

Ergonomics is the study of the human body and its relation to space/objects to promote safety, efficiency, health, and human comfort. It requires knowledge of anthropometrics in order to design spaces or objects that are in service of people and their efficiency. In addition to knowing dimensions, measurements of movement and understanding of the human body (kinesiology, body mechanics, comfort) are also crucial aspects of ergonomics. For example, one must study the heights of tables and eye level angle to objects, or the shape of chairs to see how the body will respond in these spaces. As designers, we need to study the functionality of the space to create something timeless for generations to value and interact with the spaces. In conclusion, what are ergonomics to me I feel it is studying the comfort and functionality of the human body in order to make designs that fit everyone in order to have something timeless so that future generations can enjoy what is made from the designers' vision.

architecture



Action and practical, it can really

solve concrete problems that are urgent in

the world today." One of the main ideas is that we learn by doing. I'm really interested in transforming reality with an active

gaze, being able to see things in a different way to look closer. We not only see with our eyes, but also with our skin. The optic

like interact with dancers that work with their BODES moving through space. I believe that once

onal gender bias in Mexico is an adverse reality, however, when women bring in a different outlook into their professional

practice which, rather than focusing on gender divisions, produces a better understanding

of men and women in society, their work receives attention and support. As an architect, you could say I do something

which traditionally is considered to be very feminine, which is listen. I always look to the other arts for inspiration. In cinem

Jean-Luc Godard, Michelangelo Antonioni, Andréi Tarkovsky; in

Borges, Julio Cortázar, Georges Perec ; in the plastic arts, Agnes Martin, Arte

Povera, Marcel Broodthaers, to mention some of them

"Women have woven since early times. Today we weave



relationships and **networks.** o we weave

and interconnect projects of different scales

and layers to create a positive impact with

the landscape, with the context and the communities."

