

# BIO.MODULARITY 3.0

BIO.MODULARITY 3.0 will be a **3D interactive modular construction** inspired of the biological and organic environment. This work will be contextualized **in a space** (public space, scenography,...) and it will **tell a message to an audience**.

WHAT / WHY



## SURFACE CREATION

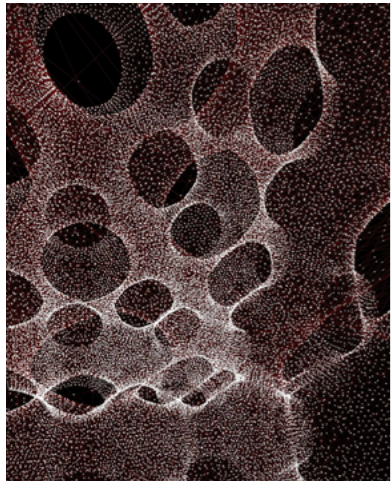
VOLUME AND MATERIALITY  
RESEARCH

## 3D MODULAR SYSTEM

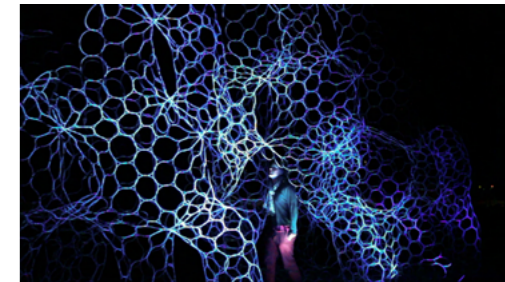
CIRCULAR CONSTRUCTION  
RECYCLING AND REUSE

## INTERACTIVE SYSTEMS

STORY - SEND A MESSAGE  
DESIGN FICTION



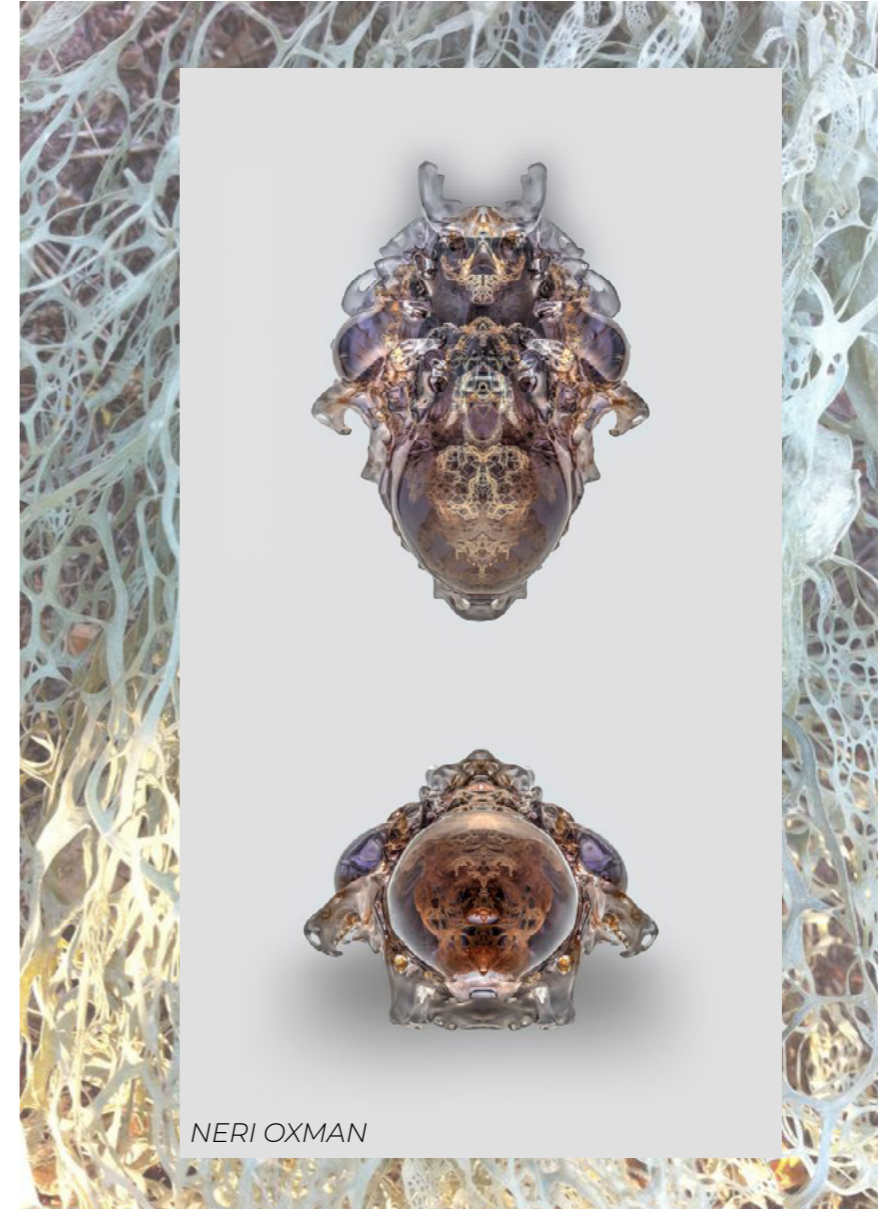
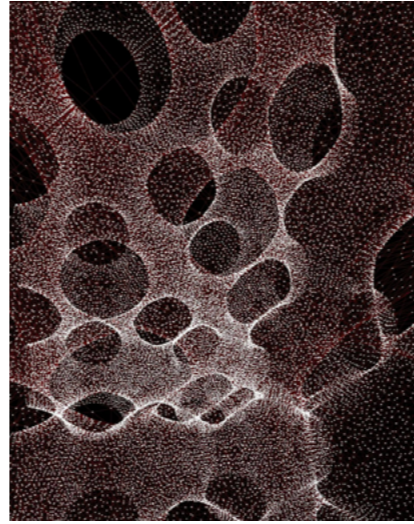
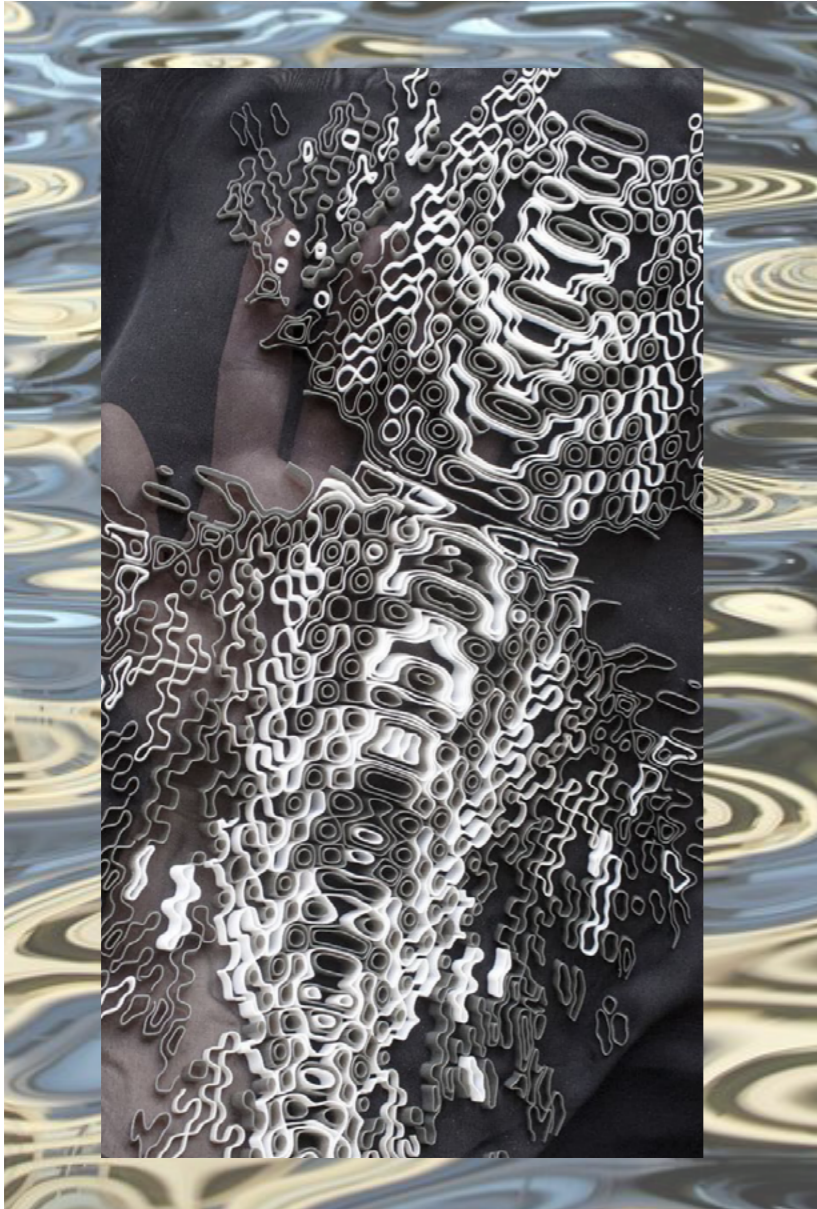
BIOMIMICRY



