

OBJECTIVE & THEME

I have been issued a brief asking me to create a lamp that relates to the theme of BALANCE. To get a better understanding of what the brief was asking me to create, I broke it down and reworded it. I set myself a dated schedule for deliverables and then began researching the theme of balance.

L A M P Lighting Project

Brief : "Design an indoor pendant, wall, table or floor light fixture, which will be judged on aesthetics, marketability, innovation and unique interpretation of the theme 'Balance.' Knowledge of electrical components is necessary."

Timeline :

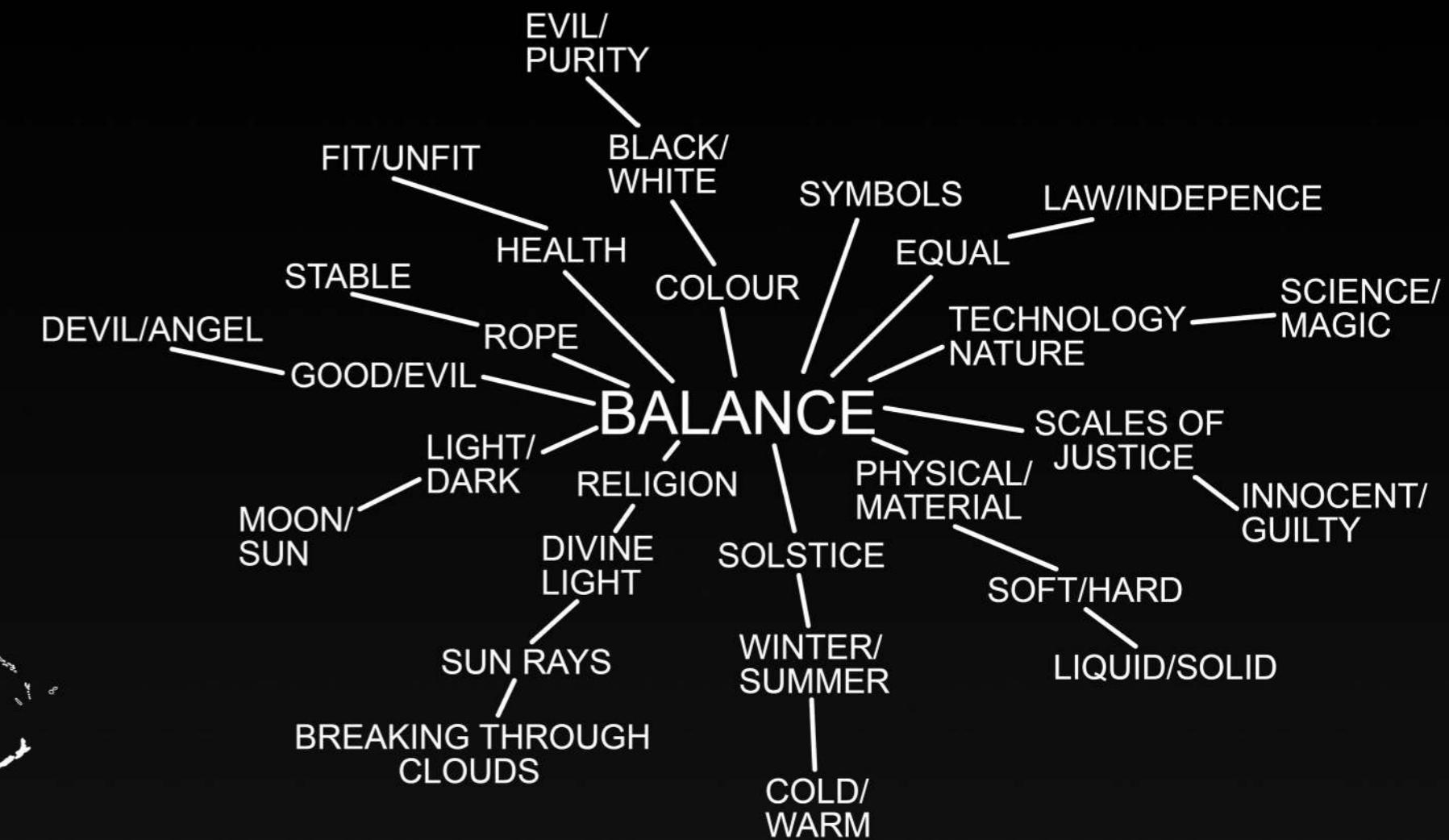
Concept Presentation.....	14th Nov.
Development Presentation.....	20th Nov.
CAD/Render Presentation.....	4th Dec.
Presentation Complete.....	8th Dec.
Presentation For Staff.....	12th Dec.
Upload.....	15th Dec.

