

BOUNDS DECONSTRUCTED

NO. 7



Fold • Unfold • Design Untold

January 2024



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Good afternoon, today our team will present our project development shifting from Project 1 to Project 2. When approaching Project 1, our team's main goal was to create a fun and playful piece that users could enjoy interacting with while simultaneously performing as a multifunctional and adaptable furniture system. Taking inspiration from the 60s, we were drawn to designers such as Verner Panton and Joe Colombo for inspiration as we played with color, shapes, and scale in the early stages of the project.

Later on, we moved forward into incorporating these elements along with the functions of origami to produce iterations that were able to collapse and be stored away in order to optimize the limited space of the site.

When moving on to Project 2, we heavily focused on research and testing of different materials that would help realize the project's goal of modularity and foldability. We looked for a material that held the properties of paper such as thinness and flexibility but was strong enough to hold a person's weight while also being durable and hopefully environmentally friendly. From our research, we decided to take inspiration from inflatable designs such as projects from Quasar Khanh and his line of inflatable furniture from the 60s.

By creating an inflatable piece, we could adhere to these desired qualities through air control, providing users the freedom to inflate and utilize the piece or store it away at any given time. It also allowed us the ability to explore more playful designs by experimenting with asymmetry, layers, and the use of positive and negative space. Through this, we moved into developing a two-piece furniture system constructed of singular modules that could be combined into singular units: a lounge chair and a dual coffee table with cushions.

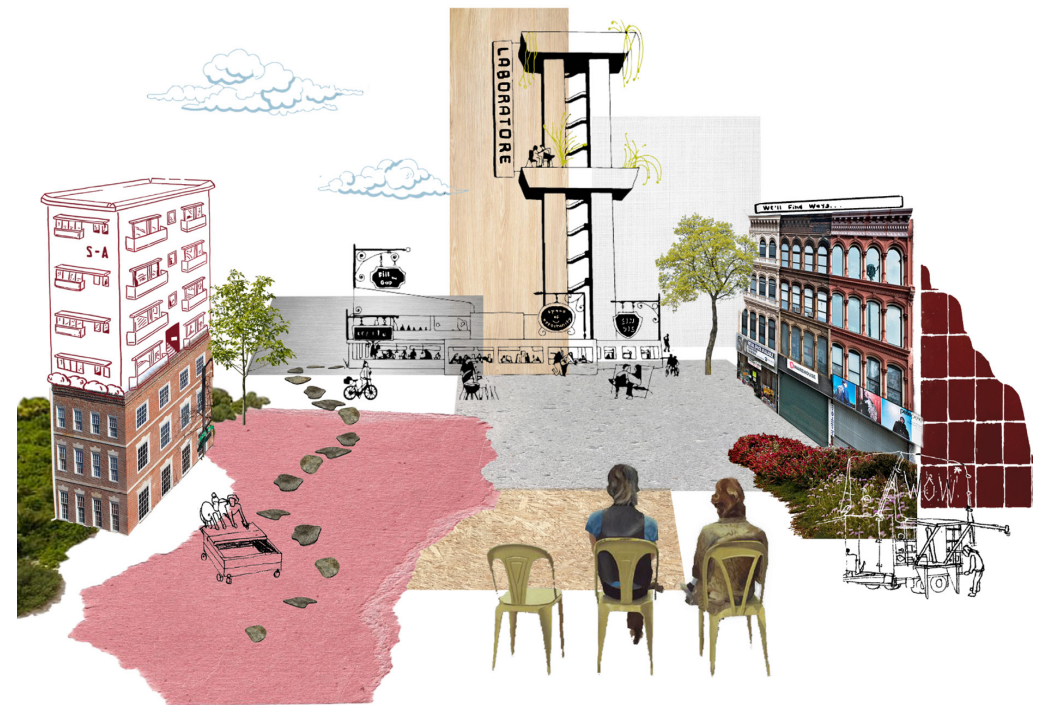
The lounge chair was fashioned from a dodecahedra where we split the shape into two separate modules that served individual functions but could come together to create a singular figure.

The coffee tables function as any other coffee table but with the added characters of cushions that can be slid under the table and be used as seating or footrests.

Now we're at a stage where we're considering the best approach for inflating the project as we've thought of using built-in air pumps, portable air pumps, air valves, and oral inflation valves while also keeping in mind how any of these components could potentially affect our design.

Moving forward, as we transition into the integration of our project alongside the class as a whole. Because the nature of our design is quite flexible and of a smaller scale compared to other projects, our vision for the site is to utilize our design to create strong dynamics between each group project by providing more interactions in which users have the flexibility to construct more instances for seating, lounging, and storage.

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



fluid

Living in Structure within the Boundaries

*SUIT
ANY
SPACE
NOW
OR IN
THE
FUTURE*

DYNAMIC
not
STATIC

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

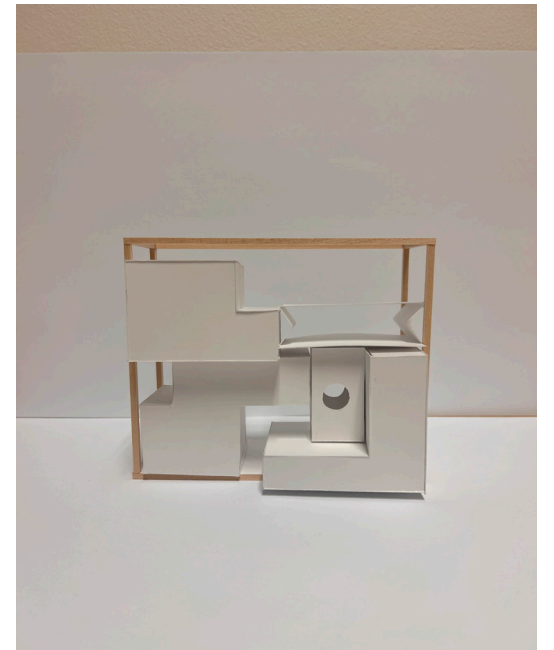
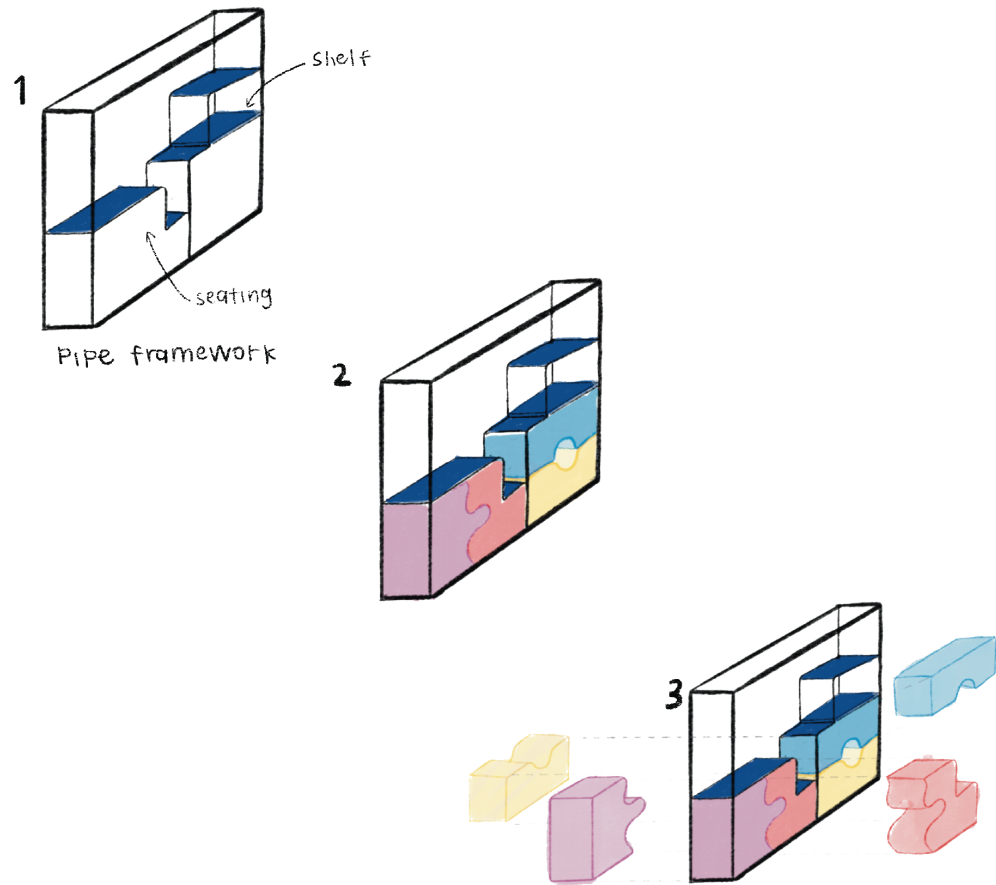
Designing Architecture and Furniture

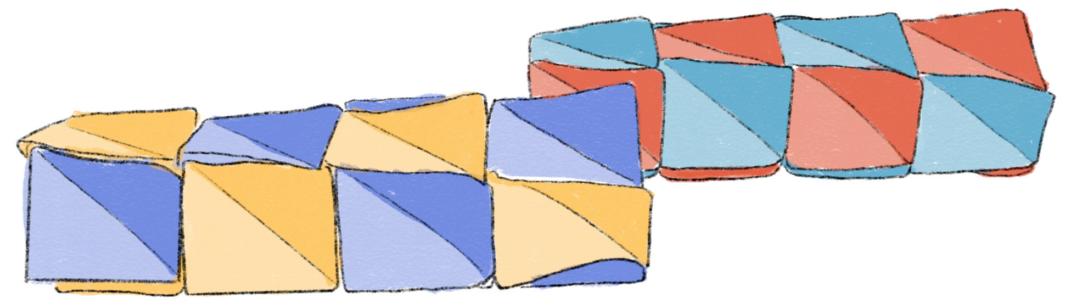
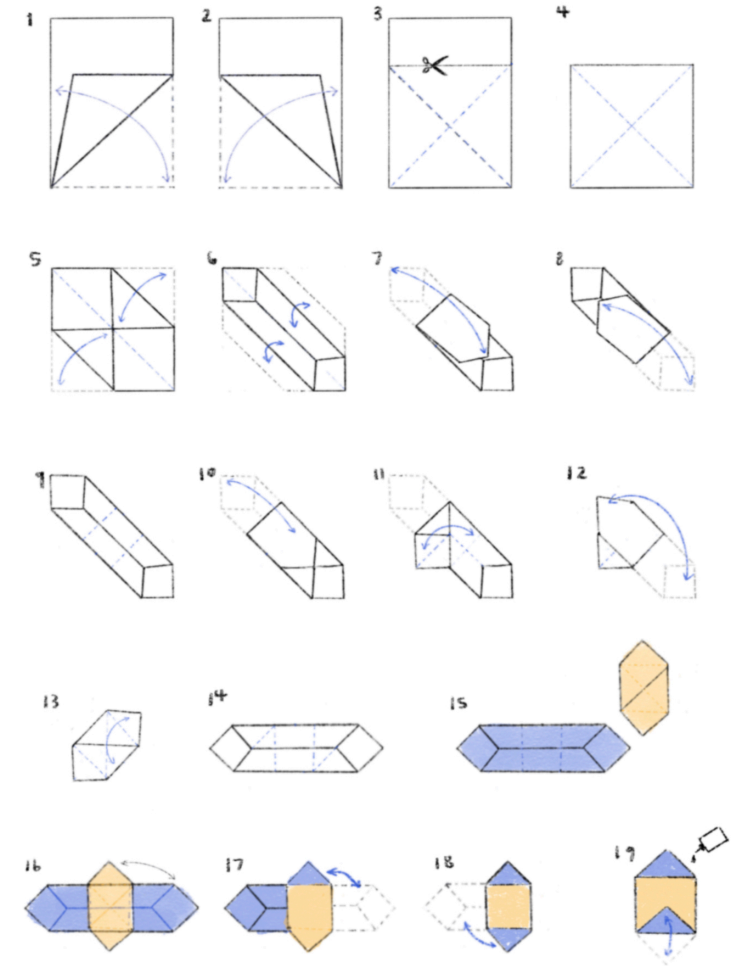
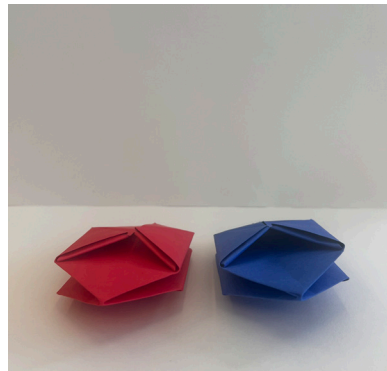
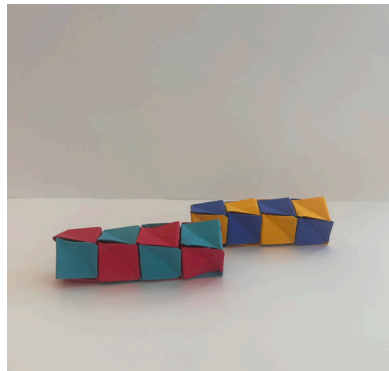
“One sits more comfortably on a **COLOR** that one likes”

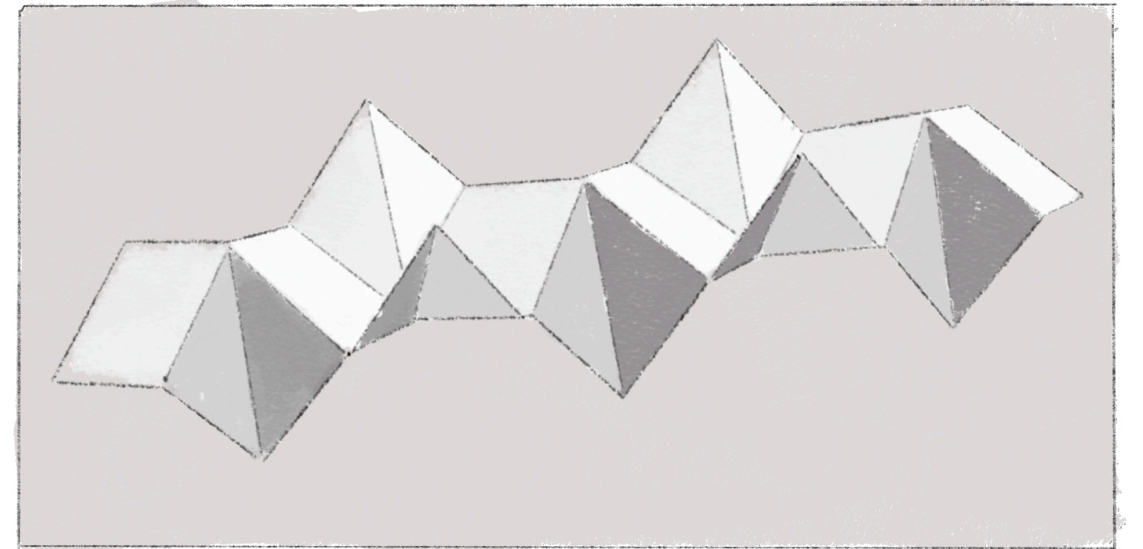
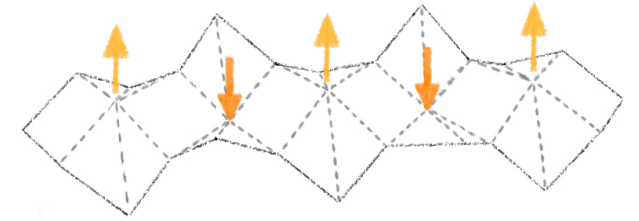
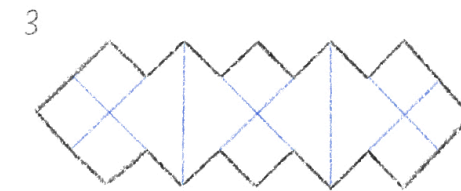
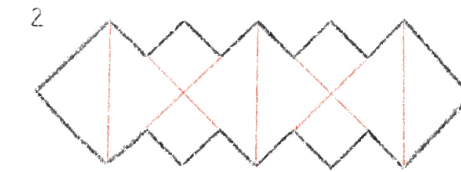
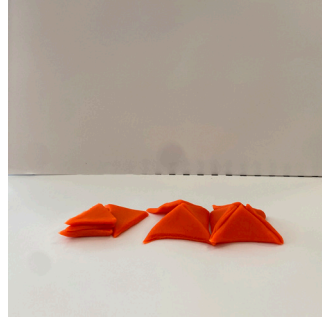
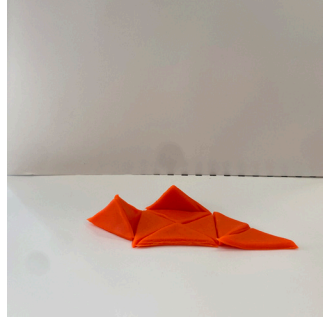
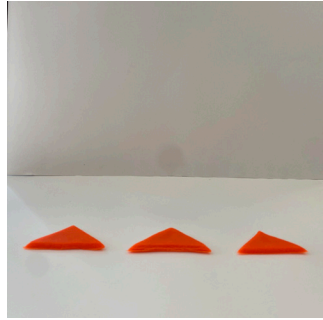
Environment of the Future

