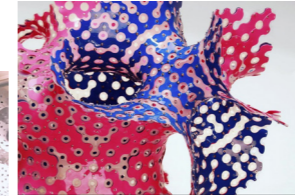


# BIO.MODULARITY 3.0

A 3D interactive modular construction inspired by the biological and organic environment, for an open space (public space, scenography, etc) and to share a message.

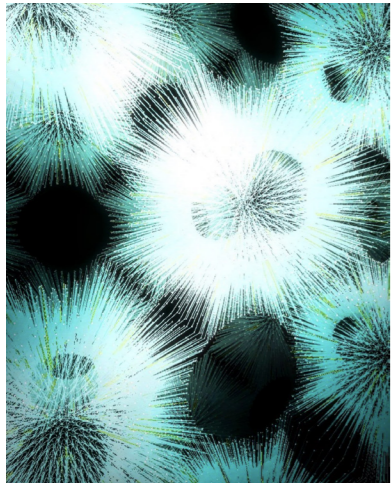
WHAT / WHY

MODULE : 3D PRINTING



## **SURFACE CREATION**

VOLUME AND MATERIALITY  
RESEARCH



filipponasetti

BIOMIMICRY

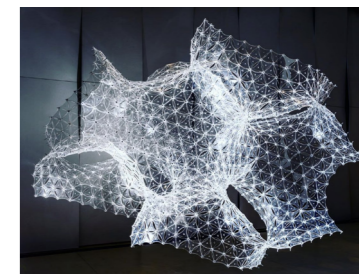
## **3D MODULAR SYSTEM**

CIRCULAR CONSTRUCTION  
RECYCLING AND REUSE

ELECTRONIC CIRCUIT

## **INTERACTIVE SYSTEMS**

STORY - SEND A MESSAGE

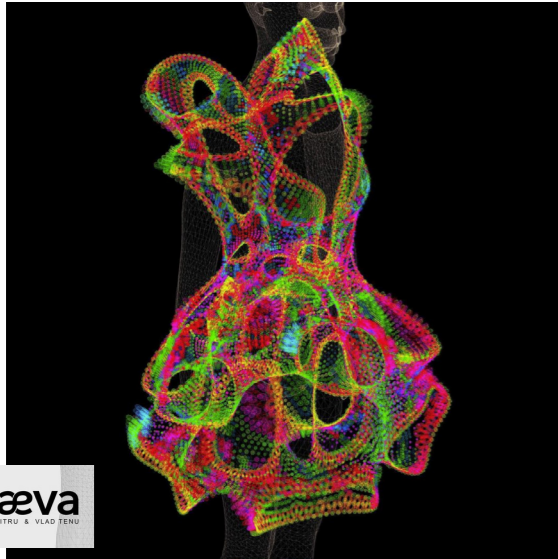




# 1 | PARAMETRIC DESIGN – 3D MODELING & PRINTING

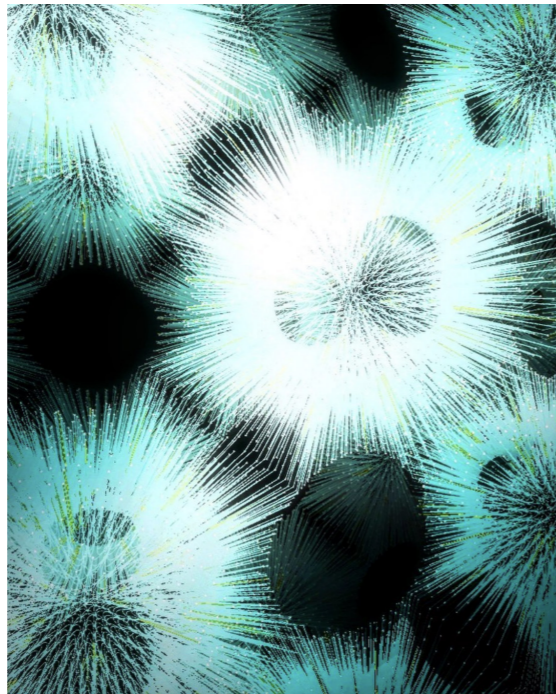
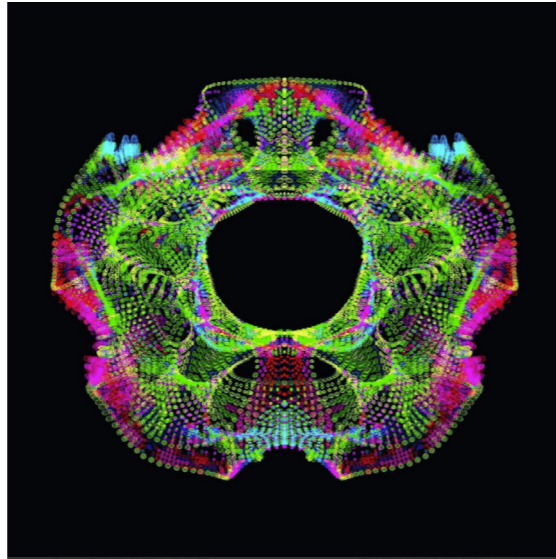
HOW / WHEN

