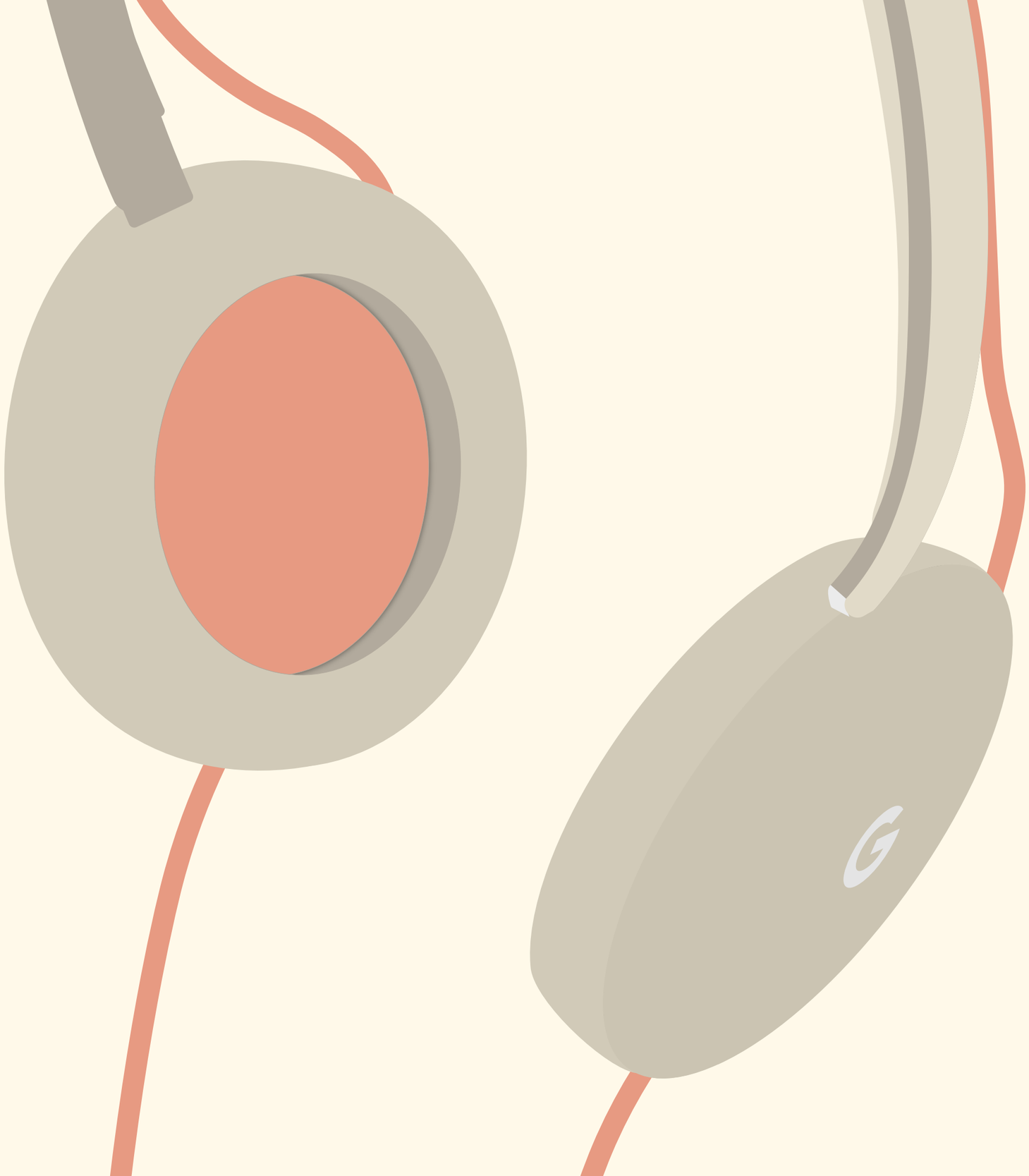
JORDAN GUERRERO

jordan

i've come to feel that so much of our experience is shaped by the built environment. i see design as an opportunity to bridge the gap between our abstract existence, and our very tangible experience, and to
build meaningful relationships between people and objects.



google soundscape

ryuichi sakamoto

the inspiration for the project began with the documentary "tokyo melody." the documentary focuses on a young ryuichi sakamoto, and his views on technology.

cultural currents

sakamoto explains that he is fascinated with the idea that new cultural currents could come from deficiencies in technology.

beginning

the project began by exploring the idea of musicians playing the environment like an instrument.

gloves were rigged with photo-sensors, routed through audio leads and into a receiver.

the user could move their hands around the world, and listen to the light and electromagnetic signals.

