

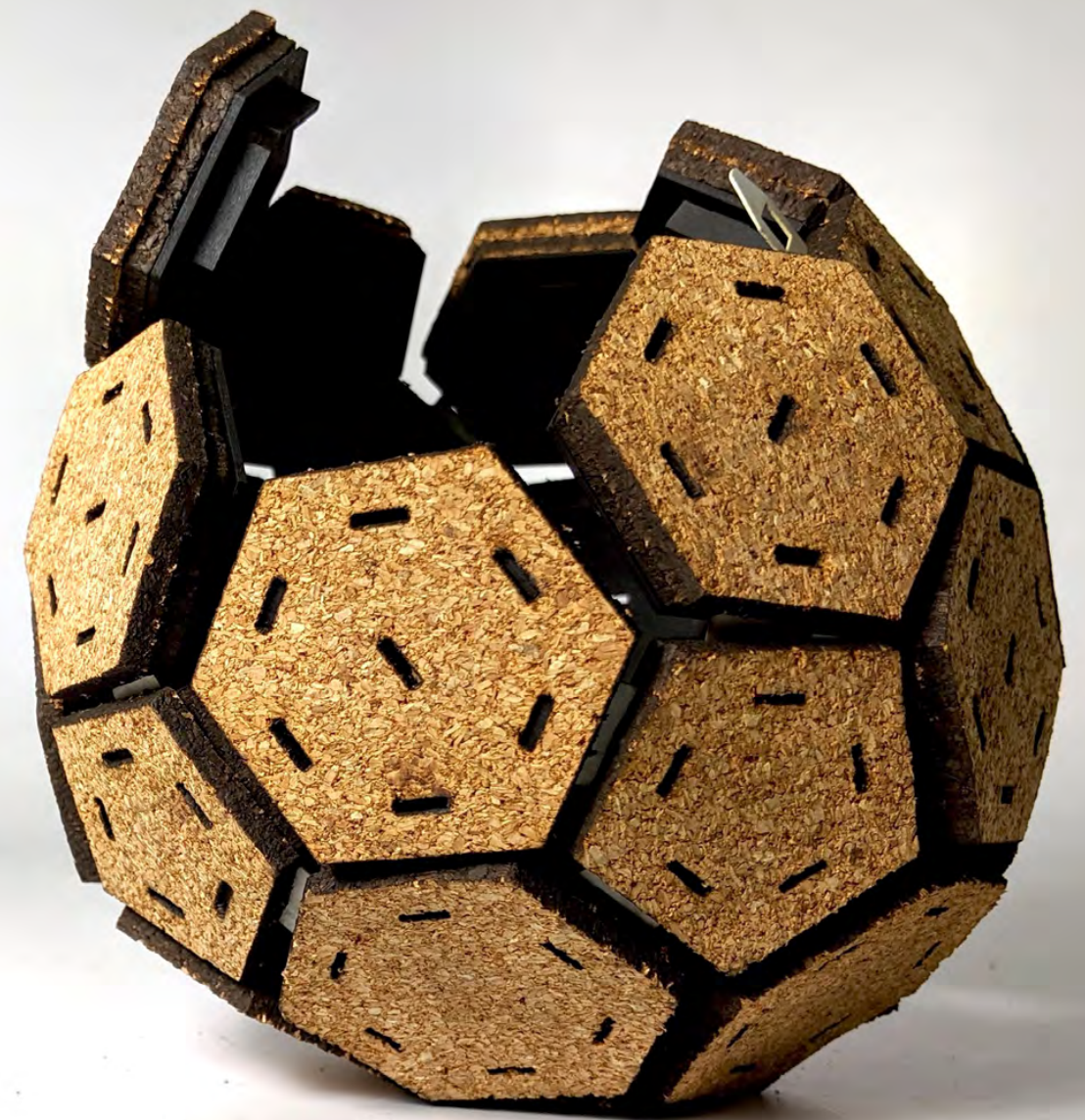
# ikikaza

Package-as-product decoration platform

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## DESIGN PROCESS DOCUMENTATION

@az '0t- '11%æð' ÅÜ1§ gaö OY' a1 'qzöz 11Å 'On envelope for an arbitrary product. Having no particular product in mind led to a² 'e ælú Yæe '0æz² e " 'æz 'qYæ ga11² ' ] zæ zz² 'æz 'ÅOg' 'O' z 'O² q 'æz 'ÅÜ1qi gaæz '0qo' O² ' e glú OY'e " e'g11- - 11² 'æz - z 'e' - O:¢ O@ qz - Ozú Oq '0æ ÅOg' 'O' z 'qz Yt² YÉ



# ARTIFACT ANALYSIS AND DESIGN STATEMENT

## ARTIFACT ANALYSIS

### FOUND OBJECTS

People see value in objects differently.

