

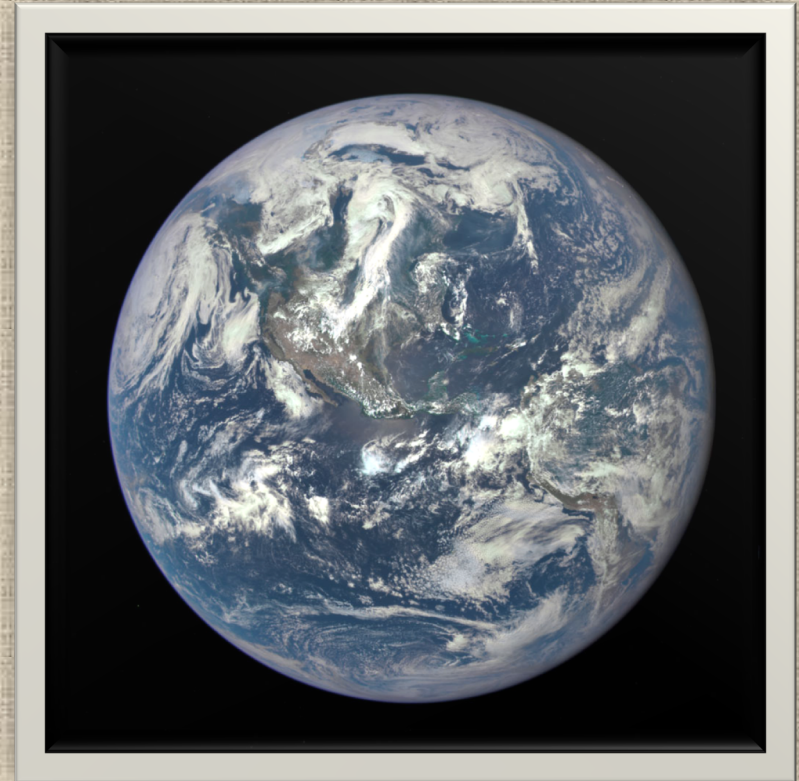
FINAL PROJECT – MULTIVERSE THINKING APPLICATION



TEAM TXALAPARTA

CURRENT WORLD SITUATION

- Labor: **Abundant**
- Habitable environment: **Scarce**
- Community: **Scarce**
- Freedom: **Scarce**



FUTURE WORLD SITUATION

- Labor: **Absent**
- Habitable environment: **Abundant**
- Community: **Abundant**
- Freedom: **Abundant**



RESOLUTION TABLE OF “WHAT AFFECTS WHAT” – TABLE OF CONSEQUENCES

		Labor	Habitable Environments	Community	Freedom
Labor	· Increase	-----	Decrease	Increase	Increase
	· Decrease		Increase	Decrease	Decrease
Habitable Environments	· Increase	Decrease	-----	Decrease	Increase
	· Decrease	Increase		Increase	Decrease
Community	· Increase	Increase	Increase	-----	Decrease
	· Decrease	Decrease	Decrease		Increase
Freedom	· Increase	Decrease	Increase	Decrease	-----
	· Decrease	Increase	Decrease	Increase	

