



Renata Dezso
Portfolio 2022

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A Portfolio Submitted to Doctoral School
of Moholy-Nagy University of Art and
Design Budapest (MOME DS). In Partial
Fulfilment of the Requirements for the
Degree DLA (Doctor of Liberal Art)
2016-2022

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1998
2022



Welcome to Portfolio of Renata Dezso

UNDERSTANDING MY MAIN INTEREST IN EXAMINING,
ANALYSING, QUESTIONING, AND CHALLENGING
SITUATIONS, ISSUES AND INFORMATION WERE NOT
A CLEAR PATH FOR ME.

IF I LOOK BACK ON THE JOURNEY THAT LED ME TO
THIS POINT, EVERYTHING MAKES SENSE, AND THE
DOTS ARE CONNECTED WITH THE HOPE THAT THERE
IS A LOT MORE YET TO COME.

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Portfolio.

Dissertation

co-Ability Aligned arguments for the dis- solution of a human “centre”



ABSTRACT

To generate critical and new insights to our value system in human-centred societal challenges the experimental approach of Research through Design and the power of critical disability studies explores philosophical and strategic possibilities to understand the concept of co-Ability. I introduce the term 'co-Ability' rooted in the critical approach of posthuman disability studies outlined by scholars such as Rosi Braidotti (2013). It serves as a broad umbrella term under which we can reconsider the potentials of various entities (biological and artificial) enhancing the shared competence rather than dwelling on the oppressive nature of human-centred norms.

By analysing the literature review this thesis addresses the reflective symmetry in key elements between disability studies and design approaches, questions the validity of a homogenous human need and reflects instead on how co-design can become a driving fuel for generating possibilities.

Identifying how design helps to improve the experience of being human, and not necessarily the user experience of a disabled person in prosthesis design development highlights the constraints of seeing a prosthesis as a process instead of a product. To investigate through personal values and situated concerns, the research settled on a case study prosthesis development with discursive and self-reflective process. It actively contributed to a better understanding of embodied thoughts on relationships. With the methodological approach of co-design framework, I point to the junctures where technology, bodies, and cultural theory intersect in a decentralised soft assembly in which disability, technology, and design act as equal partners in determining co-Abled formations.

Design exploration journey

I started my doctoral research at Moholy-Nagy University of Art and Design, the same university I had studied at more than a decade earlier. Over that decade, I worked and survived in various design fields: I continued learning by practising design which I feel fortunate about.

After graduating in 2003, I worked in many different parts of the design spectrum. As a digital design specialist, I could learn various aspects of design methodology from established professionals in each area. During my five-year experience in Italy, I had the chance to work in Naval design as a CAD modeller and at an exhibition design specialist company to prepare planning, visual rendering, and implementation. Also, I could investigate the creative craft of character modelling and character animation in the media industry.

At that time, the digital world and the material analogue reality was hardly connected. In order to exchange the digital data directly with the real world, I explored Video Projection Mapping to create a physical illusion of physical structures in space. It was a unique yet short-lived experience in collaboration with Bordos Artworks. We worked on several international projects projecting dedicated animation onto national architecture.

My main interest in these works was to explore the optical and perceptive illusion of how the projected animation changes the perception of an environment. I created moving digital data with contrasting tones and minimal design to bring additional meaning to the subject by animating the surface of jewellery design and interior environment.

I craved for tangible, real-world experience interconnection with the digital one. As a solution, I learned a new technology called 3D printing and later 3D scanning. These technologies widened my design knowledge by 'reuniting visual thinking with manual dexterity and practised knowledge' (McCullough, 1998). Digital fabrication combined with Computer Aided Design (CAD) has transformed methods in my design practice and rendered me to the position of becoming a 'designer-maker', directing me into the world of craft practitioners.

My design exploration journey led me to start the doctoral study with a core interest in understanding the human body concerning objects and the interconnected world around. This journey through industrial design, media design, artistic practices in the virtual world, and digital crafts have lent me an extensive toolbox of methods and techniques for design. I could learn the interoperable cycle between digital and analogue design processes with the interwoven reality that can be explored from every angle.

Between digital and
analogue design

RD.



2003 Master's in industrial design

Street food furniture

The aim was to design and develop a range of contemporary and minimal urban furniture for a fast food restaurant in Budapest. The restaurant targeted the urban society who is young at heart and have an eye for design and at the same time enjoying a traditional street food of Hungary called 'lángos'. The material and the design process was focused on functionality, aesthetics and the motivational lifestyle for the targeted demography. The overall goal of my graduation project was to research and learn how to integrate wellbeing, learning and human connection.

01 // Key words :

» durable, minimal, bold, metal, wood, standing, street mounted, modular, fast food

02 // Description :

» Creation of a fictitious Budapest-based urban fast food restaurant furniture to bring convenience to the users when eating the traditional Hungarian street food 'lángos' on-the-go. A project realised in collaboration with Reka Kristof.



