

# BOUNDS

NO. 7



# DECONSTRUCTED

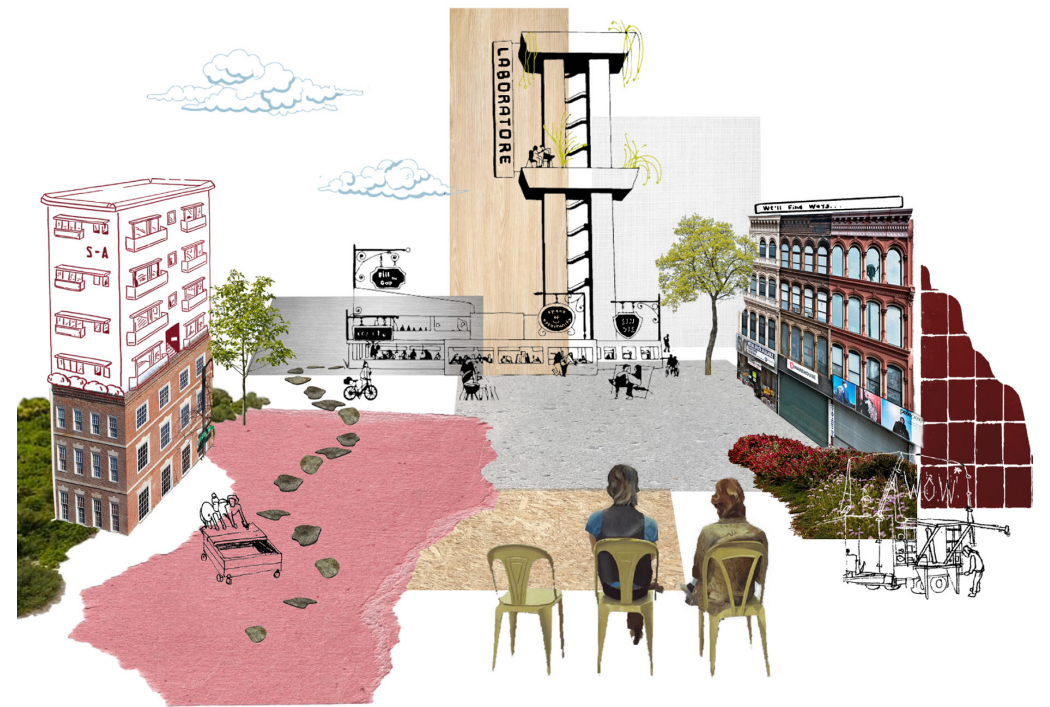
Fold • Unfold • Design Untold

January 2024



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Because people come in different shapes and sizes, the key factors affecting ergonomic-based products are comfort, safety, efficiency, and adaptability. When using standard products daily to increase one's productivity, we as students often find it difficult to complete certain tasks when the surrounding environment or products add to distractions and mistakes. Therefore, designing and utilizing ergonomic products helps us achieve our goals by bettering our physical and mental capabilities leading to increased workflow. Ergonomics to us is being able to use a space or object and feel comfortable no matter your size or condition. So when designing, we aim to create a place or product that is accessible and easy to use for everyone. Somewhere where your size does not limit or hinder one's personal goals or lifestyle.



Collage



*fluid*

Living in Structure within the Boundaries

*SUIT  
ANY  
SPACE  
NOW  
OR IN  
THE  
FUTURE*

*DYNAMIC*  
not  
*STATIC*

“The main purpose of my work is to provoke people into using thir imagination and make thir surroundings more exciting”

Designing Architecture and Furniture

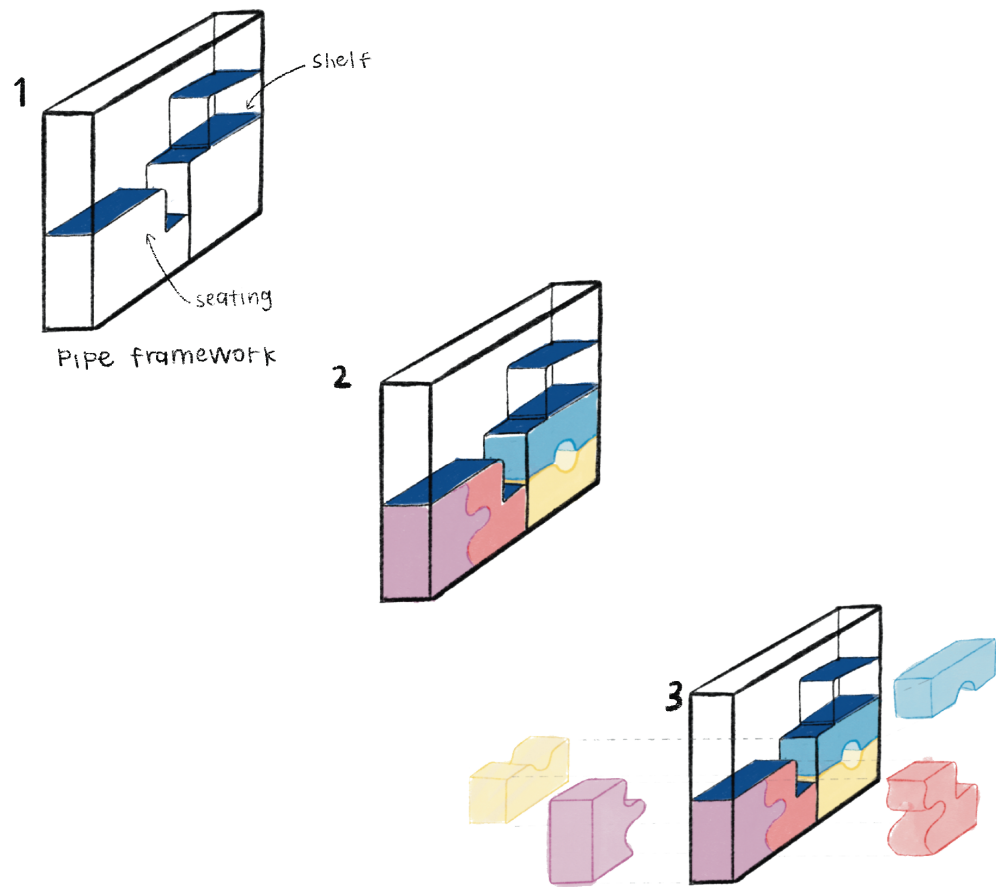
“One sits more comfortably on a **COLOR** that one likes”

Environment of the Future

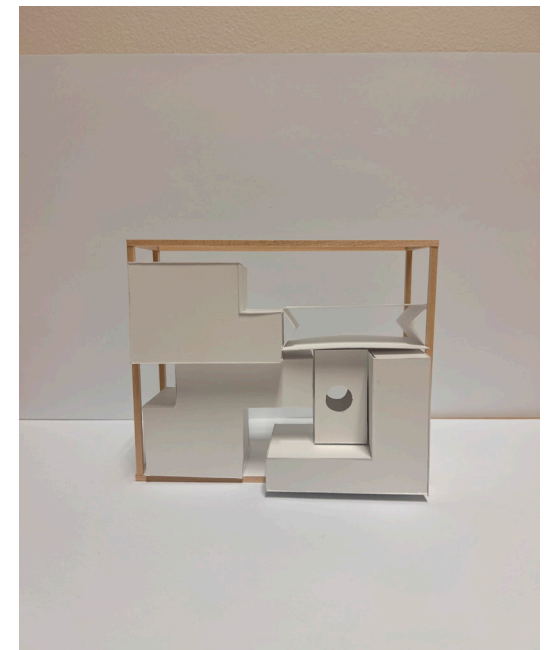
*ADAPTABLE  
LAYERS  
MATRIX*



Precedent Drawing

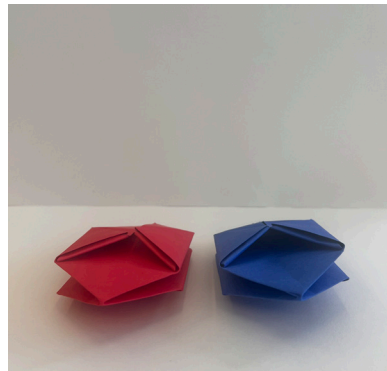
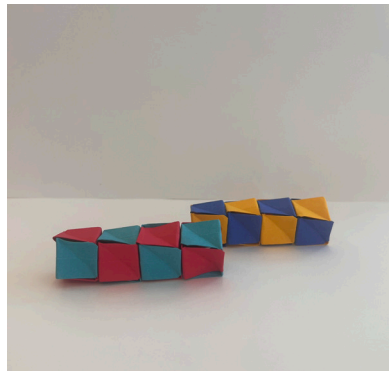


Concept Drawing

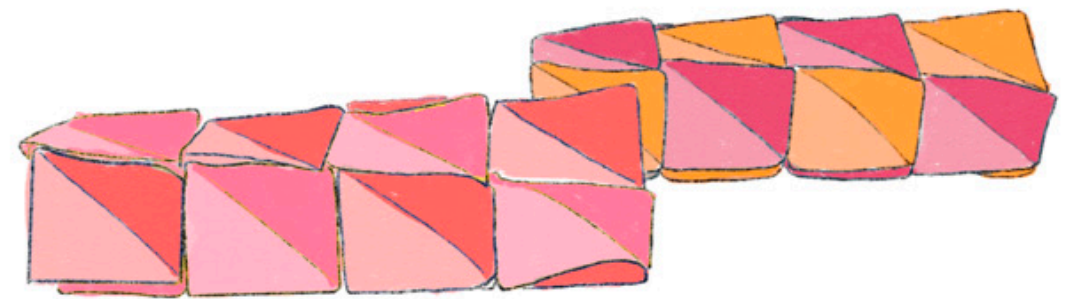
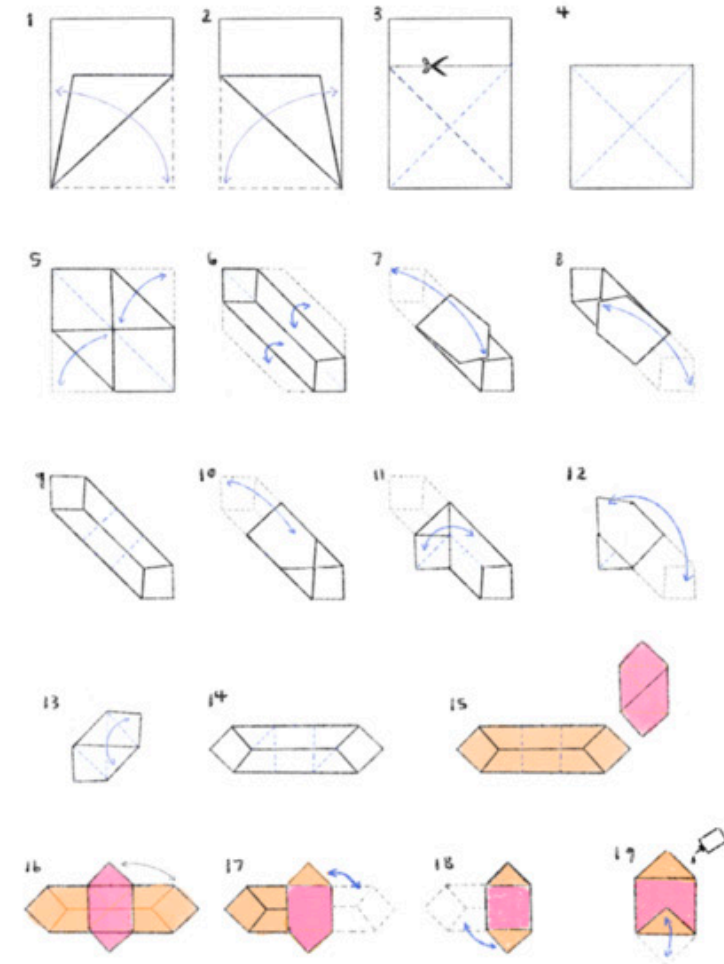


