

DRAW YOUR WAY

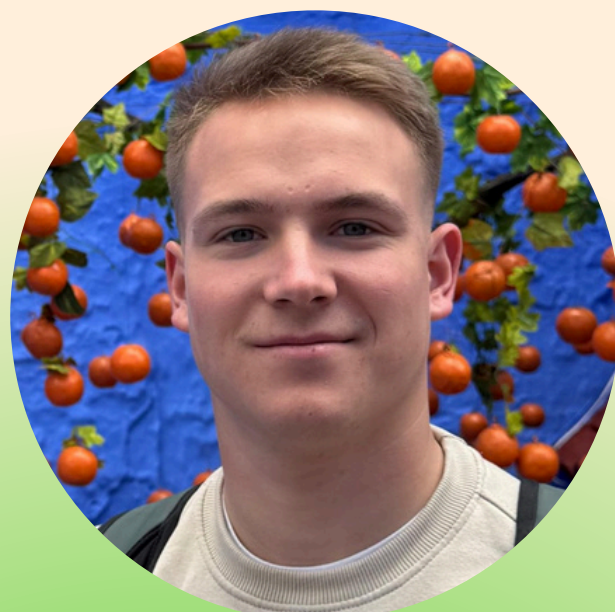
FINAL PRESENTATION

Tim Norrgård
Jouke Klinkenberg
Mateusz Cieśliński
Esther Sala Cao
Victor Van Cauwenberghe
Flavius-Cristian Blanariu