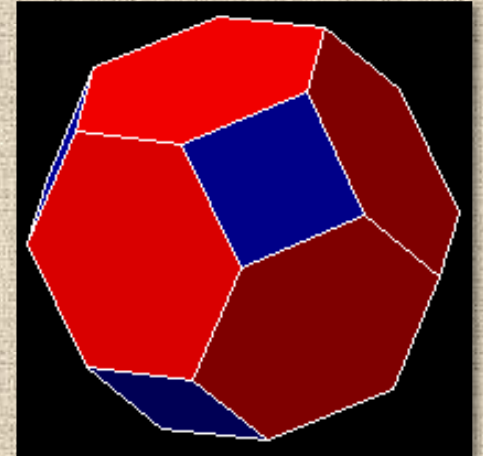
POLYDRON – GEOMETRIC 3D CONSTRUCTION





TECHNOLOGY - HEXLIFE

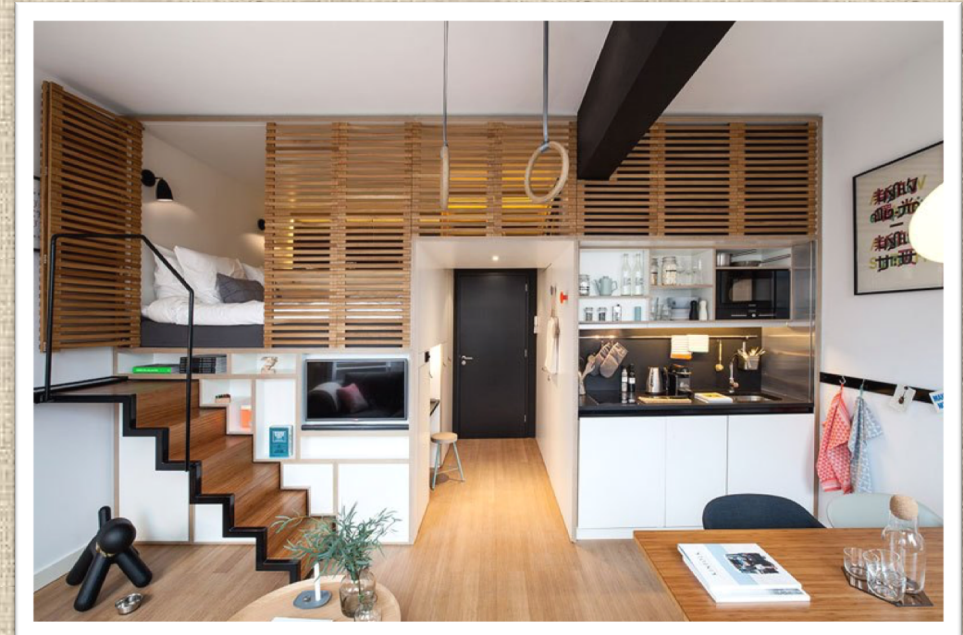
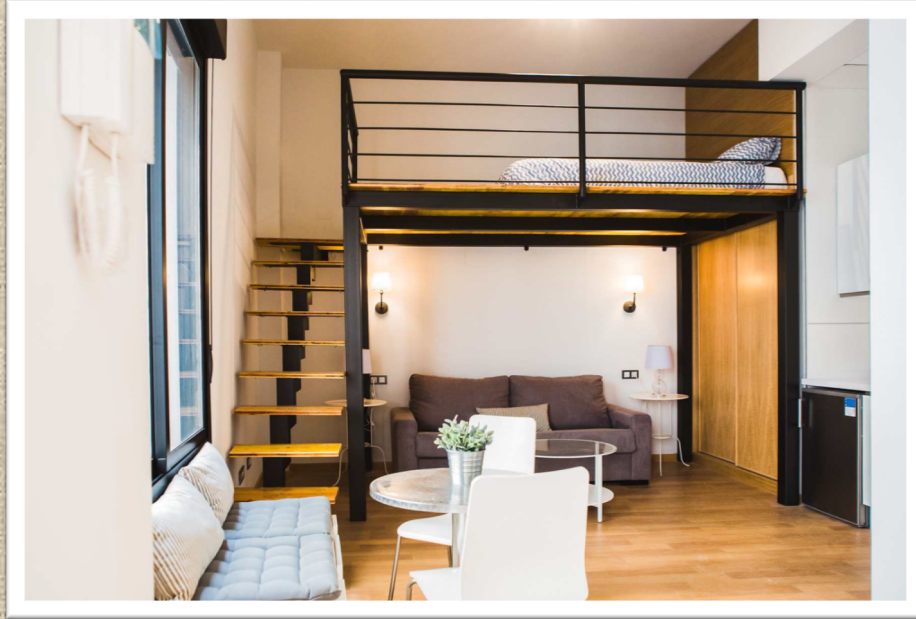
- ❖ Modular house – Walls, floors, rooms and more can be added
- ❖ Multiple houses can be joined together (Sharing and saving energy)
- ❖ “Origami” foldable house
- ❖ Can stick to any surface to maintain stability
- ❖ Solar panels as the house’s walls
- ❖ Piezoelectric tiles on the house’s floor
- ❖ House made out of intelligent materials



