## **Student Bootcamp** A Friendly Guide for Your Fab Academy Journey

# FAB ACADEMY

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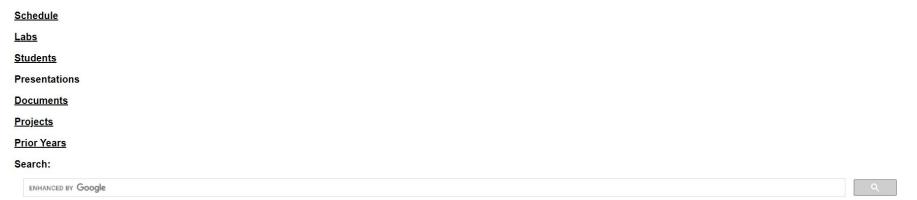
## **GENERAL TIPS**

## **IMPORTANT LINKS**

- Fab Academy 2023
- <u>Schedule</u>
- Inventory
- Assessment Nueval
- <u>Tutorials</u>
- Fab Academy Student Agreement
- <u>Projects</u>
- **Programmers**
- Image compression
- <u>Video compression</u>
- <u>Videos of Reviews, classes, recitations</u>



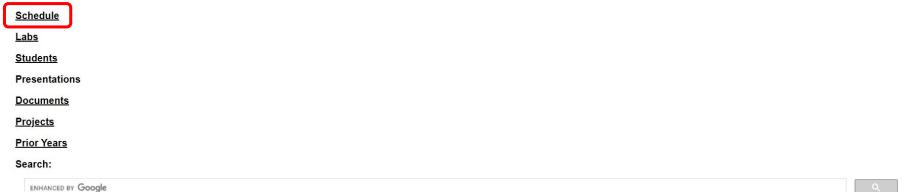
The Fab Academy 2022







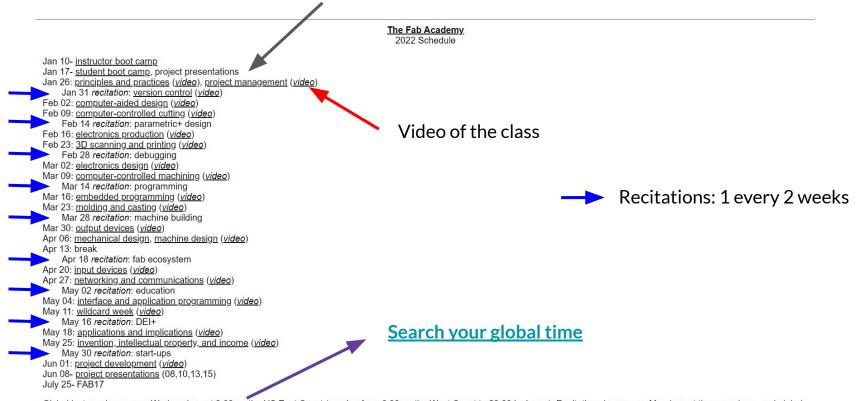
The Fab Academy 2022





## Schedule

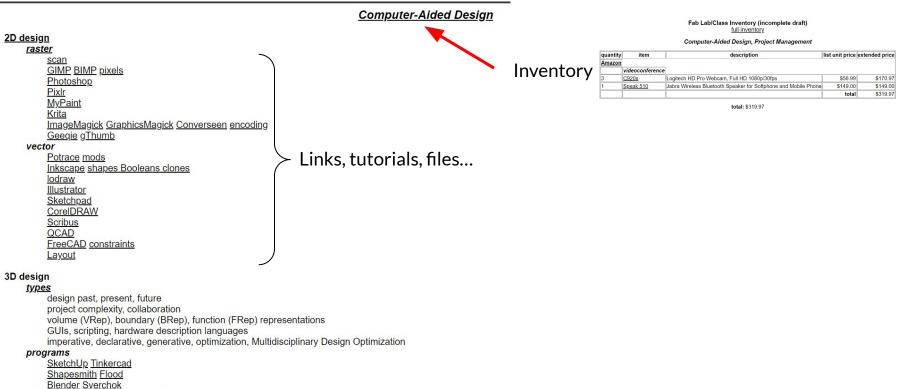
#### Info of the class (links, tutorials...)



