

# a Reconfigurable System for Collaborative Design

A reconfigurable interior design system that enables clients and designers to collaboratively create non-linear narratives with image based content. This system challenges traditional hierarchies in design by providing both parties equal creative power. The proposal methods are rooted in:

**Experimentation**- By blending 2D and 3D elements, architectural space, and collage-like imagery, the book becomes a hybrid between a publication, a model, and an interactive object. This experimental structure plays with depth, transparency, and transformation, expanding the possibilities of visual storytelling.

**Subversion**- By changing the fundamental system and traditional format of how and for what a book functions; by questioning the collaborating dynamics between user and designer. By designing a book system that is reconfigurable unfolds in multiple directions not just one.

**Interactivity**- The book prompts physical engagement, encouraging users to manipulate and rearrange/ reconfigure the elements/ pages. This creates a tactile experience, shifting the reader's role from passive observer to active participant.

concept  
models



fig 1.1



fig 1.2



# Experimenting by blending elements 2D & 3D: of

- Hybrid between flat pages and 3D model, by flipping through the publication, the 2D pages of the book transforms into a 3D space
- Using 2D elements to build 3D interpretations posed more interesting observations like: How flat graphics can convey depth, perspective, and spatial relationships effectively;
- Bridges a unique take on bookmaking with spatial visualization by transforming a traditionally linear, static medium into something dynamic and interactive.

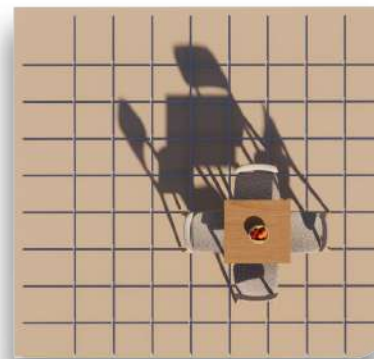


fig 1.3

+



fig 1.4

+



fig 1.5

=



fig 1.6

# Subverting the traditional format of a book achieves:

- Breaking the passive reading experience—turning the reader into a participant.
- Expanding narrative structures—allowing stories to be reshaped dynamically.
- Challenging creative hierarchies—disrupting the traditional roles of author and reader, designer and client.
- Blending physical and digital mediums—creating hybrid experiences that transcend print.

