

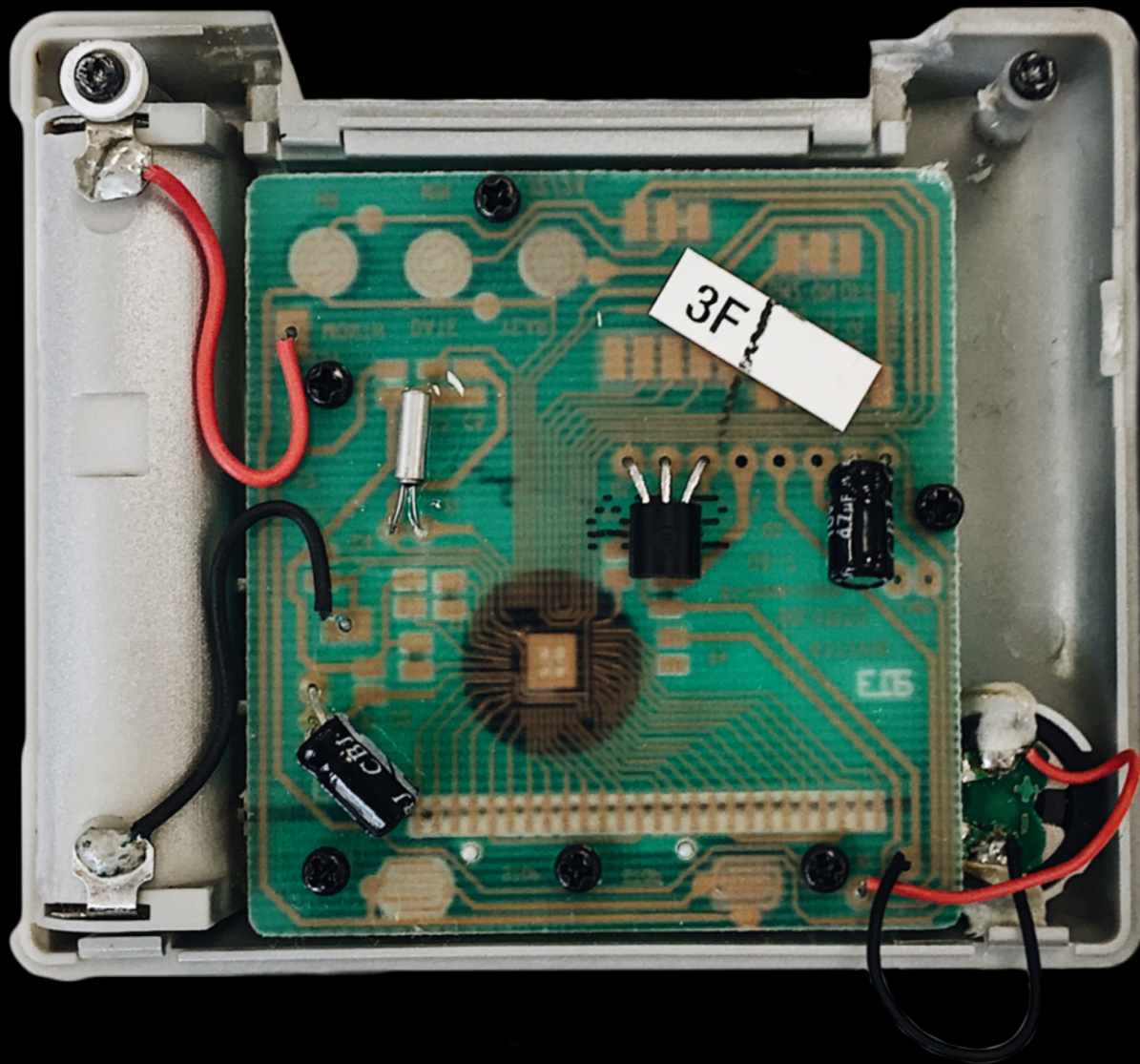
FROM ALARM CLOCKS TO UNORDINARY OBJECTS

