

Workshop / May 6th-9th 2014

@ Middlesex University, London

professor Francesca Murialdo

tutor Laura Galluzzo, Cristina Foglia, Erica Ghizzi





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WEARABLE SPACE

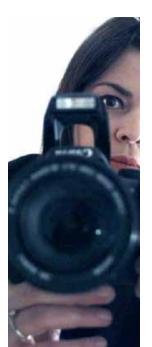
TBACKGROUND

WHAT
HOW

NORGANIZATION
NTEAM
NOUTPUT
NCALENDAR

INDEX

WHO WE ARE
#francesca murialdo
#laura galluzzo
#cristina foglia
#erica ghizzi









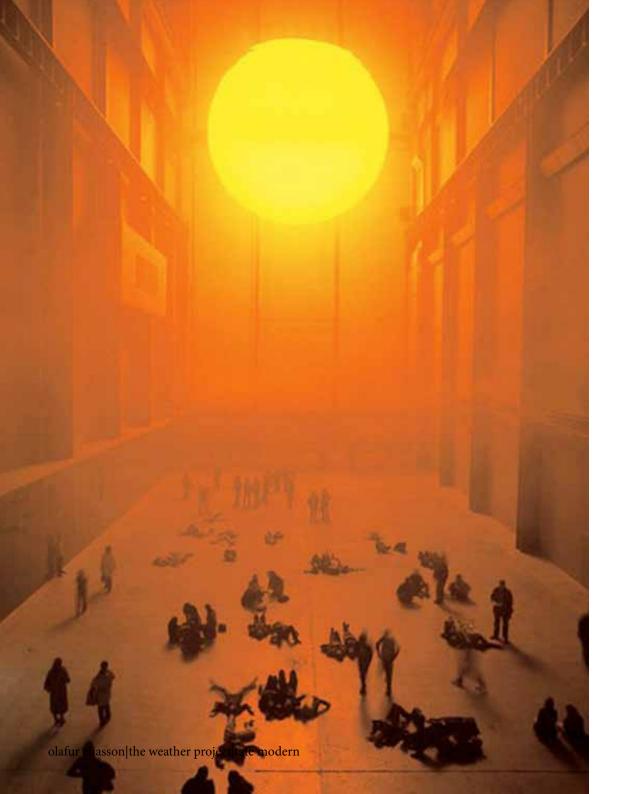
 $\mathsf{W} \, \mathsf{E} \, \mathsf{\Lambda} \, \mathsf{R} \, \mathsf{\Lambda} \, \mathsf{B} \, \mathsf{L} \, \mathsf{E} \, \mathsf{SP} \, \mathsf{\Lambda} \, \mathsf{GE}$



