

Homework for week 7

Friday 3.10.2017

MEETING - @ 3:50pm

2 West 13th rm. L905

Mini Assignment #9 - Planners 3D structure Part 1 due Tuesday 3/7/17 ; Part 2 due Friday 3/10/2017

Objective

the purpose of this project is to apply serial planes concepts and the principles and elements of design to the creation of a white or black foam board - 3D form using additive and subtractive methods

Assignment specifications

Part 1

1. Start with informing yourself- asking yourself:

- What have I done to further inform myself?
- What are my influences?
- What visual/verbal resources did I research?

2. Create thumbnail sketches at least 10-15

3. Use rectangular thumbnails as opposed to square

4. Consider scaling down the finished dimensions and sketch/model from there

5. Thumbnails should be quick and each one different from the others

6. Now pick (3) to *model 3 quick sketch models*

7. The three- 3D models should be different from each other with emphasis placed on moving from the 2D thumbnail to a 3D model

Don't worry that things may not be exactly parallel or perpendicular to each other - just move from the 2D to the 3D . . . quickly and without worrying about craft!

8. Use tape/hot glue for quick connections. Play with the models: turn them upside down, on their side to find their best position. Consider cutting apart one to join with another.

9. Create options /variables for yourself- sketch models. Pick one of your models to scale up and construct for the final.

Quick sketch models joining methods options:

Glue (hot and cold); Pinning Notching (egg crate); Cradling; Nesting; Penetrating

Part 2- due Friday 3/10/2017

1. Create 3D abstract or representational form that is a minimum of 12"x12"x12" using white/black foam core board.
2. The form can be free standing, hanging or mounted on a base (the design of the base/way in which the work would be installed should enhance the created form)
3. Incorporate repetition and gradation of size and/or shape
4. You must include in some area of your design an opening to reveal the interior space construction, and in this way, explore the positive and negative space possibilities within your design.
5. While thinking/ sketching your design, keep in mind that the edges of the foam core will create lines, the layering of the planes will create a volume with positive and negative space, and natural and artificial light will create gradation and shadows

Remember to use the cutting mats for easier cuts and better results while cutting foam boards. Have always available several new blades for x-actor knives.

Final model joining methods options:

