

PLACE

Are you happy with where you are?

Studio Studio's Magazine

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Studio Studio

Fashion



DO YOU WANT SUPERHERO'S?



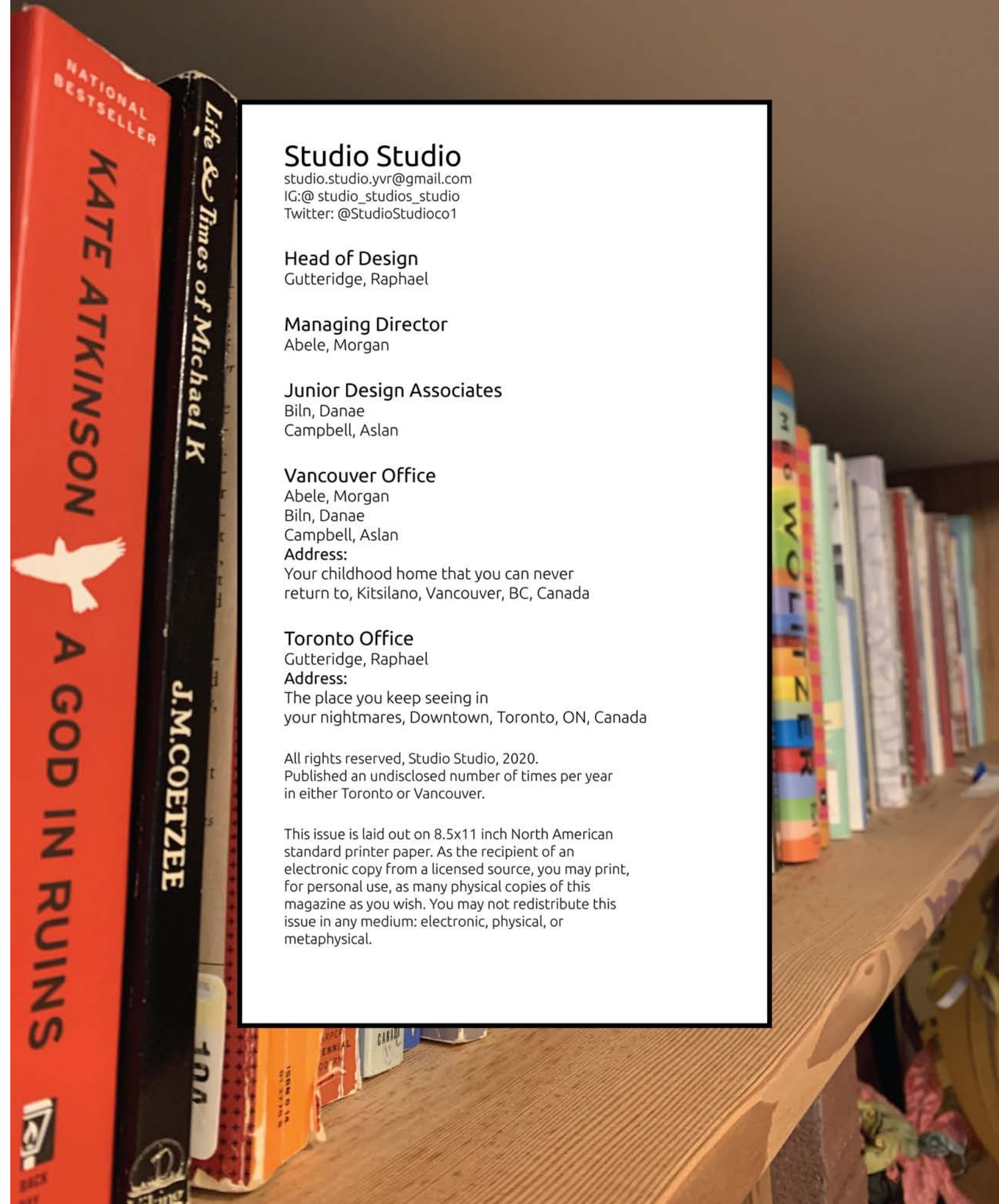
...Well they don't want you...

...BUT WE DO!

