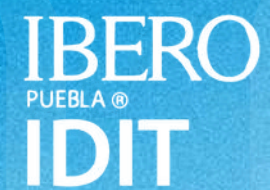


LIQUID GESTURES

Montserrat Islas



Context

Water is where I become more aware of my body, my breath, and my gestures.

Swimming is not only a sport, but a language of gestures shaped by water resistance, breath, and repetition.

Brainstorming

Body + water + movement

- Body + water
- The body as an obstacle to flow
- The body as a channel of current
- The body as a source of waves
- Underwater breathing as a data rhythm
- Water resistance as a gesture “filter”

- Movement
- Slow strokes → expansive patterns
- Torso turns → helical shapes
- Kicks → repetitive vibrations
- Floating vs sinking → pattern density
- Micro-gestures (hands, fingers) → parametric detail



CONCEPT

Liquid Gestures explores the human body as a generator of data through underwater movement. In dialogue with water, the body becomes a sensitive interface whose gestures are translated through parametric design into wearable structures.

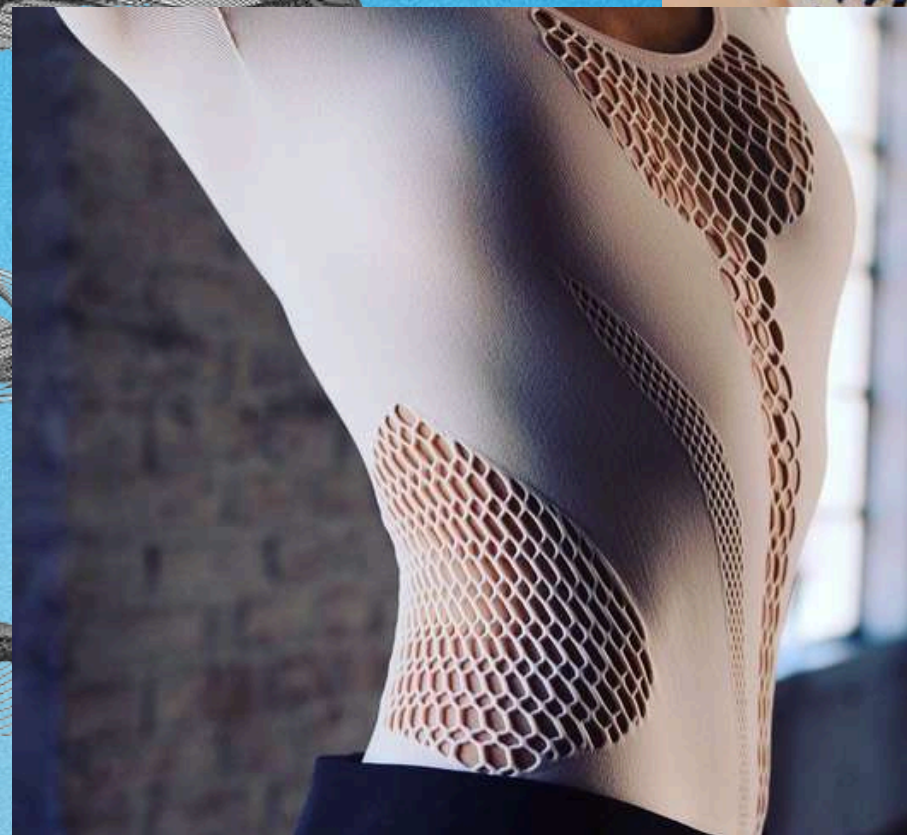
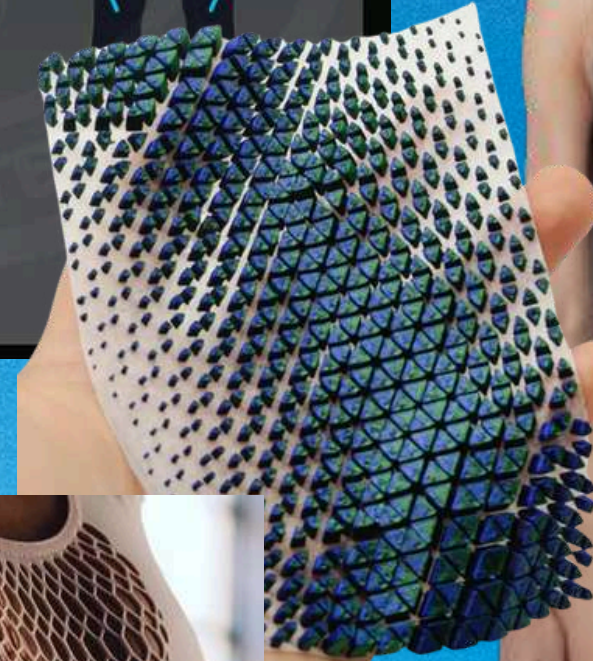
- The project proposes unique pieces that humanize technology by transforming movement into matter.
- Making body data and movement tangible



What

System composed of usable artifacts, that represents relationship with water, each responding to a different state of the body in relation to water.