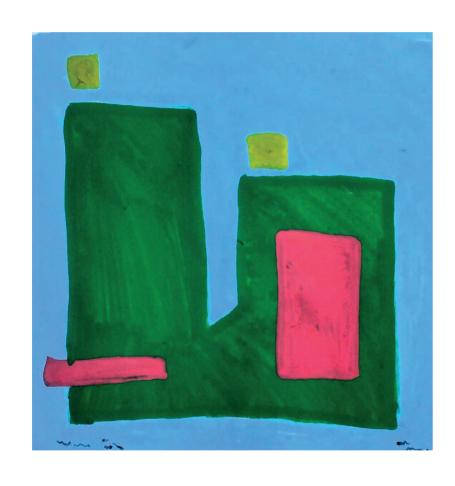
Rozana Montiel Word Collage

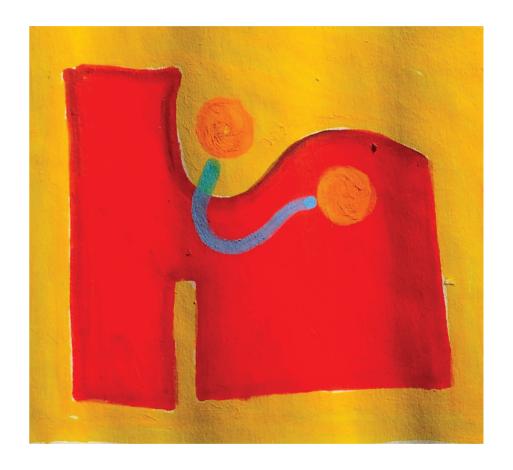




Rozana Montiel Collage

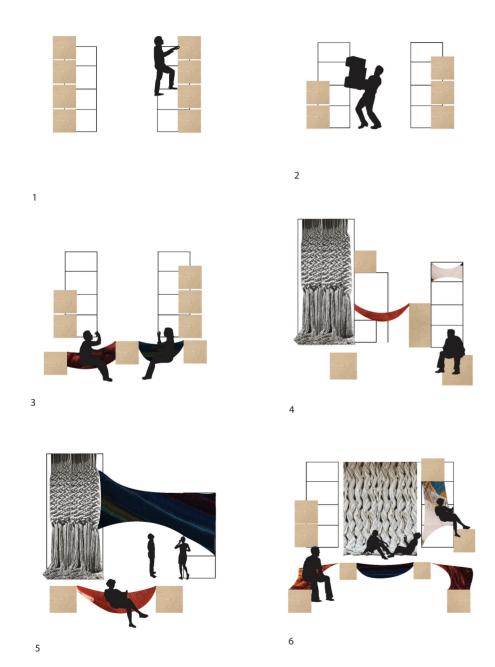
Bruno Munari Collage





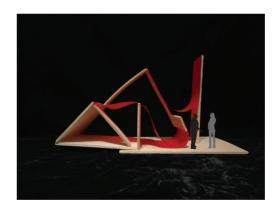
Bruno Munari Inspired Painting I

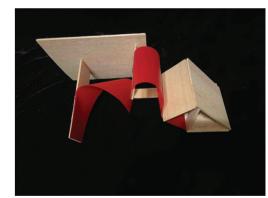
Bruno Munari Inspired Painting II



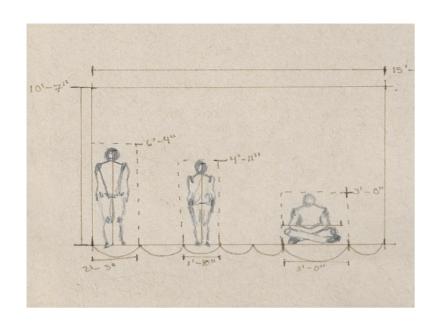


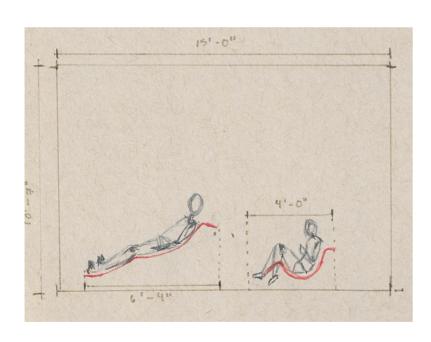






MN Design + Rozana Montiel GF



















Ergonomic Study Drawings

Ergonomic Study GIF

























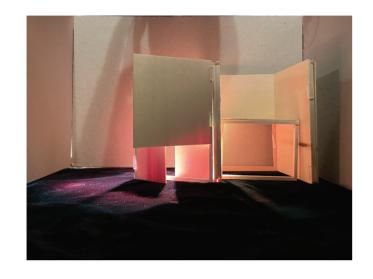


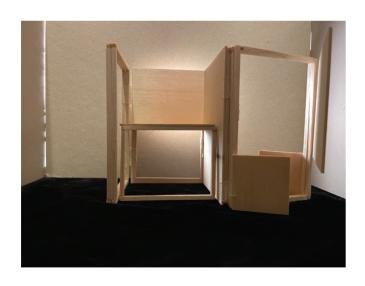




Accordion Model 01

Accordion Model 02











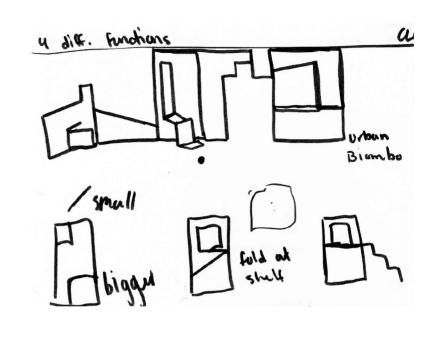


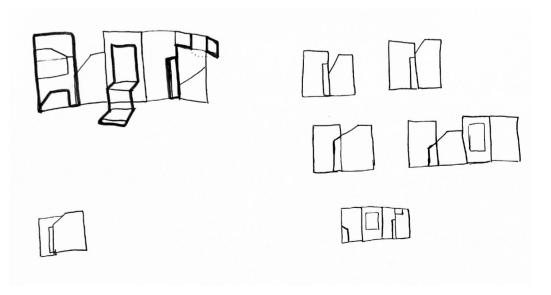




Project 02

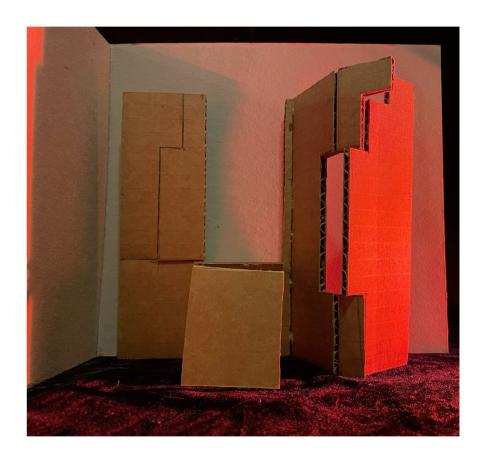
Our primary goal was to design a modular furniture system that seamlessly blended both hard and soft elements, resulting in a playful symphony of movements. We kept in mind the words of Functionality, Joy, and Sophistication to create a project that was not only functional, but also unique in its way of being a functional wall. As our design developed, we drifted away from the concept of hard and soft to an accordian wall of functionality and display. To achieve this, we reimagined the concept of an 'accordion wall' through many iterations. Drawing inspiration from Eileen Gray's reintereptation of traditional folding screens, as well as studying our own professors Urban Biombo project, we then designed a folding screen that acts as wallpaper while simultaneously providing functional elements such as a display, shelving, and seating. Within this deisgn we hope to bring a sense of community among students and harmony with the other projects.





