

Project 1a

First Prototype

Sketching the Idea

At first, I was thinking about building something modular, I was between building a small scale computer and a container homes since I love their designs. I decided to go with container homes because I thought I could explore more into the *modularity* theme.



Image Src: <https://www.housebeautiful.com/lifestyle/g30272790/shipping-containers/>



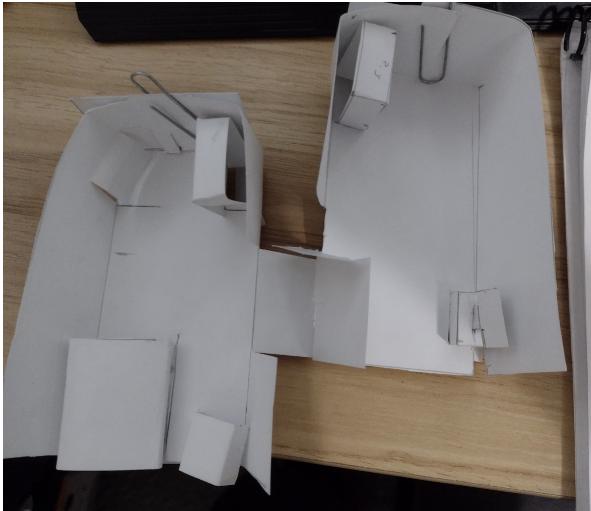
MODULARITY

A **module** is a standard unit. Modular forms such as bricks, concrete blocks, and sheets of plywood, like the tatami mats of Japan (**A**), are not simply standardized building supplies; they have a profound influence on the design of the structures in which they are utilized. Rooms in Japanese architecture are traditionally described by the number of tatami mats required to cover the floor—a four-and-one-half-mat room is 9' × 9', for example. Due to mass production and industrial processes, the module has a large and increasing role in contemporary design.

Process

First Attempt : Exploring the idea

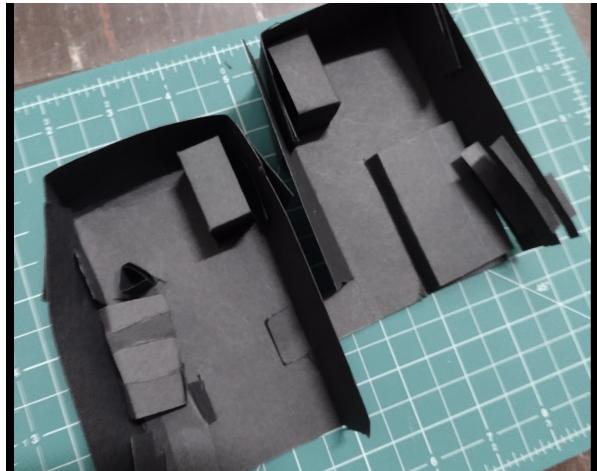
- At first, I tried to ignore the pages limitations, and try to build something
- The objective was to learn
- I used white paper in order to be able to write and make marks on it easier



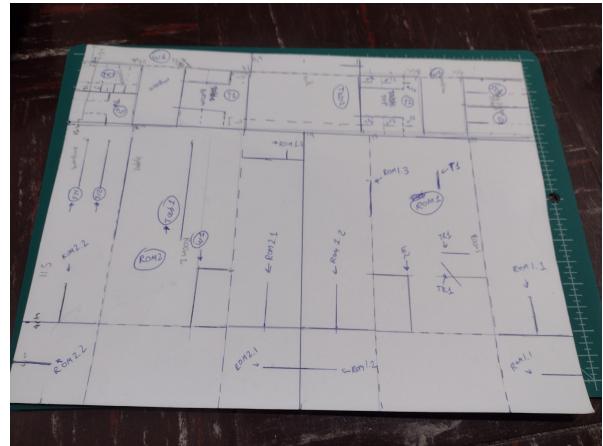
What I learned

- I could create two main rooms, and leave a sheet rectangle row to create appliances

Second Attempt: Exploring 1 page concept



View from the top



Using the entire page efficiently.



I tried to create a work desktop with a monitor here. Also played with the idea of a triangular shaped trash bin.

What I focused on:

- Using the entire page.