Global lectures happen on Wednesdays at 9:00 on the US East Coast (ranging from 6:00 on the West Coast to 23:00 in Japan). Recitations happen on Mondays at the same hour, and global lab sections and regional reviews are scheduled throughout the week.



#### Class



sculpting rendering animation ZBrush Rhino Grasshopper Kangaroo

#### Assignments

#### assignment

model (raster, vector, 2D, 3D, render, animate, simulate, ...) a possible final project, compress your images and videos, and post a description with your design files on your class page

#### assignment

group assignment:

- test the design rules for your 3D printer(s)

individual assignment:

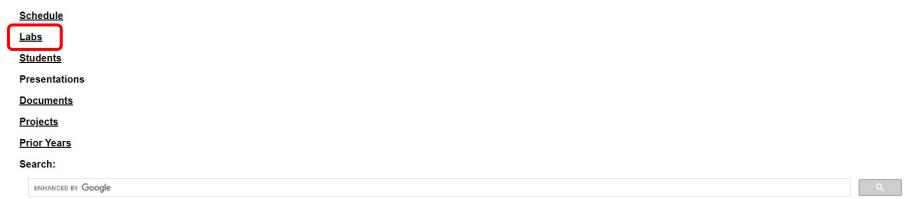
 design and 3D print an object (small, few cm<sup>3</sup>, limited by printer time) that could not be made subtractively

FAB ACAD

- 3D scan an object (and optionally print it)



The Fab Academy 2022





### Labs



<u> Aalto Fablab (Espoo, Finland)</u>

AgriLab (Beauvais, France)

Al Jazri Lab (Sharjah, UAE)

Fab Lab Amsterdam - Waag (Amsterdam, Netherlands)

Fab Lab Bangalore (Bangalore, India)

Fab Lab Barcelona (Barcelona, Spain)

Fab Lab Benfica (Lisboa, Portugal)

Berytech Fab Lab (Beirut, Lebanon)

BOLD Lab Seoul (Seoul, Korea)

Fab Lab Bhutan (Thimpu, Bhutan)

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Websites of the different Fab Labs: Student website, Group Assignments, Machine...

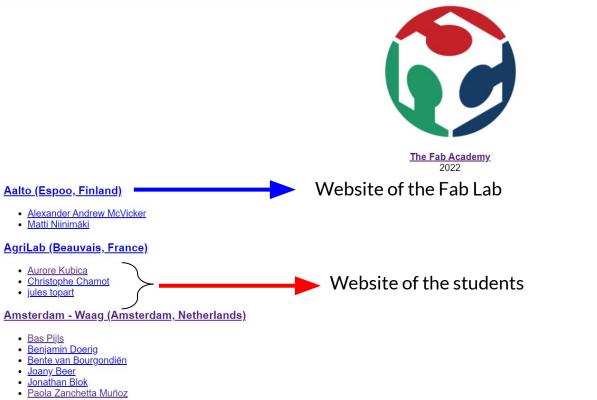




The Fab Academy 2022



## Students



**FAB ACADEMY** 

1111101000

- Saco Heijboer
- Sander Blom



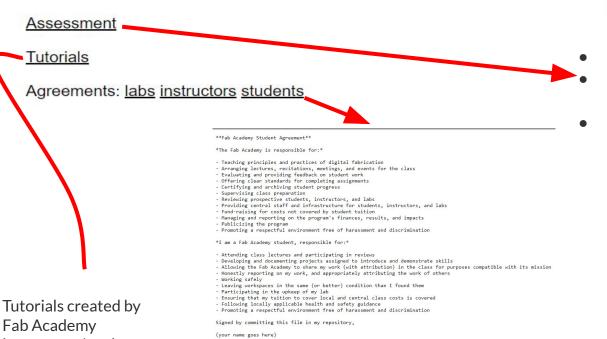
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## Documents



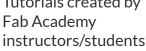
#### Fab Academy 2022 Documents

- The assignments (what you'll do)
- What we want you to learn each week (why you're doing it)
- The base-line evidence/proof/things you need to show about what you've learnt each week (what you did and how you did it).