*STUDIO STUDIO:
WHERE YOU WERE
MEANT TO BE*



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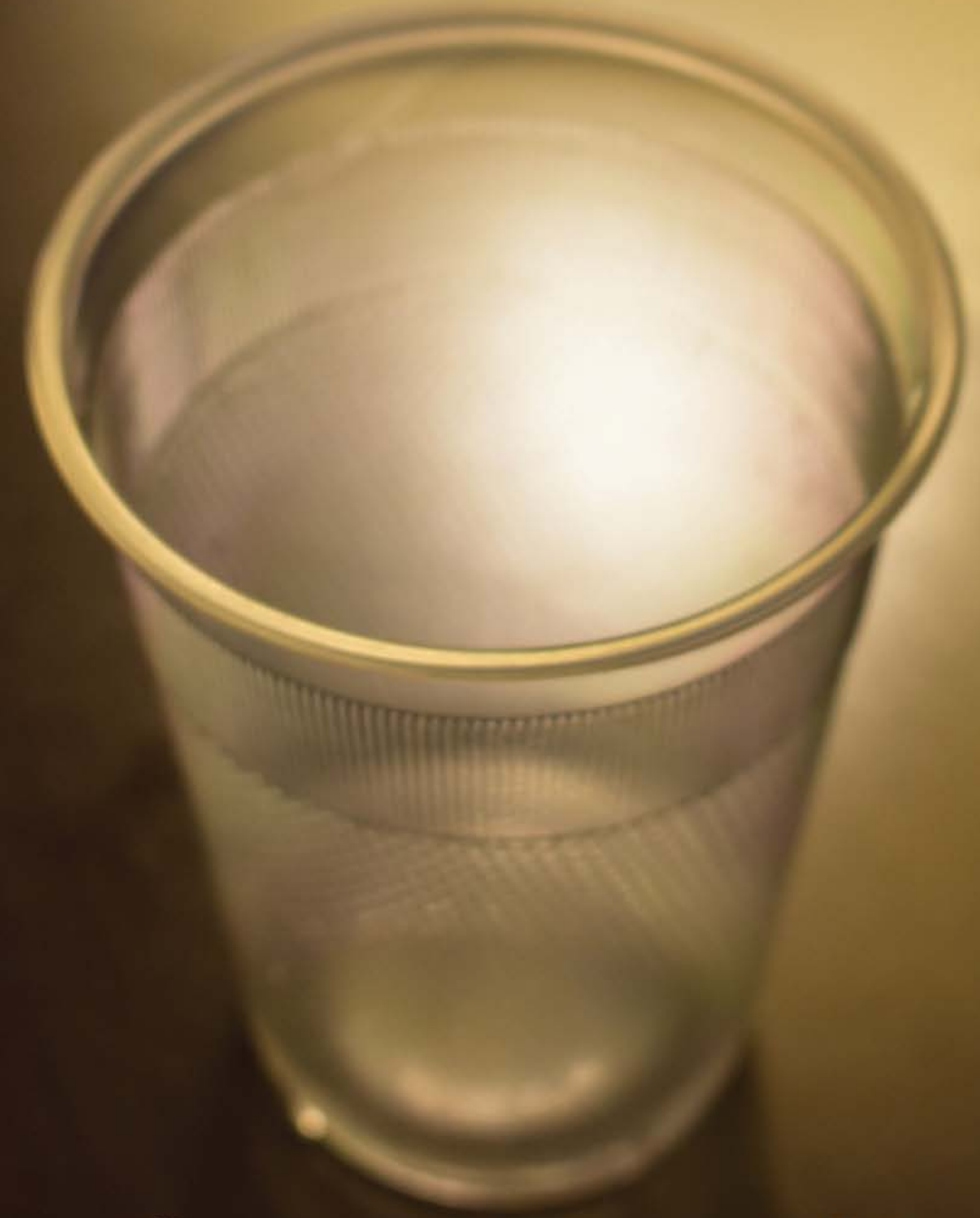
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Laylines, a **Studio Studio** experience

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Professionalism

The design bureau at Studio Studio is professional and modern. We strive to deliver a clean, organized experience for you and/or your company. Do you want a thing? We'll give you a thing; just don't ask us what that thing is going to be. We're professionals, you'll like it. Just email or DM and then pay us and we'll deliver you things.

Presenting:



Studio Labs

a division of Studio Studio

Studio Labs joins our family of other brands, which includes:



Studio Studio



Winter Collection

...especially really good...

-Morgan Abele

A film by Jasper Gutteridge



JASPER FILMS

Digital Built Environments:

How digital interventions influence our use of the built environment

Given the relative size of Toronto to the Canadian population, if you're a Canadian, there's a decent chance you've passed through Toronto Pearson International Airport. This airport is the largest in the country and the thirty-second busiest in the world. Pearson is the access point to Canadian business. The largest companies in this country are a scant twenty-five minute train ride away.

Recently I found myself in this hub, although it wasn't so I could participate in powering the ninth largest economy in the world (according to the IMF). While waiting for my flight to board I quickly went to use the restroom, what was supposed to be a routine and unremarkable event. Almost always, it is. This time, however, the normal experience of this utilitarian space was completely subverted. By technology.

This bathroom in terminal one is entered by a corridor with lower lighting. At the end,

one turns right and faces a long, skinny room with usual restroom fixtures like sinks. The tile is unremarkable, the lighting is inoffensive, and the wall colour is completely forgettable. Men, conditioned to keep their heads down and ignore their surroundings in public bathrooms, should normally find this one perfectly normal.

But most of these spaces don't have much in the way of digital interventions. If they do, they have motion sensors, but that's about it. This bathroom in terminal one had a simple piece of digital technology waiting at the end of the hallway one enters through—a simple white terminal with some buttons and a question.

The terminal asked the user to rate the cleanliness of the bathroom as they left it. To respond, one presses a button on a row of four. These buttons were cartoonish, simple faces. On the far left, is a green smiley face. On the right, as expected, is a red frowny face.

Criticism of this device is not without its precedent. A post on mcorp.cx recounts a similar experience in Seattle's airport. This person approaches the issue of this device from a business

perspective, saying that in places like bathrooms, this device is completely useless. A bathroom, this person points out, should always be clean, meaning that gathering data on its state is completely irrelevant. Why force the customer to assess their experience when it would be simpler to have someone check on the cleanliness of the bathroom?