Details

University

Moholy-Nagy University of Art and Design

Project Name

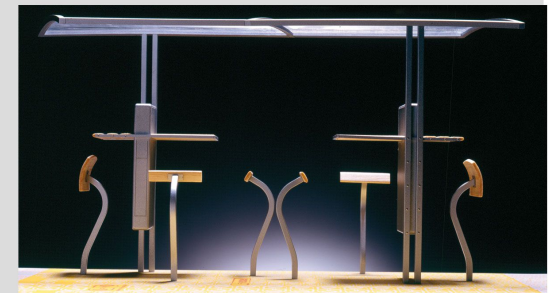
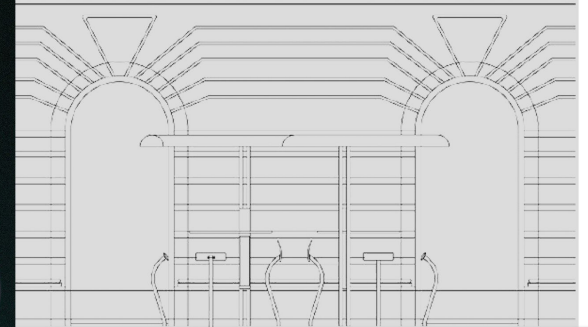
Urban Furniture for fast food restaurant

Collaborative graduation project

Reka Kristof packaging design
Renata Dezsó furniture design

Year of Graduation

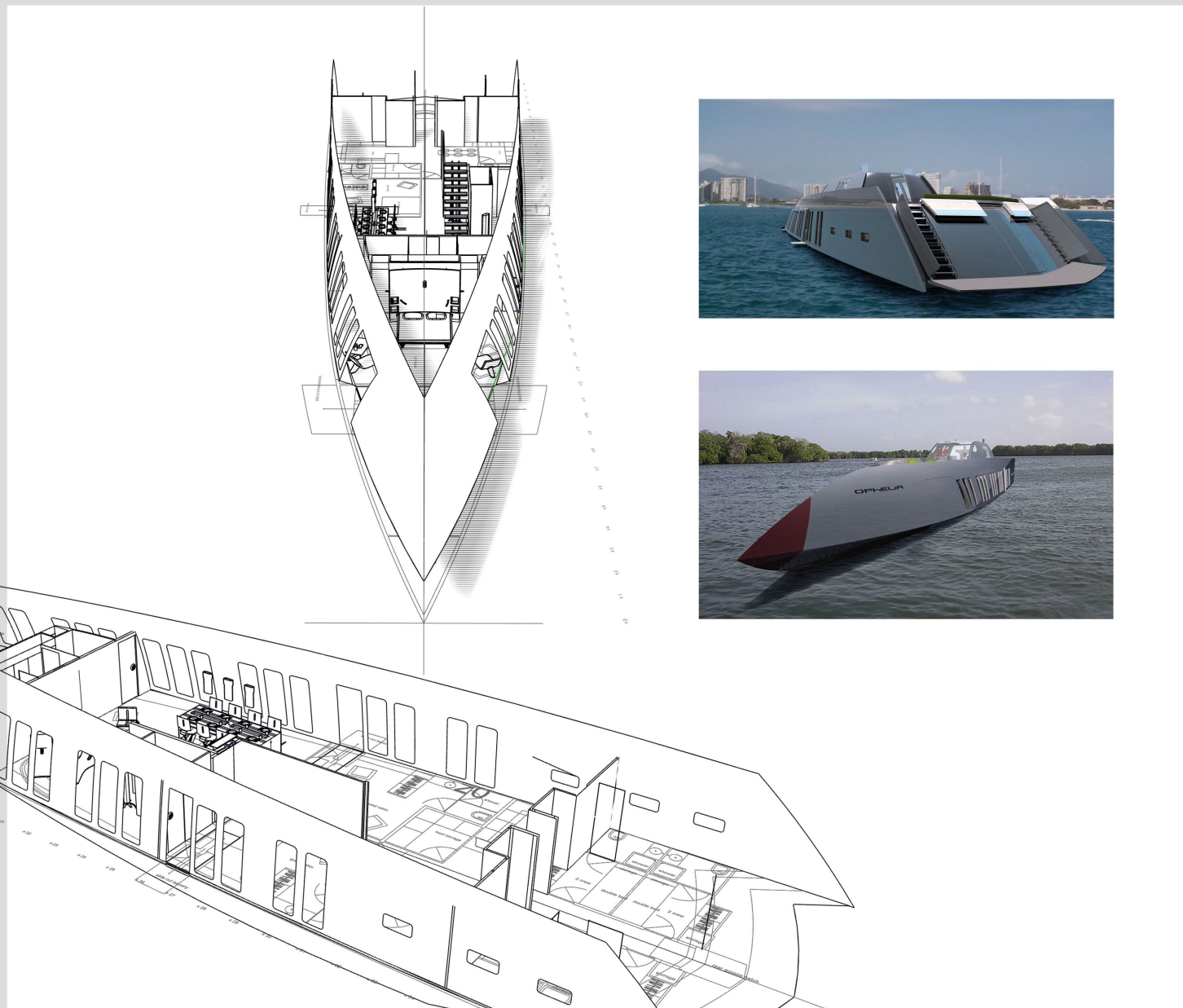
2003



Naval Design

2006-2007
Ophelia

After graduating in 2003, I worked in many different parts of the design spectrum. As a digital design specialist, I could learn various aspects of design methodology from established professionals in each area. During my five-year experience in Italy, I had the chance to work in Naval design as a CAD modeller to prepare planning, visual rendering, and implementation.



