

SPELL
YAGNA
MORPH
LACE

PROJECT 1

2 WEEKS

The grab bag project was a conceptual exploration of an object chosen from the grab bag. Each of us had to grab an object and observe its attributes. We made these observations through 2D sketches and drew connections to a possible physical outcome.

GRAB BAG

[VIDEO](#)



WHAT IS IT?

WHAT'S THE PURPOSE OF IT?

WHAT DOES IT DO?

HOW DOES IT DO WHAT IT DOES?

WHAT MATERIALS IS IT MADE OF?

01

02



TOYS

ATTRIBUTES

My grab bag contained mechanical toys; A jumping frog and A flip monkey.

These toys were taken apart to study the mechanics that triggers their movements.

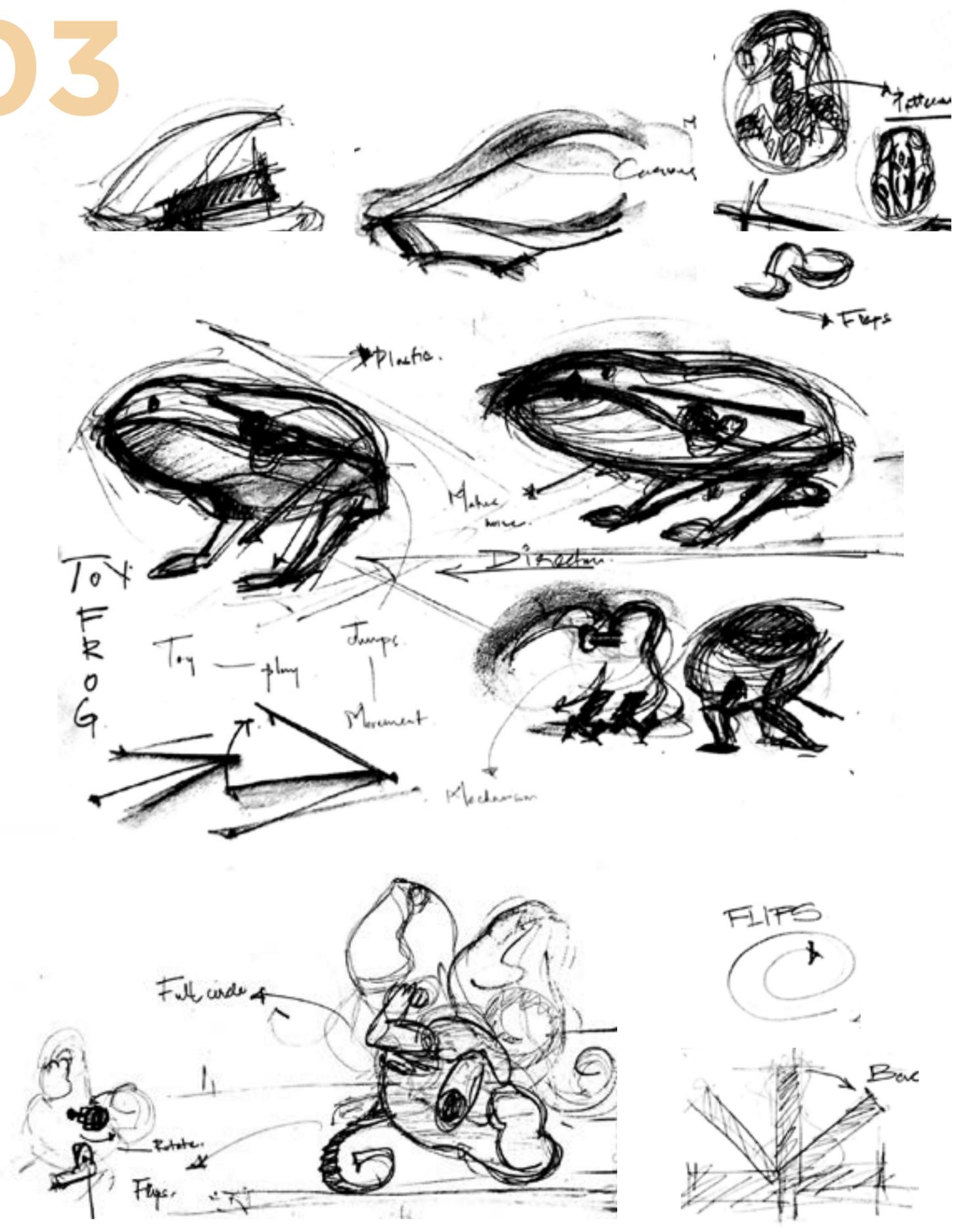


- PLAY
- SHINY • KINETIC
- CLICK-CLICK
- INEXPENSIVE
- DYNAMIC • ANIMALS
- CIRCLE • GEARS • ROTATE • KEY
- FLIP • CURVES • HIDDEN • JUMP
- OPAQUE • PATTERNS • NOISE
- COLORFUL • MOVES • PLASTIC

THE ATTRIBUTES OF THESE OBJECTS WERE VISUALIZED AND ANALYSED THROUGH CHARCOAL SKETCHES TO TAKE DESIGN CUES FOR THE FINAL OUTCOME.

