

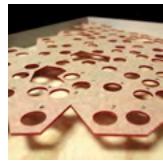
ACUPUNCTURE

Prototype -- Igor Siddiqui

Fall 2014

In an age of digital fabrication, 3D printers allow for mass customization of product parts. However, this manufacturing technique has limitations due to the setup needed for production. Common fused deposition modeling restricts the dimensions of printed pieces by the size of the printing bed. To bypass this problem, designs commonly breakdown larger objects into modular components.

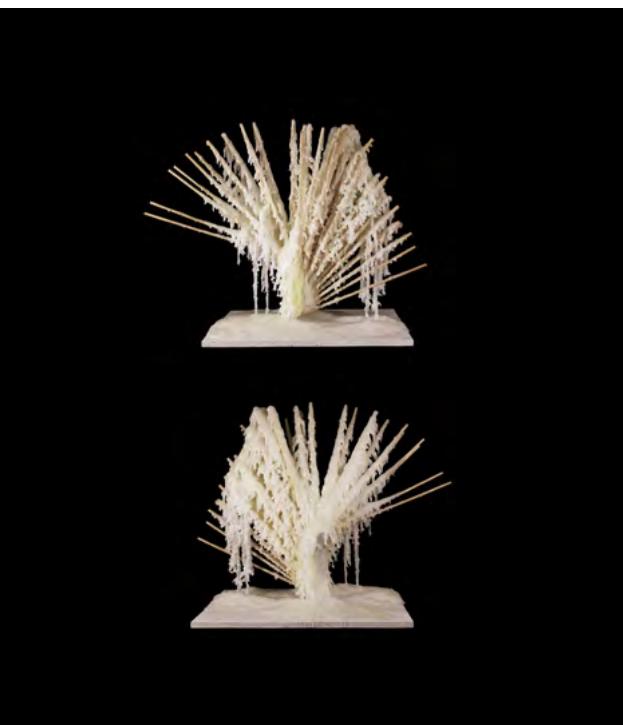
Using a stool as a test, Acupuncture proposes that one component of reasonable size could be used to generate a larger product with the same level of customization throughout. It takes the approach of constructing a product outward rather than building within a scaffold.



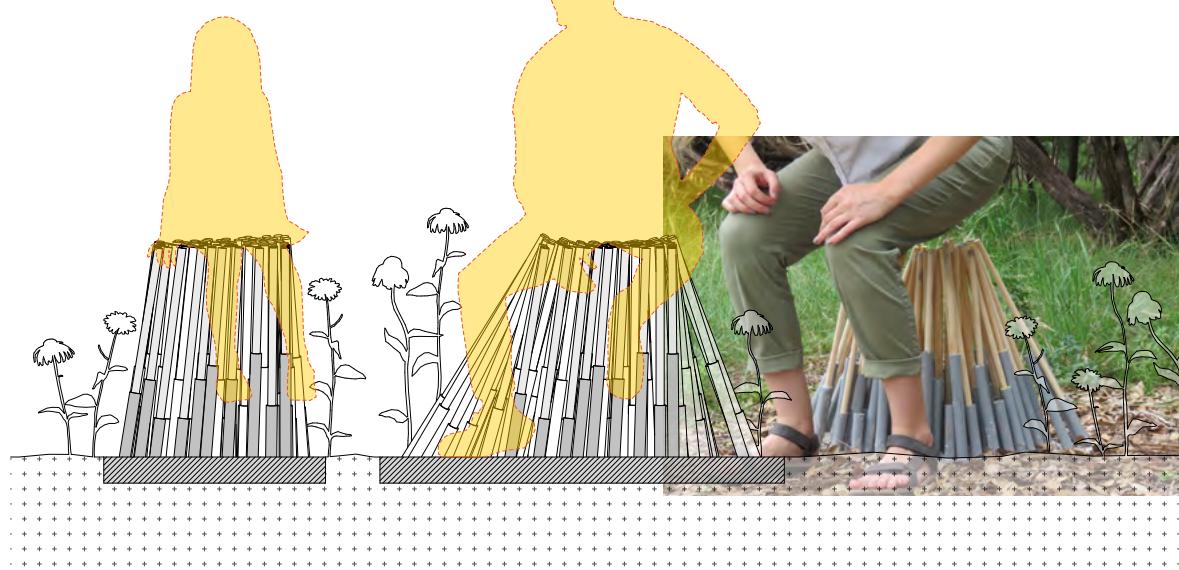
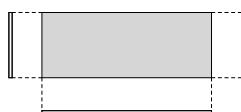
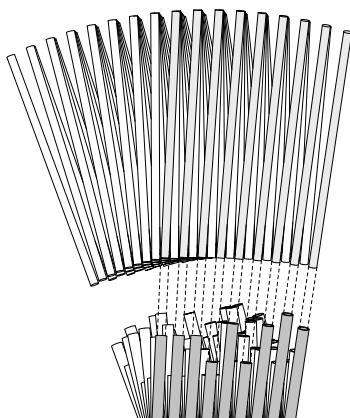
process of constructing the stool