DRAW YOUR WAY

Tim Norrgård
Automation engineer



Victor Van Cauwenberghe
Civil Engineer



Mateusz Cieśliński
Computer Science



Flavius Blanariu
Industrial Informatics
Engineer



Esther Sala Cao
Industrial Design
Engineer



Jouke Klinkenberg
Mechanical Engineer



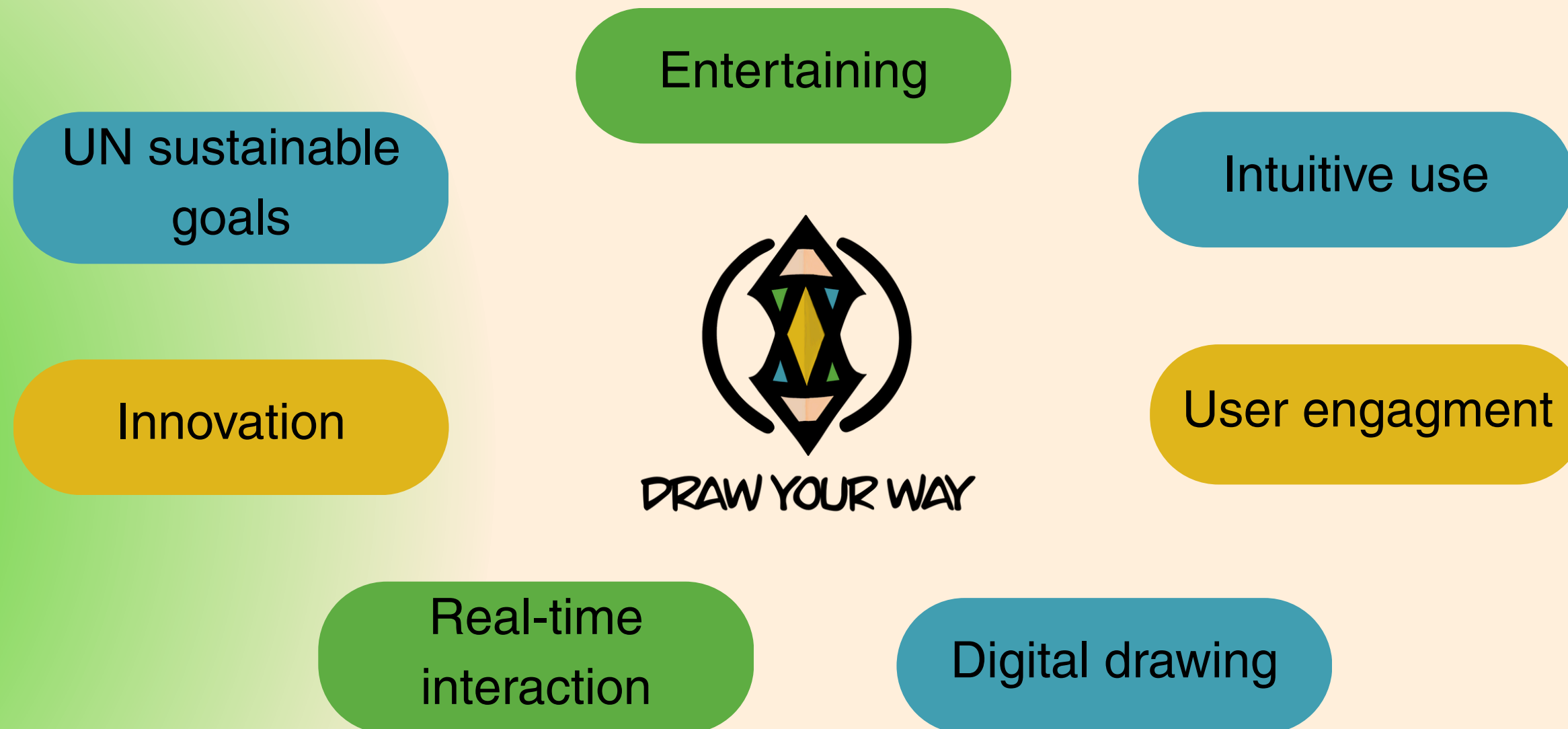
DRAW YOUR WAY

I. PROBLEM STATEMENT

Address the issue of boredom
experienced while waiting for
public transport.