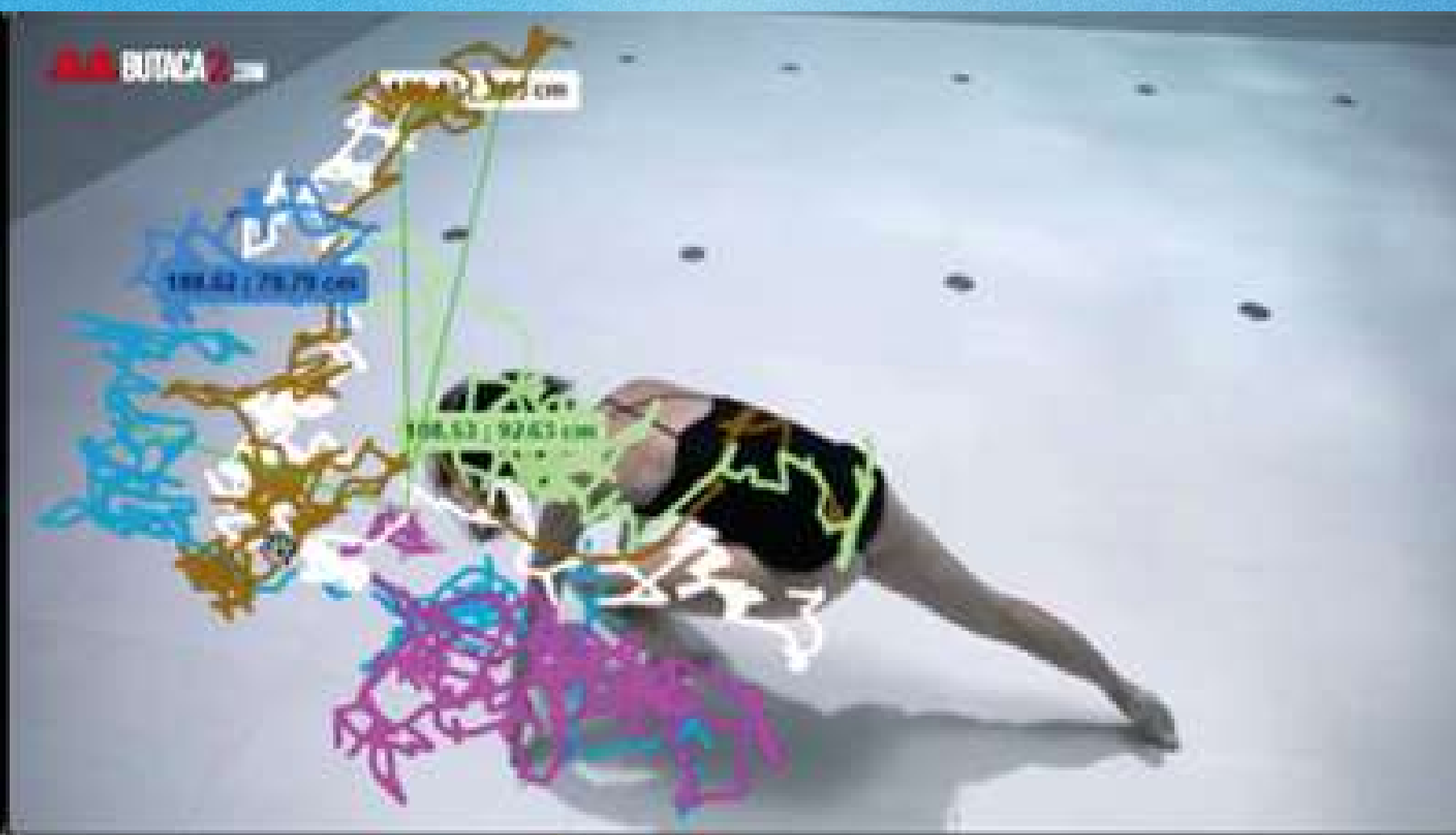
Moodboard

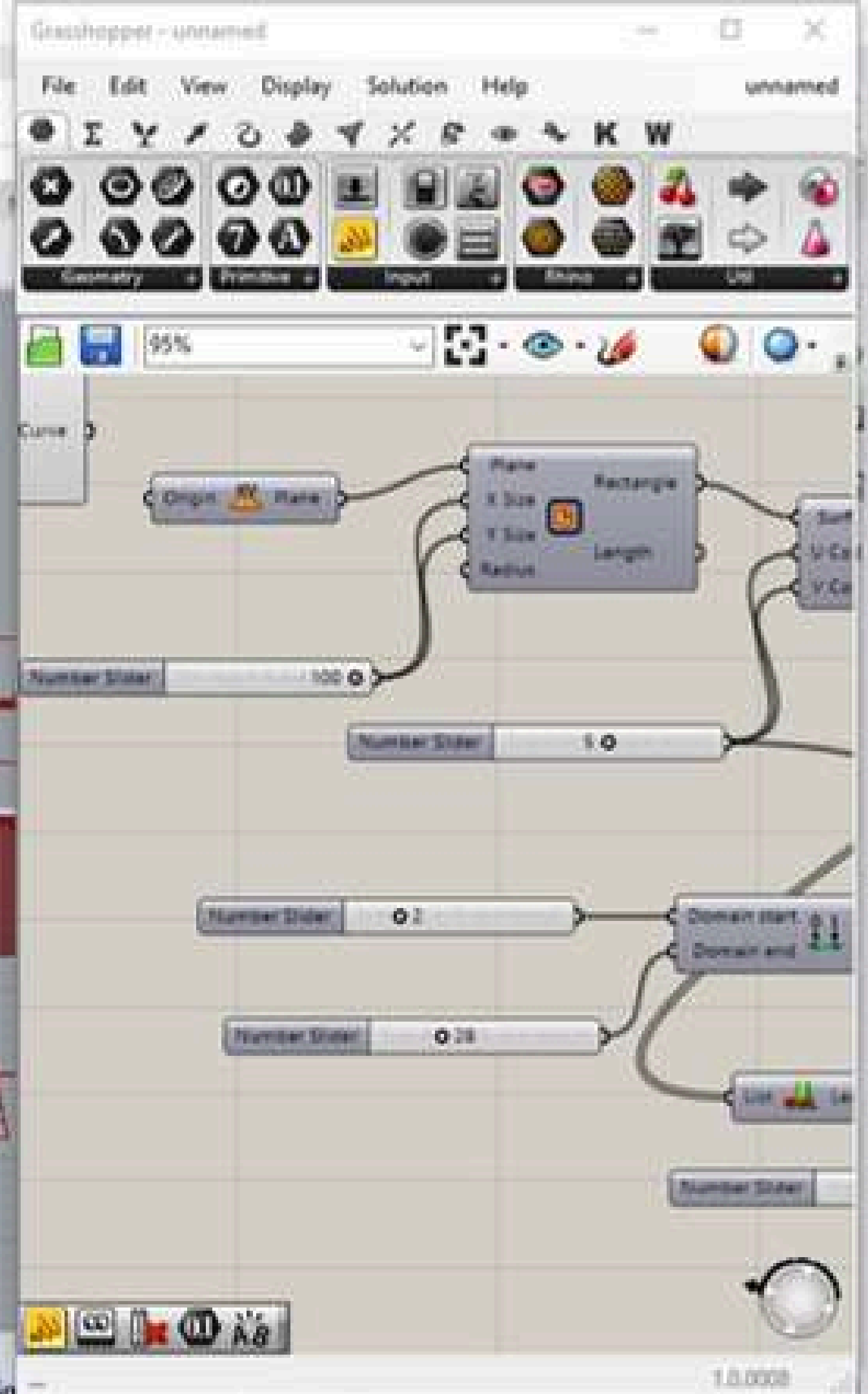
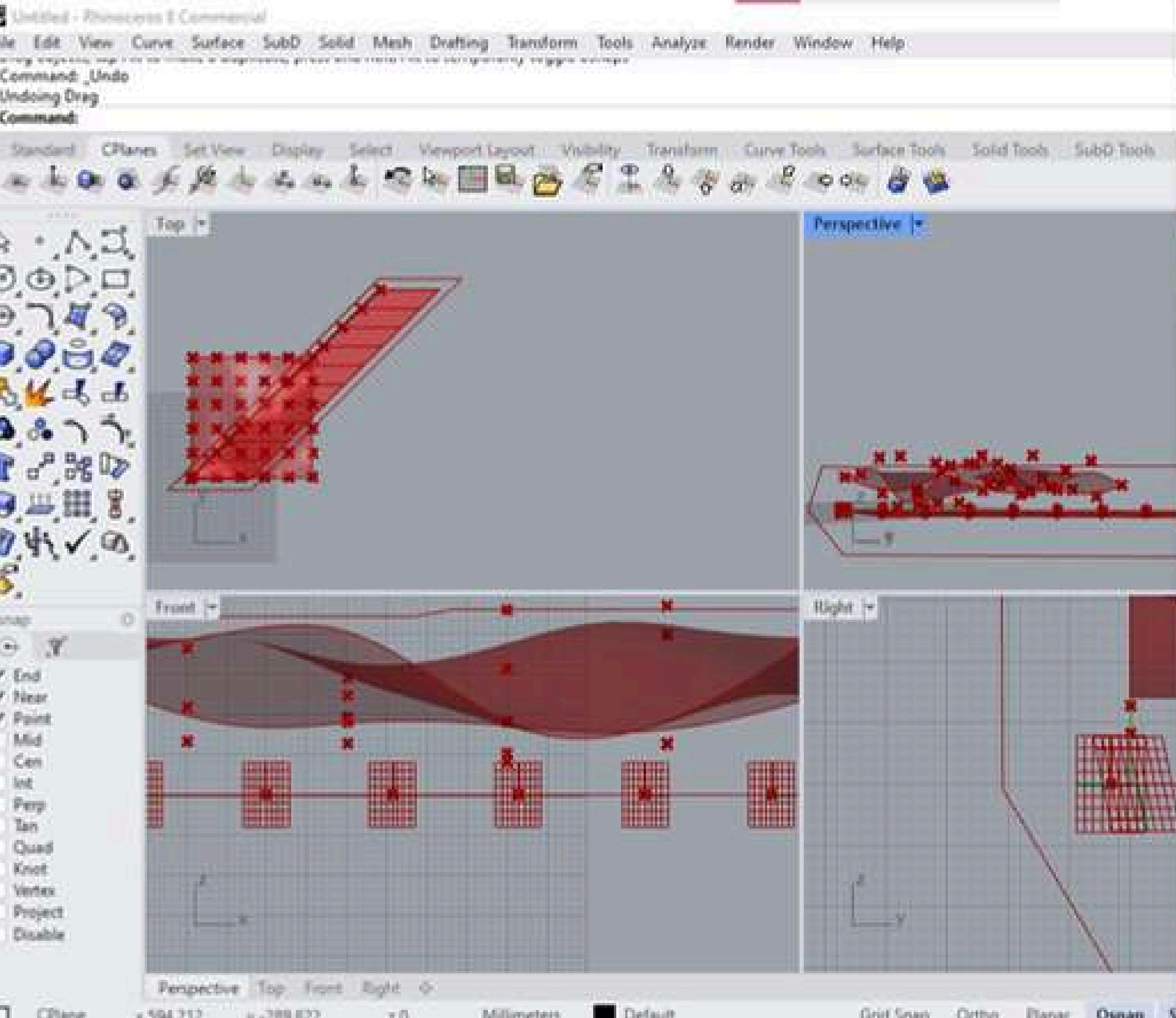




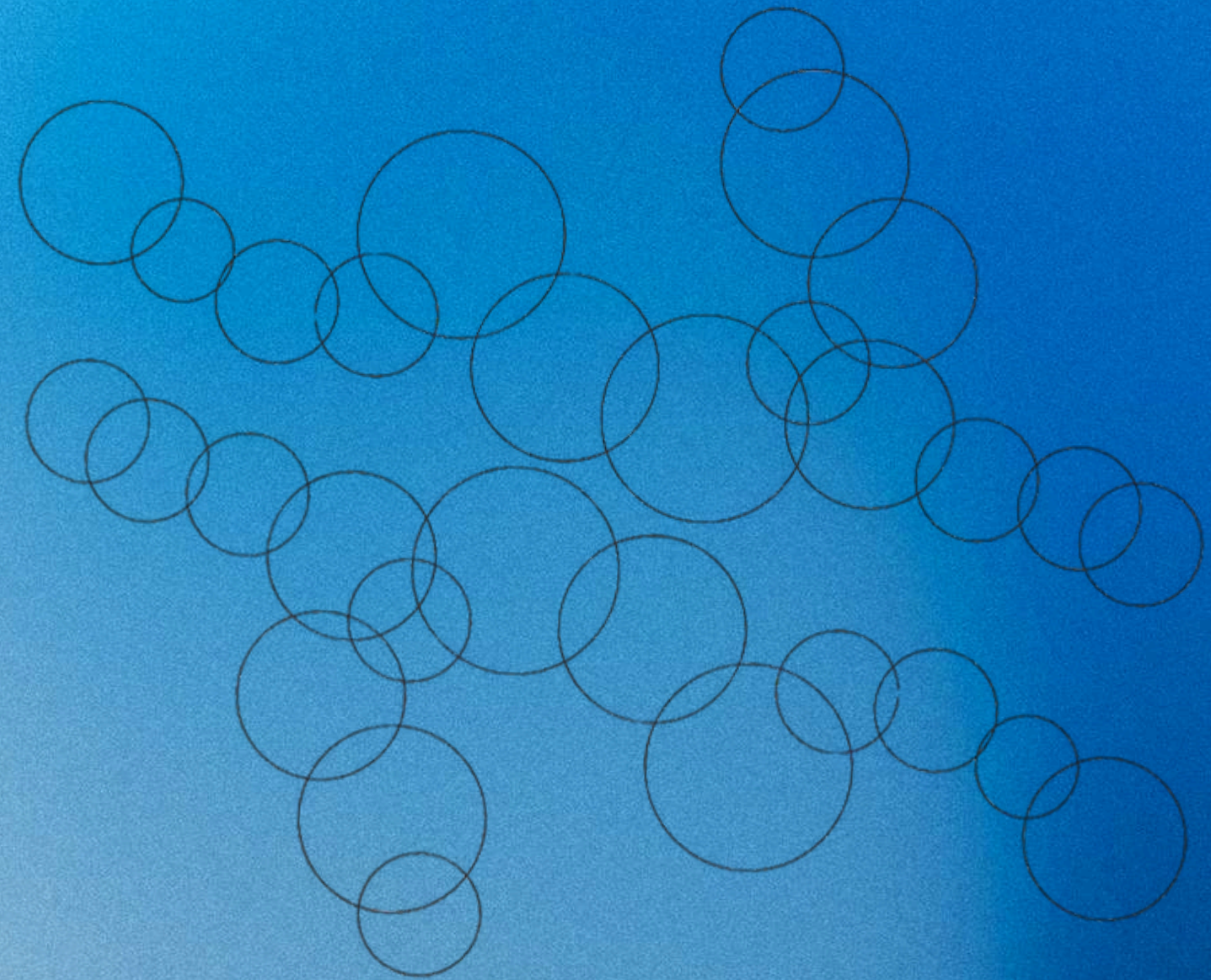
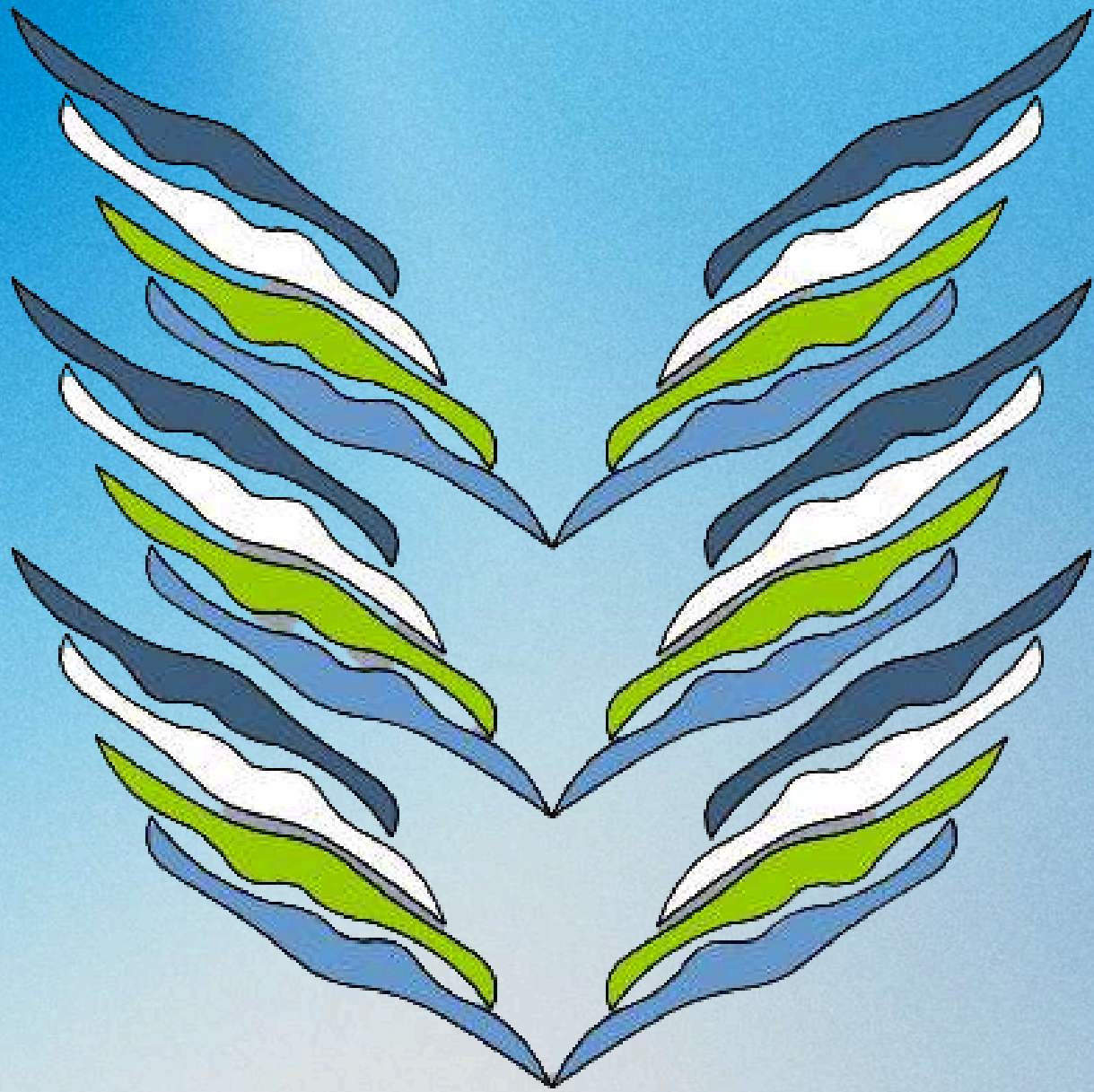
Gesture extraction

