

body

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mods.

ALEX BALTAZAR PAUL CHAVARRIA WHITNEY LAU

At first, Ergonomics seemed to be somewhat impersonal. We rarely associate our identity with the functional qualities of an object. However, these objects dictate our every move. We all have a favorite spoon we reach for in the drawer first. The seat in my car is surely adjusted to a different distance than yours might be. Our feet begin to wander after sitting in an uncomfortable seat for too long. It is only when that spoon is in the dishwasher, when your brother took your car to work the night before, or when you find yourself kicking at air in the library in subconscious pursuit of a stool that we begin to notice just how much of ourselves these objects become.

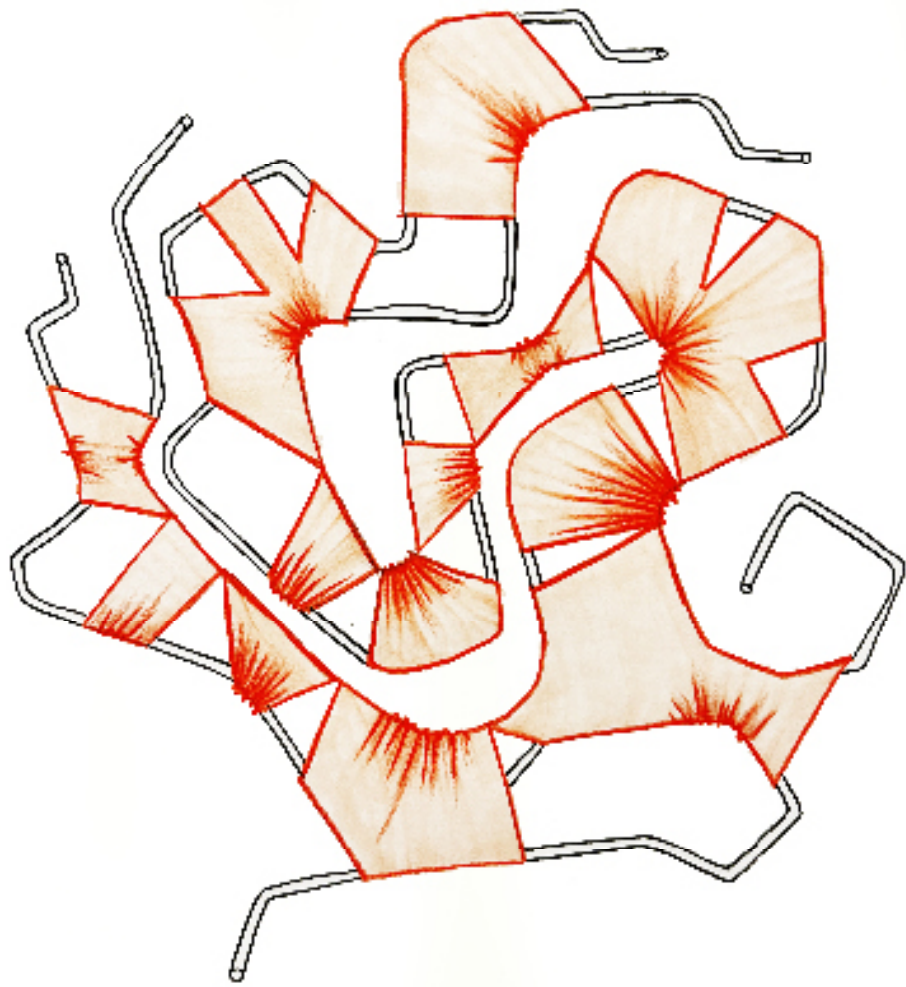
WITHIN DESIGN, **INNOVATION** AND **INCLUSIVITY** ARE **REWARDING** TRAITS THAT ALLOW FOR THE **DEVELOPMENT** OF SPACES BECOMING **EFFICIENT** AND **TRANSFORMABLE**. CATERING TO A **DIVERSE** AUDIENCE GIVES THE OPPORTUNITY FOR EXPERIENCES TO BE **SHARED** WITH ONE ANOTHER, AND CREATING AN **IMPACT** WITHIN A **COMMUNITY**. WHEN STUDYING THE WORKS OF **CHEICK DIALLO**, **SHIGERU BAN**, **KENGO KUMA**, AND **SIZL STUDIO**, ONE OF THE COMMON THEMES SEEN IS THE **ADAPTABILITY** OF MATERIALS, AND THE **CREATIVE** USE OF SPACE. USING THESE SOURCES OF **INSPIRATION**, WE INCORPORATED OUR SENSE OF **INDIVIDUALITY** WITHIN CREATING FURNITURE, WHILE ALSO USING A **SUSTAINABLE** APPROACH SIMILAR TO OUR MENTORS. WHETHER IT IS A CHAIR MADE OUT OF STRING, OR A TABLE MADE OUT OF PAPER, MAXIMIZING THE USE OF MATERIALS TO CREATE A **TRANSFORMABLE** PIECE OF FURNITURE **ACCESSIBLE** TO EVERYONE WAS THE MAIN DRIVING FORCE WITHIN OUR IDEAS. WE CHALLENGED OURSELVES TO MAKE CONVERTIBLE FURNITURE THAT NOT ONLY USES VERSATILE MATERIAL BUT ALSO CREATES A MALLEABLE EXPERIENCE. COMBATING THE GLOBAL PROBLEM OF SUSTAINABILITY IN THE **PRODUCTION** PROCESS, WE AIM TO **ADVOCATE** FOR THE PROMOTION OF **WELL-BEING** WITHIN OUR DESIGN AND CREATE A **Lively** ENVIRONMENT THAT IS WIDELY ACCESSIBLE. WILL IT PRESENT ITSELF IN THE FORM OF A BENCH? TABLE? CHAIR? WHY NOT ALL THE ABOVE..?



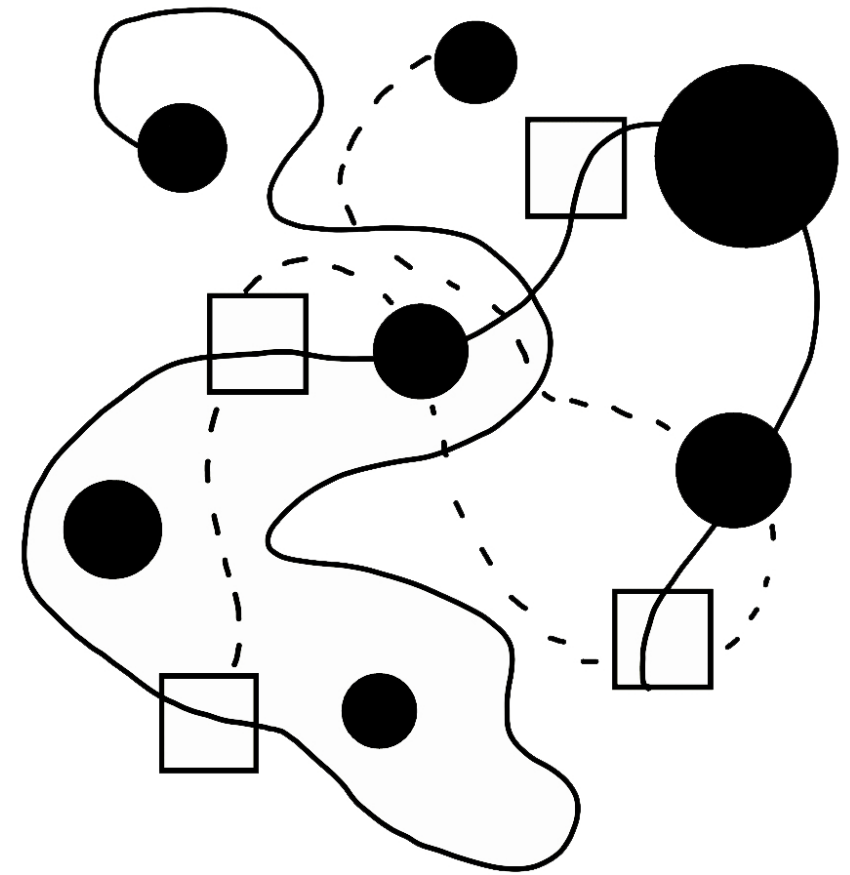
TEXTURE EXPLORATION MODEL



NETTING STRUCTURE DRAWING



ORGANIC APPLICATION DRAWING



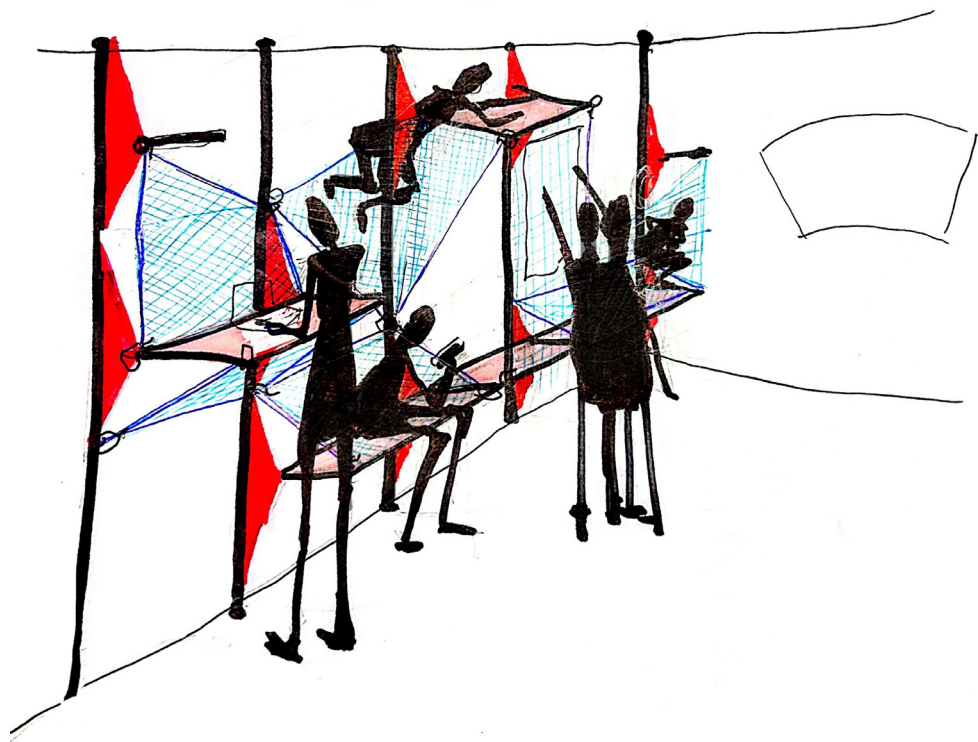
SPACE EXPLORATORY DRAWING



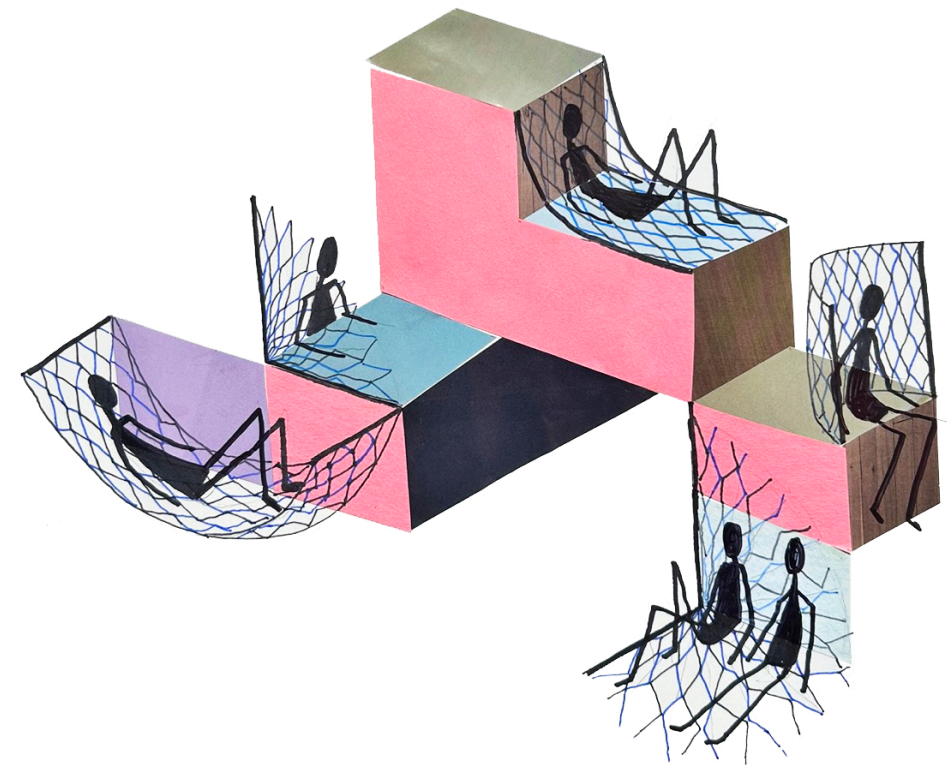
FURNITURE CONFIGURATION DRAWING



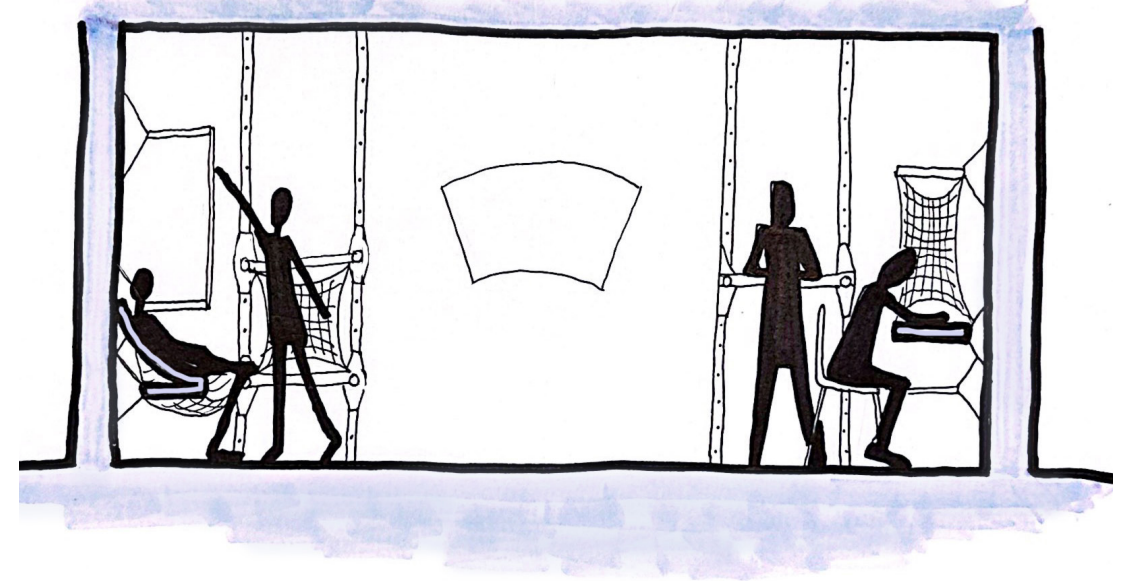
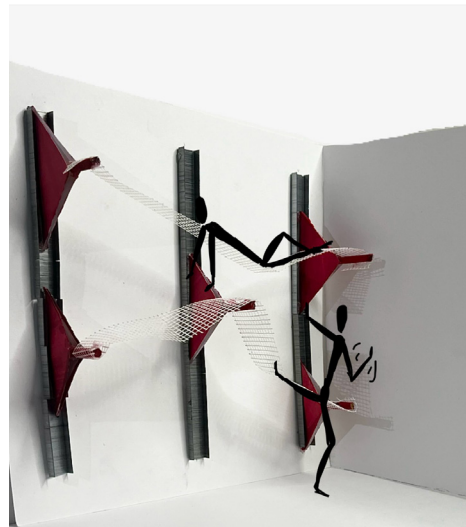
SPACE DRAWING

