

DRAW YOUR WAY

FINAL PRESENTATION

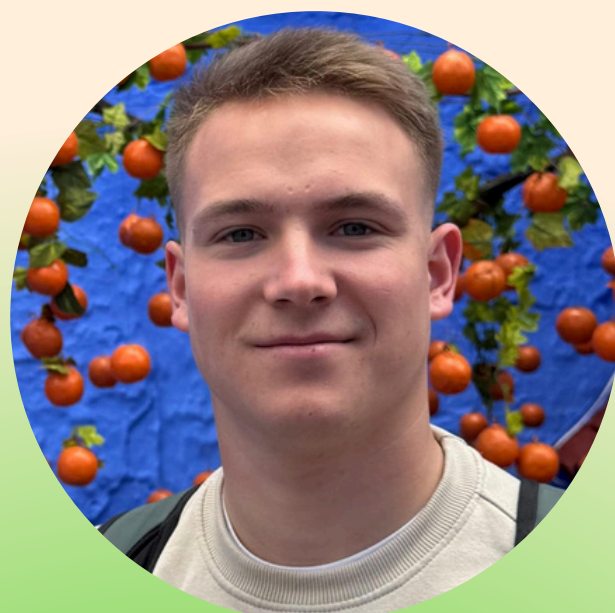
Tim Norrgård
Jouke Klinkenberg
Mateusz Cieśliński
Esther Sala Cao
Victor Van Cauwenberghe
Flavius-Cristian Blanariu