2 D EXPLORATIONS

03

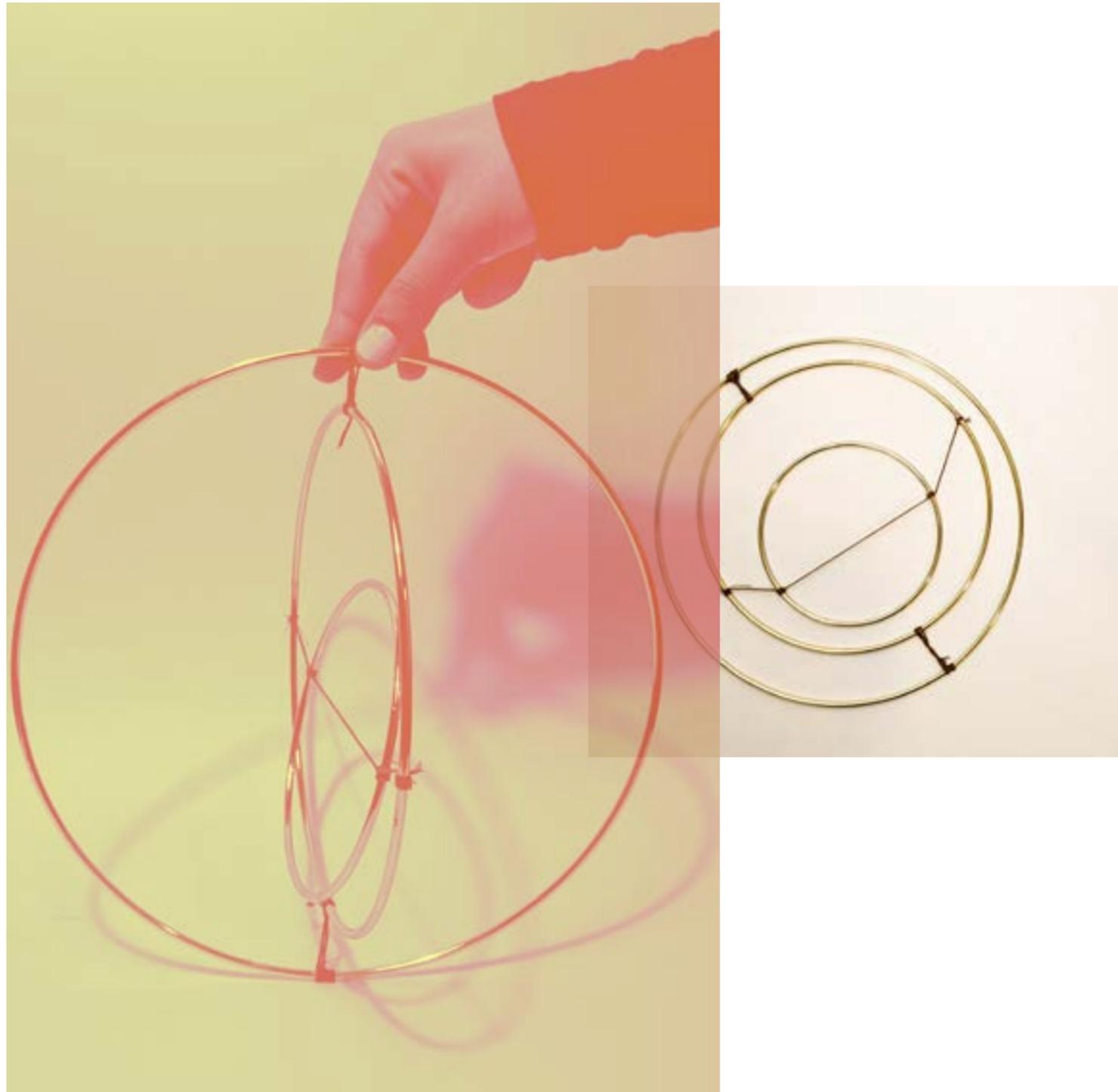


The final design takes inspiration from the **kinetic energy** and the **circular motion** of the flip monkey. When the key is turned, the monkey flips with the kinetic energy stored inside it.

