

integral part of the concept is the use of modern energy-efficient technologies in design.

Design Solution. Filter-jug "Drop" for water is a symbiosis of practicality and aesthetics. The object includes a filter itself, as well as a stand in the form of splashes of a drop. The filter is used for water purification and as a lamp at night. A distinctive feature of this filter-jug is its shape. It looks like a drop of water that seems to fall down and splash in different directions. The material that the filter is made of is glass. It symbolizes purity and clarity of purified water. The night light has a replaceable illumination in the form of a built-in element with LEDs, the color of which may vary depending on the owner's desire.

The purpose of using the light elements in this object is to examine better the process of drinking water filtration with the help of illumination.

In the course of the project work, the possibility of using LEDs in a water filter for both practical and aesthetic purposes was identified.



Reference list:

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TYOLOGY OF THE CONCEPT OF "REALITY" IN THE CONTEXT OF DESIGN ENGINEERING

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The prevailing conditions of the modern world, whose image has changed beyond recognition with the advent of information technology, requires clarifying the fundamental concepts of human existence in the environment [1].

Today, the concept of "reality", treated as a real existence, is not fully of describing the existing world. Technological progress has broadened the scope of this interpretation of "reality" and requires substantial clarification.

Today, when setting a designing problem in the design engineering of a subject-spatial environment, it is necessary to specify the concept of "reality" for which the object is modeled; is it possible to existence an object in complete isolation from the material (physical) world, or does the projected object somehow interact with it.

The purpose of this study. Define the main differences between the concepts: environment real, virtual environment, mixed reality, augmented virtuality and augmented reality.

Material and methods. The materials of the research are works in the field of the theory of philosophy and design, the history and aesthetics of design, works on modern physics. Methods: systematic and historical approach to the formation of technical concepts in design, the method of analogy.

Findings and their discussion. Reality as a philosophical concept refers to a category understood mainly intuitively, which is emphasized in its limited or indefinite interpretation.

On the contrary, the concept of "reality" in the information environment is quite clearly formulated and has quite specific boundaries. Illustration 1 shows a schematic diagram of the distinction between environment real and virtual environment as they interact, where the extreme points are the physical and virtual worlds in their pure form.

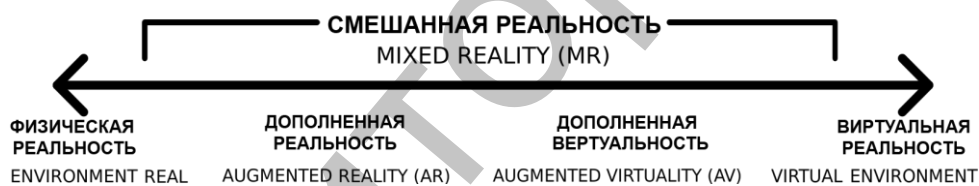


Illustration 1

Environment real, material reality. The material world with objectively existing phenomena and facts [2].

Virtual environment is a world created by technical means and transmitted to a person by means of hearing, sight, touch, etc. ; perceived by man in real time.

Before the era of computer technology [3], virtuality was perceived as a philosophical category, where an object or a state that did not exist in physical reality could have arisen when certain conditions were created [4]. In the technical embodiment, this concept was is not only transformed, but also differentiated into separate groups. Thus, the virtual world through technical means begins to exist not only in isolation, but is also able to interact with the objective-material world, which gives rise to a mixed reality, where digital objects and the physical world interact in real time.

Mixed reality is a medium of contact between the real and virtual worlds. As a result of the development of mixed reality technology, there is an internal differentiation into augmented reality (which partially replaces the physical

world, imposes virtual objects and images on it) and augmented virtuality (real objects only complement the virtual world).

Conclusion. The information revolution of the end of the XX century opened a person a new, not yet fully studied, area of existence and communication interaction. Therefore, when organizing the design process of the subject-spatial environment, it is necessary to take into account all aspects of human interaction with the "reality" in which he will be immersed design tools.

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DESIGN PROJECT MODULAR PARTITION FROM CORRUGATED CARDBOARD

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In modern times, the issue of recycling waste in order to obtain various kinds of materials and products is very topical. Corrugated cardboard is among the materials obtained by recycling. It is produced by recycling waste paper and is ecologically natural. This material has a low mass, has a low cost and good physical properties, so corrugated cardboard is mainly used as a packaging material [1]. After performing its function of corrugated packaging, they do not represent actual value, but they say everything in our world has its own value. Nowadays, corrugated cardboard packaging has become reusable. From such packages create furniture, partitions, lamps, gaming equipment, art objects, etc.

1. Pre-project analysis. Partitions are an important part of the interior and are designed for zoning space, and also perform an aesthetic function. When choosing a design, it is necessary to take into account the dimensions of the room in order for the partition to be suitable for the room - not too large, but not too small. In this regard, the most universal are modular partitions. Using modules, you can easily vary the size and change the shape of the partition, which opens up opportunities for their use.

The purpose of the work is to identify the basic principles of the construction of modular partitions.

The task is to manufacture a modular partition in accordance with the developed connection scheme of the modules.