

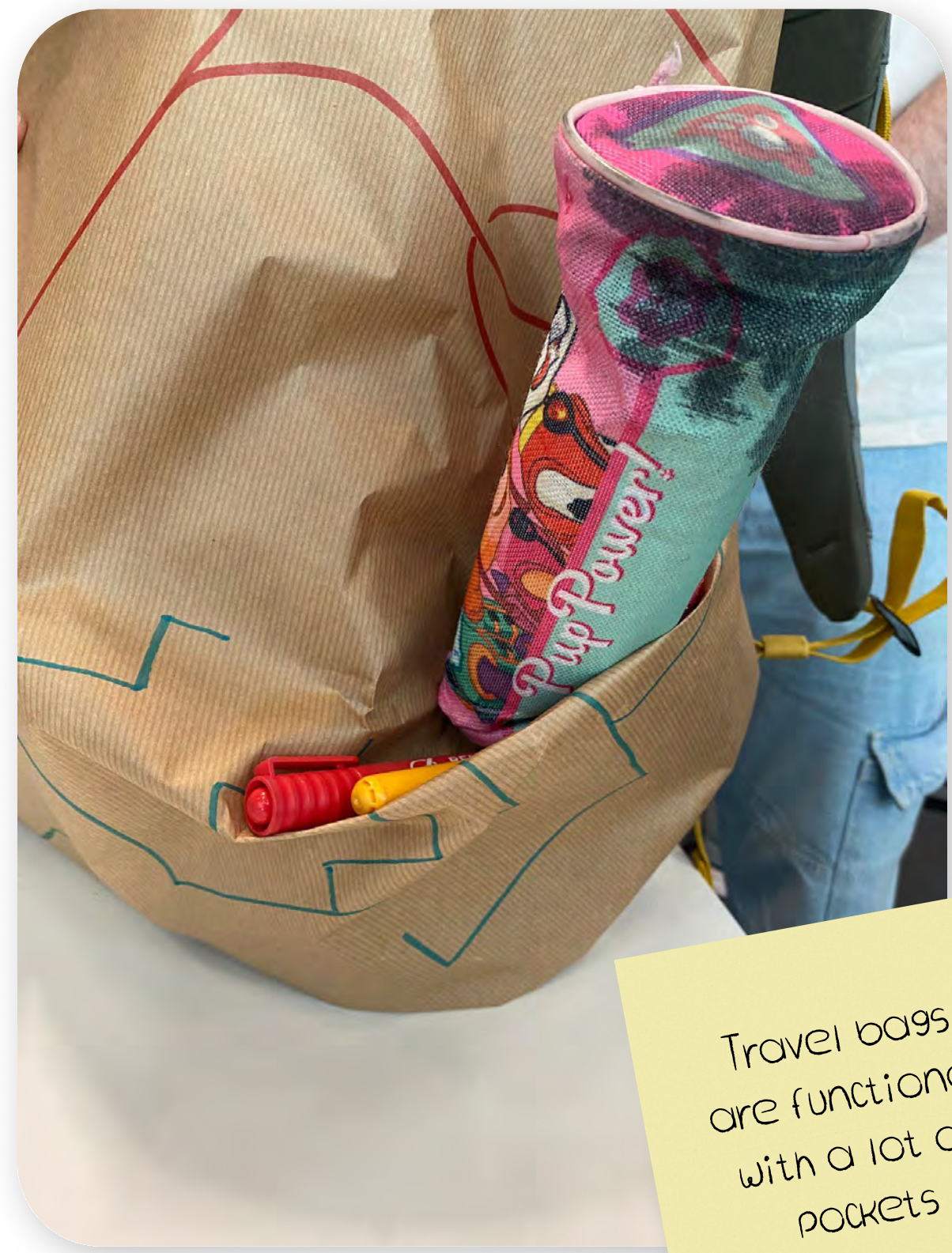
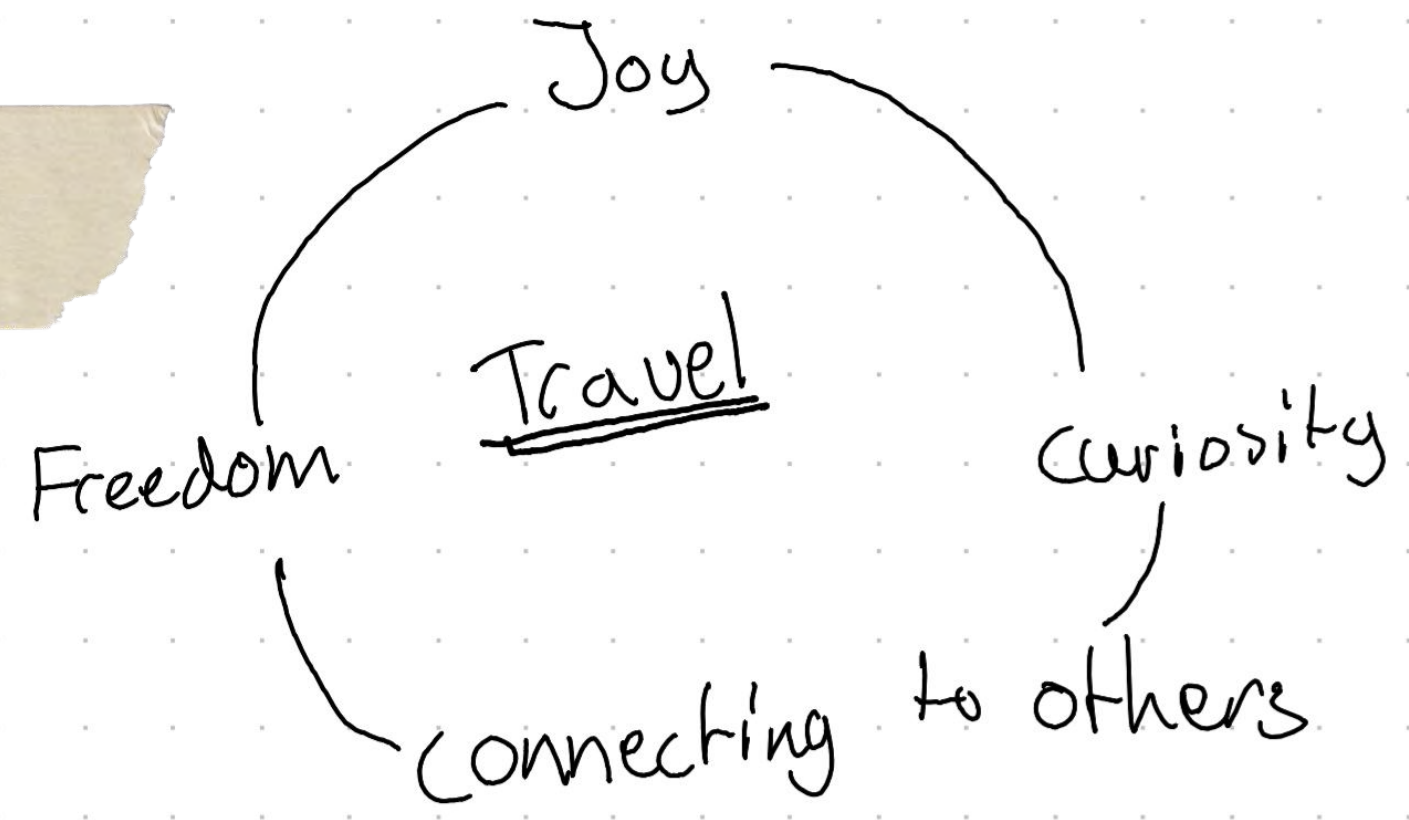
Annotated Portfolio