Users :



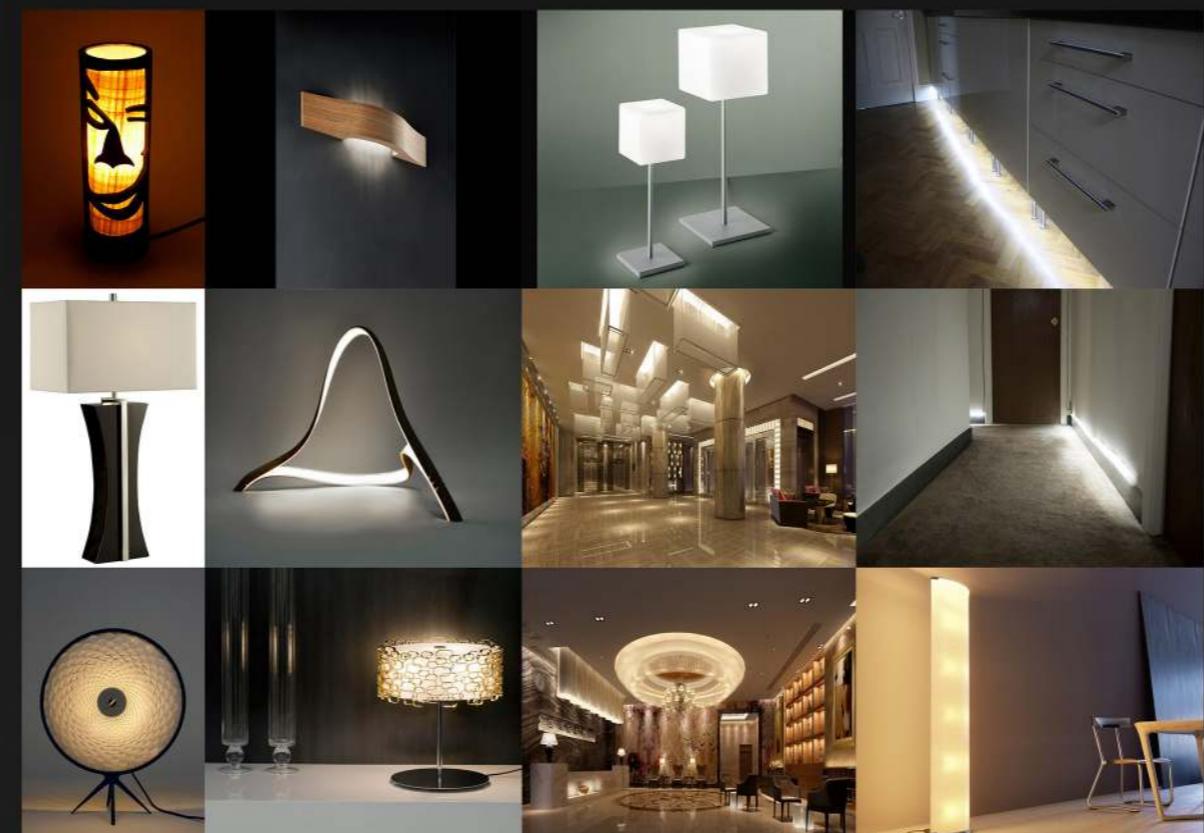
Questions :

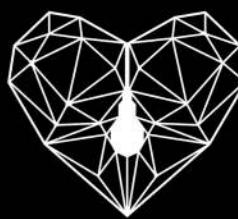
1. Why and when do you use lighting?
2. Does lighting have an effect on your mood?
3. Do you prefer lights on full brightness or dimmed?
4. Do you forget to turn lights off often?
5. Do you use energy saving lightbulbs?