An object may not be of much interest on its own, yet is evocative to someone of a memory or story. This, in turn, yields a subtle charm apprehensible to that individual alone.

However, objects of this kind have little "com-munication" with each other. They exist as iso-lated units in a person's mind, distinct.



In the past, I designed a board game that uses found objects as game pieces. Anything can be used – from a twig on the ground to an important piece of jewelry.

The greatest fun in the game is seeing what objects other people gravitate towards and what they see in them.



Left: Italian Striped Marble Balls, Pinus Taeda Pinecone, Grapette Soda Bottle Cap.

Above: Jade Lingam, Statuette of A Hunchbacked Beggar, Dahlia Blossom



Box and manual for found object game

I began considering an "agnostic" pack-age that can bring together objects in a similar way: a generic board game map, or a platform for trinkets – a "DIY Kit" for still lifes and interactivity.

## DESIGN STATEMENT

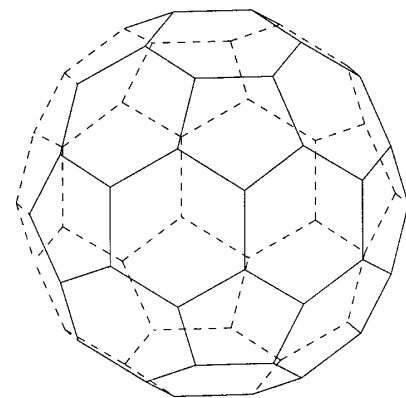
# ææYrY

### geoflora

ikikaza - a contraction of いきなり (ikinari, "suddenly") and 飾り物 (kazari-mono, "decoration") - is a platform for portable minigames and modular decoration.



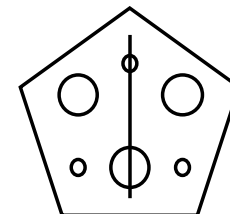
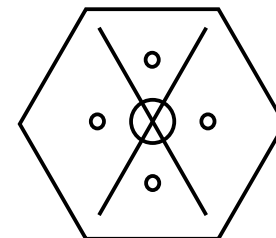
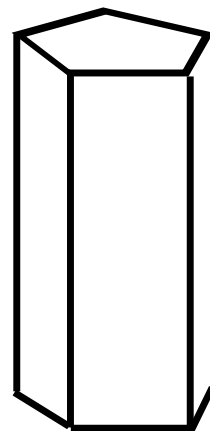
Concept Sketch



ææYrY folds into a sphere, acting as both product and package. The subname "geoflora" evokes a sculpture garden: a confluence of the organic and inorganic.

Slots in the tiles offer options for placing objects - business cards, pens, coins, lowers, etc. The individual tiles provide each piece its own dais.

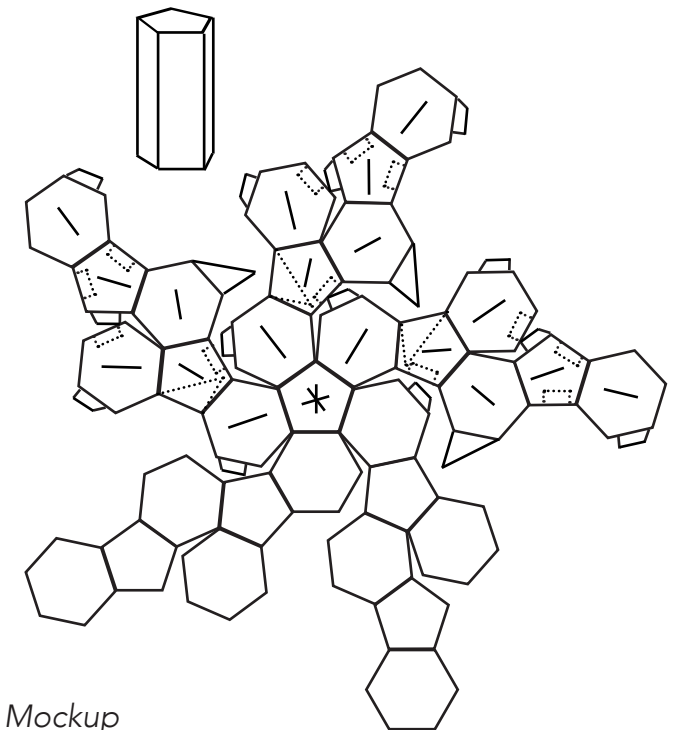
A central pillar holds parts or favored objects, and provides stability when closed.



