

POST— HUMAN DESIGN

PORTO
DESIGN
BIENNALE
2019

Hosted by:

Porto.



matosinhos

esad—idea



BENCH
COLLECTIVE



DATES

October 31th -
November 15th



SYNOPSIS

Post-Human Design takes participants on a trans-media journey through a variety of futuristic scenarios, blending PDB headquarters and augmented reality.

A dedicated web-app enables users to explore AR contents, at the core of our exhibit: an engaging UX will turn visitors into main characters who actually experience a realistic envisioning of future, related to a combination of different issues such as self-protection from contaminated environment and reproduction.



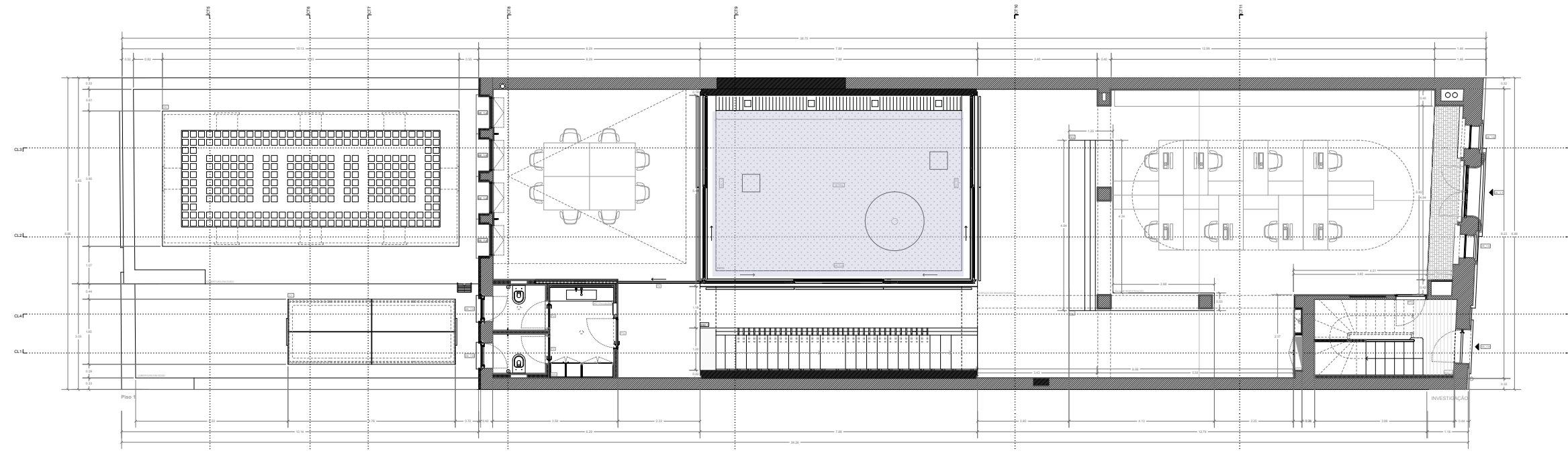
SPACE

ESAD-IDEA
PDB Headquarters

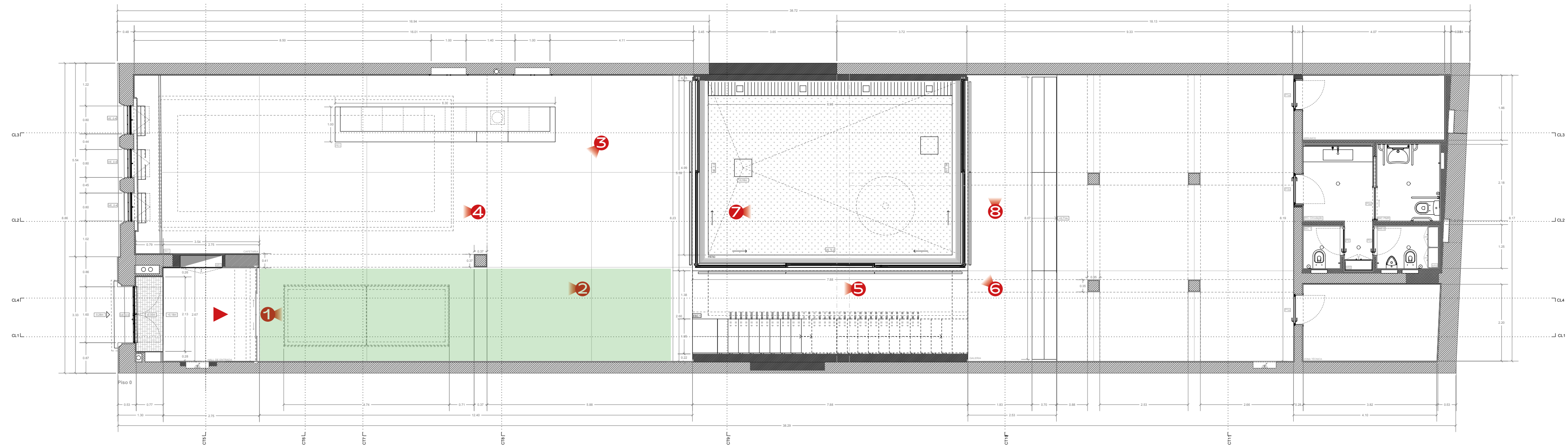
[Ground Floor]

