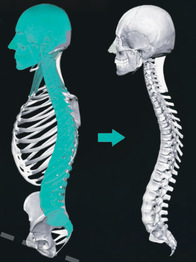
INFORMATION

is transmitted to the brain through the five senses and a feedback is generated.

• ERGONOMICS RESEARCH



A naturally upright human body



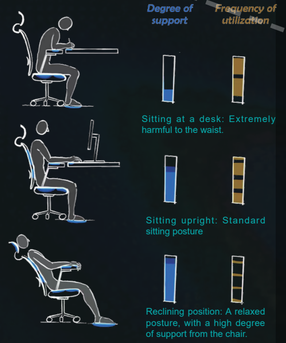
Muscle tissue, spine



The actual usage environment of a person corresponds to their dynamic activities.



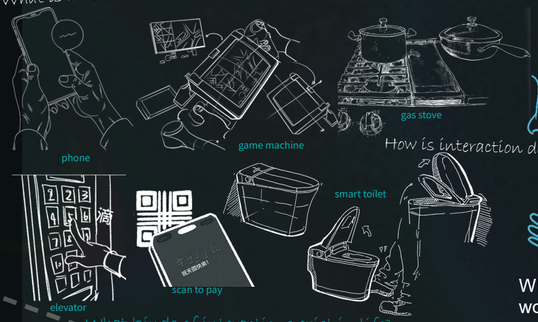
When a person changes from a sitting position to a standing position, the center of gravity should first move forward to the feet, and then move backward to the waist.



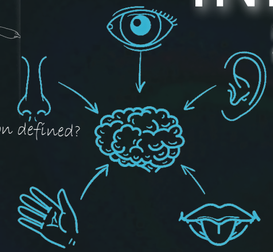
Different postures' degree of support for the chair and their usage frequency

• RESEARCH ON INTERACTION

What is interaction?



How is interaction defined?

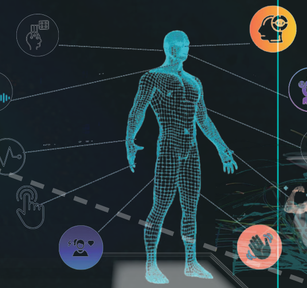


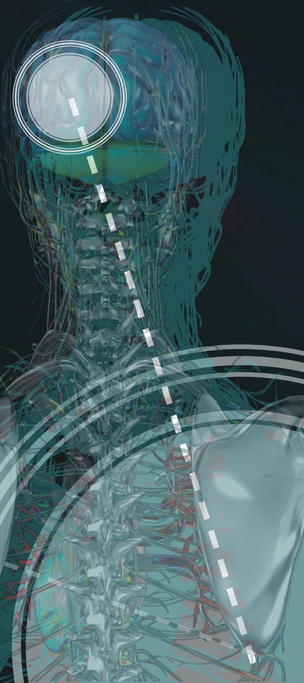
When people are involved in a work, the work becomes complete.

What kinds of interactions exist in life?

Interaction refers to the dynamic process of mutual influence and interaction between two or more entities, usually occurring between users and systems , between people, or between systems.







• SOCIAL ISSUES: CAMPUS & SOCIETY



The name of HBU - School of Media,Communication and Creative Industries contains the words "media" and "creative". These two words run through our entire college, and all six of our majors are closely related to these two concepts.

In the fields of drama and Film making, Media TV Production, Advertising, Animation, and Graphic design, creativity is indispensable.

For interior design students, an essential part of every project is to conduct a brainstorming session.But every time when designing, one always feels frustrated because of lacking inspiration. And one always ends up doing things just to fulfill some so-called "obligations".



• ANALYSIS OF PEOPLE



Instructors will also hold meetings or have discussions with students in this hall.

Stay and communicate: This hall can serve as a place for students to rest and interact with each other. Some students will remain in the hall to engage in group discussions, share learning experiences and participate in other activities.

Movement and Waiting: Here, a large number of people will pass through and stop. This area connects the classrooms. Most of the people who come here are students, and they come here to rest and relax.

During the academic activities and external exchanges of the college, external experts, scholars, and other guests will enter the venue. At this time, personalized welcome speeches will be provided to enhance the interactive experience and showcase the technical strength and humanistic care of the college.

