

TANGIBLE PIXELS

BRIEF

How do we create 'material' that exists in the digital space and the physical world, allowing both to have an equal purpose for a more sustainable future?

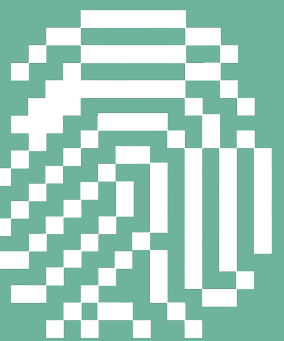
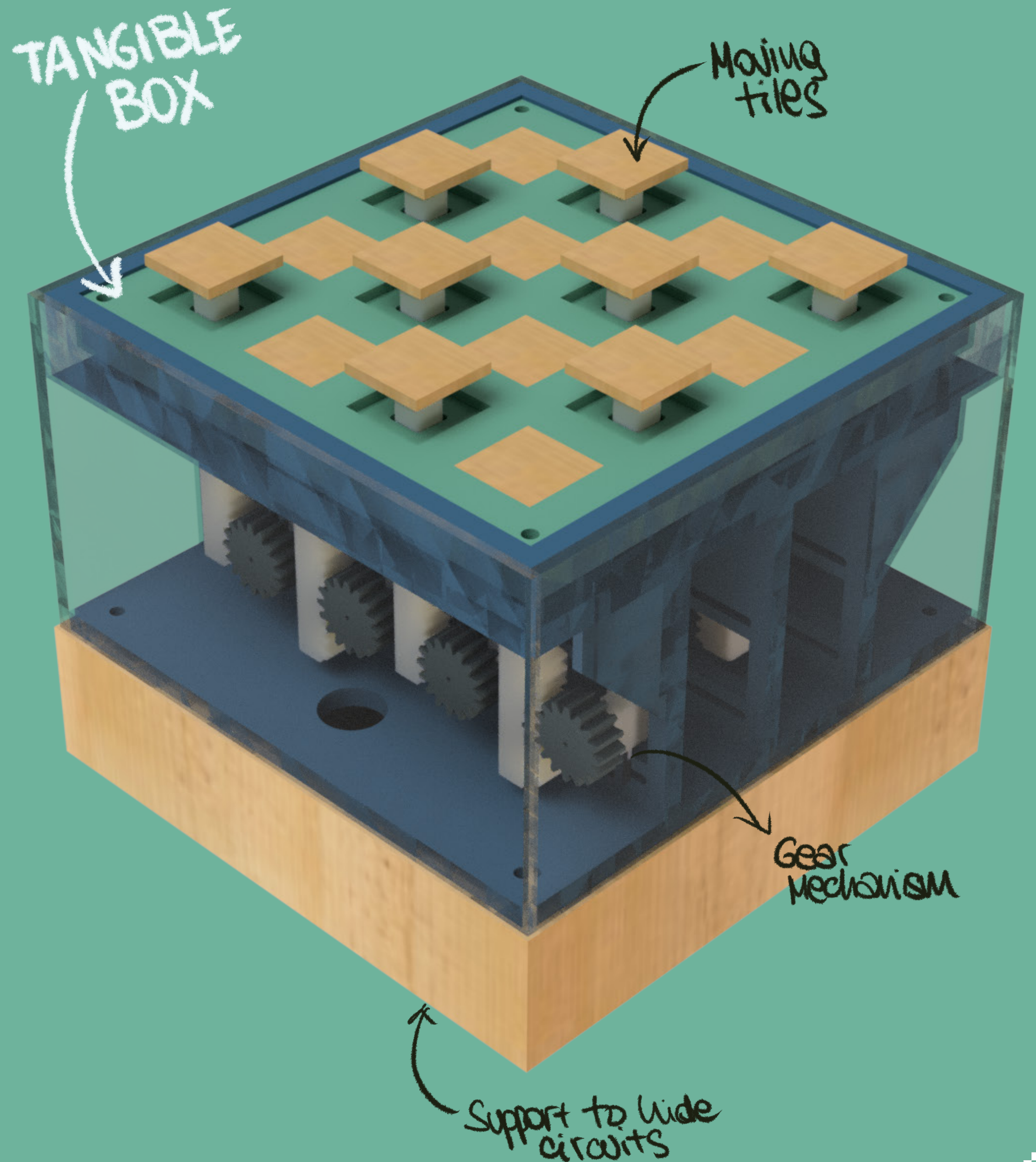
In response to the brief, we created a tangible box that translates digital textures in real time, venturing through interdisciplinary and new practices and exemplifying the power of collaboration.