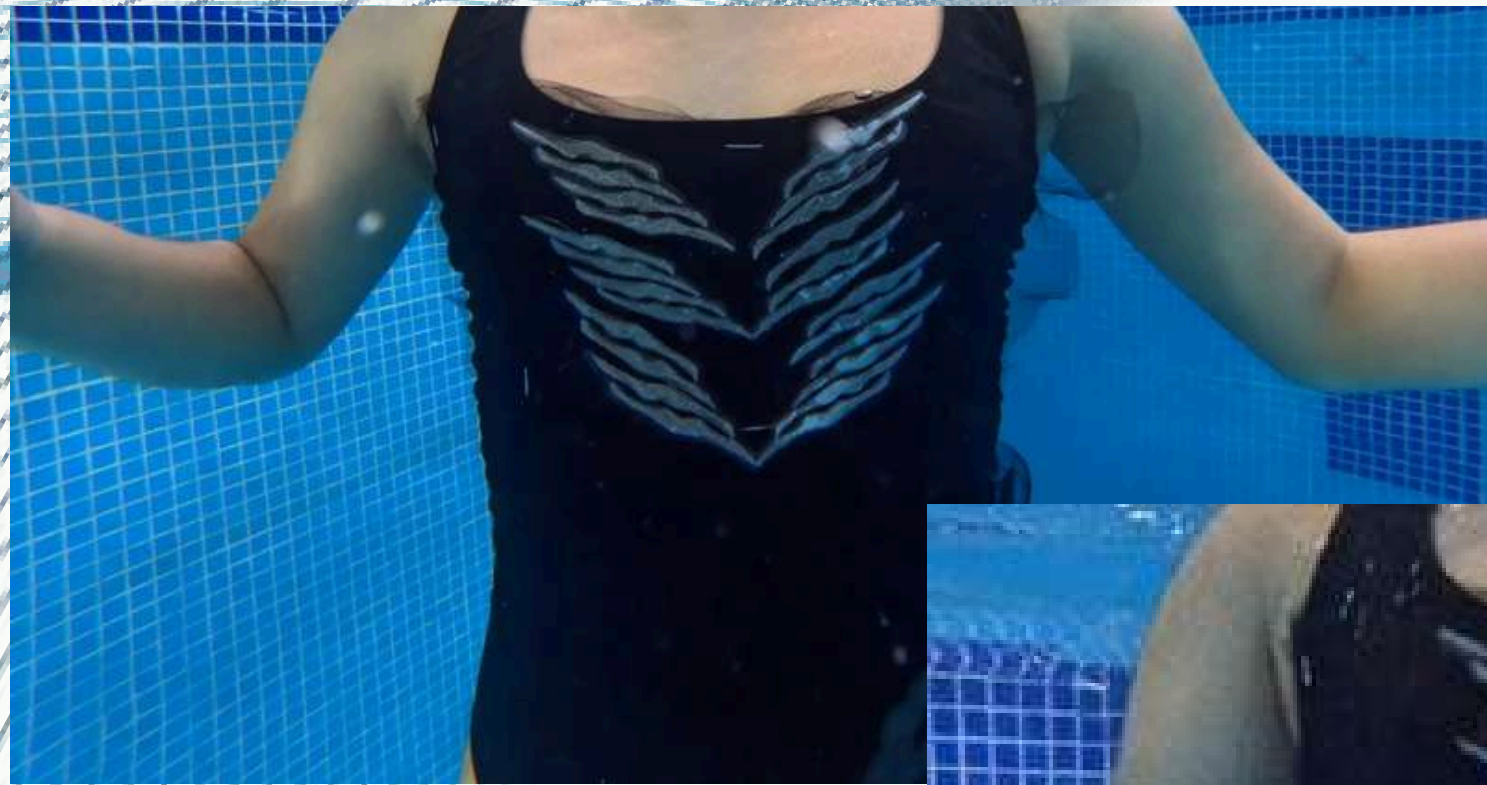
The project starts from underwater video recordings. Each movement becomes raw data.