#### **CRITERIA FOR NUEVAL**

FAB ACADEMY

You should **read it**, and **upload a copy signed** to your repo.



#### Assessment

Type to search

 $\equiv$  A

#### Introduction

General Essentials

Commercial Board Policy

Principles and Practices, project man...

Computer-Aided Design

Computer-Controlled Cutting

Electronics Production

3D Scanning and Printing

Electronics Design

Computer-Controlled Machining

Embedded Programming

Mechanical Design, Machine Design

Input Devices

Molding and Casting

Output Devices

Networking and Communications

Interface and Application Programming

Wildcard Week

#### Fab Academy 2023 Assignments and Assessment

#### Maintenance This document is under maintenance

Created by Anna Kaziunas France & Bas Withagen (2015) Maintaned by Jani Ylioja, Steven Chew, Duaa Alaali, Ahmed Abdellatif, Rico Kanthatham and Pablo Nuñez

#### What is this document

During Fab Academy, you will learn how to envision, prototype and document your ideas through many hours of hands-on experience with digital fabrication tools. **This document outlines:** 

• The assignments (what you'll do)

- What we want you to learn each week (why you're doing it)
- The base-line evidence/proof/things you need to show about what you've learnt each week (what you did and how you did it).

#### Beware the changes

This is a living document. **Minor changes** will be made to this document soon **after each** Fab Academy **class**. You will find a mark at the top of each page stating:

CRITERIA FOR YOUR EVALUATION: NUEVAL

You have a section for each assignment



The Fab Academy 2022



Search:

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#### Projects

pub

P pub

Group ID: 1484 Request Access

public, publication

Subgro	ups and projects Shared projects Archived projects	Search by name	Last updated 🗸
P	programmers 🌐		🗅 0 🗖 8 🏝 3
	<b>Tools (D)</b> Various software tools to make ones Fab life easier.		D0 🛛 1 🏝 1
	Inventory  The Fab inventory		🗅 0 🗍 1 🏝 1
	projects Subgroup for shared public projects		<b>D</b> 2 <b>D</b> 3 <b>&amp;</b> 4
	libraries  Group for shared libraries		口1 口1 路1
	Hello world () Group for hello-world projects and documentation		D 0 🛛 2 🏝 1
	Tutorials  Tutorial repository to be updated continuously.	★ 0	1 week ago
	project index	-	

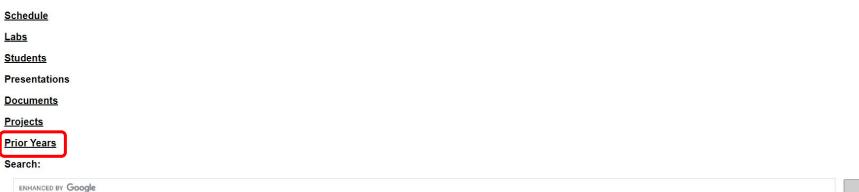
You will find the new programmers, libraries, hello world, Resources...

**FAB ACADEMY** 

**D** ~



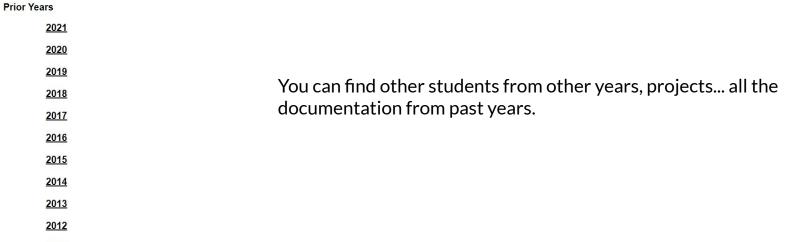
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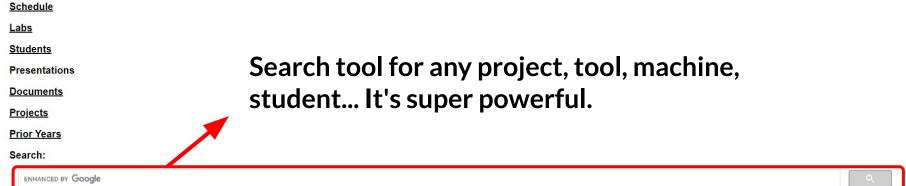
#### **Prior Years**