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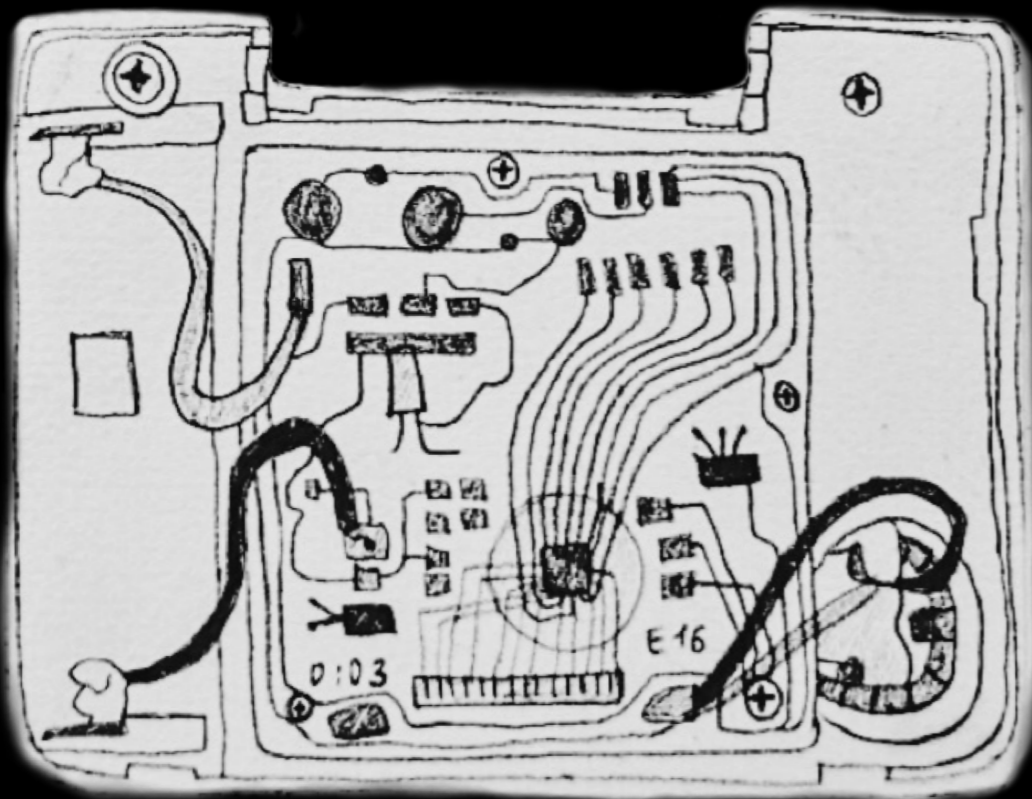