What I learned

- I could ensure better stability on theby
- However more creating appliances and ensuring stability comes with the cost of increasing complexity
- Create 2 shelves instead of 3, Partitionate from the middle

For the next prototype

If I decide to continue this concept here some things to take notes on:

- Leave one side for naming, the other for instructions
- Doorway with a door

Analyzing components

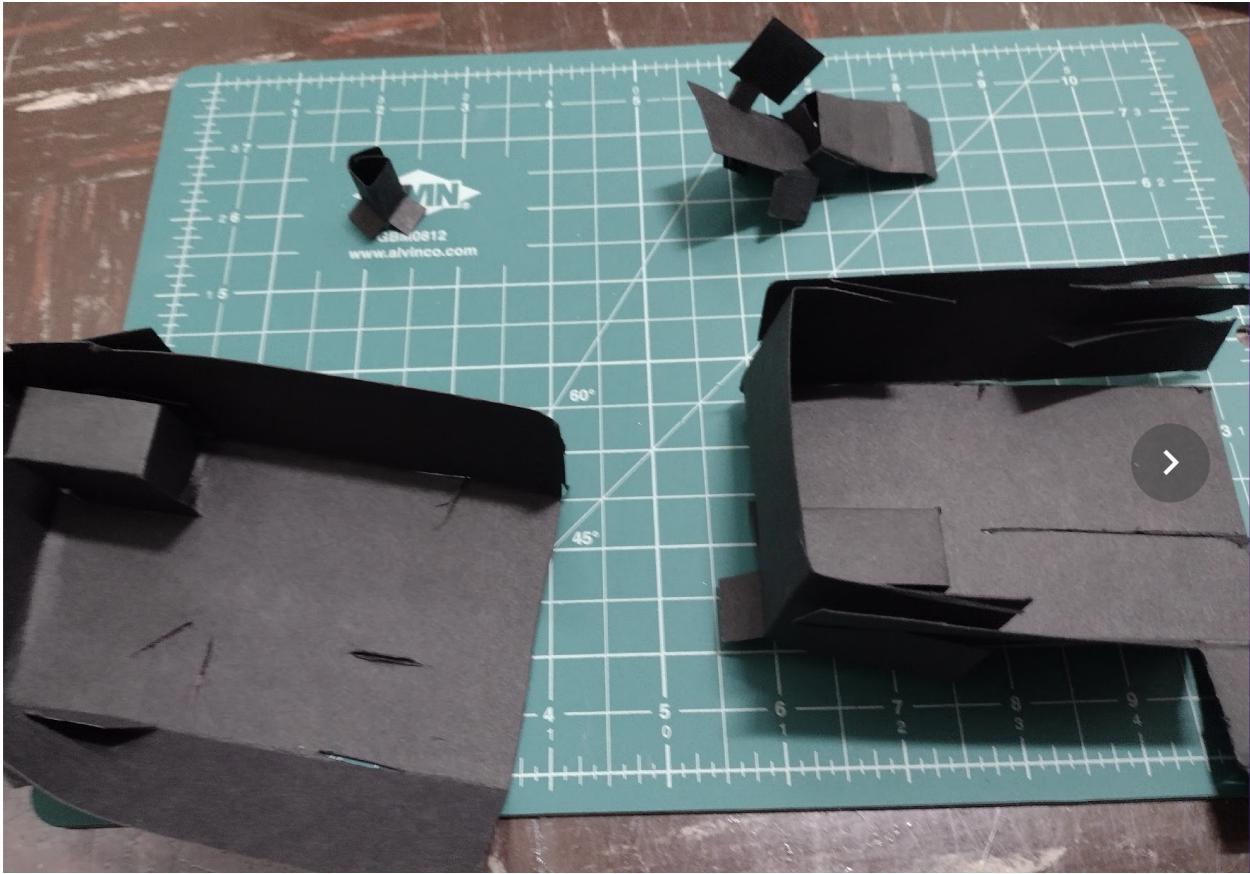
- ▼ Dictionary of components



Computer Station



Shelves

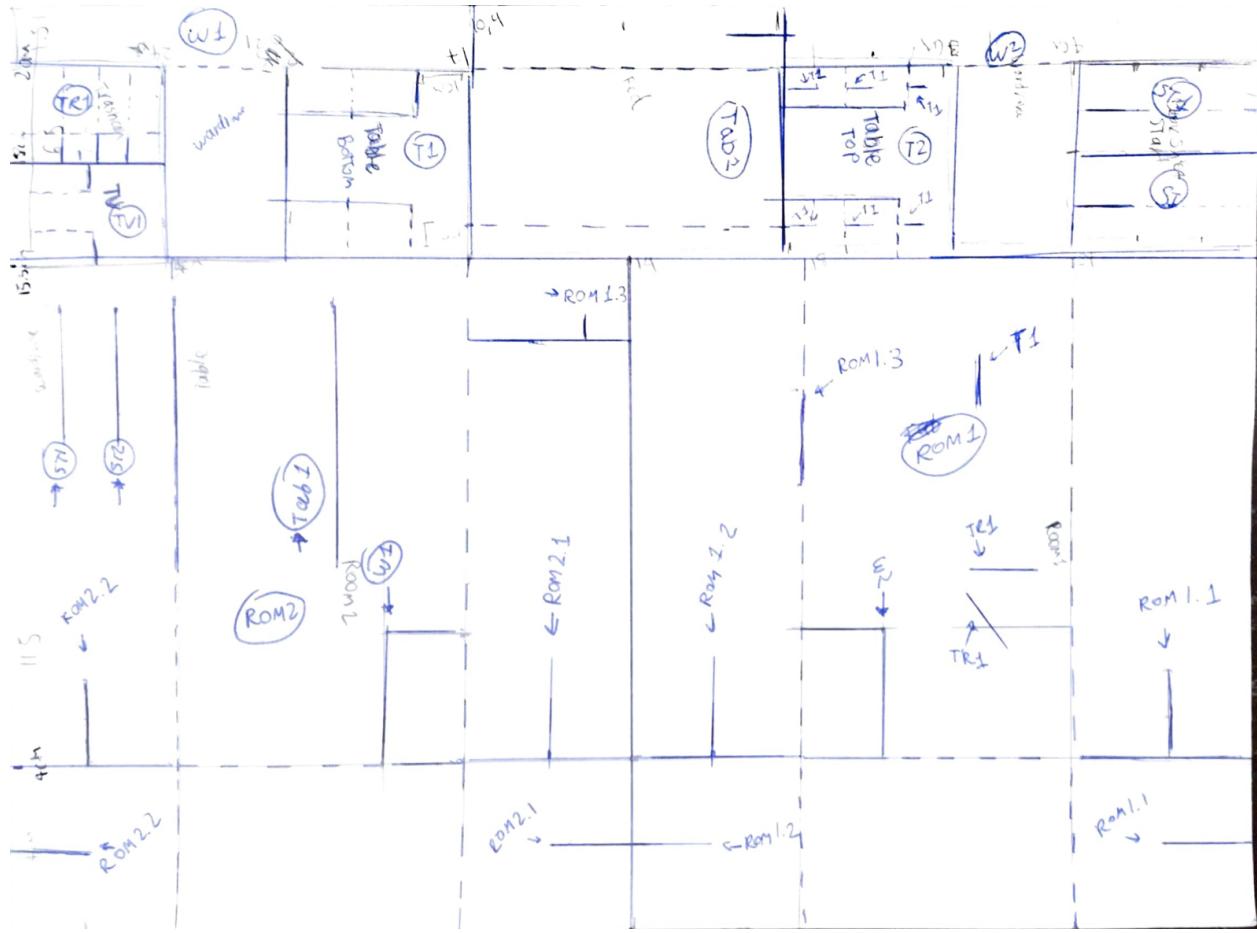


Macro pieces: Room 1 with wardrobe; trashcan; desktop station; Room 2 with wardrobe and shelves

Instructions

Instruction Sets

- `dash line` : Means folding
 - `Straight line` Means cut
 - `arrow` means plug/attach
-



Front View: Claning it Diagram can use a little more neatness.

x_i fund \Leftarrow $\leftarrow x$

old \Leftarrow ----

cut \Leftarrow —

INSTRUCTIONS

Row2

Row3

72

52

71

731

70

732

71

72

73

Back View: On the next build,

<https://s3-us-west-2.amazonaws.com/secure.notion-static.com/b3c51b67-0878-4eb7-afbd-e75f5ef67316/scandesign.pdf>

UNITY

GESTALT

Unity is achieved when the whole is more important than the parts. A unified design may be, on the most basic level, a simple monolith or mass. More often, unity consists of many forms or objects brought together to construct a coherent whole.

Conclusion

- I believe my project uses Unity because each individual piece is meaningless but when you stick them together, that becomes a house-like
- Designing was too complicated
- I might go with an easier design next time such as a chess table next time