Concept Model

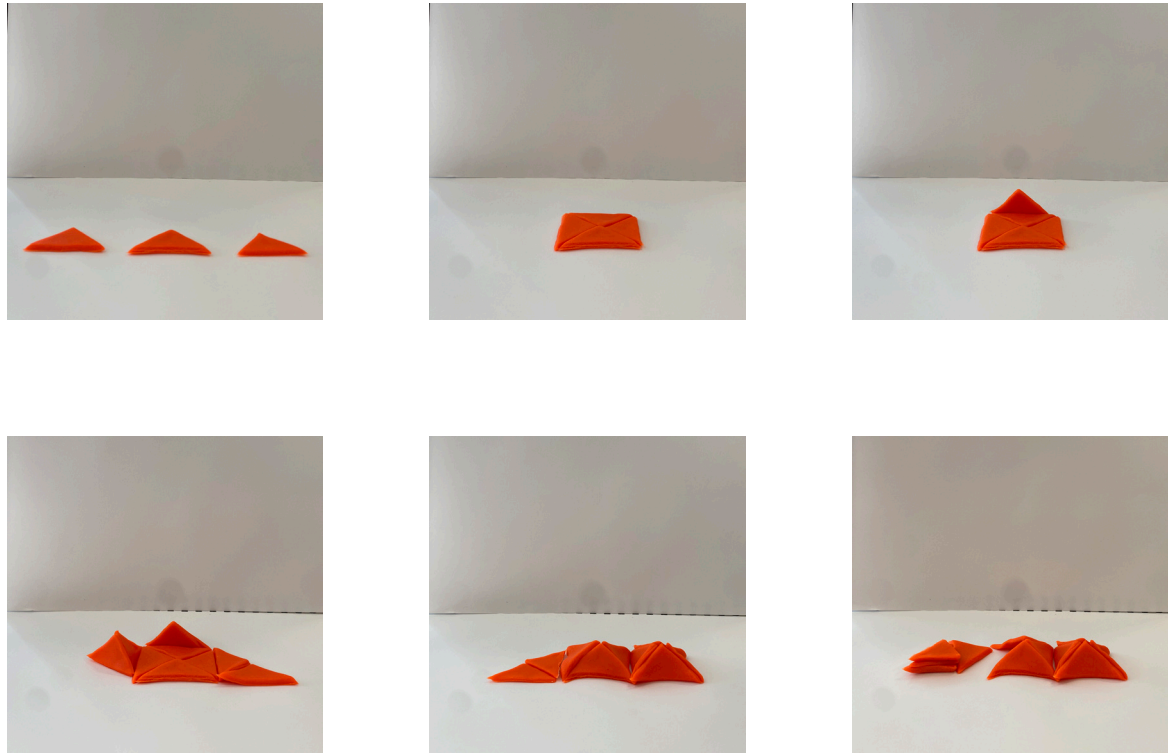




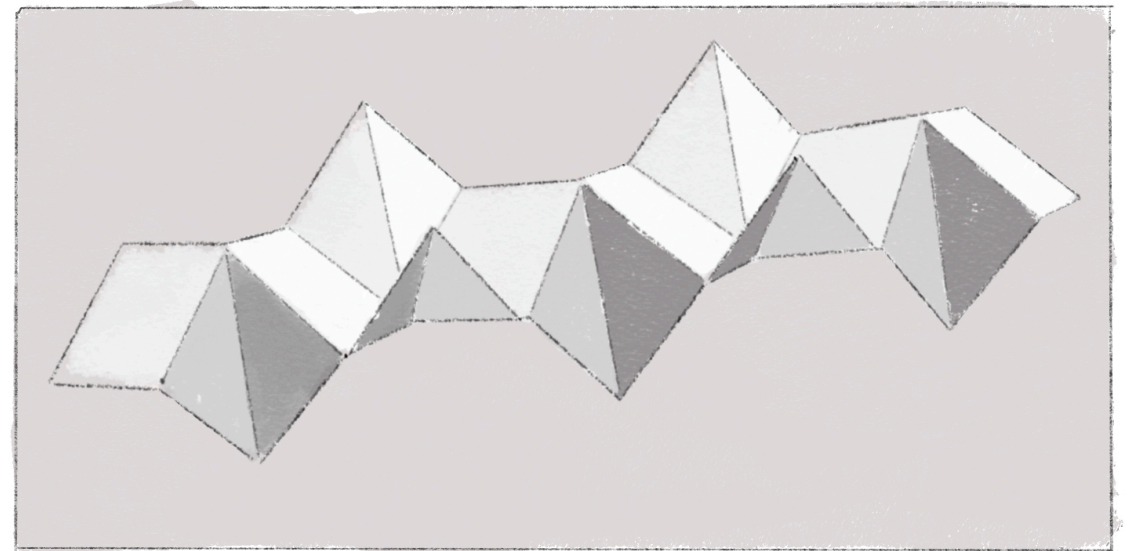
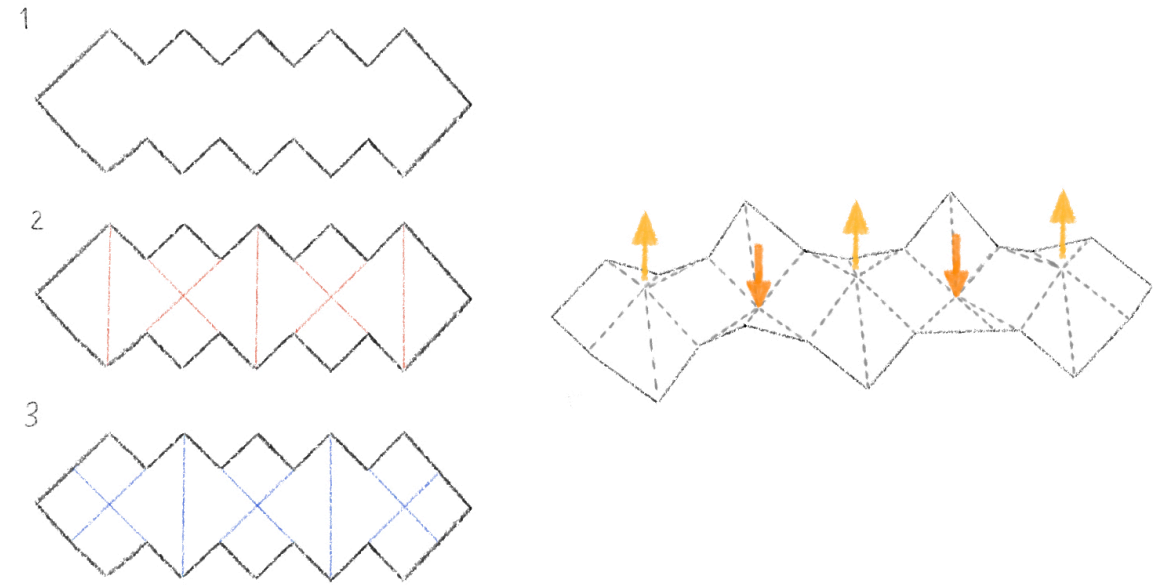
Concept Model



Concept Drawing

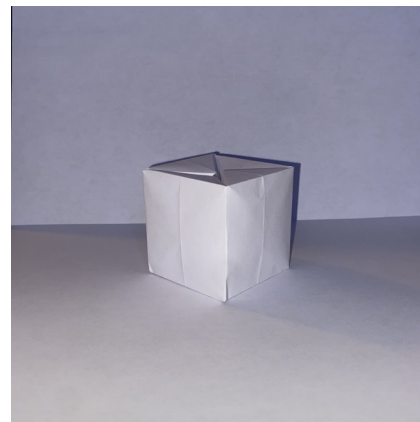
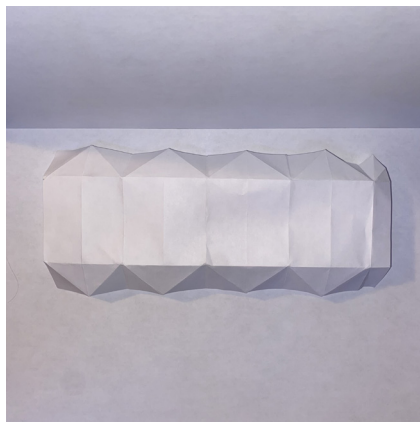
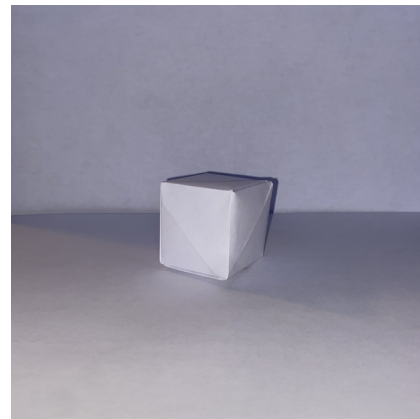
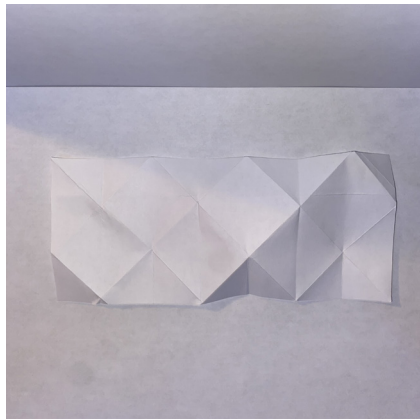
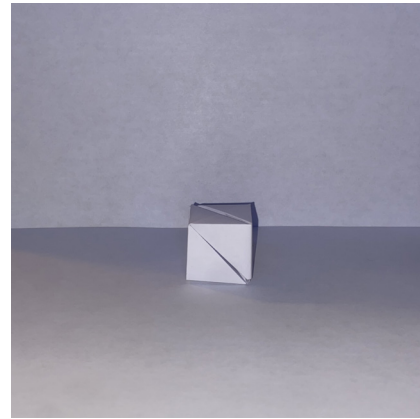
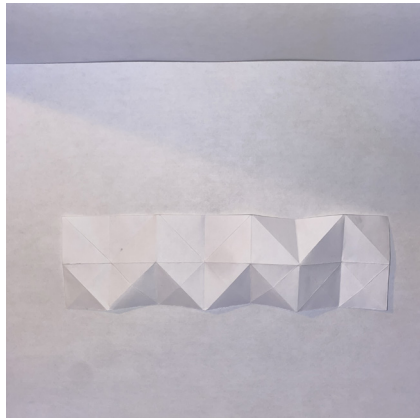


