assignment four:

Studio Redesign and Software Development

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Studio Redesign

The original studio layout felt very cramped. People weren't able to move about the space comfortably. We also experienced issues during class critique; visibility was poor and participation was low because desks were on the side of the room opposite to where projects were being presented.

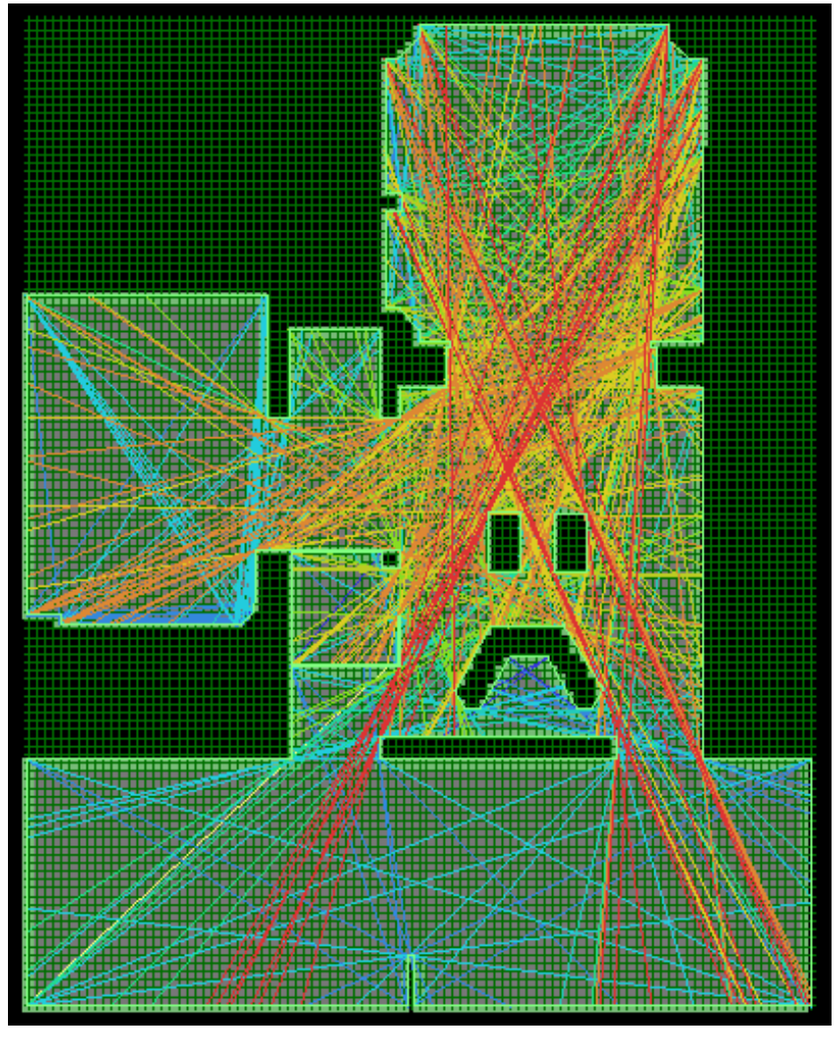
Working in SketchUp

SketchUp made ideation and prototyping tedious and time consuming. We were often frustrated working with the application. We weren't able to make many models because of how time consuming the process was.

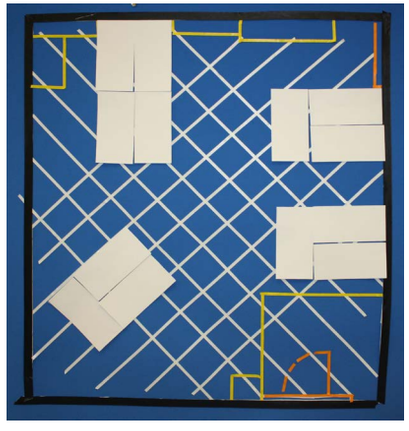
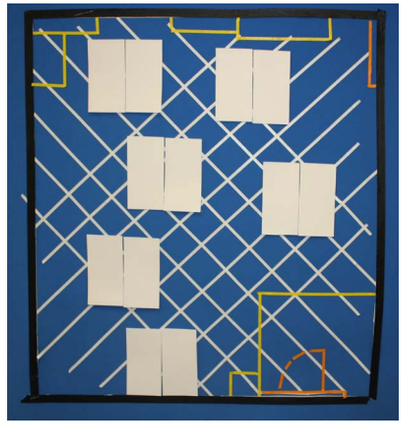
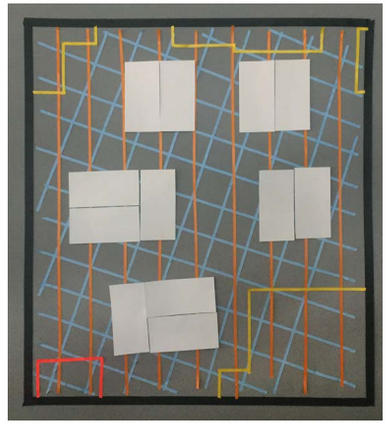
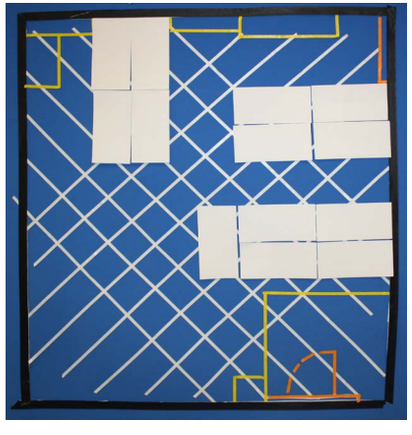
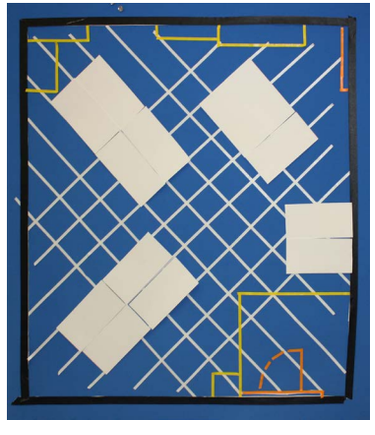
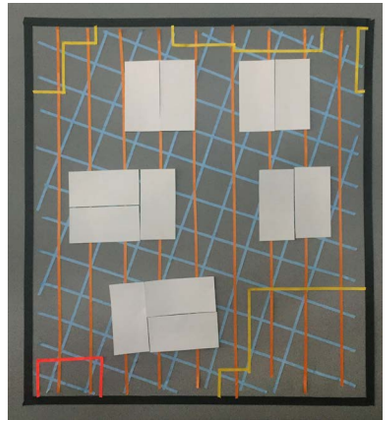
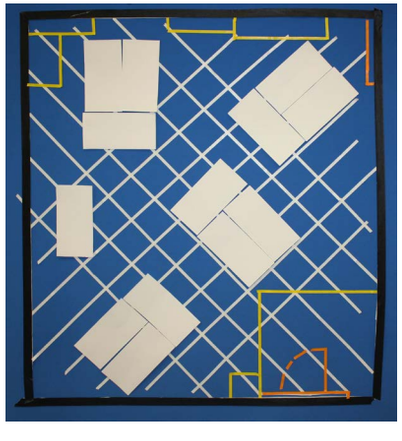
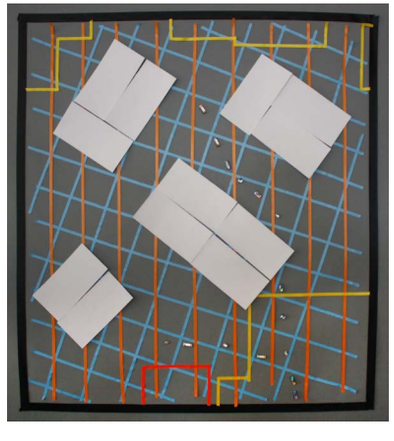
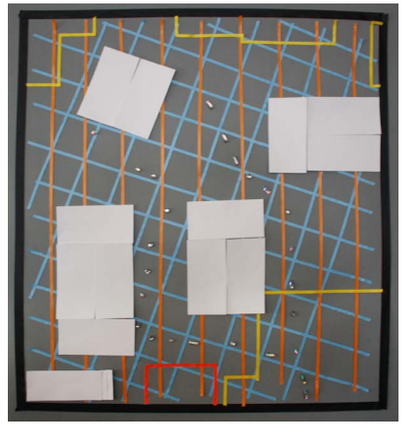
Working with Depthmap