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

UN sustainable goals

Entertaining

Intuitive use

Innovation



DRAW YOUR WAY

User engagment

Real-time interaction

Digital drawing

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



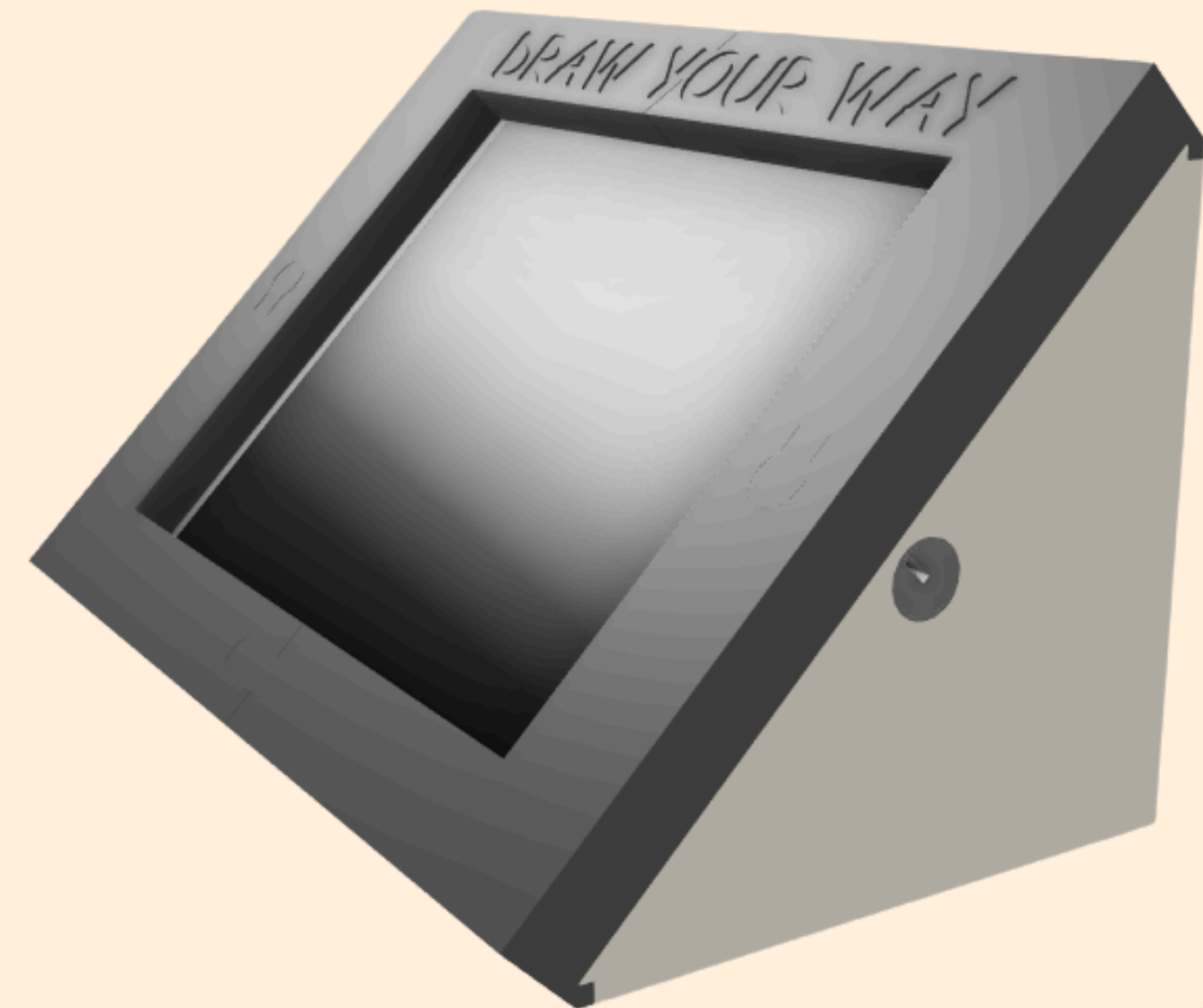
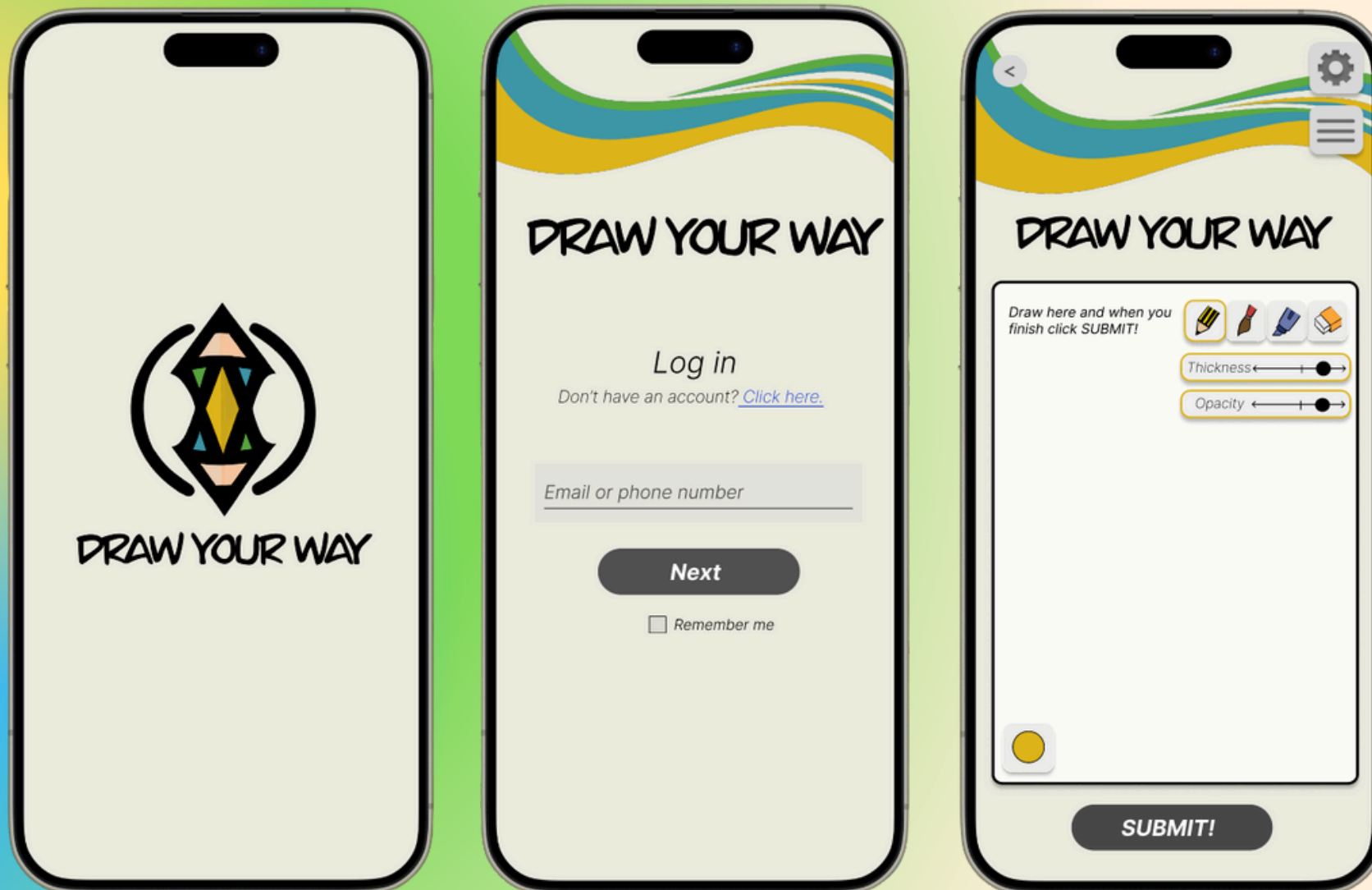
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3. SOLUTION