04

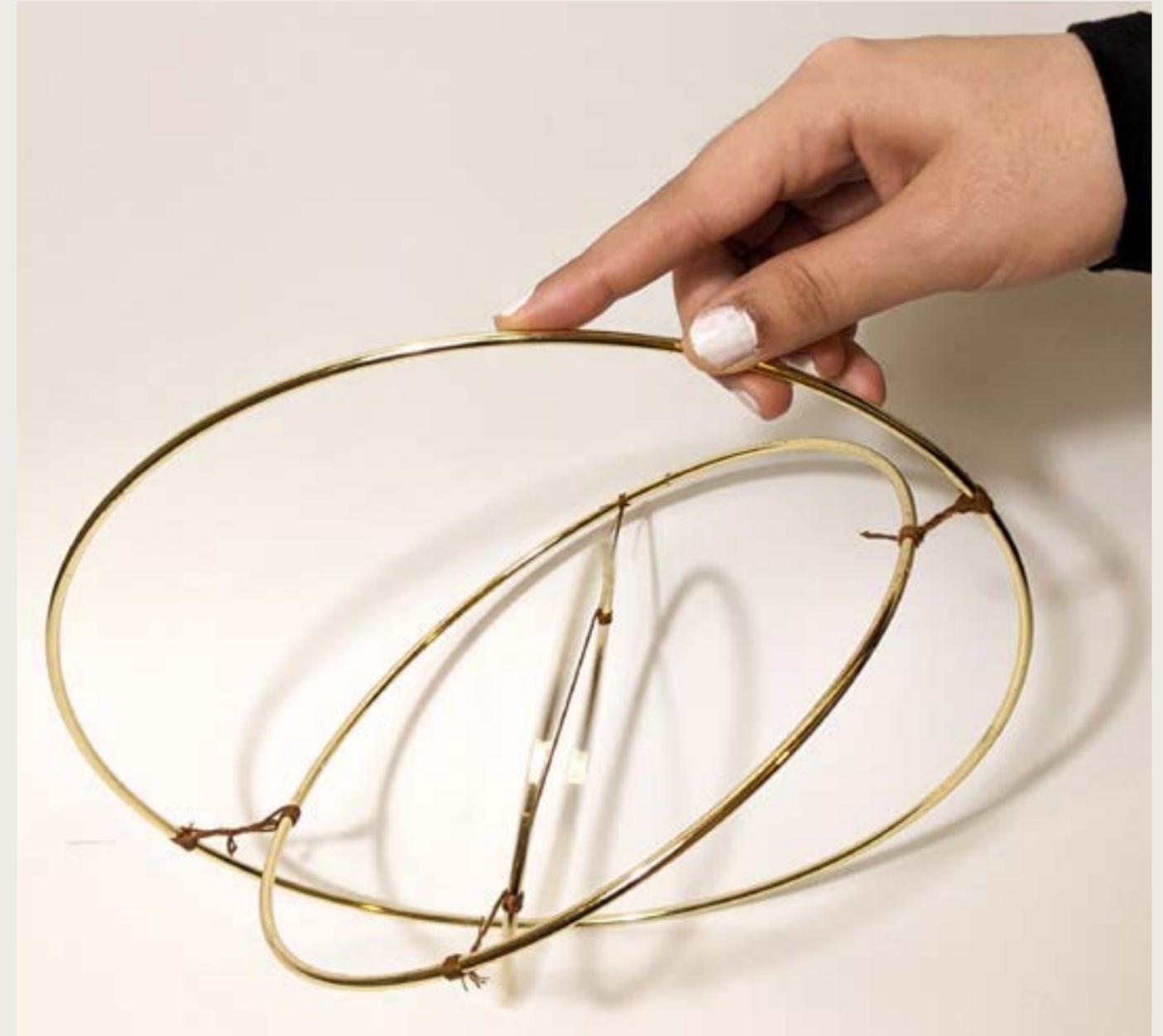


SPELL





06



The circular motion was interpreted in the final outcome by using 3 **brass rings** of different sizes and held together along multiple axes with **wound threads**.

This arrangement allowed the rings to rotate along its axis and stops when the thread is completely twisted. The rings then flipped in a backward direction completing a full circle with the unwinding threads.

PROJECT 2

4 WEEKS

Design for inclusion was a team project where we had to design a system, object, or a process that everyone had to combine efforts and pieces to create a whole. It was necessary that all the students in the class had an equal role to play in order to break the notion of hierarchy. We achieved this through ideation and multiple prototypes.