Grandma trying out the stool



early prototype with 3D printed plug



HIDE / REVEAL

Technical Communications -- Matt Fajkus

Team member -- Saranya Kanagaraj

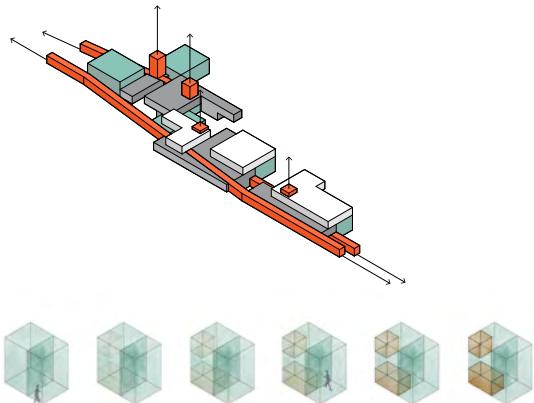
Fall 2015

Access and visibility of a space change over time based on the scheduling of programs and visitors' locations. Hide/Reveal uses this fact to mix a series of "third places" - familiar hangouts other than home and work - into a new retiree community along a major walking trail in Leander, TX. Apartments and bed-and-breakfast rooms share transitional space with programs that sustain the social, physical, and mental well-being of residents and visitors.

Vertical cores throughout the community act as points of pause that tie the buildings together and ease access to provide the comfort of a "third place". Each core, unconditioned and made of double-layered corten steel, structurally integrates into the surrounding programs — seating in the yoga studio, planters along the stairs — and promotes lifestyles of independence as residents age.