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




APP AND DEVICE



PROJECTOR SCREEN


TRINDADE

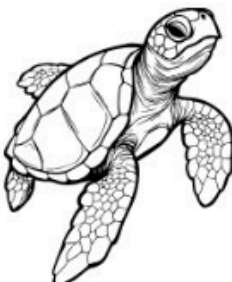









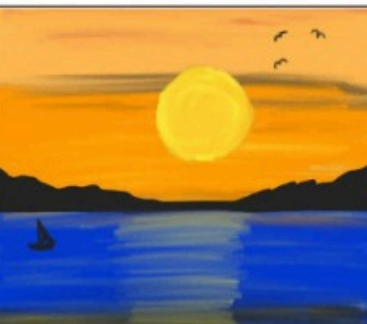
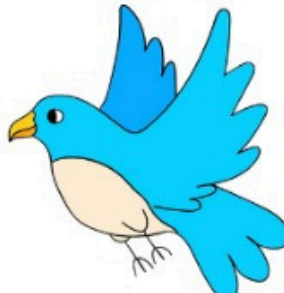






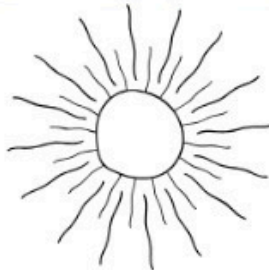
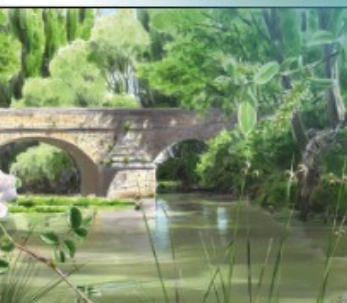

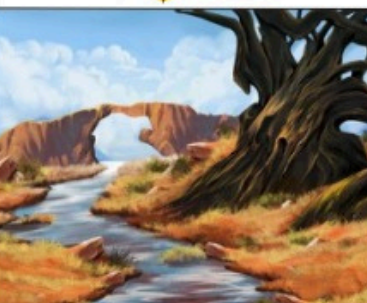









Topic of the week:

NATURE

SCAN AND DRAW!



					
					
		 DRAW YOUR WAY			
					
					



DRAW YOUR WAY

DEMO

12:11 90

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DRAW YOUR WAY

Create your account

Already have an account? [Click here](#)