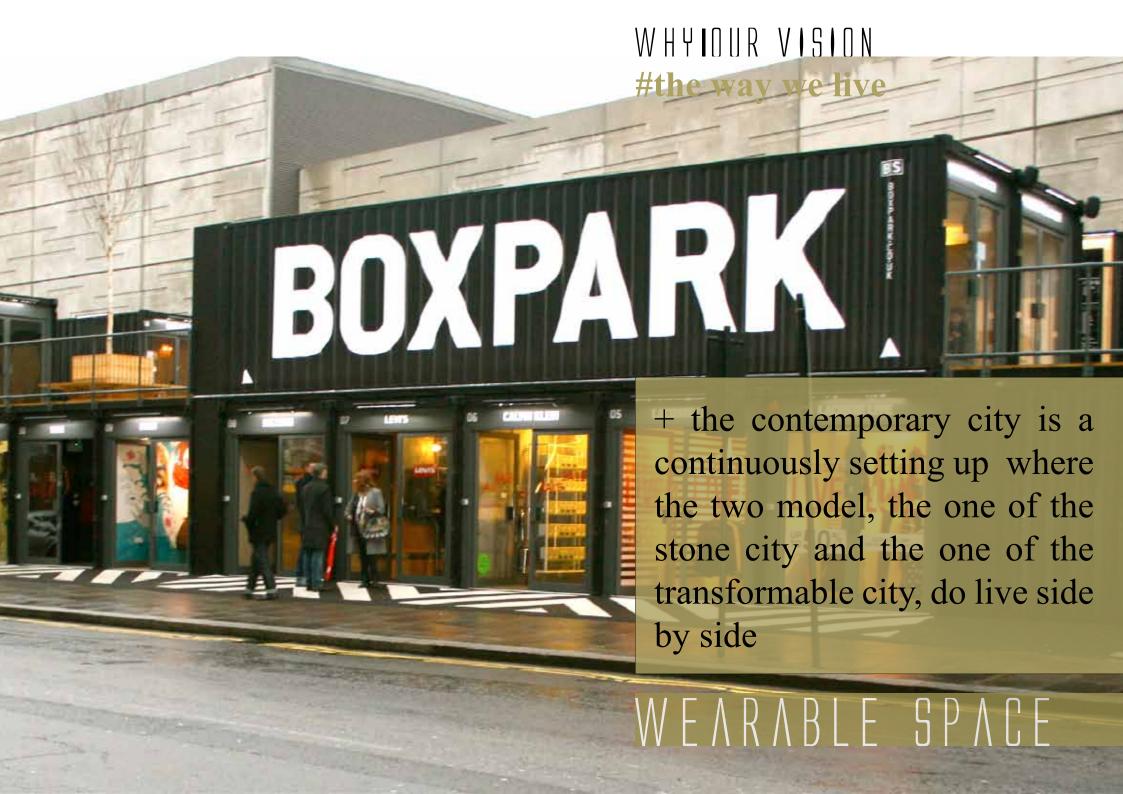








the production of space takes place trought the body experience





WHY IDUR VISION #the way we live



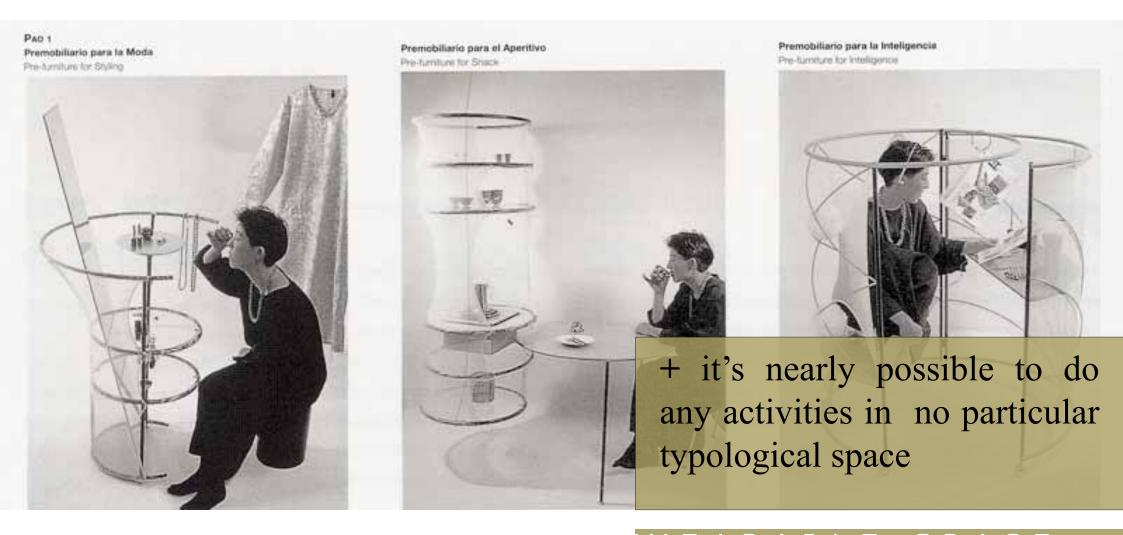
+ the city is not anymore a sum of architectural containers but a networkthataccomodategoods, information and services