Modular Wall Sketches



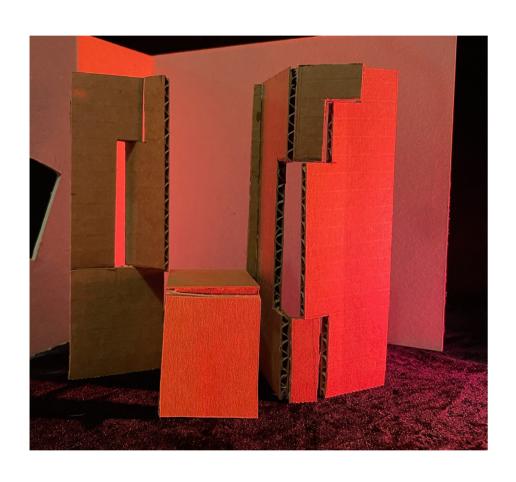


Concept Painting I Study Model I



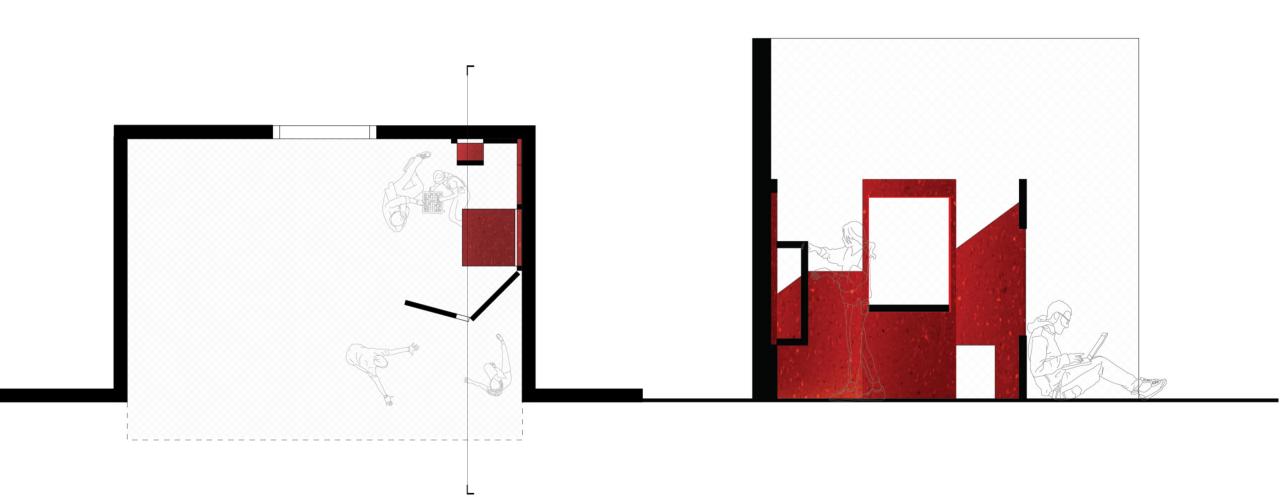


Study Model II Concept Painting II



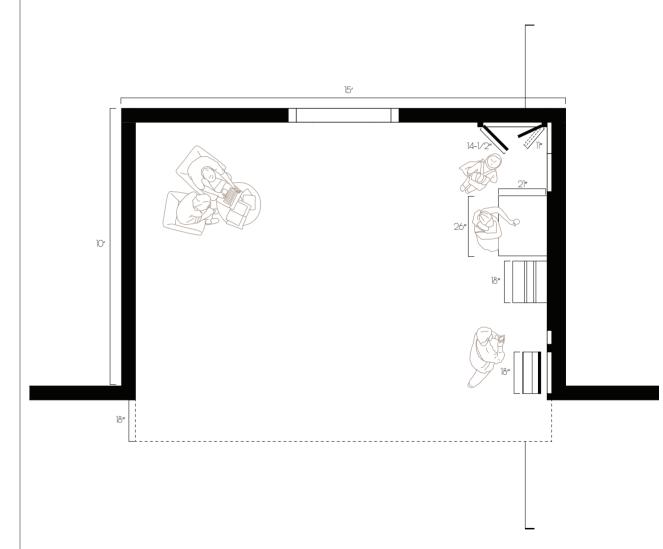


Study Model II Study Model III



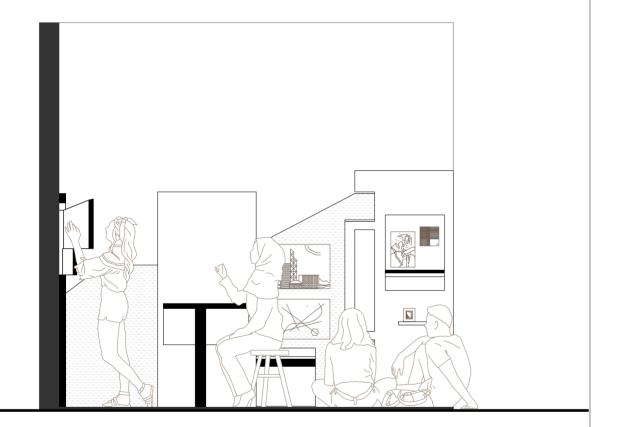
Modular Wall Plan Modular Wall Section

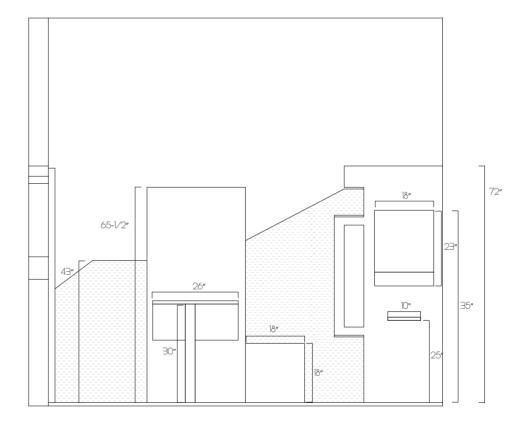




Modular Wall Elevation

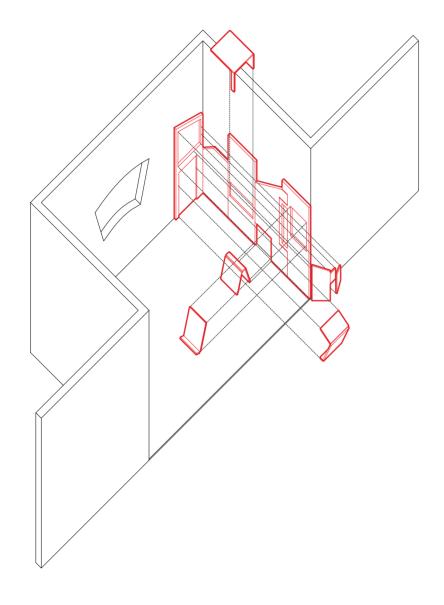
Fragmentform Plan





Fragmentform Section

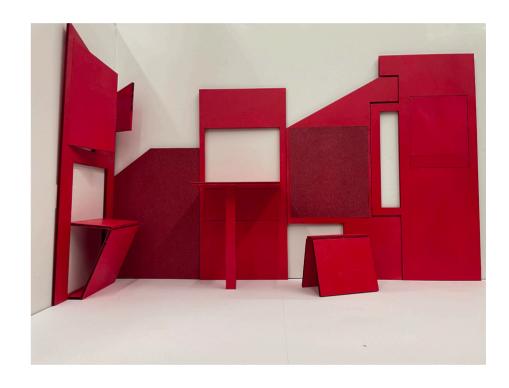
Fragmentform Elevation





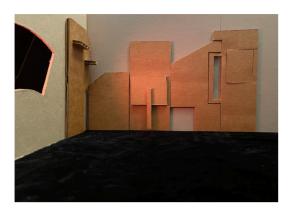
Fragmentform Axonometric

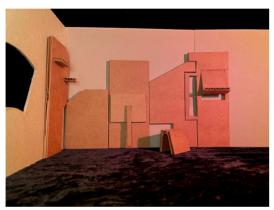


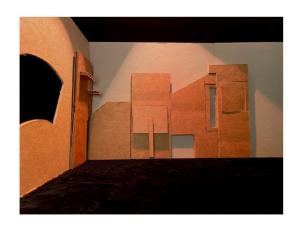


Fragmentform Model

Fragmentform Model









Lighting Concpet

Collective Furniture Study II

35