### STRATEGY

The net shown here utilizes a standard hexagon and pentagon pattern for its main structure.

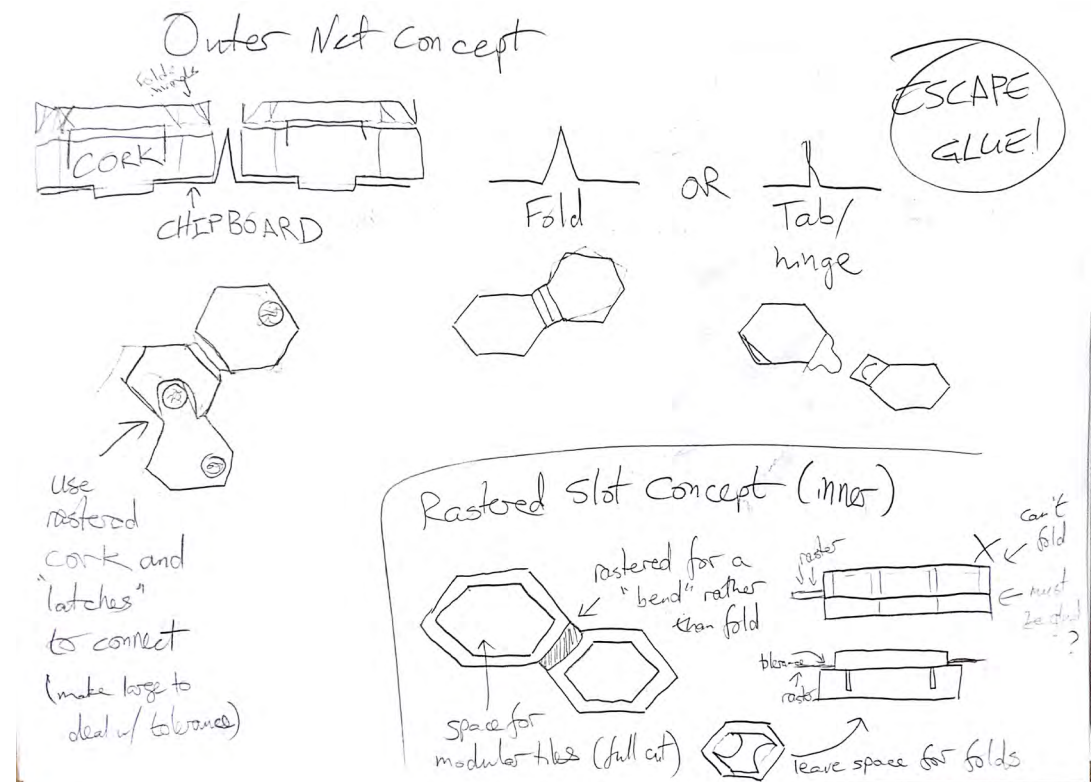
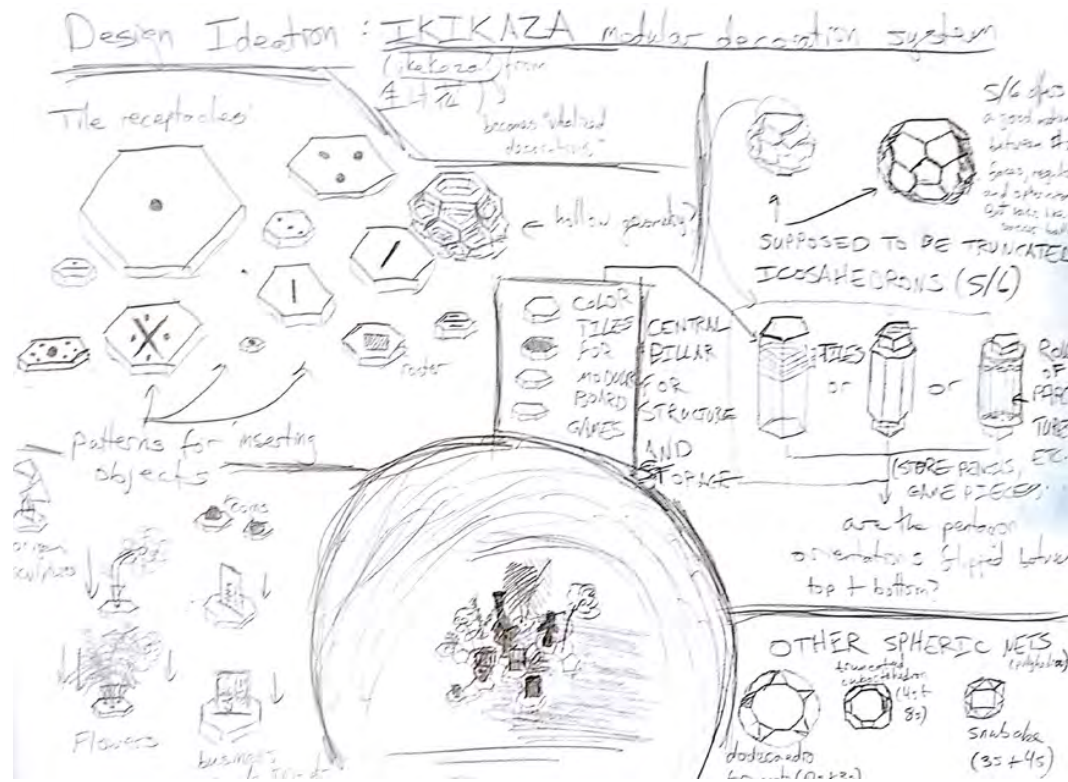
A tabbing mechanism ensures that the sphere can be opened and closed multiple times, while a central pillar holds parts or favored objects.