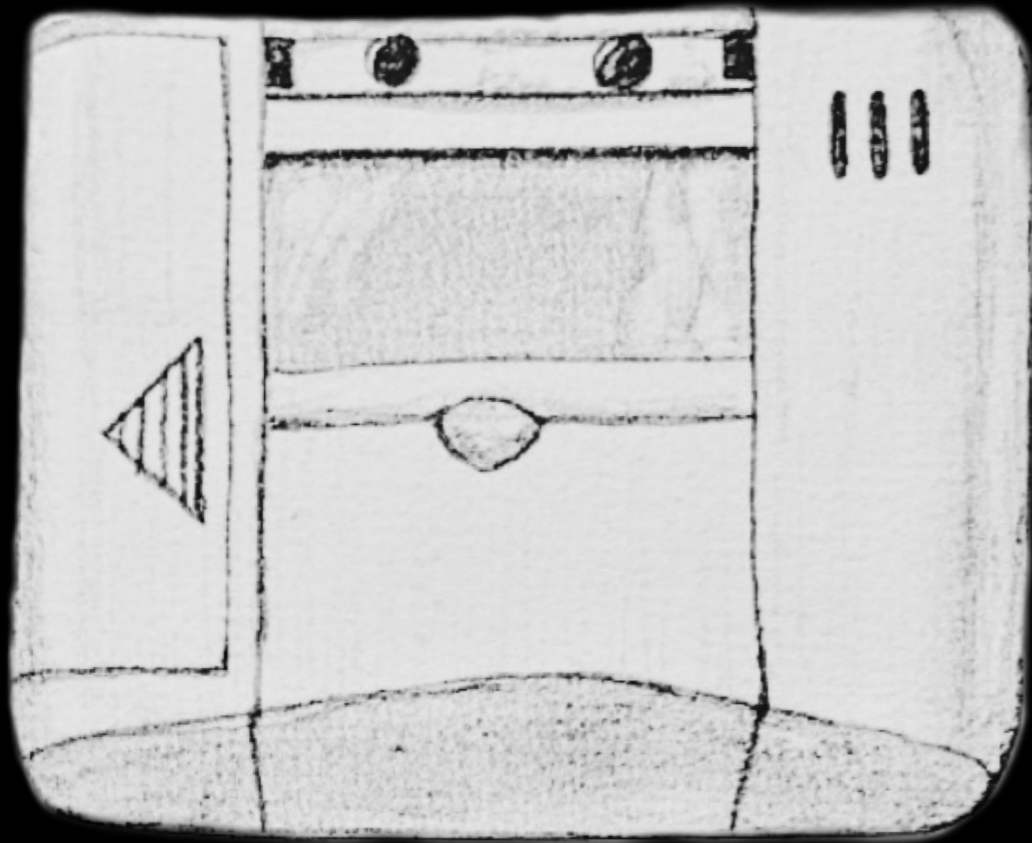
EXAMINATION OF OBJECT