2. REQUIREMENTS



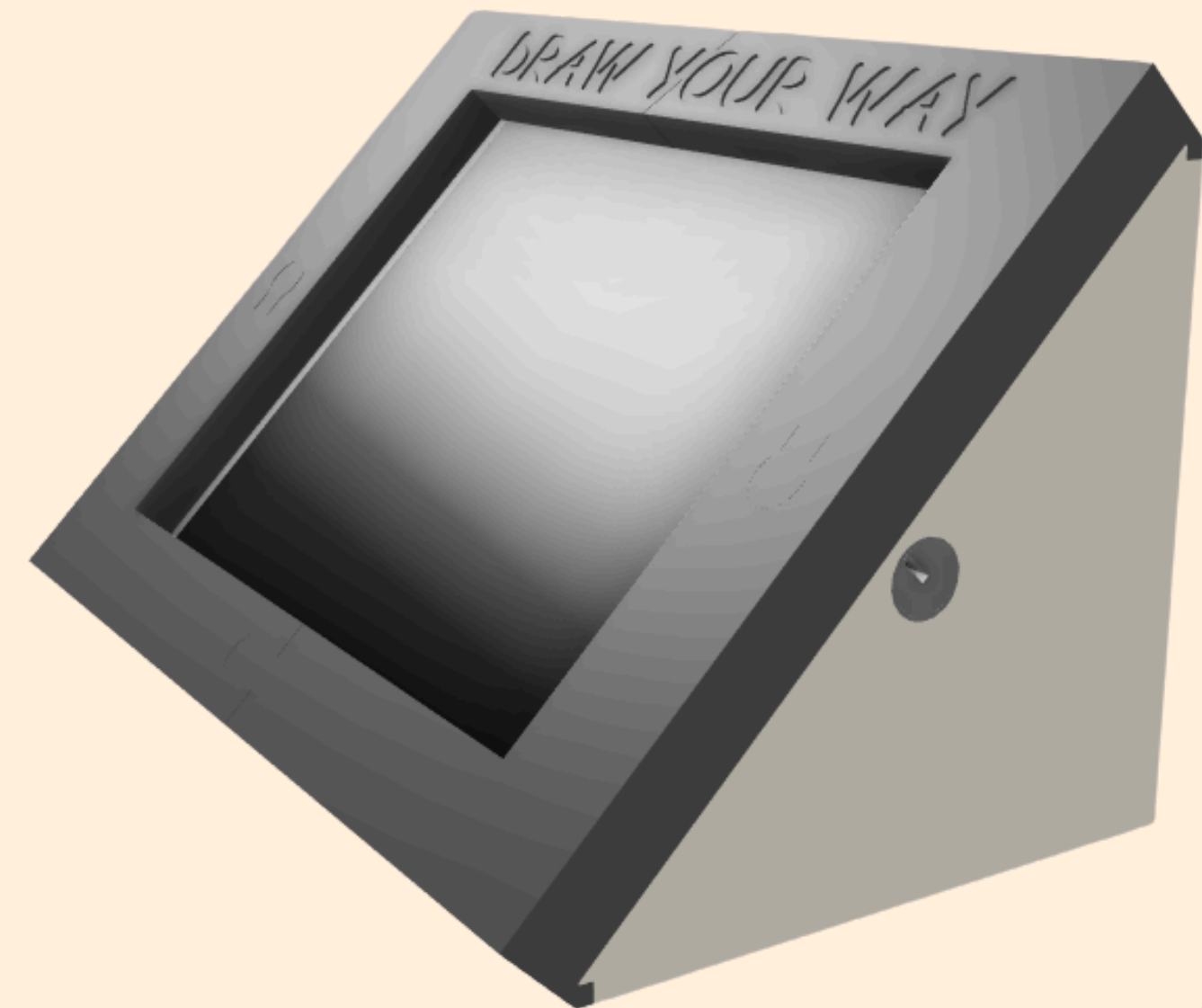
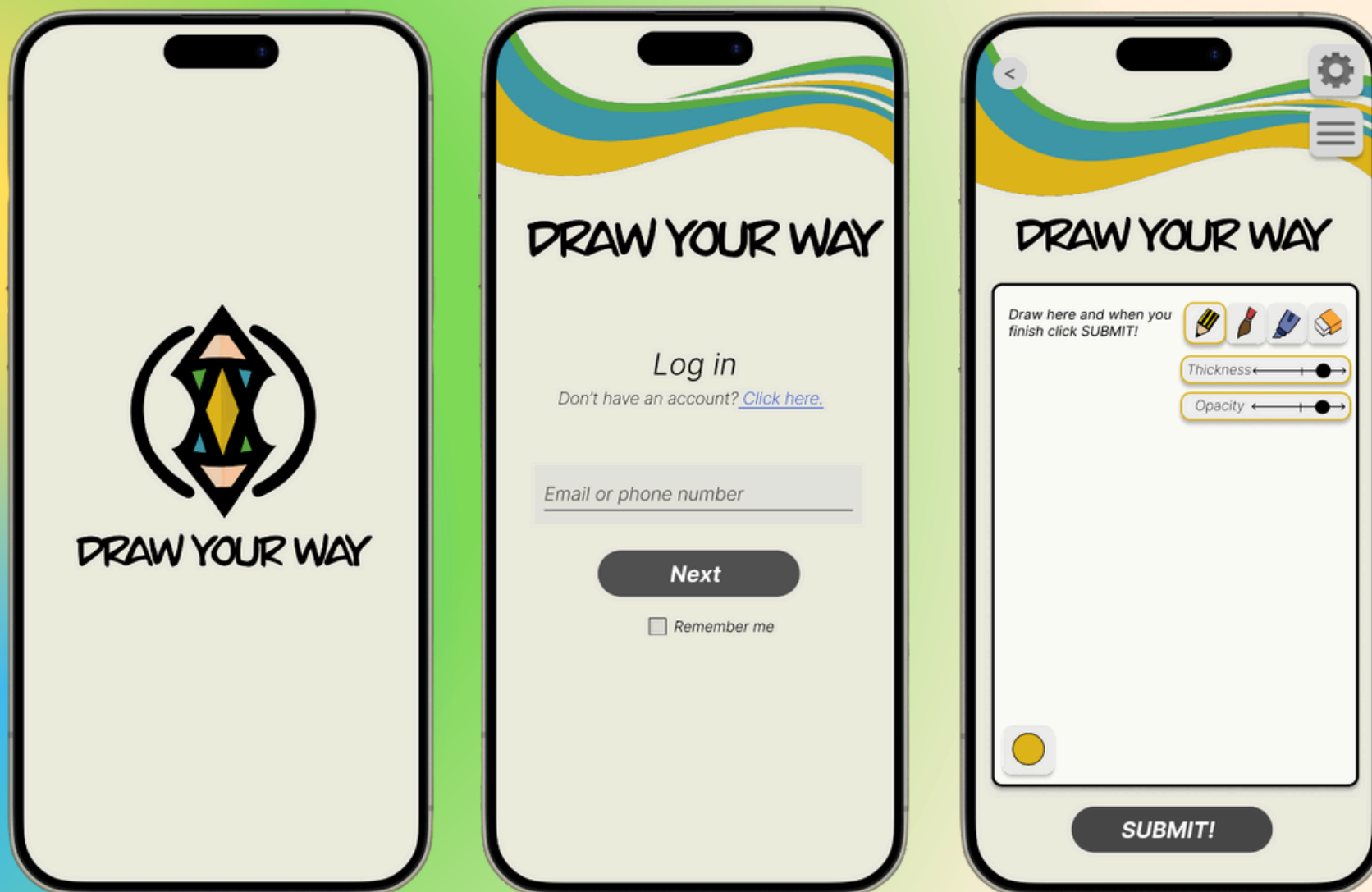
GREAT FOR INDIVIDUAL USE + GREAT FOR PUBLIC USE = INTERACTIVE ART IN PUBLIC SPACES

3. SOLUTION

Allow users to draw and create artwork during their waiting time.