Concept Model

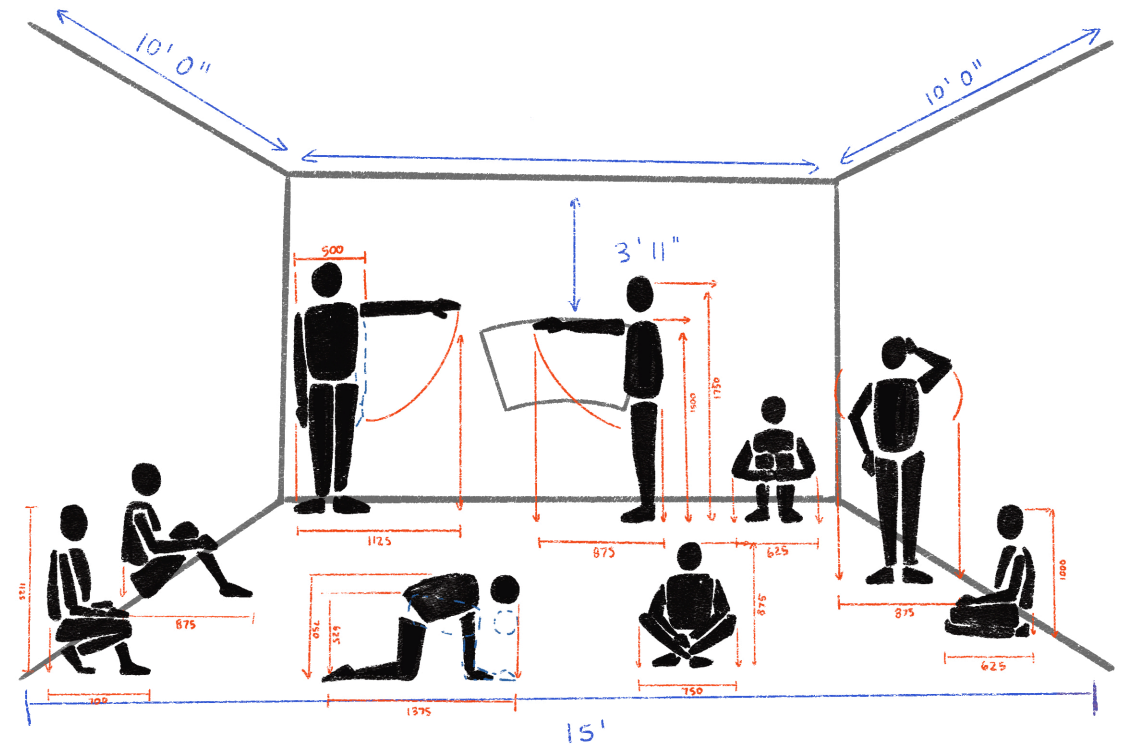


Concept Drawing

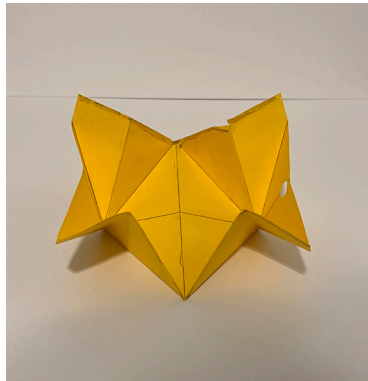
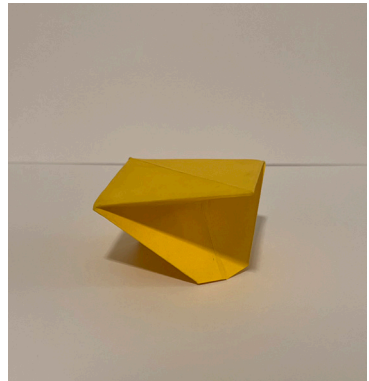
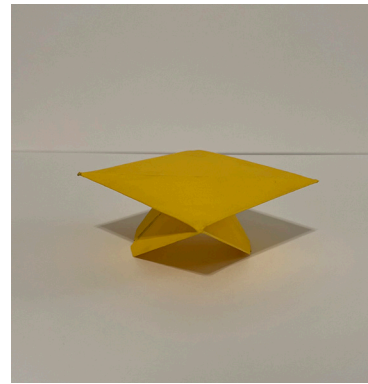
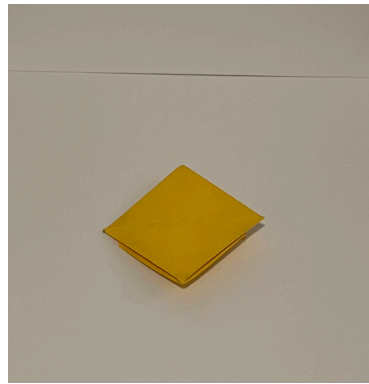




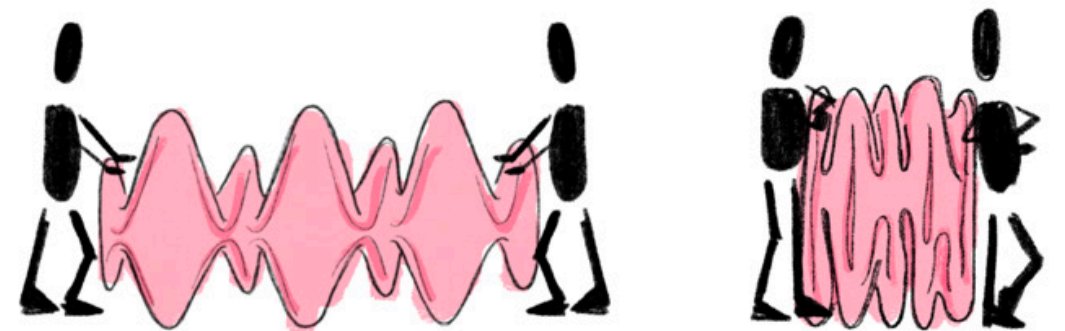
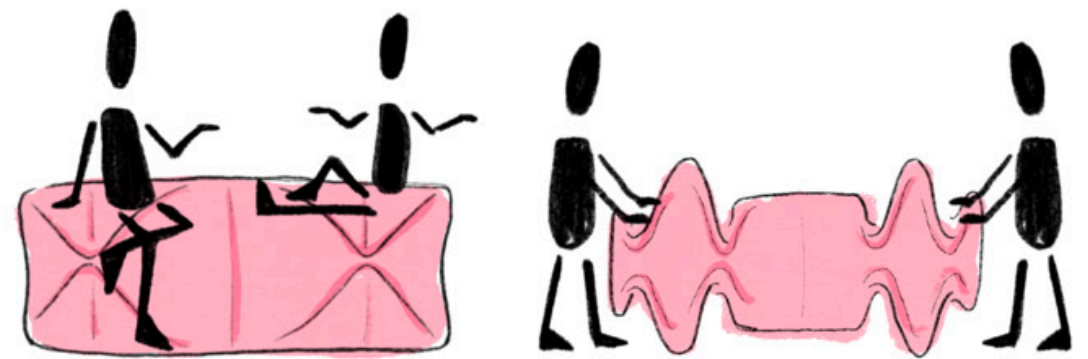
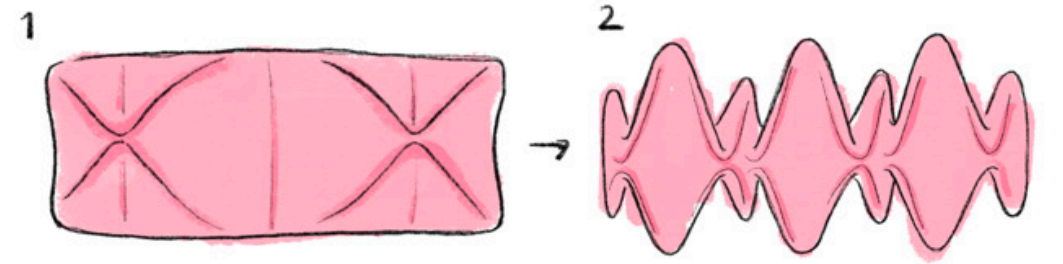
Concept Model



Ergonomics Drawing

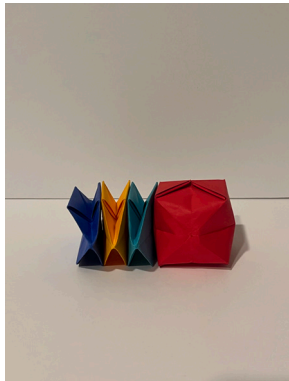


Concept Model

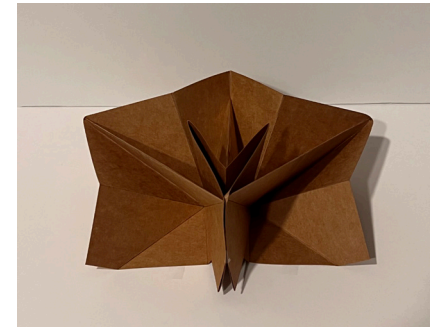
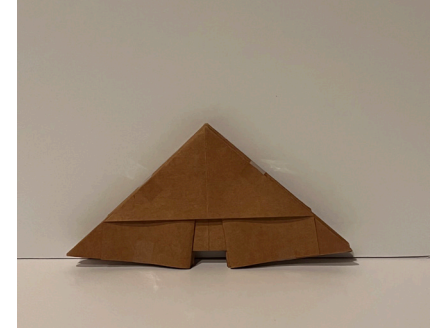
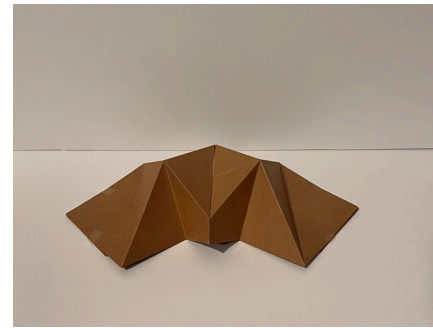
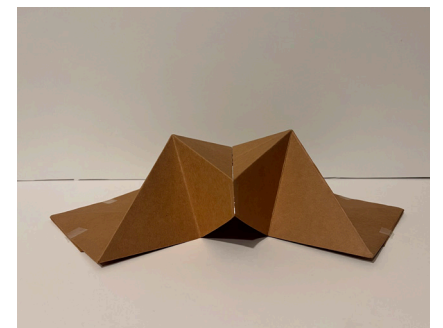
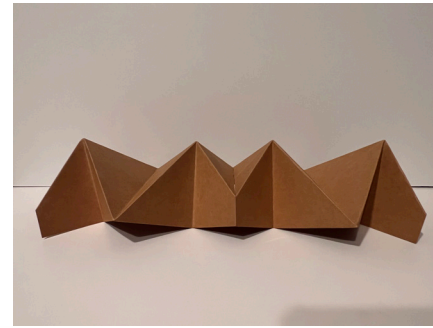