• BRAINSTORMING

UTILITARIANISM

INDIVIDUAL INNOVATION AWARENESS

BODY ANCHOR

HUMAN BODY STRUCTURE CURVES

STRIKING CONTRAST

S P R I N G CHARACTERISTIC

METAL WEAVING

MACHINE

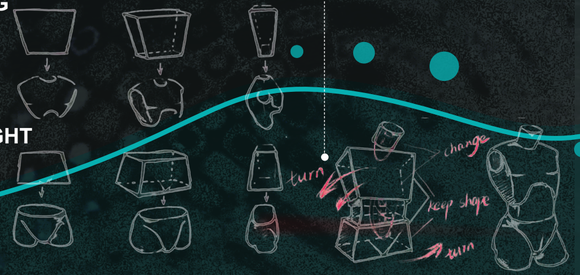
INTERACTION

TRIGGER THOUGHT

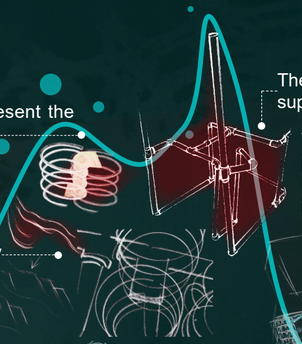


• DESIGN SKETCH DEVELOPMENT

When a person rotates their body, the lumbar vertebrae act as the rotational core. Therefore, the main body of the human being is divided into three parts (the upper thoracic part, the lumbar part, and the lower limb part).

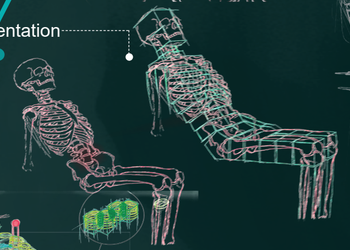


Using springs to represent the interweaving pattern

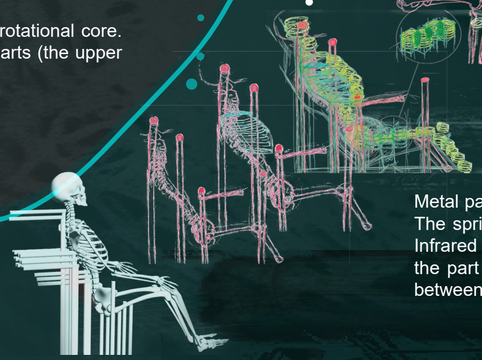


Combination of human body curves and body shapes

Human body segmentation

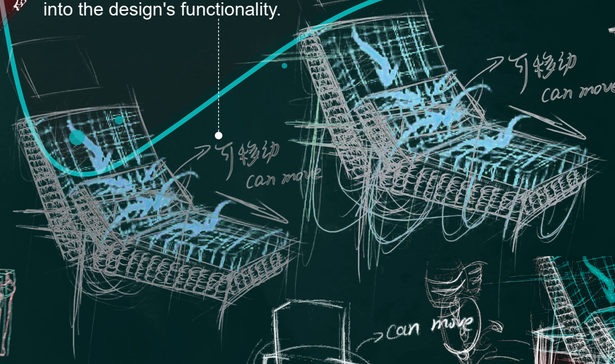


Extract the support points of the human body



The machine's feeling is expressed through the use of metal materials, and the supporting structure is made using pipe fittings.

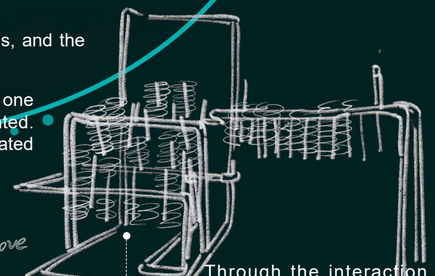
Taking into account the interactivity and functional diversity, when one person or two people are involved, different states will be presented. Integrating the lumbar vertebrae as the rotational core, it is incorporated into the design's functionality.



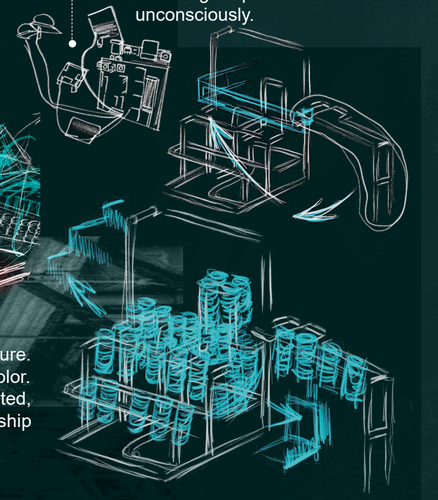


The part for supporting the waist can be rotated to the side, transforming into a position that can accommodate two people sitting side by side.