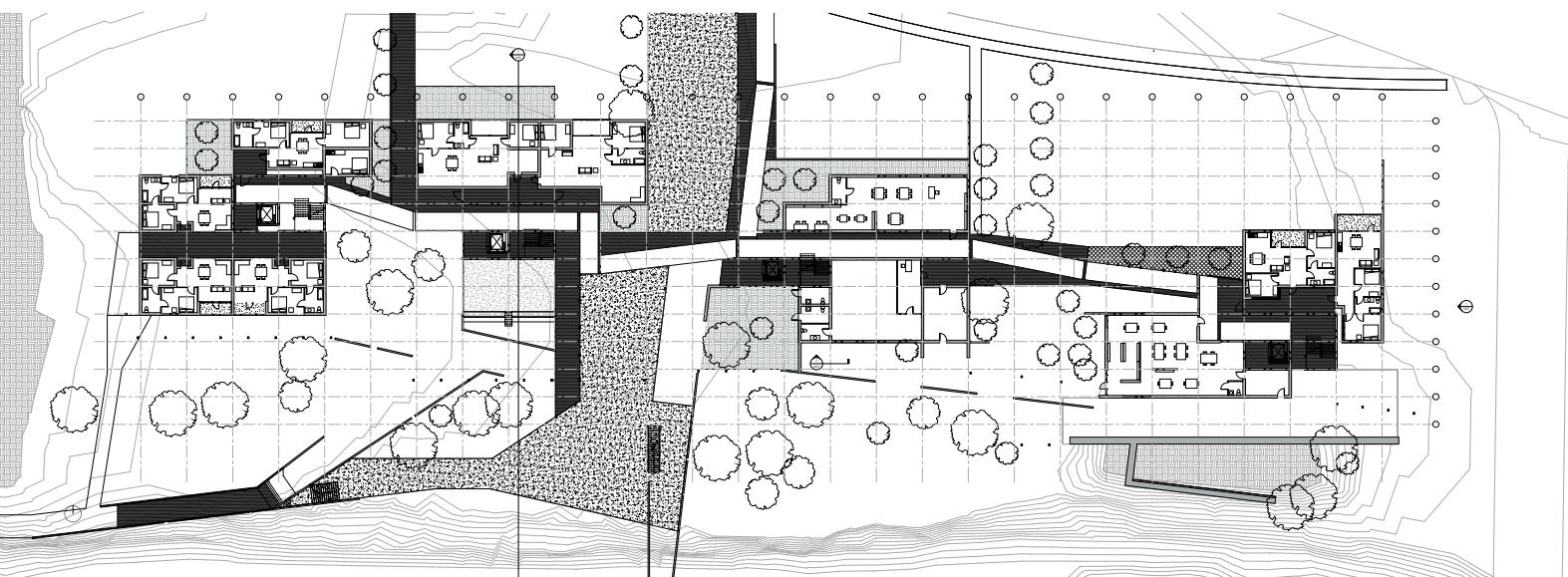
masterplan proposal for Leander, TX

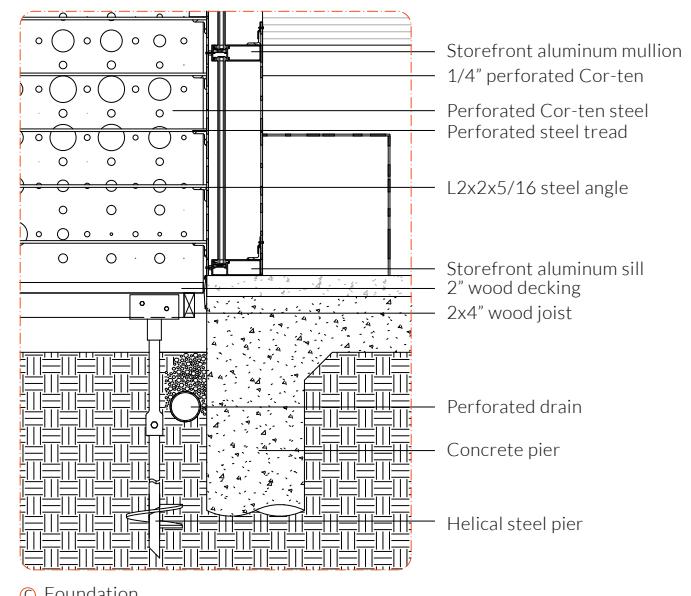
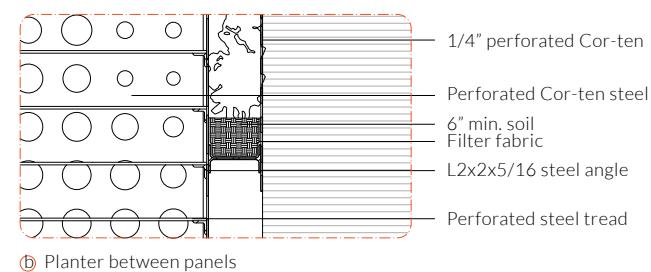
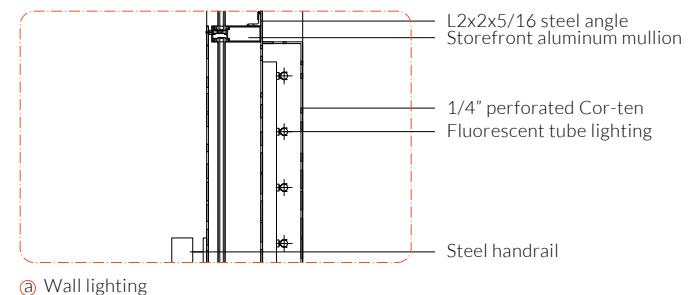
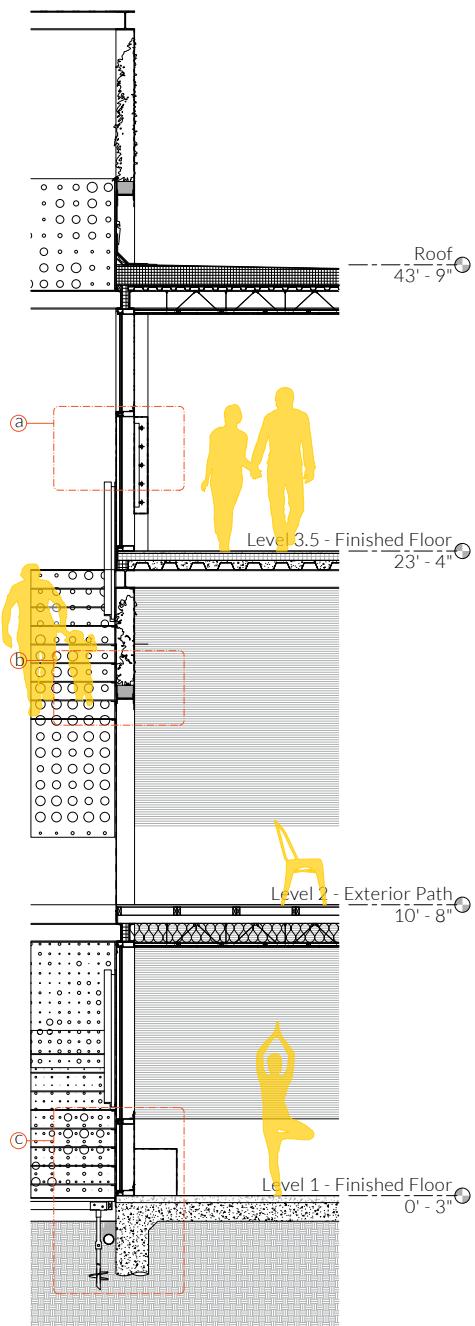


program, concept diagrams



site model

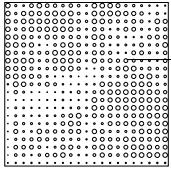
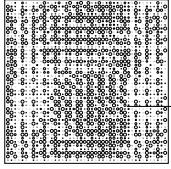
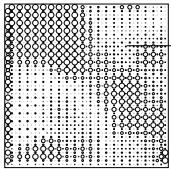
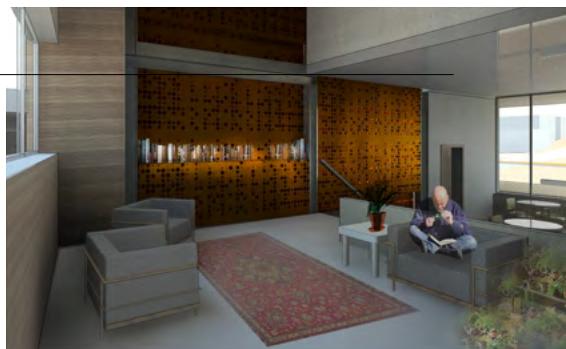
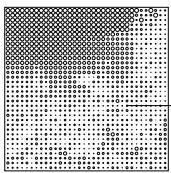