This business perspective on the situation begins to point us towards the subversion of the bathroom at Toronto Pearson. Assessing the cleanliness of a public bathroom is something that we all do upon first entering it. The image of a public restroom is naturally negative. It's an unclean place covered in germs from strangers.

Negative perceptions of these spaces, however, are not typically on the fronts of the minds of those who use them. As I was searching for the bathroom in the airport, I was briefly thankful that I was already wearing a mask so it would be harder to smell the bathroom. While a feeling of grossness persists in the users' minds, this is not typically an active question.

Typically, however, this

question is not presented to the user upon entry. Though intended for use upon leaving the restroom, this device is located in the same hallway people enter through. Immediately, the question "what

Soft Rains, among others. Forster and Bradbury are highly critical of the concept, describing how the human experience of life is entirely divorced from reality. They express their

atomic bombs on Japan. Radioplanes, televisions, and computers were now things to be produced and consumed. These were also weapons, with



[Click for source](#)

would I rate the cleanliness of this bathroom" came into my mind and persisted through the entire time I was in there.

The user, when entering this space, is prompted to engage critically with it. Knowing that they have the opportunity to answer, the user accepts the invitation.

In the years following the 1947 invention of the transistor, computer technology has exploded. Computer technology has become an accepted and expected facet of everyday life. The concept of smart homes has been explored by EM Forster in *The Machine Stops* and Ray Bradbury in *There Will Come*

disillusionment with technological progress; taking the stance that humanity must return to the land and reject mechanization or computerization.

Published in 1909, *The Machine Stops* looks at the immediate effects of the Industrial Revolution. It is from a similar time as the Arts & Crafts and Reform Movements, which reacted to advancements like the start of electrification and increased automation in machinery.

Published in 1950, *There Will Come Soft Rains* reacts to the gigantic advancements that happened in the Second World War. Not even a decade prior, the United States used

Radioplanes being used in combat and computers being used by the military.

In 2020, we aren't quite where Forster or Bradbury predicted. Human hands still make food and our houses don't automatically clean up our messes for us yet, as nice as it would be. Instead of being saturated to the point of blindness, technology still has an intrusive quality. Roughly 85% of humanity was born before the invention of the iPhone, able to remember a time before a smartphone became a necessity of modern life.

Does it matter if you disappear?

Only 4.66 billion people are on the internet out of a global population of 7.83 billion. US National Parks, pre-pandemic, were reaching record high visitor numbers. If we're going to evolve into the societies that Forster or Bradbury fear, we still have a ways to go.

Devices like the Amazon Alexa or Siri may be widespread, but there's still an air of novelty to them. Memes like "Alexa, play Despacito" illustrate that the act of using a smart device can be turned into a joke. These devices are useful for looking up the weather or setting timers but have yet to be able to detect when you accidentally spill your drink and clean it up for you. Ads circulating on platforms like YouTube in December, 2020 by Alphabet for their Google Nest Hub show users asking their device to play music while performing actions like drying the dishes or chopping vegetables. In a truly automated house, these tasks would be performed by the house itself.

With digital technology still somewhat novel, devices that ask for cleanliness ratings provoke interest. Seeing the cleanliness rating device in the Pearson bathroom, I immediately took interest in the question the machine asked. I went to a urinal and asked myself what I would rate its cleanliness. Then I went to the sink, on my way glancing at the rest of the bathroom and asking what

I would rate its cleanliness, and while I washed my hands I thought about its cleanliness. On a normal day I might not have noticed so much about the bathroom. However, because of this digital intervention, I became hyperaware of every little detail in the space. The already uncomfortable action of using a public bathroom became intolerable.

This is the impact of digital interventions on the use of spaces. Because these devices serve a purpose, they make the user of a space question how they want that aspect of the space to function. Low-tech, a thermostat does the same thing. You question if you're satisfied with the temperature of the room, knowing that you have the power to change it. A dimmer light switch does something similar. Perhaps, a digital intervention is even more prominent to the user because of its novelty. The choice is that much more prominent in the mind of the user, making them question their experience of that space even more critically.

When given the choice to add a digital intervention, like a cleanliness rating device, one must seriously question if they want the user of that space to critically engage with that aspect of it. Would it be better for the user's experience to be hyperaware of a bathroom's cleanliness or for them to be able to ignore it?

As for what rating I left in the Pearson bathroom? While I was washing my hands I saw a man leave without washing his hands so I decided it would be safer to not touch the device at all.

Studio

Studio

Are you in agony with your place in life?



Studio Studio

Being trapped doesn't need
to make you miserable!



Studio Studio

Studio Studio

Vancouver



friendship, fun, folly, flowers, forensics, flight



Need a place
to stay warm?