DESIGN FOR INCLUSION



**WHERE ARE WE ALL EQUAL
CONTRIBUTORS?**

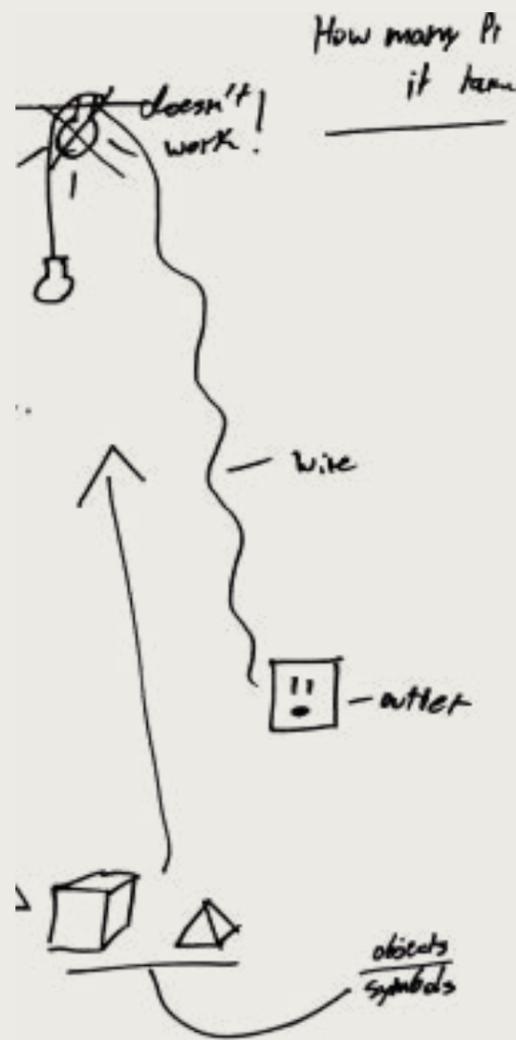
**HOW IN DESIGN CAN THIS BE
APPLIED ?**

**WHAT EXAMPLES ARE
THERE IN NATURE OF NON-
HIERARCHAL SYSTEMS?**

07

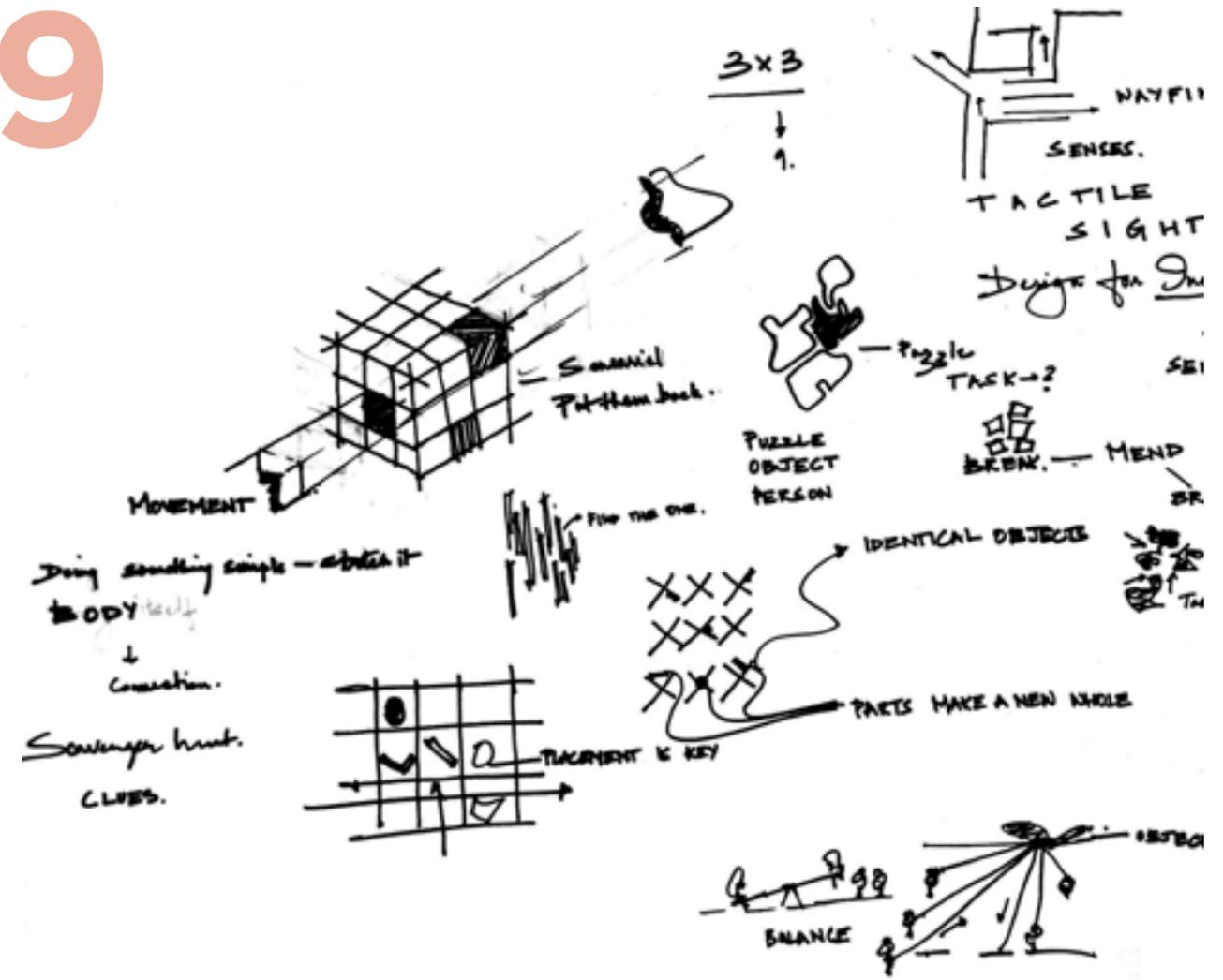


A SIMPLE AND A PLAYFUL TASK SUCH AS LIGHTING A BULB WAS MADE TO BE A DIFFICULT TEAM EFFORT THROUGH A SWITCH CIRCUIT. A DESIGNED GAME.