Concept Drawing



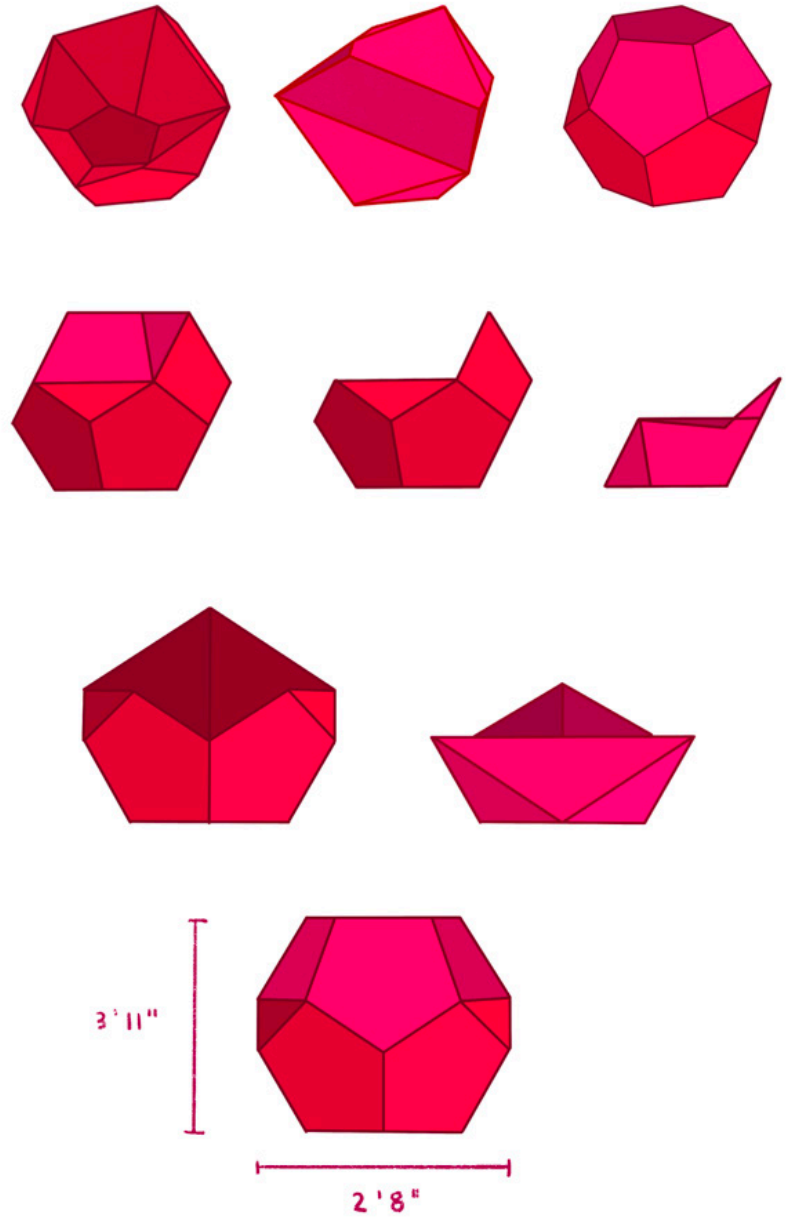


Concept Model



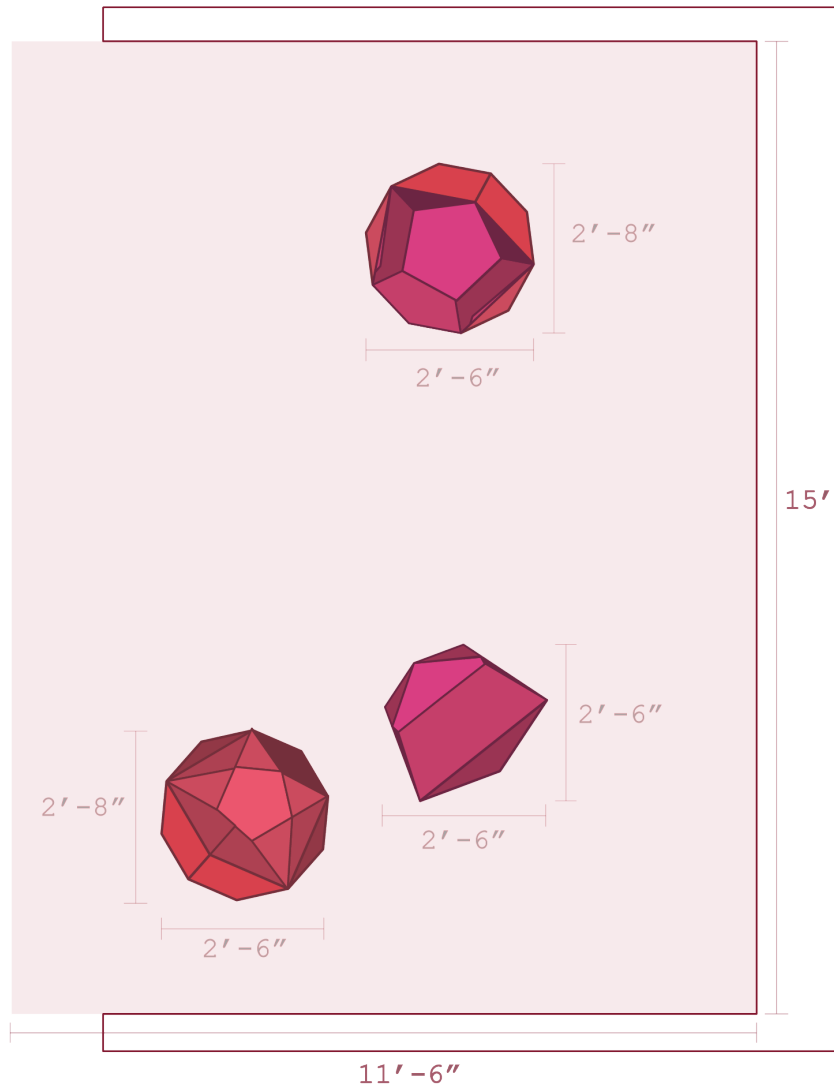
Concept Model

Project 2

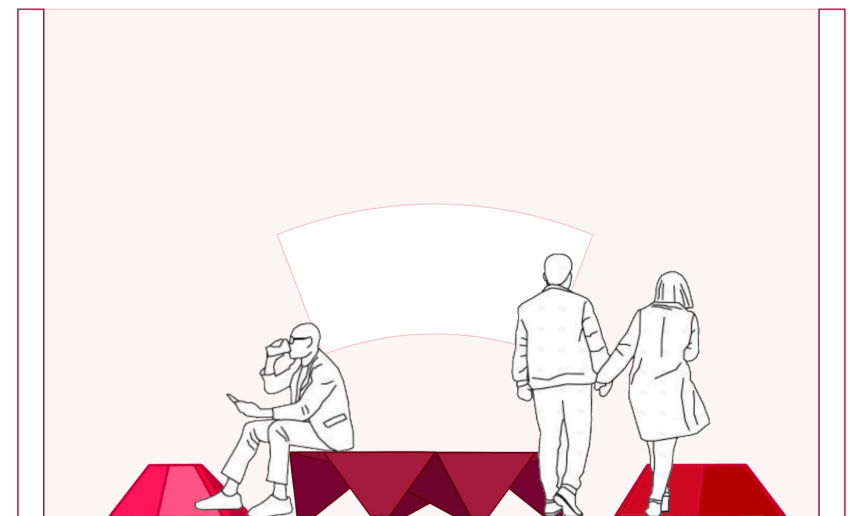


Gem Couch

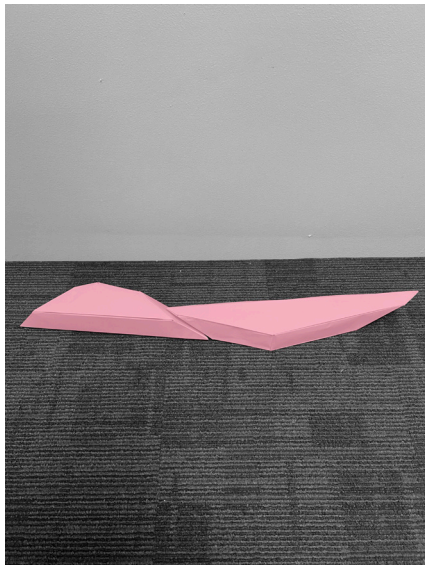




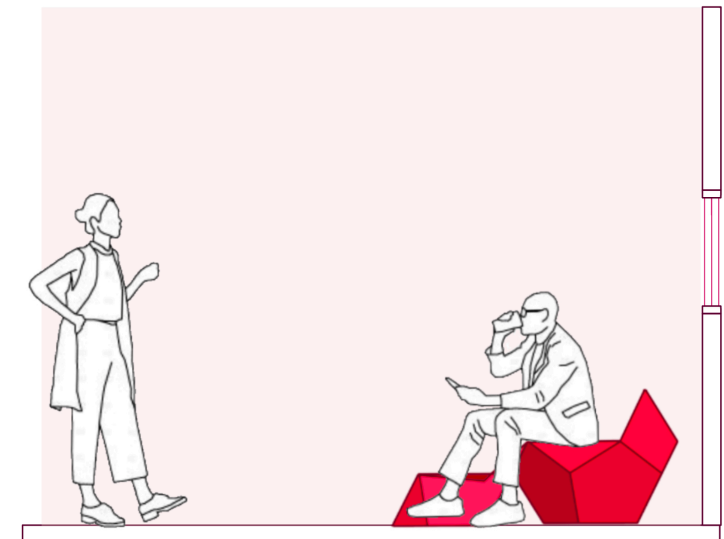
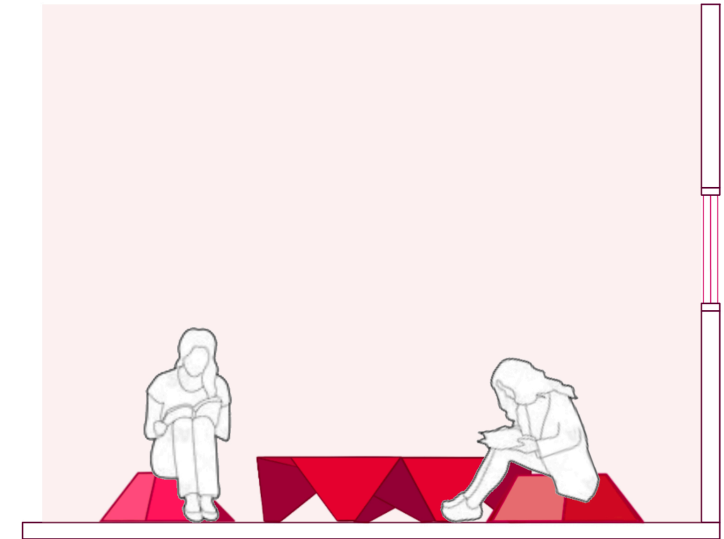
Gem Couch & Table Section



Gem Couch Plan

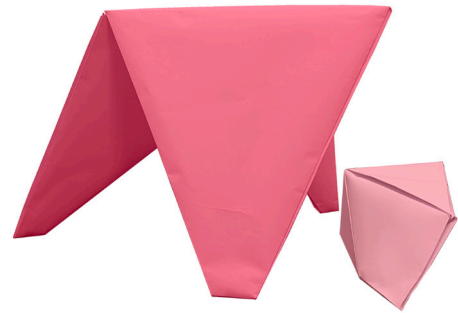
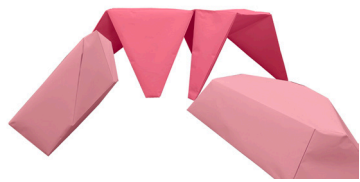


Model



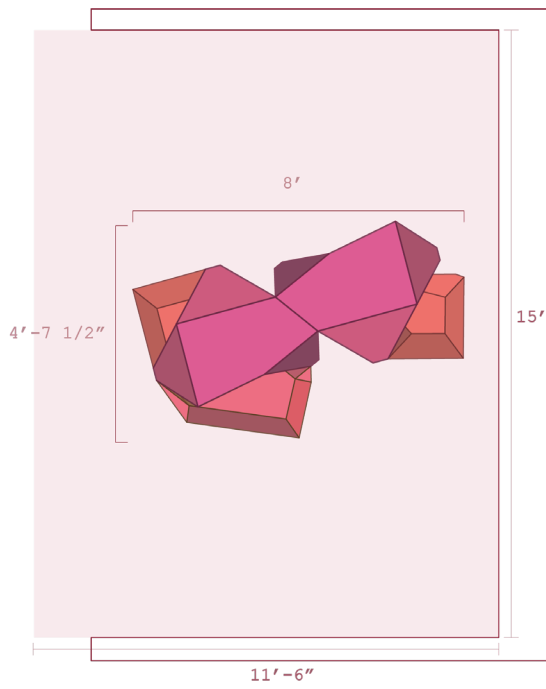
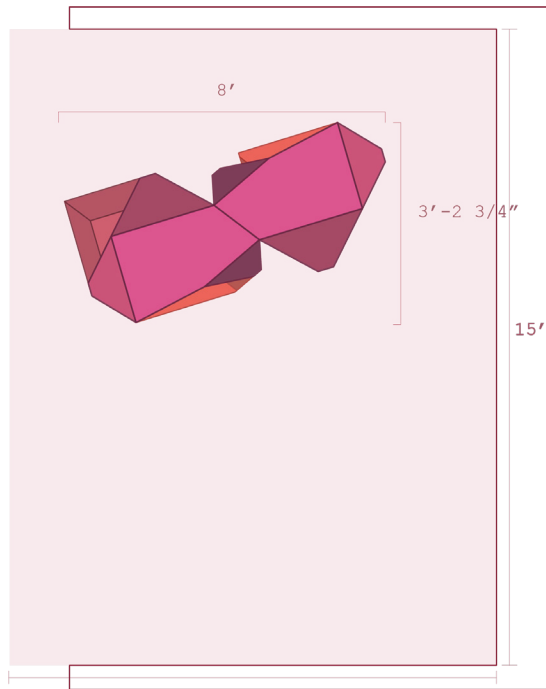
Section





