IG

Isaúl Josué García Lozada

Interaction Design, Place Computing

I'm a designer interested in the future of place making, by embracing locality and culture. Working on augmenting environments from the ground up, and not just from the cloud.

Website: *isaulgarcia.com*
Instagram: *ig.idt*

Isaúl García

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Barcelona, España

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Educación

- Bachillerato en Diseño Ambiental
  Escuela de Arquitectura de la Universad de Puerto Rico
  - 2013 - 2018 - San Juan, Puerto Rico

- Master in Design for Emergent Futures
  Institute for Advanced Architecture of Catalonia
  - 2019 - 2020 - Barcelona, España

Investigación

- Someware
  Explorando la informática del lugar. Usando la creación de lugares como una herramienta para comprender y aumentar nuestro contexto inmediato a través de varios medios de computación.
  - 2019 - 2020 - Barcelona, España

Experiencia Laboral

- Diseñador Grafico/Social Media/UX
  Bonjour! Ana
  - Septiembre 2017 - Junio 2018
  - San Juan, Puerto Rico

- Asistente/Deliniante/Modelador 3D
  Diseñadora de Interiores Wanda Lozada
  - 2016 - 2019 - Guaynabo, Puerto Rico

- Asistente/Deliniante/Modelador 3D
  ELE Interior Design
  - Enero - Agosto 2019
  - Guaynabo, Puerto Rico

- Trabajo Independiente
  Branding/Animaciones/Websites/UX

Herramientas

- Photoshop
- Illustrator
- After Effects
- Rhino 3D
- Blender
- Fabricación Digital
- Arduino
- Unity

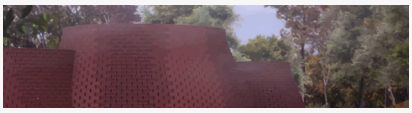
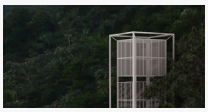
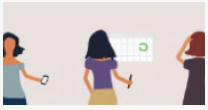
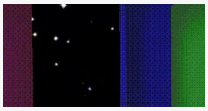
Programación

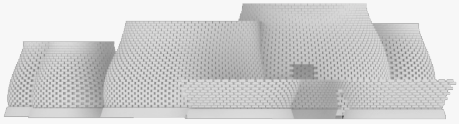
- HTML - CSS
- Three.js/WebGL
- C#

Destacado

- HMK
  Primer Lugar en competencia de diseño de producto "¡Y se fue la luz!"
  - Noviembre 2016 - Puerto Rico

- Recycled Dress
  Segundo Lugar en competencia de diseño y fabricación "Recyclable Fashion Show"
  - Abril 2016 - Puerto Rico

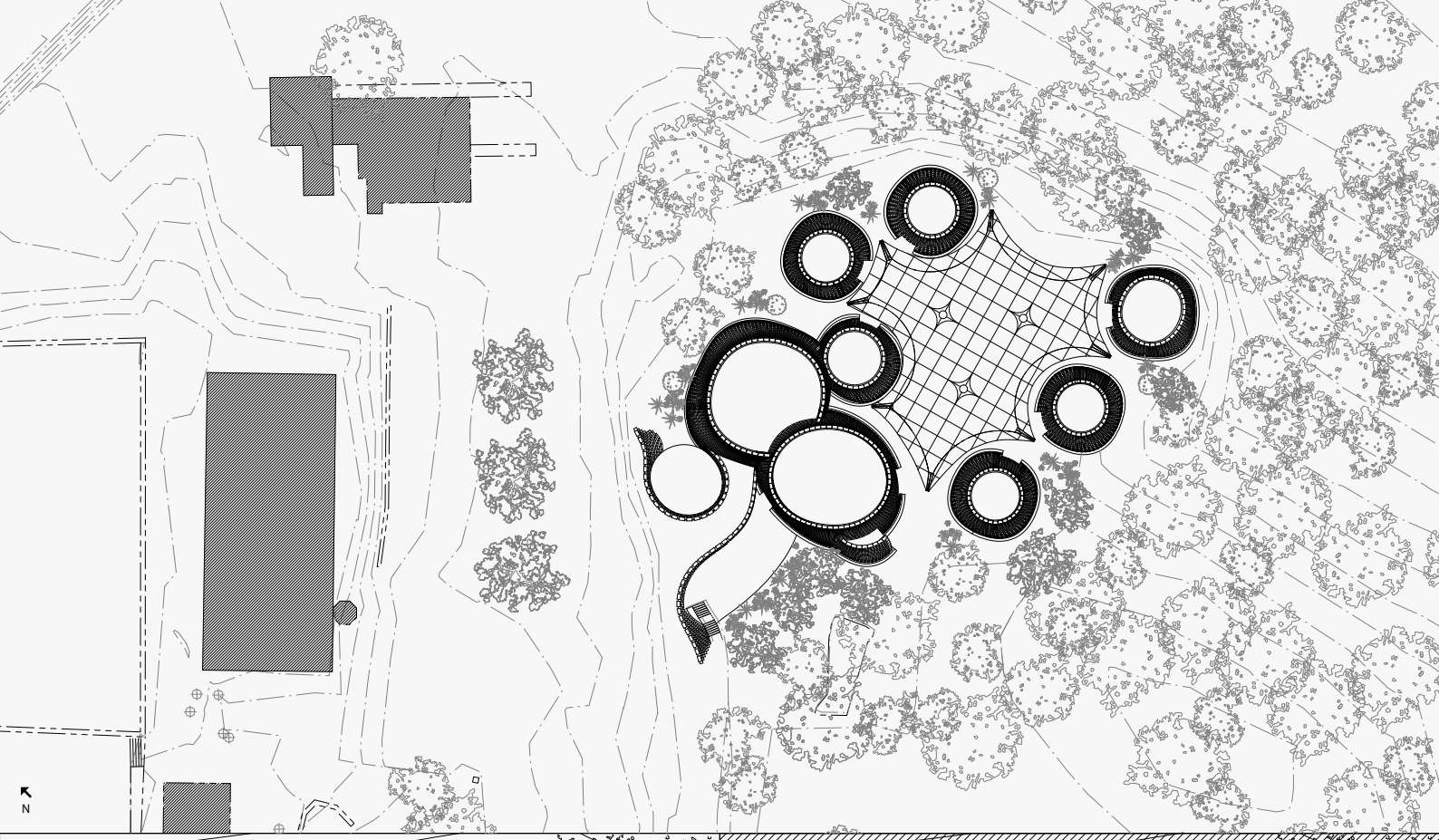
1	Nurturing the attitude towards our environment		ROCa
9	Experience the island from multiple views		:treehouse
15	A small urban assistance with big impact		MODs
23	A clean image for a clean service		Bonjour! Ana
29	Interchangeable stools		Loma
35	Hardware and software ecosystem concept		Opsu
39	An exploration on place computing		Someware



Nurturing the attitude
towards our environment

Escuela Primaria ROCa

The ROCa primary school is located inside the San Juan Botanical Garden, more specifically at a former water purifier by sediment. Inspired by the nearby river, its form takes shape of erosed stones by the water. Contours were obstruded from the terrain's natural curves. Its skin is made up of 3D printed bricks, some of them see through. The school holds a nursery garden on its center. ROCa's program consists on an education that revolves around nature, teaching children to nurture and enjoy their natural environment.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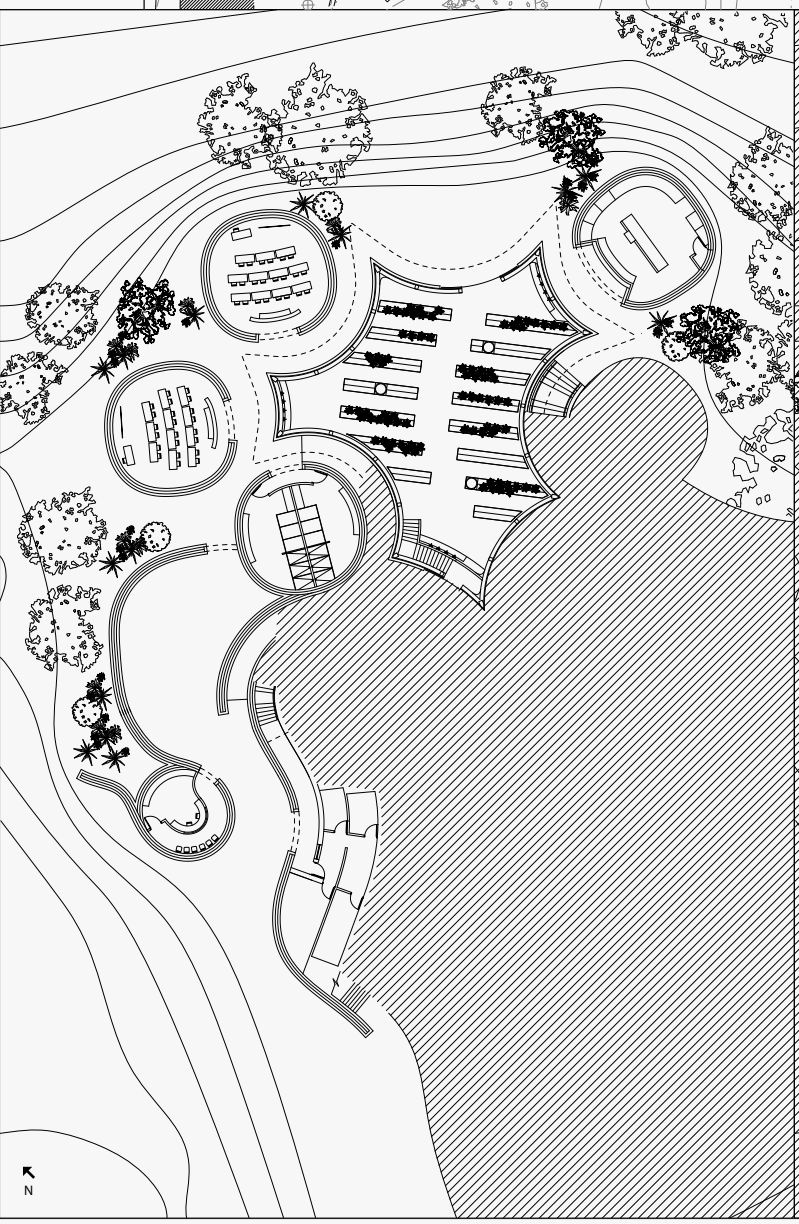
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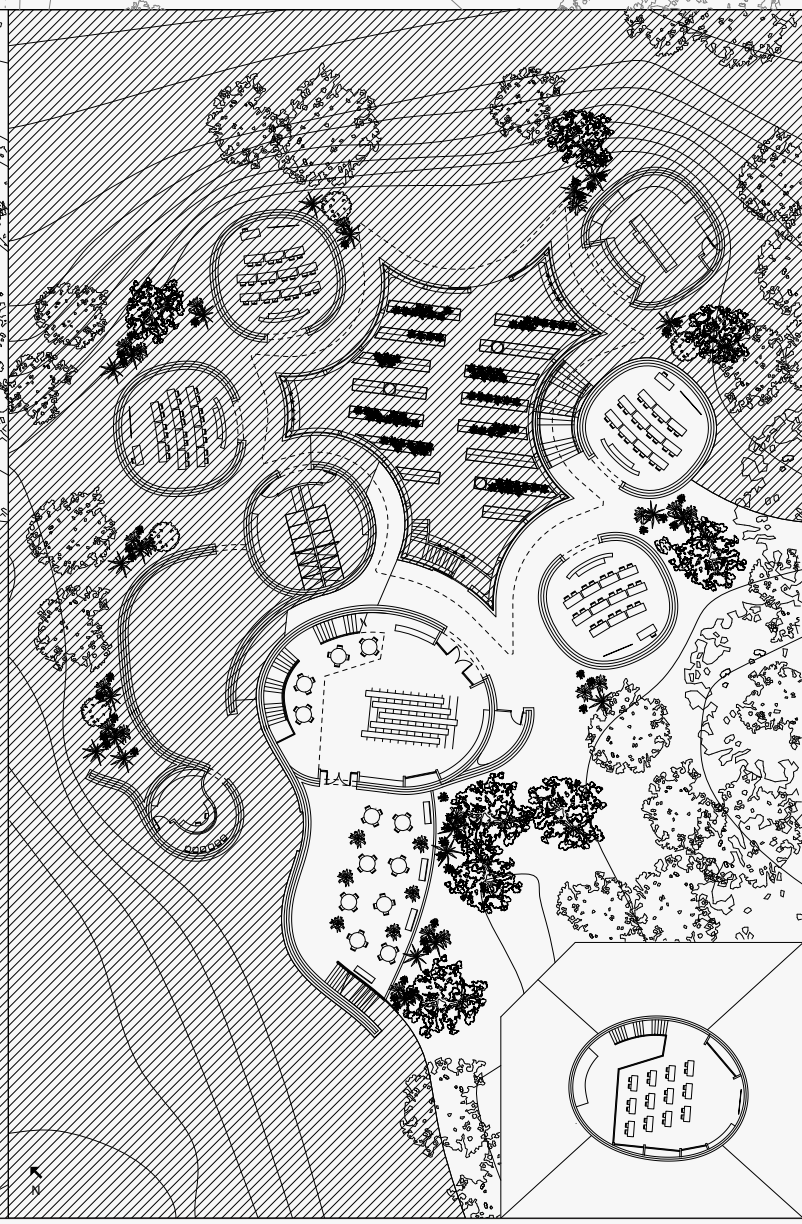
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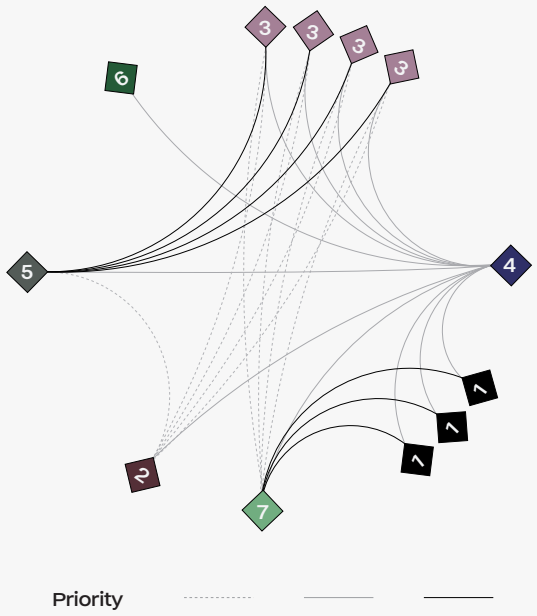
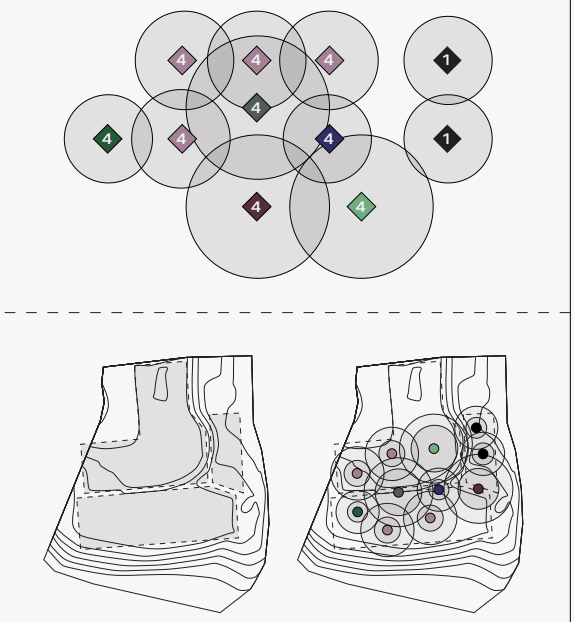
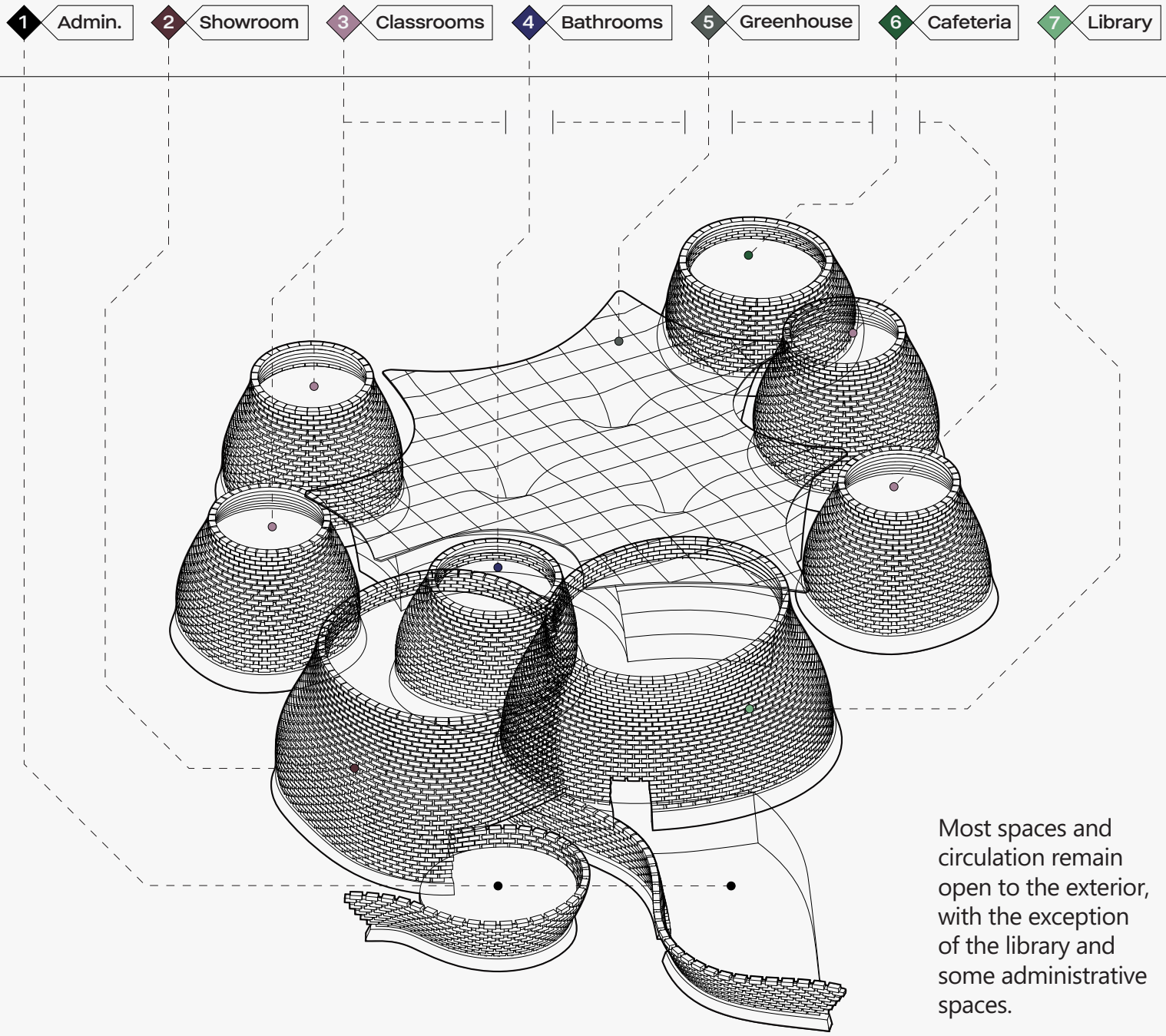


