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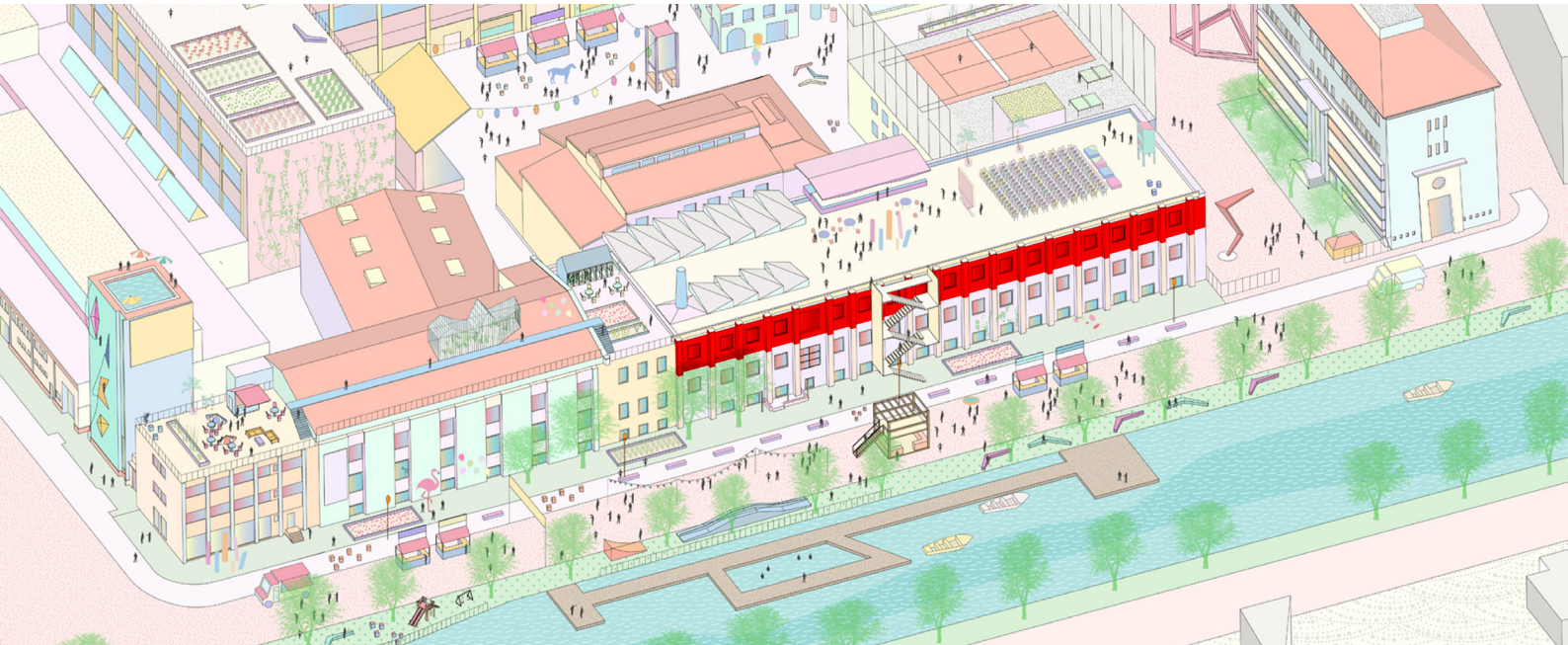


Context

- short story -

The project started in 2014 when a group of multidisciplinary creatives set up to transform the abandoned industrial space of the former Cotton Factory in Bucharest into the first makerspace in Romania. After six months of hard work, with the

help of 25 people, 9 partners and just 120 000 euros initial investment, the project was launched. The location is close to the city center, by the riverside, 5 minutes walk from public transport.





What is Nod Makerspace?

