## **MAJOR PROJECT UNIT**

- \* Major Project Brief
- \*\* Self Initiated Project

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LCC UAL

\*

#### **GMD YEAR 03**

This Visual Summary it's a record of the 2036 brief under the Major Project Studio Unit. It showcases all the development behind the project

(MPU)







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# I. 2036 BRIEF

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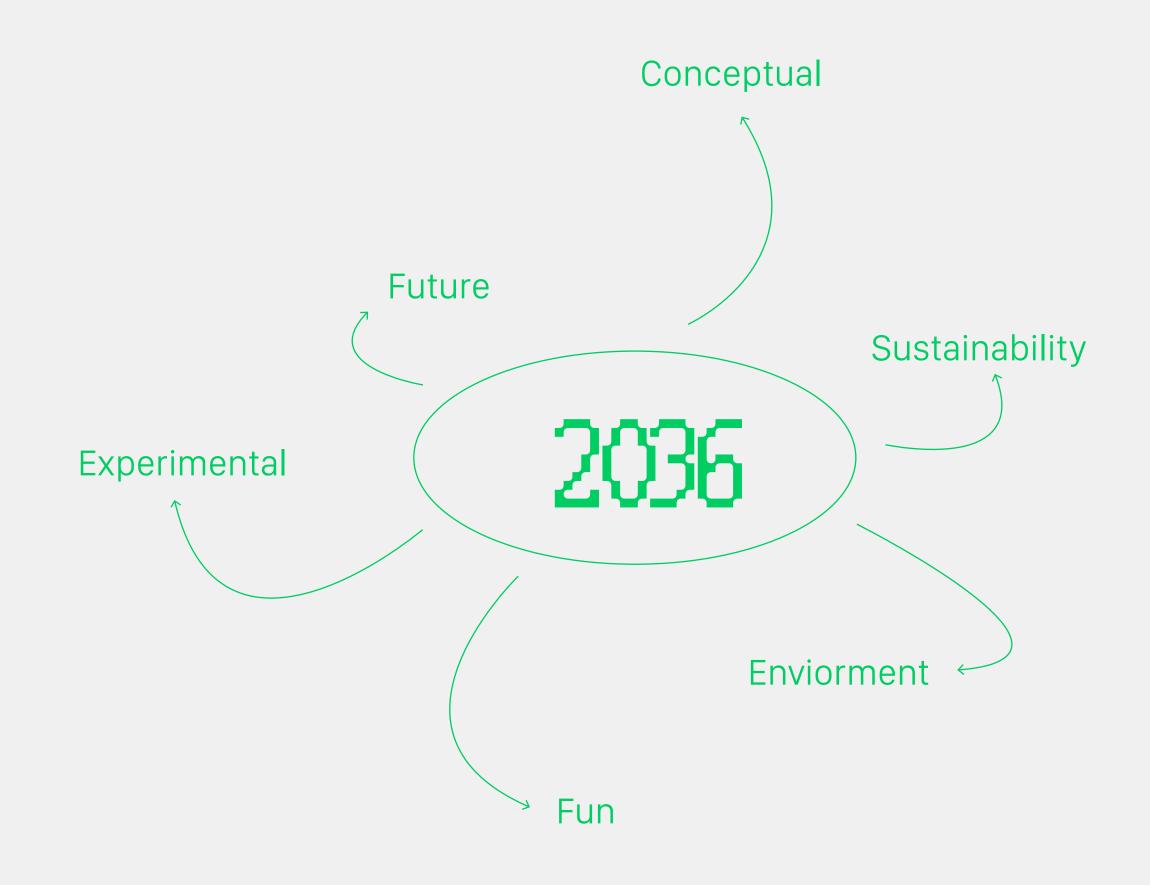


# WHY THIS PROJECT?

For the Major project brief, I choose to develop the 2036 brief. What captured my attention in this brief was its experimental and conceptual nature, as well as the fact that it was set out in the future. It interested me to explore such themes and all the possibilities that they gave. This brief was also a way to step out a little of my comfort zone as a designer and work on something different from what I usually do.

# **2036 BRIEF**

Construct a research presentation that outlines a plausible future vision for 2036. Based on this presentation, produce a designed intervention – for today – to either direct us twoards, or away from the future you have outlined.





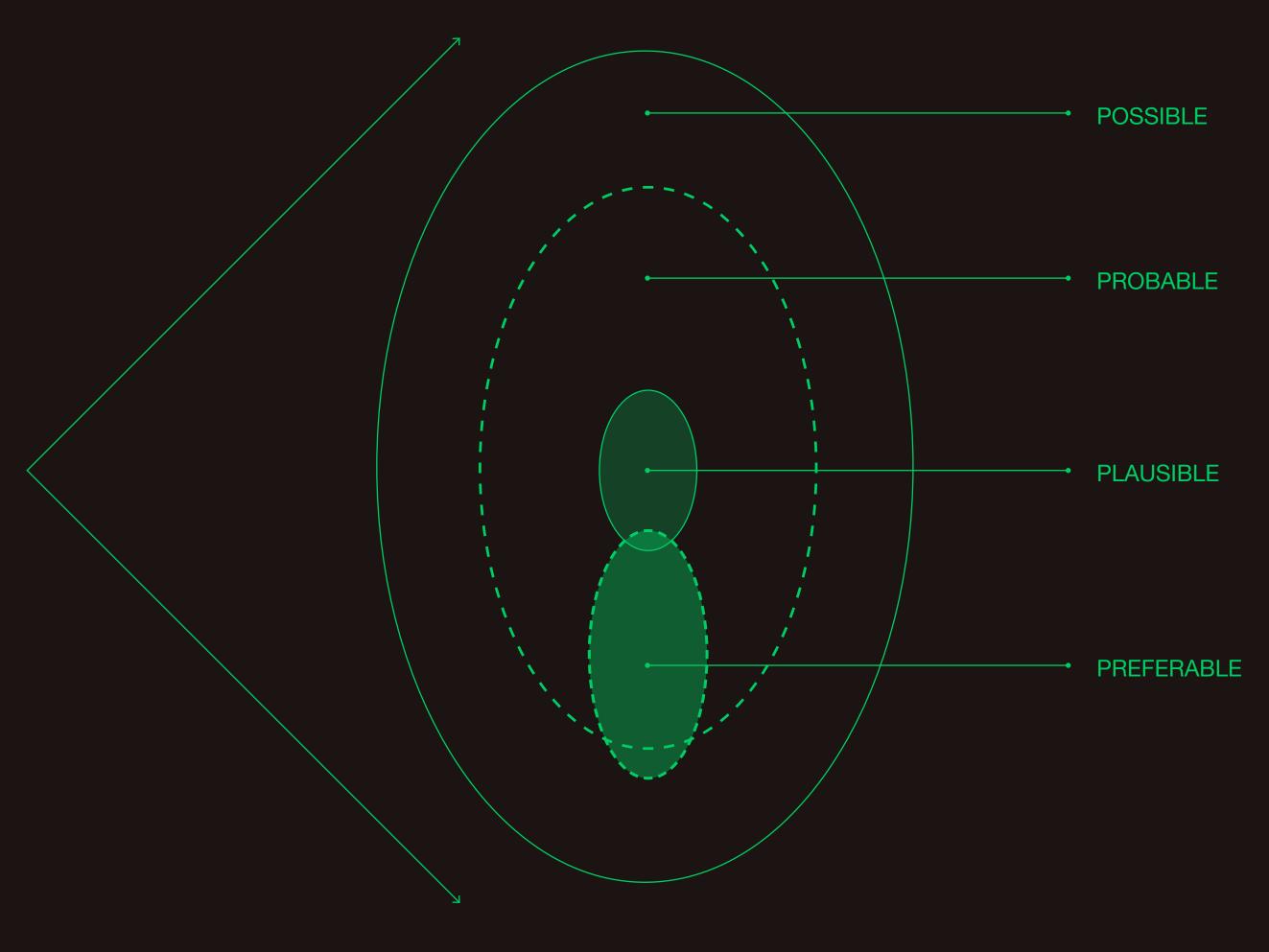


# **STUART CANDY FUTURE DIAGRAM**

The type of futures that were to explore during this project were the ones that lied on the plausible spectrum of possibilities. this means that

NOW

TIME







Produce a piece of contextual research in which you collect, analyse and edit a diverse slection of inputs into the future of your chosen topic area.

II. STAGE 01

II. STAGE 01

# 

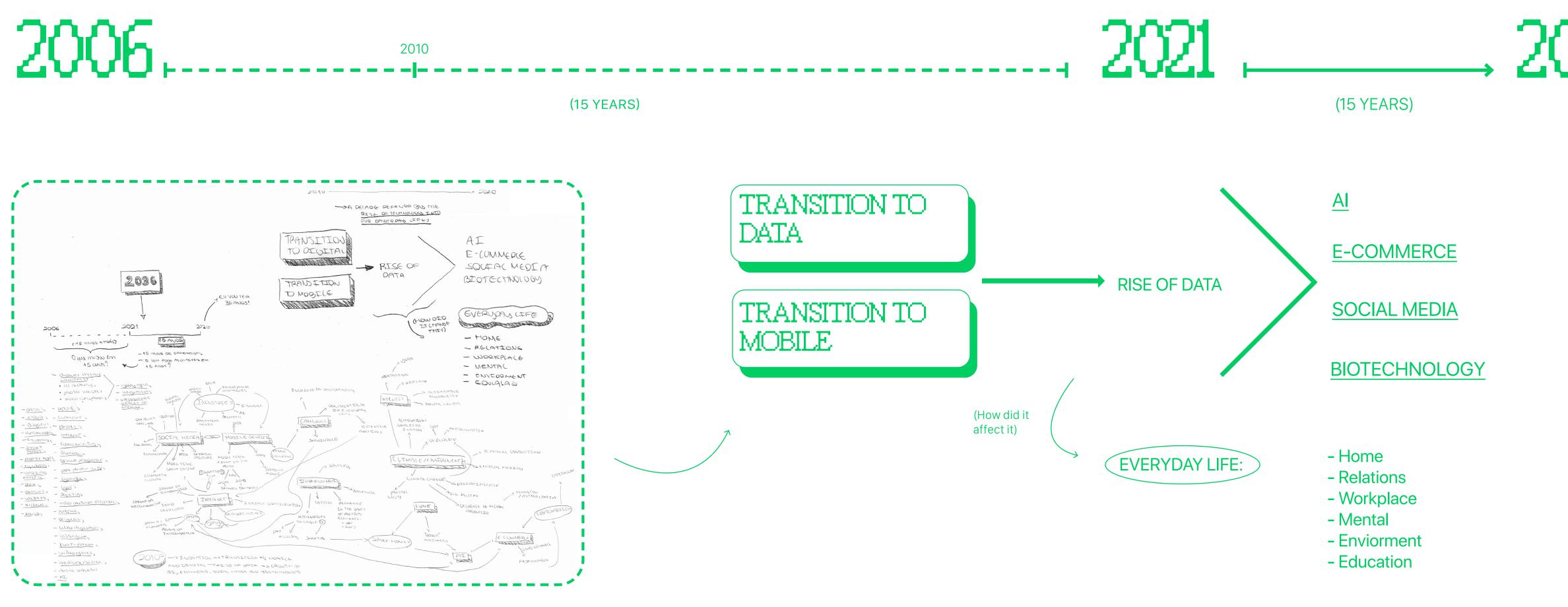
II. STAGE 01





# WHAT CHANGES IN 15 YEARS?

To start the project, I first wanted to get a good notion of what a plausible future looked like. To do so I looked back to the past and did a brainstorm of everything that came to my mind that change in the last 15 years. This way I could get a good notion of the amount of changes that happen in 15 years and what does exist today that 15 years ago seemed to be impossible.



#### II. STAGE 01

This ended up to be a useful exercise because it made me realize the amount of change we have experience in these last 15 years and how many of these changes didn't seem plausible at the time but now they are part of our current lifestyle. This helped me to open my possibilities for what I could conceptualize for my future outline.







# **FIRST BRAINSTORMING**

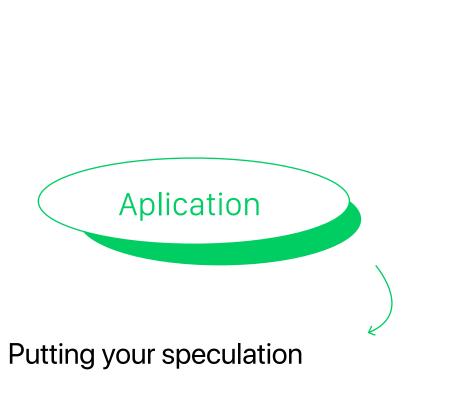
To start I did a brainstorm of different areas of research and ideas that came to my mind related to 2036.



expperience / relation with







Subversion Sizing the means of When it comes to speculative design it is important to keep a balance between the imaginable and the real

How to be provocative without alienating but also not going for a to familiar path.

What is the conversation you want to have with your audience?

What is th 1 thing you want your audience to know? Keep it simple.



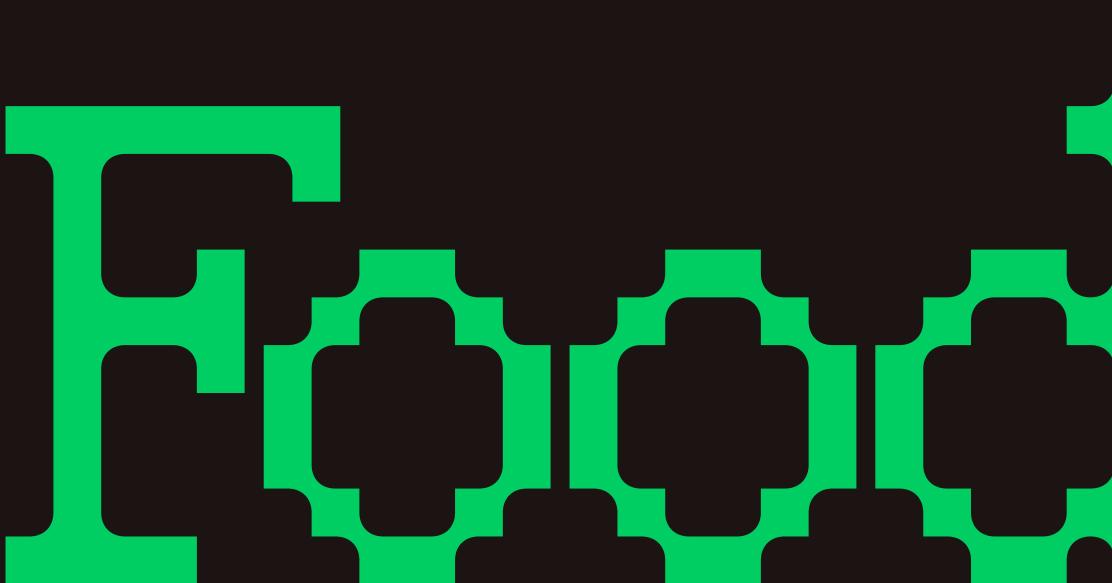
2036



After doing some research I narrowed down my area of research to the area of food. I choose this area because it allowed me to explore various possibilities related to the subject whether was related to the sustainability aspect or maybe explore the experiences/rituals around food/meals.