OVERVIEW



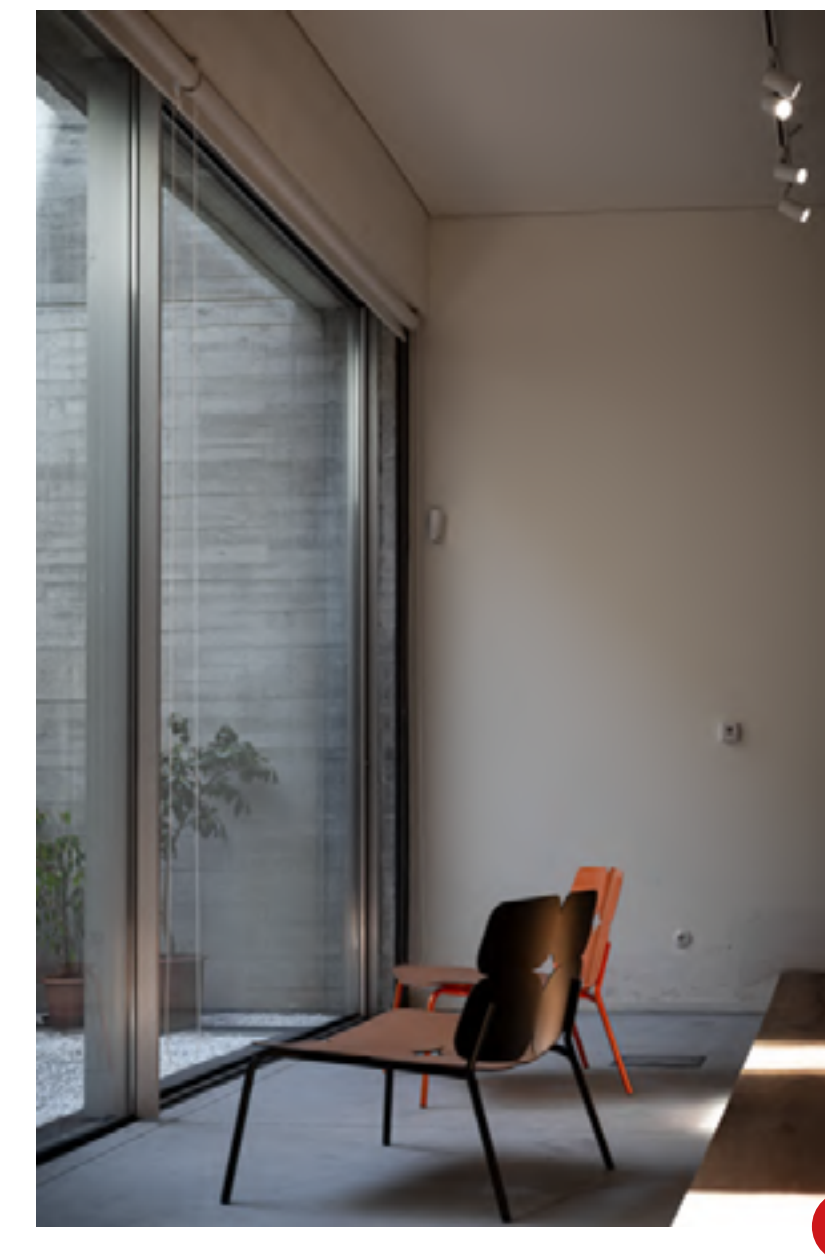


GROUND FLOOR



LOCATION





PROJECT BRIEF

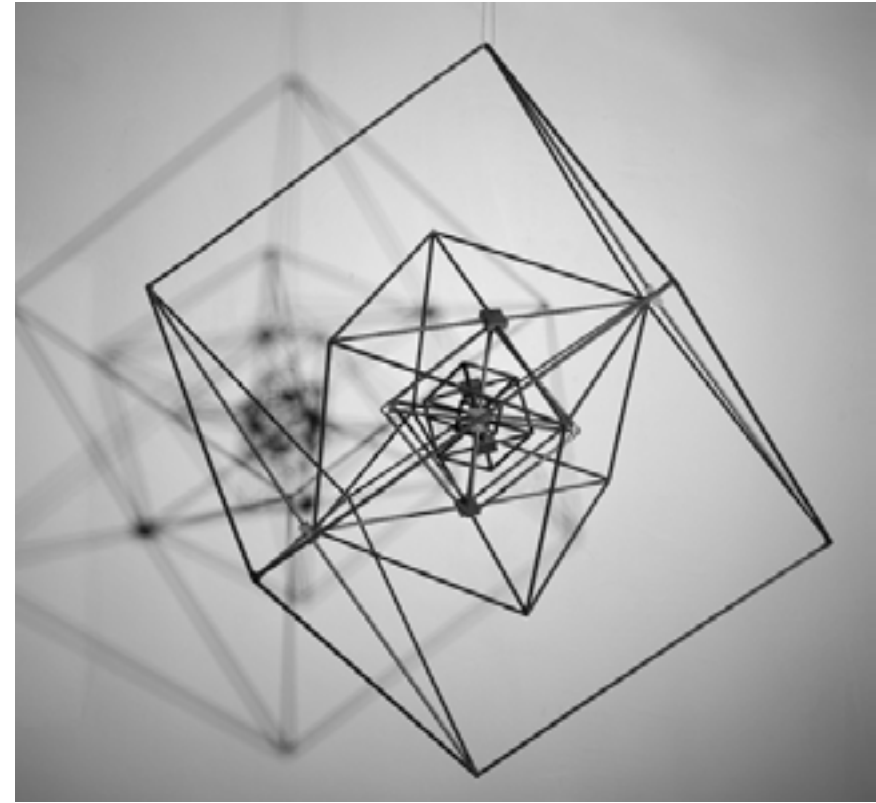
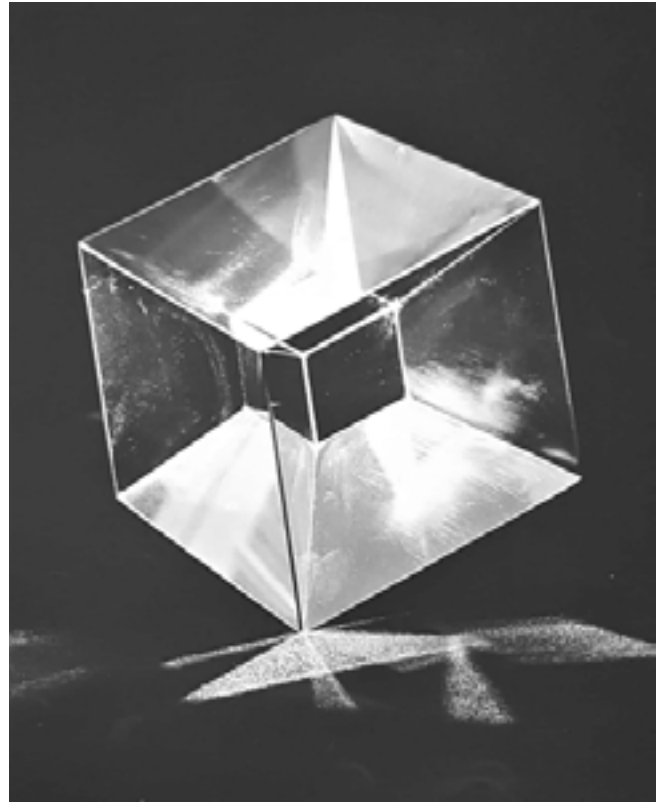
Our exhibition aims to create a dialogue with the surrounding architecture. Space layout is shaped with large volumes and heights – which give a primary importance to natural light – while the building features modernist materials such as concrete, glass, iron and marble. We've recognized two main areas to fit our exhibition at its best: the entrance hallway leading to the stairs and the outdoor patio. This latter is planned to host the main installation of the exhibit, while the indoor area will be set-up as an augmented reality gallery, to deliver an interactive experience and get users profiled in two different groups. The outdoor installation will be part of the structure designed to display 3D printed products and it will cover the largest part of the budget, to get it prototyped, built and shipped to PDB Headquarters.

This main installation will enclose the trends and the dimensions explored in the indoor area of the exhibition. All products displayed in this structure are related to our vision for the future of human-life, that stems from a prior research phase focused on some emerging issues which might have an heavy impact on the evolution of humanity.

The whole design process is inspired by the concept of a four-dimensional space, a metaphor of a superior dimension which can be perceived exclusively by a futuristic hybrid species. Our installation aims to translate the idea of tension towards future into shapes: indeed its layout is designed according to a stretched module with multiple configurations.

CONCEPT



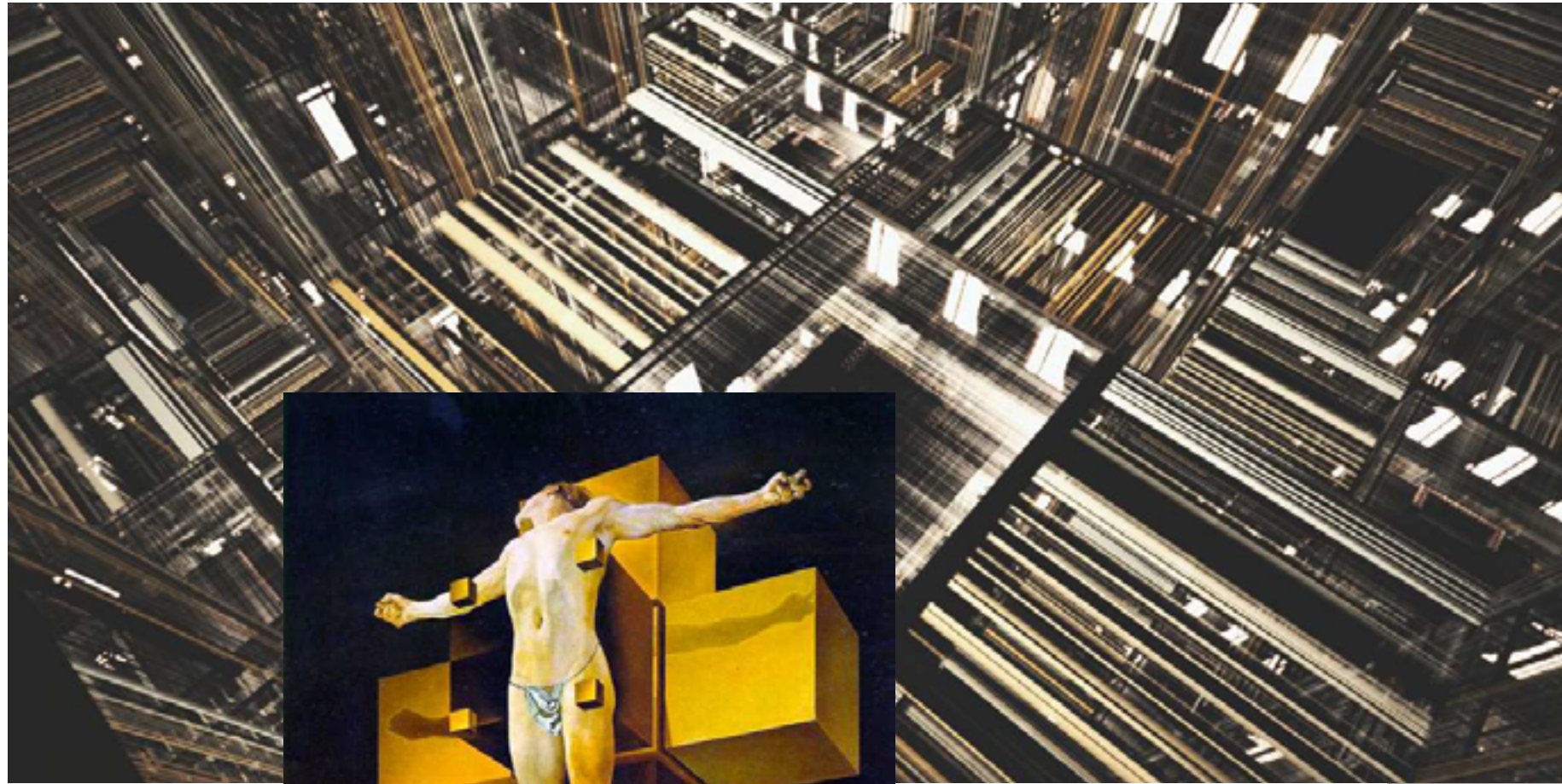
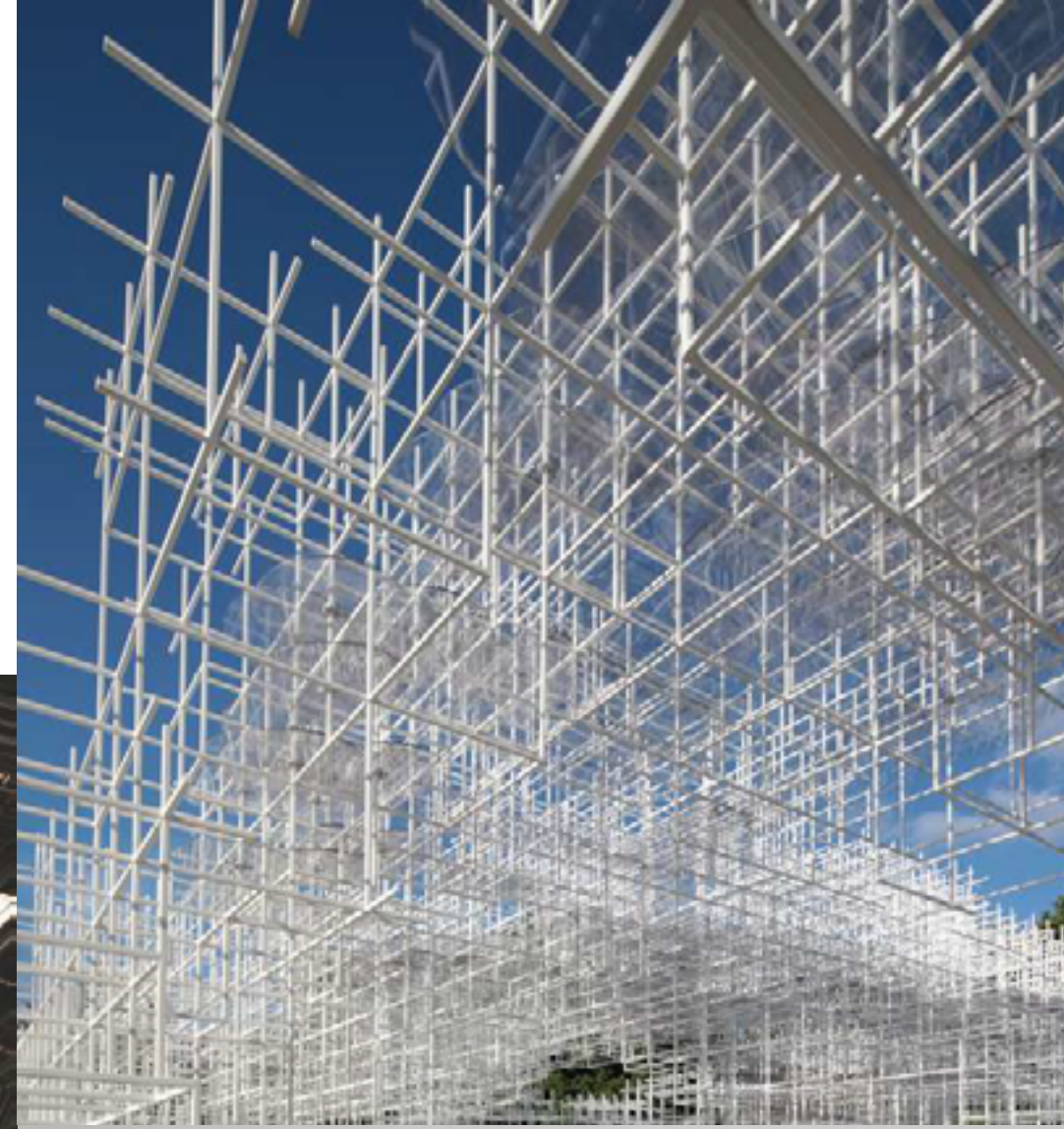