Nod Makerspace is a dynamic ecosystem that welcomes designers, artists, engineers, inventors and entrepreneurs. Anyone who has an **idea**, an **invention** or a **prototype** and aims to develop it will find the tools and the manufacturing equipment to make any project come to life in this creative

workshop: laser engraving & cutting, 3D printing, CNC router, plotter, scanner 3D, welding machine etc. Nod Makerspace works both as a fab lab and a hub, allowing any type of project to be developed here.





The Space

- facts -

Our space, measuring 1050 sqm, is structured as following: the **co-working**, consisting of 350 sqm of open space working area, 15 **private studios**, one **meeting room**, and 300 sqm of manufacturing and prototyping **workshops**, such as wood workshop or metal workshop.

Due to its attractiveness for creatives, Nod Makerspace now has a wide range of **equipments** and a **community** formed of people coming from a wide range of fields, from designers to mechatronics engineers and to materials specialists.

1050sqm

makerspace

80+

tools and
equipments

500sqm

co-working
space

100+

active
members

250sqm

prototyping
workshops

30+

start-ups

NOD MAKERSPACE

- 0 Recepție
- 1 15 Studio - 14mp
- 16 17 eematico
- 18 Studio - 60mp
- 19 Studio - 37mp
- 20 Chicineta+chill-out
- 21 Sală ședințe
- 22 Coworking space
- 23 Birou
- 24 Atelier lemn
- 25 Atelier metal
- 26 Depozit
- 27 CNC Laser
- 28 Vopsitorie
- 29 Grupuri sanitare
- 30 Scara acces
- 31 in construcție



The Projects

- short story -

As a dynamic ecosystem, NOD Makerspace welcomes dynamic projects, new concepts in **design** and **manufacturing** and playful projects such as **games**, **VR** and **animations**. This is the case for both freelancers' projects and community's projects. And of course even individual projects have their fair amount of community work - mainly because we're all friendly here. And the best part of these on-spot **collaboration** is that they all start from playing with ideas, discussing, spending a lot of time with each other. Well, playing with ideas sometimes transforms into playing team games at our **community events** and discussing refers to both formal team meetings and informal talks while having a beer.