Net Mockup



# DESIGN IDEATION AND HAND MODELING



## TIMELINE

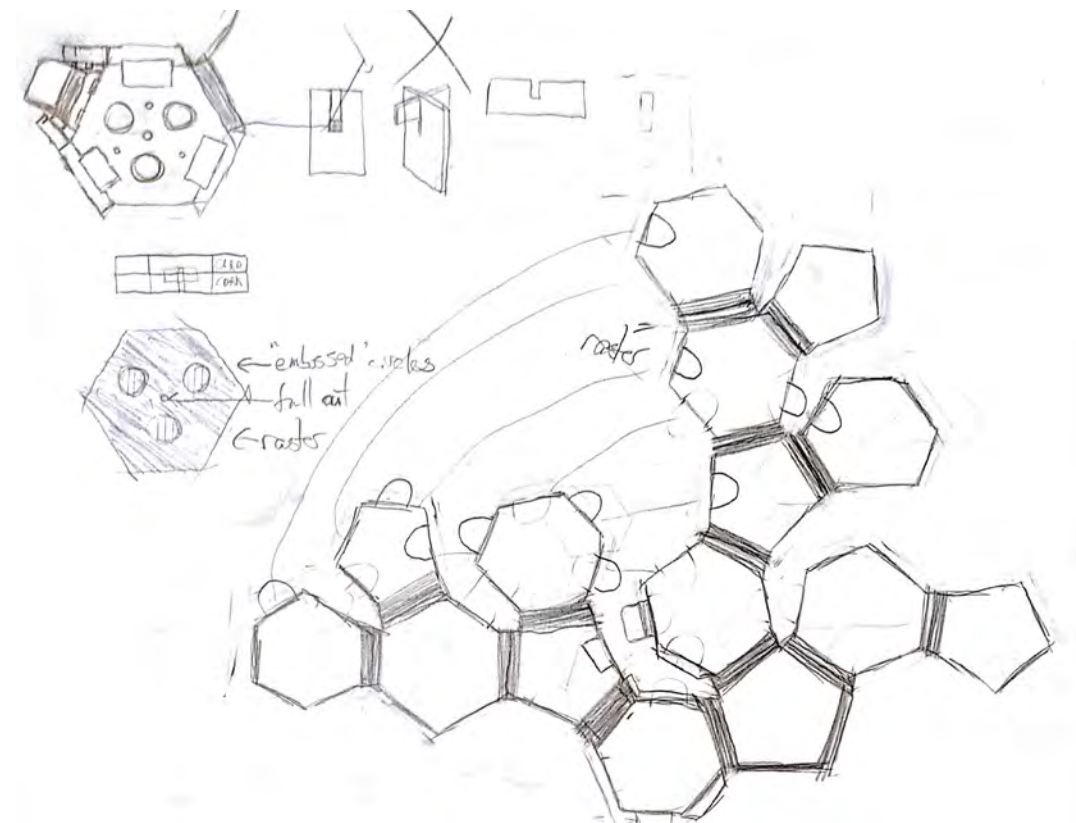
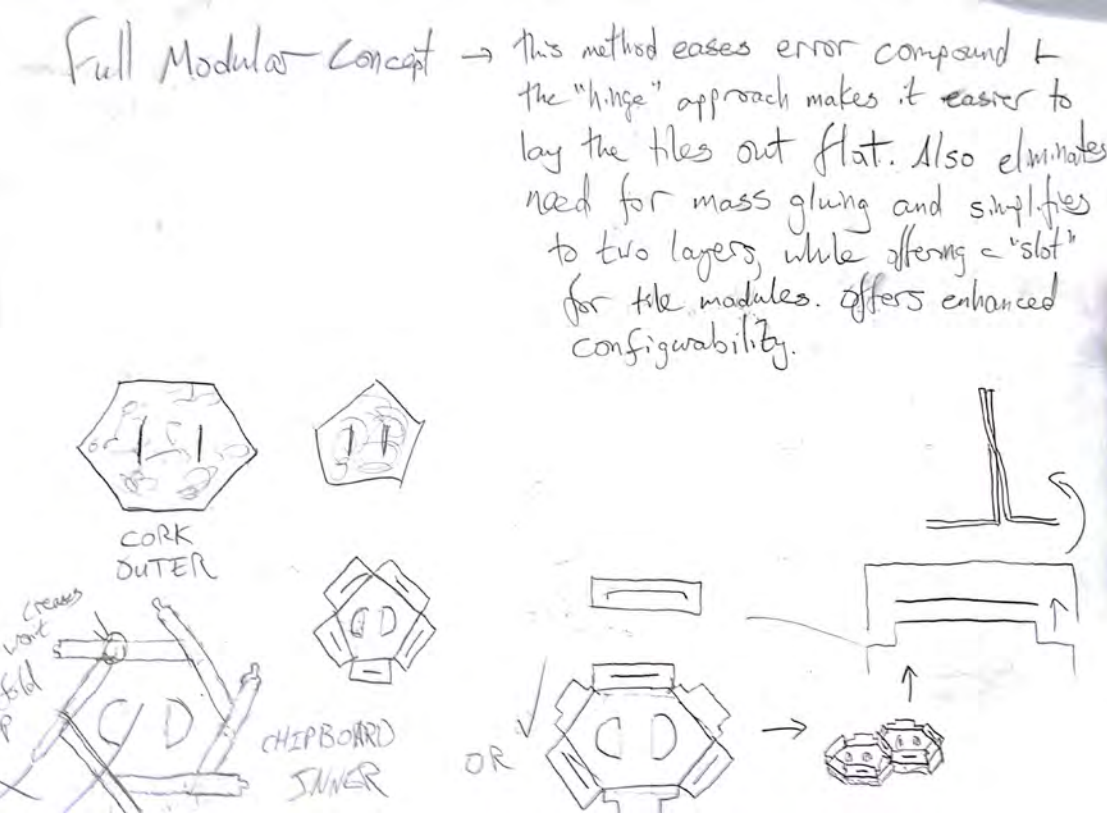
Timeline text (partially illegible)