SURFACE CREATION - MATERIALITY RESEARCH with RHINOCEROS 3D and GRASSHOPPER > 3D printed  
> BIOMIMICRY : BIOLOGICAL AND ORGANIC ENVIRONMENT INSPIRATION

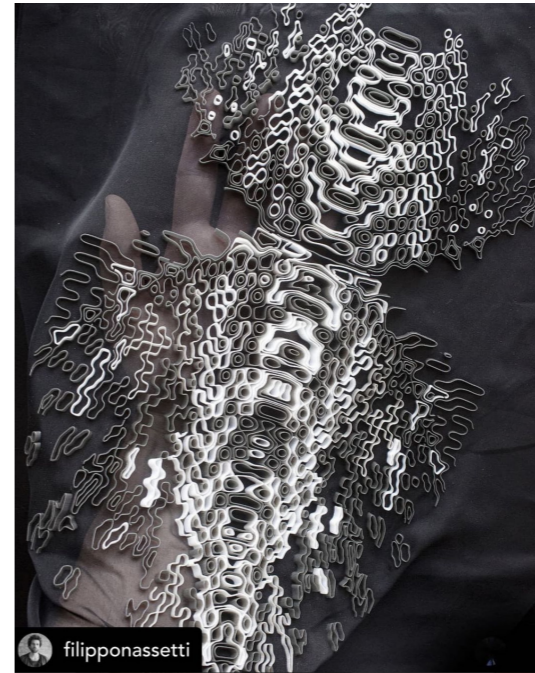
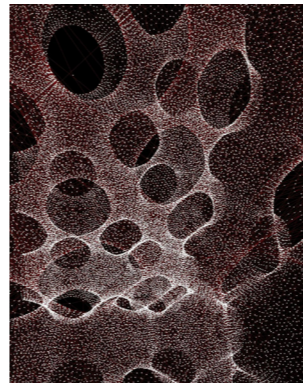