01 // Project Name :

» Ophelia yacht

02 // Description :

» 3D modelling for a naval design studio with Rhinoceros software.

03 // Client :

» IF Design, Torino, IT

Naval Design

2006-2007 Mizago speed boat

Before entering naval design in 2005 I worked with Su-dio3D max software. The new job at IF design in Torino (I) required a new 3D art tool that I had to learn without the tutorial videos of nowadays. Soon I supervised all 3D modelling in Rhinoceros for the two principal naval projects, closely working together with the leading Designer, implementing hand drawings into the 3D design, reporting feedback on spaces such as dynamic space as a boat body and also rendering images of the design and creating visual material to introduce the design to the market.

01 // Project Name :

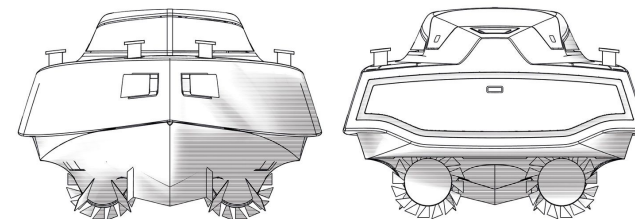
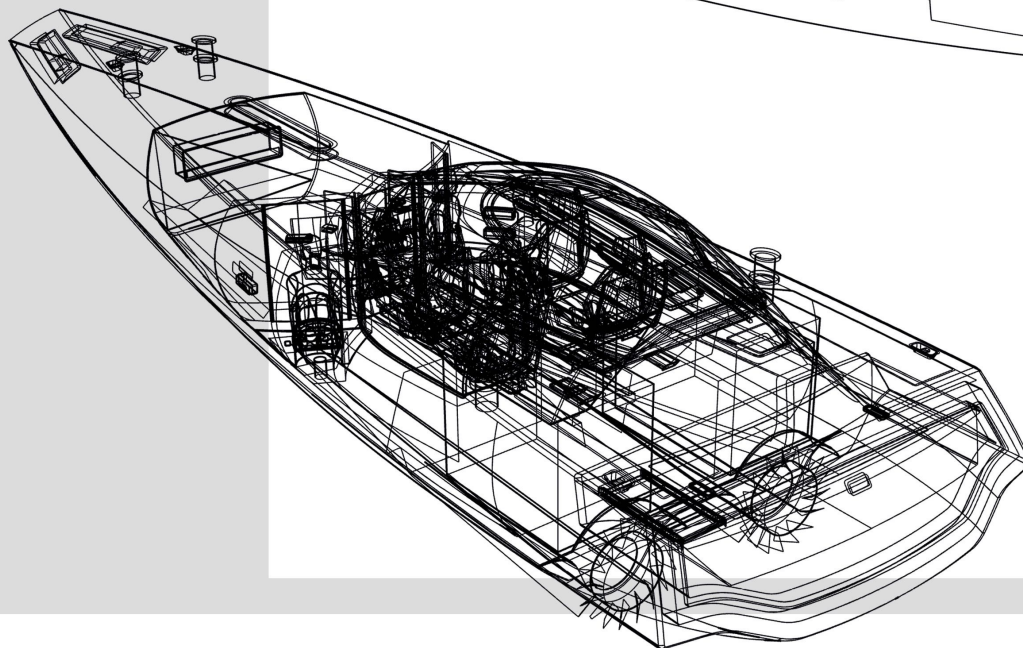
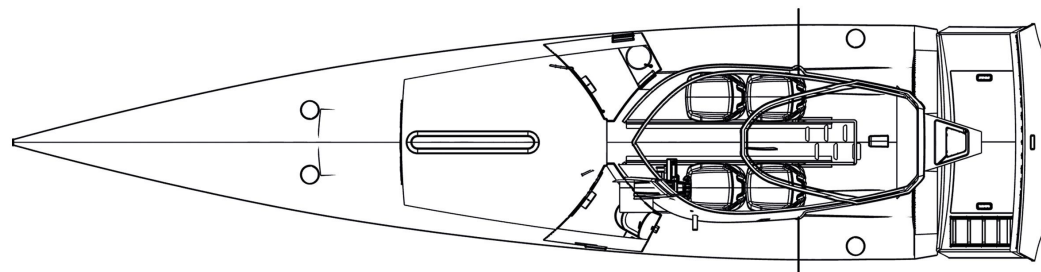
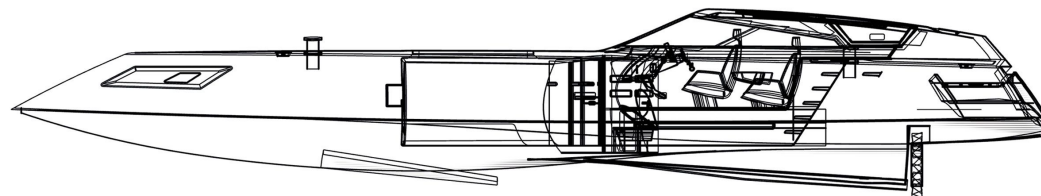
» Mizago Speed Boat

02 // Description :

» 3D modelling for a naval design studio with Rhinoceros software.

