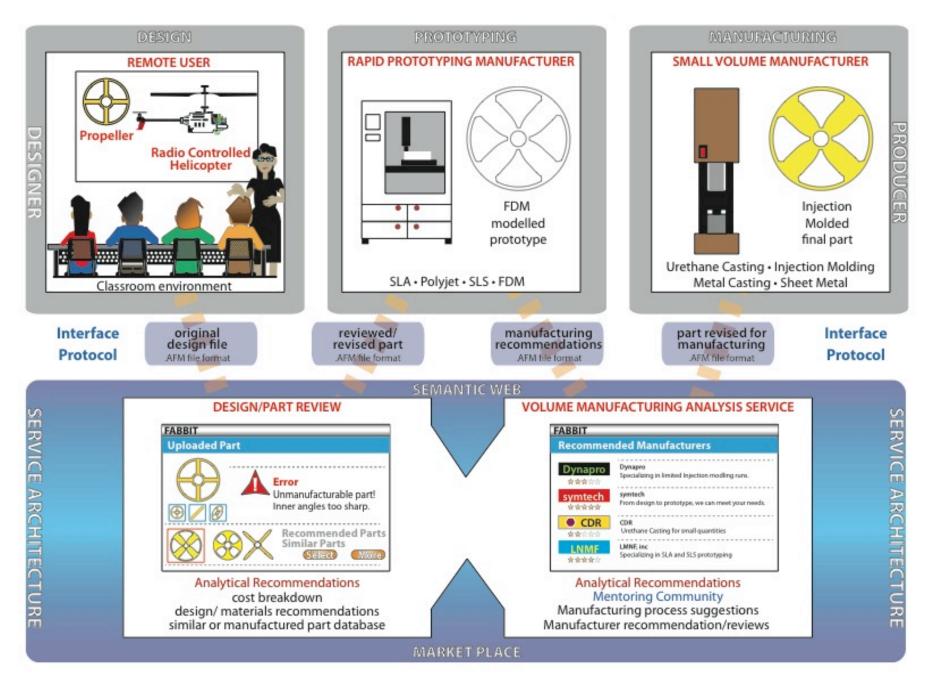


Fabrication and Brokering through Information Technology

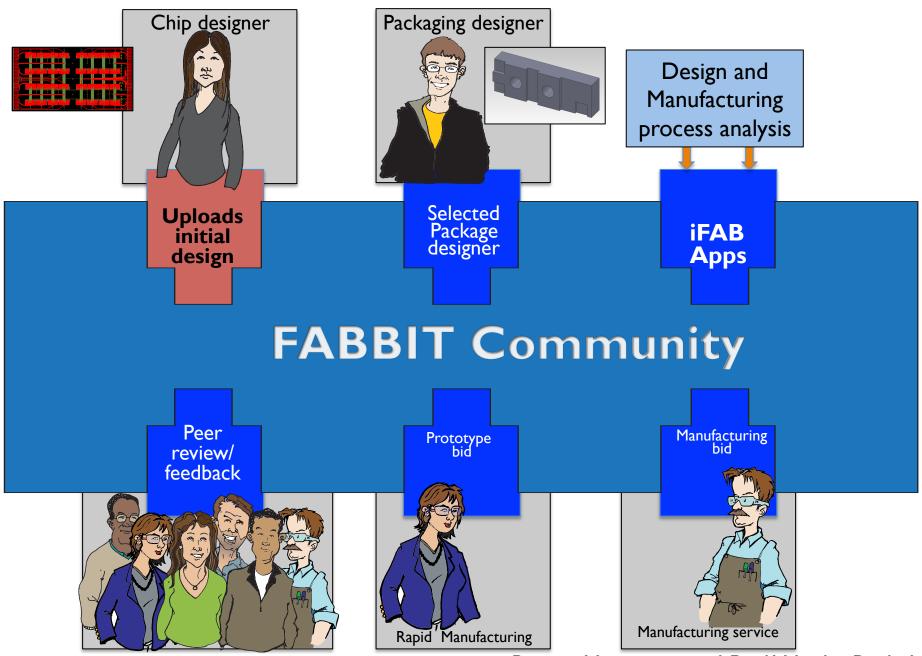
Björn Hartmann (EECS) Paul Wright (ME) UC Berkeley

NSF CMMI 2012



Bjoern Hartmann and Paul Wright, Berkeley

A "Social Network for Manufacturing"?