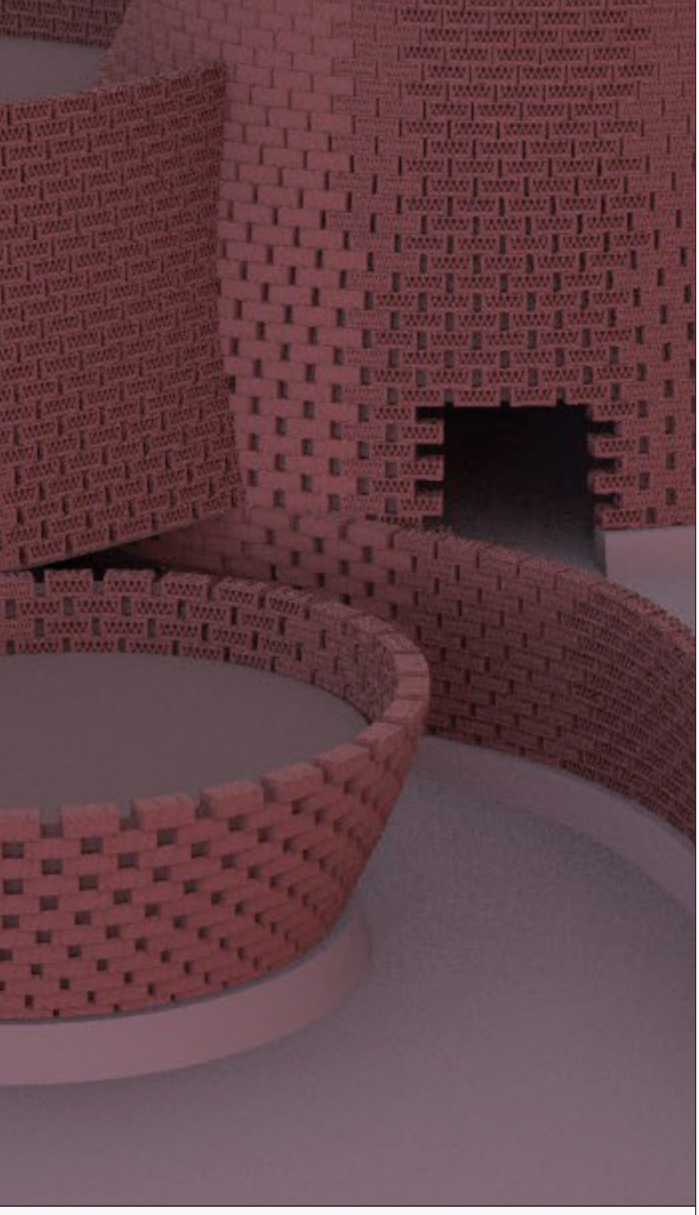


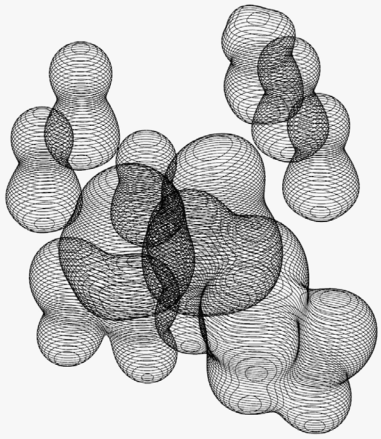
Flow of open spaces

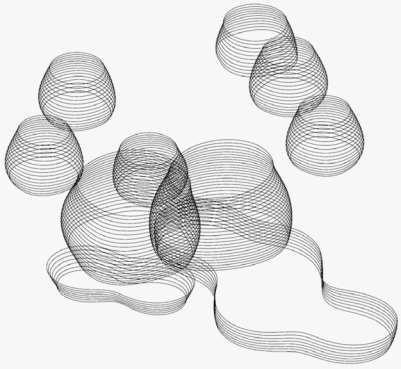
The site was divided into three main areas. After establishing the potential relationships between programs, the spaces started to take shape.

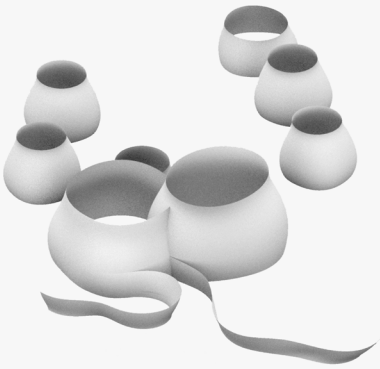


Most spaces and circulation remain open to the exterior, with the exception of the library and some administrative spaces.





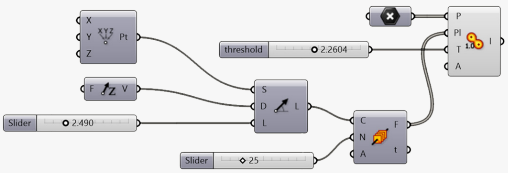


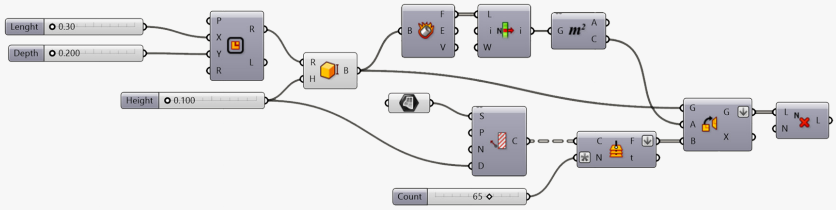


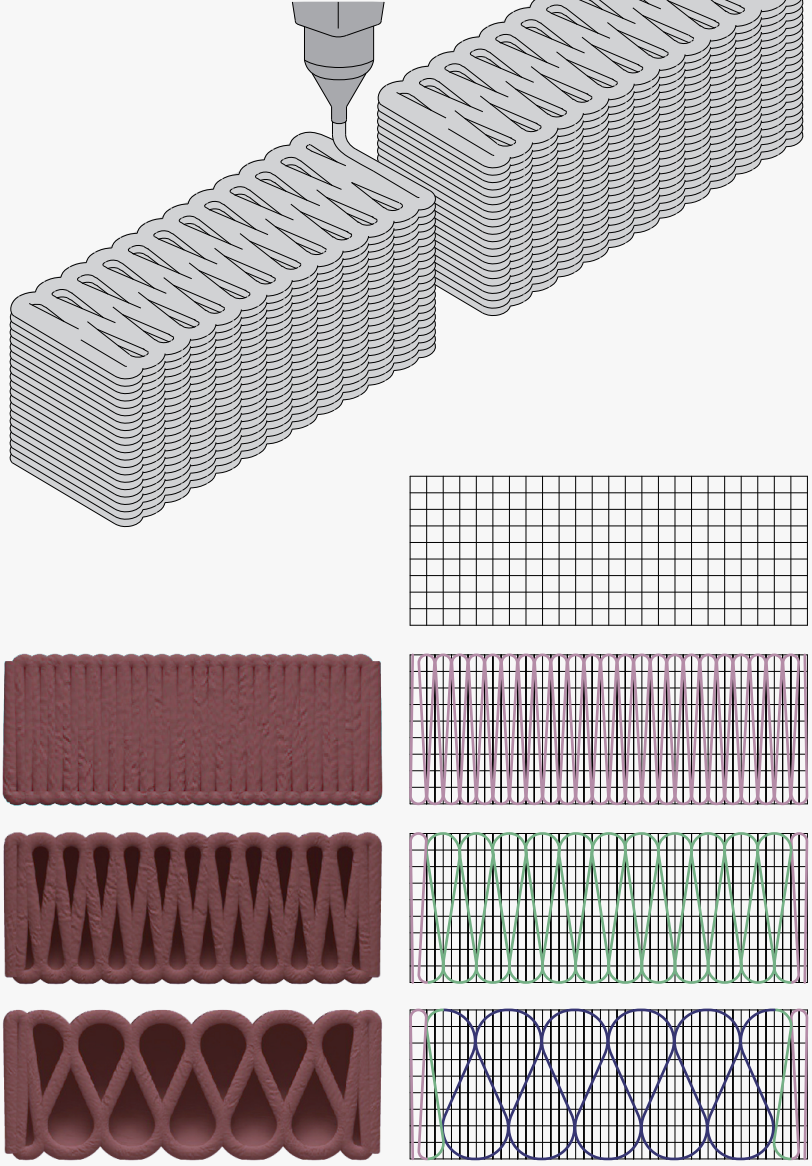
Metaballs to Walls to Bricks

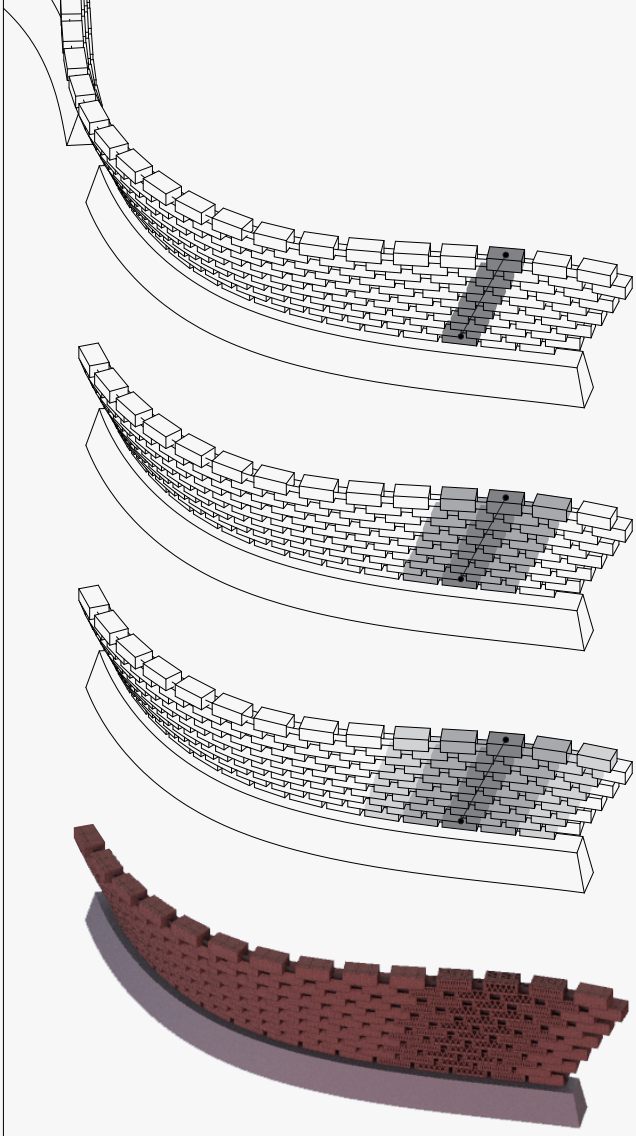
After sketching potential forms and contours, I used Grasshopper to give the actual shape. I created some metaballs that molded the spaces. These where then trimmed, serving as the shell where the bricks would be placed.

The following formula was made to determine the placement of the bricks.





