## Zoltán Lublóy doctoral research

**Designer starter kit**Fundamentals of digital manufacturing for craftmen

**THESISES** 

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There is no doubt, we have went through on digital revolution, it can highlighted in our everyday objects, but also can be seen on the approach of a design way of thought.

Contemporary design does not exist without the clue of IT technologies nowdays.

It is ineffective to start realising design objects without prior theoretical and technological knowledge, suprisingly even the simplest production can fail uppon the lack of knowledge. Theoretical 3d know-how is unavoidable, as well as owning professional skills in the area, because it can multiply the choices.

The design field emraced "new commers", that means anyone can be a designer without previous long-term education, creativity is foremost compairing with old manners and practices. Design education losing it's priority like craft skills, but application of 3D softwares incrase personal success.

It is highly recomended to understand rapid-prototyping machinery and characteristics of materials in the field of digital production to achieve the best results.

Appart from this set-up, the importance of production steps are also determinative.

In the future, craft and design will use digital production clues, handcrafting is vanishing and will be kept only for specific projects. Product desing turns mostly into hybrid manufacturing, mass production loosing its importance.

The human idea will play the main role in desing, because results of artificial intelligence and software based output seem quite odd. Failure and unaccurance of craftmanship is part of mankind, part of being human.