Depthmap is a program that creates different visual analyses of spatial layouts. We wanted to utilize the program to track patterns and layouts that we were creating, however, we were unable to create actual visualizations since we did not have access to SketchUp Pro which has more resources and tools, including the ability to export 2D CAD files.

For our final projections, we created mock ups of similar maps that simulated what could potentially happen if a software like Depth Map was applied to our physical prototypes.



Second studio redesign

Working with Velcro

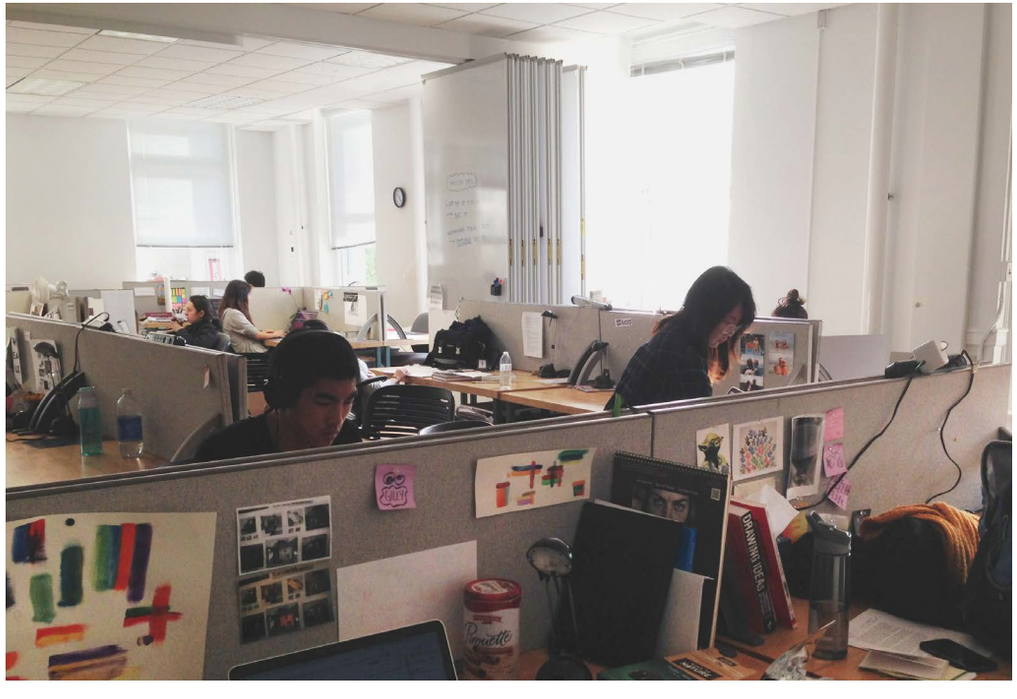
We wanted to experiment with the velcro wall so we decided to move out of SketchUp and start using our hands with physical models. Lia advised us to use different kinds of grid systems to find new ways to orient the furniture.