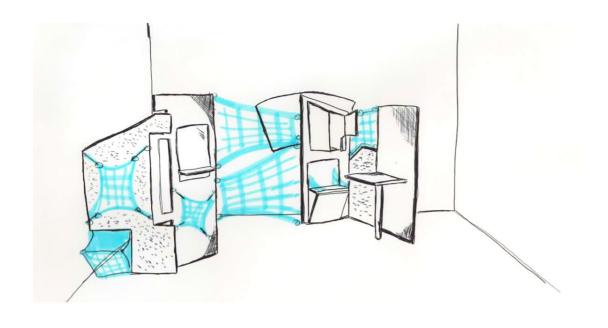
Collective Furniture Study II

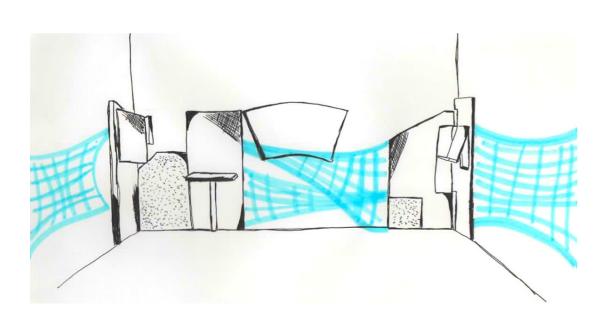
Project 03

Reviewing our feedback from the midterm review, we recognized the need to expand our project and find collaboration with the web and inflatable group. To do this, we began with many iterations of the expanded panels, trying to keep the line interesting while maintaining its elegance. The biggest challenge for us was to figure out how to make the panels work for the Barragan window because it required placement on two panels rather than one. Another challenge we faced was the seamless integration of the web and inflatable group onto our wallpaper, but through our collaborative efforts we designed this solution in which the wallpaper acts as a home for those projects to reside in when not in use.