03 // Client :

» IF Design, Torino, IT



CAD Design

2006-2008 Architctual CAD modeling

Complex 3D modelling for Architectural purposes. Almost twenty years ago, computer technology challenged 3D computer graphics and modelling. Learning by doing for clients delivered advancing not only a piece of technical knowledge but also design thinking and communication skill.

01 // Project Name :

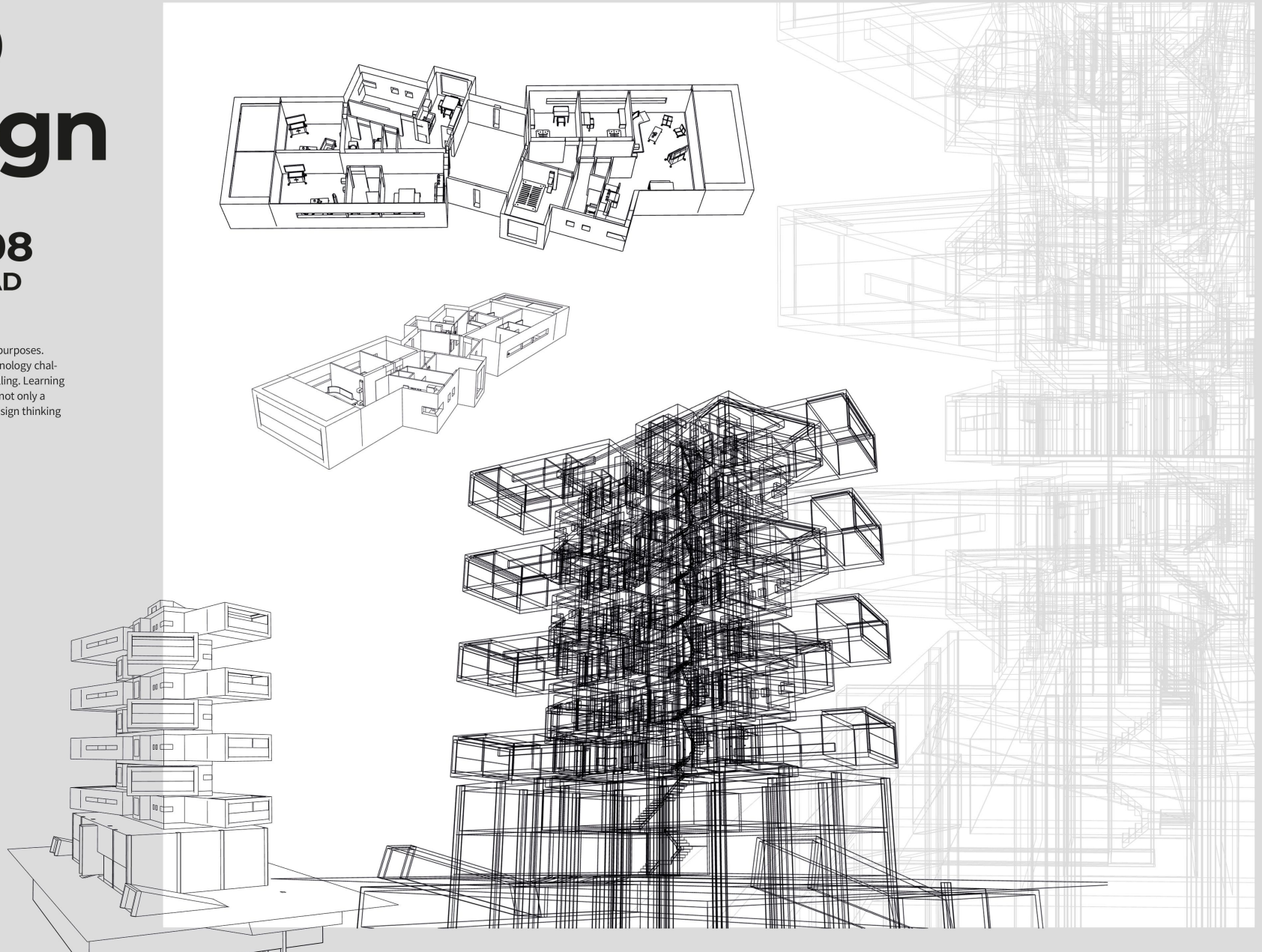
» AD modeling

02 // Description :

» CAD design with Rhinoceros software for architectural planning.