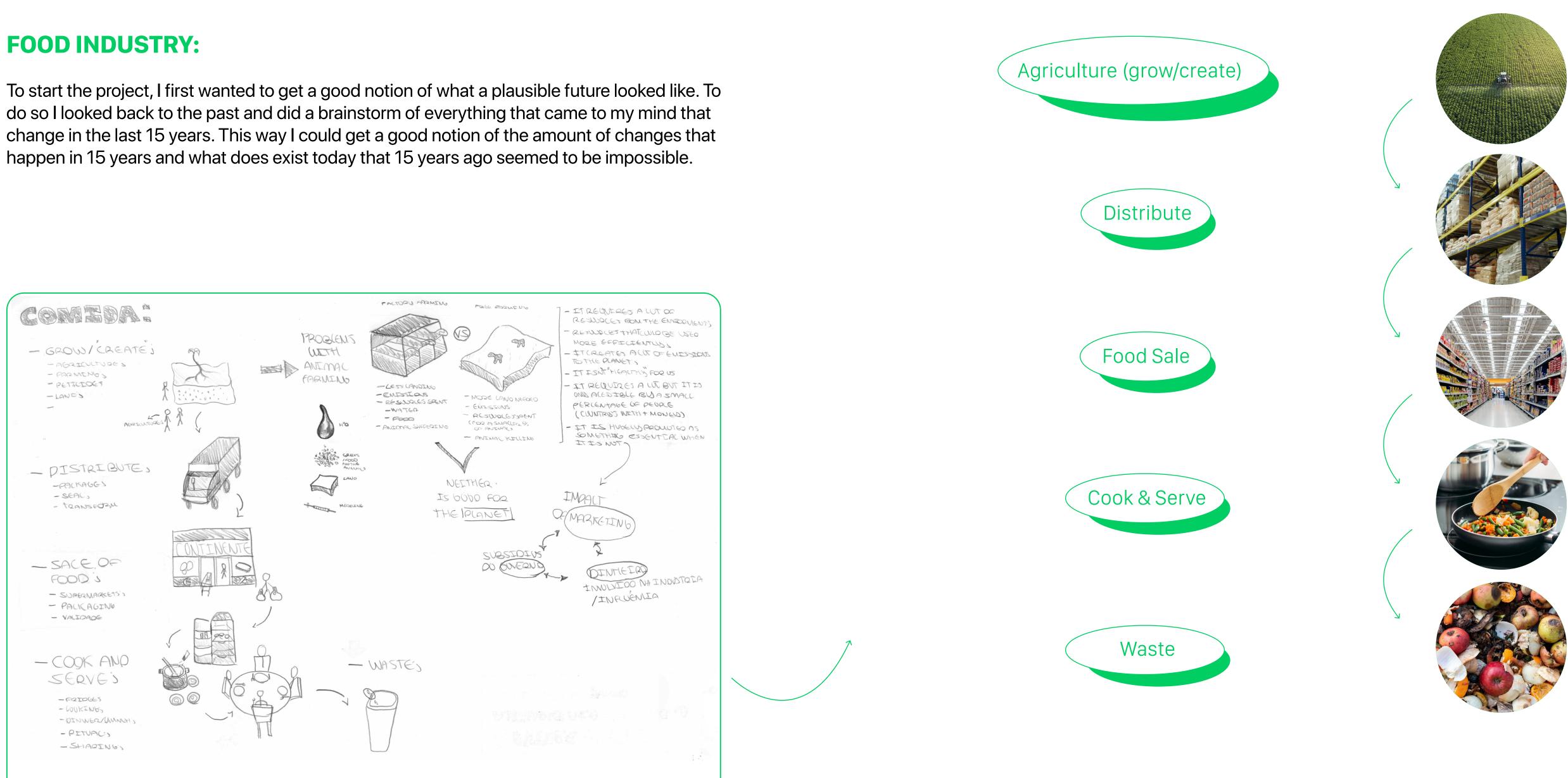
# AREA OF RESEARCH

I. BRIEF



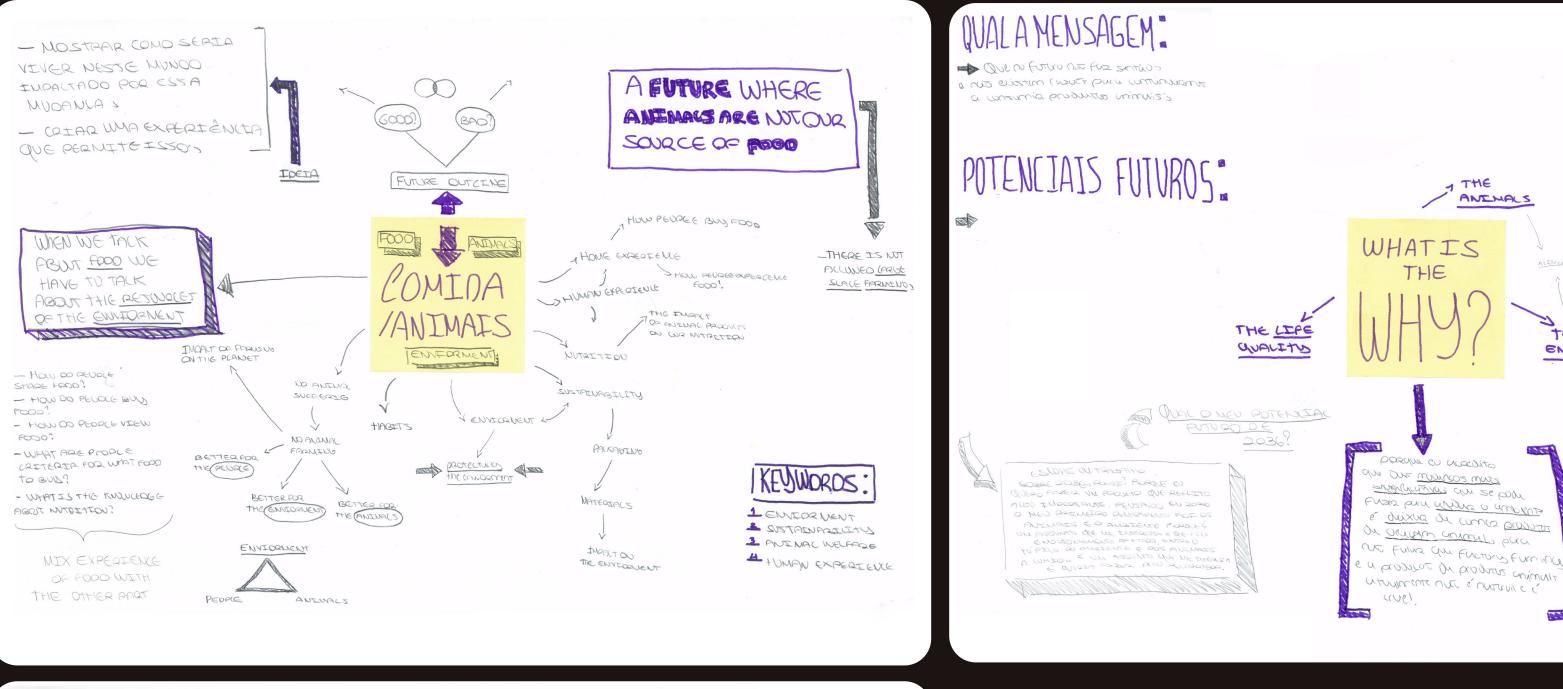


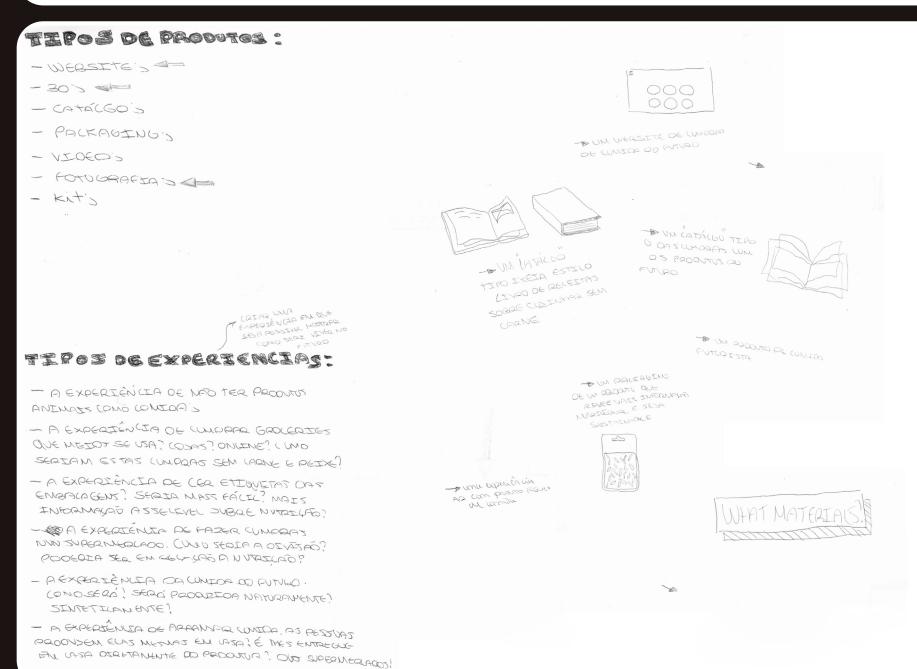
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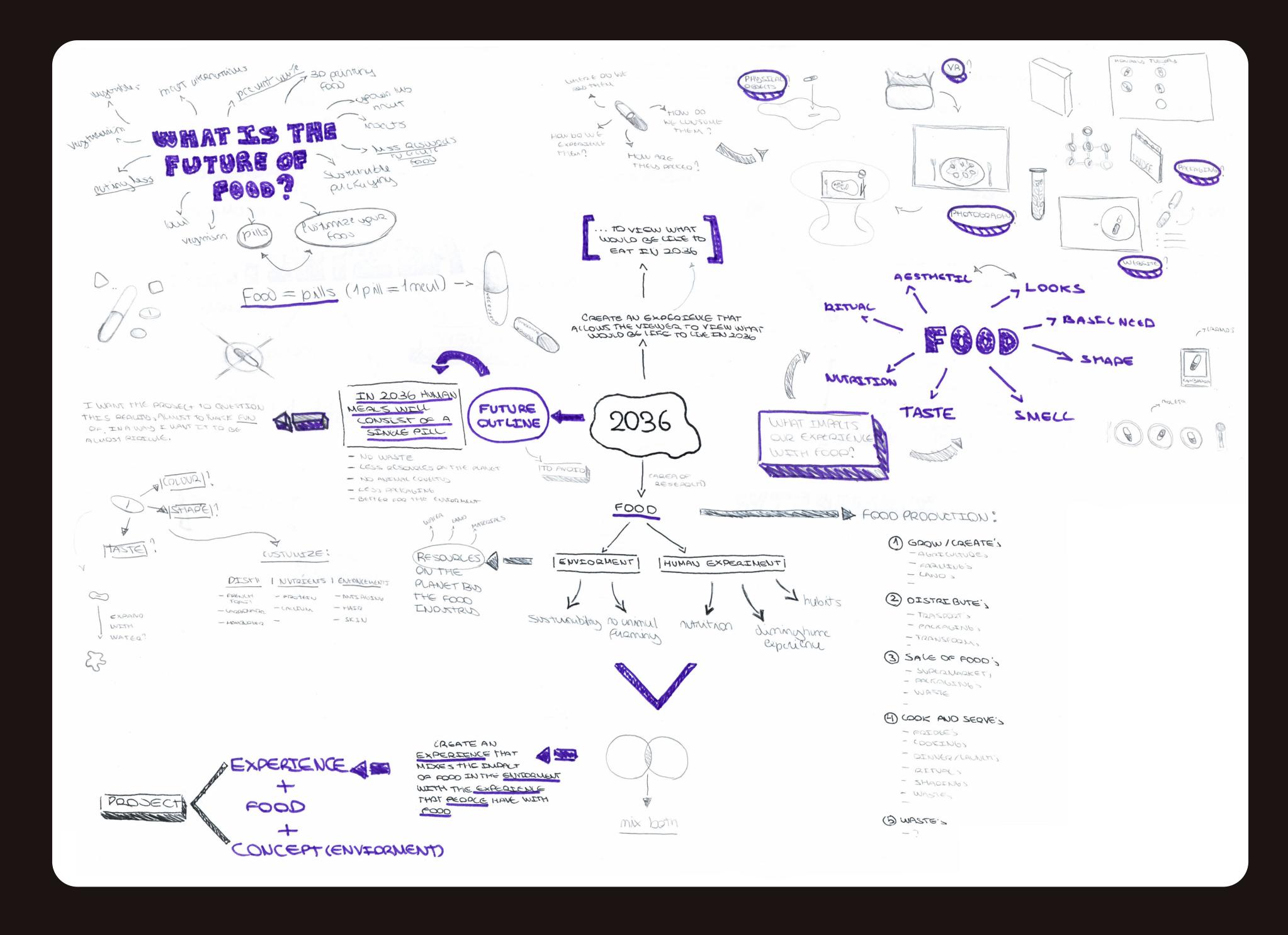




THE ANEMALS WHATIS THE AND THE ENVEORMENT Queros cu penso num Futuro du 2020 1770 parque au acacólito a minha seperanta e que trahamos and are wanted and se poor evolution para ma suicou en orde o consumo de unimuis nuo sour u FUZER PULL UNDER O UMDERTE nome e sen wor con une improvind. · duixue de comes produtos enquito o situato dimitia x Origen uningly purch again enumerations of processes rut Fulling que Factory Furning.