APP AND DEVICE



PROJECTOR SCREEN

TRINDADE

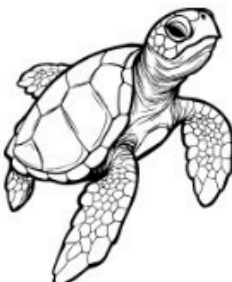
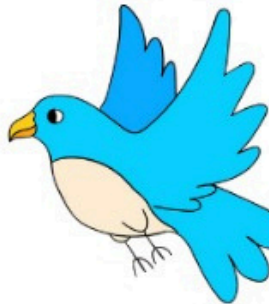
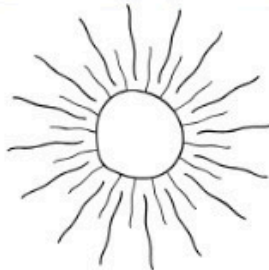


Topic of the week:

NATURE

SCAN AND DRAW!



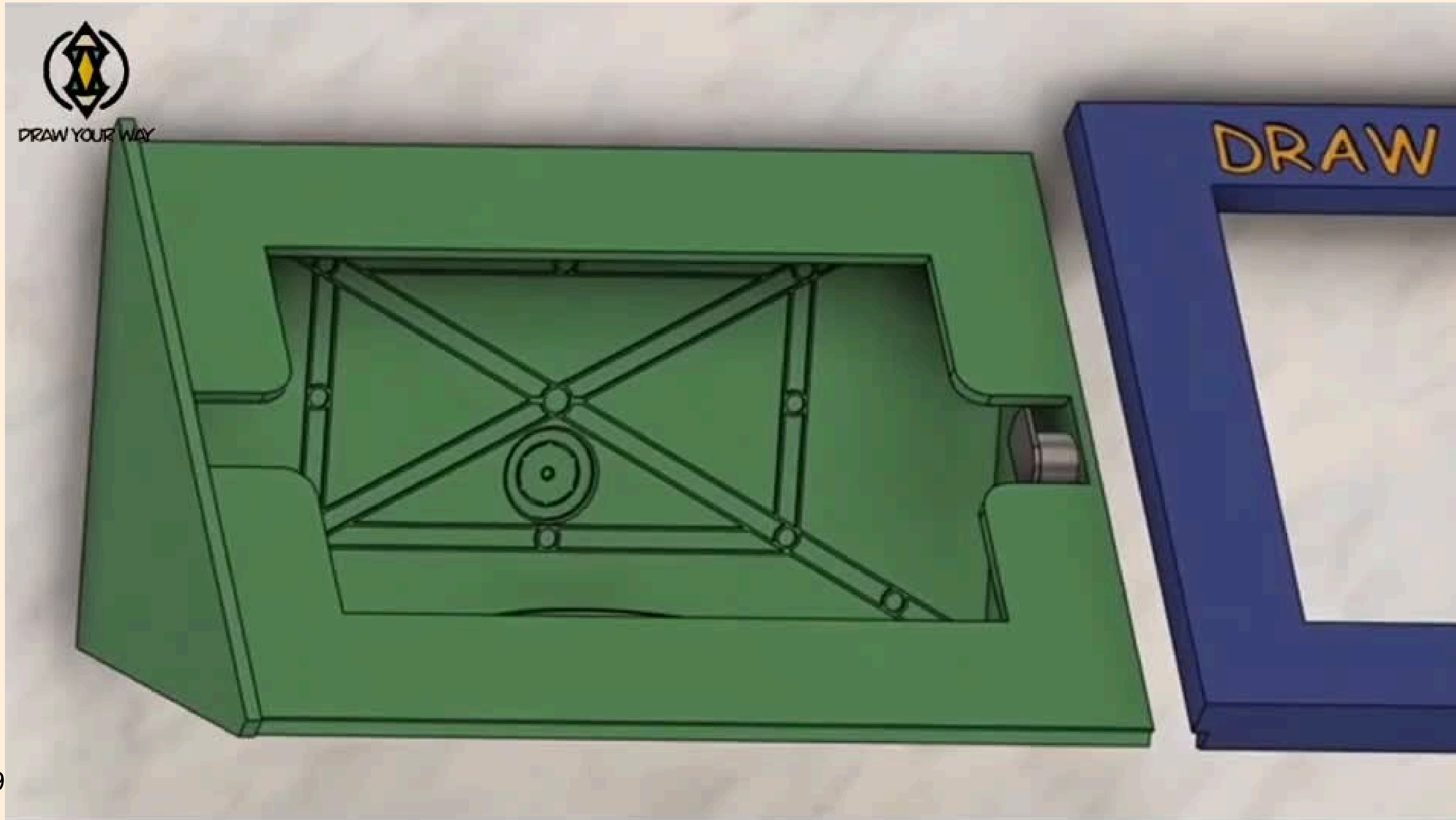