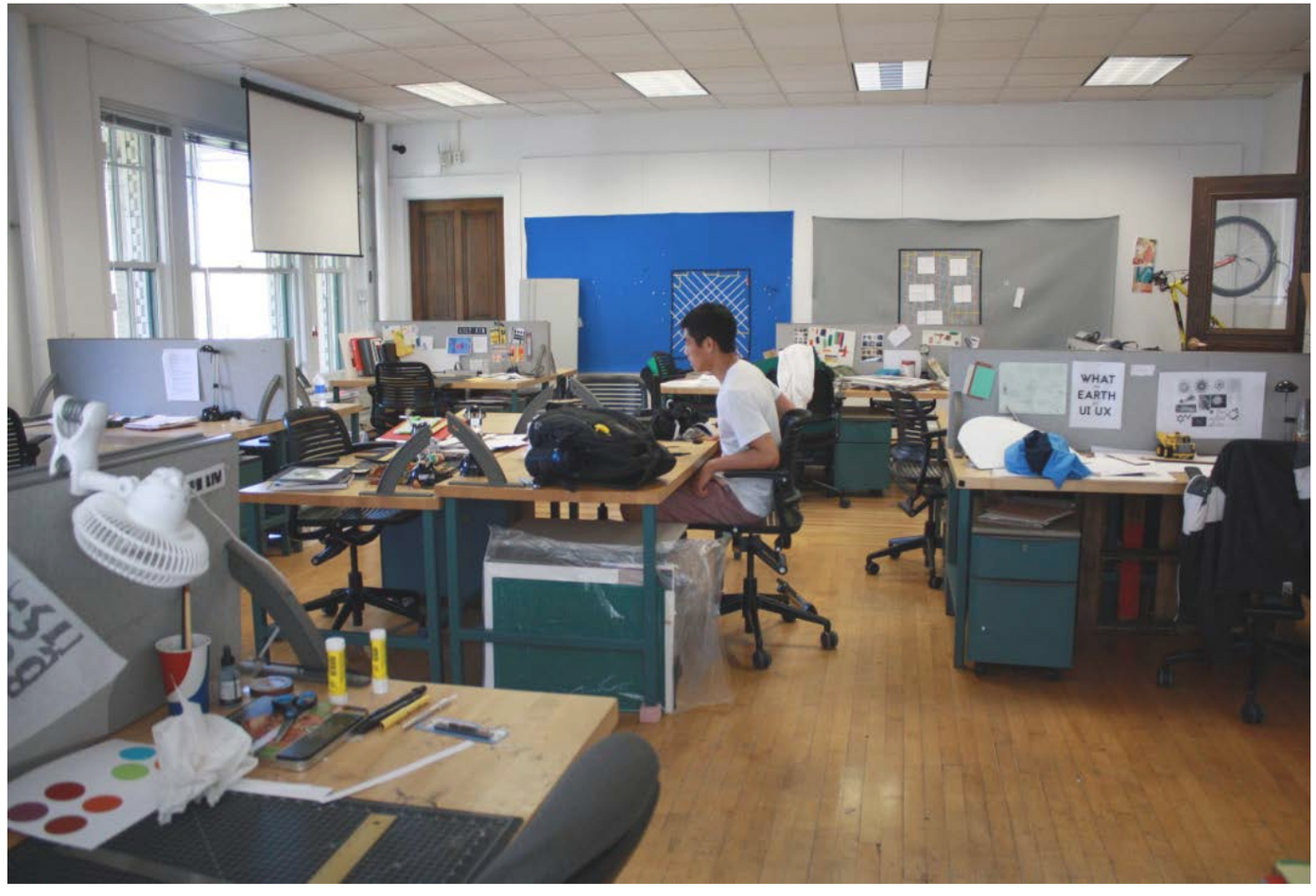
Initially we made the grid on a 45 degree angle and then decided to move to a less rigid format with a more acute angle (approx 30 degrees). Working with the paper desks was much easier than using SketchUp and allowed us to iterate quickly, taking photos of each iteration along the way.

We used the jewels to try and find paths through the space to see if it was easy or difficult to get to each desk in the space.

We tried some formats keeping all individual space, but we liked the layouts with collaborative or desk sharing the best. Thus we could have flexible use spaces and students who do not use the studio space after class would only have an in class space. Taking down the dividers became an integral part of this concept; however we ran into a lot of problems taking them down.

Final





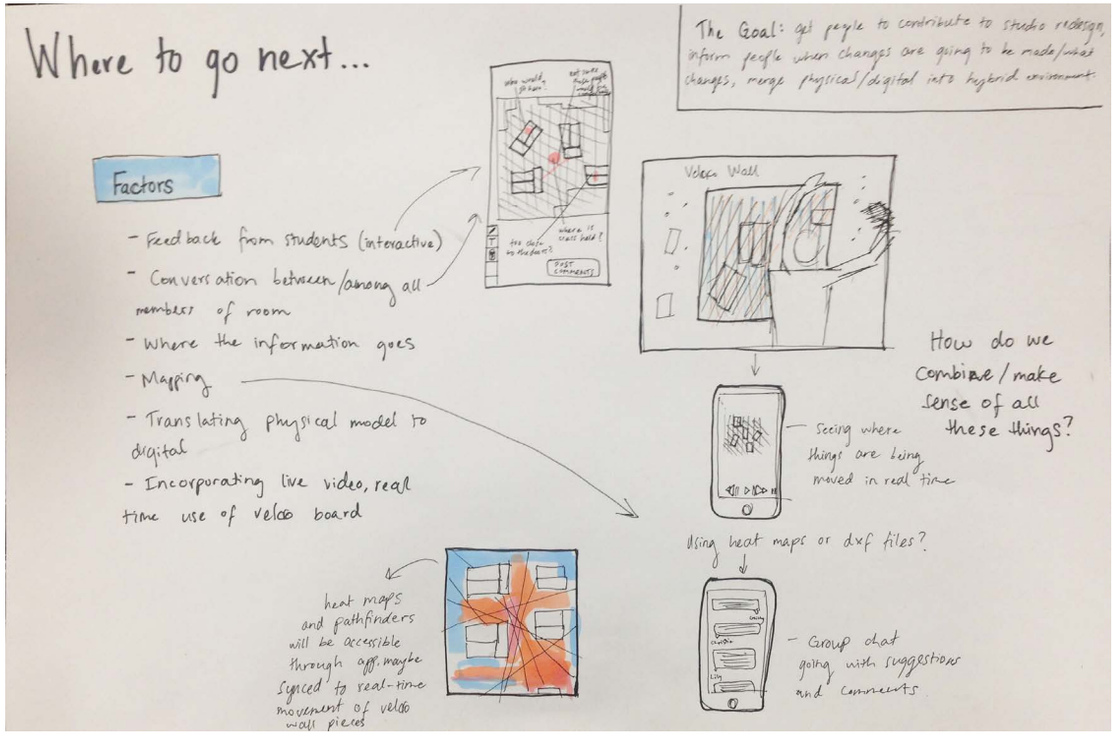
We jumped from sustainability to mapping software. We felt like we were totally changing our focus, since the two parts of the project felt disconnected. Instead we built off of the studio redesign and thought about what we learned from the experience. We wondered how the experience of changing the space could be better, and how it could cause less disruption to the users.