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## **SPACE 10:**

Space 10 Project were one of my major sources of inspiration. They are a research and design lab, supported by Ikeia, on a mission to create a better everyday life for people and the planet.

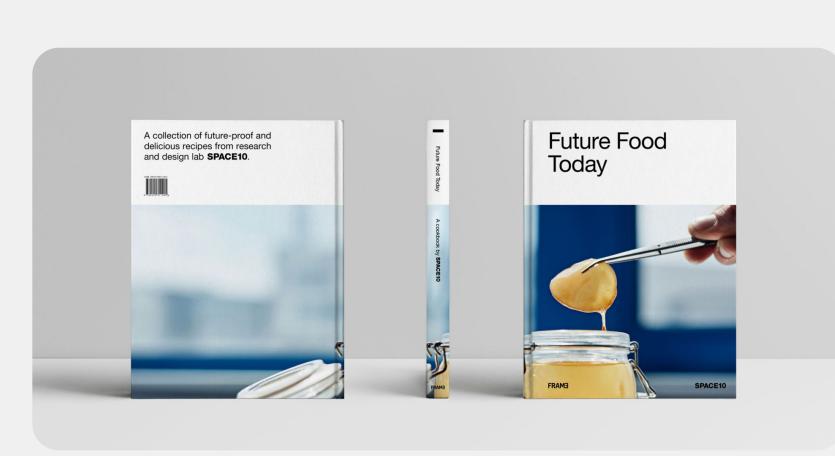
"To change people's minds about food, to inspire them to try new ingredients, we can't just appeal to the intellect – we have to titillate their taste buds" - Space10



#### **Everyday Experiments: Redefining Technology in the Home**

Everyday Experiments is our ongoing series of digital experiments with IKEA which challenge the role of technology in the home. What it can help us with, and how much fun can we have with it.



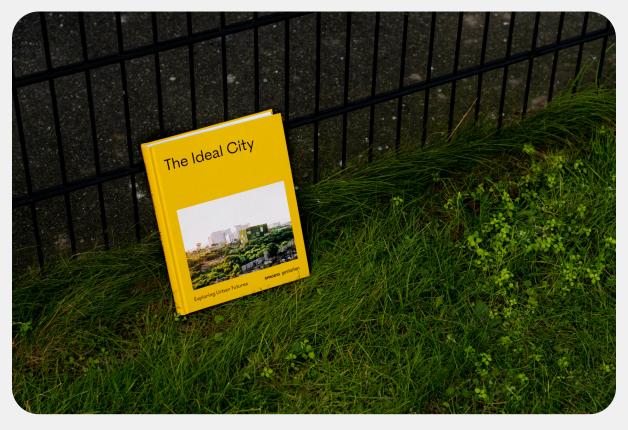


#### **Future Food Today: A SPACE10 Cookbook**

A collection of delicious and sustainable recipes from our Test Kitchen that help us eat better-for ourselves and the planet.

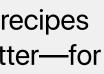
#### **The Ideal City: Exploring Urban Futures**

A book that gathers world-renowned experts to explore a better urban future for all of humanity.











# TOMORROW'S MEATBALL: A VISUAL EXPLORATION OF FUTURE FOODS, Space 10

"Tomorrow's Meatball is a visual exploration of the future of food, exploring the many ways we could be eating in the not too distant future. The exploration focuses on alternative ingredients, technological innovations and uncharted gastronomic territories. These are things we need to consider if we want to combat our unsustainable appetite for meat and the explosive demand for more food in the future"

What I really apreciate about this project is how it takes a big subject that is the future of food and all its possibilities and presents it in such a clear, staright to the point way.

WEBSITE: https://space10.com/project/tomorrows-meatball/







# THE SAUSAGE OF THE FUTURE

The Sausage of the future is a project developed by Carolien Niebling exploring one of mankind's first ever designed food item: the sausage.



I. BRIEF





# **OUROBOROS STEAK**

Ouroboros Steak grow-your-own human meat kit is "technically" not cannibalism. This project explores the nuances of lab grown meat by asking if it would be ok to grow lab meat from humans.



## **ANNIE LARKINS PLANT BASED EGGS**

Annie larkings created a plant based eggs that looks like eggs although the shapes are a little bit different.





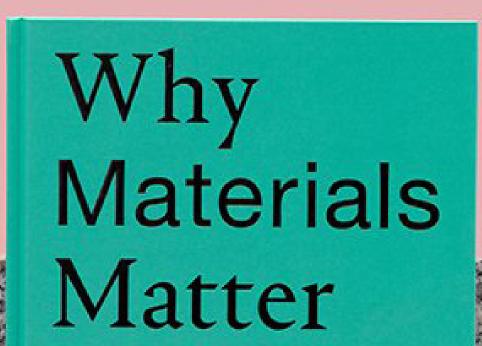




# **MATERIALS MATTER, Seetal Solanki**

On of my major resources of inspiration and information was the book: Whe Materials Matter, Responsible Design for a Better World by Seetal Solanki. This book explores the "mundane" materials of our everyday life and it gives them the attention they deserve. Materials play a foundamental role in our human experience but we often ignore them. What this book providesis a parade of materials and projects that celebrate and center around its





Responsible Design for a Better World

Seetal Solanki

PRESTEL

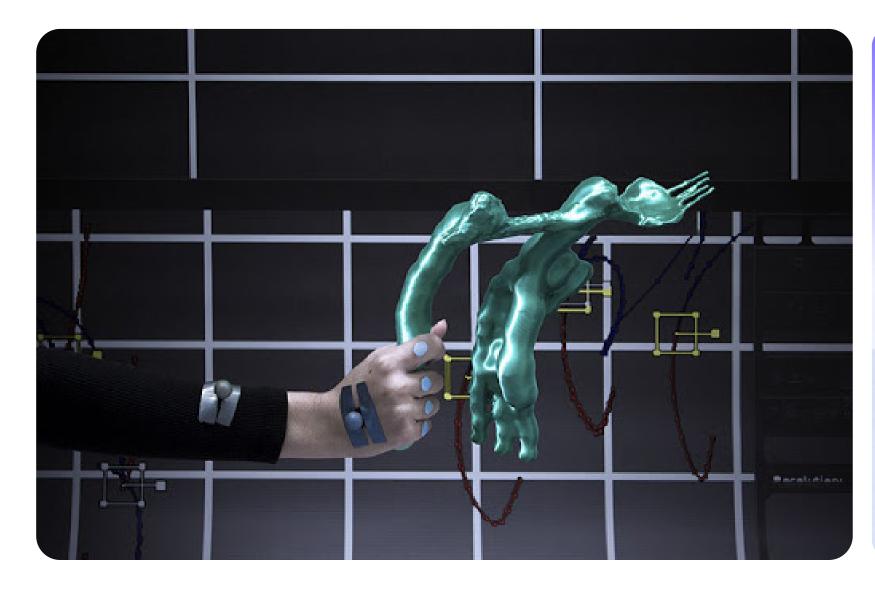
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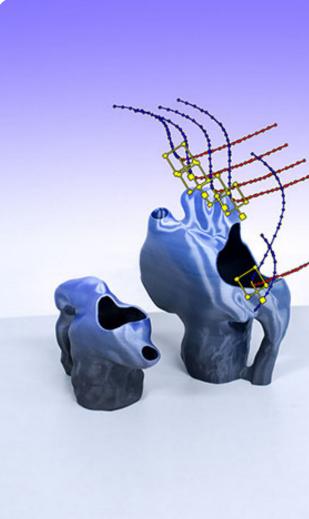






# **Automated Ceramics Alphabet Aerobics,** Anton Alvarez





# **Vlisual effects life.vfx,** Sudrey Large





# **Aluminum Foam Replica,** Studio Furthermore









# **FAST FOOD AID**

Fast food aid makes the connection between pills and fast food by creating a store where you could get your fast food except instead of food you buys pills.















Meal – eating occasion that takes place at a certain time and includes specific, prepared food, or the food eaten on that occasion.

The names used for specific meals in English vary greatly, depending on the speaker's culture, the time of day, or the size of the meal.

Meals occur primarily at homes, restaurants, and cafeterias, but may occur anywhere. Regular meals occur on a daily basis, typically several times a day. Special meals are usually held in conjunction with such occasions as birthdays, weddings, anniversaries, and holidays.



2036



# FUTURE OUTLINE

# FUTURE OUTLINE

In 2036, human meals will consist of a single pill that provides humans with all their dietry needs

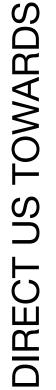
# FUTURE OUTLINE



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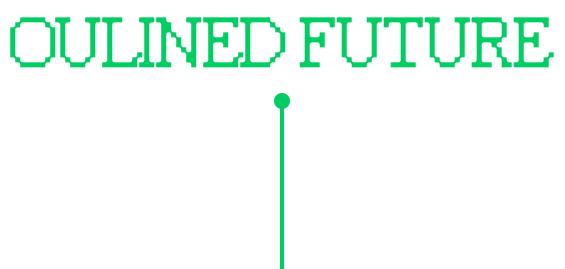
21

In 2036, human meals will consist of a single pill that can substitute food and provide all the nutrients humas need.



I. BRIEF

In 2036, human meals will consist of a single pill that serves de nutrition needs of the human body







# **CONCEPT:**

This future I outlined is a future that I want to get away from. As someone who deeply appreciates food and the ritual that it its the idea of a routine where we don't get to cook eat and share food seems rather. I think this is where I wanted the project to focus on that in paper is an idea that could save us a lot of trouble but in reality takes the human aspect of food and transforms it into something without substance. It questions how we think about the future and the solutions for the future and if these solutions even tough. When it comes to food and eating habits there is a lot to be done before such a extreme measure but sometimes peoples seems to let the problems for the future without realising that the solution then can be a lot more extreme that a solution started now. on but rather raises more questions while trying to tackle to in a light humorous way.













Propose and produce a designed intervention <u>for today</u> as an act of support or opposition to the future scenario you have outlined in stage 01.

III. STAGE 02

# 

III. STAGE 02





# CONCEPT:

Seconds is a conceptual project that explores what the future of our relation with food will look like. Is seated in the year 2036 and it outlines a future where humans no longer consume food but rather pills.

# NAME OF THE PROJECT:

By changing food for pills we obvoiusly affect the ritual around meals and one part of that is the fact that with a pill you can consume it in seconds taking away any special time dedicated to the consuption of the "meal".

#### **DELIVERABLES:**

Pills + Plate Journal Posters Photographs

## TAGS:

Experiences Interaction Pills Ritual Routine III. STAGE 02

# SECONDS





# **CONCEPT:**

In terms of tacking the food industry problems regarding the enviorment, animal cruelty, global hunger, a pill seems a very easy and plausible solution, seeing only from a survival point of view. But the human experience doesn't resumes to only our survival instint and sum our whole relation wiht food to just 1 pill ignores all the social aspects that we associated with it. By taking the experience and the rituals around food we are changing a very importan, relevant aspect from our lives.







# **DESIGN CONCEPT:**

I decided to create a set of pills that would be 3d printed simulating the "meal" pills. I decided for 6 pills one representing 1 type of meal and there would be 7 sets of colours on the pills representing each day of the week. I also created a plate with holes for the different shapes of the pills where they could be placed.

In the future humans would be able to order a meal kit that they would customise to their needs and also be able to chose each "meal" of the week. They would then receive this meal kit that would be categorised by colour and shape. Each "pill" has attributed to it a type of meal and a type of food. This is to try to keep some familiar aspects to the ritual. With the pills there would come a plate where the pills would be placed in a way to encourage the same eating habits of today.

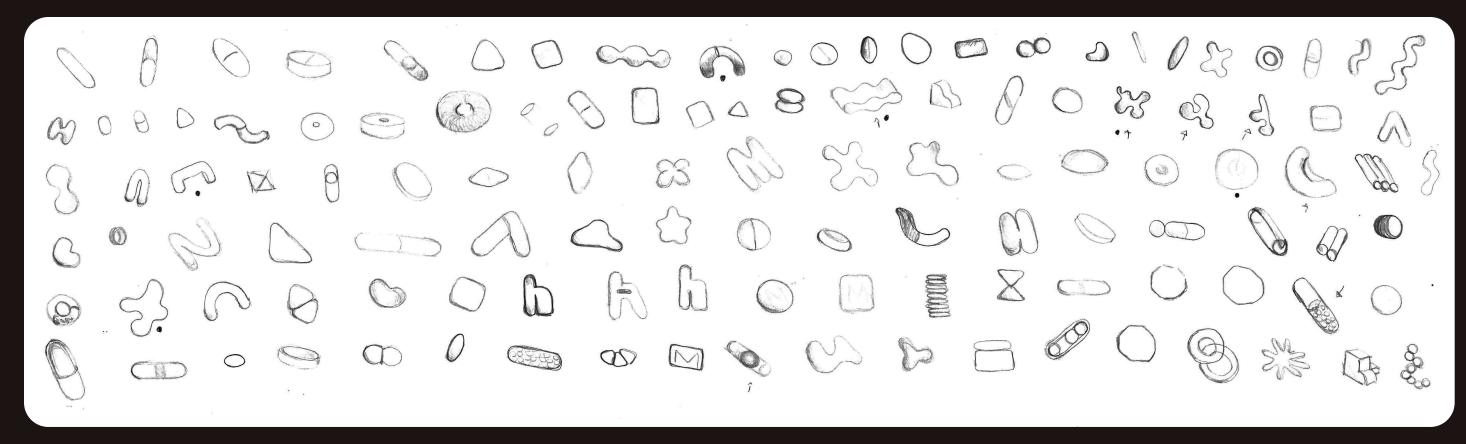
This project Is supposed to make us question how we will interact with food in the future and in a way make us reflect on our own habits today.