03 // Client :

» Various client



Architectural Videomapping

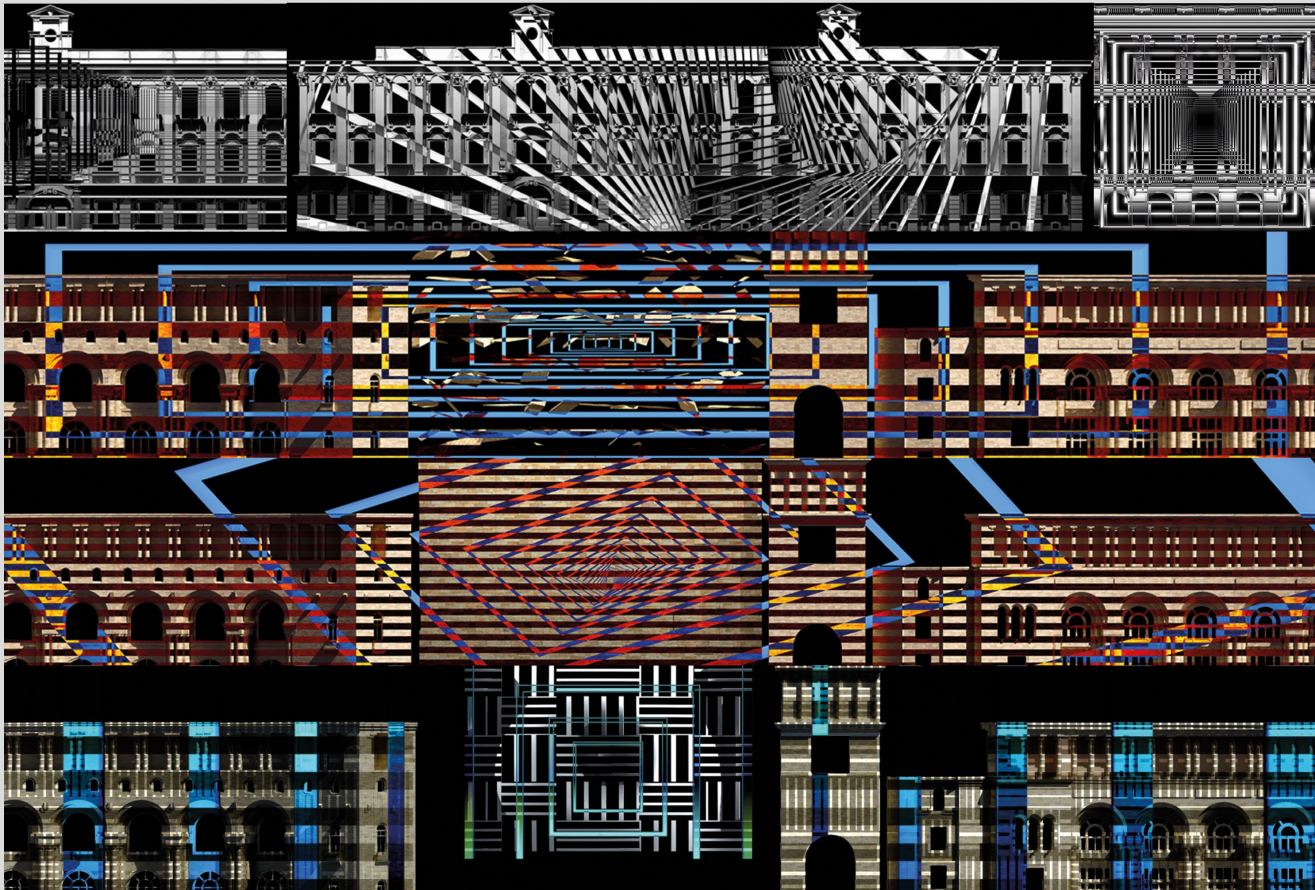
2010-2013

PAINT UP! Videomapping Competition on the
Hungarian Academy of Sciences / Budapest

VLS Video Mapping Trophy Paris Heavent
Centrum final show

Art Museum of Timisoara with Bordos Artworks

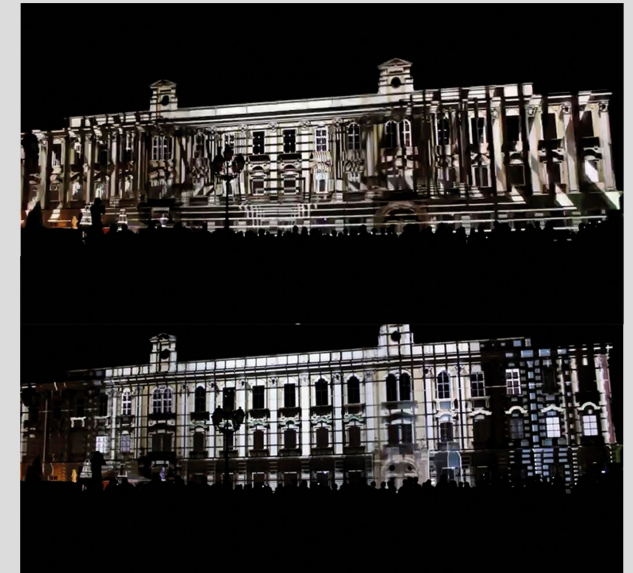
Republic Square in Yerevan at Armenia's
Independence Day with Bordos Artworks