foræva  
BY LANA DUMITRU & VLAD TENU

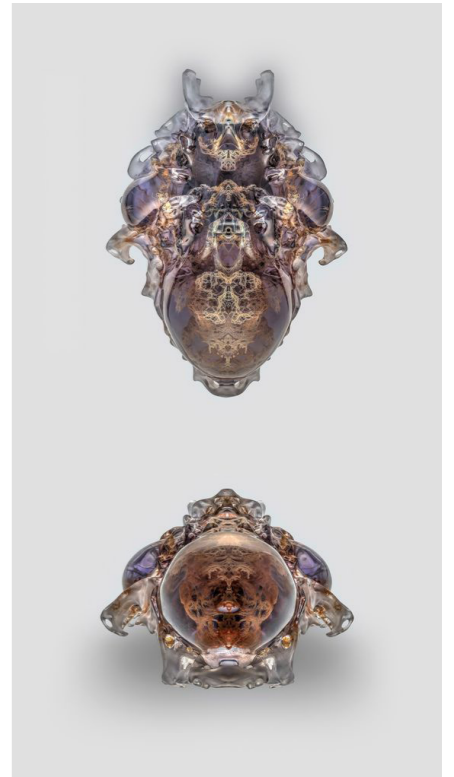
LANA DUMITRU & VLAD TENU



VLAD TENU



filipponassetti



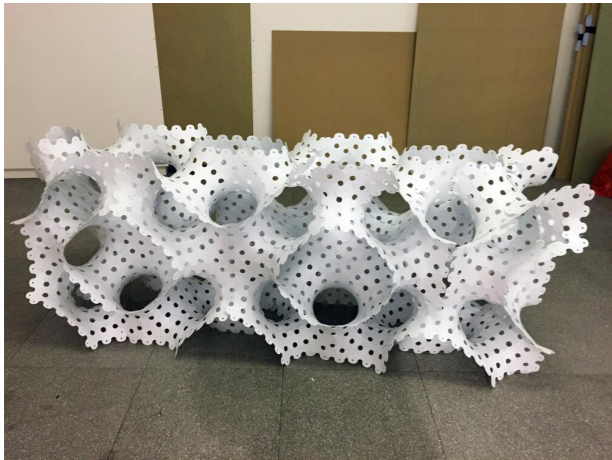
NERI OXMAN



## 2 | 3D MODULAR SYSTEM

CIRCULAR CREATION / CONSTRUCTION IN DIFFERENT PLACES  
> MODULARITY AND ADAPTABILITY RESEARCH

HOW / WHEN



MINIPIXEL 1.1

PLUG-IN-TO-THE-FUTURE. Changing approaches to design



VLAD TENU - Digital Artisan



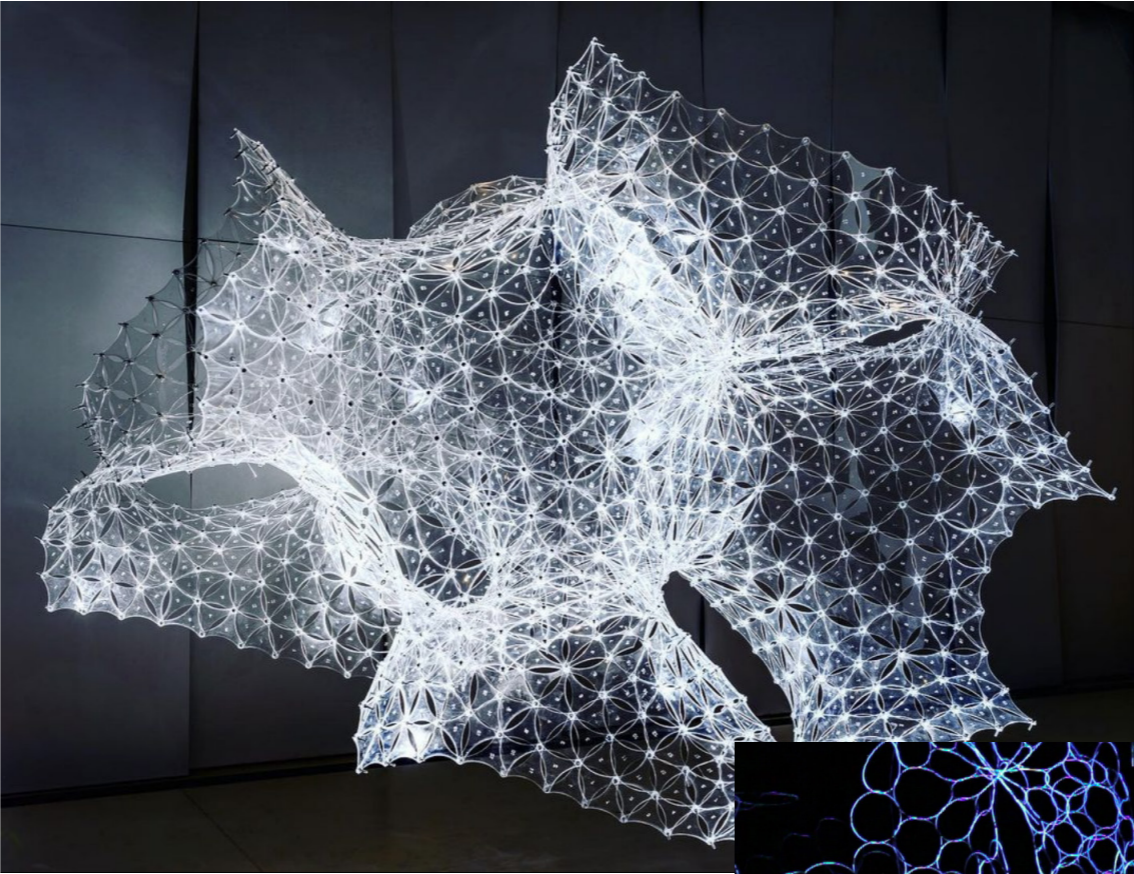
# 3 | LIGHT AND INTERACTIVE SYSTEMS

HOW / WHEN

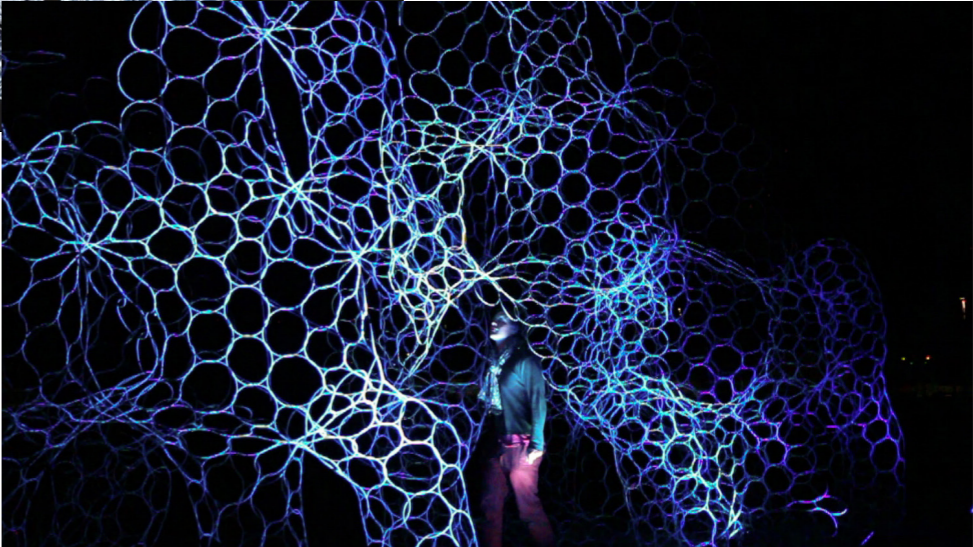
E-TEXTILE AND WEARABLE KNOWLEDGE > ELECTRONIC CIRCUIT (with light and switch)



Squidsoup



Vlad Tenu



Mathias Gmachl