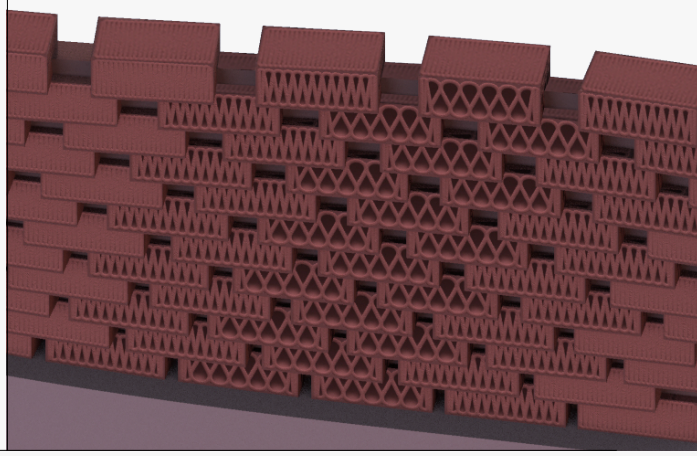


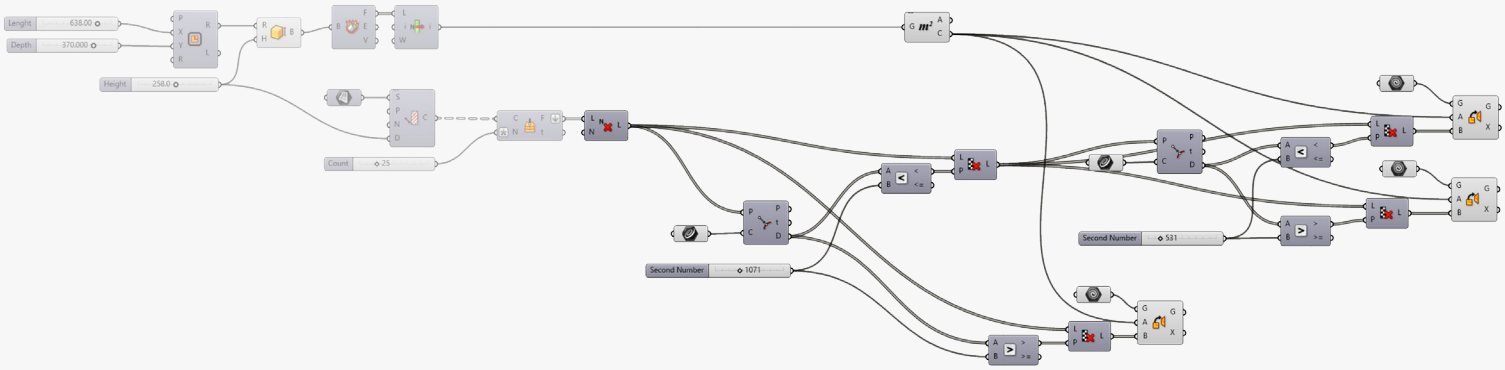


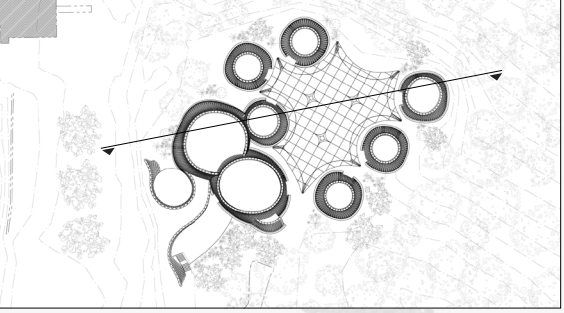
Dynamic Wall Design

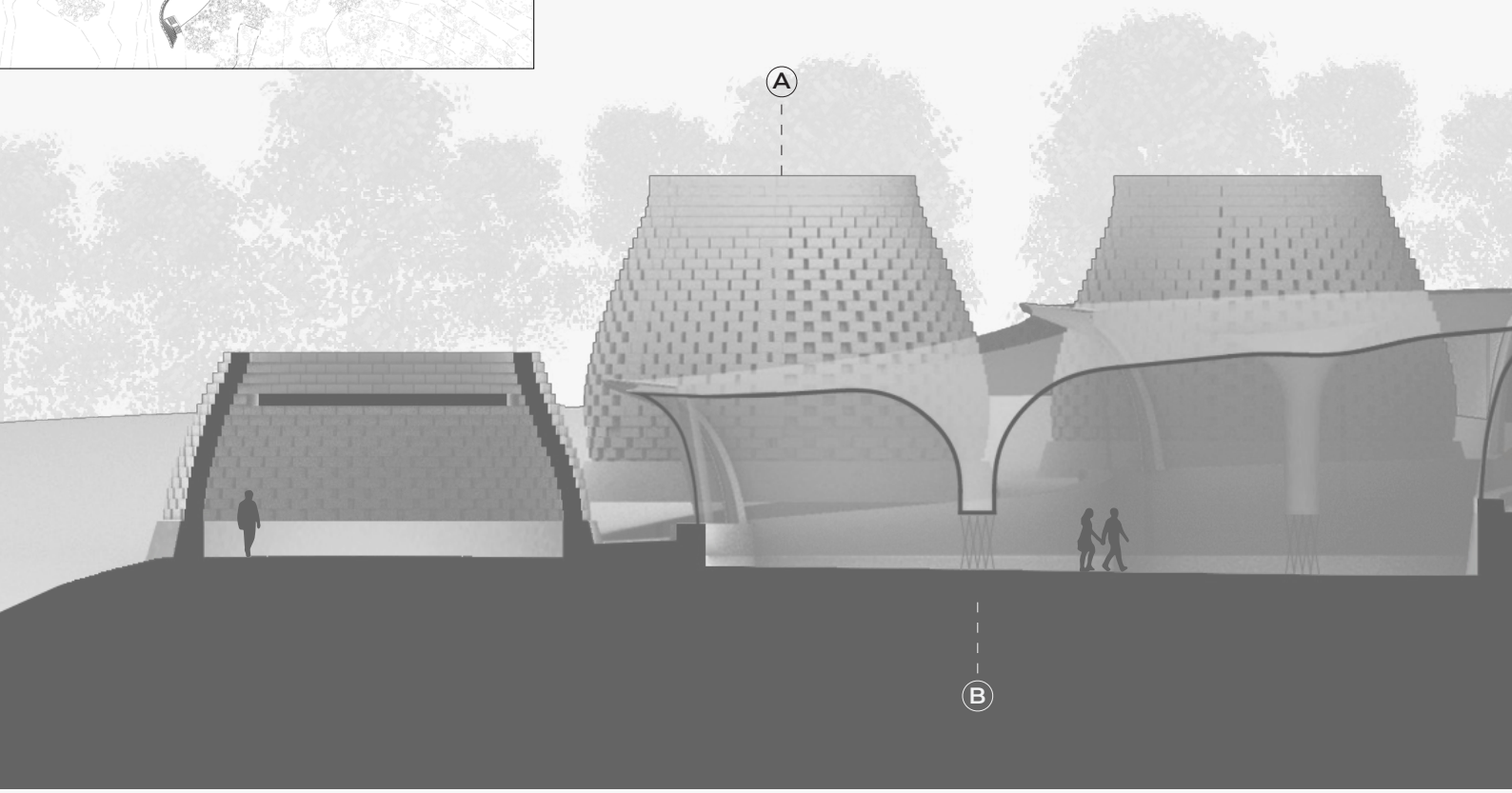
The bricks are meant to be fabricated by a 3D printer. Three designs where made to allow for different degrees of filtering air and light.

The formula was designed to manually choose the filtered areas. A line section of the wall is chosen as the guide, then using the sliders you would alter the degrees of filtering.



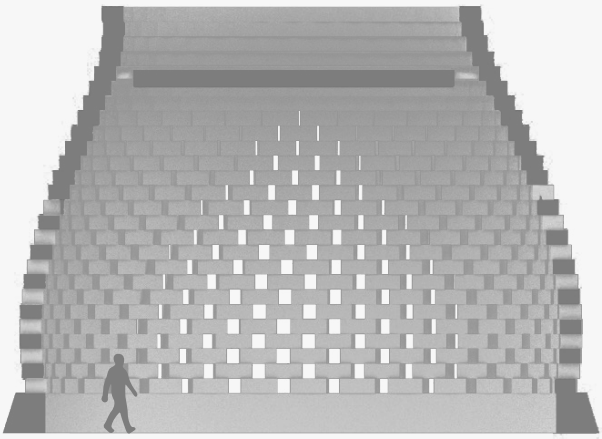


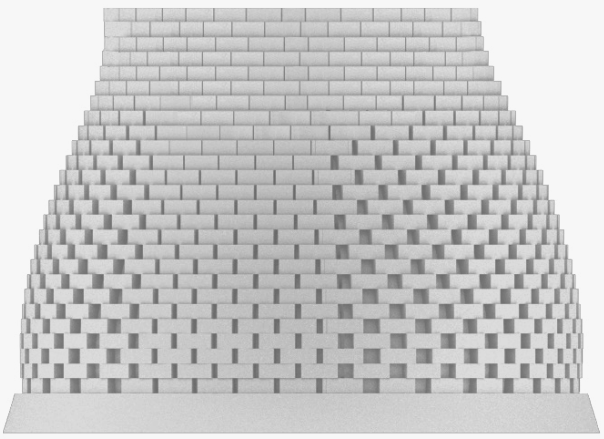


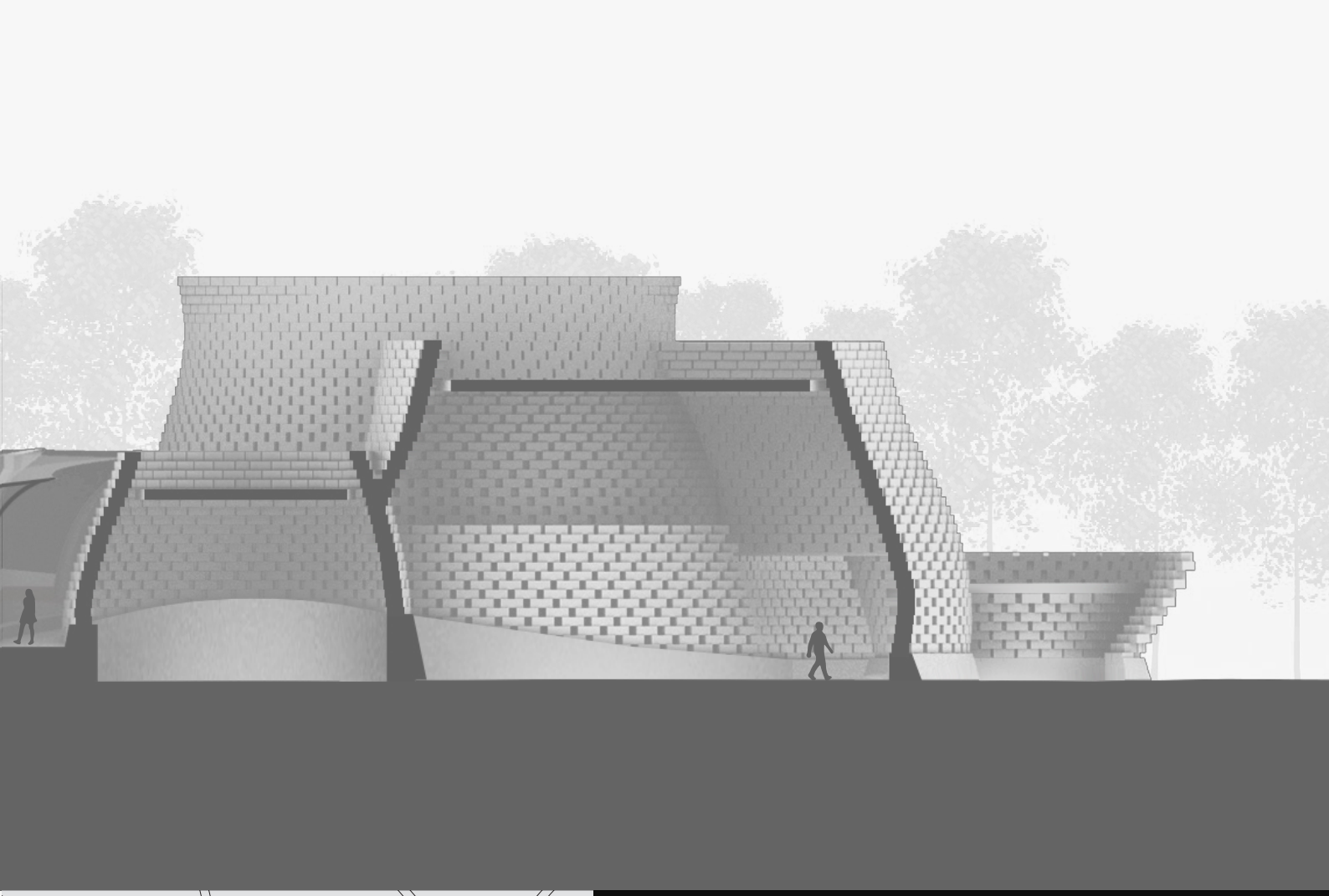


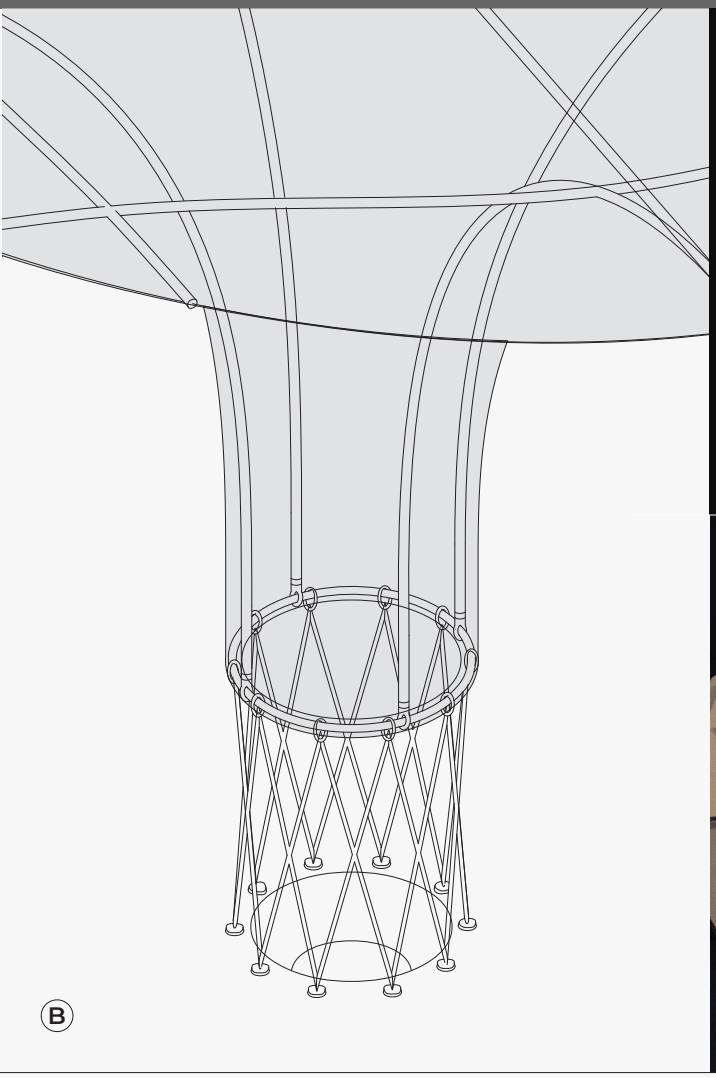
The roof of the nursery garden is covered with semi water proof fabric, to maintain a control over the rain exposure. Its funnel like design also collects water to store for further use. (B)

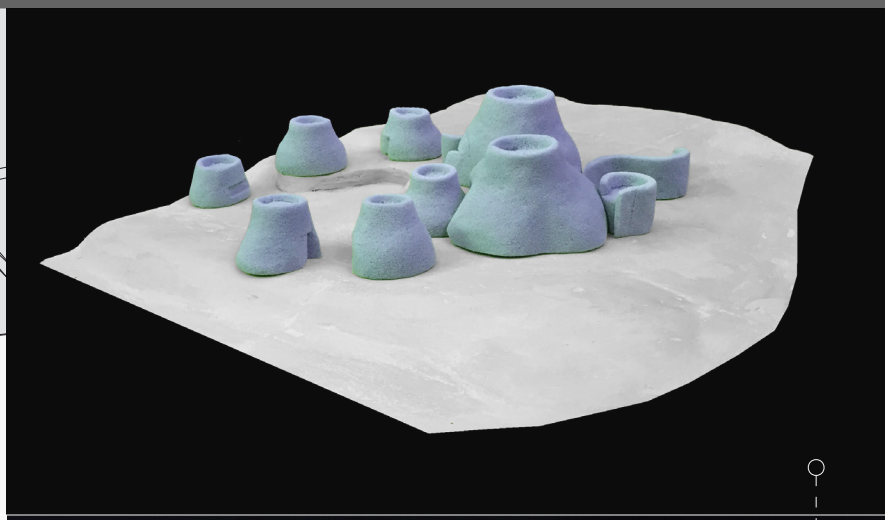
A

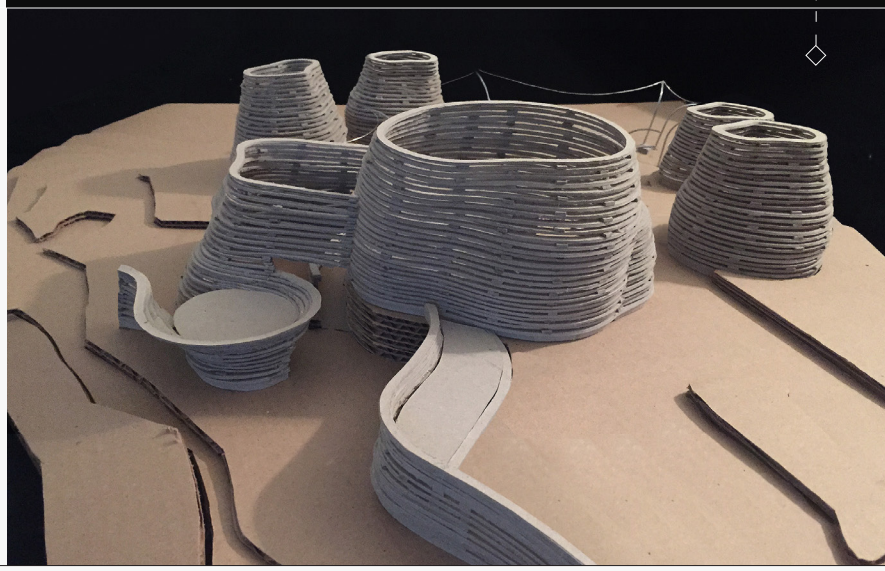







B

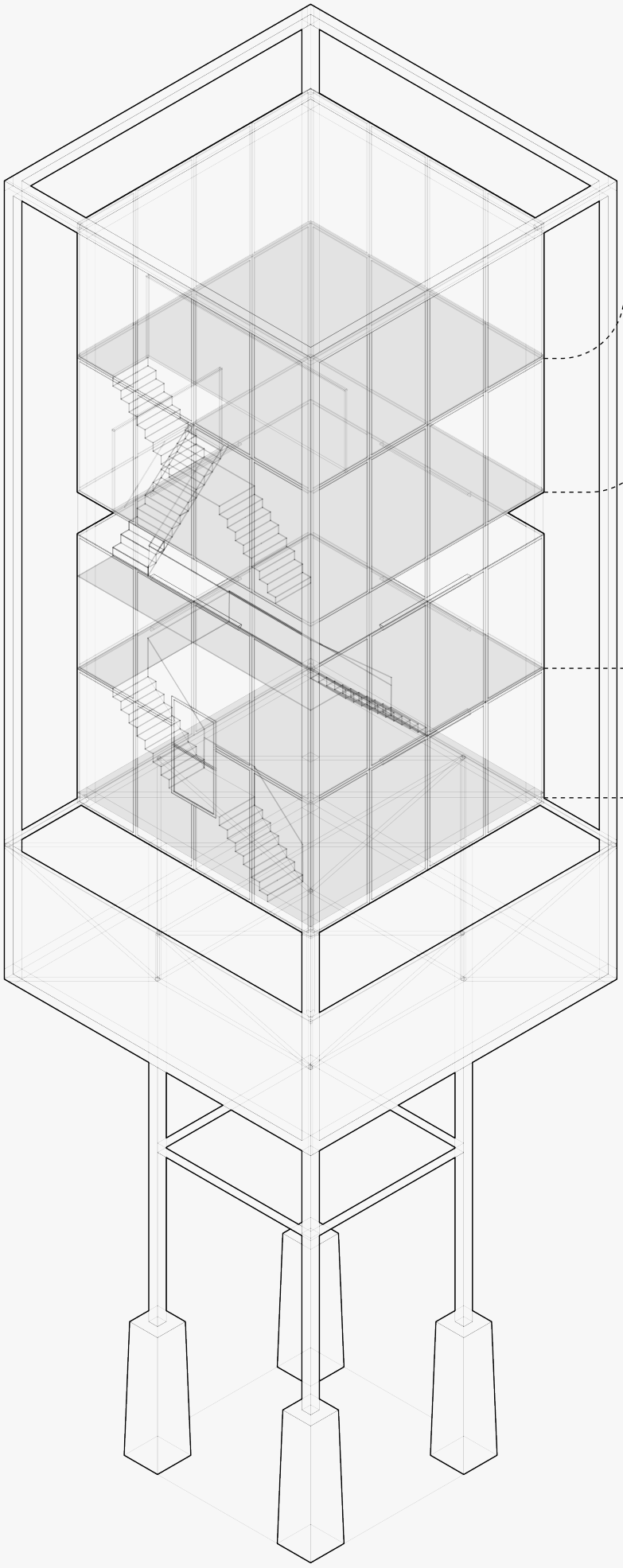




Experience the island
from multiple views

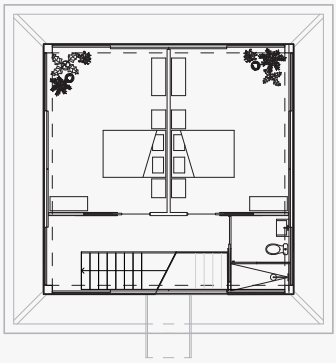
:treehouse

Rising above the treeline or peeking behind a mountain's back, its design is meant to accentuate the view of the specific location. The :treehouse lives among natural environments, where you could rent short-term for a time off, or plan scheduled trips that would transfer you around other :treehouses around the island.