In observing an old and worn out alarm clock from various points of view I noticed its numerous features. At first sight, the object appears **plane**, **simple**, and singularly **geometric** because of its monochromatic aspect and narrow lines. Once broken and opened, though, the alarm clock revealed different aspects: **dynamic**, **graphic**, and **robotic**. The

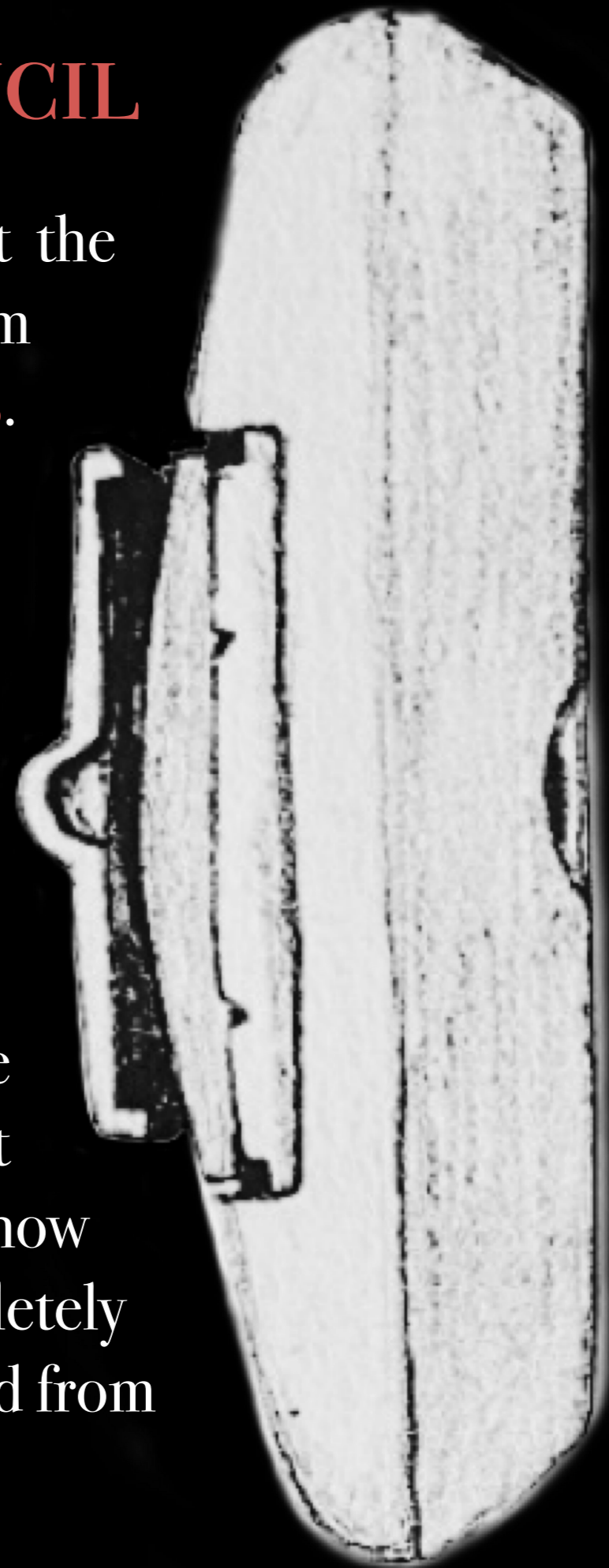
wires, nails, and cables reminded me of how an electrical impulse can move a part of the object even at a great distance, and I decided to focus on its dynamic and mechanical appearance.