Model

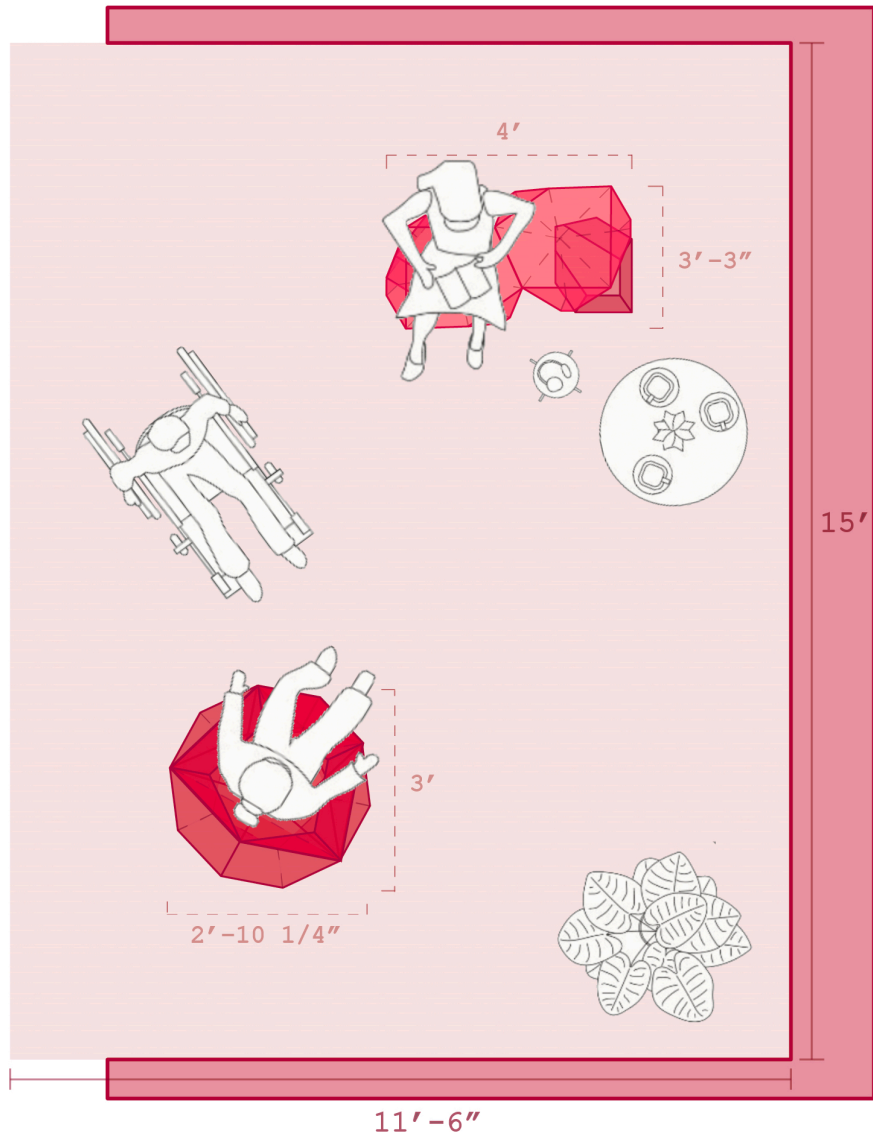
Model



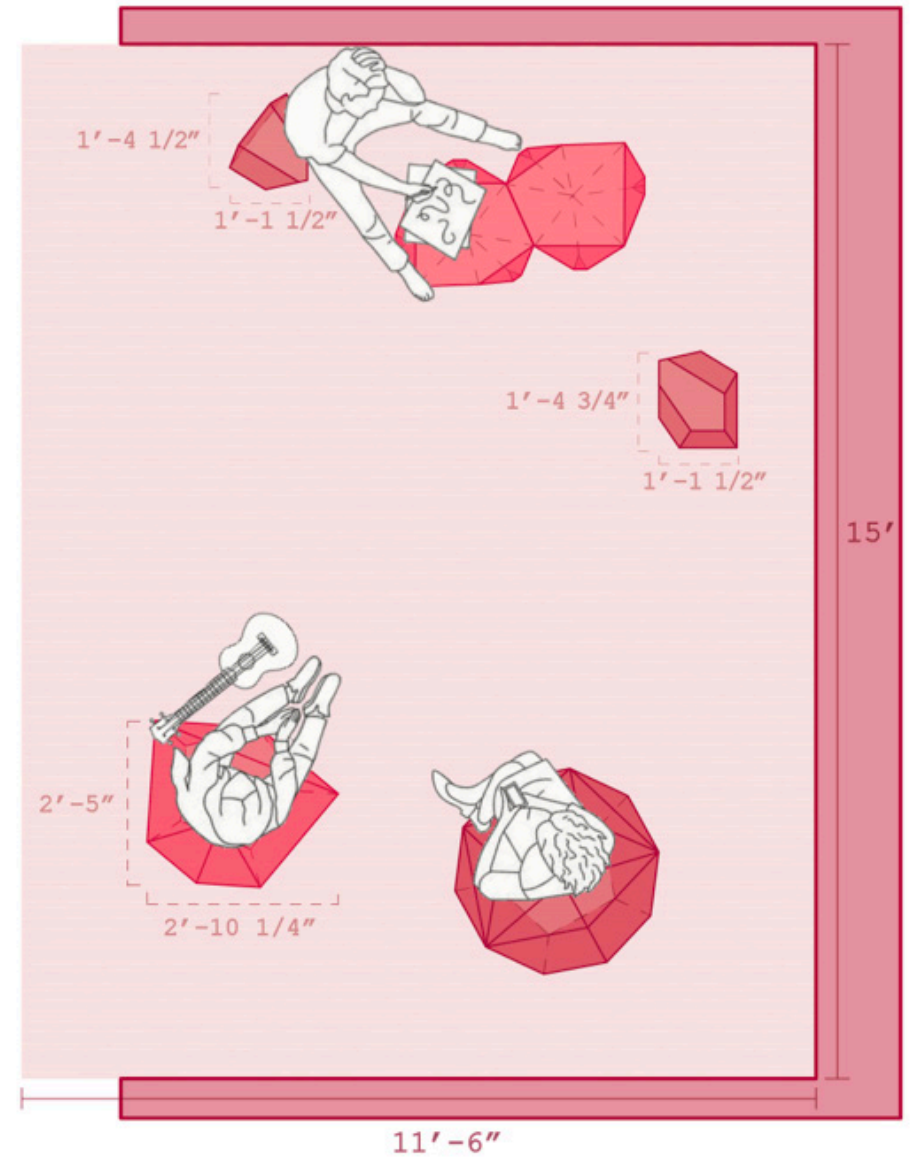
Cushion Iterations



Test Model  
Tint colored Transparent Plastic

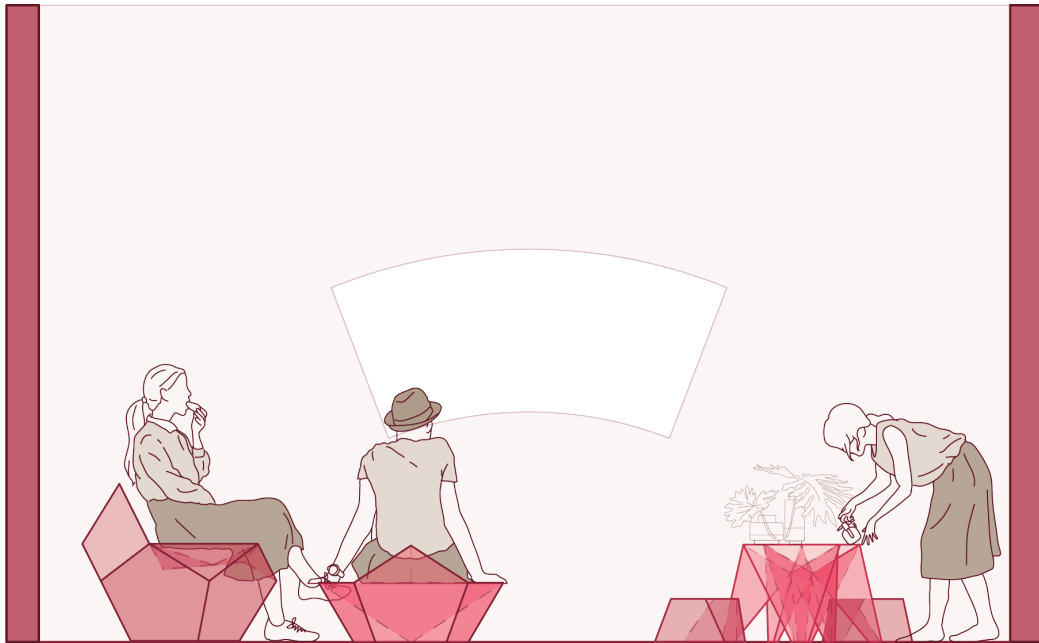


Plan

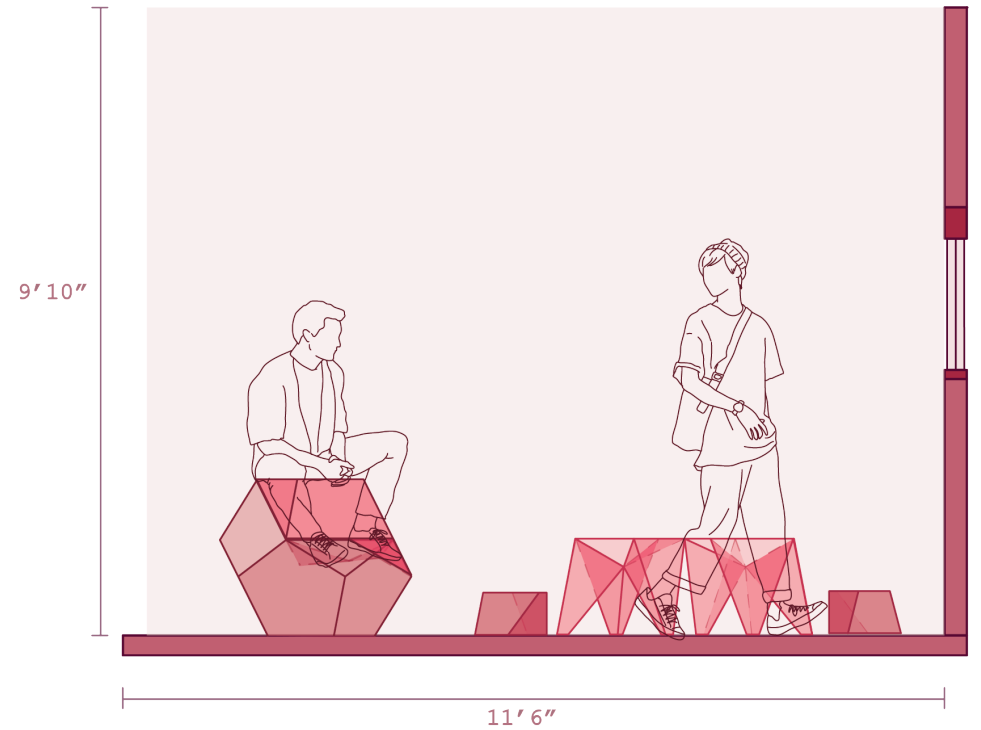


Plan

