

*Hey, I'm Camilo  
You can call me Cam  
and I design for life.*

*@Cam\_designs\_life*



## ***About me.***

My name is Camilo Ibañez born in Bogota, Colombia on May 5th, 2000 and Since I can remember, I have tried to meet the goals that I have set for myself over the years, putting all my effort and dedication into them.

My family is a fundamental part of my life since they have always been there to support me in my personal and educational development. Since my young age I have been a sports fan, Soccer has always been the sport that I have been most inclined towards, although since I turned 18 I began to have a love for racing cycling. I like that people feel comfortable when they work or spend time with me since the memories will be the ones that will accompany my life.

## ***Design profile.***

From a very young age I had a taste for drawing and representation, which is why during my time at school I had an inclination towards graphic design. A little before finishing my High School, I found Industrial Design without having any knowledge of what it was.

After having analyzed it very superficially, I made the decision to study it, since it brought together many of the skills I had at that time. Since my first semester in the program, my view of design has changed completely. I consider Design in all its arts as a form of critic, expression and protest. My role as a designer is based on denouncing and seeking a solution to the acts and shortcomings of today's society, against its own planet. I am sure that industrial design is one of the tools to correct and confront what we have written wrong over the last years.



# ONIPACK

## *Food containment system Caloric intake for athletic children*

Based on the anatomy and biomechanics of the sowbug, it is decided to propose a food containment system for sports children which can be adapted to the needs that arise throughout the activity.



## ***User profile.***

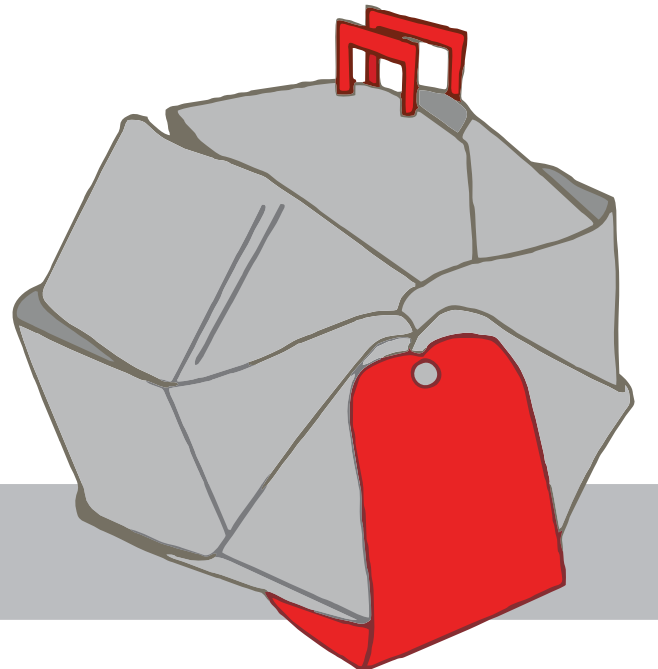
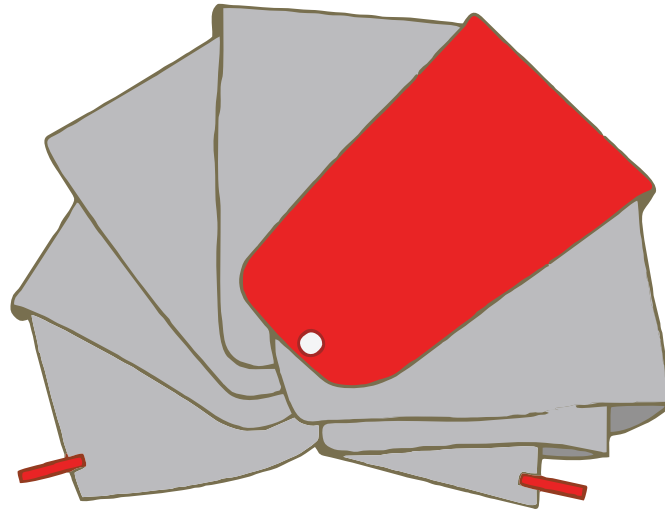
*5 - 6 years old*

From a metabolic point of view, the differences between child and adult athletes imply that nutritional advice in both cases must be carried out differently. The athletic child usually uses fat as a source of energy in a greater proportion. Their glycogen stores are lower and their glycolytic capacity is more limited than in adults.

## ***Nutrition.***

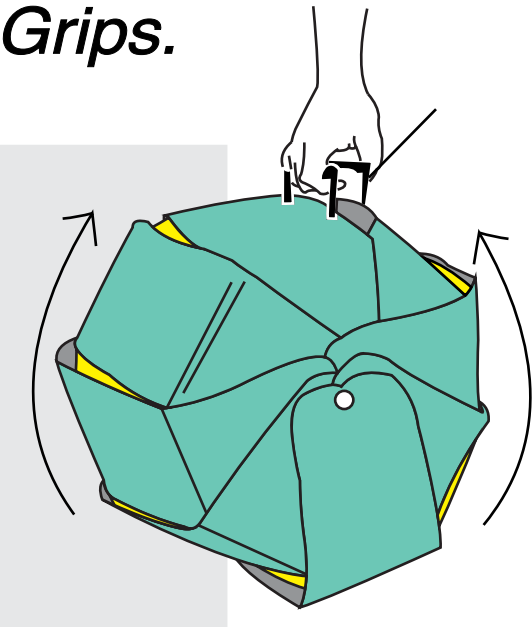
To have a good recovery it is necessary to eat during the first 20 minutes after finishing the physical activity. Children should drink milk, eat well and get plenty of rest. If they eat a balanced diet that includes foods such as chicken and lean meat, fish and legumes, they will not need to consume additional protein or nutritional supplements of any kind.

## ***Sketching period.***



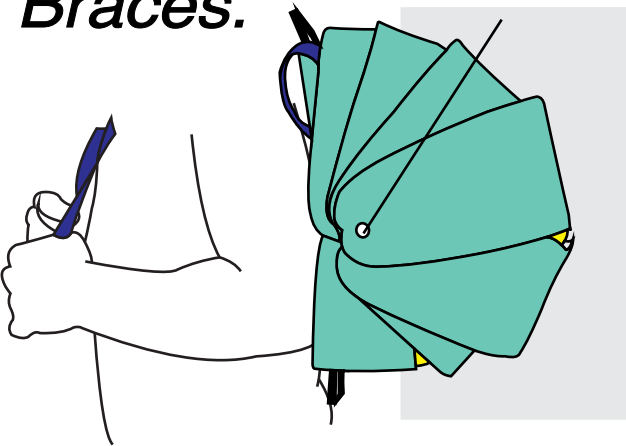
# Use sequence.

## Grips.



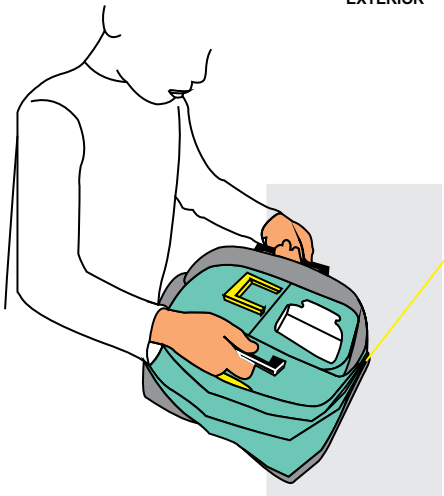
The other loading method is when the child moves through spaces of the context, this action is done by taking the grip located in the upper part of the system.

## Braces.



Onipack can be carried in two different ways, one of them is in which the child carries it on his back when going to his training.

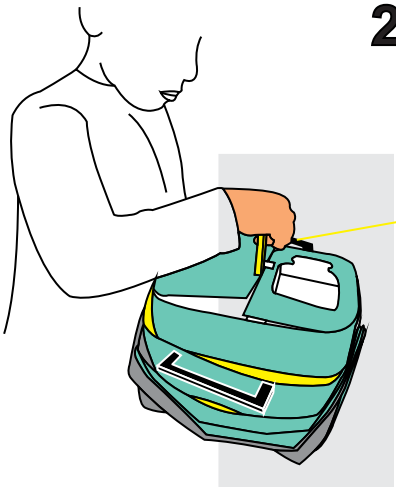
### 1 OPENING MAIN CONTAINER. EXTERIOR



The opening of the main container occurs at the moment in which the modules are collected in the central axis of the system.

The whole system consists of two containers, the main one that is the exterior and the secondary one, which is the one that contains the food.

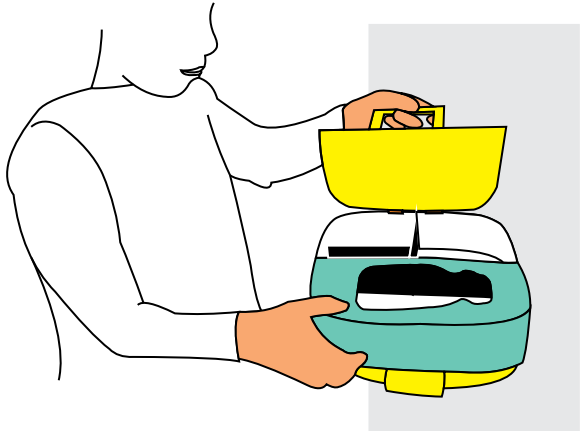
### 2 REMOVING THE SECONDARY CONTAINER.