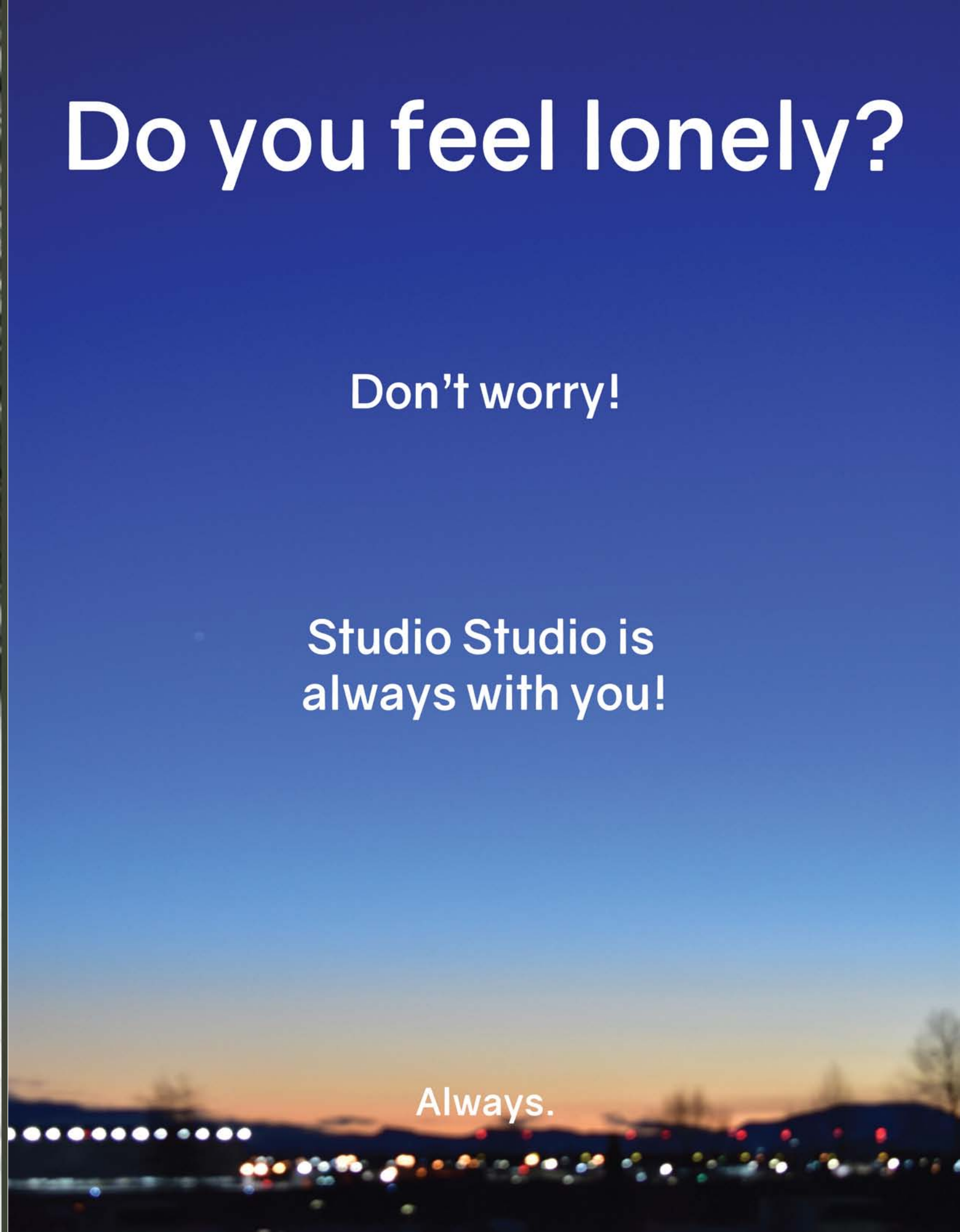
try...
**STUDIO STUDIO
TORONTO**

Do you feel lonely?

Don't worry!

Studio Studio is
always with you!

Always.



It's hard to believe that this....



...is the same person as this.



*Has stress gotten you down?
80% of people probably suffer from
premature aging*

*At Studio Studio, start
becoming the more
attractive version of
yourself!*



*With only 300 part time payments, you
could be looking like yourself in no time!*

QUIZ: Design your ideal bedroom and we'll tell you the city you were meant to live in!

Choose a bed....



A



B



C



D

Choose a lamp...



A



B



C



D

Choose a blanket....



A



B



C



D

Choose a dresser....



A



B



C

ER

D

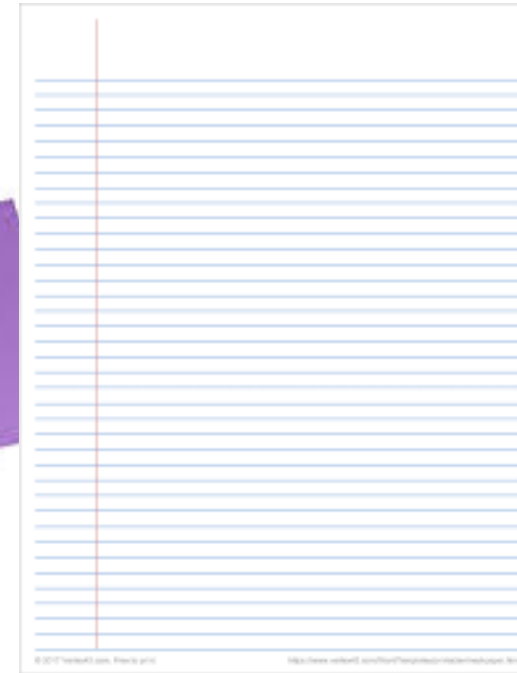
Choose your wallpaper...



A



B



C



D

Choose a random décor object...



