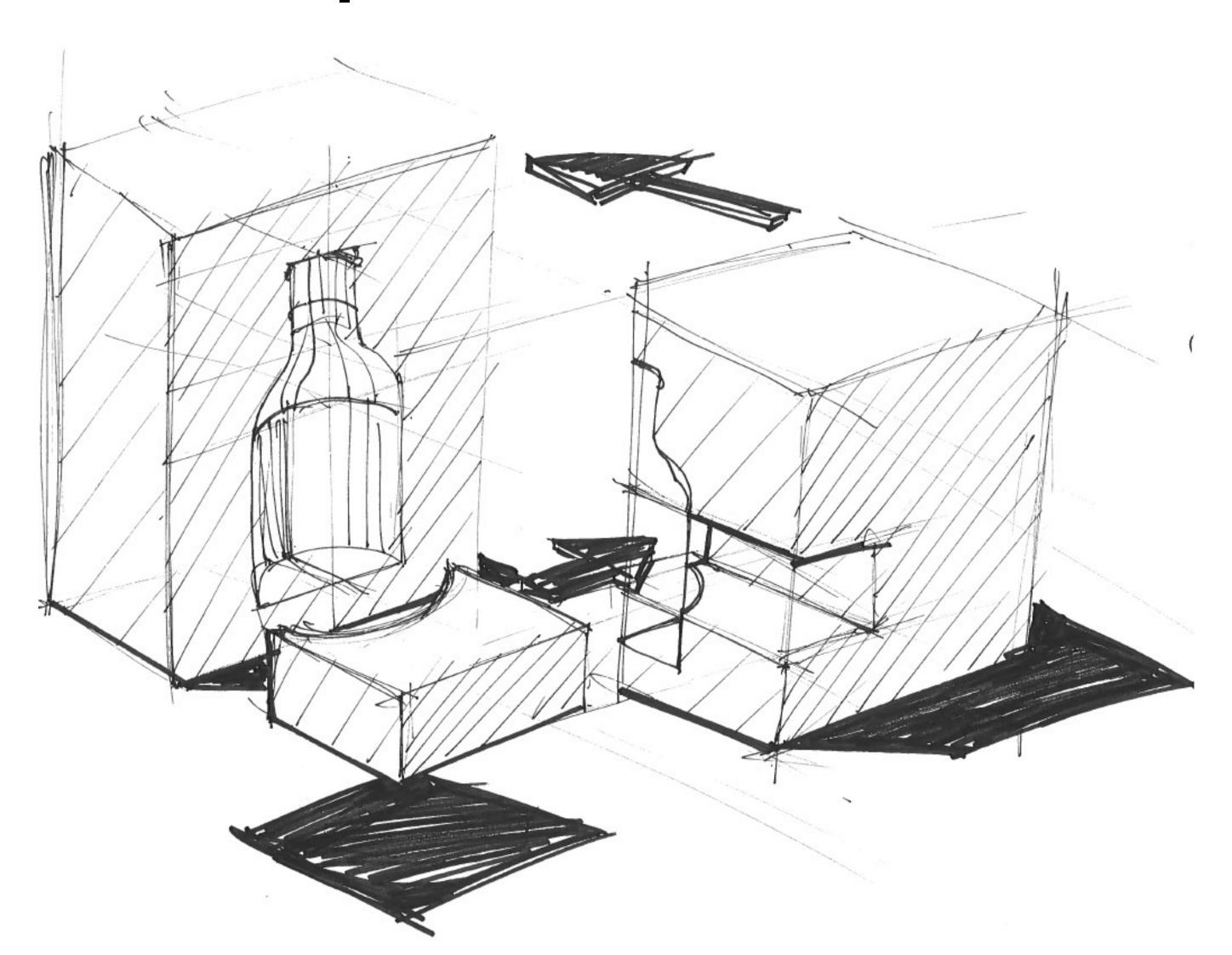


Future stage 3: Inserts in 3D shapes



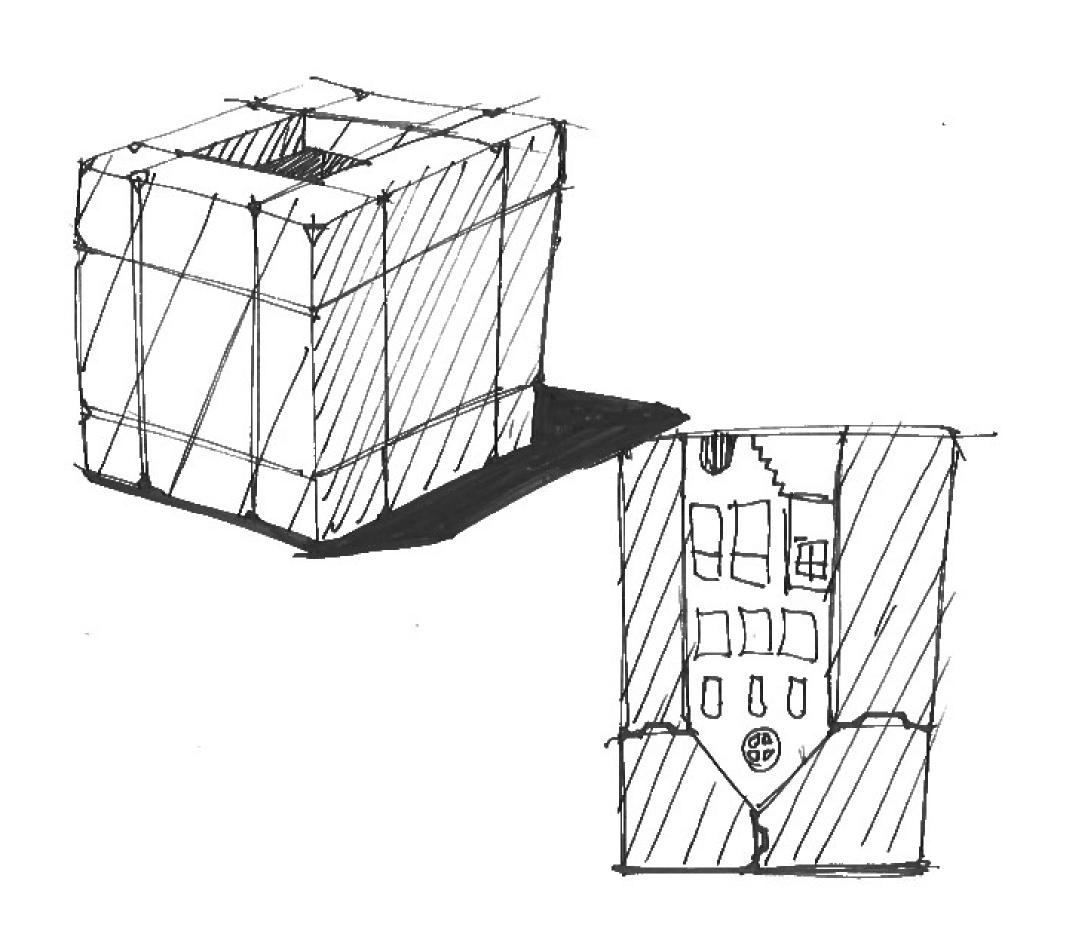






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Future