

Four Persons Scenario

The conventional 4 person house studied at the outset of this research projects is now broken down to Inhabited Zero Wasted Space.



Section [Time: 18:17 - 18:20] 1:20

Key:

01. Control of Comfort:

while during eating and reading the user will require a big deviation from full ergonomics, during food preparation, the distance between the user and the space can remain much closer to the zero wasted space value.

02. Temperature monitoring:

the material will need to control the temperature of a space within which heat generating activities are carried out. This should also prevent heat transfer between spaces of different activities; for example from cooking spaces to sitting spaces.

03. Noise reduction:

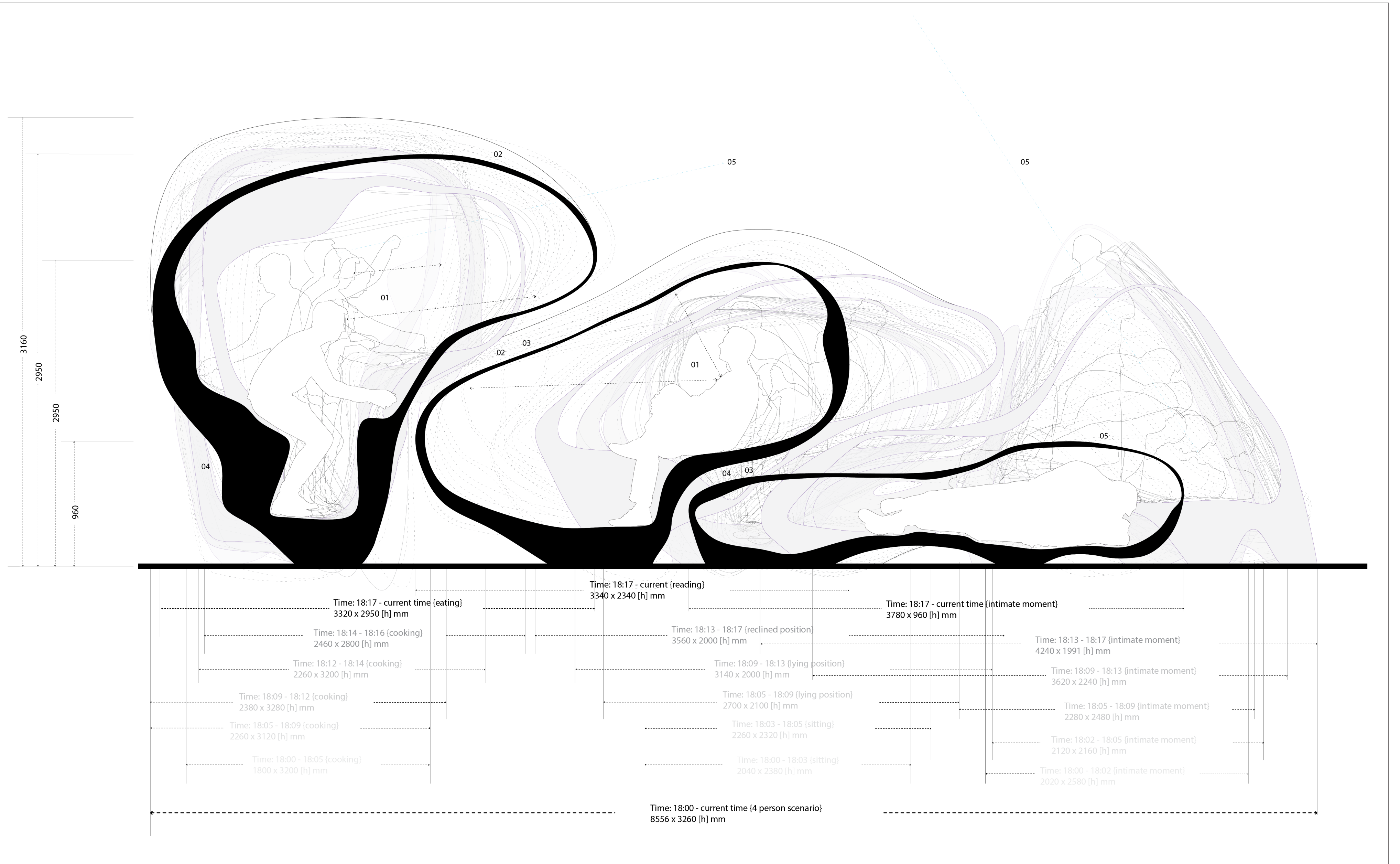
noise transfer must be controlled between activities.

04. Structural Performance:

the material must accommodate for the particular loading characteristics of each activity instantaneously; by generating load paths.

05. Transparency

The material must be able to alter its transparency to accommodate for required views as well as for privacy, for more intimate activities.



Scan

The project represents a frozen moment in the day of a 4 person household. [18:00 - 18:20]. The space is analysed as a series of timeframes which are associated with particular body requirements. This [brain] scan allows two things. Firstly one could study the relationship between spaces [hence people] at any timeframe of the day. Secondly, it allows one to explore the relationship between the timeframes, hence studying the changing requirements of

space, even within a singular activity.

This exposes the relationship between the body and the space it occupies, from two angles; from the individual relationship it has with the space, as well as the implication of this on the space of the other.

This research tries to expose the implications of studying human occupation of space from these two angles.



Plan
1:20