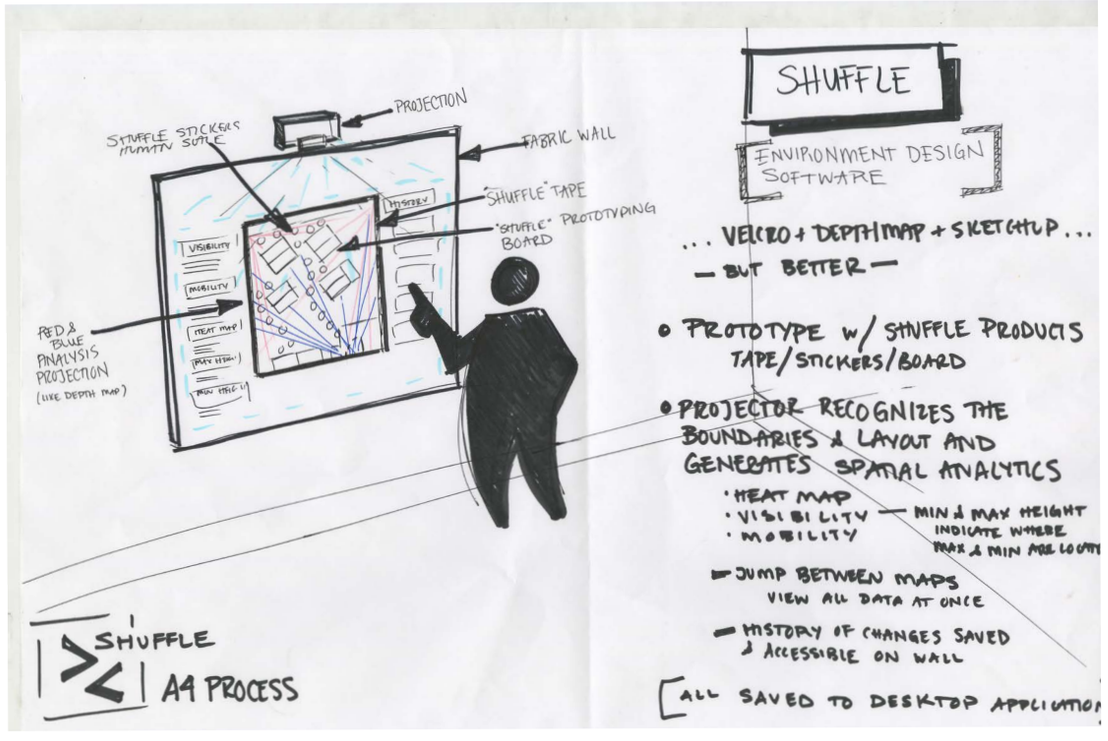
shuffle

hybrid prototyping software made
for environment designers

vimeo link: https://vimeo.com/142939675

Inital Ideation Sketches





Projections

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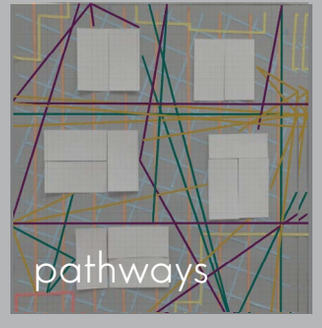