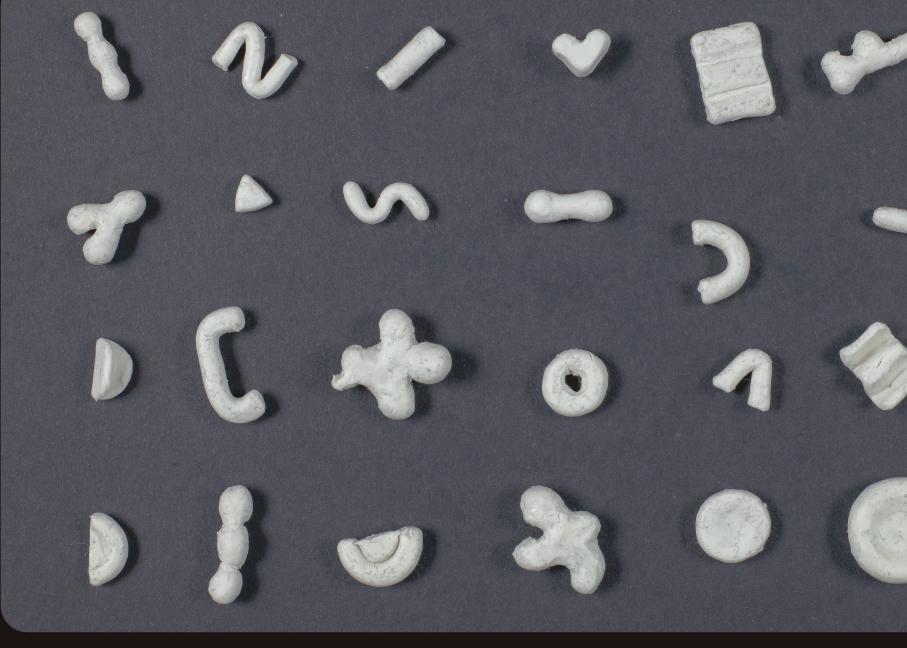


#### "PILLS" EXPLORATION:

I started by drawings different potential shapes for the pills. I develop shapes based on the regular shapes associated with pills today but also tried to get away from that and be more explorative with what the shapes could look like.



From the drawings I selected the shapes that most interest me and created them in clay so I could have a physical model that I could see in 3D.