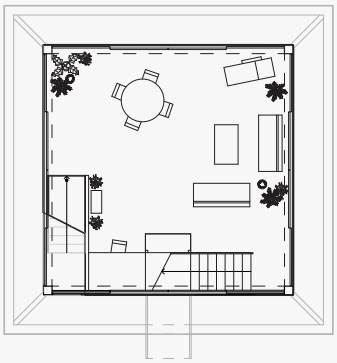
4

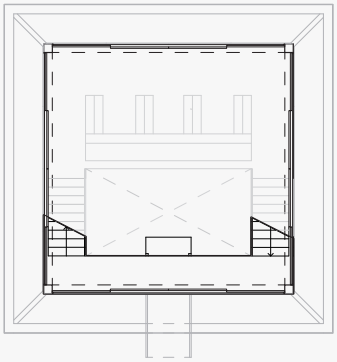
2 Bedrooms
1 Bathroom



3

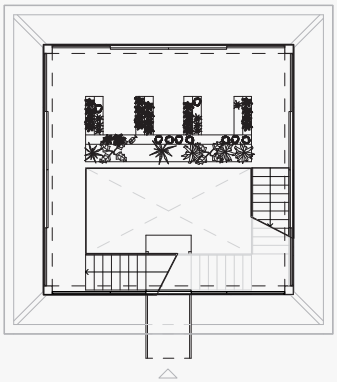
Family Room
Dining Area
Desk





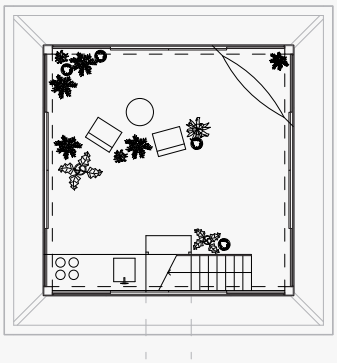
2

Garden



1

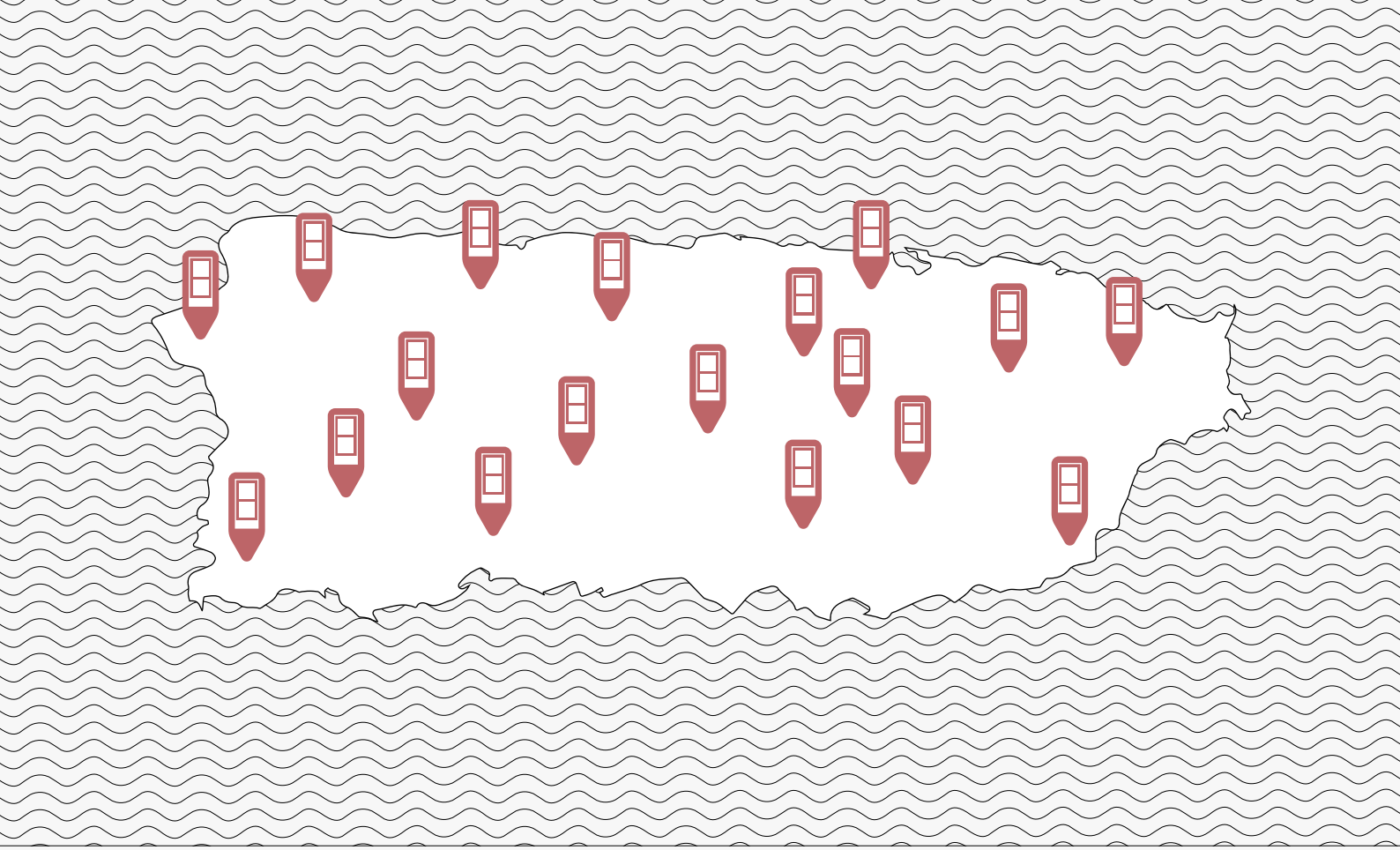
Kitchen
Sitting Space



Living Spaces

Every space in the :treehouse is looking to the natural environment. Sliding window screens allow to enclose the space to protect itself. The :treehouse includes a garden that may supply goods for the visit.

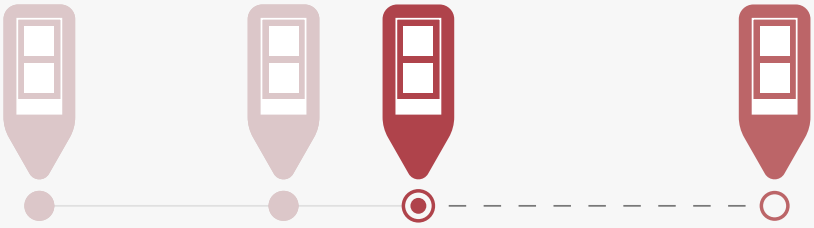
The spaces are equipped with sensors and IoT devices that provide a special type of interaction with the space. The space responds to you, but it also asks for your help to maintain itself.

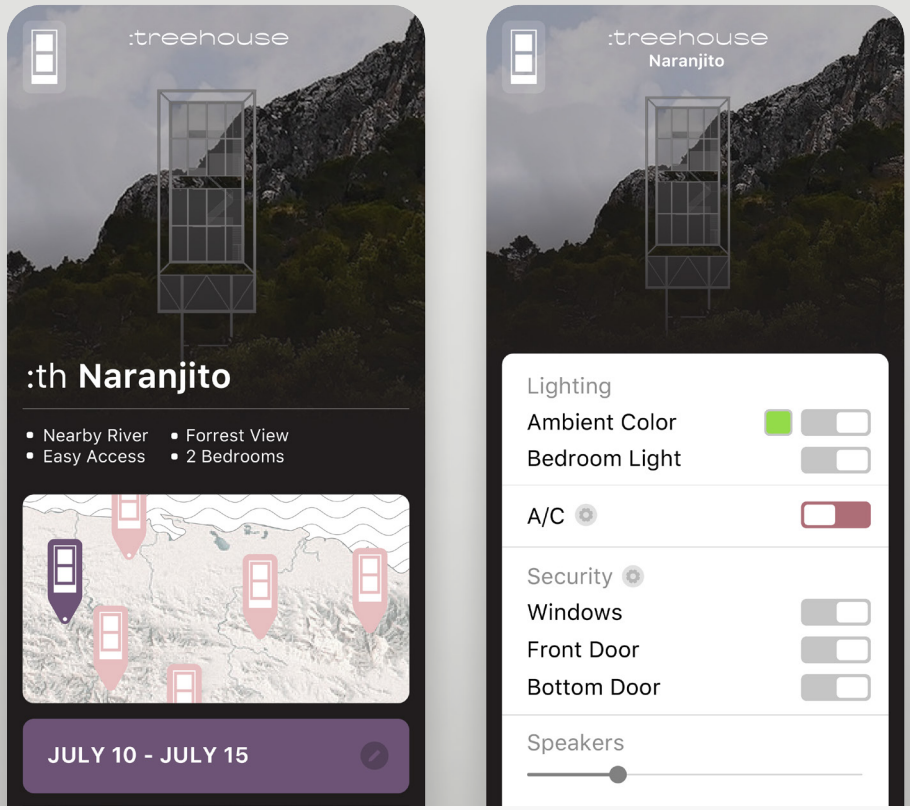


The :treehouse Network

The :treehouses are connected with each other to create the :th network. With it, they are able to provide routes and schedules according to each of their own needs.

Pick your dates and you'll be given sets of options to choose from. The experience is meant to be a hybrid between a getaway and a roadtrip. There could be certain tasks along to the way to contribute to the care of the :treehouses.

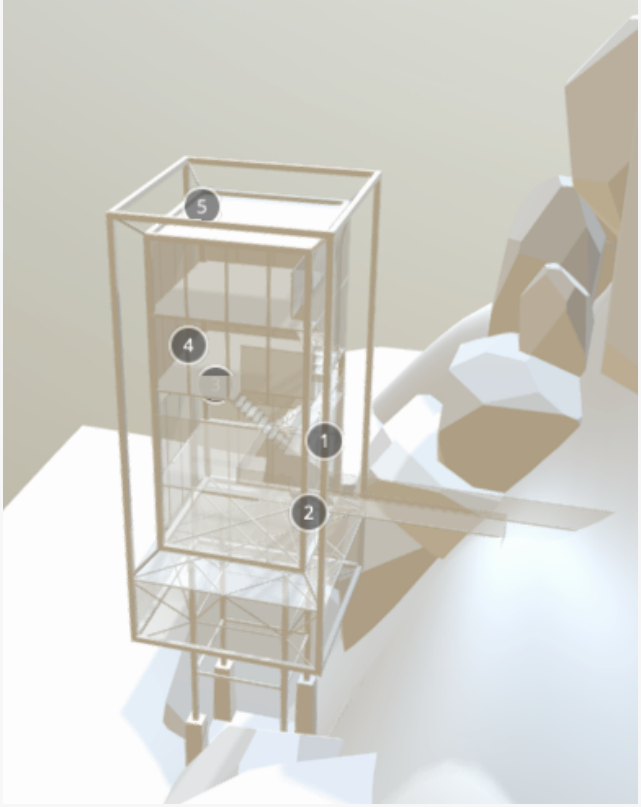




A place that responds to you, and you respond to it

Tasks could be to water the plants, transfer produce, clean, or replace small parts (e.g. lightbulbs). Prices and availability could fluctuate depending on needs of the house; where the :threehouse itself could offer discounts to attract users to a specific house that needs certain care.

User preferences are carried throughout the experience, each :treehouse adapting to the user.

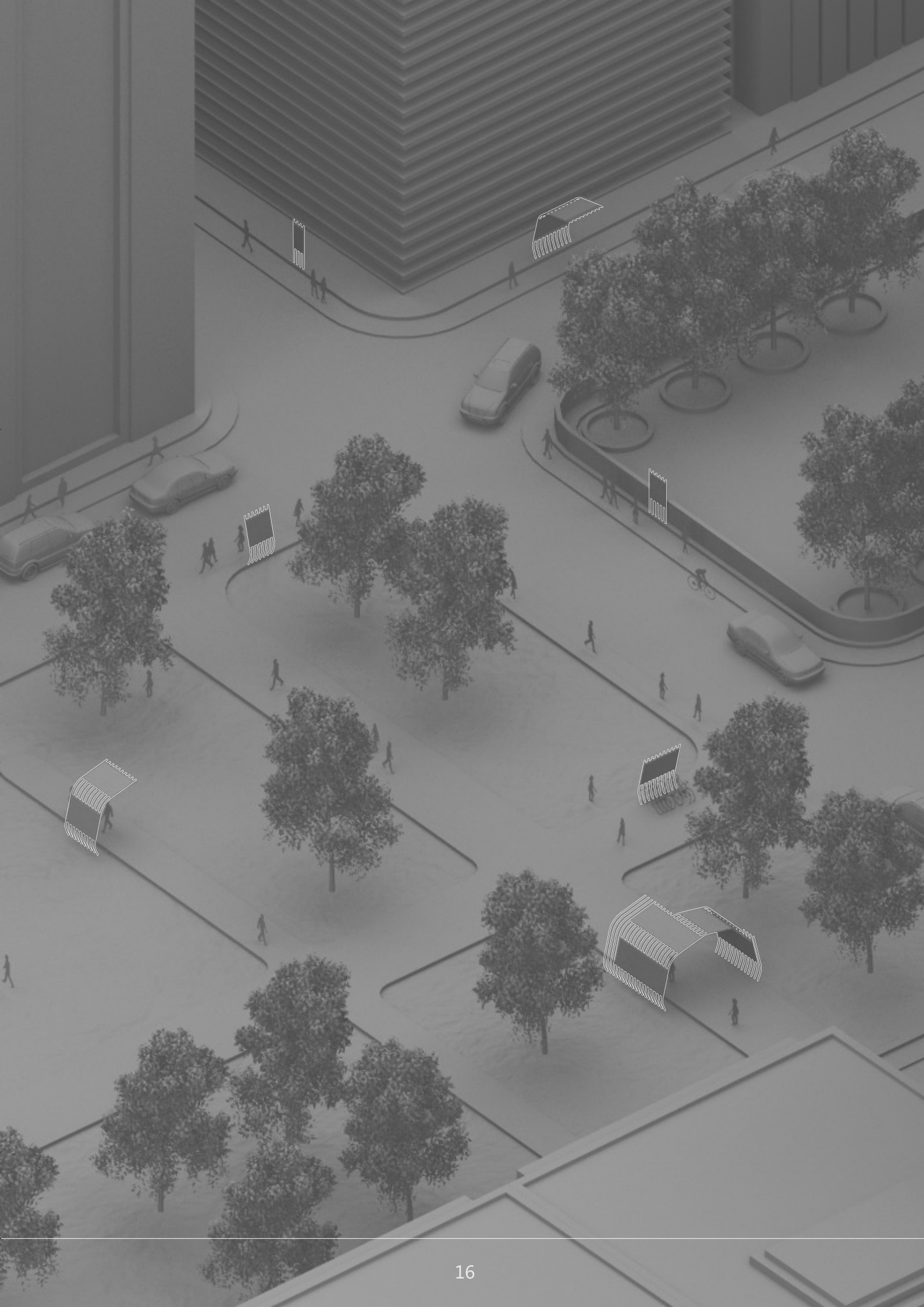


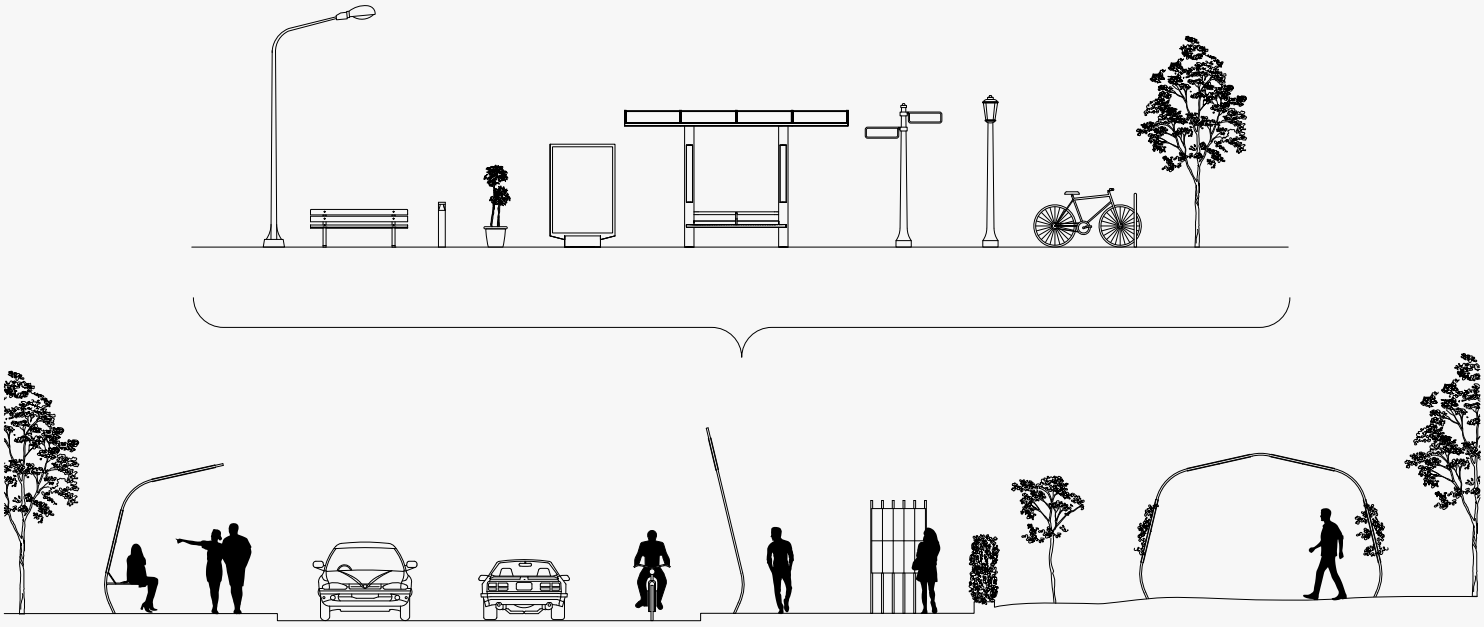
A guided VR tour was made for the presentation. Scan the QR code to visit the 3D model.