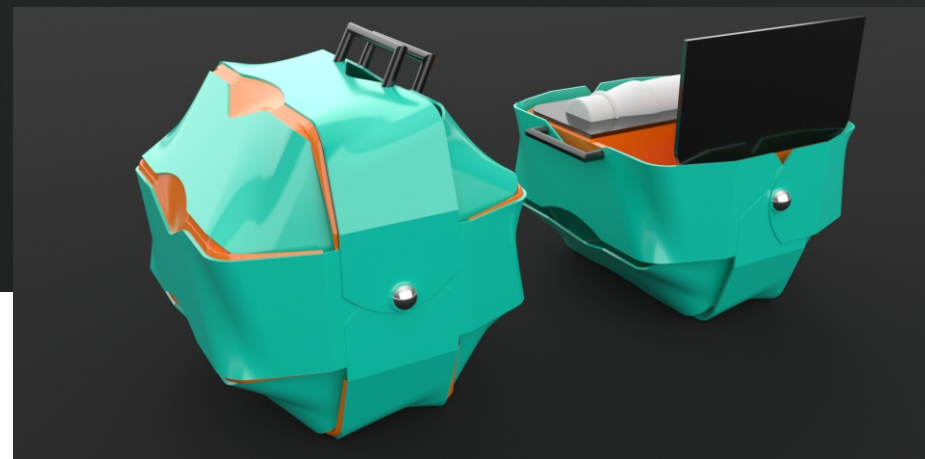
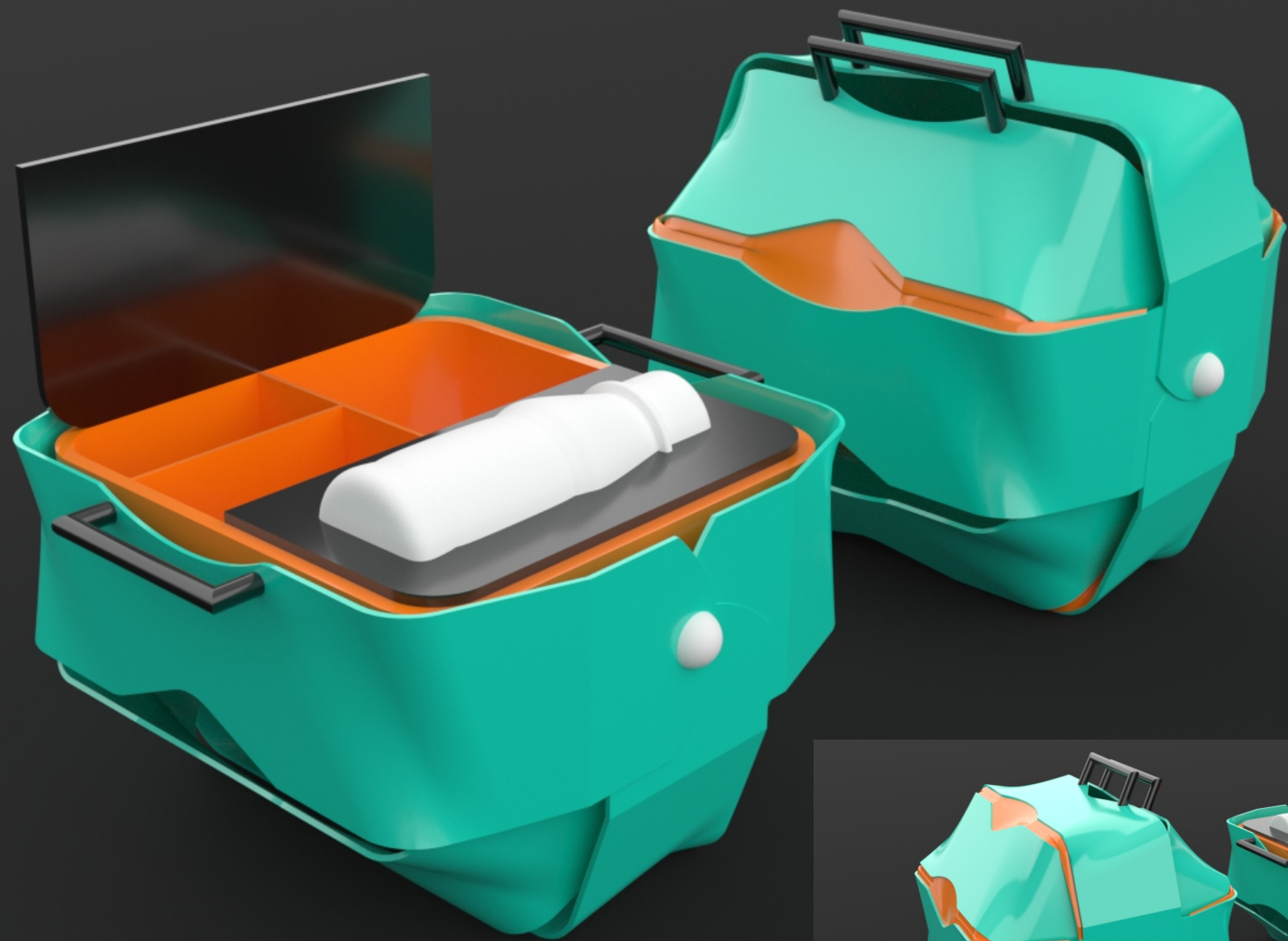


The secondary container has a grip on the top of it, to be removed.

### 3 CONTAINER USE

When opening the secondary container, 4 compartments will be found which will divide the food into 1800Kcal to be consumed by the child.





*Product Render*

# A UN PEDAL

## Urban security system for delivery bikes

This project starts as a solution to the situations and feelings of insecurity that delivery guys must go through on the "Carrera septima" street in Bogotá, when parking their bicycles on the public space while They pick up their orders, without any guarantee and experiencing the theft of their bikes.

Due Covid pandemic, this project has been presented on a virtual enviroment available on the following scannable QR code.



# CONTEXT AND ACTORS



Frequent transit  
of bike users.

Through this isometric and vector representation  
of the context, the distribution of public space and  
its passers-by can be observed, along with the  
risks that delivery guys must experience during  
their working hours.

Dismemberment  
of bikes.



Robbery of  
bikes.



Use of inadequate  
padlocks.



Parking in  
unsafe areas.



Bikers  
Delivery guys



Men between  
14 - 80 years old



Woman between  
14 - 80 years old



Homelessness



Merchants and  
street vendors



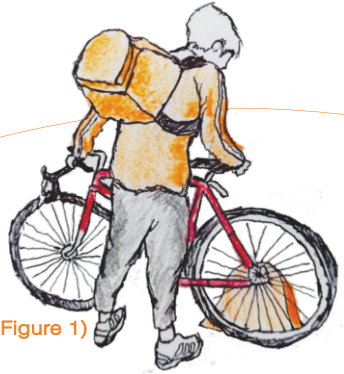
Urban  
Artists



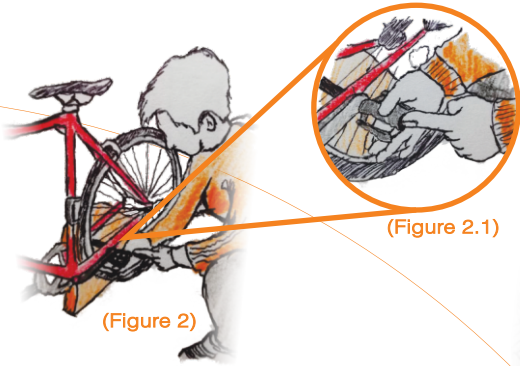
Indigenous  
communities

# Usage Sketches

- ① Park the vehicle in front of the device.



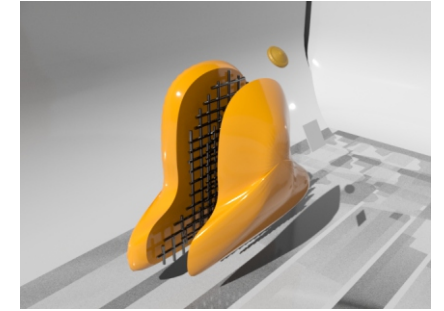
- ② Align pedal with chainstay bottom of the bike  
(Figure 2)



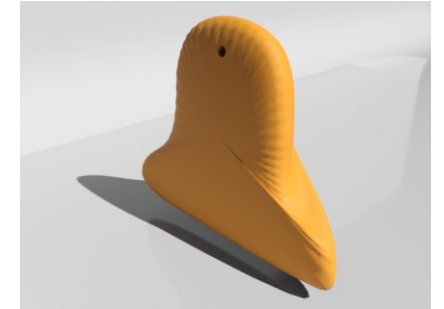
- ③ Press the center of the pedal to move the bar anchor to the device.  
(Figure 2.1)



- ④ Recognition and blocking of the bike by the device.  
(Figure 3)



- ⑤ The electronic system will show on screen the address ID along with his personal information.

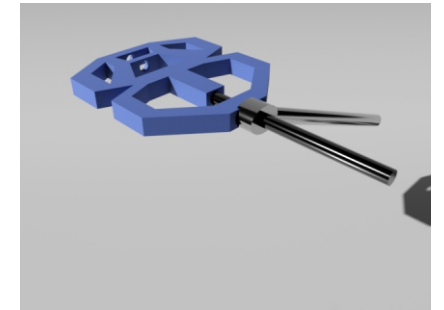


- ⑥ The Delivery guy must insert the key, along with the number of ID and password assigned, to be able to activate the device.