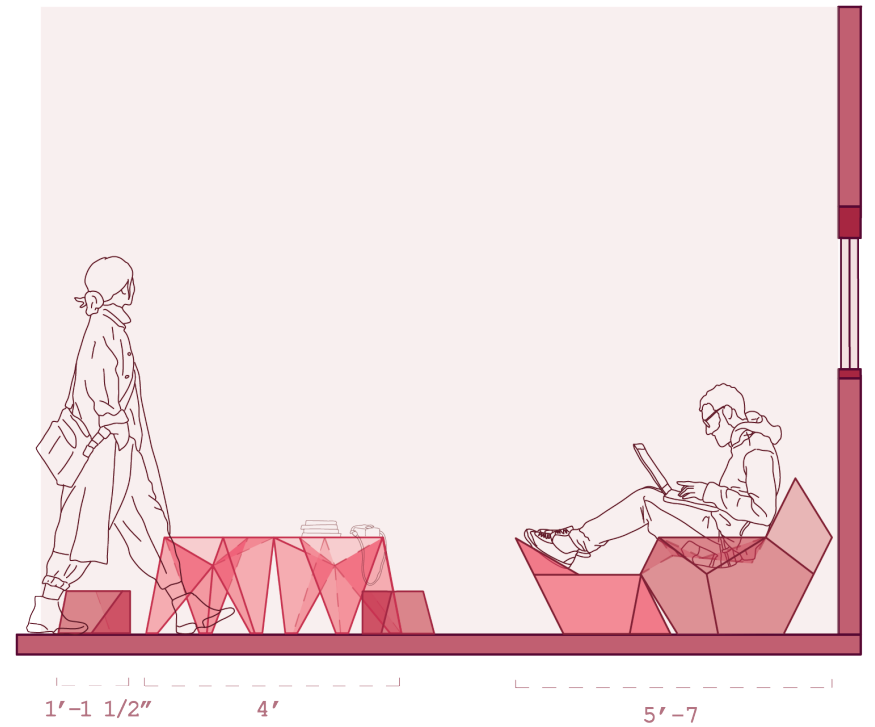
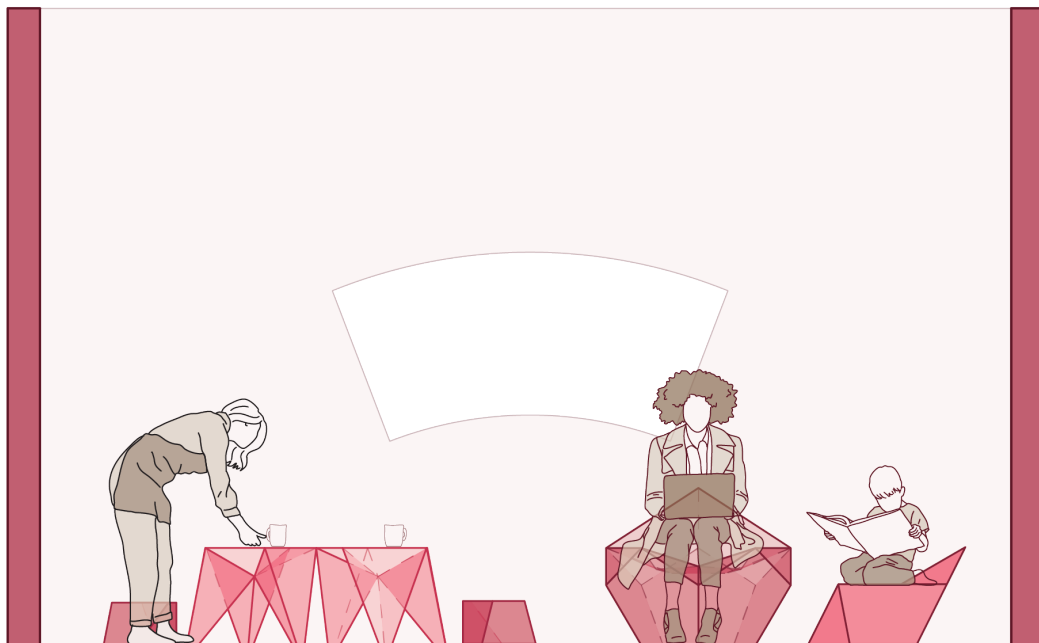




Section



Elevation





Test Model  
Vinyl Plastic



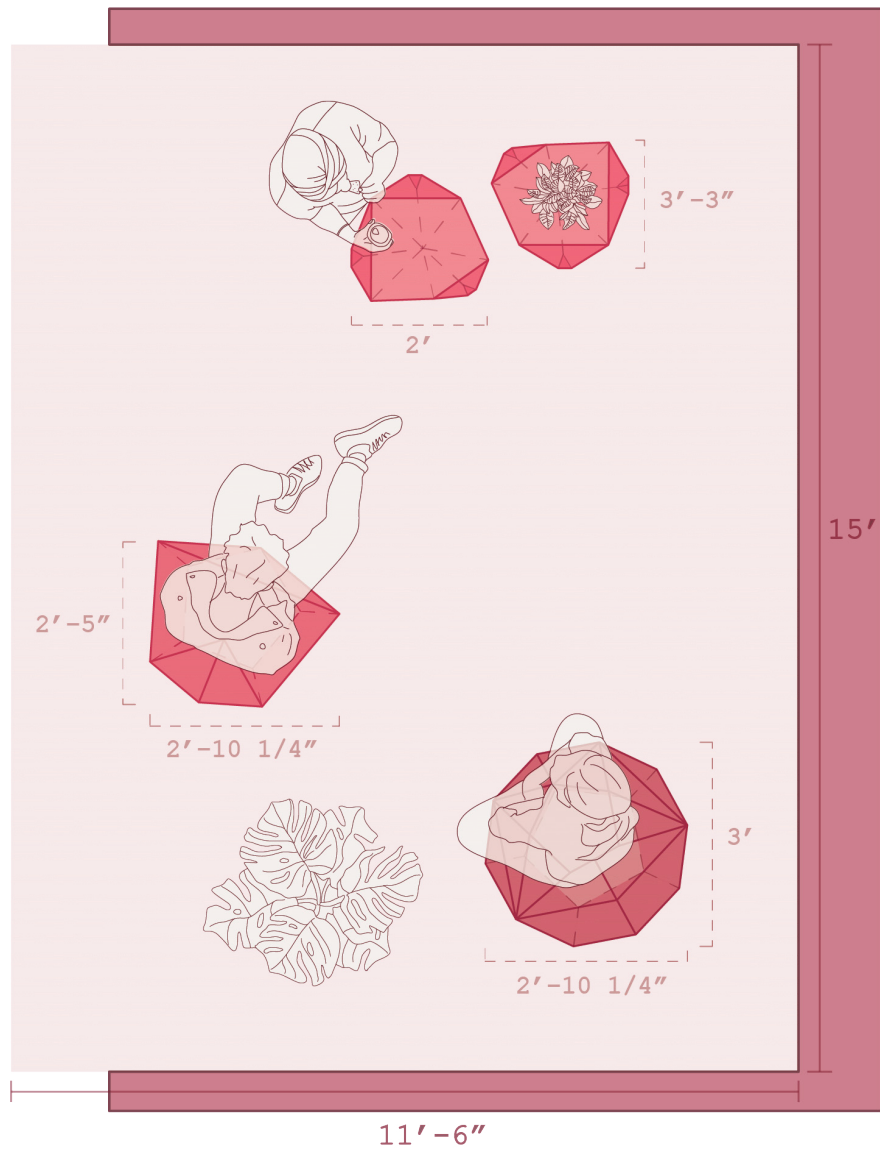
Model Photos

Model Photos

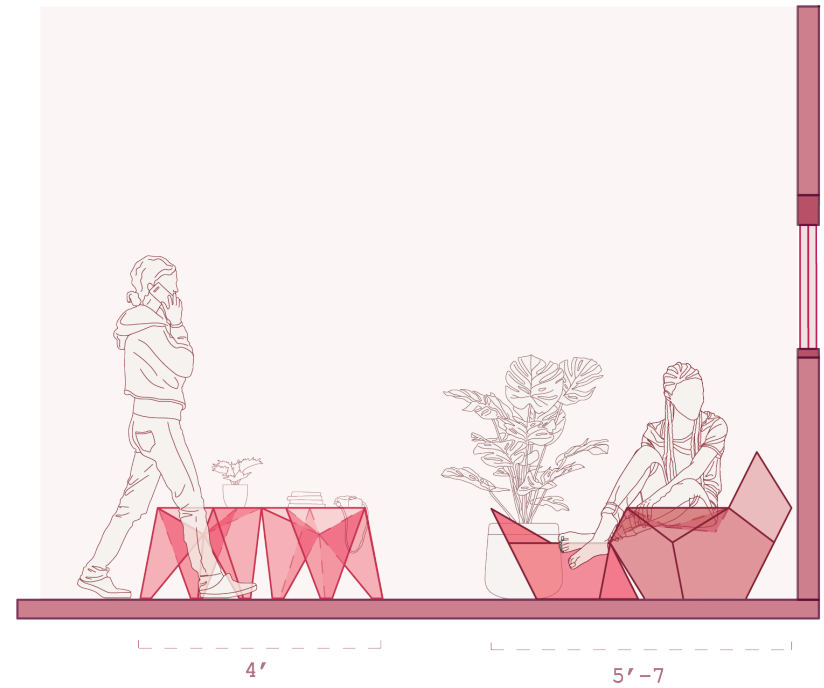
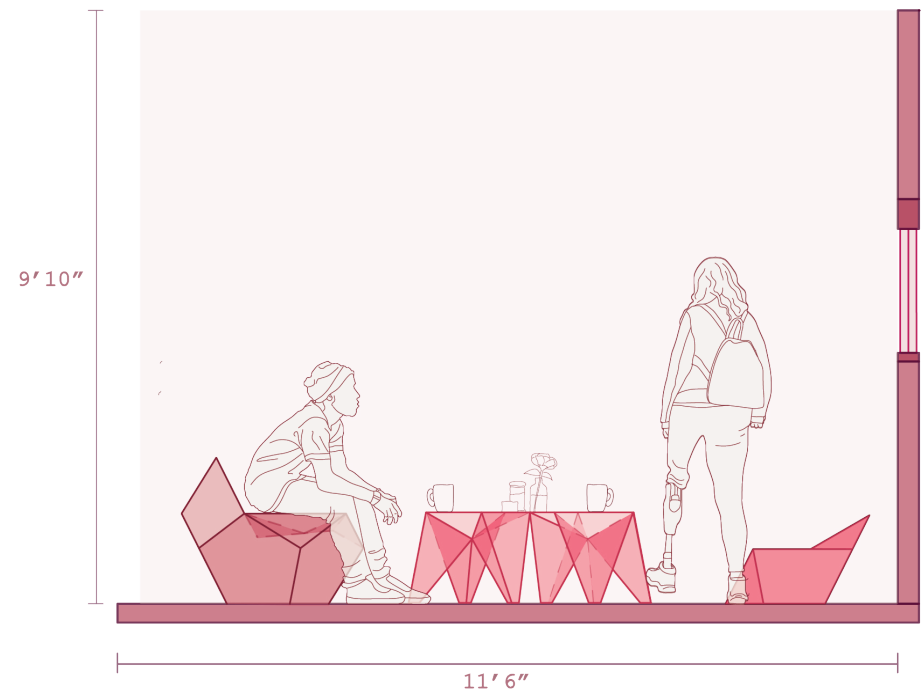