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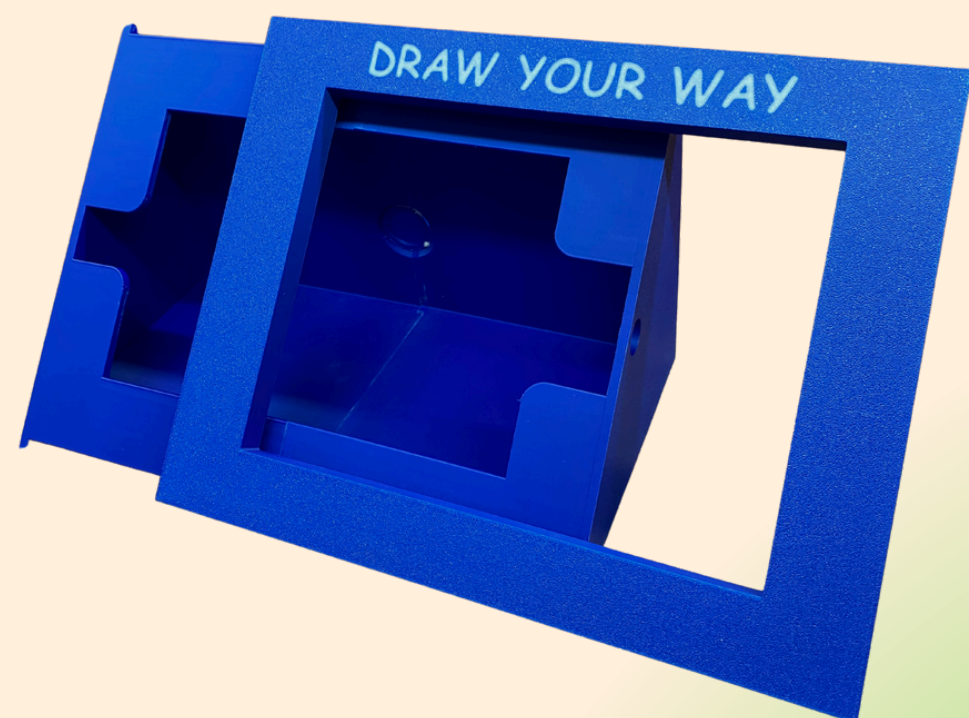
DEMO



3D MODEL

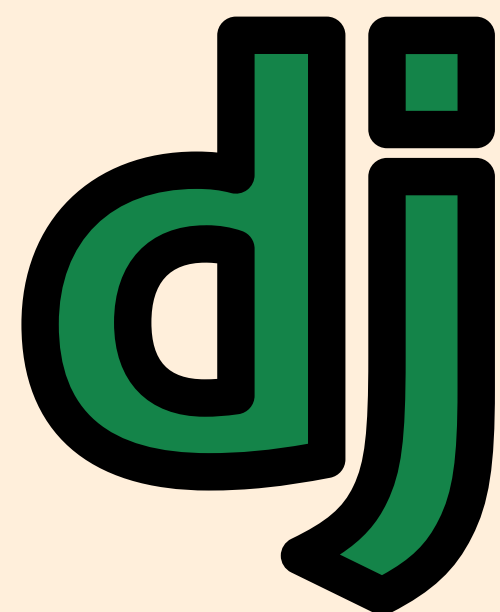


4. PROTOTYPE



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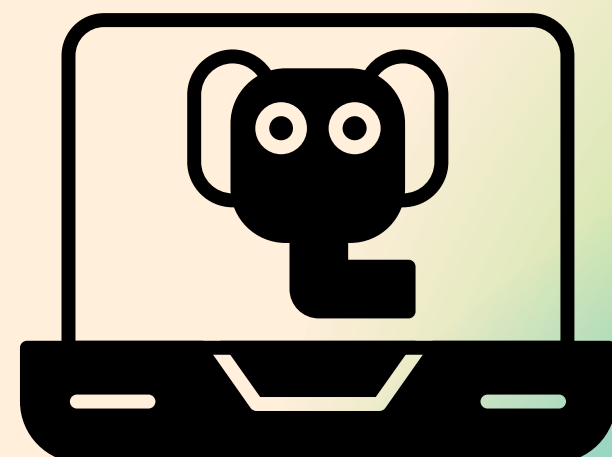
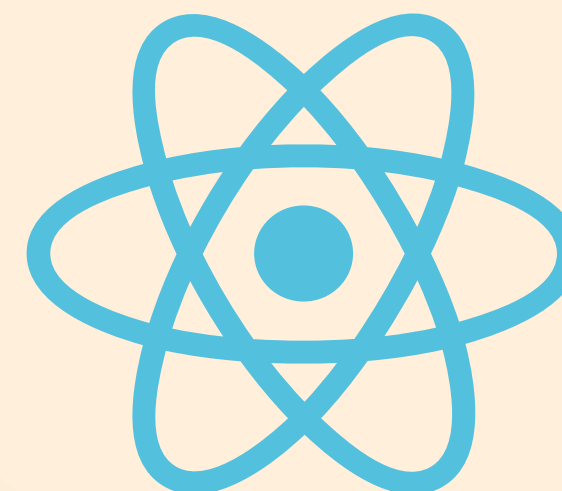
Backend