RESEARCH

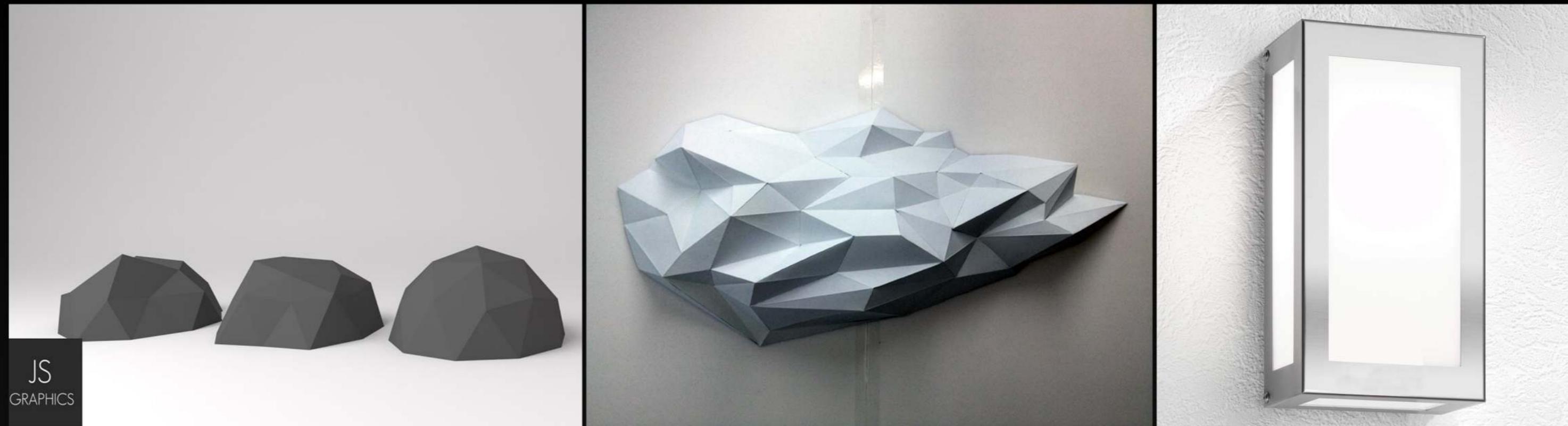
I began coming up with different meanings and aspects of the theme, balance. I created spider diagrams and moodboards in relation to the theme. Once I had a more knowledge on the theme of balance, I began looking into different types of lamps to get inspiration for my own lamp