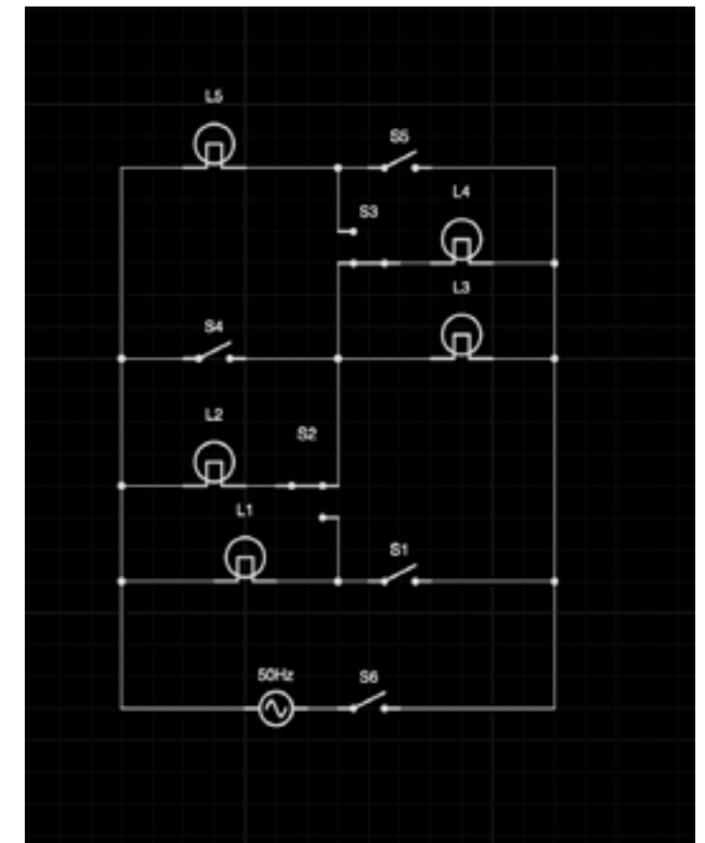
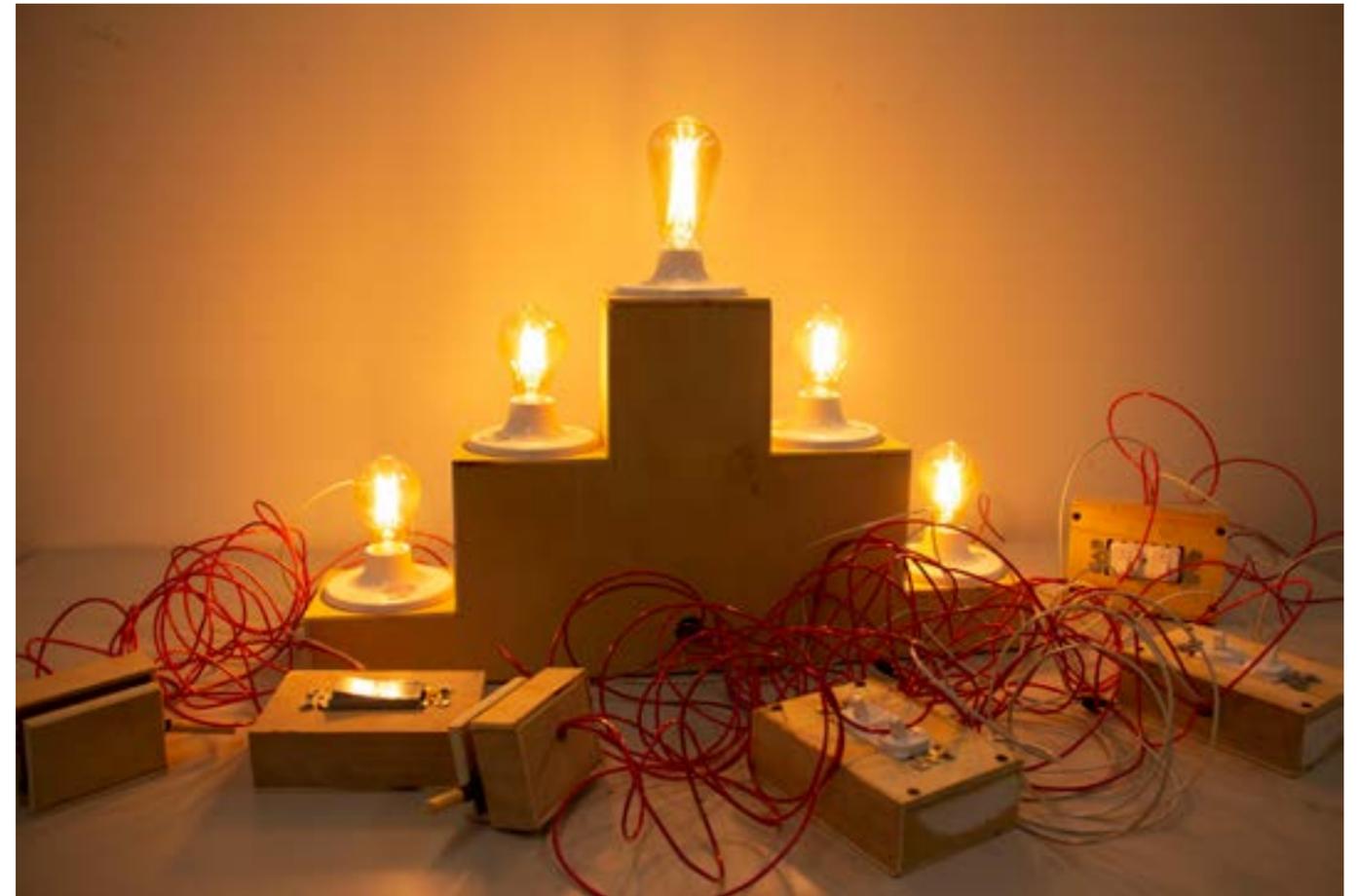