Communication



Frontend



PWA

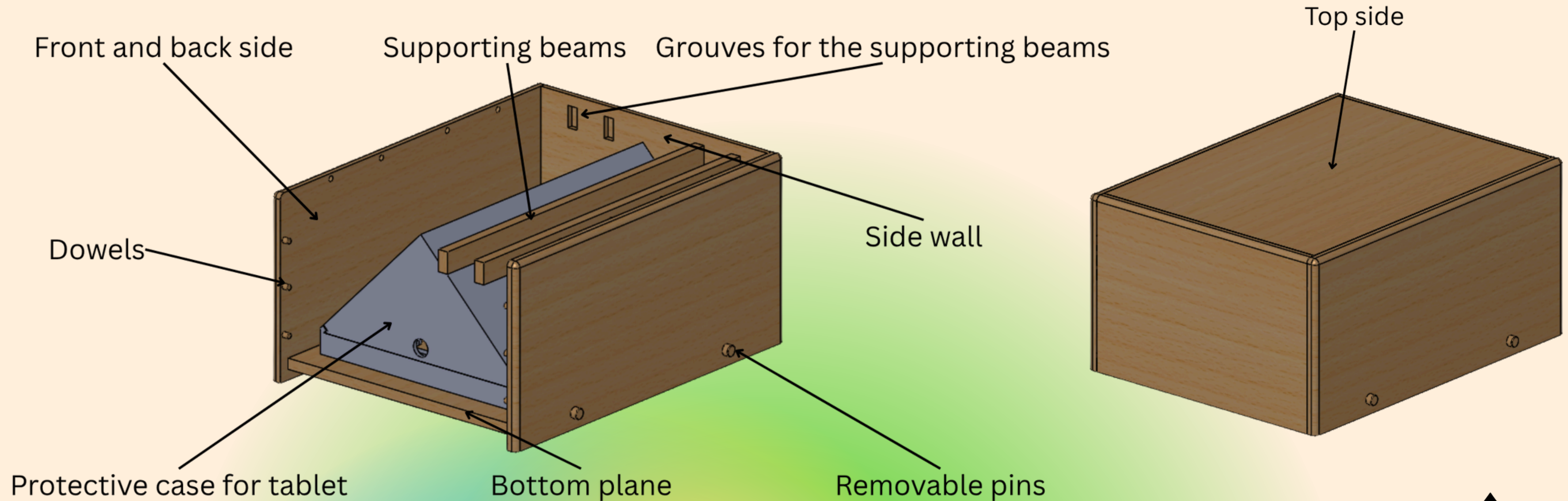


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