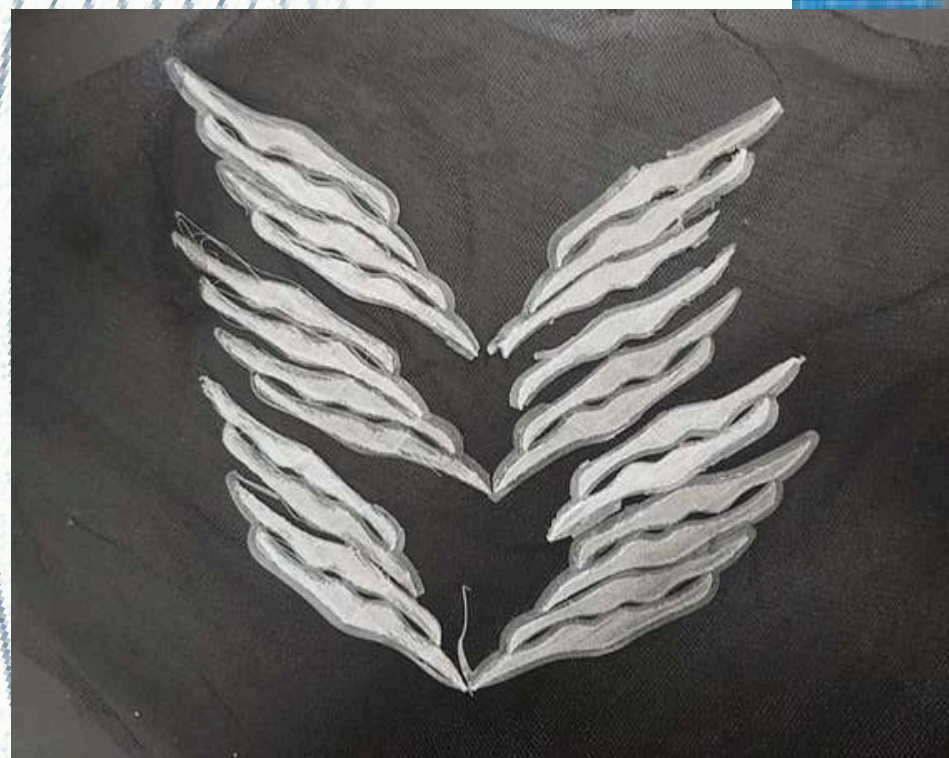


Data translating into patterns

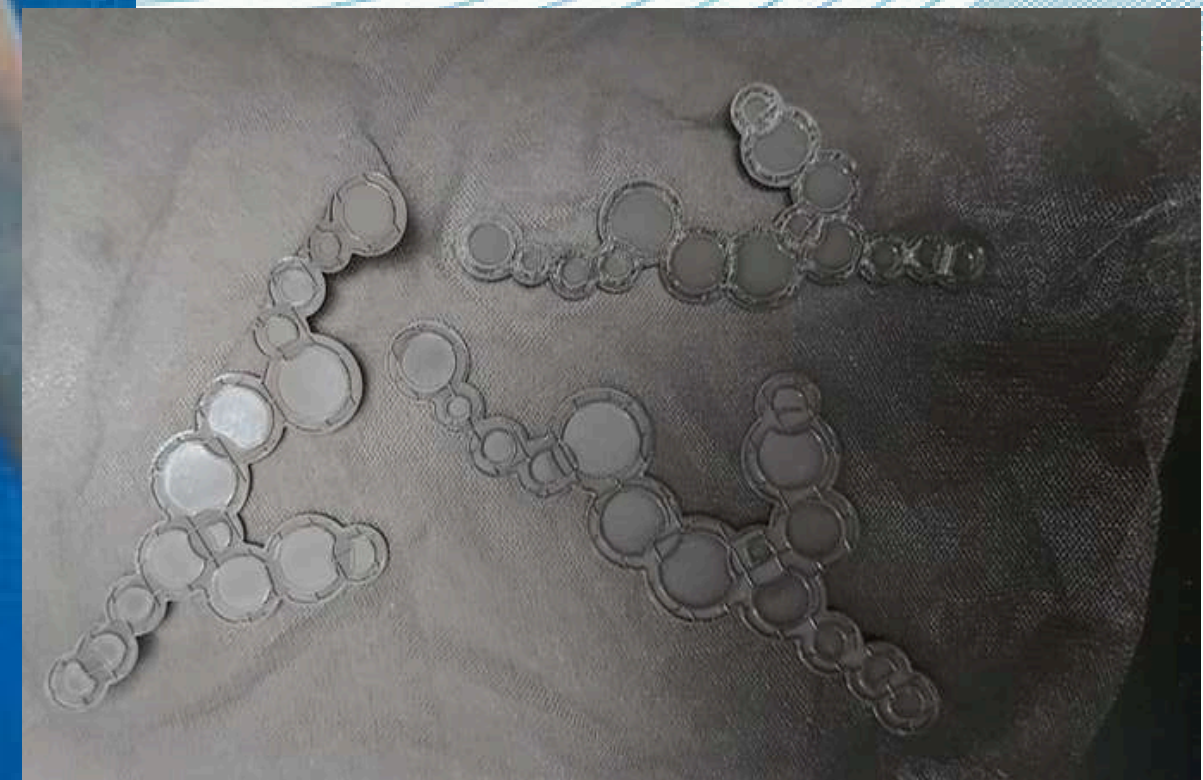


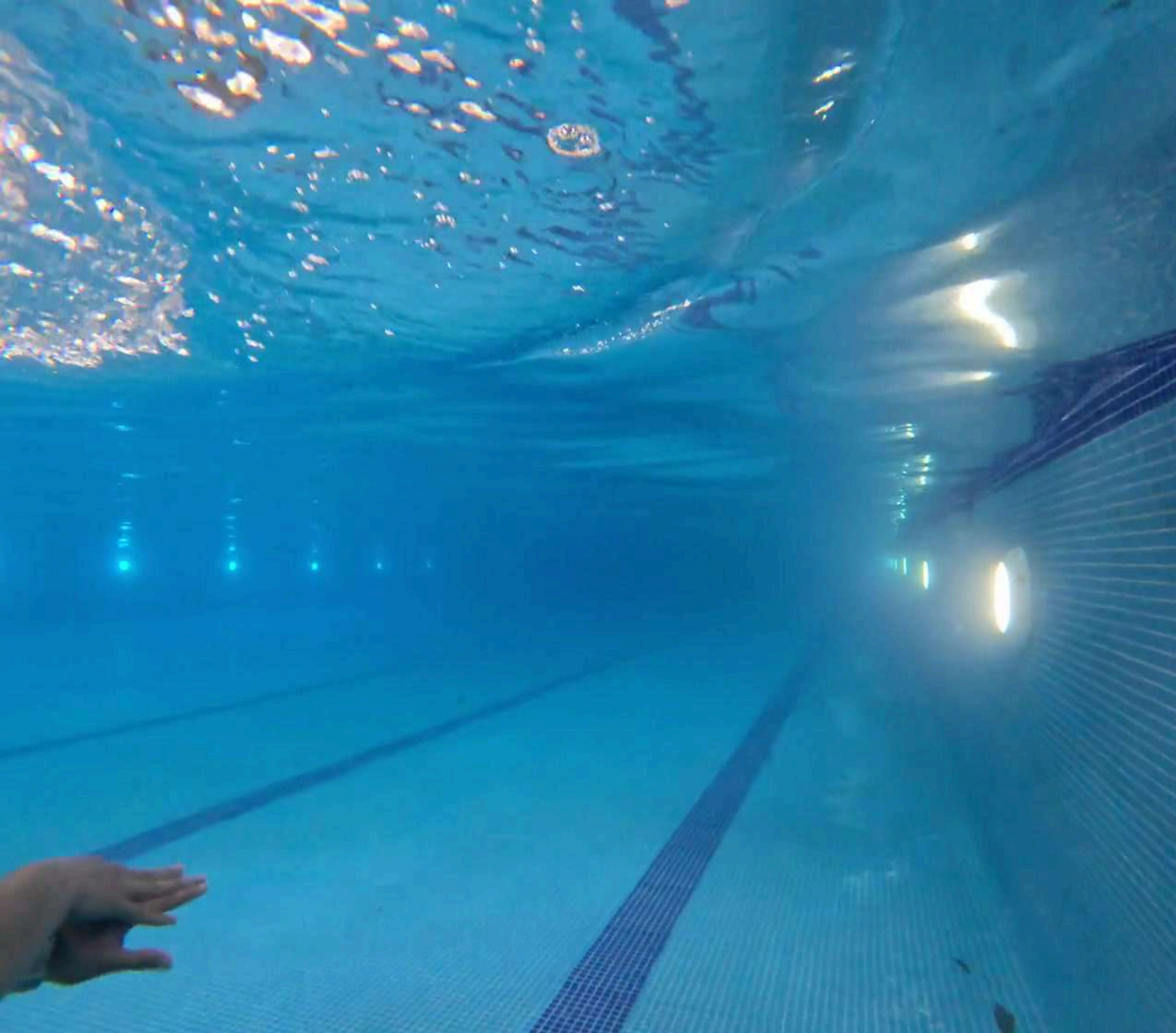


Black PLA



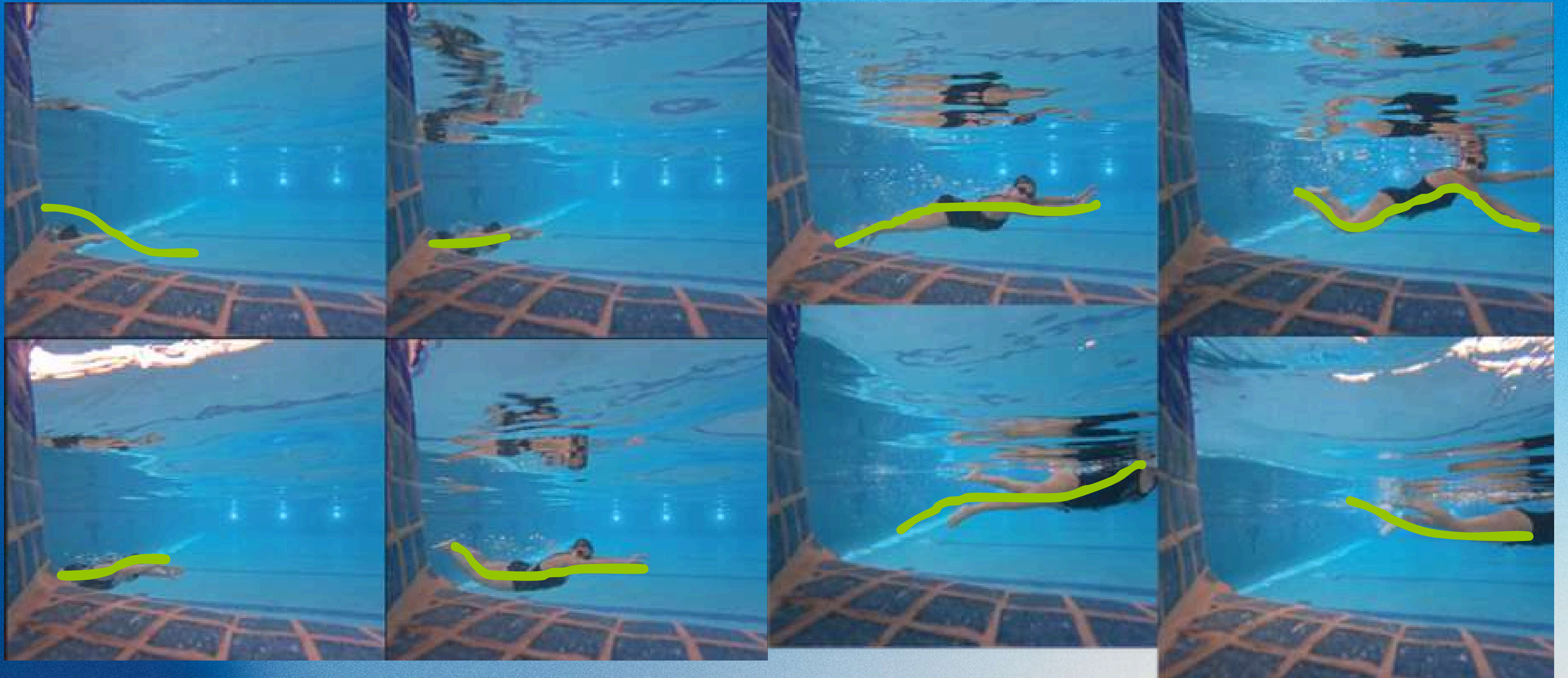
Transparent PLA



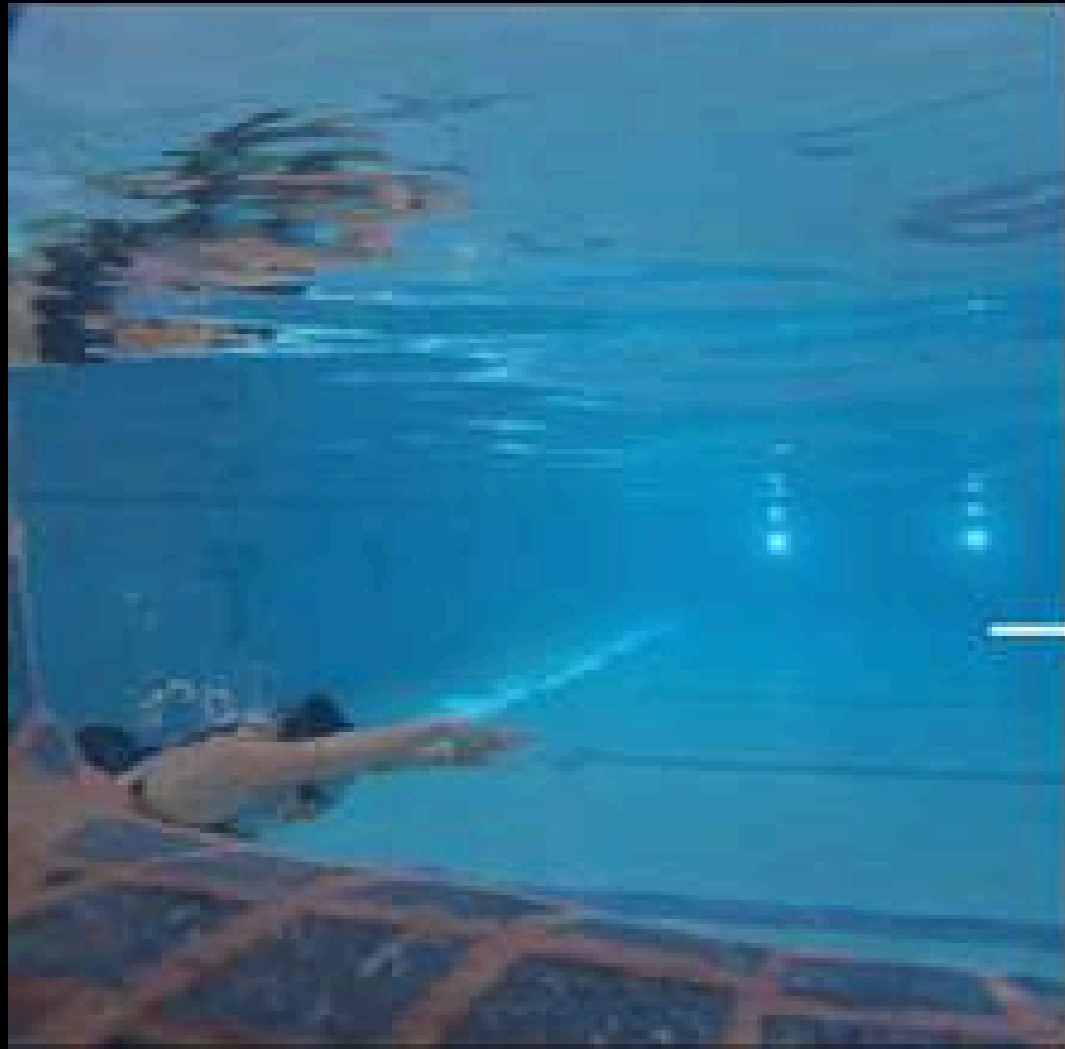


Traced specific parts of the body to capture different qualities of movement.

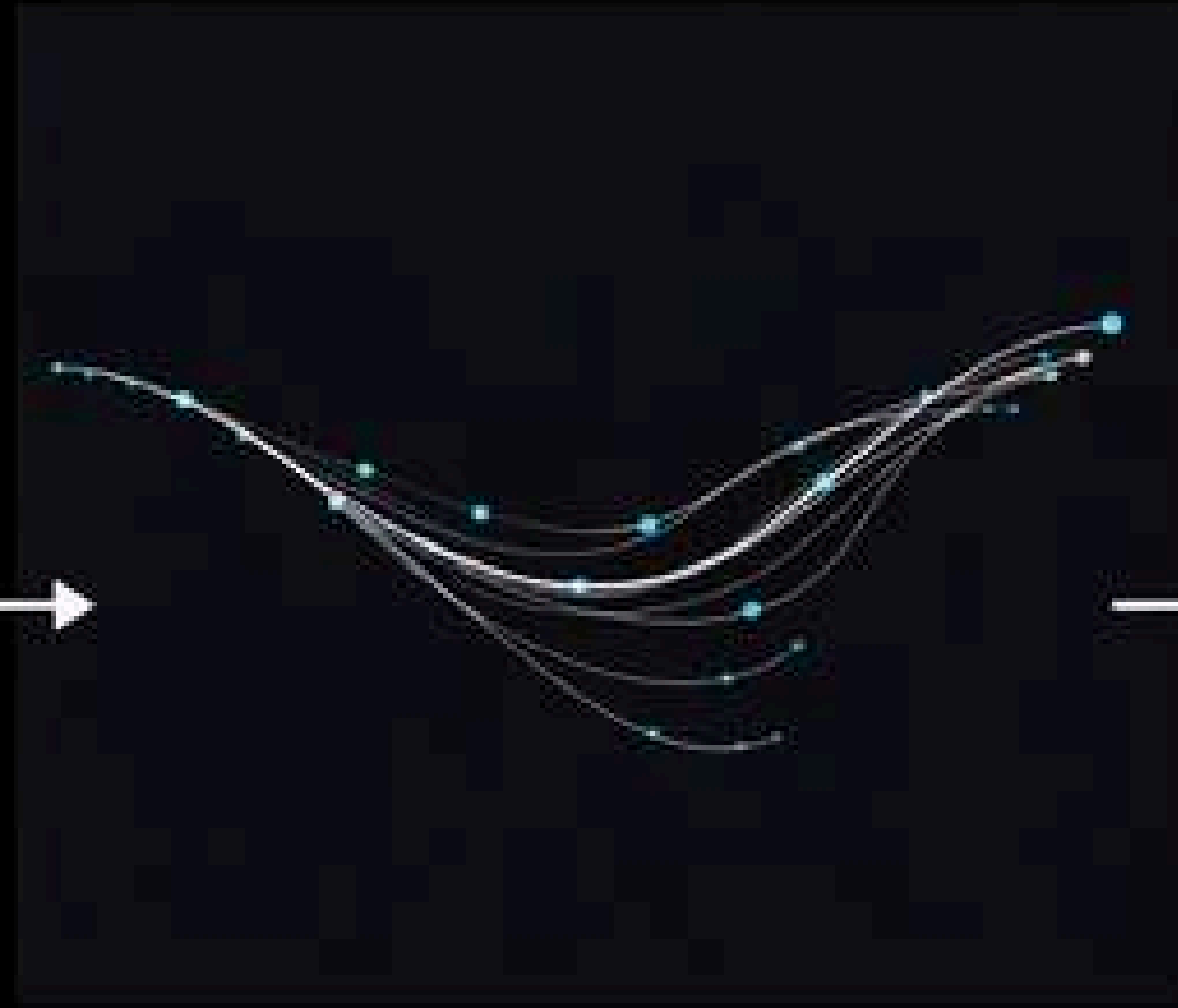
I traced specific parts of the body to capture different qualities of movement.