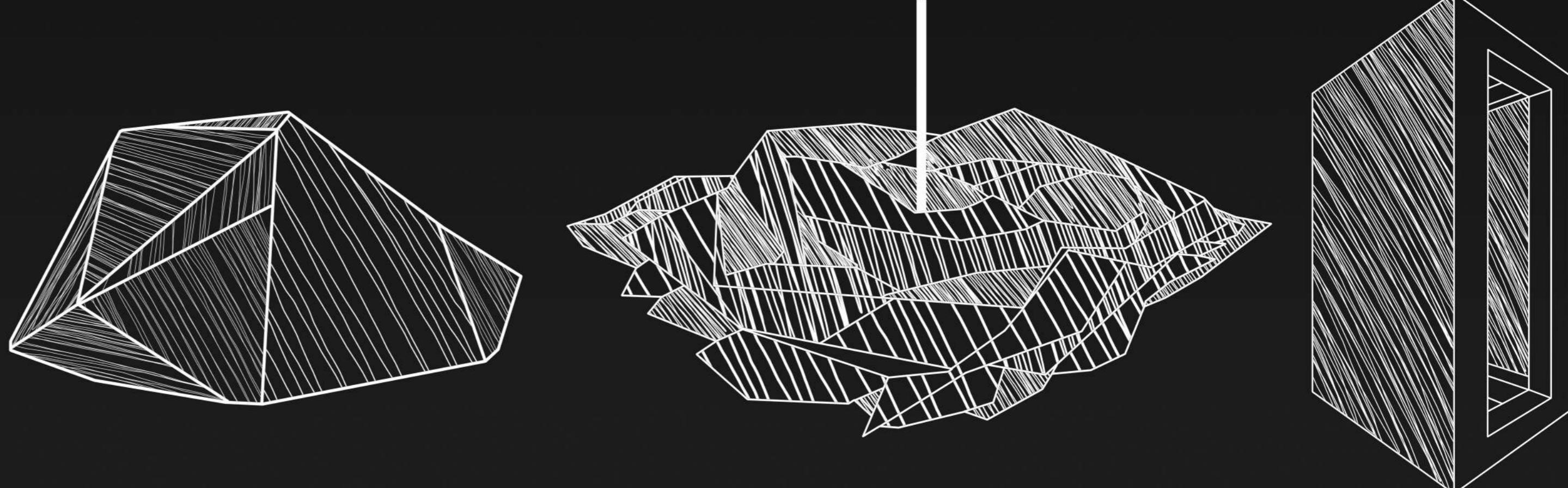
INSPIRATION

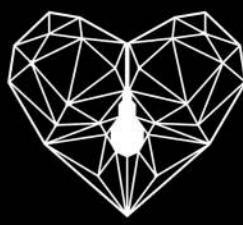
When creating concepts for my lamp, I got inspiration from different themes. The first was rocks. I wanted to create a simple, elegant looking lamp. The second was clouds. I looked at various forms and shapes to get the perfect look for a lamp. The final theme was simple, elegant shapes such as cubes and rectangles. I would incorporate these shapes into my lamp concepts.



SKETCHES

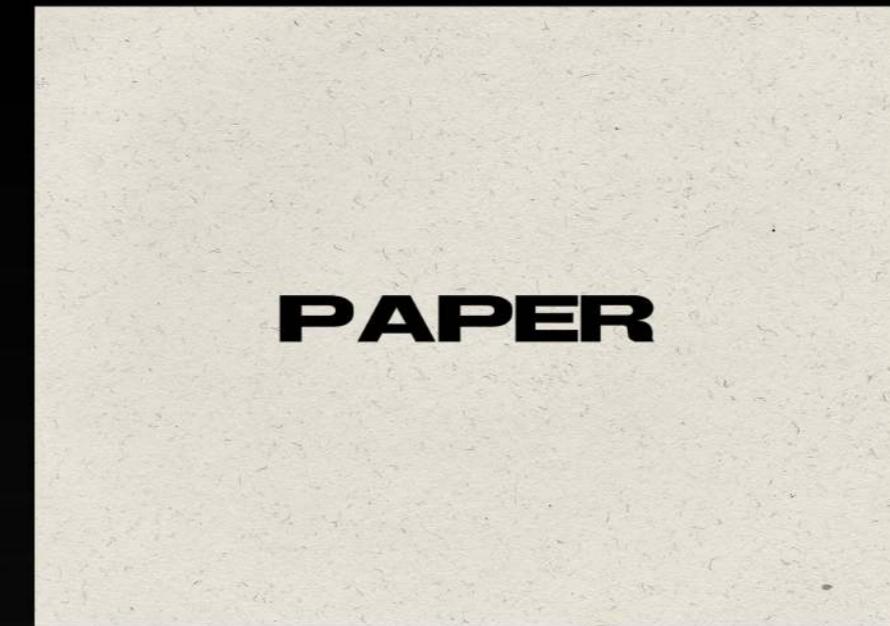
These were the final concept sketches I created for the lamp, a rock-like table lamp, a ceiling light in the shape of a cloud and a simplistic wall mounted light in the shape of a rectangle. In the end I chose the rock lamp as I felt it had a elegant and simple look. There was also a calming/relaxing feel to the lamp.