Cuts, Notches and some White Glue is allowed for security of the parts

No Hot Glue, or any visible tape

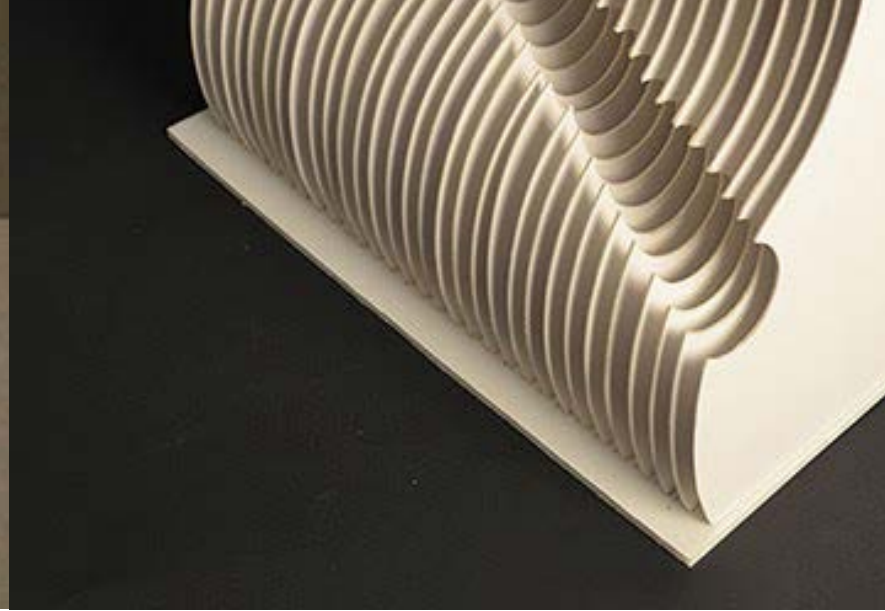
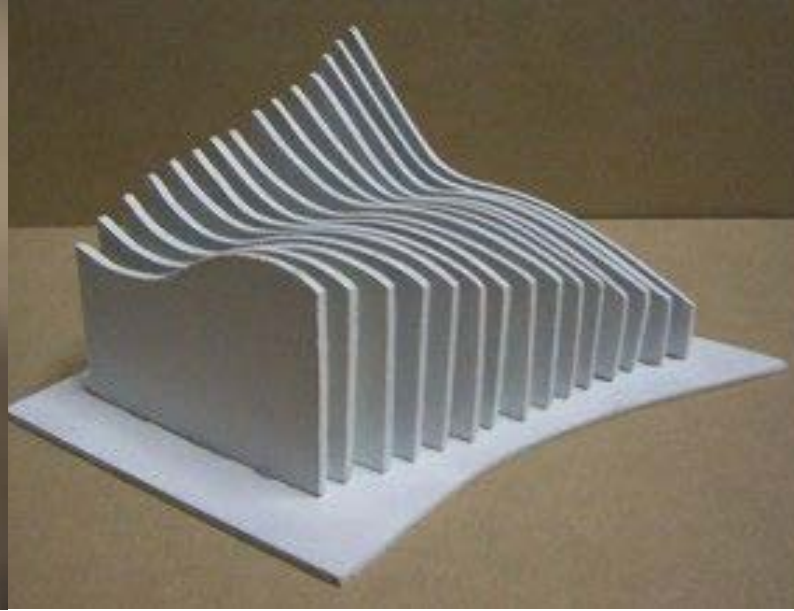
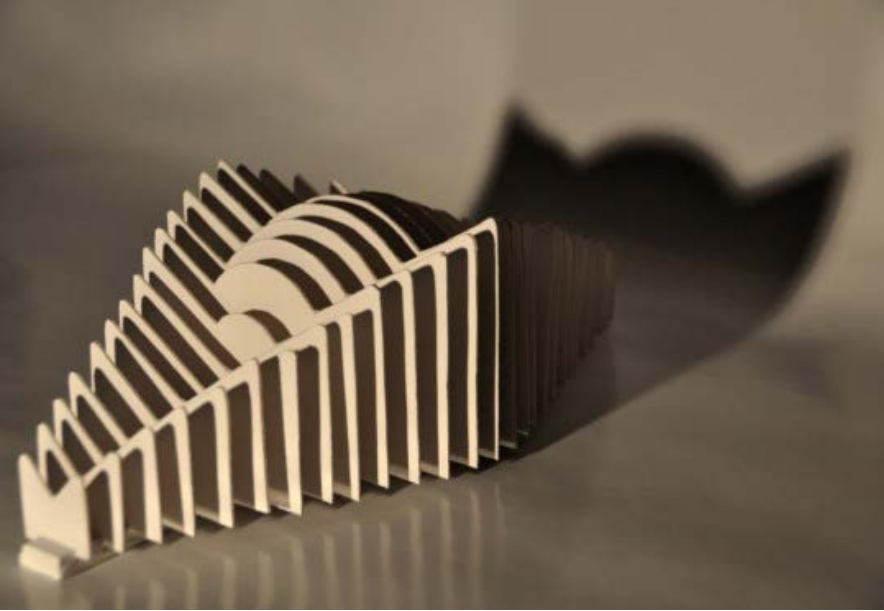
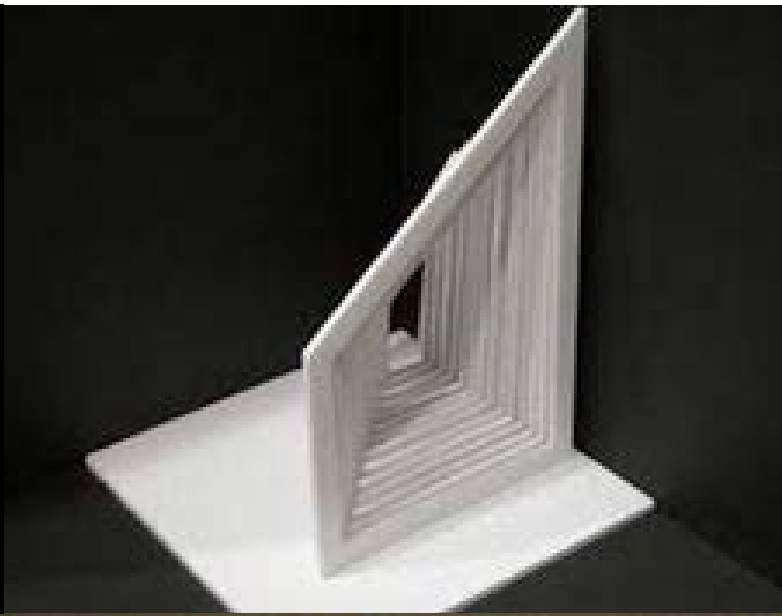
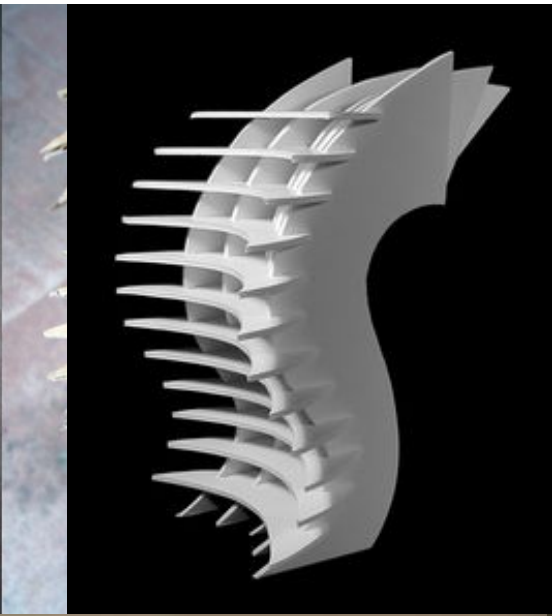
The glue should be minimal