discussions

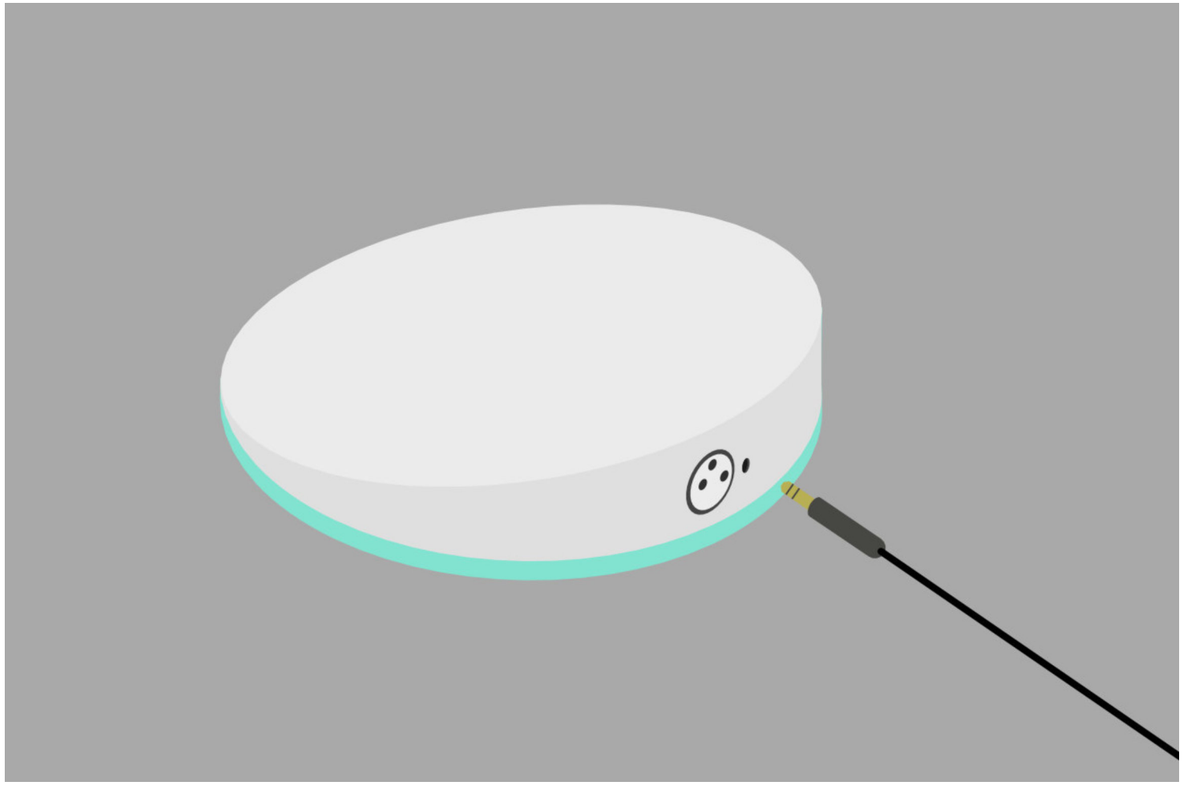
we talked to street musicians, who we felt inherently had the environment acting as a part of their performance.

so, this group of people could best utilize the idea of playing your environment, and would experience a constantly changing surrounding.

initial concept

at first, the project took the form of a guitar pedal, that could be interacted with to manipulate the sensed environment.

but the more we talked, the concept of collaboration, and how technology allowed these amateur musicians to do so, became a clear opportunity.



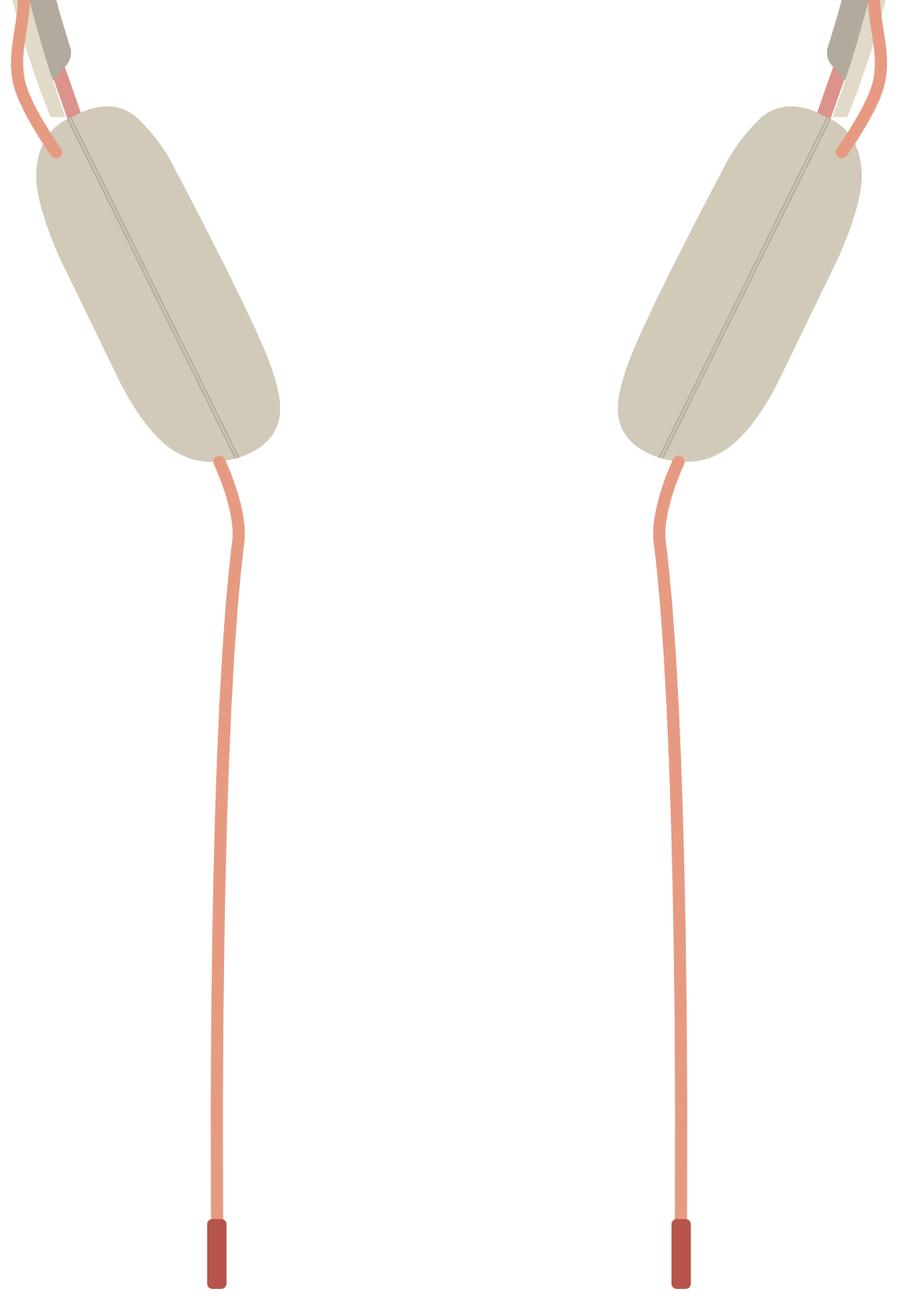
what it is

the idea eventually took the form of headphones. though basic mapping sensors, the headphones are able to understand the environment around the listener. then, using this information, the audio can be placed in the world, to create more intimate listening experiences.

comforting

the headphones took cues from googles more humanistic approach to materials, and so were soft and comforting, covered with fabric. although wireless, there is still a presence of cords, and they function similar to buttons you would find on the side of the headphones.

but by dangling down your chest, the interaction mimics that of tugging at the tassels of your hoodie. again, to create a more intimate experience.