spatial augmented reality



3D art creates an optical illusion on the architectural level of space by contrasting optical illusions. OpArt roots in the Bauhaus school borrow from constructivism. The geometrical elements play tricks on the eyes and in Video mapping many other senses, keeping the bystander's gaze longer. These works had an effect as an intense and excessive stimulation to the brain at an architectural level.



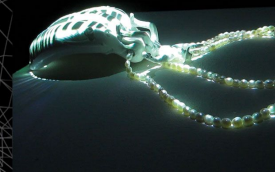
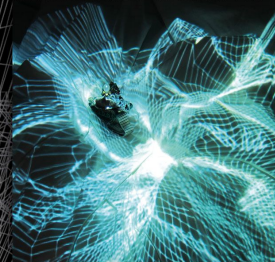
Videomapping on Contemporary Jewellery

2012
Schmuck DE

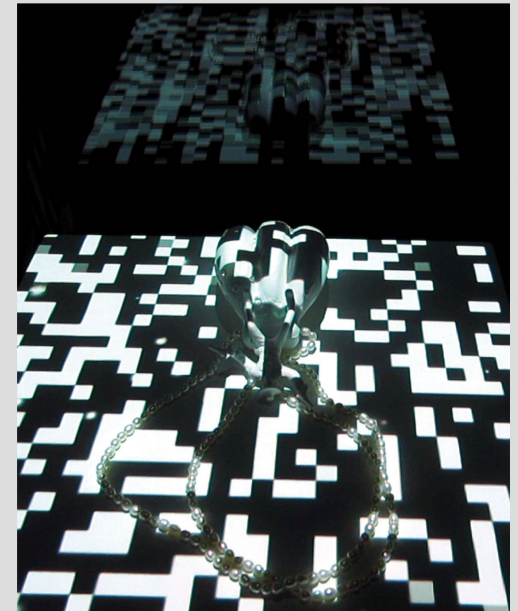
Jewellery is Soldier Boutique brace-
let by Reka Lorincz & Stach Gisbert

2012
**10 contemporary
jewellery artist + 10
visual artists = 10
objects**

Jewellery by Reka Lorincz



Op Art spatial augmented reality



01 // Project Type :

» projection mapping, 3D art, group exhibition

02 // Description :

» Artistic experimentation with projection mapping on contemporary jewellery. Using the technology of projection to turn contemporary objects into a display surface for the audience to examine.

Project. 2015

3D printed visual guide case series

Client Company

Frim Solutions Kft. / Freedee Printing

place of designation

Votive Church of Szeged the Bishop's Palace

To-Dos

Design development, CAD modelling and 3D printing

Year of Modification

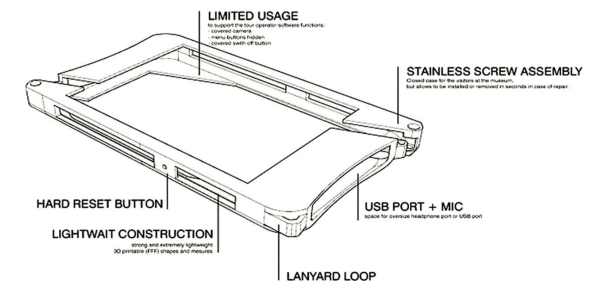
2015

3D printed limited series of product



Description of the project

Mobile cases for digital guided tours of the Votive Church of Szeged and the Archbishop's Palace in Eger. Design and 3D printing of individual mobile phone cases in small series (130 and 200 pieces) on behalf of FREEDEE printing Solutions. The visual guide is an application developed for mobile devices to inform visitors. Some features of mobile phones and tablets with the application cannot be blocked from the user by the case.



Project. 2020-

Craft experiments molten glass making

Place of production

Moholy-Nagy University of Art and Design
Object Making program
Glass Specialisation

Glass blowing support

James Carcas

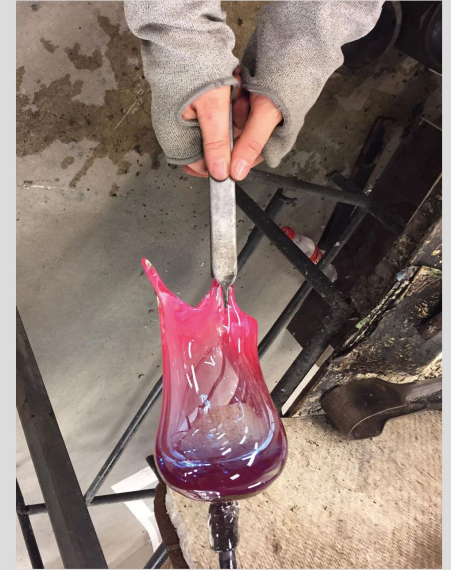


body-material interactions



In my latest creative practice, cooperating with various materials (analogue and digital) plays a critical role and is an ongoing preoccupation. From 2020 I enjoy experimenting with bodily movements and designerly ways of exploration with the glass forming technique that humans have used to shape glass since the 1st century B.C. In this material exploration journey, I am supported by amazingly talented and experienced GlassArtists such as James Carcas and Gergely Pattantyus.