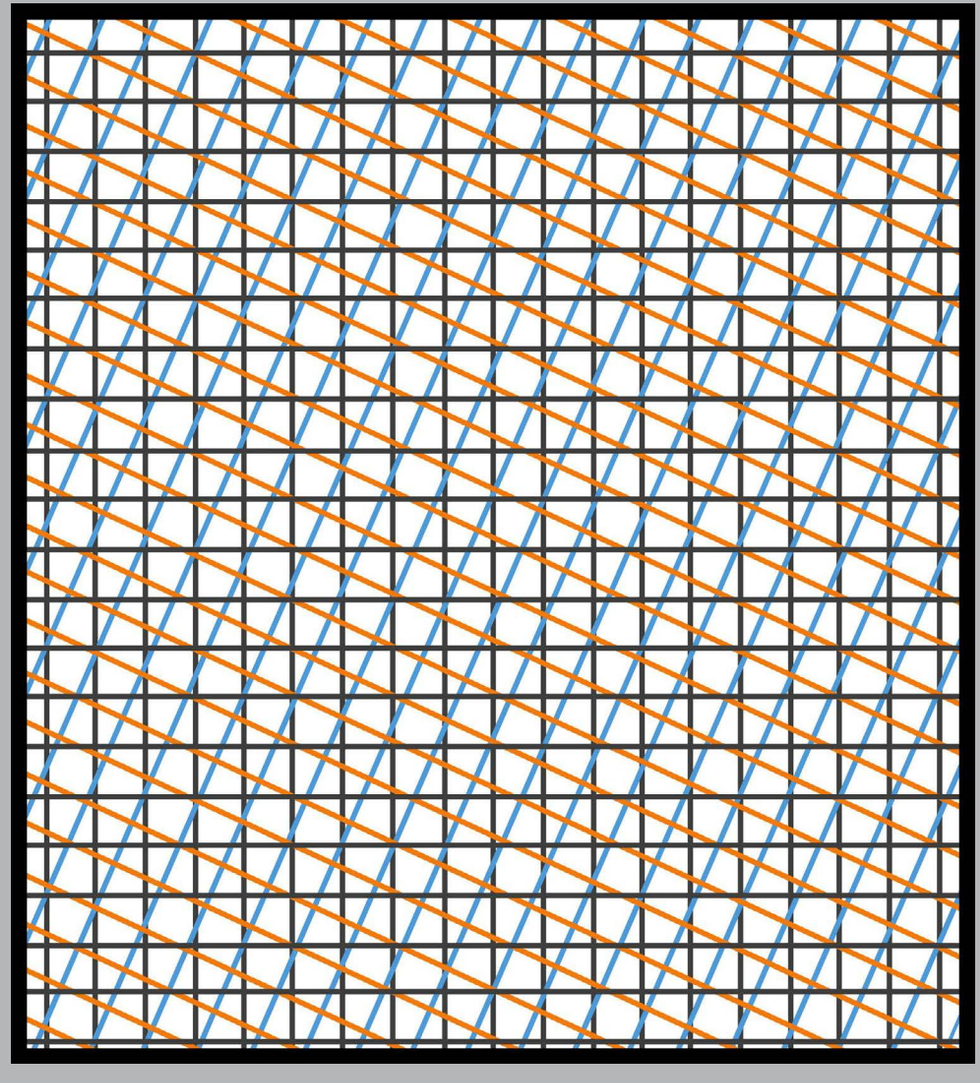

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sharing

history

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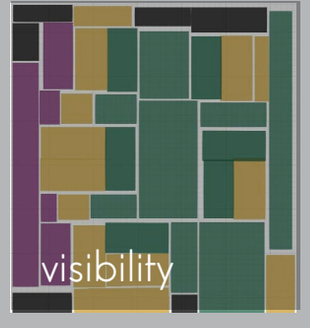
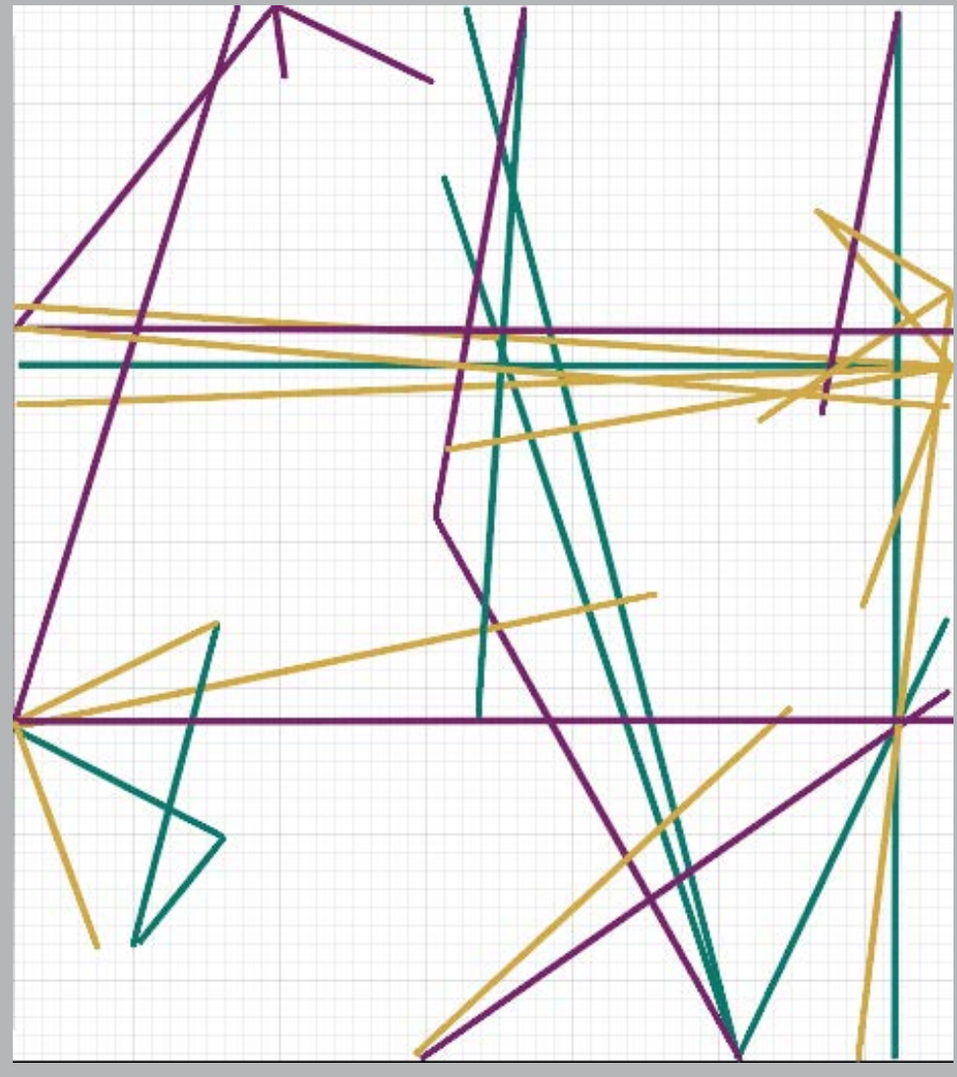
settings

reset

Projections

shuffle





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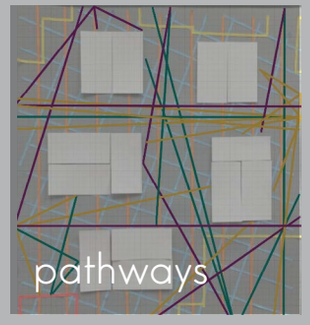