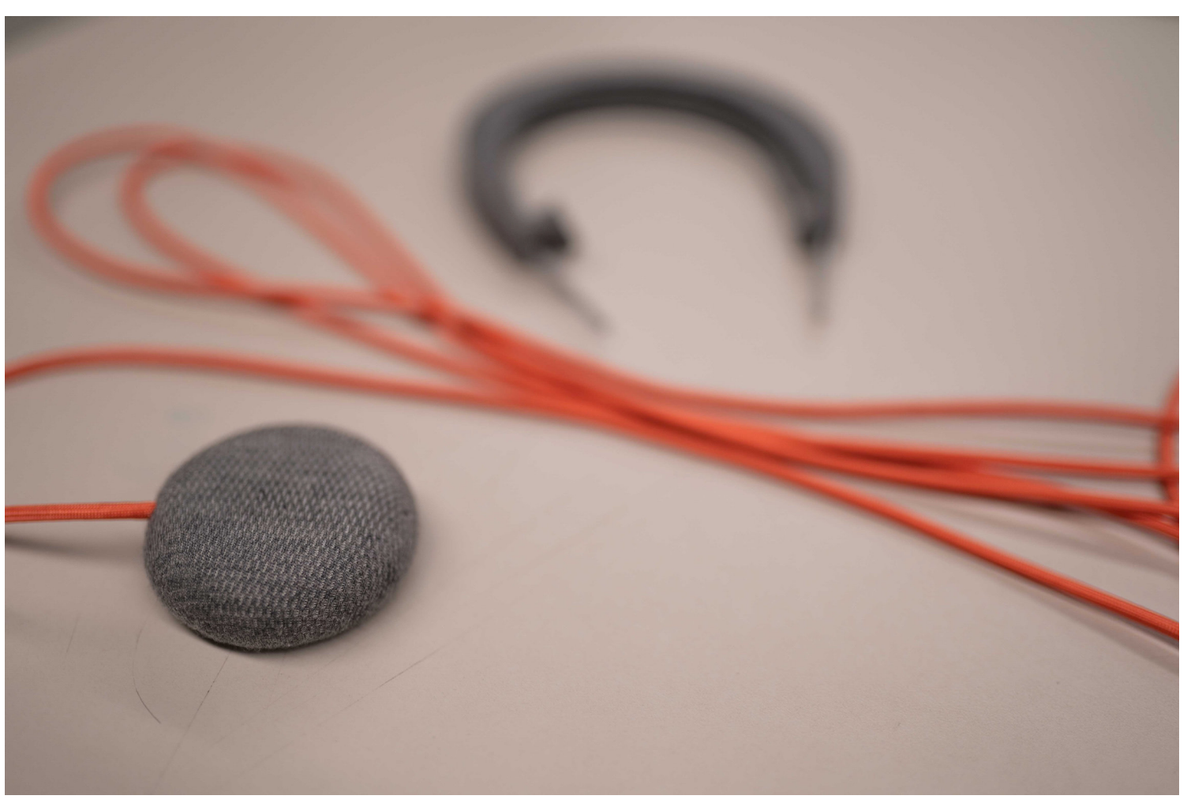


prototyping

the design was explored through simple cardboard mock ups, more nuanced hand lathed cups, and finally rough 3D printed parts.

materials and color

a variety of fabrics were tried, noting the color, feel, and look. the cords were custom dyed to get the exact color needed to balance the neutral ear cups.