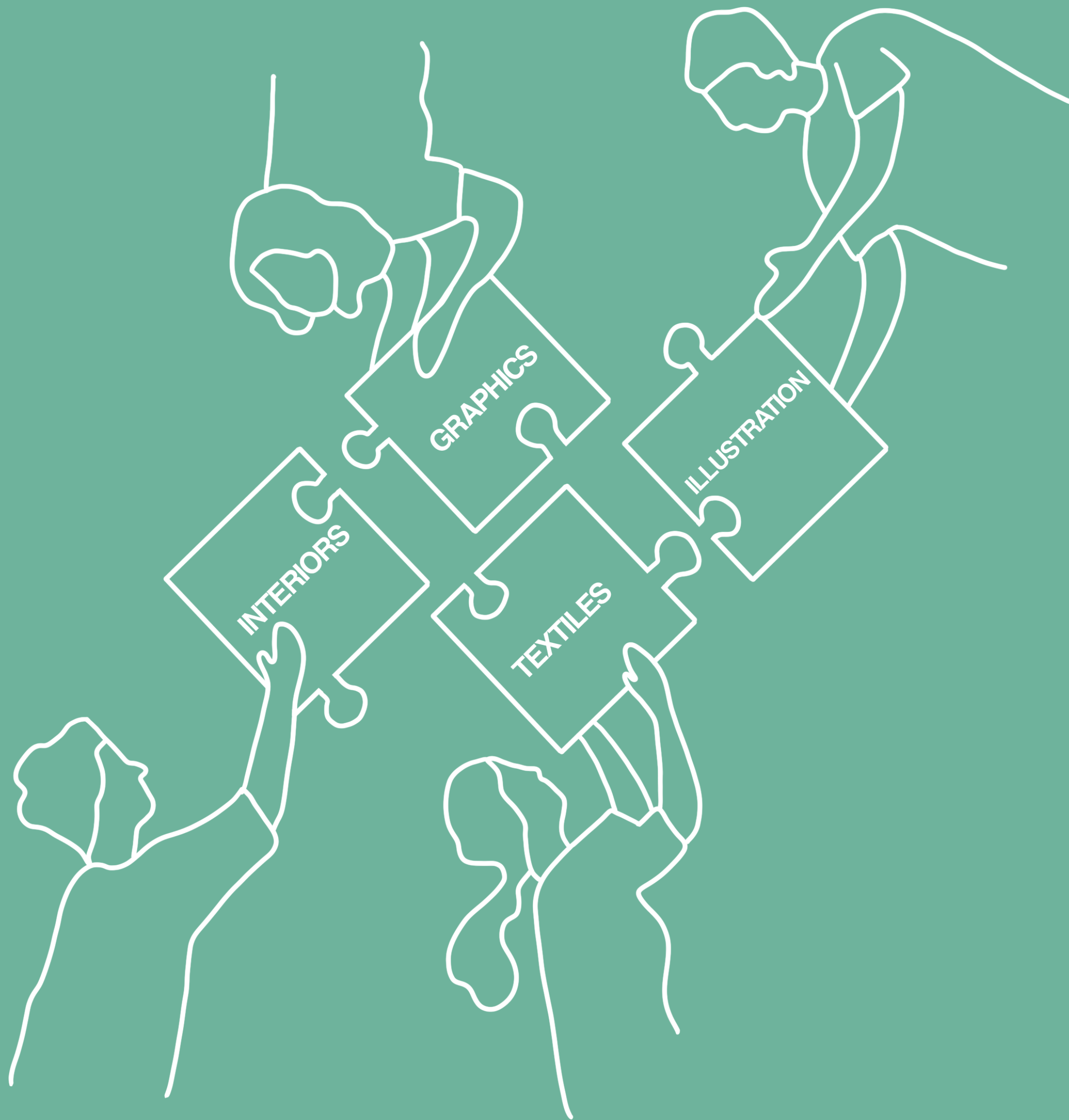
Our team consisted of individuals from diverse backgrounds, including Interior and Graphic Designers, Animation, Illustration, and Textile students, all working together to bring the concept to life.

Collaboration was at the core of our efforts, as designers and artists cooperated to envision and develop different aspects of the concept, leveraging our various skill sets to add value to the final product.

Constant communication and idea-sharing among team members from different disciplines sparked innovative solutions. Creative thinking merged effortlessly with the technical specifications required to assemble the box, resulting in a product that replicated digital textures and pushed the boundaries of what was deemed achievable.

This project showcased the immense value of collaboration and interdisciplinary practices. By harnessing our team's collective expertise, perspectives, and knowledge, we achieved a remarkable outcome that seamlessly merged the digital and physical realms, captivating users with an unmatched multisensory experience.





Name YAMIN
 Goes By YAMIN
 Animal KOALA
 Contact WHATSAPP
 Skills Include FLOORPATE
ILLUSTRATION

Name FRIHA
 Goes By FRIHA
 Animal CAT
 Contact WHATSAPP
 Skills Include PROD.
DESIGN & CRAFT, HANDS
ON MATERIALS
↳ BEEN TO PRINTCITY

Name OLIVIA
 Goes By OLIVIA
 Animal X
 Contact WHATSAPP
 Skills Include GRAPHIC
DESIGN, LOGO DESIGN
MOCKUPS

Name FREYHA
 Goes By FREYHA
 Animal SEAHORSE
 Contact WHATSAPP
 Skills Include 3D PRINT,
LASER CUT