A



B



C



D

RESULTS:

Majority A's:

You are adventurous, you cannot be confined for long and you thrive in wide open spaces. You are perfectly suited for the vast lands of the Arctic Tundra. Remember to bundle up!



Majority B's:

You are a home body, you like to cozy up with a hot cup of tea and a good book. And where better to do that than rural Canada! Happy -Valley Goose Bay is just the right place for you!



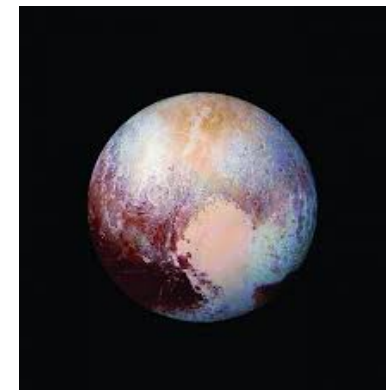
Majority C's:

You aren't the most adventurous of people, but your mind is filled to the brim with information! You were meant to live somewhere toasty because you hate being cold, but you do love a good snack. It's time to move into your very own toaster oven house!



Majority D's:

You need a change right now, it's time. Spice up your life. This world is only pulling you down, so head over to Pluto if you want to unlock your full potential. Take the leap, it's worth it.



Studio Studio

Connecting ideas
to reality

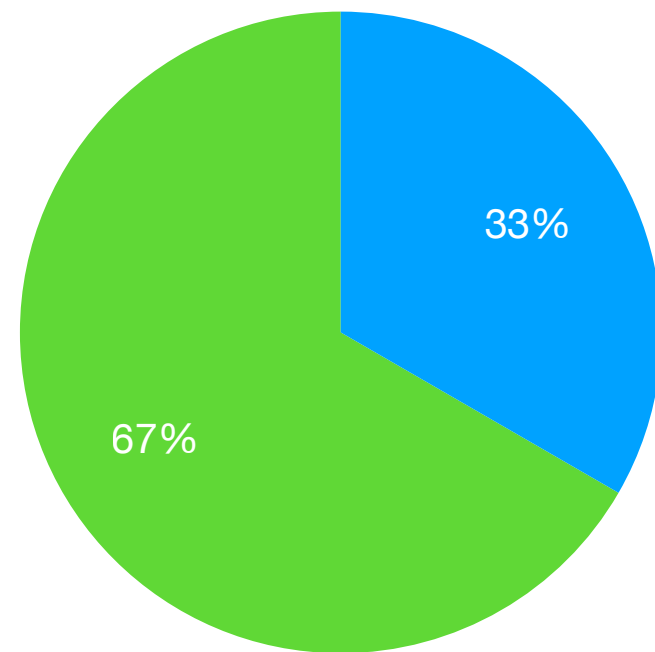


A STUDY:

We asked street youths where they were happiest and the results will shock you!

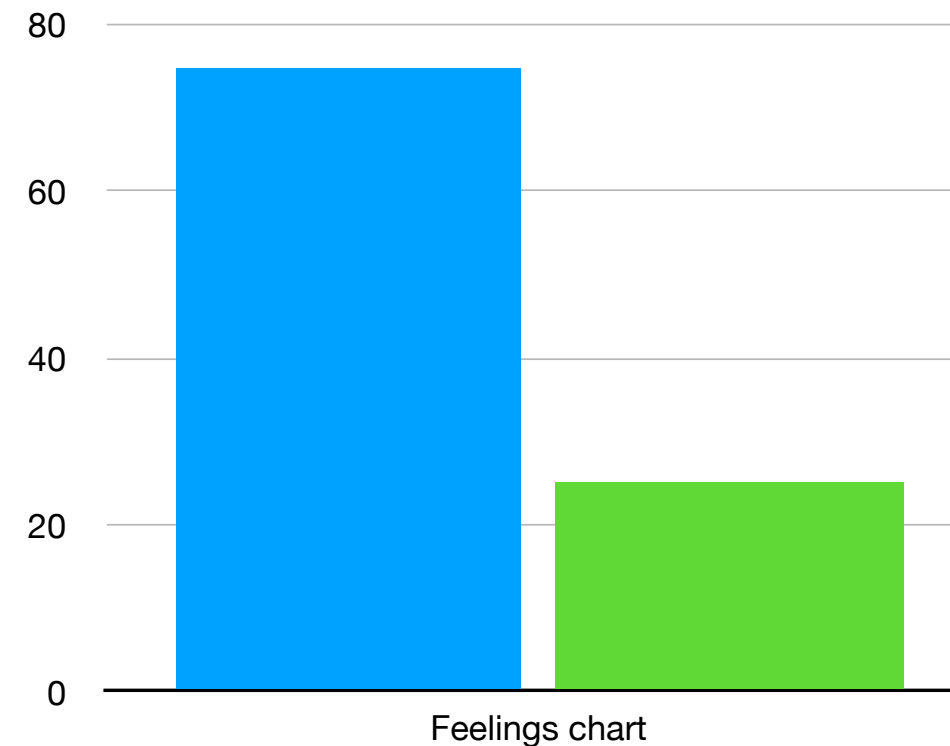
67% of those surveyed reported that they feel more comfortable in small, enclosed spaces such as a small cabinet.