A small urban assistance
with big impact

MODs

Cities are important nodes of information and human interaction. MODs was designed as a hardware and software platform that would help the adoption of smart city technologies to public spaces and its inhabitants. The platform itself empowers citizens to understand how this technologies work and how they can be beneficial. Part of its purpose is to have an explicit operating system that would help people be aware and take better decisions when it comes to public computing.

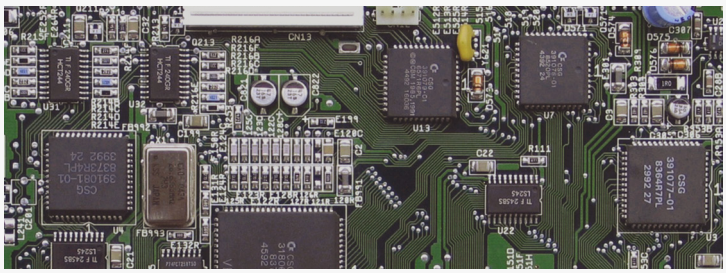


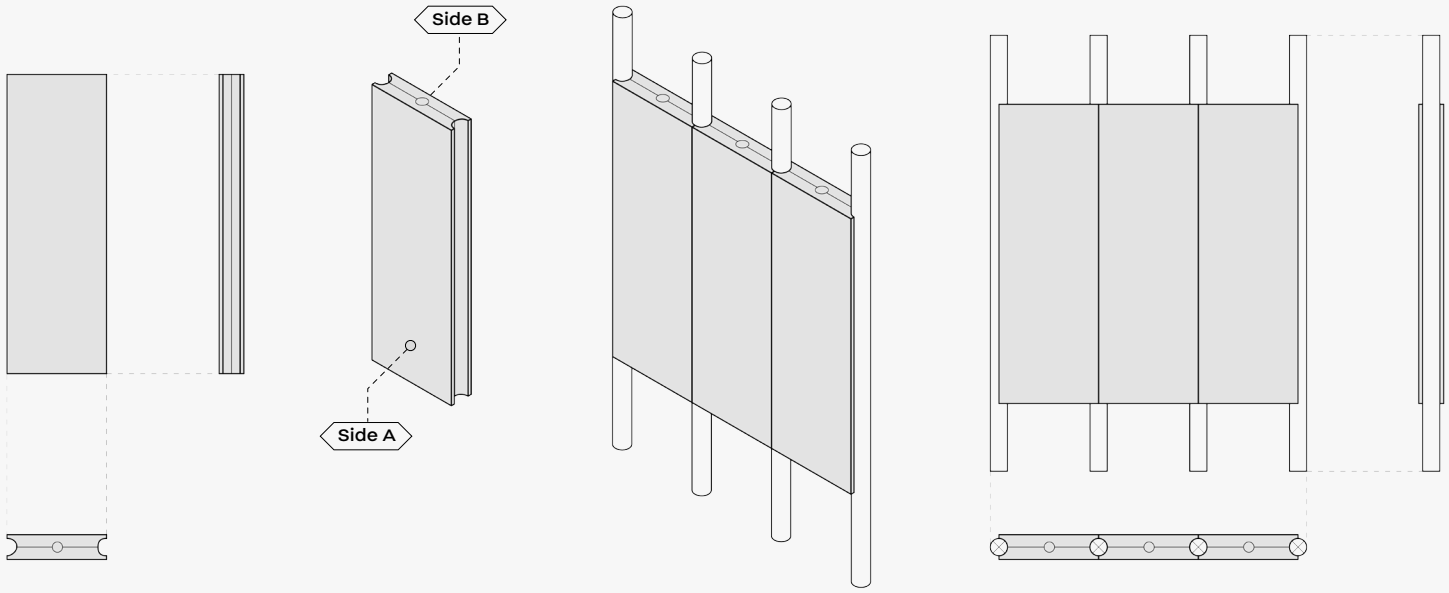


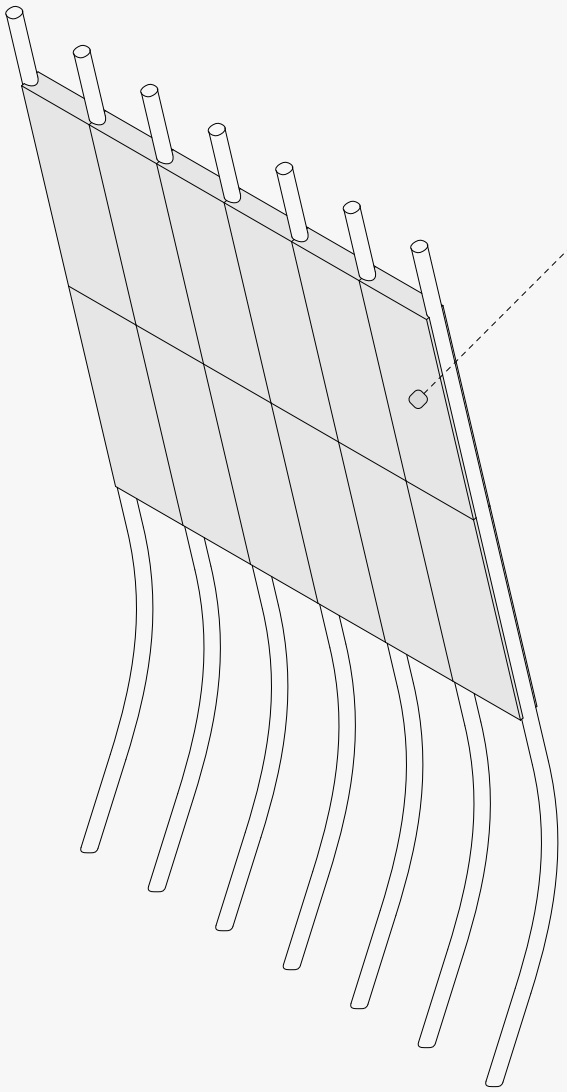
Cities as Giant Computers

The purpose of this project was to add a new layer to the city that collects and transmits data. MODs systematizes both physical and urban necesities, as well as new technological solutions. Opening up to possiblities for data interpretation and service development that uses public generated data to improve the urban ecosystem by the citizens themselves. MODs will be an open source project with the idea that this data is accesible by its inhabitants.

MODs design and functionality was inspired by microchips.

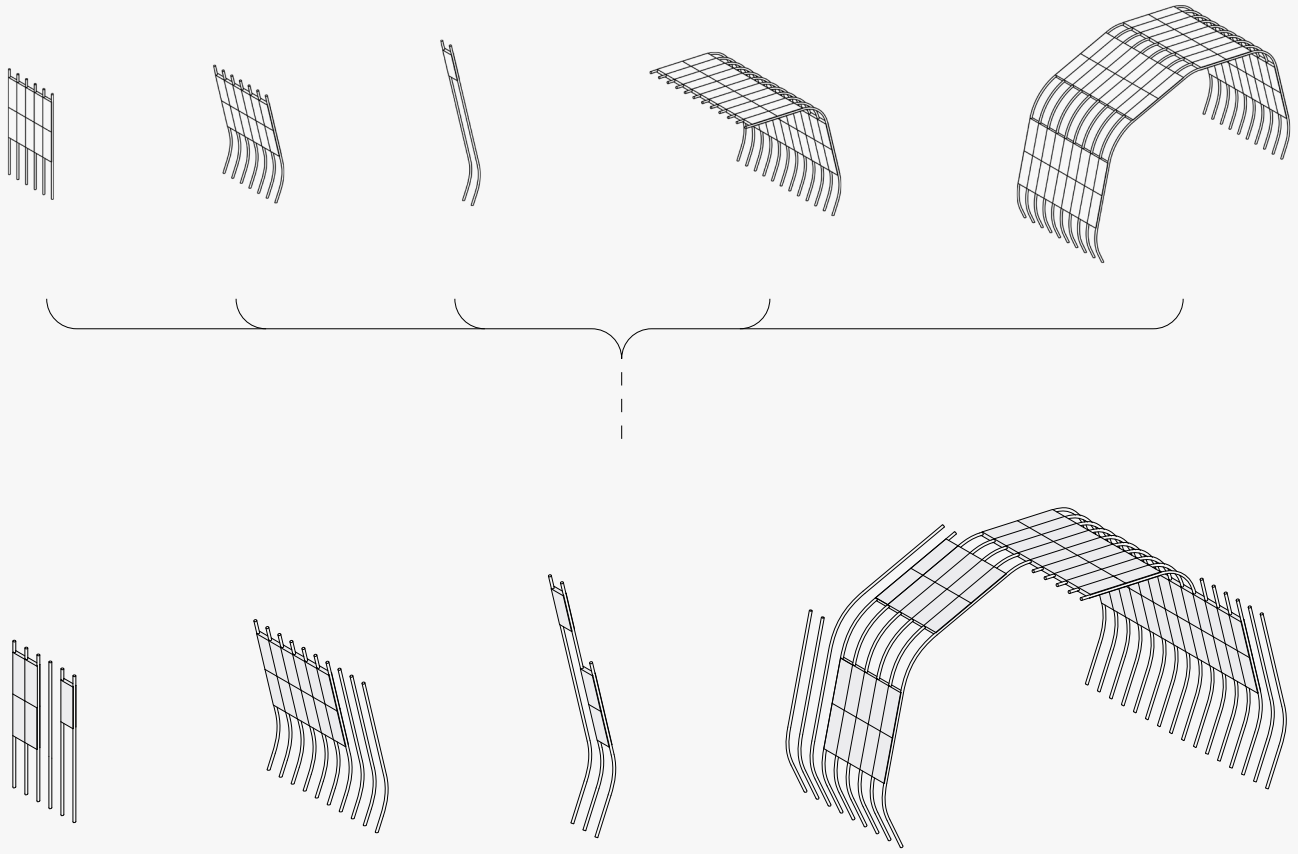






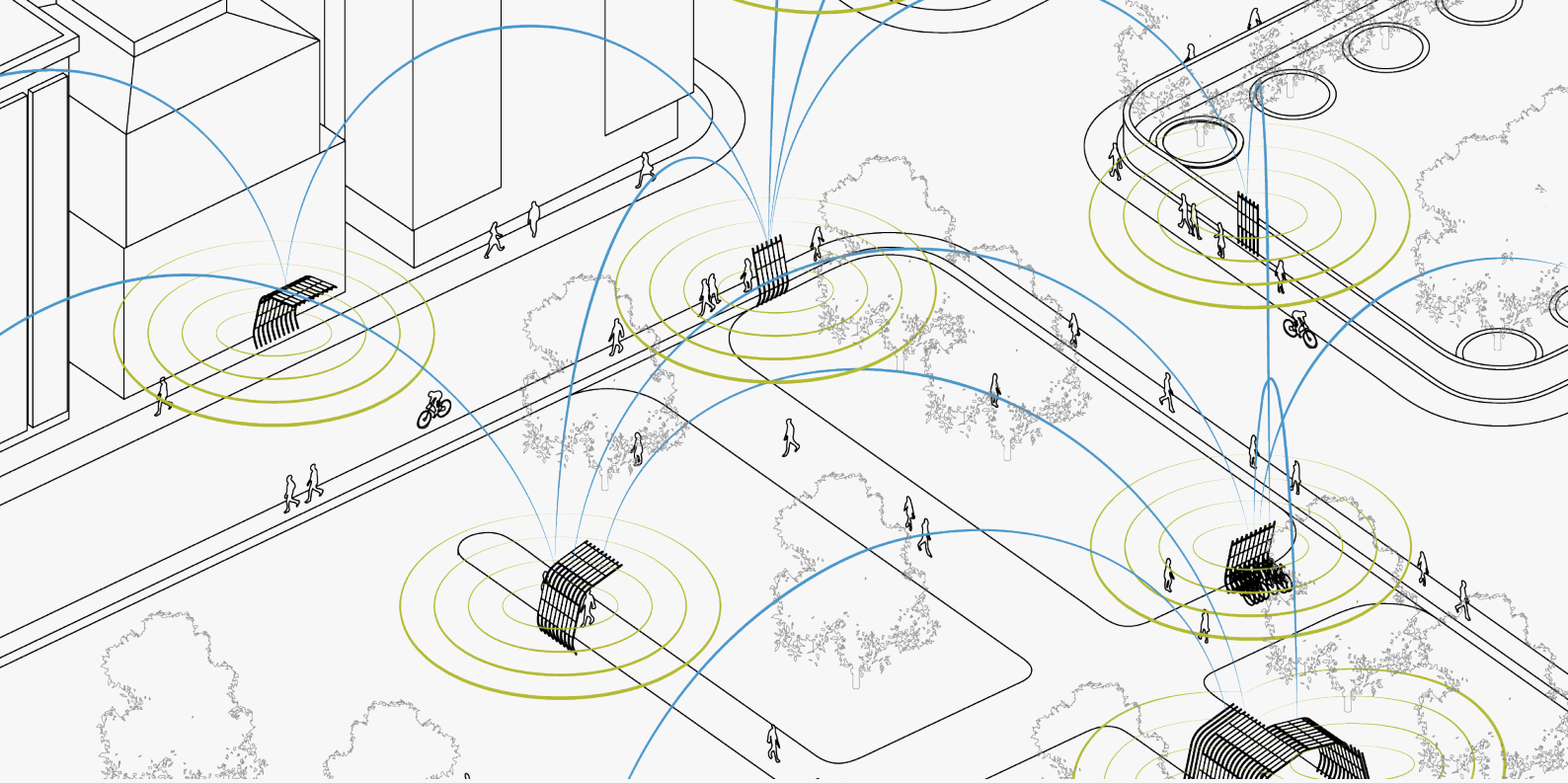
MODs are composed of two slates that lock together to form one. Each side can have a different function, if not prevented by the other.

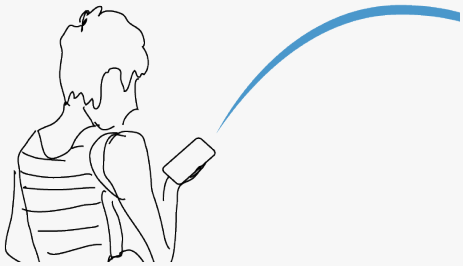
A few MODs have been designed to cover some basic needs, regardless the design itself allows for new functionalities to be developed. It's easily fixable and upgradable.



A structure that morphs into its context.

The structure's shape can mix together to randomize outcomes. Otherwise, these could also be designed for specific contexts.





MODs are placed around the city to collect and transmit data. They provide secure servers and sensors to public data. Citizens could physically interact with the MODs or through their mobile phones.