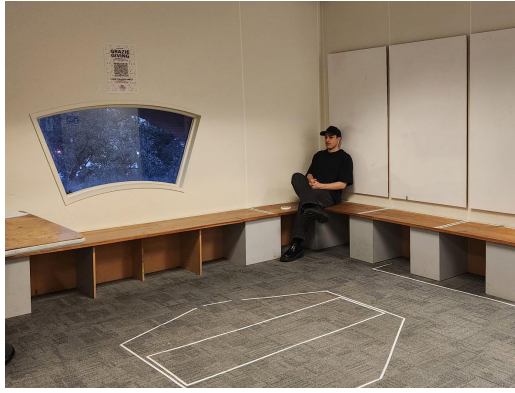


ADJUSTABLE TRACK SYSTEM DRAWING



MODULAR NETTING STUDY





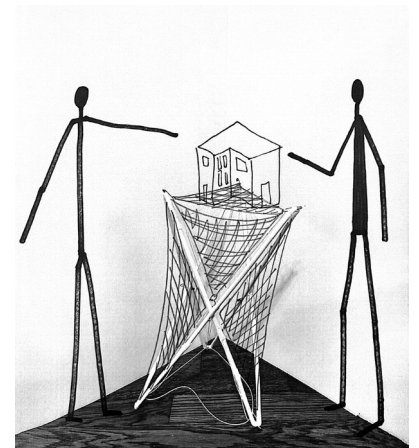
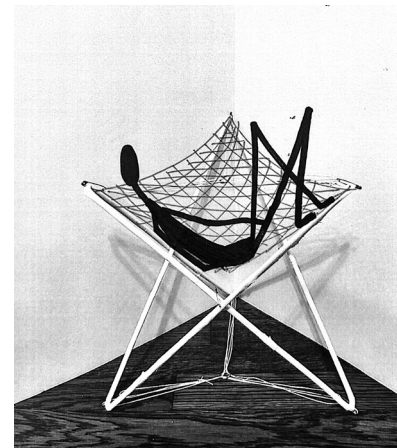
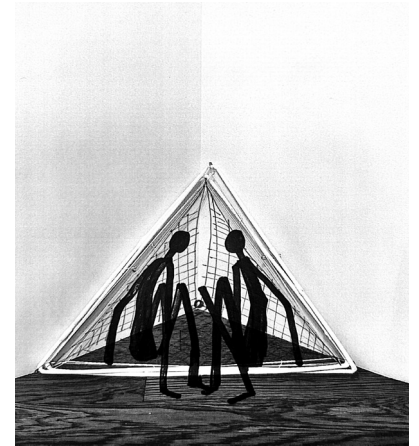
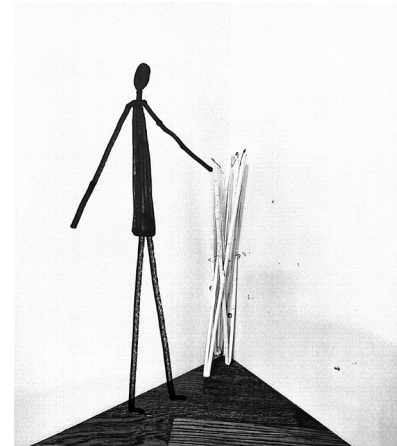
HUMAN SPCAE STUDY WITHIN SITE



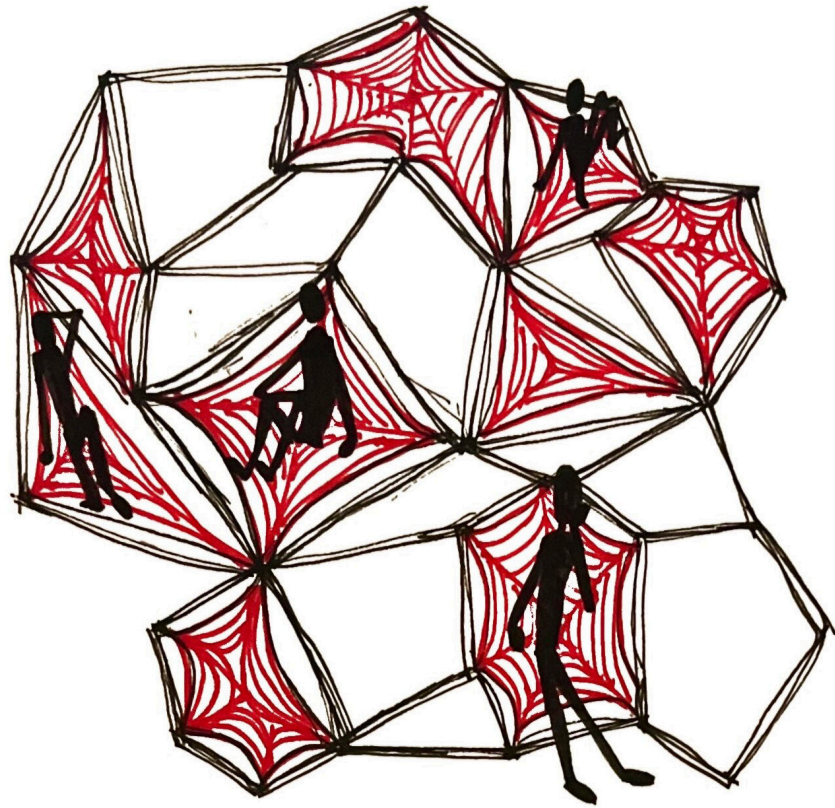
MODEL ITERATION 2



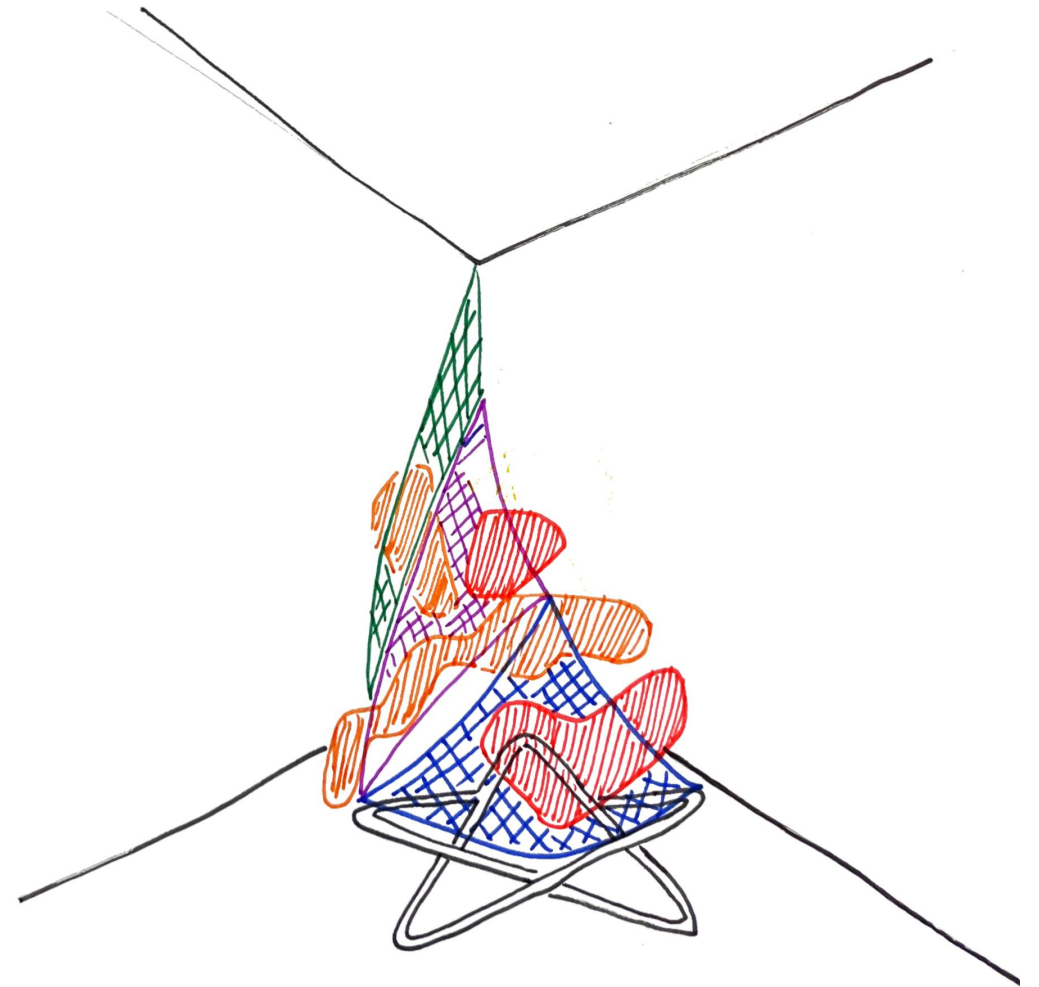
MODEL ITERATION 3



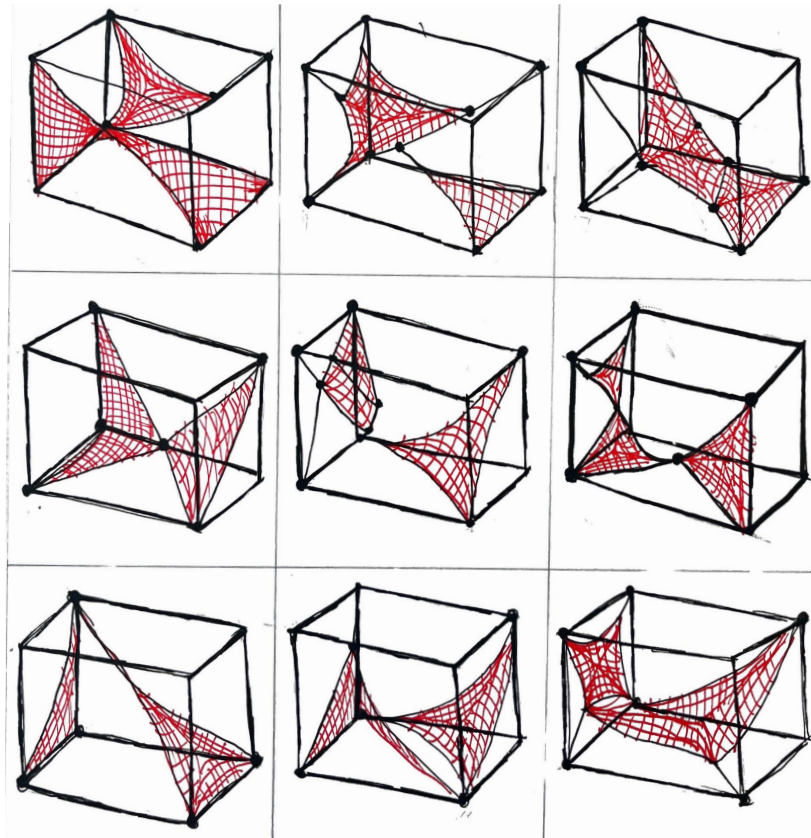
MODEL ITERATION 4



CONCEPT SKETCH



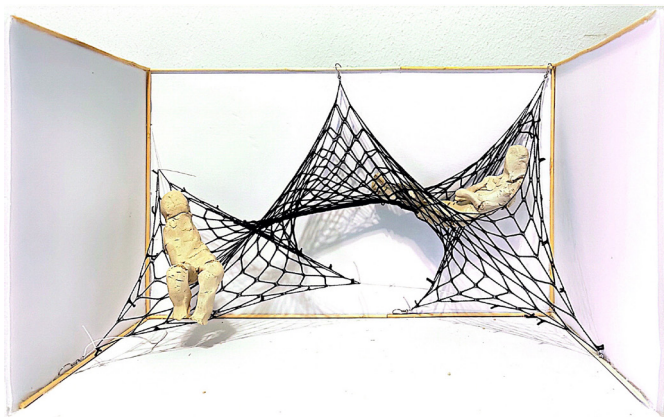
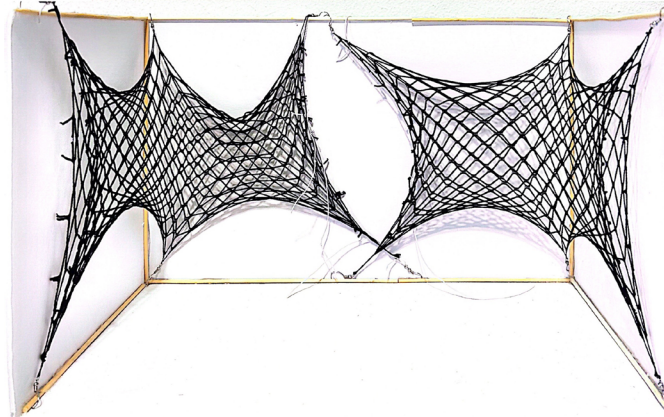
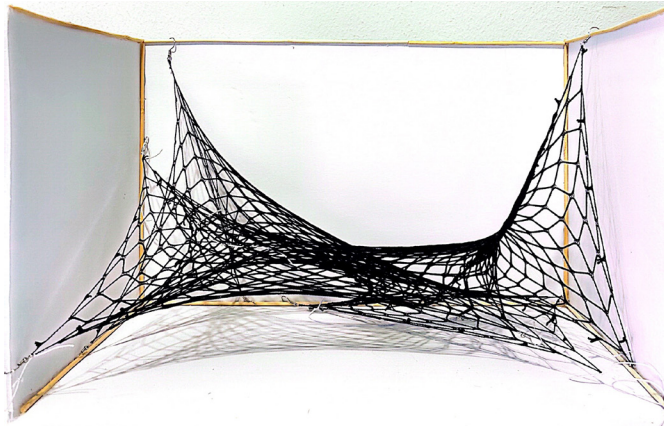
CONCEPT SKETCH