● Prefer open spaces ● Prefer closed spaces



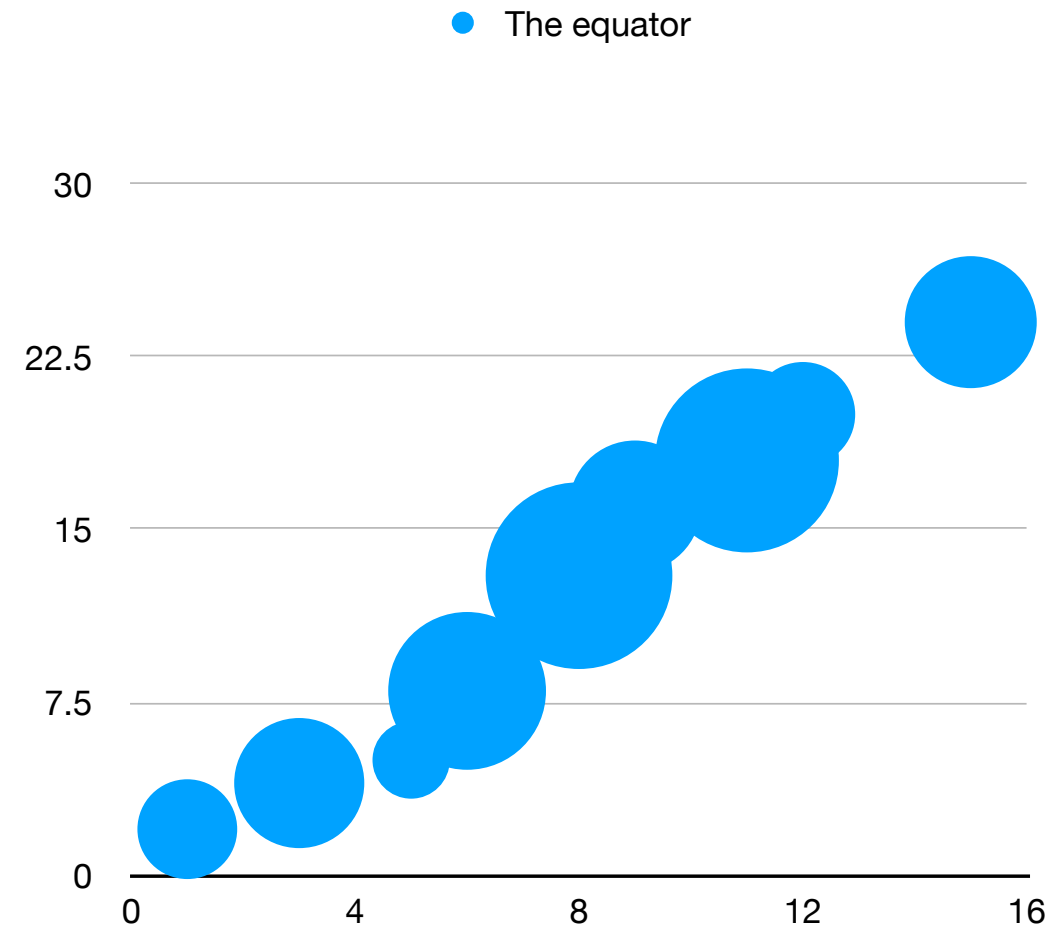
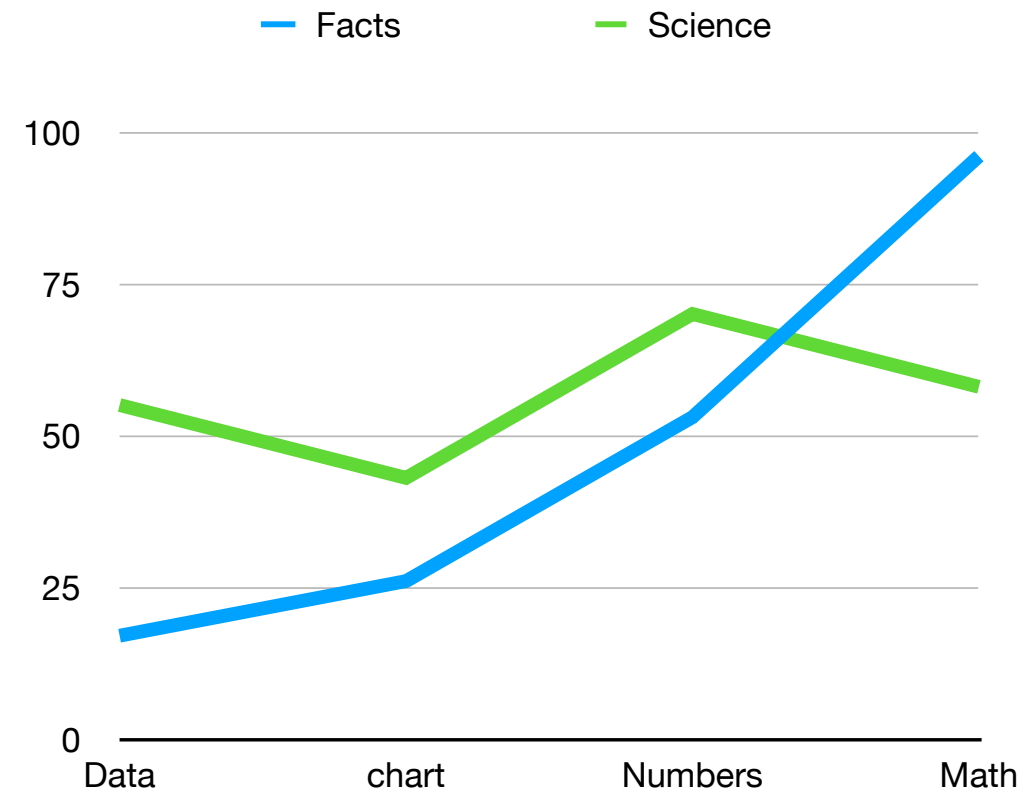
A majority of the teens we questioned reported negative feelings towards their current living space.