Bioern Hartmann and Paul Wright, Berkeley

Fabbit Principles

- Design is an iterative process - designers end up with many file versions and alternatives
- Design advances through feedback – from experts and through automatic tools

- Therefore:
 Use revision control tools to keep track of versions
- Therefore:
 Offer social review
 and Q&A tools

Inspiration: Social Coding Sites



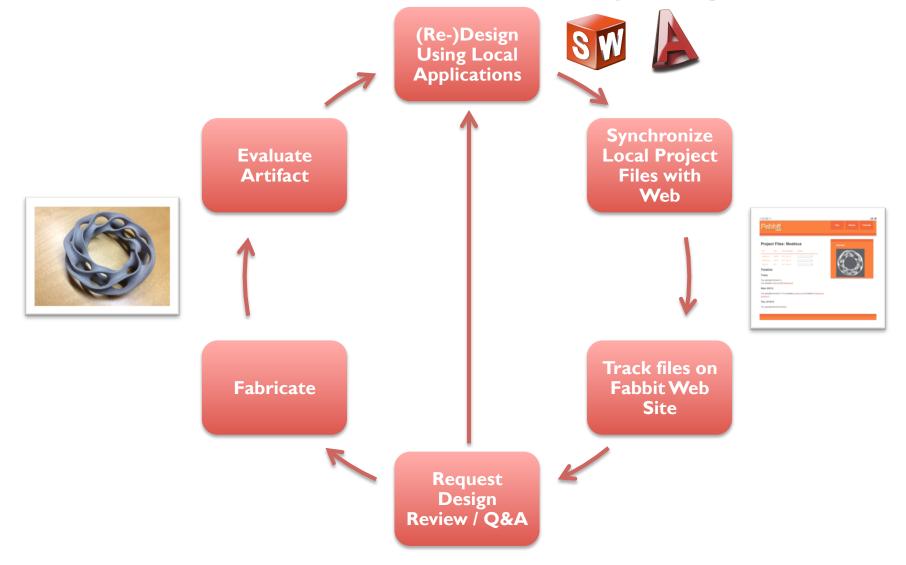
>IM users, >2M repositories raised \$100M venture funding yesterday



Google code

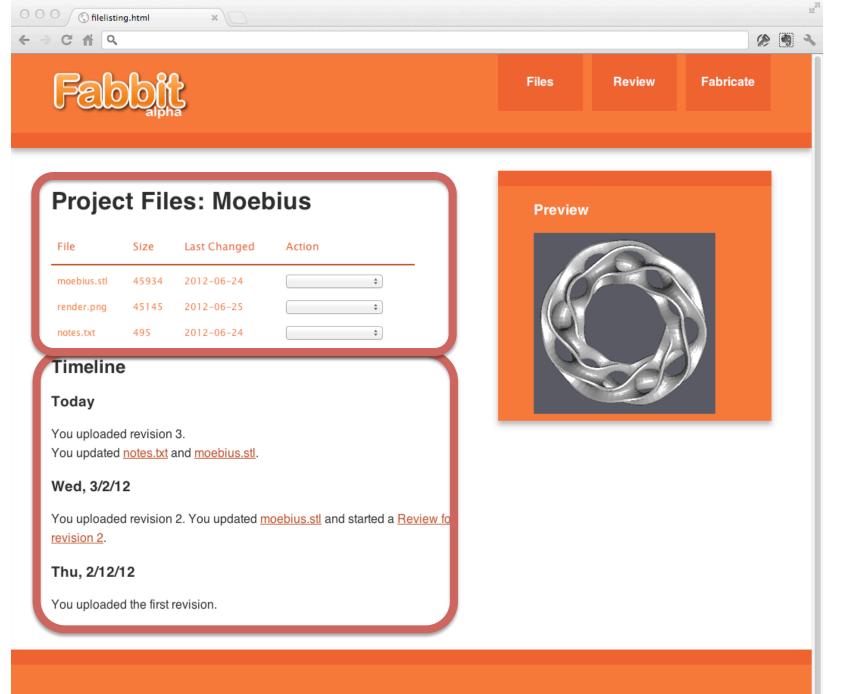
- Developers use **local tools** to create software
- **Revision control** software synchronizes files with Web
- Web interfaces offer domain-specific social network features:
 - Team coordination
 - Issue tracking
 - Following, cloning
 - Documentation hosting