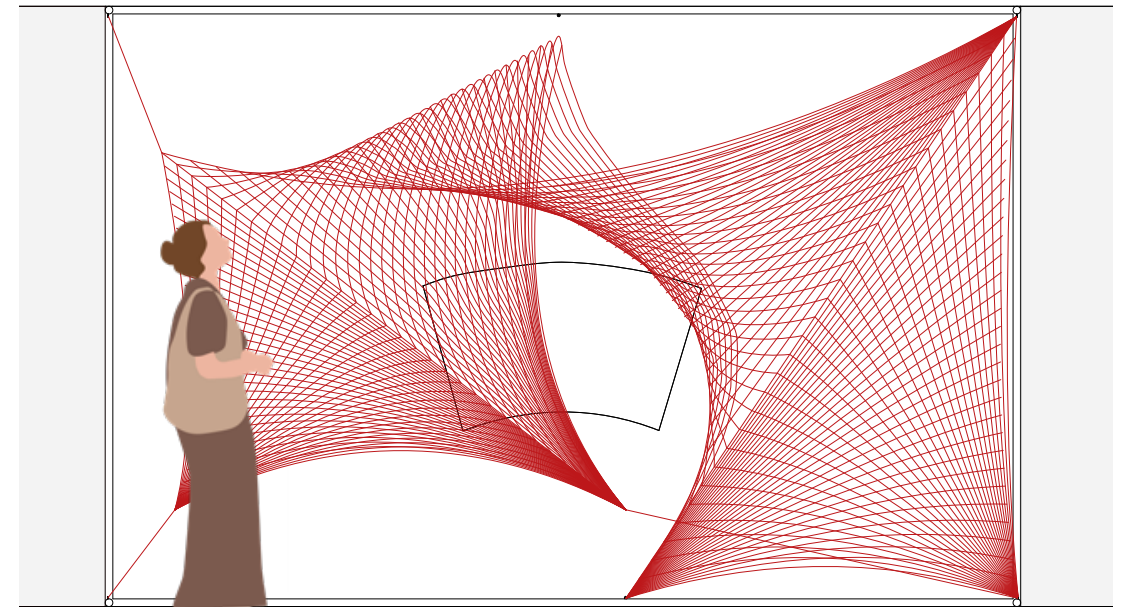
EXPLORATORY ITERATION SKETCH



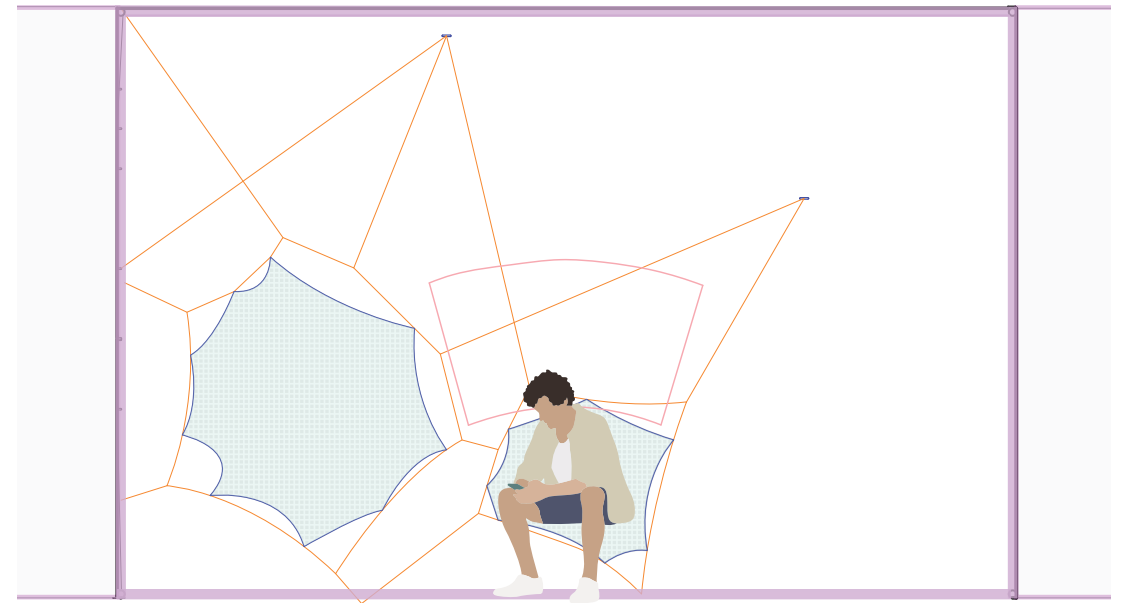
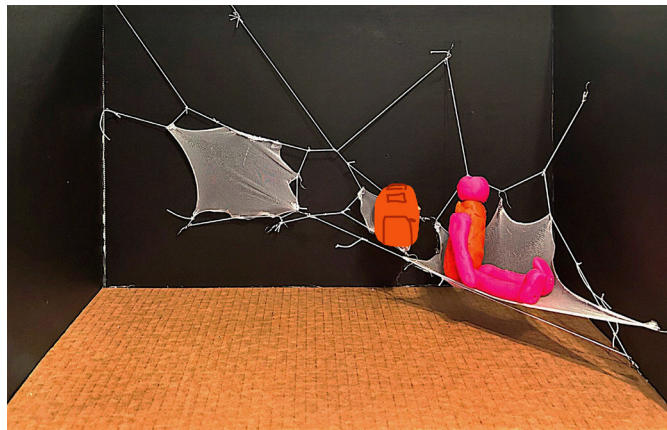
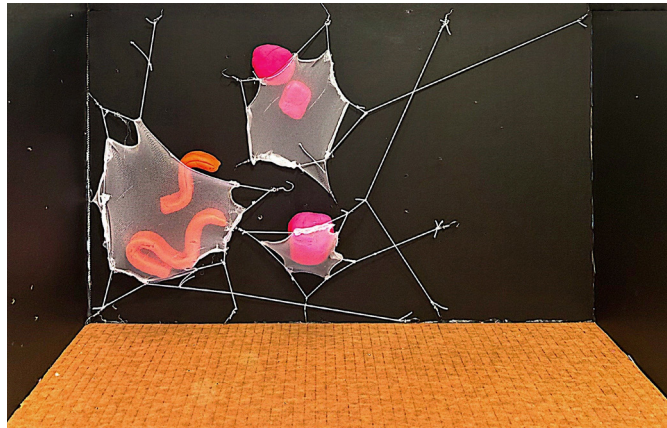
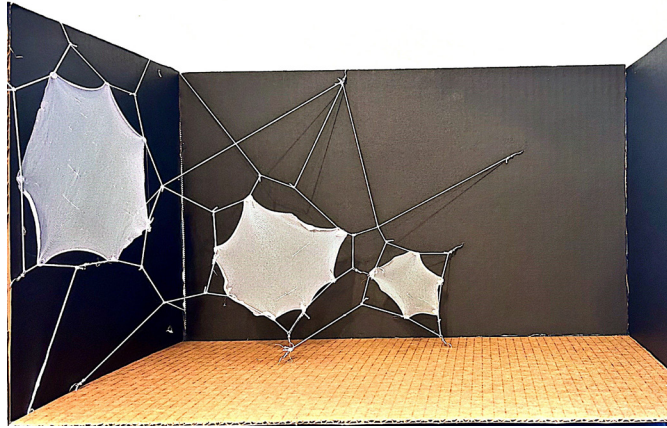
MODEL PICTURES

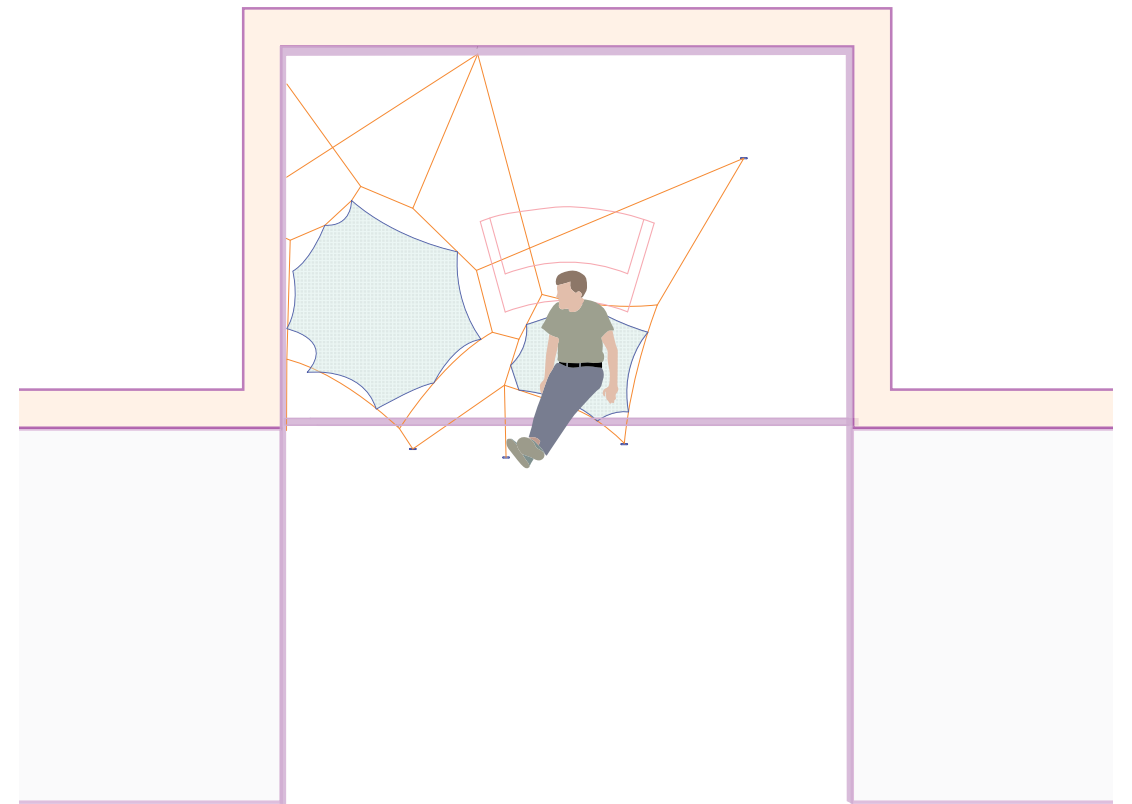
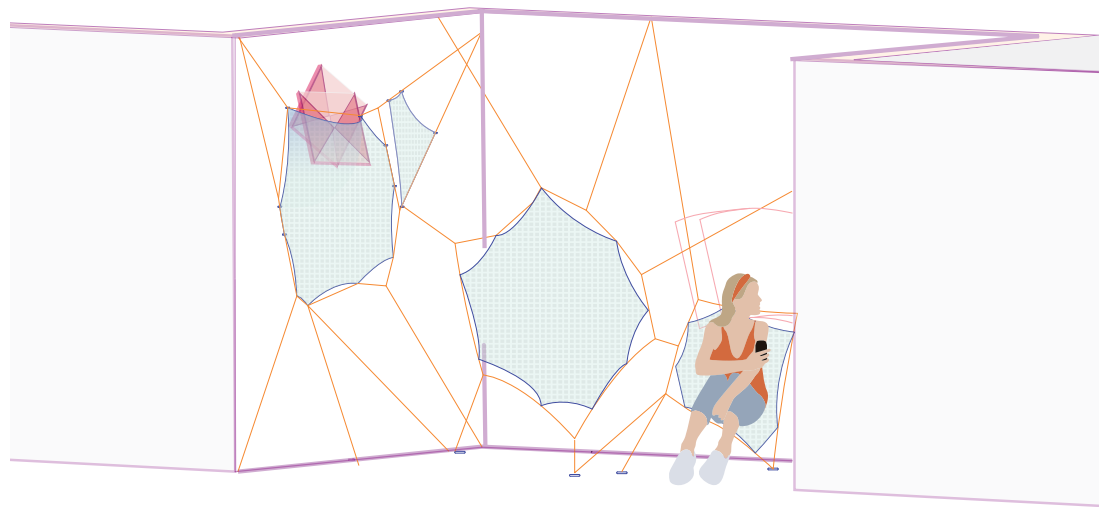