■ Negative ■ Positive



What does this mean for our society? How does this impact the youths of today and our future generations? Keep reading to find out.

According to the analysis of our research and collected data, the youths of today are residing negatively to their environments.



These shocking findings have brought to light a multitude of questions regarding the mental and physical health of our younger generation and the safety of the spaces we keep our children in. Many new parents ask themselves, should my child be eating glue? Maybe not, maybe so. But this perfectly relates to the state of mind our scientists have placed themselves in while attempting to figure out what the youths need to feel secure in their environments. Why are they so troubled? Is it cyberbullying? Are children concerned about the ever impending threat of climate change and the ending of humans' very existence? Or are they just hungry. Do they just need lava lamps to make their spaces more fun? Us scientists intend to find the root cause using our collected data and science tools.



In Awe at Ornamentation

Made, of course, by Studio Studio



EMERGE

STUDIO STUDIO
FASHION AS ART

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EXTEND YOURSELF PAST DARING
INTO GREATNESS

StudioStudio

FASION THAT PROVES GLORY



Like a ship in the night



Studio Studio is mysterious.

Fear us.

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The horse is false...

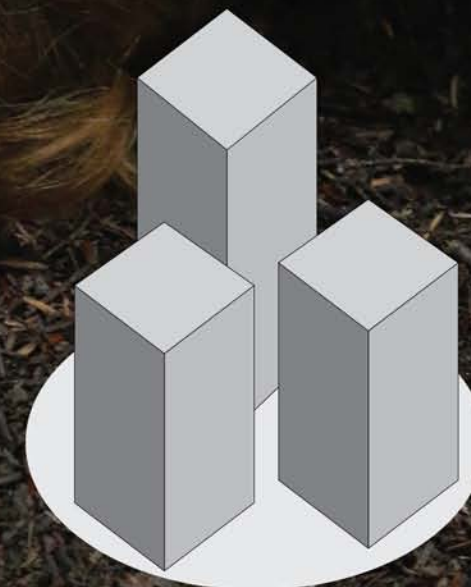
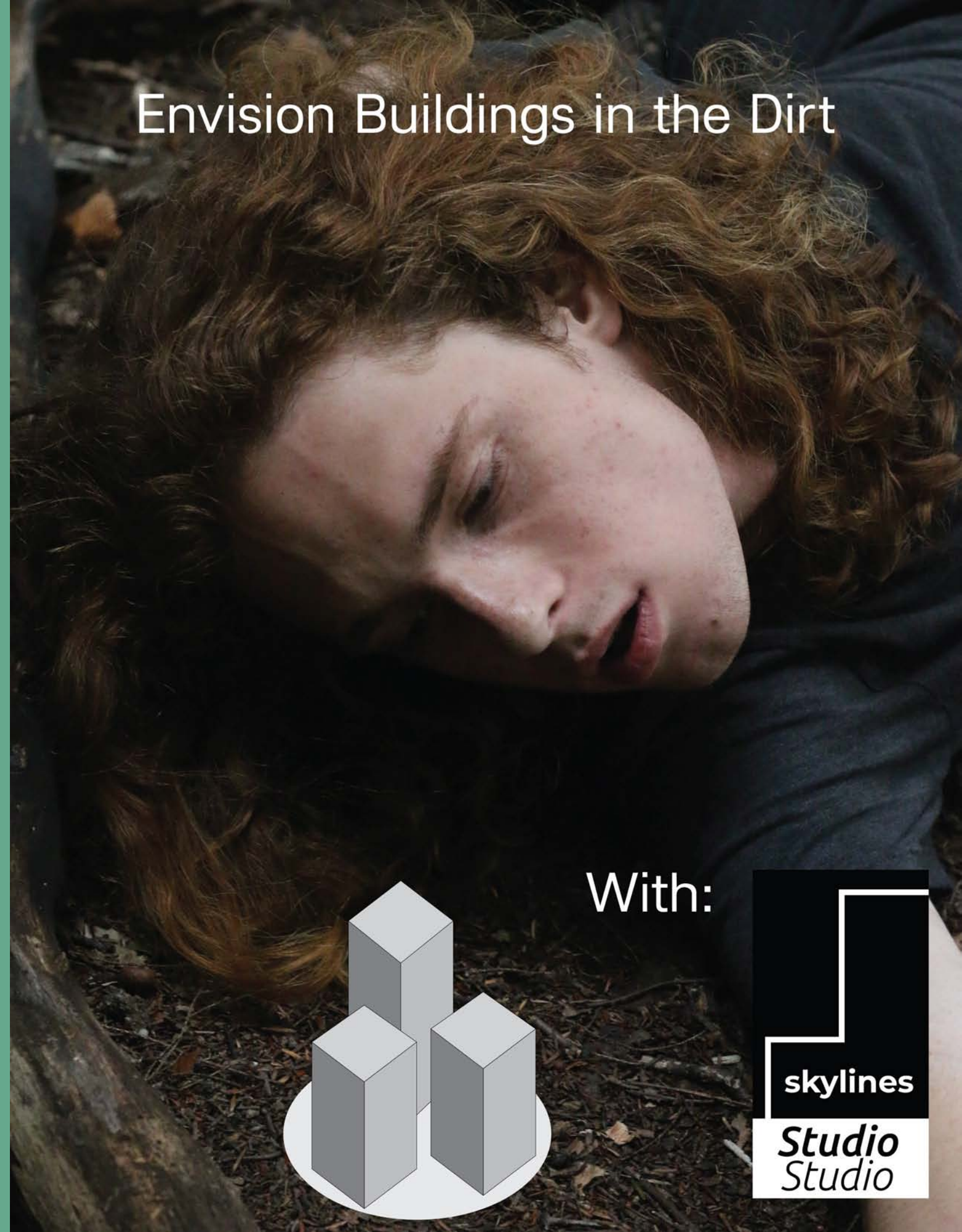
...her love is real