Memory Container



First Bag

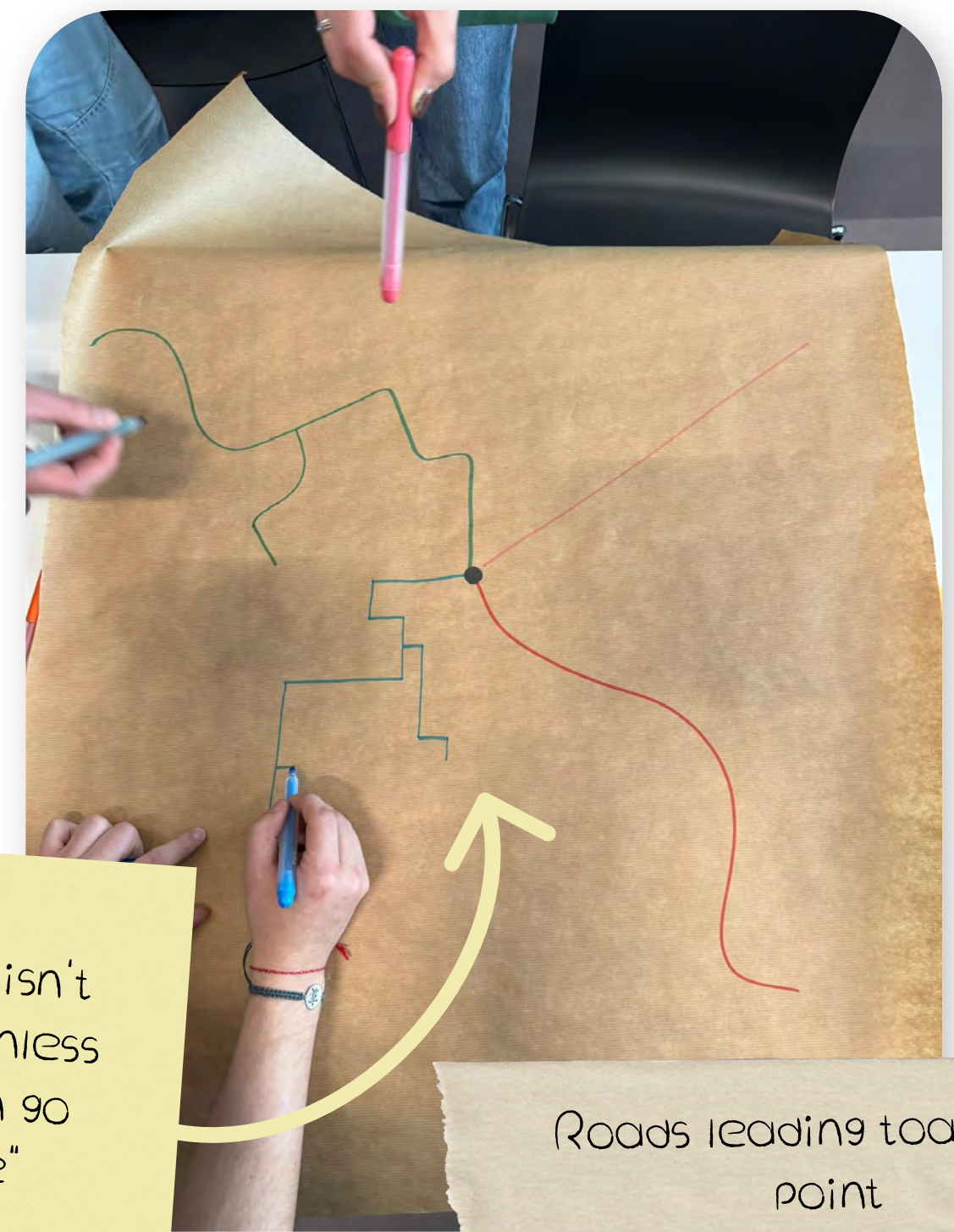
The values we started with



The translucent patches are memories on the trip you don't want to show to others



Travel bags are functional with a lot of pockets



"Travel isn't travel unless you can go home"

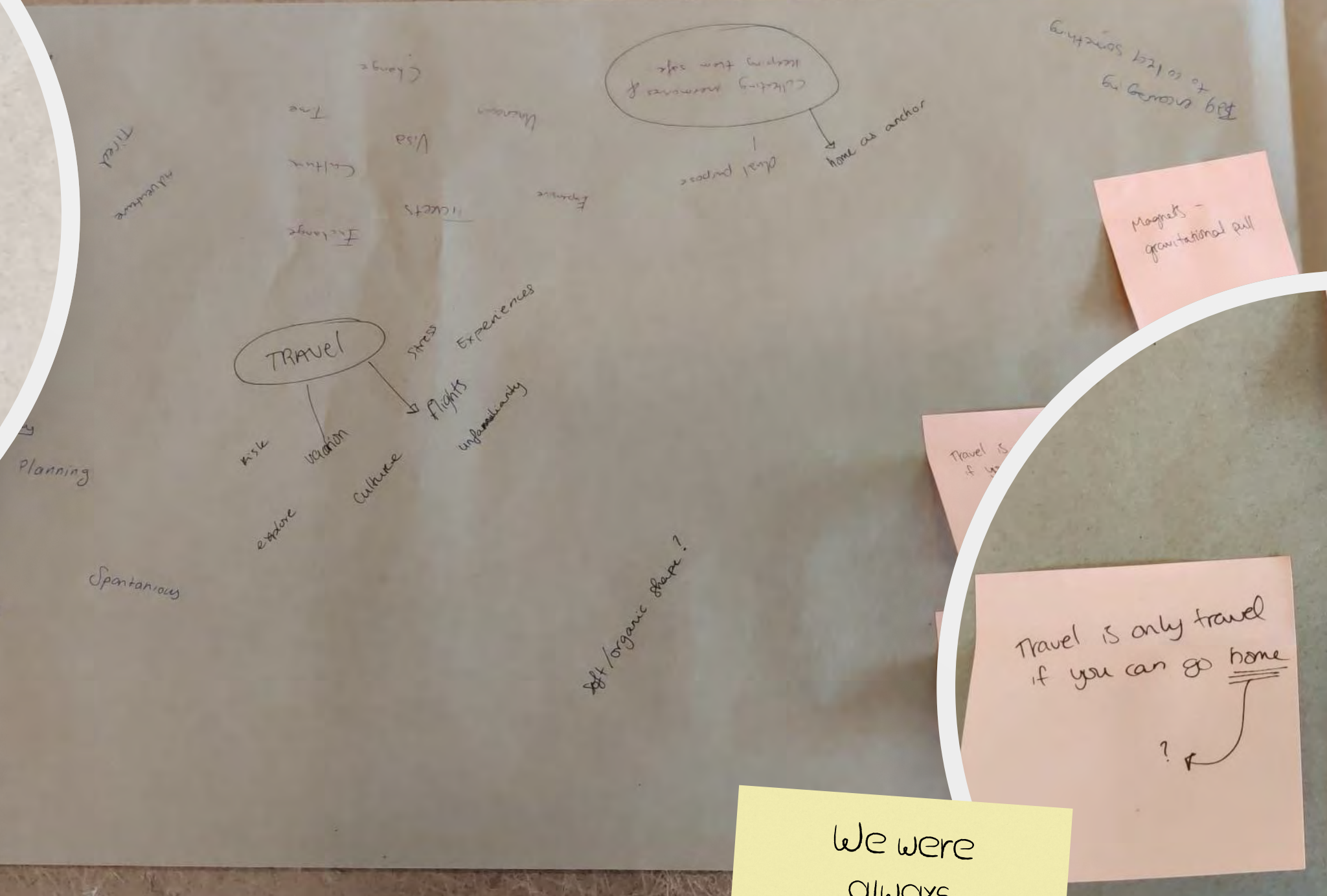
Roads leading to a center point

Brainstorm

adventure you
or bag flat and all your
display.



brainstorm on
our definition
of travel



Travel is only travel
if you can go home

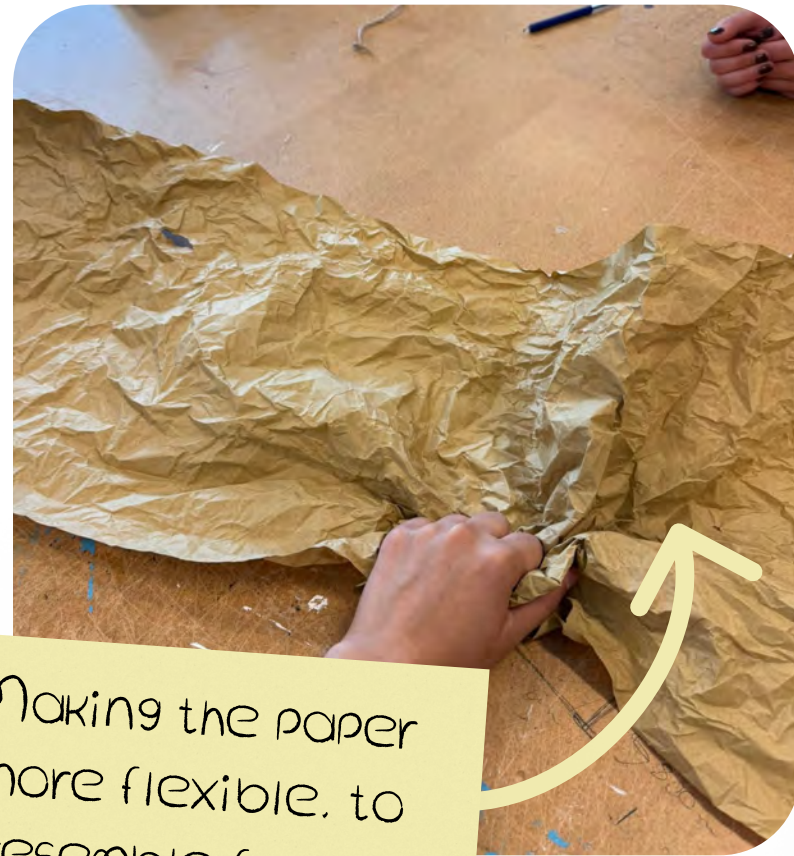
TRAVEL data
from flights or
trains
Routes?

We were
always
interested in
having
memories as a
central theme

ing memories

Memories
-> stories

Second Bag



Making the paper more flexible, to resemble fabric.



Fixed part of the bag for 'home' items, like keys, wallet, passport, etc.

Detachable part of the bag that collects memories. Meant to be displayed on the wall after it's full.



Patches

Memory Type 1

Pictures

Memory Type 2



Stickers

Trinkets

Memory Type 3

Our second prototype was more portable, focused more on the collection of memories and foldable. We wanted a bag you could bring anywhere, so it is more travel friendly, we also wanted the bag to convey a sentimental element. For this we focused on the tangible memories from your trip that you would want to remember. Collecting these along your trip. Lastly, when playing around with 'hiding and showing', we considered the idea that the bag folds out flat, so you can see your whole trip afterwards.

After deciding on our first idea, we started ideating on the details and features such as the types of memories, the fold-out feature, shape, materials etc.

We liked the idea of displaying your travel memories after the trip, so we wanted to make the removable part of the bag fold out into a rectangle or square that you can frame.

Material Exploration - Wearables lab scraps



different types of leather for sturdiness and water resistance



Embroidery for data patterns



Woven fabric

Soft material for memory protection

Zipper for the divide of the two bag parts



Explorations on the folding mechanism



Midterm

Presentation

Group > feedback

Joep

- I see an exploration in multiple mediums
- The physical collection of things can be a data source but doesn't fully fulfill that's why you probably chose other data sources.

- The top part of the bag grows? Are you sure it's going to be a nice thing to hang in your wall?

- It is conceptual but not very deep, that's where you can improve the concept.

- Try to investigate the concept what you are building through materials (connect it to materials)

- Could the material memories have a digital collection?