01

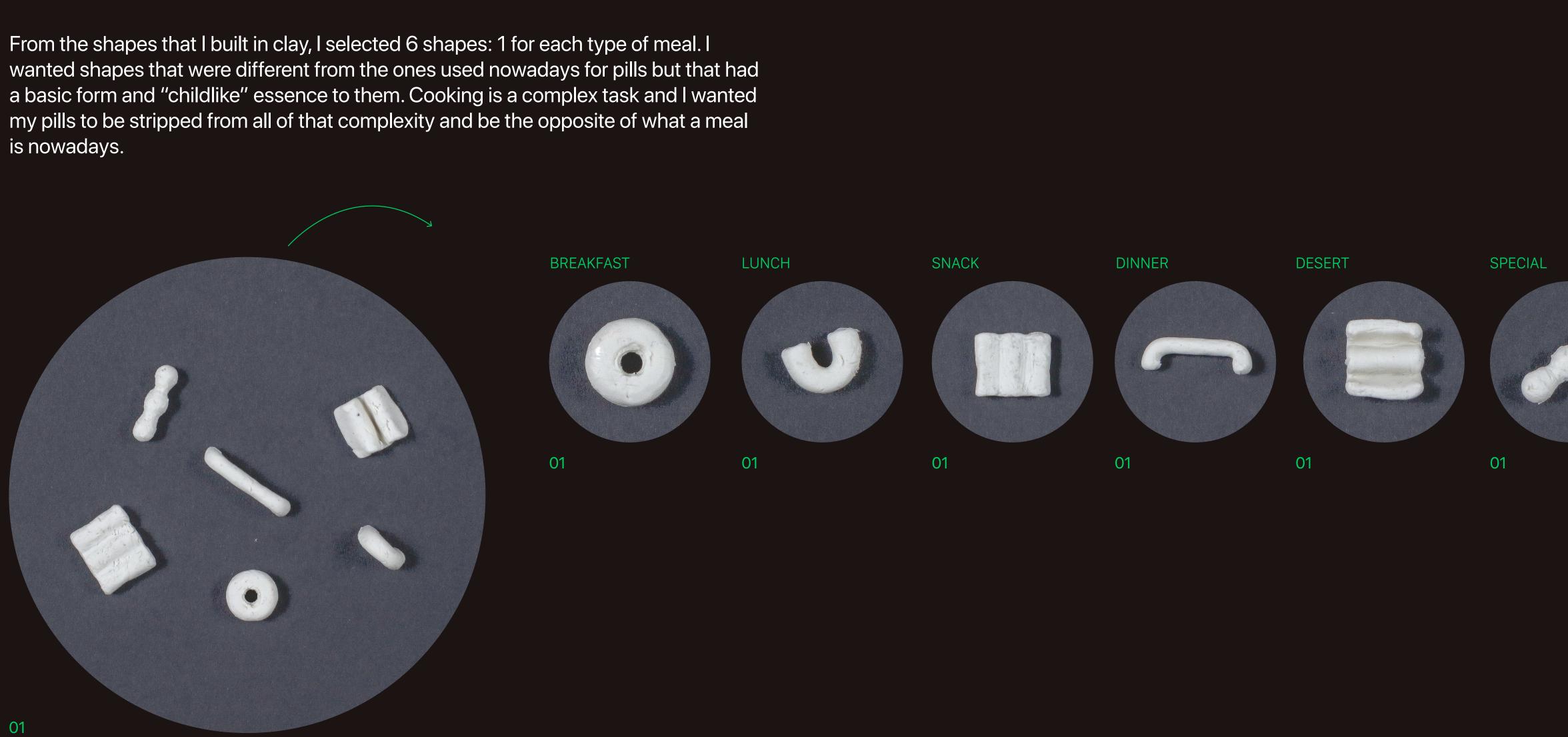
#### 2036







#### **PILLS / MEALS SHAPES:**



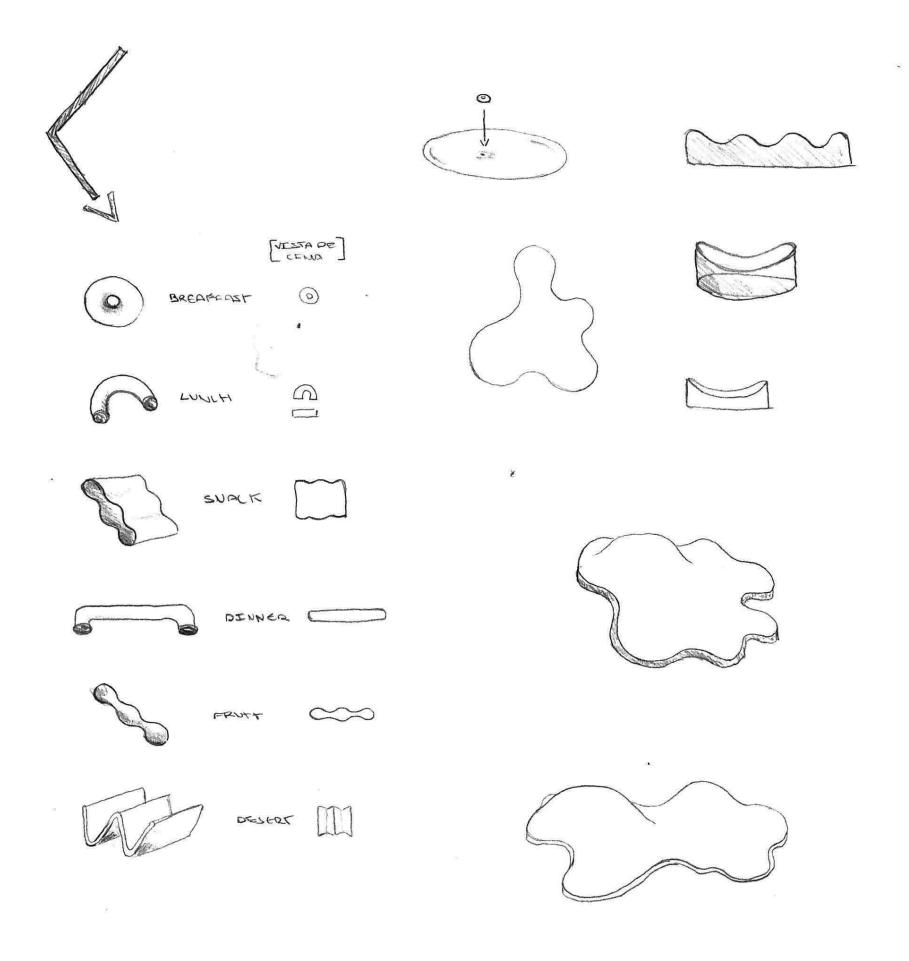
#### III. STAGE 02

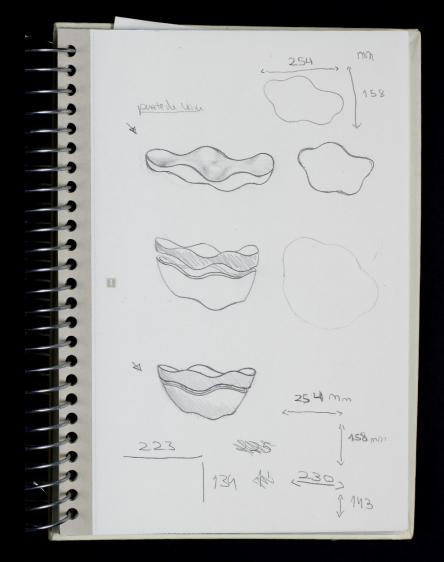
#### 2036



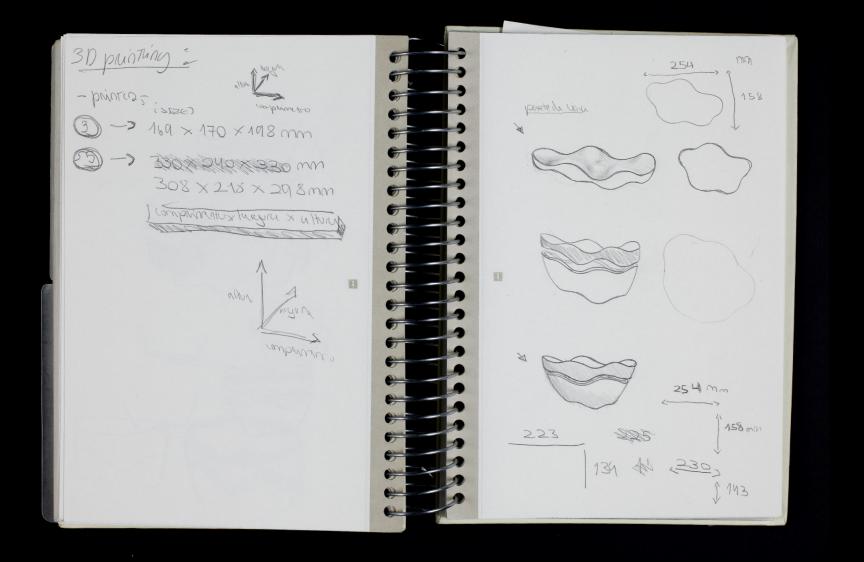


#### **PLATE EXPLORATION:**







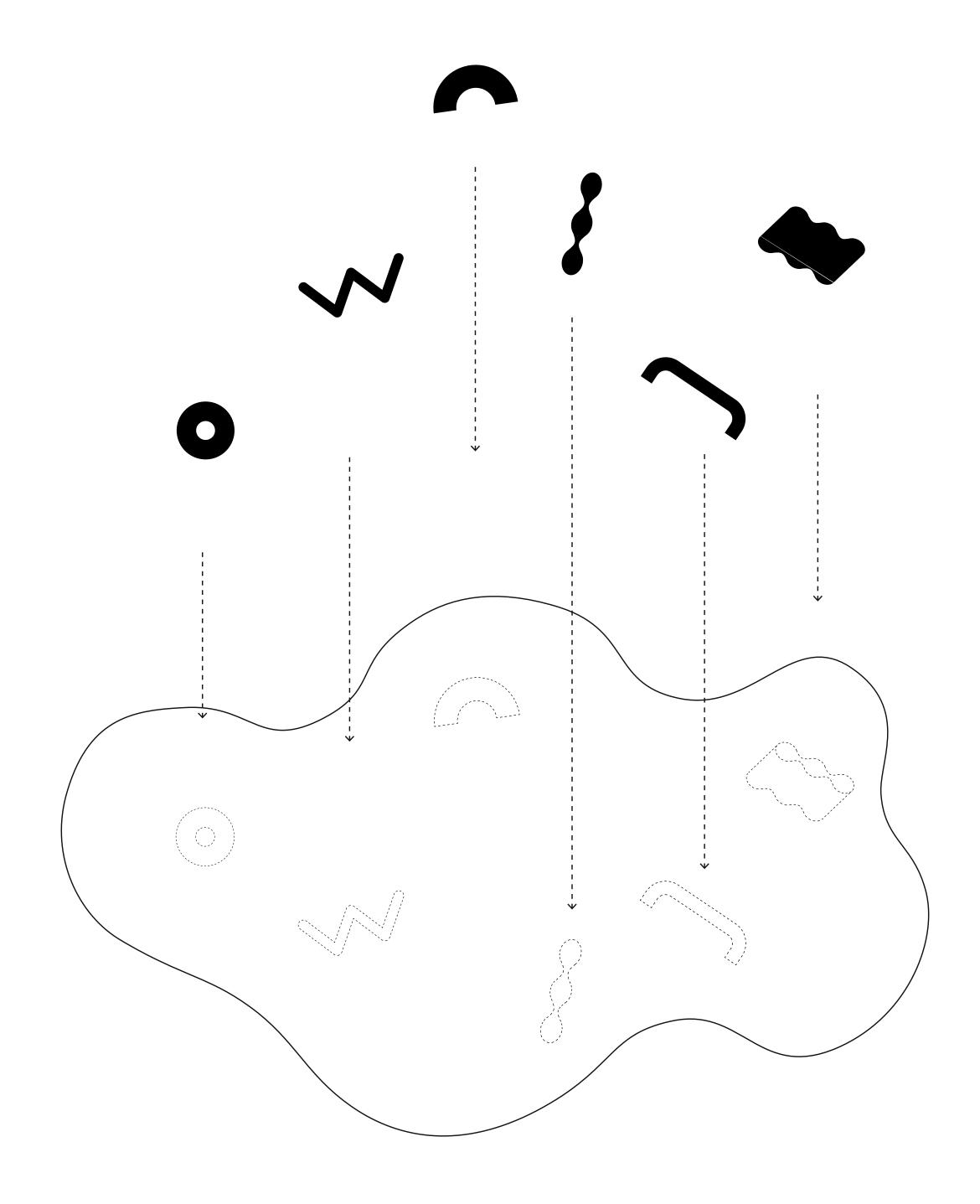






#### PILLS SHAPE

# PLATE SHAPE

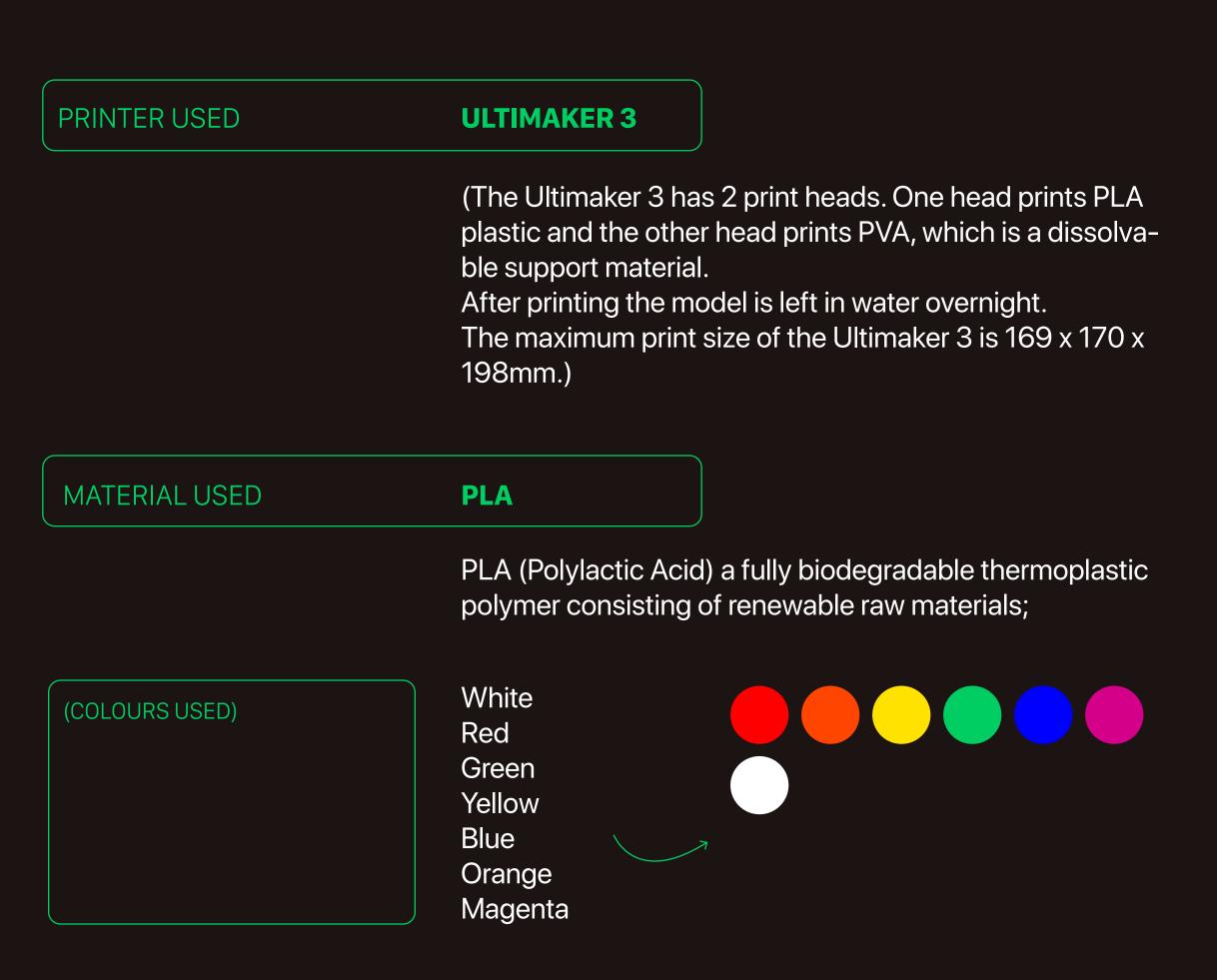


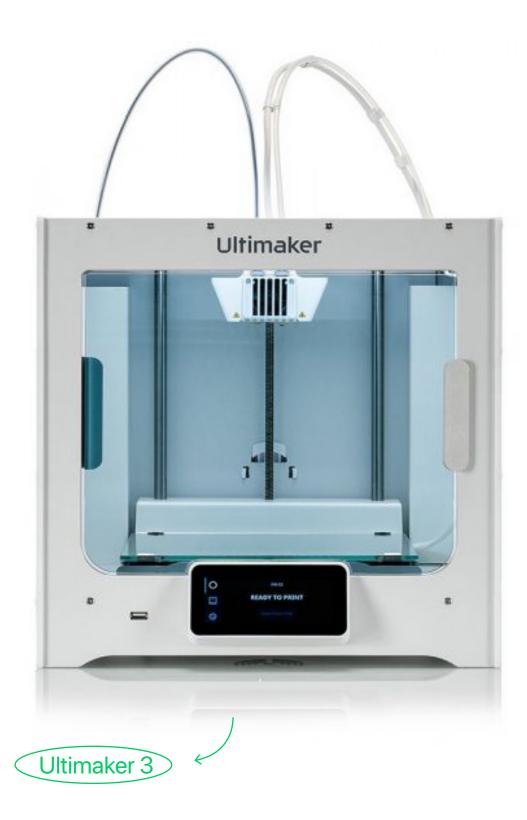




#### **3D PRINTING:**

In terms of tacking the food industry problems regarding the enviorment, animal cruelty, global hunger, a pill seems a veryplausible and ideal solution. Seeing only for a srvival point of p=view. But the human experience doesnt resumes to only opur survival instint and resumir our whole relation wiht food to just 1 pill ignores all the social aspects that we associated.







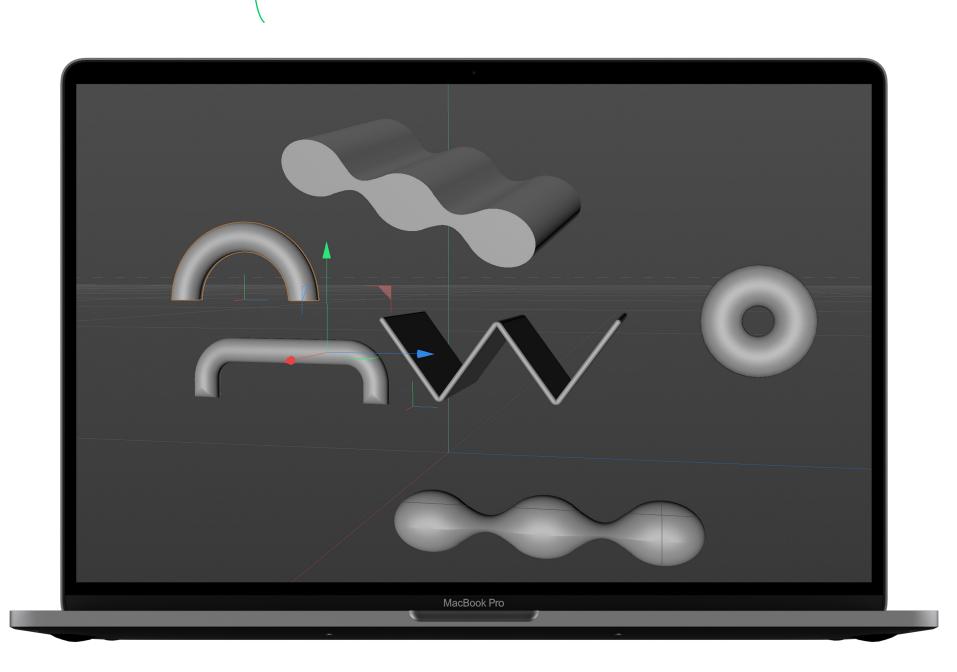




#### **BUILDING THE PILLS:**

To build the pills I used Cinema 4D. After building the, I exported them into an stl. and imported them into cura (the software connected with the 3D printers).

Because the plate was a more complex shape I asked for a knowledgable friend in 3D and she helped me buit the plate in Rhino.



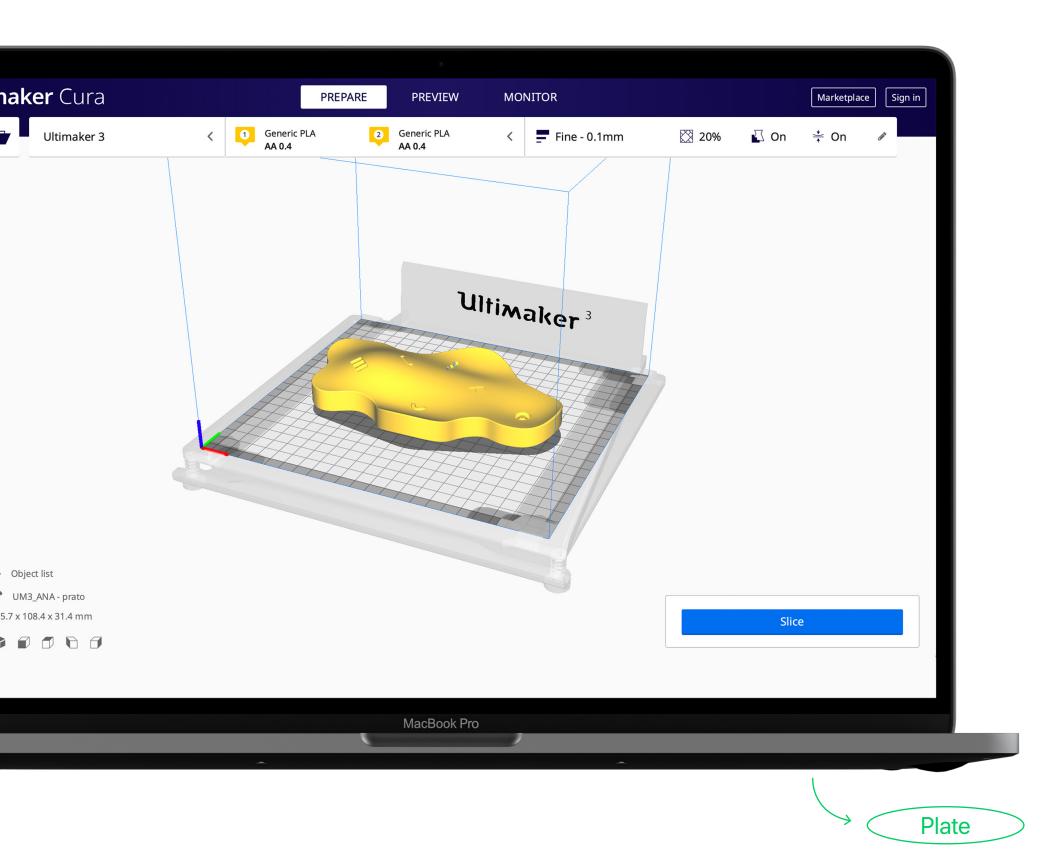


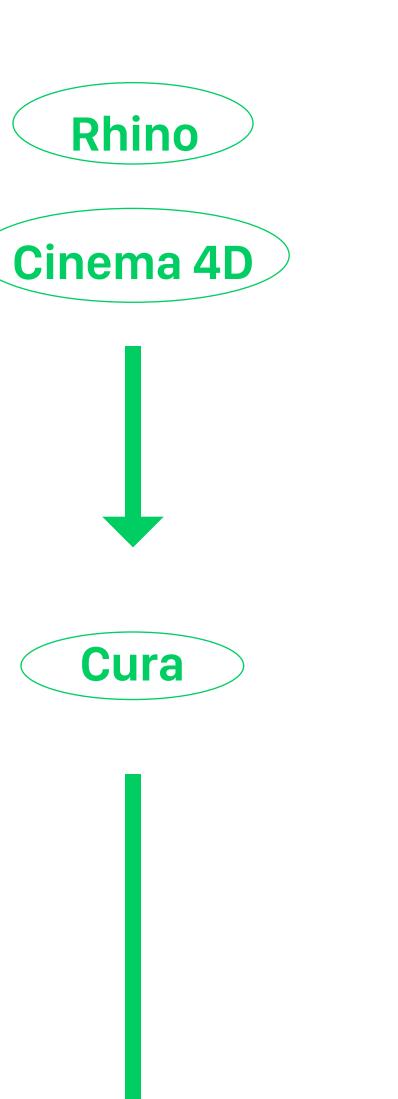


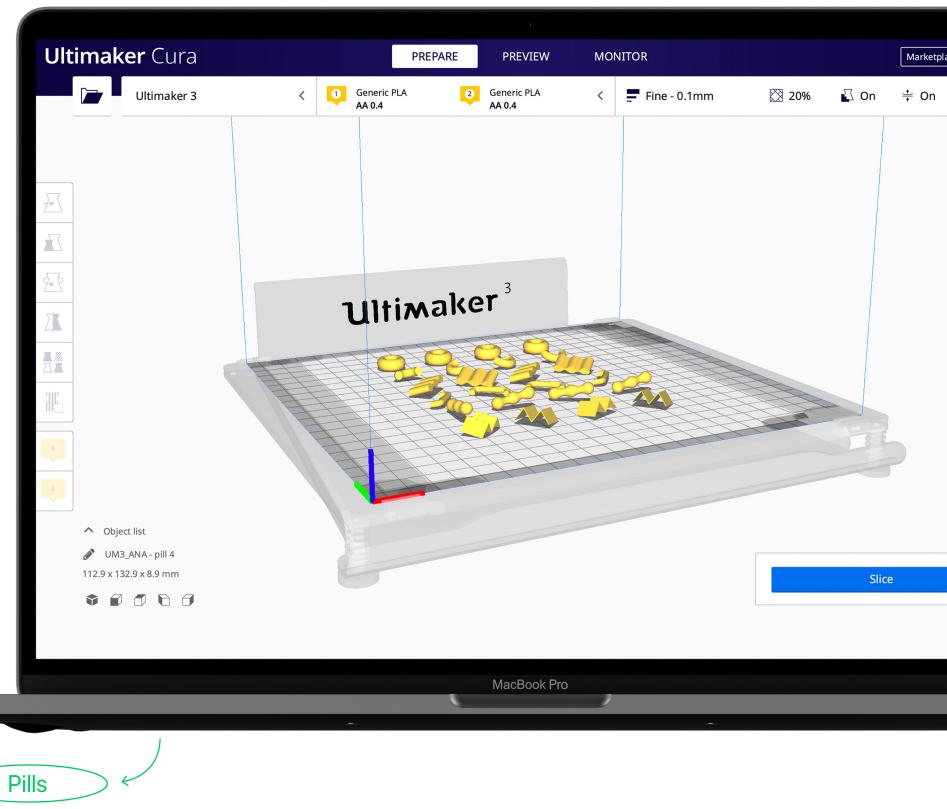




#### **3D PRINTING PROCESS:**









# **JOURNAL:**

# Together with the pills I decided to create a journal that would come with

each meal kit. i decided to create the journal for information purposes as a way to better present the project to the public. it was also an oppurtunity to explore how could I expand the visual language I was using and what I could