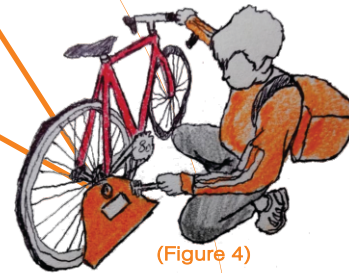
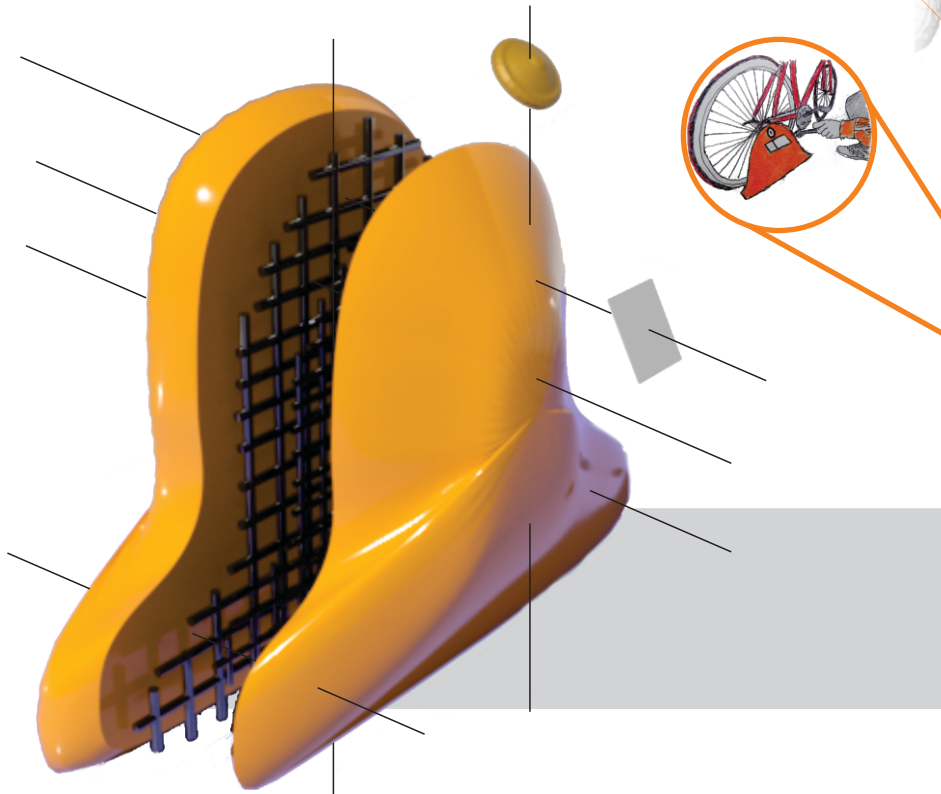
(The device will show if the inserted information is right or wrong)  
(Figure 4)



- ⑦ The device will eject the securing bar so the pedal and the bike will be free.



- ⑧ The electronic device hide the personal information of the delivery guy after 15 seconds having removed the vehicle.





*Render in context*



DESIGN &  
MANUFACTURING  
FUTURES LAB

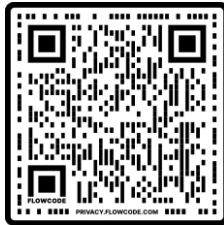


University of  
BRISTOL

The works presented below were carried out based on a challenge created by the PCA design group at the University of Bristol, where the main objective is to mitigate both the spread of Covid 19 within households and the increase in sedentary lifestyle due to remote work.

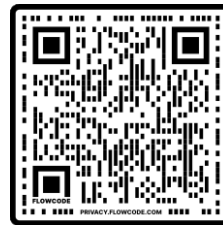
## ***CHALLENGE 1***

"students were asked to develop kits to help people move safely in and out of their homes."



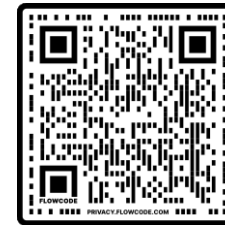
## ***CHALLENGE 2***

"students were required to design games that could help educate or combat misinformation about the virus' spread and causes."

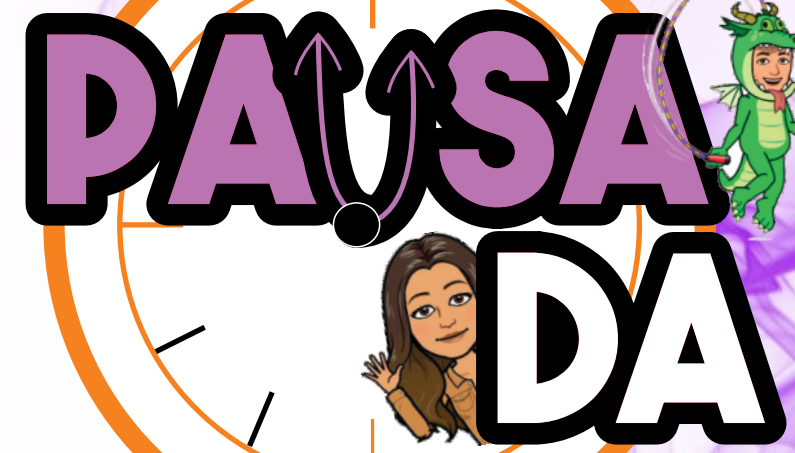


## ***CHALLENGE 3***

"Students were required to design devices that could eliminate the risk of viral spread through cash transactions."



These QR codes will take you to each project posted on the University of Bristol's website.



# **PAUSA DA**

CHALLENGE 1

## ***Board Game as Covid Pandemic mediator***

Pausa-da is a game of strategy and chance that raises the possibility of acquiring a new healthy habit to its players in a playful and attractive way. The game has as objective to avoid the sedentarism and the possible physical affections that a person can have by the style of life that has adopted due the covid pandemic.

## PHASE 1

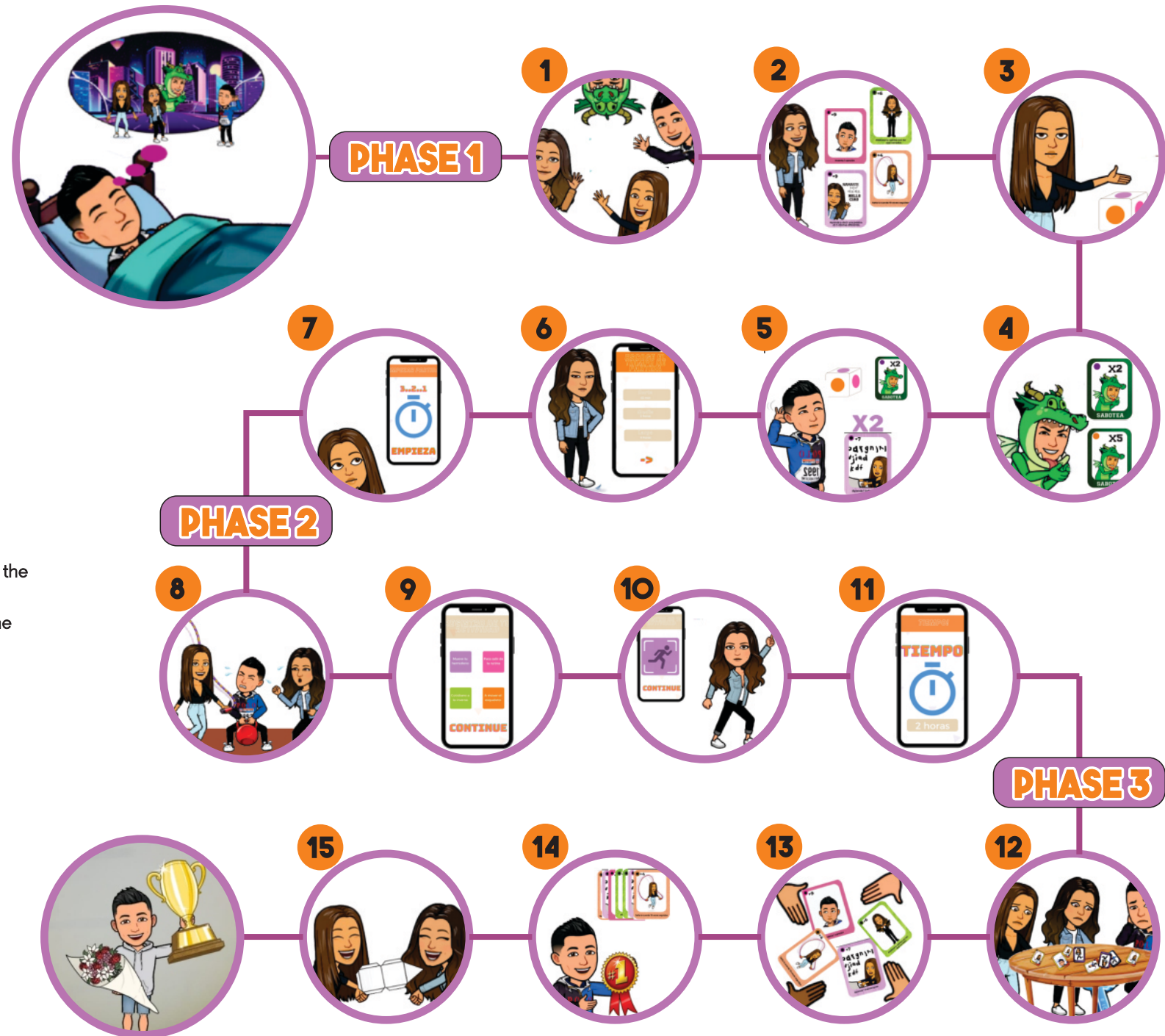
- 1 Players will choose a player card each
- 2 Each player must take card from each activity, those he'll be playing during the day
- 3 Each player must throw the dice and depending on the color that comes out, the saboteur may sabotage the card with that color
- 4 "Dr.E.Bill" must choose the card from sabotage corresponding to the number of players
- 5 Depending on the color of the dice rolled by the player, the saboteur may use the sabotage card depending on the card color
- 6 App will help players determine the duration of the game
- 7 It's time to start the game !

## PHASE 2

- 8 Players will return to their routines of work and every time the app notify, each player will do one of the card activities
- 9 Each player must have to log in on the App, each time one of the activities has been completed
- 10 perform the figure corresponding to the activity and take a photo to have the proof on the app
- 11 the App alarm will sound for the players advising them to stop doing their activities

## PHASE 3

- 12 players meet up and must throw only the cards activities they have completed.
- 13 each card has a number and the higher will have more probability of winning
- 14 Whoever throws the higher of his cards, will keep more cards and would be the winner.
- 15 The memory piece will be link all together as someone wins



Usability representation



Image ideation



Game printables





GOOD  
DAY!