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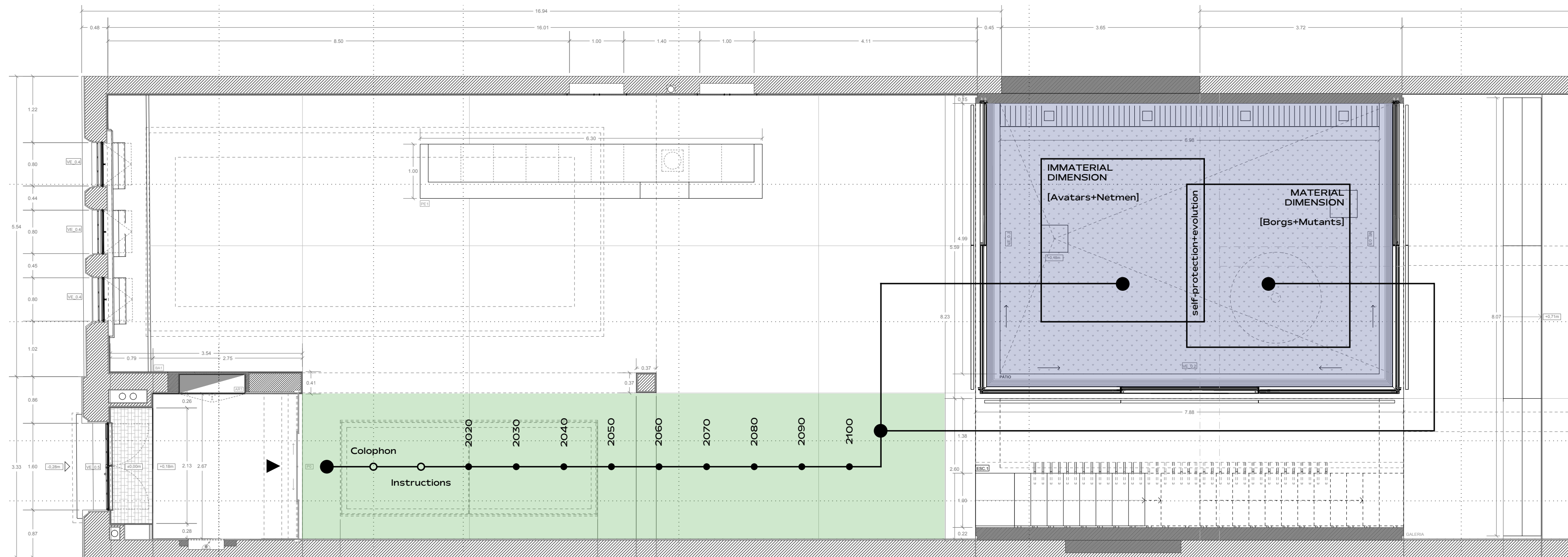
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DESIGN REFERENCES




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2020 - 2100: NEWS FROM THE FUTURE

In order to develop our **scenario-building** for the next century – from a social, economic, environmental, cultural and technological standpoint – we focused on some **macro trends** that might substantially impact many aspects of life.

The ensuing scenarios have been arranged on a **timeline**, to match with **fictional press articles from made-up news providers** that report different potential occurrences, to **exemplify each trend from 2020 to 2100**. Users download a **web app** on their devices to enjoy **AR contents** by scanning the **illustrations** printed on billboards. Beyond each article, **multiple choice questions** will be displayed on the screen: answers are collected to create **users profile**. Following the interactive gallery, participants will be informed if they belong to either the **MATERIAL Dimension** or the **IMMATERIAL Dimension**.