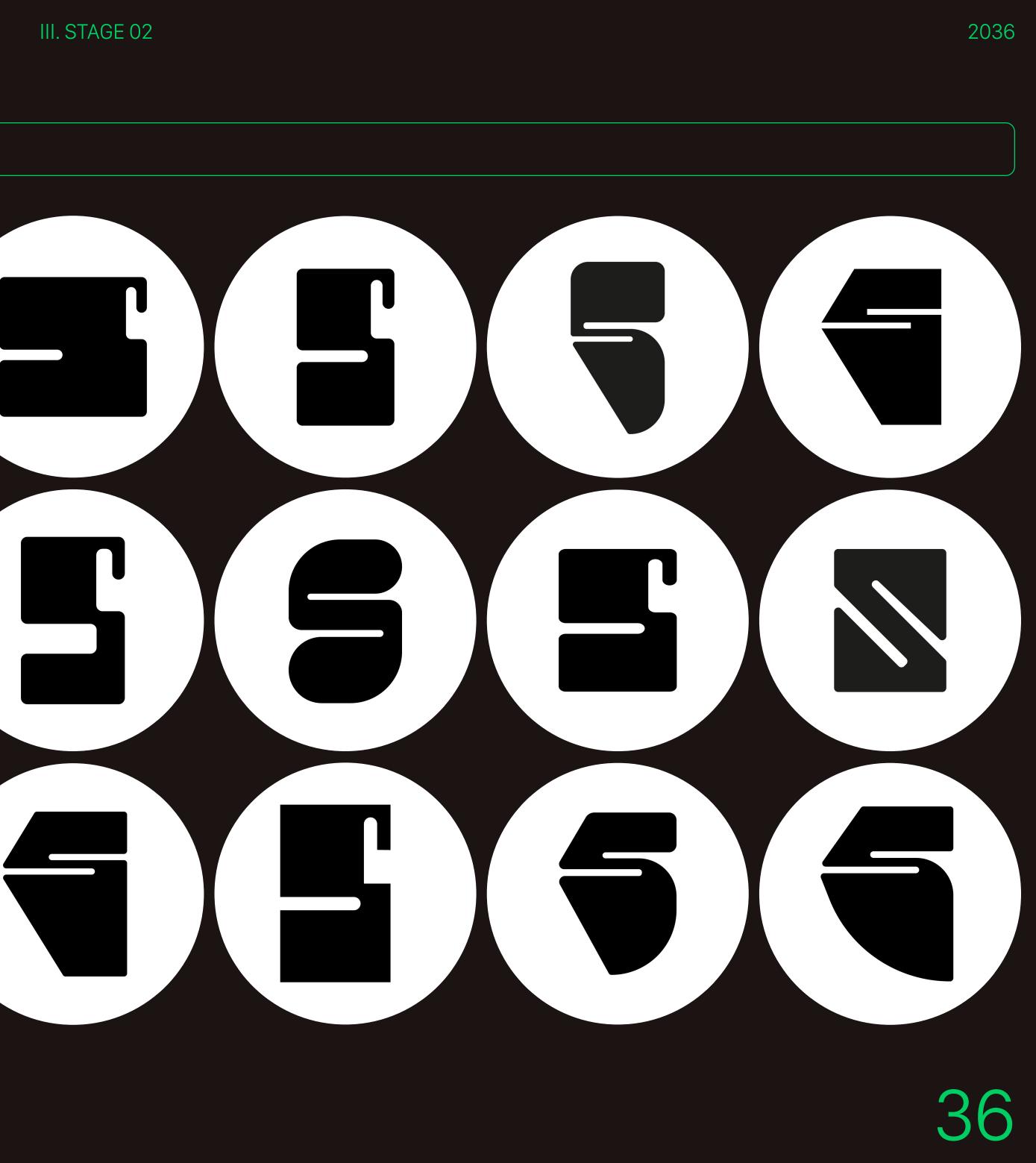






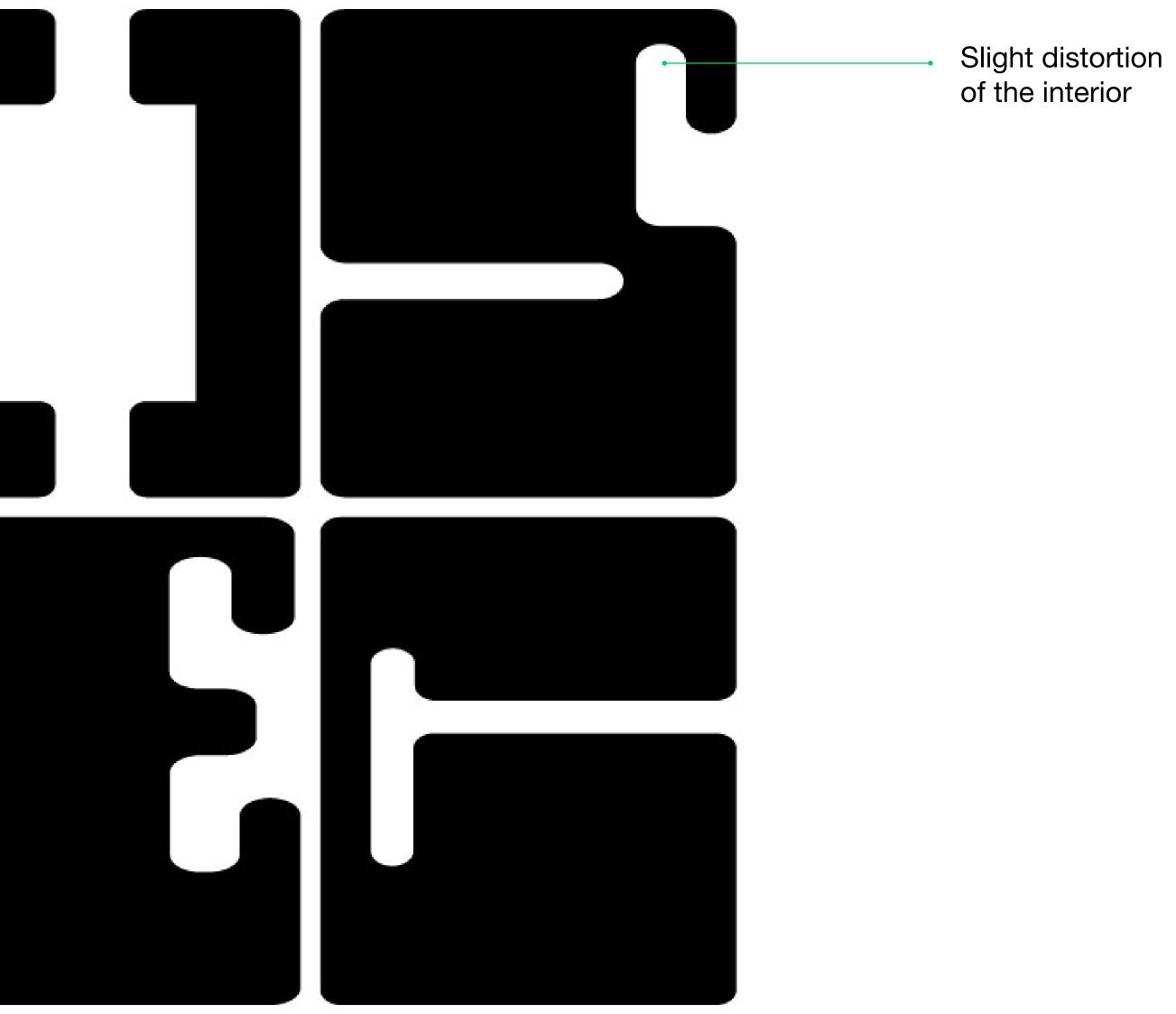
#### **CUSTOM LETTERS:**

For the cover of the "journal" i created custum letters for the name of the project. I wanted something bold and exagerated that played with geometry and different stroke weights. The goal was to create something exagerated and big with a slight futuristic look to it while keeping it very brutalist.



#### VISUAL SUMMARY

Very Squared Letters



Chunky Strokes







#### **TYPEFACE:**

For the typeface for th jornal I choose the Pangram Sans from the Pangram Pangram Foundry. Pangram Sans is a extensive geometric font designed to be bold and intense.

I chose Pangram Sans because is a typeface that combined with the custum letters but it as character and can work as a stand alone font.



#### Pangram Sans

## ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz 01234567890

#### bold

compact regular compressed extrabold condensed thin light hinedium narrow semibold semibold slim extralight thin compact extralight reclined compact thin italic compressed medium redined extrabold italic narrow extrabold italic narrow extralight reclined narrow semibold italic slim medium reclined slim semibold italic











