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Design Interaction —

HANU PARK

4782283719 | hanuna@mit.edu

Thank You! —

Personal Work

MissBehavior

I was Publicity Chair for MissBehavior, a young, intermediate-level dance team dedicated to marginalized genders at MIT.

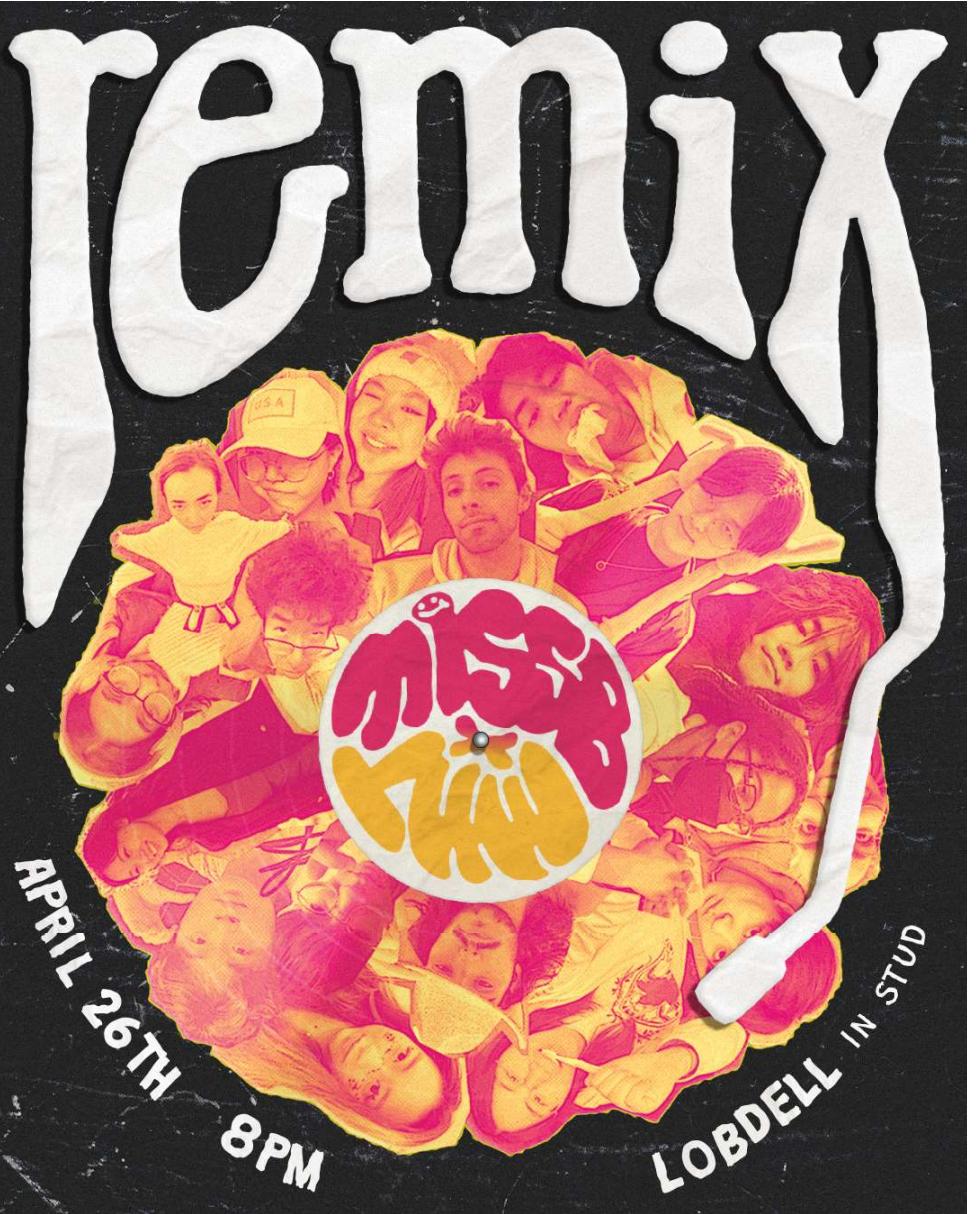
For this team, I made logos, publicity, and merchandise to solidify their branding and raise interest. The team attracted over 20 new members.



MissB x MMT : Remix

In 2024, MissBehavior collaborated with MoveMENtality, a men's dance team to host the show Remix for the first time. I worked with MoveMENtality's Diego Yañez Laguna to create publicity and merchandise for the show.

150+ tickets sold out.



Poster, Social Media Post, Sweatpants Design

HACKMIT'22

HackMIT is a hackathon at MIT that hosts over 1,500 students from all over the world for a weekend of software innovation. The hackathon is hosted by the student-led club HackMIT, a 40-person team.

In 2022, I was elected as the Marketing Head of HackMIT to guide the creative vision for that year.

On the Marketing Team, I oversaw:

- Stella Ahn
- Penny Brant
- Katherine He
- Michael Lu
- Kelly Lu
- Eghosa Ohenhen
- Anirudh Rahul
- Jazhara Solan
- Joyce Tang
- Helen Wang
- Lili Wilson
- Jessica Xu
- Hannah Zhang

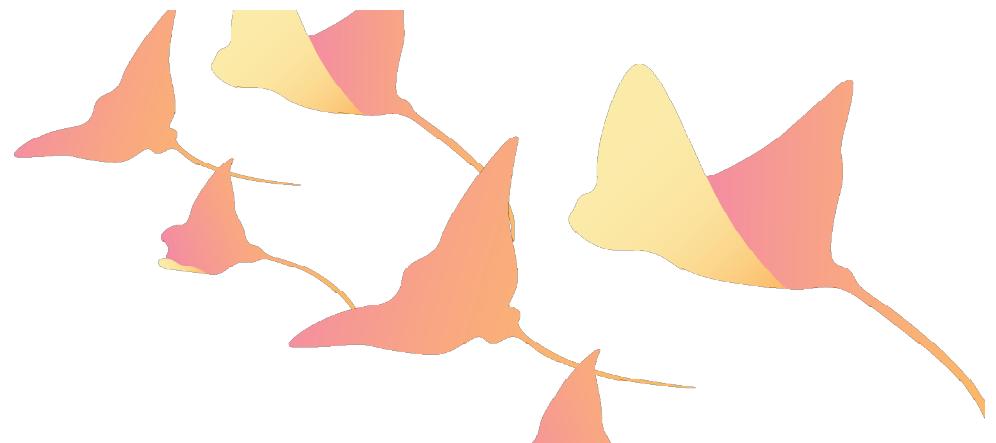
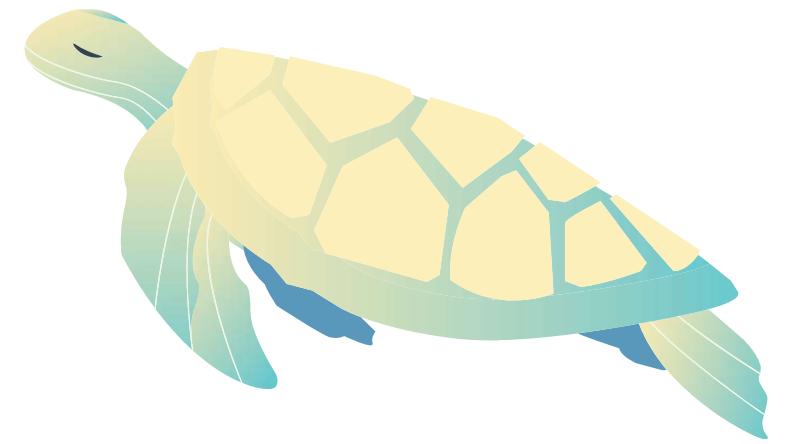
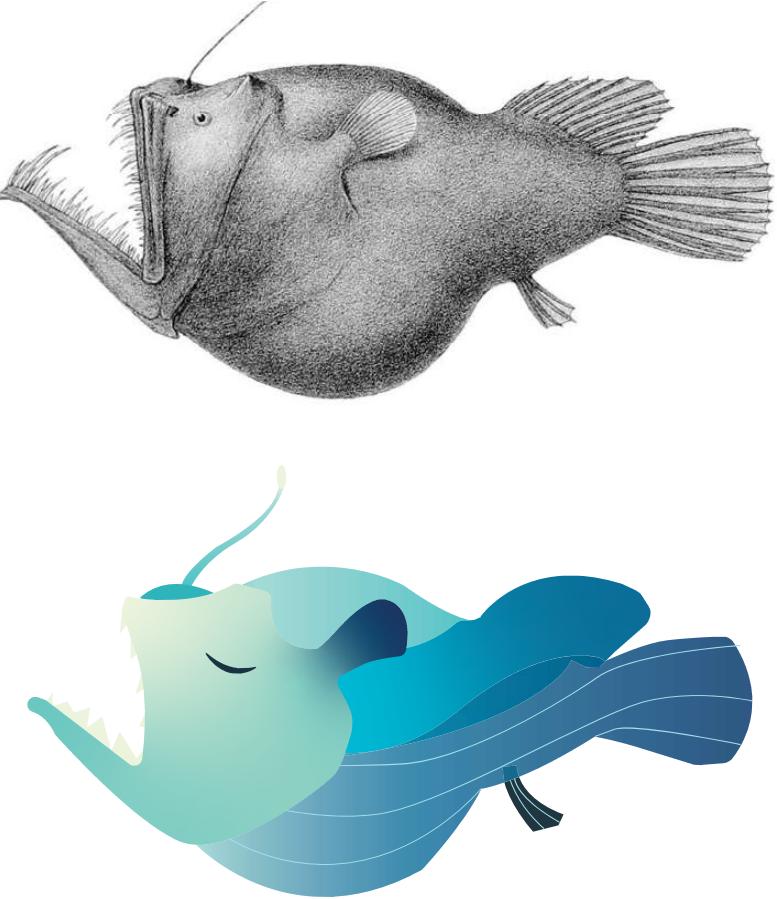


THE VISUALS

The themes, color palette, type, and logo are decided collaboratively in meetings before illustration.

I introduced Adobe Illustrator to beginners on the Marketing Team through workshops creating basic assets. We found online references, made themed sketches, and vectorized them.

The assets are used for sections of the website and publication materials, which I assign to members after the workshops.

