

Too Fast to Past

PLA recycling process



Too Fast to Past is a creative research project focused on recycling PLA waste from 3D printing labs.

The PLA is a material with which objects are made in a very short period of time thanks to 3D printing. Hence also the definition of the name of the project: Too Fast to Past, which refers to the material used, usually printed 3D very quickly, and so quickly thrown if something goes wrong. In addition to the wrong printed objects, the main source of waste are the filaments that are 'residues' of the reels.

What was born is a small analogue machine for plastic compression moulding. With the aim of bringing people closer, as much as possible, to the materials available to them, Too Fast to Past reuses the waste materials from the rapid prototyping laboratory in order to obtain a new production process with low energy and resources content.

Designed by Emma Zerial

A good open hardware project creates an ecosystem. It works like a platform where a variety of actors meet and become productive. It opens up action spaces and business opportunities. It creates synergies between the different actors and allows everyone to do things that would otherwise not be possible or not so easy.

Open

Open Elements

Each section of the project can be opened:
the drawing of the machine;
the drawing of the mould;
the drawing of the boxes;
The materials are waste so they can also be considered open.

Ecosystem

Actors & Activities around it

The opening makes the world go round.
The more people collaborate, the better the project can improve.
As a user you can intervene on the project by publishing:
tips and drawings to improve the machine;
tips to improve the baking of plastic;
drawings for other forms of mold.

Getting more drawings of moulds means having more possibilities in a second time to find immediately what you need.
The more people who intervene,
the more people who will intervene.

Channels

Virtual & Physical channels for exchange in the ecosystem

This type of openness takes place both physically in the environments in which it is possible to operate on this project:
universities;
FabLabs;
whoever owns a 3d printer;
and on the web, using both the main Precious Plastic forum and other web channels focused on Open Sources.

Business Model

How does the system sustain itself?

As this is a waste recovery project, it does not provide for revenue, but for savings and re-use.



<https://emmazerial.wixsite.com/toofasttopast>

