MY CRAFT

What is your craft? (define your discipline, method or approach)

What is interior design? What first pop up to my mind is "space". From my point of view, it shoul be called "Spatial Design". It is not limited to designing the interior of an existing place.

Spatial design can be understood **as a problem solving process**. For example when we were tasked with designing an ephemeral structure in a square as a designer I have to research about what was the problem to solve there. I found that the problem to solve was to bring life to that square that was dead, in disuse and people did not interact in that space. Why? because it was not a designed space, nobody had intervened in any way to get involved in the open area. Here is the labour of the designer, through the space you design you are indirectly conditioning the behaviour of people and making them react. That is why I believe that spatial design **is based on changing people's behaviour, causing a reaction or an emotion in them based on a need to cover, a problem to solve, a marketing strategy or for leisure.**

But each space has its problem to solve, its need, that's why I like to devote a lot of time to previous research. What needs do users have for which I am designing? What emotions / reactions do I seek to create in them with my design? Each project is a different world, which is why I find it difficult to give a general definition of what my craft is.

Define your position of your practice in relation to newer technologies.

It has been so hard for me to find the link between my craft and the practice. I think the practice it is helping me to think in a different way and open more my mind because nowadays everything is developing thanks to technology. I am trying to focus on the newer techologies about colors, materials in order to introduce them in the space since now I think they are more introduce in fashion design. On other hand I am really keen on no wasted material so I want to combine all this somehow for my final project.

What are the borders of this practice? (what new media technologies have arisen / what is its future of the field)

New technologies allow us to design smarter, complex, radical, efficient, and integrated spaces and unlock new potential for the designers of today.

However advancements in digital photography and realistic renderings, joined with popular social media and a public with an increasing interest and appetite for design, may lead to an architectural culture centred primarily around how design is photographed and shared. This surface level architecture negates other important aspects of a building or place; its 3-dimensional quality, its functionality, its textures, sounds and smell, the intricacies of its details and the complexities of its contextual relationships.

Connect to a historical discourse and give concrete examples of contemporary practitioners

I really think as **the boundaries between different disciplines become more and more blurred**, the crossovers become more interesting. Olafur Eliasson is an artist who is branching out: "I don't feel alien or excluded when working with digital art. I still ask the same questions: why and how." At his studio in Berlin, he surrounds himself with engineers, coders, technicians, architects and craftspeople — anyone who might help him to realise his vision for an ambitious new project. And for me thats the key for a project to success.

Lauren Bowker is a chemical engineering and a fashion designer, and se is very focus on materials, how they change of colour with the temperature, and I really want to introduce this in interior design thinking.