2 D EXPLORATIONS

09

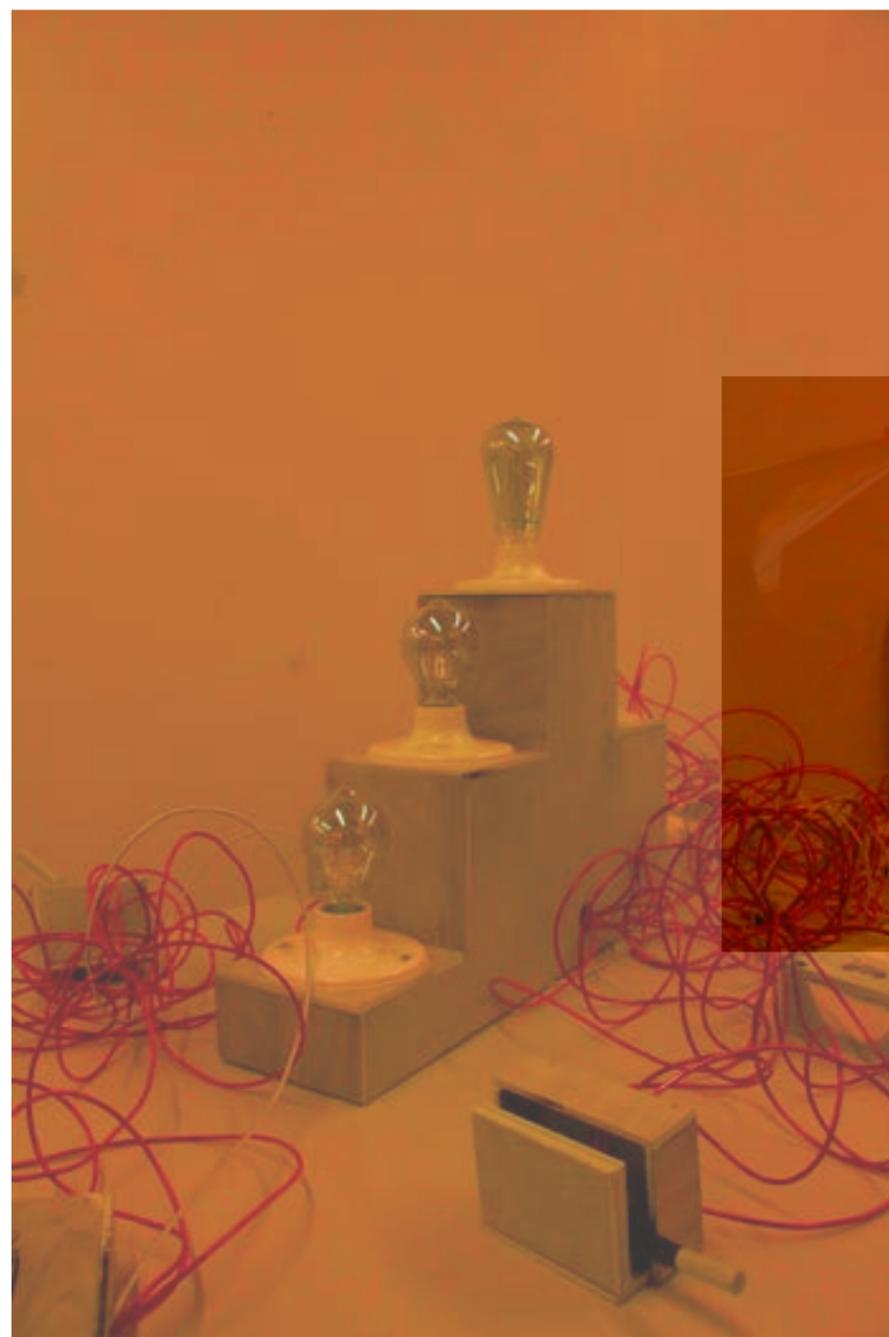


The game was designed around 5 light bulbs and 7 switches in a complicated circuit. The switches and the bulbs were combined in a secret combination unknown to the players.



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YAGNA





The game was placed in a rainy day garage style setting. Easily available materials like cardboard boxes were used to position the bulbs with the players seated around like a bonfire. A cardboard carpet was laid out to mark the boundary of the game.

The players sat down and each held a switch box. The goal of the game was to light all the light bulbs on the stepped pedestal. This required all the players to co-ordinate and find out the right combination of switches in order to achieve this final goal.

PROJECT 3

3 WEEKS

Rolling project was an experimental exploration of a bag of ball bearings and spheres of varying materials and sizes. These came from the studio of furniture designer David Rowland. We had to use these ball bearings, normally used for casters on furniture, and conduct experiments by combining them, slicing, embedding, enclosing and explore other possibilities to understand materiality.

ROLLING



**WHEN DID THINGS FIRST
START TO ROLL?**

**WHAT CAN HAPPEN WITH
THESE MATERIALS?**

WHAT LIMITS DIRECTION?

**WHEN WERE THE FIRST BALL
BEARINGS MADE?**

FOR WHAT PURPOSE?

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EMBED
ENCLOSE
DISTRESS
COMBINE
SUBTRACT
ISOLATE
CHANGE
SLICE
ADD
EMBED
ENCLOSE
DISTRESS
COMBINE
SUBTRACT
ISOLATE
CHANGE
SLICE

**VARIOUS
EXPERIMENTS
WERE
CONDUCTED
BY COMBINING
THESE BALL
BEARINGS
WITH OTHER
MATERIALS
LIKE SILICONE,
PAINT, FABRIC,
PLASTER AND
GELATIN.**

3 D EXPLORATIONS

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The final outcome takes inspiration from the iterations made using nylon fabric. The flexible and skin like quality of the fabric was used to enclose these ball bearings. As the ball bearings moved inside this enclosure, they clicked together making noise.

This concept was taken forward and explored as a wearable object on the hands with the weight and sound of the ball bearings producing a tactile sensation.

MORPH





[VIDEO](#)



[VIDEO](#)



This is an interactive wearable object. The object is worn on both the hands. The enclosure joining the hands contains the ball bearings. The flexible quality of the fabric allows the bearings to travel between both hands to variable lengths. It is designed to be an extension of the limbs. As one plays with this object, the ball bearings click together and produce sound. The weight of these balls creates a tactile sensation as it falls on the palms.

During current times of social distancing, they can be worn by multiple people and therefore experience indirect interaction.



PROJECT 4

3 WEEKS

Ritual Project was an exercise about looking on the inside. We had to maintain a diary and examine our habits and patterns, both old and new. Each of us was required to design an object by drawing connections from our rituals. The object would be attached to the body in some way and interpret the ritual in a unique way.

RITUAL PROJECT



WHAT IS A RITUAL?

ARE THERE ANY OBJECTS ASSOCIATED TO RITUALS?

HOW TO TRANSLATE EXPERIENCE INTO RITUAL?

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We started this project by maintaining a diary of our habits and rituals.

WAKE UP.HOT WATER.
MUG.DRAW THE CURTAINS.
BANNANAS.NOT A MORNING
PERSON.COFFEE.HATE
ROUTINE.SOCKS BEFORE
SLEEP.SWEET TOOTH.CLEAN.
YOGA.HORROR AND WORK.
WEEKEND BAKING.FAMILY
RITUALS.DIWALI.FOOD.
LIGHTS.SUNDAY AFTERNOON.
BIRYANI.LONG DRIVE.TRAVEL.
CHILDHOOD.GARDEN.COLLECT
THINGS.WINDOW.INSCENT
STICK.MEMORIES.COOKING.
PAPA.THINGS.SECRET.
PHOTOGRAPHS.PERSONAL.
POSTCARDS.SLEEP.SANITISE.
WALKS.PLANTS.WATCH.TEA

MY RITUAL OF
COLLECTING
PERSONAL
MEMORIES OVER
TIME IN A 3
DIMENSIONAL
INTERPRETATION.