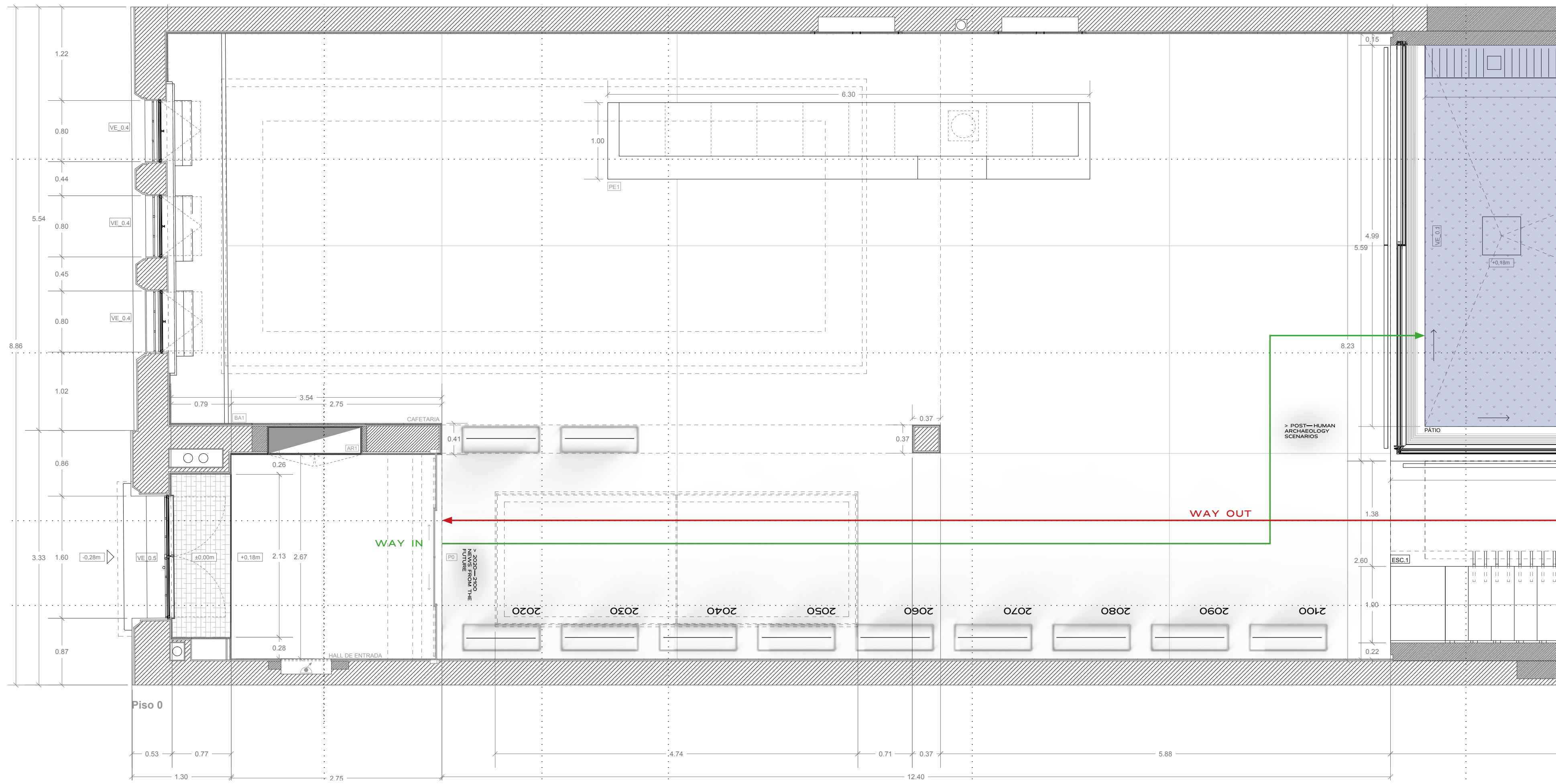
POSTHUMAN ARCHAEOLOGY SCENARIOS

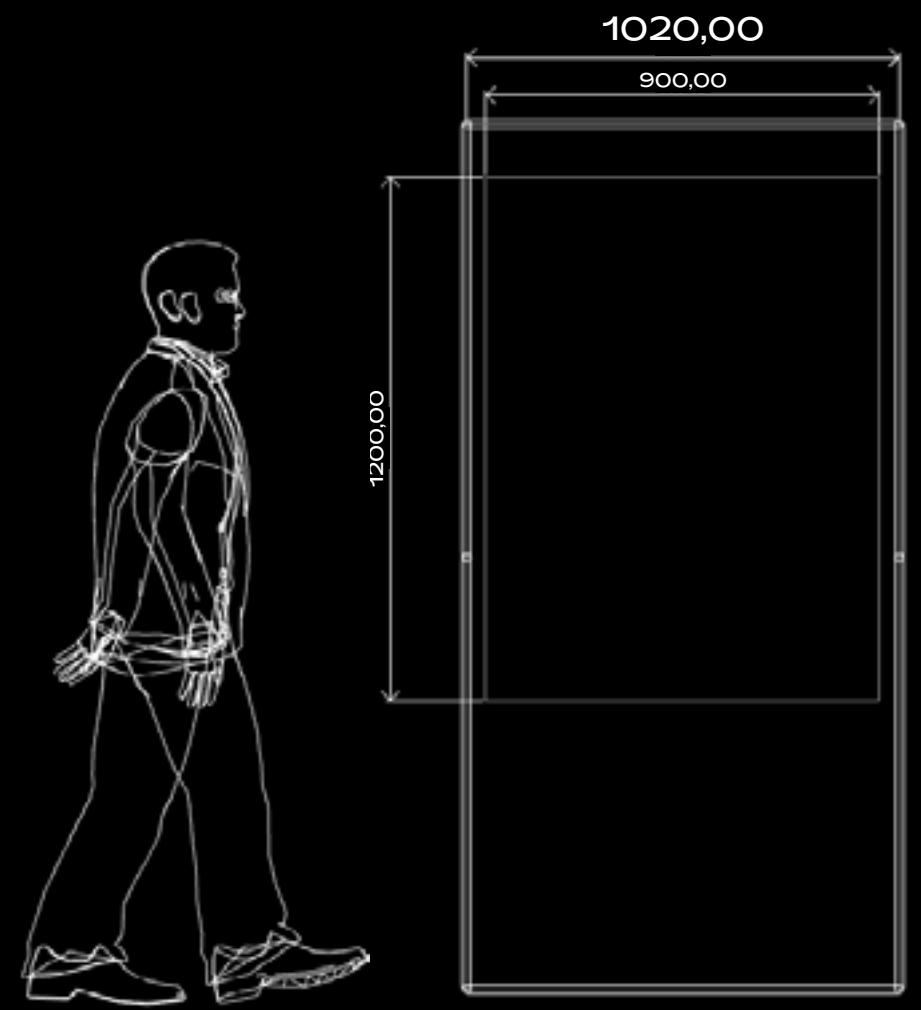
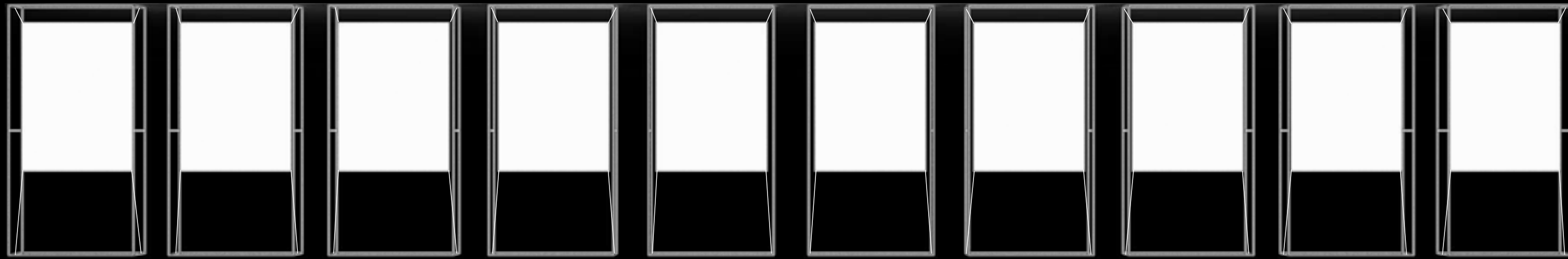
Material & Immaterial are at the peaks of our **profiling matrix**, where the variables to **assess user's inclination towards innovation** sits on the vertical axis while the horizontal axis refers to user's **propensity towards physical or virtual reality**.

We crossed the data of the values of the X/Y axes between them and we **defined four possible categories** – one for each post-human specimen – **according to a variety of features** bearing strong differences. **AVATARS** and **NETMEN** are the results of the **Immaterial/Push** and **Immaterial/Pull**, while **MUTANTS** and **BORGS** pertain to the **Material/Push** and **Material/Pull** pairings. For each cluster we **designed 3D printed products** that could fit the needs of post-human individuals: every product is related to an **augmented reality scenario, envisioning its context of use**, as it was a piece of archaeology from the future.

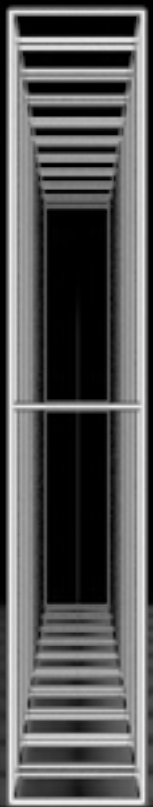
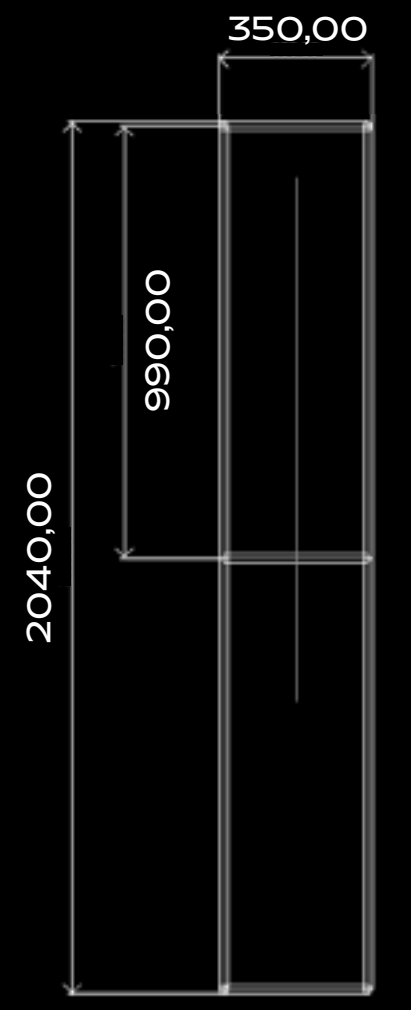
EXHIBITION



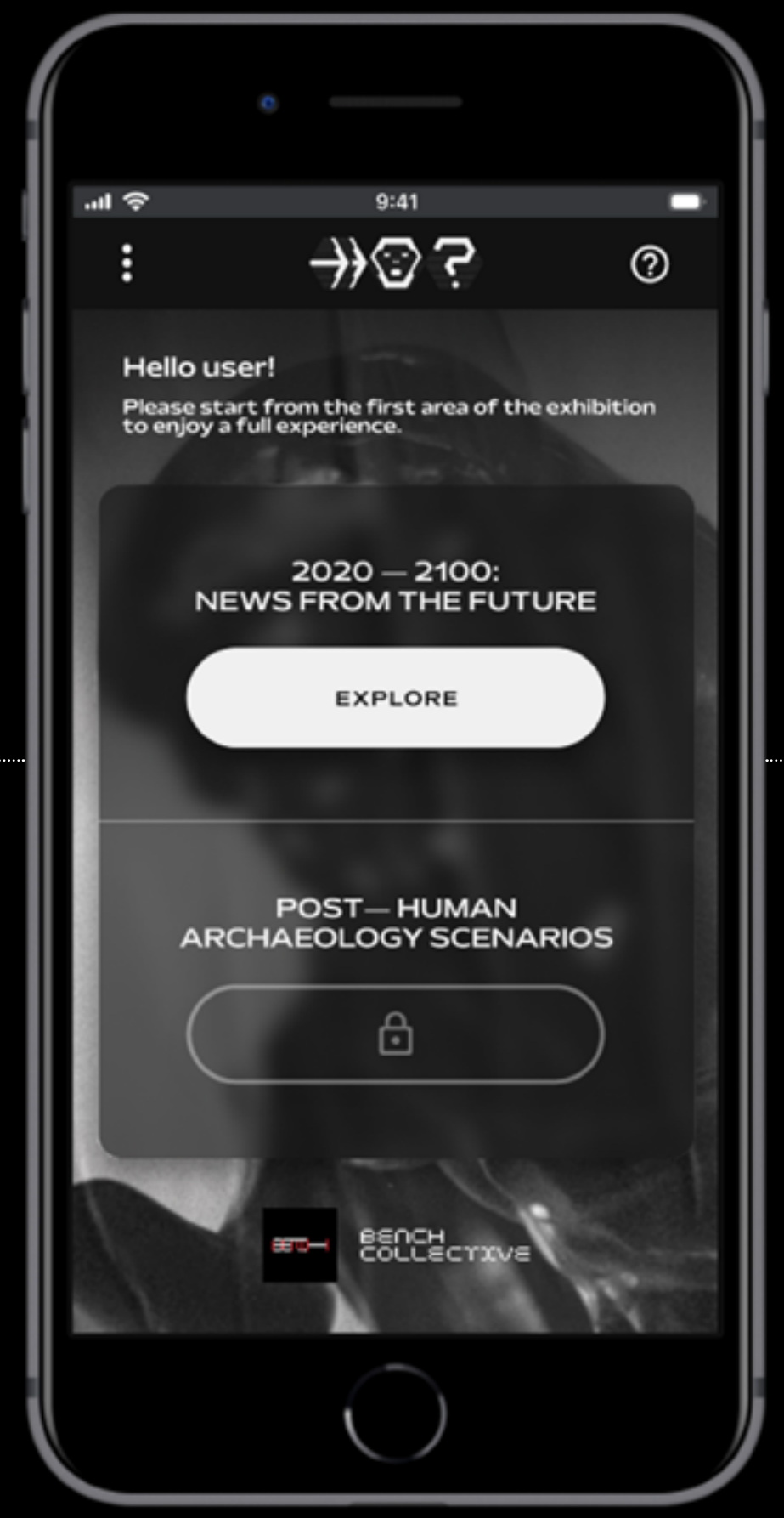
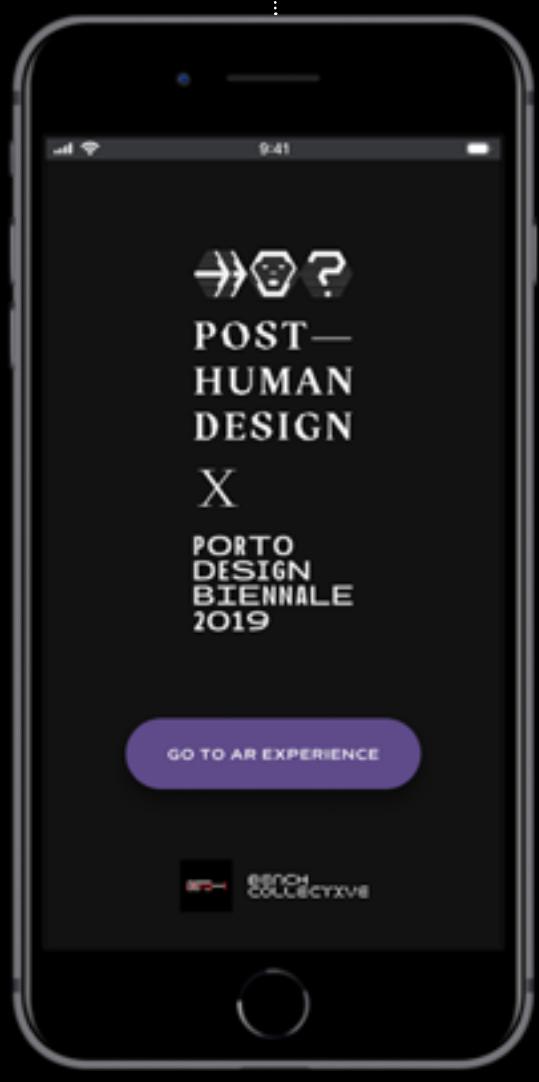




