

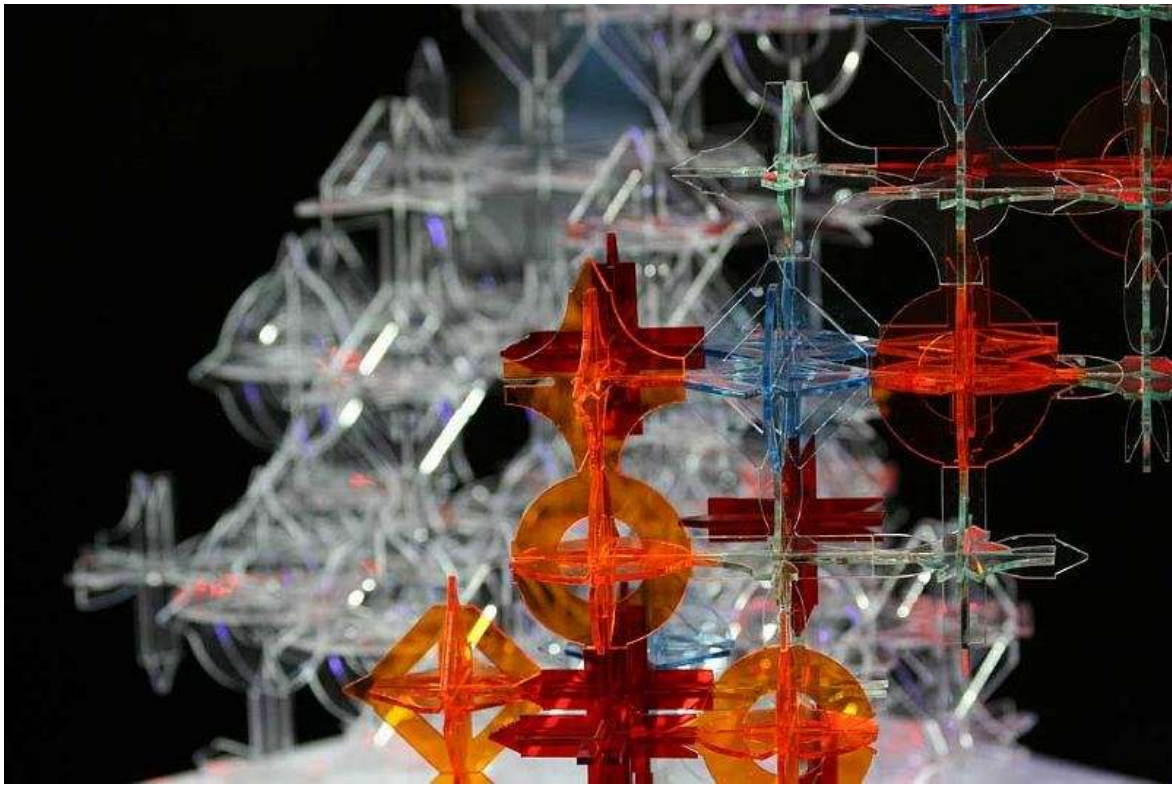
Automake : This collaborative project is being undertaken by:

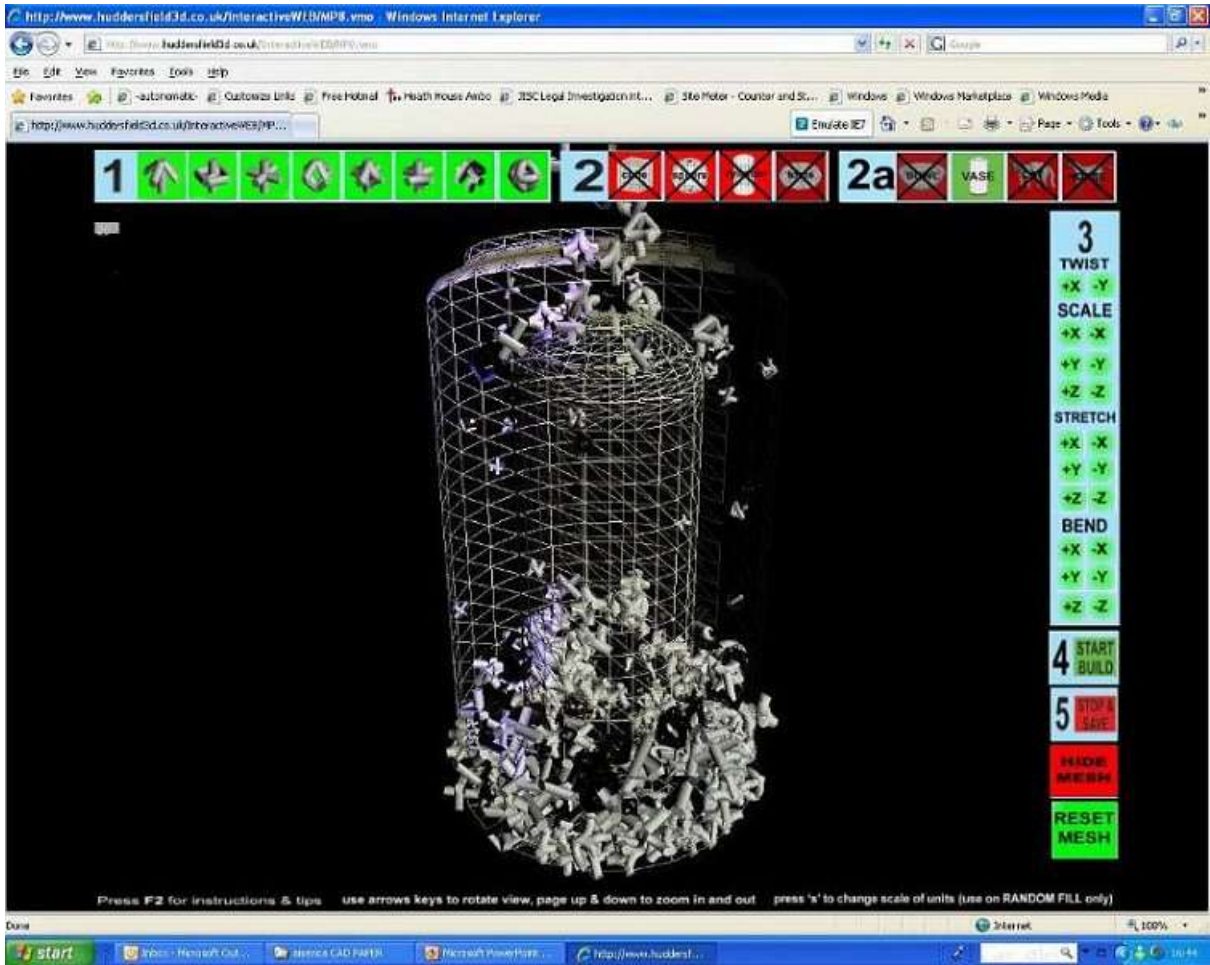
Dr. Ertu Unver University of Huddersfield School of Art & Design Department of Creative Technologies Huddersfield HD1 3DH UK Tel: +44 (0)1484 473747 e.unver@hud.ac.uk	Dr Justin Marshall Research Fellow in 3D Digital Production Autonomic University College Falmouth Design Centre Tremough Campus Penryn, Cornwall TR10 9EZ UK Tel: +44 (0)1326 253689	Dr Paul Atkinson Reader in Design Faculty of Arts, Computing, Engineering and Sciences Sheffield Hallam University City Campus Howard Street Sheffield S1 1WB UK Tel: +44 (0)114 225 5555
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Automake is about combining generative systems with craft knowledge and digital production technologies to create a new way of designing and making objects that blurs the boundaries between maker and consumer, craft and industrial production. *Automake's product creation process in relation to traditional craft and industrial processes.* Automake was developed as a research project that aimed to investigate the potentials of using generative systems to digitally design unique one-off works and produce them using a range of rapid prototyping/manufacturing technologies and CNC equipment.