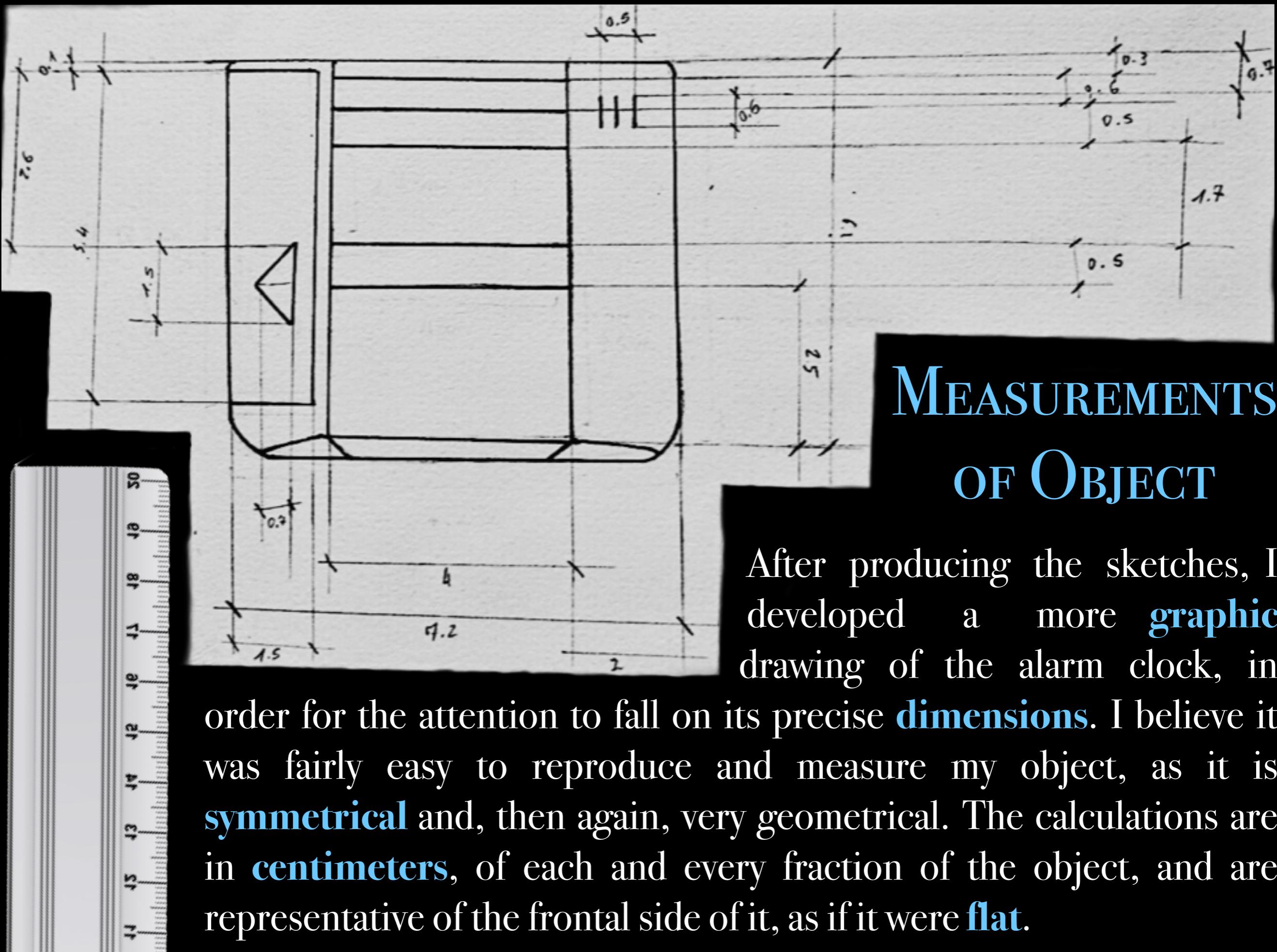


REPRODUCTION OF OBJECT IN PENCIL



The sketches highlight the object's aspects from different **perspectives**. Drawing allowed me to examine and explore each **characteristic** of the object in more detail. These were **real-life** and **free-hand** drawings, to focus on its general aspect before its measurements. What I relished the most was how the object looked completely **different** when sketched from diverse points of view.