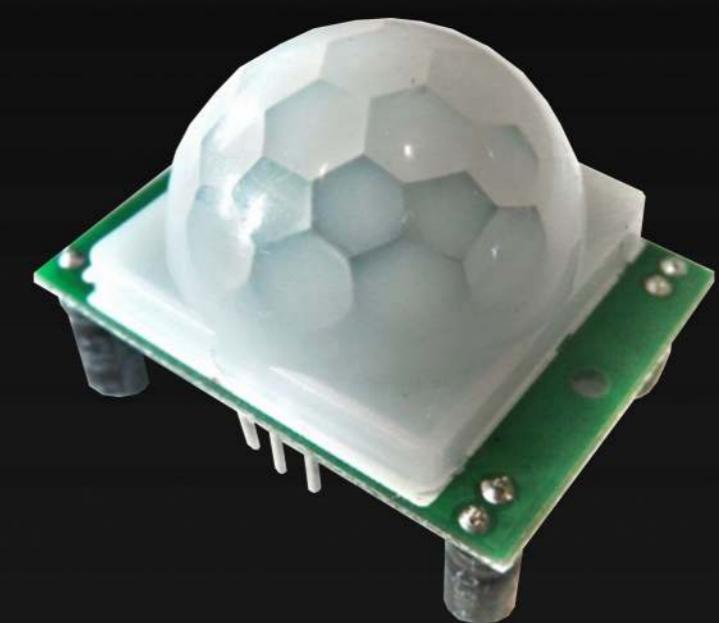
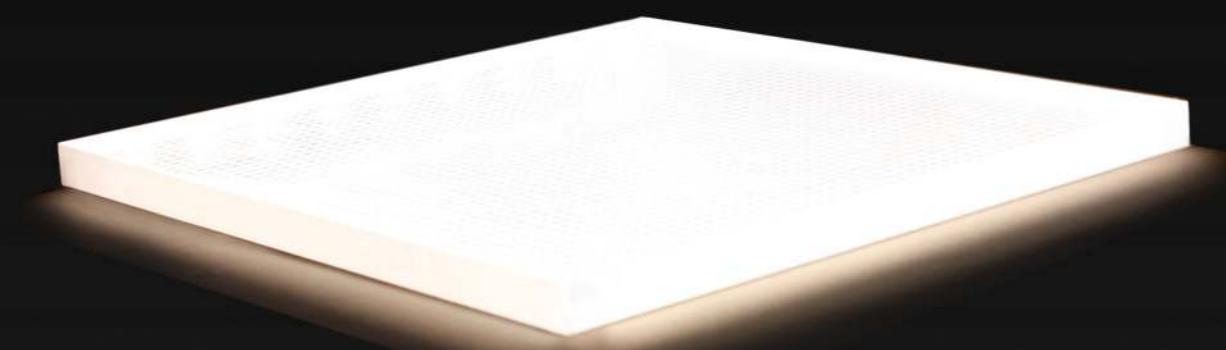
MATERIALS

I chose transparent paper and soft grey plastic as my primary materials. The plastic will be used as the base of the lamp, while the paper will act as the cover, allowing light to emulate through.



LIGHTING

An LED sheet will be the source of light for the lamp. This LED sheet will be placed inside the lamp and will be turned on when the motion sensor inside the lamp picks up the motion of touch from the user.



BATTERY

The batteries used to power the lamp will be reusable. The LED sheet and motion censor of the lamp will be powered by AA batteries.