To understand how these gestures could become material, I explored different ways of translating movement into patterns



Underwater video



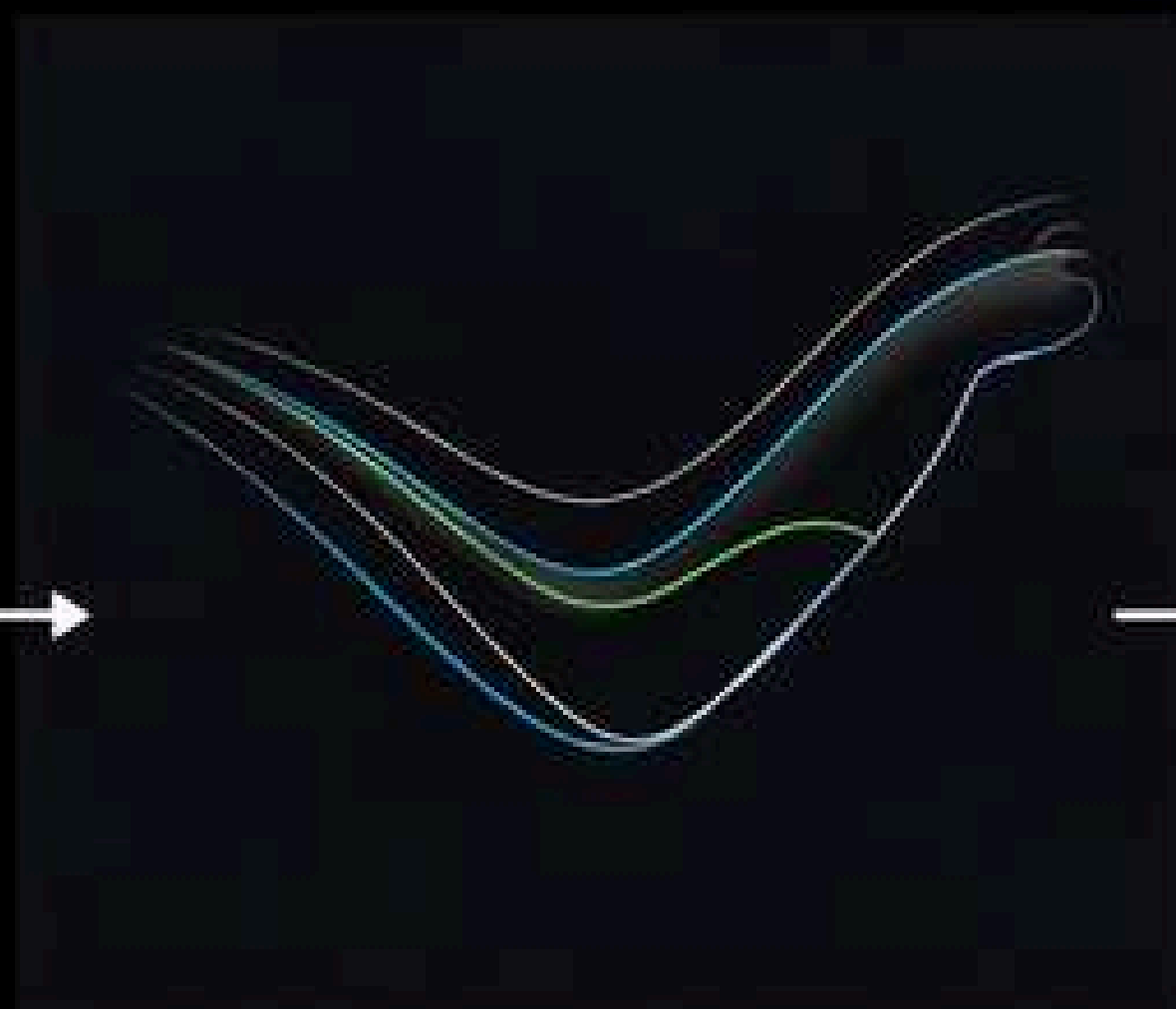
arm trajectory



liquid pattern



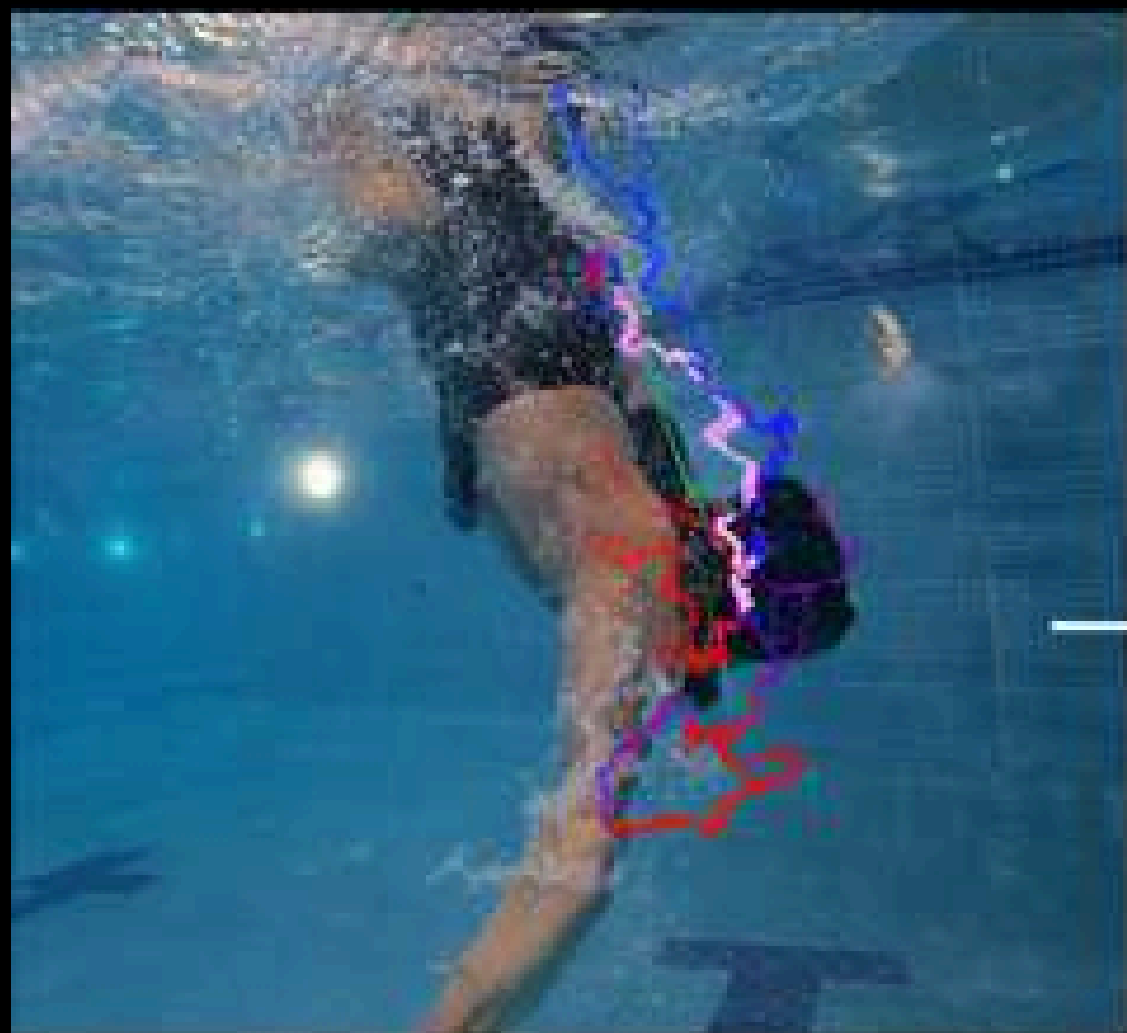
Underwater video