[bit.ly/pausa-da](https://bit.ly/pausa-da)



*Don't let covid take you away from your family*

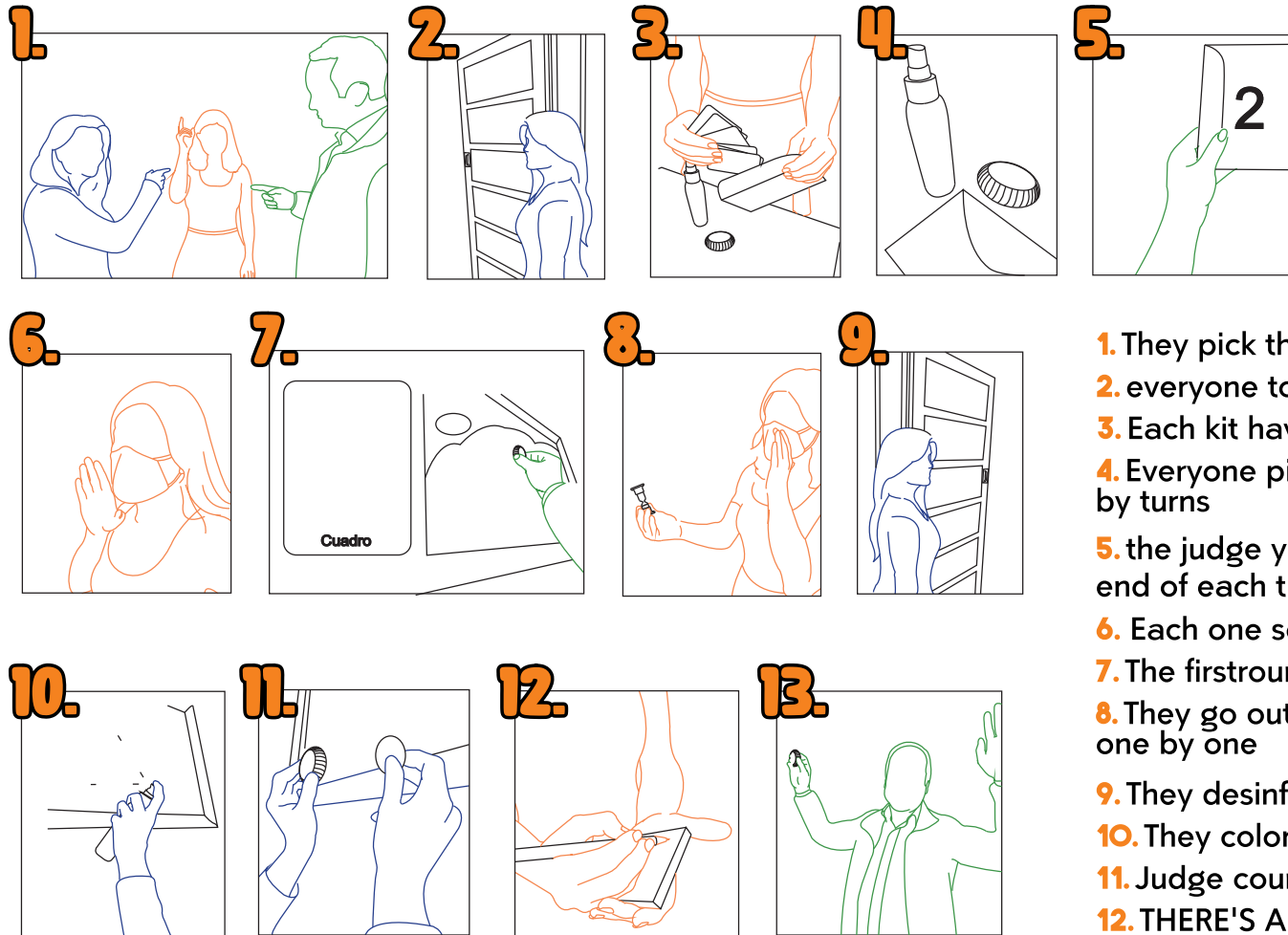
# ***HOME TRACE***

## ***CHALLENGE 2***

### ***Board Game as Covid Pandemic mediator***

Family game that allow the infected person leave a footprint of where he has been through a game that involves everyone in the house.

The objective of this dynamic is to promote a didactic protocol that makes the limitations of the space more comfortable and also that the family can follow the trail of where the infected person has been at.



1. They pick the judge
2. everyone to their room
3. Each kit have
4. Everyone pick a kit by turns
5. the judge yells at the end of each turn
6. Each one see their cards
7. The firstround starts
8. They go out of the room, one by one
9. They desinfect
10. They colonize
11. Judge count the points
12. THERE'S A WINNER!



## USABILITY AND RENDERING

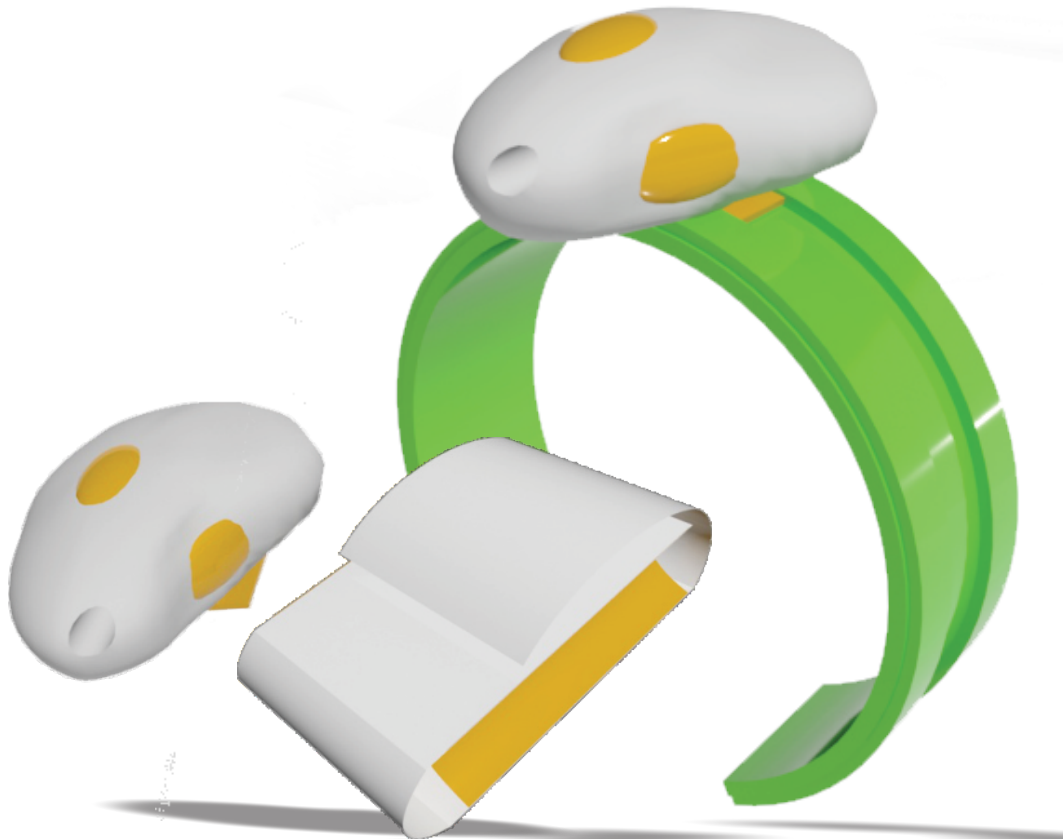


# PERSONAL DESINFECTATION KIT

## CHALLENGE 3

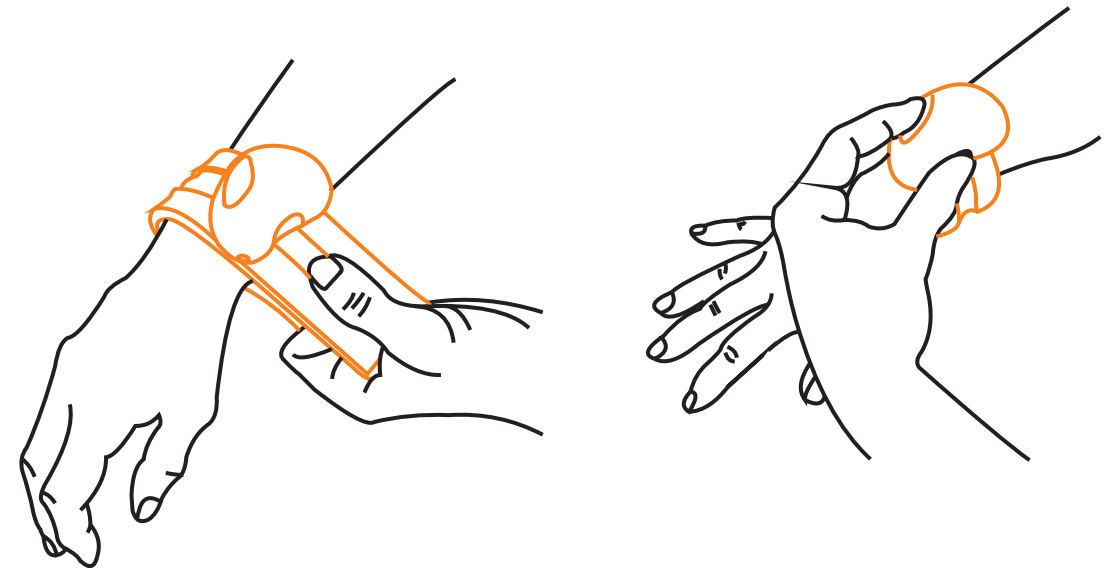
### LEWU

What it seeks is that by means of compartments of a precise size it is possible to prioritize the elements that are taken out at the time of making purchases and in the other hand, that was enough comfortable to use everyday



### DESIGN CONCEPT

As an aspect of usability, we determined that it was essential to present the disinfectant object as an ACCESSORY rather than an object for biosecurity, taking into account that the use of the latter is not so common, and allows us to make the product more ATTRACTIVE to future users.