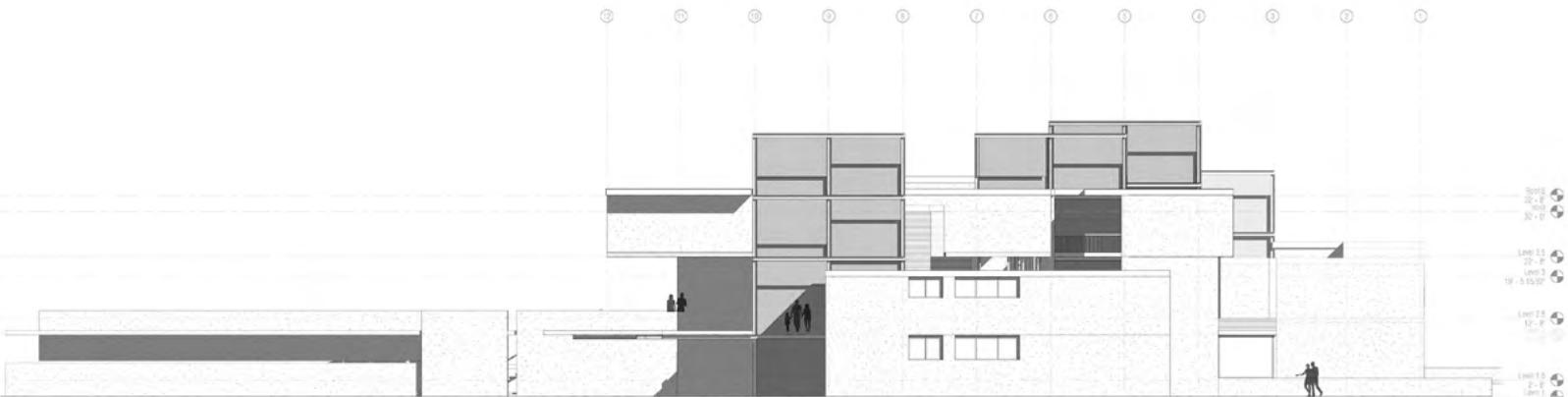
lower path through building



entry perspective



perforated panel variation



east-west elevation



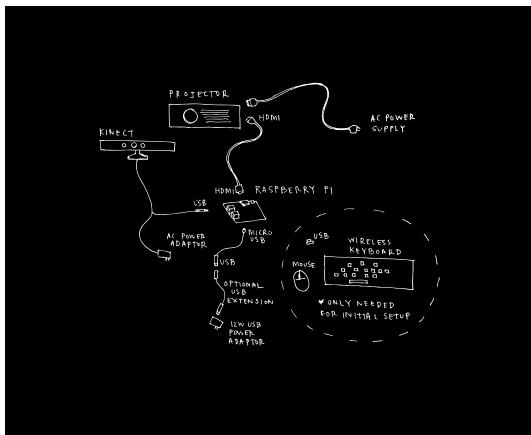
north-south section

ERKENNEN

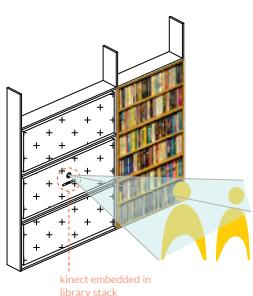
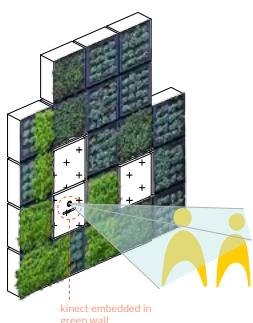
Independent Study -- Danelle Briscoe
Spring 2016

Erkennen, to recognize or to know, refers to the idea that computers recognize and comprehend human signals and vice versa. This study began as an abstract, interactive art installation and developed into a test of the way people communicate with machines.

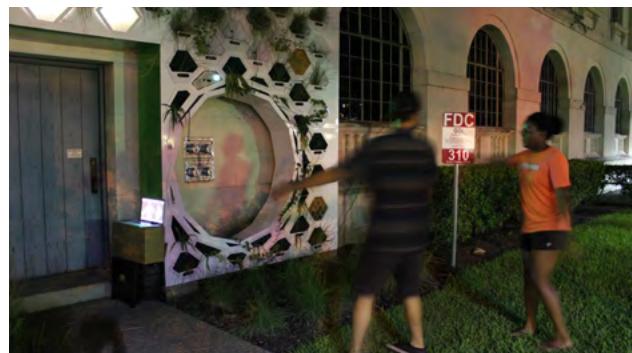
Fit to a cell in UT's Living Wall, a projector and Kinect act as input and output for a computer in the communication loop. Projected colors correspond to the viewer's location, showing the pattern of plant placement in the wall, mapped onto the person viewing.