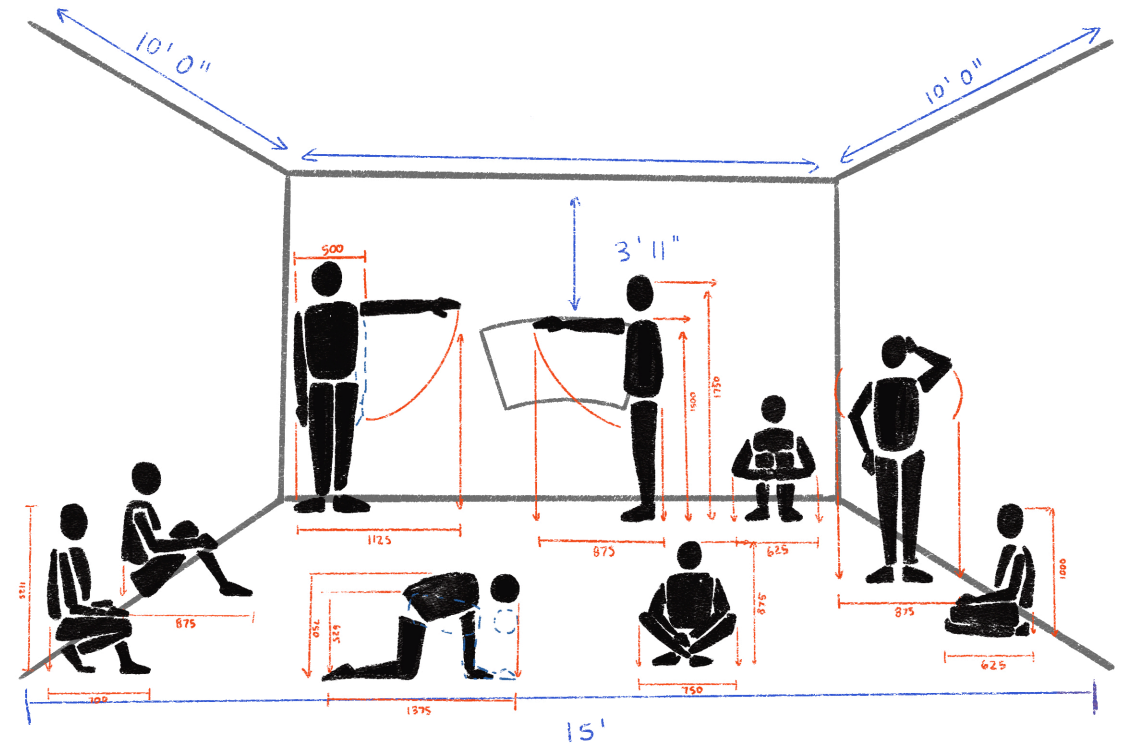
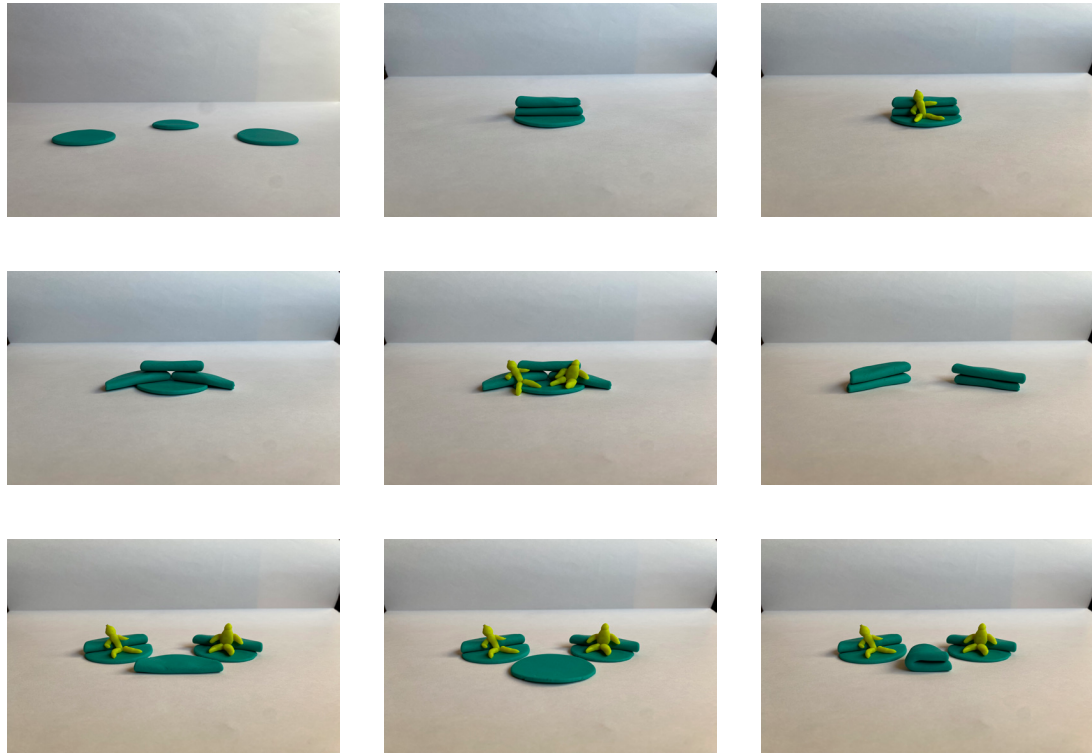
*ADAPTABLE
LAYERS
MATRIX*

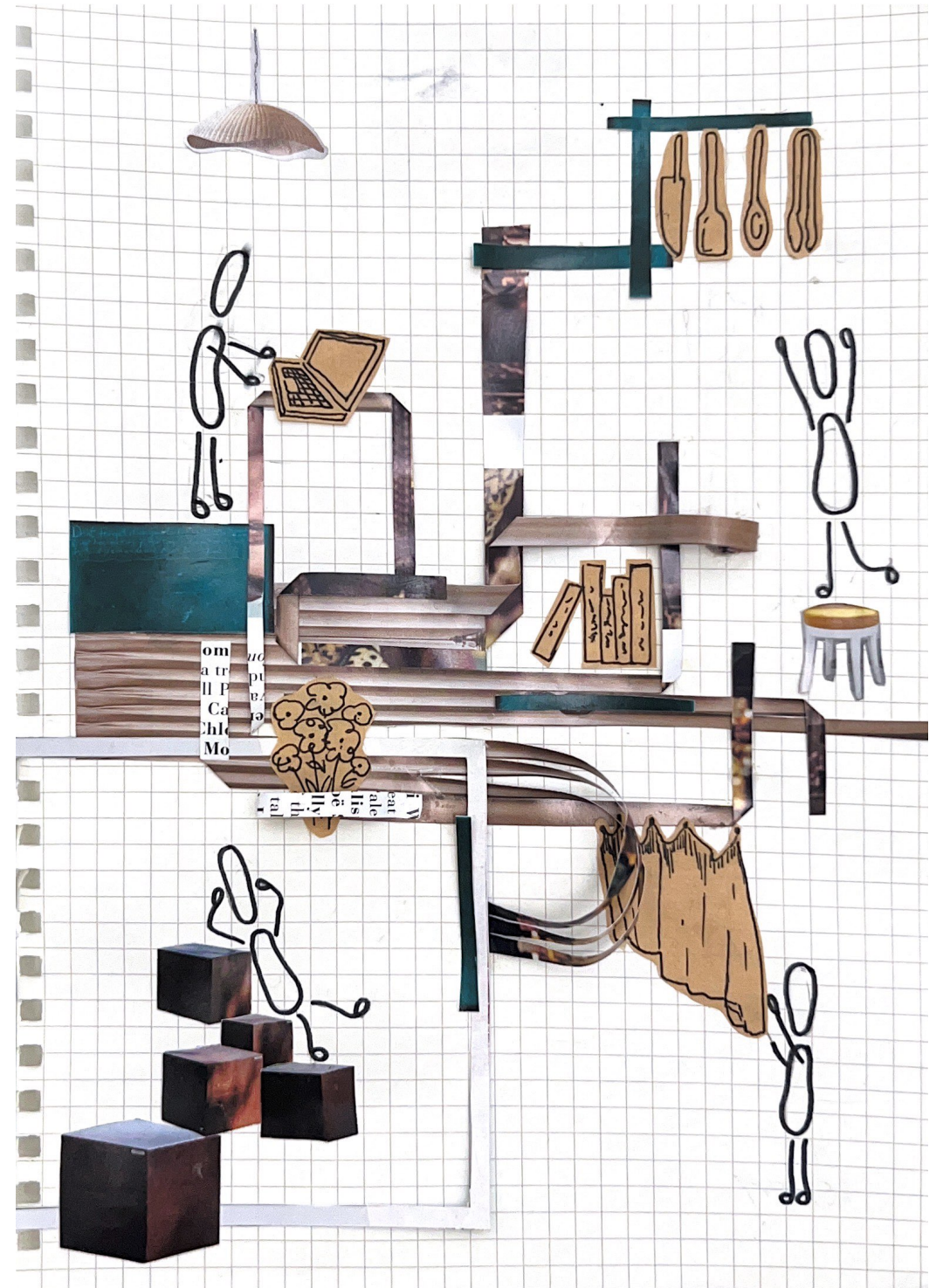
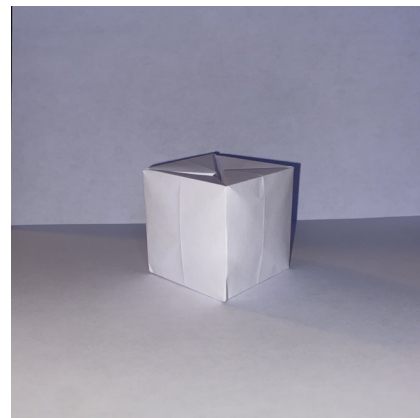
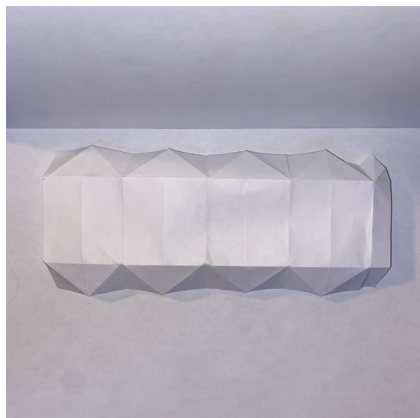
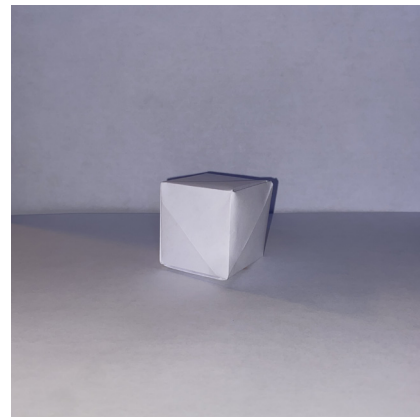
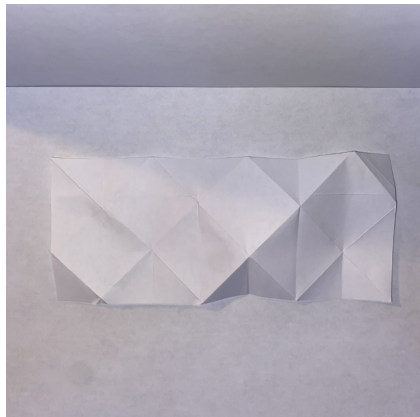
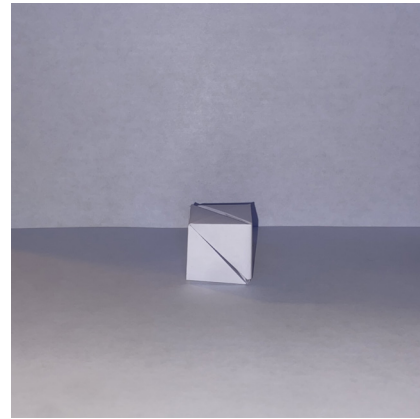
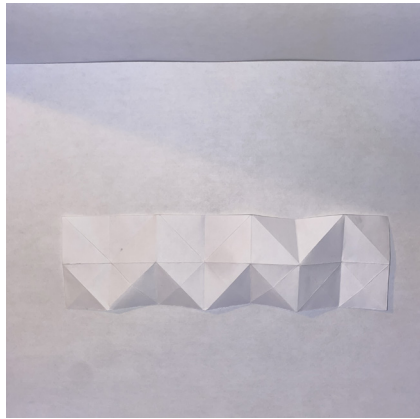


