

01 POSITION PAPER

What is your craft? what is interior design?

What first pop up to my mind is "space". From my point of view, it should 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 labor of the designer, through the space you design you are indirectly conditioning the behavior of people and making them react. That is why I believe that spatial design is based on changing people's behavior, 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 technologies about light, projections, new software's like video mapping in order to introduce them in common spaces like for example an elevator. How could it will be to enter in an elevator and have an experience for 10 seconds with some projections inside depending on which floor you are going

What are the borders of this practice? (what new media technologies have arisen I 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 centered 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

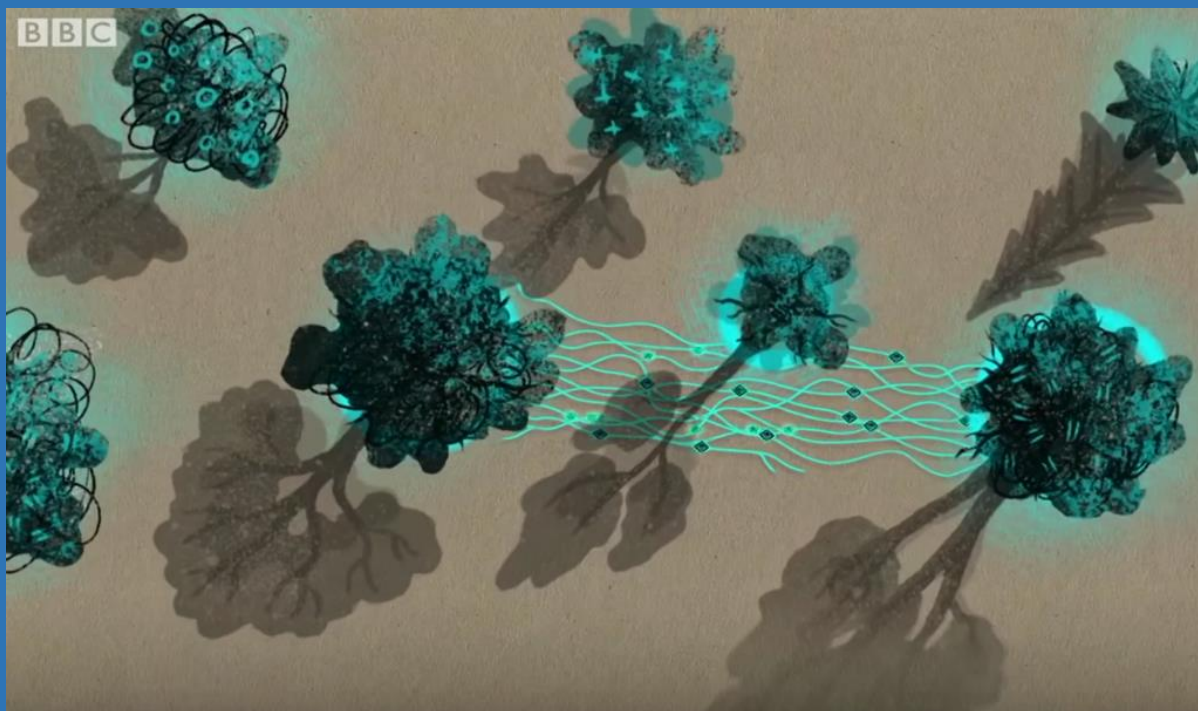
I really think as the boundaries between different disciplines become more and more blurred, the crossovers become more interesting. Olafur Eliasson is an artist who is branching out: "I don't feel alien or excluded when working with digital art. I still ask the same questions: why and how." At his studio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

02 CRITICAL MAKING EXERCISE

RESEARCH

Trees talk and share resources right under our feet, using a fungal network nicknamed the Wood Wide Web. The fungi provide the trees with nutrients and in return they receive sugars. But scientists have found this connection runs far deeper than first thought. By plugging into the fungal network trees can share resources to each other. 'Adult' trees can share sugars to younger trees, sick trees can send their remaining resources back into the network for others, and they can communicate with each other about dangers like insect infestations. Some plants use the system to support their offspring, while others hijack it to sabotage their rivals. This system connects all trees via a fungi system embedded in all the roots of the trees.