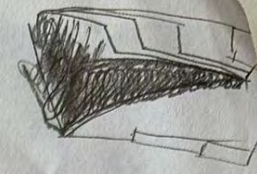
Janet

- She is confused of what kind of data is being collected because travel data was decided not to be used.

- Why did you get rid of travel data? maybe use GPS data.

Christina

- Not enough work and decisions. It's thin.
- You can change it into being close to something you are for.
- It isn't going to be easier to find time later on, just try and it's okay to be wrong.



Feedback personal

Joep.

↳ exploration in multiple mediums

↳ help understands memories

↳ data source, physical sense

↳ it does not really want to land.

↳ see struggle data

↳ challenge & interest

↳ weird idea that you

bring memories + what

bag personal belongings

↳ top part will grow

↳ folding part.

↳ would it be nice to

hang on the wall

↳ conceptual, but not

layered / deep

↳ improve concept.

How is the material exploration relevant.

↳ Not really relevant, yet

Data angle needs to be resolved.

Could the memories have more content. Digital memories.

GPS location

Data regarding memory

Travel data is still relevant.

↳ Does not understand why it was removed.

↳ Go on a trip.

↳ collect physical/digital

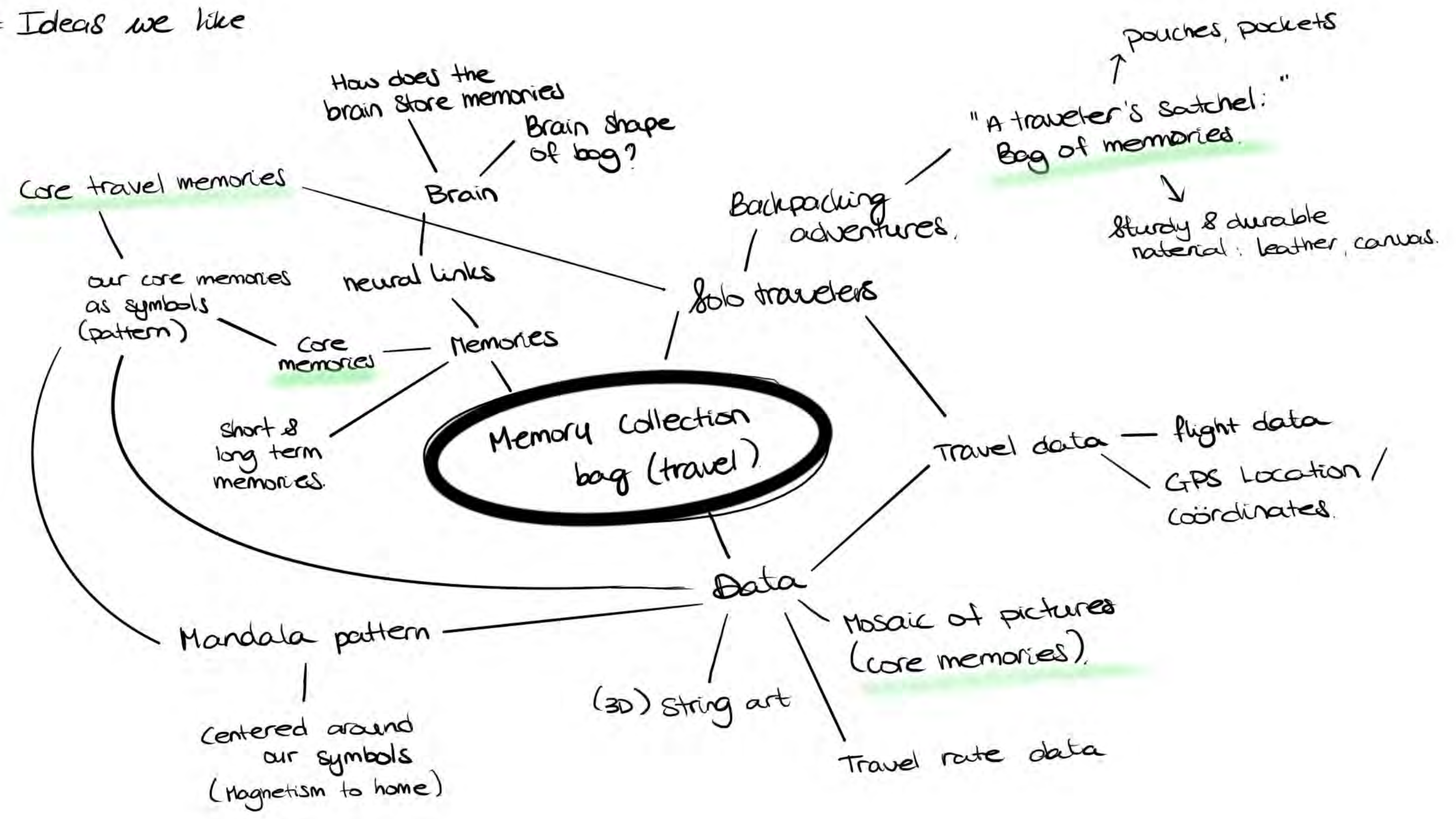
1. Make more concrete decisions
2. Not layered and deep
3. More extensive material exploration
4. Resolve data angle - Digital memories?

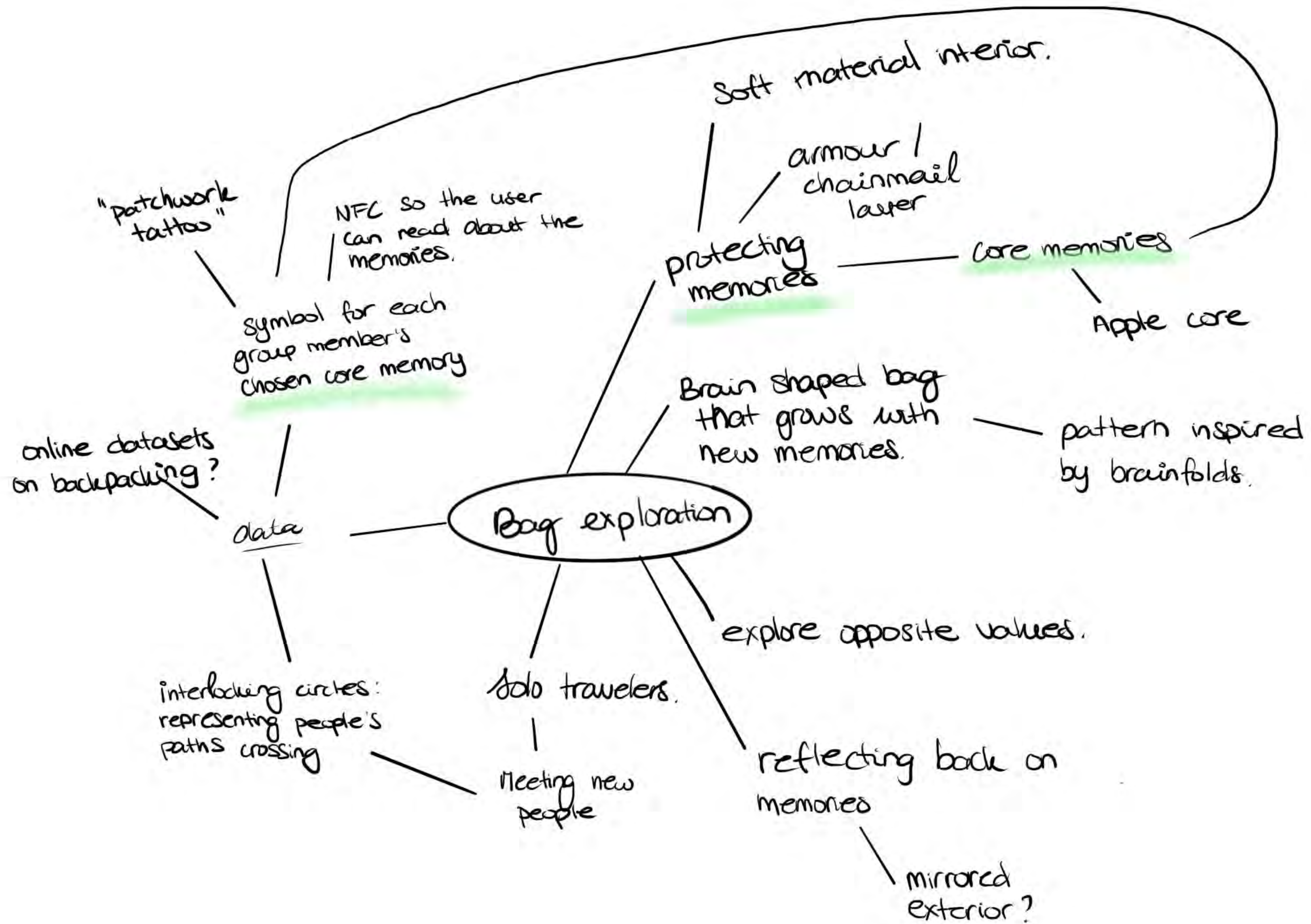
After the midterm presentation, we lost a bit of direction, when trying to iterate on our concept. This resulted in multiple cycles