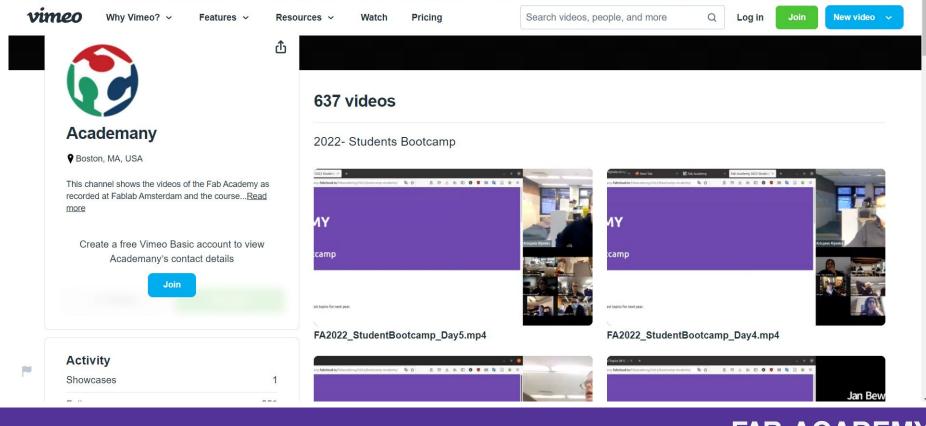




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## Vimeo: Videos



#### Image compression

GIMP compress resize batch ImageMagick list formats: convert -list format JPG: compressed PNG: uncompressed convert PNG to JPG: convert input.png output.jpg convert all PNGs to JPGs: mogrify -format jpg \*.png convert SVG to PNG at 1000 DPT: convert -density 1000 -units PixelsPerInch input.svg output.png compress JPG to quality 50% width 1000: convert input.jpg -quality 50% -resize 1000 output.jpg compress all JPGs to quality 50% width 1000: mogrify -quality 50% -resize 1000 \*.jpg



#### Video compression

HTML5 MP4 ffmpeg encoding

variable bit rate 1080p MP3:

ffmpeg -i input\_video -vcodec libx264 -crf 25 -preset medium -vf scale=-2:1080 -acodec libmp3lame -q:a 4 -ar 48000 -ac 2 output\_video.mp4

fixed bit rate 1080p MP2:

ffmpeg -i input\_video -vcodec libx264 -b:v 1000k -vf scale=-2:1080 -acodec mp2 -b:a 256k -ar 48000 -ac 2 output\_video.mp4

no audio:

ffmpeg -i input\_video -vcodec libx264 -b:v 1000k -vf scale=-2:1080 -an output\_video.mp4

crop size (width:height:xoffset:yoffset):

ffmpeg -i input\_video -vf crop=1500:800:200:100 -vcodec libx264 -b:v 1000k -an output\_video.mp4

trim time (-ss start time, -t duration):

ffmpeg -i input\_video -vcodec libx264 -b:v 1000k -an -ss 00:00:10 -t 00:00:10 output\_video.mp4

mix audio and video:

ffmpeg -i input\_video -vcodec libx264 -b:v 1000k -vf crop=1120:876:0:100 -i input\_audio -acodec mp2 -b:a 256k -ar 48000 -ac 2 -ss 00:00:20 -t 00:00:20 output\_video.mp4

crop, pan, composite:

ffmpeg -i input\_video\_1 -i input\_video\_2 -filter\_complex '[1:v]crop=175:95:930:860[cropout];[cropout]scale=350:190[scaleout];[0:v][scaleout]overlay=10:10[outv]' -wap '[outv]' -vcodec libx264 -b:v 1000k -map 0:a numbered images to video:

ffmpeg -r 30 -i %04d.jpg -vcodec libx264 -b:v 1000k -vf scale=-2:1080 -an output\_video.mp4