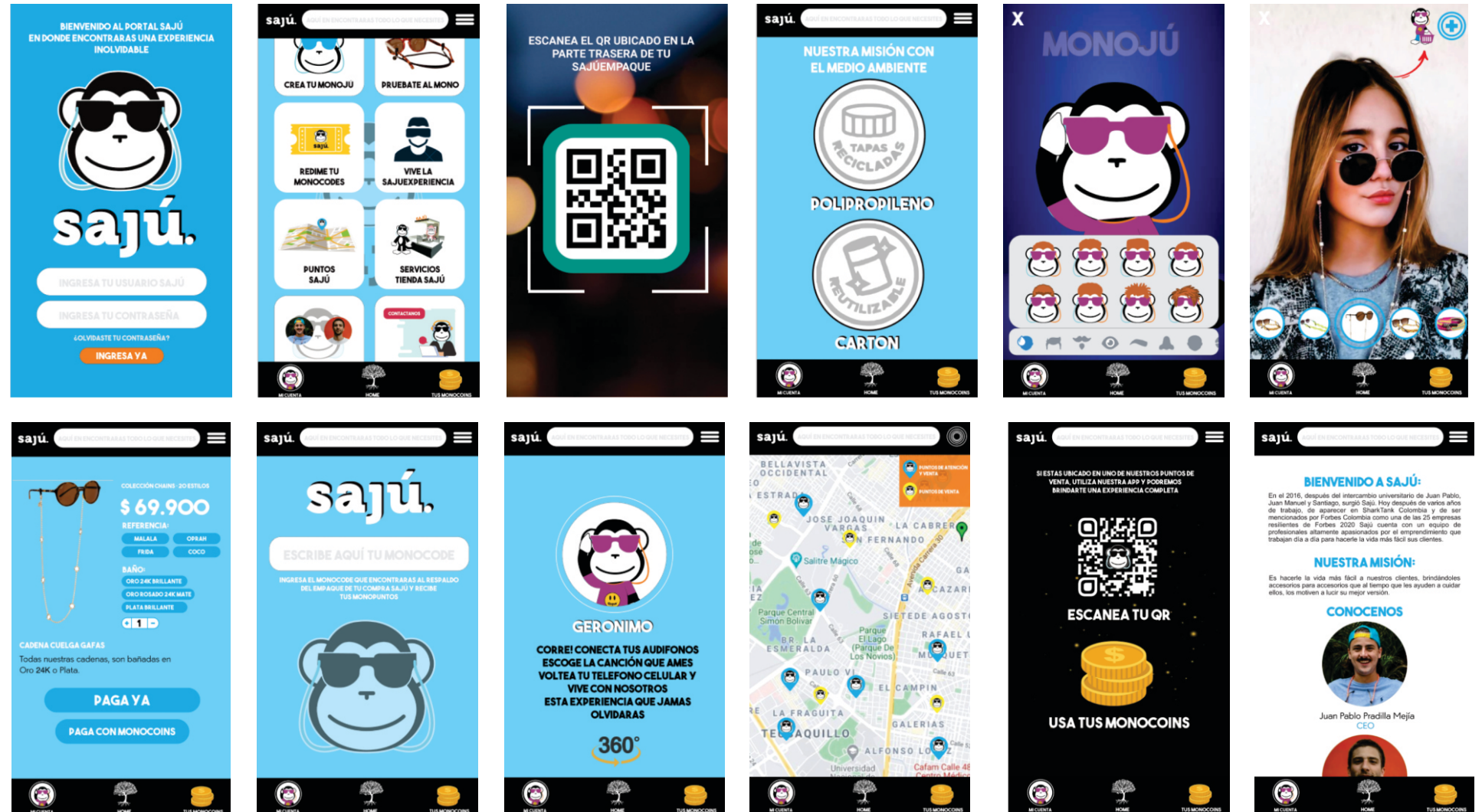
# SAJÚ

## *Experience and sustainability interface*

This project aims, in collaboration with the company Sajú, dedicated to the production of accessories for glasses, to motivate and inform its users of the sustainable manufacturing processes carried out in its production through product design and interaction, where its Users have the opportunity to improve their experience through tools such as augmented reality and sound during their purchase.



# Prototyping and interface design



During this stage, each of the components of the digital interface is designed and animated, which will allow the client to have the opportunity to live an educational experience based on the sustainable processes carried out by Saju, before purchasing any product. (Scan the QR above and get access to the app)

# FIRST PROTOTYPE



The packaging or container of each of Sajú's direct products is proposed as an element that, in addition to meeting and displaying sustainable parameters in favor of the environment, offers the user the opportunity to turn it into another accessory, thus granting it a second use.

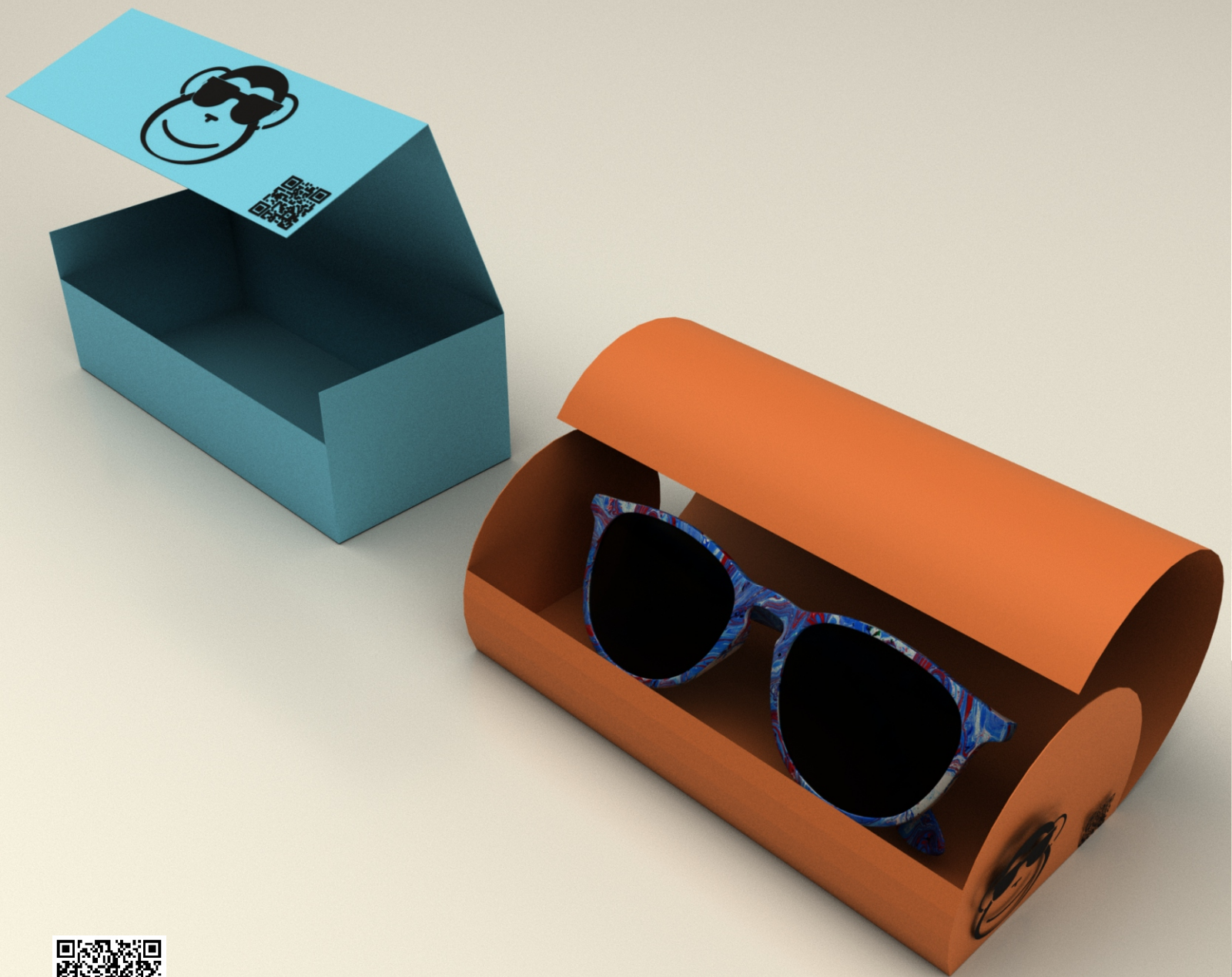
## SECOND USE?

This second use mentioned above motivates the user that in addition to the fact of having bought an accessory directly in Sajú, he is carrying as a package, an additional accessory that satisfies some common daily need of the user.