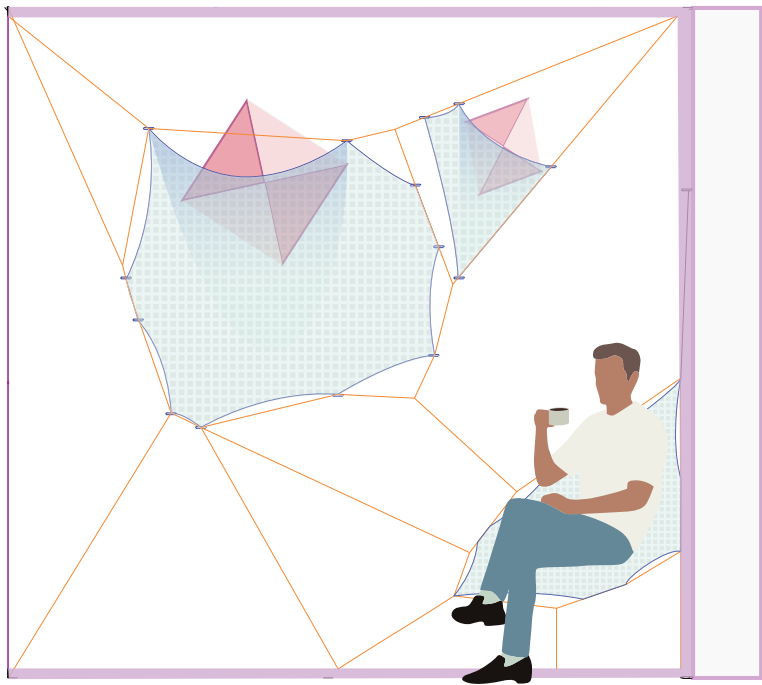
MODEL PICTURES



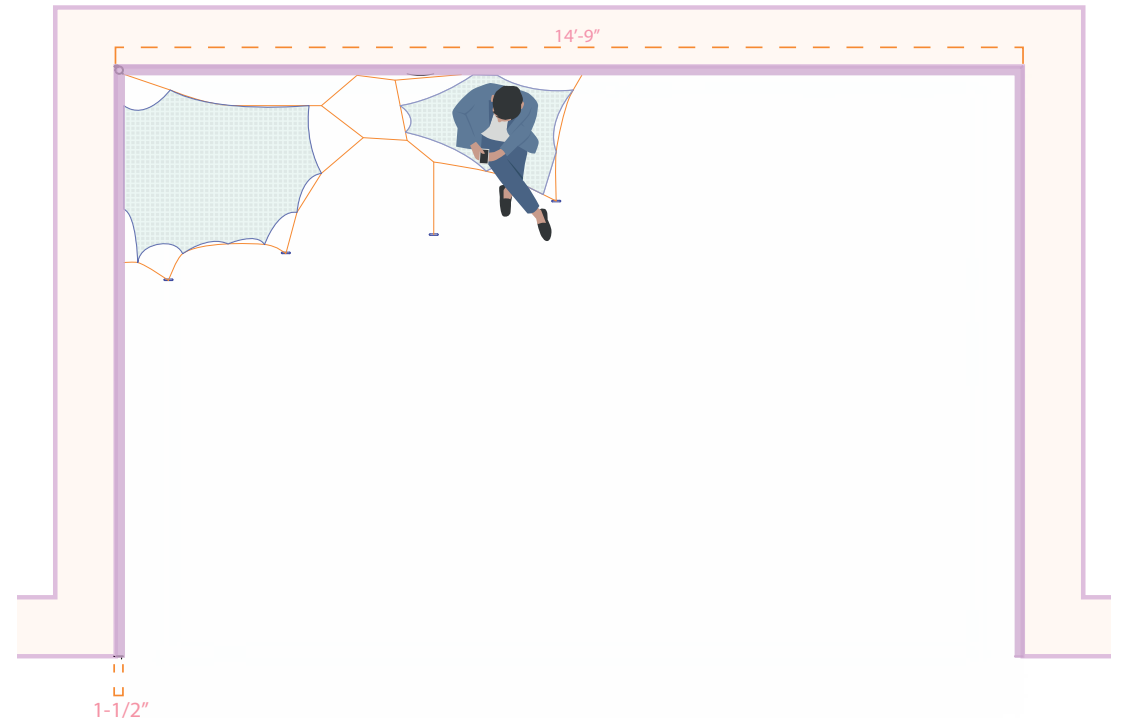
ELEVATION VIEW







SECTION DRAWING

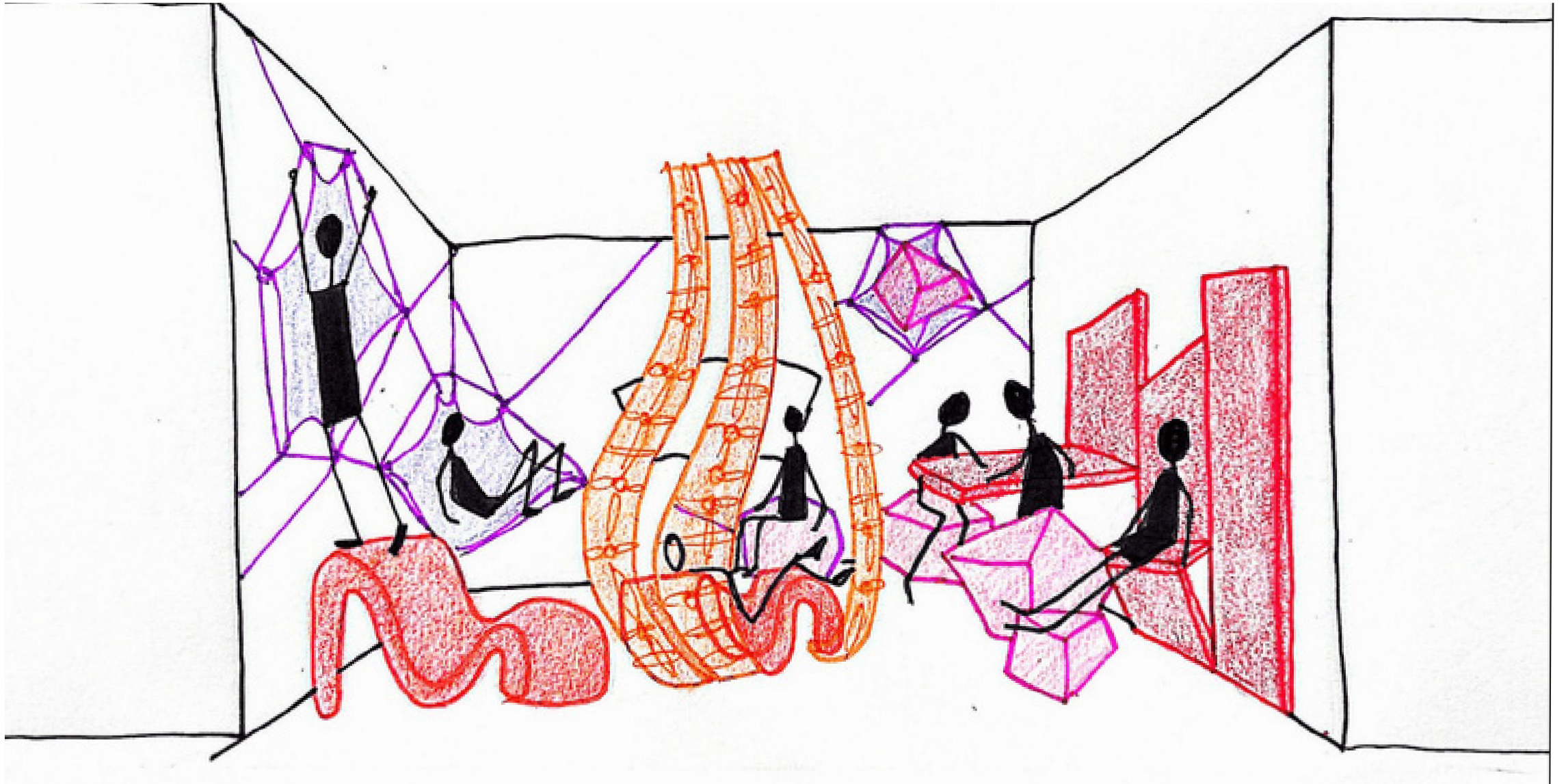


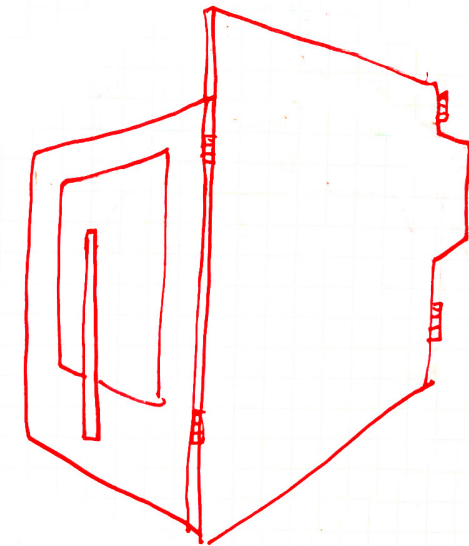
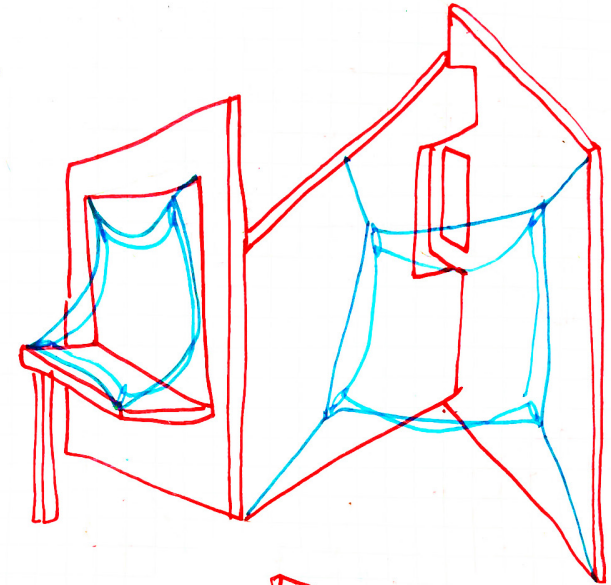
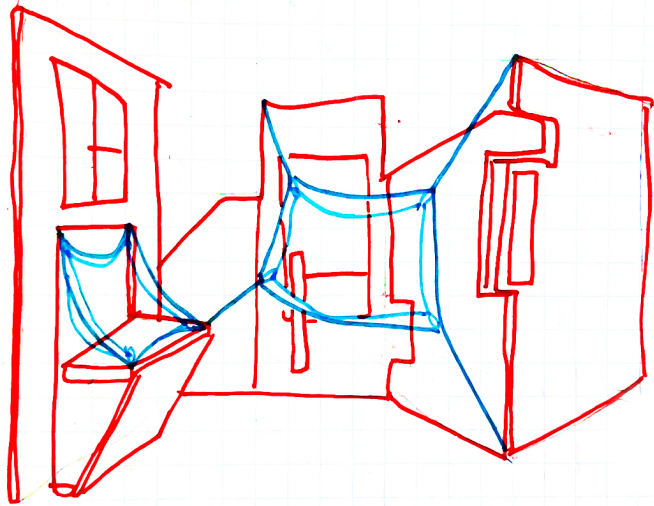
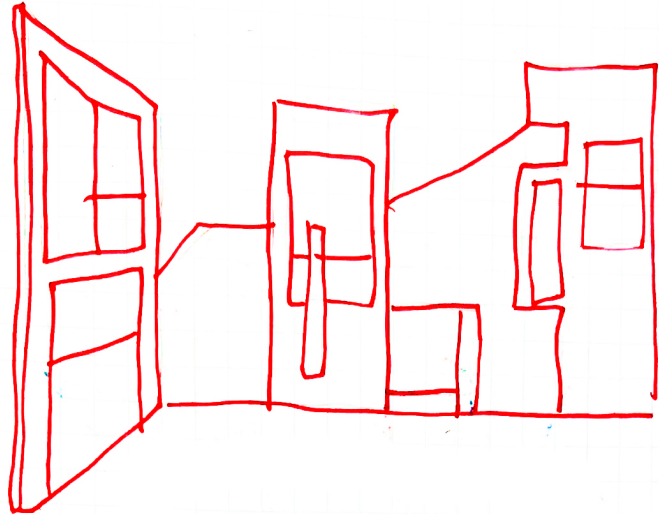
PLAN DRAWING

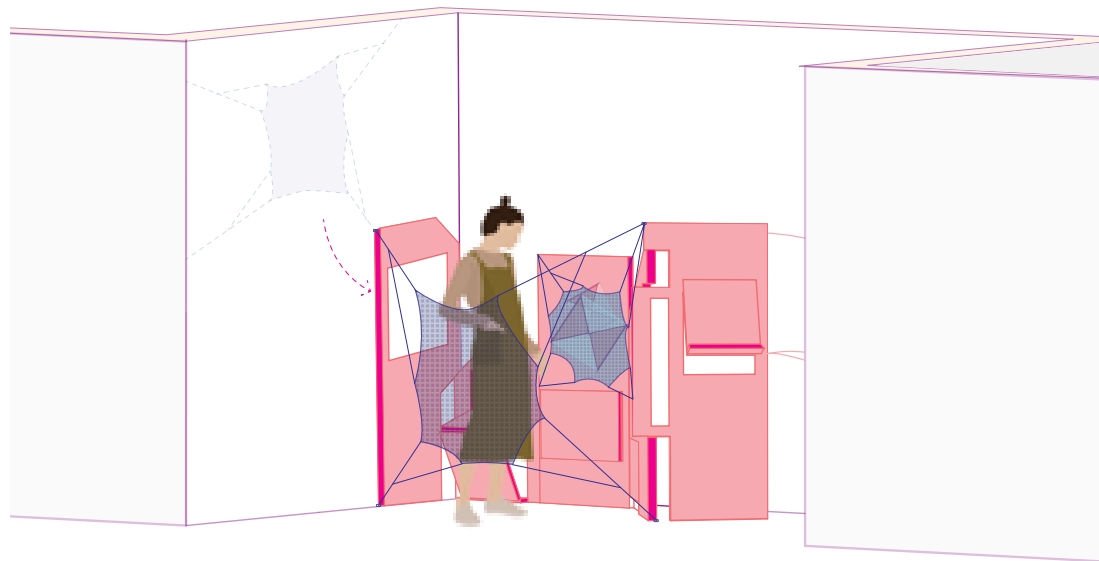
The aim of our project is to create an experience that modifies to the body, in which we use netting to amplify human leisure. Since netting is malleable and is able to hug the human body, we found it to be a good material choice to make our design follow ergonomics.

One of the main aspects we tried to keep within our ideas was the idea of adjustability, in terms of how the user can adjust our netting structures to create a more comfortable experience. From experiments that involved static structures and stand-alone systems, we attempted to find the best way to maneuver the broad possibilities of netting. Through different iterations, we ended up gaining inspiration from tensile structures as seen in architecture and in the art sculptural field. We decided with the idea of having the structural systems coating the walls of our site, giving the user the chance to attach our netting at different points of the structure, to create different programs. When integrating our project with the studio we saw our project being a pocket to store other projects within. Since some of our studio mates' project compresses, we found it useful for our project to be able to hold those projects, making the second wall that our project creates a wall that can be used to help other projects disappear. With our color scheme, we tried to create an environment that is soothing, while also provoking an inviting tone that made people intrigued with our studios' projects and the different possibilities of use.

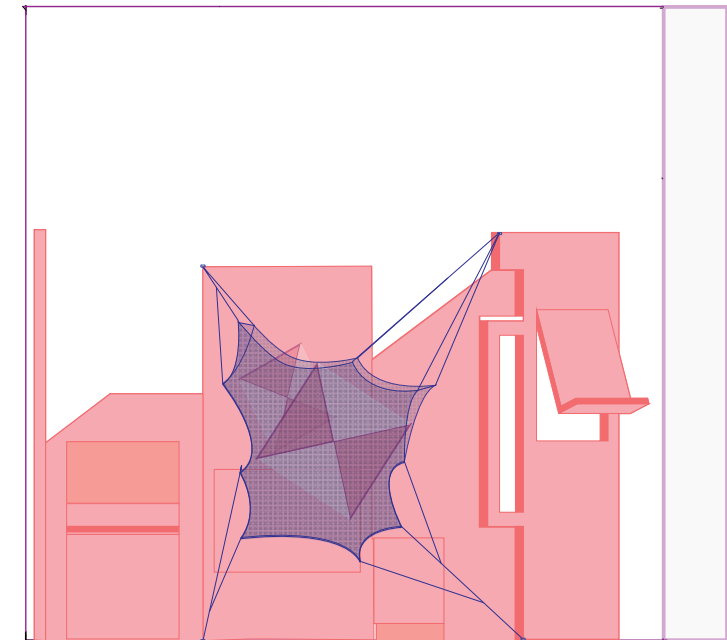
PROJECT INTERGRATION



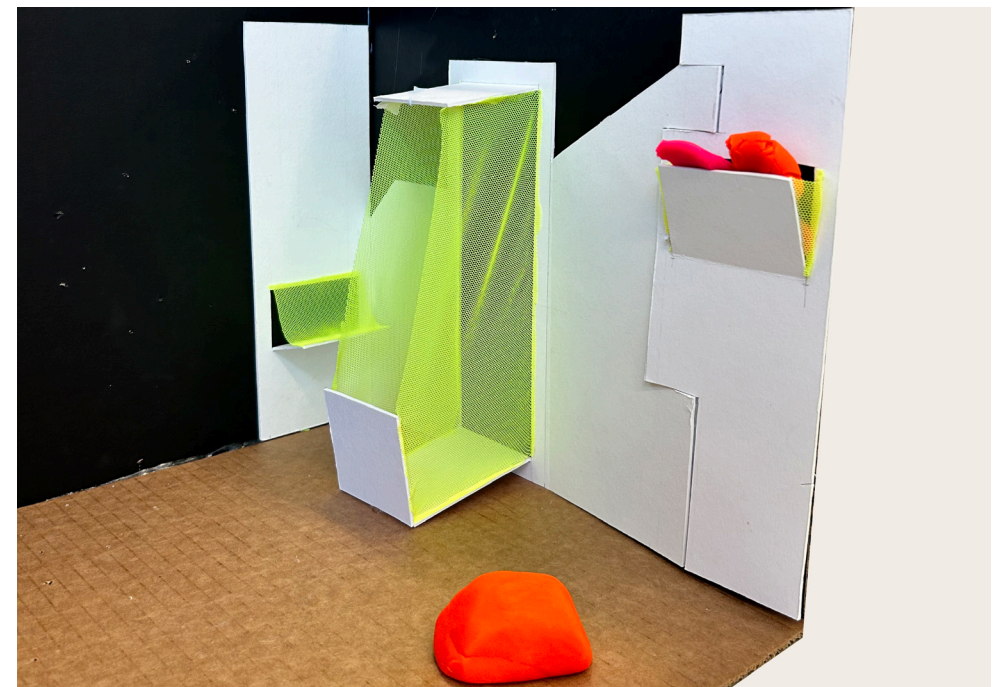
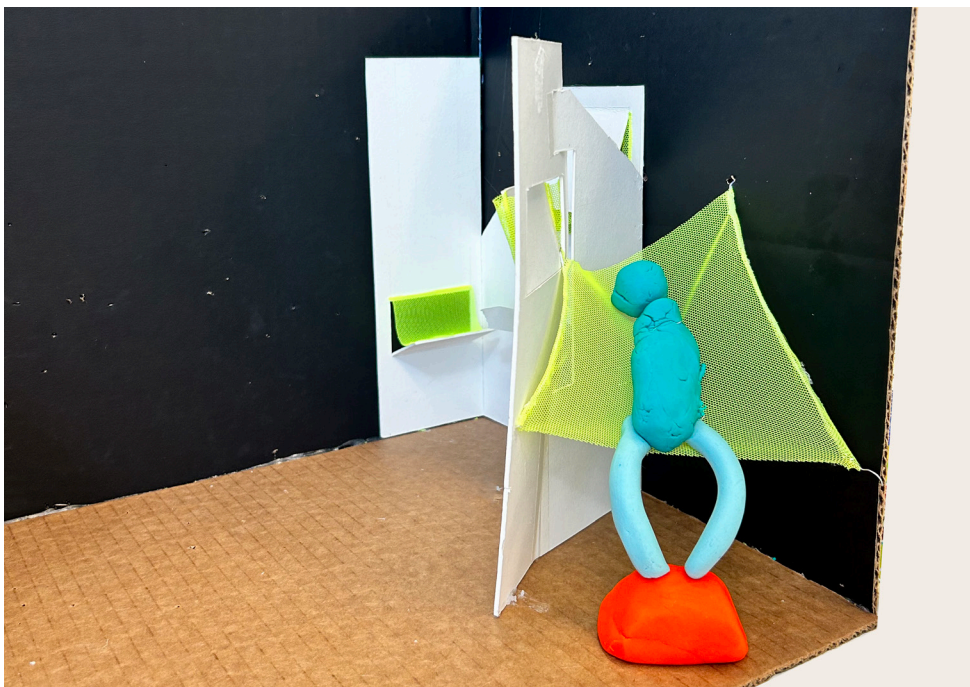
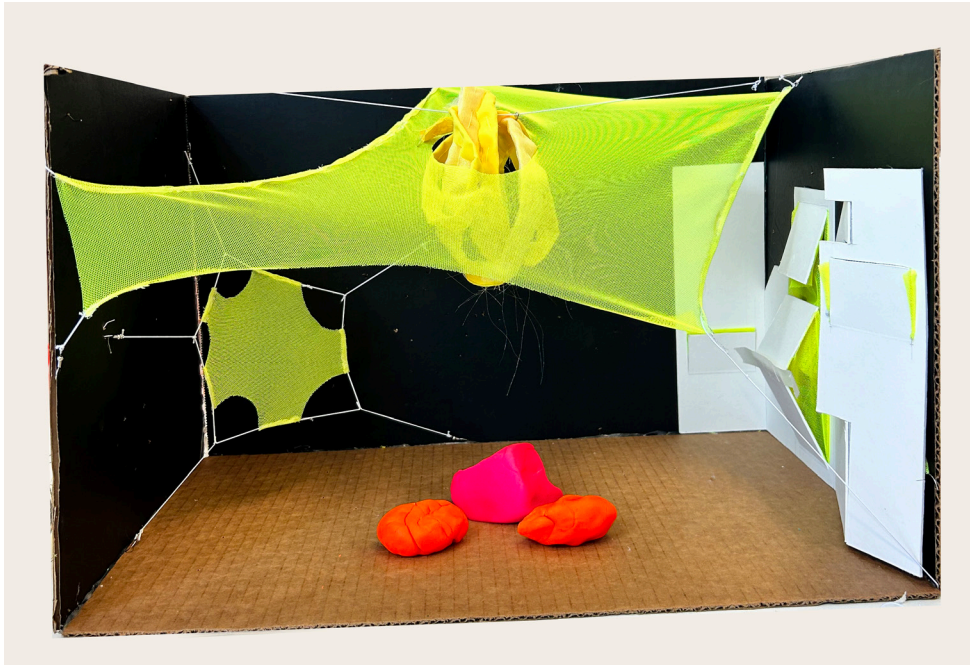