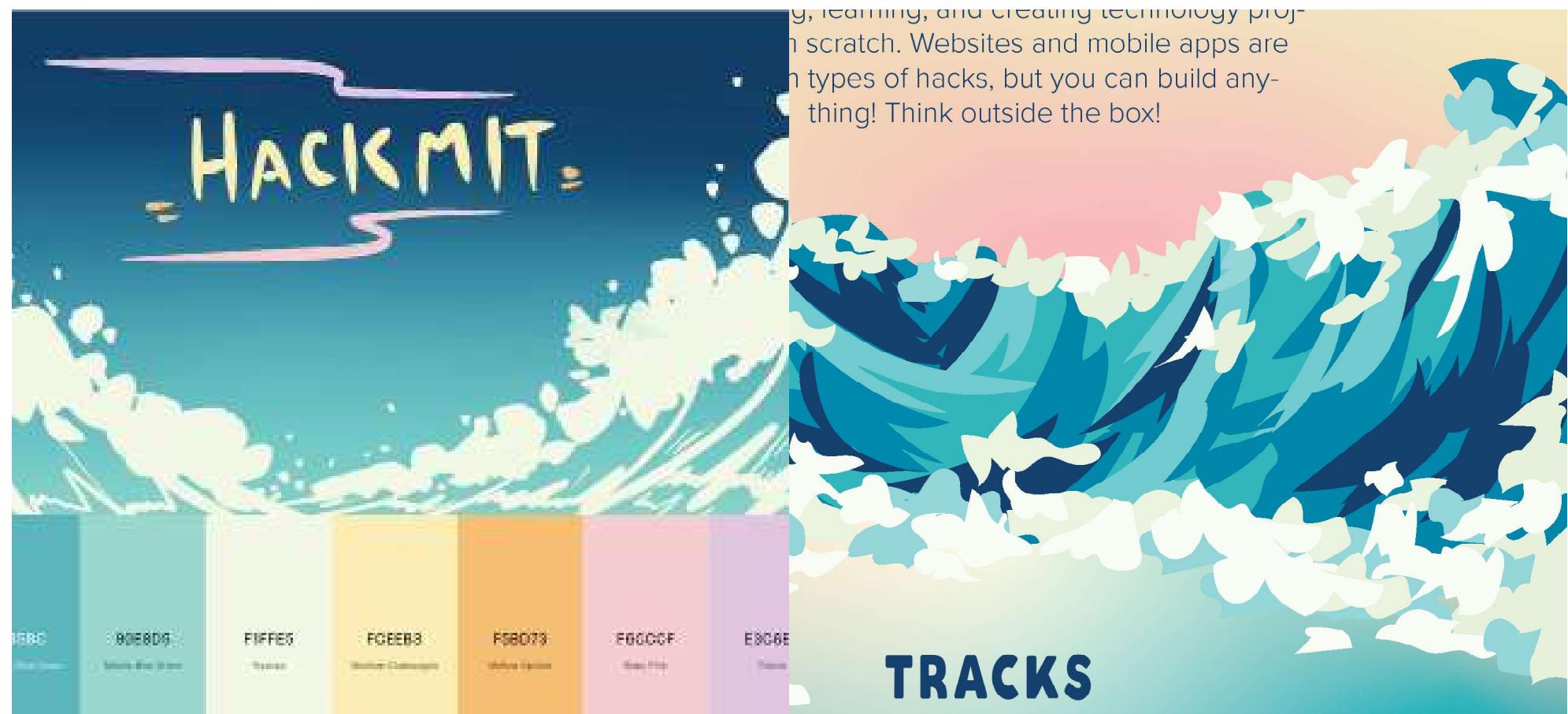
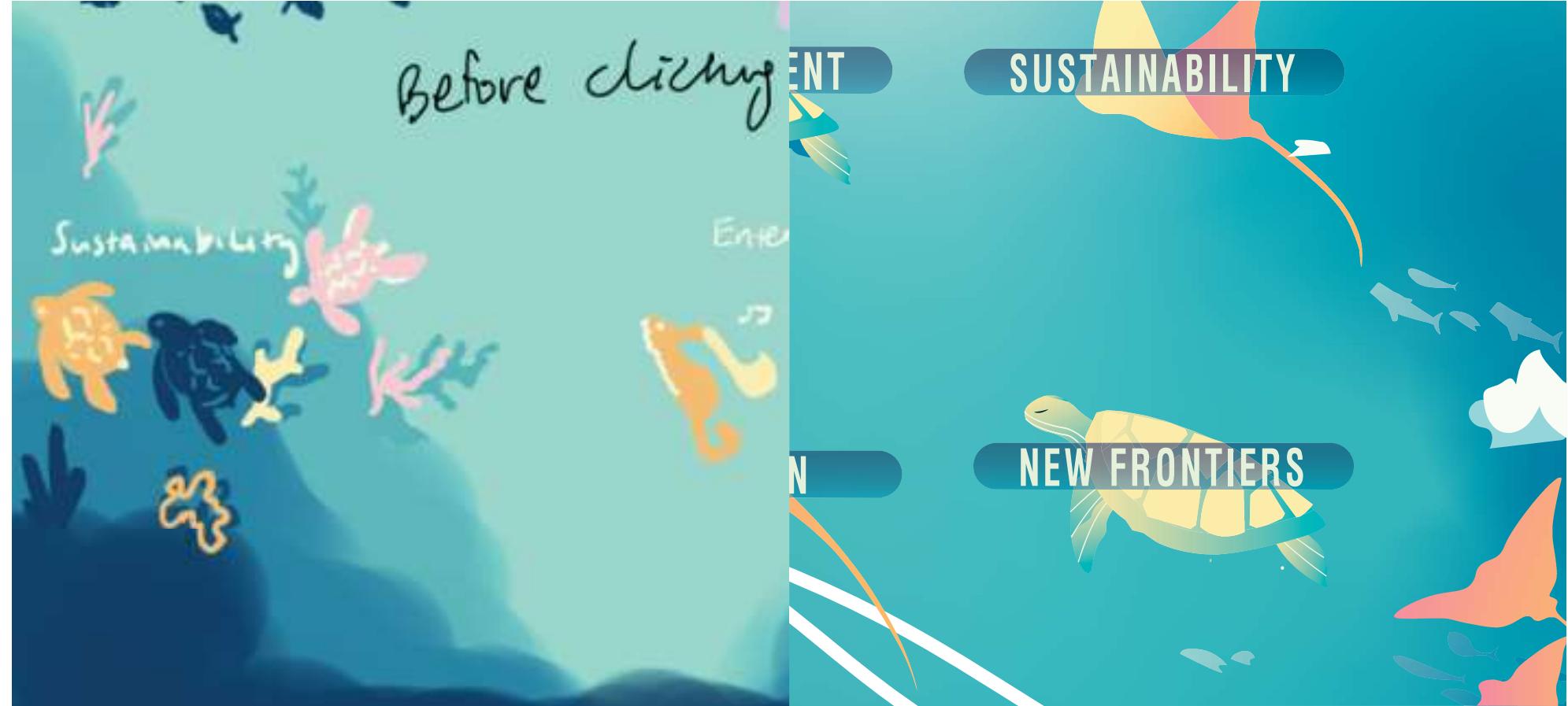


WEBSITE DESIGN

Similarly to assets, the website designs start with initial sketches before the final illustration.

For learning, I assigned beginner and advanced members to work together in pairs throughout website development.

Pairs would present and receive feedback in weekly meetings.



OTHER MATERIALS

Together, we designed ID badges, stickers, hoodies, totes, event banners, printed signs, sponsor pages, photo backdrops, social media posts, Zoom backgrounds, profile picture borders...

The list of tasks never seemed to end.



Tote Design, Logo, Social Media Post, Banner, Zoom Background, Winner Check, ID Badge

Class Work

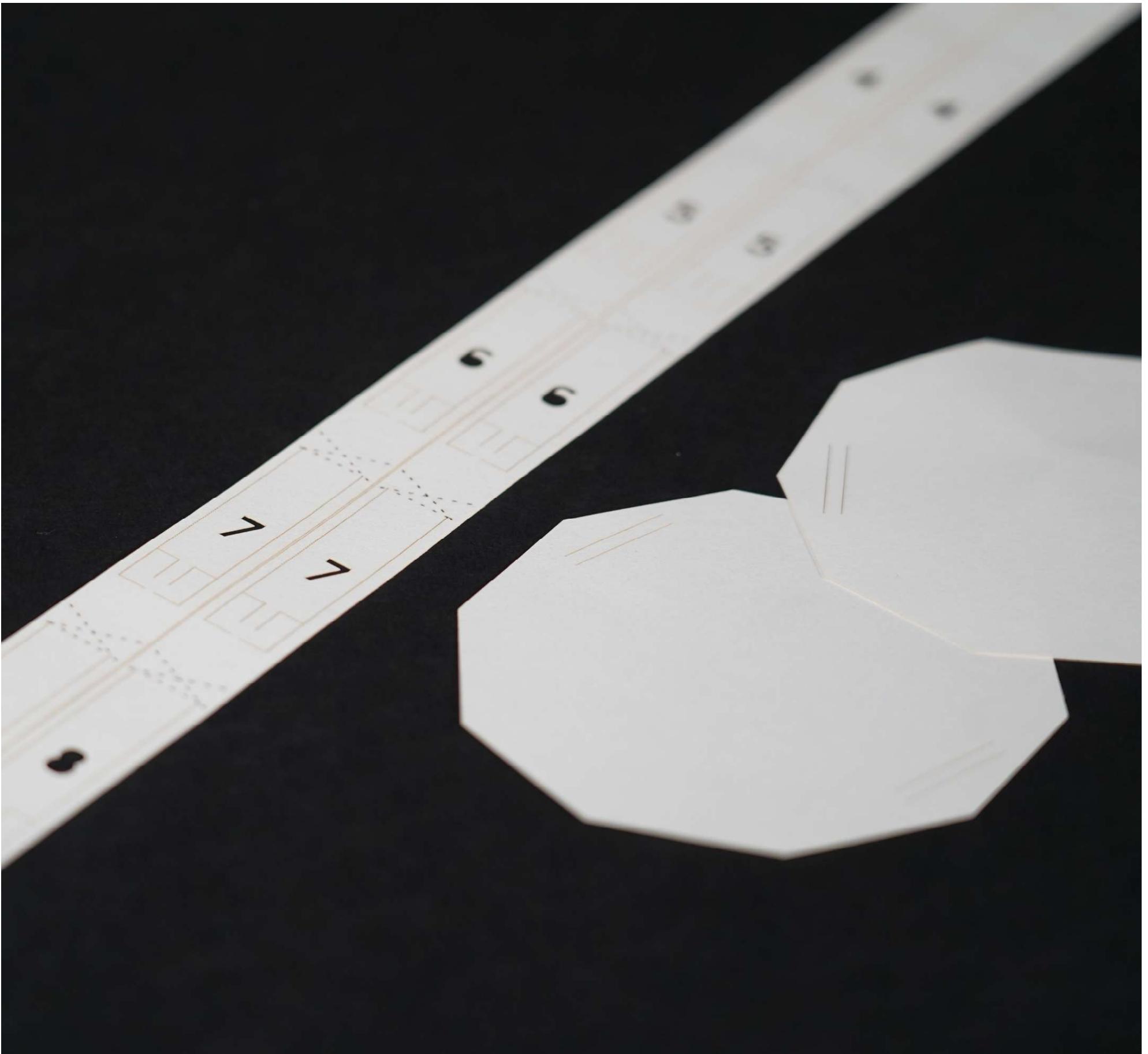
Design Studio I

Prof. Skylar Tibbits & Emily Weissman

DNA Match

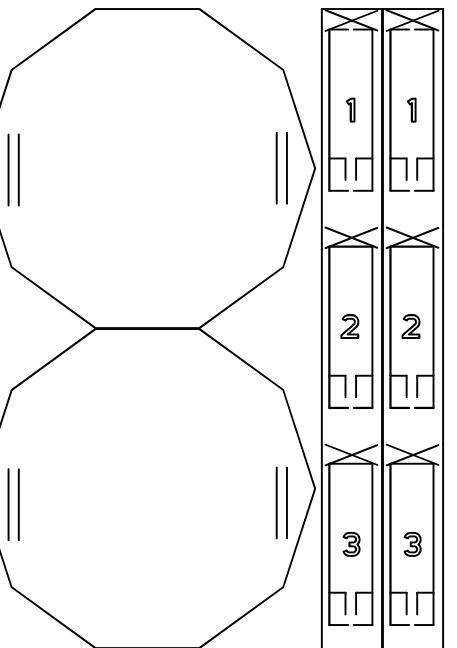
DNA Match is a paper quiz-taking method that measures compatibility with another.

The concept is based off of DNA's double-helix model.



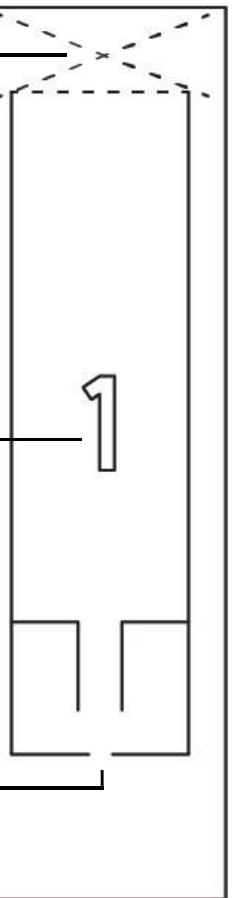
DNA Match Design

2 caps to hold each end of the strands



2 strands for each quiz-taker

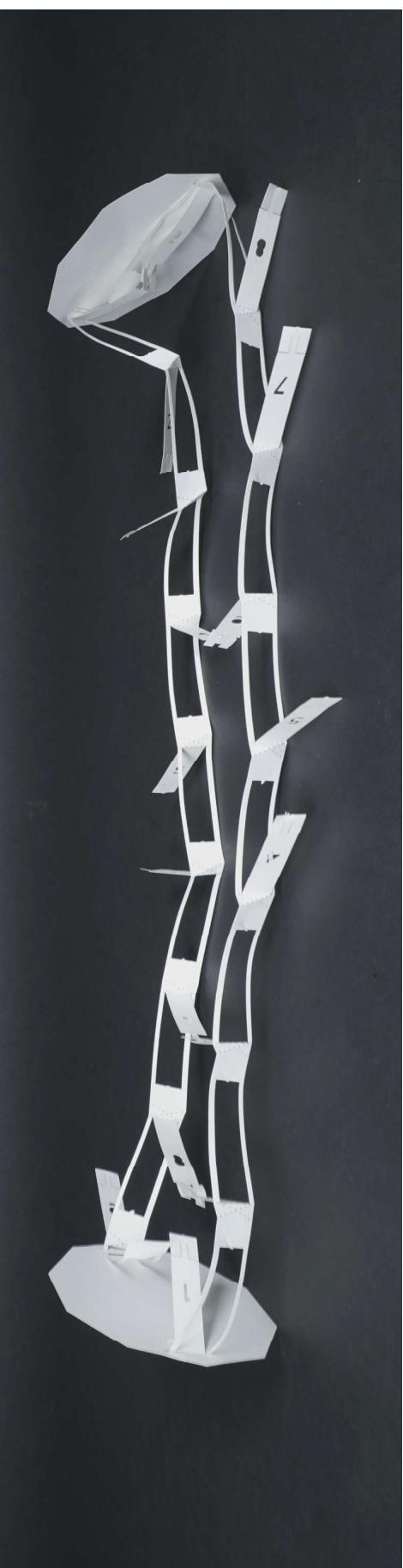
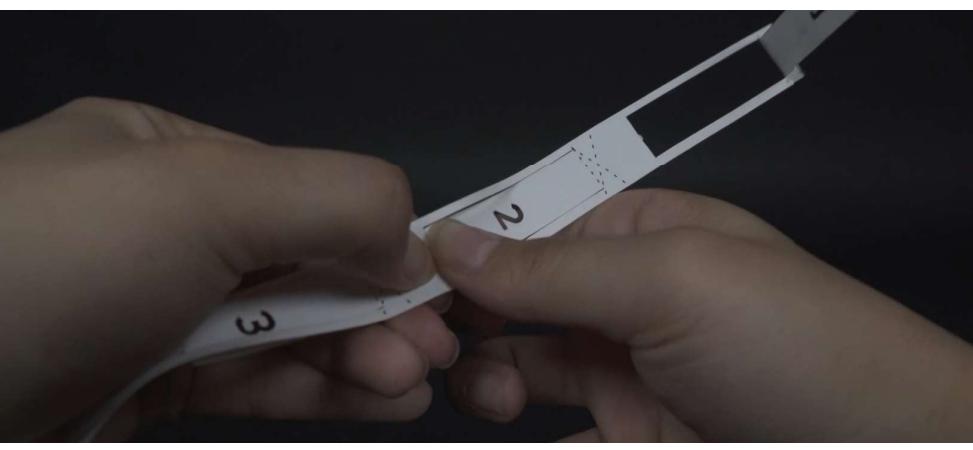
Perforations aid helix formation and tab bending