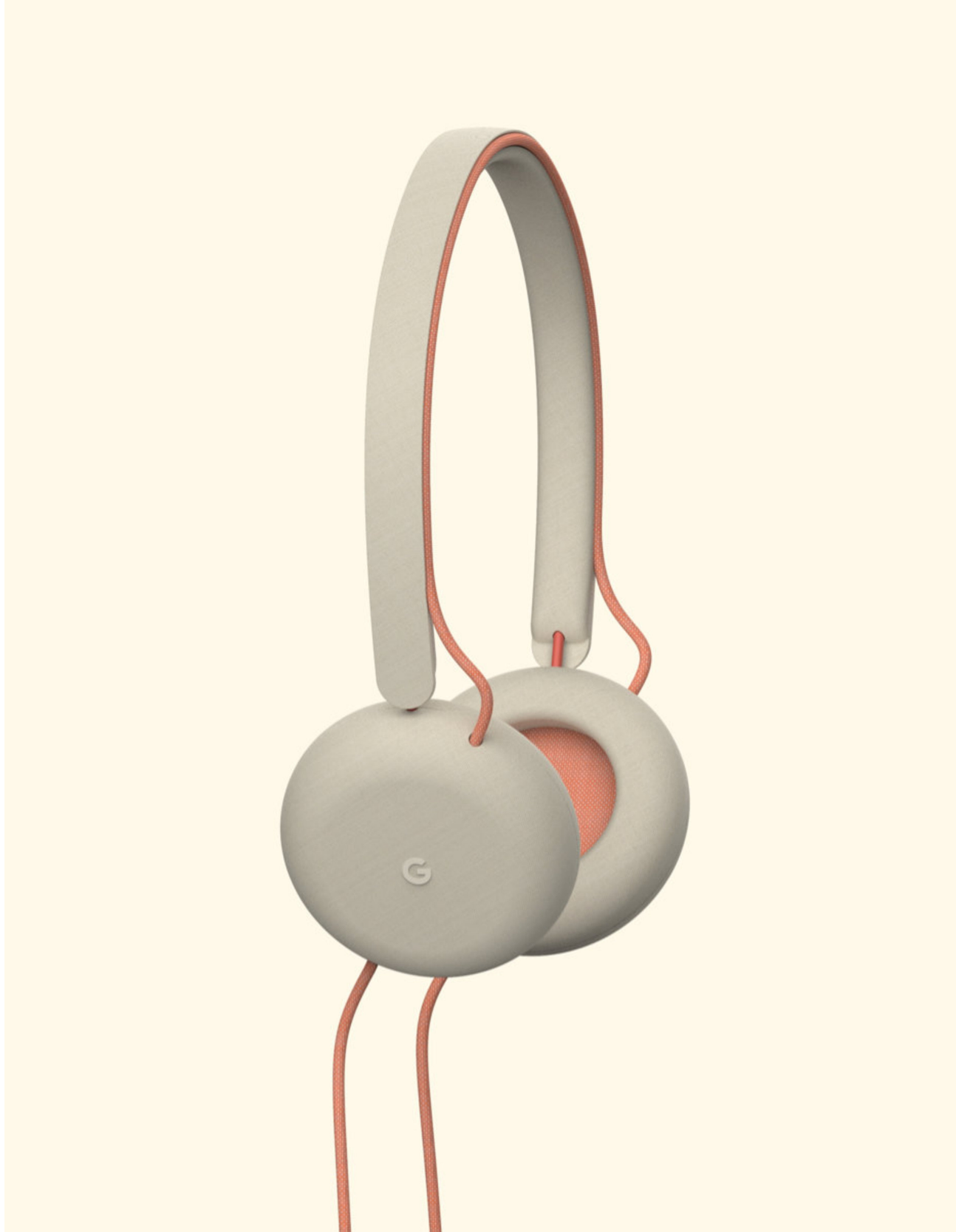
prototype

the final, wearable prototype demonstrated the comfortable, almost clothing like feel of the headphones.

a magnetic stand was also created to hold and display the headphones when not in use.

google soundscape

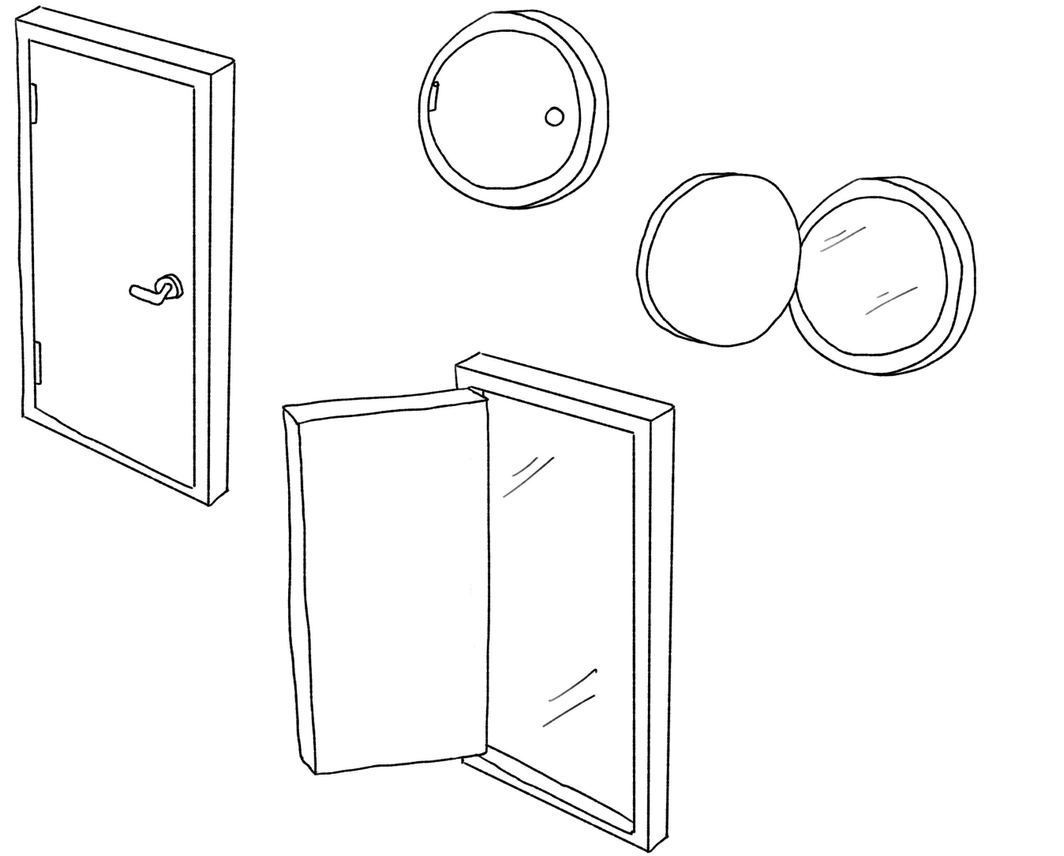
ultimately, the soundscape headphones served to build a better relationship between the wearer, and the sounds of the world.