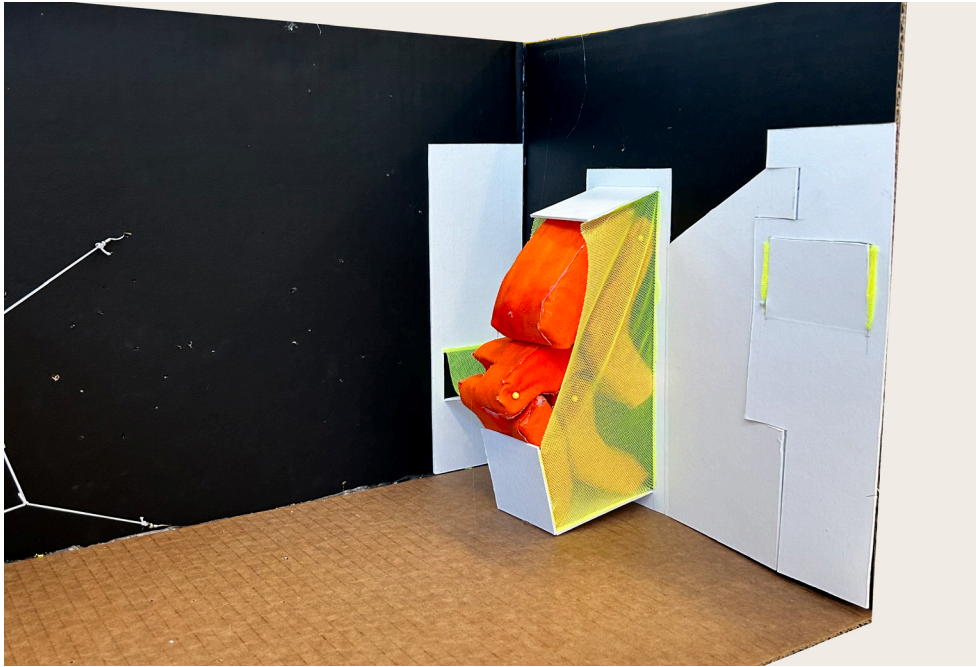


PERSPECTIVE DRAWING



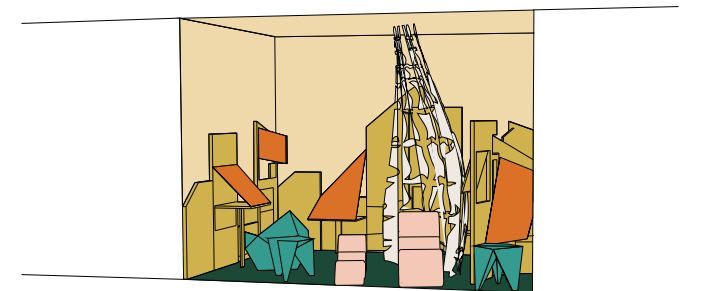
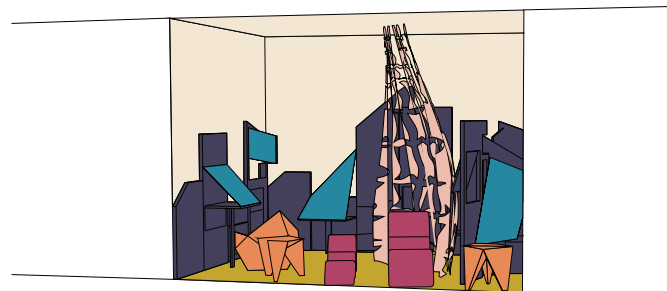
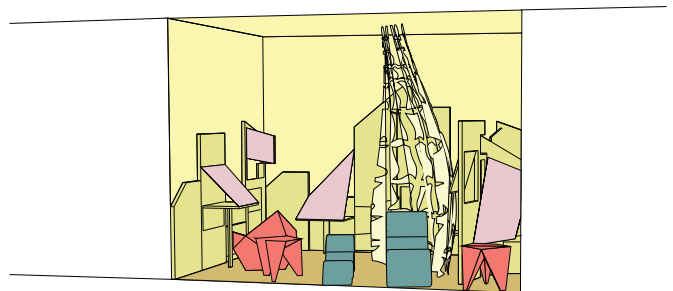
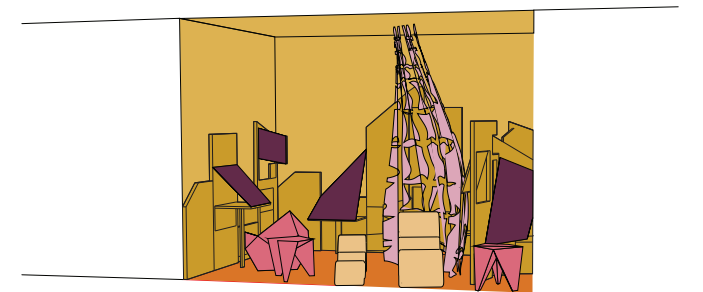
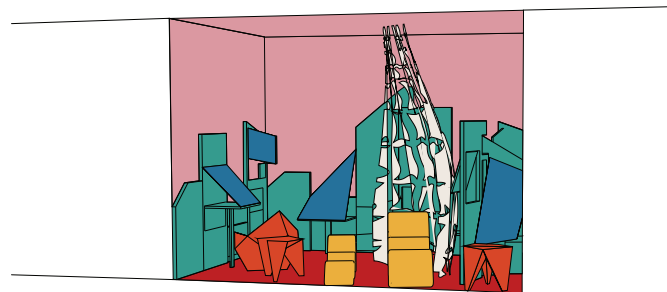
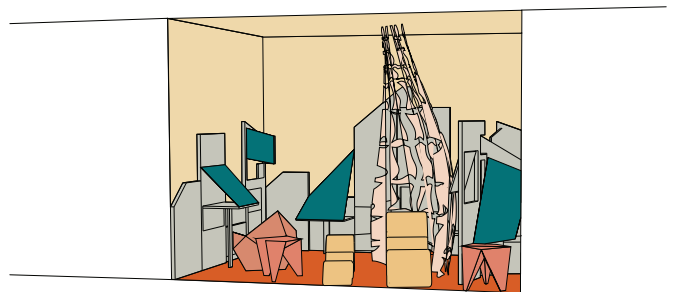
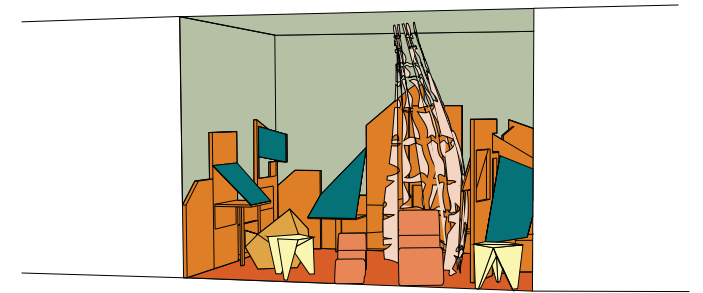
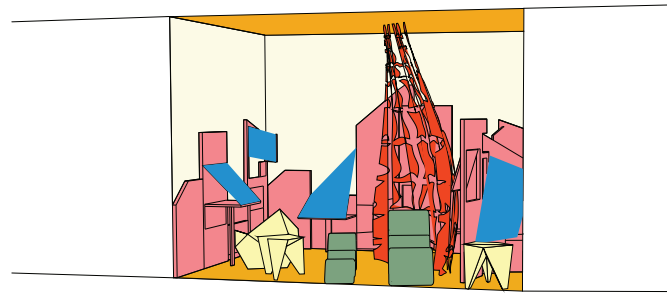
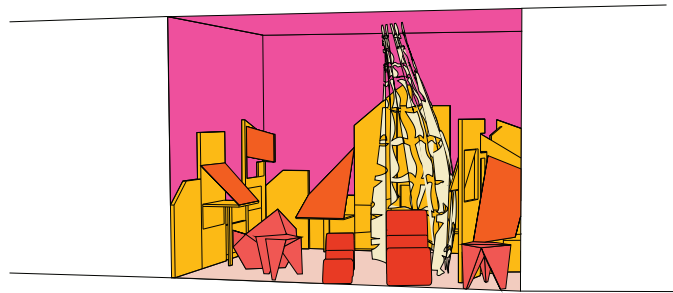
SECTION DRAWING

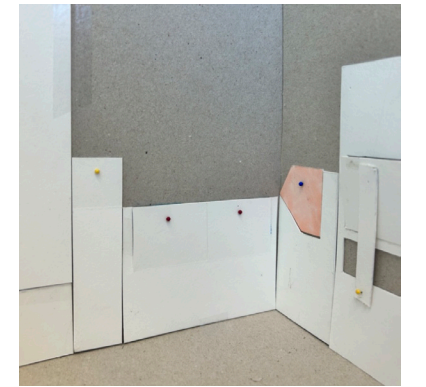
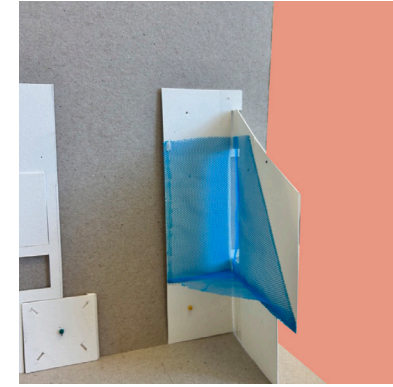
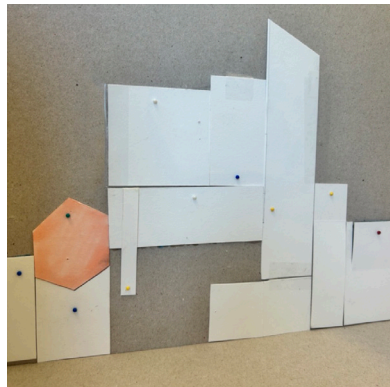
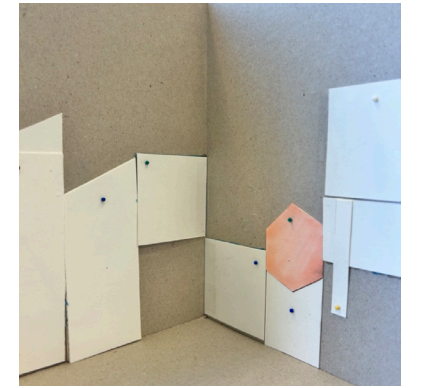
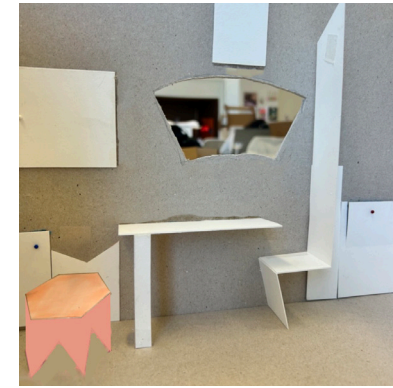
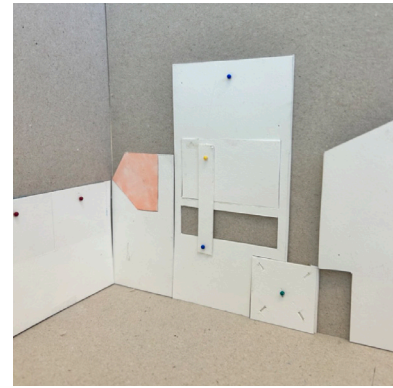
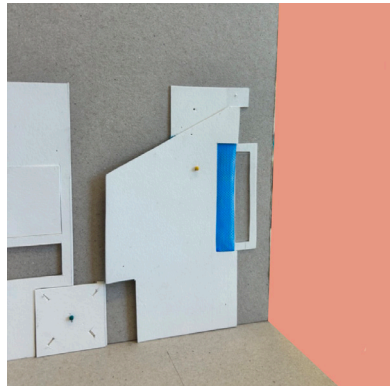