Name SAMUELE
 Goes By SAM
 Animal FISH
 Contact WHATSAPP
 Skills Include INTERIORS,
CODING, 3D MODELING
3D RENDERS

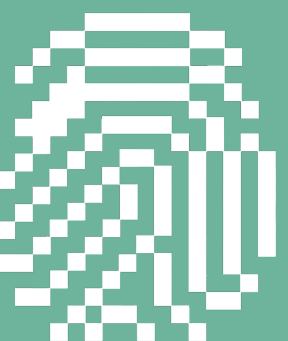
Name SANA
 Goes By ZAHRA
 Animal LION
 Contact WHATSAPP
 Skills Include
INTERIOR DESIGN

Name MIA
 Goes By MIA
 Animal PANTHER
 Contact WHATSAPP
 Skills Include 3D PRINT,
FUSION 360

Name LAVANDER
 Goes By LAVANDER
 Animal CAT
 Contact WHATSAPP
 Skills Include UI/UX,
CODING, TEXTILES

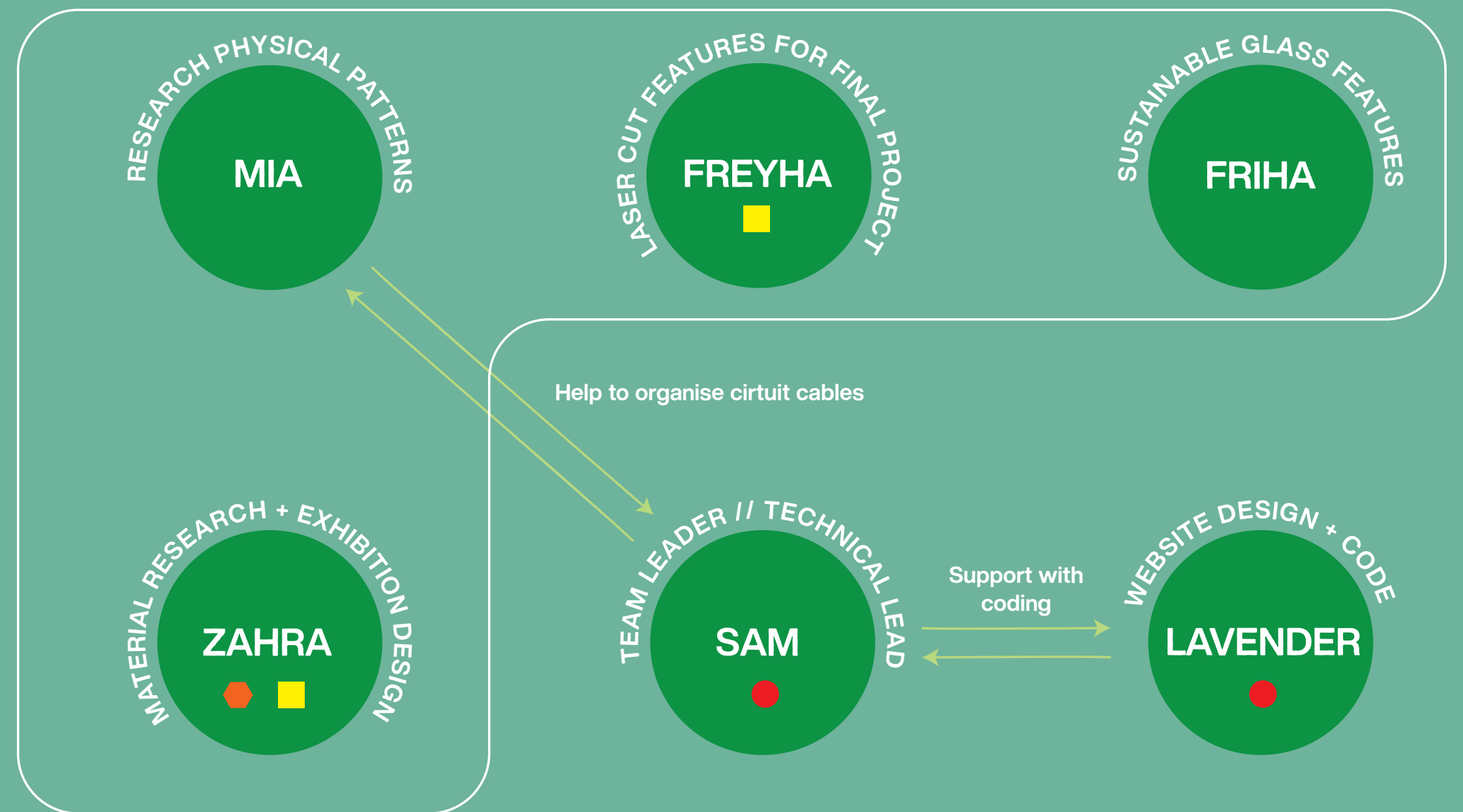
Name MING
 Goes By MING
 Animal KOALA
 Contact WHATSAPP
 Skills Include
ANIMATION