The revelation of the Wood Wide Web's existence, and the increased understanding of its functions, raises big question about where species begin and end; about whether a forest might be better imagined as a single superorganism, rather than a grouping of independent individualistic ones; and about what trading, sharing, or even friendship might mean among plants.

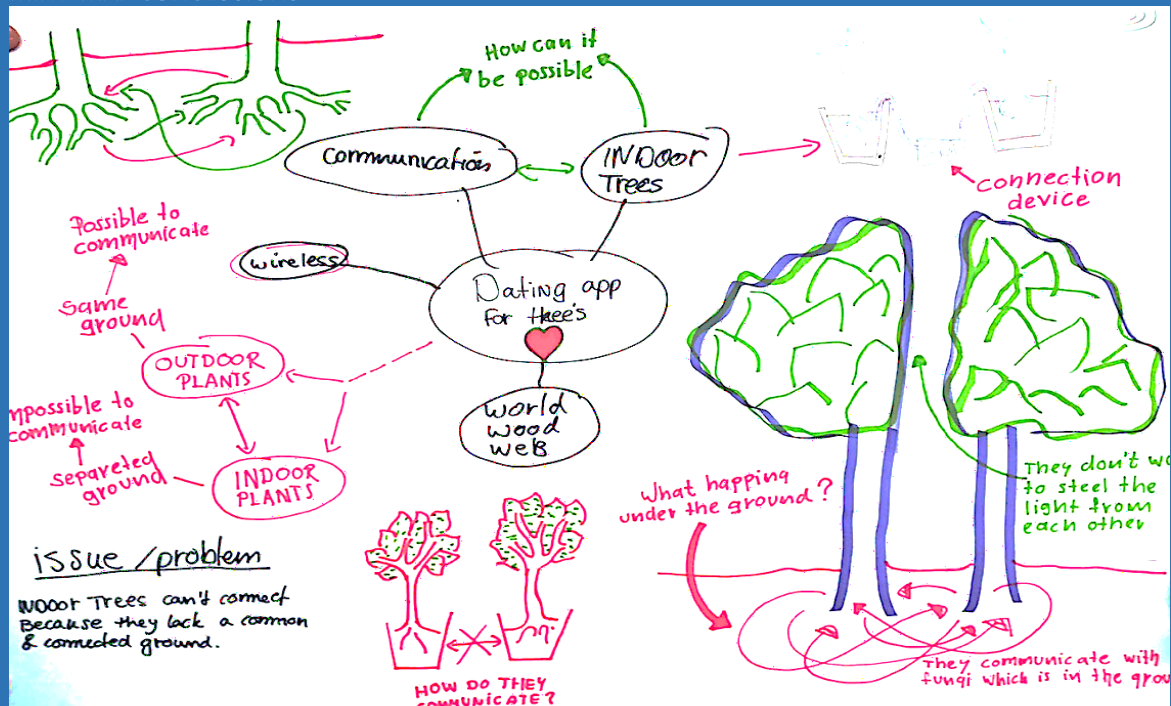


EXAMPLE

“Simard's group has carefully mapped the network of mycorrhizae in a plot of fir forest (*Pseudotsuga menziesii*) in Canada, identifying the genotypes of trees and fungi, by DNA analysis. An old fir, 94 years old, was connected to another 47 trees by 11 different genotypes of the fungus *Rhizopogon* sp. The average length of a mushroom mycelium was 20 meters. The network of connections must be even more complex because only the mycorrhizae formed by two species of fungi were identified; while in that forest community there may be more than 50 different species of mycorrhizal fungi. Functionally, it would be a clonal super-organism, a symbiotic tree-fungus network that shares the resources of the forest”

<http://losarbolesinvisibles.com/tag/wood-wide-web/>

MIND MAP CONCLUSIONS



PROPOSAL

Because we felt sorry for all indoor trees who are cut of this web, we wanted to find a way how 2 or more indoor plants would be able to wirelessly connect with each other and share information. So, we create this gadget called TRI-FI.