test1@gmail.com

Username

Password

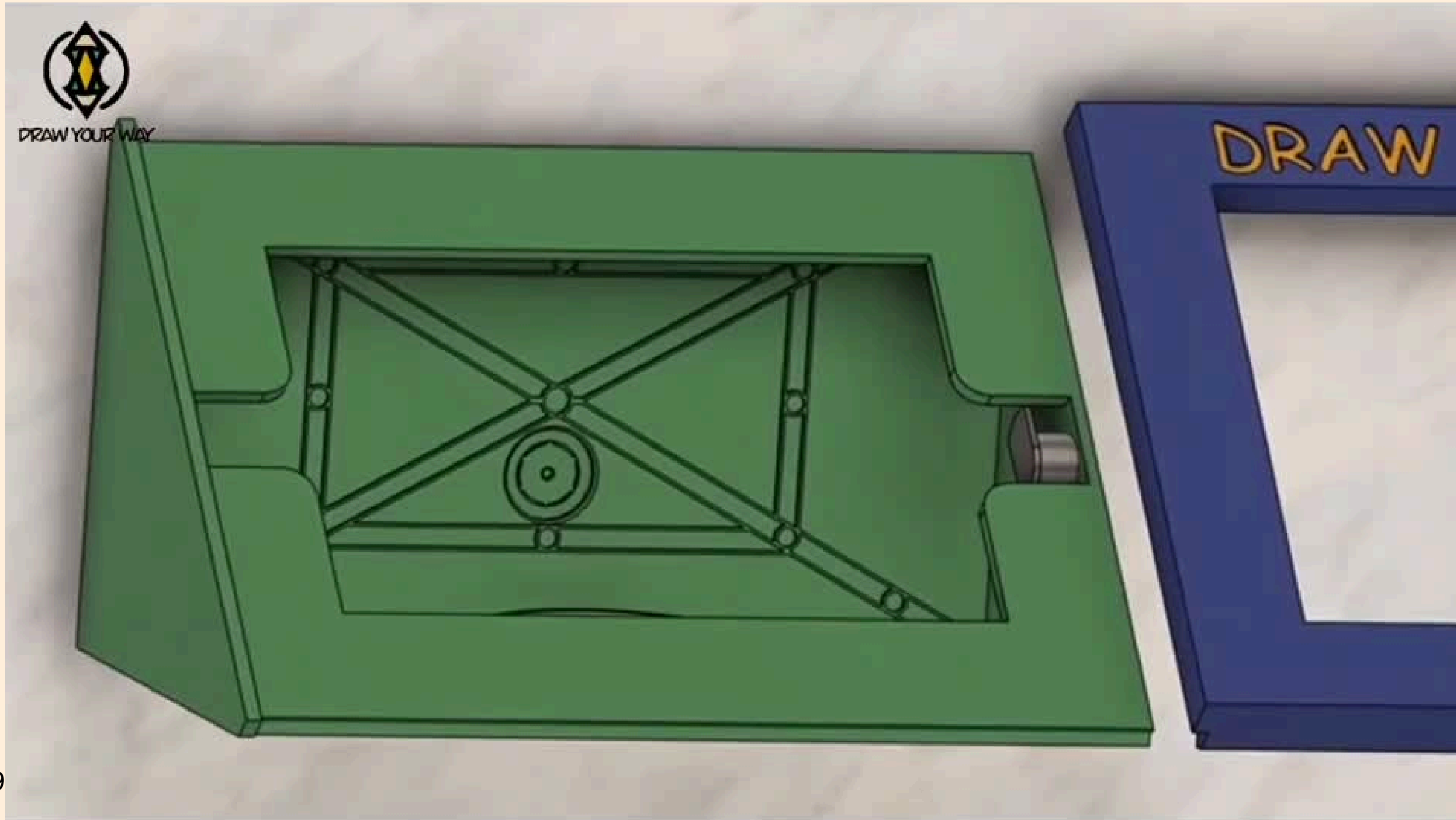
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a s d f g h j k l
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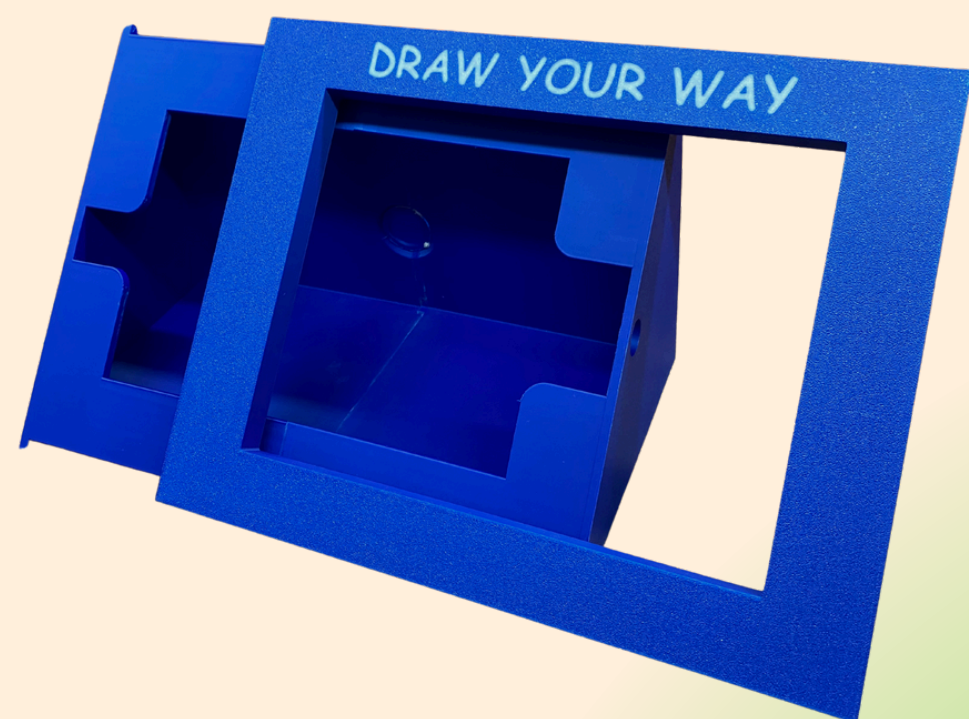