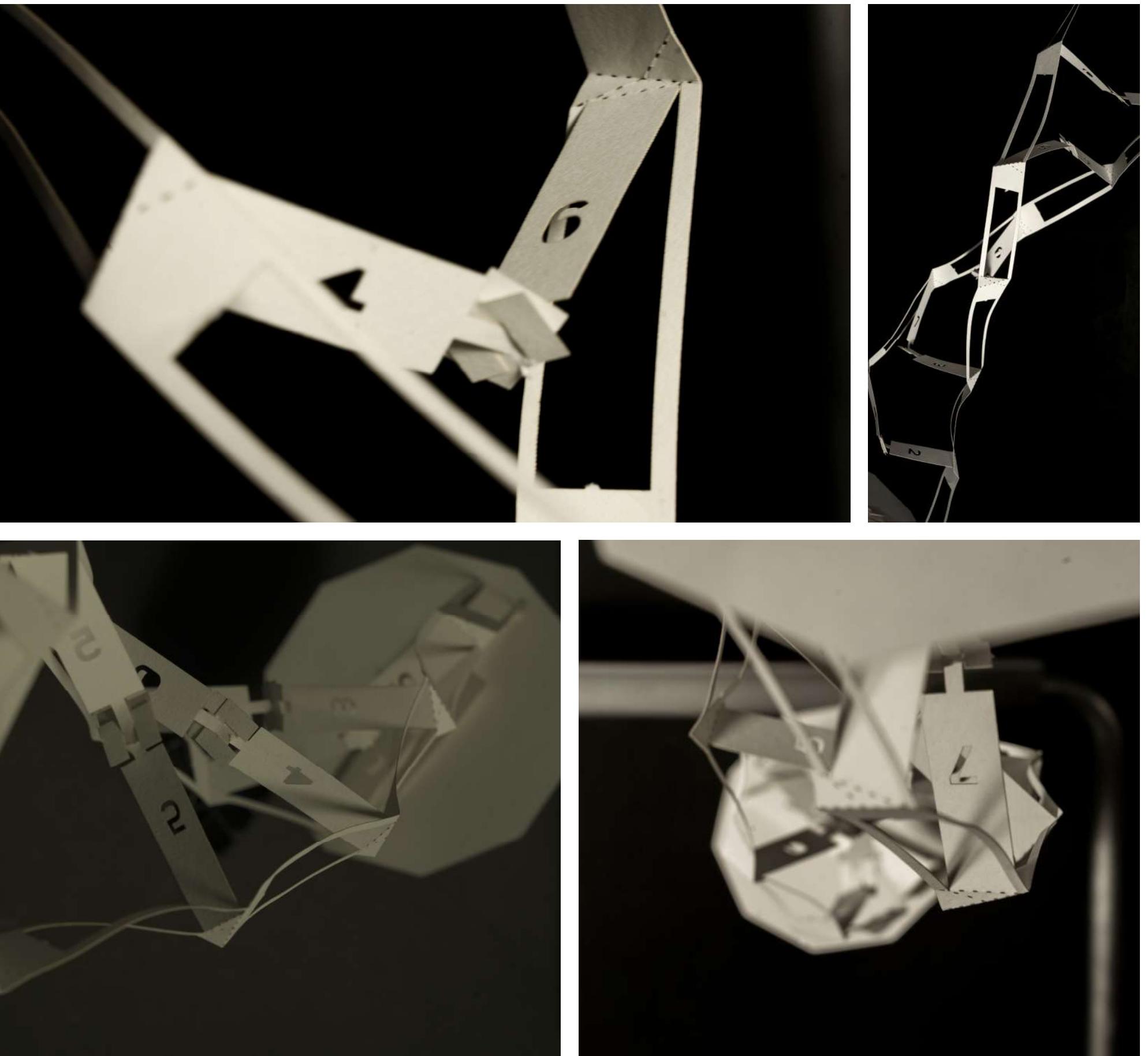
Numbered tabs track questions

Connectors interlock tabs

Seal holds tab until answered



Enlarged Tab Design, Cut Sheet, Example DNA Match

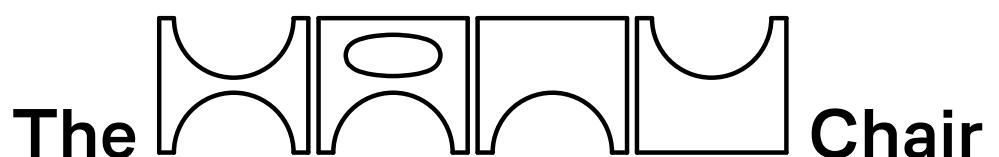


DNA Match Results

These images represent a 100% compatible connection, with each tab connecting to form a clear double helix.

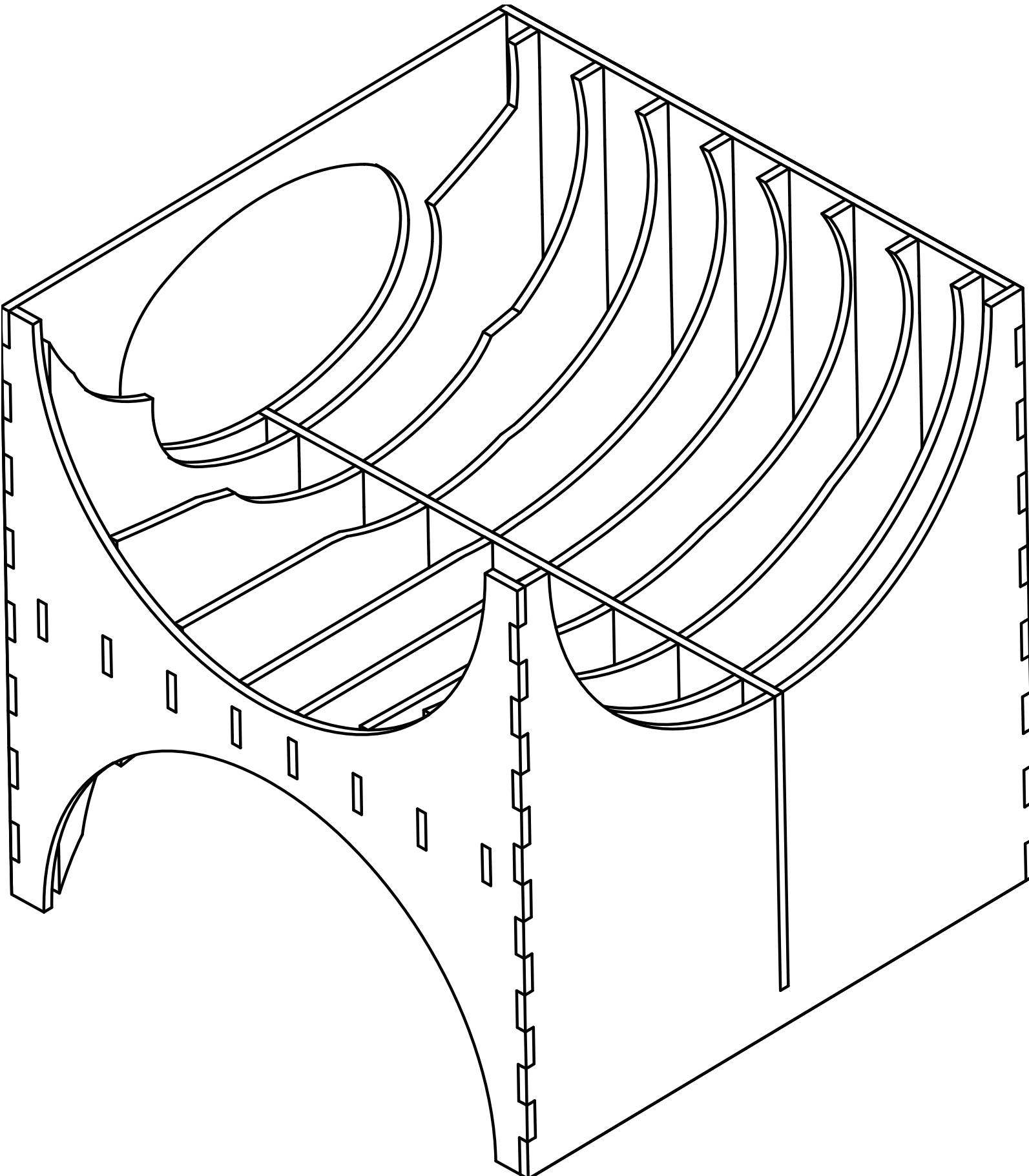
Design Computation

Prof. Larry Sass



The hAnu Chair, a reference to my name, was the first iteration of my final chair design. The letters can be seen on each outer face of the chair.

However, I was unsatisfied with its form, and the design exceeded material usage limits. This lead to a new iteration.

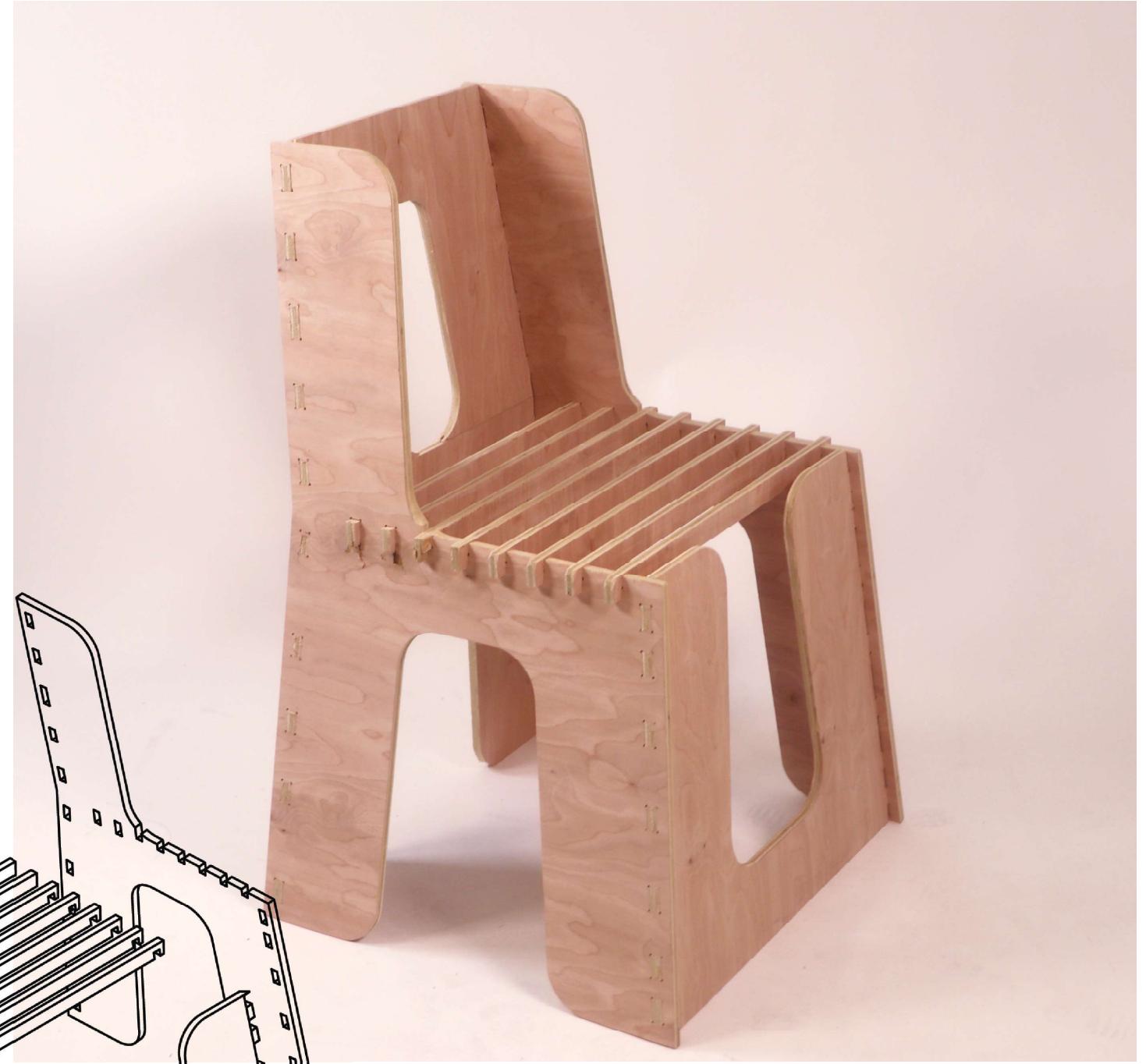
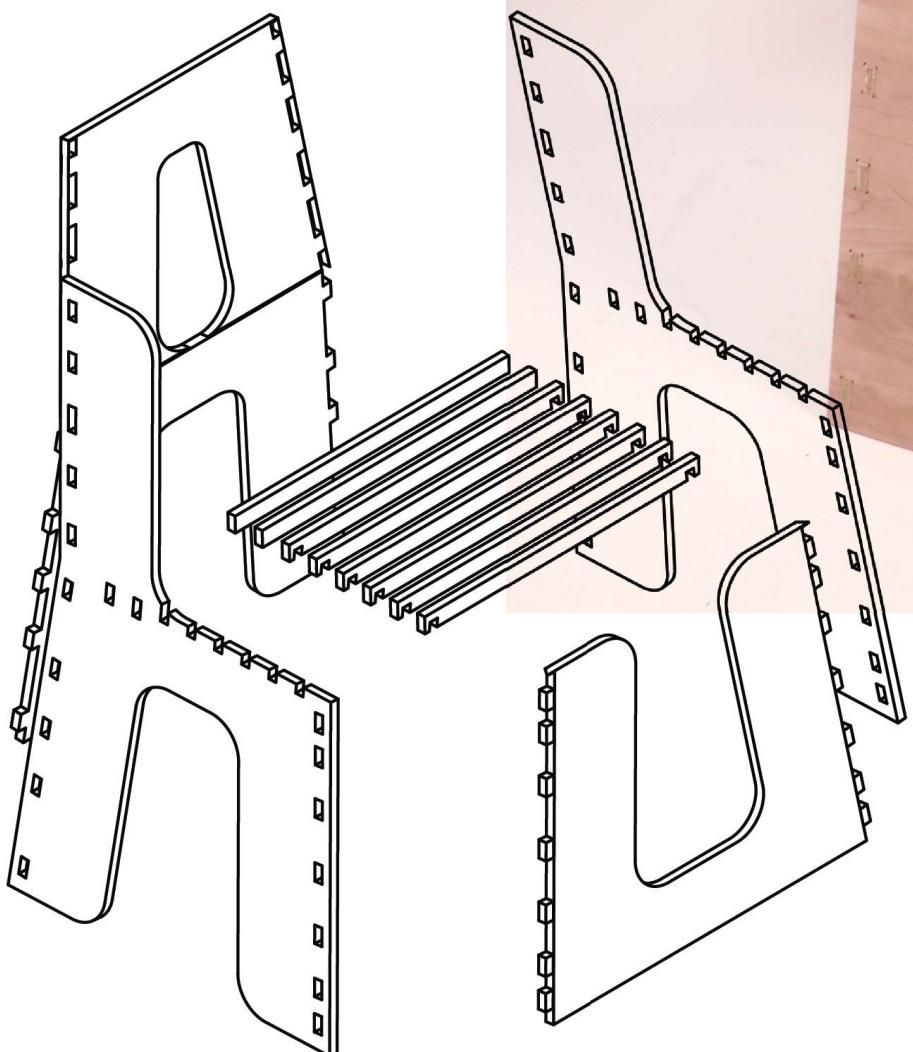