WHY OUR VISION #the way we live

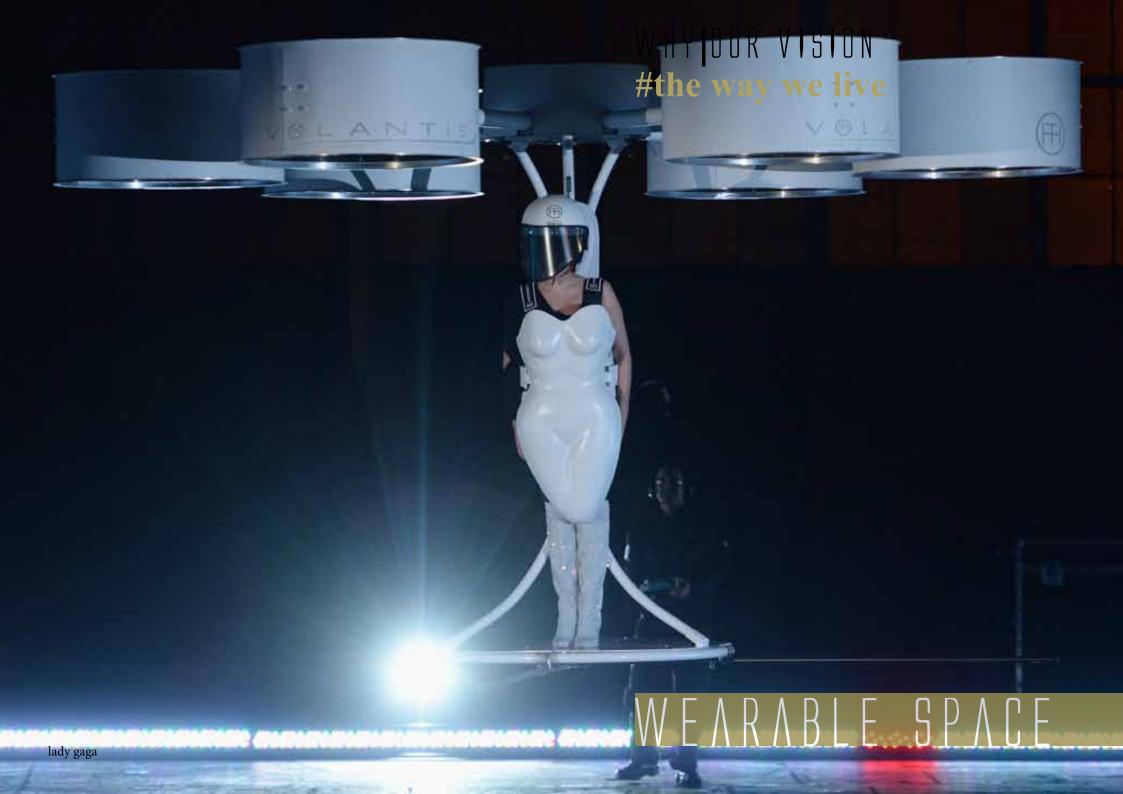
+ During the XX cent. we can see a progressive **dissolution** in the traditional living space concept

WHY OUR VISION #the way we live |shrinking spaces|

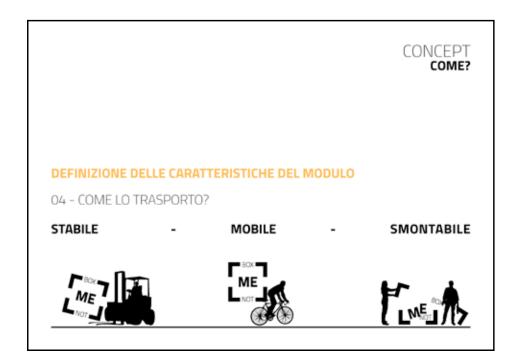








TO THE TOTAL PROPERTY OF THE P



WHY IOUR VISION #boxMenot

AWAYTOCOOK

WHY OUR VISION #boxMenot









away to cook | mazzon riccardo, pasqualone cosimo, pucci paola f. r.



w.e. green | meloni paola, panzeri camilla, mombrini martina





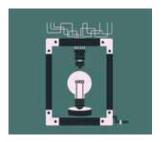






box makes boxes | papotti ilaria, plona nadia, ragazzi matteo

WHY OUR VISION #boxMenot





do your own | pelati stefano, pozzoli alessio, reina marcello, zommer tina

WHY OUR VISION





proxemic bubble

body + wearable space will create a place around the body. / personal space





WHY DUR VISION #occupy the body

functional and symbolic meanings



WHY DUR VISION #occupy the body

functional and symbolic meanings



WHY OUR VISION

body as source + activator of space





WHAT #ingredients | 1 | function

+design a function that must be wearable

++active [body performs same function]

++passive [body performs other function]