Outcome of first group activity - Getting to know to the group

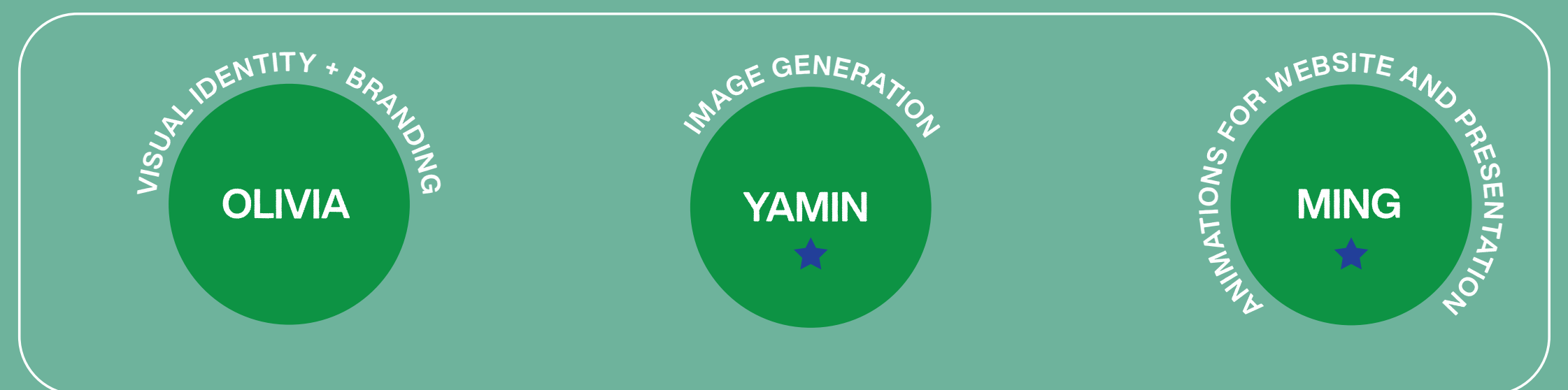




COLLABORATION TO RESEARCH MATERIALITY OF FINAL PROJECT



COLLABORATION TO CREATE IMAGERY FOR THE GROUP AND PROJECT



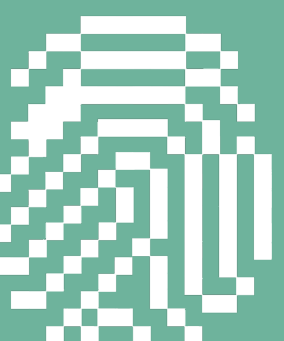
As our group agreed on the project idea and began shaping it, we recognized the need to establish a team structure.

We wanted to assign roles to each member according to their skills to maximize productivity.

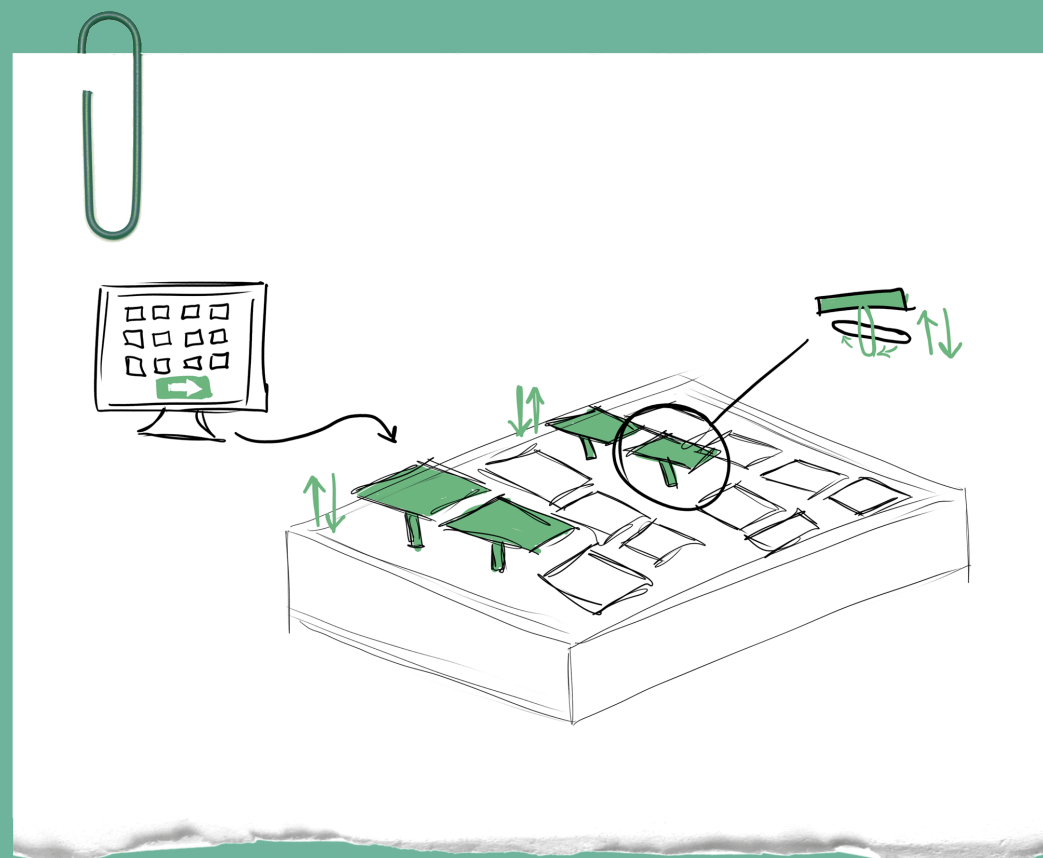
By doing so, we could ensure that everyone's contributions were utilized effectively towards achieving our shared goals.