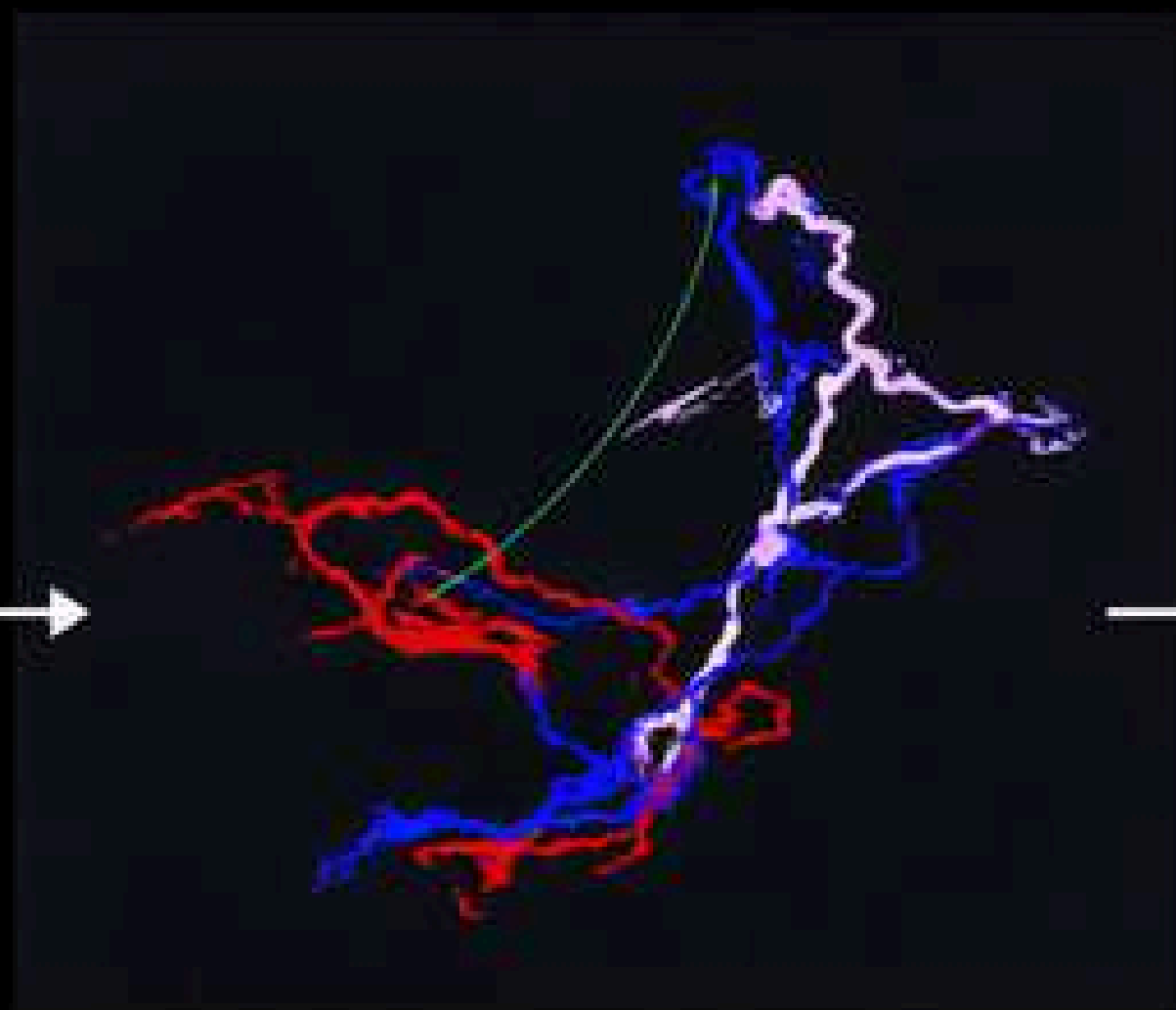
arm contour extraction



fluid contour pattern



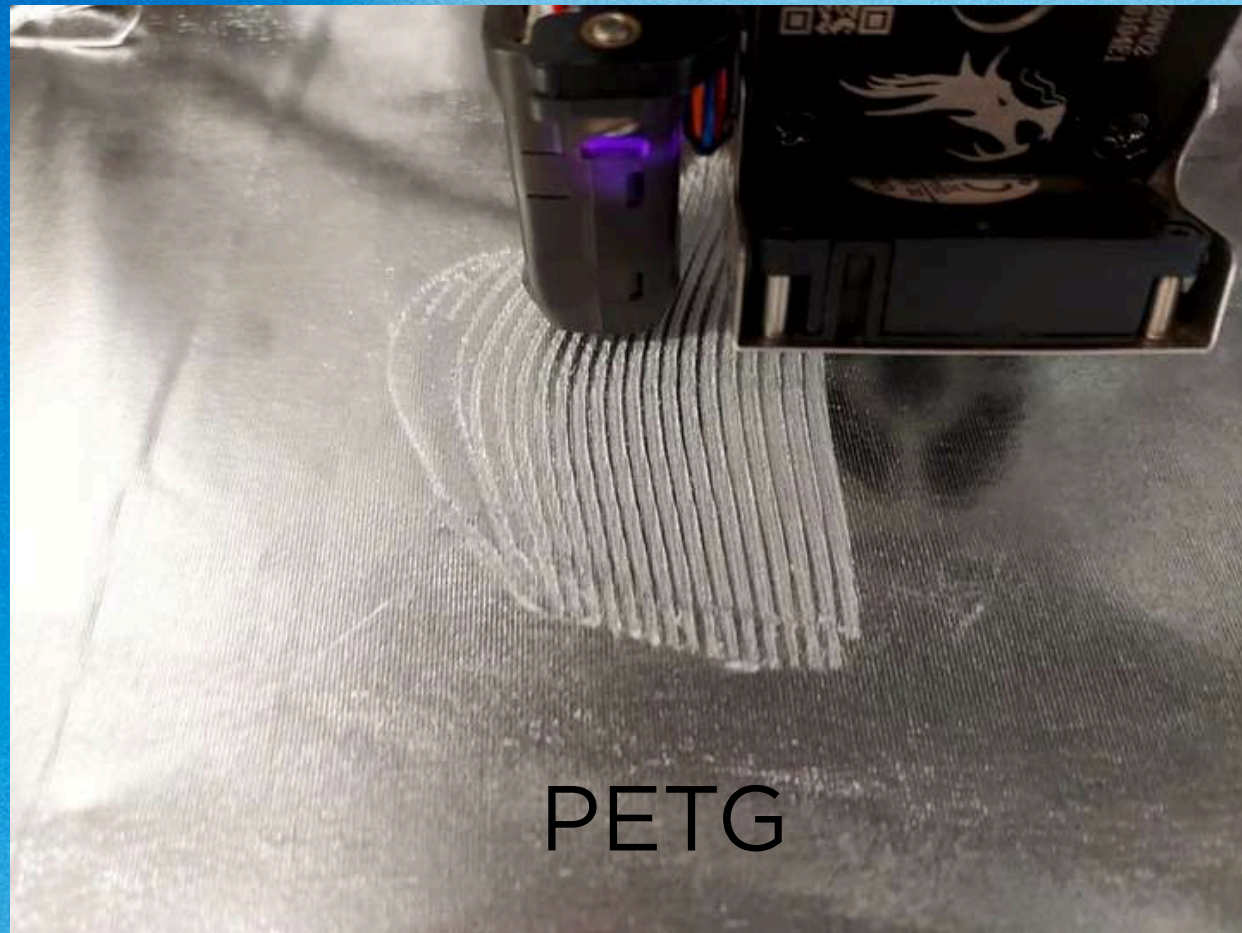
Underwater video



captured trajectories



fluid motion pattern



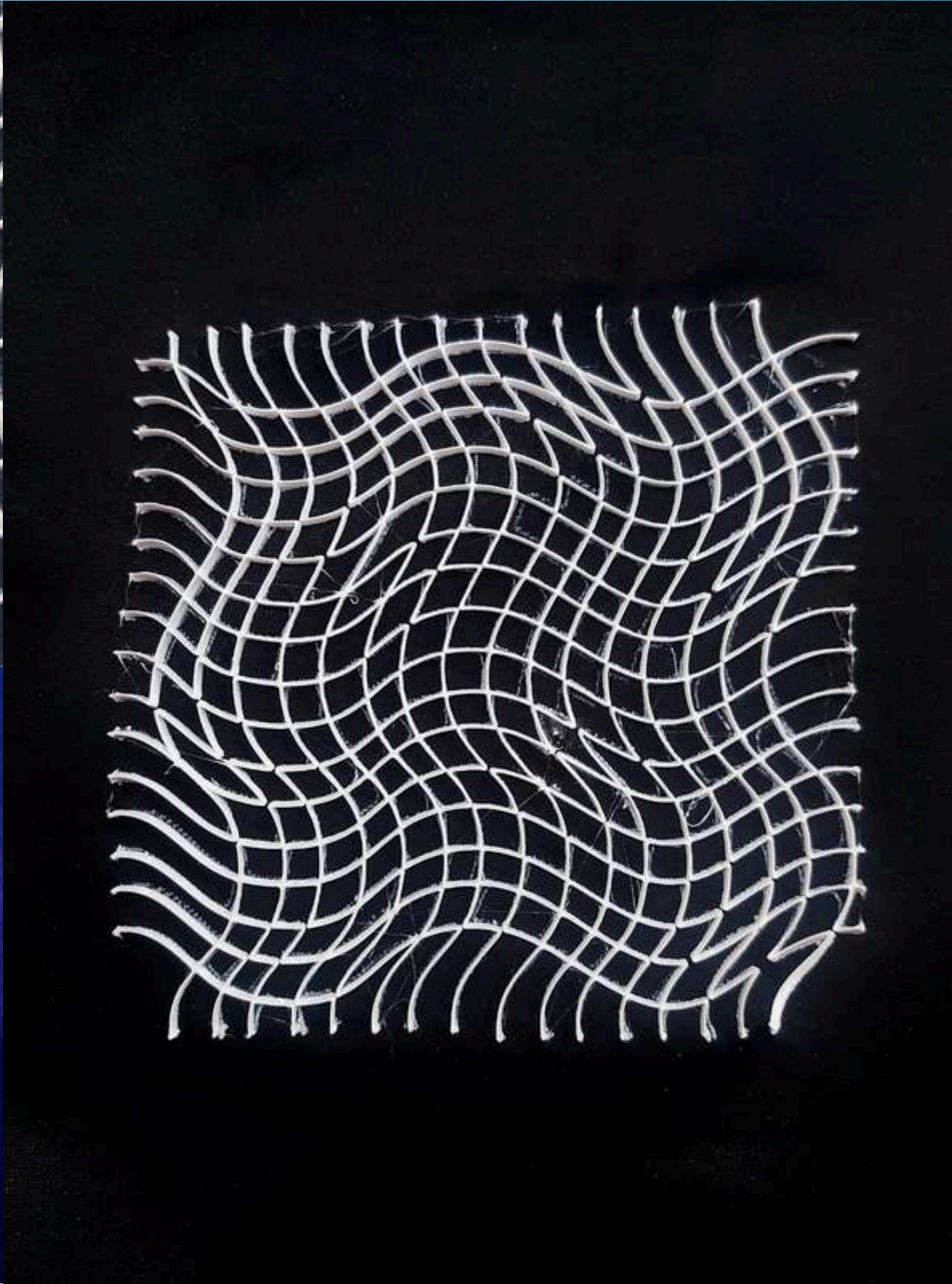
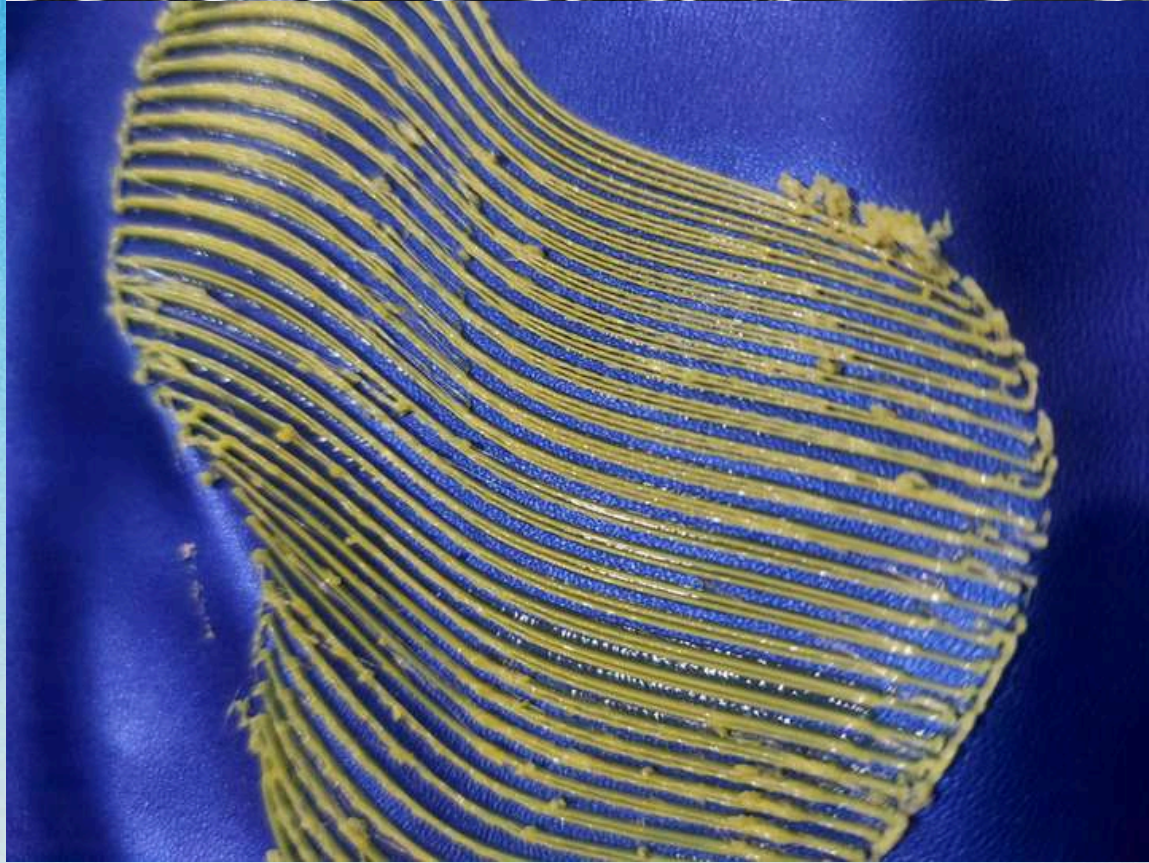
- 3D printing
- Knitting
- Laser Cut