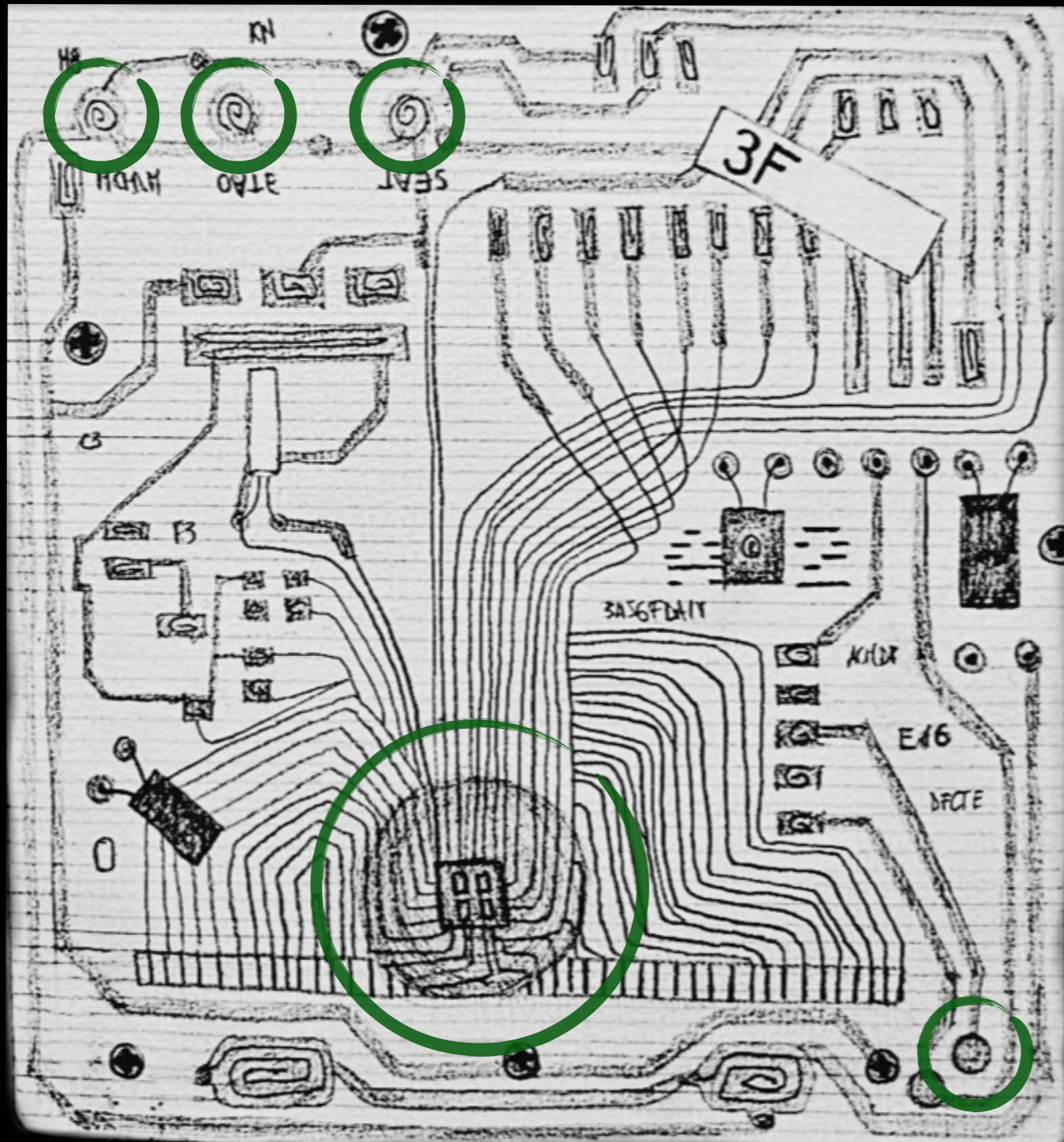




MEASUREMENTS OF OBJECT

After producing the sketches, I developed a more **graphic** drawing of the alarm clock, in order for the attention to fall on its precise **dimensions**. I believe it was fairly easy to reproduce and measure my object, as it is **symmetrical** and, then again, very geometrical. The calculations are in **centimeters**, of each and every fraction of the object, and are representative of the frontal side of it, as if it were **flat**.

FOCUS OF OBJECT TO FURTHER DEVELOP



The **section** of the object I was fascinated by the most was its **interior** part, full of wires and cables, and wanted to create a new object based on it. Within the drawing, I circled the sections I wanted to reproduce almost identically.

Here is where the initial descriptions of the object reappear: **dynamic**, **graphic**, and **robotic**, as, in fact, the development of my new object will be based on these adjectives.