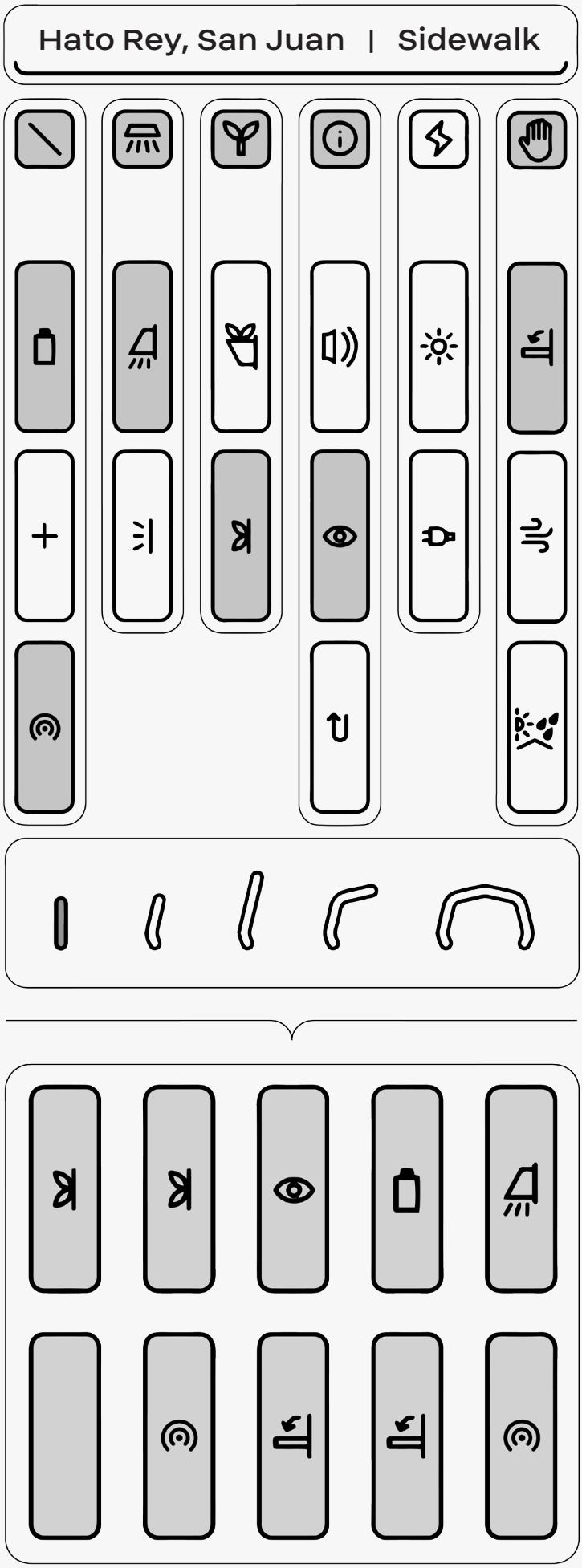
Place

Functionalities

Panels

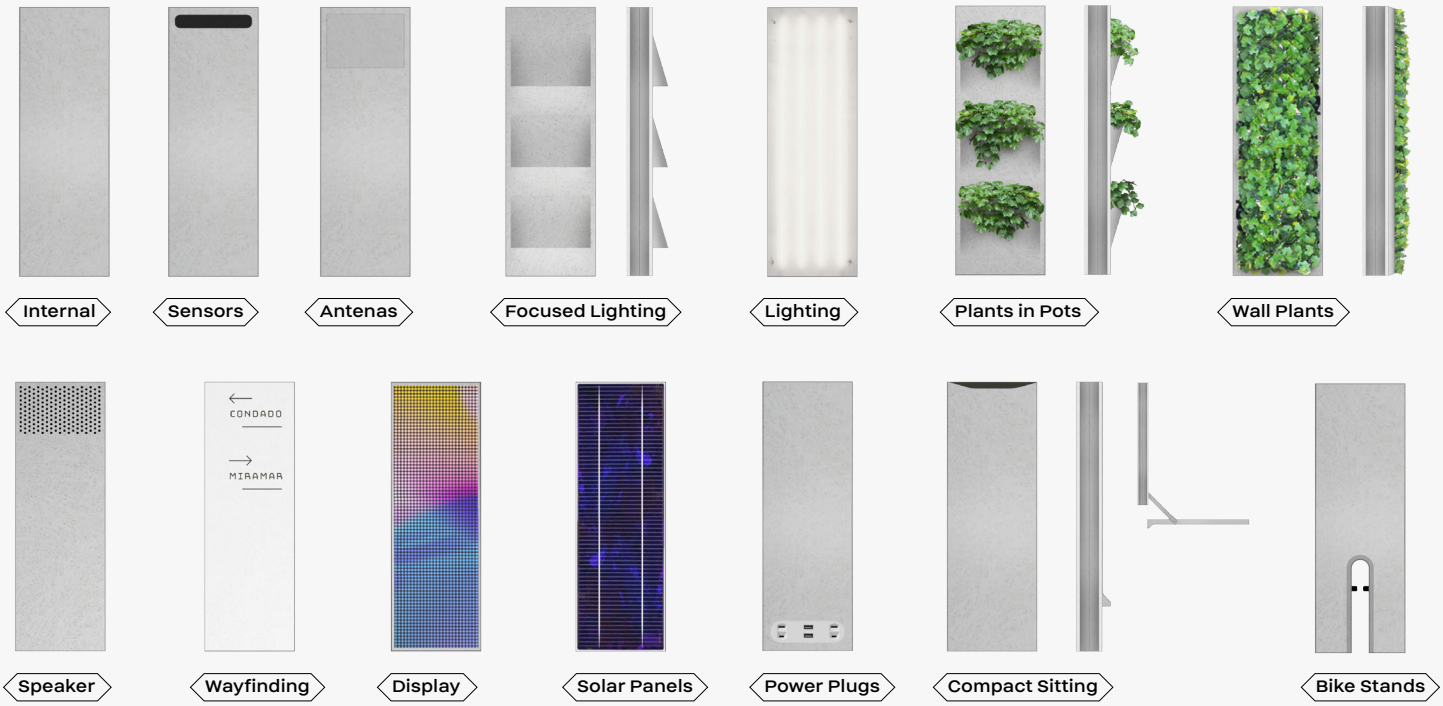
Shape

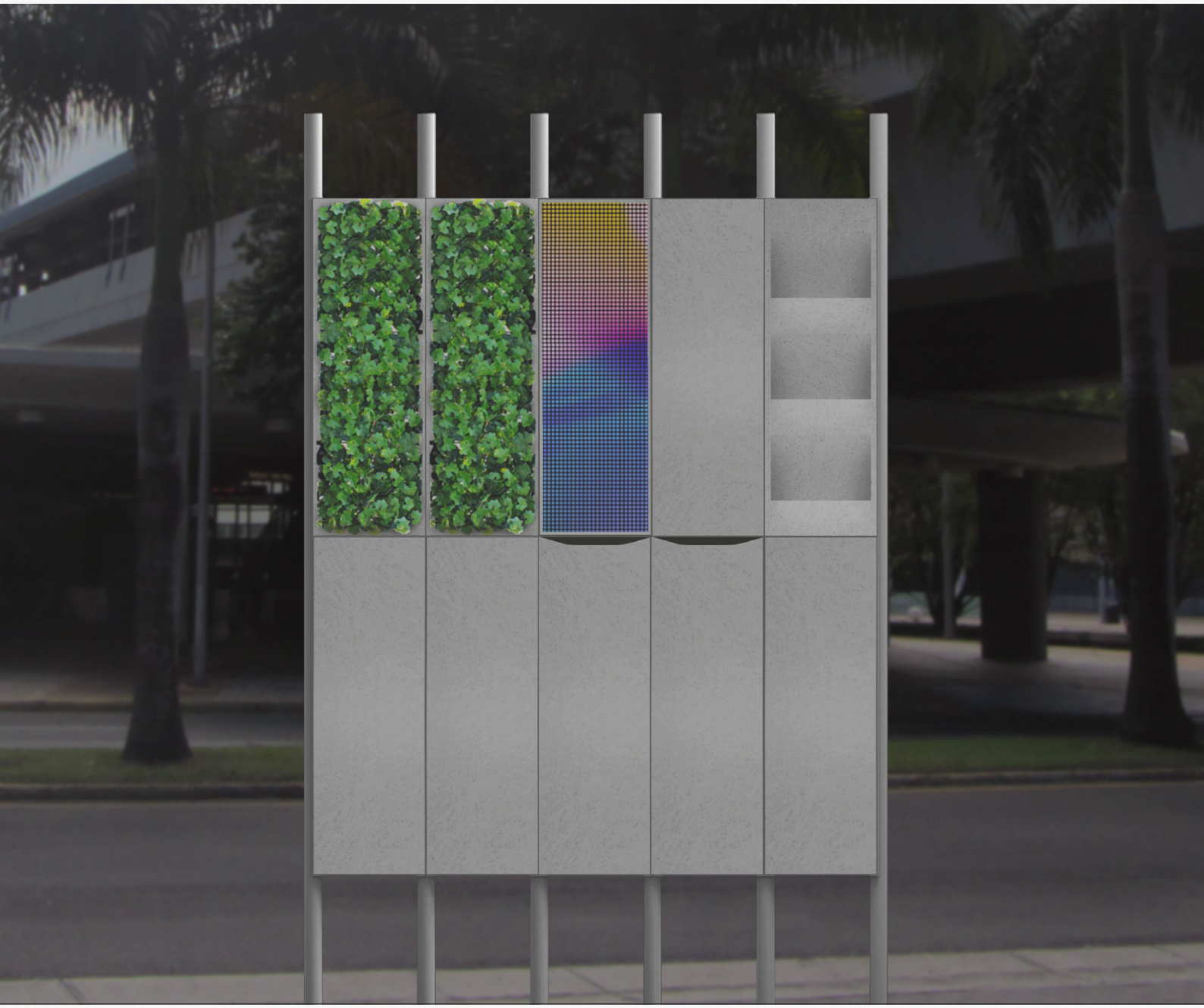
Given Outcome



An interface was created to generate the different MODs. The array will be given by providing the context and functions. This outcome could be randomized, edited or designed from scratch.

Diverse iterations of MODs can be generated using the method.


Internal
Sensors
Antenas
Focused Lighting
Lighting
Plants in Pots
Wall Plants
CONDADO
MIRAMAR
Speaker
Wayfinding
Display
Solar Panels
Power Plugs
Compact Sitting
Bike Stands



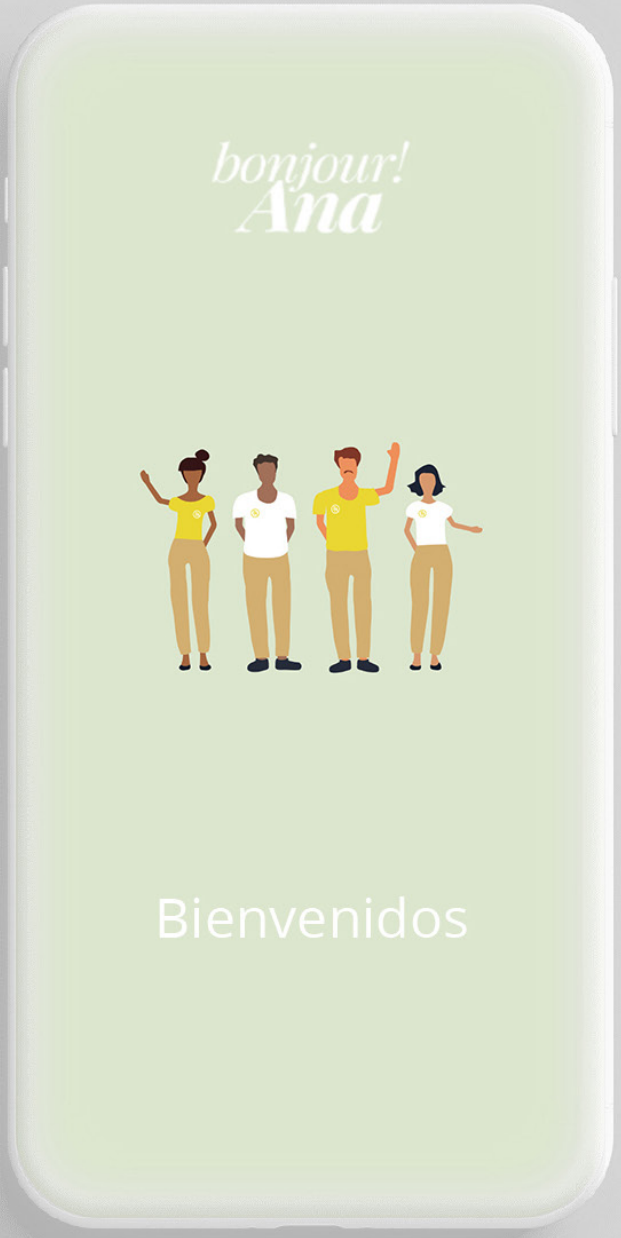
A clean design for
a clean service

Bonjour! Ana

Bonjour! Ana is a subscription based cleaning service.

The company wanted to reestablish their whole branding strategy.

Gabriela Enid and I where hired to do just that. We where only given the logo and its initial color. Then we worked together to conceptualize the identity and tone of the whole company.

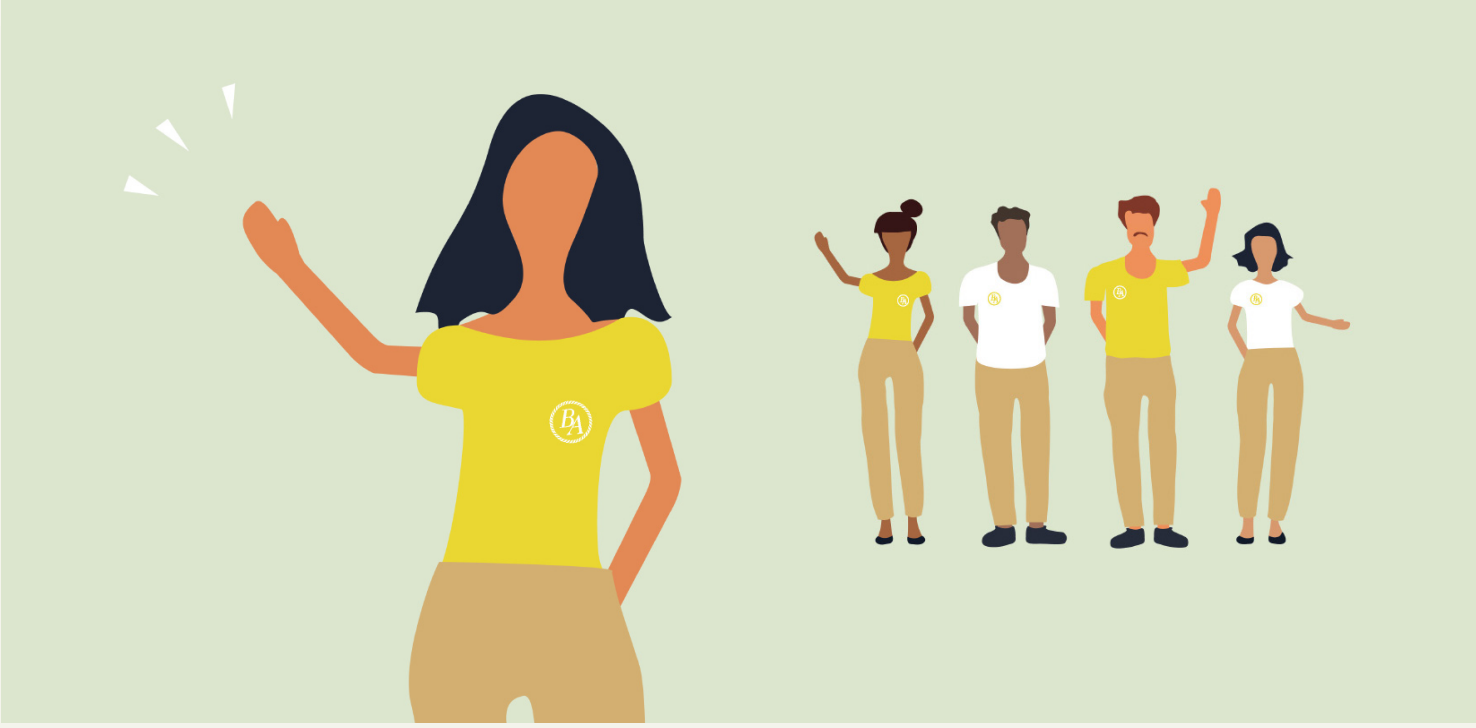

bonjour!
Ana
Bienvenidos

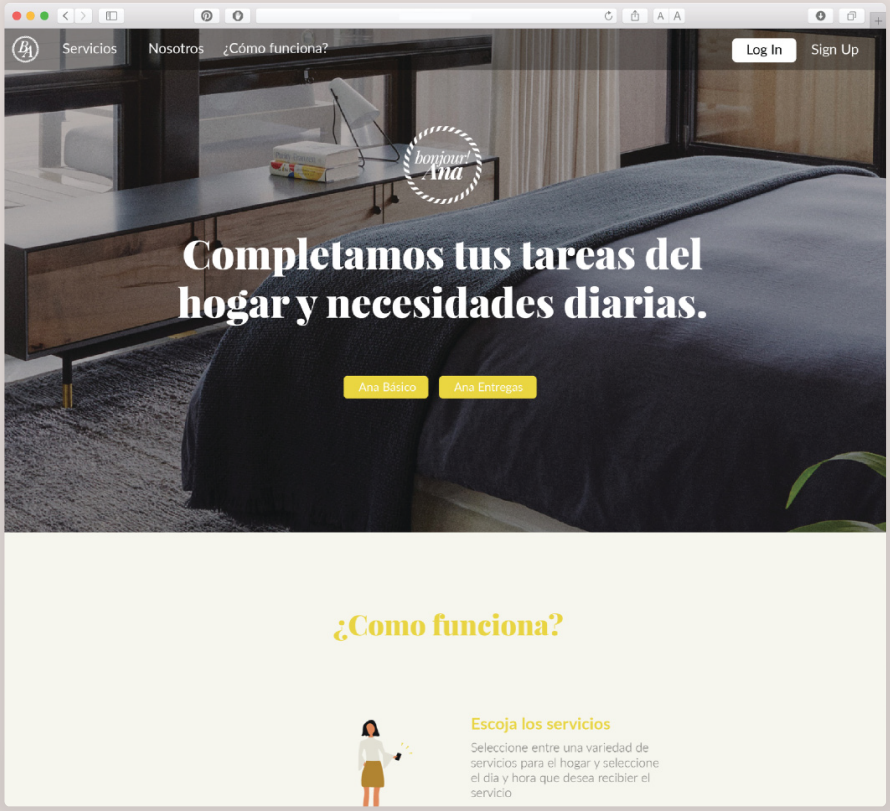
Playfair Display Black:
Bonjour! Ana

Lato Regular:
Bonjour! Ana

Lato Thin:
Bonjour! Mi nombre es Ana
y estoy para servirle.