Timeline text (partially illegible)

## CHALLENGES

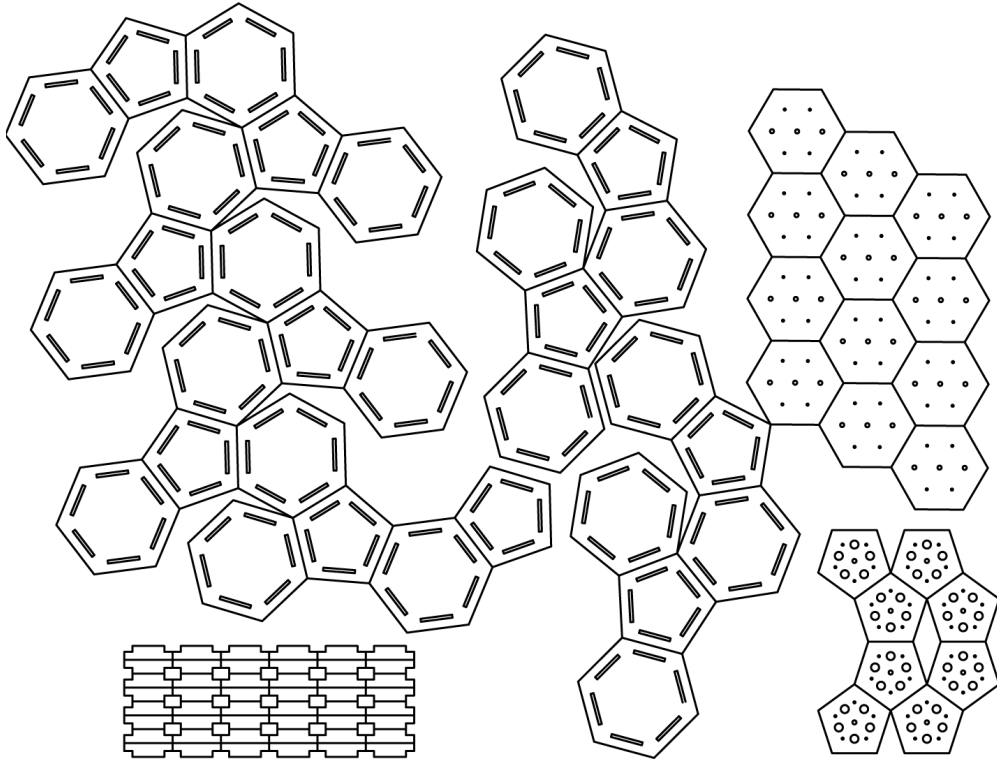
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Challenges text (partially illegible)