MODULAR HOUSE



A LOFT-LIKE HOME



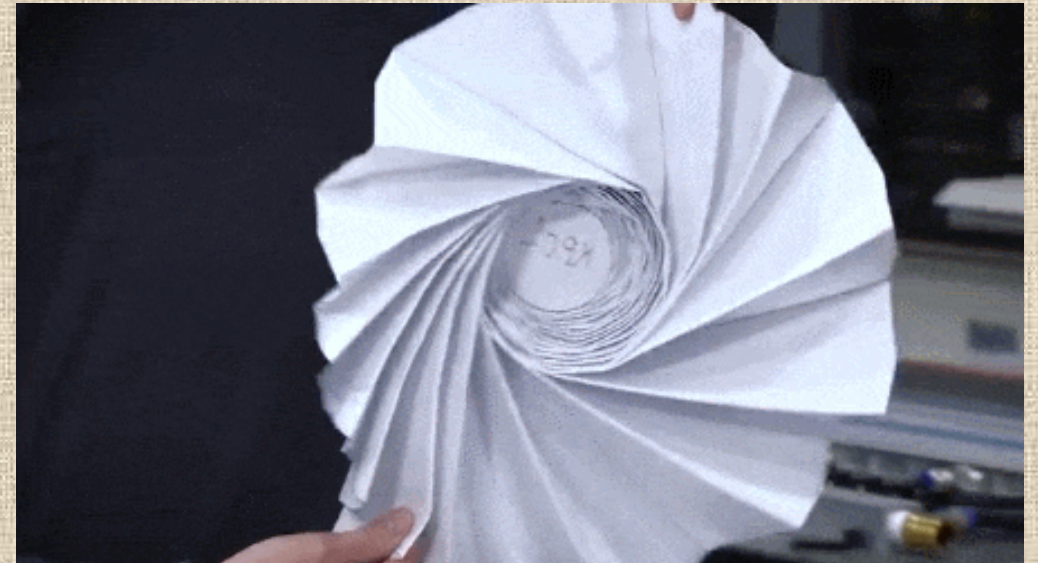
CONNECTING HOUSES BETWEEN EACH OTHER



→ *Promote communities*

→ *Save/share energy between the houses*

“ORIGAMI” FOLDABLE HOUSE