DRAW YOUR WAY

3D MODEL

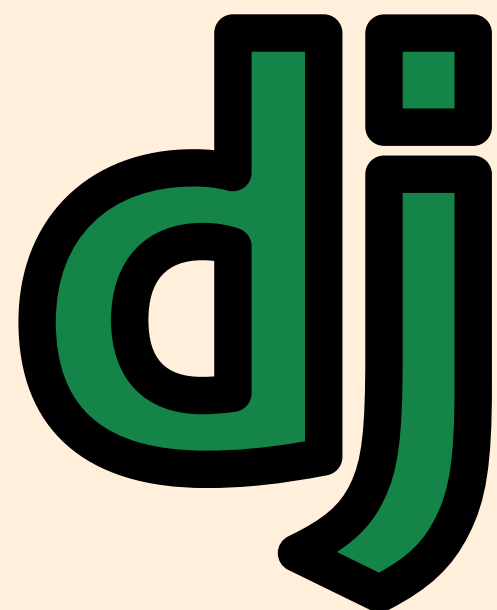


4. PROTOTYPE



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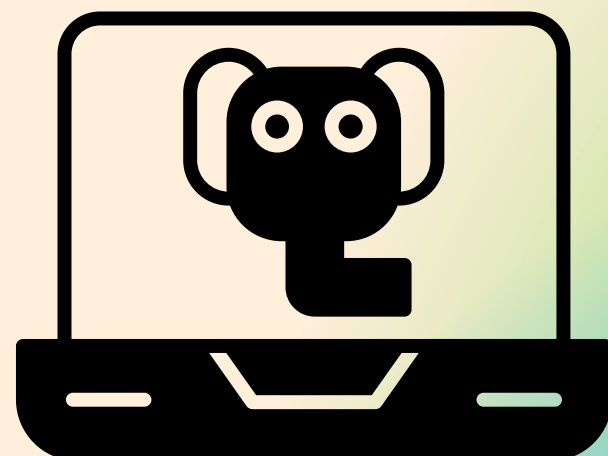
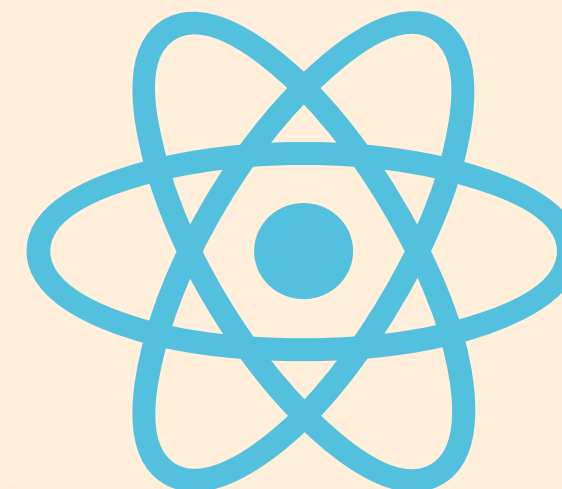
Backend



