COMOTION MAKERSPACE

COMMUNITY AND TOOLS TO MAKE, LEARN, SHARE AND NETWORK

Innovation can come from anywhere. At the CoMotion MakerSpace, students, staff, and faculty from the University of Washington find the tools and resources they need to build and prototype their next great idea! Come to the MakerSpace and make the most of a social, multidisciplinary, and collaborative environment that connects you with UW’s creative community.

WHAT WE OFFER

- **TOOLS**
  - 3D Printers, laser cutters, electronics fabrication, sewing machines, CNC milling, AR/VR, woodshop, and more

- **SPACE**
  - A 6000-ft² open environment

- **LEARNING**
  - Group Work Sessions, Trainings, Workshops, Drop-In Hours

The MakerSpace has been instrumental for everything from class projects to startups, and students using the space have even won major prizes for innovation, including the Lemelson-MIT Prize. We offer workshops on topics ranging from AR/VR, to costume design, to 3D printing and 3D modeling, to creating and designing your own holiday cards with laser cutters.

PROJECTS

- 3D printed prosthetic hand
- 360 camera photos
- E-textiles
- HoloLens tools
- Laser-cut topographic map
- Handmade hammocks
- Orrery
- EKG headsets to measure brain activity
- Electric skateboard
- Penturning

WORKSHOPS

- Sew Basics
- Intro to Laser Cutting
- 3D Modeling
- Intro to Arduino with Biosensors
- CNC Milling
- Hack Your Clothes: Intro to Alterations
- E-textiles Workshop
- Unity for AR/VR Development
- Home Automation
- Woodturning

STUDENT ORGANIZATION PARTNERS

- Robomasters
- UW Hyperloop
- CubeSat
- DIY Embedded Electronics
- Bioengineers Without Borders
- Society of Asian Scientists and Engineers
- Society of Women Engineers
- Hispanic Society of Engineers
- Virtual Reality Association
- UW Superbike
- Husky Adapt
- WOOF 3D Printing
**WHO WE SERVE**

The CoMotion MakerSpace serves a diverse community. We aspire to create an innovative and social environment for people with common interests to collaborate and learn from each other.

**Bailey Schaaf, Sophomore, History.** Bailey is a member of the costume club and uses the MakerSpace's sewing bench. She commutes to school and likes that she can use the MakerSpace between classes and into the evening.

**Hiromi Yasuda, PhD candidate in Astronautics and Aeronautics.** Hiromi is a PhD student in Professor Jinkyu Yang's lab. He has used the laser cutter and 3D printer to create origami-inspired kinematic structures. These designs can be applied to assist with automobile crash protection and wave propagation.

**Ramon Qu, Freshman, Informatics.** Ramon brings his experience in 3D Printing and Arduino and has learned to use the laser cutter, Shopbot and other tools at the MakerSpace. His advice to new students: “I strongly encourage you to check out this place... you definitely feel the ideating power in the space and feel welcomed by talking to the staff and mentors.”

**Tracy Tran, Senior, Computer Science & Engineering.** Tracy started using our MakerSpace her sophomore year when she took a textiles art class and wanted to build a pair of mechanical wings for her final. Since then, she has used the electronics station, 3D printers, woodshop, and sewing station. Tracy shares: “I feel really comfortable grabbing some other makers and saying, ‘Alright, I want to make this crazy thing. Any ideas how?’”

**COMOTION MAKERSPACE LEADERSHIP**

Chue Yang is the manager of the CoMotion MakerSpace at the University of Washington. She is responsible for the policies and procedures, safety programs, staffing, and the day-to-day operations of the makerspace. In her spare time, she enjoys hiking and skiing in the mountains.