Project 3

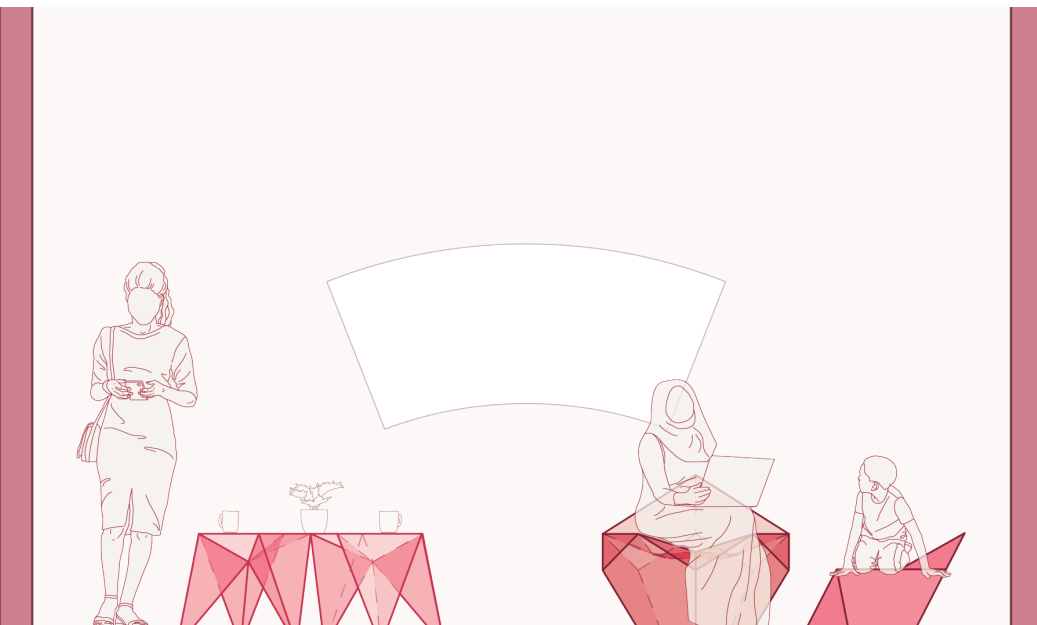




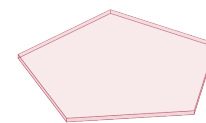
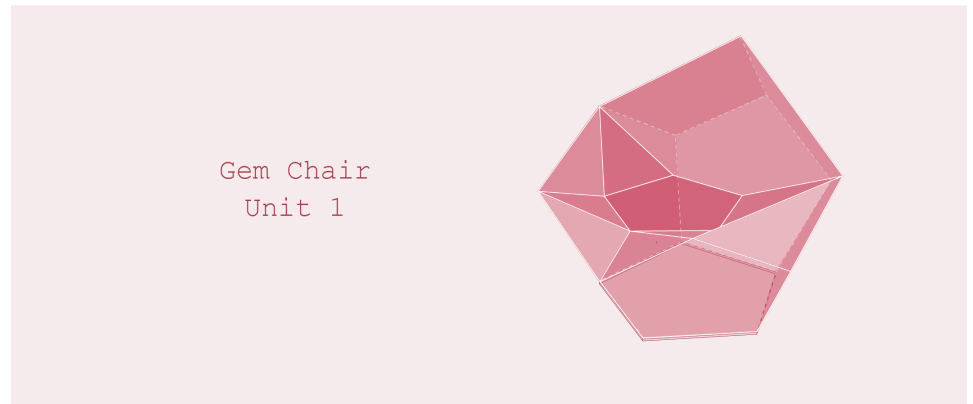
Plan



Elevation



Section



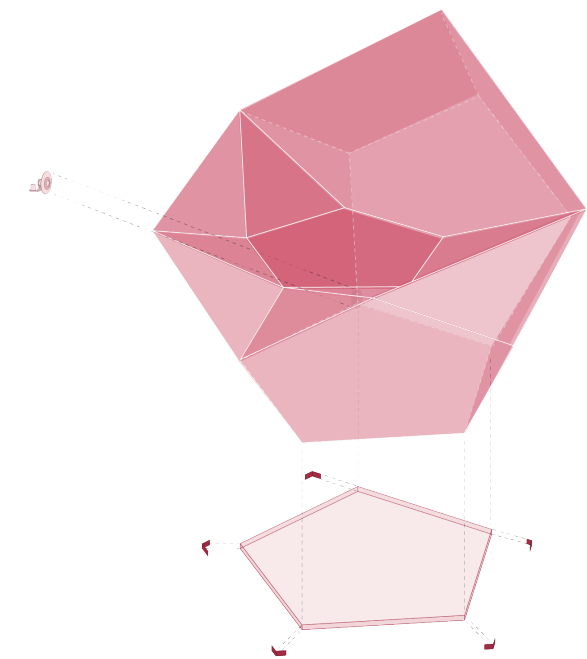
1/4" acrylic sheet



inflatable valve



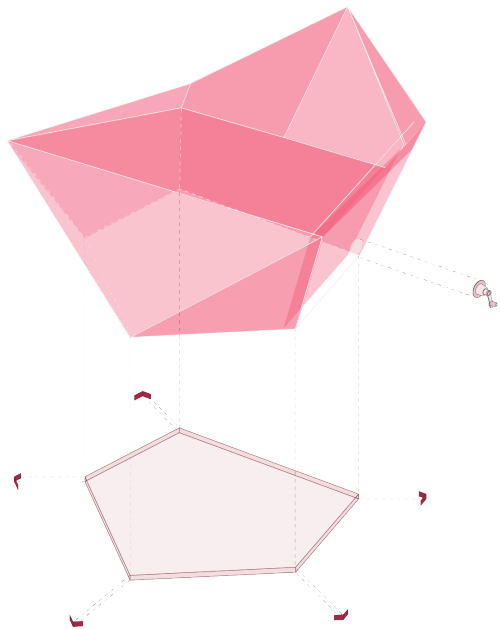
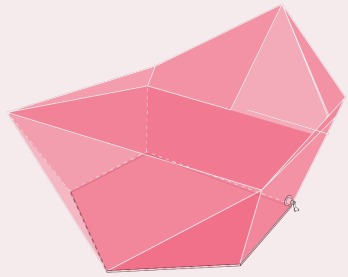
metal corners



Detail Drawing

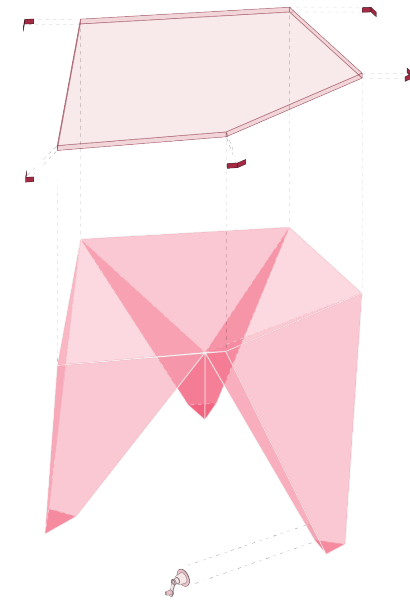
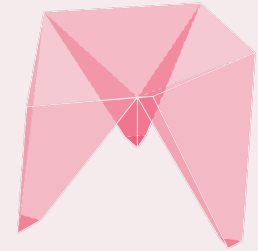


Gem Chair  
Unit 2

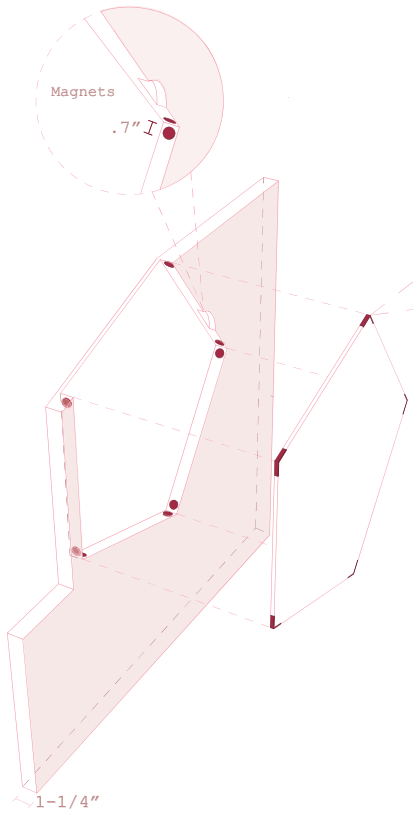
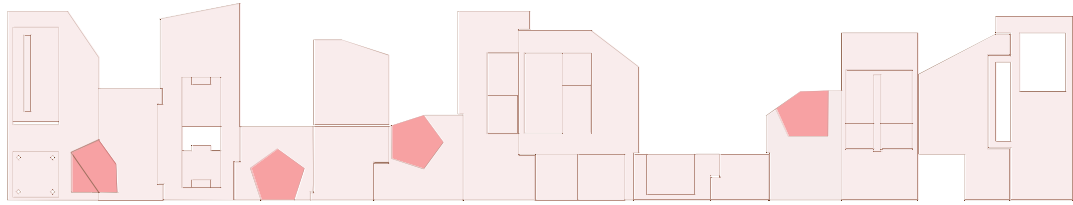


Detail Drawing

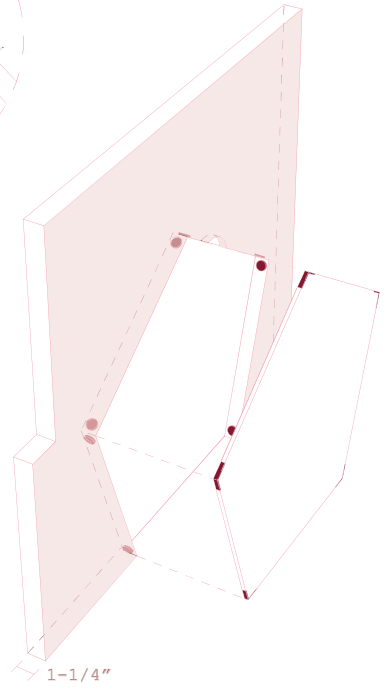
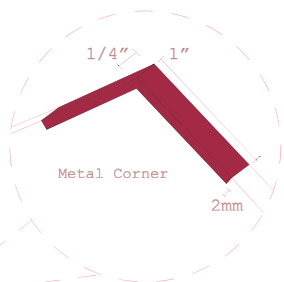
Table  
Unit 1 & 2