Communication



Frontend



PWA

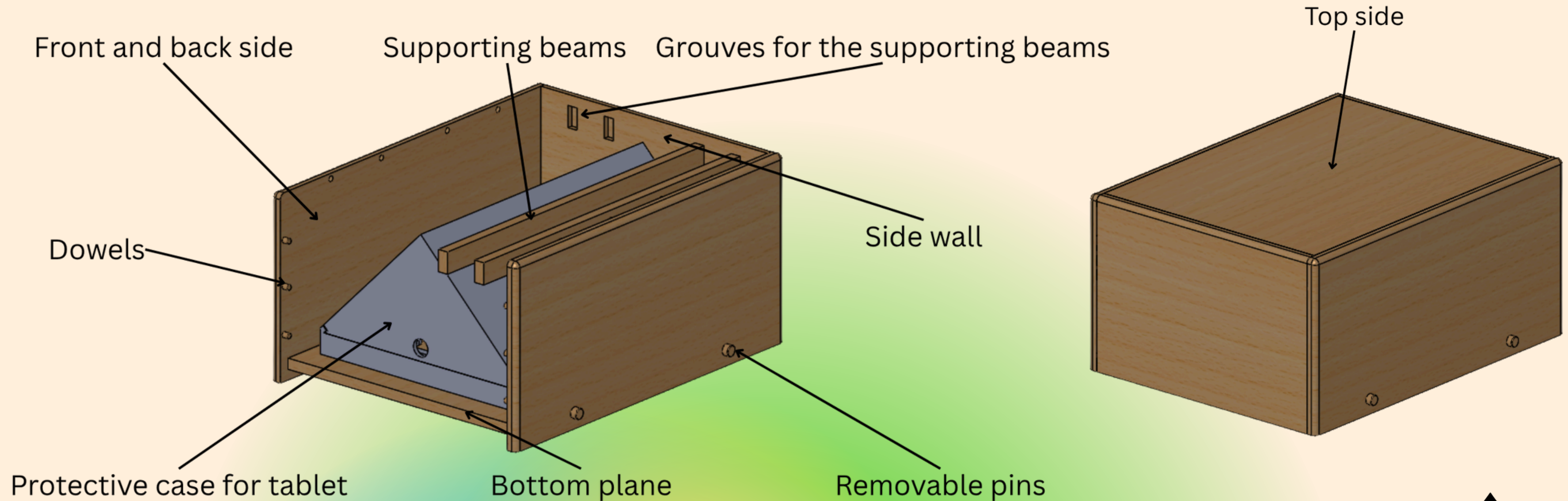


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