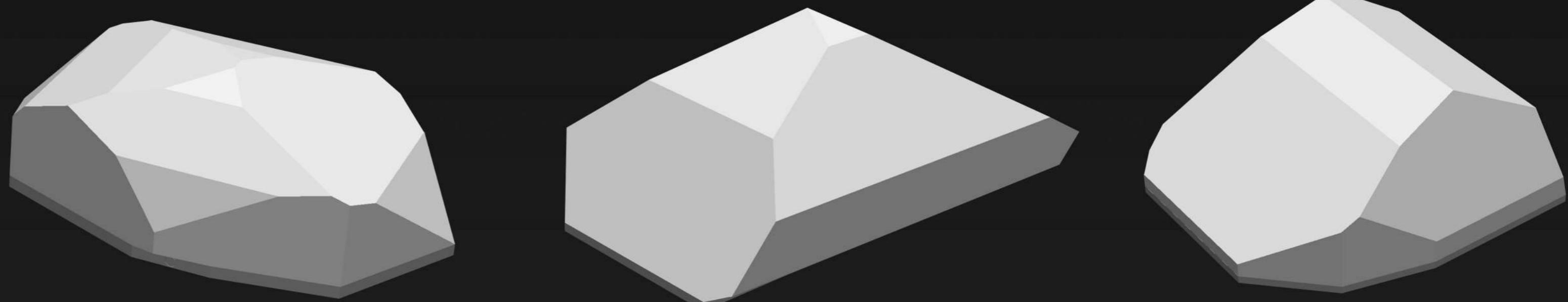


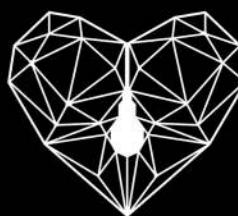
**BRIGHTNESS/MOTION**

When creating my lamp, I wanted the lamps function to relieve the user of stress. From research, I learned that light intensity has a big impact of emotions, with low light intensity promoting relaxation. Taking this into account, I added a feature to the lamp, allowing the user to alter the lamps light intensity by sliding their finger across the surface, changing from low intensity to high intensity.

**CAD MODELS**

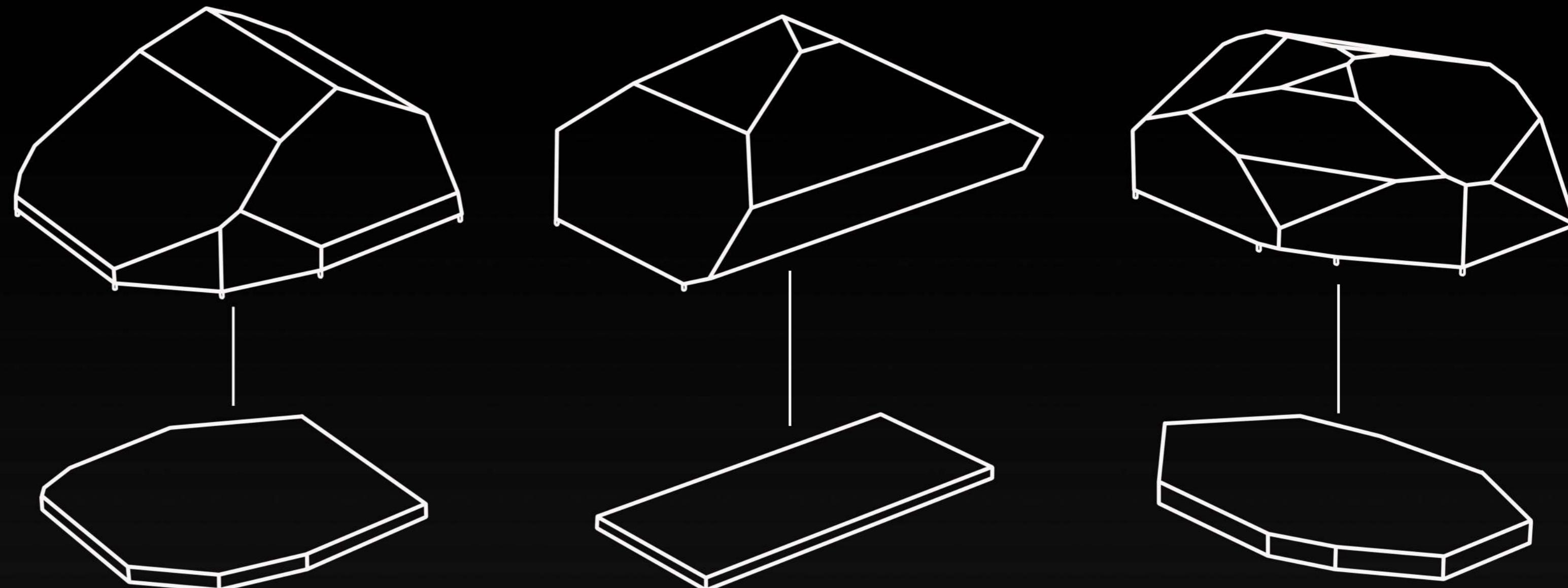
These are the final CAD models I created of the lamp. All 3 models of the lamp come together when purchased.