Metal parts are woven together in a regular pattern to form a framework, suggesting a predetermined procedure. The spring fingers move within a limited range. The abstract human form of the light gives the machine color. Infrared sensors are used. When a person sits on it, the lights will turn on. The side chairs rotate. When rotated, the part on the chair serves as support for the waist. It moves down. Two people emphasize the relationship between them in the design thinking.



Through the interaction of the five senses, make users become an integral part of the furniture unconsciously.



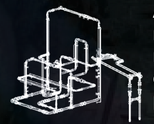
• DESIGN DEVELOPMENT



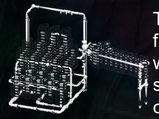
The main framework consists of three parts. The first part is the chair frame.



Add the second small frame and create an abstract shape.



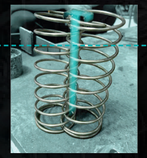
Add the third rotatable and movable frame to create the second position frame.



The chair seat is formed by weaving with unconventional springs and components.

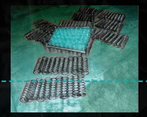


After rotating the second seat, it becomes the part that rests on the waist.



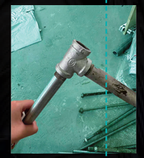




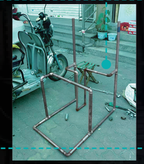


The surface is woven out using springs.

No welding process is used; all are assembled using metal pipe fittings.

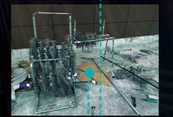


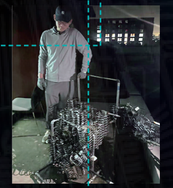






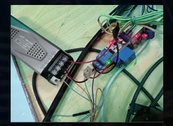


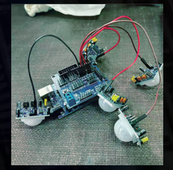


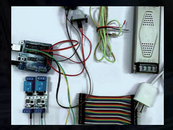


The assembled springs were placed on the rack, but it was discovered that there was a certain degree of uncontrollability in the springs.

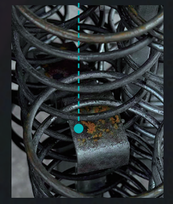
Using an Arduino board, infrared sensors and light strips, create an interactive device that turns the lights on when someone approaches and turns them off when they leave.

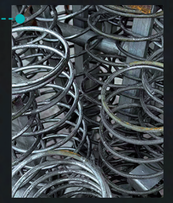


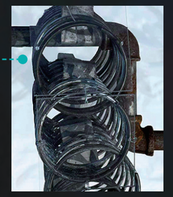




Ordered and regularly woven spring

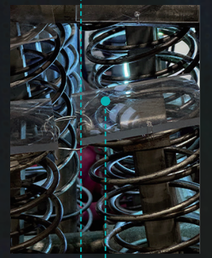


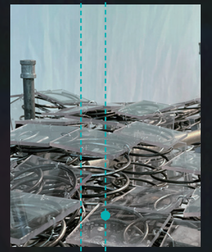




The white and blue lights produce different effects.

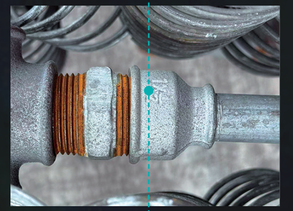




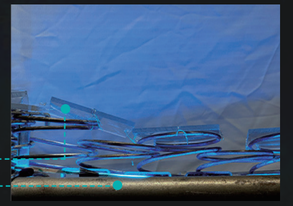


Using transparent acrylic, the internal structure is clearly displayed.