# 1 | PARAMETRIC DESIGN – 3D MODELING

HOW / WHEN

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

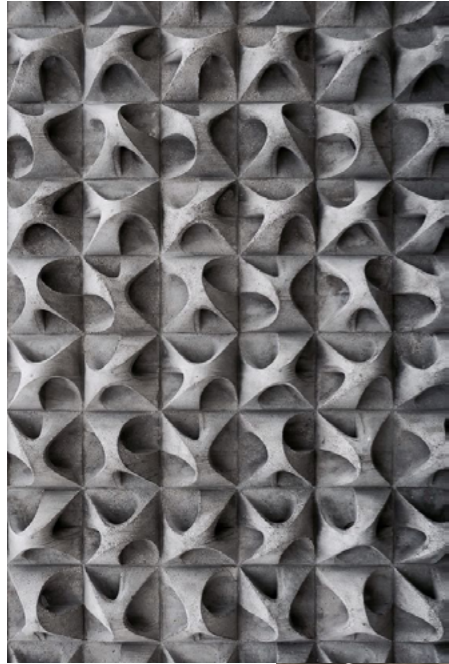


## 2 | 3D PRINTING – MODULAR SYSTEM

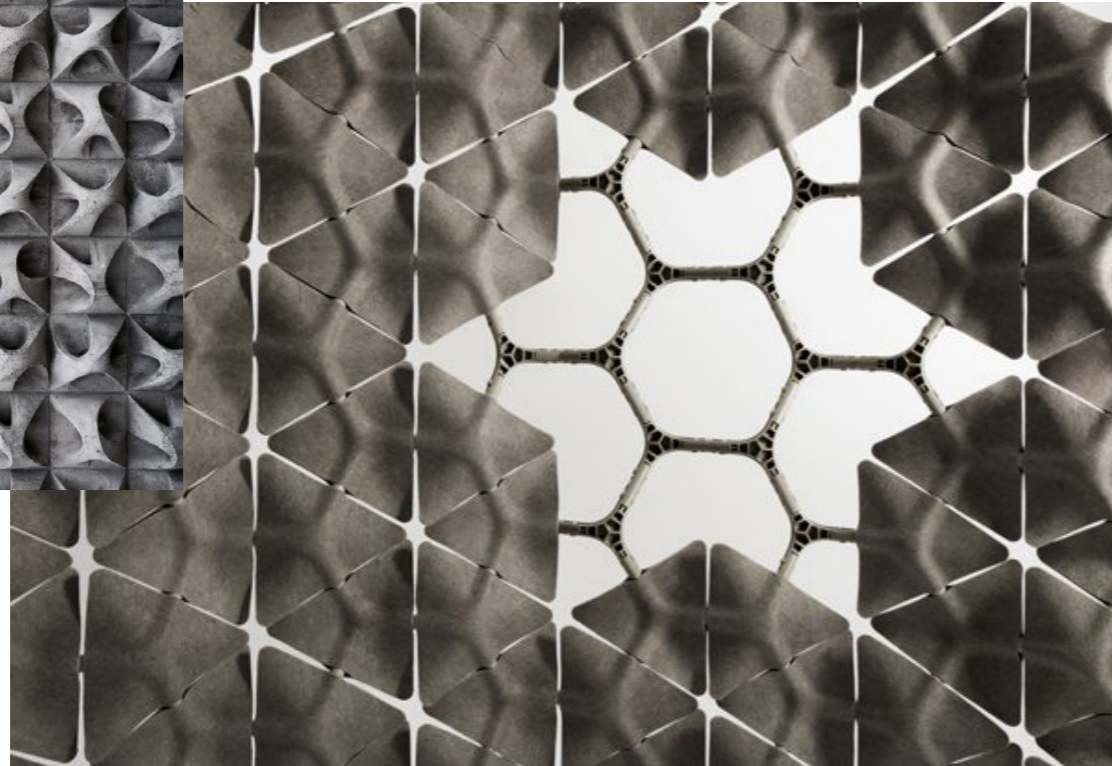
HOW / WHEN

3D PRODUCTION & CIRCULAR CREATION

> MODULARITY AND ADAPTABILITY RESEARCH



- 3D mold printed
- Module molded with composite



*Benjamin-Hubert*



- Modular construction



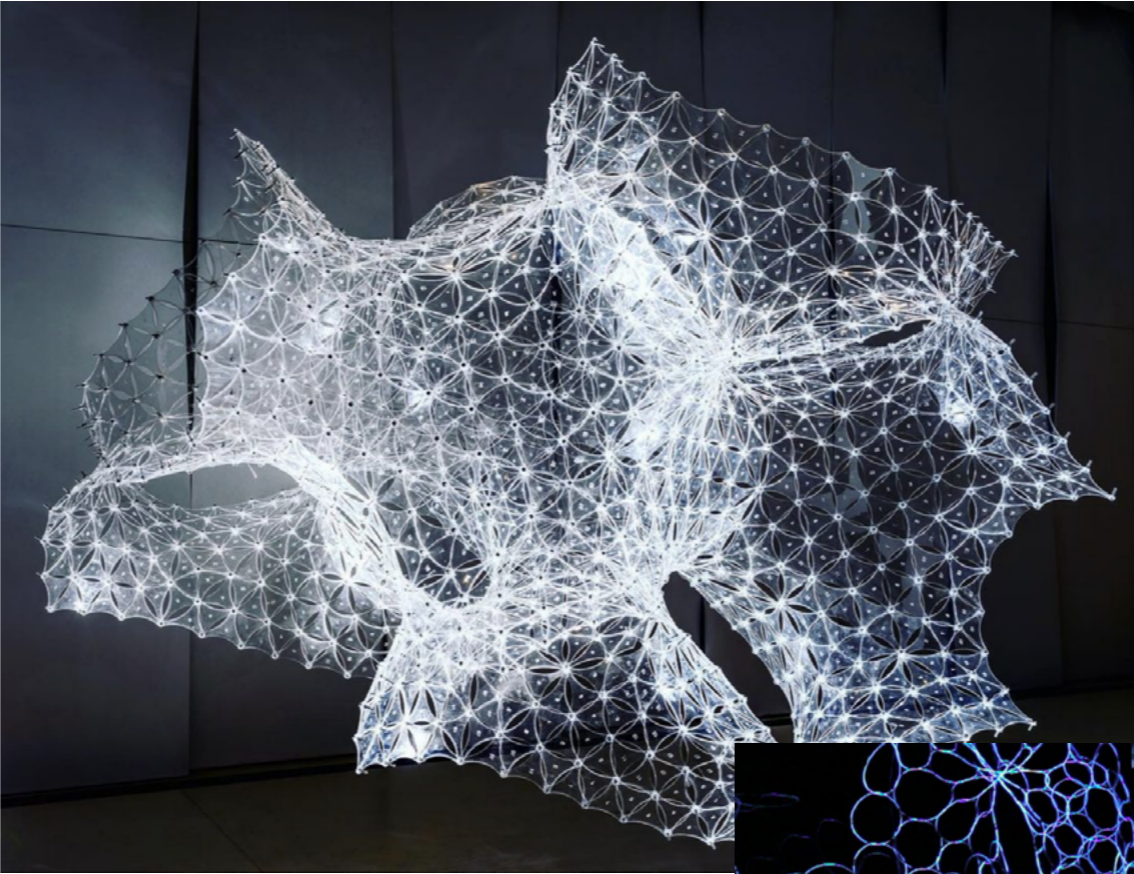