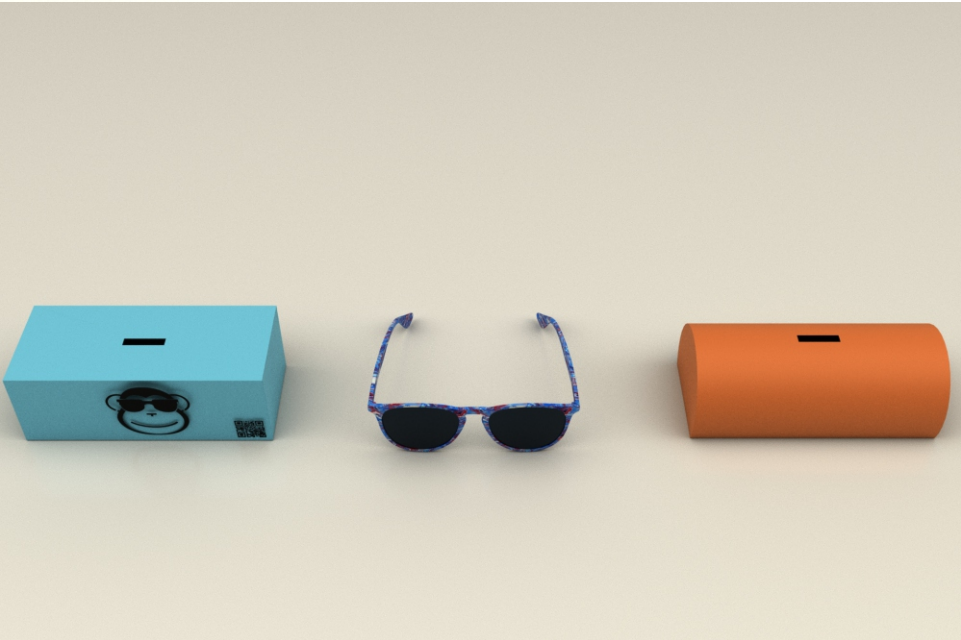
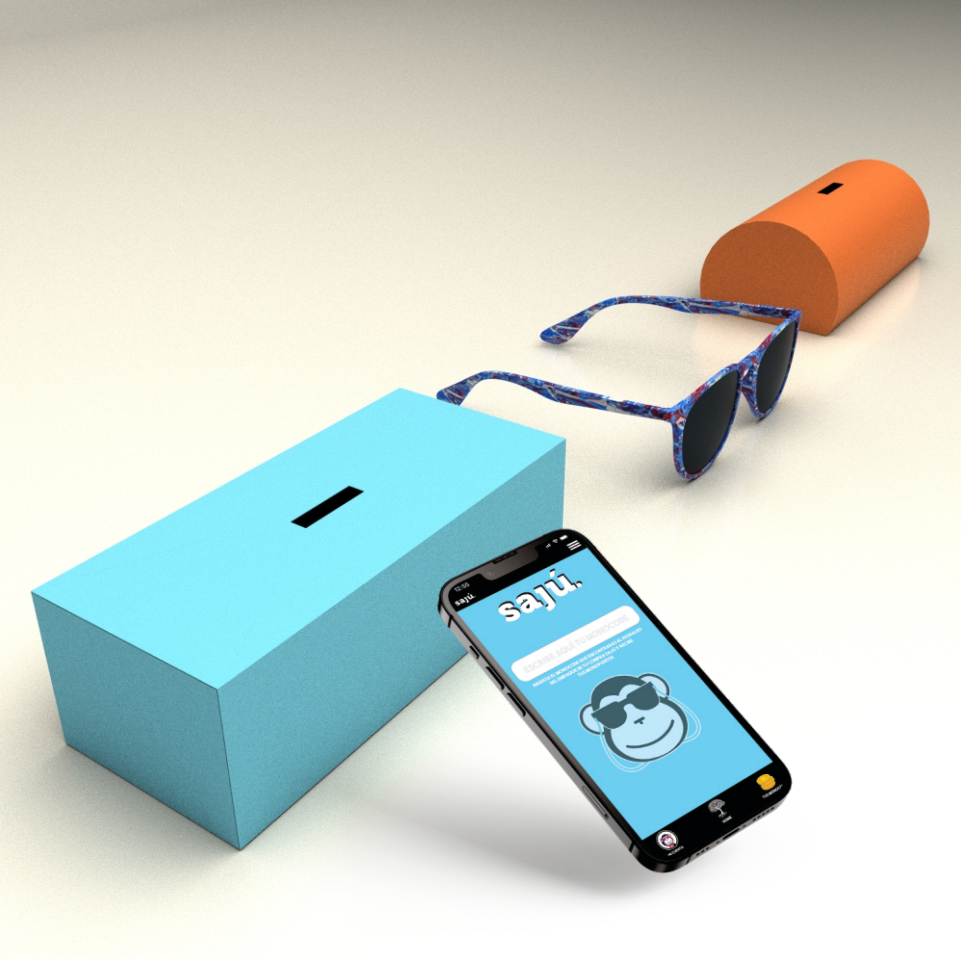


After scanning the corresponding QR code, the interface will direct the user directly to the corresponding video of the purchased product.





*FINAL RENDER AND PROTOTYPE*



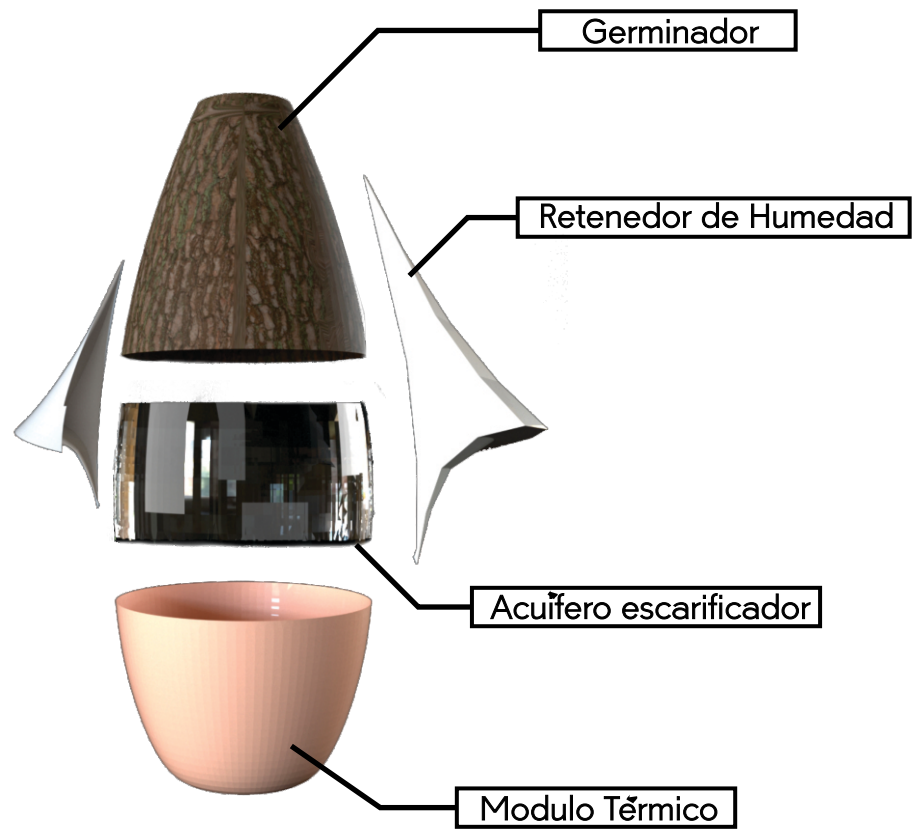
# HEALCER

## *Wax seed germinator*

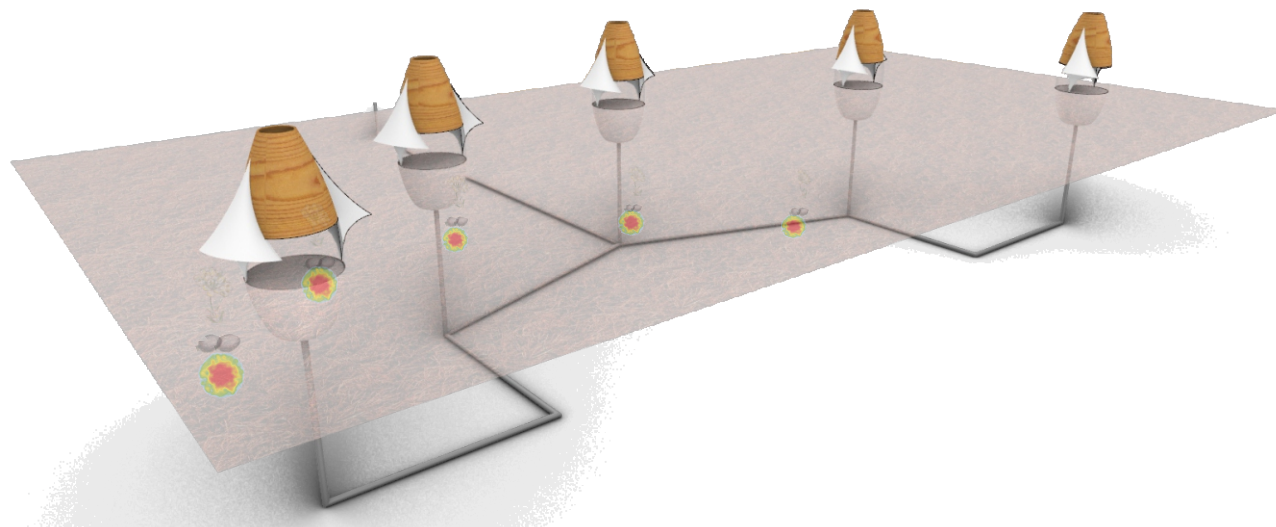
This project stems from the deforestation that has occurred in some areas within the eastern hills due to urban settlements, grasslands, mining areas and uninformed reforestation with the use of introduced flora (Non-native) during the last years, which has prevented native species such as the Wax Palm from flourishing, avoiding the protection and recovery of eroded soils.

Isometric representation of the "Cerro de Monserrate" in Bogotá, Affected by the erosion, due human activities.