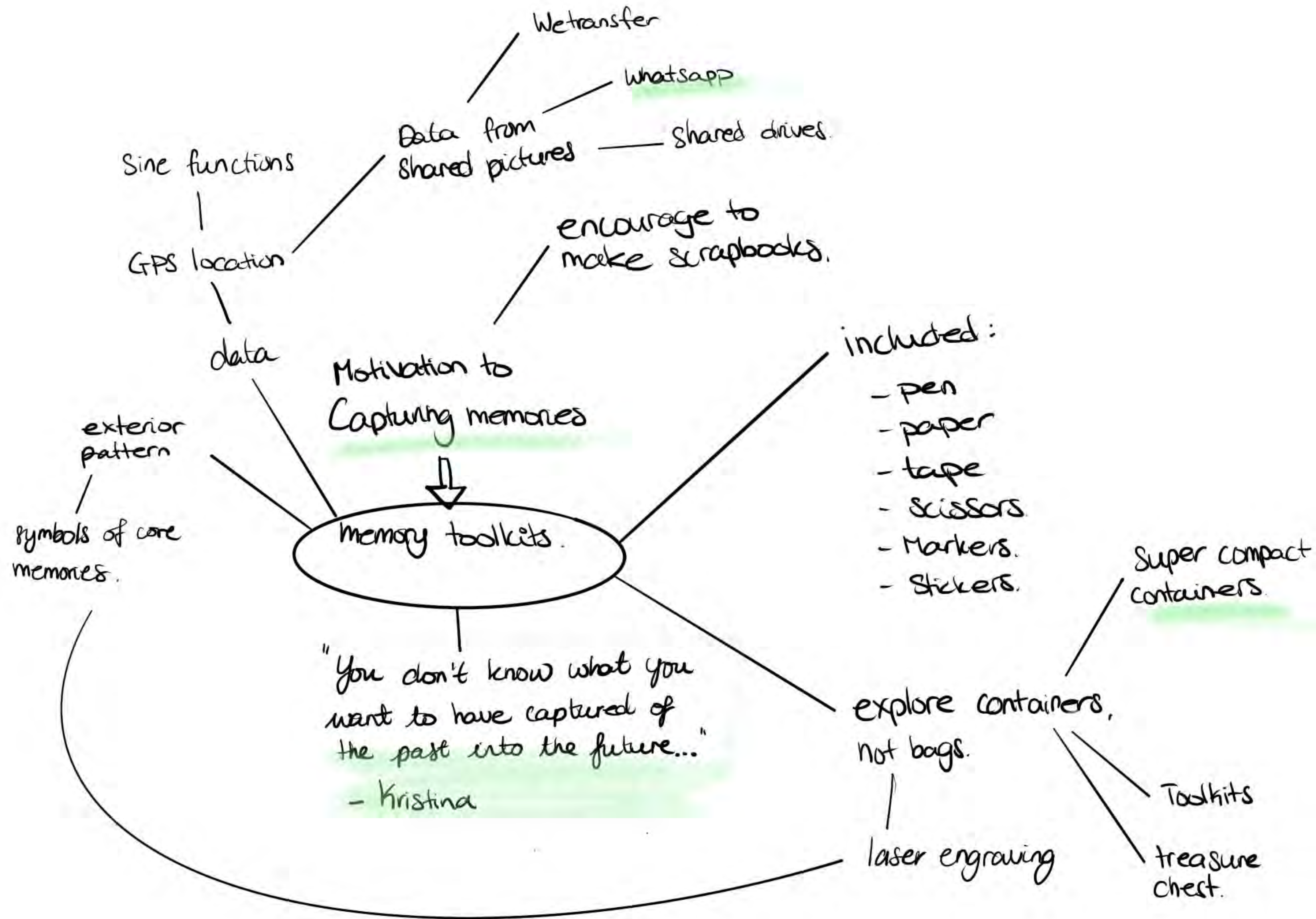
Post-Midterm

Meetings

 = Ideas we like



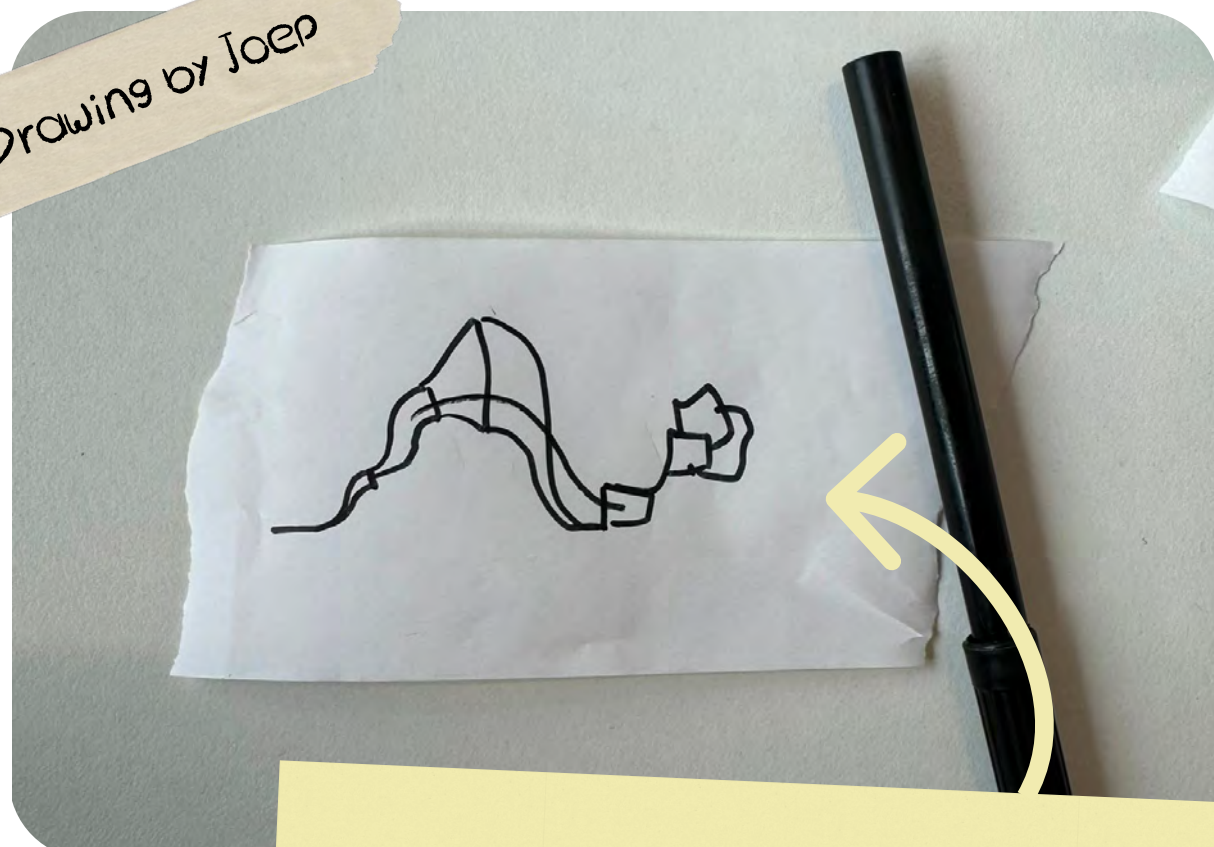




Conversation

w/Joep

Drawing by Joep



We begin with a simple concept that we gradually expand with new features, leading to an overly broad idea. We then reset, redefine our core values, and develop a new idea that retains elements of the original. However, we again overthink and lose sight of the initial concept.

Compact, portable and novel container that you bring around to collect memories



Derived from the idea of a memory 'toolbox'



comes with a roll of paper, a small pencil, the carabiner clip and possibly tape.



Doesn't it need more functions or elements?

Not if we don't want it to. It only having the drawing 'function' makes it sentimental, unique and special. You can't replicate it.

Who is it for?

People who are constantly drawing, doodling, writing and want something to bring around.

What do you do when the paper is full?

Exchange the roll, like in a film camera. We are exploring the idea of carbon paper to have a permanent version of the roll.

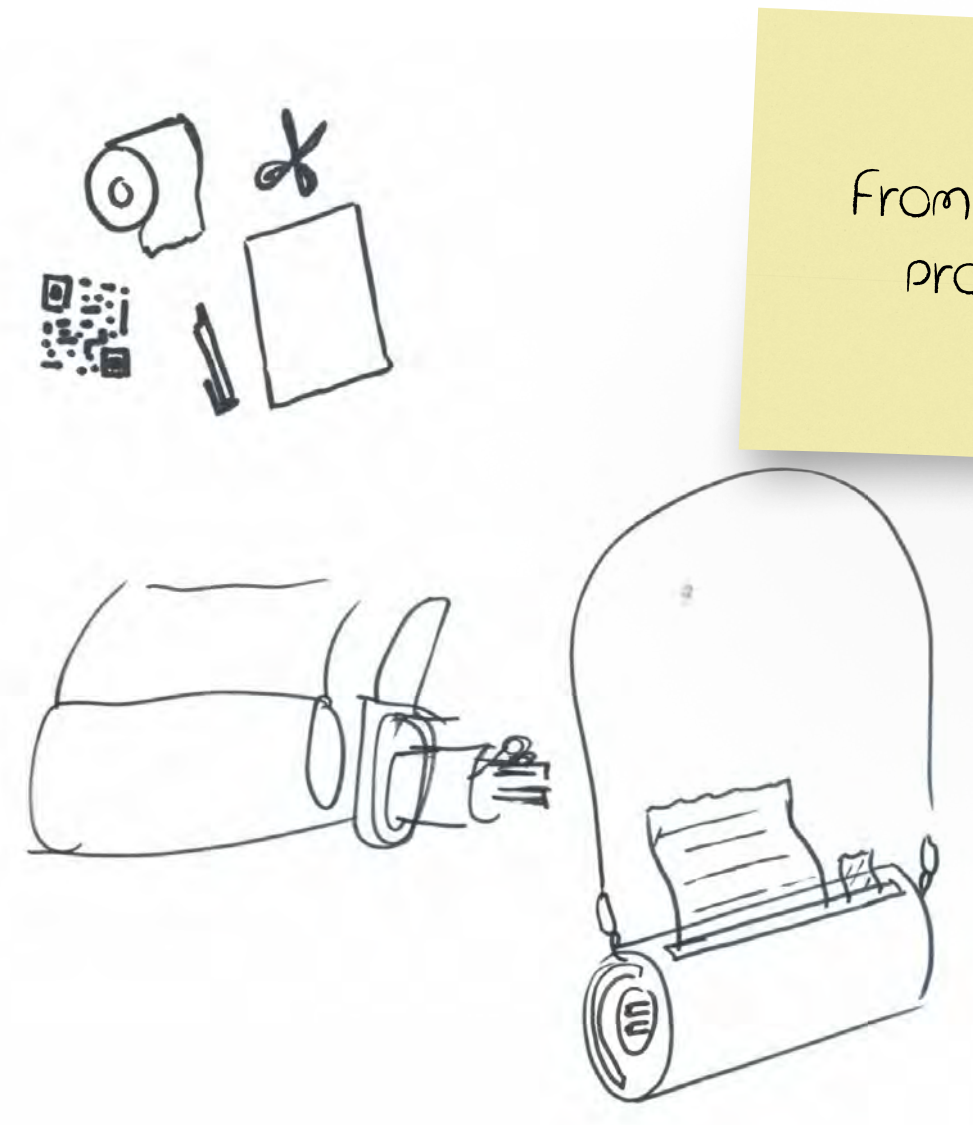
Can you share memories with others?