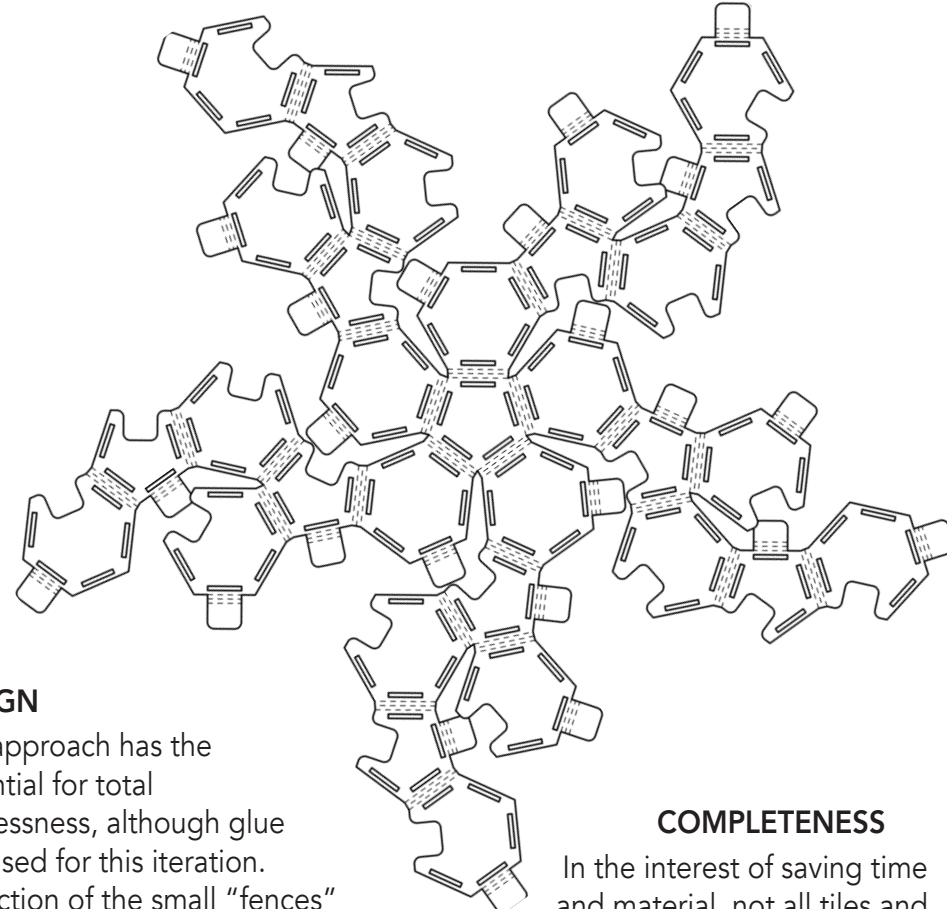
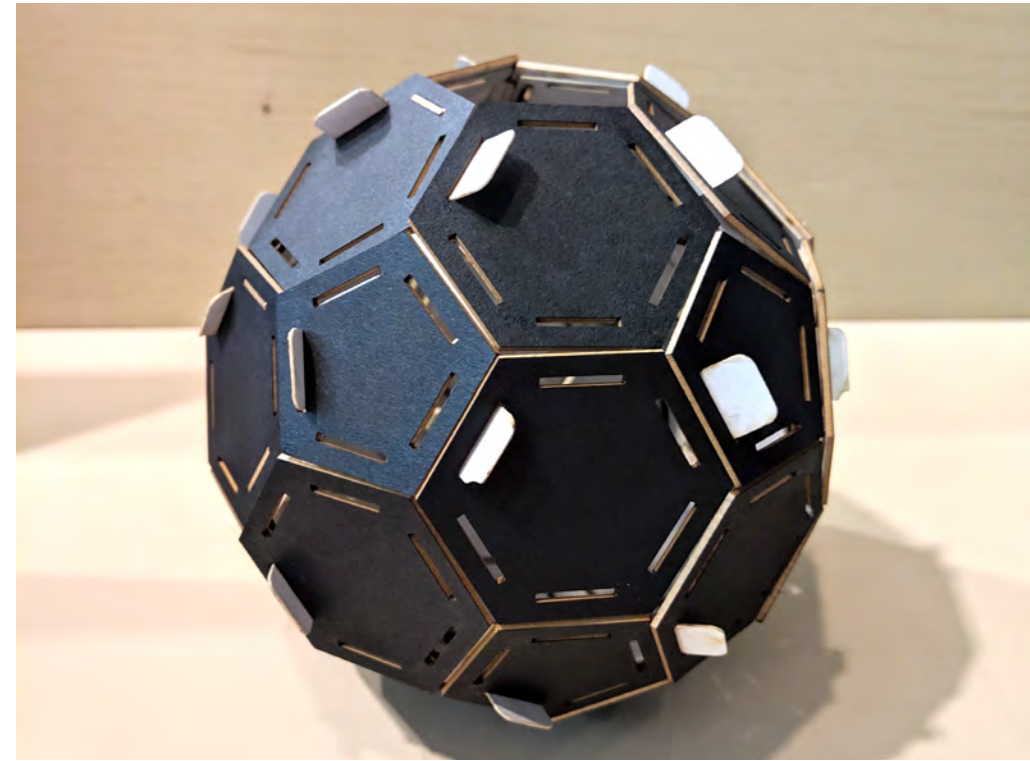
Hand modeling proved to be impractical.