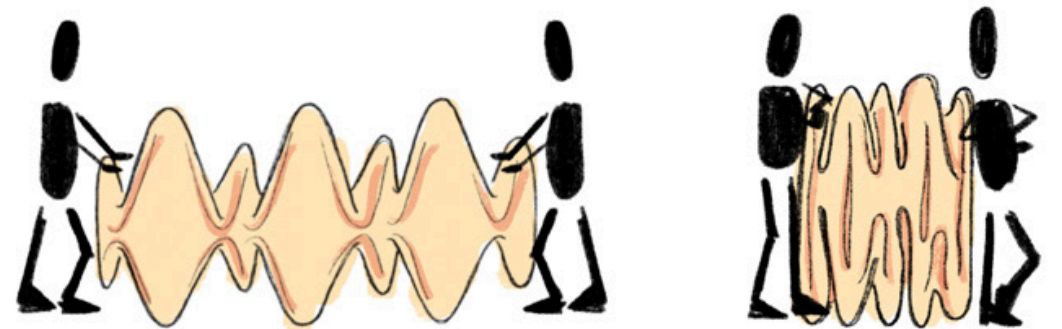
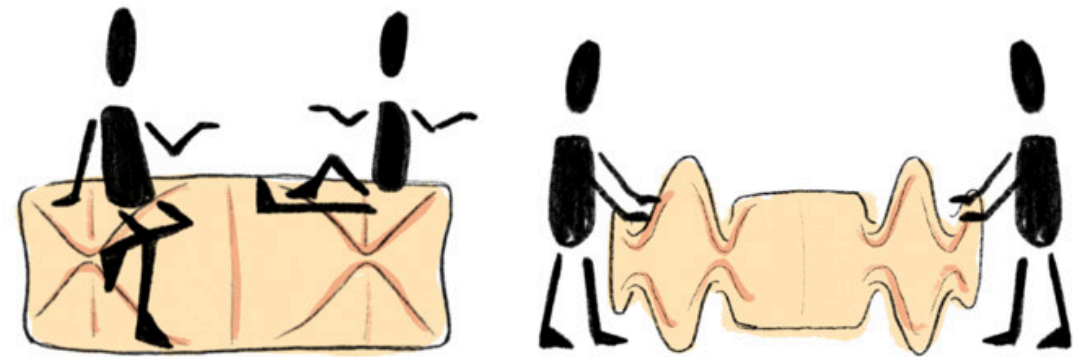
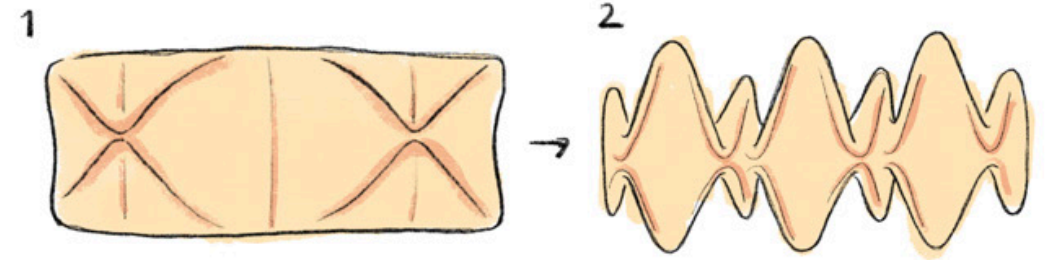
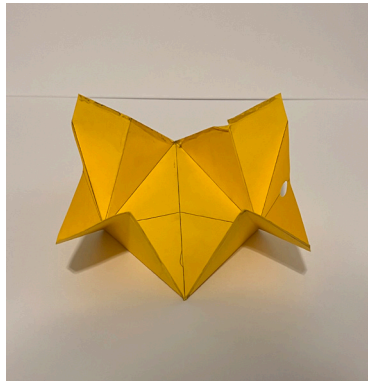
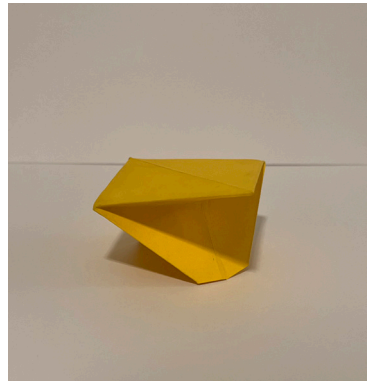
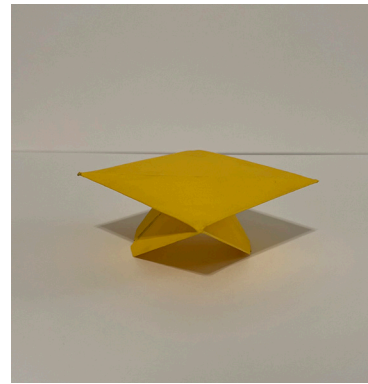
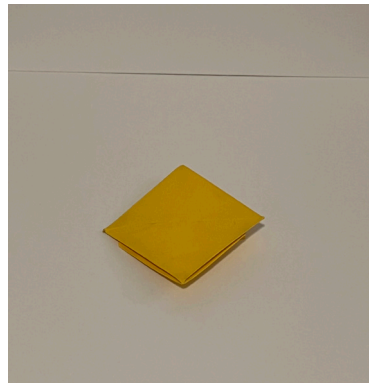


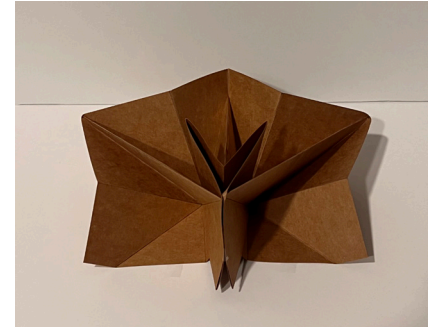
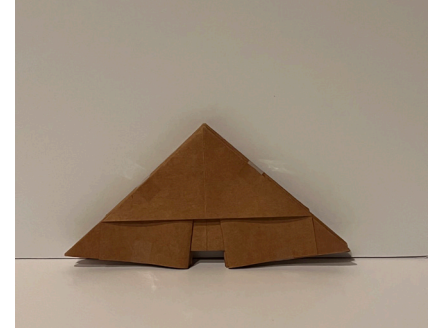
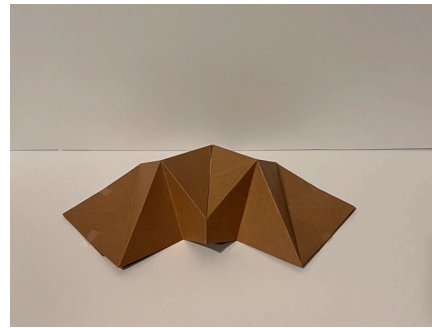
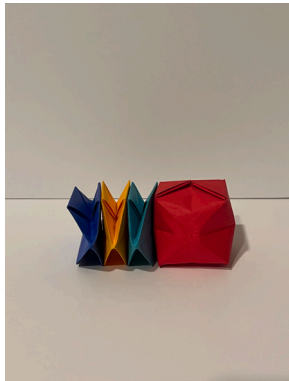
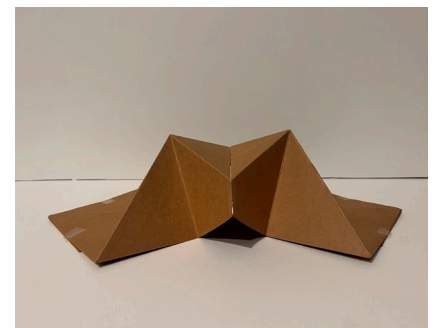
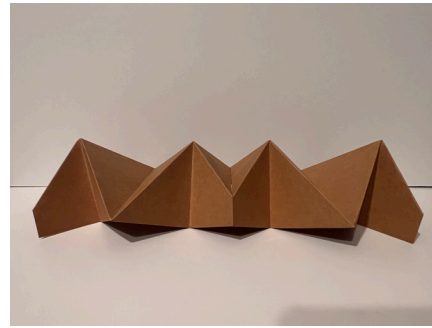


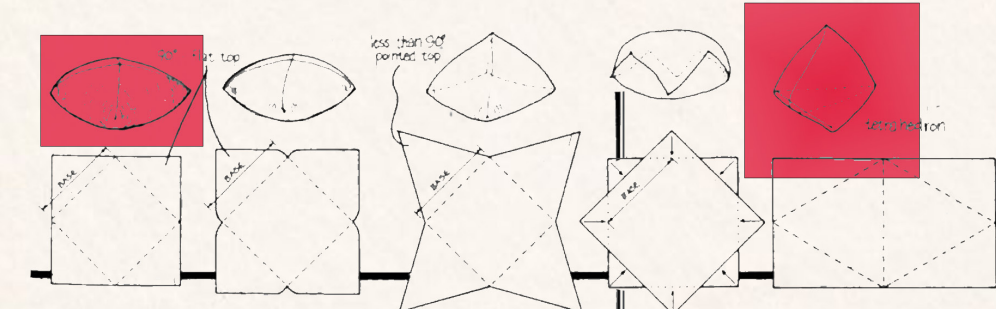




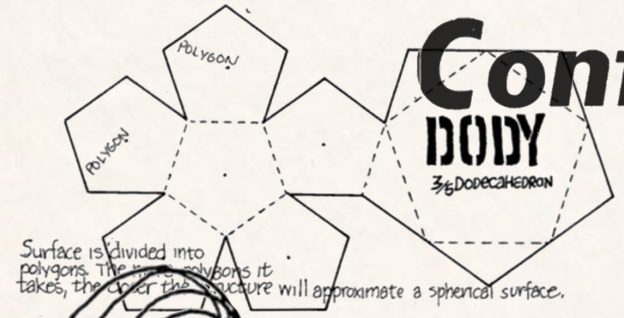
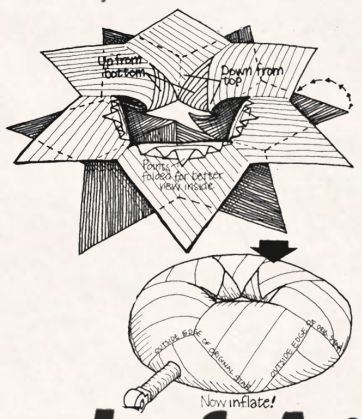
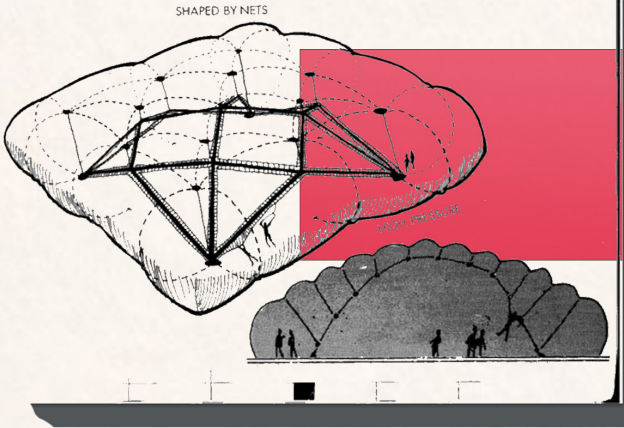






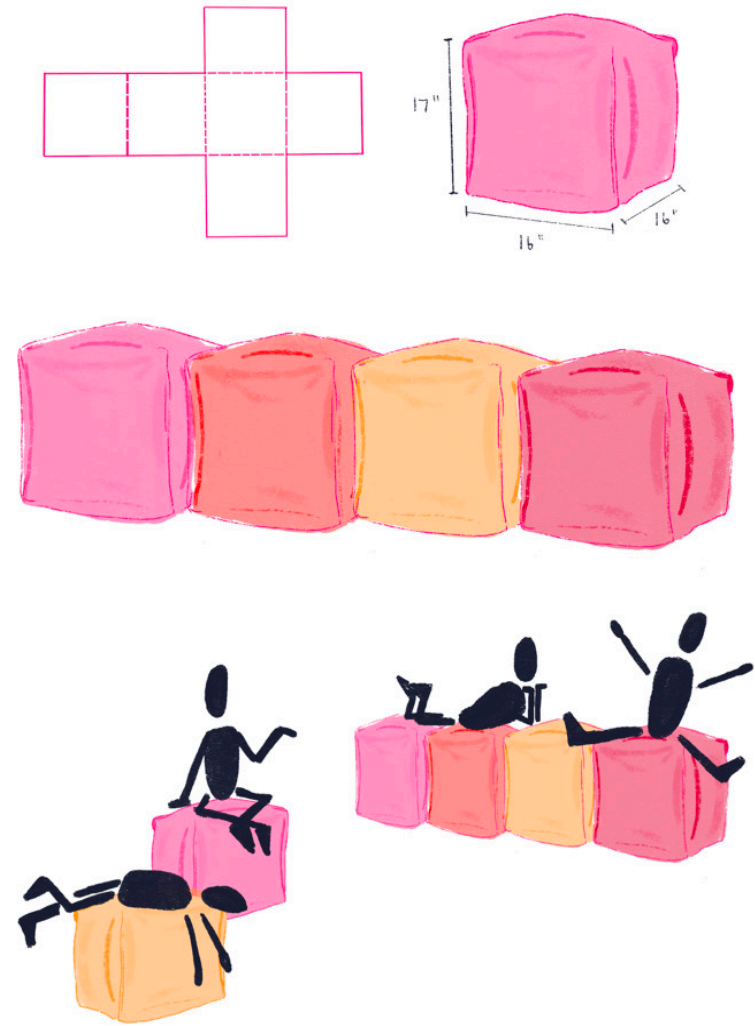


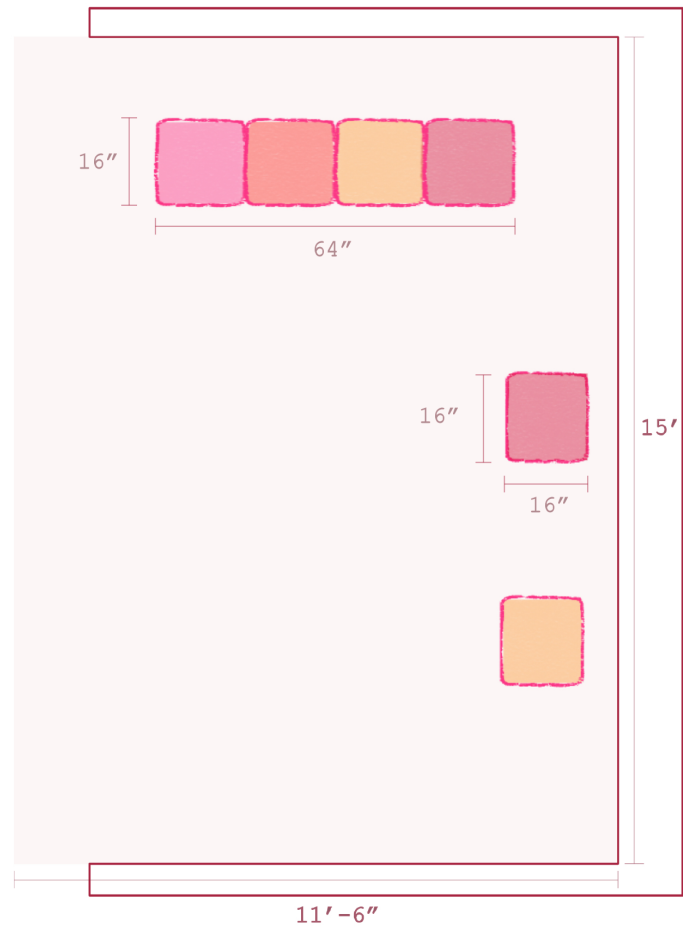
Get ideas from: peeling tangerines, weather balloons, inner tubes, beach balls, inflatable warehouses, gloves, world globes.