[INDOOR]
=
n° 180 aluminium bars
+
n° 120 ABS
multipaths joints

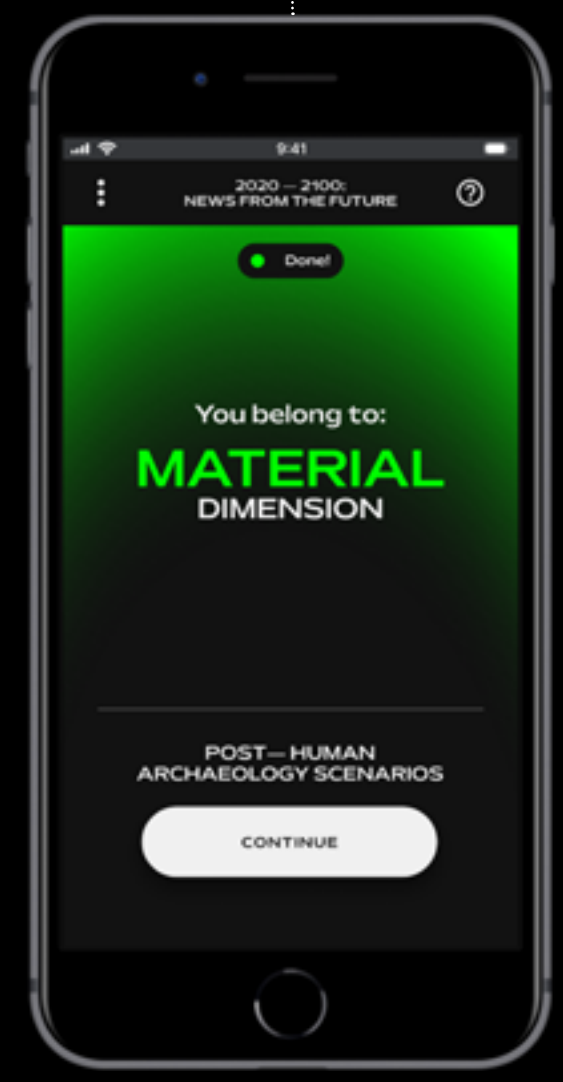
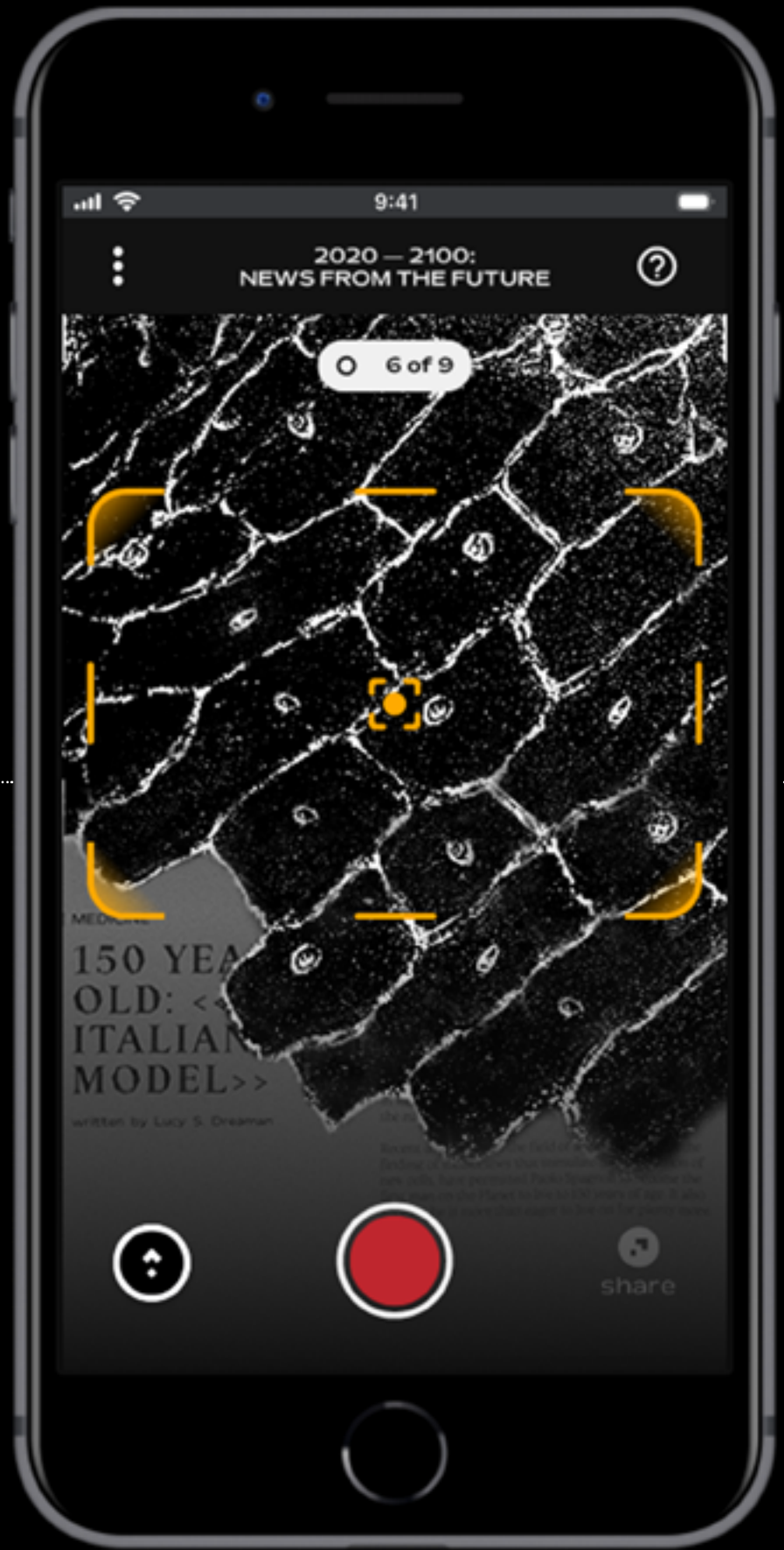


INDOOR



"2020 - 2100 / NEWS FROM THE FUTURE"

INDOOR



"2020 - 2100 / NEWS FROM THE FUTURE"