We are debating the idea of the roll going back inside until the whole paper is filled, or if you can rip out little sheets to give to others.

Final Concept



Explored collecting small memories over one weekend



From sketch to prototype



Different concept on the same idea

Great storage of (used) papers



Testing and figuring out the size

Carabiner is amazing

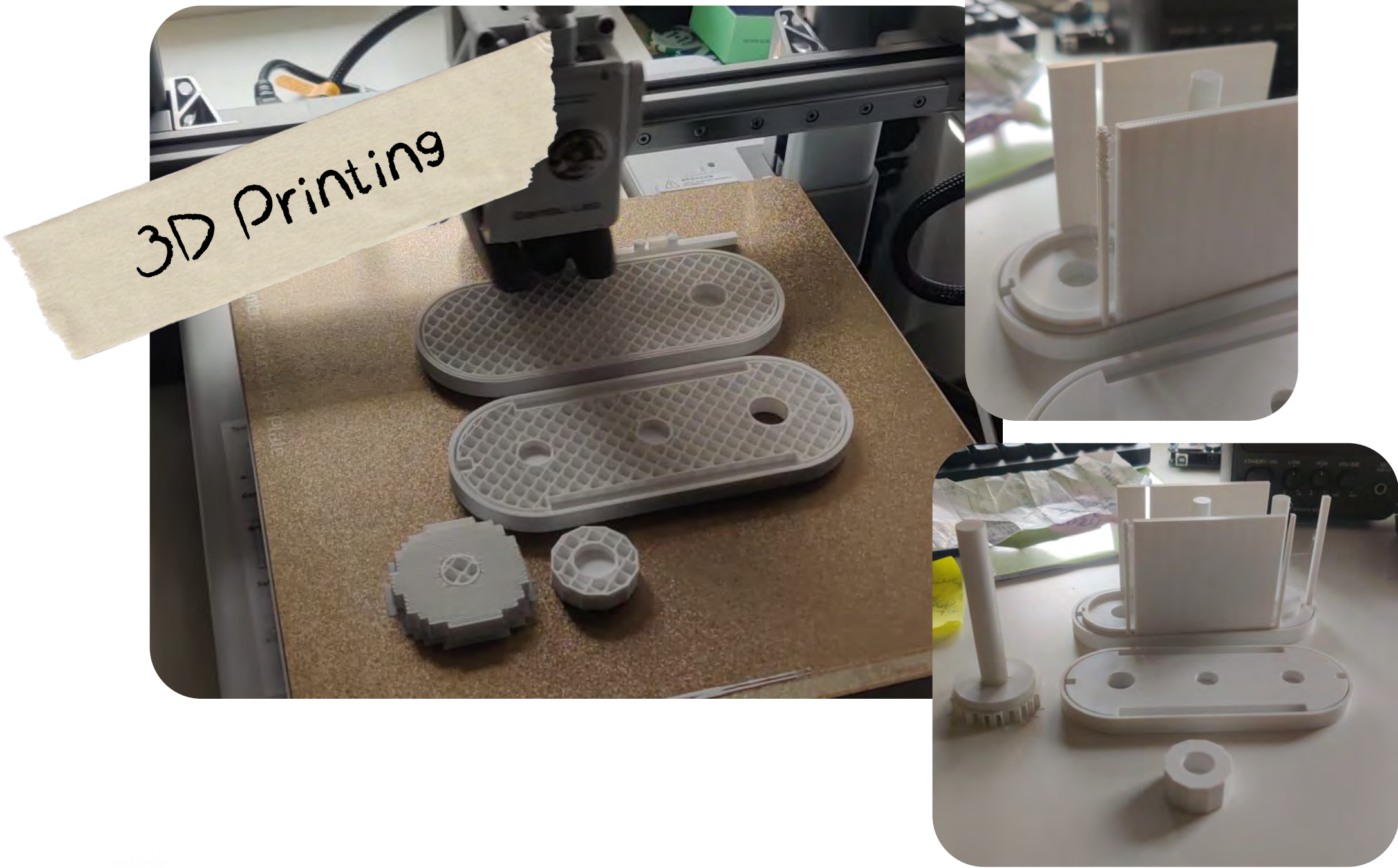


We loved the material

Needs a flat surface to write on



Searching for a material that resembled the early cardboard model



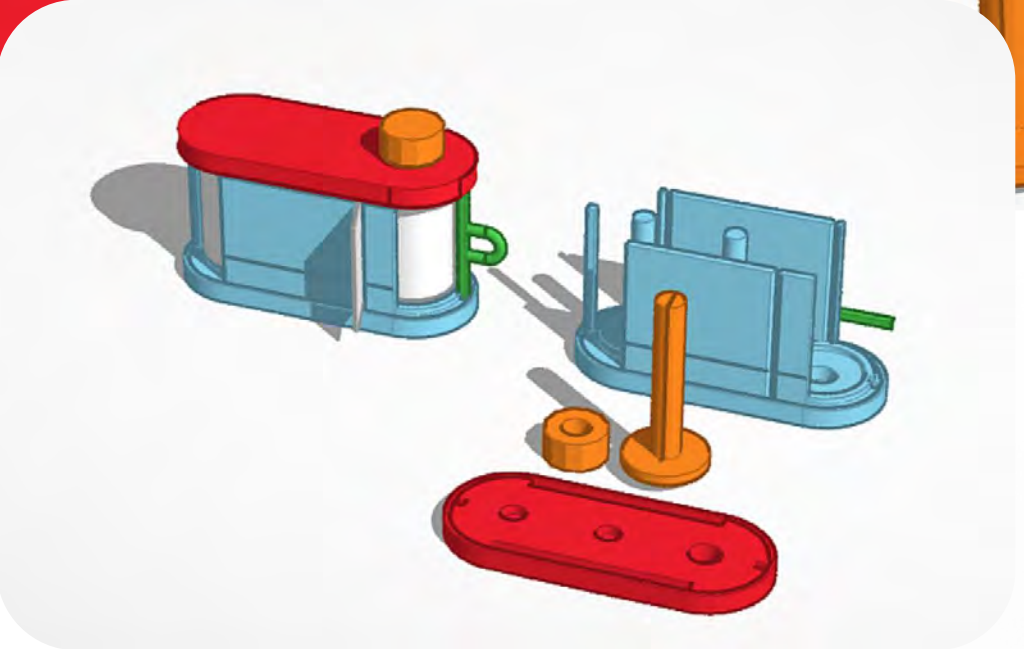
Gaps are too big

Testing the material



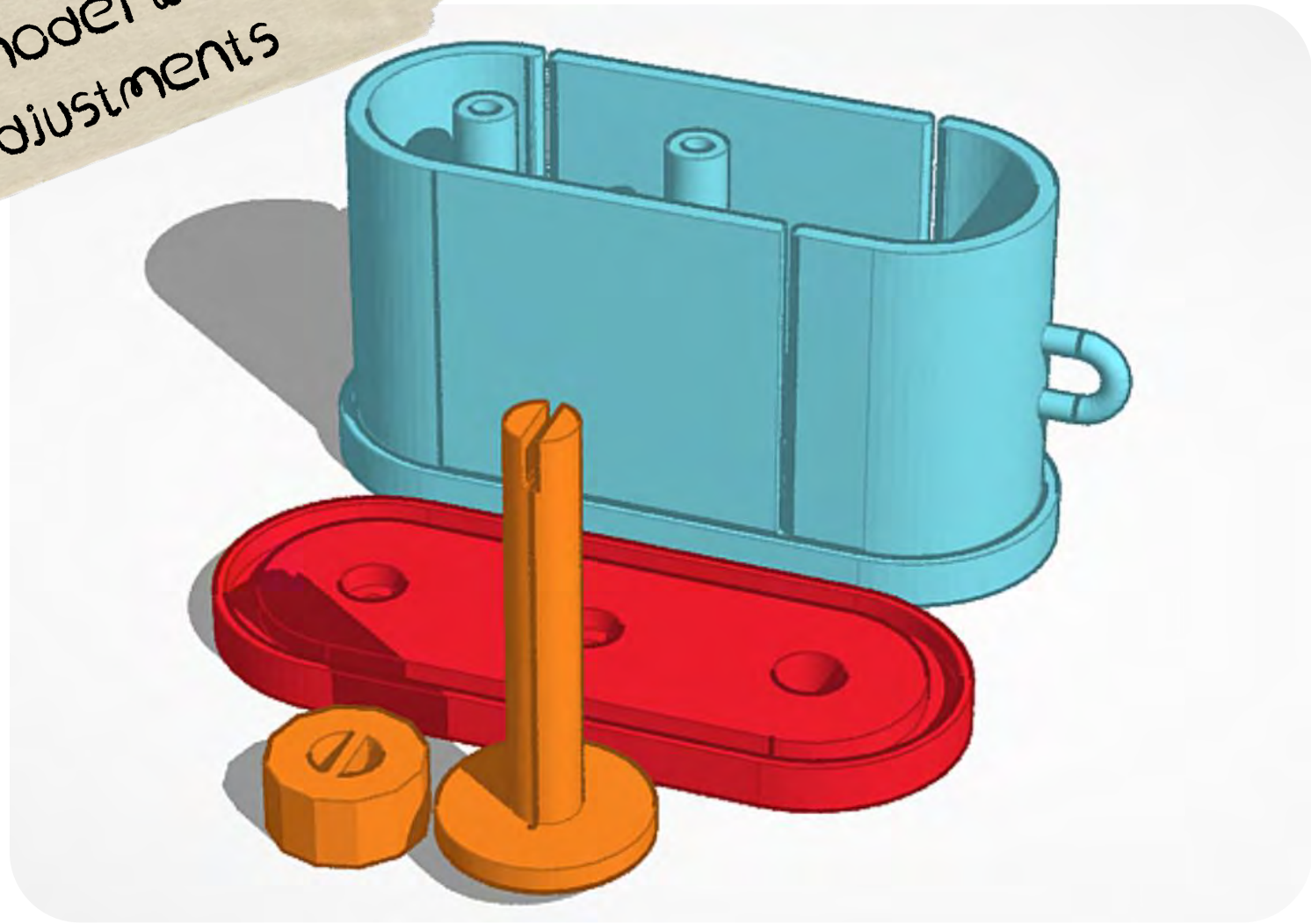
Can be smaller

Mechanism to hold the lid in place



Designing a printable 3D model

Final model with the adjustments



Test wearing



Printed



Finishing off with fabric



A Closer Look



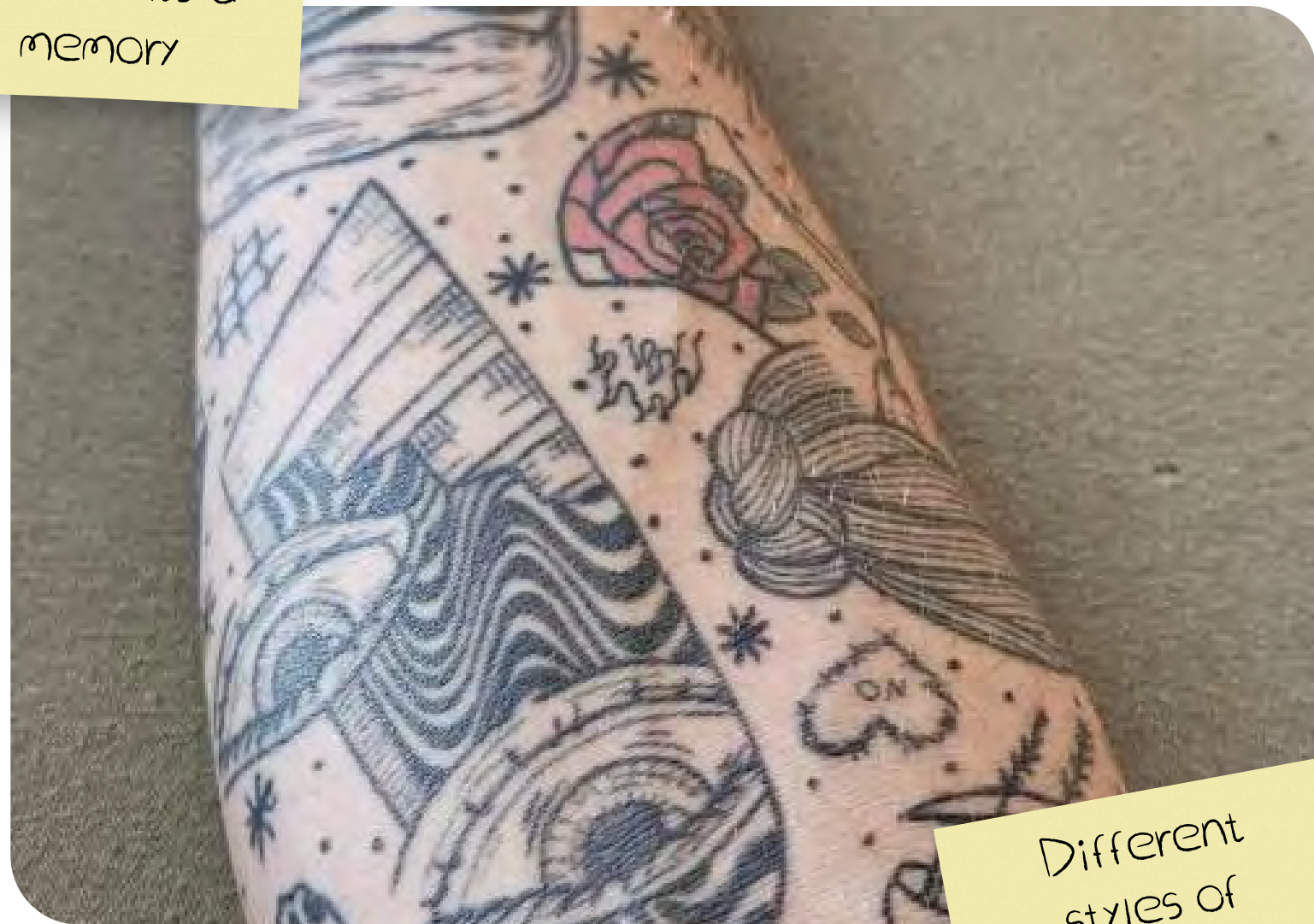
Data

Data output/visual inspirations

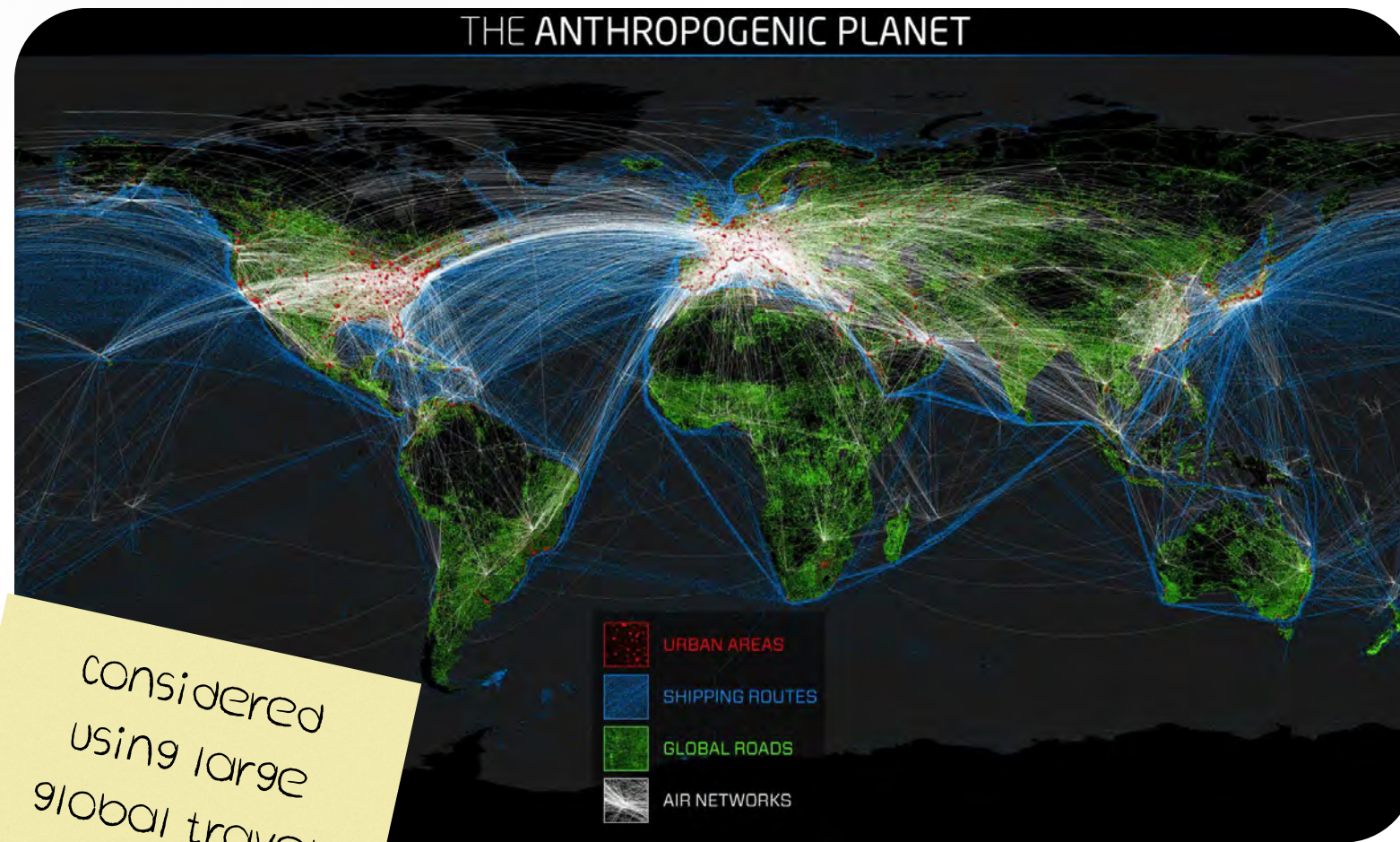


We were interested in brain activity when forming memories

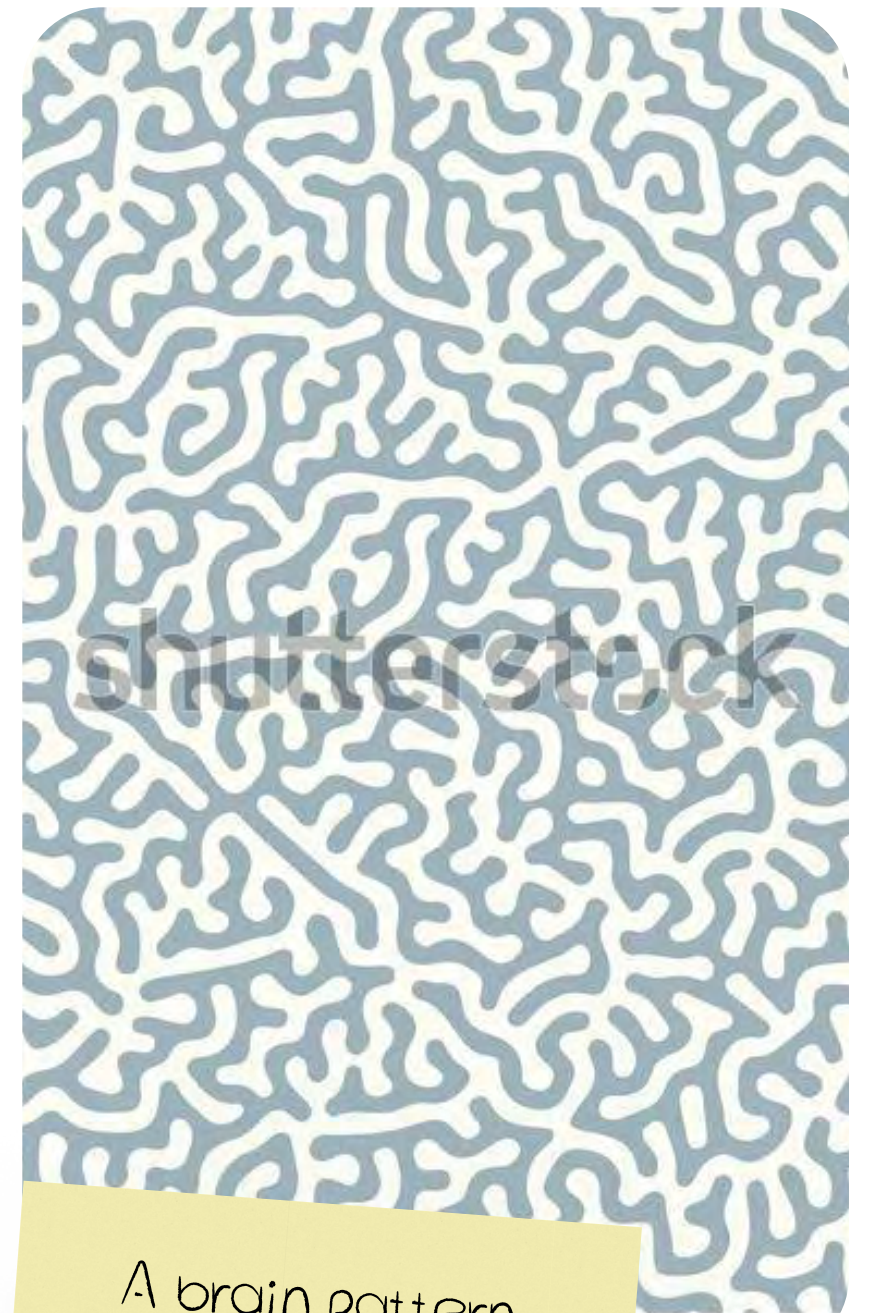
Tattoos often represents a memory



Different styles of tattoos can be coherent



considered using large global travel data



A brain pattern, considered using it for the fabric

Iteration 1

Tattoo idea