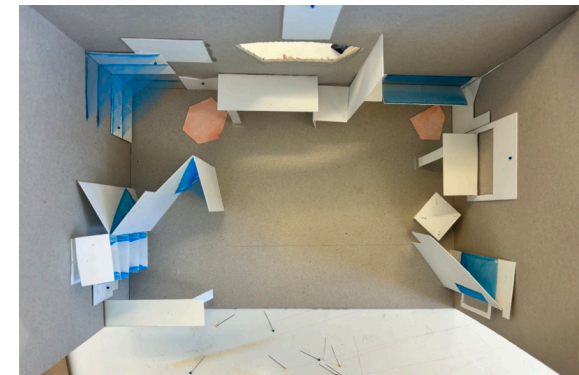
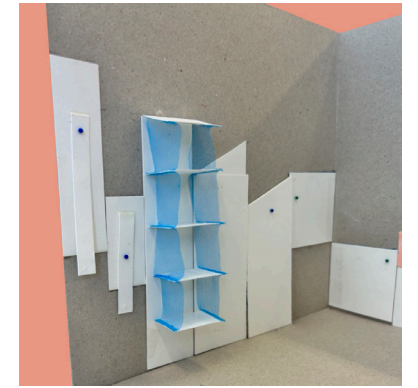
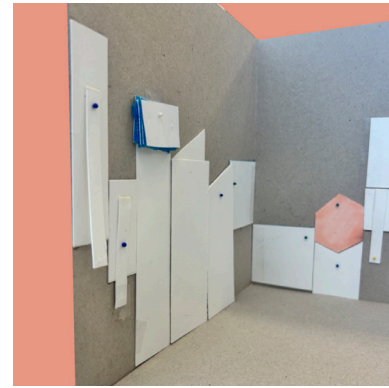
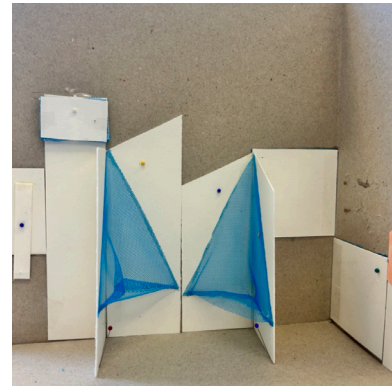
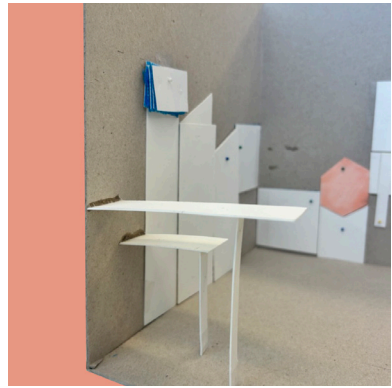




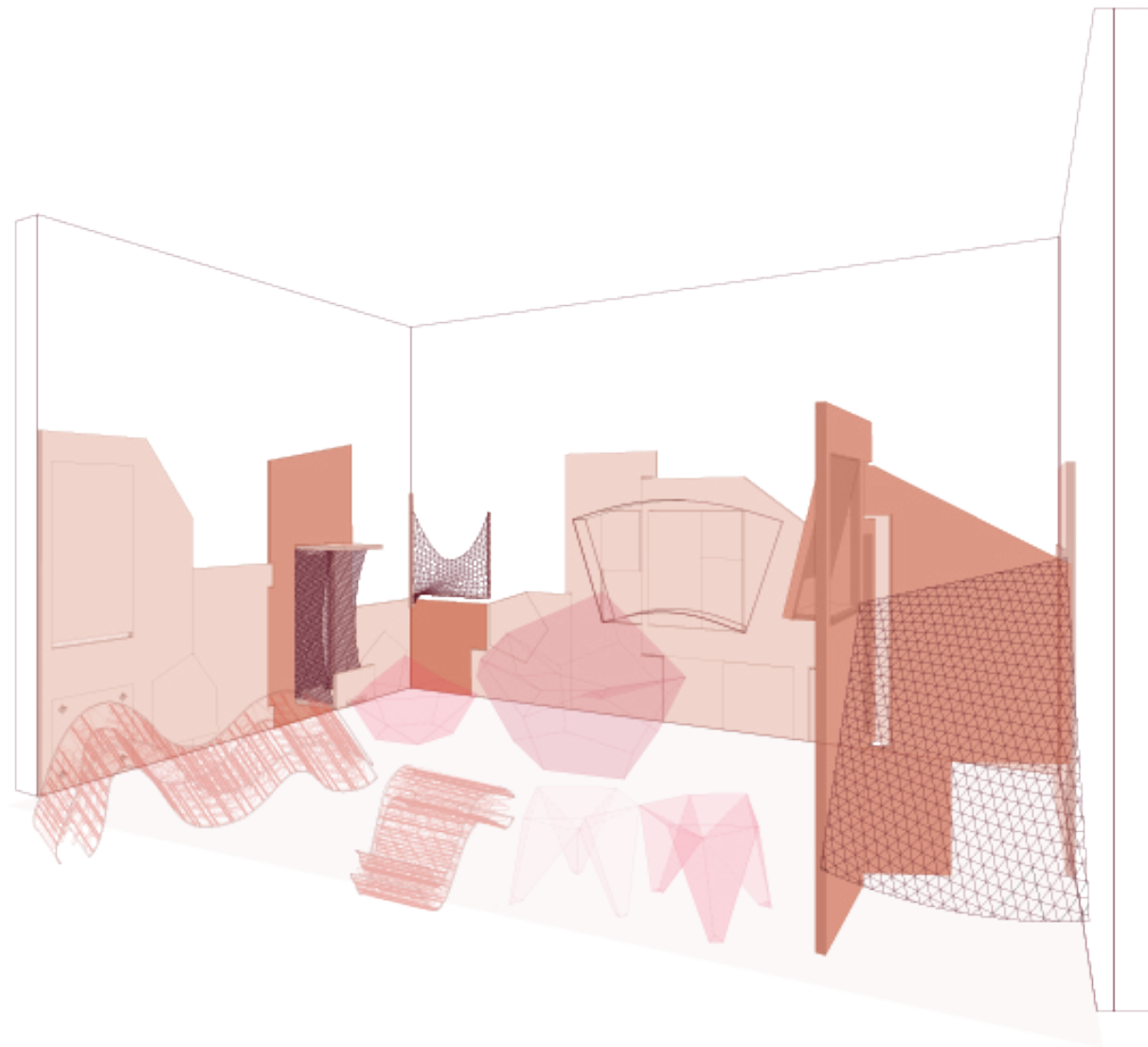




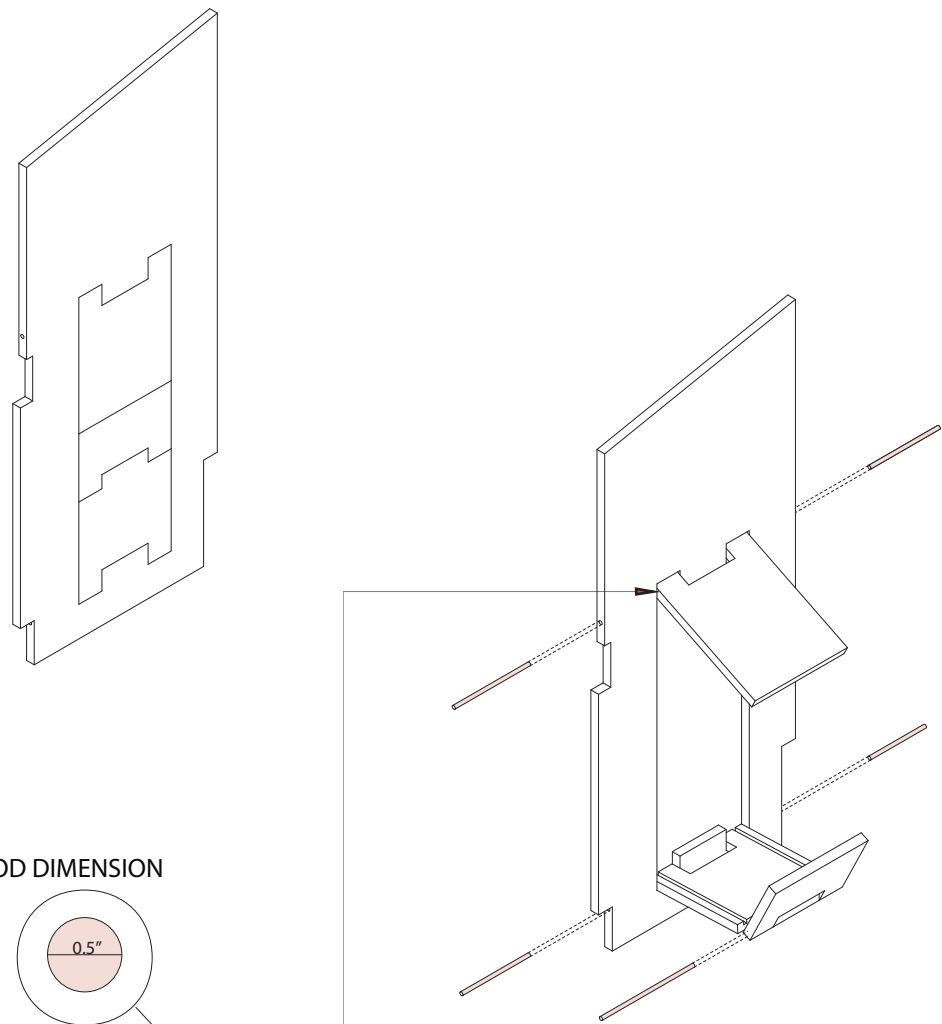




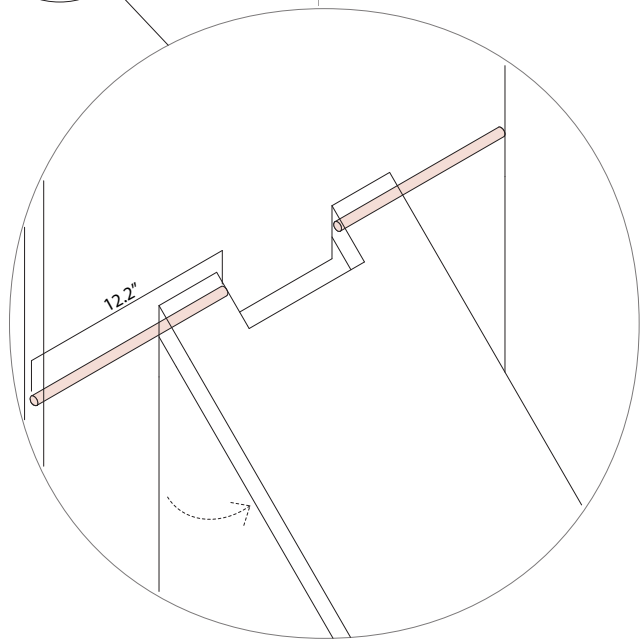
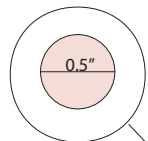
PROJECT DETAILS



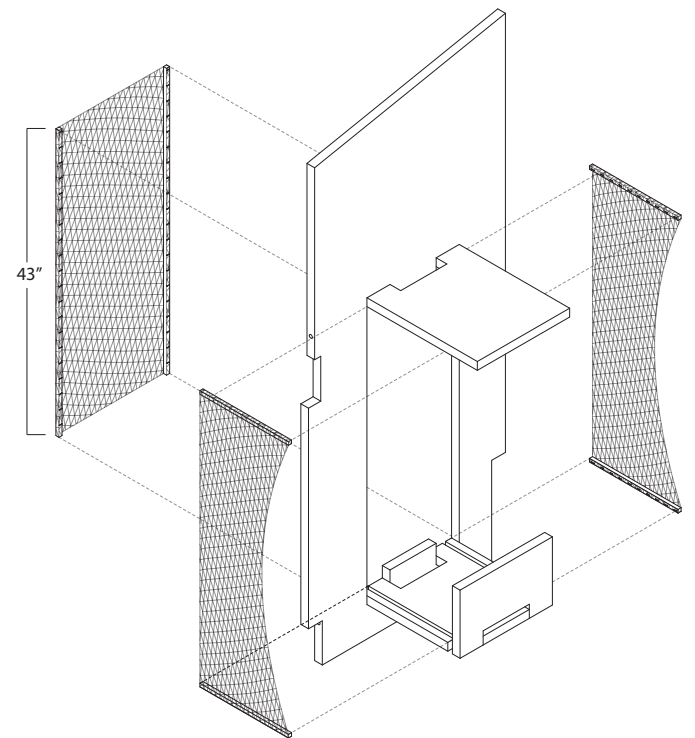
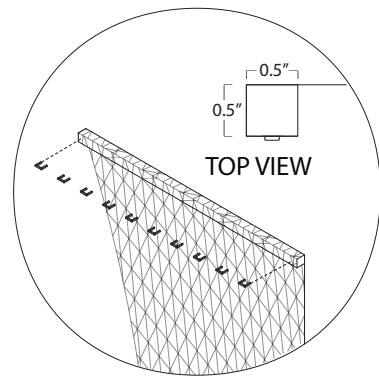
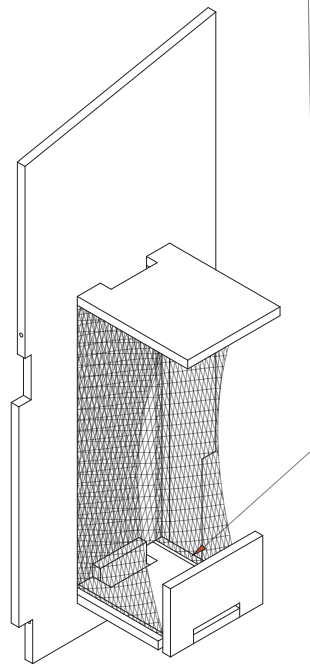
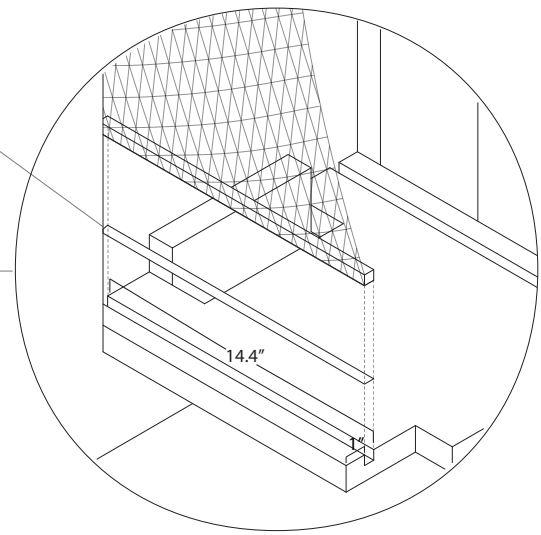
AXONOMETRIC VIEW