The hAhu Chair

The hAhu Chair is meant to embody playfulness and youth.

It uses mortise and tenon joints along outer corners for stability and interchangeable inserts for the seat. Each face features the same curve for a cohesive theme and a hole in the back for easy handling.

This model was made in Rhino, and due to the slanted nature of each face, challenged me to work in unorthodox directions. It was CNC milled from a single sheet of plywood and assembled by hand.



Drawing of The hAhu Chair, The hAhu Chair

Art, Design, and Spatial Practices

Prof. Tobias Putrih

Lucky Pig Shrine

I am a fortunate person, and I built a shrine for my three-legged metal lucky charm as a thank you.

It is constructed of bass wood, red thread, nuts, washers, rubber bands, and clay. I laser cut the wood, glued them together, and made a clay tile. The clay tile features three feet holes for the metal pig to slot into comfortably.



Design Studio II

Prof. Carrie Norman & Emily Weissman

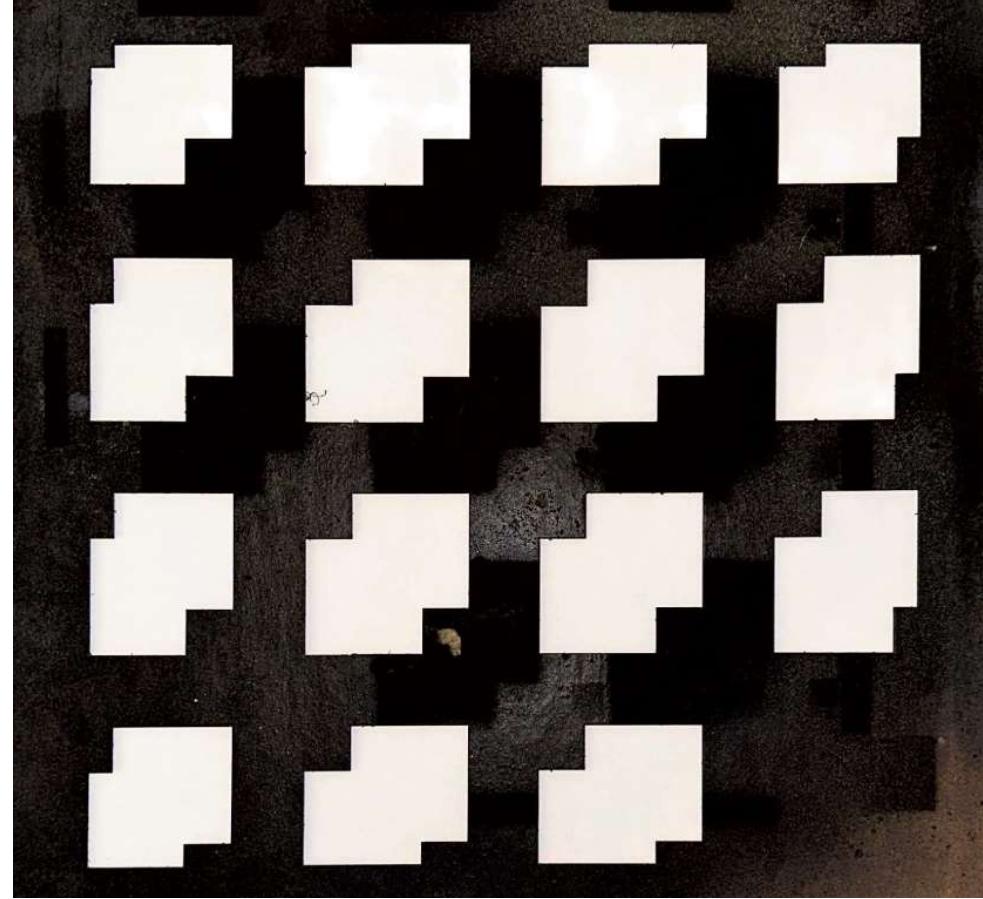
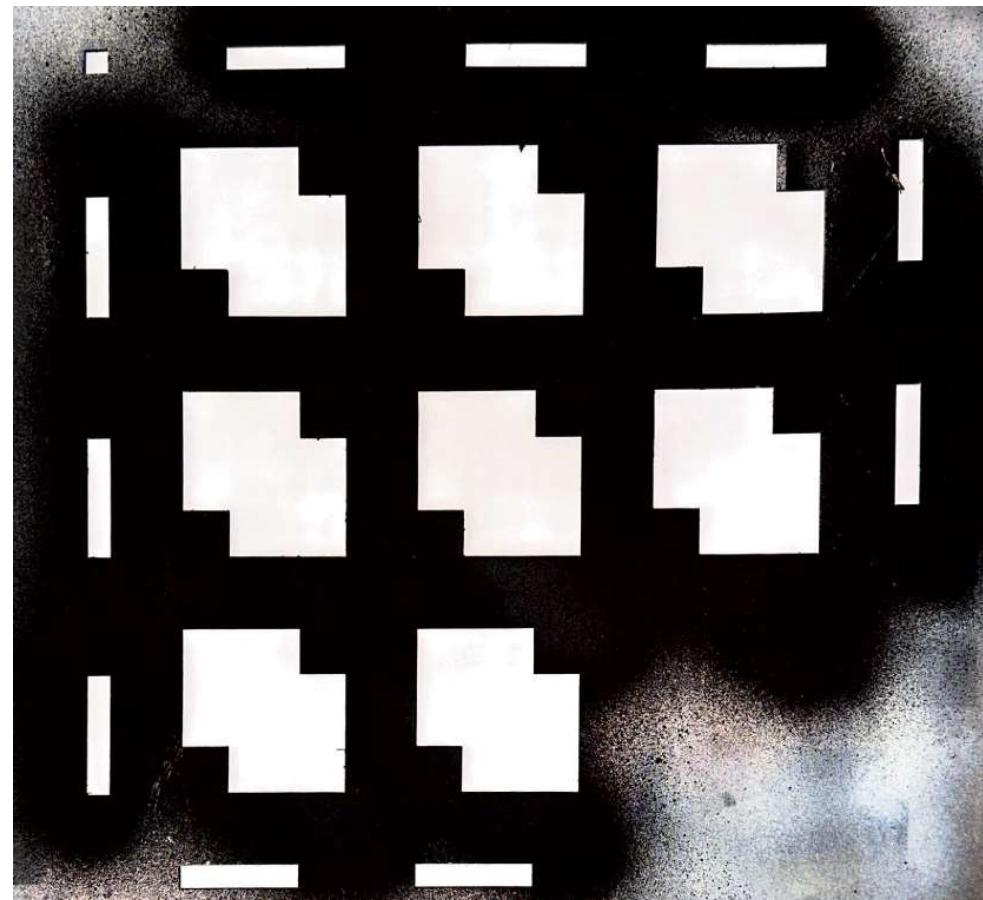
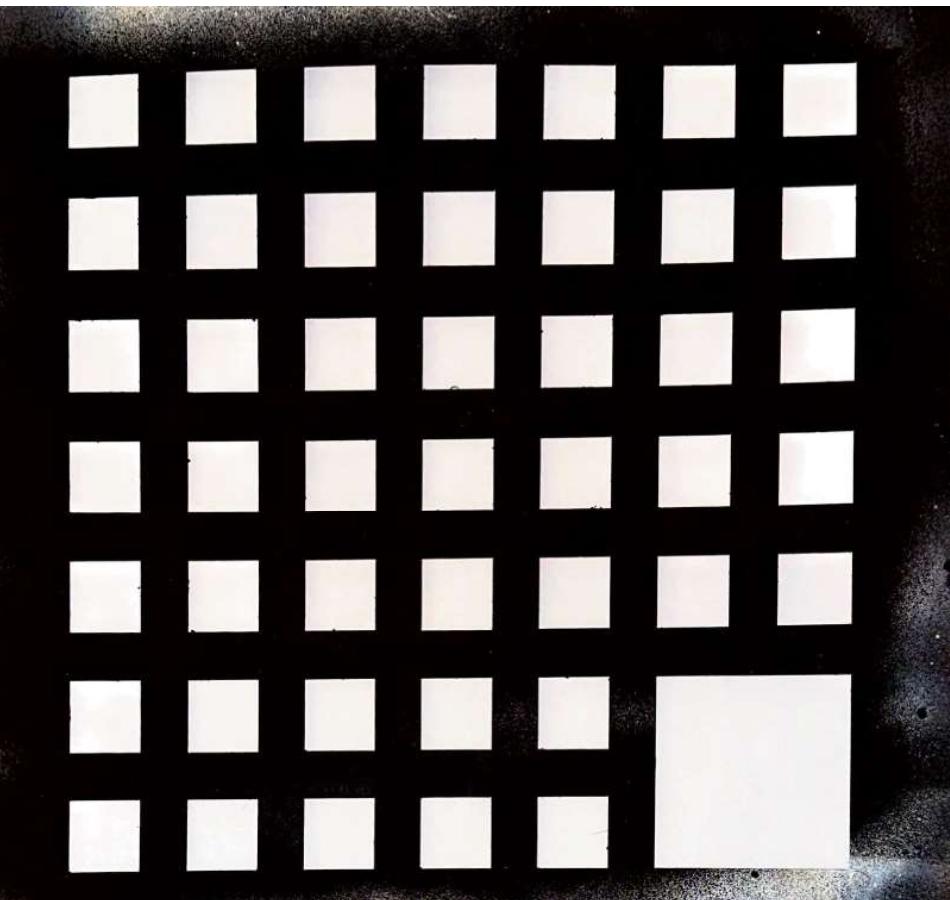
The Abstraction of Simmons Hall