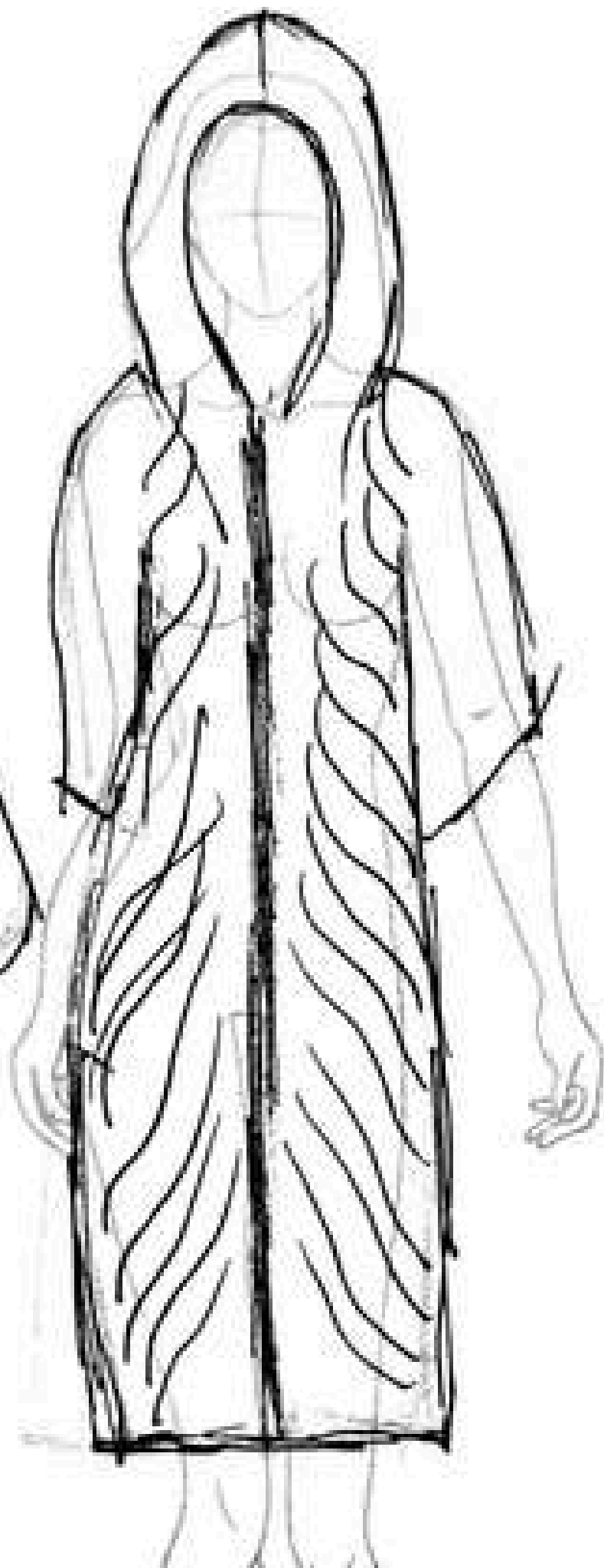
Parametric design

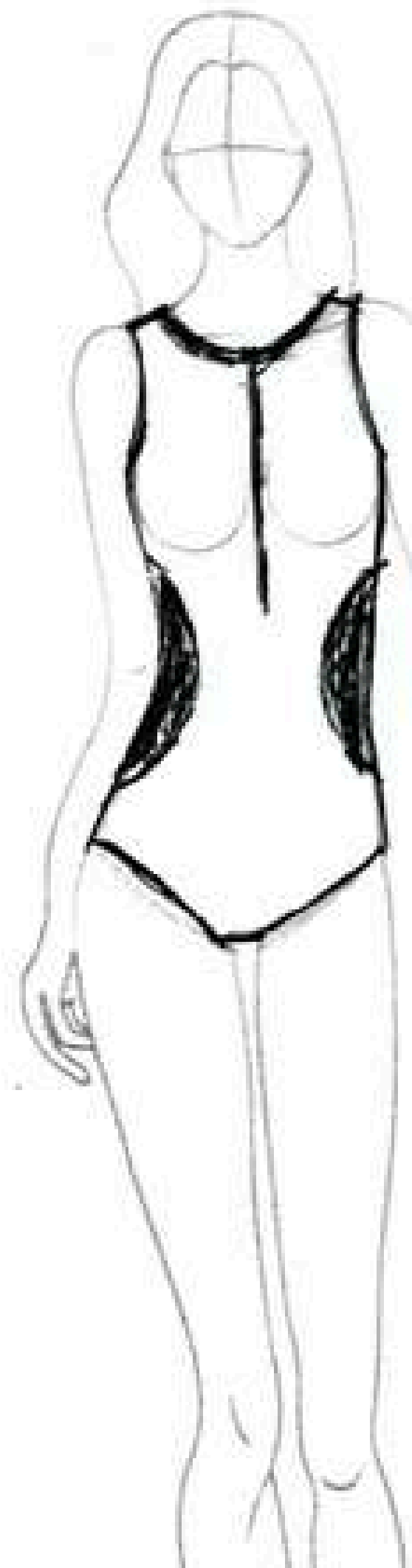
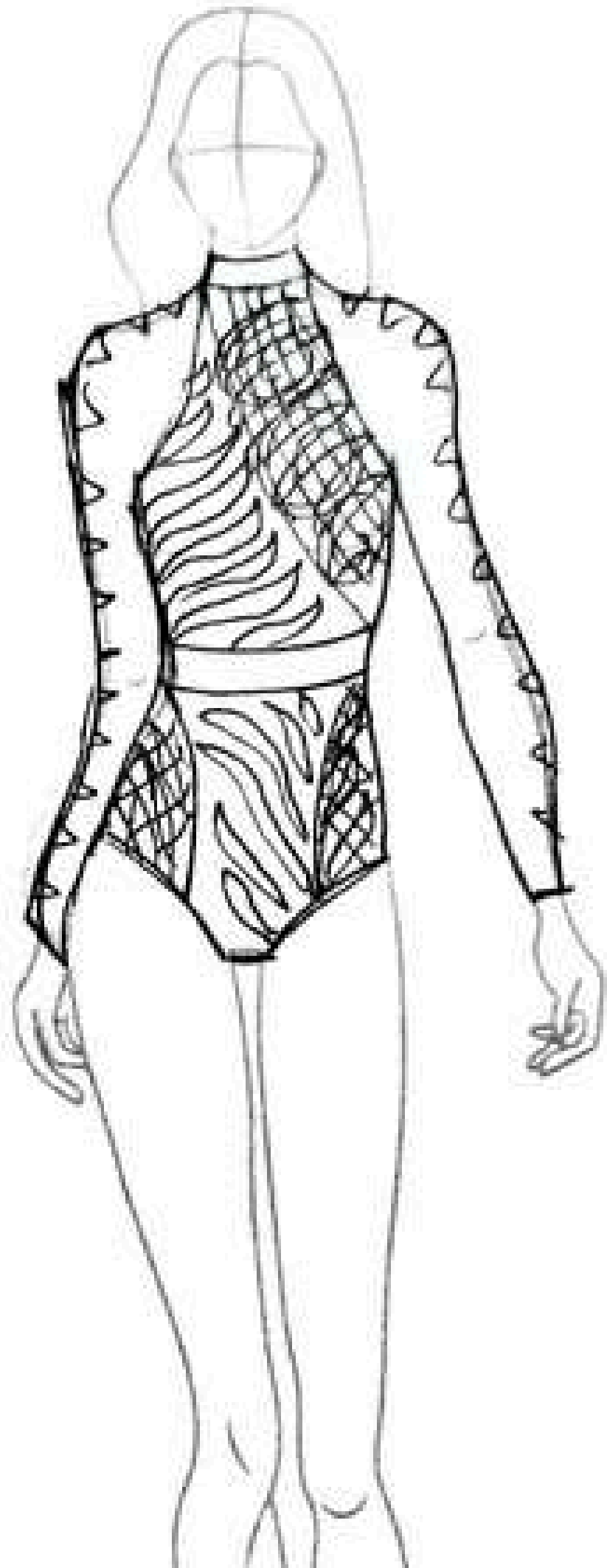
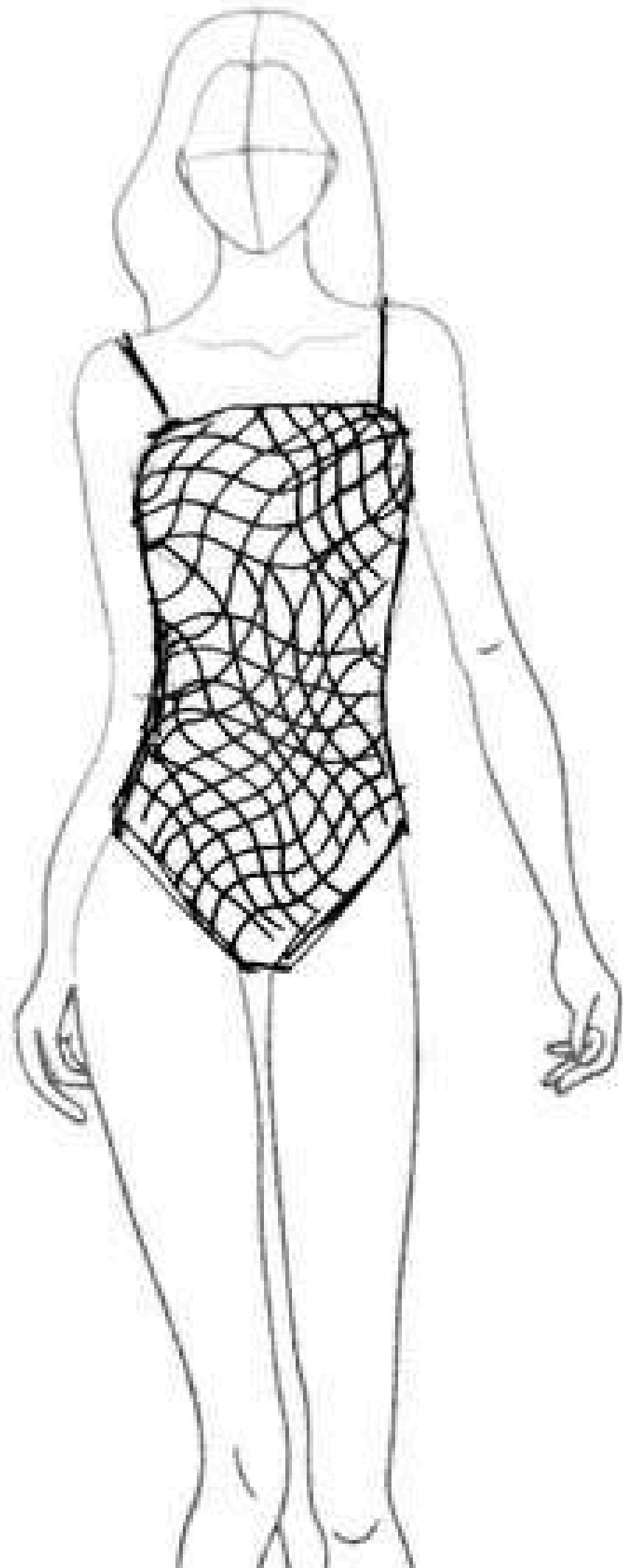
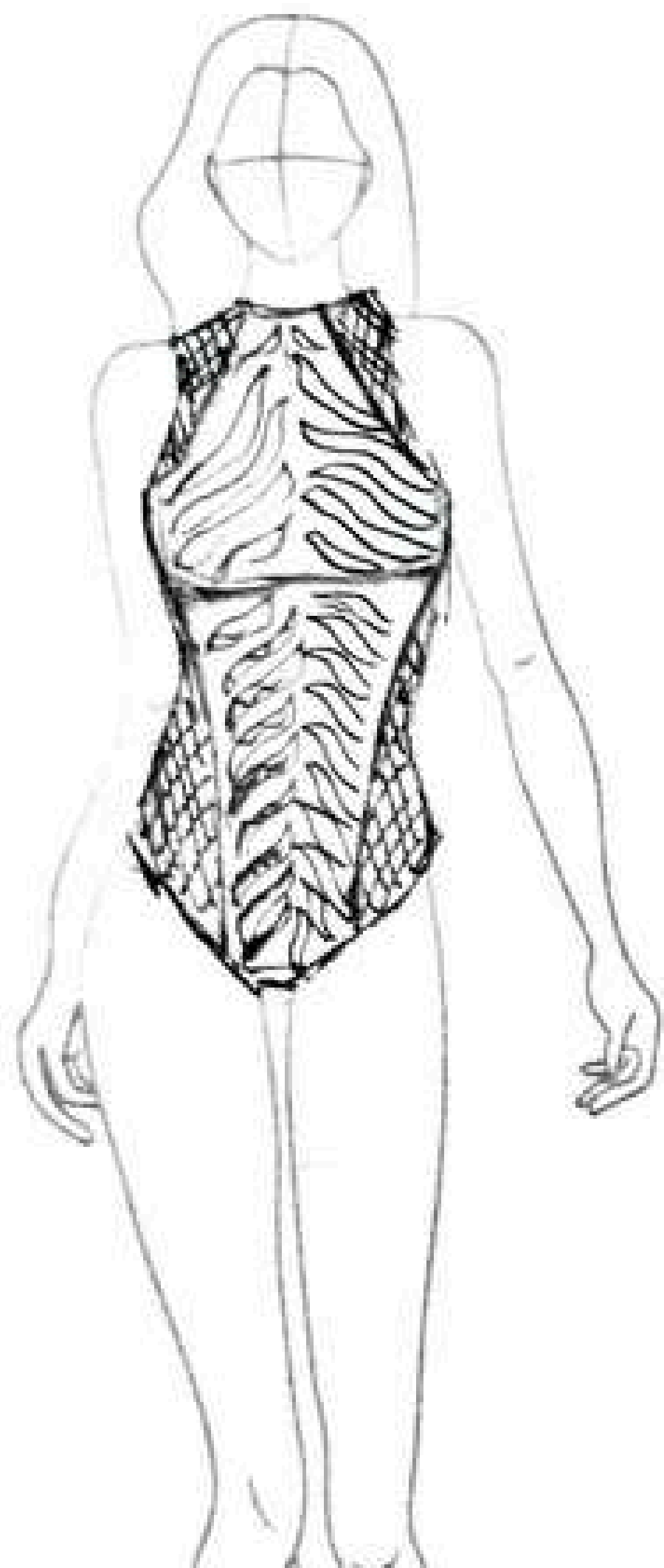
I explored 3D printing as a way to give volume and tactility to the patterns.