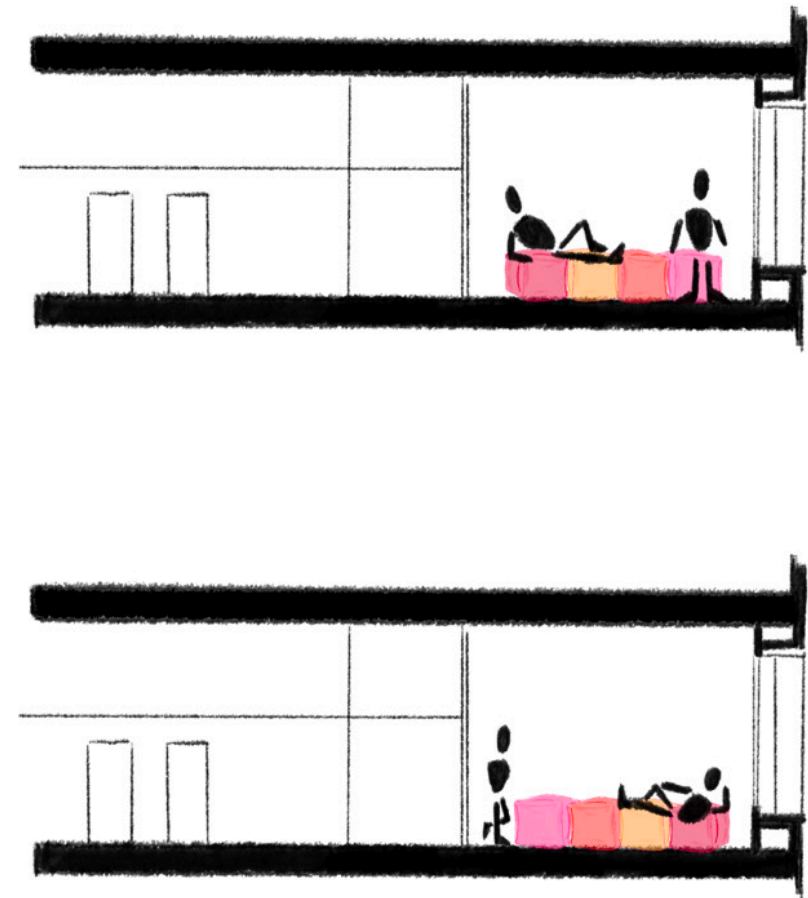
Control of Air







Plan



Section

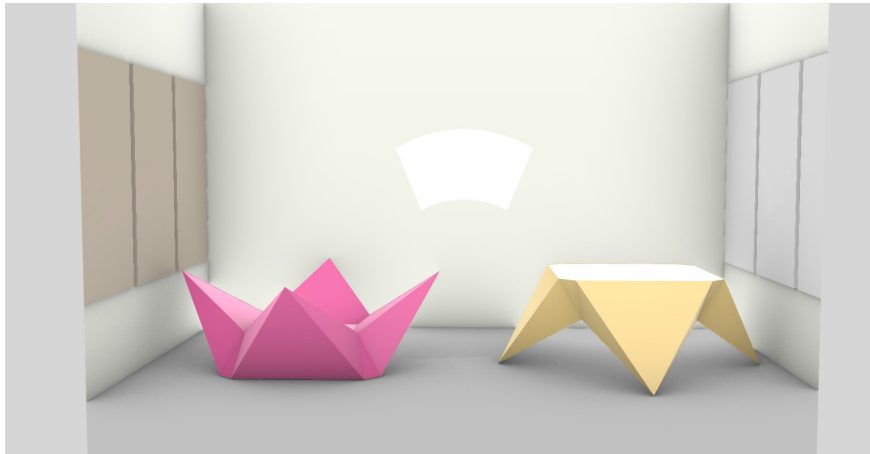
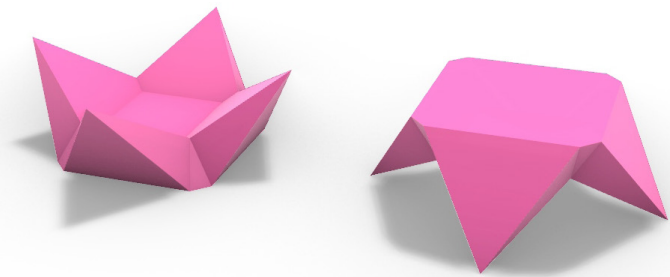
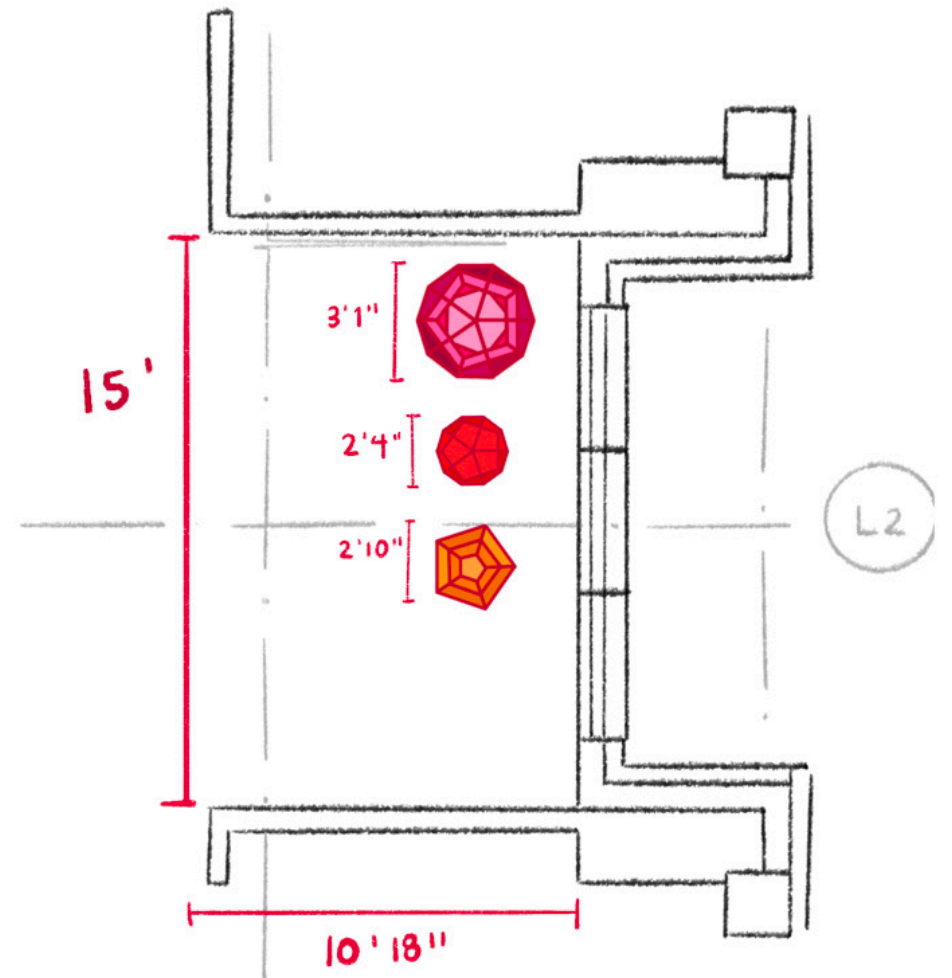
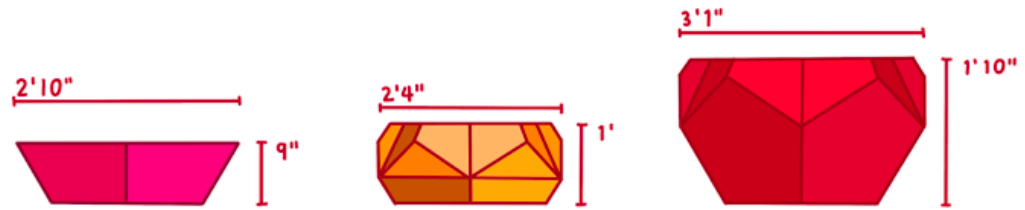


Table Iteration

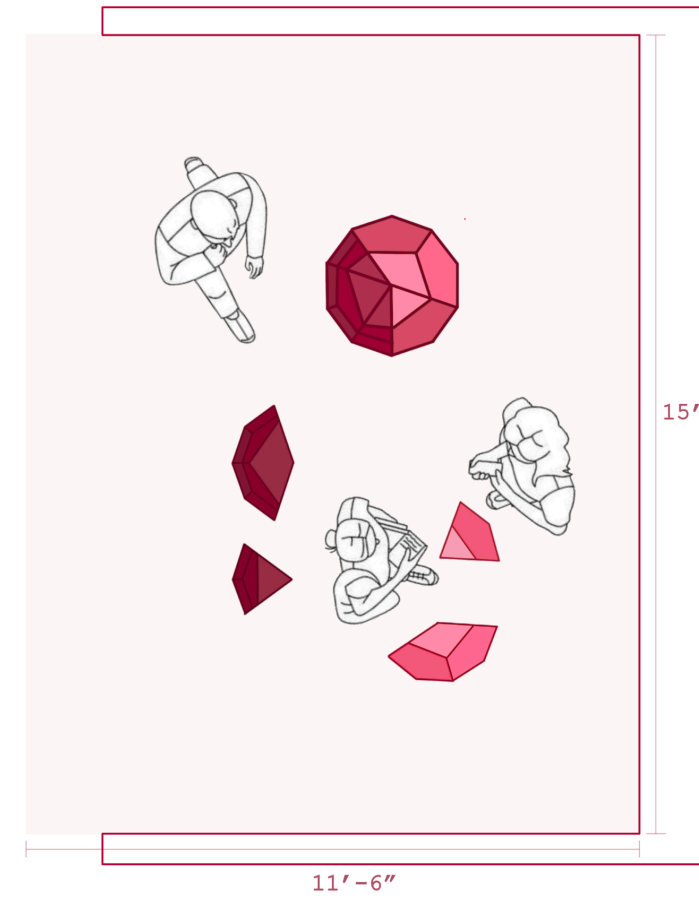
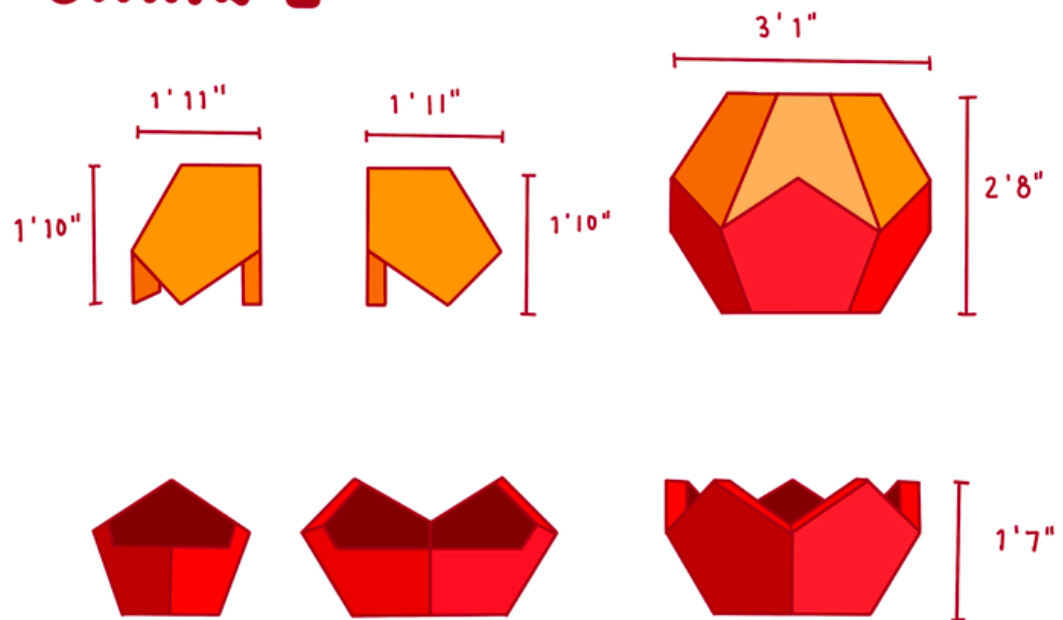