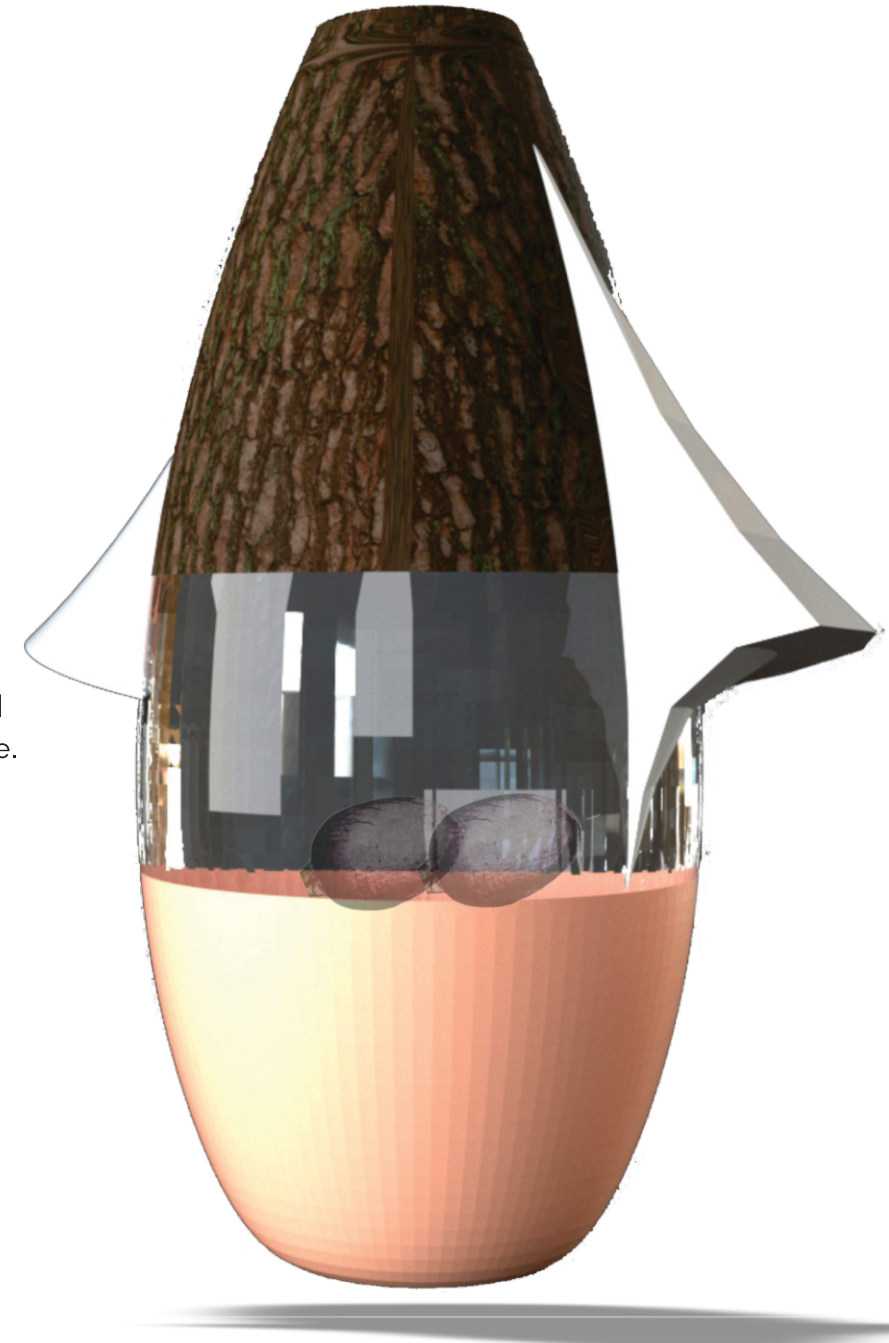




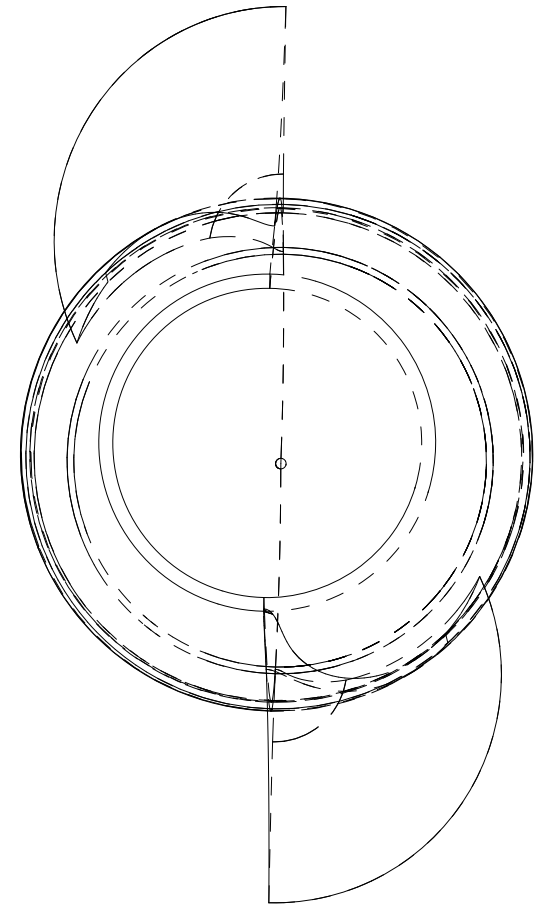
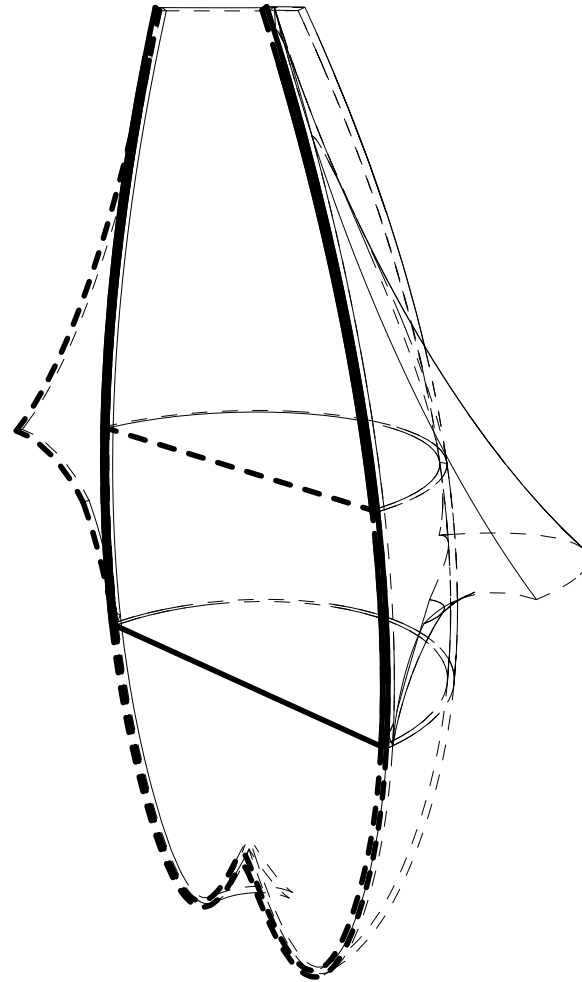
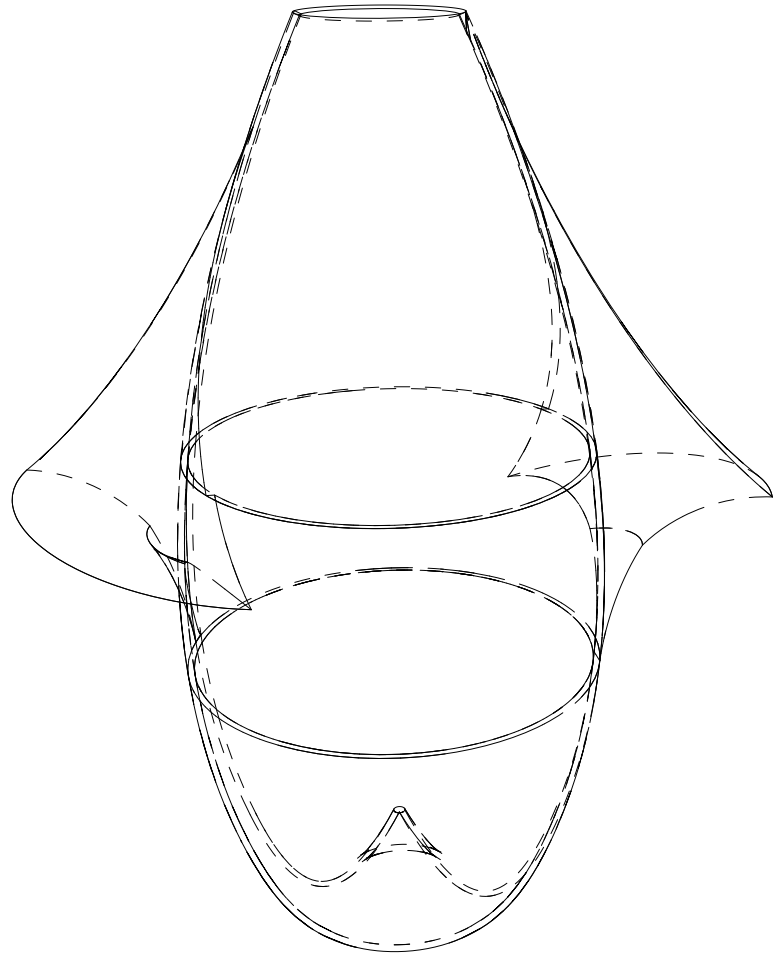
- 1 The Laurel Seeds are stored inside the Aquifer where they begin their Scarification process.
- 2 The Moisture Retainer is responsible for capturing water particles from soil moisture, accumulating them inside the Aquifer.
- 3 The Thermal Module connected to a Canadian well located 2 meters underground which takes advantage of the geothermal energy for heating water
- 4 Once the water reaches  $37^{\circ}\text{C}$ , the seed is ready to go to the Germination module where it will come into contact with the water and the ambient air, until it reaches its size.



## Usability and rendering



## *Cut and planimetry*





# CEA 1

## *Speculative and future scenario as a criticism method.*

This project was born as a criticism of the lack of guarantees offered by the national government to street vendors, who, due to lack of job opportunities, are forced to enter informal work, where, in addition to the mistreatment they receive from the authorities "in charge" of the good distribution within the public space, they must pay more than **40%** of their daily sales to those who rent their work carts, causing the quality of life and that of their family to be affected.



## Critical proposal



This poster has been posted on social media as a real news for people to believe it was true and be informed about the shortcomings seen on the public space due the informal work.