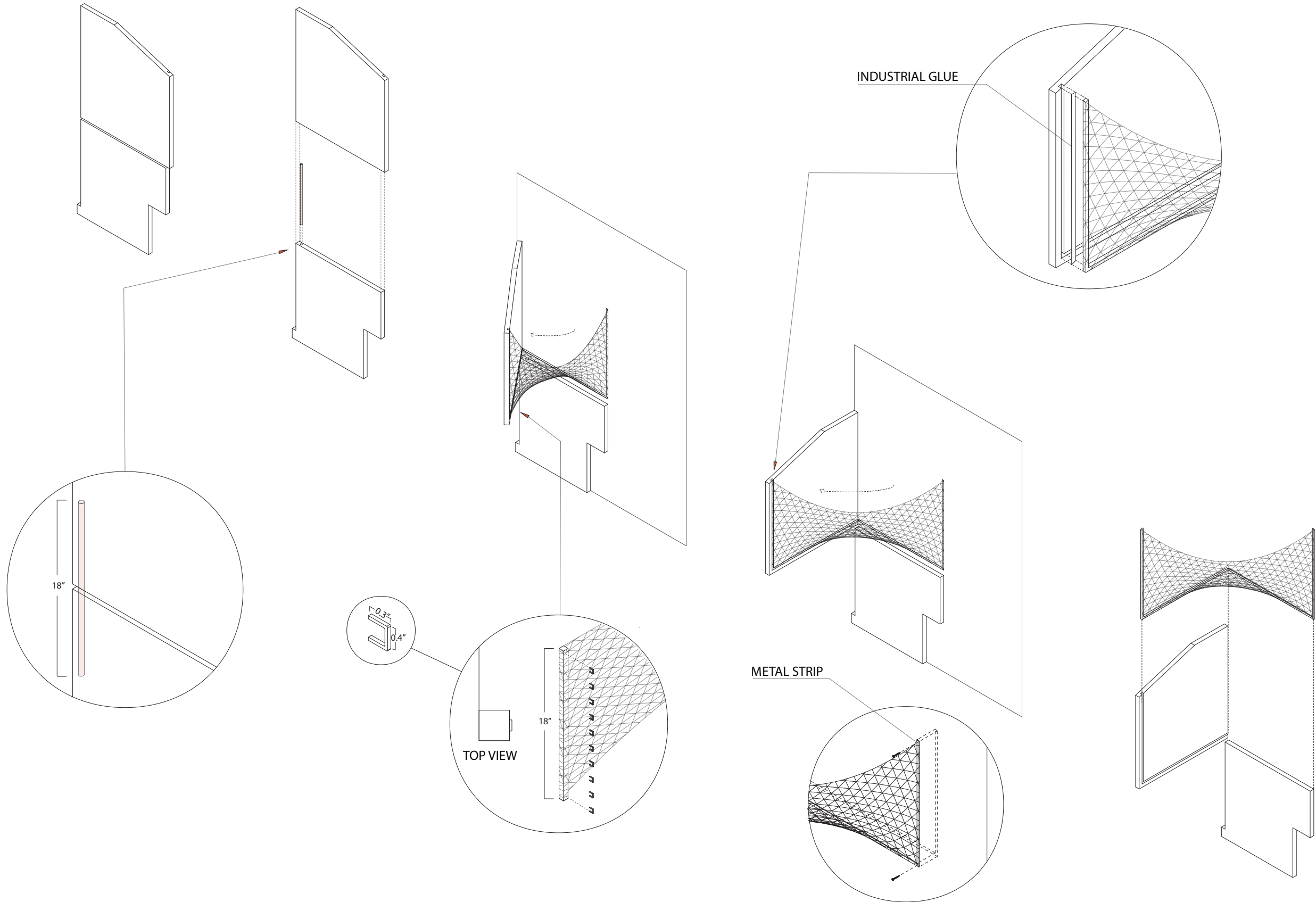


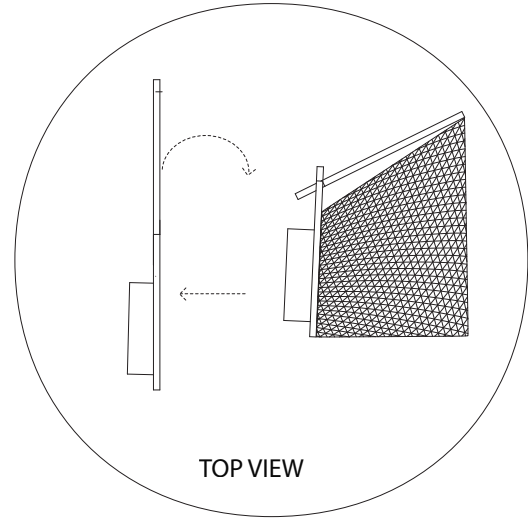
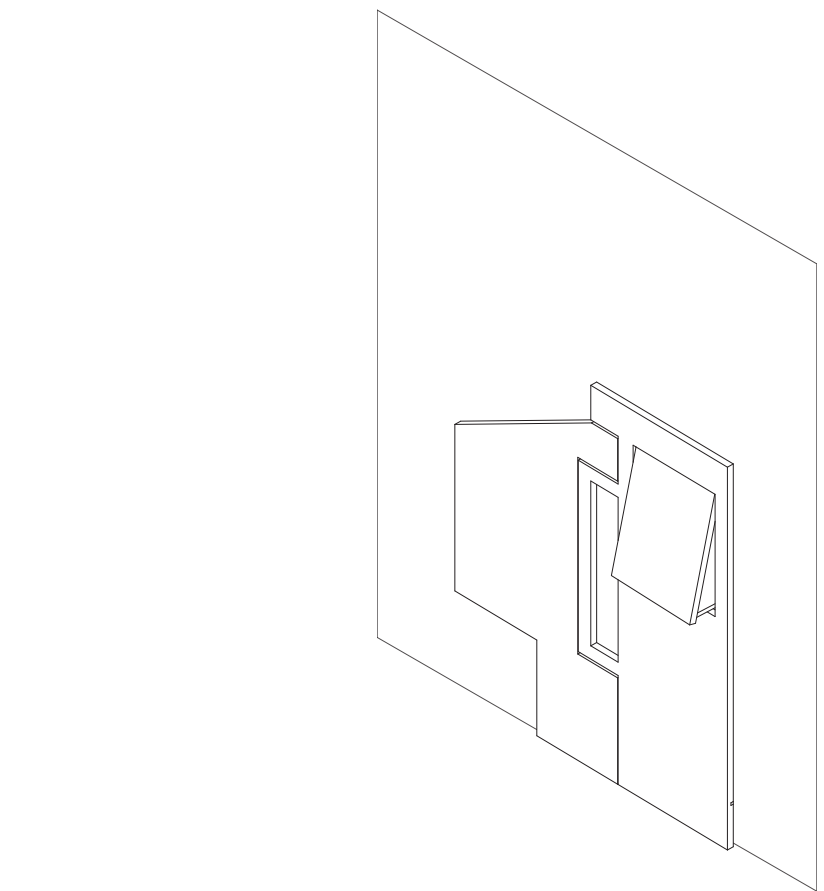
ROD DIMENSION



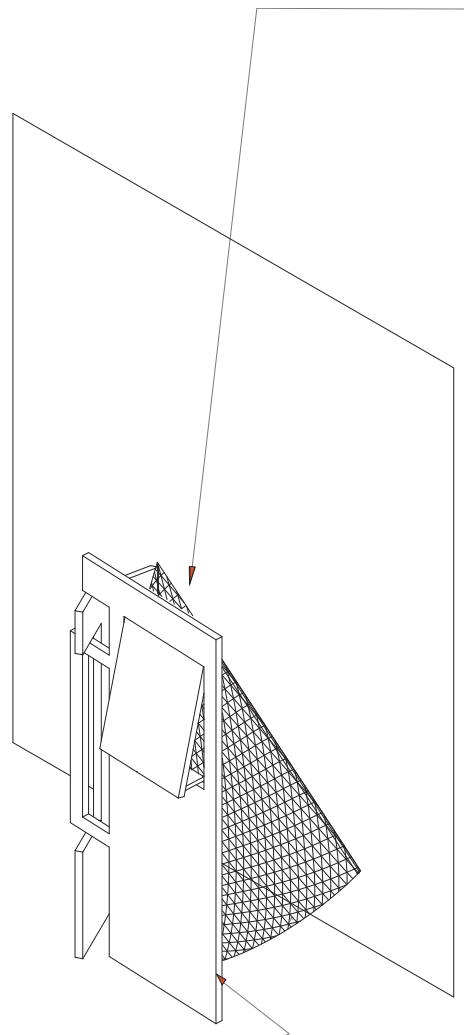
INDUSTRIAL GLUE



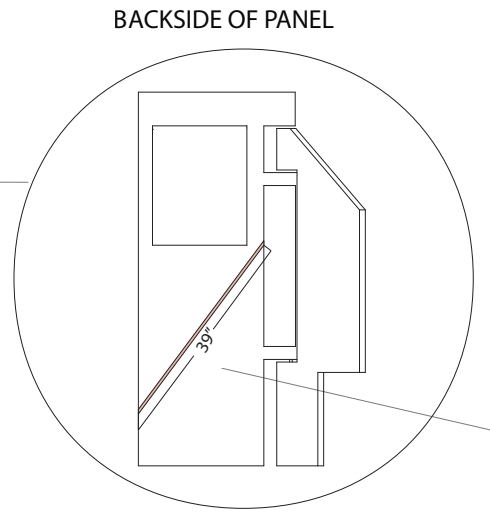
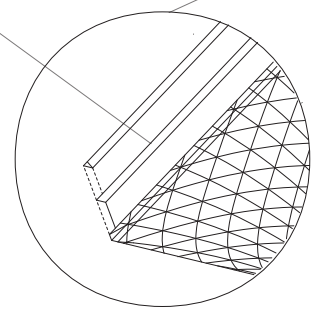




TOP VIEW



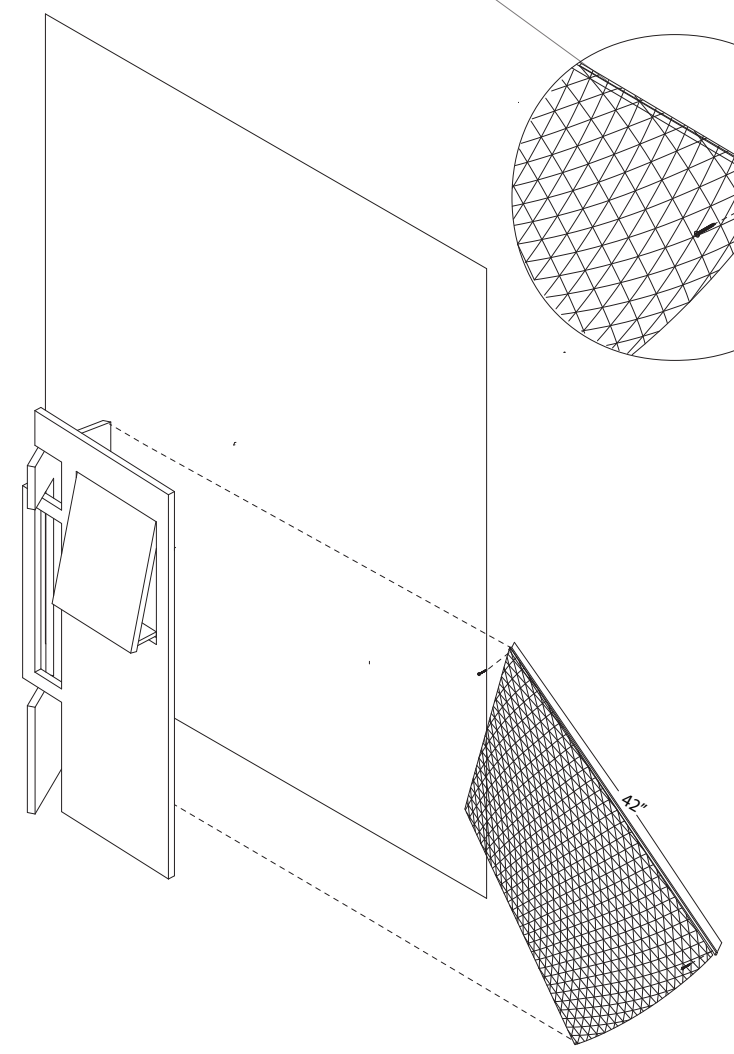
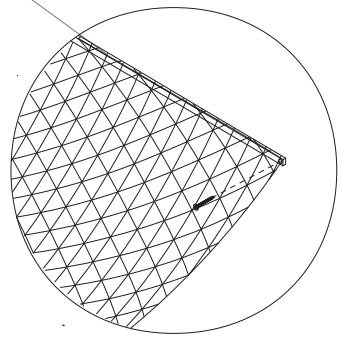
INDUSTRIAL GLUE