NORMALARKIVE



BENCH



COLLECTIVE



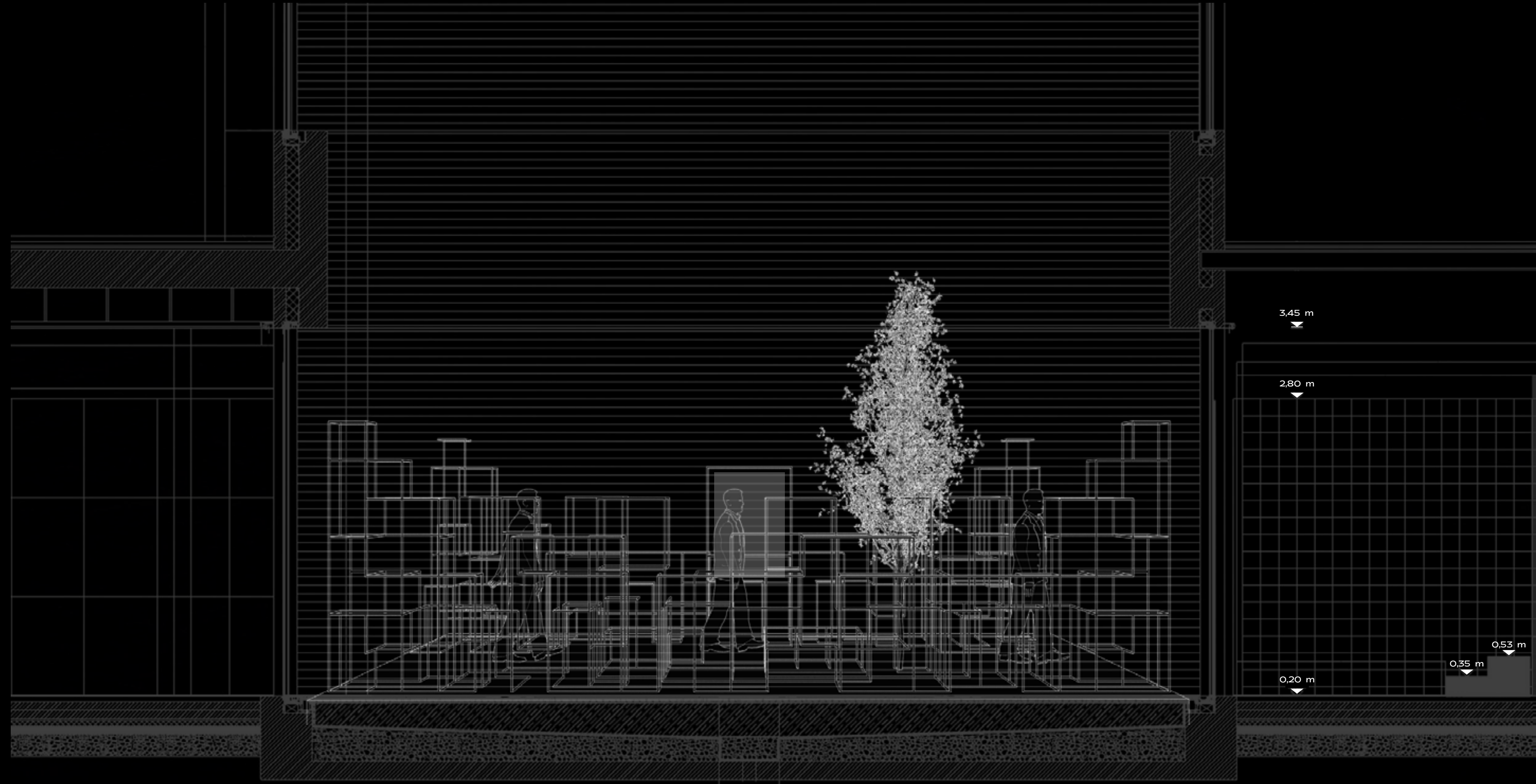


OUTDOOR





OUTDOOR

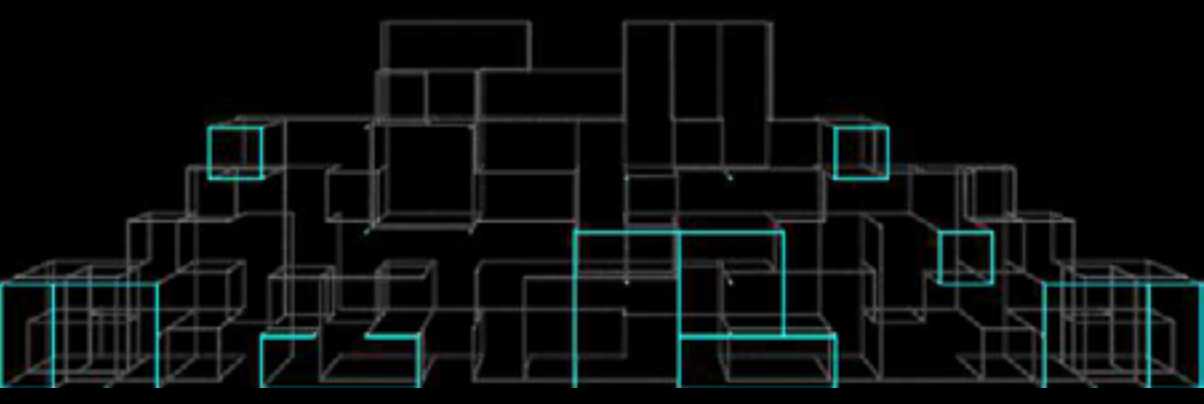
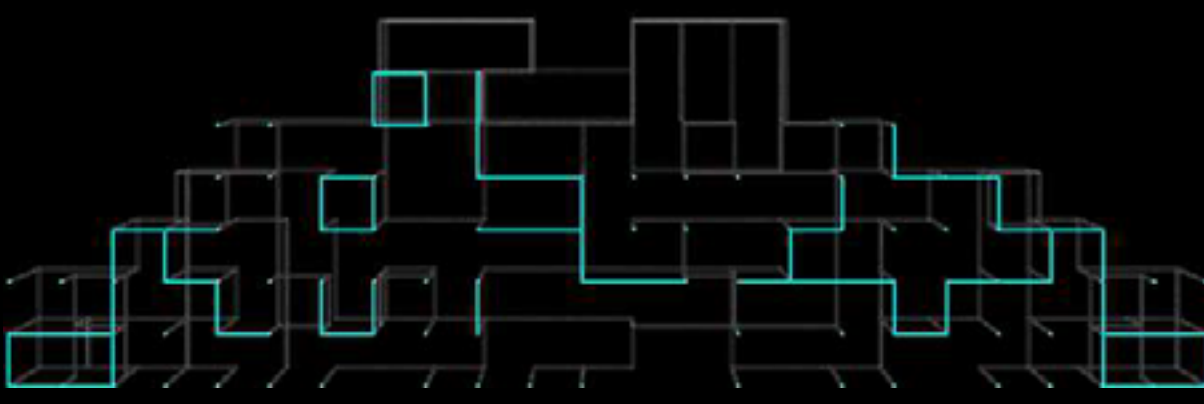
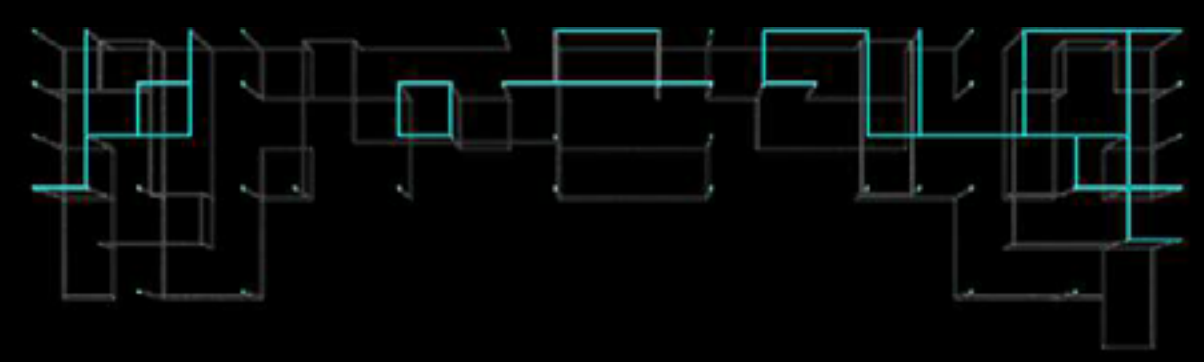
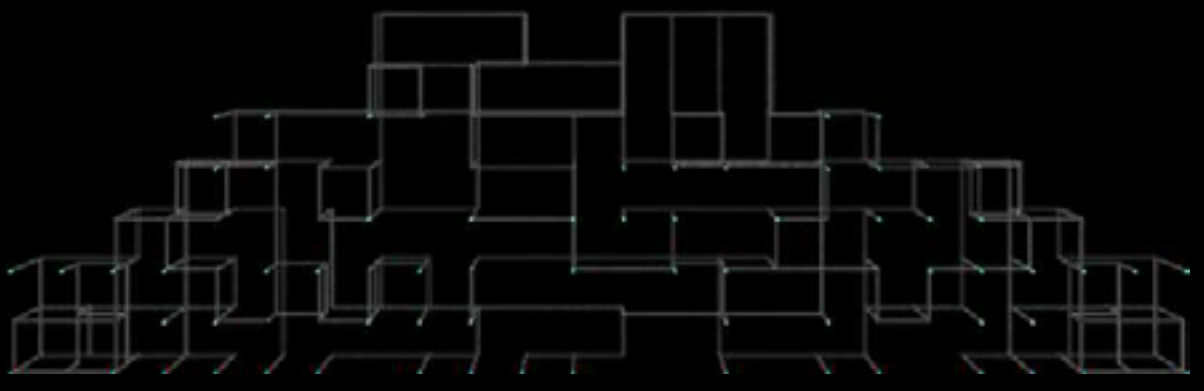
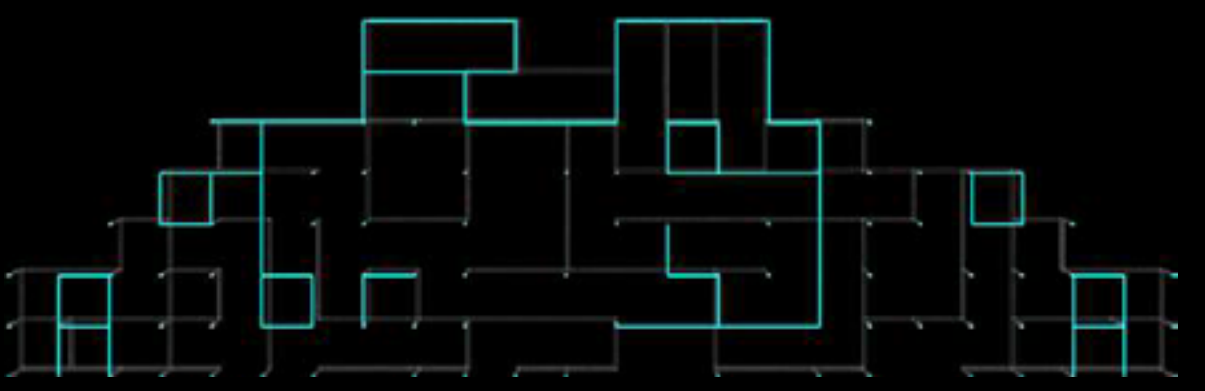
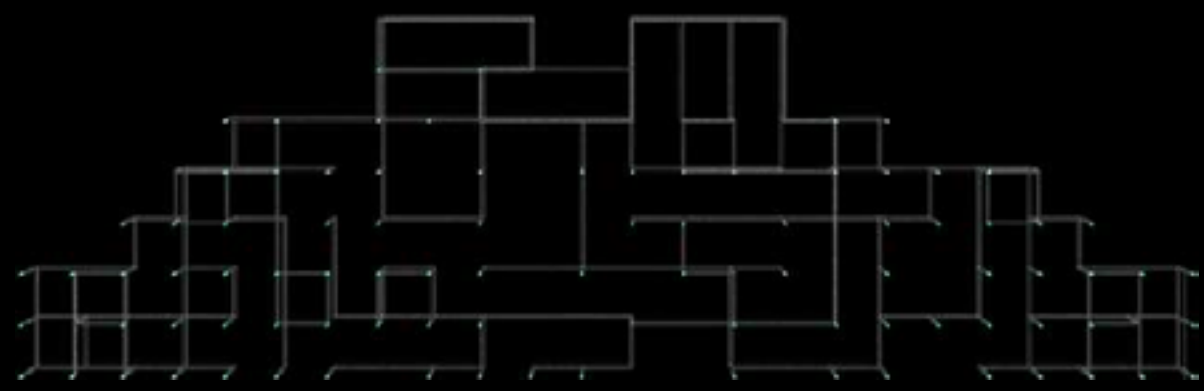
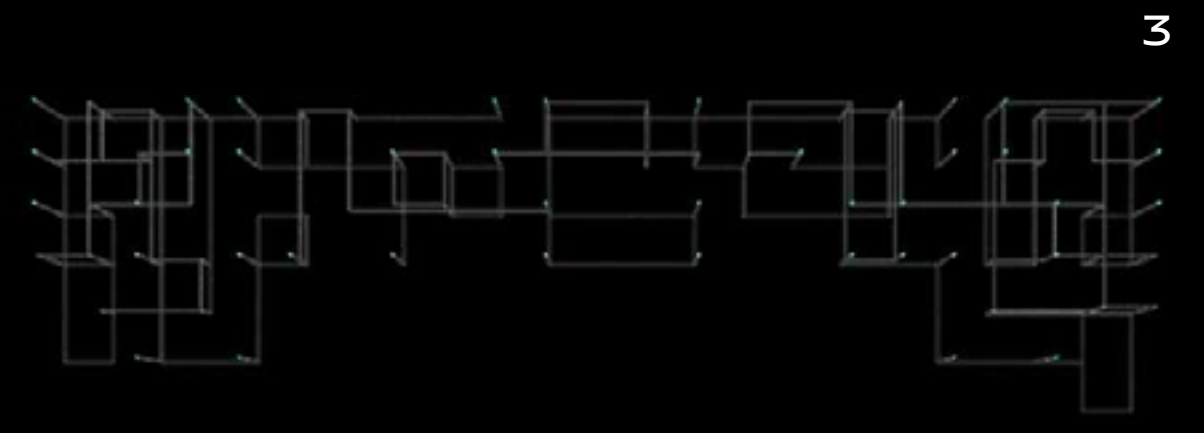
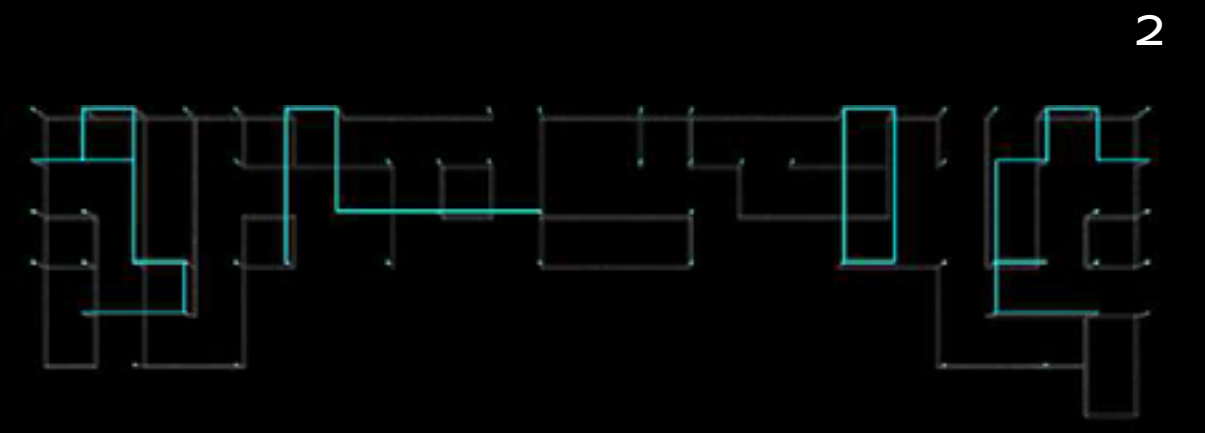
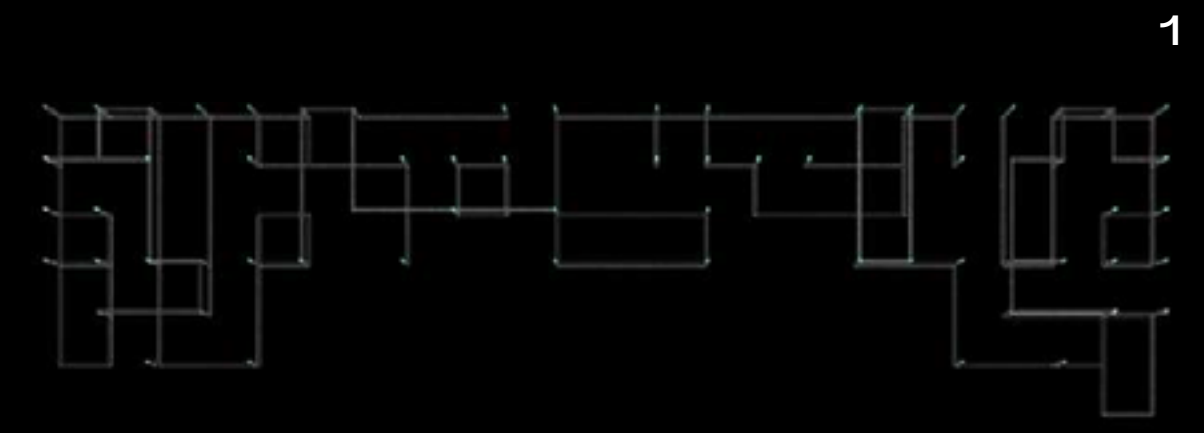