The space is also very inspirational - one just has to

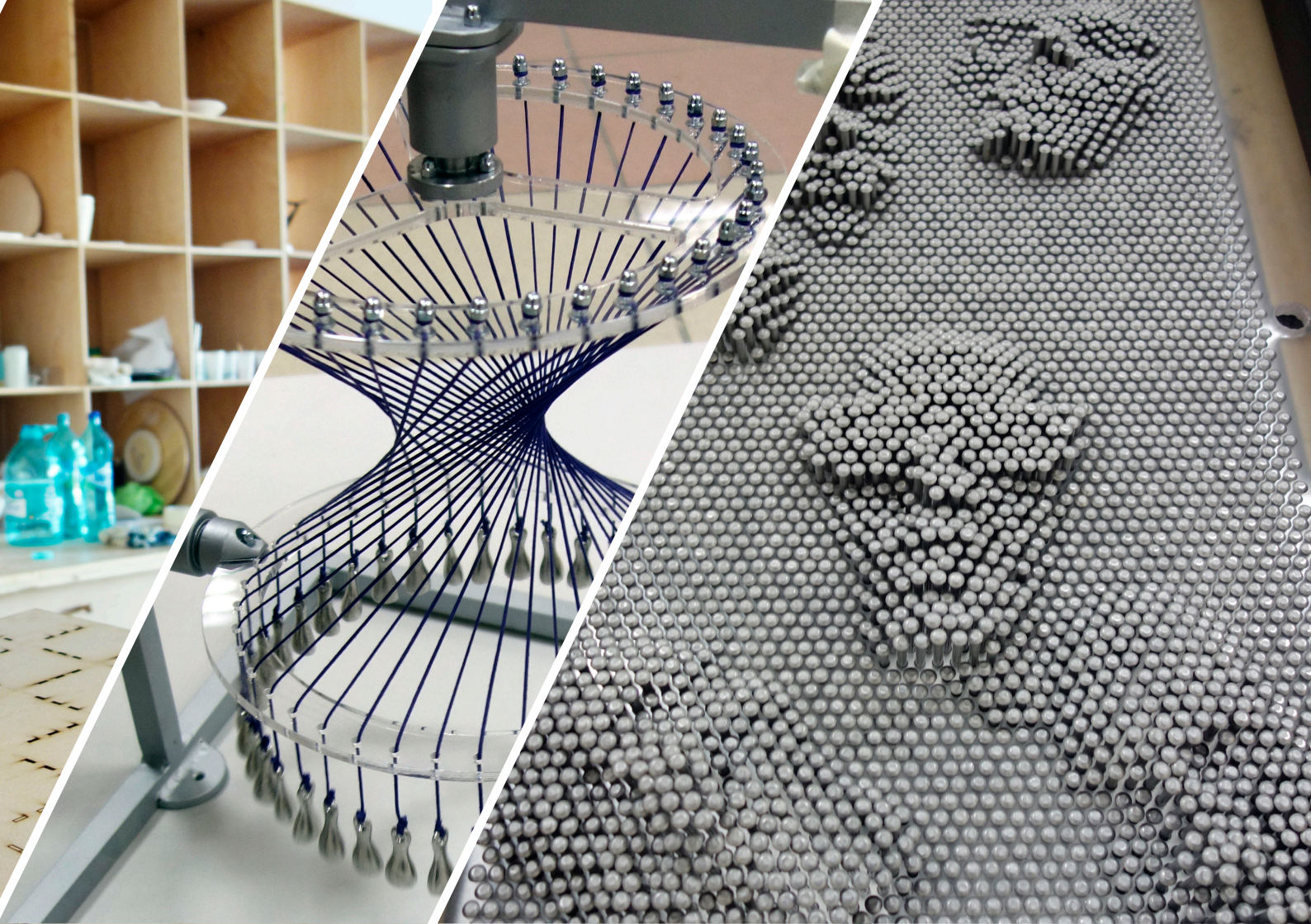
pass by and interesting new projects can already be spotted.

Such a **flexible space** and way of working is exactly what gave us the possibility to organize **events** and **workshops** covering a wide range of creative fields. The more passionate people in our community are, the more they want to share. Guess this is just how things work with creatives.

*Keep tuned for the upcoming interviews with some of the most creative people at Nod Makerspace!







The Workshops



Fig. 2

Complementary courses to the makerspace - Introduction in :

- Laser Cutter
- CNC Router
- 3D Printing
- Vinyl cutter
- Fundamental Tools for working with timber
- Seaming
- Electronics
- 3D Modeling (3ds Max, Sketchup, Rhino 5.0)
- Grasshopper
- Arduino
- Raspberry Pi
- Software Autodesk: Maya, 123DCatch, 123D Make, 123D Sculpt, 123D Design
- Business Consulting for Makers

Other workshops :

- Classes for kids - introduction to design and manufacturing of toys
- Jewelries
- Ceramics
- Tailoring
- Fashion Design
- Origami
- Marketing for Artists and Makers
- Architecture Visualization
- Storytelling
- PR
- Copywriting
- Prost Processing - Adobe Photoshop & Illustrator
- Advanced 3D Modeling
- Animation and VFX

The Community

We are a **multi-disciplinary community** having members from different domains such as Urban Planning, Landscape Design, Product Design, Graphic Design, Interior Design, Gaming design

and VR development, Typography, Photography, Entrepreneurism, Business and Social Business, Branding, 2D and 3D Animations and more to come.



Why a Materials Library?