BIBLIOGRAPHY

<https://www.youtube.com/watch?v=yWOqeyPIV/Ro>

<https://thekidshouldseethis.com/post/the-wood-wide-web-how-trees-secretly-talk-to-and-share-with-each-other>

VIDEO RESULT OF OUR PROPOSAL

<http://digitalcraft.wdka.nl/wiki/User:0975653>

03 CYBERNETIC PROSTHETICS

RESEARCH

Less than 1% of the properties of the ground grain arrive in a cup of coffee. The dregs are still loaded with lignin, nitrogen, sugars and other nutrients that can be used by mushrooms and fungi. In fact, mushrooms grow faster in ground coffee beans than in any normal substrate. The idea of reusing coffee beans was created by Gunter Pauli, who also created the concept of the Blue Economy.

This is based on recycling waste and creating a new raw material. Gunter Pauli says that we choose eco-friendly products that are much more expensive and in the end are not affordable by many of us, who in the end choose cheap but harmful options for our health and the environment. In fact, those products that sell us as eco-friendly, end up having another side of the coin; For example, a lot of organic food that is supposed to be good for our body should be exported around the world and that ends up being harmful to the environment. Thus, applying the idea of the Blue Economy to coffee beans, they are reused instead of being converted into waste. Thus, new, much cheaper, healthy resources are generated. For example, one of the benefits of reusing coffee is that it reduces the emissions of methane, which produces more greenhouse gases than carbon dioxide.

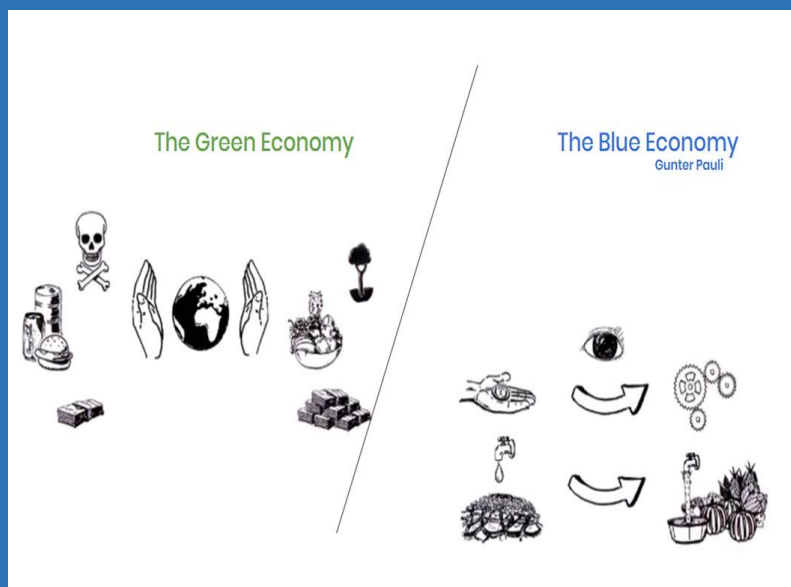
To prepare the coffee substrate, nothing more is necessary than to prepare a coffee, since with the steam and the heat, the grains are sterilized and ready to grow. The next thing would be to add the mycelia (seeds of mushrooms and mushrooms) and store it in a dark room. Around two weeks and a month, watering them twice a day, the mushrooms will have developed and will be ready for consumption.

We saw that there is a Lab in Rotterdam called BlueCity Lab that already work with this reuse. Because of this unique combination, materials can be grown from the cell in the wet lab and then processed into the final product in the dry lab. A packaging material of oyster mushroom mycelium, for example, or a bag made of kombucha leather, made from bacteria and yeasts, colored with bacterial ink - developed one by one in the Lab.

RE-COFFEE

A new way to relate nature with machines and reduce waste.