AutoCAD Nets (not to scale)

Physical Model



**DESIGN**  
 This approach has the potential for total gluelessness, although glue was used for this iteration. Perfection of the small "fences" will allow them to be used like nails. The result should be stronger than glue, as well as more elegant.

**COMPLETENESS**  
 In the interest of saving time and material, not all tiles and fences were printed.

# ikikaza

## geoflora

**BUILD ANALYSIS**

at' oz U'q'2' d' g'q'Yz'U'q' O'o'q'U' E' " 'A'U'q'q'az' aaz' O'%O'qz'Yc' 2'niO'Y' - i' goe' C' A'U'q'oz' - z'2'adz' - O'e'Y'A'q'Y'q' q'E

**AESTHETICS**  
 aaz' qz'Yc' 2' d' O' %q'u- O'o'Yi' ggz'Y'E' 'ae' d' g'q'Yz' a'q' aaz' q'U' C' O'o' d'q'2' a' aaz' qz' aaz' %q' - aaz' goe' q'U' O'Y'Az' ga'e' q' %aaz' qz'Yc' 2' A'U'q'oz' o'd'i' O'e' aaz' Y' aaz' aaz' C' Y'q' - z' U'z' Y'Az' ga'e' - O'z' aaz' i' Az' U'q'U'

O' e' q'U' z' U'q'U'Y' Y' i' goe' O'Y' ] Cq' O'Yz'U' Yz' aaz' " Y' aaz' aaz' q' a' Y'g'q'U'q'U' " - O'z' aaz' A'az'Y'q'U' - q'qz' C' q'q' " O' ] aaz' i' 2' A'q'U'q'oz' q'E' aaz' o' aaz' d' O'q'q' q'oz' U' aaz' C' " a- q'U' ] Cq' q'U' 2' aaz' U'q'q'U' o' q'i' q' ] z' ] z' aaz' E'

**INTEGRITY**  
 aaz' - q'qz' aaz' %q' C' E' aaz' qz'Yc' 2' d' e' q' U' 2' z' z' q' q' %aaz' 2' " aaz' 2' e' " Y'q' aaz' aaz' go' o' q'U' O'Y' O'Y' aaz' q' O'q' 2' z' A' Cq' O' z' E'

aaz' o' aaz' aaz' Y' o' z' U' a' Y' q'z' C' a' aaz' e' qz' 2' a' C' aaz' Y' O- z' C' aaz' U' q'oz' q' ] i' aaz' aaz' U' o' O'Y' C' Y' i' %q' 2' aaz' z' a' qz'Yc' 2' aaz' O' aaz' o' ] Y'q' q'Az' 2' aaz' Y'q' a' o' z' U' i' Yz' q' O'Y' O'Yz' U' 2' q' A' aaz' Y' Y' q' a' ] E'



**SUSTAINABILITY**  
 Despite the purported reduction in waste by combining package and product, the net shape yields significant unusable material. Future iterations must address this issue.







# ikikaza

## PROTOTYPE 3: STRUCTURE



### PROCESS

This version uses two layers of mat board separated by spacers to create a .125" cavity between the inner and outer shell. This cavity provides a space through which mat board latches cut with a living hinge can pass.