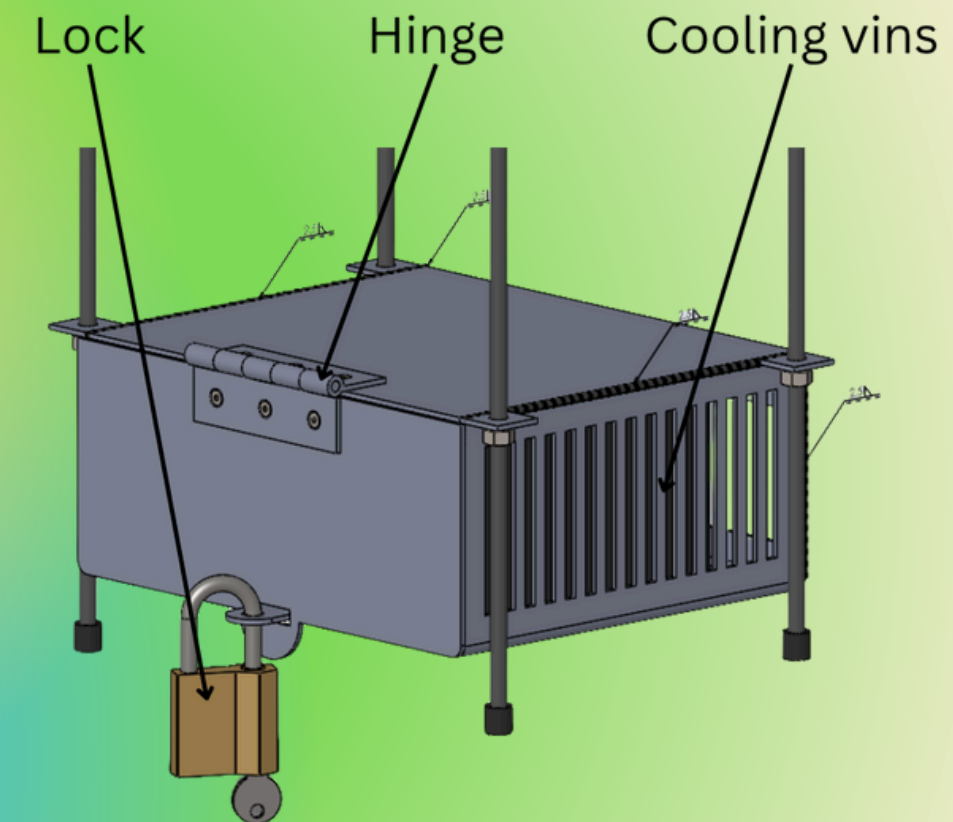
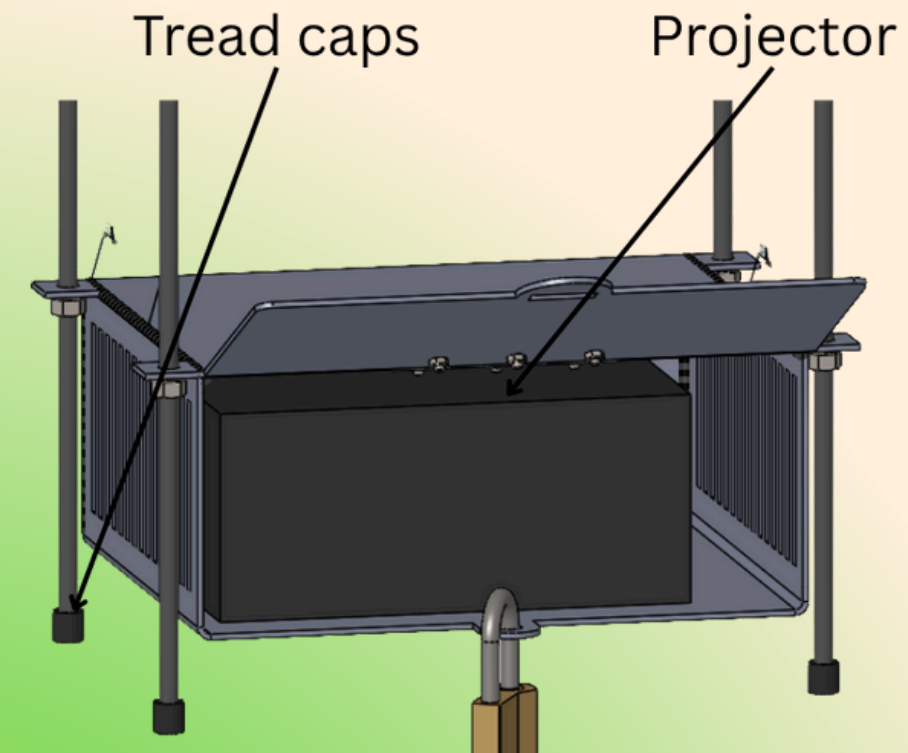
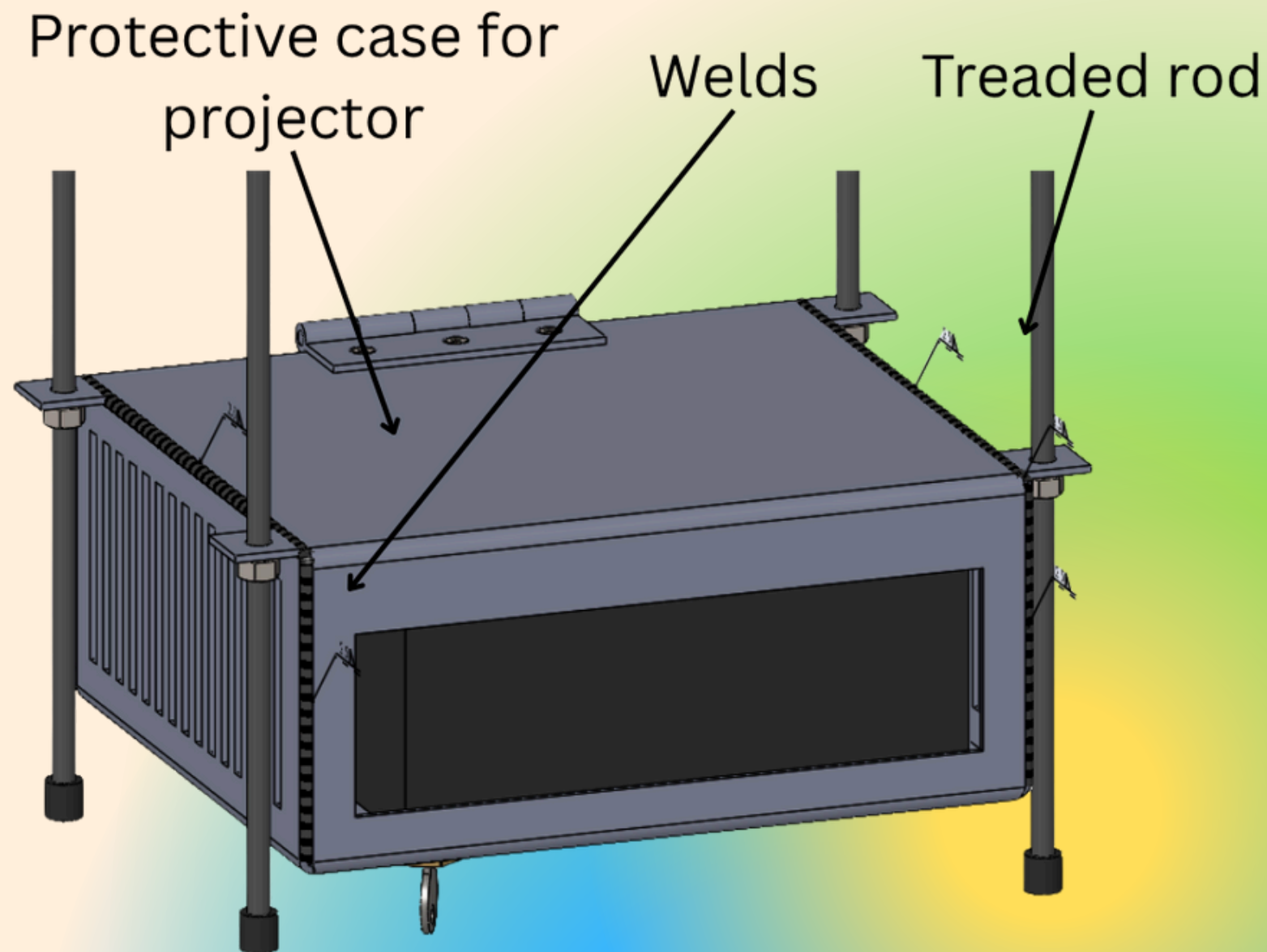
5. PACKAGING