We have created form building software that is designed to be extremely user friendly and allow anyone to design their own craft/design works. In addition we have developed a system for outputting construction files so that you can send us your new designs to be physically produced. Visit the [gallery](#) page to see many examples of completed works and how they were created. The [context](#) and [process](#) pages provide an overview and a description of the underlying principles behind the project. The [software](#) page has form building software for you to use, so try **Automaking**.

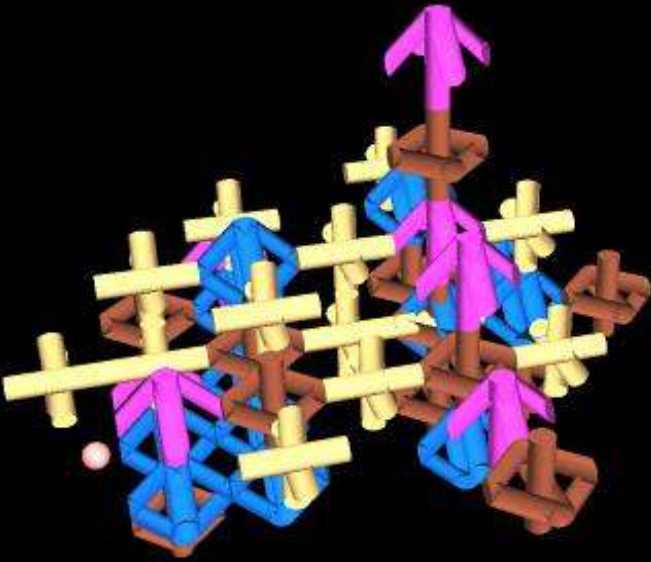











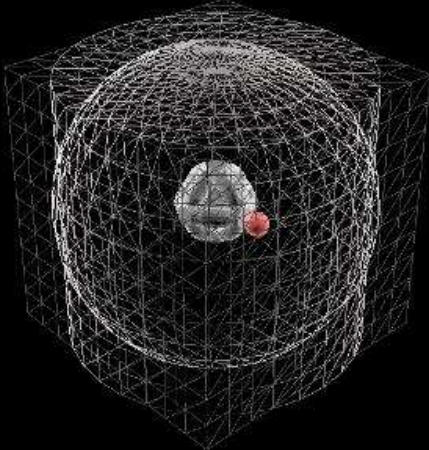
2

select units NOT to use  select constraining envelope   




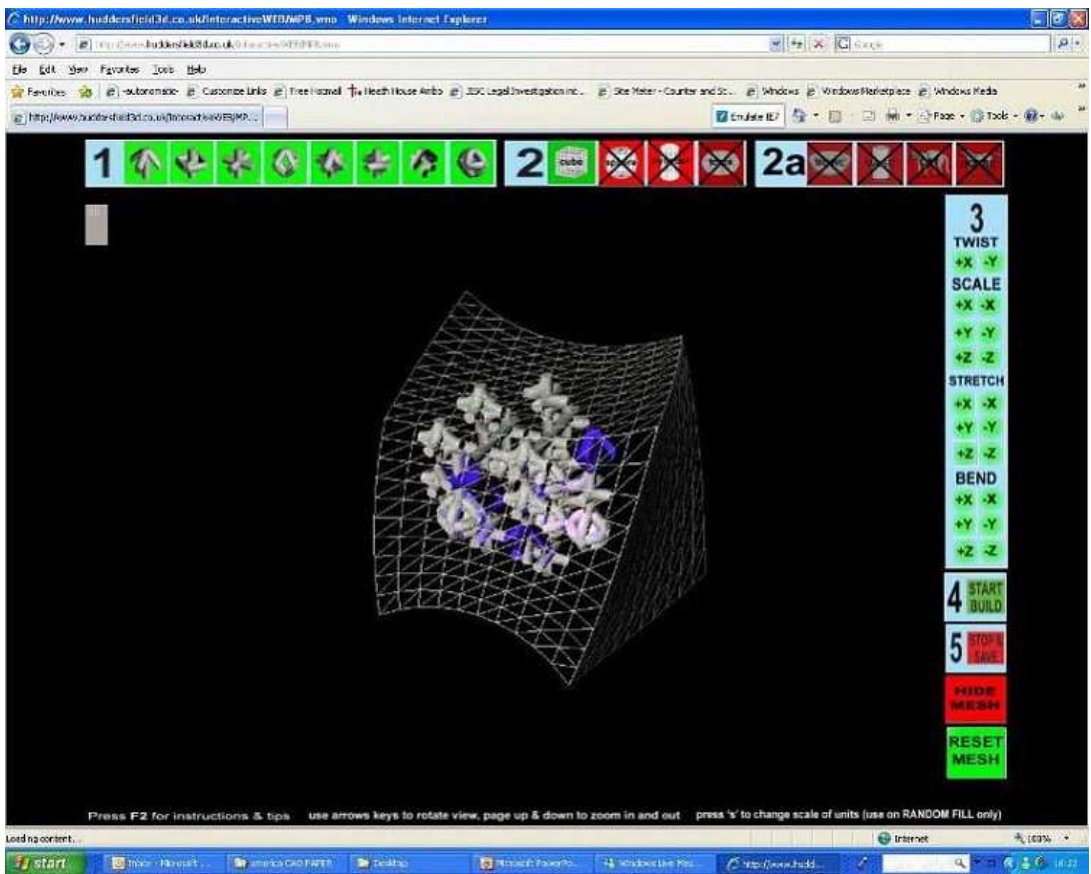
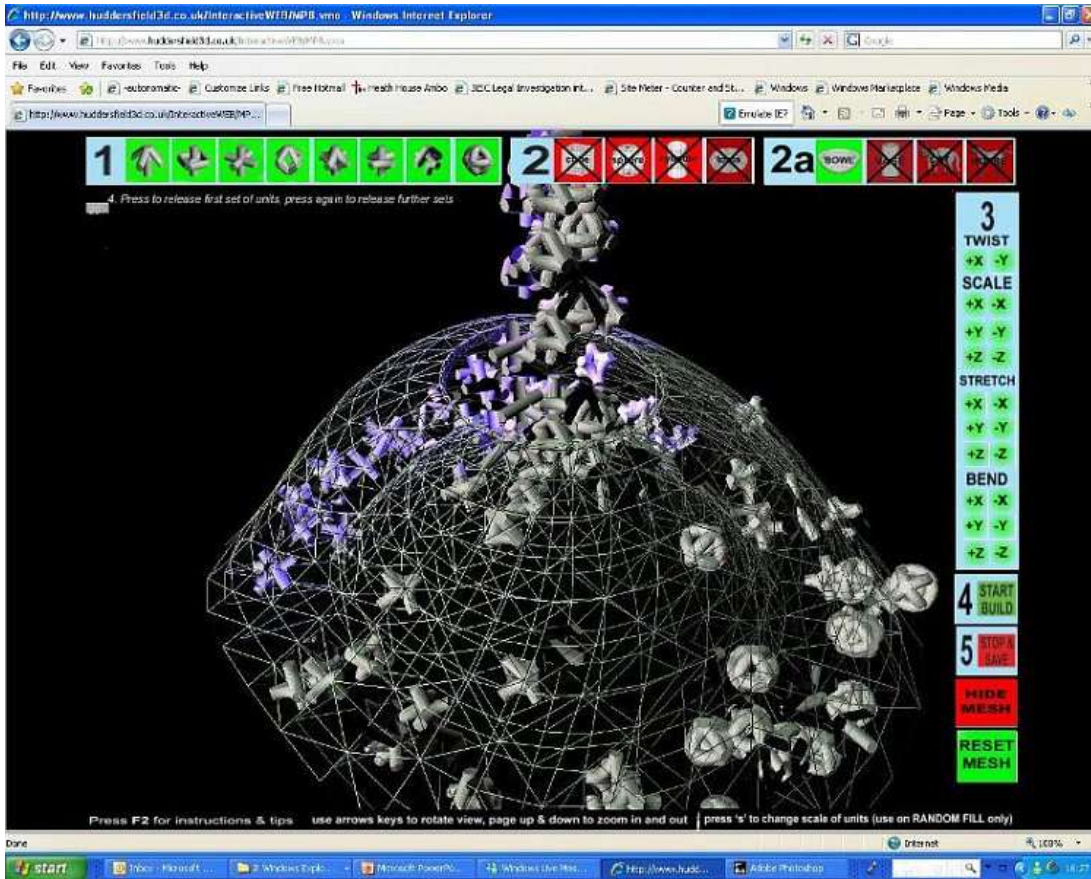
Viewing: use arrow keys to rotate, pageup/down to zoom. Constraining envelope distortion: to scale use keys Q,W,E,R,T,Y to bend use A,S,D,F,G to add noise use Z,X,C,V,B,N