Plan

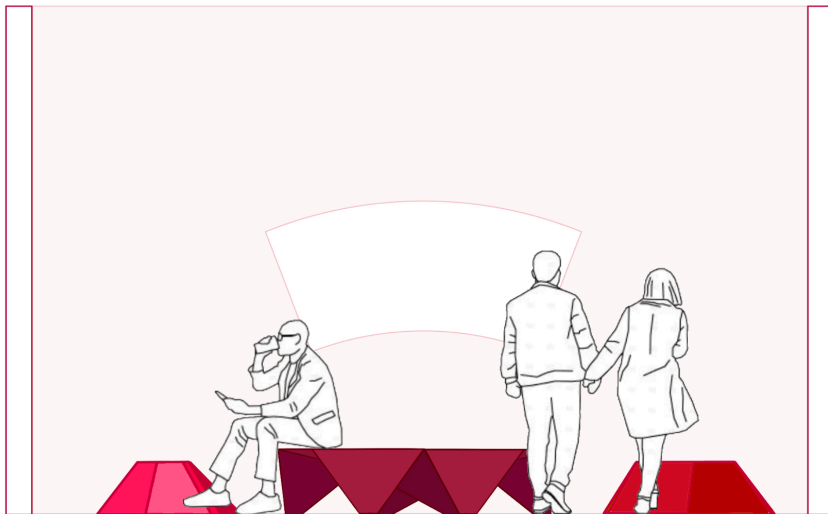
CHAIR 1



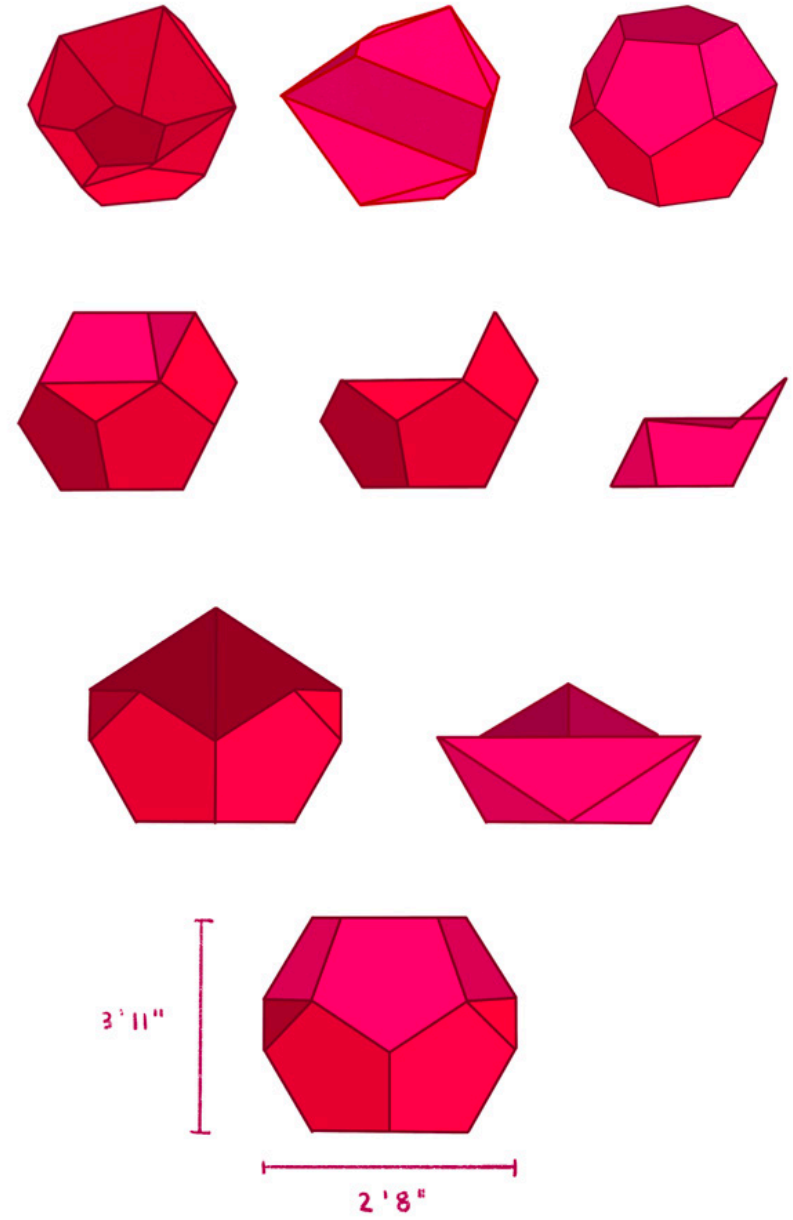
CHAIR 2



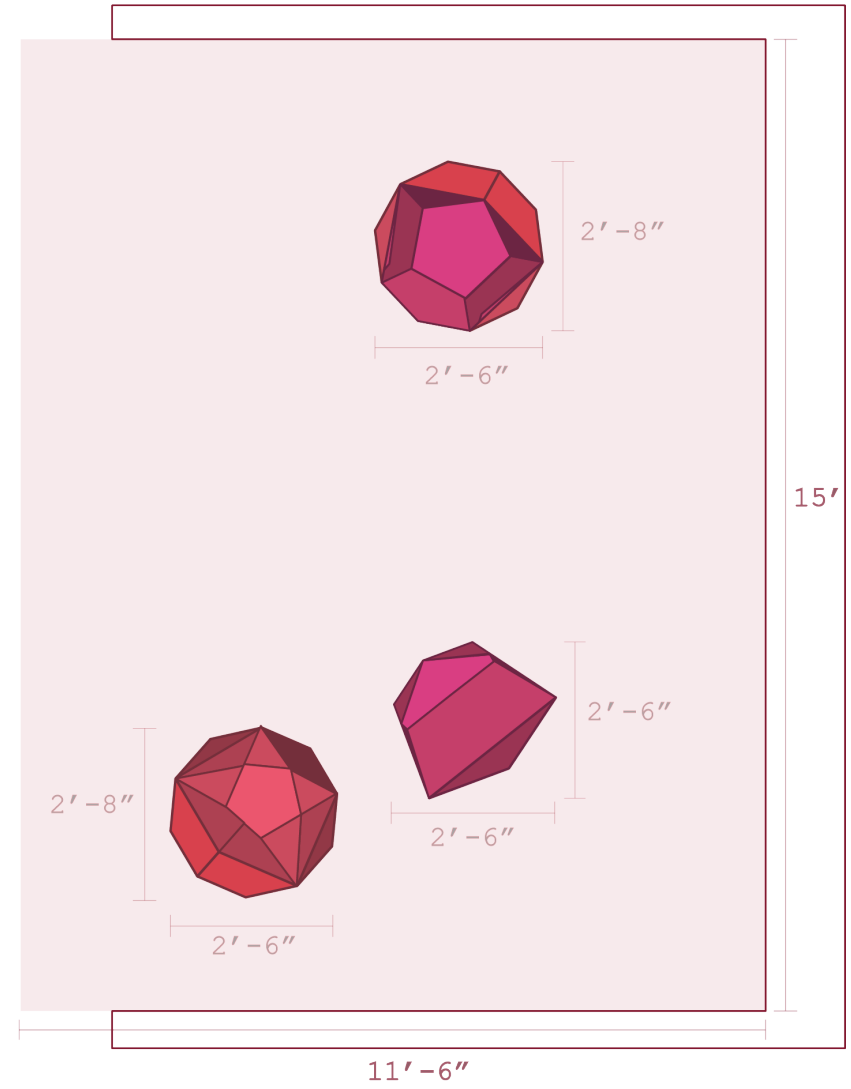
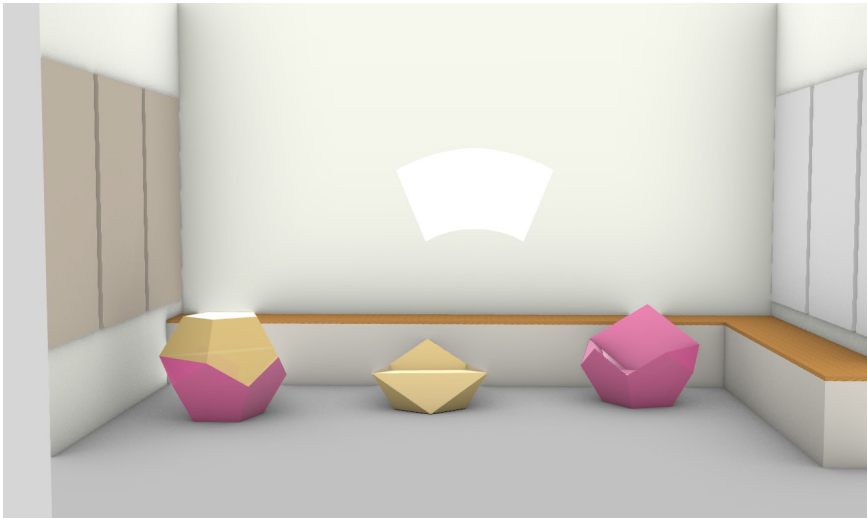
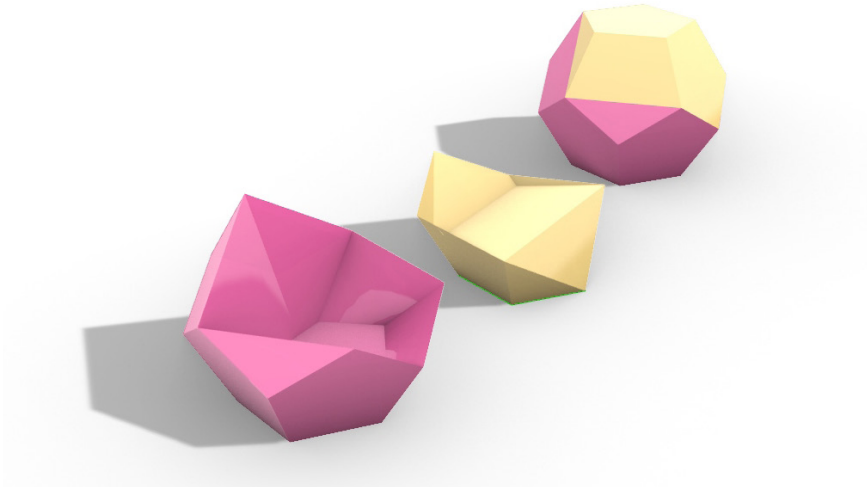
Chair Iteration Plan



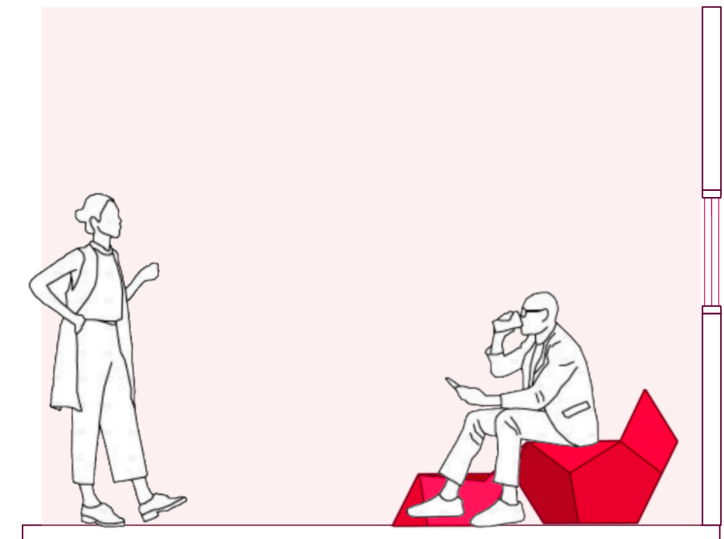
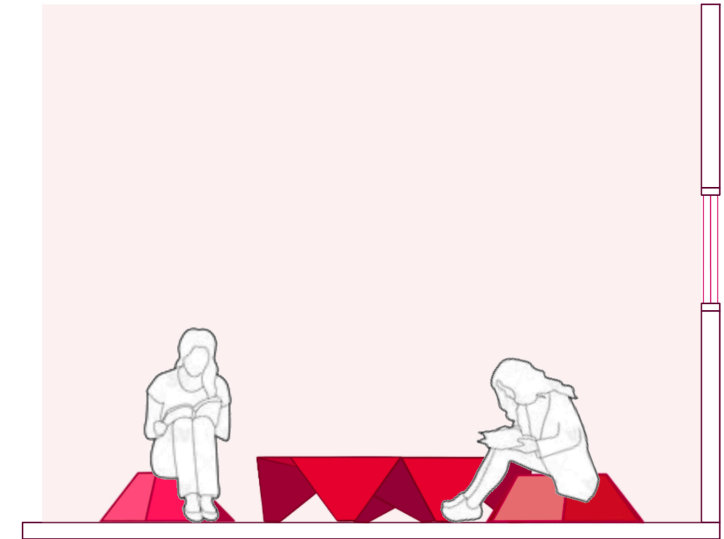
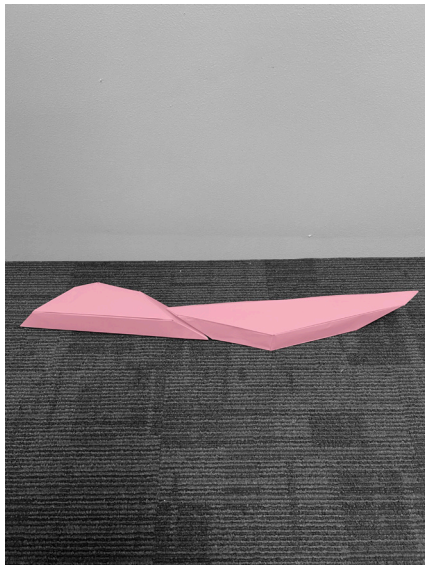
Gem Couch & Table Section

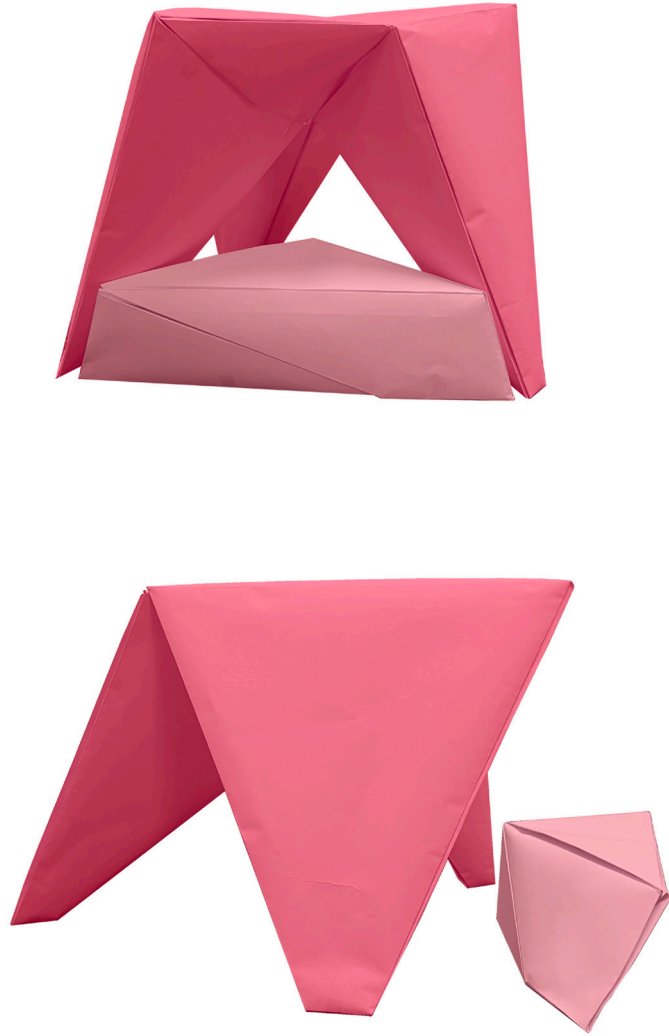


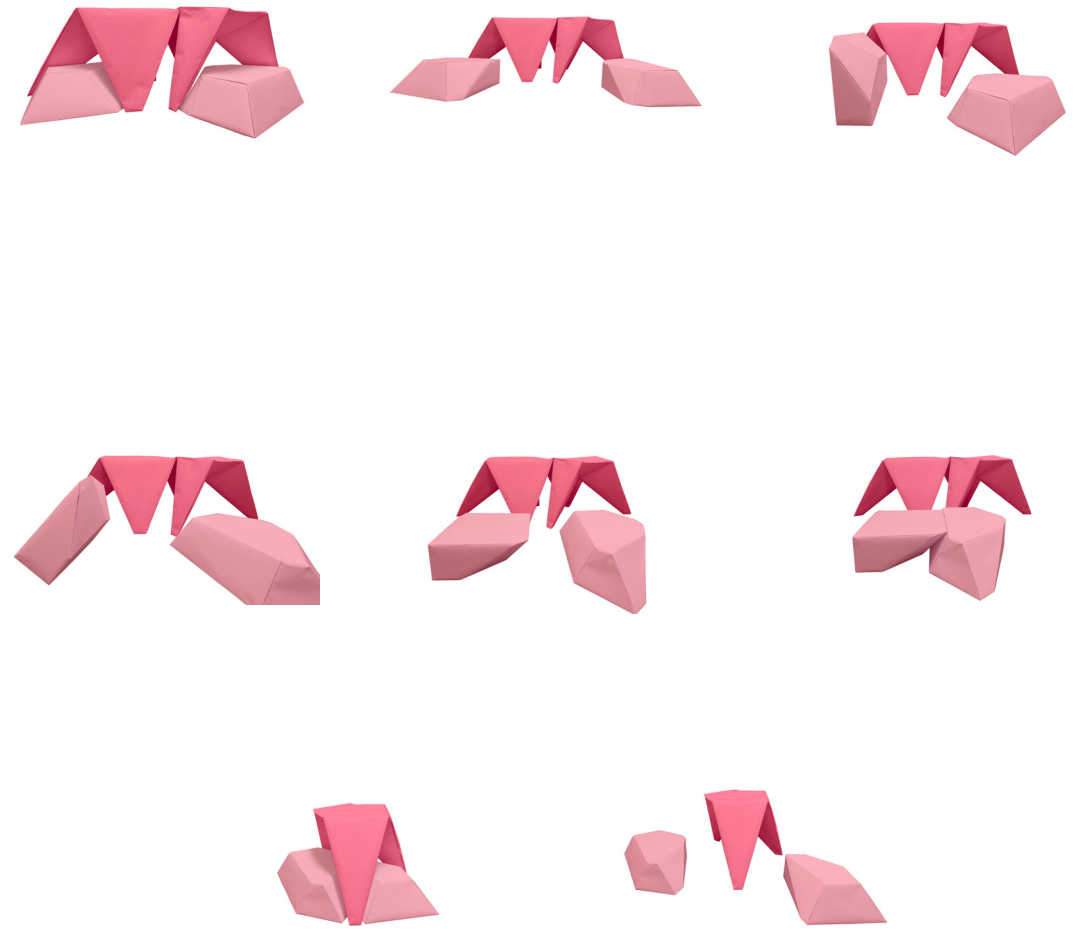
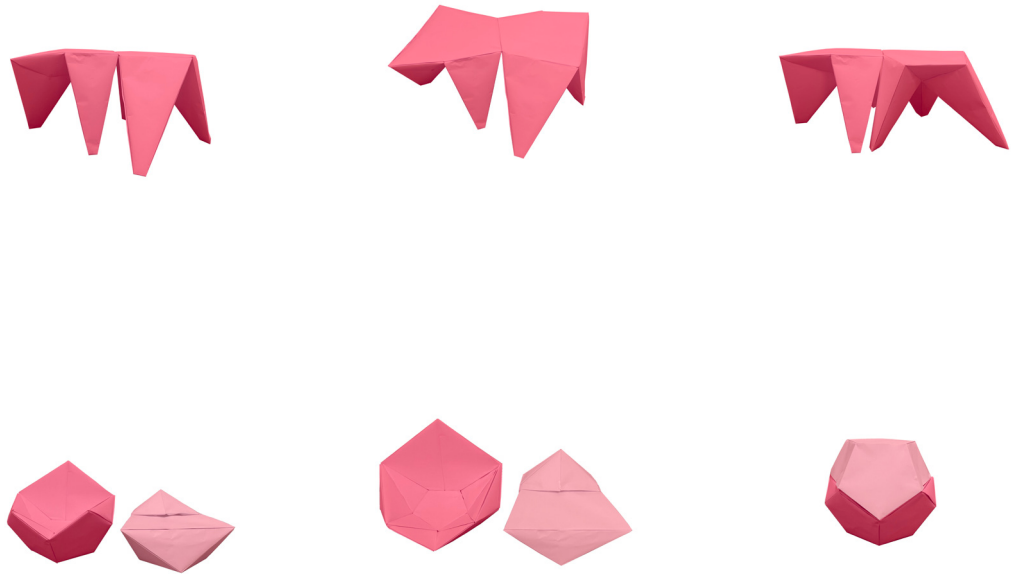
Gem Couch