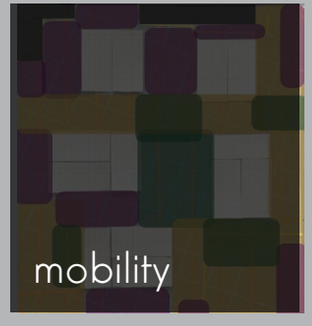

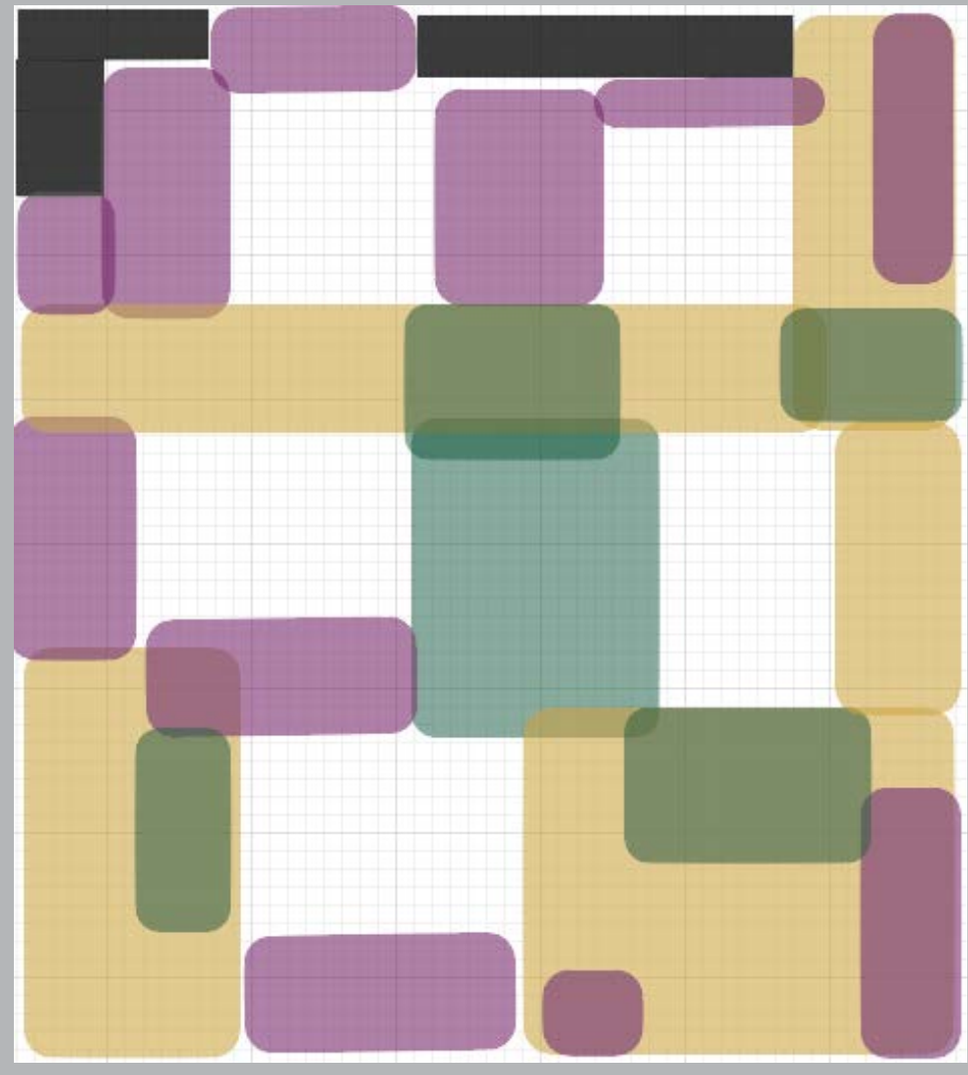

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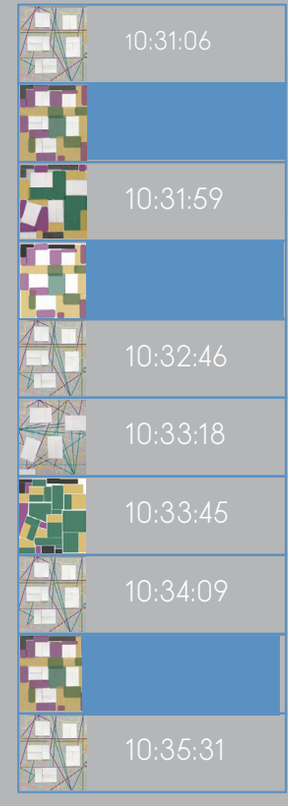

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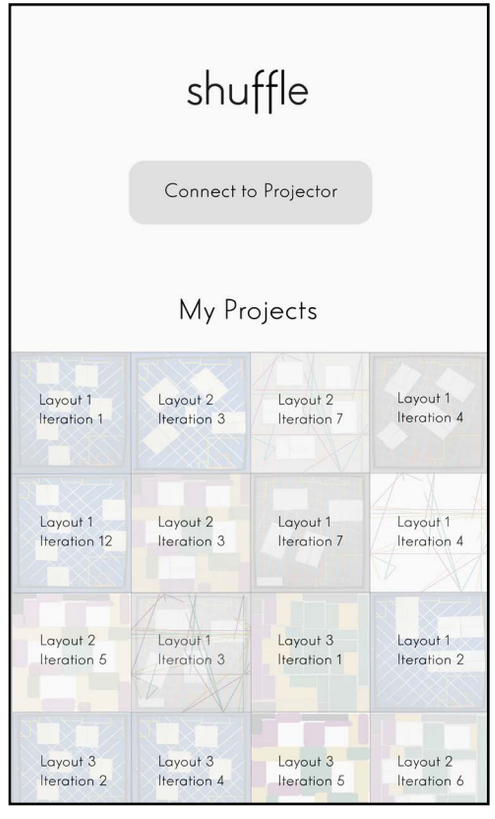
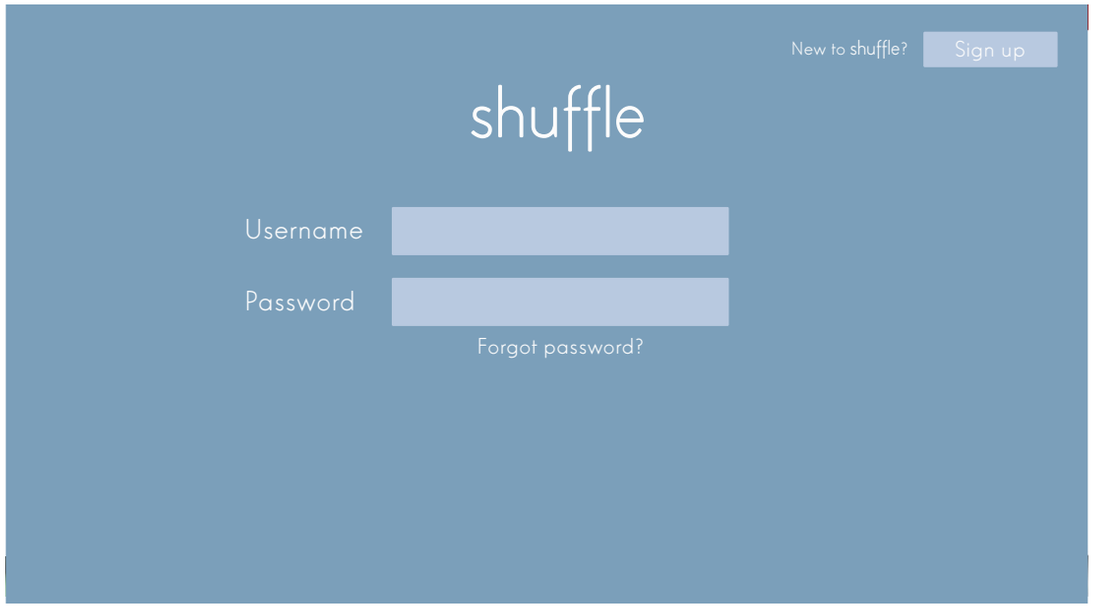


The Mobile App Interface

It took us many iterations to get to this version of the app. Since we decided to use Invision to model the mobile and laptop application, there were many changes that needed to be made including the removal of the top bar of the mobile interface, what buttons or indicators we provide for the user to move through the app, and many other features.