using personalised memory symbols. final idea to use a data set to decide to x and y position of stars

problem: pictures overlapping

You
add that in total 10 pictures can be added to the sketch

You
Make sure the symbols don't touch of this processing code

resolved: pictures overlapping



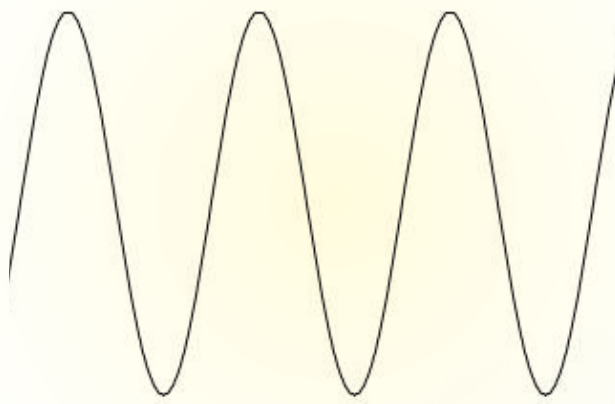
Problem: pictures and stars overlap. stars and pictures are in the same loop

Dead end

unsure what random data set to use

Iteration 2

Final pattern



sinus waves to represent people on different wavelengths

You generate a processing code that makes a sinus

```
void setup() {
  size(800, 400);
  background(255);
  stroke(0);
  noFill();
  translate(0, height / 2);
  beginShape();
  for (int x = 0; x < width; x++) {
    float y = 100 * sin(two_PI * x / 100);
    vertex(x, y);
  }
  endShape();
}
```

You space them equally apart

```
stroke(0);
noFill();
translate(0, height / 2); // Center vertically

@draw() {
  int numFunctions = 5; // number of sinusoidal functions to draw
  float spacing = height / (numFunctions + 1); // Equally spaced vertically

  for (int i = 0; i < numFunctions; i++) {
    float x = frameCount;
    float y = 0.25 * spacing * sin(two_PI * x / 100) + 50 * spacing;
    point(x, y);
  }
}
```

Participant	Year	Month	Day	Hour	Minute	Latitude	Longitude