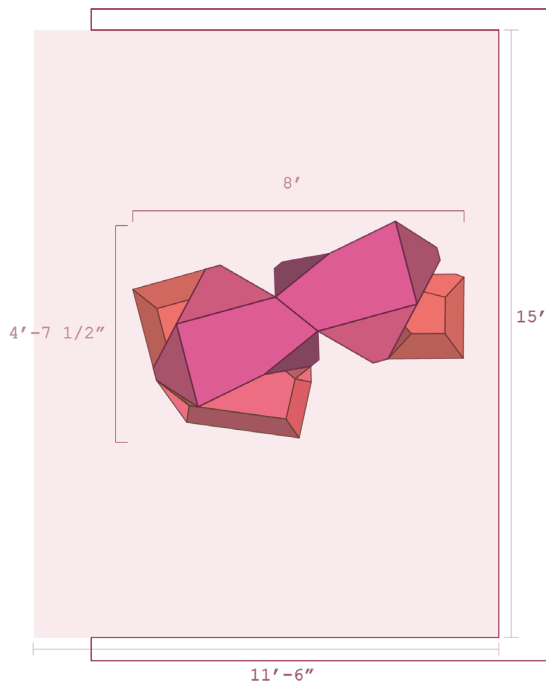
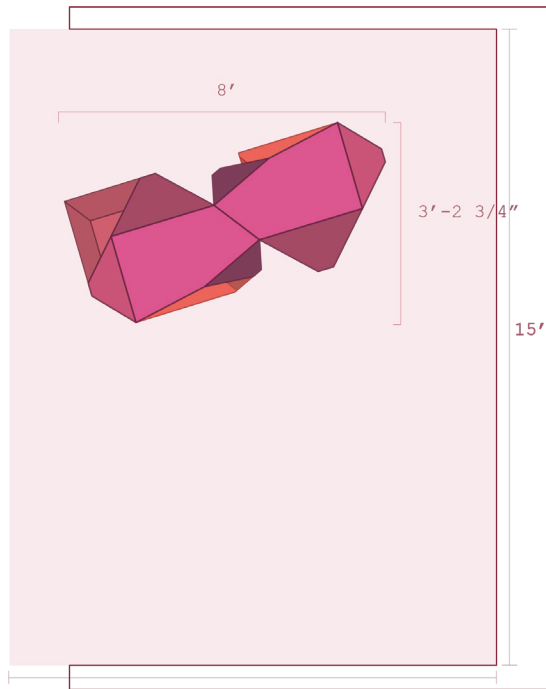


Gem Couch Plan





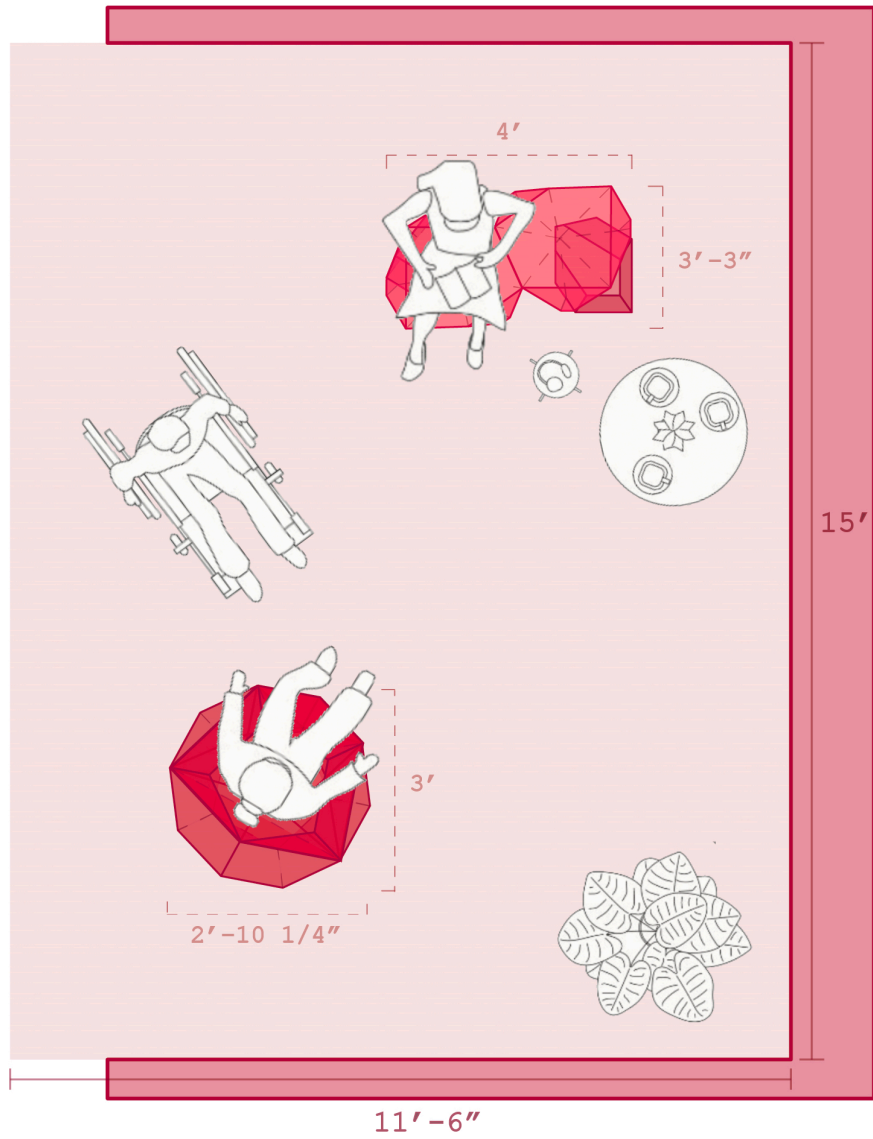




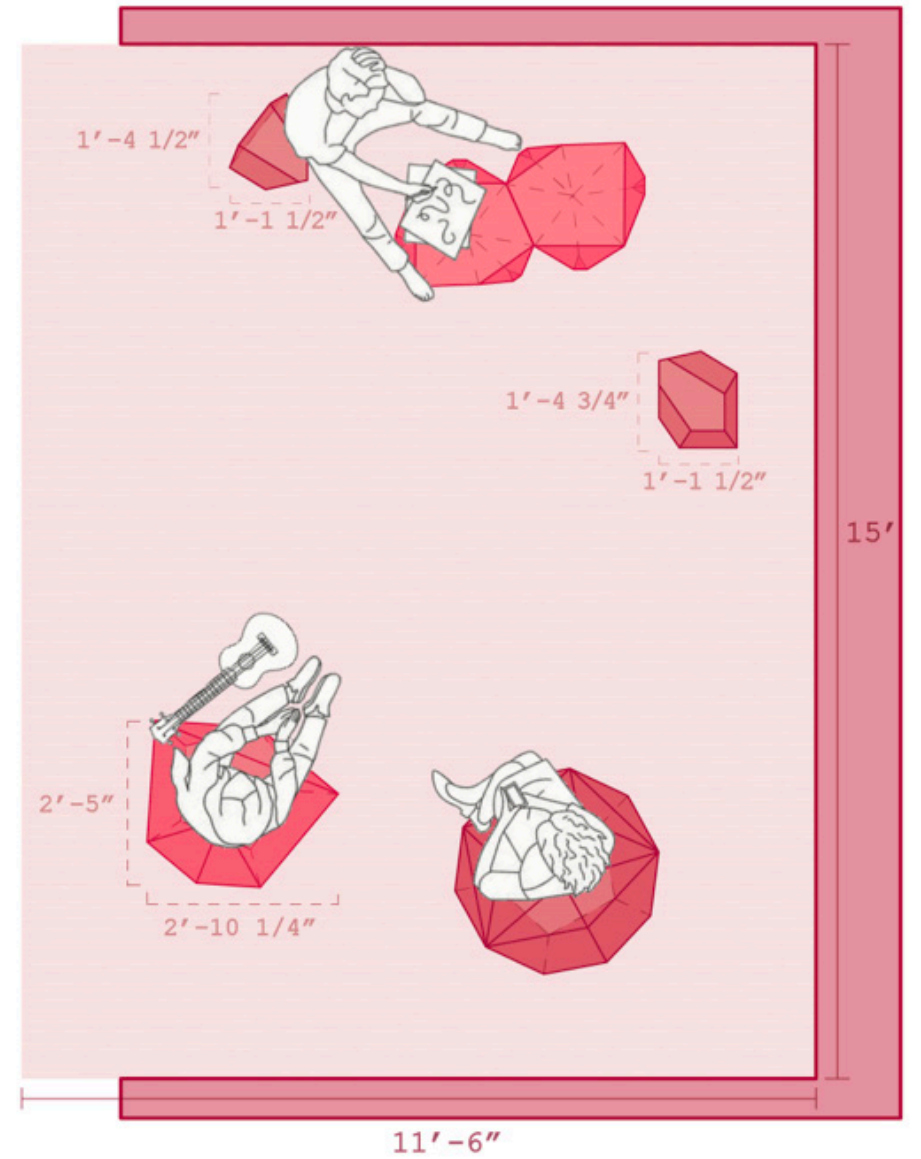
Cushion Iterations

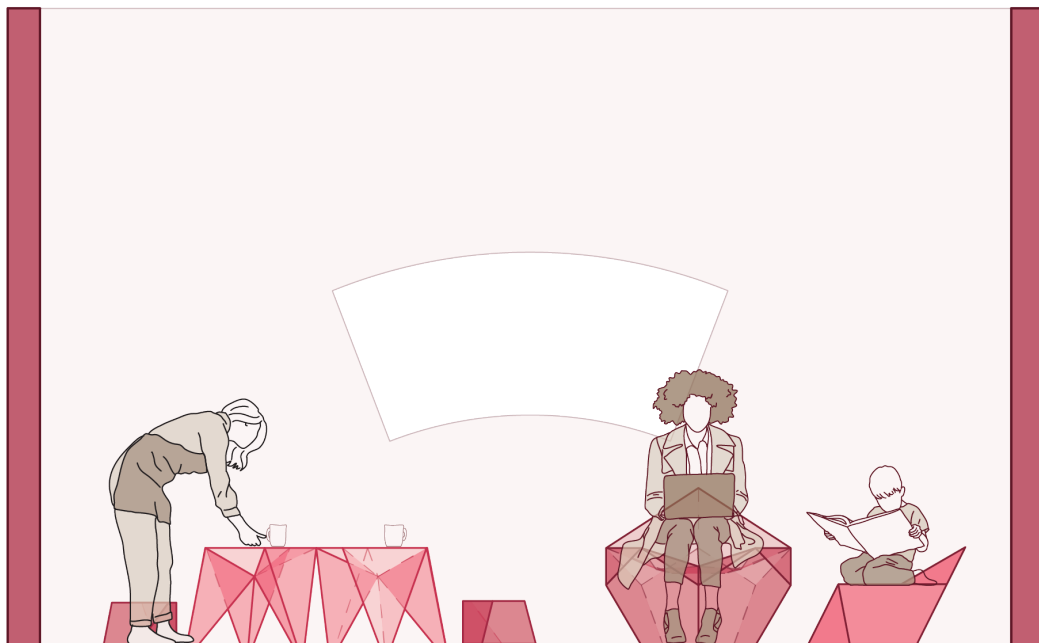
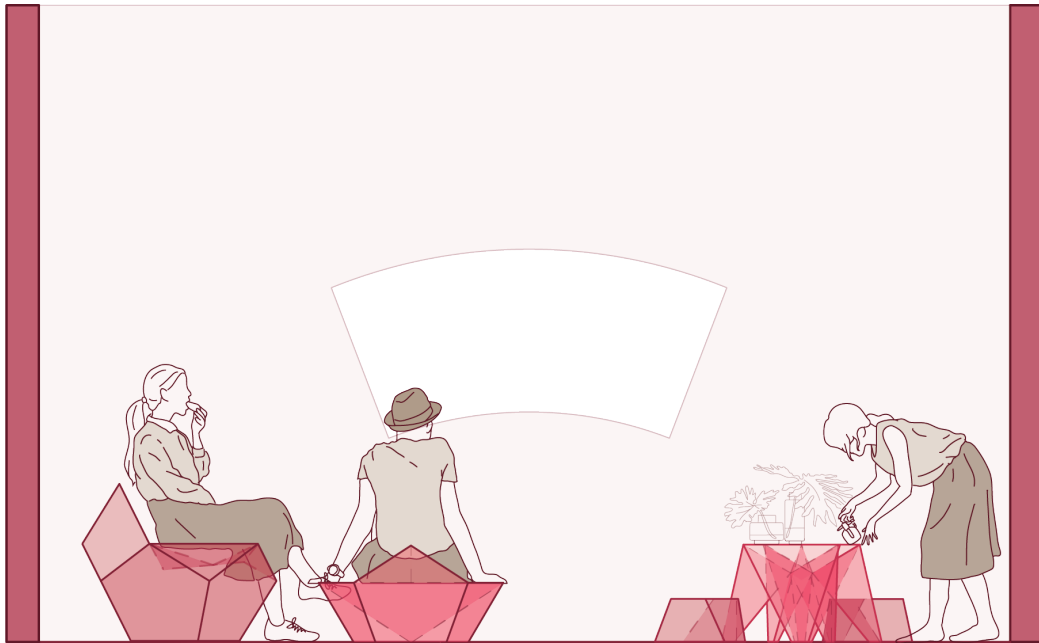