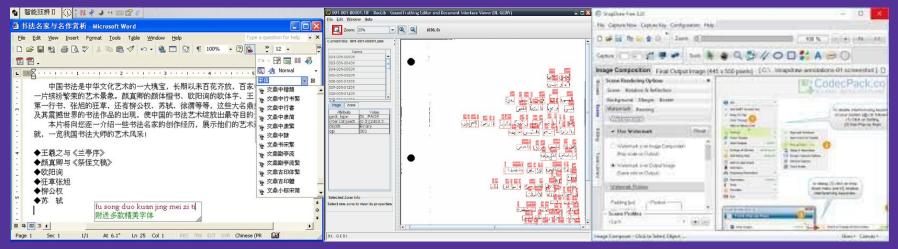


#### Keep and Write Notes In A Small Notebook



- Fast. Convenient. Better for memory recall
- Supplement to digital documentation
- Document as you go
- Quick sketches

## **English** for Documentation...Please



**General Recommendation: Switch Software to English for documentation.** If not possible, clarify images with detailed English explanations describing the procedural steps you made.

English is the communication standard for Fab Academy...and required for Global Evaluation.

## **The Assessment Book**



# ¿Whats is this document for?

- The assignments (what you'll do)
- What we want you to learn each week (why you're doing it)
- The base-line evidence/proof/things you need to show about what you've learnt each week (what you did and how you did it).



## NUEVAL

## **Communicate**...to Make Progress

It's a tool for all the people involved in the Fab Academy learning environment: Student, Local instructor and Global Evaluator. The only way to keep tracking of the learning path.

Give feedback to both your local evaluator as well as your global evaluator.
Work with evaluators toward graduation success!

Fab Academy 2020					Week 04, Electronics Production is finished.	2020-03-30 07:07	
♣ Home ♣ Final Projects	Local Assessment & Evaluation			adriantrains			
와 Local Evaluation 와 Global Evaluation	Local evaluation 2020-01-01 Instructor nunuromi		Electronics production		Dear Nuria. Week 04, Electronics Production is finished, you can start correcting whenever you	want	
	Principles and Practices	0	OVERALL PROGRESS				
	Project Management	0			Electronics Production 2020-04-22 06:51 2020-04-22 06:51		
	Computer-Aided Design	0				2020-04-22 06:51	
	Computer-controlled cutting	0					
	Electronics production	•					
	3D scanning and printing	•					
	Electronics design	•	UNIT DESCRIPTION		Hi Adrian,		
	Computer-controlled machining	•			Although you are the only student in your fablab, maybe its worth to create a separate page for the group assignments. It is not strictly mandatory because you documented the group assignment in your personal	r the group	
	Embedded Programming	•	Task: Electronics Production				
	Input Devices		Group assignment:		webpage, but recomendable	and the second second	
	Applications and Implications	•	Characterize the design rules for your PCB pro				

# How to make (almost) good photos and video

## Prepare you camera, smartphone and your computer

- Smaller Image Size
  - Open the **Camera** app on your device
  - Tap on the Settings icon which should look like gear as always
  - Select Picture Quality
  - Choose a reasonable image File Size > 1MB
- Compress Photo size -> Image Magick
- Compress Video size -> FFMPEG
- Canva
  - Templates.
  - Compress image
  - Video editing





#### **One Good Photo** is Worth 1000 Words





A

- Good light. Good focus. Horizontal.
- YOU making things

## Save Videos In the Repository



- Horizontal
- Short
- No watermark



#### 😔 Week 10: Input Devices

Assignments Week 1: Project Management & Web Development Week 2: Computer-Aided Design Week 3: Computer Controlled Cutting Week 4: Electronics Production Week 5: 3D Printing & Scanning Week 6: Electronics Design Week 7: Computer-Controlled Week 8: Embedded Programmin Week 9: Mechanical Design & Machine Design Week 10: Input Devices Week 11: Molding and Casting Week 12: Output Devices Week 13: Networking and Communications Week 14: Interface and Application Programming Week 15: Wildcard Week Week 16: Applications and Implications Week 17: Invention, Intellectual Property, and Income