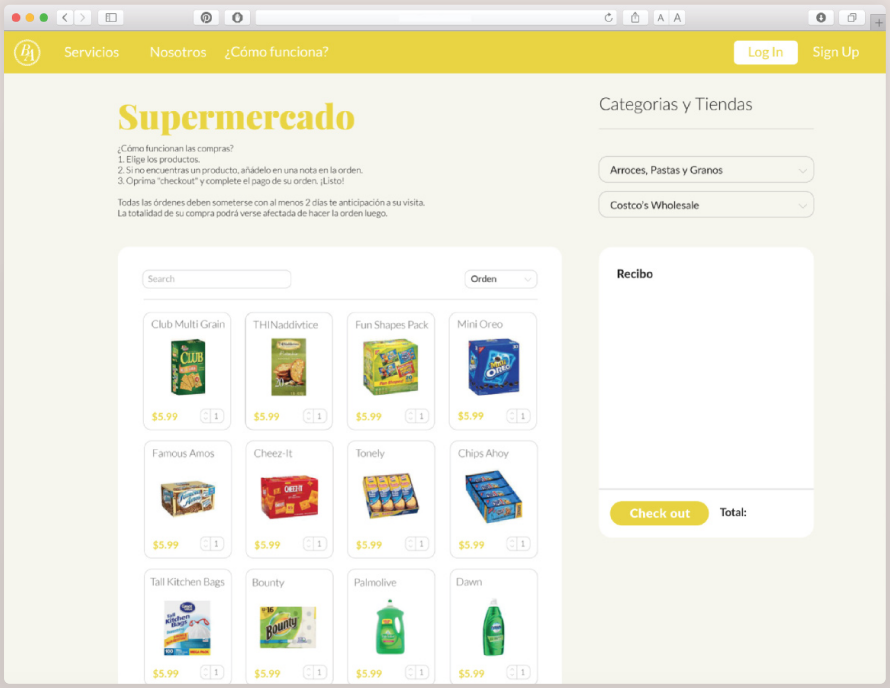
Lato Black:
50%

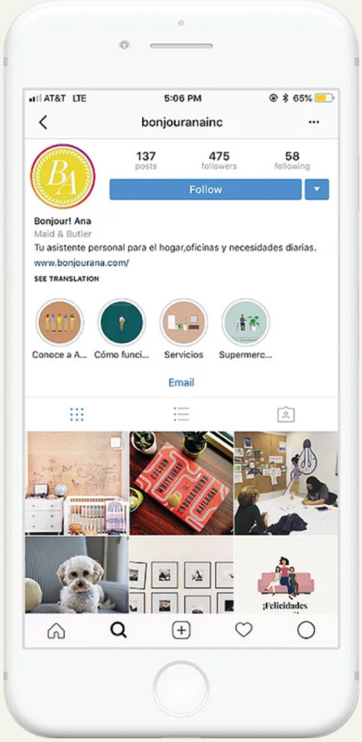


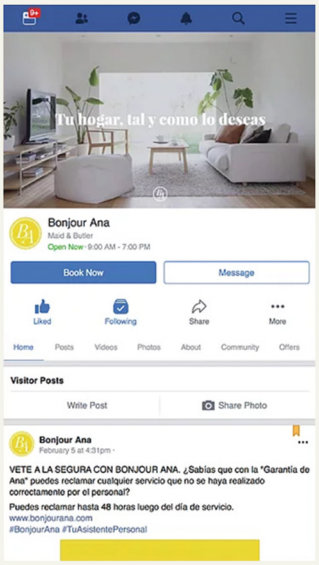


Our responsabilities ranged from designing the image, to planing marketing strategies, managing social media, and designing the interface for the online services.

We were great as creative team and we managed to produce a lot of content in just a few months.







The identity of the company was clean, fun and engaging. We used a variety of soft colors to achieve this narrative.

We designed these characters to achieve engaging narratives for promotional content.

These where use to create posts, email campaigns, training brochures, standees and presentations.

We created a library of assets that would use to create the illustrations and icons. This visual language created a recognizable line throughout all mediums used.

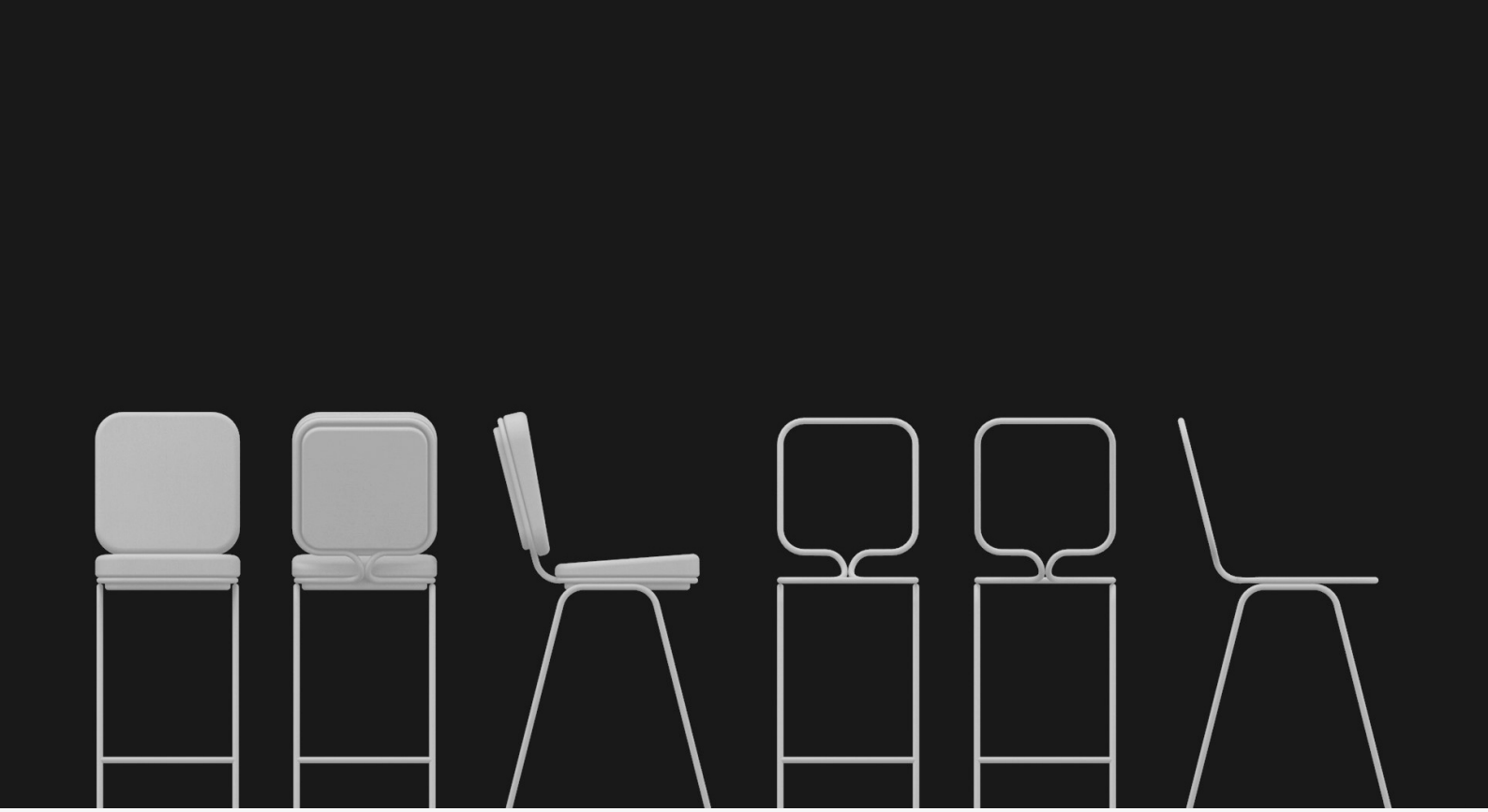
Interchangeable
stools

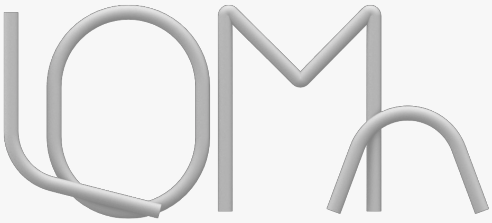
Loma

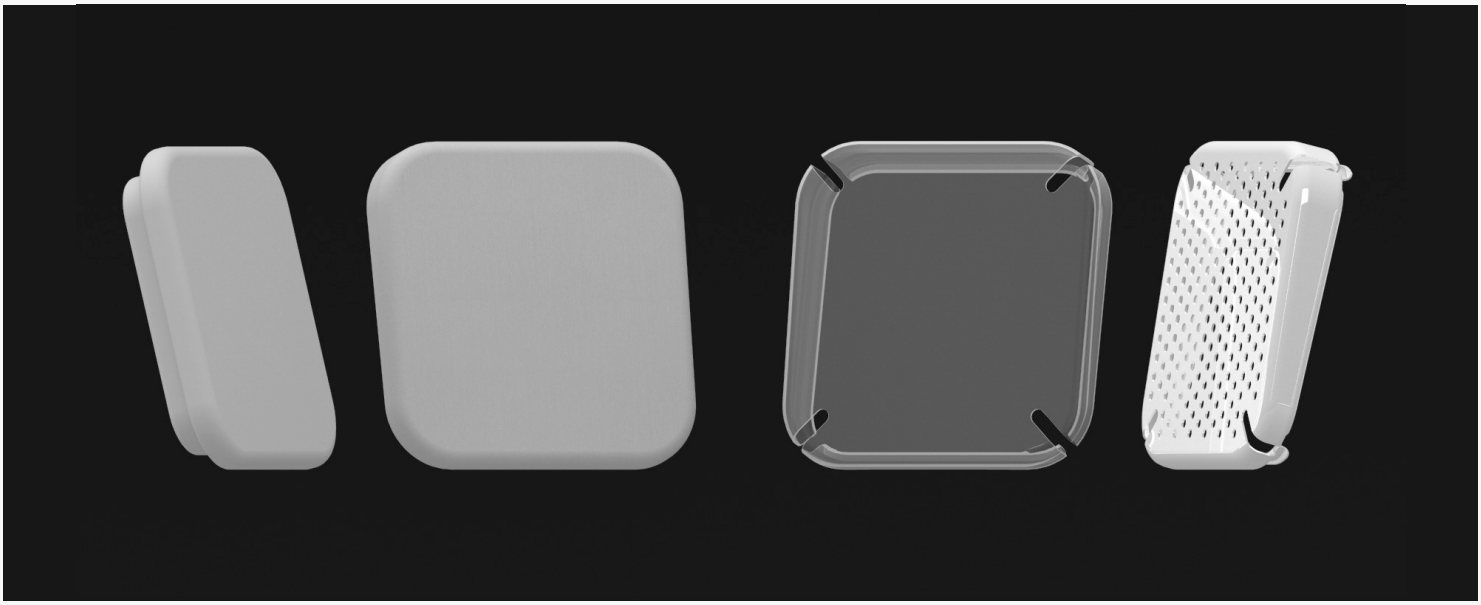
Loma is a simple stool design made with removable shells or cushions to interchange and create a variety of looks.

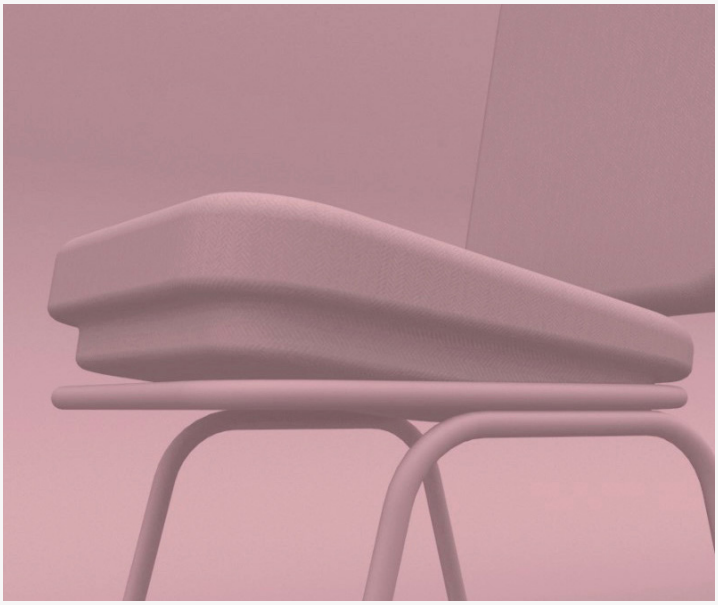
The stucture is made up of metal tubes that come in a assortment of colors as well. The shells can be soft or hard, with holes or flat.

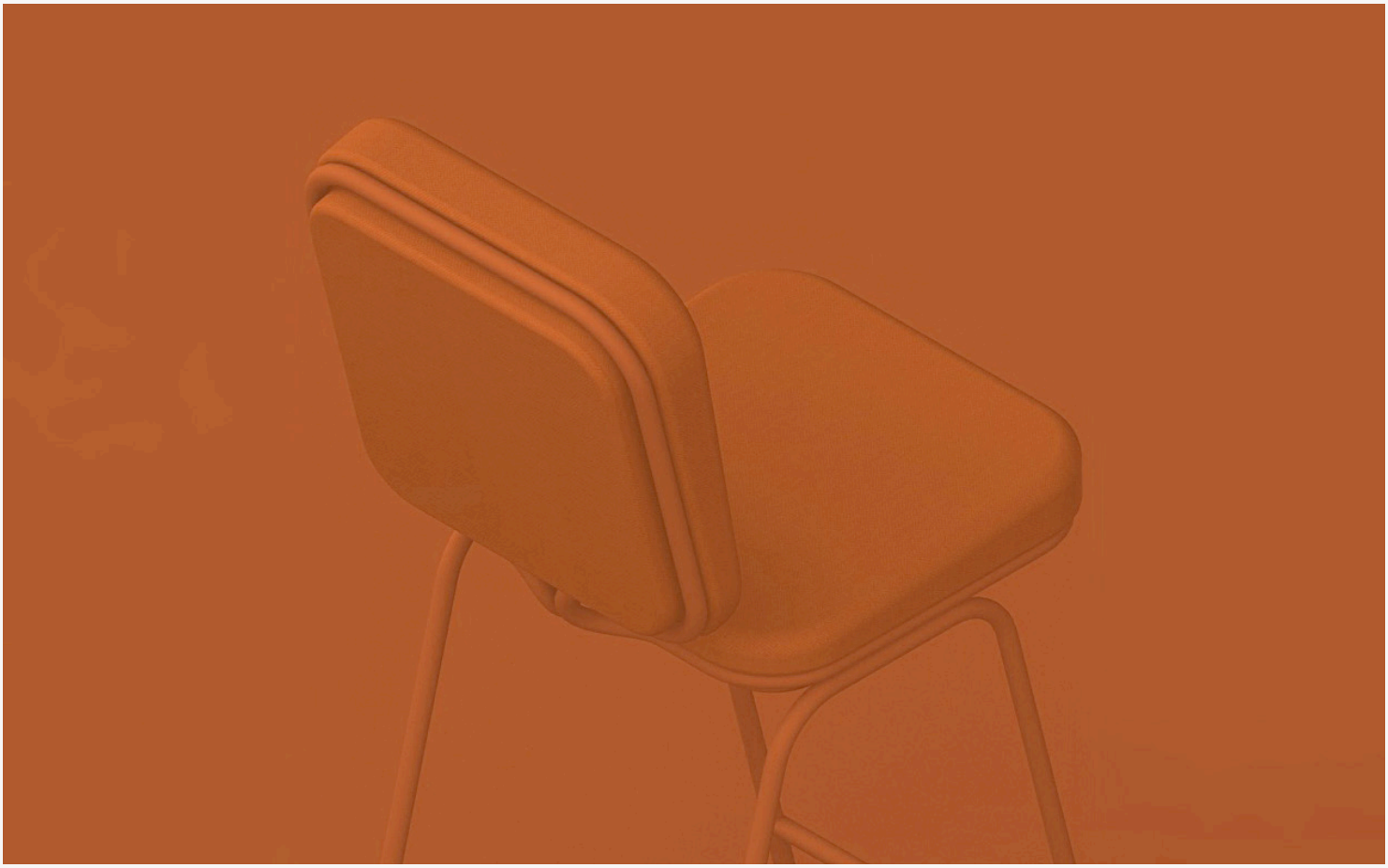
Its design is simple with round corners. When combined with different materials and patterns the possibilities are endless.