Since we decided to include both a mobile and laptop version of the app, we felt that it wasn't necessary to make both "Connect to Projector" buttons functional. It was really amazing to see our illustrator files come to life and become something that gives the impression of being a real system.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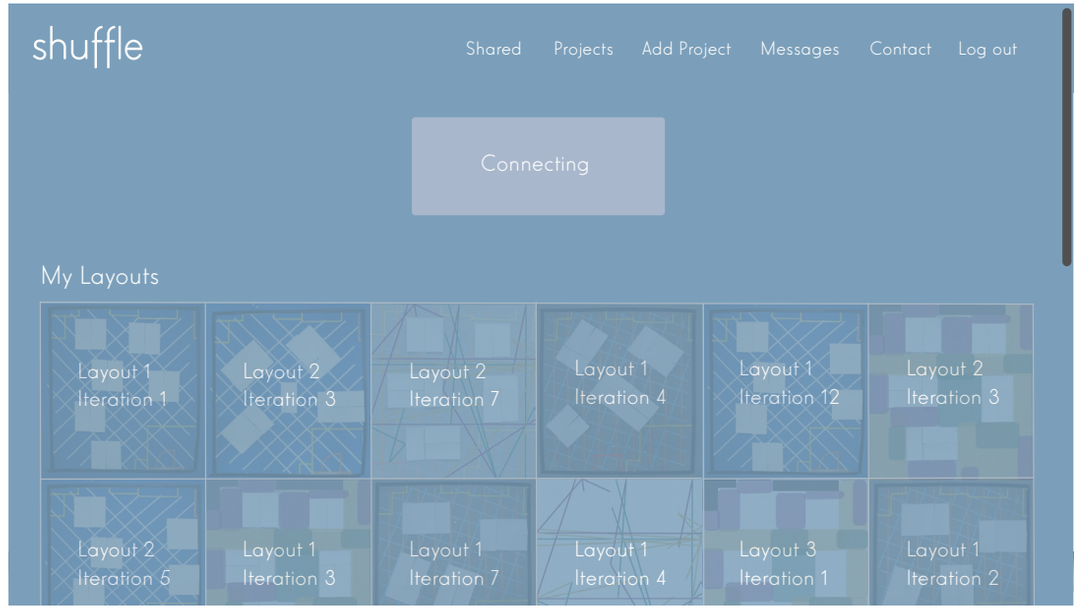
Sign up
shuffle
Username
Password
Forgot password?


shuffle
Shared
Projects
Add Project
Messages
Contact
Log out
Connecting
My Layouts
Layout 1 Iteration 1
Layout 2 Iteration 3
Layout 2 Iteration 7
Layout 1 Iteration 4
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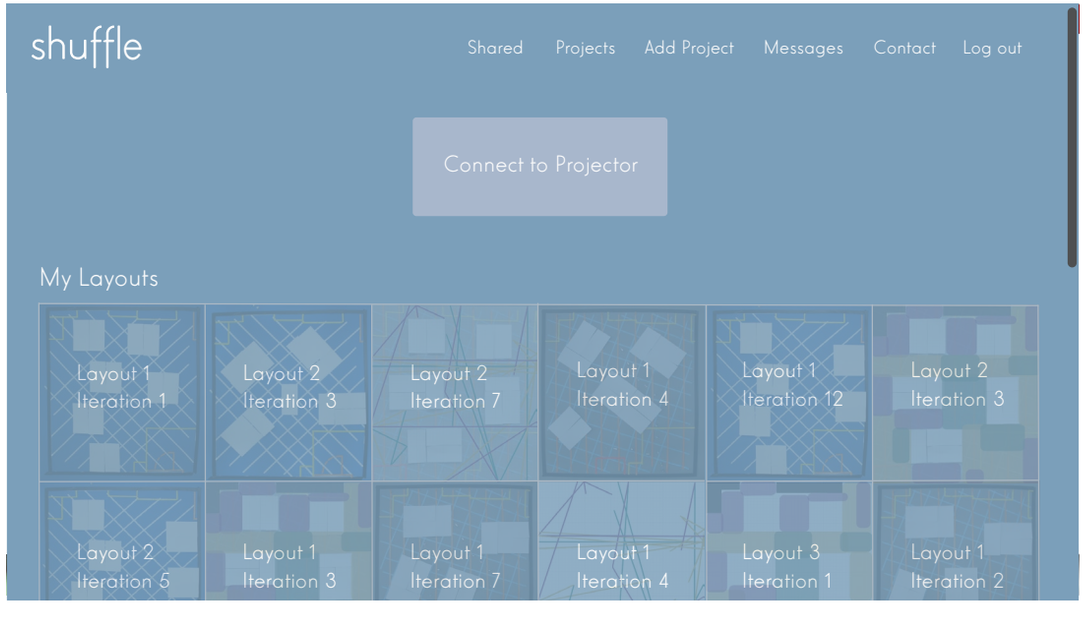
Layout 1 Iteration 4
Layout 3 Iteration 1
Layout 1 Iteration 2