There is a firm need within Nod makerspace community and, by extension, within the creative industries in Romania to have a physical space where to:

- touch and feel materials from all over the world
- learn about materials' physical properties, production technologies and other technical details
- get inspired by materials usually used in other industries / to have them in the same place
- easily get in touch with producers
- work with clients or in teams in such a resource-space in order to define, compare, see materials

And this is why **MATER** - the first
Materials Library in SE Europe -
came to life



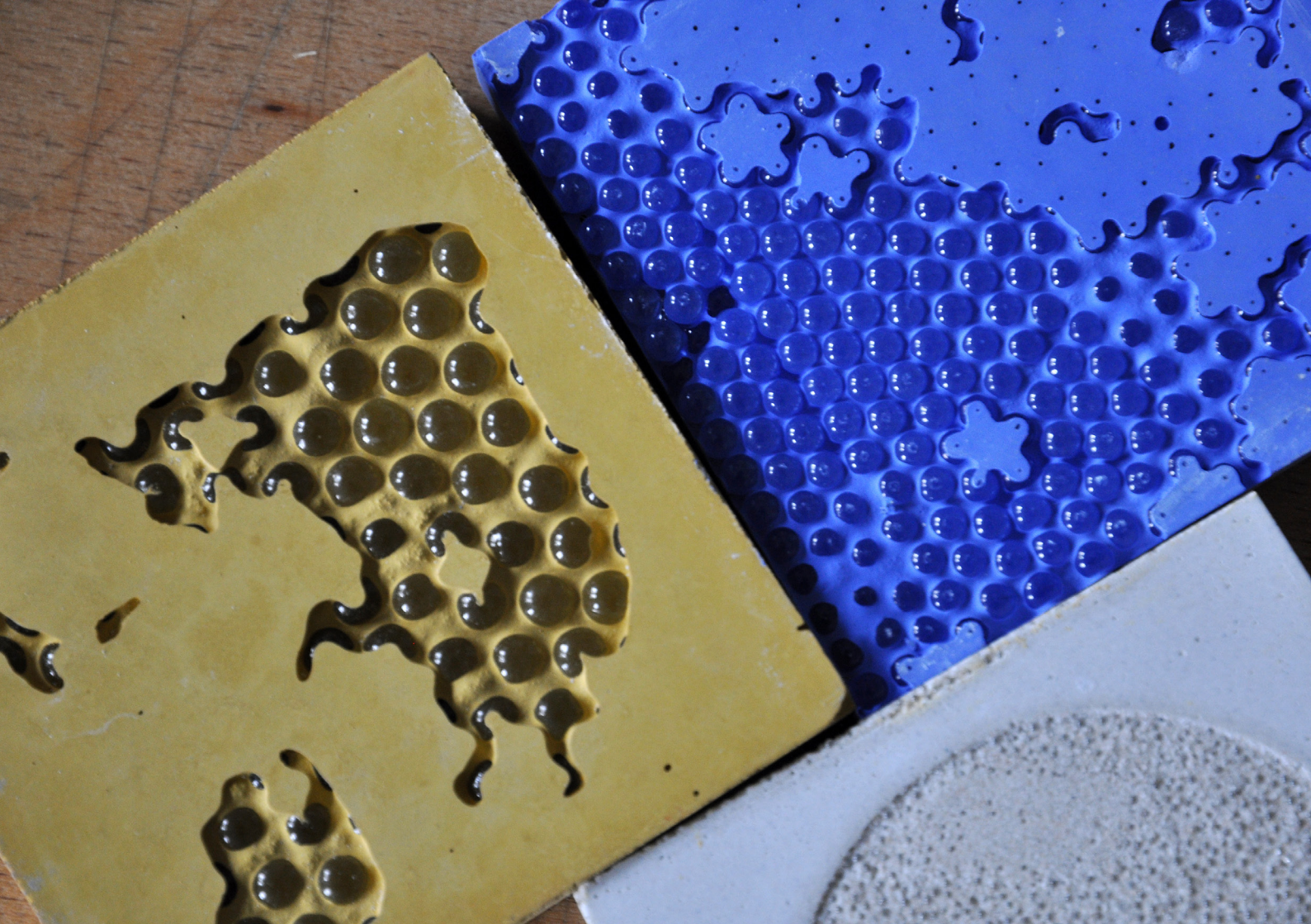
What is MATER?