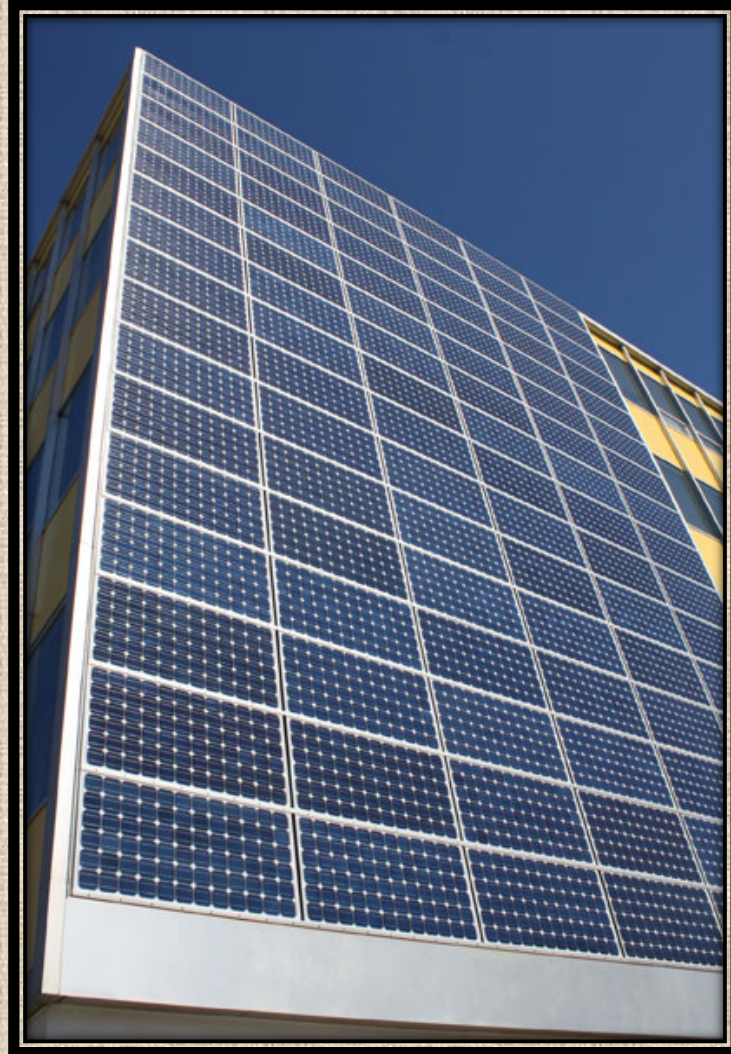
ADHESIVE TO ANY SURFACE



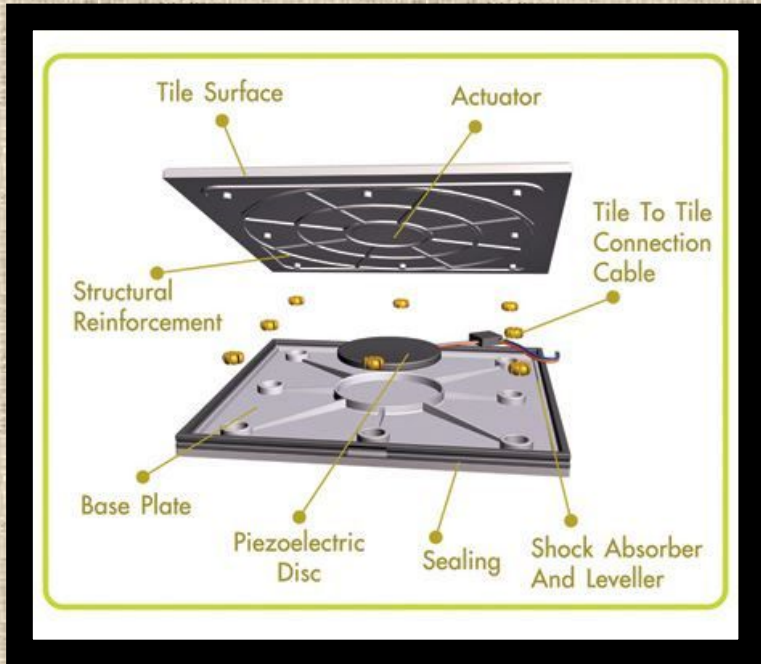
From slug goo to glue

*Strong and stretchy
glue that can be used
on dry/wet surfaces*

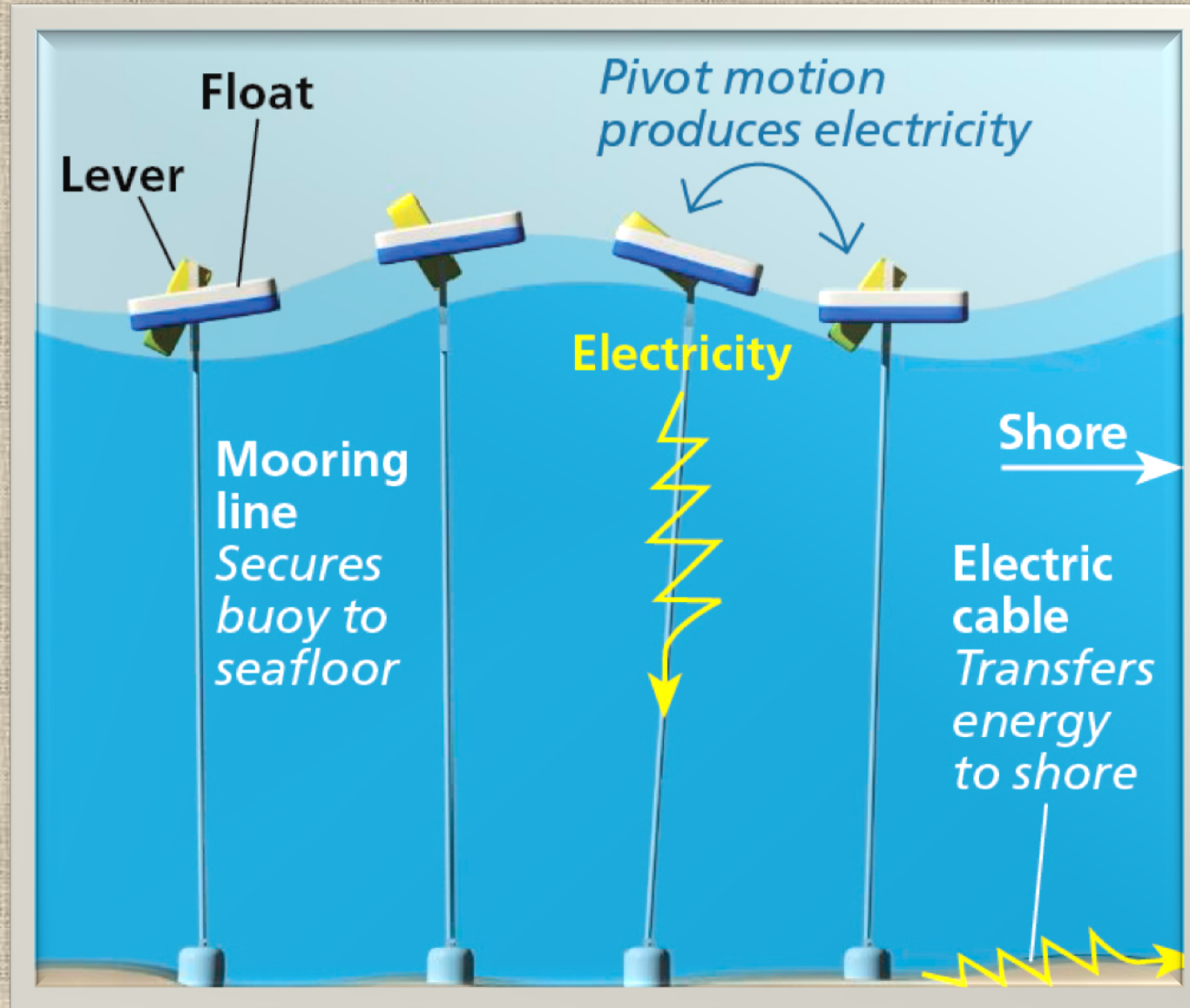