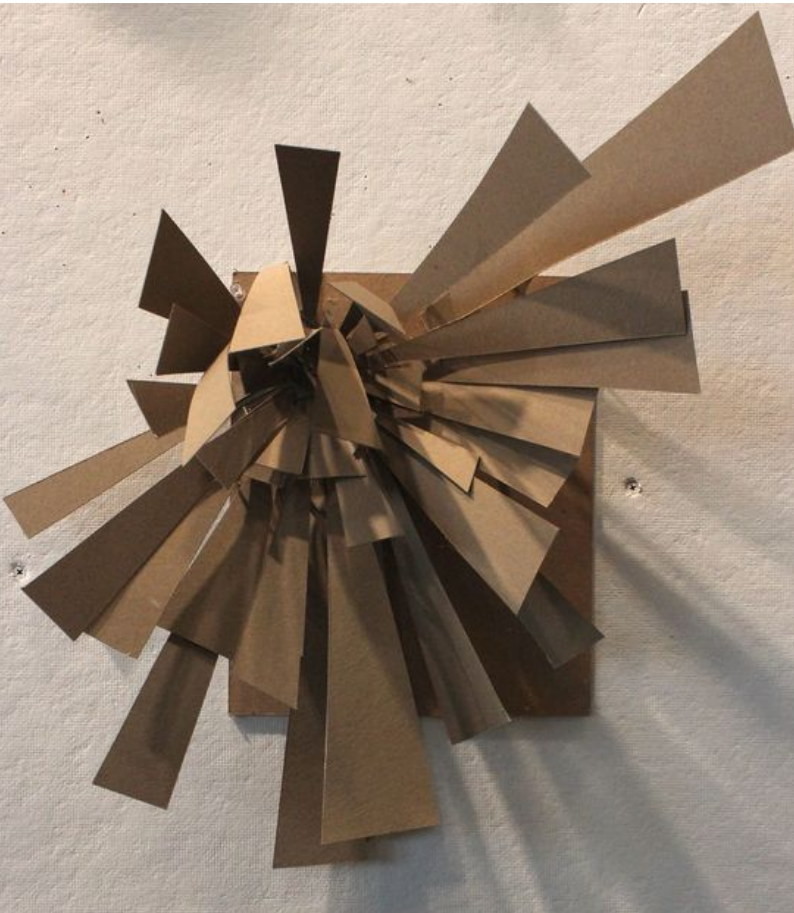
Note: Make sure you are presenting a clean and neat form, do not be sloppy with your presentation!