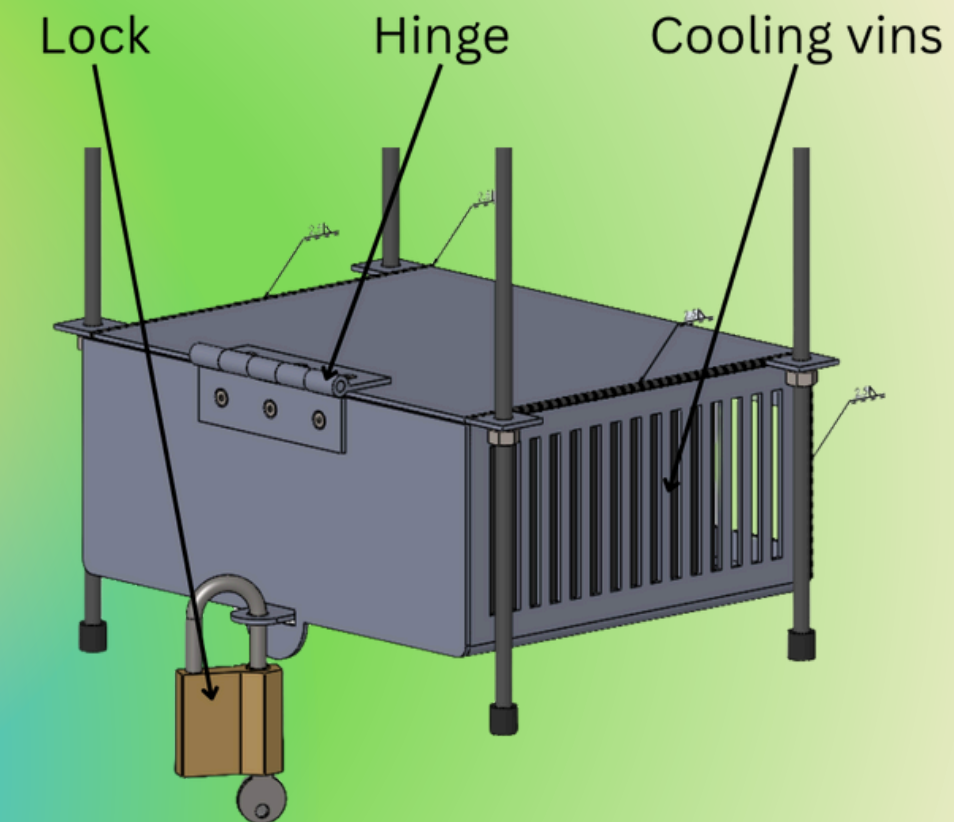
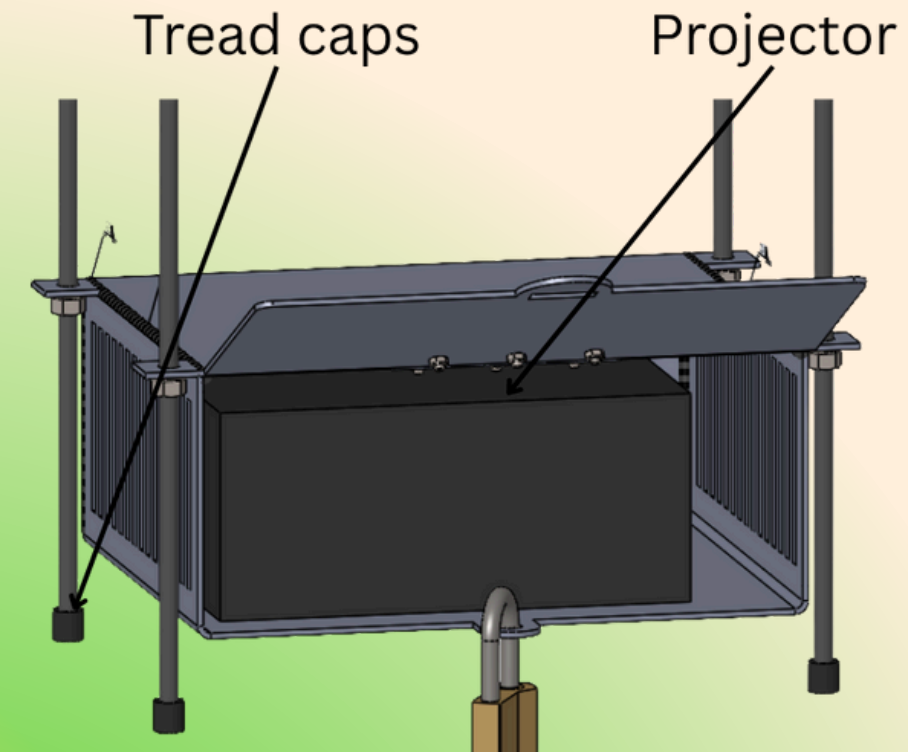
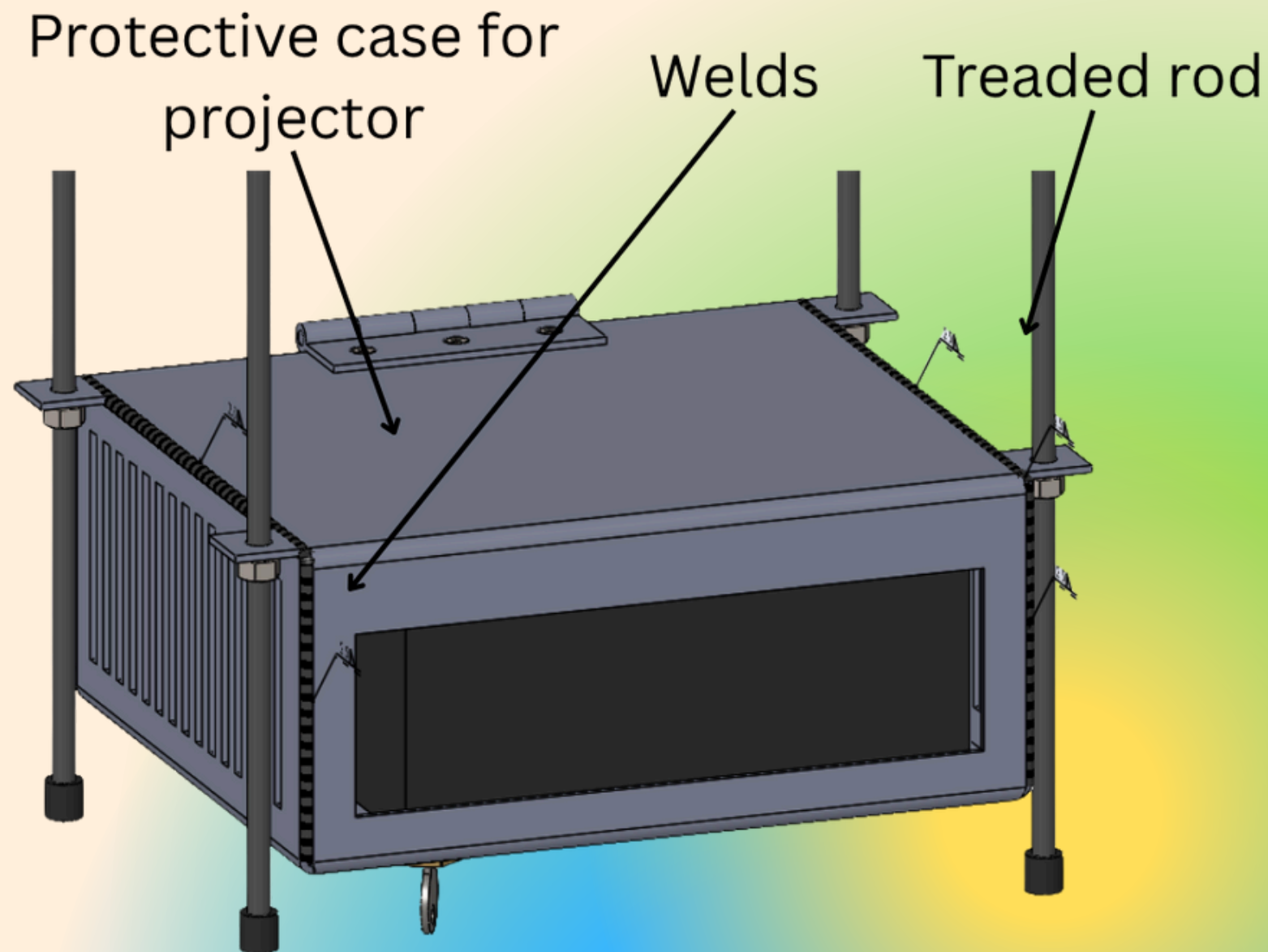
5. PACKAGING