This decision helped us streamline our work process and allowed each member to focus on their tasks, making it possible to work more efficiently and collaboratively.

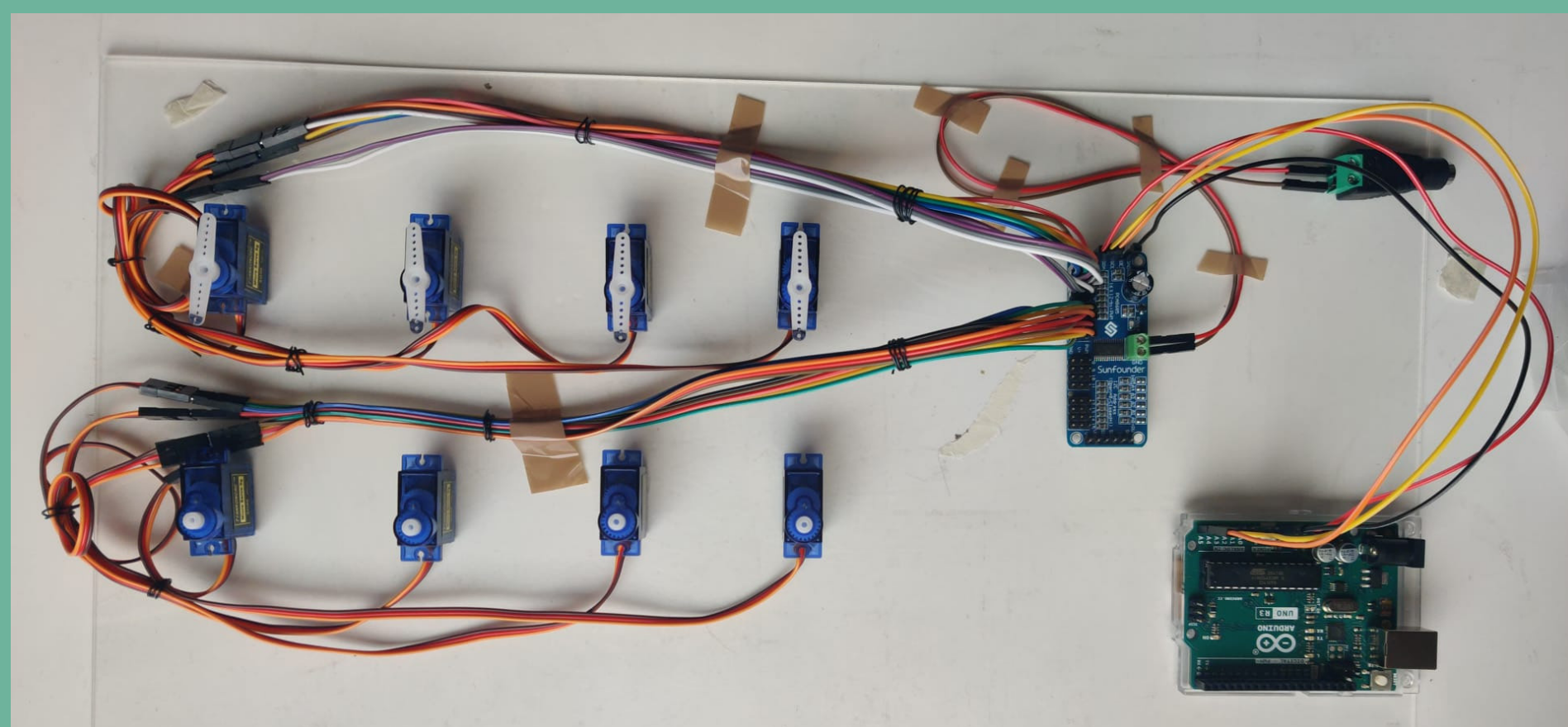
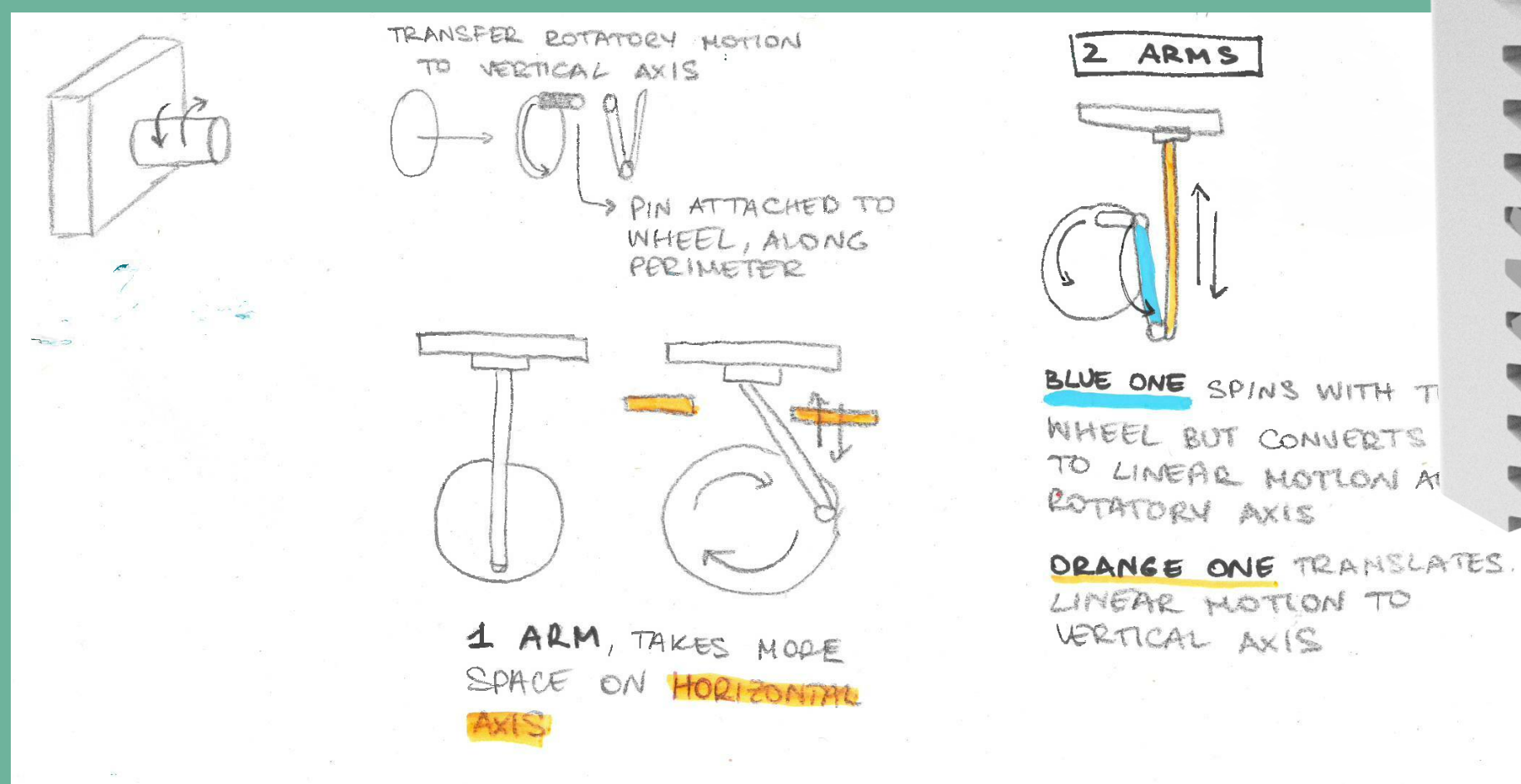
- PRINT CITY TOUR
- MAYA WORKSHOP
- FUSION 360 WORKSHOP
- ★ VR WORKSHOP