How to cut foam core video:

https://www.youtube.com/watch?v=BCjdOvdi_94

Examples





Weeks 05-10: Inhabited Space and Materiality

Project #2 Interlocking Body object- volume, materials & patterns- **Due Friday 4/7/2017**

Community

- 1:** a unified body of individuals: **b** : the people with common interests living in a particular area; *broadly* : the area itself <the problems of a large community>**c** : an interacting population of various kinds of individuals (as species) in a common location **d** : a group of people with a common characteristic or interest living together within a larger society <a community of retired persons>**e** : a group linked by a common policy **f** : a body of persons or nations having a common history or common social, economic, and political interests <the international community>**g** : a body of persons of common and especially professional interests scattered through a larger society <the academic community>
- 2:** society at large
- 3a** : joint ownership or participation <community of goods>**b** : common character : LIKENESS <community of interests>**c** : social activity : FELLOWSHIP
d : a social state or condition

All of our senses are an extension of our body's capacity to touch both the surrounding environment and our interior environment. The exterior membrane of our bodies establishes the familiar ever-changing physical boundary between interior body and exterior world, and our perception of both. Embodied experience merges multiple synchronous experiences that are inseparably linked with time and space. Despite the common perception that material is inert, it is actually in a state of continual change.

Project description:

During the second 5 weeks, students will develop wearable object (garment or body accessory like) inspired by **project #1** (Personal symbol “portrait”). Think of:

- Can creating a wearable object help to demonstrate what makes us related to the others?
- How we develop a sense of community by interacting with others when we feel like?
- How garments can be a representation of our sense of belonging to a community group?

Students will conduct a written research and visual observation based on the history of communities’ development, family structures, personal experience, or any other inspiring community.

Student will create a **wearable body object** “worn” on the body using hard and soft materials such as: wood, metal, plastic, card board-paper, fabric, etc. **The wearable body object** should demonstrates feelings of connecting to a particular community (by choice). Students will explore: how & why they feel connected. Considering how color, shape, form, scale and material can be used formally or metaphorically. Students will explore pattern-making, scale model-making, collapsible & converting structures, abstracting concepts to visually communicate a story, sewing, various material methods and mechanical connections, drawing and digital representation of work.

Project #2- Phase one- Research- **Due Friday 3/10/2017**

- **Research on the history of community development** and how it change through the history. Include your personal experience and how it helped to shape your identity and sense of belonging or connecting to a community.
- **Create a visual documentation** of your observation to help you in creating the body object – **mood board**
- **Concept development by sketching** of 3-4 objects concepts
- **Students can use a photograph of themselves- full body to explore different “additional forms” attached to their silhouette.** These forms can be the base of the wearable object
- Document these in your **sketchbook**

Video's to watch- inspiration

Lucy McRae: How can technology transform the human body?

<https://www.youtube.com/watch?v=O4g60zB4Un4>

Viktoria Modesta -Prototype: The Making Of | Channel 4

<https://www.youtube.com/watch?v=2fiSAXr4UME>

Inspiration of body extensions- wearable objects