BACKSIDE OF PANEL

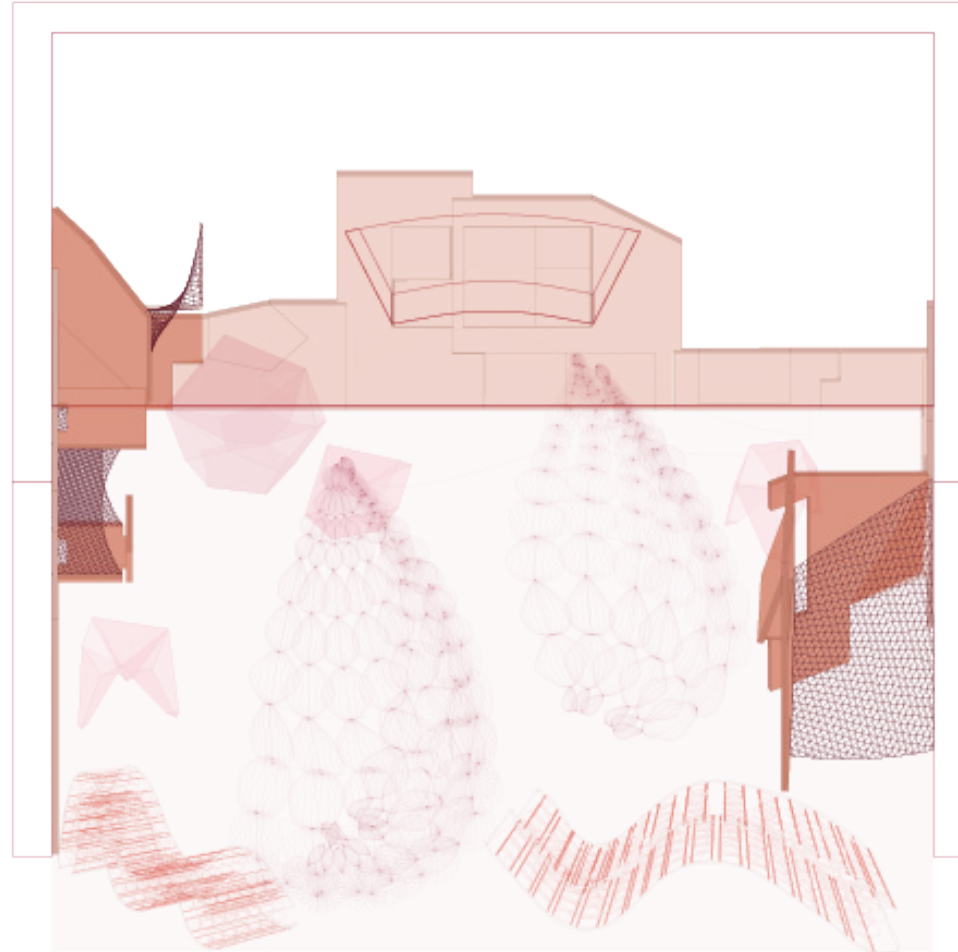
SLIT LOCATION

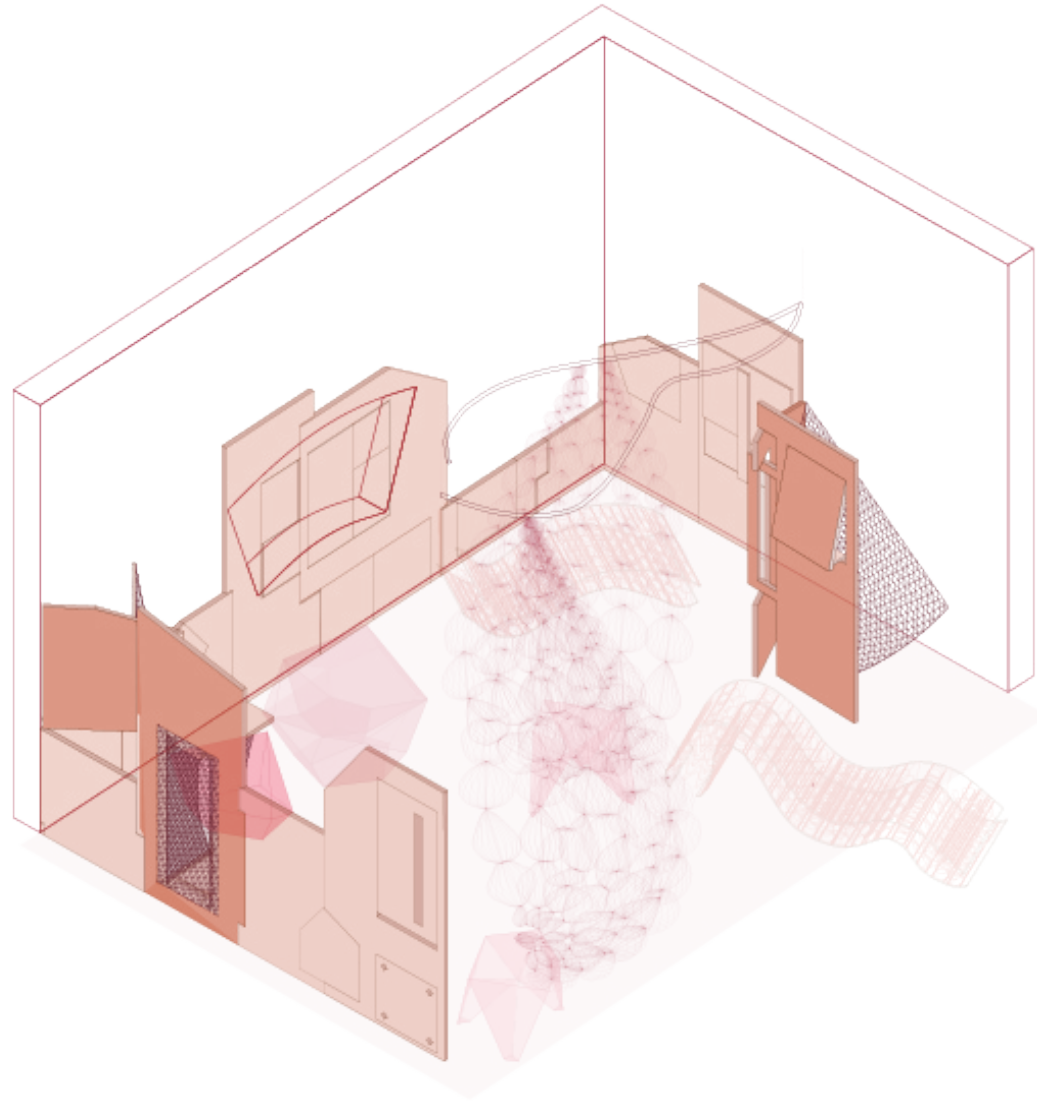
METAL STRIP



42°

CONSTRUCTION DRAWING

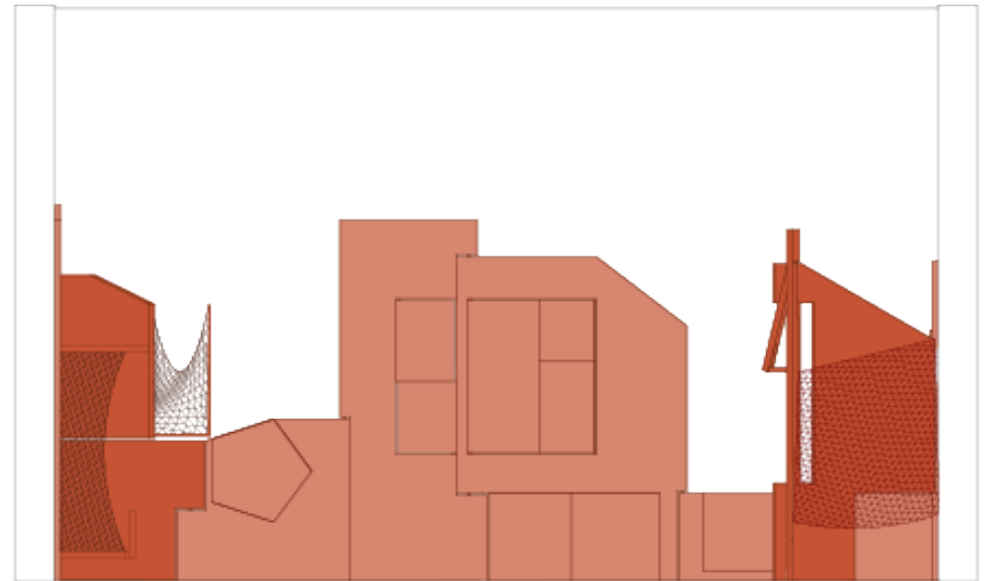




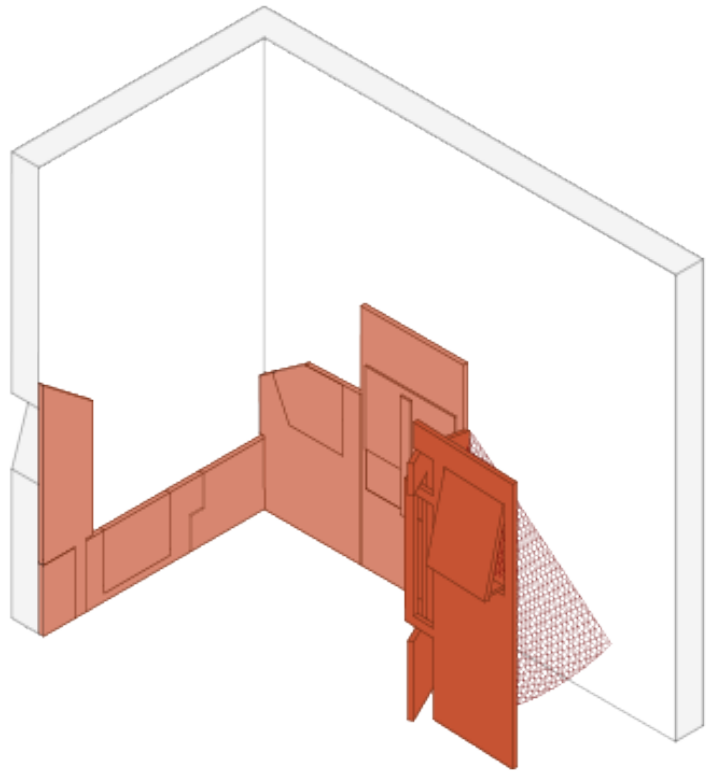
AXONOMETRIC VIEW



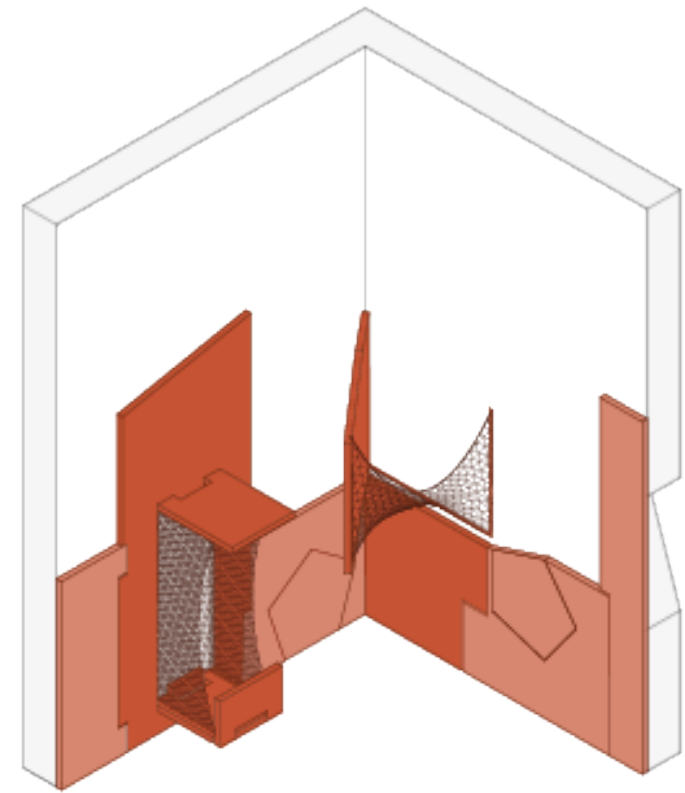
PLAN DRAWING



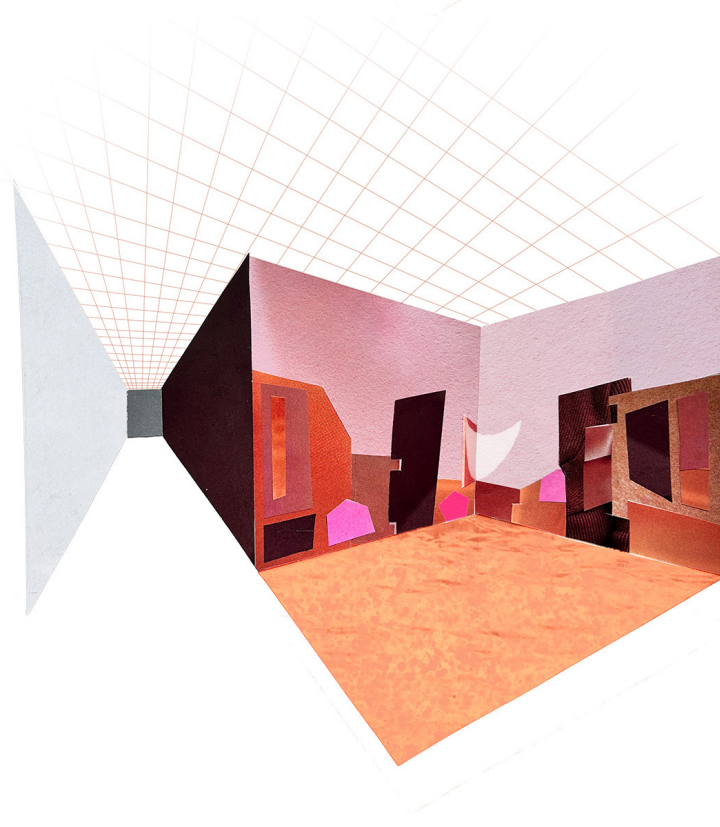
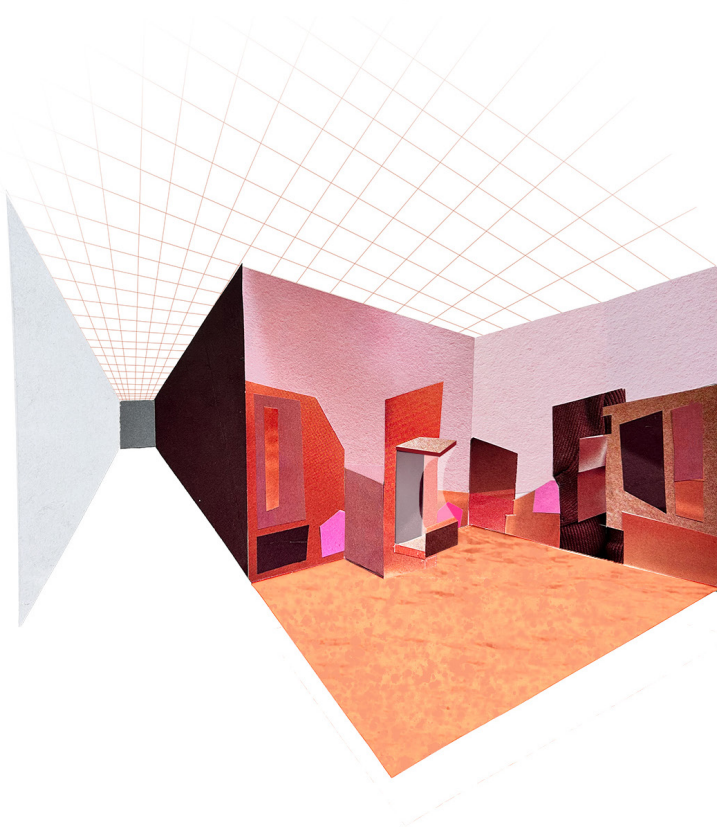
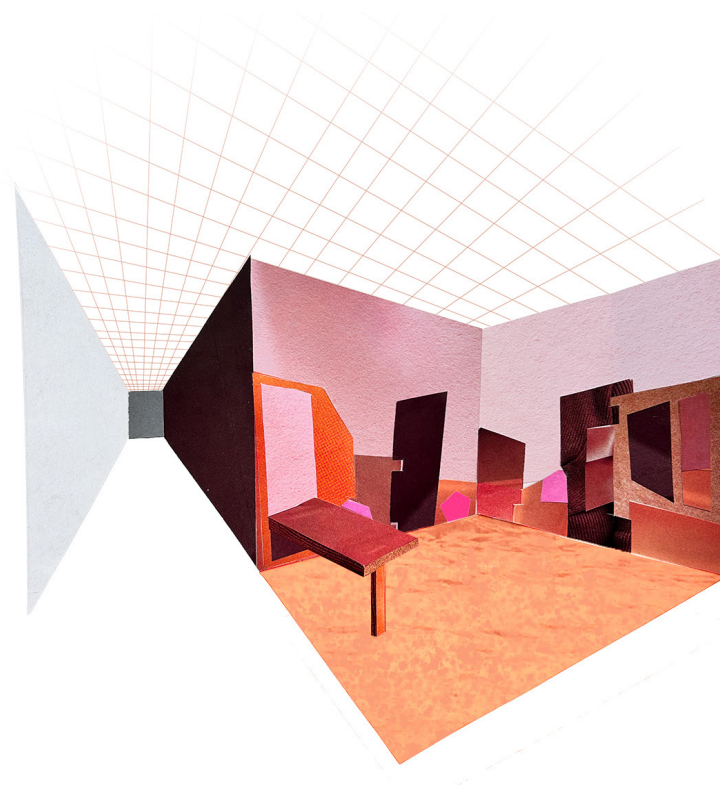
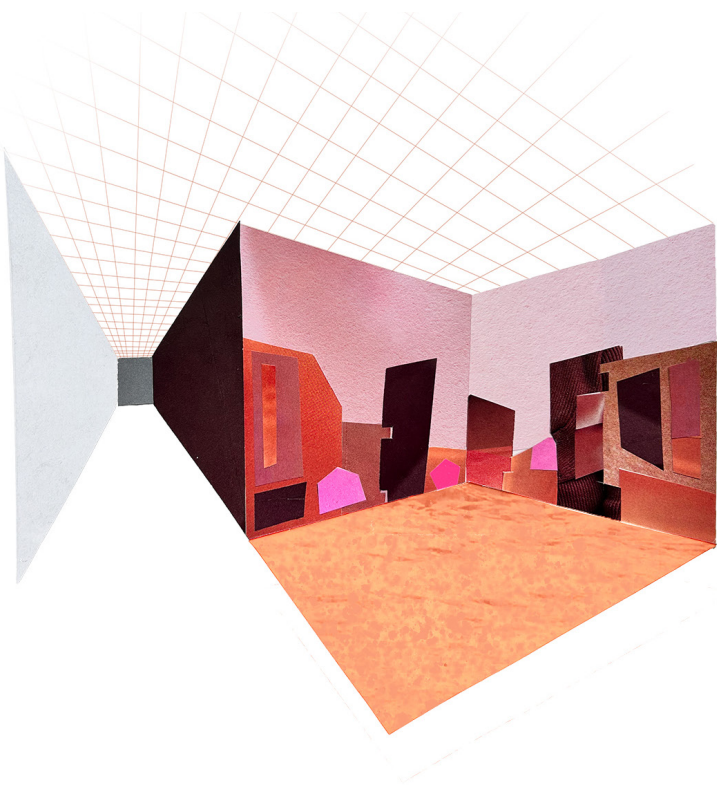
ELEVATION DRAWING



SECTION DRAWING



SECTION DRAWING







SITE MODEL PICTURES



SITE MODEL PICTURES