Fabbit Alpha: Focus on Iterative Design Cycle

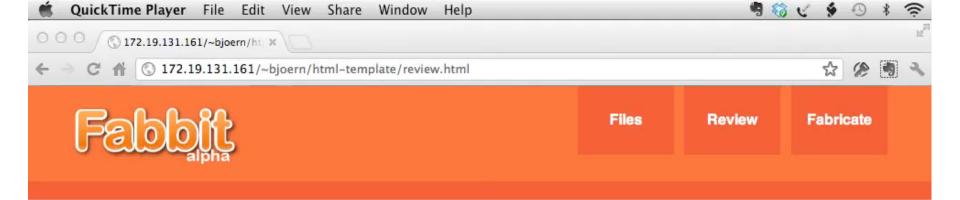


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FAVORITES	Name	 Date Modified 	Size	Kind
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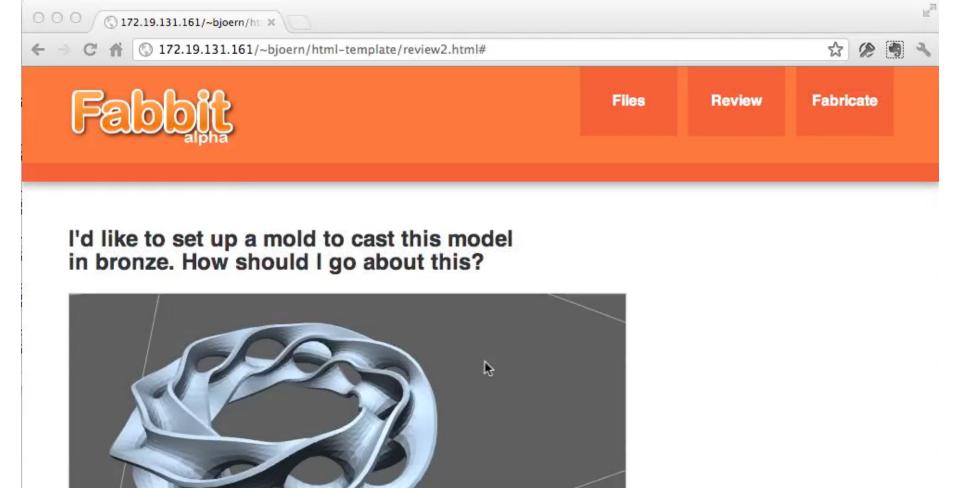
Fabbit - (c) 2012 University of California, Berkeley



File Review: moebius.stl, Version 3

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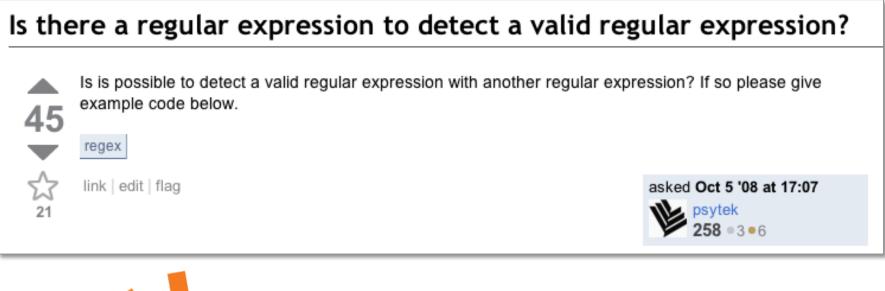
#### What questions do you have about this file?




Add Note

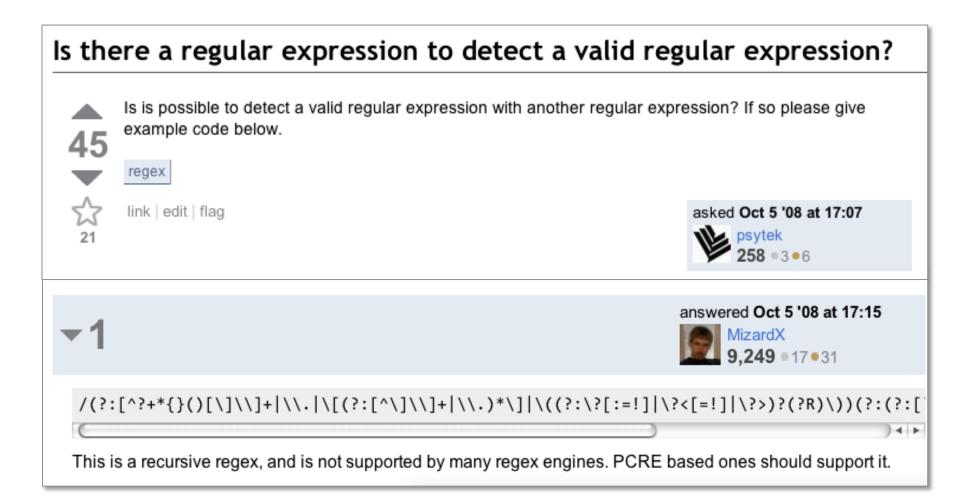
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### Question:





## 8 Minutes Later:

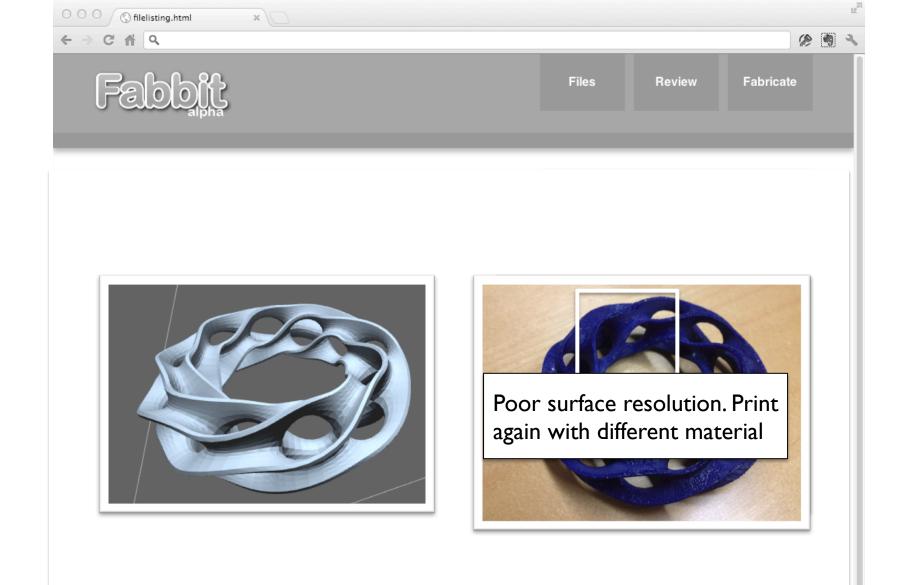


# Plug-in services

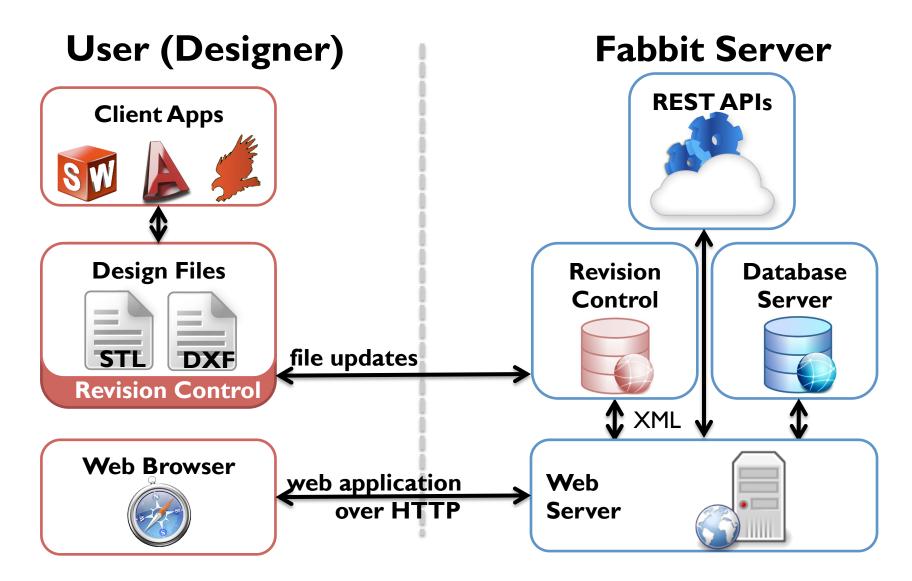
 Once versioned files are online, many services can consume them:

– Q&A

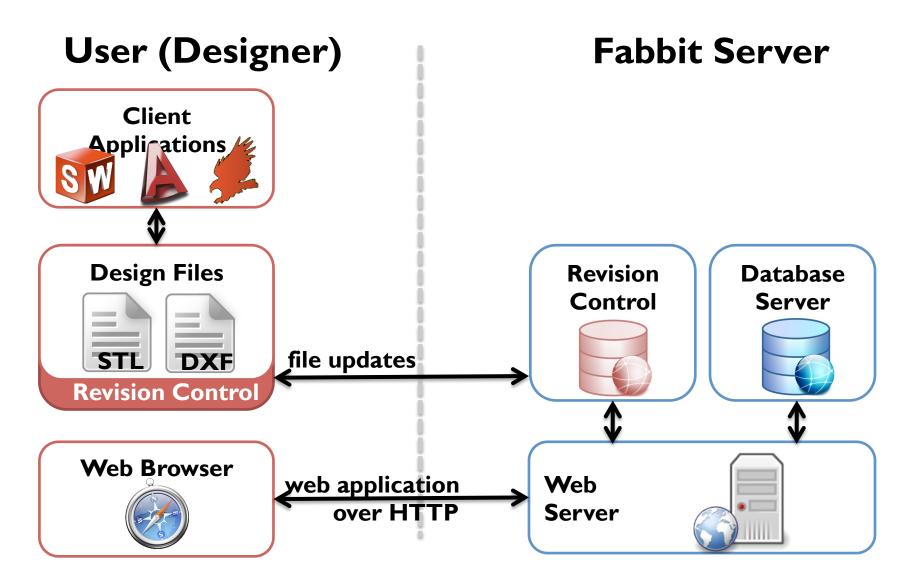
- Automated design rule checkers
- Crowdsourced CAD editing (oDesk)
- Fabrication as a service (Shapeways, Ponoko)
- Today's web architecture (REST APIs) are a good starting point. Use them.