Q Search

The sketch worked, but not quite exactly as intended. When the magnet waved over the sensor, the light changed state, and stayed that state until the magnet was flipped back over and waved over the sensor again. For the sake of the pill case, I want the state to flip only when

# **Time Management**

Α

## Time Management: The Weekly Marathon

#### Wednesday

- \*Neil Class
- Materials

#### **Friday**

•

- \*Group Assignment Work
- \*Individual Assignment Work

#### Sunday

- Final Assignment Work
- Documentation

#### **Tuesday**

- Regional Review
- Finalize Weekly Documentation



#### Thursday

- \*Local Review with your instructor
- Research
- \*Design work

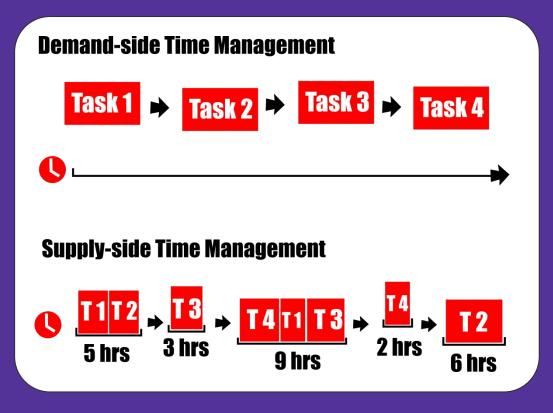
#### **Saturday**

- \*Individual Assignment work
- Documentation
- > Global Open
  - Time

#### Monday

- \*Recitation
- Local Review

#### Parse Your Available Work Time

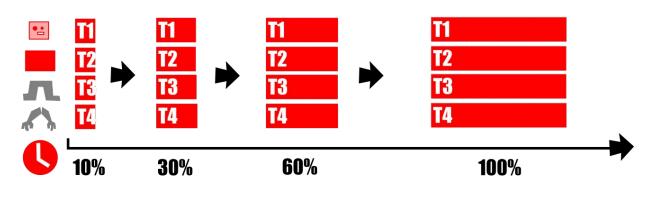


• Use Supply-Side not Demand-Side

- Assess available time...not tasks
- Fit tasks into available time

#### **Parallel** not Series

#### **Parallel Development**



- Progress all tasks at a parallel pace
- Don't finish one before starting the next task

### **Global Open Time** Friendly Guides for Your Fab Academy Journey



Pablo Nuñez Rico Kanthatham Adrián Torres

# FAB ACADEMY

### You Are Not Alone.

Ρ

## Where everybody knows your name...

### EST. 1895

# and your face :)

### What is **Global Open Time**?



### 10:00AM - 12:00AM EDT Saturday Zoom MCU Room

- Get together with **friends**...in a **fun** place
- Discuss questions and concerns...find answers...most of the time :)
- Seek advice to **focus and redirect** assignments or Final Project

**Enjoy every moment of your** Fab Academy journey... We are here for you. FAB ACADEMY 

### **FINAL PROJECT**

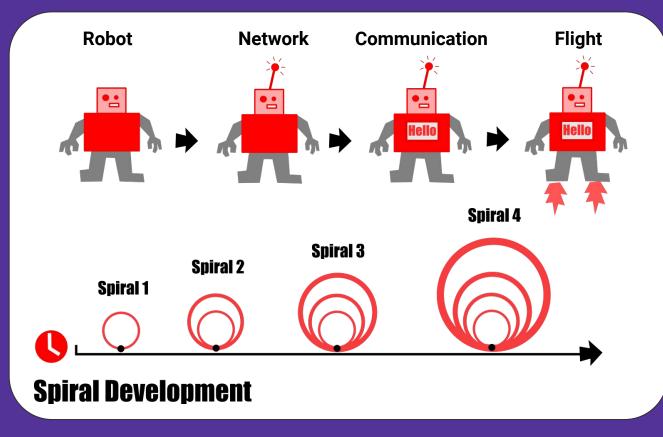
# FAB ACADEMY

#### Fab Academy Final Project Requirements

- Incorporate 2D and 3D design
- Additive and subtractive fabrication processes.
- Electronics design and production
- Embedded microcontroller design, interfacing and programming
- System integration and packaging