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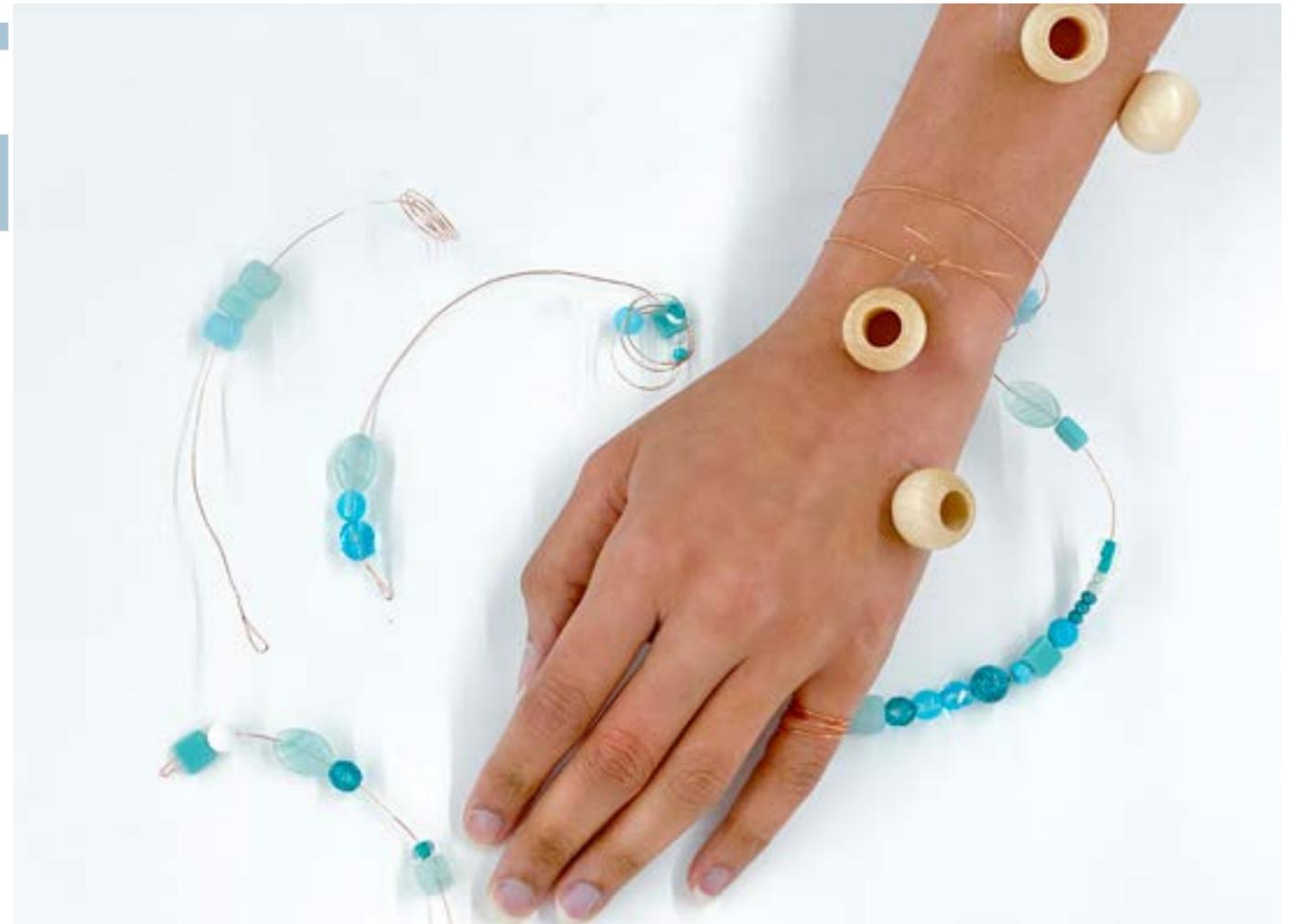
3 D EXPLORATIONS