COVER

A translucent, wax coated paper top that allows light to emulate through. Doles at the bottom of the cover lock in place with the bottom.

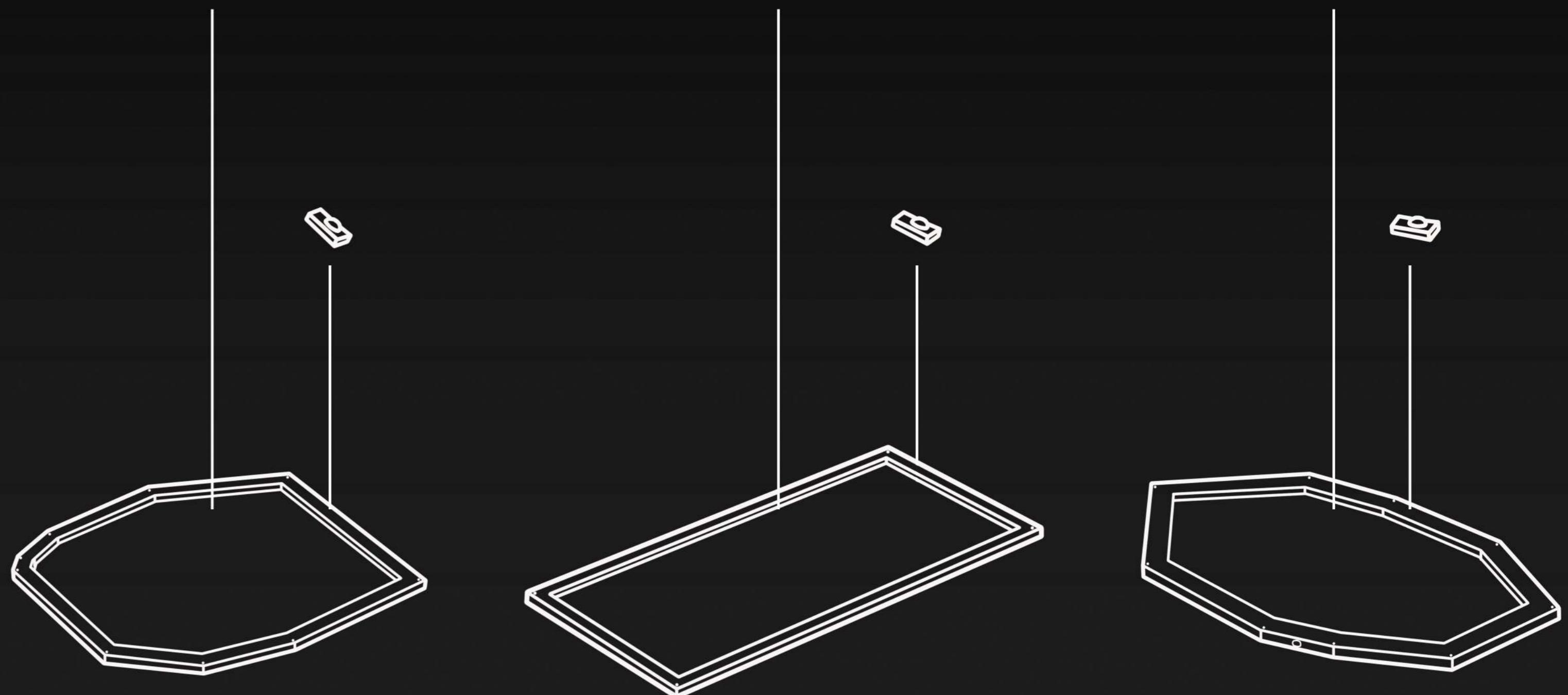


LED SHEET

The source of light for the lamp. The LED sheet is turned on by the motion sensor.

MOTION SENSOR

Activates the LED light when the motion of the user touching the lamp is picked up.



BOTTOM

Holds the LED sheet, motion sensor and locks the cover in place. Also has the on/off button on the side.



PAPERSTONE 