**VISUAL SUMMARY** 

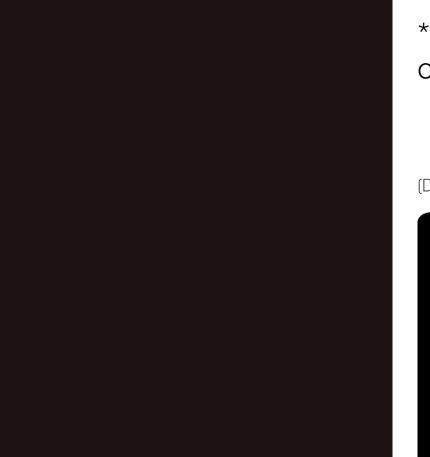
FINAL OUTCOMES

III. STAGE 02



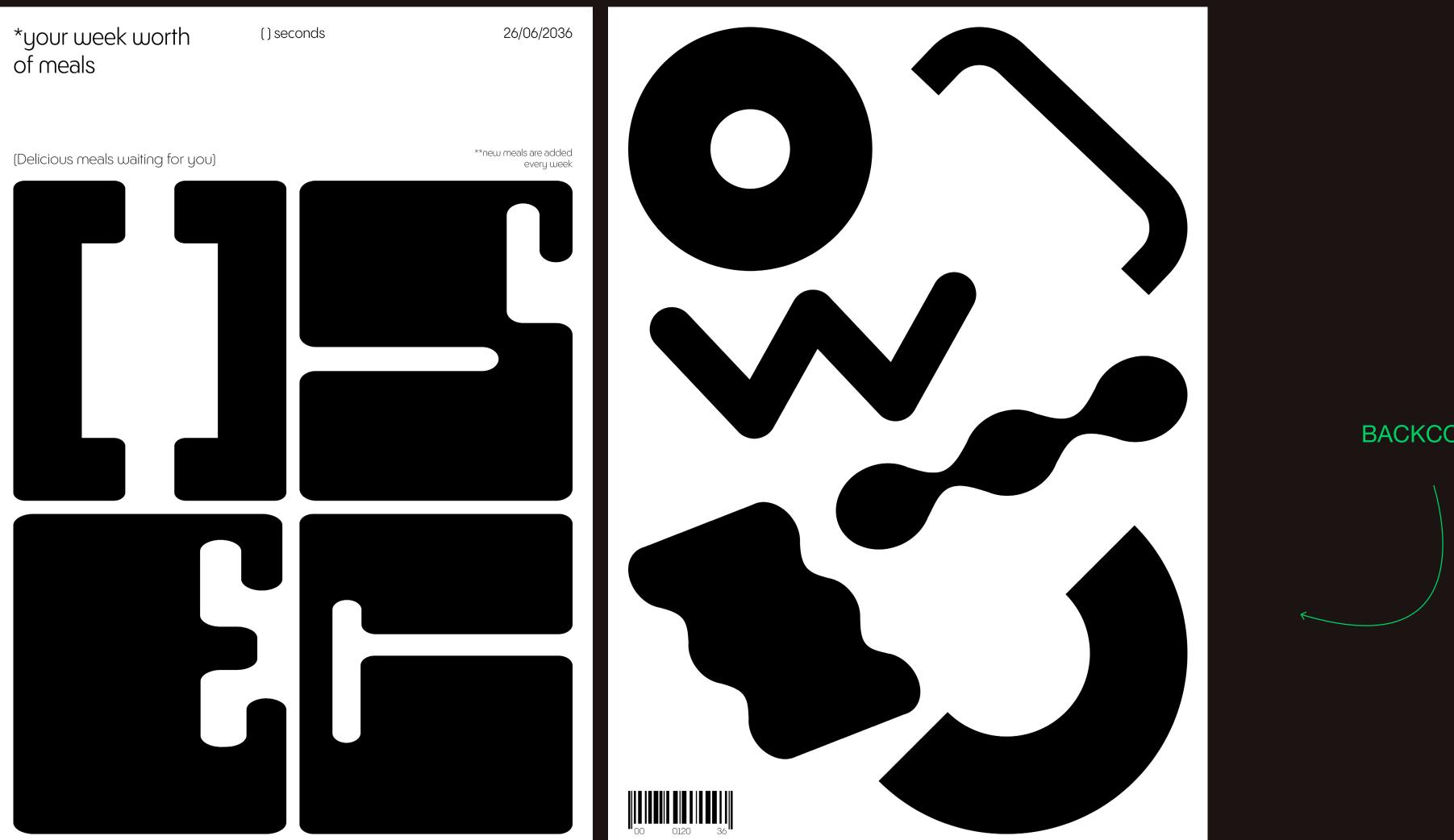


#### **JOURNAL COVER:**







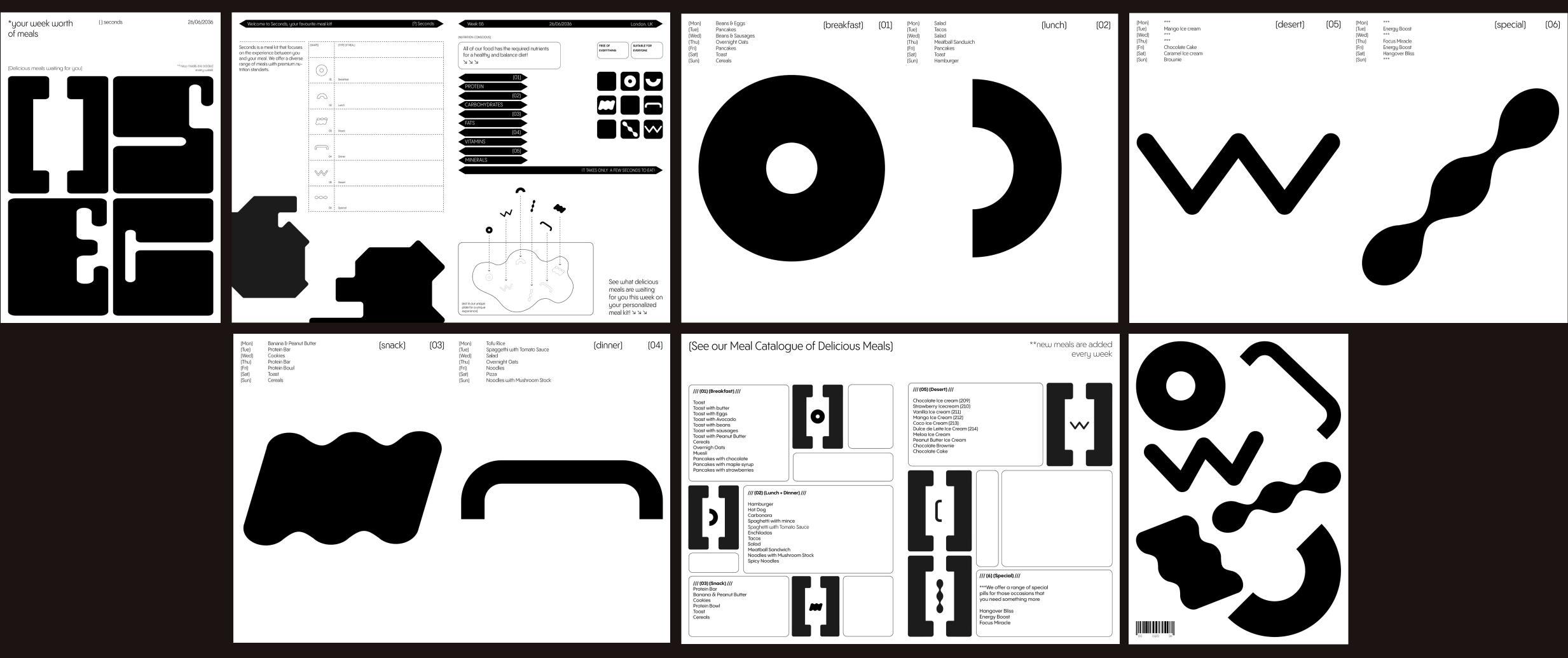


#### III. STAGE 02

BACKCOVER



#### **JOURNAL LAYOUT:**





### **GRAPHIC LANGUAGE:**

create an enviorment of objects quite serious

# For the graphic language I chose to go quite minimal and using blocks of colour to fill space. I wanted something quite clean but very strong and perceptive. The use of black and white only was also a way to let the pills shine and

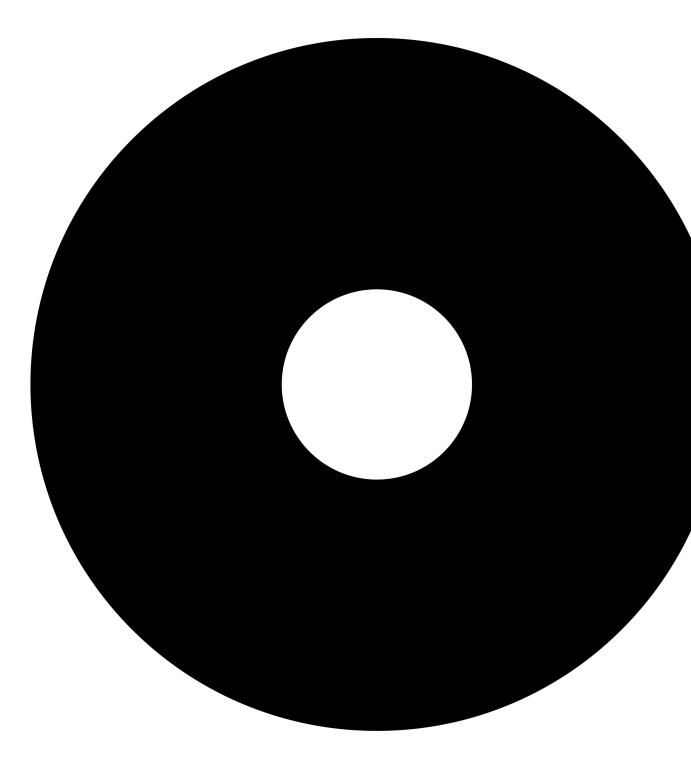


#### **JOURNAL LAYOUT:**

(Mon) (Tue) (Wed) (Thu) (Fri) (Sat) (Sun)

Beans & Eggs Pancakes Beans & Sausages Overnight Oats Pancakes Toast Cereals

## (breakfast)



#### III. STAGE 02

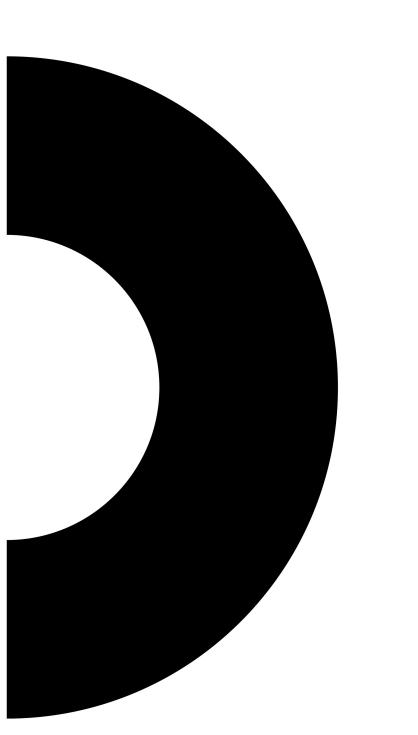
(Mon) (Tue) (Wed) (Thu)

(Fri) (Sat) (Su∩)

(01)

Salad Tacos Salad Meatball Sandwich Pancakes Toast Hamburger





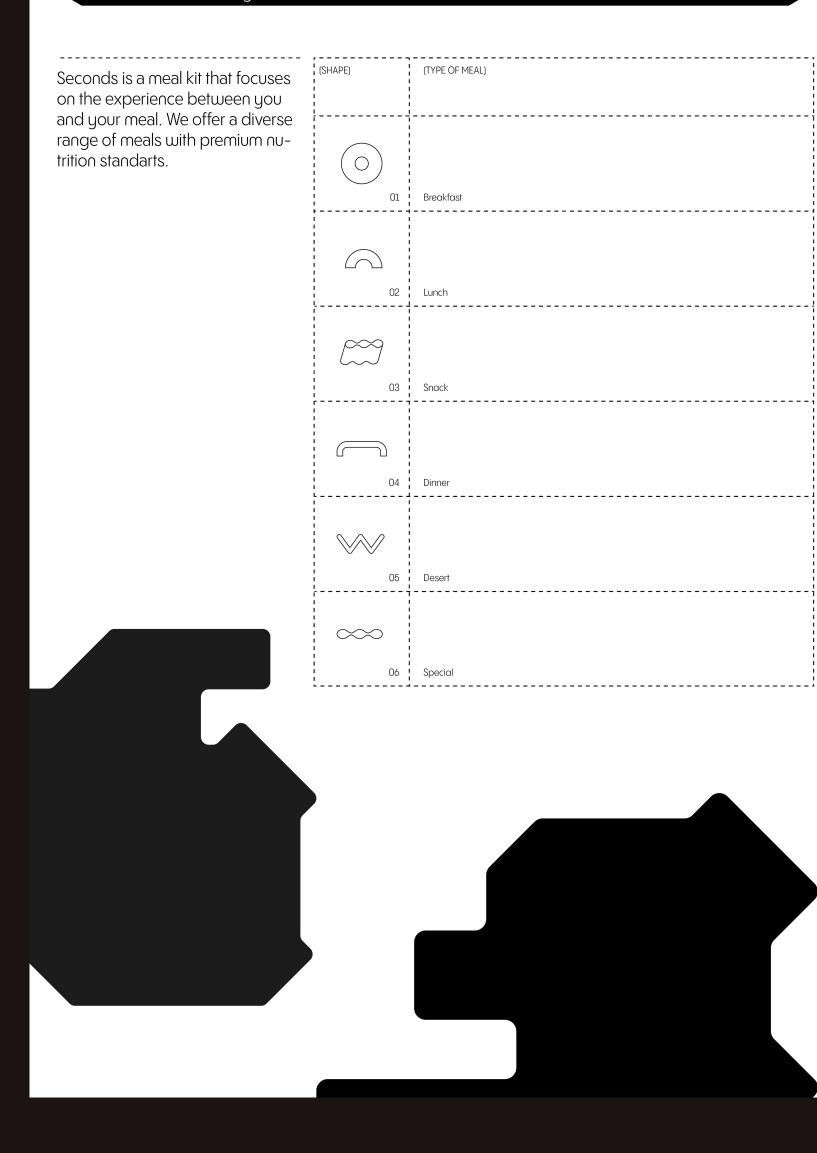
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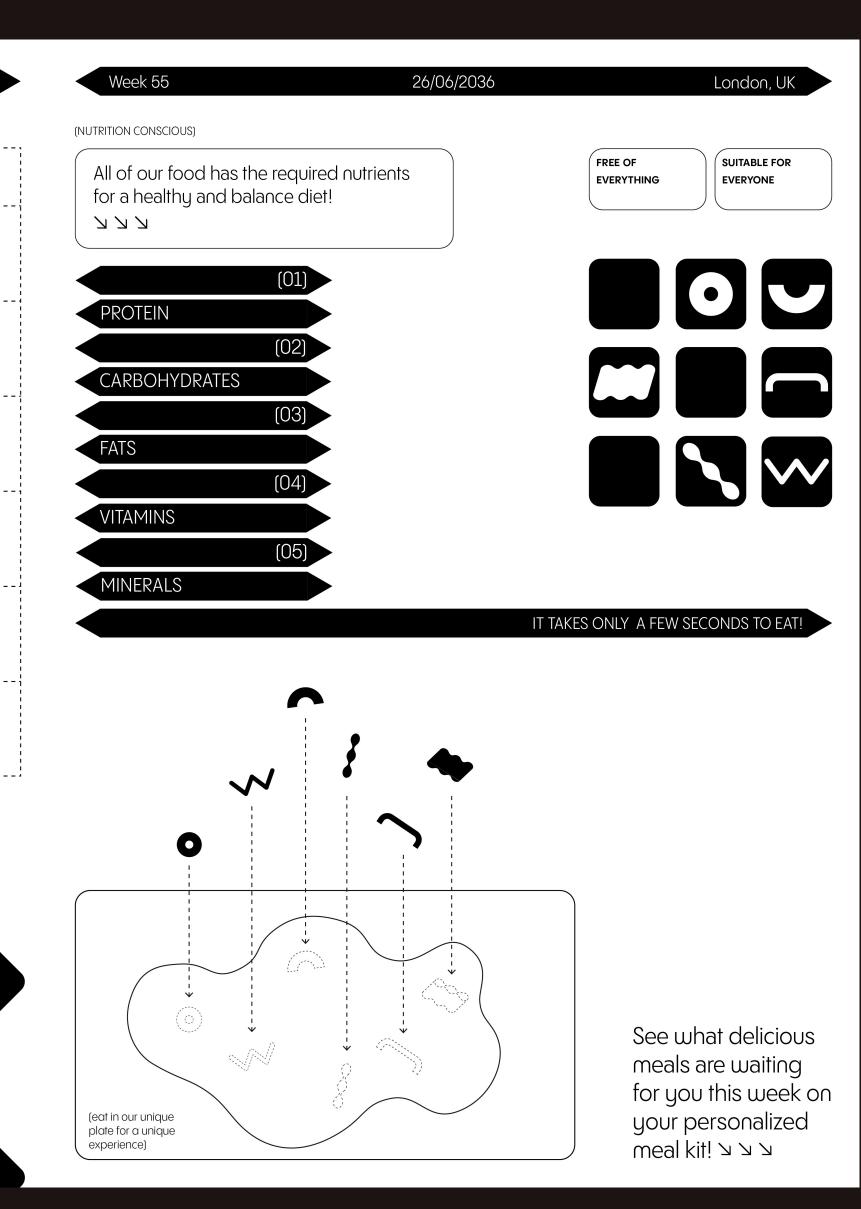