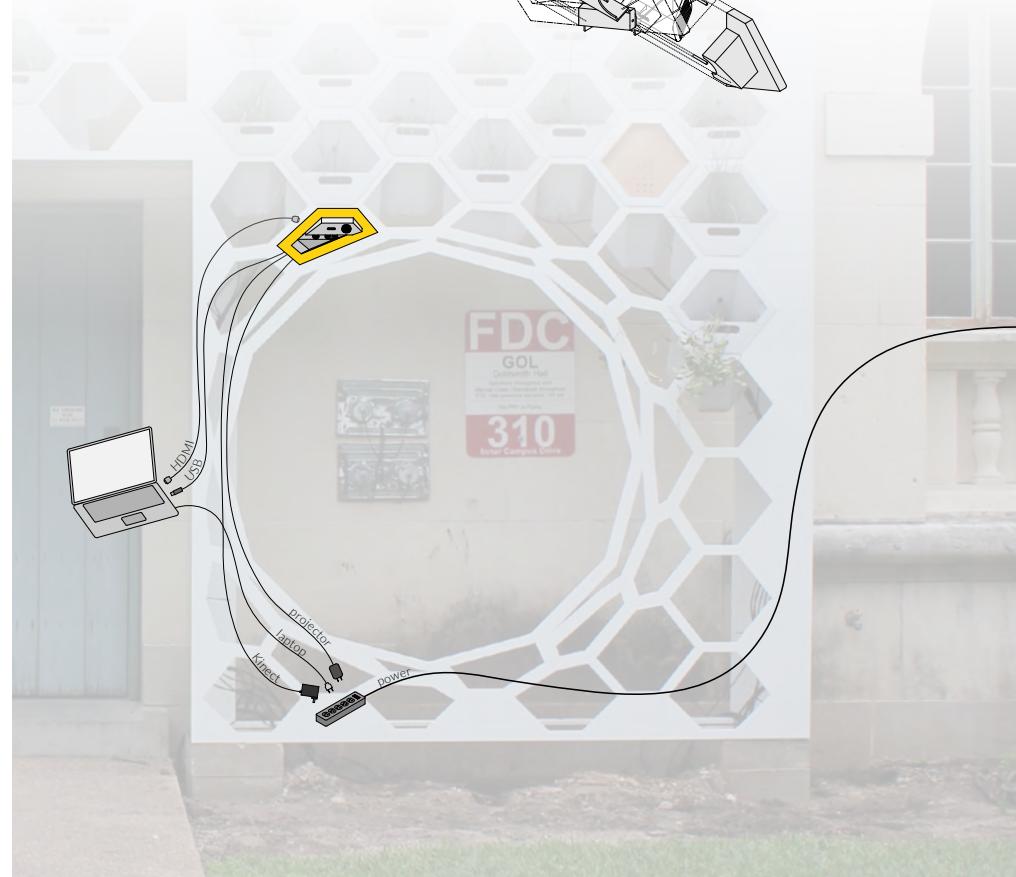
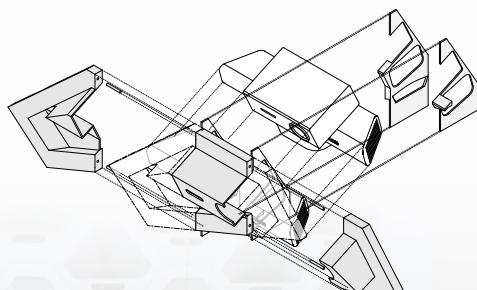
initial hardware ideas for ARM devices



proposals for use



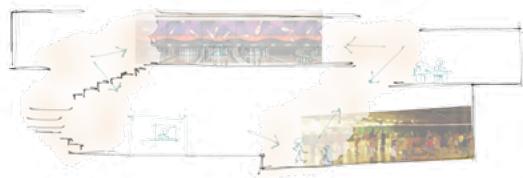
installation in UT's Living Wall



ROLLER RINK

Comprehensive Studio -- Murray Legge
Spring 2014

Using the eclectic, expressive style of Austinites, a new roller skating and bowling facility bordering popular music venues downtown makes a statement by referencing Deconstructivism. This style, emerging around the peak of skating and bowling popularity, lends itself to express the funky association of the sports at that time. Three cantilevering, steel columns supporting an orange glass-infilled, irregular diagrid, or geodes, cut through a solid limestone envelope to provide the primary structure as well as the atmosphere for the programs.