#PROMOTE YOUR TALENT

+SELL

+STUDY

+SHOW

+SEW

+PLAY

+COOKING

+DRAW

+KISS

•••

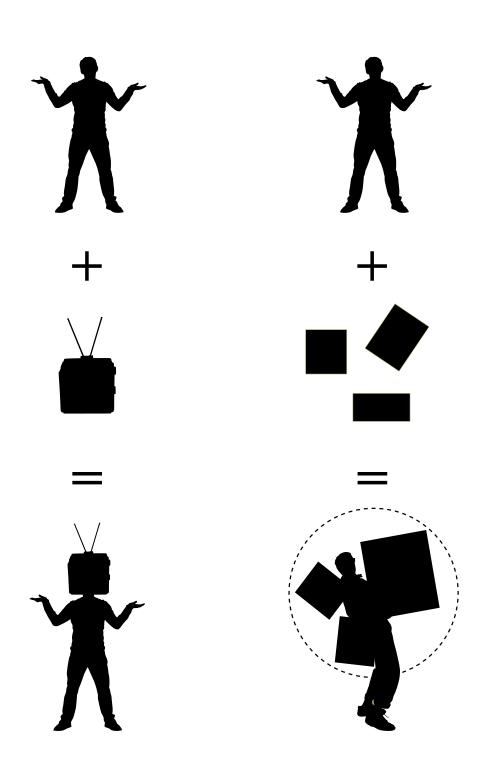


WHAT #ingredients | 2 | extension

+design a volumetric extension of the body able to generate a space

++ready to wear ++on/off

 $\mathsf{WF} \mathsf{\Lambda} \mathsf{R} \mathsf{\Lambda} \mathsf{B} \mathsf{I} \mathsf{F} \mathsf{SP} \mathsf{\Lambda} \mathsf{GF}$



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Sushiborg Yukari by Hiromi Ozaki





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Self-Sustainable Chair by Olivia Chen

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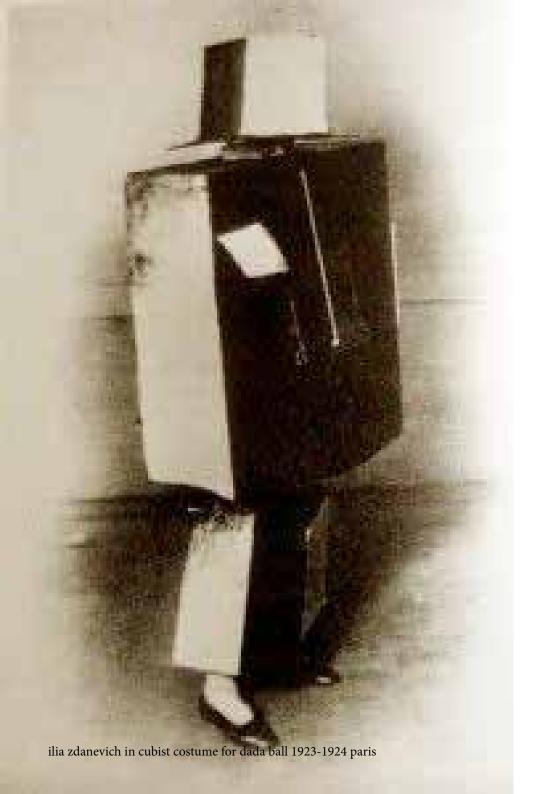




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where masks still dance: new guinea 1|chris rainier

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$\mathsf{WFARABIF}$ SPACF



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Hat/Roof 1994 by Allan Wexler



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titolo

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'Wearable Privacy Shell' by Marina Galperina



intimacy shell



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Wearable, Portable architecture by Hussein-Chalayan

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Wearable, Portable architecture by Hussein-Chalayan

[PROBLEM]

HOW #recipe

Every cooking book contains suggestions about how to prepare a dish. Sometimes there are very few indications about it, sometimes every step is fully described (in a logical order) to give directions (even about the kind of pot or the kind of fire you must use)

The project methodology is nothing but a sequence of necessary steps, in a logical order, defined by experience. The aim is to get/reach the maximum result with the minimum effort.

Cooking a risotto needs a method (and an order, a hierachy) just like to design the perfect pot we need to cook it. You can't boil the rice before you browned the onion. So you can't look for a "fantastic idea"to give an answer to a design problem, without having made a research about the market or the materials (that would be "the romantic designer"case, obliging the technique to realize something extremely difficult, expensive, not comfortable but - maybe-beautiful).

Creativity doesn't mean improvisation without method. The steps constituting the project methodology are objective values which become operative tools in the hands of creative designers. Always remember that the method is not something absolute and definitive. It's something modifiable when you find objective values which increase the process.