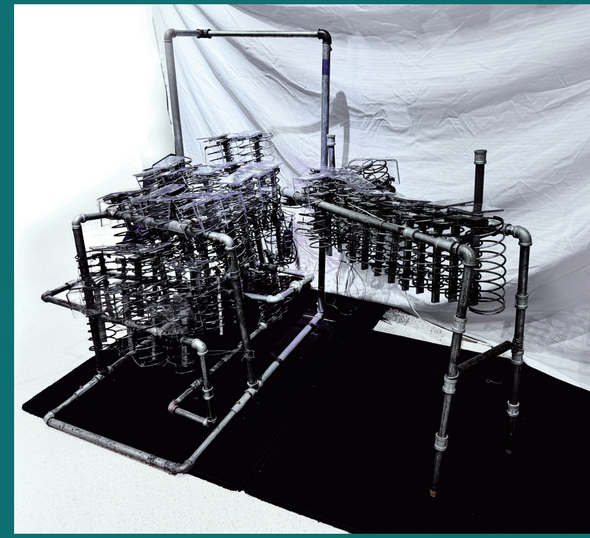
The natural feeling of metal rusting implies that machines will rust and age.



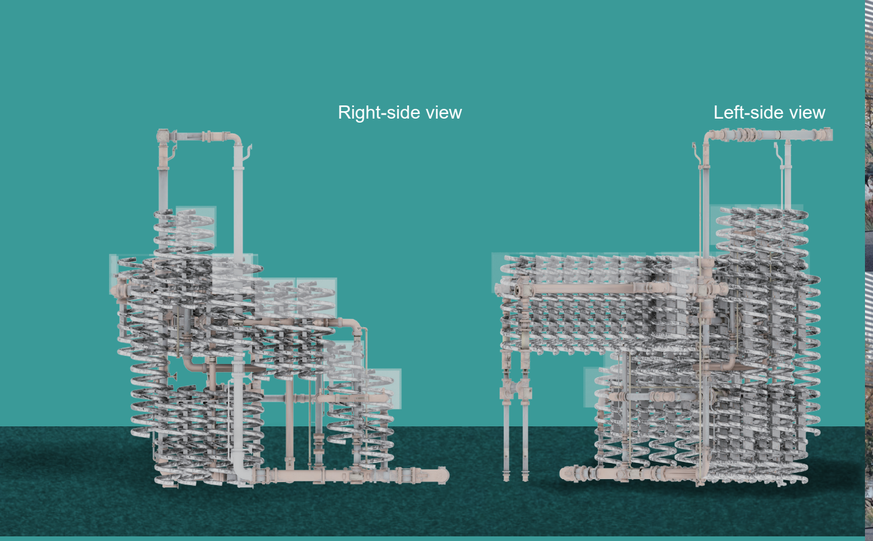


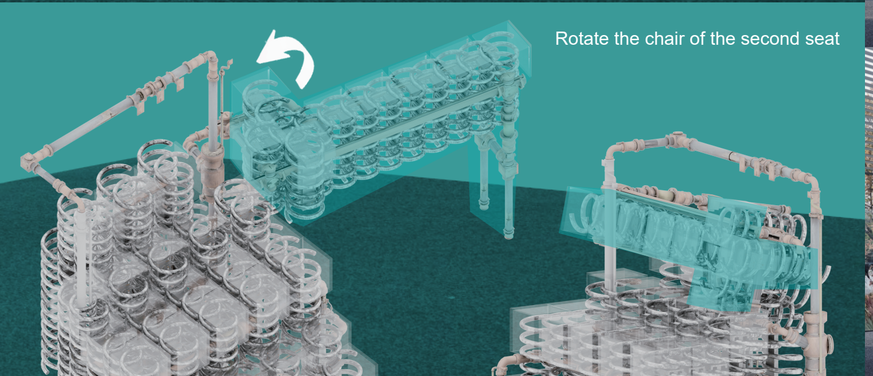


1:1 PHYSICAL MODEL

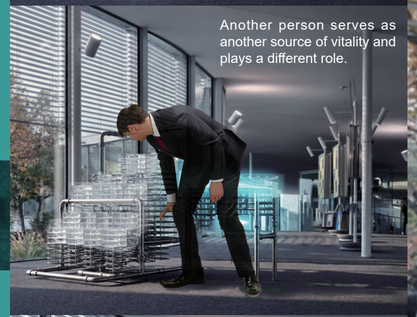


This is a short video showing the process of furniture making and the presentation of the finished products.


Right-side view
Left-side view


Rotate the chair of the second seat


A person thinks about exerting the awareness of independent innovation.


Another person serves as another source of vitality and plays a different role.


When two people exist simultaneously, it triggers a completely new reflection on the relationship and its value.