"POSTHUMAN ARCHAEOLOGY SCENARIOS"





OUTDOOR



"POSTHUMAN ARCHAEOLOGY SCENARIOS"



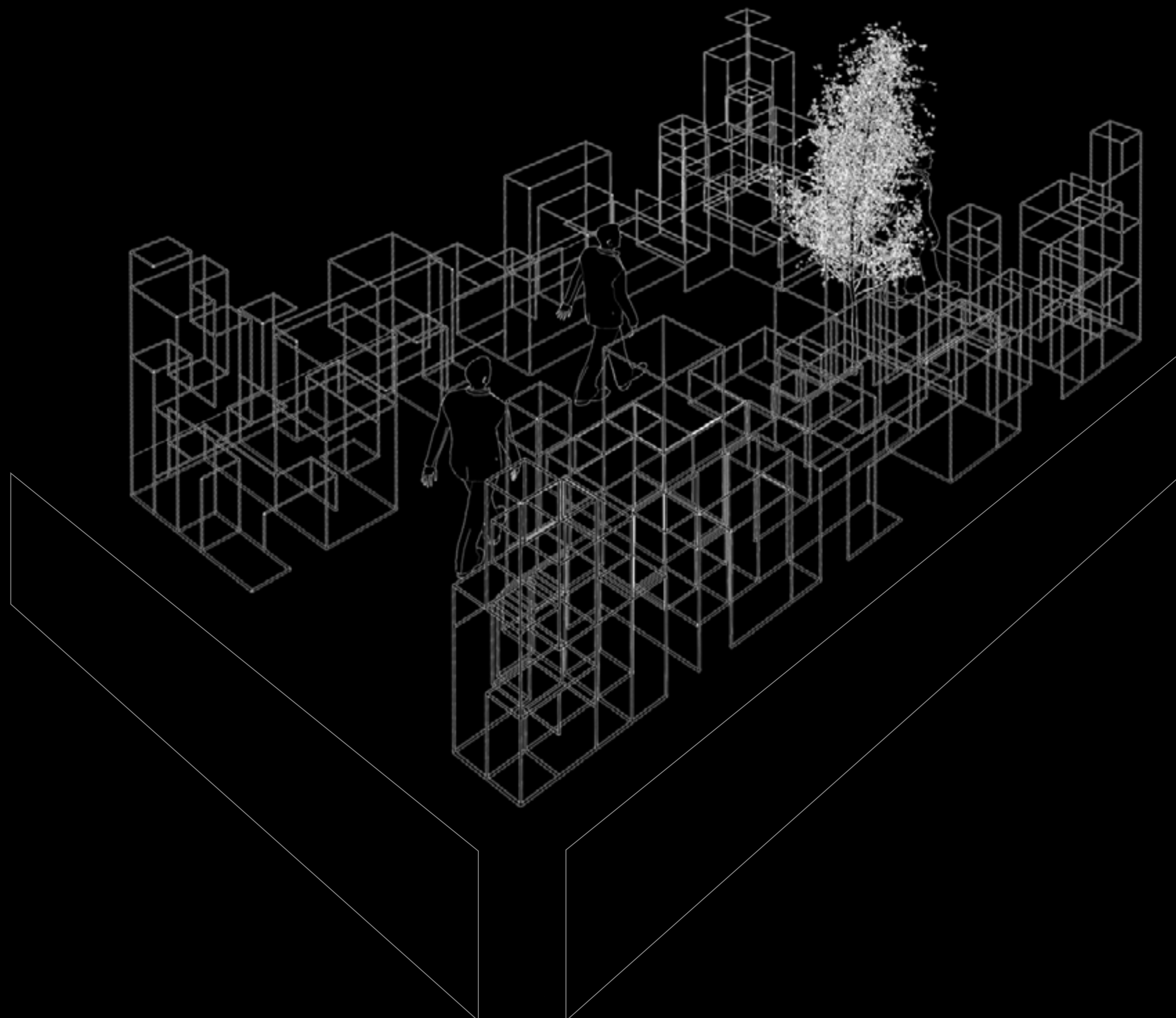
[INDOOR + OUTDOOR]