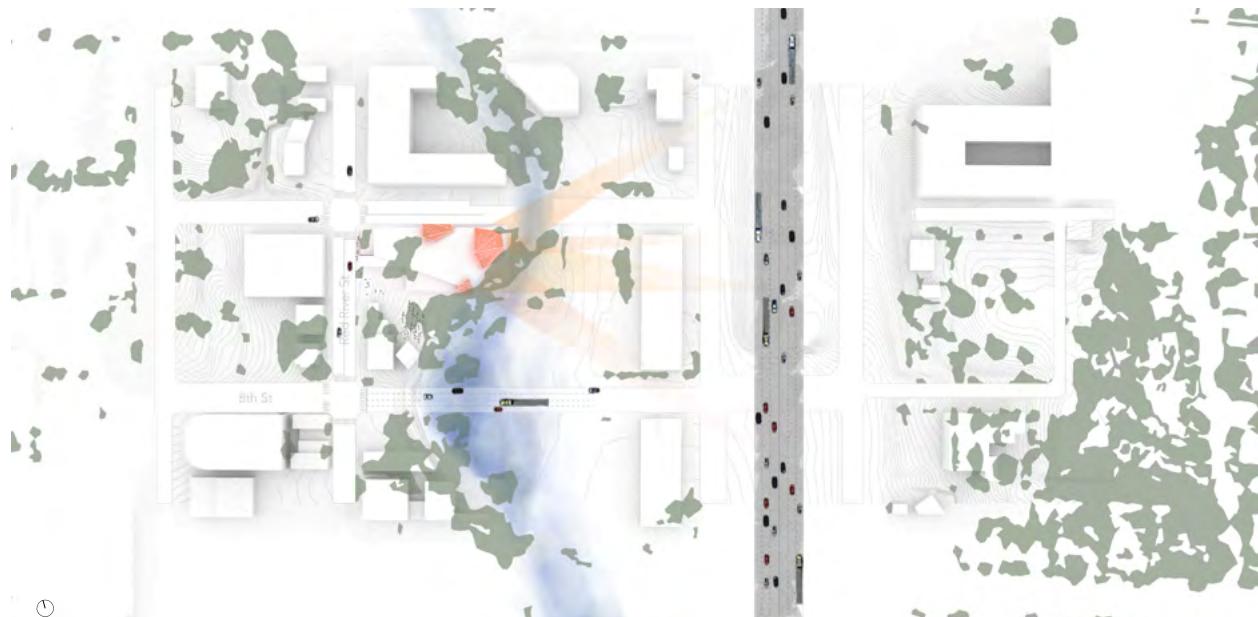
section sketch for program overlap



view from the street



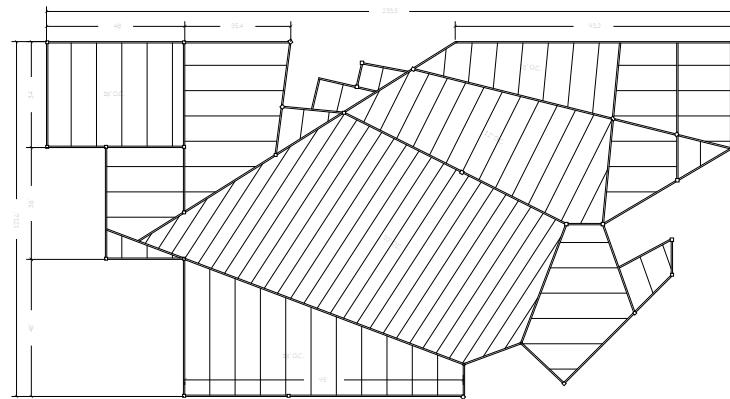
bowling alley



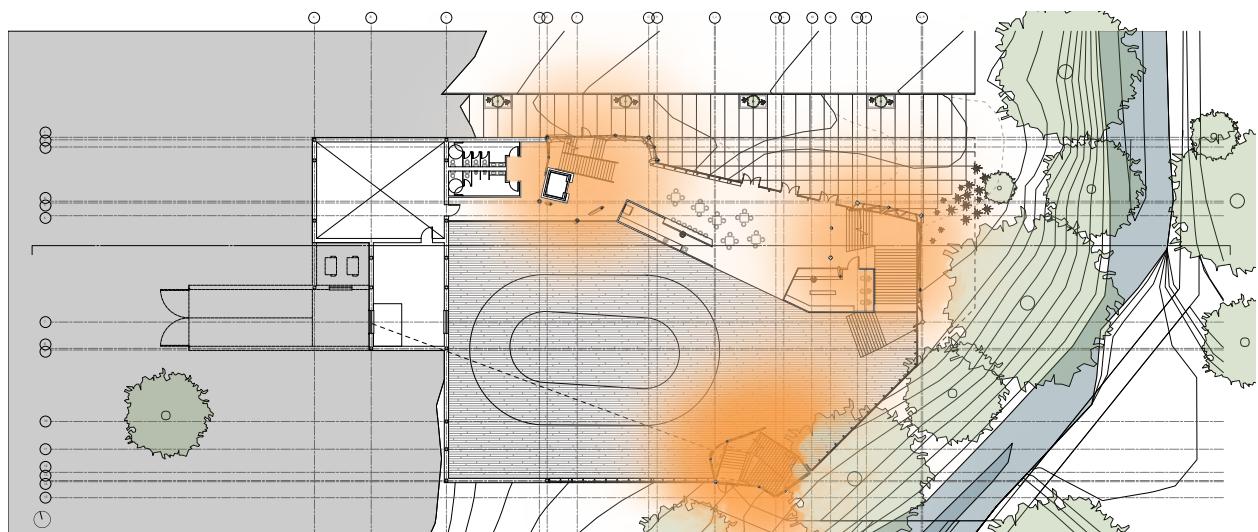
site plan



north elevation



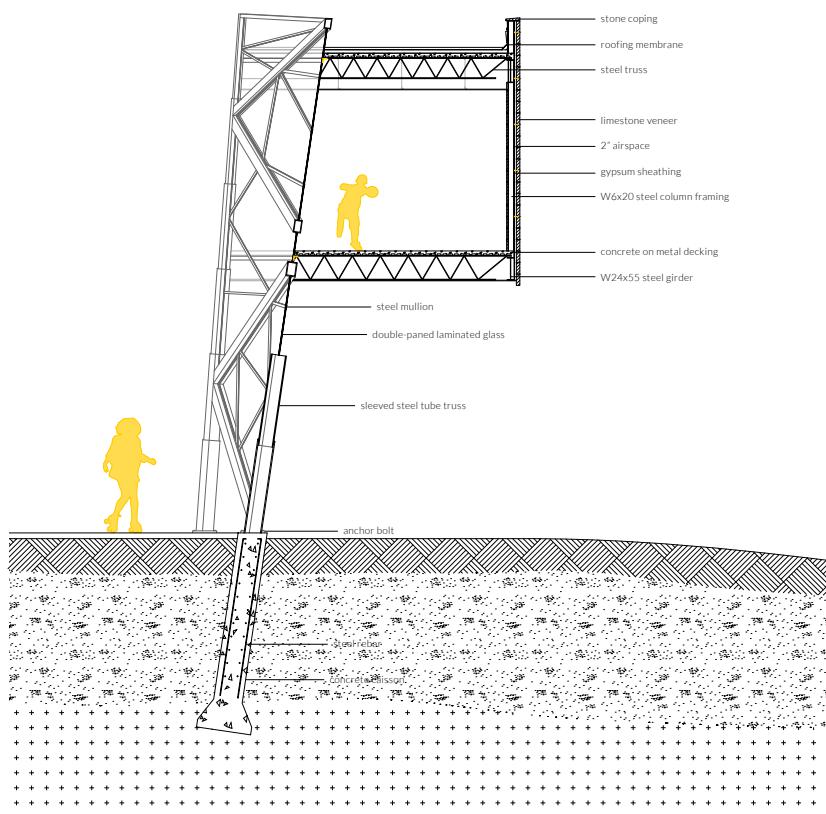
framing plan



floor 1 plan



section model of one geode



WEAVERNEST

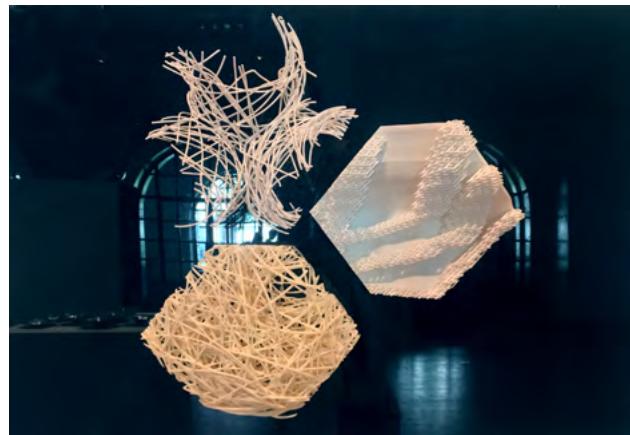
Bio-[In]formatic Modeling -- Danelle Briscoe, Chandrajit Bajaj
Spring 2016

Weaver bird nests consist of many small nodes clustered together to form a single mass, and multiple openings access the central void. The birds construct the overall shape by weaving together countless twigs, grass and feathers until a very solid structure emerges.

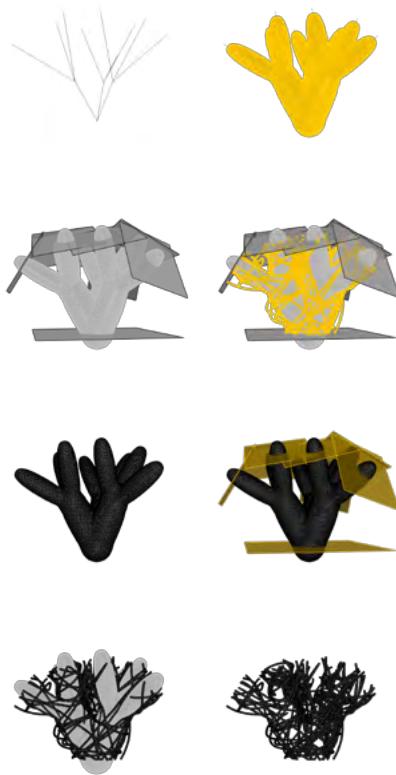
L-systems and flocking in Grasshopper produce a digital method to build a similar structure. First, modeling the central void as a solid object gives the flocking particles a surface to slide across. These particles generate a collection of random curves that enclose the void. Then the Cocoon plug-in gives thickness to the resulting curves as a single mesh, seamlessly leading to an .stl file for 3D printing. A portion of the model printed with strands thinner than .06 inches in diameter, tested its resemblance to a nest.



3D printed portion of the model



larger print on display at the UTSoA Living Wall Exhibit



process of digitally nesting

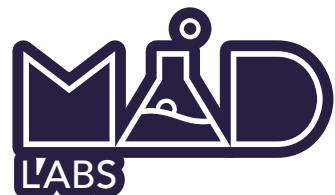


BRANDED

Branding Director -- Mobile App Development

Spring 2014 - Spring 2016

Mobile App Development (MAD) student organization holds weekly tutorials on mobile development platforms to continue education beyond the classroom. Every spring, MAD hosts industry professionals for an annual student developer conference called uMAD. Additionally, a dedicated team within the organization, MAD labs, develops specific project requests. Each part of the organization upholds the same values and overall branding identity. The MAD logo changes its character for each entity while maintaining the outer shape for consistent recognition.