greeting mirror

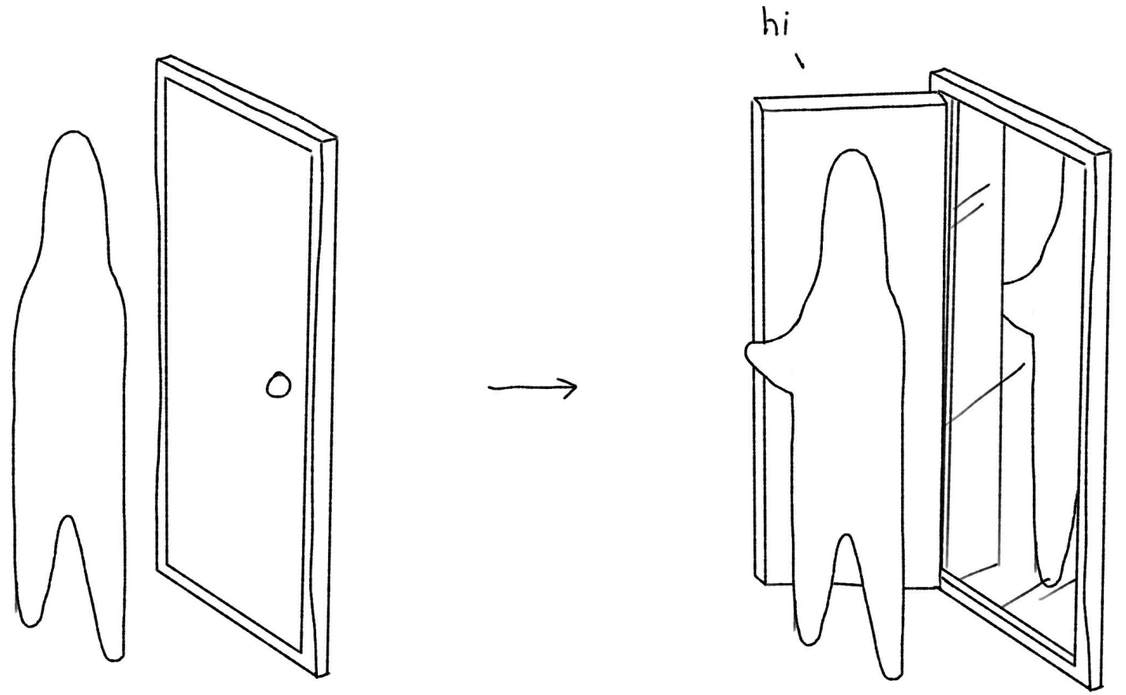
greeting mirror

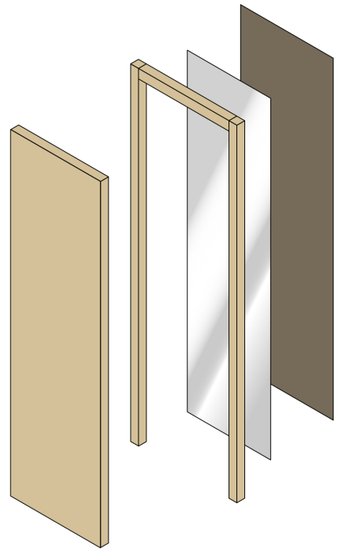
mirrors are inherently confrontation objects. by changing the typology to that of a door, the greeting mirror allows you to greet yourself, instead of being confronted.

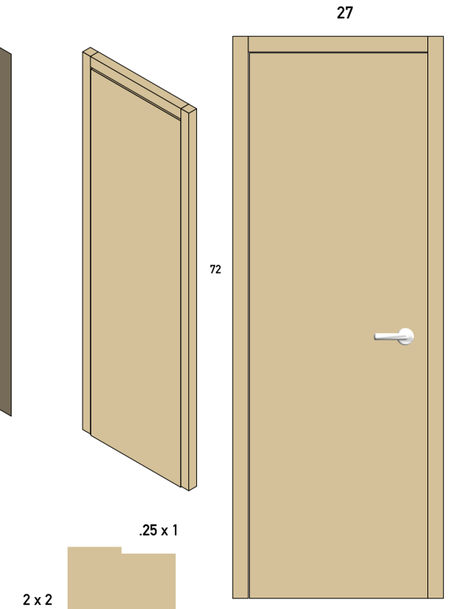


concept

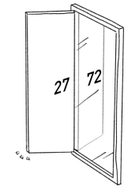
early on, the idea was that the mirror would have some kind of door. really only the shape, type was explored.







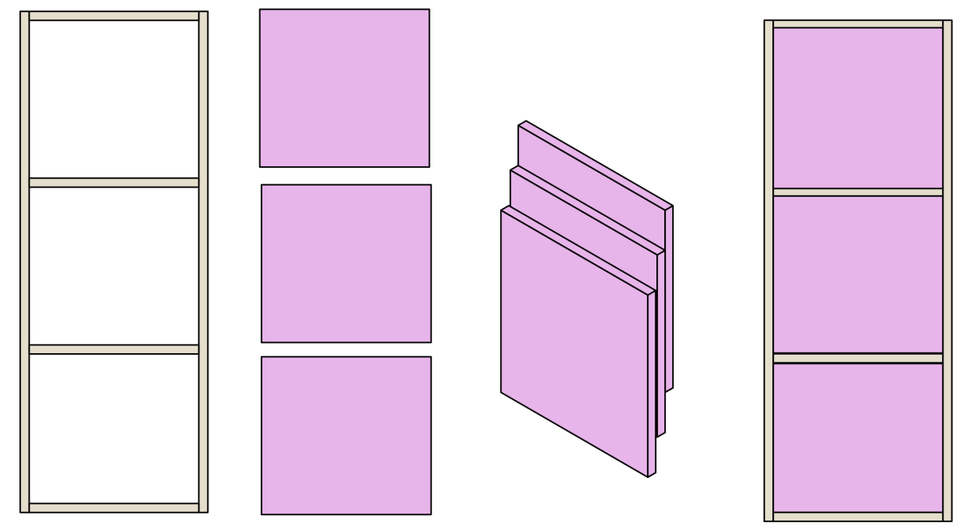
varathane clear coat
general finish flat out
solid wood frame
red foam core on door



72” x 27”