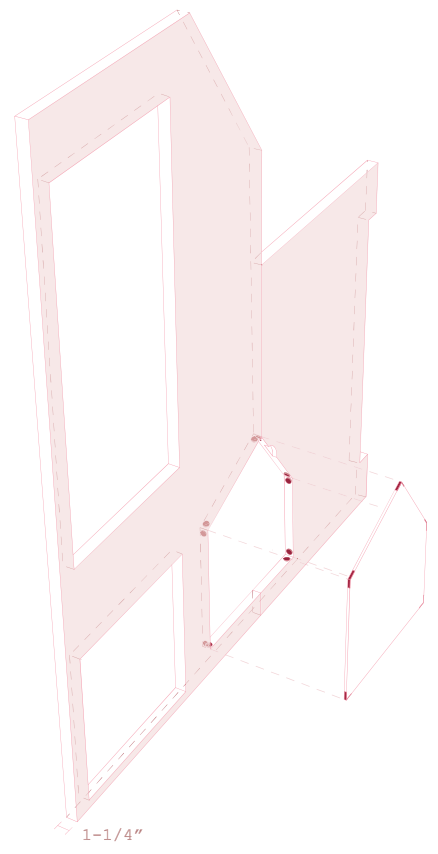
Detail Drawing



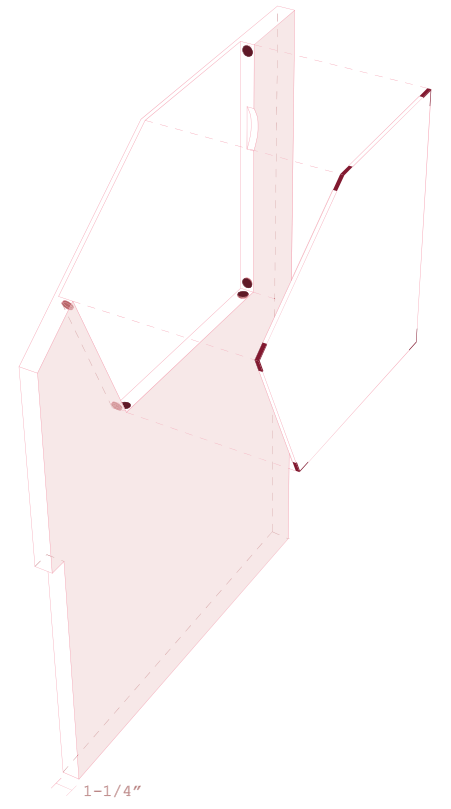
Panel 1



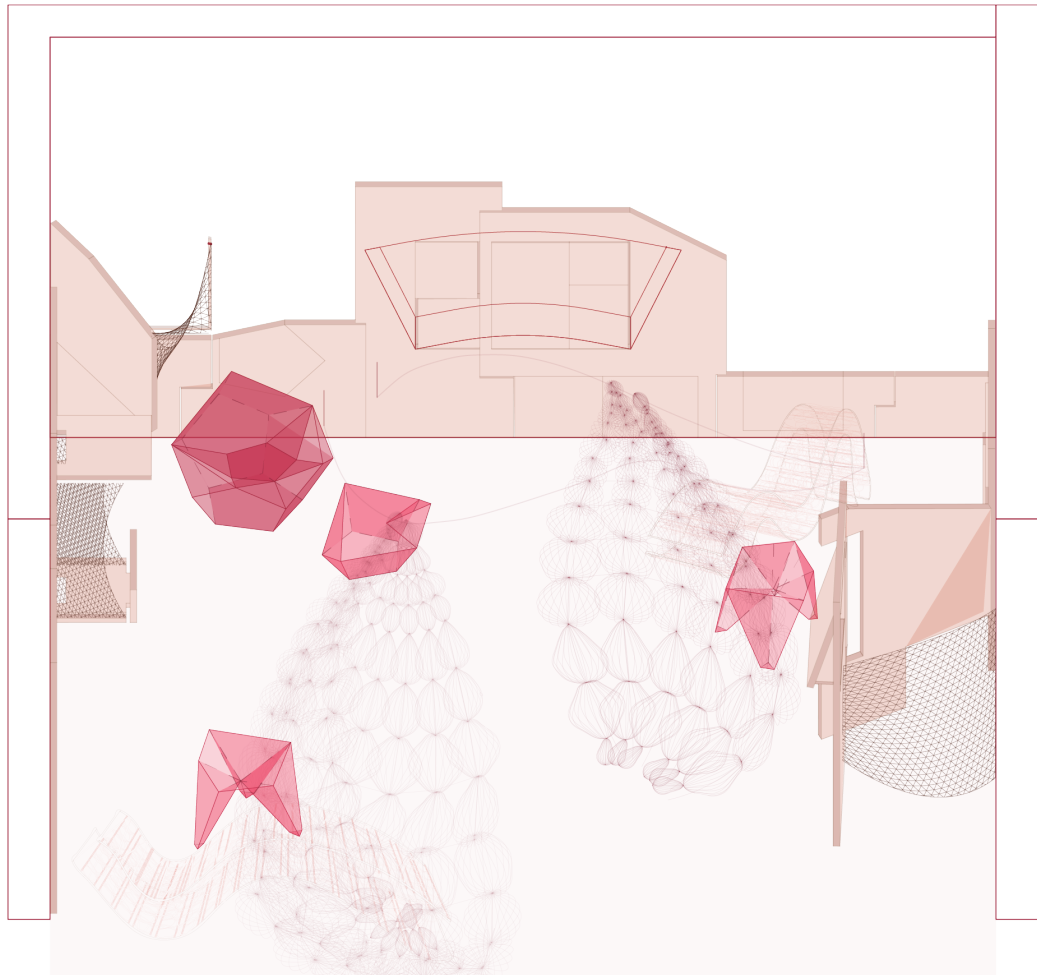
Panel 2



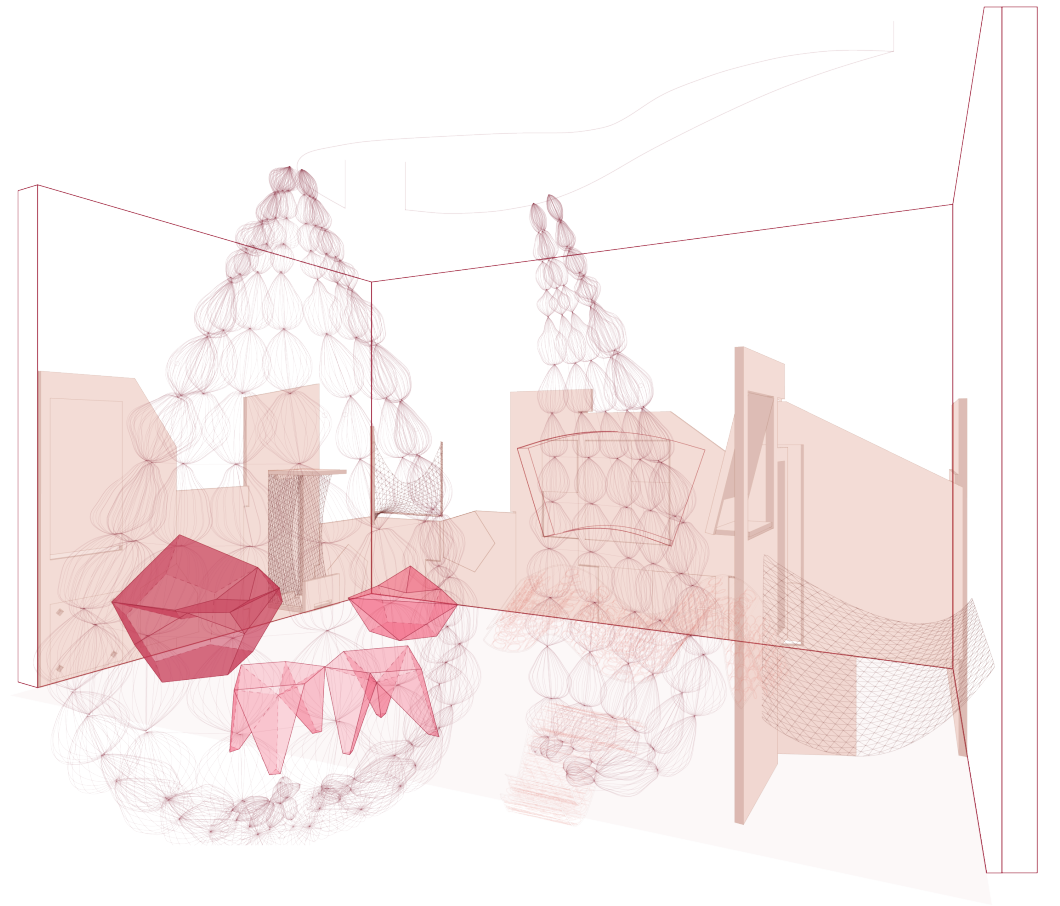
Panel 3



Panel 4

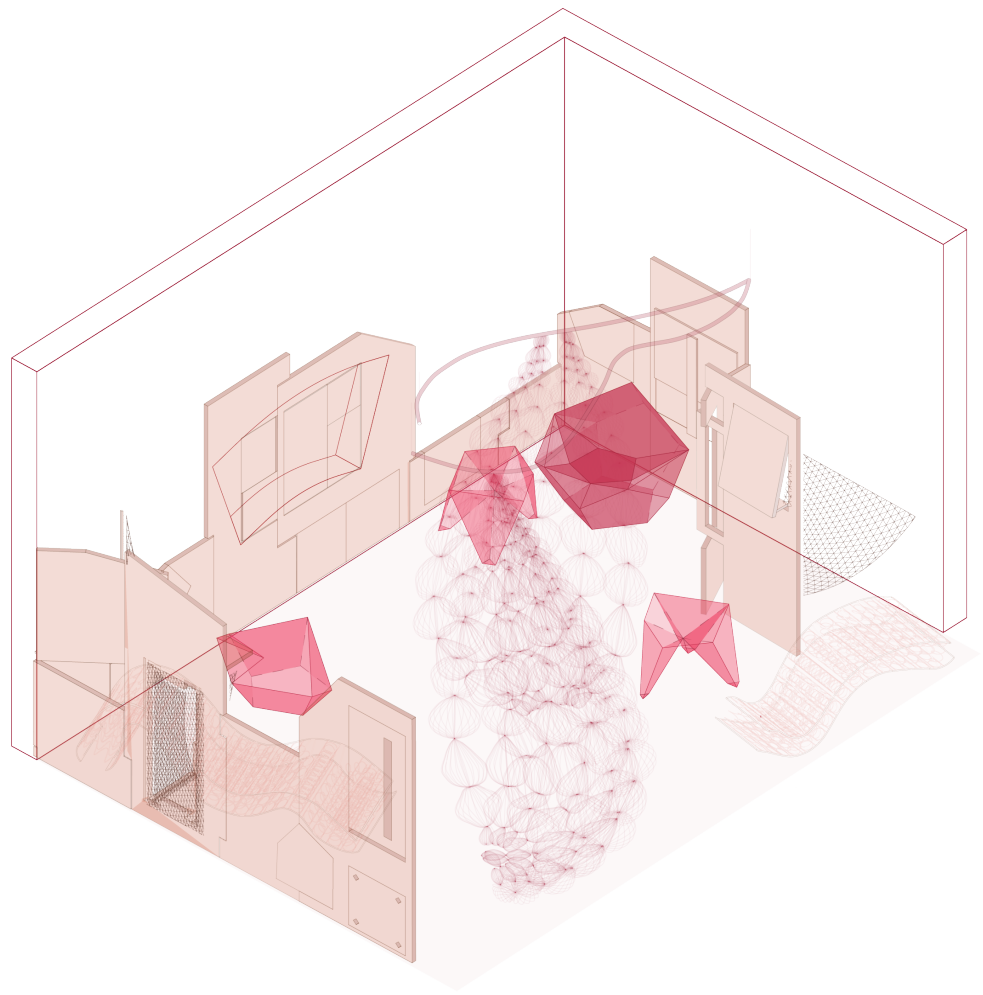


Axonometric



Axonometric





Axonometric



Model in Site



Model

Model