Both digital craft and the traditional craft technique are based on a collection of routines like sensing, acting, and moving.

2020-2022

Moholy-Nagy University of Art and Design
Object Making program
Glass Specialisation

For an experienced glassblower I worked with, the implicit, pre-embedded knowledge of glassworks makes the creation cycles almost subconscious; due to its physical nature, it is not easily transferred when the format of sharing is text-based. The involving molten glass worktime and the errors in the created objects render the process more explicit. Both digital craft and the traditional craft technique are based on a collection of routines like sensing, acting, and moving. During these activities, the mind is predominantly focused on bringing an object into life with the help of direct contact with a specific material. The craft is built by action sequences performed in space and time, while the supplement is built on reliable environmental properties. It is like scaffolding upon external material structures with digital technology as an action-and-context-specific external control structure that guides the digital craft practitioner.



Curriculum Vitae

EDUCATION

- 2016-2021 Moholy-Nagy University of Art and Design, Budapest (MOME) Doctoral school. DLA- Doctor of Liberal Arts | Advisor: Ákos Lipóczy DLA
- 1998-2003 Moholy-Nagy University of Art and Design, Budapest (MOME) Master's in industrial design, Department of Design
- 2002 Erasmus scholarship at Universität Duisburg-Essen, Standort Essen, Germany

CURRENT AND PREVIOUS POSITIONS

- 2020- Head of Object design BA program at Moholy-Nagy University of Art and Design Budapest (MOME)
- 2020-2021 Head of Jewellery and Metal design MA program at Moholy-Nagy University of Art and Design Budapest (MOME)
- 2017-2020 Assistant lecturer at Moholy-Nagy University of Art and Design, Budapest (MOME)
- 2016 Invited lecturer at Moholy-Nagy University of Art and Design, Budapest (MOME)
- 2016-2019 Educator & Researcher at MOME Digital Craft Lab | digitalcraftlab. mome.hu/
- 2016-2018 Educator & Researcher at MOME Transfer Lab
- 2013- 2017 Freedee Printing Solutions | Industrial Designer, 3D printing specialist
- 2014 Designer at Acetánia - vinegar Museum | Exhibition space design
- 2011-2012 Sterling Contemporary Jewelry Gallery, Communication
- 2010-2011 Designer at defo lab
- 2008-2010 Daniele Bogiatto Company / Italy | Art Director
- 2006-2007 IF design / Italy | Naval Design, CAD Designer
- 2005-2007 Riforma – weekly newspaper / Italy | Illustrator

ACADEMIC RECORDS

- 2020 Journal article: Co-designing for inclusion in international/ interdisciplinary teams, International Journal of Education Through Art, Band 16, Nummer 2, 1. Juni 2020, S. 177-196 (20) Publisher: Intellect, DOI: https://doi.org/10.1386/eta_00025_1
- 2019 Guest Lecture (En) at Universität für Angewandte Kunst Wien, title: "Critical Theory throughout Design, Art+Science and Disability Studies"
- 2019 Book article (H) 'A gondoskodó tervezés és gyakorlati reflexiók'. In eltereadter.hu, (Budapest, Hungary: ELTE Bárczi Gusztáv Gyógypedagógiai Kar), pp. 154–166. ISBN:9789637155888
- 2019 Book article (H) "Co-design – Oktatási programsorozat a gondoskodó tervezés jegyében." In EGYÜTT OKTATUNK ÉS KUTATUNK! INKLUZÍV MEGKÖZELÍTÉS A FELSŐOKTATÁSBAN, Budapest: Bárczi Gusztáv Gyógypedagógiai Kar, 195–205.
- 2019 Full Paper presentation (En) at 8th biannual Nordic Design Research Society (Nordes) conference at Aalto University, Finland
- 2019 Speaker (En) at Design Culture & Somaesthetics Conference Budapest /Hosted by: MOME Doctoral School Design Culture Studies Doctoral Program and the Hungarian Forum of Somaesthetics
- 2019 Speaker (En) Fifteenth International Conference on Technology, Knowledge & Society CosmoCaixa Barcelona, Spain
- 2019 Speaker (En) Thirteenth International Conference on Design Principles & Practices at St. Petersburg University
- 2018 Invited moderator (H) at the 6th Disability Studies Conference "DIVERSITY AS A SOCIAL VALUE?" at the ELTE Eötvös Loránd University, Budapest
- 2018 Speaker (En) at D'Art: Teaching Artistic Research Conference, Vienna Solo presentation and a Group presentation at Session 3: Hybrid Pedagogies: Teaching for Interdisciplinarity
- 2018 Speaker (En) at CFP International Conference, Somaesthetics: Between the Human Body and Beyond, Szeged, Hungary
- 2017 Speaker (H) at the 5th Disability Studies Conference at the Eötvös Loránd University in the framework of the 14th Festival of Hungarian Science, sponsored by the Hungarian Academy of Sciences alongside seven Fulbright alumni presenters. ISBN 978-963-7155-72-7