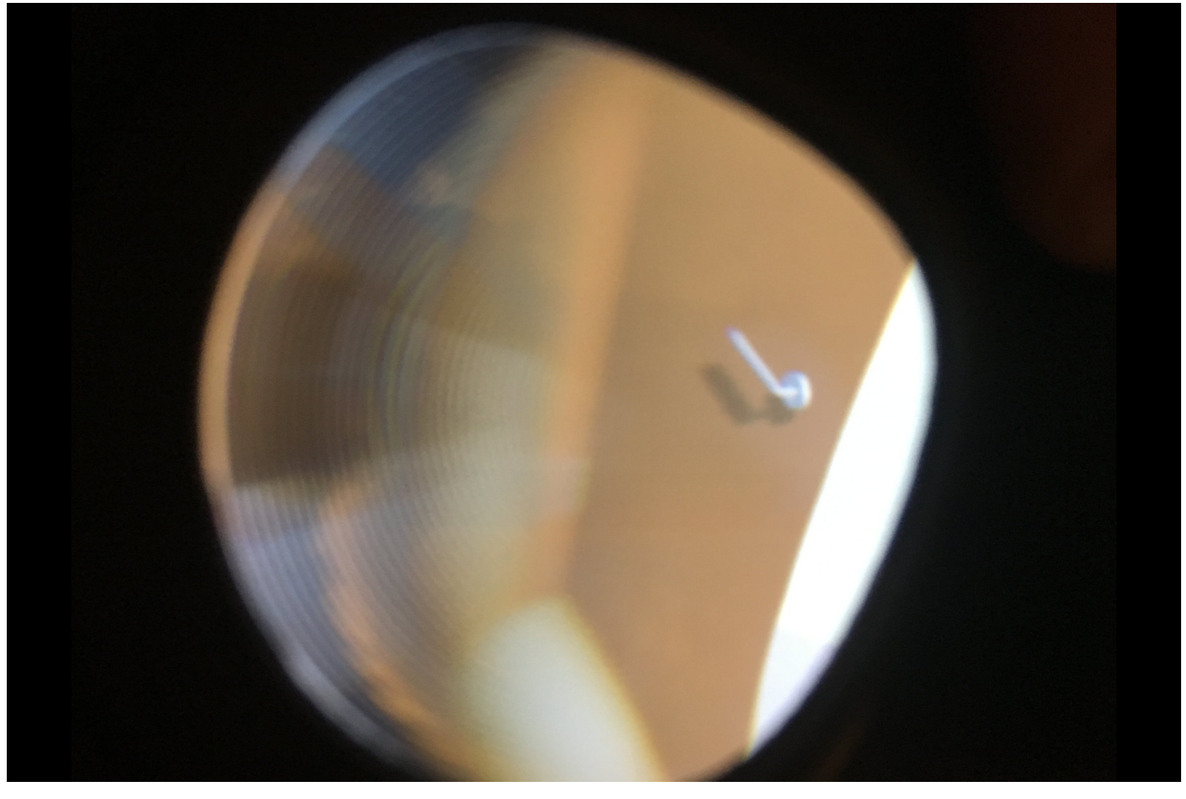
the details, dimensions, and construction was planned out.

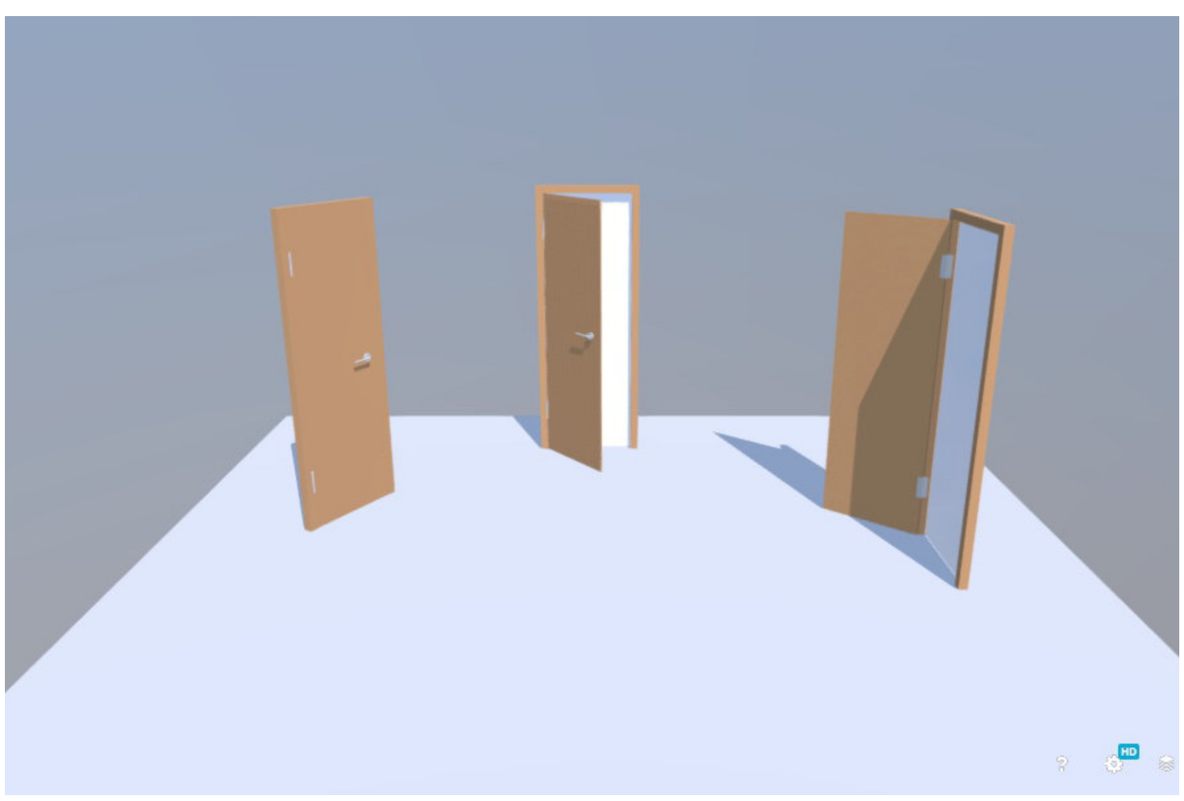
the vertical dimension was found by measuring the heights of different people. the horizontal dimension was found by mirroring the first one.