click to deselect unit, click again to reselect.  click to deselect constraining mesh, click again to reselect.    














use arrows keys to rotate view, page up & down to zoom in and out

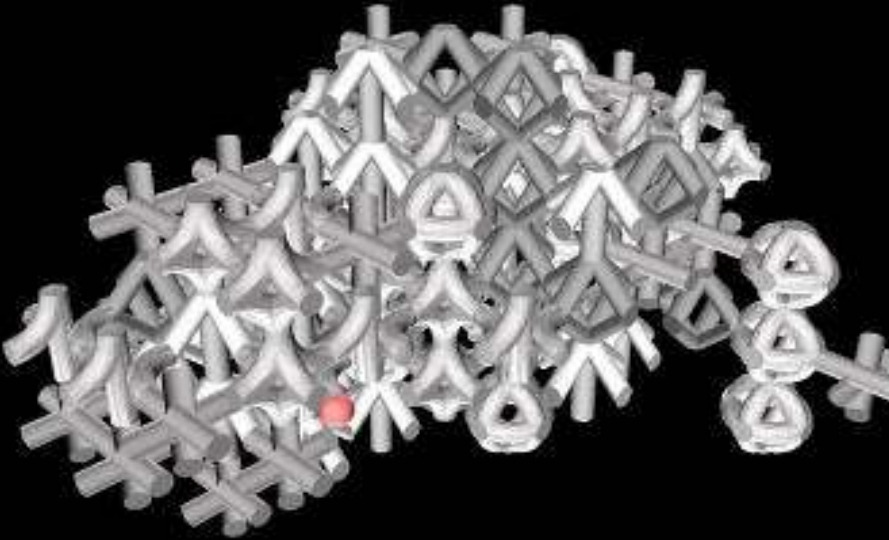

TWIST
+X -Y
SCALE
+X -X
+Y -Y
+Z -Z
STRETCH
+X -X
+Y -Y
+Z -Z
BEND
+X -X
+Y -Y
+Z -Z
RESET MESH








click to deselect unit, click again to reselect.     click to deselect constraining mesh, click again to reselect.       



 TWIST
+X -Y
SCALE
+X -X
+Y -Y
+Z -Z
STRETCH
+X -X
+Y -Y
+Z -Z
BEND
+X -X
+Y -Y
+Z -Z
RESET
MESH

use arrow keys to rotate view, page up & down to zoom in and out.