 $[\ S\ O\ L\ U\ T\ I\ O\ N\]$



step 01_ **Define the problem**green rice with spinach for four persons

A WEARABLE SPACE? what for? For studying? Working? Which materials should I use? Where i should be used? Etc.

Choose the function(s)



step 01_ **Define the problem**green rice with spinach for four persons

IDEA!

Some designers are now tempted to look for an idea. Yes we do need it, but this is not the right time.



step 02_ Components of the problem rice, spinach, ham, onion,oil, salt, pepper, broth

relating to the function, how does it work? it's a ready made? it openes?it has to be transportable? re-usable?

Conceptualize how it could work

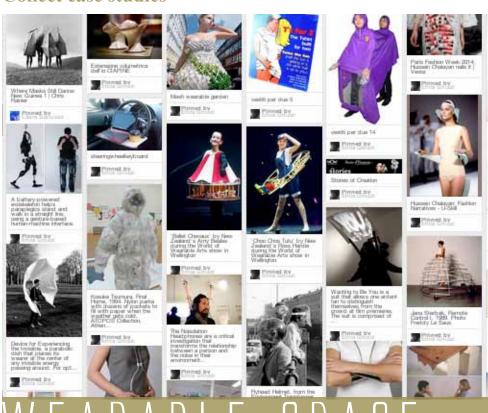


step 03_Data Collection

is there anyone that has already done it?

Collect informations about what already exists, similar for concept, function, ingredients

Collect case studies



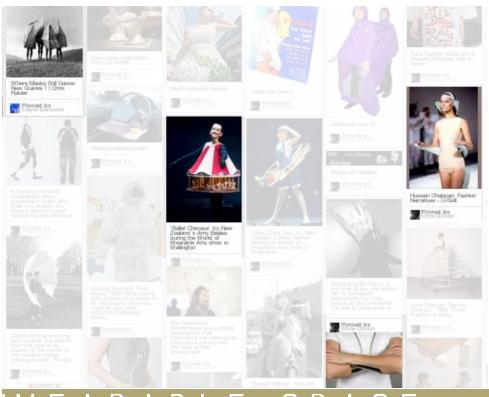


step 04_ Data Analysis

How did she/he make it? Tips? Secrets? What can I learn?

often the outcomes are aboutwhat we must not do. Which are the existing items flaws and weaknesses?

Analyze specific cases according to your needs





step 05_ Creativity

How will I mix everything in the best+right way?

Considering the large amount of collected data, looking for a solving idea would be still a "romantic-artistic" way of designing. Actually creativity will replace the idea. Creativity stays in between the problem limits, which come out from the analisys of data and sub-problems.

Design your idea and name it



step 06_ Materials and Technology
Which rice? Which pot? How should be the fire?

A new, additional research about materials and technologies which are available.

Start thinking that you'll have not much time or money to produce your prototypt; and that's parte of the challenge



step 07_Experimentation

Try and Taste

Experimentation on new uses of a well known material (or technology) can lead to innovative solutions

Work at your prototype





step 08_ Built your prototype

Definitive version

This far, we didn't pick up the pencil yet. Now we can start sketching and drawing.

Work at your prototype





step 09_Test

Good! Perfect for four

test the models (asking some possible users to do it, and to give their opinions) and verify the project.

Judgements must be objective



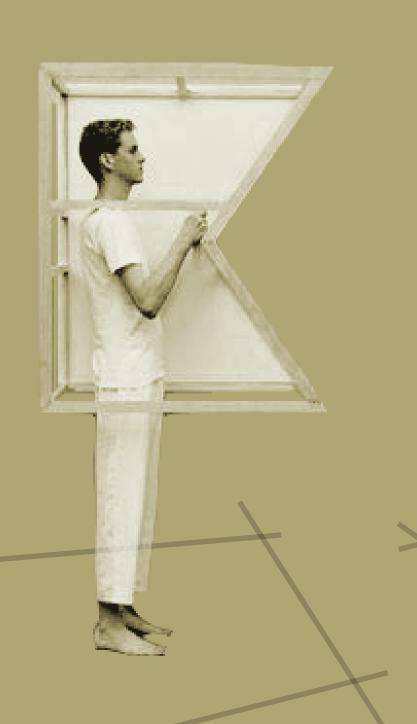
#**recipe**step 10_ Construction Drawings