Test Model
Tint colored Transparent Plastic

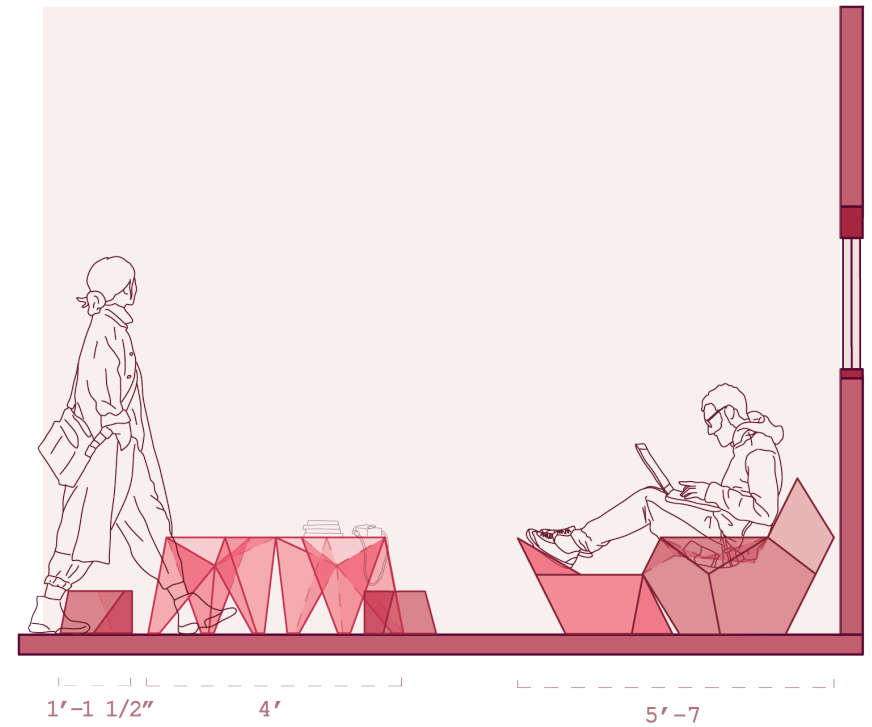
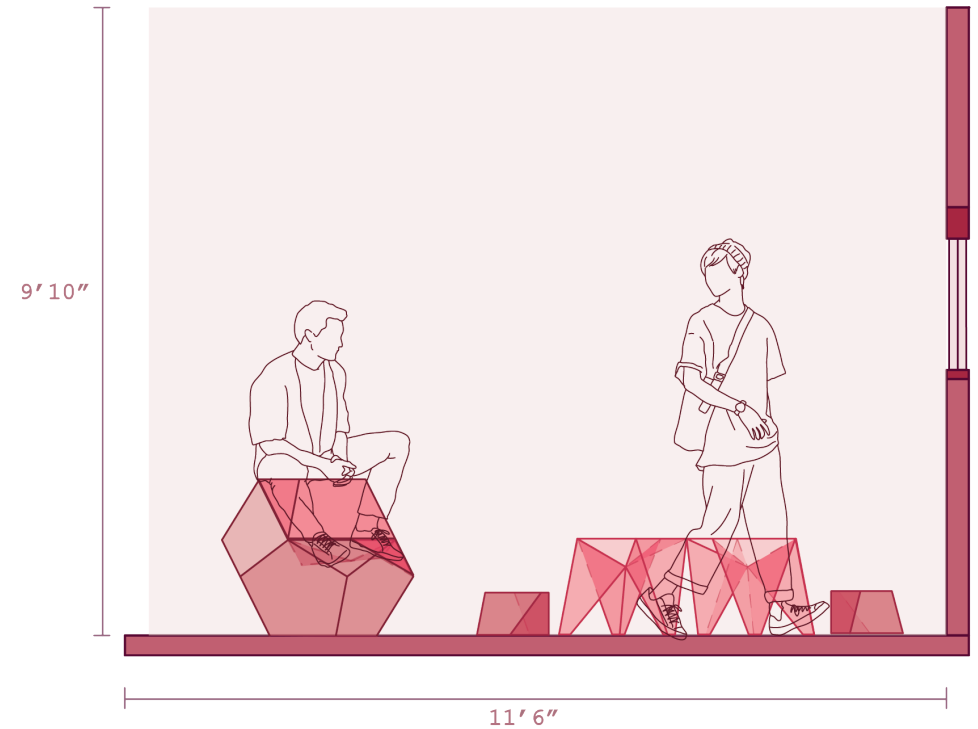


Gem Couch & Table Plan





Gem Couch & Table Section





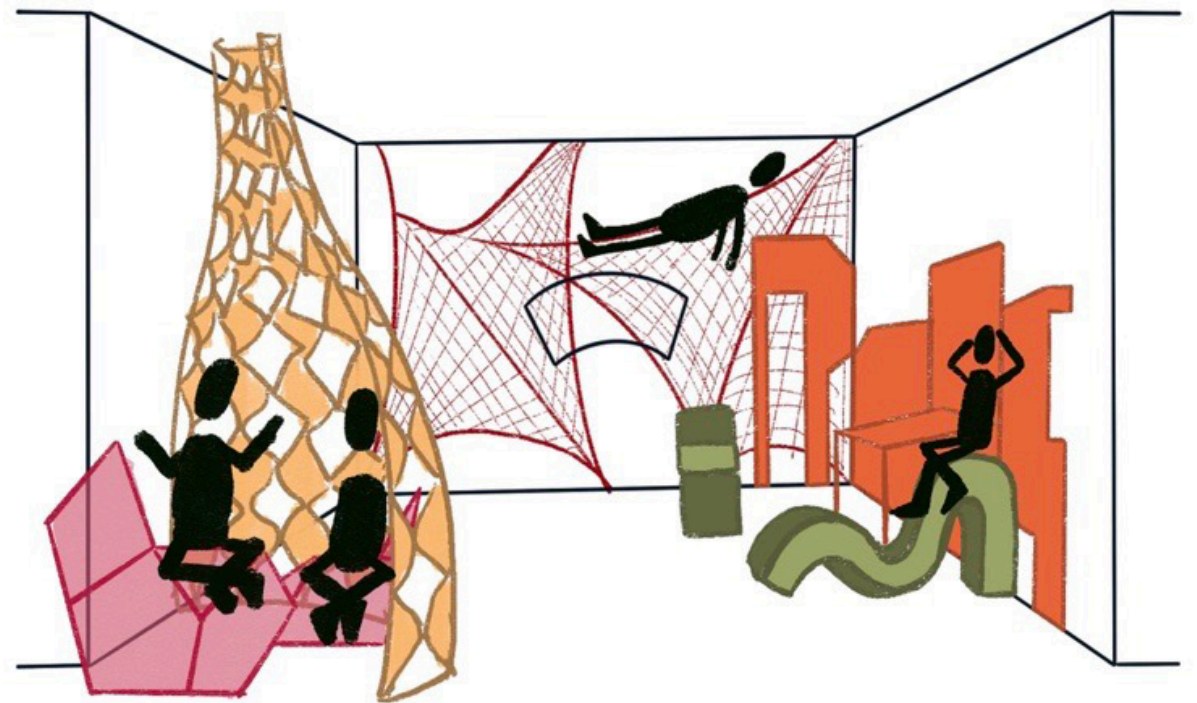
Test Model
Vinyl Plastic

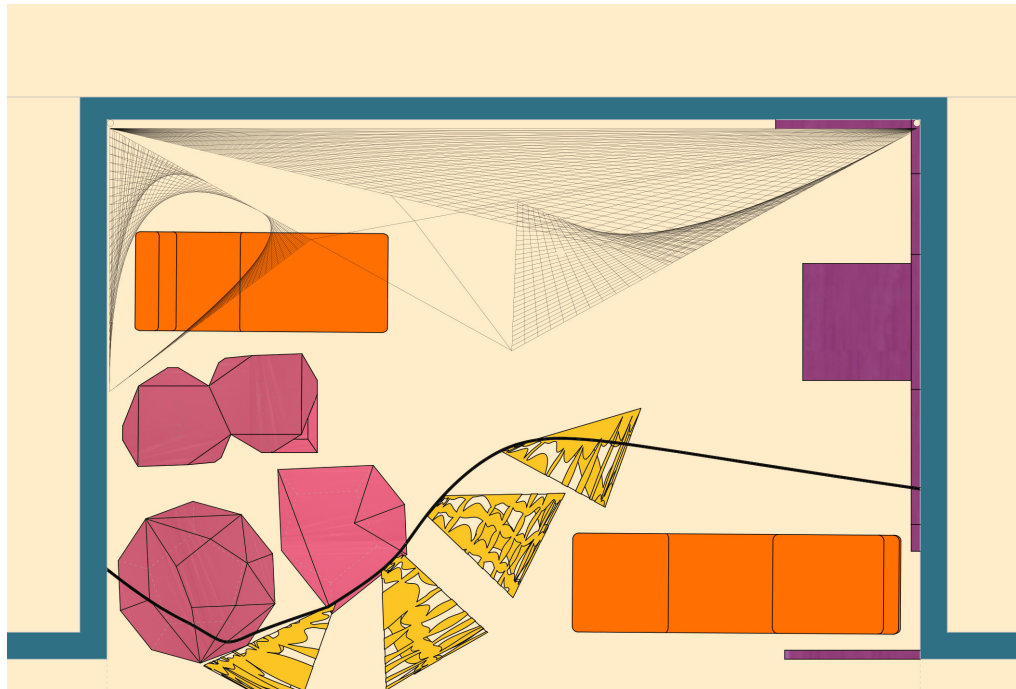


Test Model
Vinyl Plastic

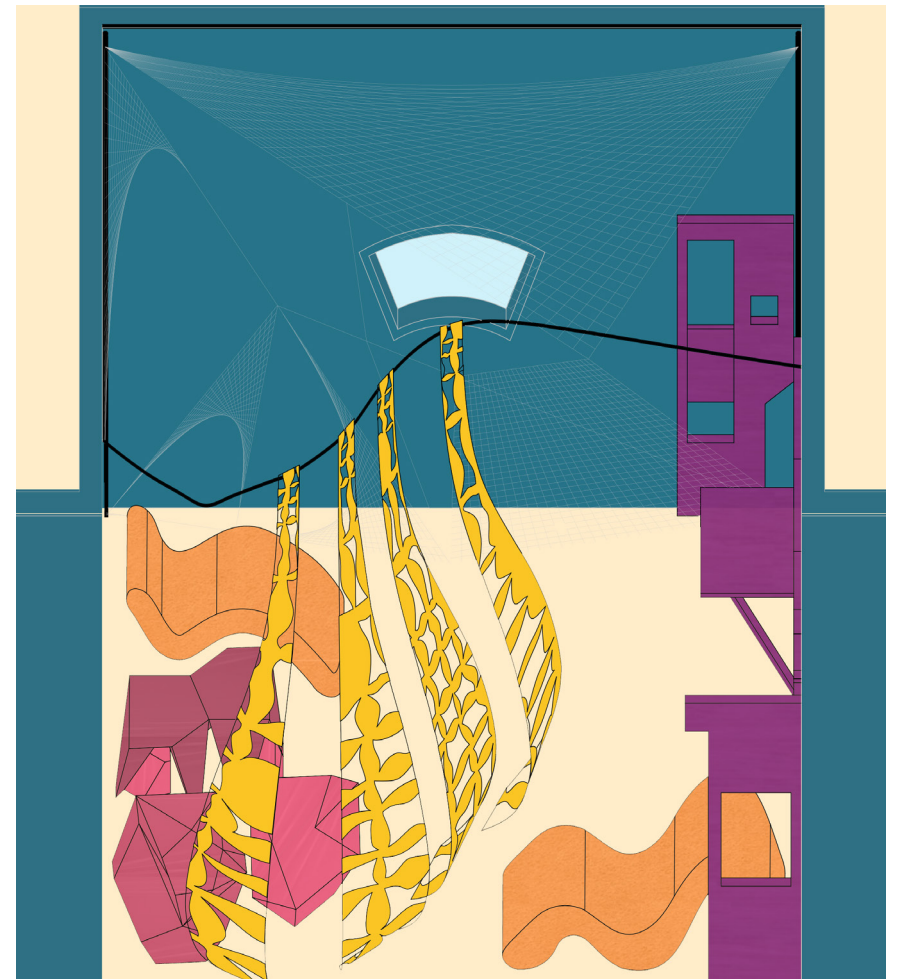


Site Integration





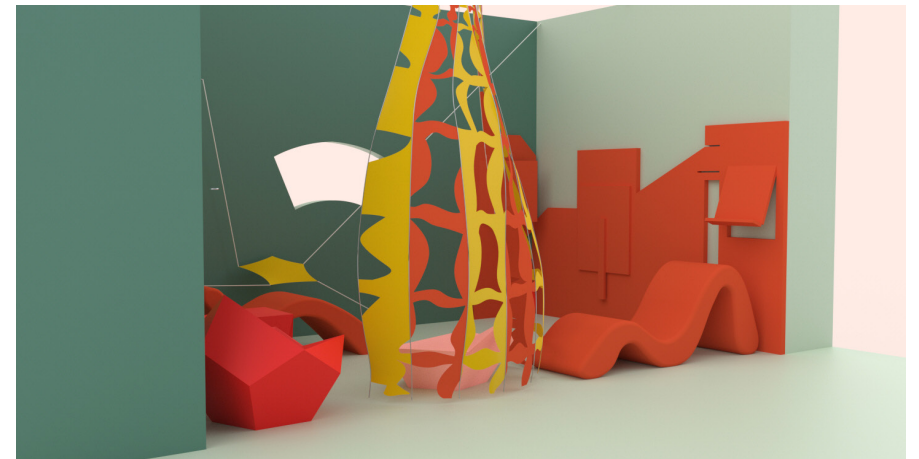
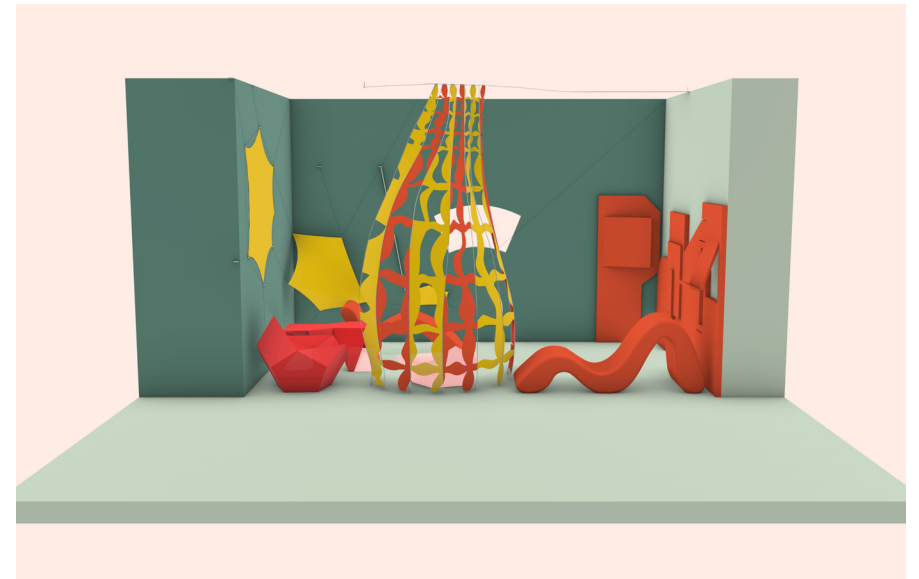
Plan