DESIGN DEVELOPMENT



GEAR MECHANISM
3D MODEL



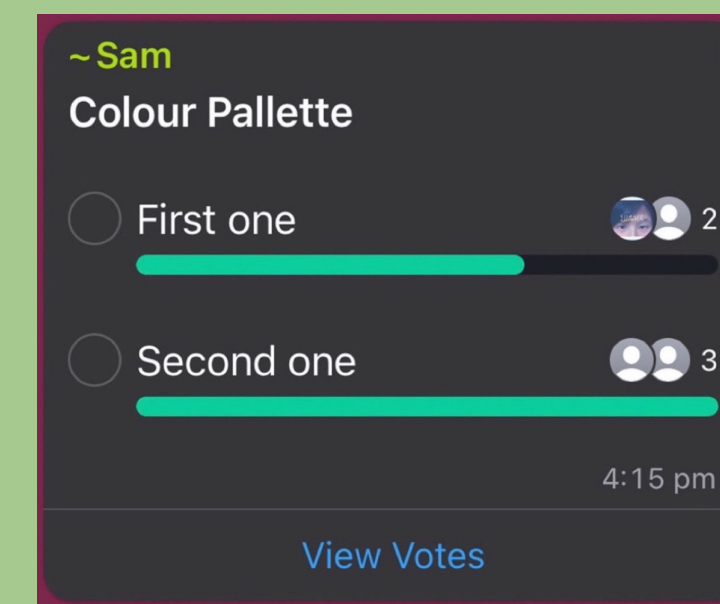
TECHNICAL TEAM

IMAGERY TEAM

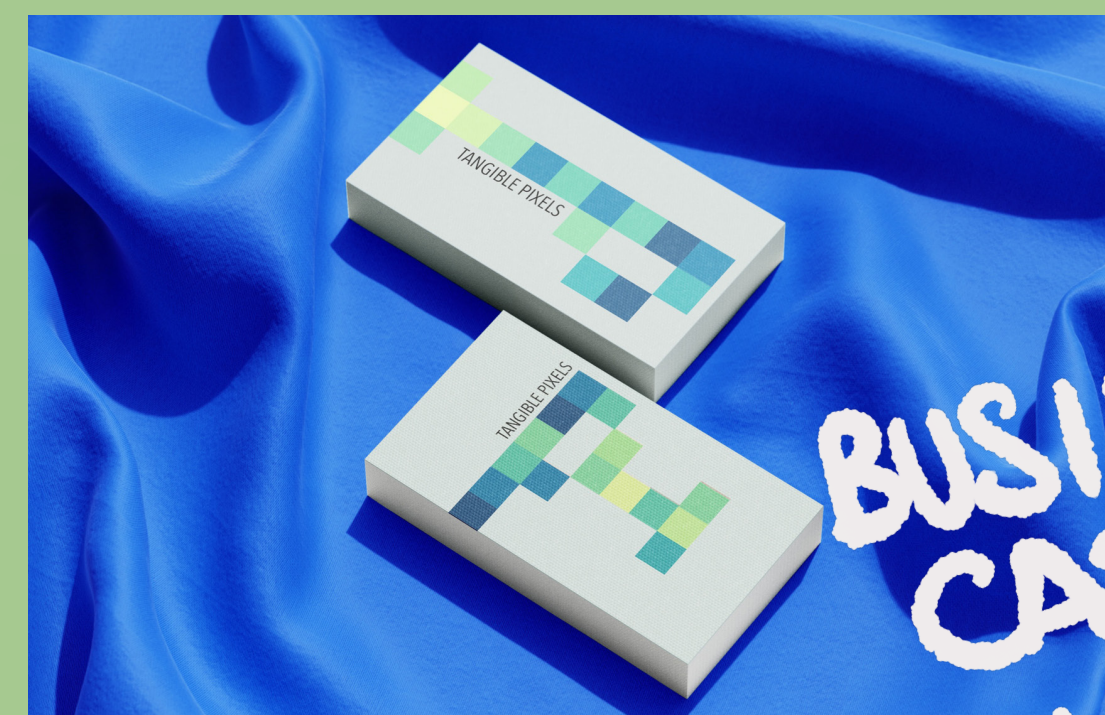
BRAND IDENTITY



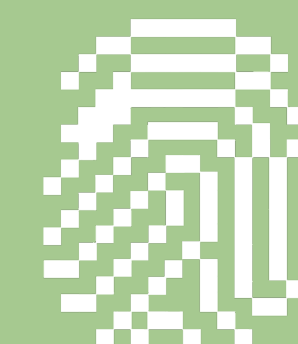
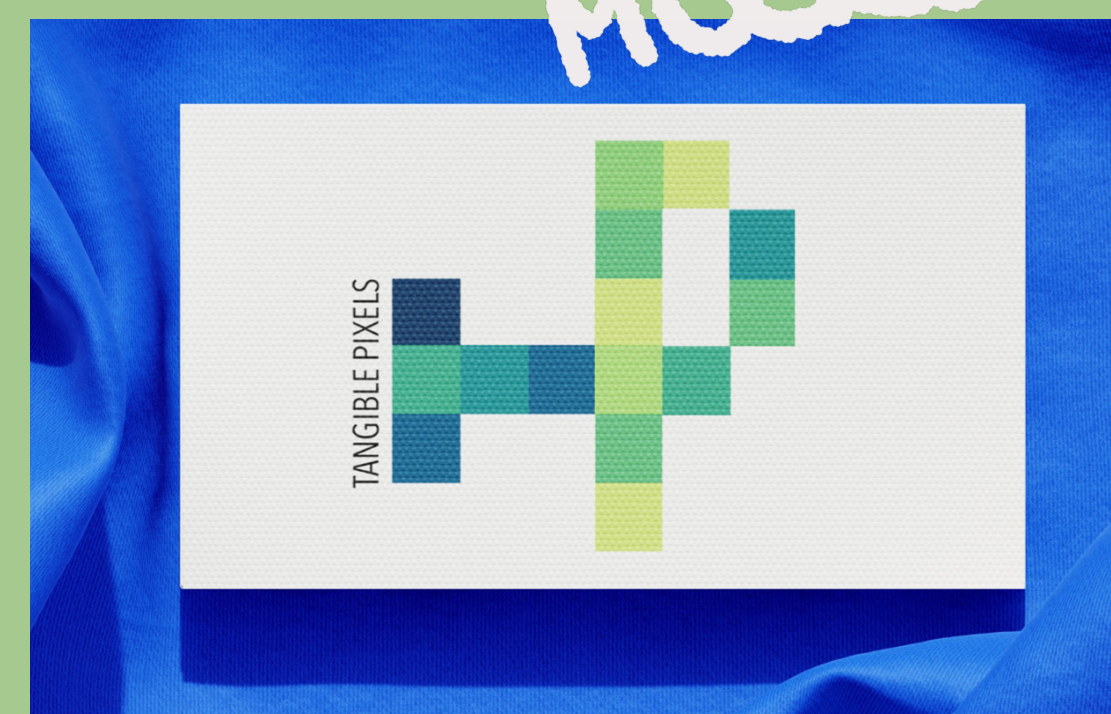
The use of collaborative software (like Microsoft Teams, Miro Boards...), together with more common communicative tools (like WhatsApp and Google Meet) helped us maximize our efficiency



By using voting tools, we ensured every group member had a say on any major decision, making sure everyone was happy with the project's direction.