draw and construct your prototypes



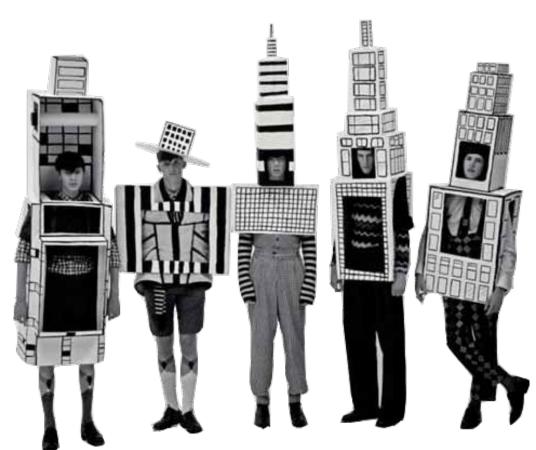
step 11_ Green rice serbed on a warm plate

My best Wearable Space

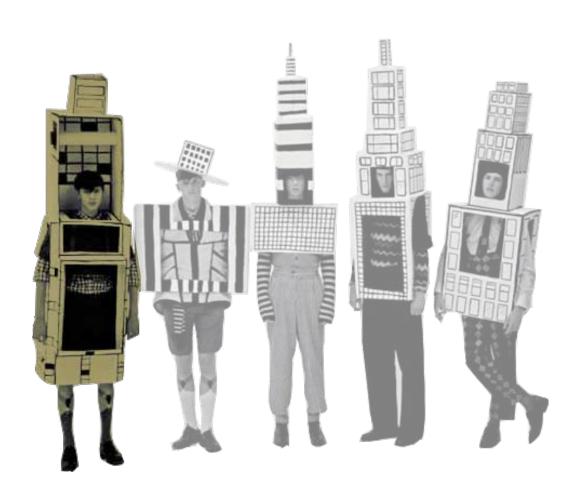


WEARABLE SPACE ORGANIZATION

ORGANIZATION #team

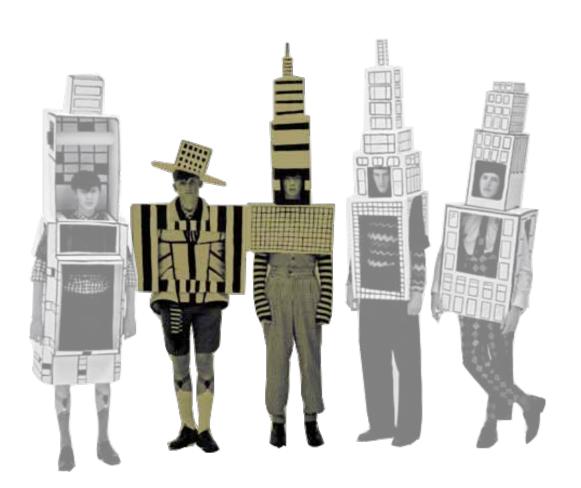


building blocks|ben toms



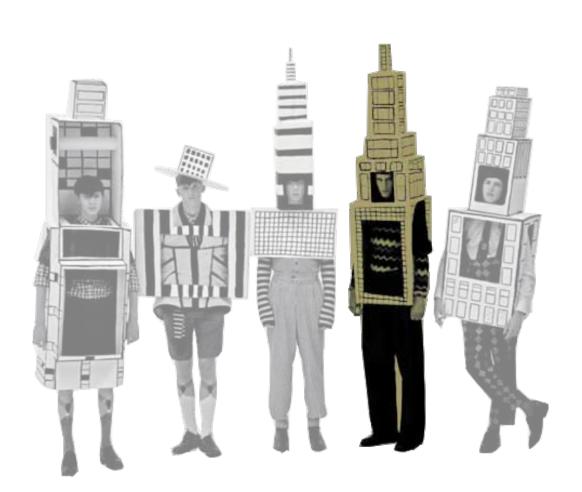
DESIGN

+ backstage (pics/video of all the process shooted day by day)