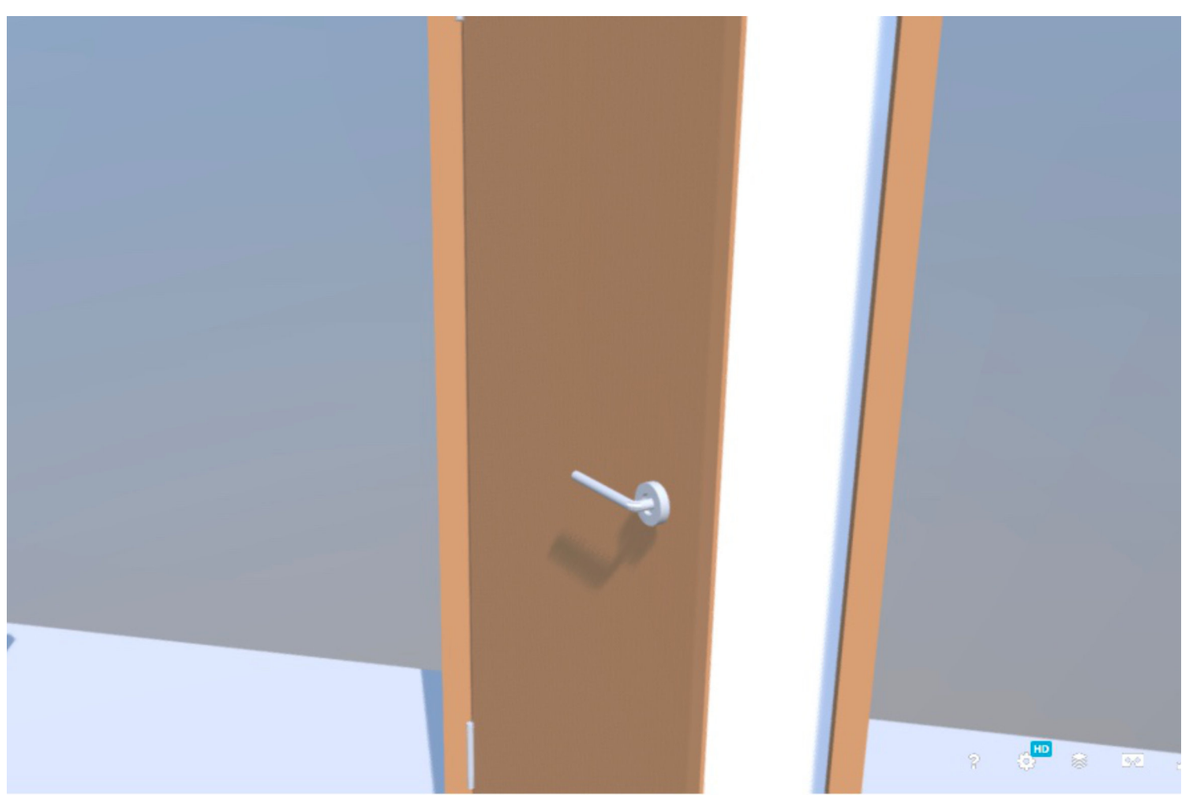


virtual reality

due to the fairly large size of the piece, virtual reality was used to better understand scale and form. rough 3D models were created, and placed in a virtual reality environment, so we could better understand how it would look in the end.

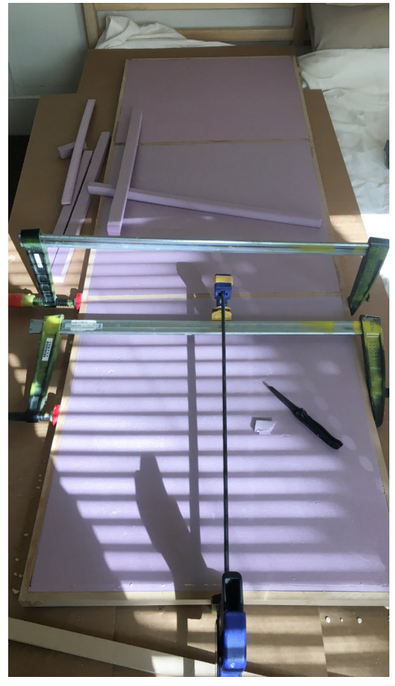


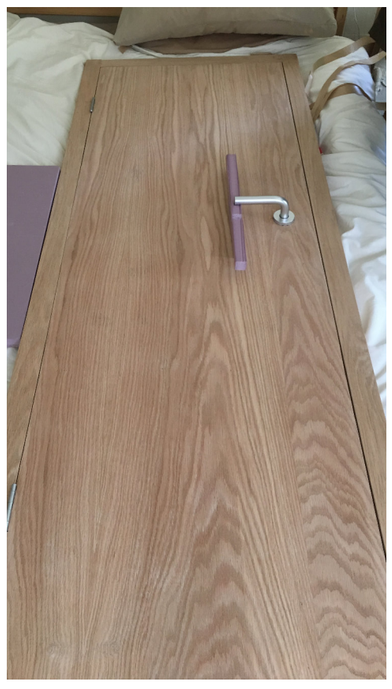




making

i don't like working in the workshop, because the atmosphere is stressful at the end of term. for this reason, i fabricated the piece on my bed. i planned the piece, and made the major cuts early one morning, when the workshop was empty. after that, i just spent a little time each week, sitting on my bed, glueing together the door, and applying the veneer.





tenga maki

tenga maki

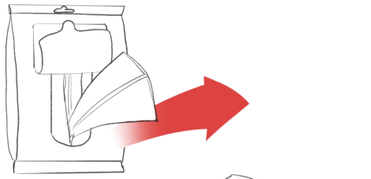
tenga maki is sexual object for men, that better mimics more natural ideas of self pleasure, to make it more approachable and enjoyable.

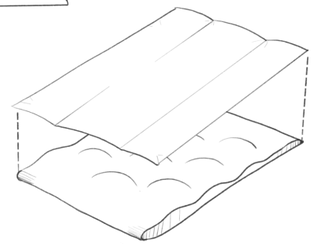
why

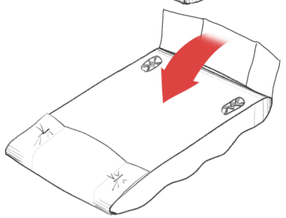
sexuality is an important part of the human experience, but somehow the topic became taboo. as a result, the products around it became crass. especially for men, there is a social stigma around the use of sex toys, though not so much on self pleasure itself.

designing

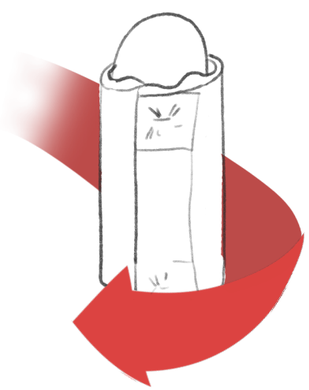
sketching the things and figuring out the packaging, and the system.