#### Fabbit Web Architecture



#### Fabbit Web Architecture



#### Implementation

- Web Server: node.js, socket.io, express.js
- Revision Control Integration: modular, currently using subversion
- In-browser 3D model viewing using WebGL

# First Fabbit Deployment

- Interactive Device Design course, Fall 2012
- Course goal: teach the design, prototyping, and fabrication of physical objects that respond interactively to user input
- 25 students from Mechanical Engineering, Computer Science, School of Information
- Taught in new CITRIS invention lab.

### Example "Interactive Devices"



Topobo (Raffle, Parkes – MIT Media Lab)



**Sifteo Cubes** 

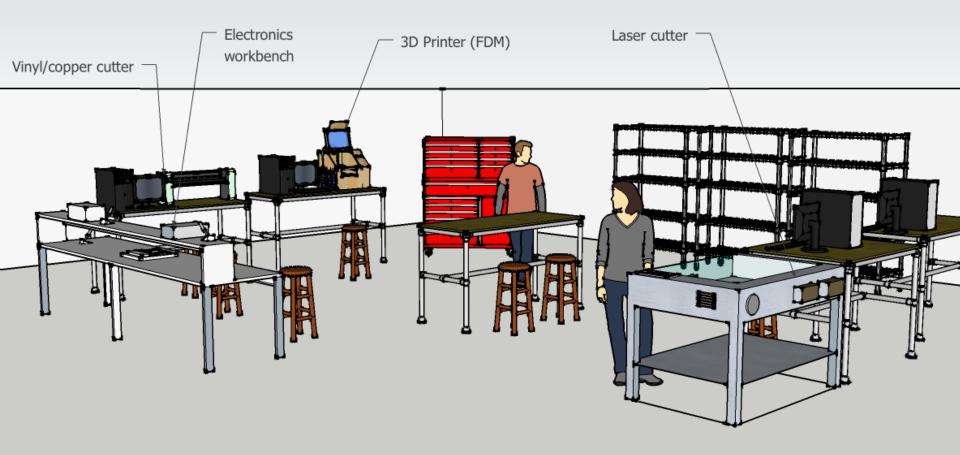




**PedalBrain** 

**FitBit** 

## **CITRIS** Invention Lab

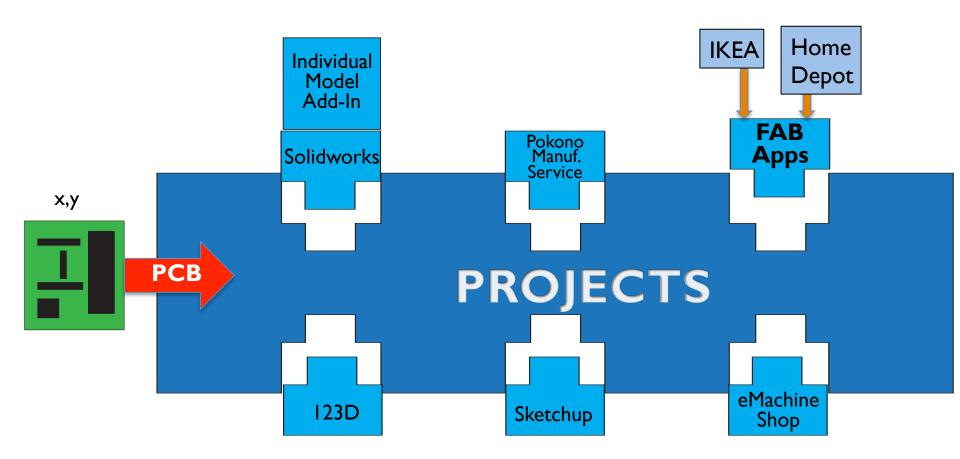




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