After indulging, we discovered the concept of blue economy, a concept invented by Gunter Pauli. We are going to compare it to the green economy so it is easier to understand. The green economy consists on the fact that buying eco-friendly products is way more expensive than other less healthy options. This healthy product are not affordable in a long-term consumption for most of us, so this is not effective and ends up damaging the planet. Instead, blue economy consists on turning waste into new resources. In this way, we turn poverty into abundance from our homes.



When we were first looking for a concept to reduce waste, we thought of details we could improve or change in our daily routine. And, for us, coffee is part of this daily routine. So, we wanted to design something involving coffee but, how could it be related to nature?

At this point, Gunter Pauli also mentions the example related to coffee that we are going to use in order to design our concept.

- What can we do with the rest? We discovered that with wasted coffee we can grow mushrooms.
- And then feed the leftovers to animals
- Animals make manure and bacteria make biogas
- At the end we get jobs, energy and food



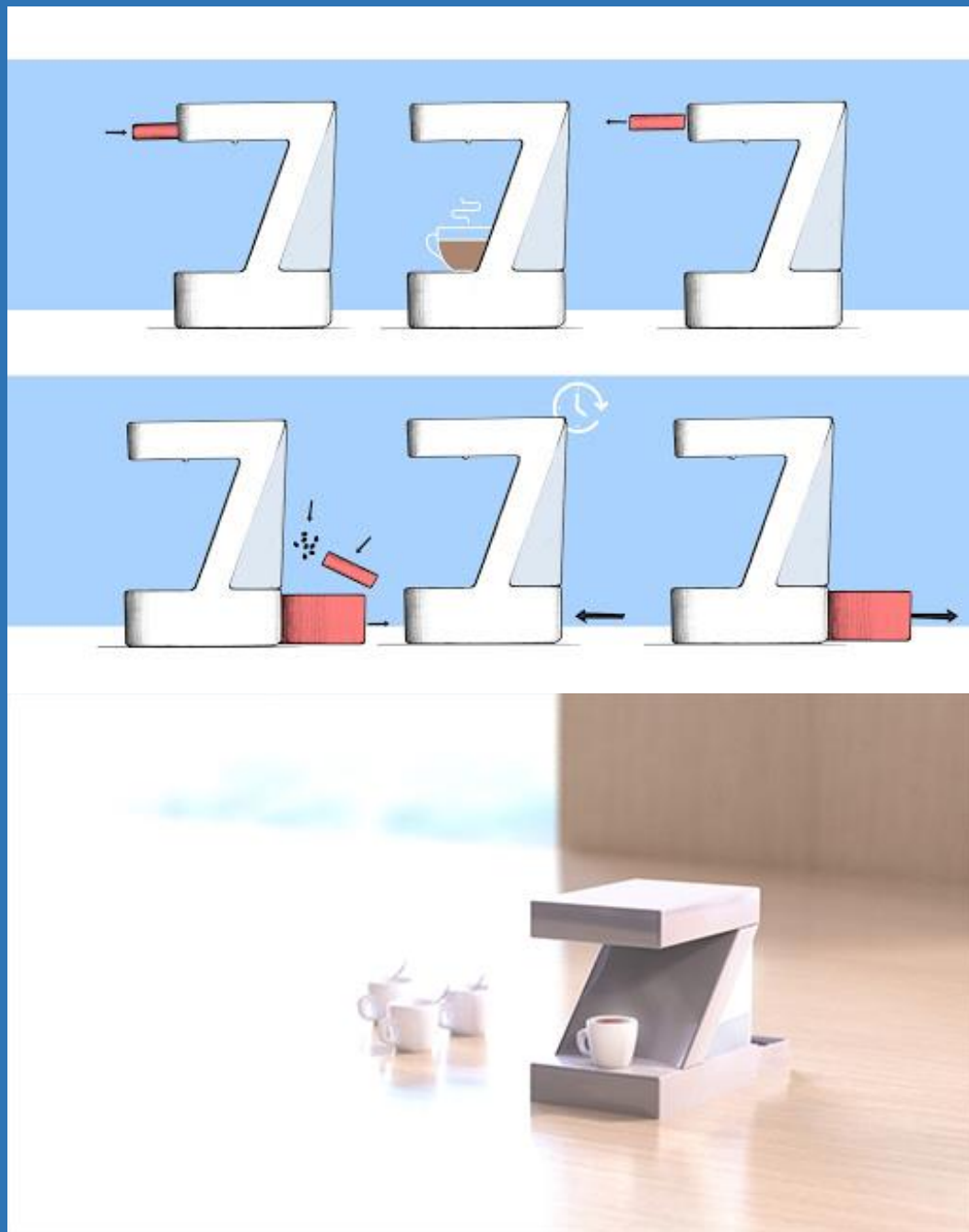
We did some research to find out how fungi is produced from coffee?