stage 4: 2D to 3D

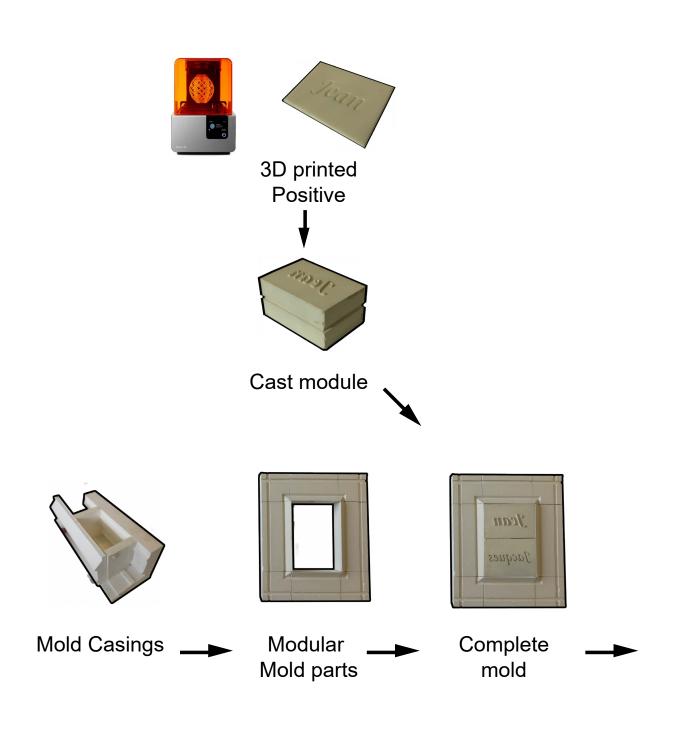






Conclusion

Production Approach



Showcase Product



Future Applications