1	2020	7	21	21	19	47	13
2	2020	7	22	19	4	46	14
3	2024	2	19	8	11	1	103
4	2024	6	8	18	40	51	5
5	2024	5	5	20	30	52	4
6	2024	3	24	21	45	56	-3
7	2024	5	27	13	20	51	5
8	2023	8	19	17	14	-3	37

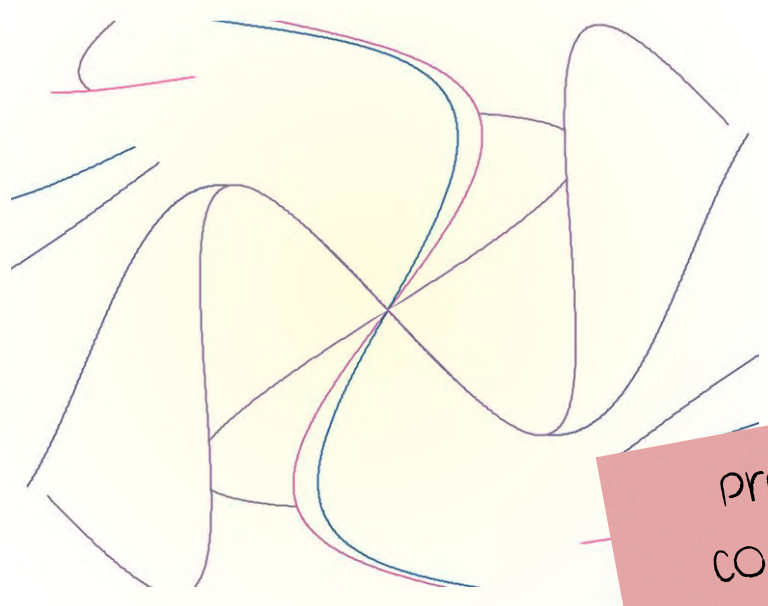
data set created by personal memories

```
table table;
int[] participantNumbers;
int[] dateYear;
int[] dateMonth;
int[] dateDay;
int[] dateHour;
int[] initialLatitude;
int[] initialLongitude;

void setup() {
  size(800, 800);
  table = loadTable("memories.csv", "header"); // load CSV with a
  int rowCount = table.getRowCount();
  participantNumbers = new int[rowCount];
  dateYear = new int[rowCount];
  dateMonth = new int[rowCount];
  dateDay = new int[rowCount];
  dateHour = new int[rowCount];
  initialLatitude = new int[rowCount];
  initialLongitude = new int[rowCount];

  for (int i = 0; i < rowCount; i++) {
    participantNumbers[i] = table.getInt(i, "Participant");
    dateYear[i] = table.getInt(i, "Year");
    dateMonth[i] = table.getInt(i, "Month");
    dateDay[i] = table.getInt(i, "Day");
    dateHour[i] = table.getInt(i, "Hour");
    initialLatitude[i] = table.getInt(i, "Latitude");
    initialLongitude[i] = table.getInt(i, "Longitude");
  }
}
```

import as an array to ensure that sinus functions can be created through for loops