A short account of my career and qualifications



FELLOWSHIPS AND AWARDS

- 2020 EDF AND ORACLE AWARD FOR A SCHOLARSHIP TO RESEARCHER WITH DISABILITY
- 2019-2020 New National Excellence Program Scholarship (ÚNKP)
- 2019-2020 Die Aktion Österreich-Ungarn, Wissenschafts- und Erziehungskooperation 101öu14 Knowledge Sharing Programm im Zeichen von co-Ability Research Founding
- 2019 Emerging Scholar Award from Common Ground Research Network at Fifteenth International Conference on Technology, Knowledge & Society
- 2018-2019 New National Excellence Program Scholarship (ÚNKP)
- 2019 Campus Mundi scholarship for outgoing students, short-term doctoral research, Thirteenth International Conference on Design Principles & Practices, St. Petersburg
- 2019 Campus Mundi scholarship for outgoing students, short-term doctoral research, Fifteenth International Conference on Technology, Knowledge & Society, Barcelona
- 2016-2020 Doctoral government fellowship
- 2017-2018 Grant of National Cultural Fund of Hungary (NKA) at MOME | managing organizer of knowledge Sharing Exchange Program between MOME and the University of Applied Arts Vienna
- 2018 Grant of National Cultural Fund of Hungary (NKA) for 3D printing activities
- 2018-2019 Grant of National Cultural Fund of Hungary (NKA) at MOME managing organizer of an international exchange program between MOME and KU Leuven University ANTHROPOLOGY OF DISABILITY RESEARCH LINE
- 2002 Erasmus scholarship at Universität Duisburg-Essen, Standort Essen, Germany

EXHIBITIONS

- 2020 International Online Group Exhibition co-ABILITY Design Practises, Matter and Mind in Disability, Austrian Cultural Forum Budapest, H
- 2018 Digital Crafting: MOME Transfer Lab International Group Exhibition, Tallinn DesignWeek
- 2012 International Group Exhibition, Schmuck DE. Munich, What is in frame? | Gisbert Sach and Lőrincz Réka (contemporary jewelry) Dezső Renáta (3D projection mapping)
- 2012 Group Exhibition 2012, 10 contemporary jewellery artist + 10 visual artists = 10 objects at Filter Gallery | projection mapping on Réka Lőrincz contemporary objects
- 2011 International Group Exhibition / Video mapping with Bordos Artworks Videomapping the Republic Square in Yerevan at Armenia's Independence Day Videomapping the Art Museum of Timisoara
- 2011 Group Exhibition 2011, 3D video installation, Sterling gallery' LIGHT' Krisztián Ádám jewellery artist Renáta Dezső video installation
- 2011 International Exhibition, VLS Video Mapping Trophy Paris Heavent Centrum / final show

MOBILITY, WORKSHOP, SUMMER SCHOOL, RESIDENCIES

- 2022 participants in the Artificial Biology, Robotics, and Art (ABRA) Workshop Series. Organisers: Aalborg University, Aalto University, Trento University, and the Institute of Advanced Design Studies (ADES).
- 2021 Practitioner at EU Craft Hub: Maker Exchange Residencies virtual residency program
- 2021 Erasmus+ mobility, visit GLASS SYMPOSIUM ANNIN
- 2020 NORDES Summer School 2020 / COLLECTIVES. Designing beyond the individual
- 2020 Rd in Situ: Discussing the Domains and Impact of Design Research in conjunction with DIS 2020
- 2020 DIS conference, Designing for the End of Life of IoT Objects, the University of Edinburgh, United Kingdom (<https://sites.google.com/view/endoflifeiot/accepted-submissions>) Submitted work title: Translational symmetry and contrasting account in abilities between IoT device and its user?
- 2019 Erasmus+ mobility for proposal preparation workshop for European cooperation in science and technology. (Proposal reference: OC-2019-1-23717) at ELISAVA Barcelona
- 2019 Erasmus+ mobility for Consortium Meeting Agenda Innovative Training Networks (ITN) MARIE Skłodowska-CURIE ACTIONS founding proposal at KU Leuven.
- 2017 Becoming Disabled: A performative workshop and installation | Camino Events, Research Pavilion, Venice 30.6.-1.7.2017 | organizers: Liisa Jaakonaho & Kristina Junttila
- 2003-2009 Work Experiences, living in Torino, Italy

Thank_you.