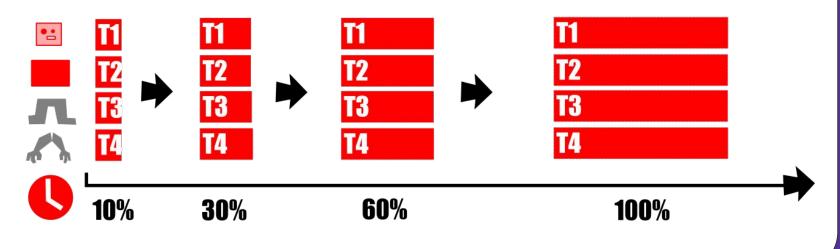
Align your personal goals with the final projects requirements. Motivation >> Success.

#### Make Complete Incremental Project Versions



#### **Complete Sub-Systems In Parallel**

### **Parallel Development**



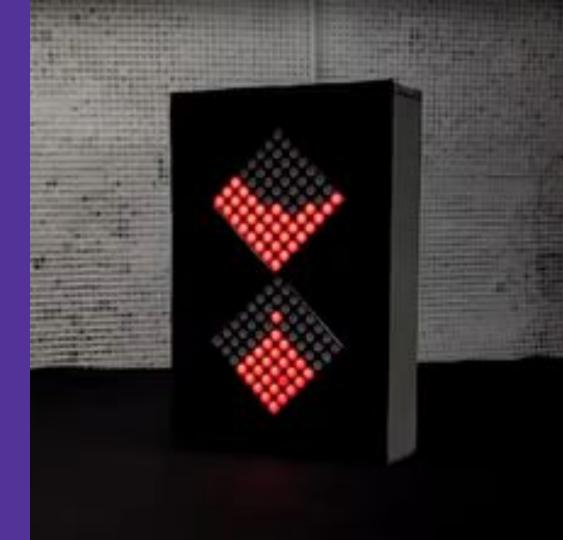
#### Final project: The Good, the Bad and the Ugly



### THE GOOD ONE

- Simple (KISS)
- Clear Purpose (its clear what should do)
- Nice Designed (not a box)

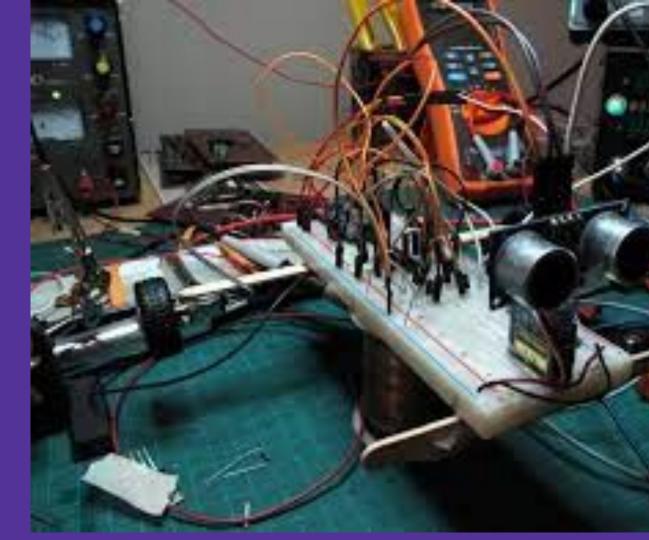
...it's your objective.



### THE BAD ONE

- Complex
   Unclear
   Purpose
- Awkward
   Design

...but it still does what it's supposed to do.



### THE UGLY ONE

- Doesn't Work
- Doesn't Meet Requirements
- Hard to watch

...it does not show your mastery in anything