BUSINESS CARDS
MOCKUPS



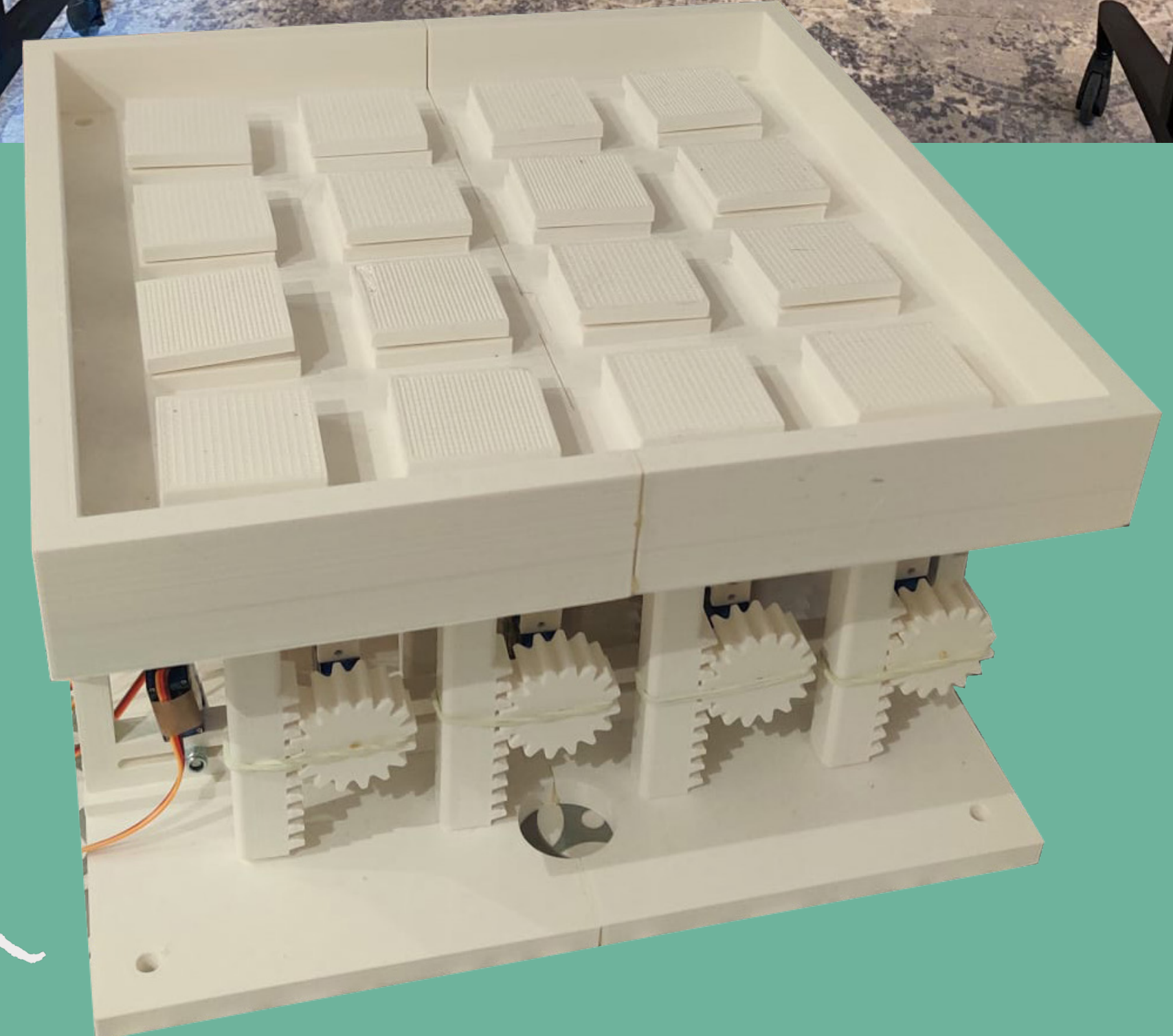
TRIAL EXHIBITION TRIAL EXHIBITION TRIAL EXHIBITION



FINAL EXHIBITION FINAL EXHIBITION FINAL EXHIBITION



FINAL PRODUCT



Before our final exhibition, we decided to have a trial exhibition half way through the project development to get an idea of how the final one could look like and to capture any feedback or additional ideas from our peers.