# option 1

overall combined  
elements

fig 1.7



vertical  
elements

All  
vertical  
pages are  
the walls  
Like fig  
1.4 and  
fig 1.5

flat  
elements

All flat pages  
are the floors  
Like fig 1.3

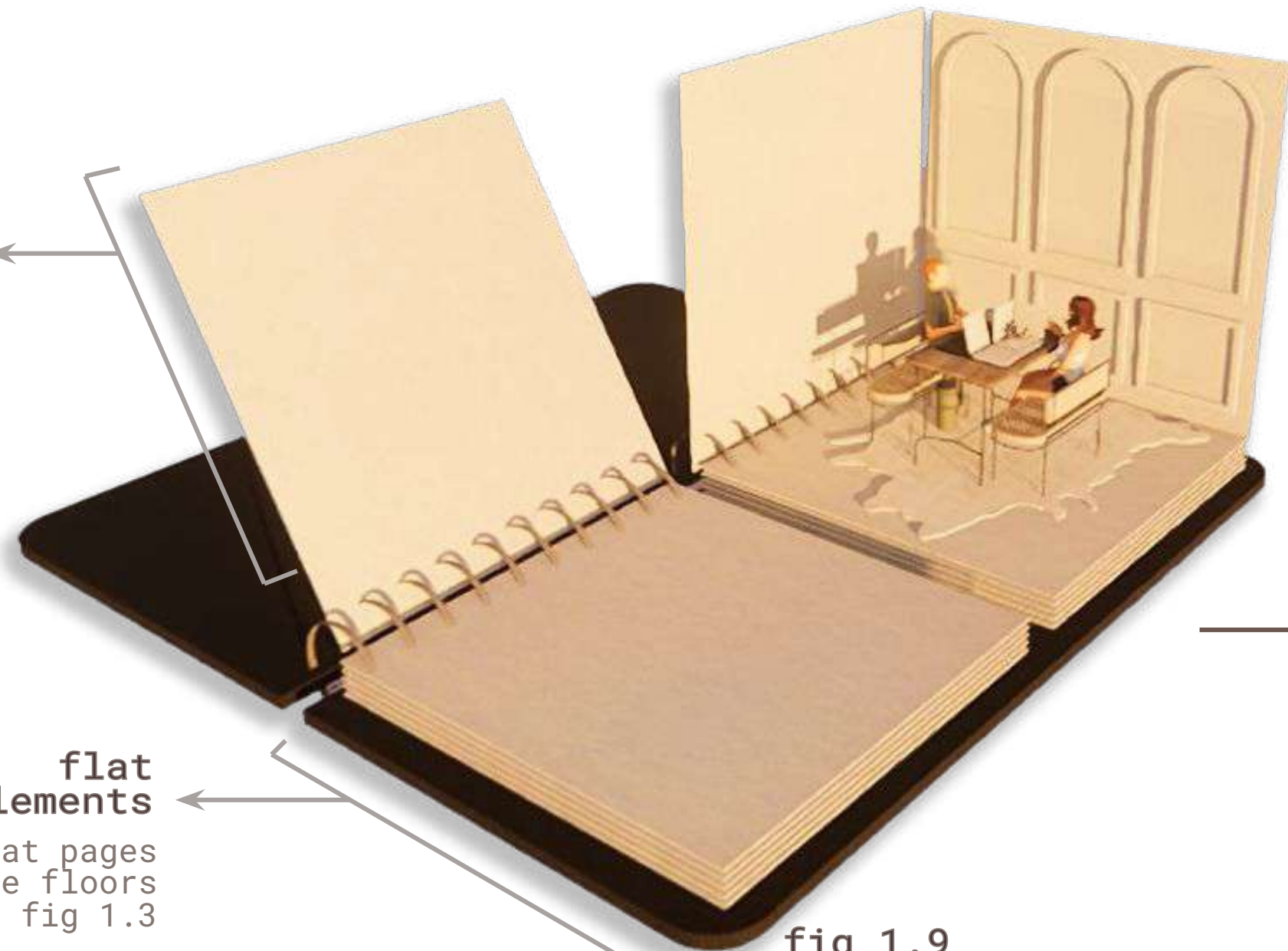


fig 1.9

singular combined  
elements



fig 1.8



# option 2

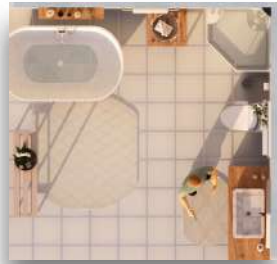
img 1.1



img 1.2



img 1.3



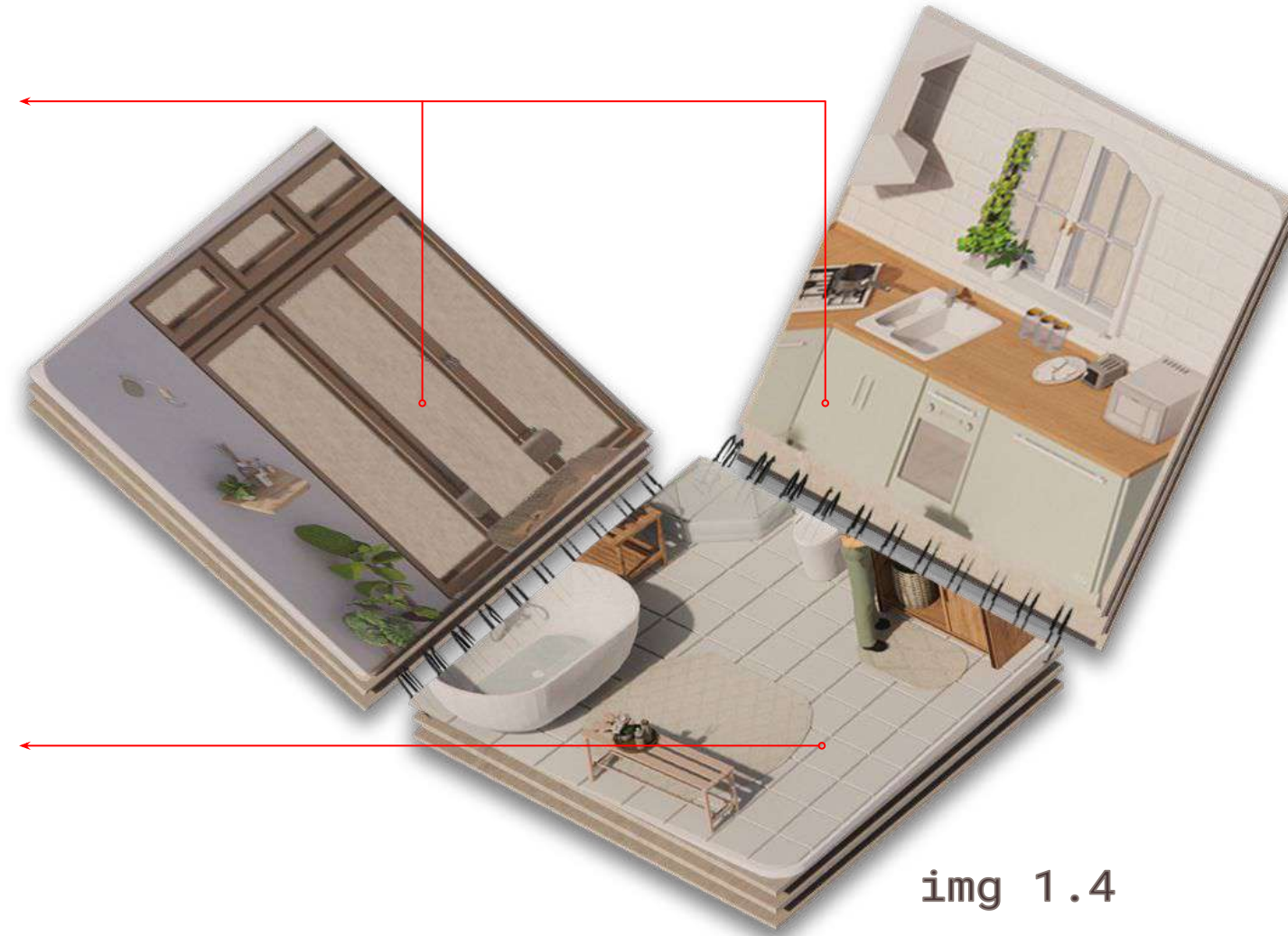
vertical  
elements

All  
vertical  
pages are  
the **walls**  
Like img  
1.1 and  
img 1.2



flat  
elements

All flat  
pages are  
the **floors**  
Like img  
1.3



img 1.4

When three  
pages come  
together,  
it forms a  
3D space

The pages can  
be flipped to  
reconfigure/  
make different  
combinations  
of floors  
(flat  
elements) and  
walls  
(vertical  
elements) thus  
resulting in a  
unique space



# Interactivity by prompting users to reconfigure to

- The **reader** is not merely **consuming content** but **actively creating** and **exploring** new **configurations** by flipping the sections independently.
- the user navigates through **possibilities** and combinations rather than following a **set path**, encouraging interaction over **passive consumption**.
- This clearly **challenges** the typical **expectation** of a **book** as a finished product, instead looking at it as a **framework for iterative design**.

to  
be **continued...**