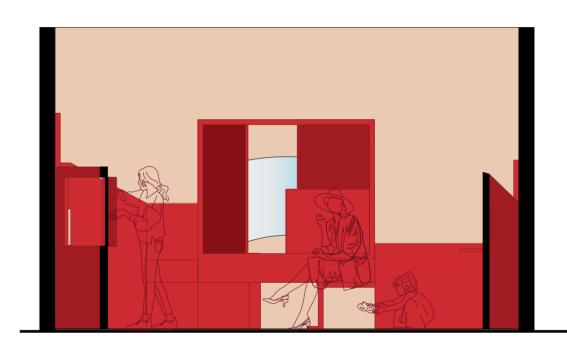


Color Study



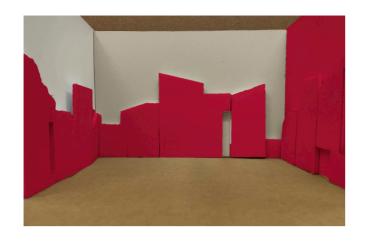


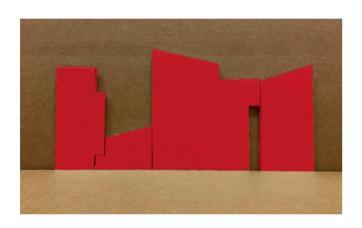
Web + Wallpaper Integration

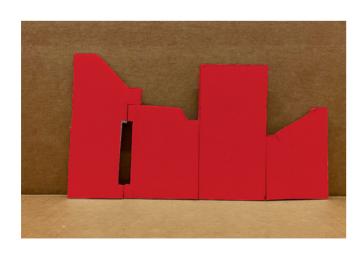


Section

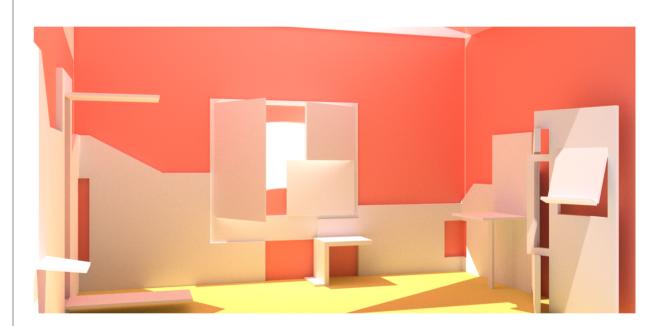
41



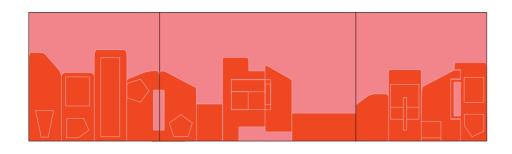


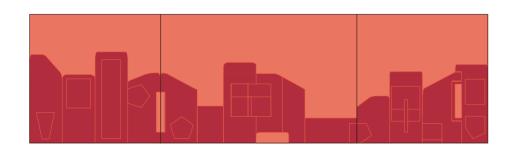


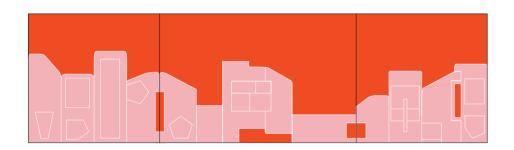
Study Models for Left Wall



Window Study