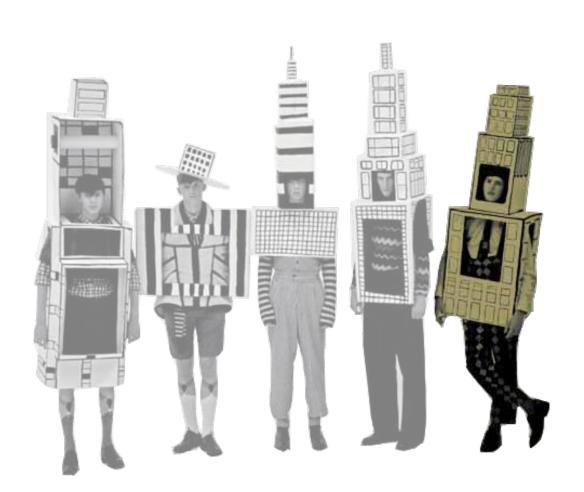
DESIGN

+ responsible for model making



DESIGN

+ responsible for catwalk show



DESIGN

+ responsible for booklet/flyer/ postcard design

+1:1 model

+work in pro/backstage

+sticker design





+1:1 model
able to be shown on a catwalk in its
different phases (if any)

+work in pro/backstage

+sticker design

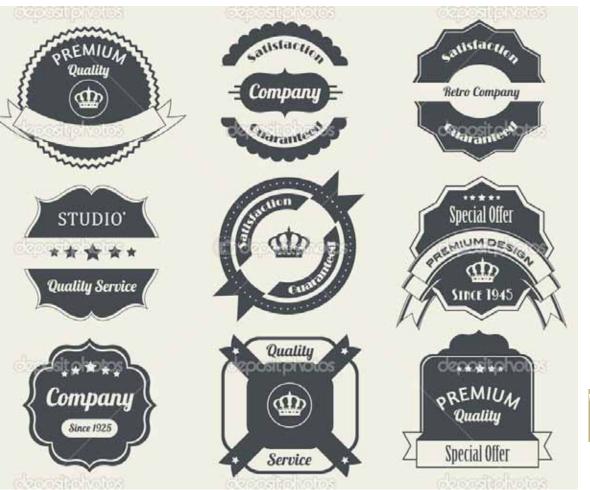
+1:1 model

+work in pro/backstage collection of pics+video of the work in pro + sketches+...to be shown at the back of the catwalk performance. any music?

+sticker design



+1:1 model



+work in pro/backstage

+sticker design to be distributed to fans

ORGANIZATION #calendar day by day









ORGANIZATION #calendar 06th may





V



LECTURE

+ workshop presentation

WORK

+ concept ideas

REVIEW

+ concept ideas

WEARABLE SPACE

GIO

ORGANIZATION #calendar 07th may

REVIEW

+ moodboard and concept presentation

WORK

+ project development

REVIEW

+ project ideas









ORGANIZATION #calendar 08th may

T MAG MAR







REVIEW

+ project presentation

WORK

- + construction prototype
- + catwalk setting up

ORGANIZATION #calendar 09th may







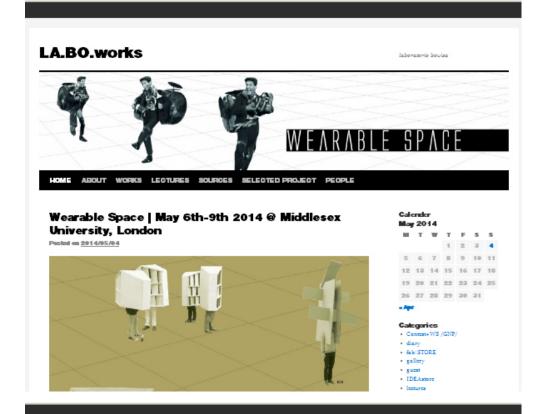


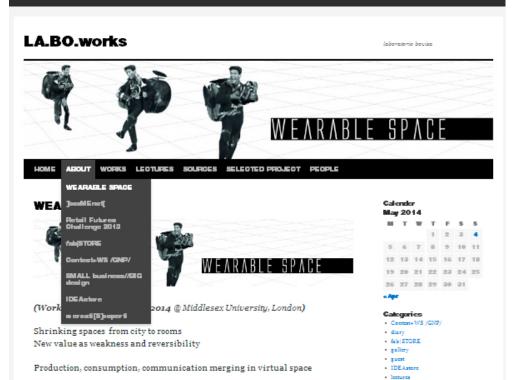
WORK

- + catwalk setting up
- + photoshoot

EVENT

+ catwalk wearable space





ORGANIZATION #tools|communication



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LA.BO.works Home

Q

Cerca persone, luoghi e oggetti

brief day#1 day#2 day#3 day#4 ingredients LA.BO.works

HOME -



1 week ago #brief



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Wearable space **Add a Fig. **Investig & Learner of ** 1 to wear and a factor of the control of

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