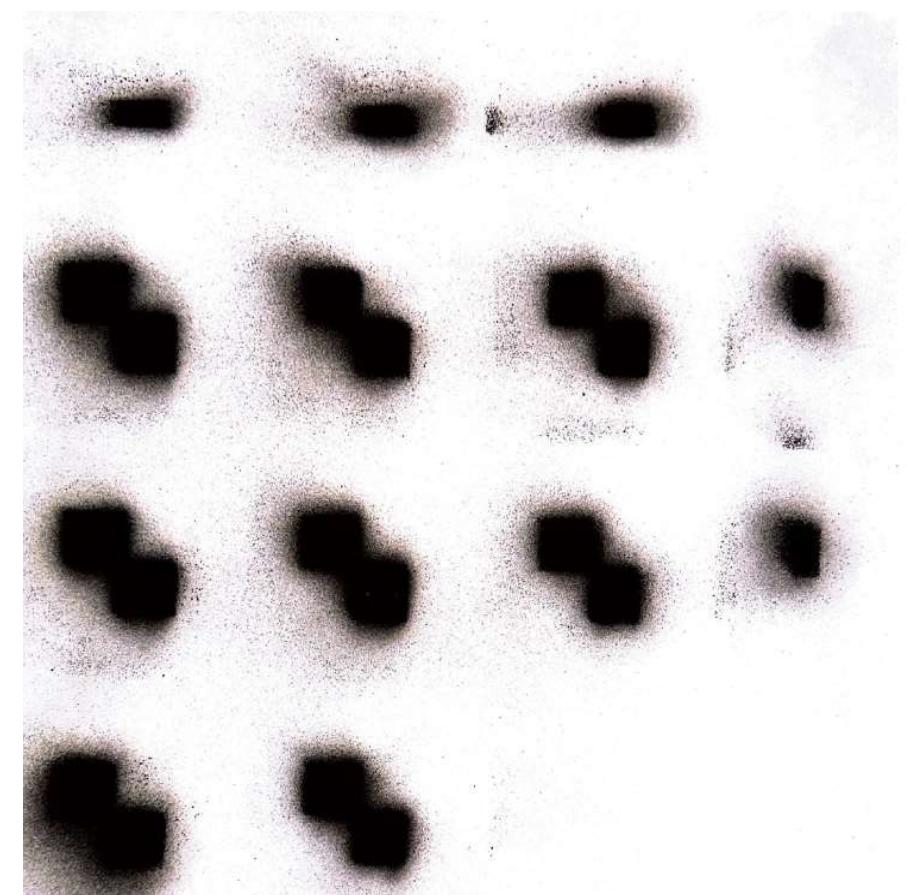
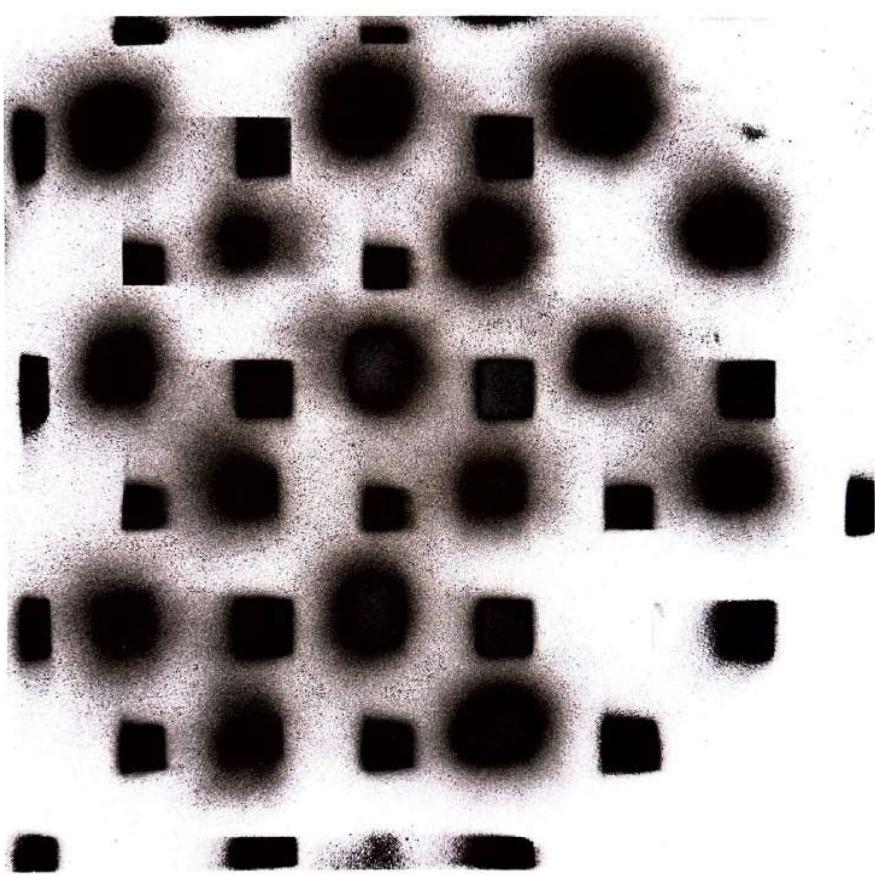
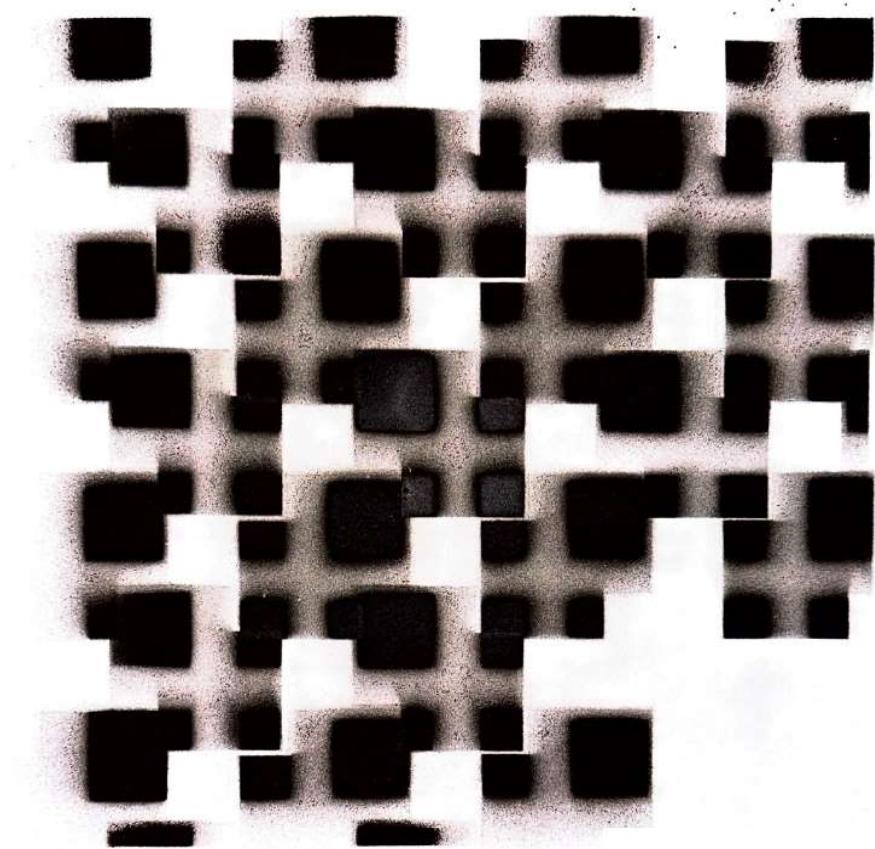
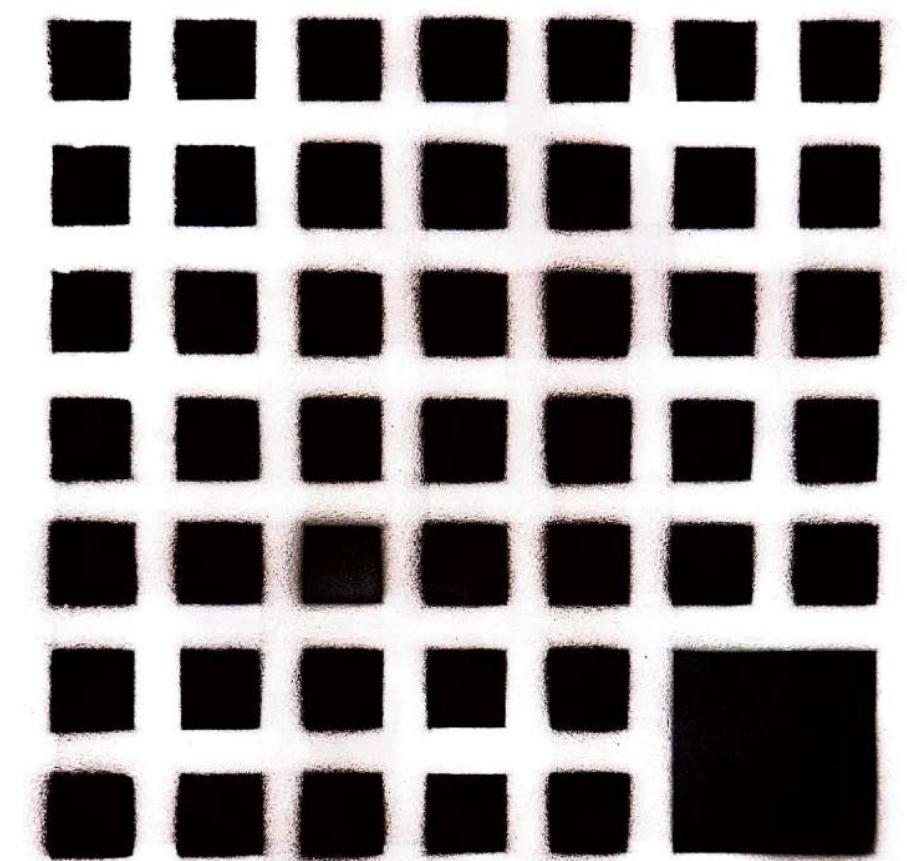
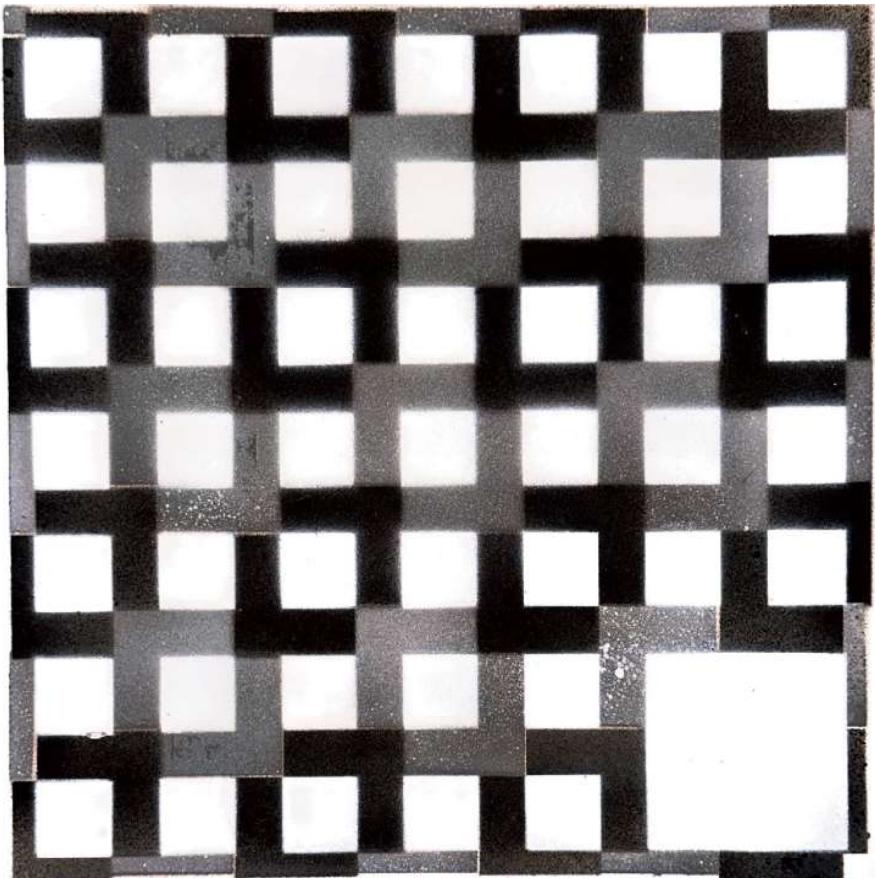
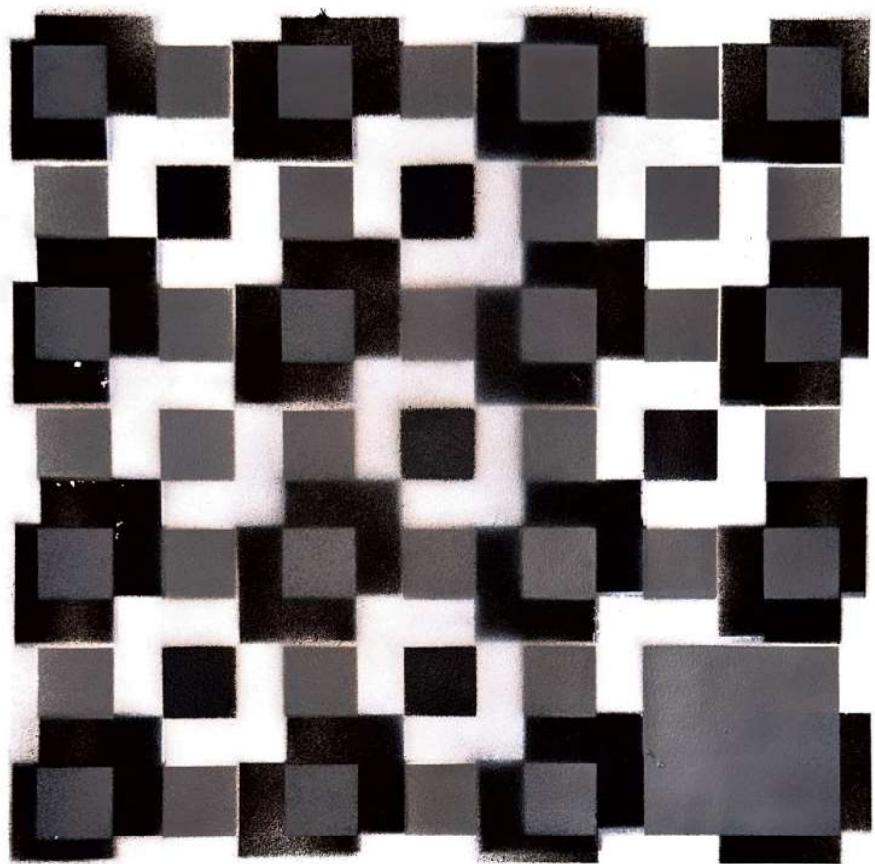
For this class, I worked with Ricardo Hernandez.