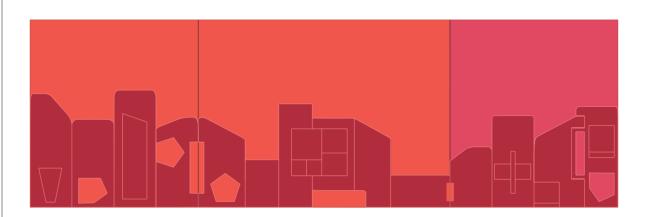




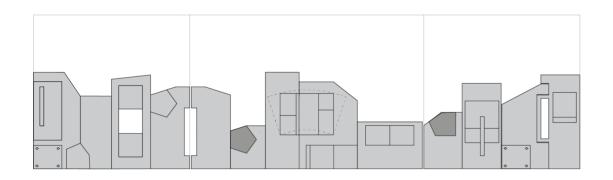


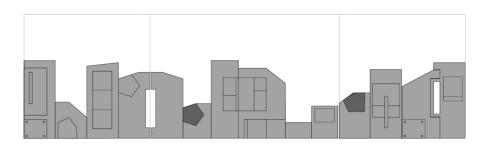


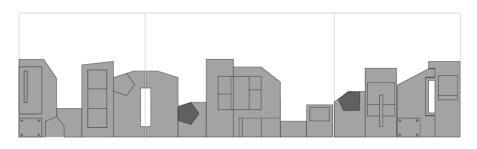


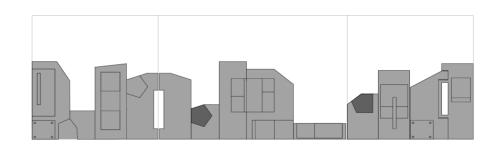


Wallpaper Iteration





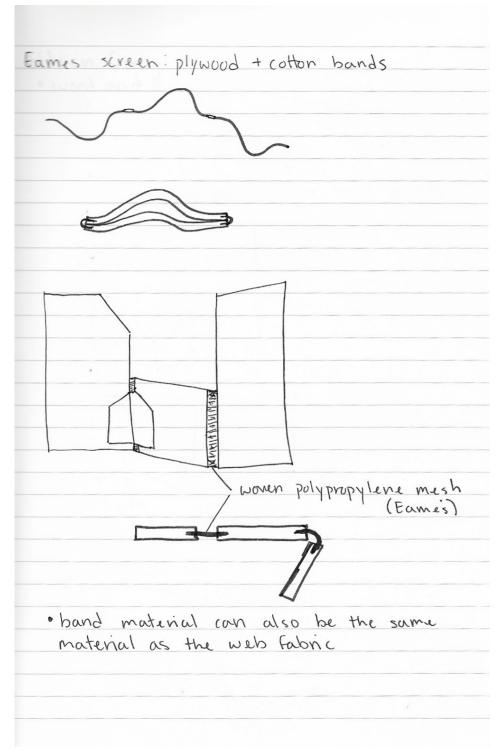




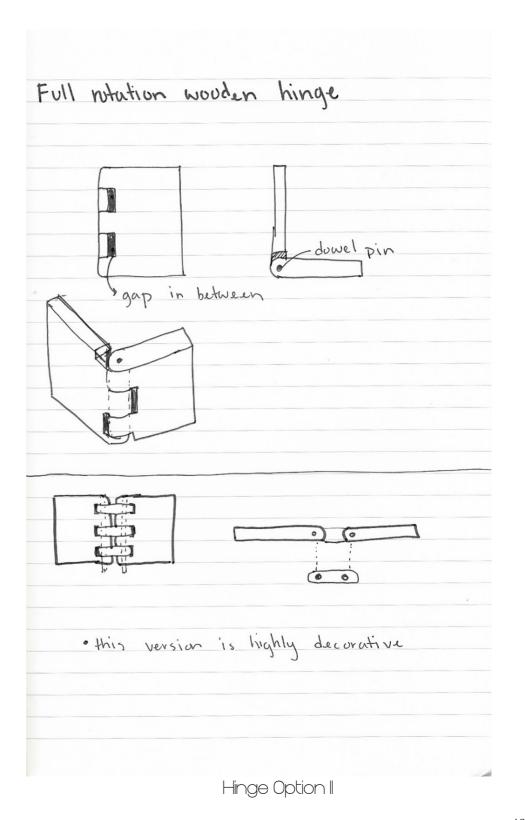


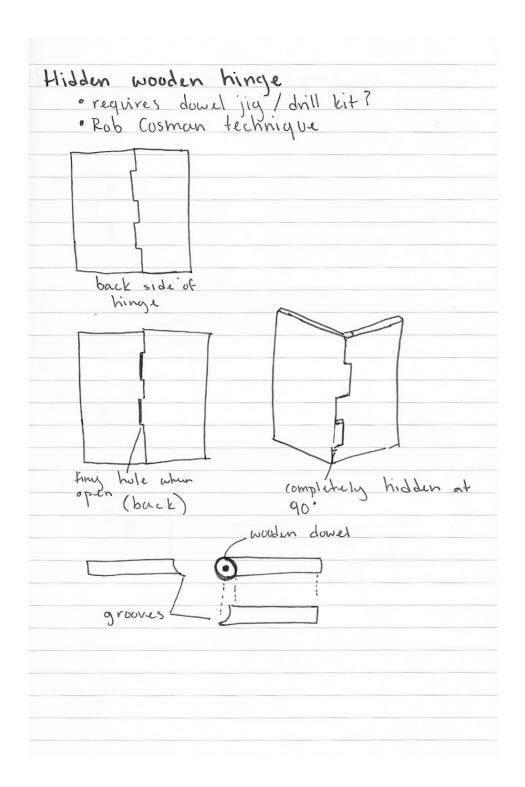
Wallpaper Iterations

Wallpaper Iteration

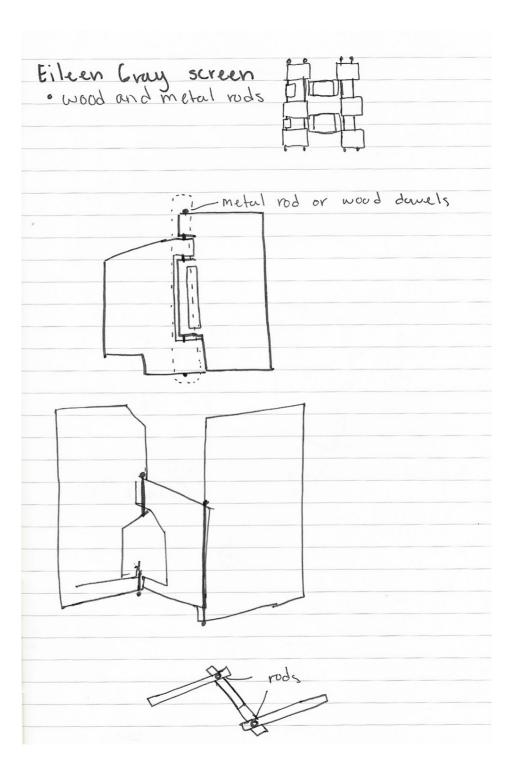


Hinge Option I