# 3 | LIGHT AND INTERACTIVE SYSTEMS

E-TEXTILE AND WEARABLE KNOWLEDGE - DESIGN FICTION

HOW / WHEN



Squidsoup



Vlad Tenu

- Electronic system : lights and sensors



Mathias Gmachl

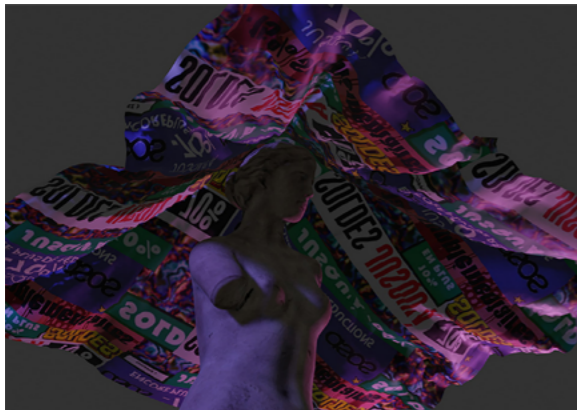
WHERE ?

## SHOWCASE

CHANGE THE SHOWCASE DIMENSION

### DUALITY & CONFRONTATION

Materiality & Unmateriality - Face to face



Awarness shocases - Julie Merlino



## INSPIRATION



Alma Alta



Bruce Munro