The Abstraction of Simmons Hall uses three stencils to generate progressively looser interpretations of the Simmons Hall facade.

Each is made using either black, white, or grey water-based spray paint.

Variations are achieved by varying the elevation of stencils, combination of stencils, and color combinations of spray paint.



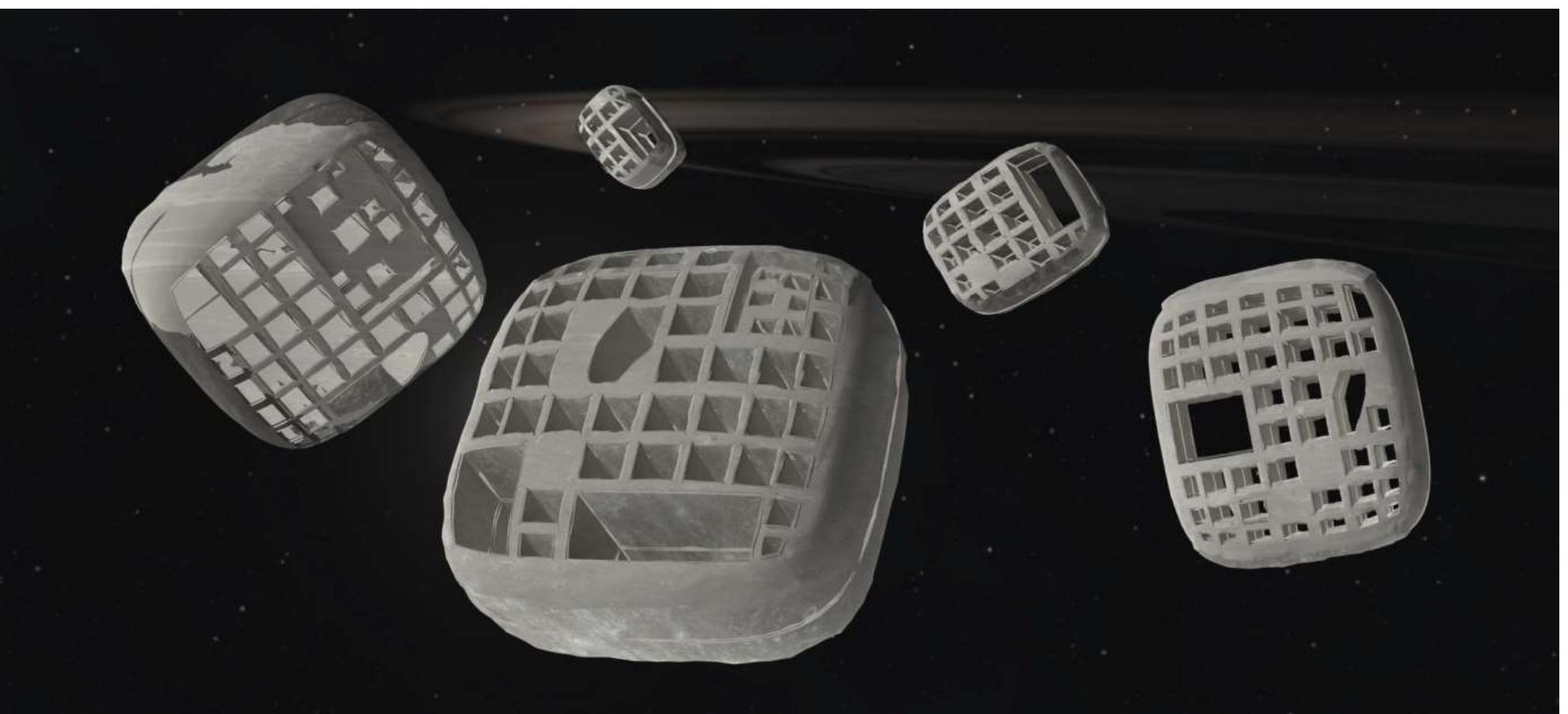


Simmons Hall Moon Stones

We were inspired by the gradients in of the later images in the Abstration of Simmons Hall.

We interpreted these gradients as curves in space, which guided our development of a 3D souvenir of Simmons Hall.

This resulted in a smooth and puffy stack of rocks imprinted with a rounded Simmons Hall facade on each face. These rocks were coined as Moon Stones.



Simmons Hall Moon Stones Fabrication

In Rhino, we modeled a rounded and segmented version of Simmons Hall.

Each segment was halved and 3D printed.

These prints were then vacuum-formed, twice for each side. The holes in the 3D print naturally created curves within each window.

These two sheets were then cut with a bandsaw and glued to their respective other half. Each mold had a hole drilled into their side.

Rockite was casted into each mold. After setting, the molds were separated.

Each rock was hand sanded for smooth sides.



Vacuum-Formed Sheet, 3D Prints and Molds, Casted Rockite

Design Across Scales

Prof. Nicholas de Monchaux &
Roi Salgueiro Barrio

Den Domains

Den Domains is a social game designed to encourage interaction between students in the MIT Den, a student lounge.

For this project, I collaborated with Vicky Chen.



Den Domains Gameboard

Den Domains Rules

The goal of Den Domains is to encourage social interaction in the MIT Den, a study space on MIT campus.

This game is meant to be played at the scale of a room, fueling learning through collaboration and social play.

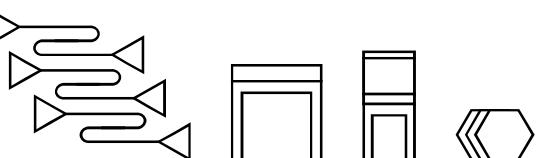
The rules of the games were printed and distributed through this graphic.

DEN DOMAINS

BUILD SOCIAL CIRCLES

Game Pieces:

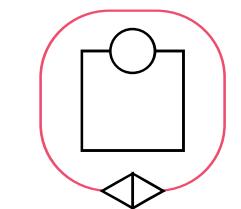
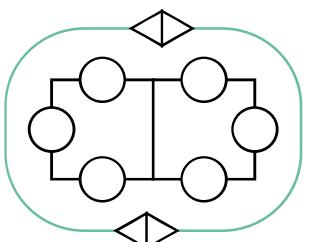
- Rope Dividers
- Chairs and Tables
- Hexagon Signs (sold separately)



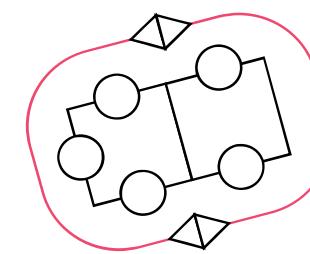
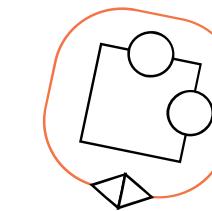
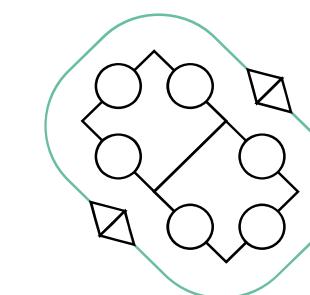
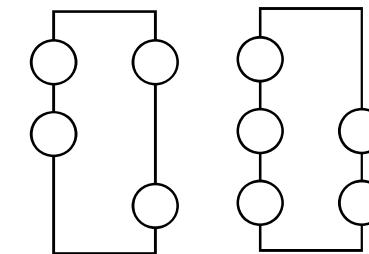
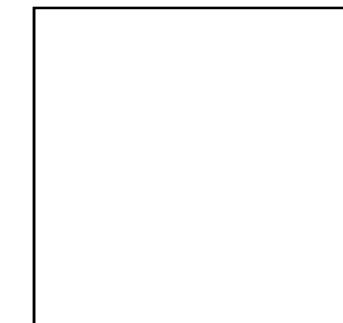
Game Rules:

- Enter the den. Your party size is not limited.
- Determine your domain settings - orange, yellow, or green.
 - Orange: your party is not looking for new players in their domain.
 - Yellow: your party is open to adding new players to their domain.
 - Green: your party is looking for new players to join their domain.
- Choose the appropriate ropes for your party size and assemble your domain
 - 1 Rope = 1 Table = 4 Chairs
- Optional: Attach a hexagon sign to your desk and use a dry erase marker to let other players know what your party is about!
- Make interesting domains and collaborate with other parties. Have fun!

Example Domains:



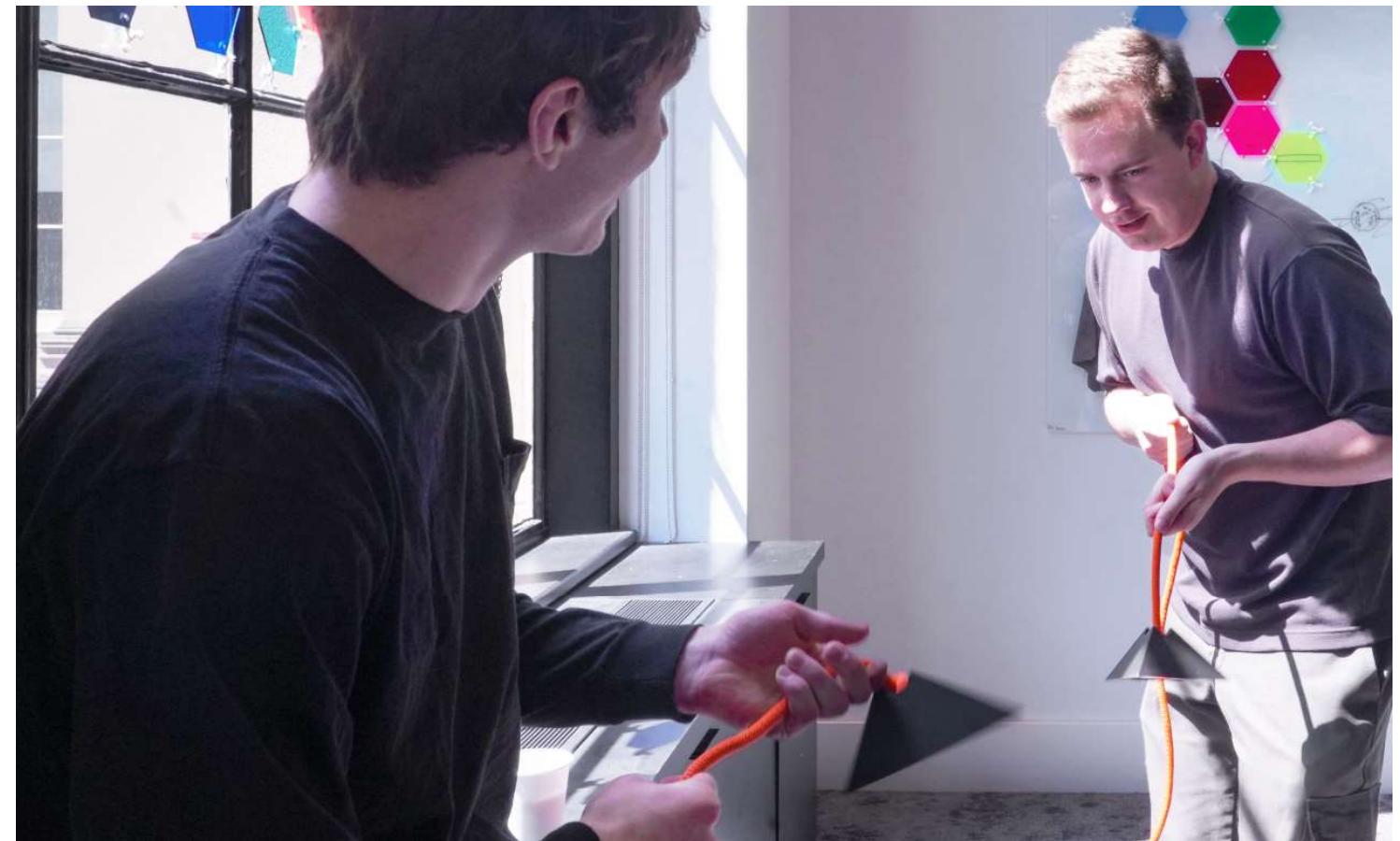
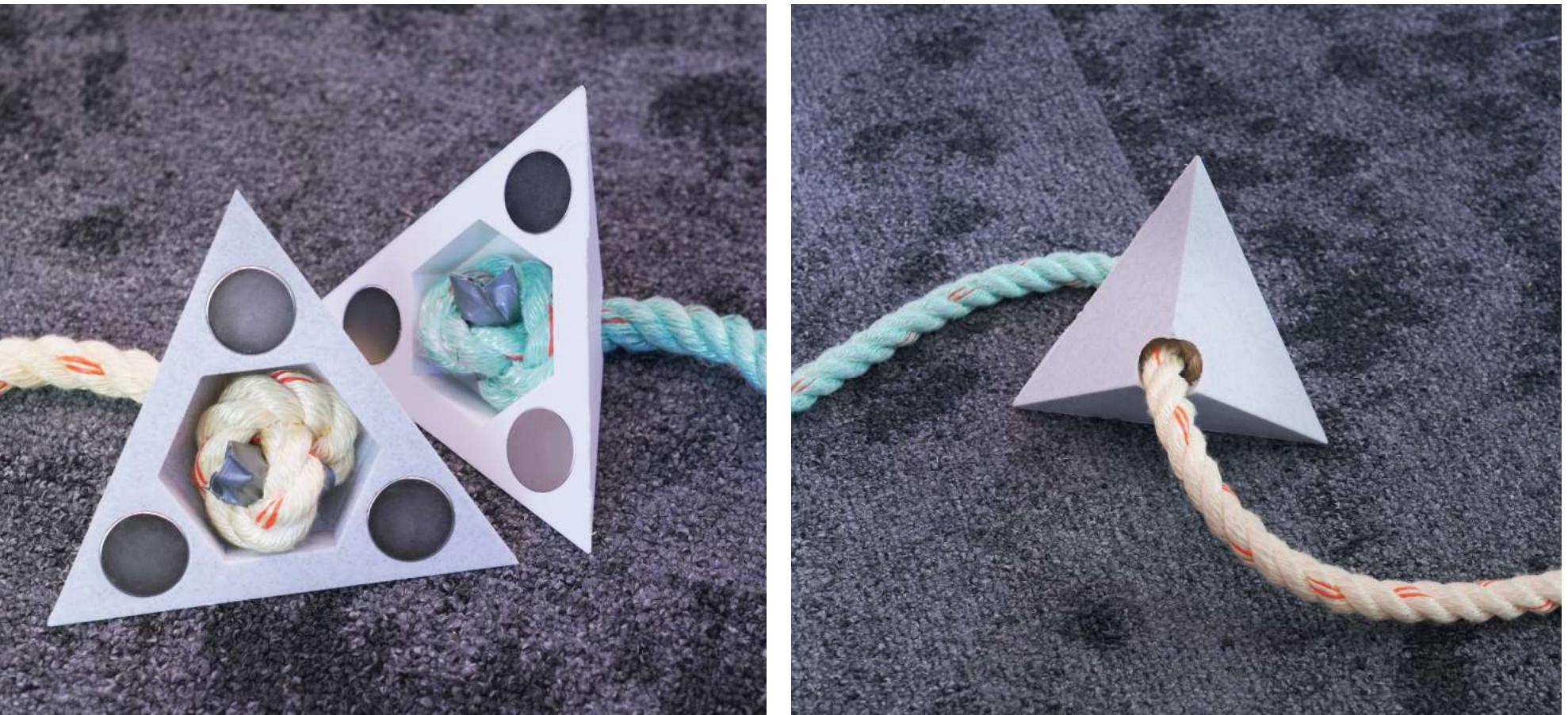
Example Room:



Den Domains Design

Each divider is made of repurposed dyed rope, 3D printed geometries, and press-fit magnets.

Each rope has two ends, and they connect to each other via magnets. Each connection features enough attractive force to need the help of two individuals to break them.



Unconnected Ends, Connected Ends, Players Breaking Connection

Den Domains Zine

To introduce the game to the lounge, we designed a Zine explaining the game rules and design of the different parts.

The Zine came in a box with small 3D printed furniture modeling the chairs and tables in the room as well as twine in the colors of the dividers.

Folded, the Zine was an informative booklet explaining the rules and designs of parts. Laid out, the Zine transformed into a gameboard.



Design Interaction

Prof. Marcelo Coelho

PIX

Pix is an analog camera that uses cyanotype paper as film, featuring a customizable grid overlay for pixel-like effects and editable text.

For this class, I worked with
Ava Dijstelbloem.



PIX Design

PIX is designed to be an all-in-one camera that fulfills the needs of cyanotype photography.

1. The top of the camera functions as a tray to easily edit the grid with pixels.

2. One drawer is designated to hold extra pixels.

3. Once satisfied with the grid, users may access the cyanotype film in another compartment.

4. Finally, the grid and cyanotype paper are slotted into the back door of the camera, where it will develop into a photo.

Additional features include: feet for stability, tripod compatibility, side grids for extra storage, camera strap hooks, and grippable drawer handles.



Top Tray, , Pixel Drawer, Paper Drawer, Back Door

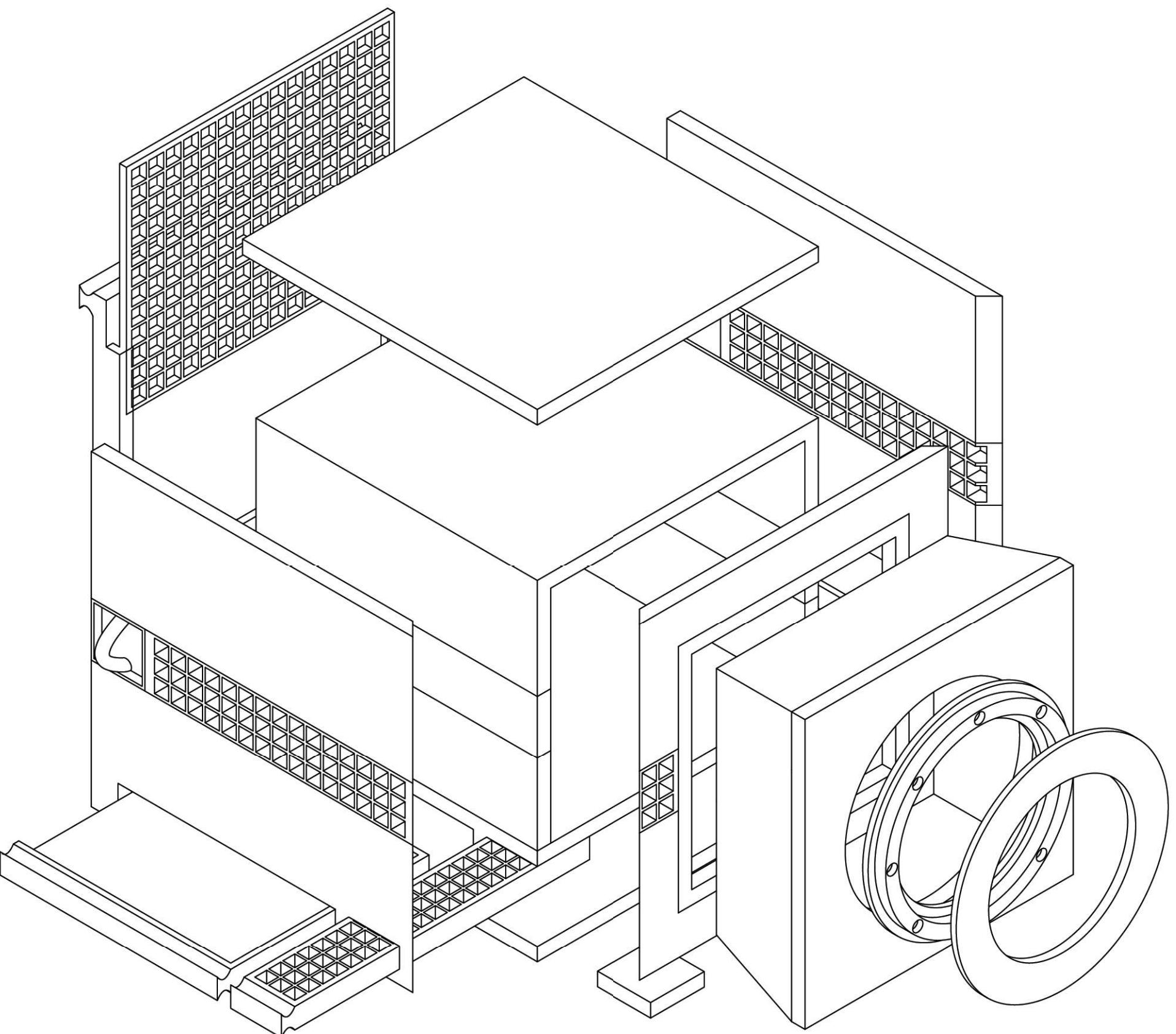
PIX Fabrication

PIX is constructed of stained wood, mitered at the joints for stability and aesthetic.

The handles, feet, drawers, lens holder, paper holder, grid, strap attachment, and pixels of PIX are 3D printed.

The backdoor hinge and strap are made of faux green leather.

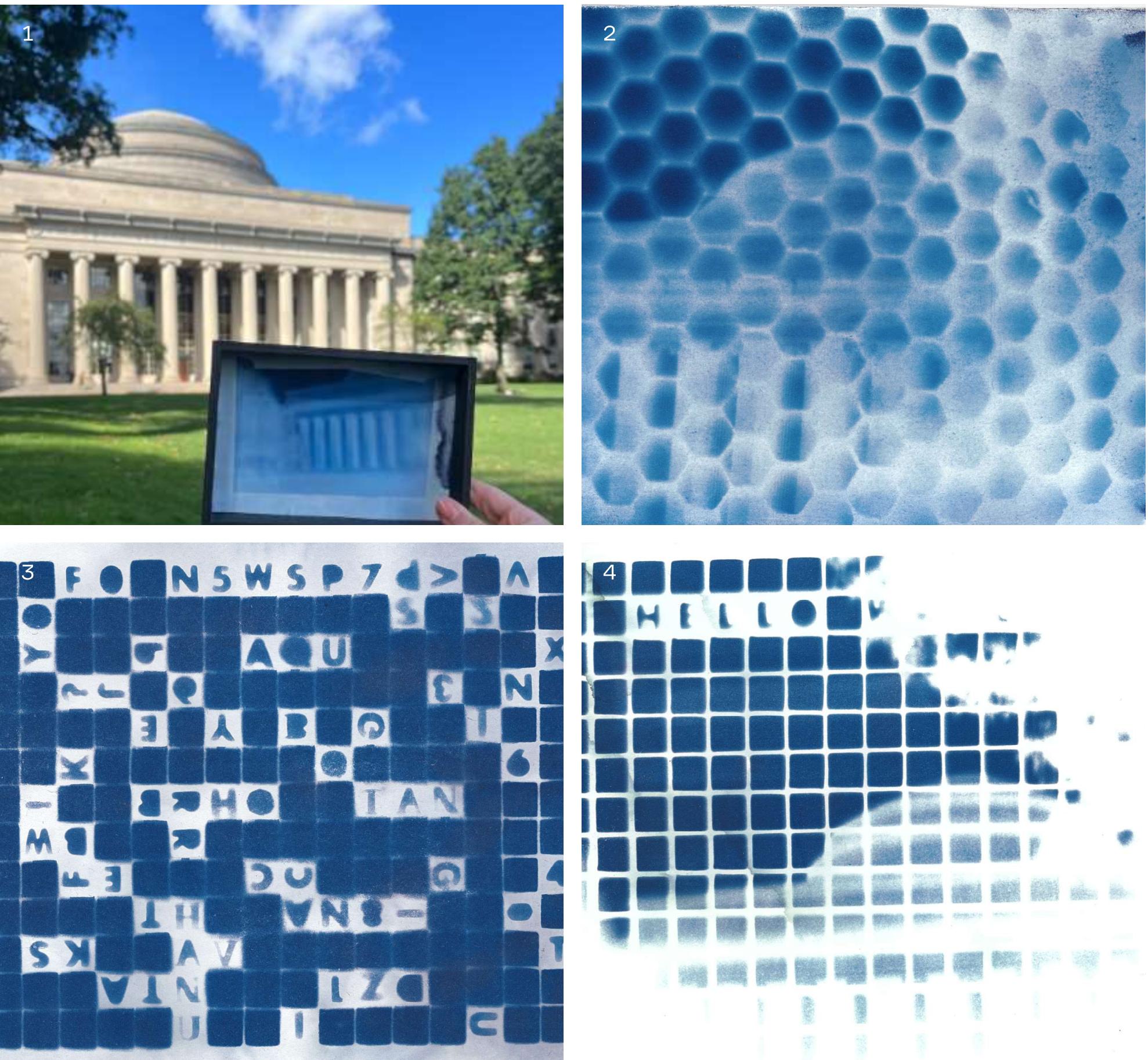
The tripod attachment and tweezers are premade metal components that we added.



PIX Results

Cyanotype paper is a film that reacts blue to UV exposure. We used two types of image-making to reach our final design: photos and photograms. Our subject throughout the project was MIT's Dome.