MATER is a Materials Library - an extended, constantly-renewed collection of material samples. It is the ideal space for any material lover - architects, interior designers, industrial designers, fashion and jewelry designers, illustrators, artists, constructors and advertising professionals.

Precedents all over the world : The concept of Materials Library can be found in other big cities such as New York and Paris, because it is a powerful educational tool presenting a large range

of possibilities for innovation and research. The one in Paris, **materiO'**, is also a partner of ours.

Who is it addressed to: Our customer segments are professionals from creative industries such as Architecture, Design, Advertising, IT, but also makers from the Construction and Condominium domains. Therefore we're also addressing Universities and Professional Associations.



The Space

- short story -

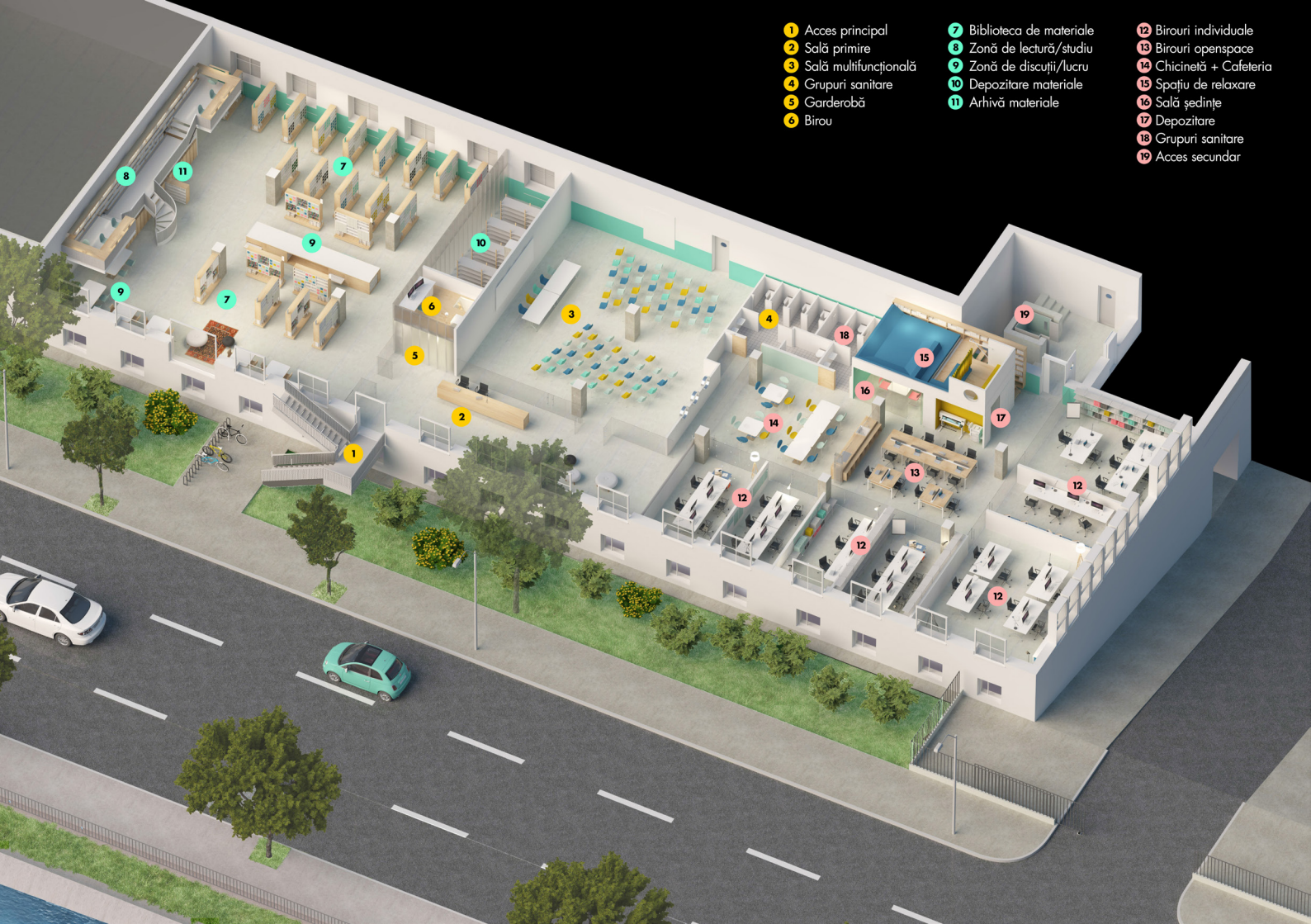
The 1000 sqm is divided in 3 main areas:

- **The Library** where more than 2000 materials can be seen and touched
- **The Multifunctional Venue** space designed for up

to 120 people where workshops and lectures on materials will take place

- Hub co-working space with **private offices** as well as **flexible desks** for teams and individuals





- 1 Acces principal
- 2 Sală primire
- 3 Sală multifuncțională
- 4 Grupuri sanitare
- 5 Garderobă
- 6 Birou
- 7 Biblioteca de materiale
- 8 Zonă de lectură/studiu
- 9 Zonă de discuții/lucru
- 10 Depozitare materiale
- 11 Arhivă materiale
- 12 Birouri individuale
- 13 Birouri openspace
- 14 Chicinetă + Cafeteria
- 15 Spațiu de relaxare
- 16 Sală ședințe
- 17 Depozitare
- 18 Grupuri sanitare
- 19 Acces secundar

The materials

Until now, we have gathered 2000 materials along with **technical information** and direct **connexion with the producers** worldwide. The materials are organised in exhibition modules, by categories: wood, metal, stone, ceramics, textiles, concrete,

glass, plastic, coatings, other naturals, sustainable materials and experimentals. **A module** contains around 150 removable material samples, catalogues and magazines, exemplifying products made from special materials in the category.





most new and innovative materials of its category

removable materials

products made with materials from its category

catalogues, magazines publications.

Experimenting at MATER

ARGUMENT why a Materials Library is useful in the proximity of a makerspace:

The whole idea of having a Materials Library as close as possible to Nod Makerspace came from the needs of Makers' to be able to choose from a wider range of materials to use in their projects and to determine different properties of these materials through the manufacturing process itself.

What happened next : Of course this idea developed into a way bigger process and now we have more and more materials to experiment with in the digital and manufacturing processes. But the most amazing part of this is that **the wider the range of materials, the more people from more and more domains started getting inspired**. Now architects, designers, researchers and engineers are interested

into experimenting with the materials at MATER.

This made us all consider going further in the processes of fabrication too, which is why the community at Nod Makerspace and MATER is now working on bringing new tools to experiment with such as robotic arms.

The possibility of developing research projects in which to program matter is now also growing bigger in our minds. Wearables? Prosthetics? **Reshaping the future is just starting**. The range of possibilities is obvious when you walk through all of the materials at MATER.





Future Objectives

- for the next year-

We intend to grow the community with

- 100 users (from 100 to 200)
- 60 start-ups (from 30 to 60)

We intend to extend our range of equipments.

We intend to create&organize:

- the Creative school
- the design department
- Nod's business incubator



We intend to gather and organize:

- 5000 selected physical materials
- a very accurate online database

We intend to bring and to keep with us:

- 200 producers
- 4000 users from the creative industries

We intend to organize

- 150 public events/year in order to bring new creative people in our spaces.
- 3 architectural/design competitions/year in order to create a synergy between designers and producers.