= n° 1175 aluminium bars + n° 755 ABS multi-paths joints

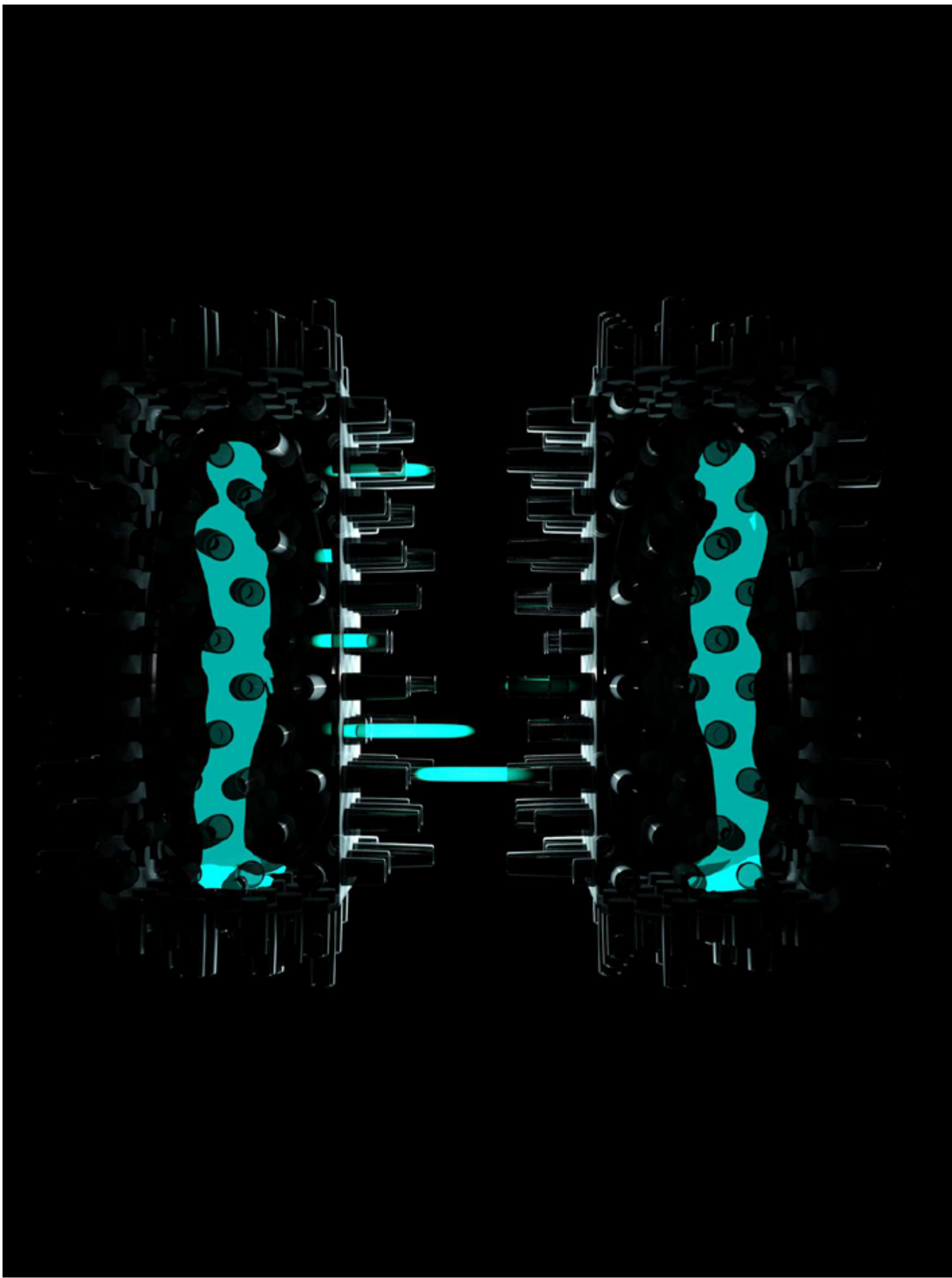


[OUTDOOR]

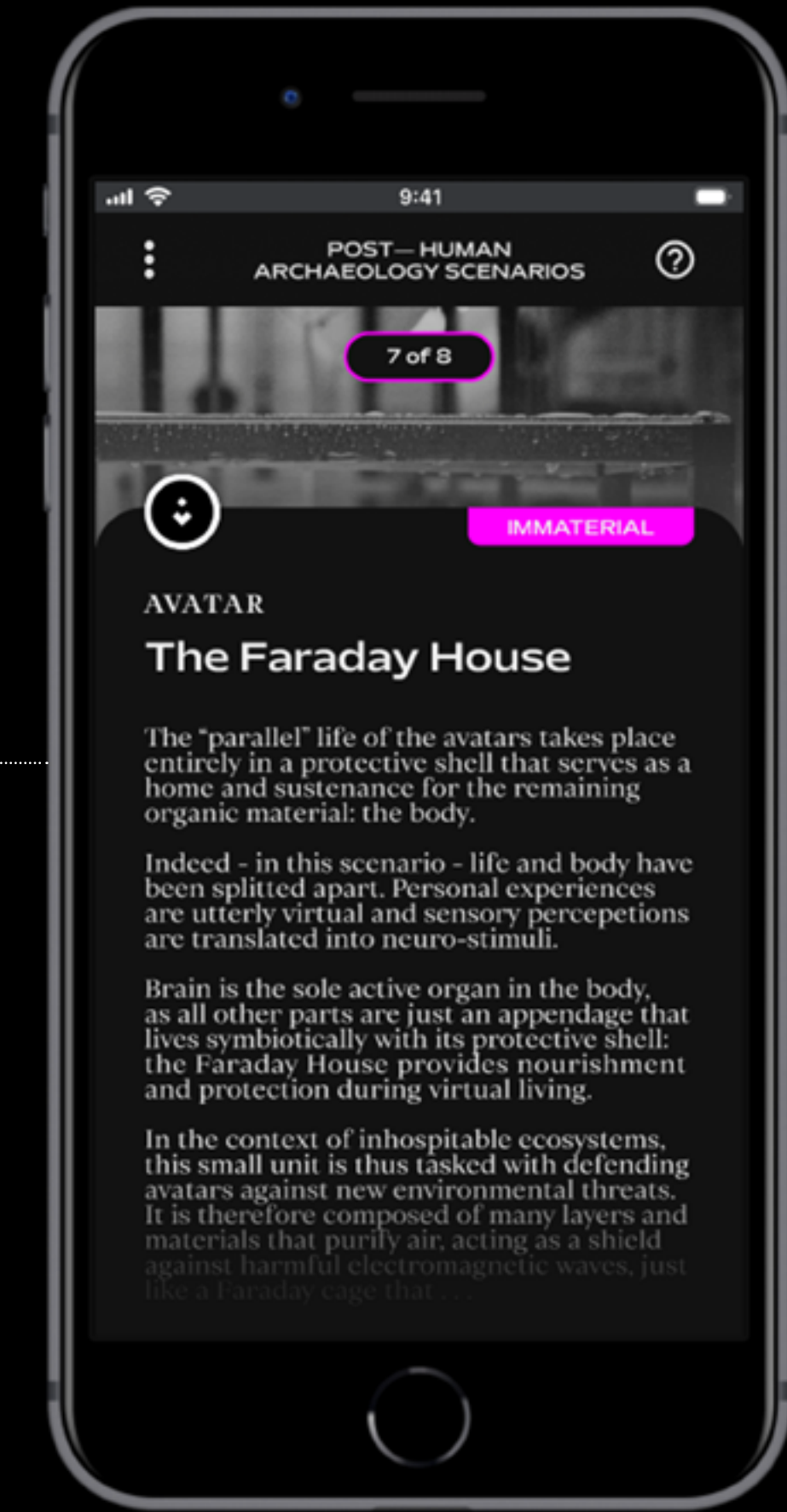
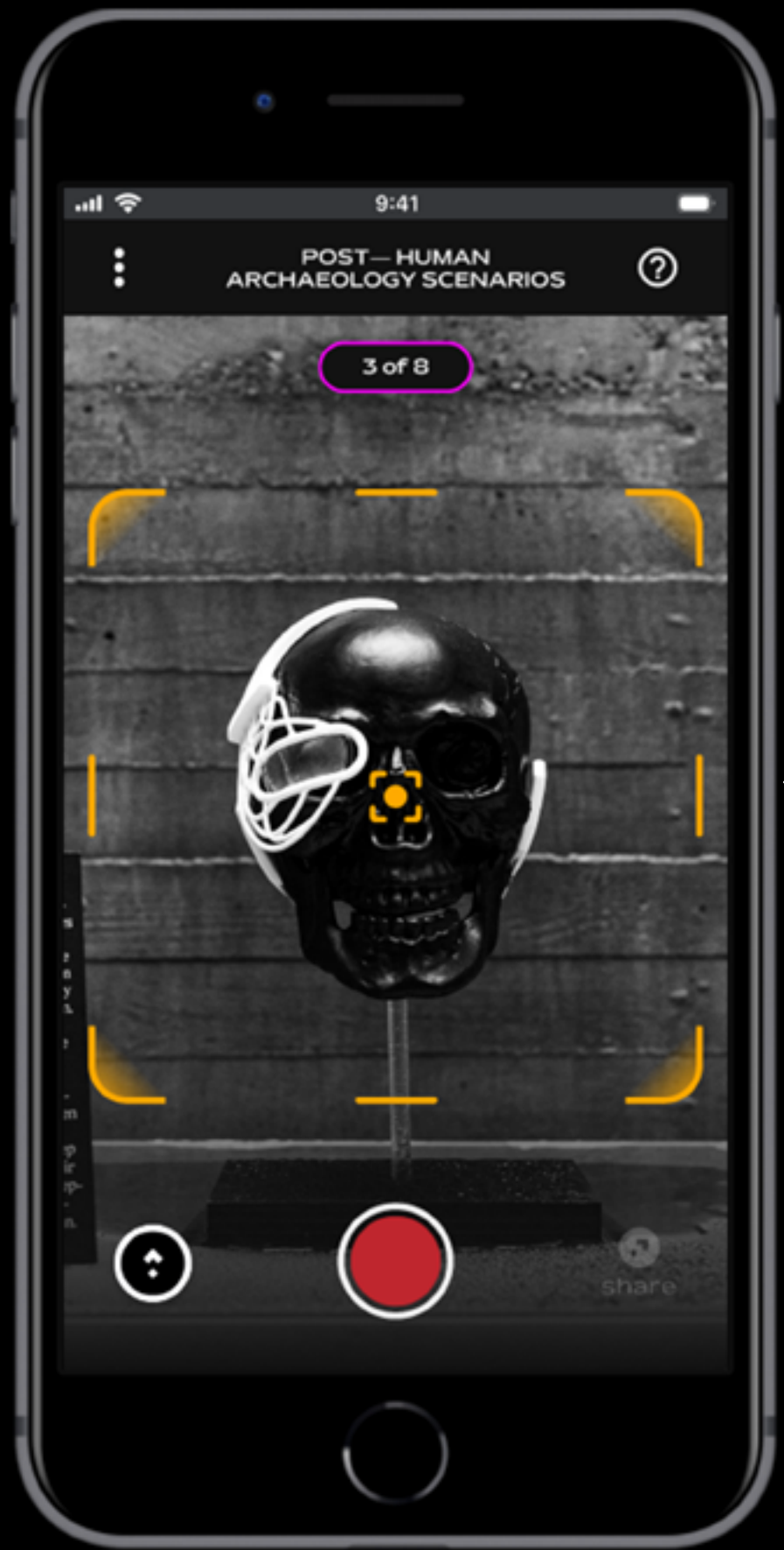
= n° 8 (66x66cm) + n° 8 (33x33cm) plexiglass slabs



OUTDOOR



"POSTHUMAN ARCHAEOLOGY SCENARIOS"





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