STEP UP BOX



PROTECTIVE PROJECTOR CASE



6. VIDEO

DrawYourWay Team presents



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7. CONCLUSION



Future Development



Limitations




Achievements



DRAW YOUR WAY

THANK YOU FOR LISTENING!


TRINDADE

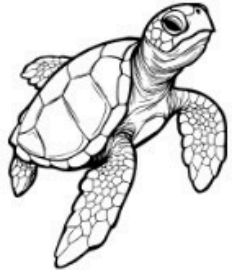










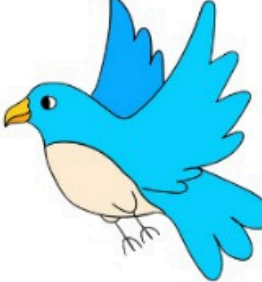






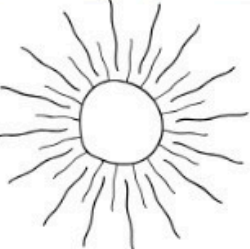


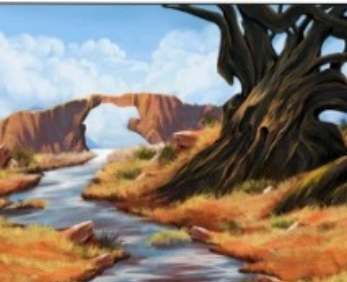









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