STEP UP BOX



PROTECTIVE PROJECTOR CASE



6. VIDEO

DrawYourWay Team presents



DRAW YOUR WAY

7. CONCLUSION



Future Development



Limitations



Achievements



DRAW YOUR WAY

THANK YOU FOR LISTENING!

TRINDADE

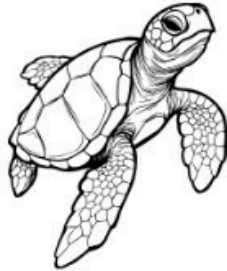
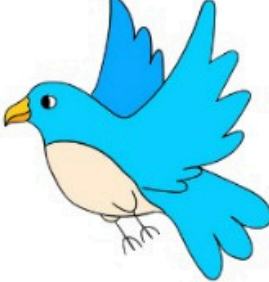
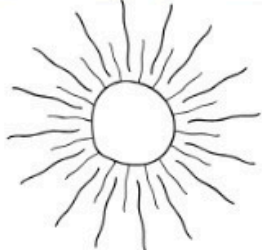
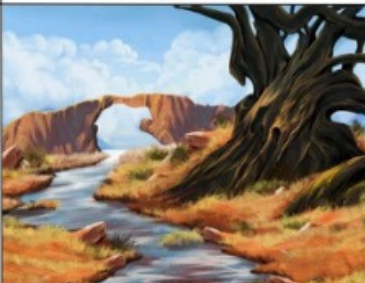


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