The building is tall, the flower is small



Do you fit in at all?

Envision Buildings in the Dirt



With:





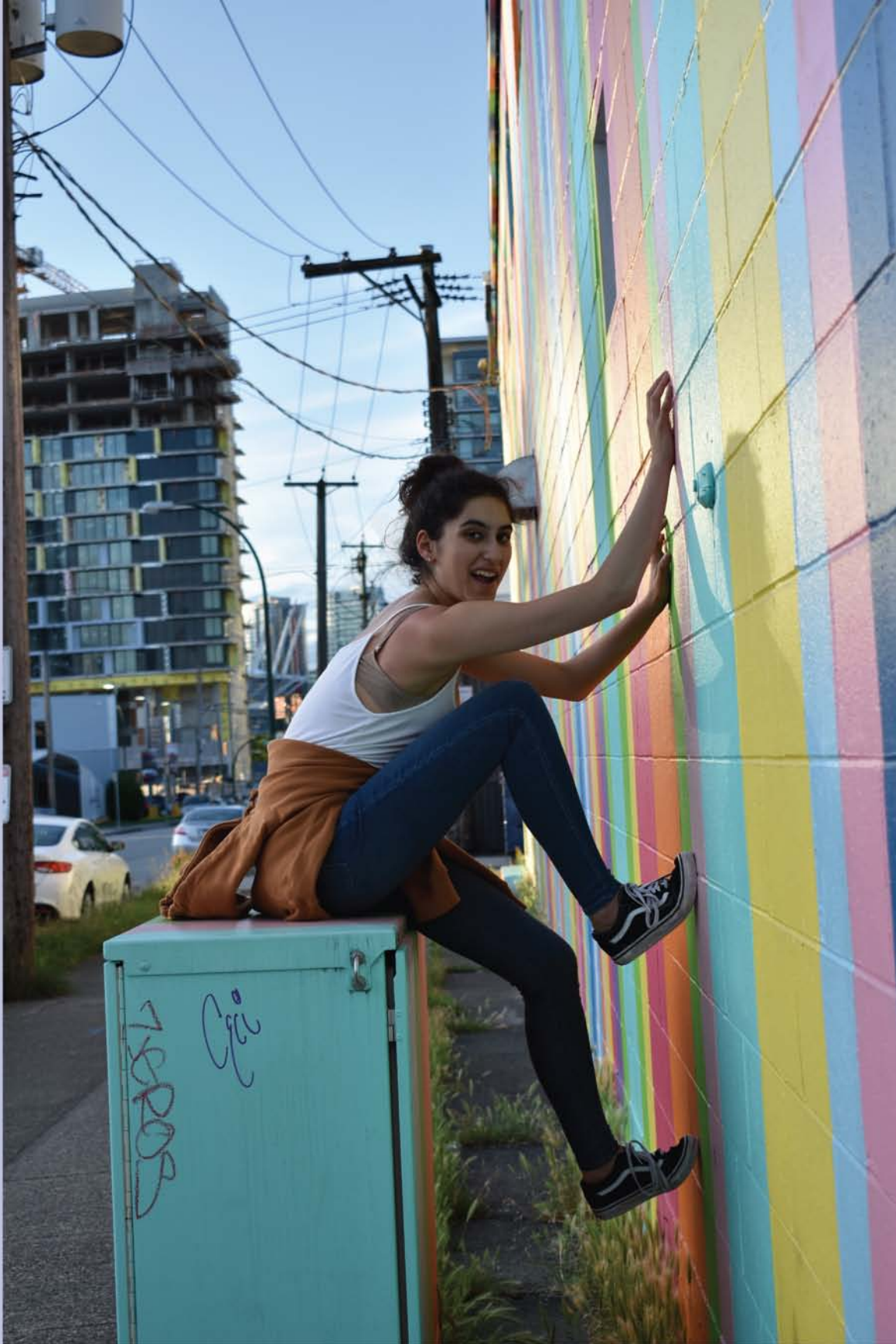
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