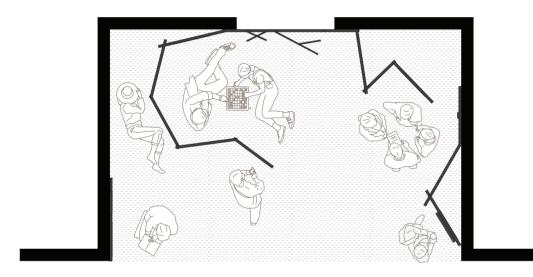


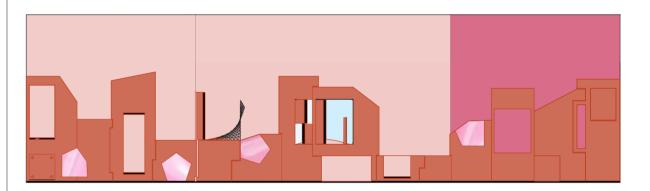


Hinge Option II



Hinge Option IV

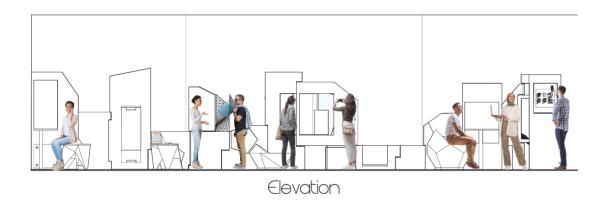


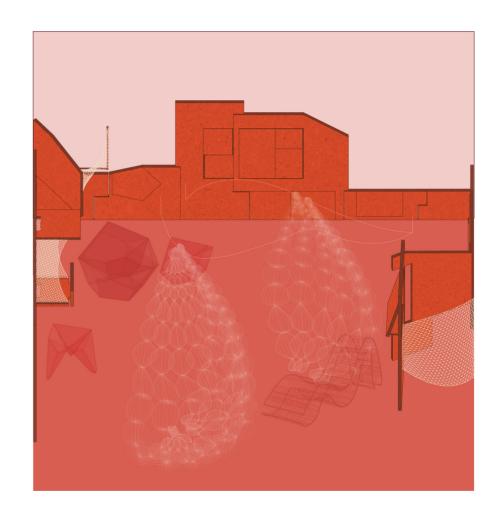


Plan Section

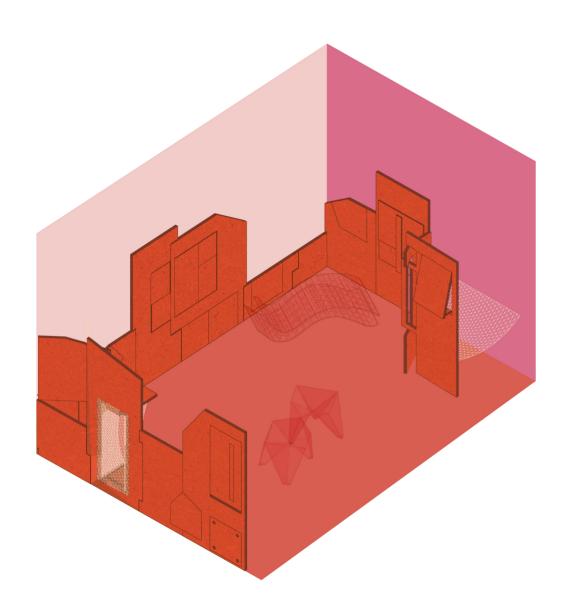


Elevation w/ Color





Axonometric of Entire Room





Axonometric of Wallpaper

Perspective

Detail Drawings

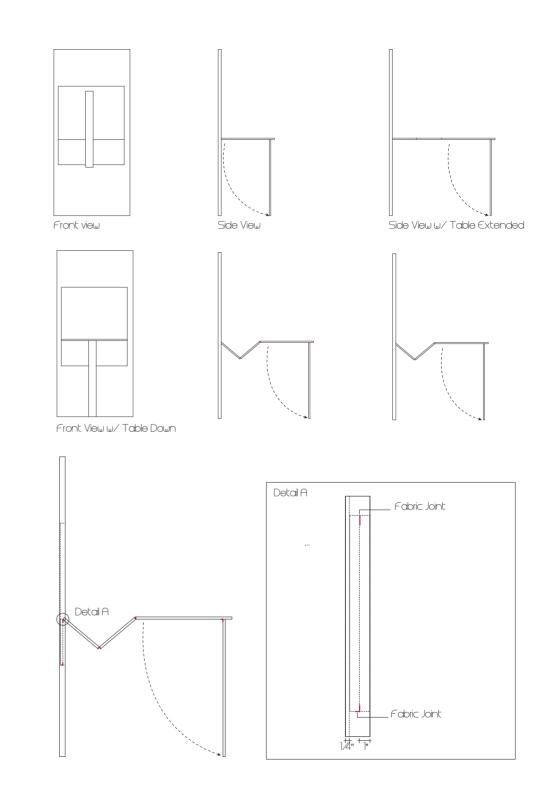
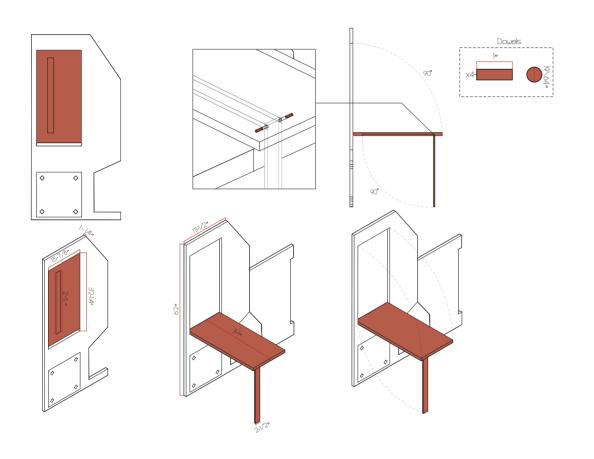