- Break it up and spread it out throughout the coffee.
- Put the mixture into your cultivation bag and close it up tight, ensuring you have cut air holes
- Place your bag in a warm and dark place. During the next three weeks, water this area twice daily with water, you will see the micelios come to life and grow across the coffee grounds - turning the whole mixture white so it has fully colonized the mixture.
- Place it in a spot with plenty of fresh air and a little light
- After a week or so, you will start to see tiny little mushrooms bursting into life



The coffee machine has a department in the lower part where coffee residue is stored where the mycelia grow thanks to an automatic irrigation system incorporated in the coffee machine.

RESULT



REFERENCES

<https://www.youtube.com/watch?v=vgDCnifB9HY>
<https://www.youtube.com/watch?v=1r1Hxi0-jPE>

04 BLACK BOXING

FROM DEVICES TO OBJECTS.

The design codes a product through a symbolic meaning, designing both the product and its communication. The purpose of the coding is to indicate the preferred reading of the product.

Descofodication. You make a coded product to be used in one way and the user ends up using it in another.

- Dominant. You follow the instructions of the product to the letter. Acceptance of the indicated reading.
- Negotiated. Allow some kind of interpretation.
- Opposite. Misinterpretation of what the product is and what it does. Rejection of the preferred reading.

INSPIRATION

Meghan Currie: Creating Art with Yoga

"It's not about what's going to happen next. It's being present to what opportunities are present now. We offered Meghan Currie the one thing that would get her to fly across the world and together, we created this"

<https://www.alomoves.com/videos/yoga-canvas>



Jackson Pollock



Boiling Art

We chose an egg boiler as the starting point. In this image you can see the model it is and how the product looks.

What we needed to do first was to open it, so we could know how it works and what components it has.

-The heating system has a circular shape so it can cover the whole surface.

-A device that is programmed to make a noise when the eggs are cooked.

-The rest are wires that connect everything with the on/off button.



In the end, we decided to regard this project from another perspective. What if instead of controlling the cooking time of the machine, we let it act by itself? By adding pigment into the boiling water and placing small canvas inside, the machine could create small pieces of art. Every art piece would be different from another. Thus, this way of painting is not controlled by humans, but controlled by the machine itself. This fact makes this art completely unpredictable; only the machine "decides" what's about to happen.