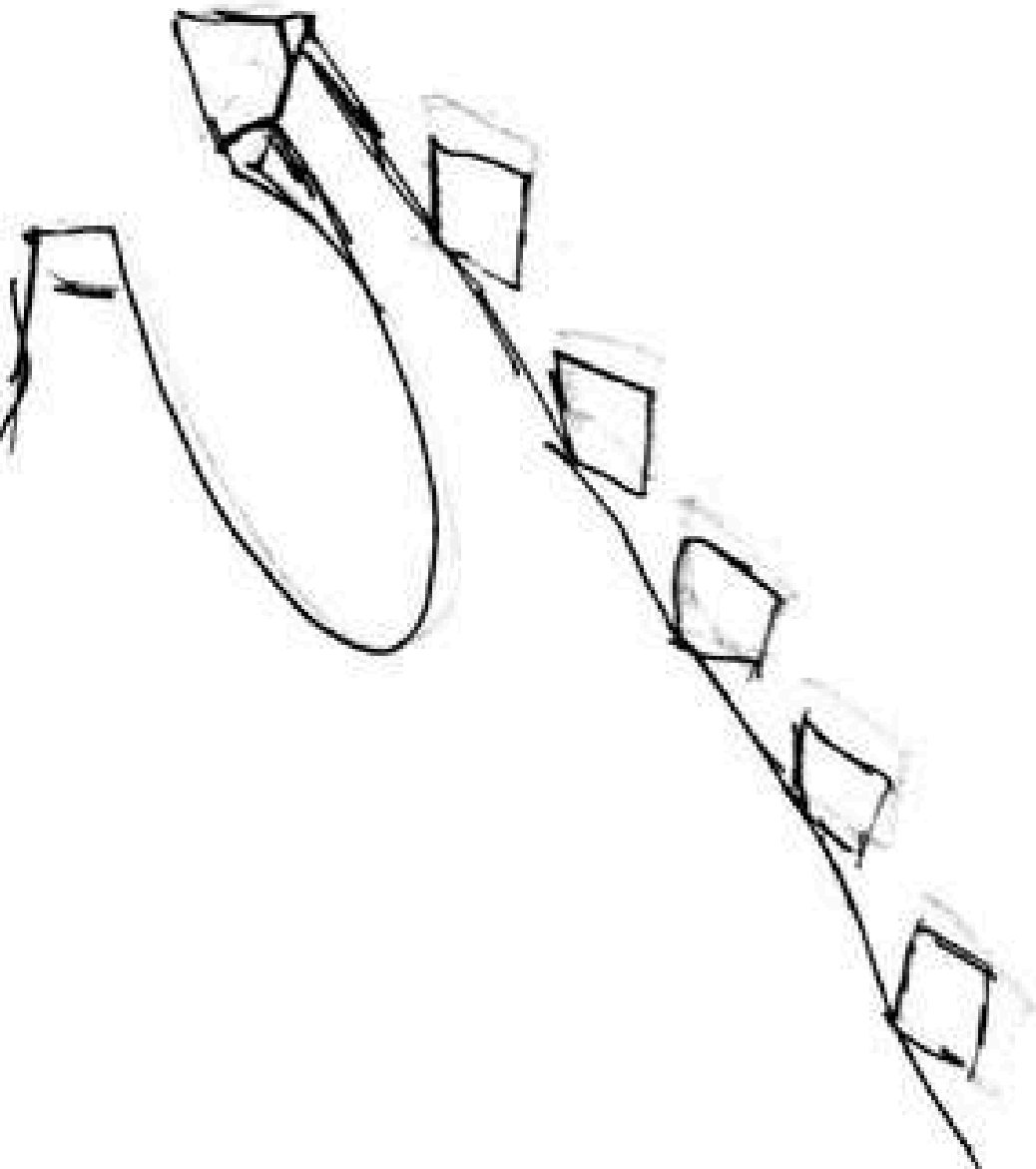
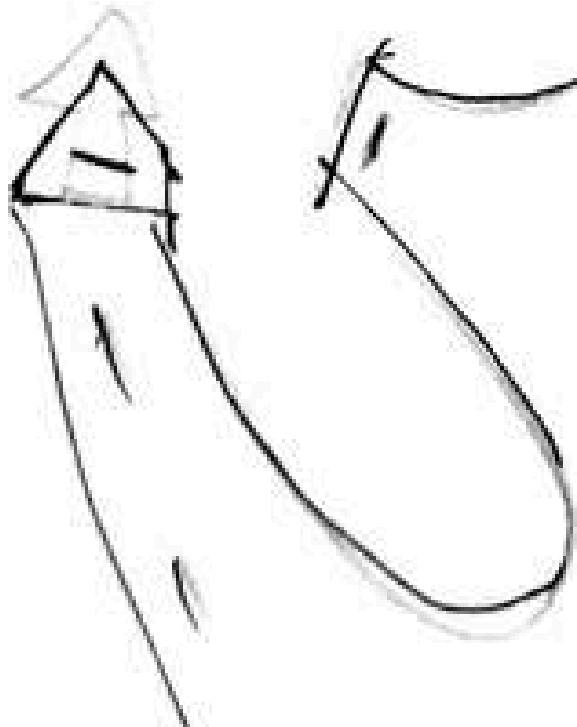
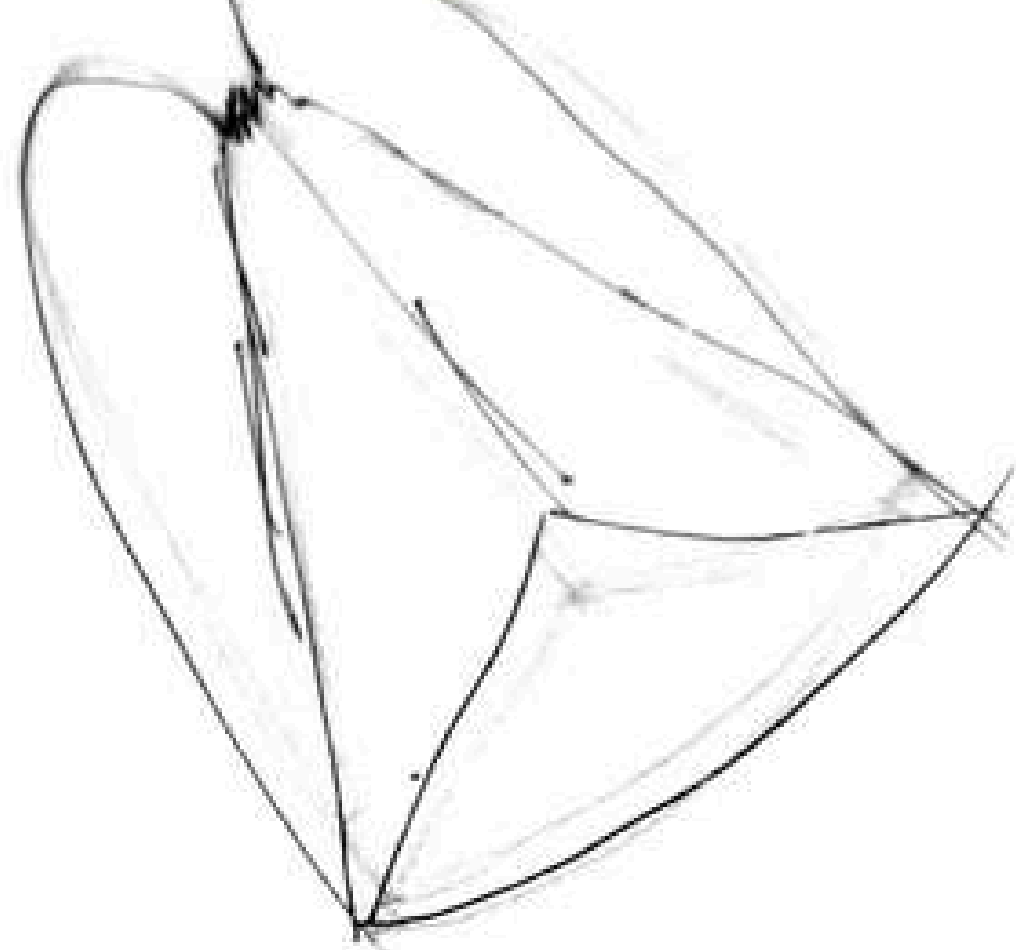
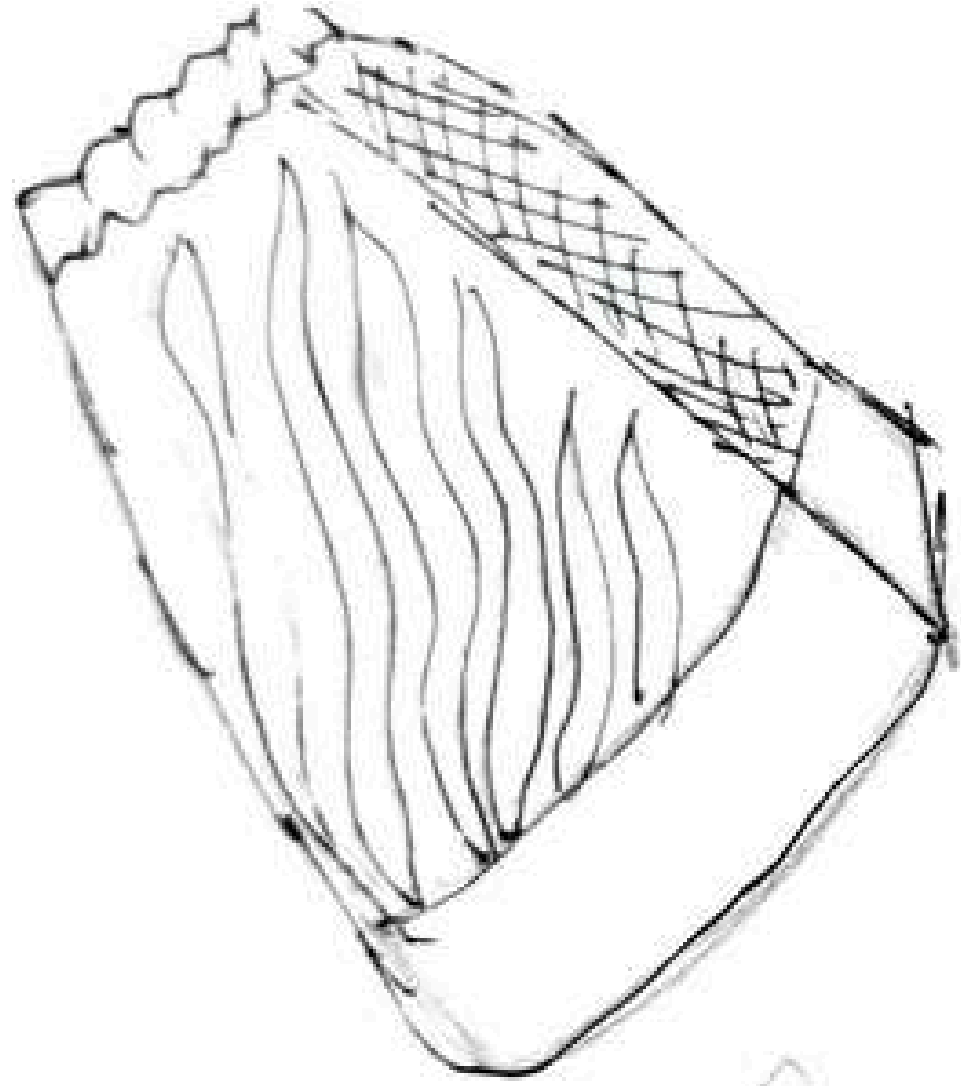
These samples helped me understand flexibility, thickness, and behavior on the body













PATTERN MAKING