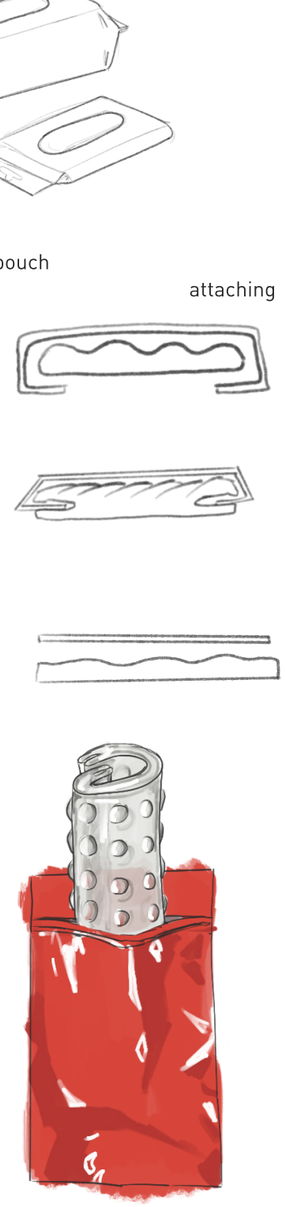




resealable pouch

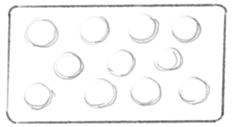


pull open

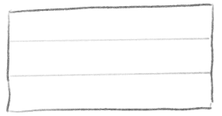


remove item

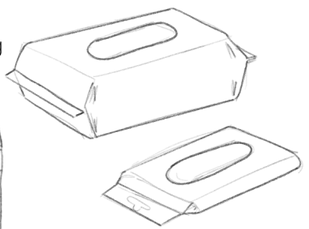
textured pad

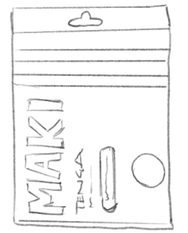


lubricated wrap



wrap packaging travel and home



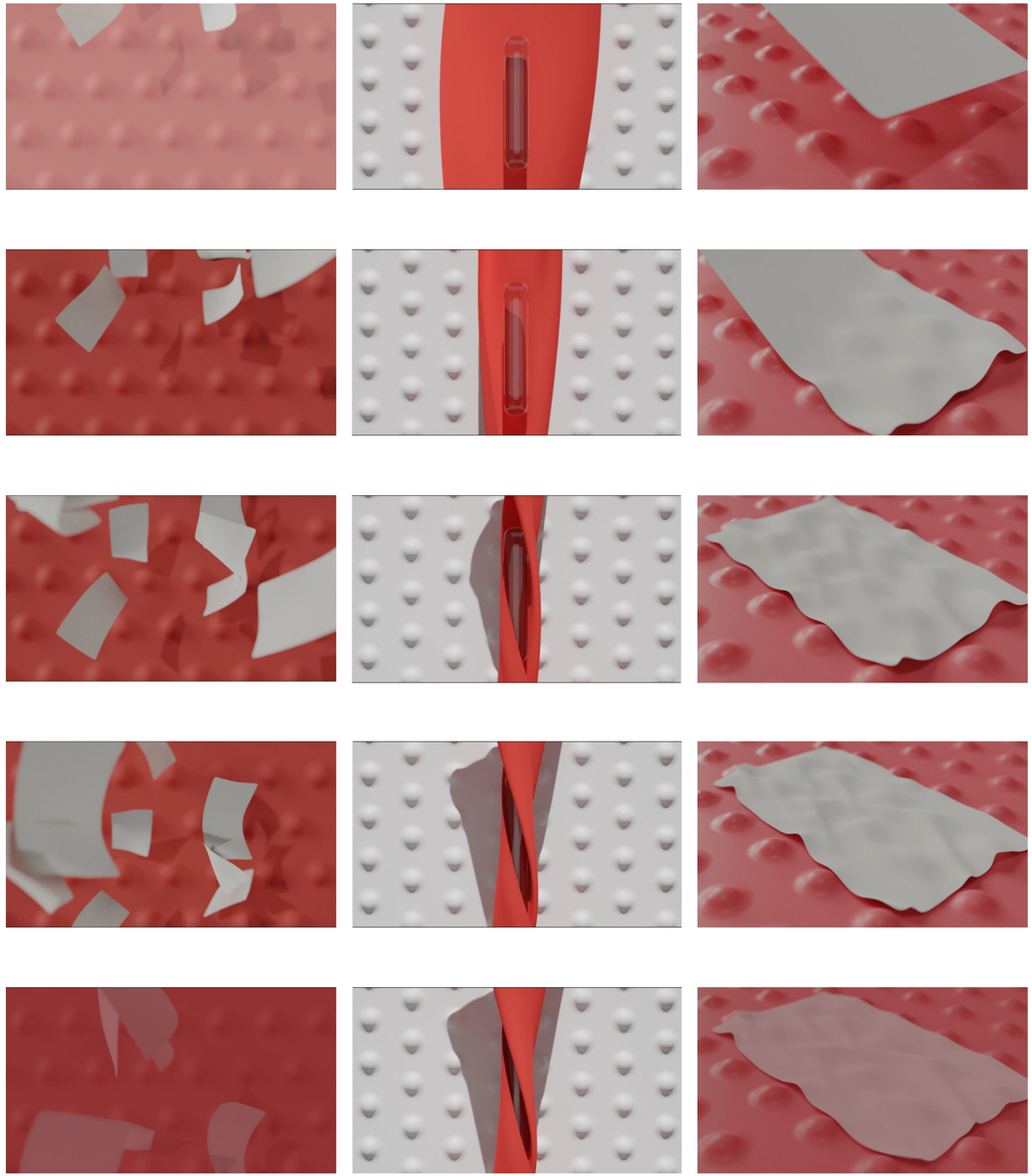


maki foil pouch

attaching

movie

a series of movies were animated in blender. the purpose was to convey the soft, inviting nature of the toy, and the concept through abstract motions.



the end