Table | Detail



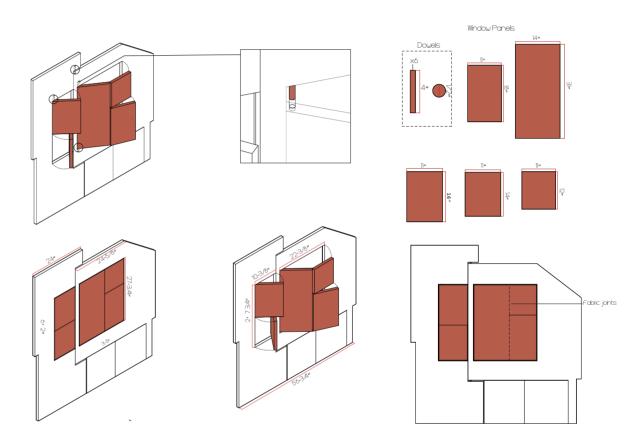
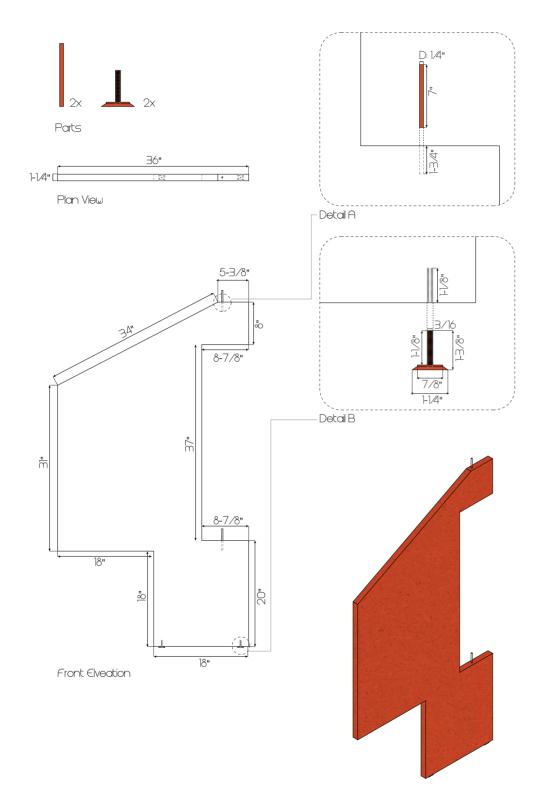
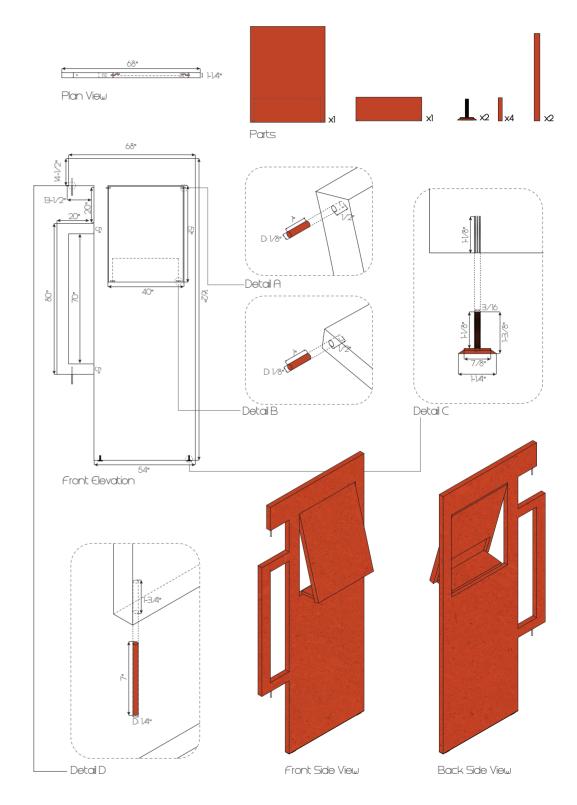


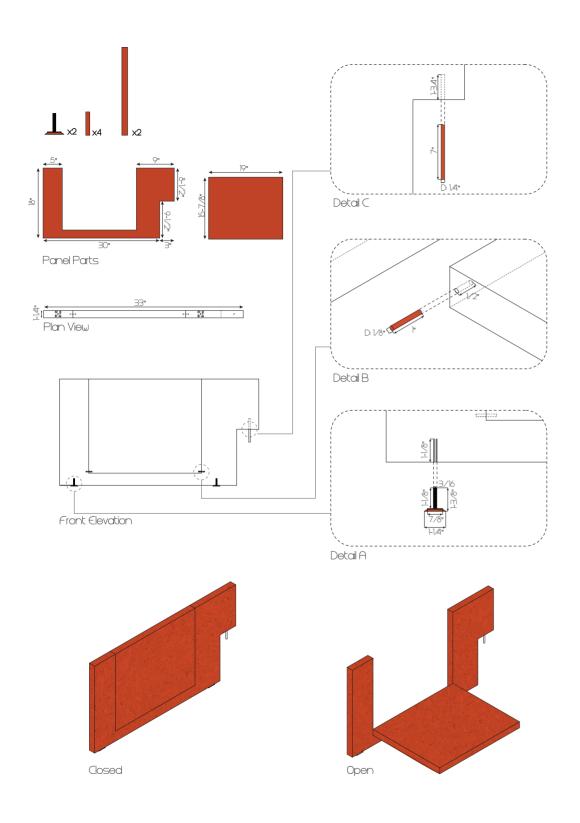
Table II Detail Window Detail



Panel Detail



Panel Detail



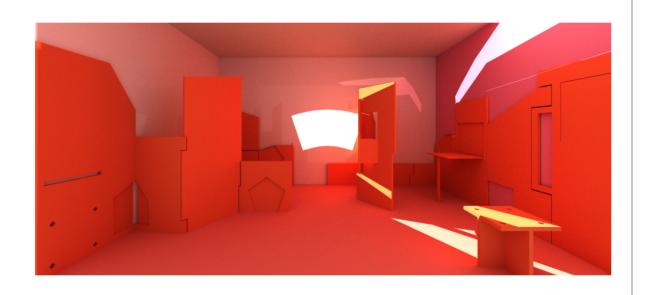


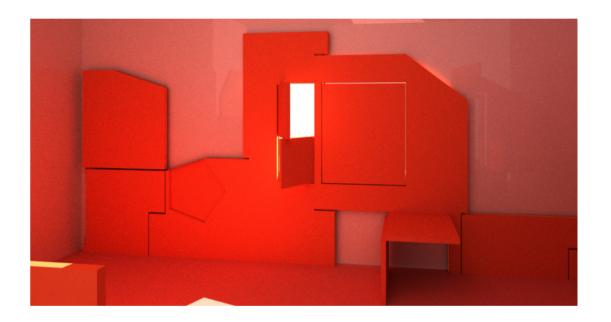
Panel Detail Close-up Model





Final Model Final Model





Render Close-up Render