#### **JOURNAL LAYOUT:**

#### Welcome to Seconds, your favourite meal kit!

(?) Seconds



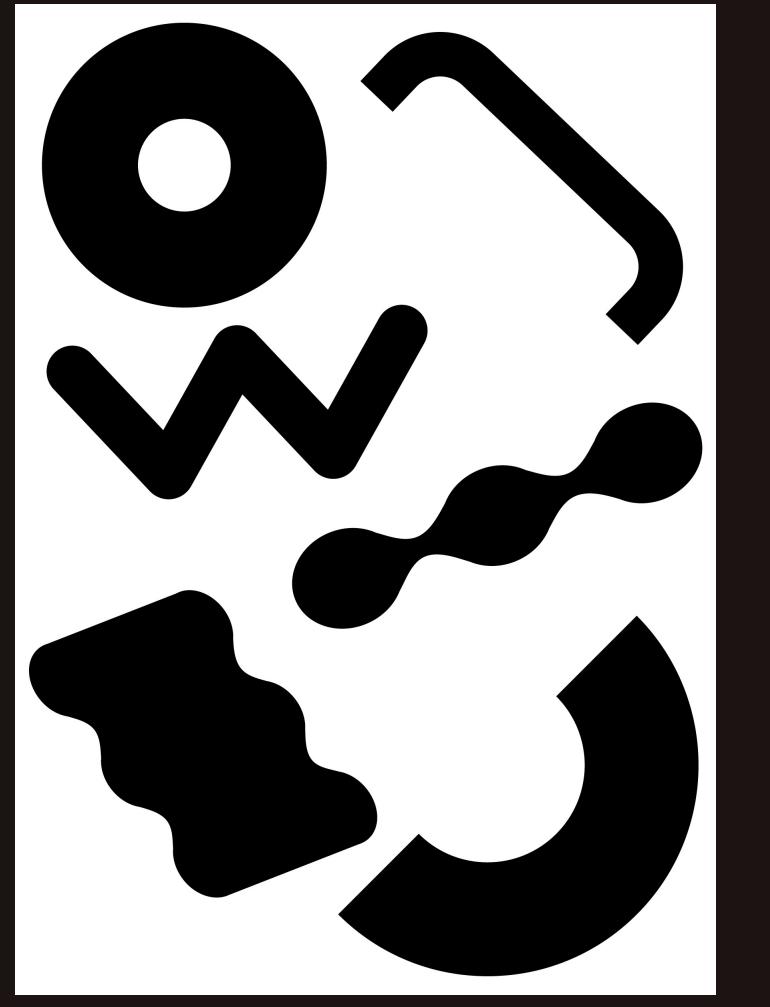


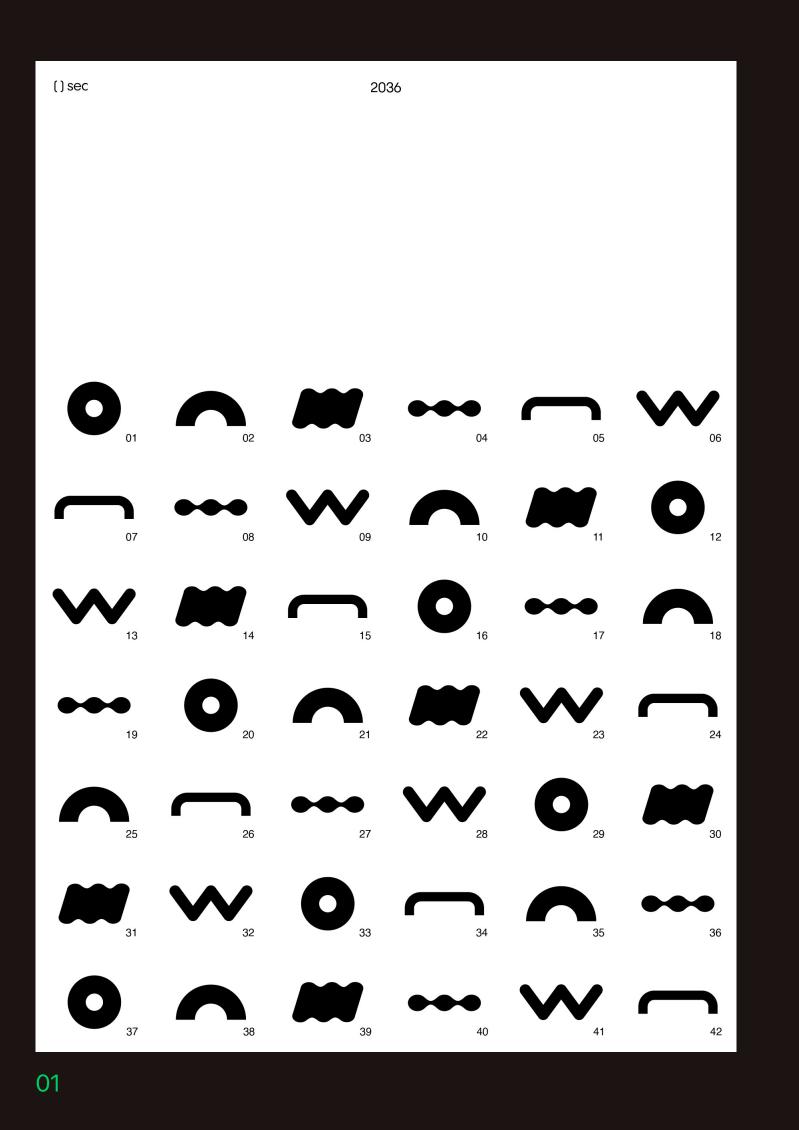


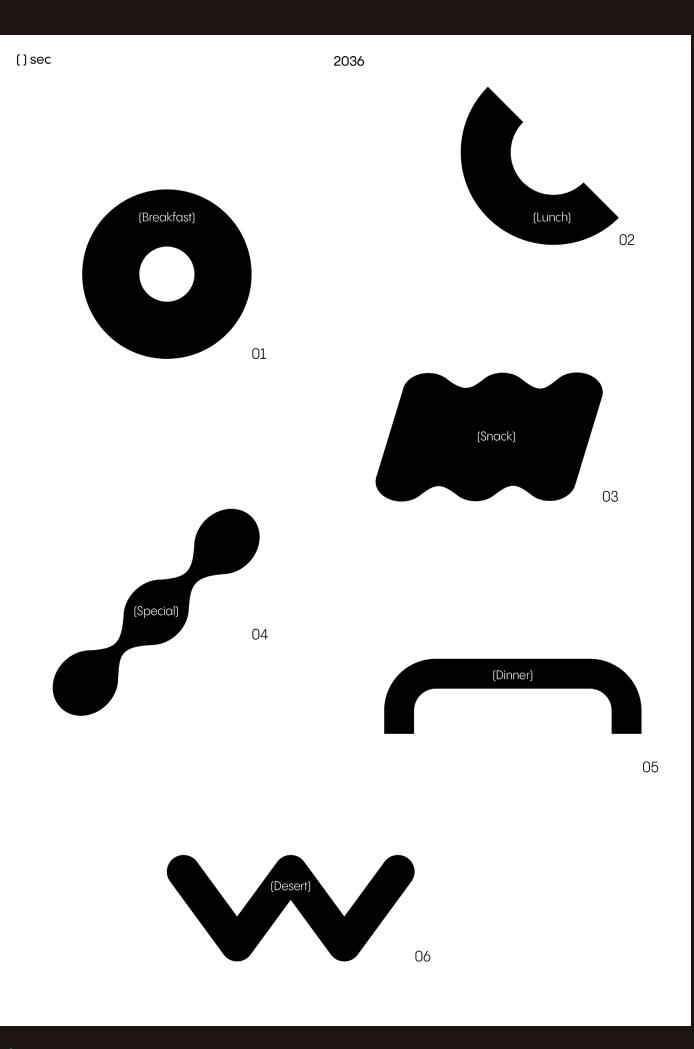


#### **POSTERS:**





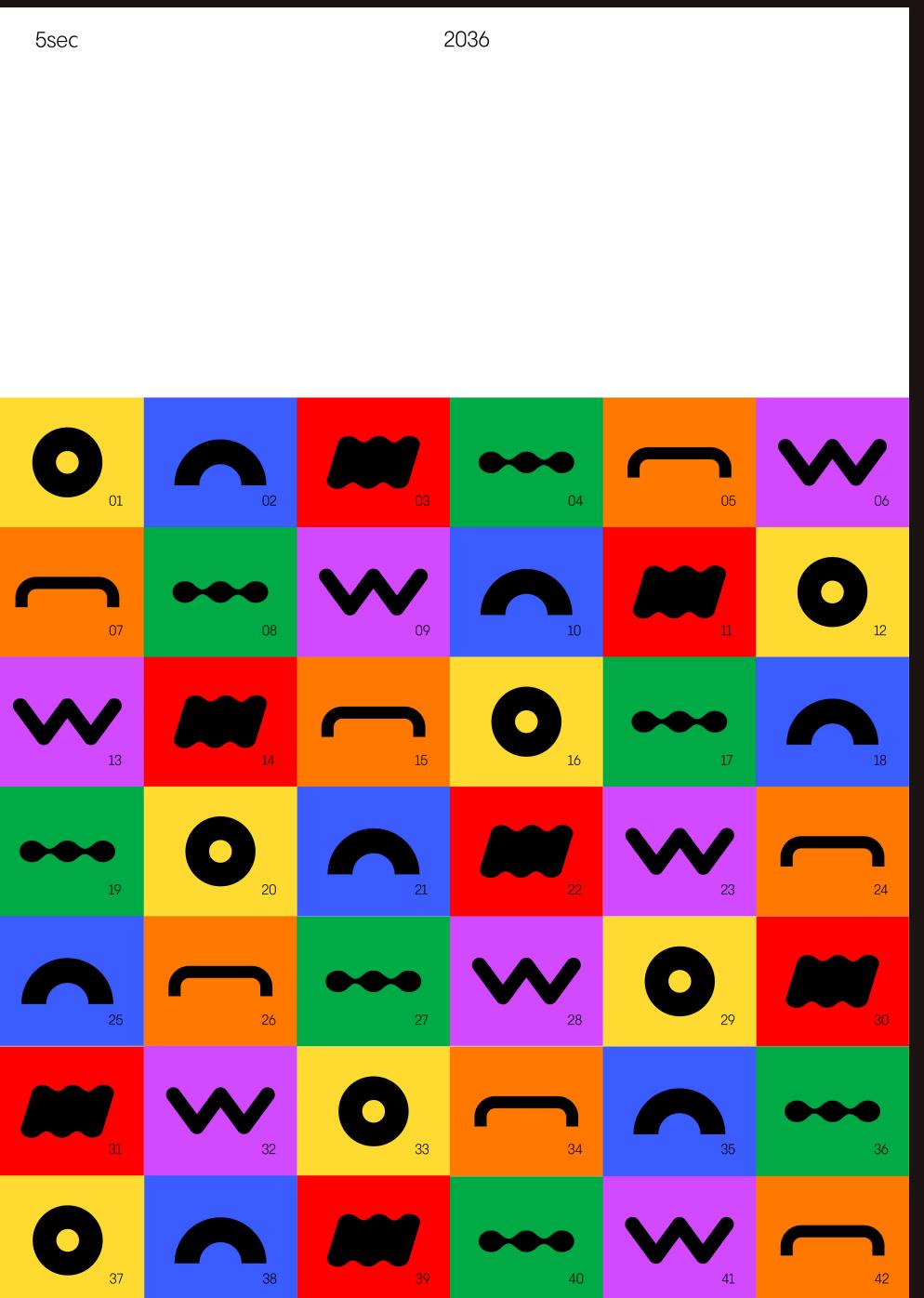








5sec





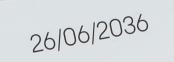
VISUAL SUMMARY

() seconds

# \*your week worth of meals

#### **PHOTOGRAPHY:**

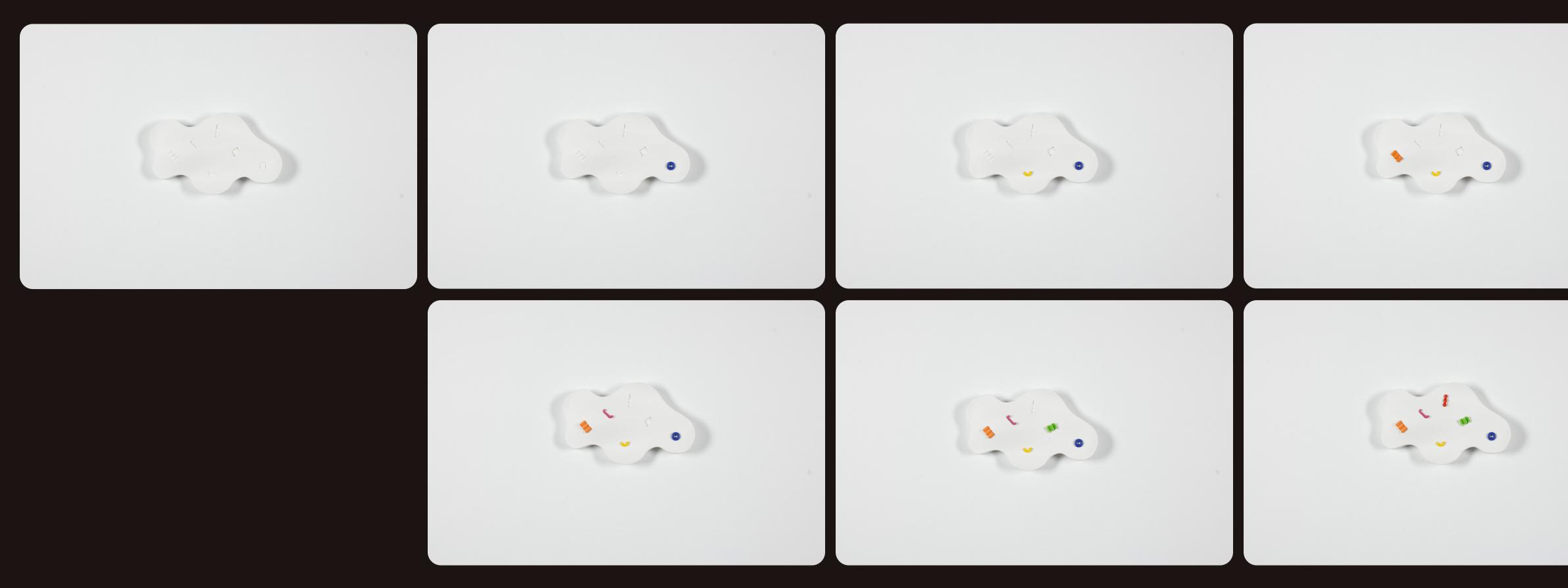
of meals (Delicious meals waiting for you)



#### FINAL OUTCOMES

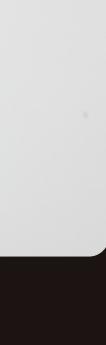
\*\*new meals are added every week













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#### **EVALUATION:**

This project really pushed me out of my confort zone. To explore such a big topic as it is the future was in a way daunting. I think in the begining I felt a certain pressure to create a work that had meaning and in a way would create a good shock. I think this putted a lot of pressure on me to come up with a good concept but it ended up making it harder. I think I was afraid that the concept I would come up could be boring or too familiar. I ended up moving past that and just focusing on the research and seeing where the project would lead me. This ended up making the project really enjoyable because I went with it and discovered as I go.

I really enjoyed the research part. I discovered so many designer and fantastic works that it really motivated me to push me further.

I was really please with the graphic language of the project combining with the pills and the plate. It was great to try 3D printing and see the possibilities of the technology.

I really want to continue to explore this project because there is so much that can be done and that excites me.

Overall I am very pleased with the way it turned out. It was more of an experimental project but I was very glad it was that way.

ΝΟΙΤΑUJAV3



[

EVALUATION



# {OBRIGADO}

THANK YOU



{by} 

THANK YOU



THANK YOU