1. Initial photo-taking practice
2. Experimental photo through a hexagonal grid
3. Experimental photogram with type in a grid
4. Final results, combining photo and photogram concepts into one image



Initial Test, Grid Photo Test, Photogram Test, Final Result

CollagePIX

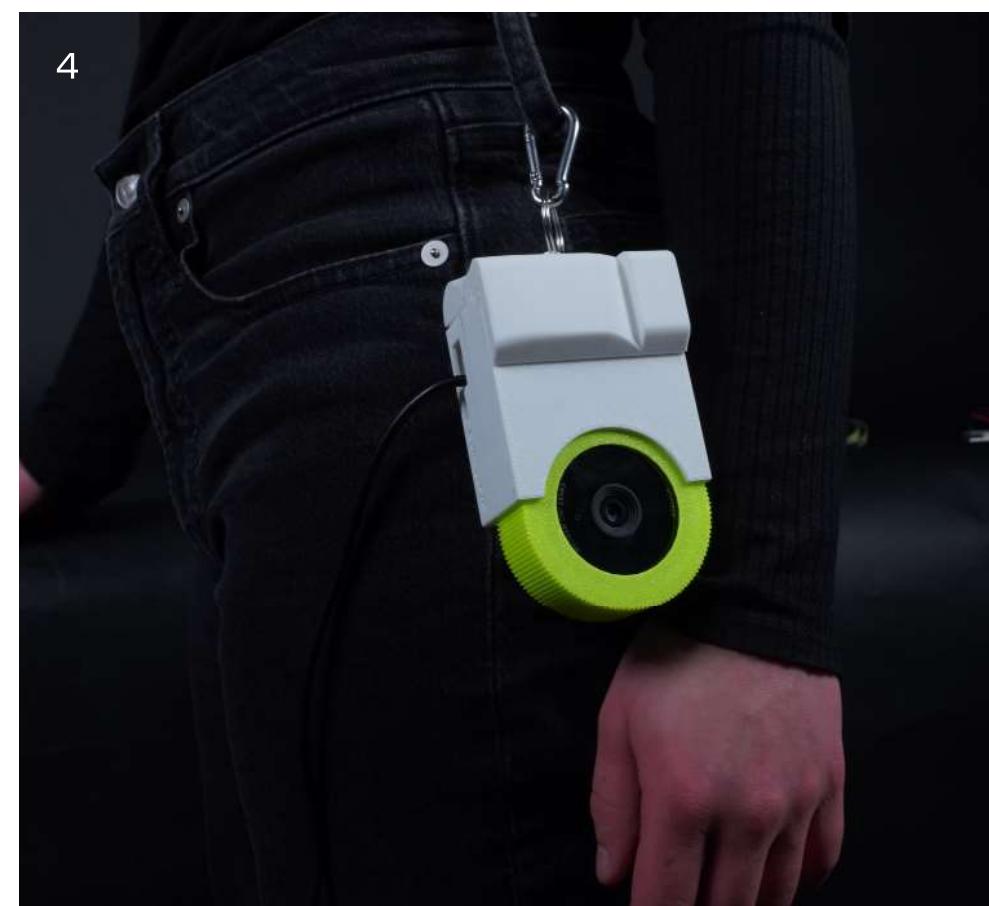
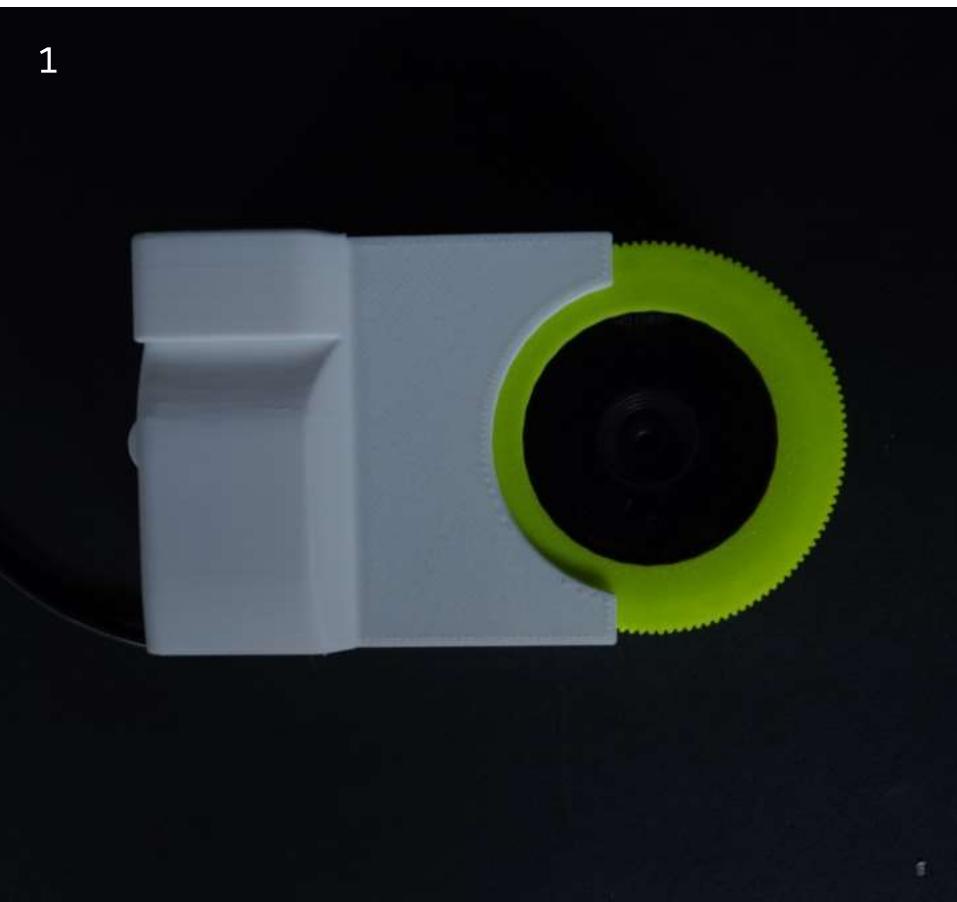
CollagePix is a digital camera that collages subjects from many images into one, featuring a rotating gear to switch between modes.

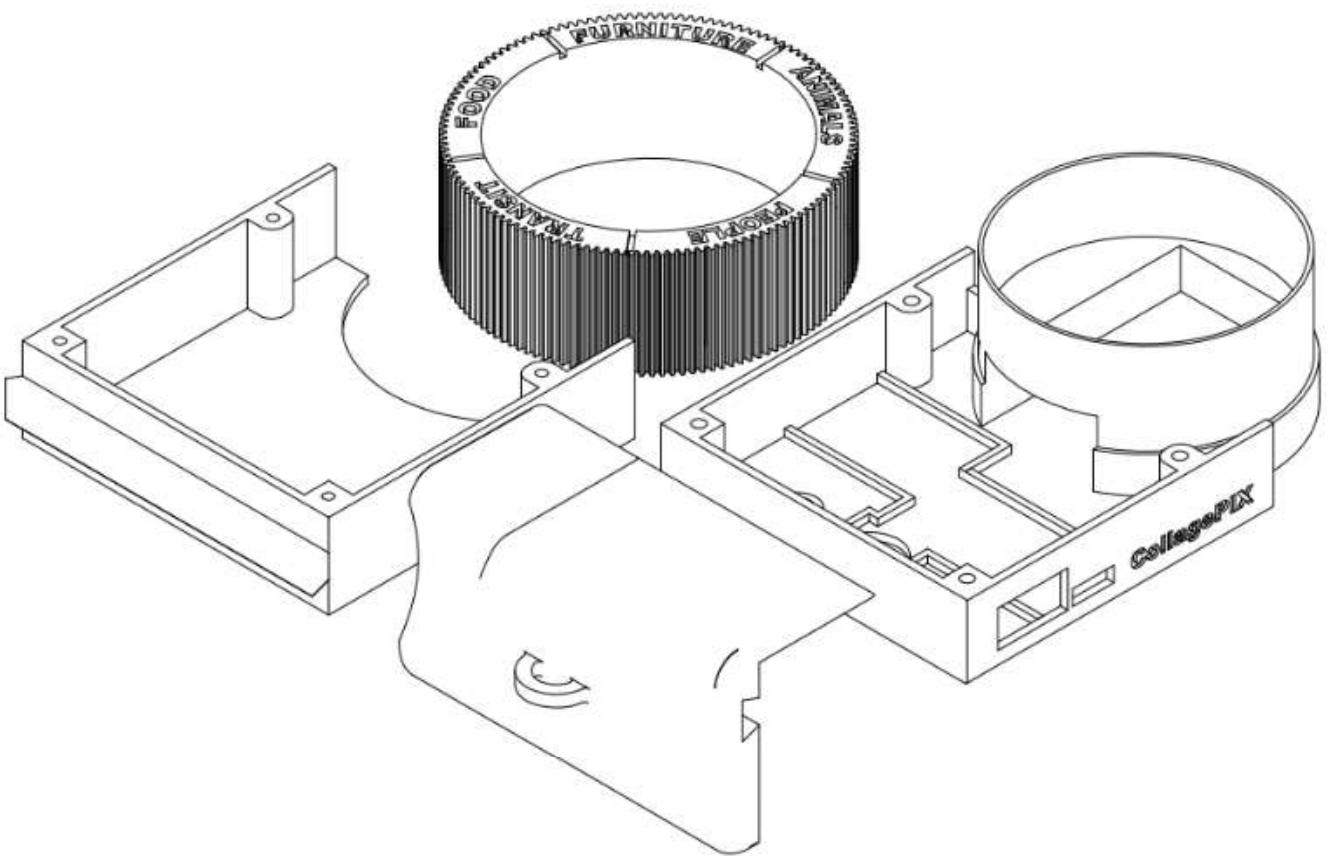


CollagePIX Design

We imagined CollagePIX to be an easy, quick, and transportable digital camera.

1. The handle is designed to support the hand for a stable and comfortable grip
2. The neon gear switches between modes. The size and teeth of the gear makes it easy to rotate between the settings inscribed on the other side.
3. There is a single button with LED feedback. Pressing regularly takes a photo, while holding the button starts and ends collages. Respectively, the LED light flashes once or multiple times in quick succession.
4. The handle features a loop for a key ring, allowing for hands-free transportation.



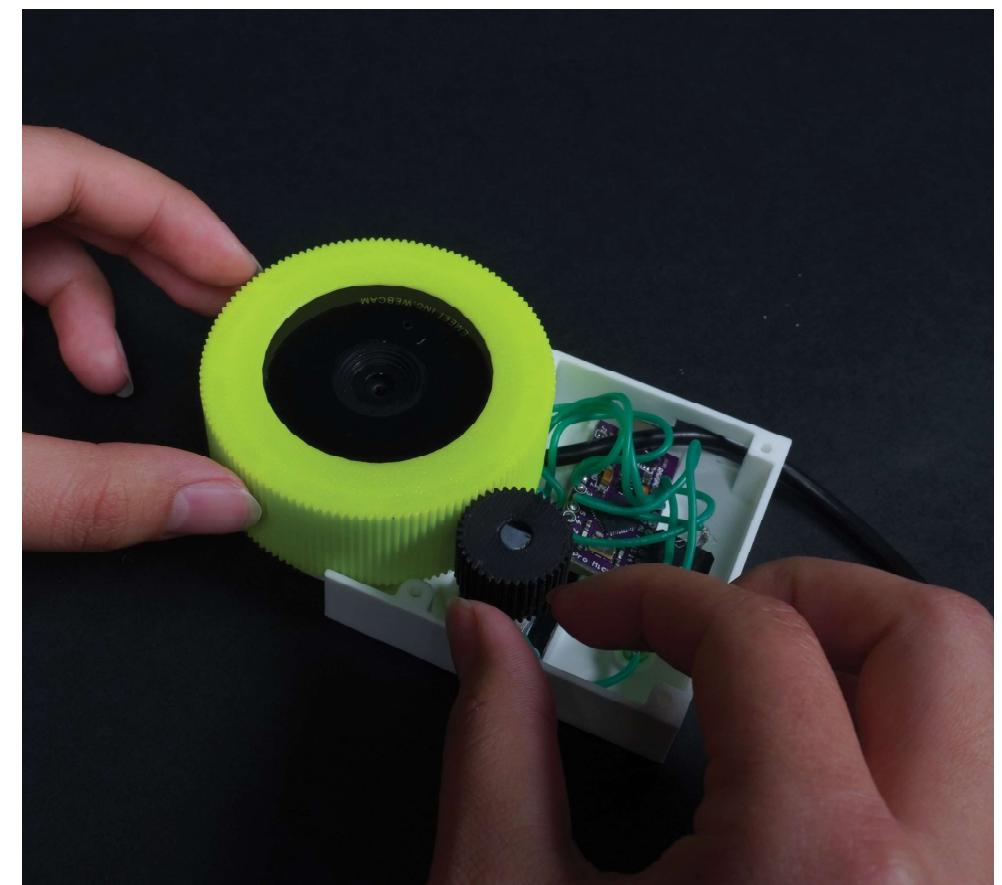


CollagePIX Fabrication

CollagePIX is made of a 3D printed shell, gears, and handle, held together with 4 small screws.

Electronic components include a controller, rotary encoder, LED, and switch.

The digital camera is a USB web-camera that we hooked up to our computers.



Drawing of CollagePIX, Parts, Electronics

CollagePIX Continued

I programmed a script that would crop and collage multiple images into one.

I used “You Only Look Once,” a machine learning software, to identify and create masks of different subjects in an image. Subject categories include animals, people, furniture, transportation, and food. The masks were used to crop everything except desired subjects from the taken image.

These crops are saved separately until the collage function is called. I wrote the collage function to pack all the saved crops into one image with the least overlap. This results in a final image with subjects from across many photos.

1. Test with only people subjects
2. Test to overload the collaging function
3. Test with people, furniture, food, and transportation subjects



One Subject Test, Overload Test, Multi-Subject Test

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