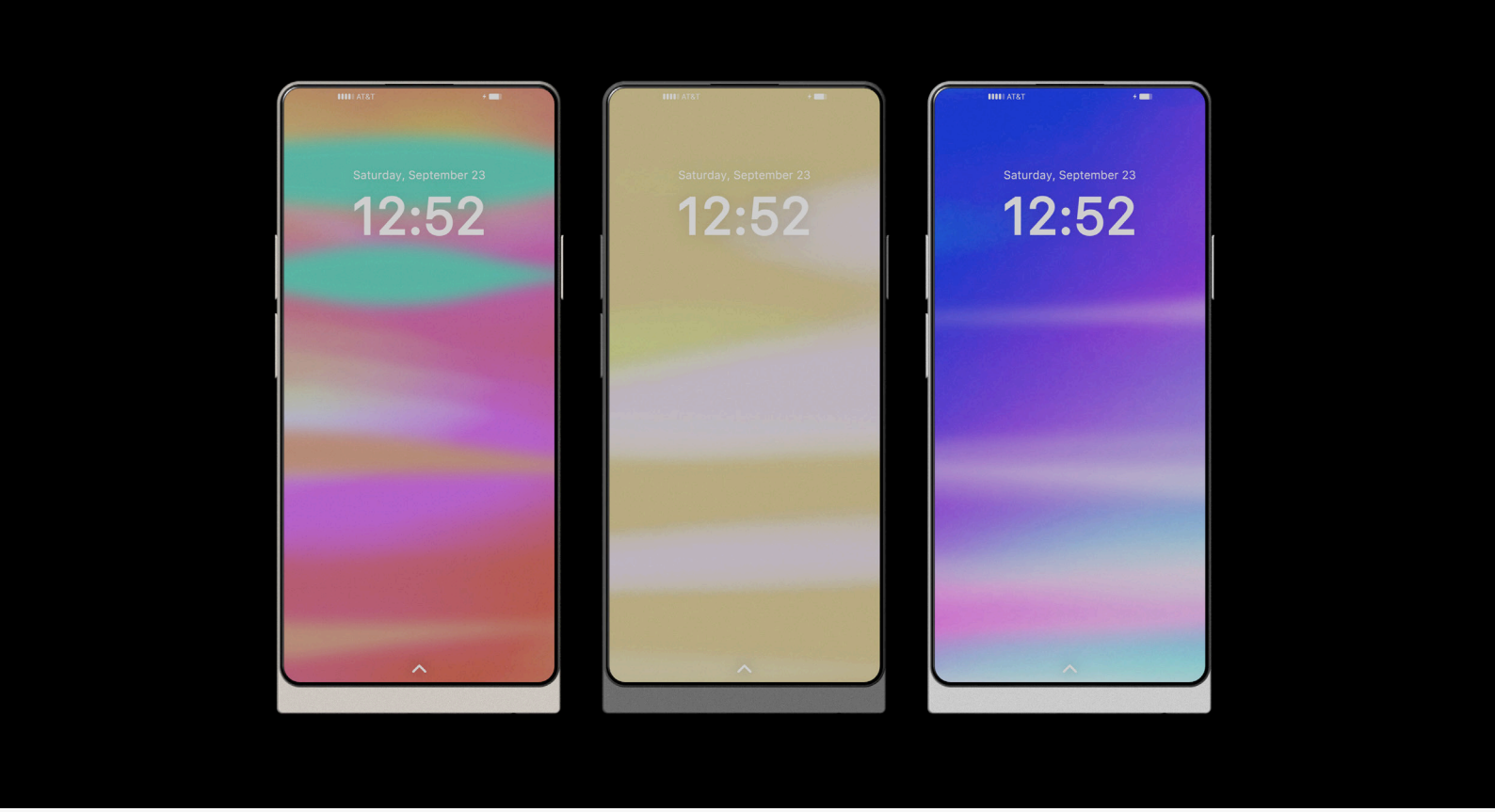
Hardware and software
ecosystem concept

Opsu

OPSU is a hardware and software ecosystem design. The project conceptualizes my take on mobile phones and user interface.

The OS design flattens the user interface and protagonize gestures. It sows a language from the logo all the way to the accessory design.

AT&T
Saturday, September 23
12:52


Saturday, September 23
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Saturday, September 23
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Saturday, September 23
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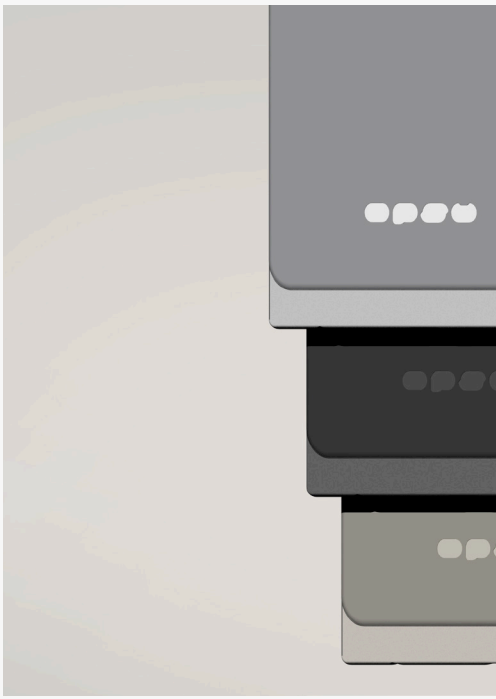
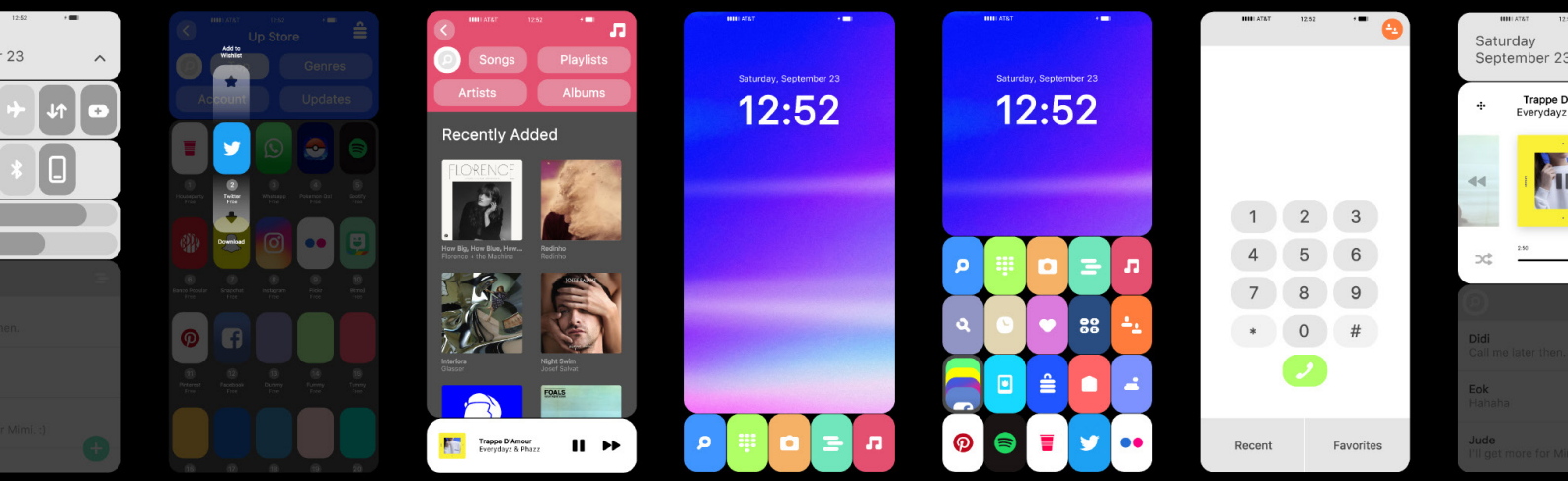
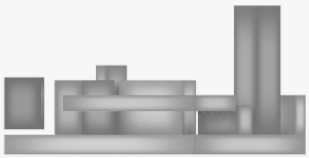



Up Store
Genres
Account
Updates
Songs
Playlists
Artists
Albums
Recently Added
Saturday, September 23
12:52
Saturday, September 23
12:52
1 2 3
4 5 6
7 8 9
* 0 #
Recent
Favorites
Saturday
September 23



An exploration
on place computing

Someware

Using place making as a tool to understand and augment our immediate context. The project emphasizes the process as the main outcome.

Its objective is to awcknowledge a place as a commputing entity. Primarily to make the distinction between the internet as a world wide computer and the phone as a compact personal computer, this mutual computer stands somewhere in between.

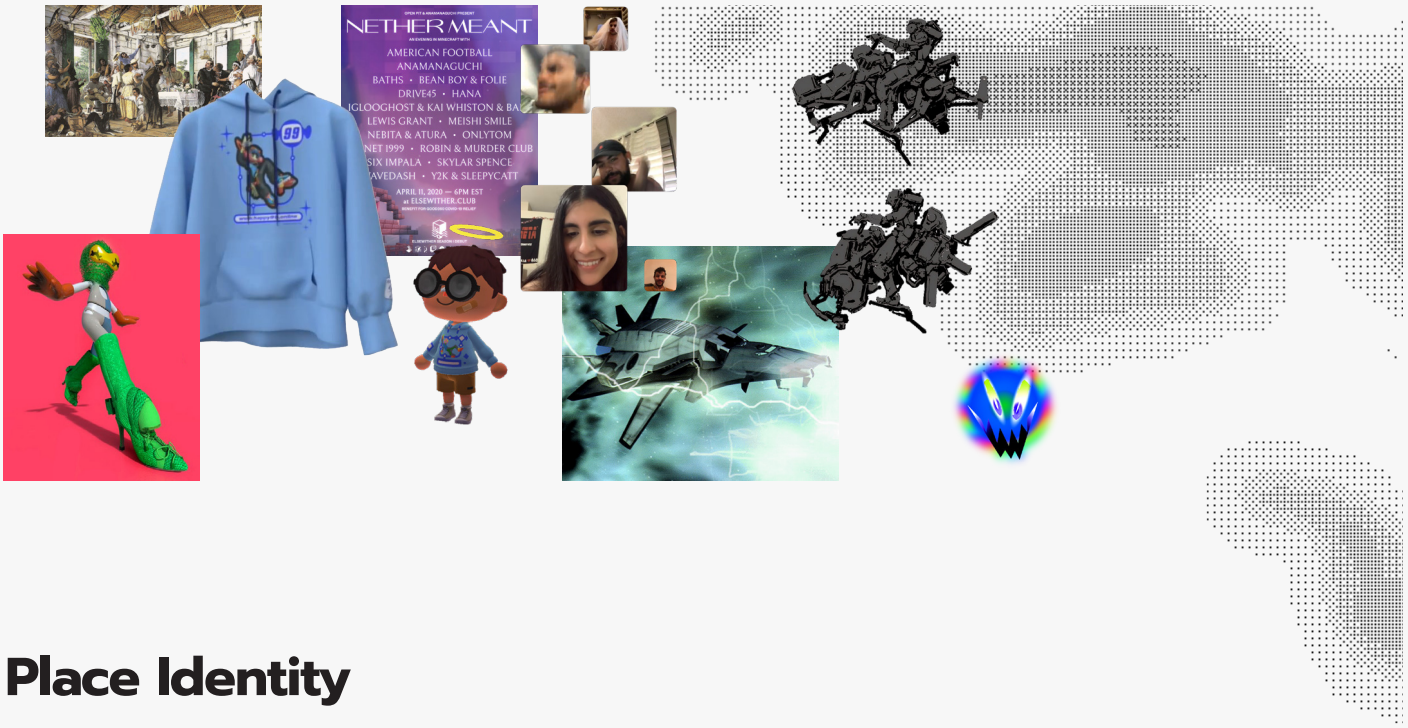
Place computing is something that grows from the ground and not the cloud. Its a hybrid between the precence of what's there physically and virtually.

Translating Realities

I 3D scanned my room and took 360 photos to translate the physical space and objects into the digital format.

These would later serve as base for the layering of content realities.

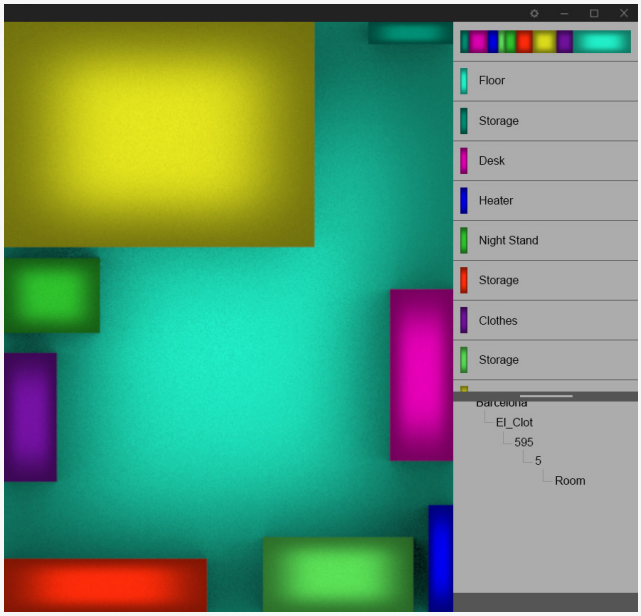
Both of these 360 experiences can be found on the website through desktop version.



Place Identity

I went through some of the content I typically injest from social media, music, video games, and other platforms. Picked some of my recent likes and saves. With them I wanted to create a hybrid space where the physical room and the virtual activity I do in it, overlapped.

In this experiment the idea was to identify a virtual prescence in the room. In this case it was my personal digital identity. Since is my personal room the place's identity becomes my own's.

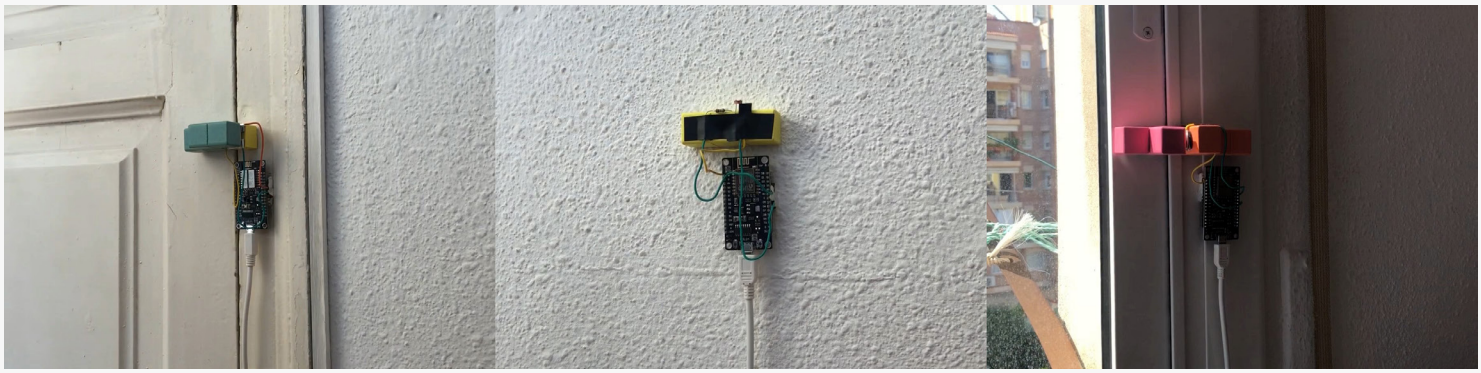


Exploding Hardware and Software

Even tough the previous explorations mixed physical and digital realities they both lived in a digital realm where you could barely interact with them. The core of place computing is about exploding hardware and software into the environment through hybrid place making.

I equipped the space with some self-made sensors to tether the content and add environmental interactions to further extend the concept.

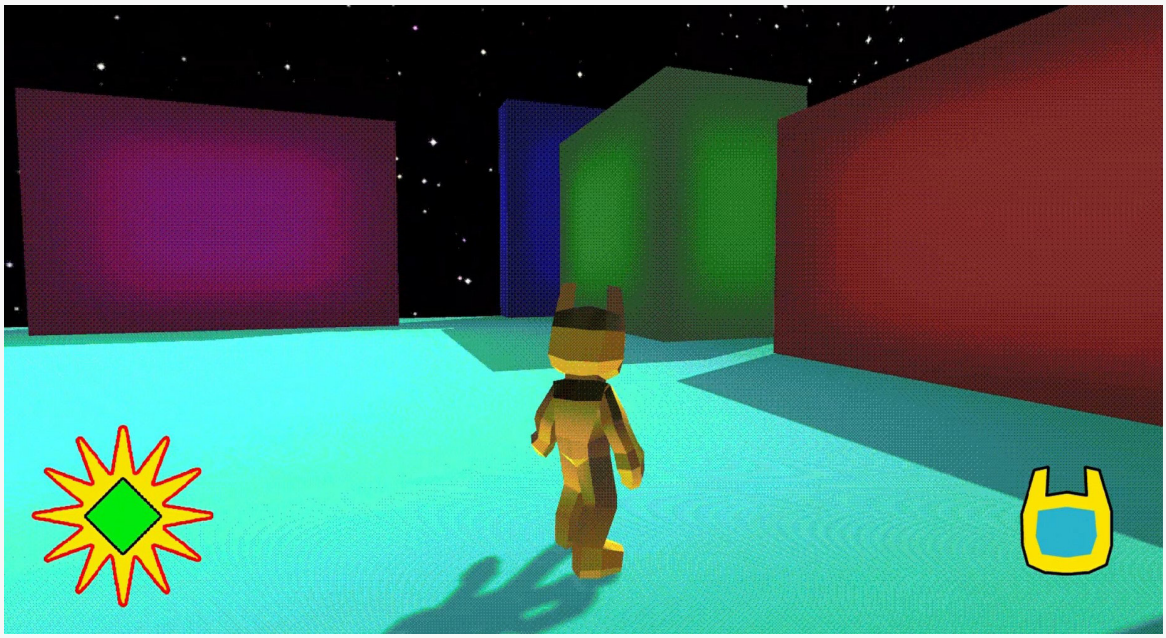
"Door" Sensor, Light Sensor, and a "Window" Sensor.



Using augmenting reality I would visualize the virtual prescence in the room.

I developed a video game where a character would navigate this virtual space and interact with the blocks that represent the real life furniture.

The main outcome of the project until this point was to interpret virtual content as something that lives in the place computer, this prescence could escentially be interacted with through multiple formats. Weather is through your laptop, your phone, the very environment, or augmented reality; this digital realm exist in the place computer of my room.



Video game and more details on the project on the website.