Problem: colors with not enough contrast

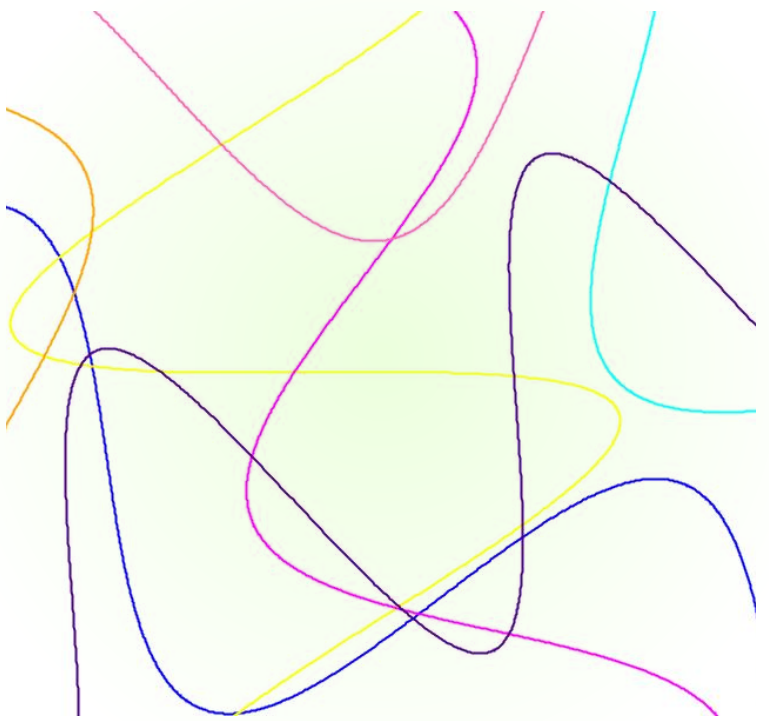
I have the variables: longitude (float), latitude (float), participant nr (int) and the date -> day, month, time (ints). I want to create a sinus function in which the amplitude is decided by longitudes, period by latitudes, colour by participant number, and rotational degree by day of the month/time(hours). How do I do this in java/processing?

```
void draw() {
  // calculate position based on variables
  float amplitude = map(longitude, -90, 90, height / 2); // map longitude to width
  float period = map(latitude, -90, 90, width); // map latitude to period
  float rotation = generateRandomColor(participantNumbers); // generate bright color for
  float rotationalAngle = random(two_PI * hours, 0, 2 * PI * 24 * 60); // map day and time

  // set the stroke color
  stroke(rotation);
  strokeWeight(2);

  pushMatrix(); // save the current transformation matrix
  rotate(rotationalAngle); // rotate the canvas

  // draw the sine wave
  beginShape();
  for (int x = 0; x < width / 2; x += 1) {
    float y = amplitude * sin(two_PI * x / period);
    point(x, y);
  }
}
```



Problem: shapes are filled and overlapping. PLUS all sinus functions start at one position

Give me a function that generates a random color in rgb based on the participant number, it should give some bright colors like yellow pink red etc

too busy and unreadable



```
void drawSineWave(float startX, float startY, float longitude, float latitude, int participantNumber, int day, int hours) {  
  // Calculate properties based on variables  
  float amplitude = map(longitude, -180, 180, 10, height / 2); // Reduce the amplitude range  
  float period = map(latitude, -90, 90, 50, width / 4); // Reduce the period range  
  int colorValue = generateColor(participantNumber); // Map participant number to color  
  float rotationAngle = radians(map(day * hours, 0, 31 * 24, 0, 360)); // Map day and time to rotation angle
```

Too busy

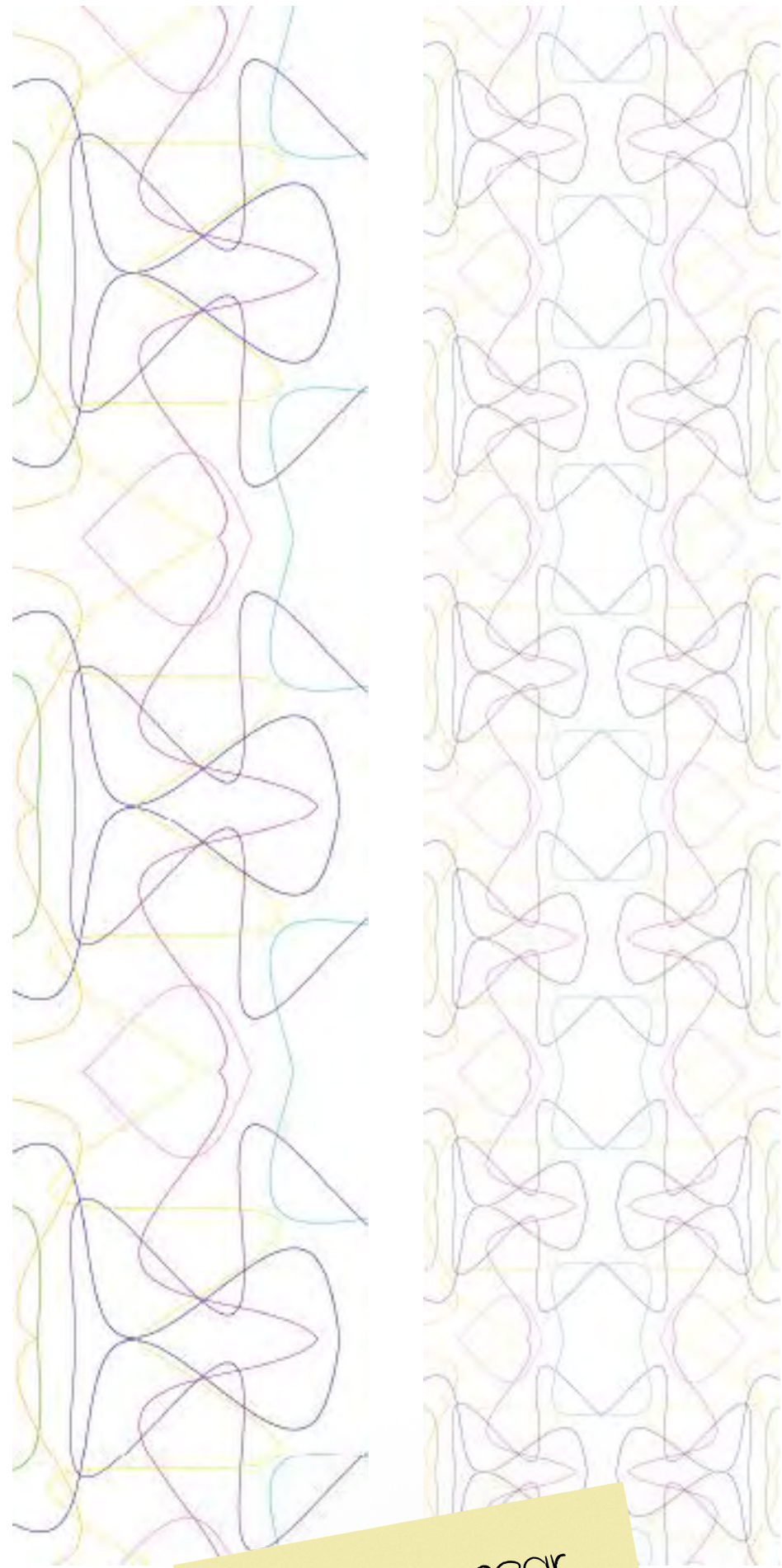


```
void drawSineWave(float startX, float startY, float longitude, float latitude, int participantNumber, int day, int hours) {  
  // Calculate properties based on variables  
  float amplitude = map(longitude, -180, 180, 10, height / 8); // Reduce the amplitude range  
  float period = map(latitude, -90, 90, 50, width / 4); // Reduce the period range  
  int colorValue = generateColor(participantNumber); // Map participant number to color  
  float rotationAngle = radians(map(day * hours, 0, 31 * 24, 0, 360)); // Map day and time to rotation angle
```

Not too busy but feels empty



```
void drawSineWave(float startX, float startY, float longitude, float latitude, int participantNumber, int day, int hours) {  
  // Calculate properties based on variables  
  float amplitude = map(longitude, -180, 180, 10, height / 4); // Reduce the amplitude range  
  float period = map(latitude, -90, 90, 50, width / 2); // Reduce the period range  
  int colorValue = generateColor(participantNumber); // Map participant number to color  
  float rotationAngle = radians(map(day * hours, 0, 31 * 24, 0, 360)); // Map day and time to rotation angle
```

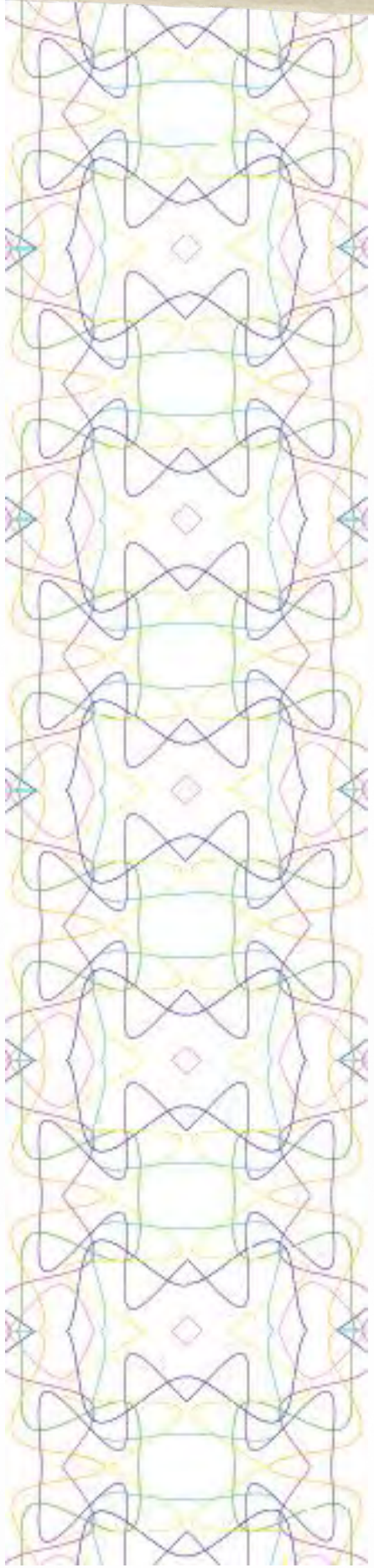


lines disappear because of stroke weight



feels very on-sided/unbalanced

Final pattern



balanced because of symmetry

sinus waves represent people on different wave lengths

intersections represent how people meet and make memories together

This pattern goes back of the paper and repeats the whole roll

colours represent different memories from different persons

code is flexible. if memories are from one person, the sinus wave gets the same colour