An internal process

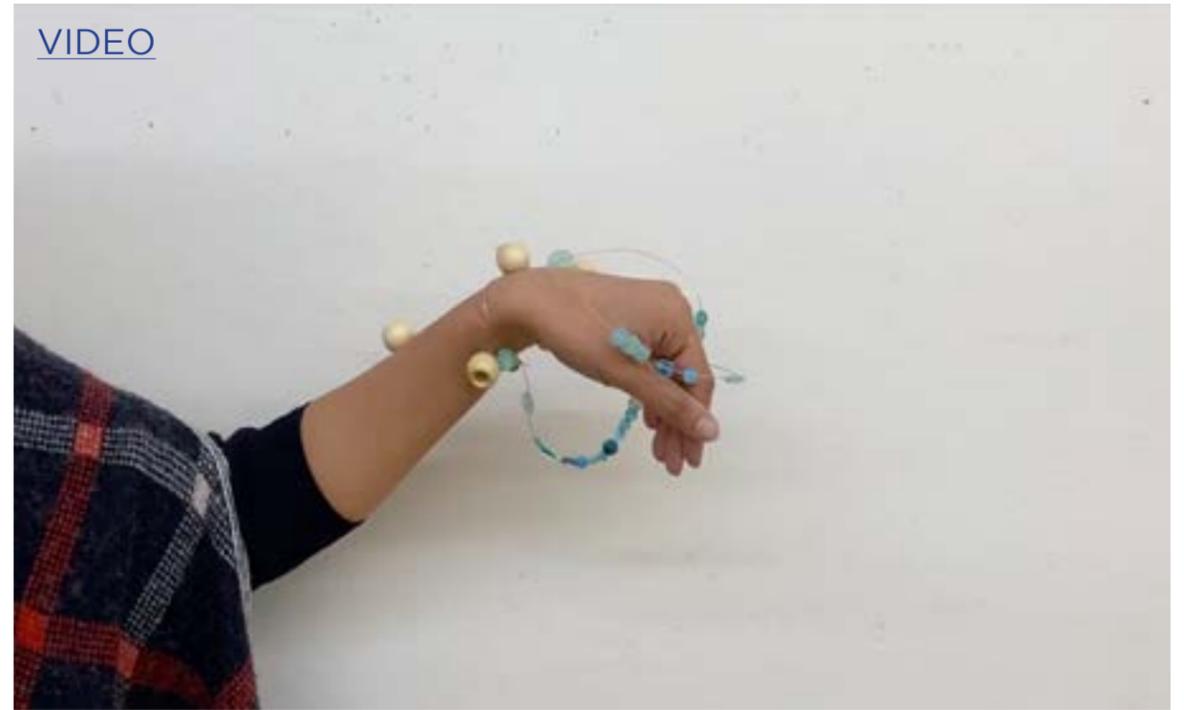
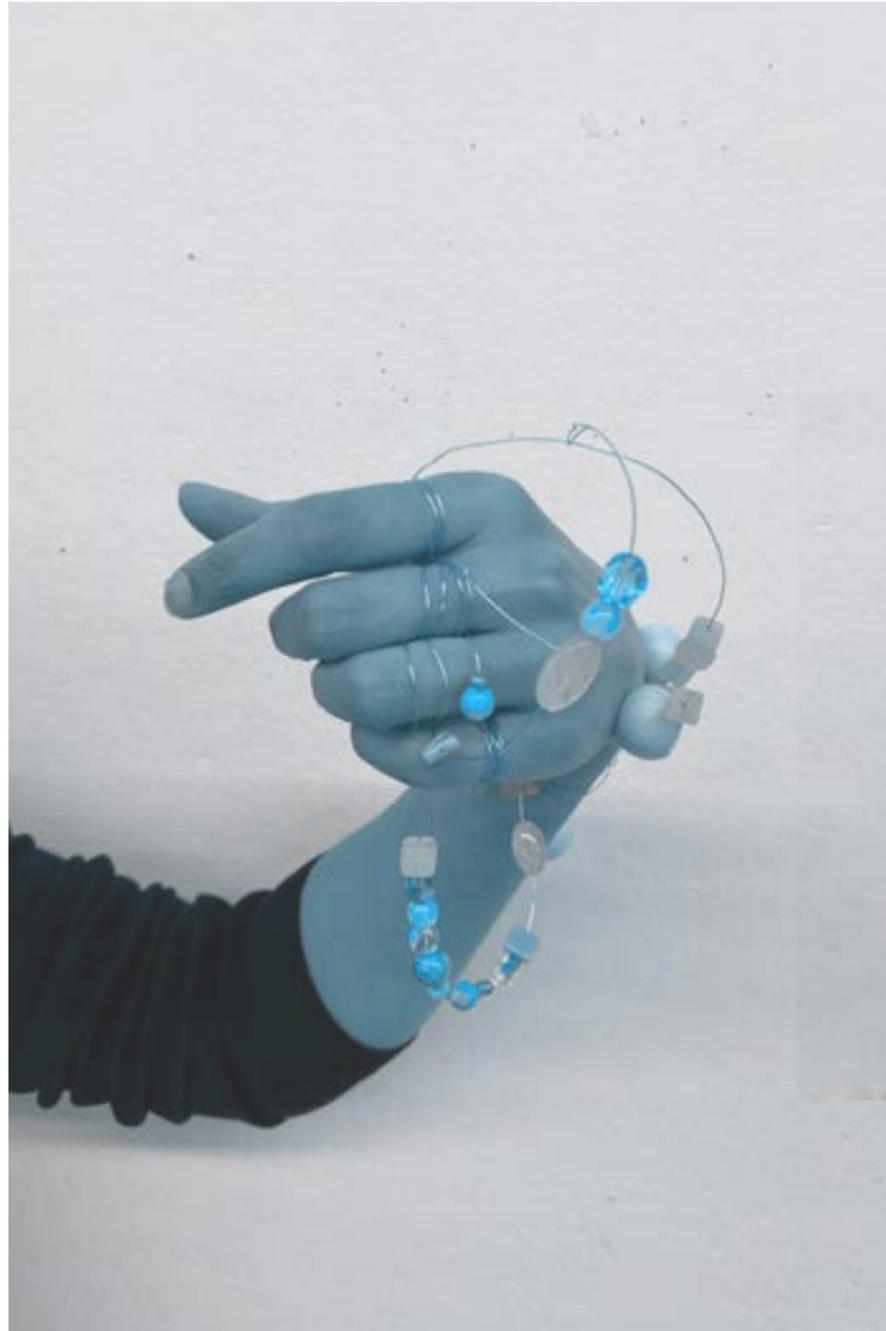


The things I collect are represented by the blue beads. They are attached to my hands by brass wires. They wind around my hand like a web of memories. They grow. And therefore cannot be detached from the body. Although, by refining it further, the web is broken into detachable jewelry like ring elements that can be removed for convenience. The tension between the blue and the wooden beads represents the internal process. What these beads really mean is unknown to others.



LACE

[VIDEO](#)



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