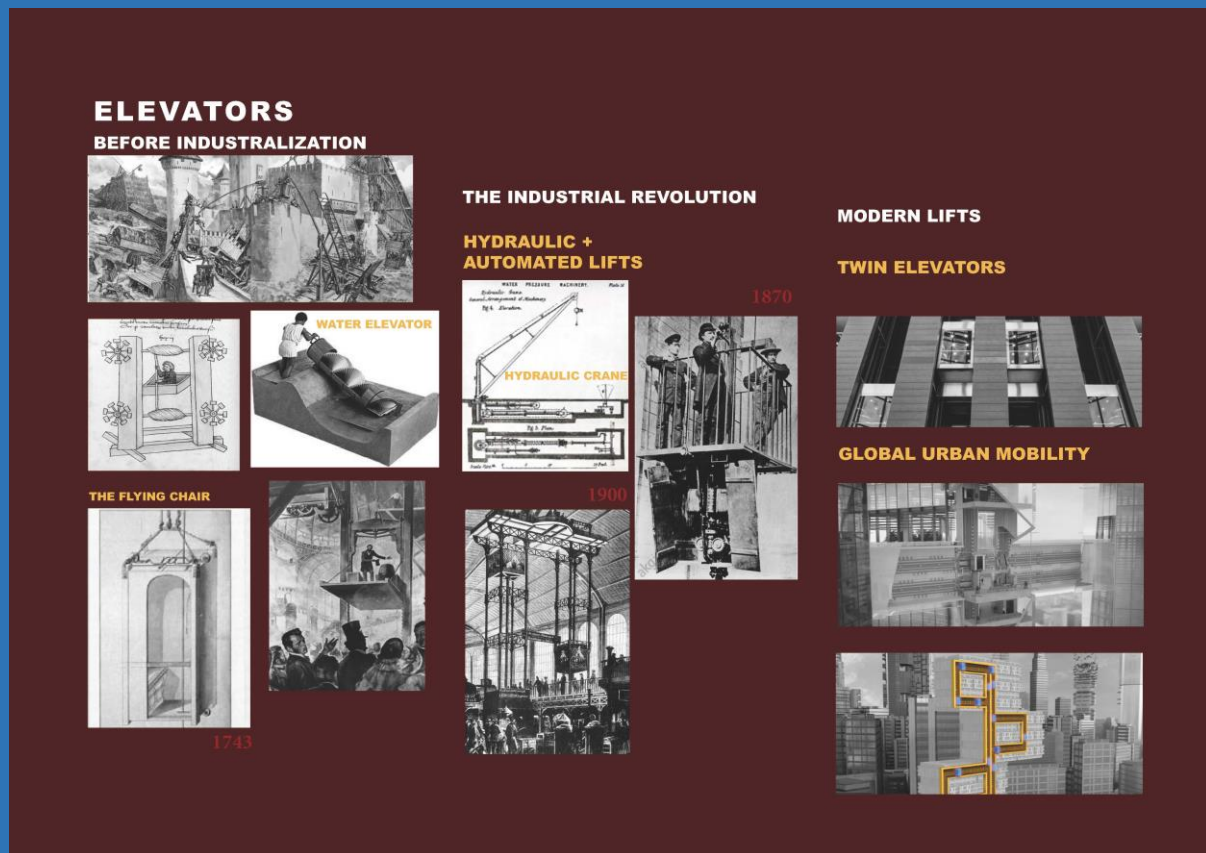
What we wanted to aim was to represent the concept of controlled randomness in art. Our project was just controlled by a machine, but we also want the human to interact somehow, but not completely. That's why we came up with the idea of turning this device into a painting tool. The human would use it as a brush to paint a surface. The role of the machine is to paint in an unpredicted way to the surface the human places it. The human would control where the machine paints, so he/she would share the control with the machine.



This is materialized in the trial canvas you can see in the pictures below. To make the brown one we used coffee as pigment and to make the pink one we used pink watercolor as pigment.



05 MIND MAP



Global urban mobility

It is about a rope-less, horizontal-vertical horizontal system has been installed inside a purpose-built innovation test tower in Germany.

Through the use of multiple magnetized cabins which operate in the same shaft on an electromagnetic track, it makes it possible to travel sideways as well as up and down. Leveraging the linear motor technology developed for the magnetic levitation Transrapid train, the cabins move up one shaft, travel horizontally, and then come down another in a continuous loop, much like a metro system inside a building.

The company claims the system is a “genuine game-changer that will truly transform the way people move, work and live in our built environment.

https://www.youtube.com/watch?v=T77ro_tG4KY

<https://www.dezeen.com/2017/07/12/thyssenkrupp-unveils-worlds-first-rope-less-sideways-moving-elevator-system-multi/>