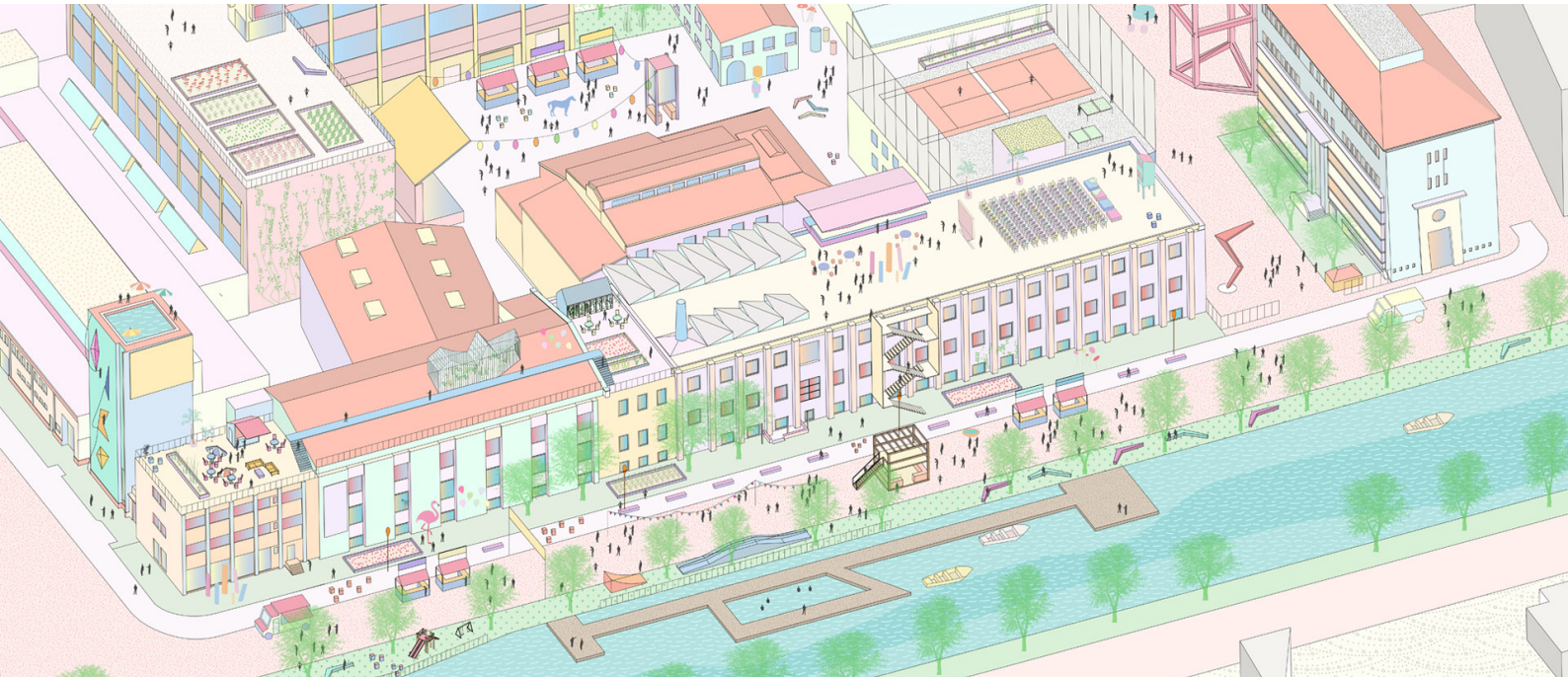
Bucharest Creative Cluster

Meanwhile, the **bottom-up urban regeneration process** is taking on the former derelict spaces in the Cotton Industry. In 2015-2017, new spaces came to life with functions such as: a restaurant, a rooftop bar, events areas, a community/civic center and other creative offices.

Below, there is the 2025 illustrated vision for the former Cotton Factory.

It has become a sustainable creative cluster, with a strong national and international recognition, where all the stakeholders (tenants, owner, public authorities and local community) participate to the common growth of the area.

*image: Wolfhouse Productions&Bruno Pinto da Cruz





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