shuffle
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Log out
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My Layouts
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Layout 2 Iteration 3
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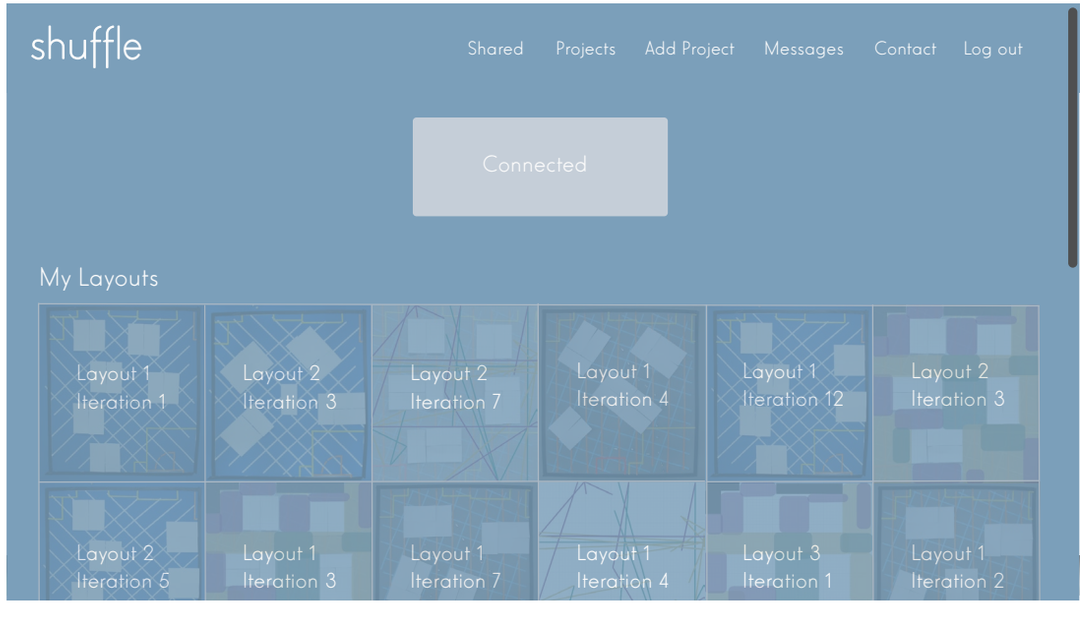
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Layout 1 Iteration 12
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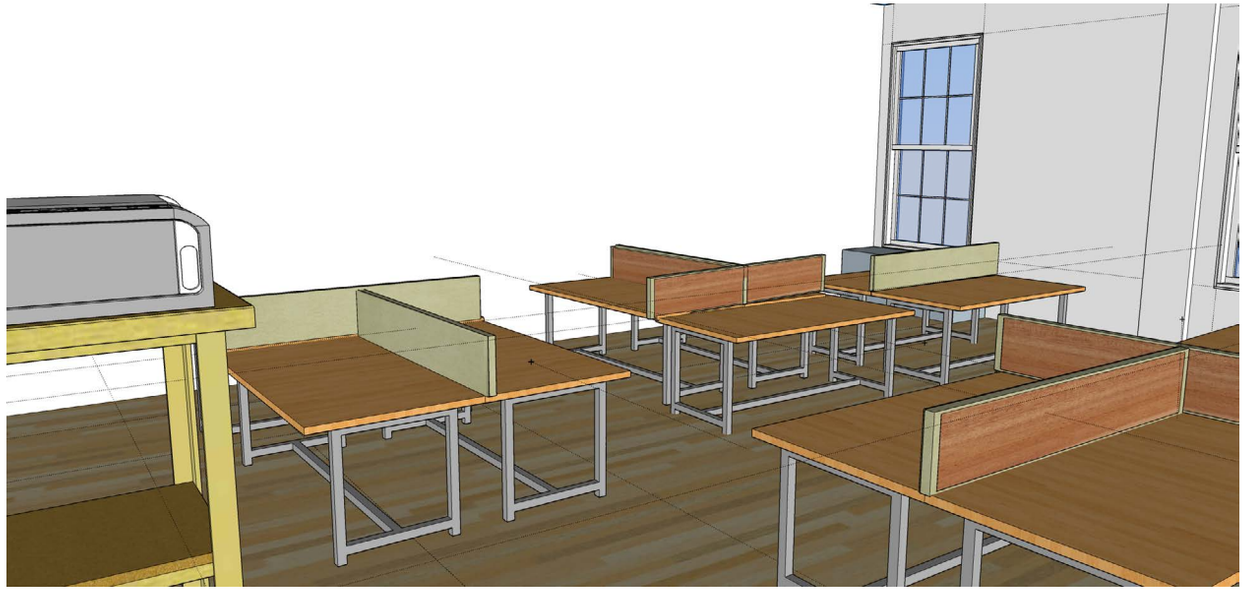
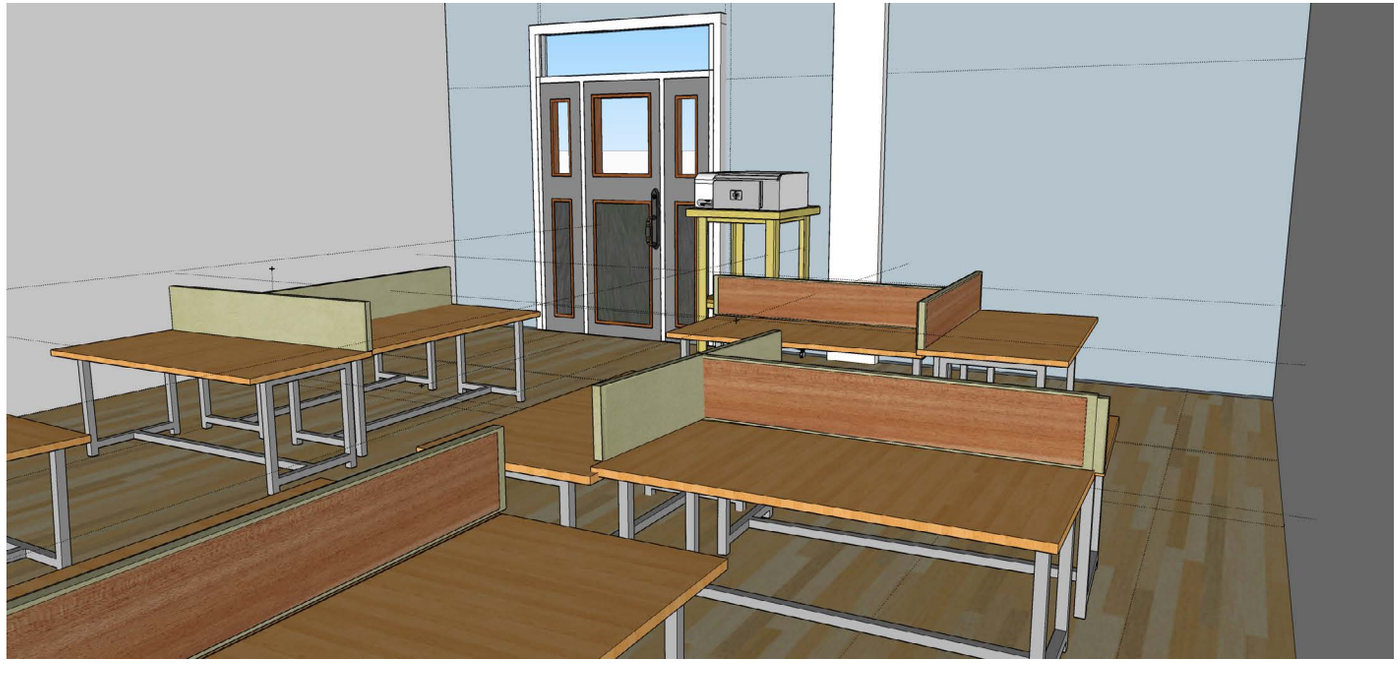
Layout 3 Iteration 1
Layout 1 Iteration 2

SketchUp Rendering of Studio





shuffle