SOLAR PANEL WALLS



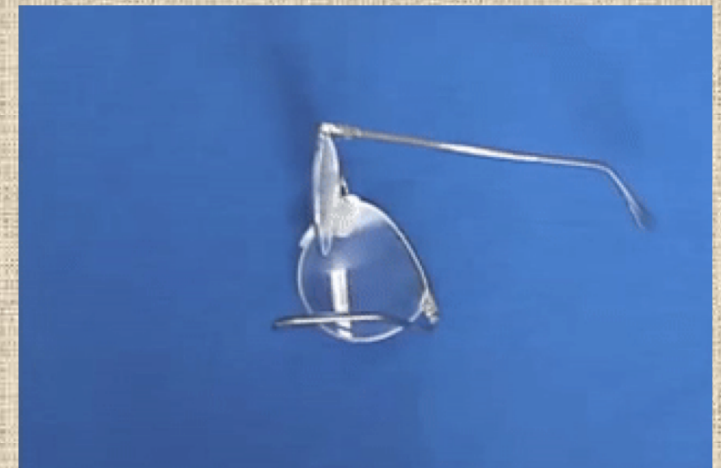
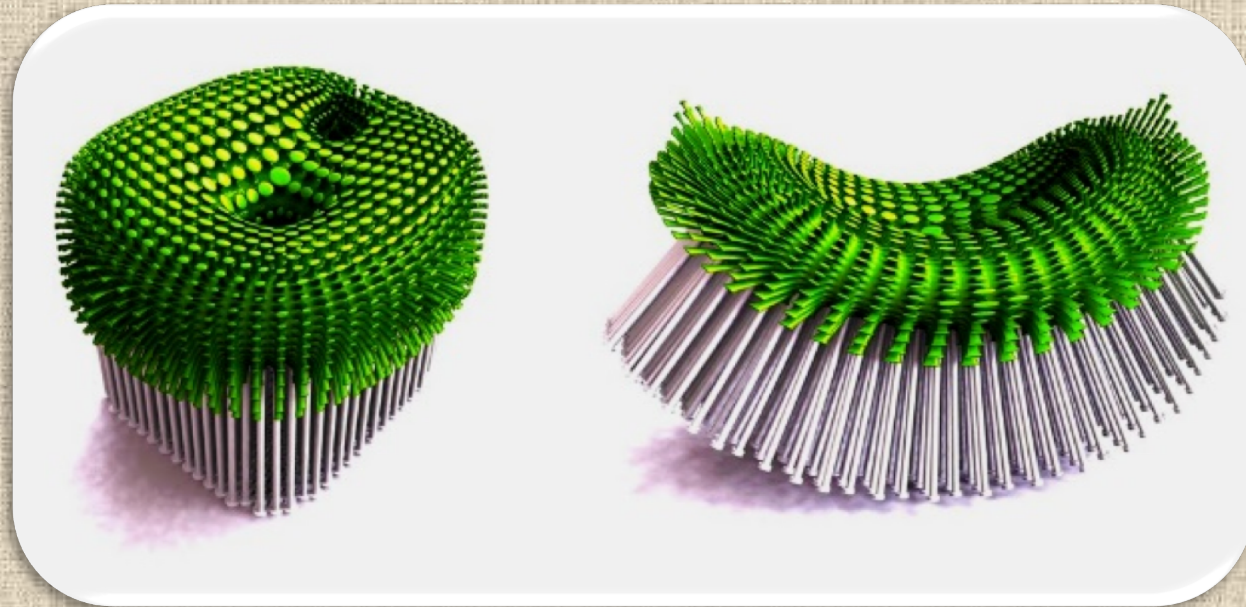
PIEZOELECTRIC TILES



TIDAL ENERGY

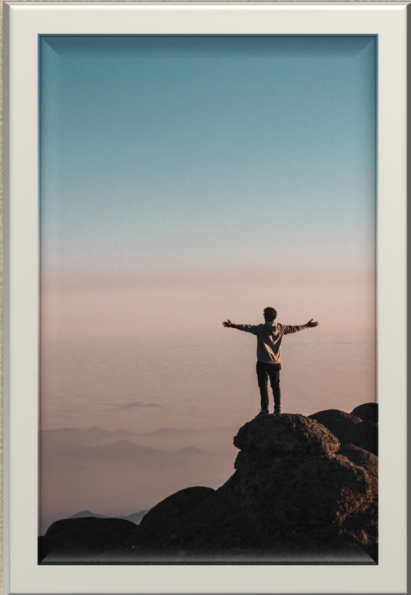


FLEXIBLE MATERIALS





Rise of habitable environment efficiency



More freedom



Decrease of labor



Increase of communities / relationships

**SO, WHENEVER YOU WONDER HOW
WOULD THE HOUSE OF THE FUTURE LOOK
LIKE, THINK ABOUT...**



HEXLIFE

THANKS
FOR WATCHING