A yellow advertisement banner for the University of MAD student developer conference. It features a white shield logo with 'UMAD' in gold and a laurel wreath. Below the logo, the text reads: "University of MAD", "Student developer conference", "Saturday, February 6", "GDC 10:00AM", and "Register at umad.me". On the right side, there are three icons with corresponding text: "Attend workshops by company engineers", "Talk with recruiters throughout the day", and "Showcase your personal projects". The background of the banner shows a blurred image of people in an audience.

uMAD advertisement



MAD logo iterations



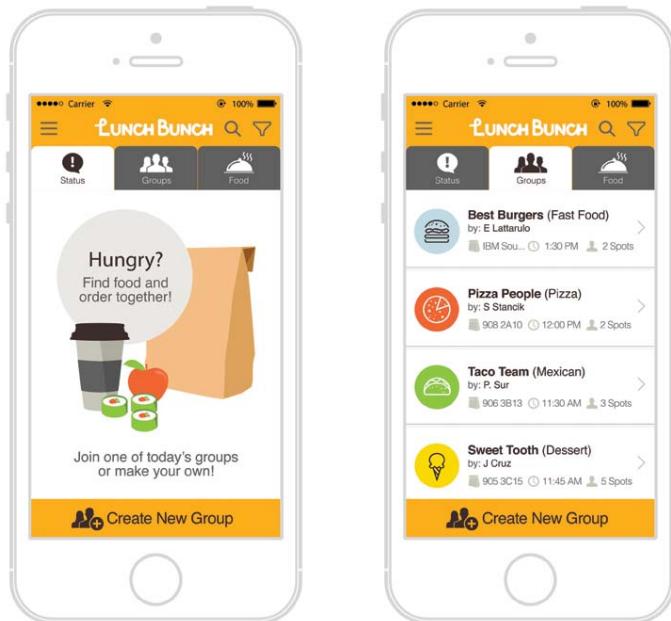
2014-15 sticker found on campus

LUNCH BUNCH

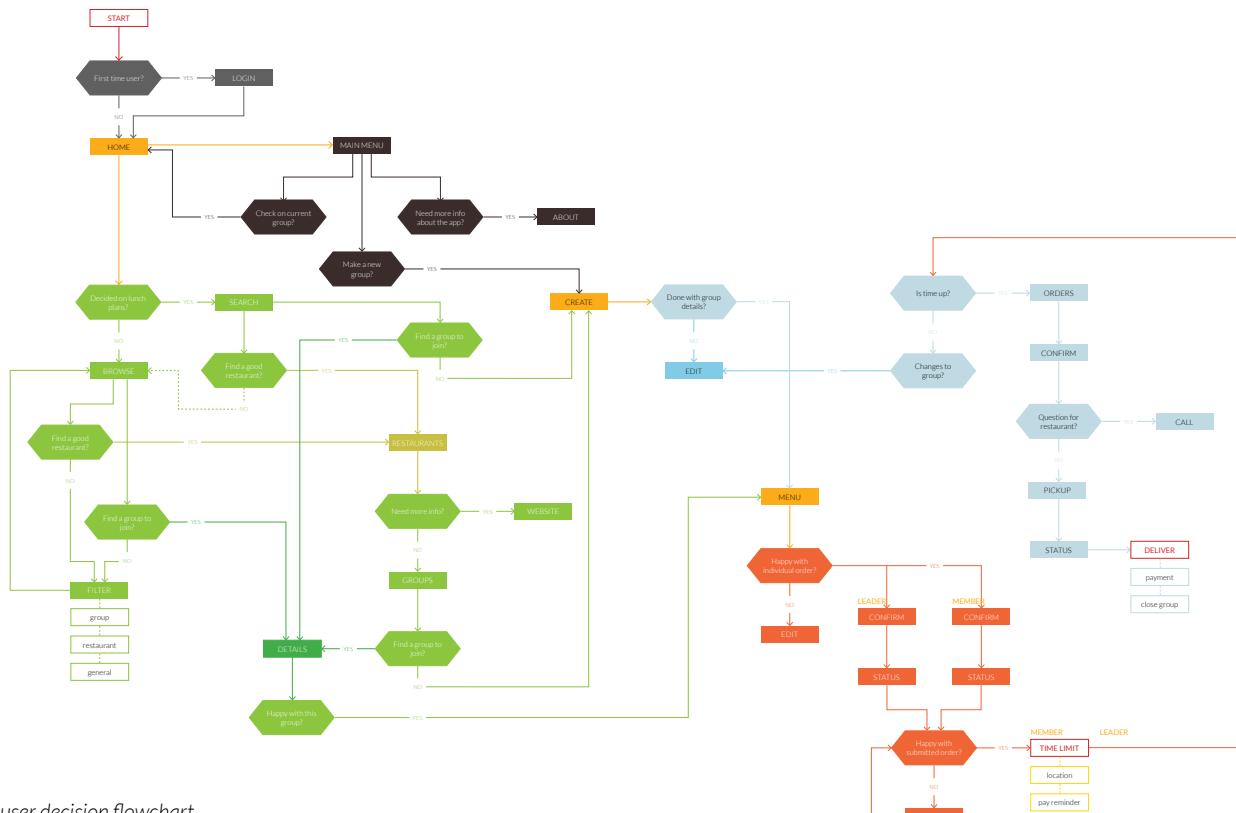
Mobile Designer -- IBM

Team members -- Aaron Balderas, Chris Davis,
Corbin Montague, Priyanka Sur, Ran Xu
Summer 2014

Employees who prefer to eat lunch off work campus often unintentionally miss co-workers who eat at the same restaurants. IBM's CIO Mobile Intern team of designers and developers created a mobile food-ordering system from start to finish to help coordinate lunchtime plans. Based on in-person interviews, the Lunch Bunch app eases the process of placing large group meal orders. Design deliverables for the end of the summer included information architecture diagrams, wireframes for use cases, and high-fidelity mockups for development.



app screens



user decision flowchart



food type icons