DEVELOPMENT OF NEW OBJECT

Balls sitting on springs

Strings that if pulled move balls on springs

Some plastic object to block the trashcan

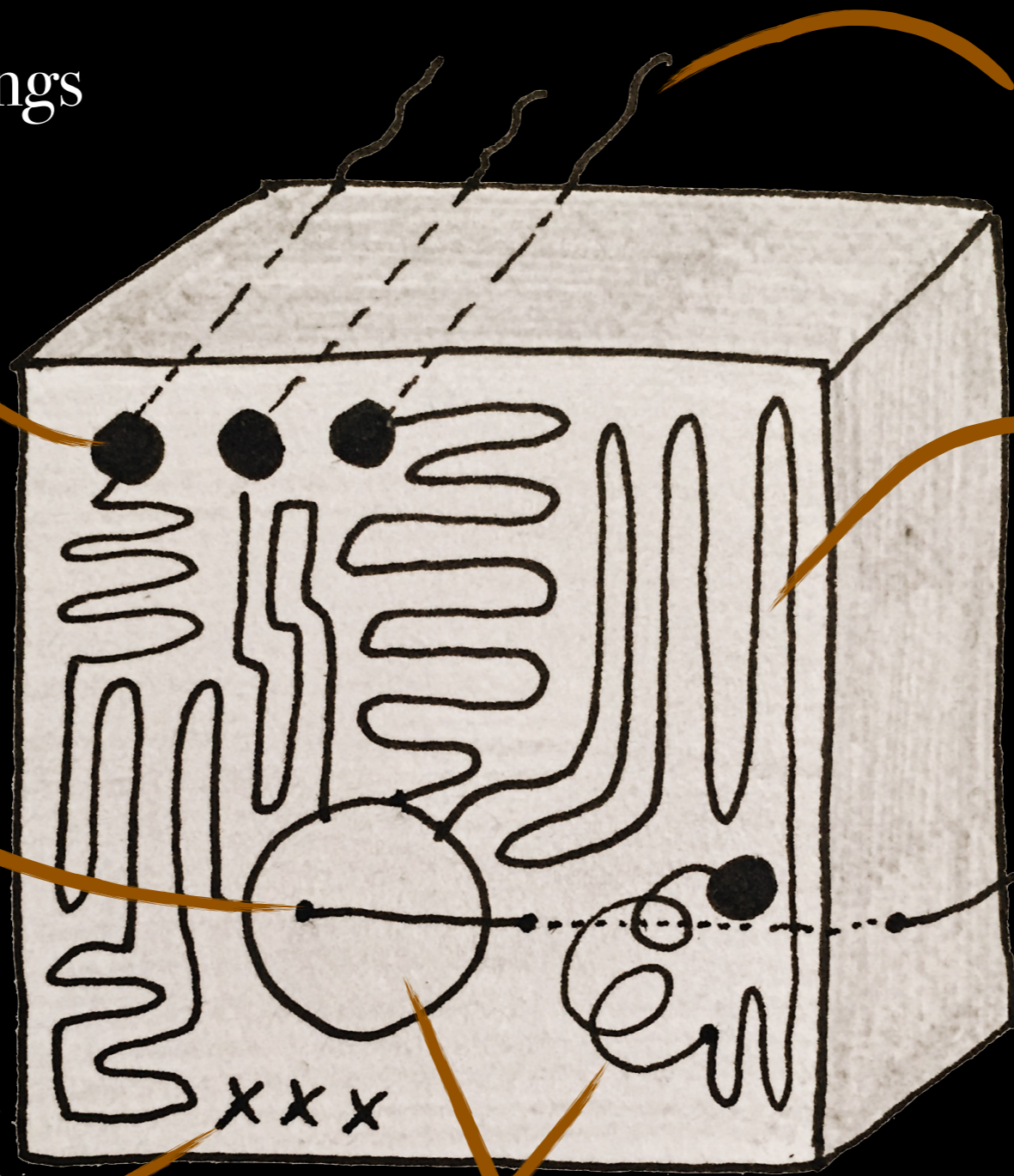
Wire to represent electronic cables

Objects that can interact with observers

String that opens and closes the trashcan

Spring built out of wire that moves

Hole that may be used as trashcan with plastic bag inside and cover on top



PRODUCTION OF NEW OBJECT

Through the use of the materials listed in the section about the development of the new object, I created it, by means of various steps. I initially used **scooby-doo**s both as strings and wires.

Before covering the whole **cardboard** box in **aluminum**, I finished the trashcan's cover, glued **ping-pong** balls on the **springs**, and glued these on the box.



FINAL PRODUCT

The final product embodies the characteristics I had noticed within the ancient alarm clock; **dynamic**, as it was created in order for things to move: when a string is pulled, something on the surface of the new object is put in motion the way electrical impulses in the alarm clock cause changes in the object as well; **graphic**, as the final product plays greatly with lines and geometry; and **robotic**, as it is fully covered in aluminium and moves in unsteady, and, in fact, robotic manners. The pictures included below delineate the object under two different perspectives: the left from a frontal view, and the right one from birds-eye view.