This project, in addition to proposing a totally fictional scenario around the problems experienced with street vendors in public space, proposes the appearance of a new entity which implants a device and/or artifact on the public space that it covers and It responds to the needs and rights of vendors and their families, which are ignored by public policies and the mafias in charge of informal work.

The following video shows some of the situations to which informal vendors are subjected daily and how due to the treatment of the mafias behind the informal sale and the lack of job opportunities and a response from the government, a entity that provides a solution to all these economic, social and political shortcomings, with an interest also in domain over public space.







Analog graphic work (From Fieldwork)

Graphic representation from the results obtained along the the fieldwork made.



*Renders on the fictional scenario*



# ***CAM1RI***

## *Aero Bike Frame*

This project aims to explore new geometric solutions based on the use of recycled aluminum as the main production material, contributing to the development of the professional cyclist during its competition activity according to physical, environmental and mechanical needs.

# AEROVOLUTION

Bike frame designed based on  
parametric modeling from SolidWorks.

# CAM1RI

 **R.06.140 B.159**

 **R.16.0 B.7**



## FRAME GEOMETRY

Steering angle **73°** - Dropper seat post **73°**  
Seat stays **408mm** - Top tube **547mm**

Aluminum **6061**  
Weight **6.850 Kg**

The following QR code will take you to watch some of the videos used to present the project ideas, including geometries and assemblies.



The following QR code will take you to see some of the graphic layouts used to exhibit the projects previously presented.

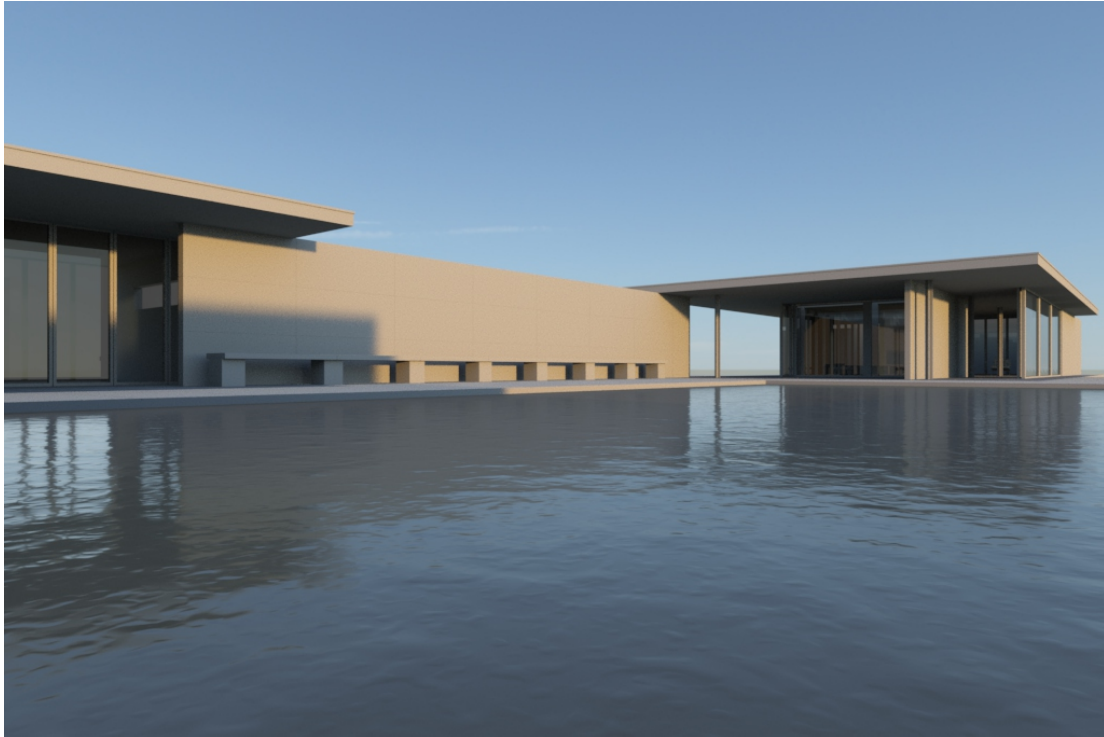


# *Graphic layouts*

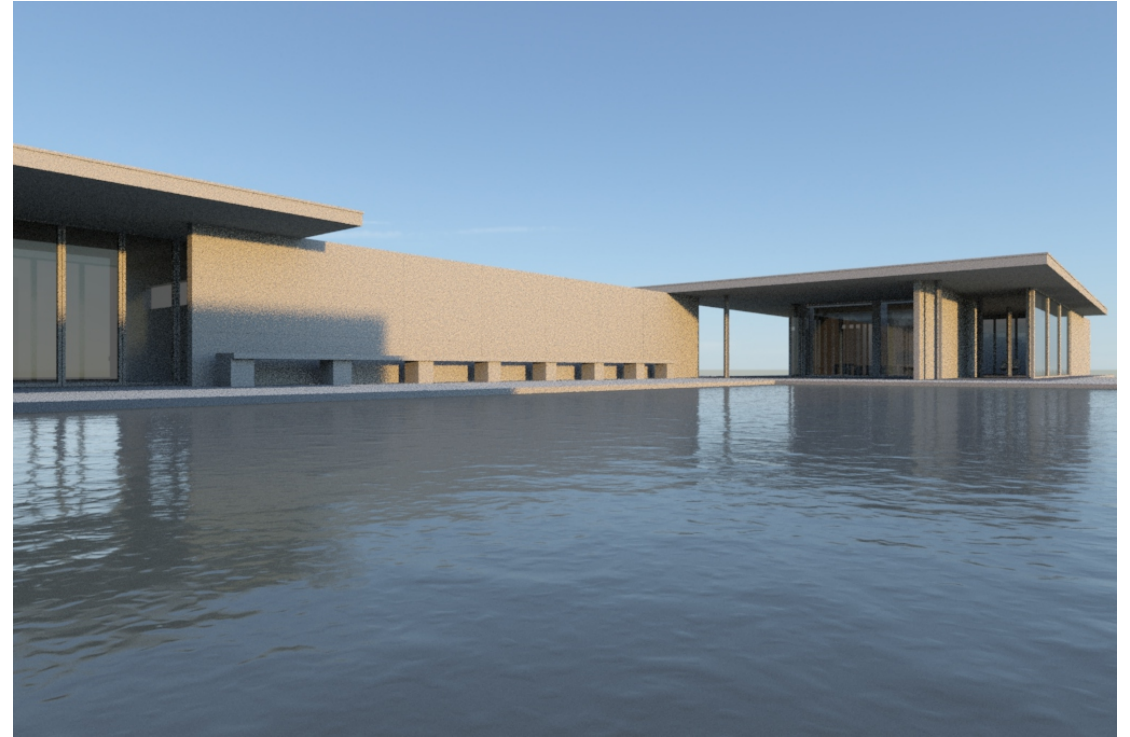
*Interior and exterior  
Scene  
Renders*



Making use of rendering engines such as V-Ray and Corona, results have been obtained that have favorably contributed to the expression of my ideas from 3D modeling.

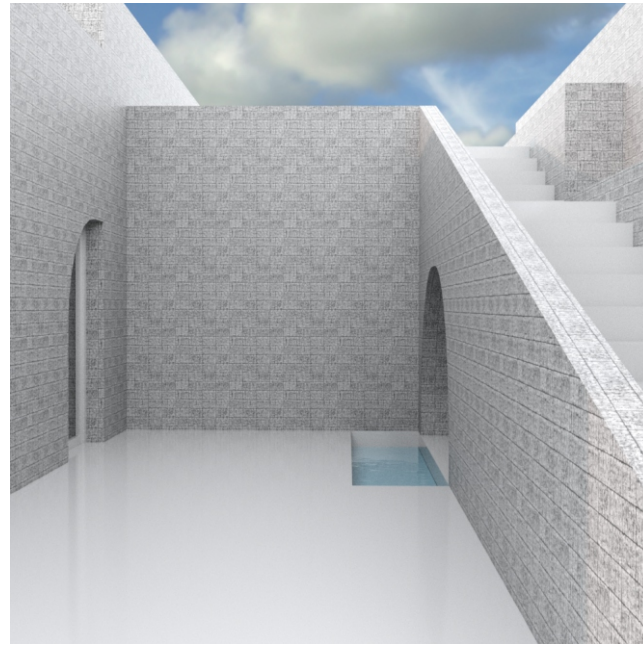
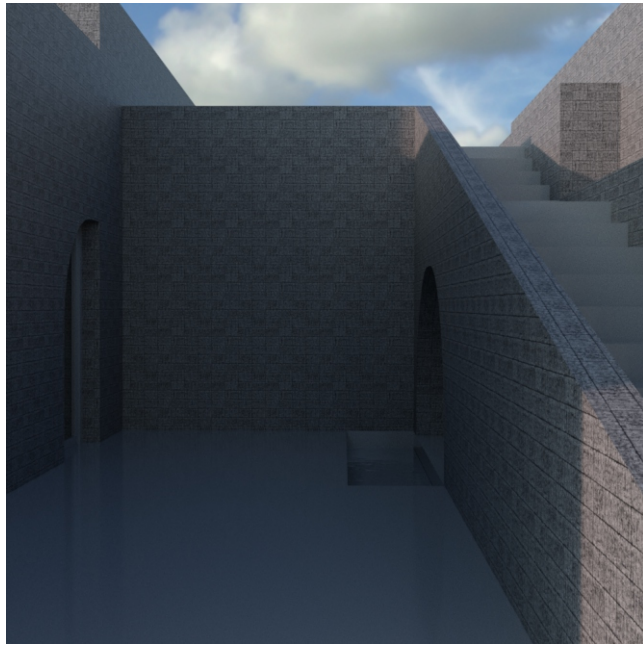


*Corona*



*V-Ray*

EXTERIOR



Interior

*Thanks for  
watching.*

*@Cam\_designs\_life*