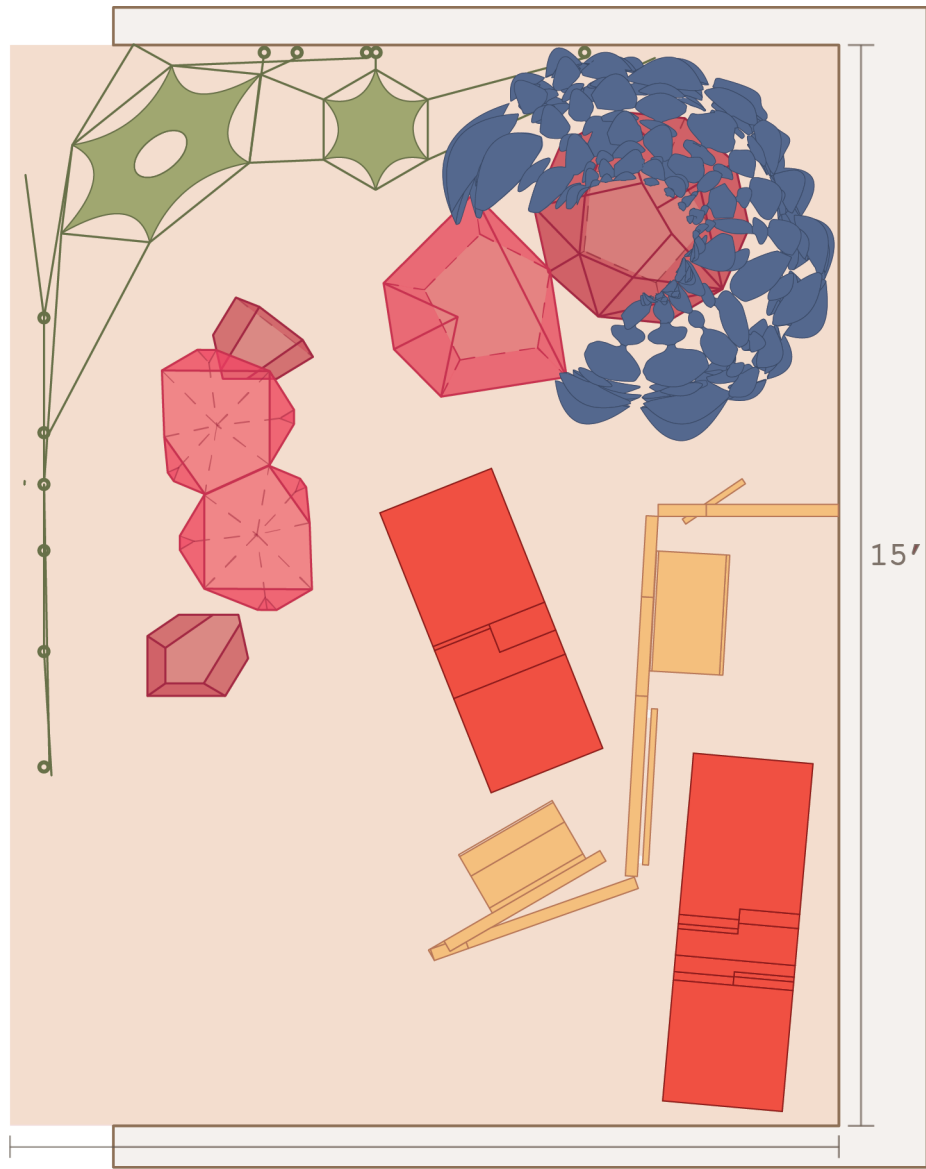
Render



Section



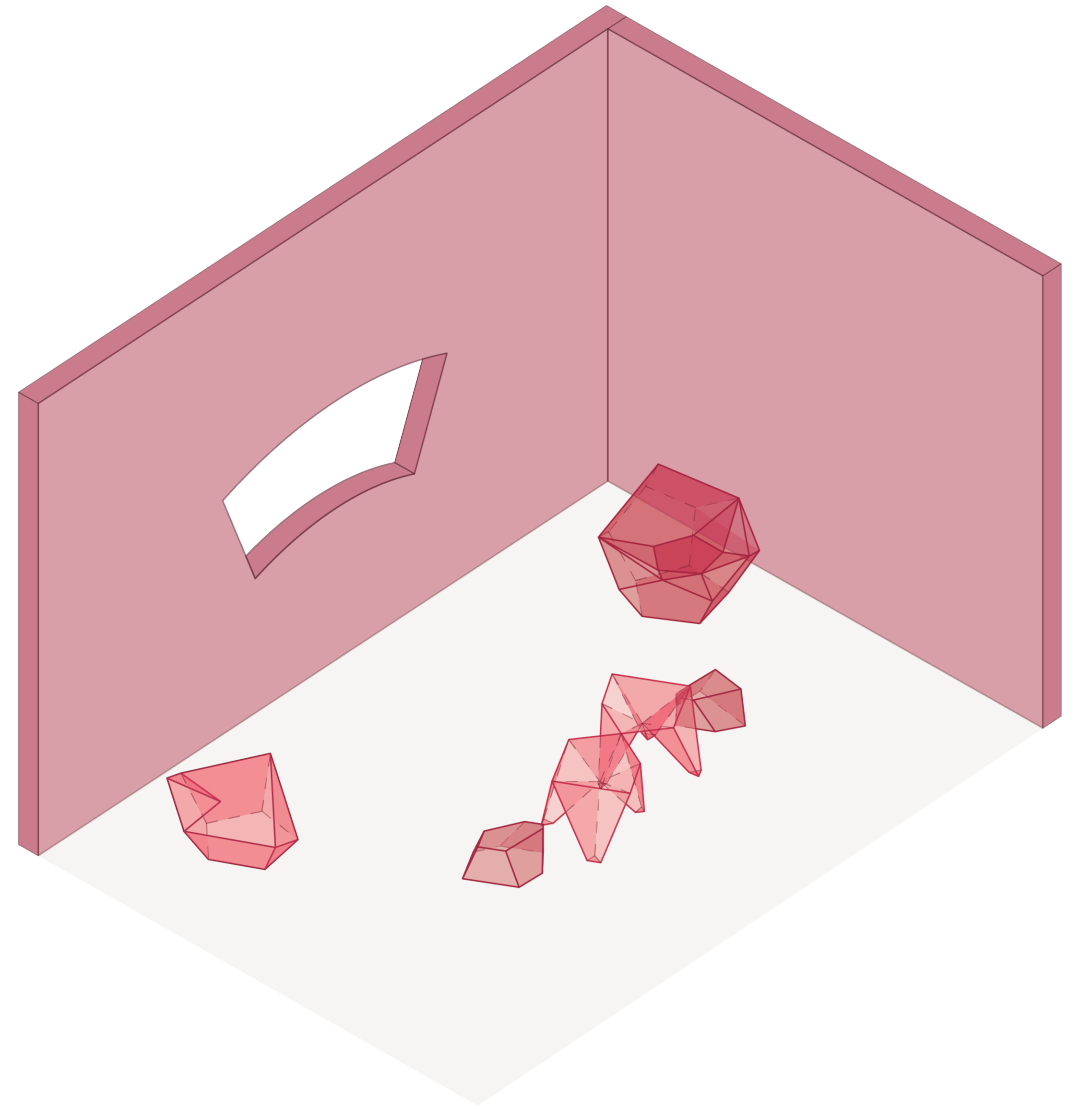
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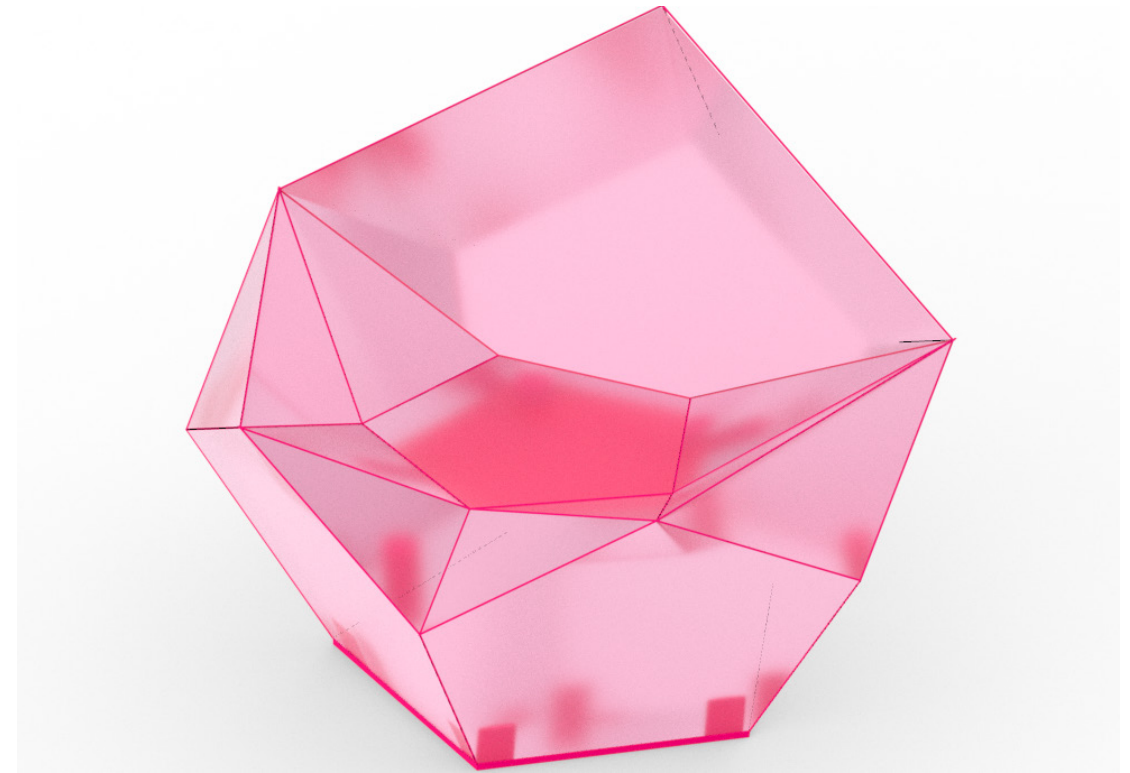
11' - 6"

15'

Plan

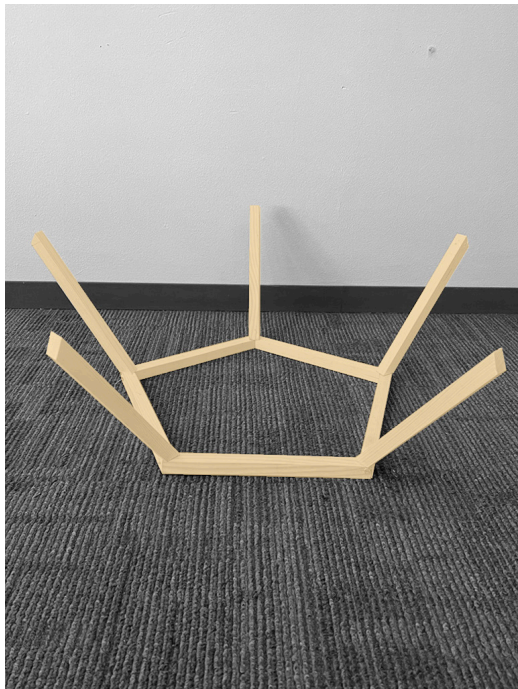
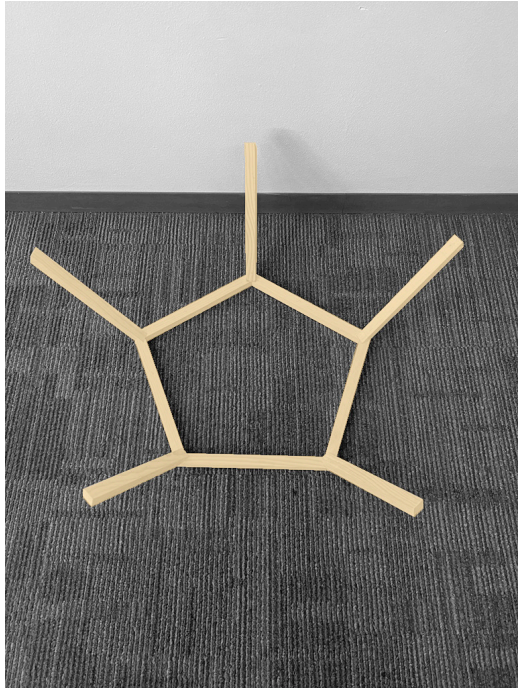


Axonometric

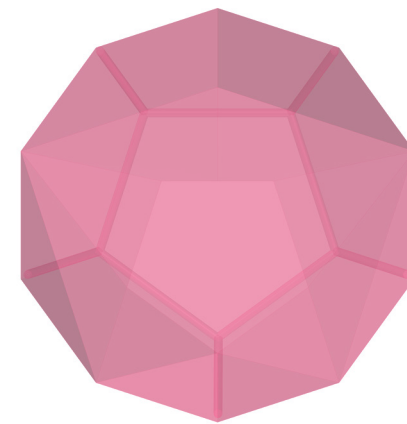
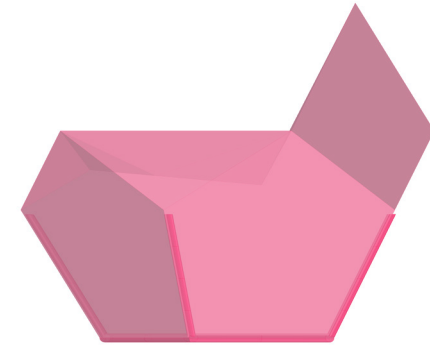


Chair with Sleeves

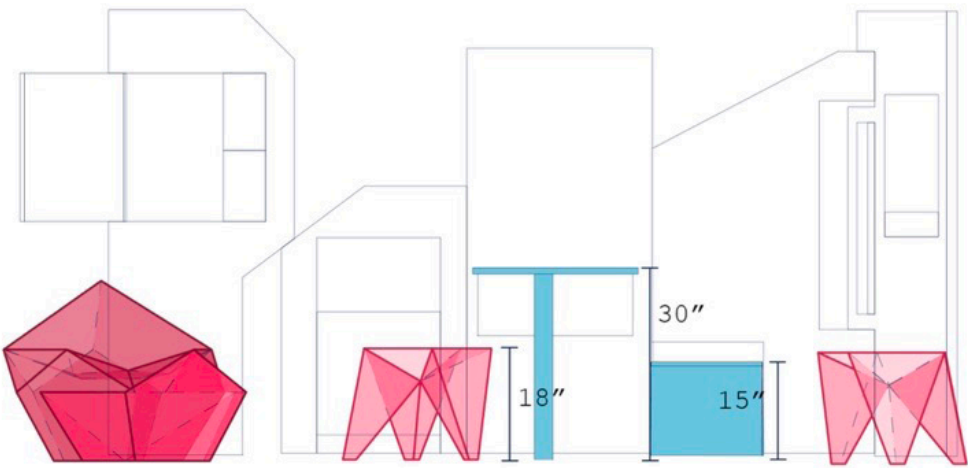




1:1 Structural Frame



Gem Couch with Rods



Integration Drawing



Color Collage