Once reaching the aperture on the outer tiles, the latches spring back to catch on the edge of the tile. From the outside, they can be pressed to enable them to slide back out under the outer tile perimeter.

### DESIGN

Much of the design remains the same. The latches are of a similar shape to the previous connections; "permanent" connections between always connected tiles have been simplified and made smaller.. However, like the last version, all connecting elements are re-placeable.

### EFFECT

The open space and layers create a sense of discrete "islands" between each tile. The black on the inside might be better replaced with an off-white board or the tile on the outside with natural cardboard to break up the black, as it currently has too much of a "technical" feel.

### REMARKS

The two goals for this variant were to make the entire product 100% recyclable with no processing necessary on the part of the end user and to devise a more secure tabbing mechanism for constructing the sphere.

Due to the amount of dye used to make the black mat board, it may not be the most eco-friendly approach. Natural .0625" cardboard is a viable alternative.

The hinging latch mechanism works well to keep the sphere secure, but it can be a bit confusing to unlock it once assembled. An advantage of the prior iteration was that the sphere could essentially be pulled apart.

The space between the two layers and the flexibility of the hinges create a flimsy feeling. The nails have a tendency to slide out when assembled. Cardboard scraps from production could be used to make a simple glue to hold certain nails.

While not fully recyclable, the cork tiles from the previous iteration are compatible with this version, so this design could be "upgraded" with the cork for a deluxe edition.

### MATERIALS

0.0625" black mat board

### DIMENSIONS

OUTER HEX: 1" edge  
OUTER PENT: 1" edge  
SOLID: ~2.5" radius

### STRUCTURE

Some adjustments need to be made in order to fully realize this design. The interior tiles are a bit too large and the latches are a bit too long. Both of these issues prevent flush connections between the outside tiles - an easy fix.

Assembly is even more time-consuming than the previous version. Short of creating a novel production process, the design would likely need an overhaul for mass manufacture.





# ikikaza

PROTOTYPE 3: USE



## VERSATILITY

Like prior iterations, the open **ikikaza** net can be used for decoration by placing tiles with various shapes into the spaces provided. It can also be hung up flat on the wall as a decoration in itself.

Different versions might be suited to different uses.

One version might have an empty space on both layers, so that when the net is folded into a sphere, it can be attached to a lightbulb to act as a lamp.

Another version might make use of the cavity between the two layers, to allow for planting small plants.

## ASSEMBLY

This is the first design to actually produce and incorporate the central pillar. This pillar acts as an internal support for the sphere as well as acting as storage. It is hexagonal in shape with enough space to hold all of the cork tiles (if used) or game tiles within.

Extra cartridges (the smaller pillar pictured) might contain preferred objects or be used as additional space for holding accessories and tile packages. Up to 6 can fit onto the central pillar within the sphere.

These cartridges could be sold separately and mix-and-matched at initial purchase so users can decide what functionality they want for their **ikikaza**.

All kits would come with spare connector pieces and nails for user repair.



## MATERIALS

0.0625" mat board,  
various colors

## DIMENSIONS

OUTER HEX: .75" edge  
OUTER PENT: .7" edge  
PIECE HEIGHT: .75"

## mahabhuta player reference

### TURN SEQUENCE

**LAND:** Use the land ability of the tile you are on.  
**PLACE:** Place one of your land tiles on a space.  
**MOVE:** Move 0+ spaces until the level or type changes.  
**DRAW:** Take a tile from the main stock.



**VICTORY:** Collect all five rings and reach the center space.

### LAND TILES

- abyss** (black hexagon) Ends Move phase (no ability).
- cave** (purple pentagon) Use the ability of any land tile.
- lake** (blue square) Trade in any number of tiles.
- vista** (yellow square) Draw a land tile of any type.
- cloud** (light blue square) Move one space.
- volcano** (orange square) Place or remove a tile.
- forest** (green square) Place a tile from your stock.
- gate** (white square) Move to space with gate of same shape (if present).

### AFFINITY (OPTIONAL)

- form** (black square) If on an Abyss, place a land tile of any type on any Abyss. This can be from your stock or the main stock.

## GAME

*Mahabhuta* is a Sanskrit word referring to the 5 elements of fire, water, wind, earth, and void or ether. The same word has been transmitted to Japan via Buddhism as *godai*.

Players seek to acquire one each of five rings located at the far end of each of the 5 arms of the **ikikaza** net. As they do so, they place tiles that represent different types of land that each have their own powers that players can draw upon.

Because the game board is blank, players can create their own tiles and invent their own games that take advantage of the uncommon board structure that the **ikikaza** net provides.

