Madison Frazee

Space + Materiality

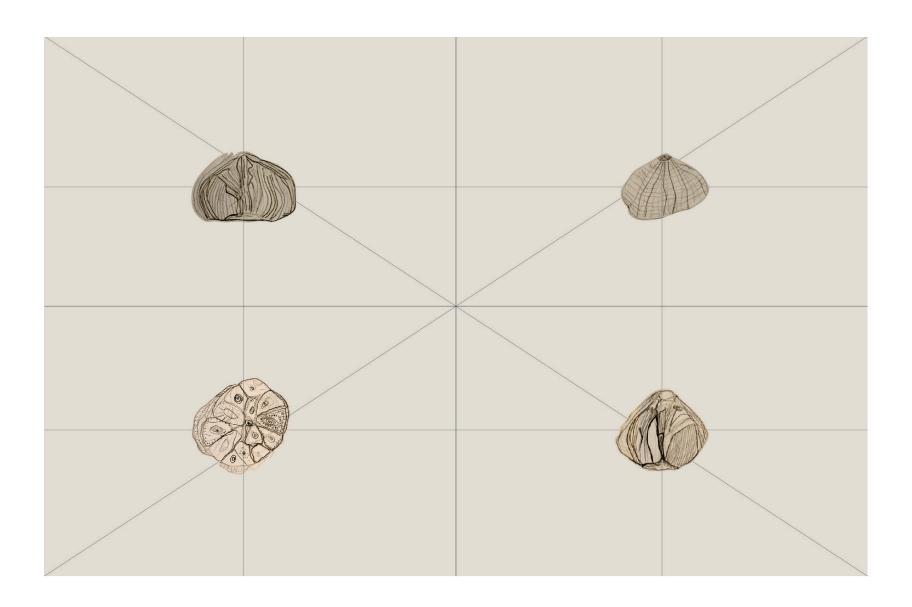
PROJECT 1A: MAP CUT COORDINATE GARLIC





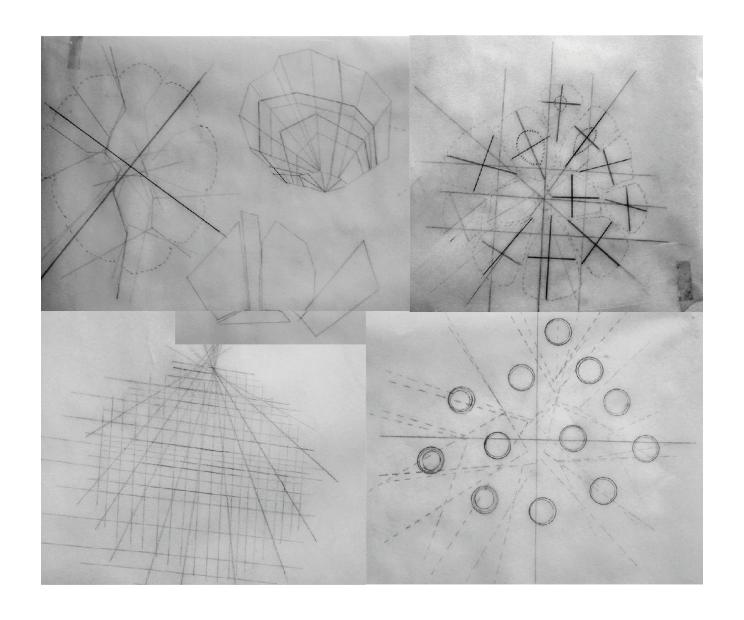


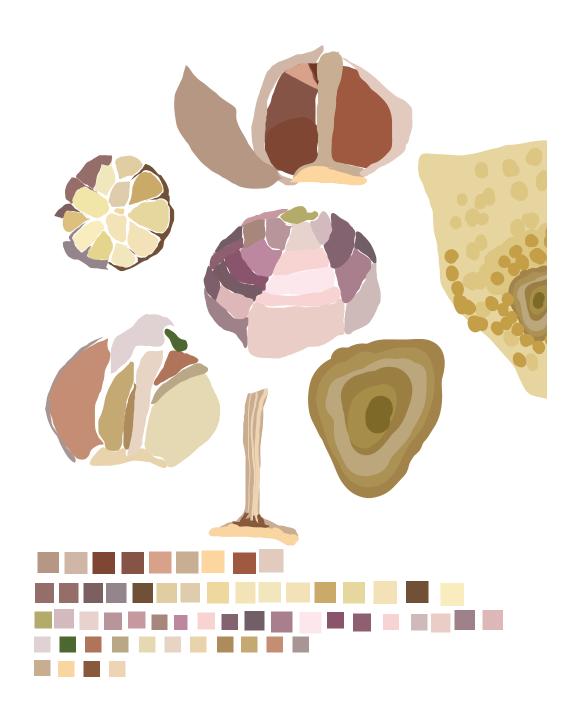




The abstracted geometry of the garlic create triangular shapes intersecting one another. When you cut the garlic in half it revealed something so unfamiliar to me, and I eat garlic all the time. We avoid cutting it in half because its impractical in the realm of cooking, but it was very interesting to analyze as I began extrapolating shapes and lines for our project. The cloves became almost irrelevant as I had done my several cuts as it takes peeling and digging to extract them. I found that the outside skin weaves itself entirely throughout the fruit when cut down the middle as it encases the vegetable. I discovered that no clove is similar in size or angularity and the arrangement of them are not significant to the naked eye. Through analysis I have realized patterns and similarities that show a further relationship between the entirety of the vegetable that I would not have experienced prior to this project.

Project 1B:
Diagram + Systems





Project 1C:
Garlic Construct





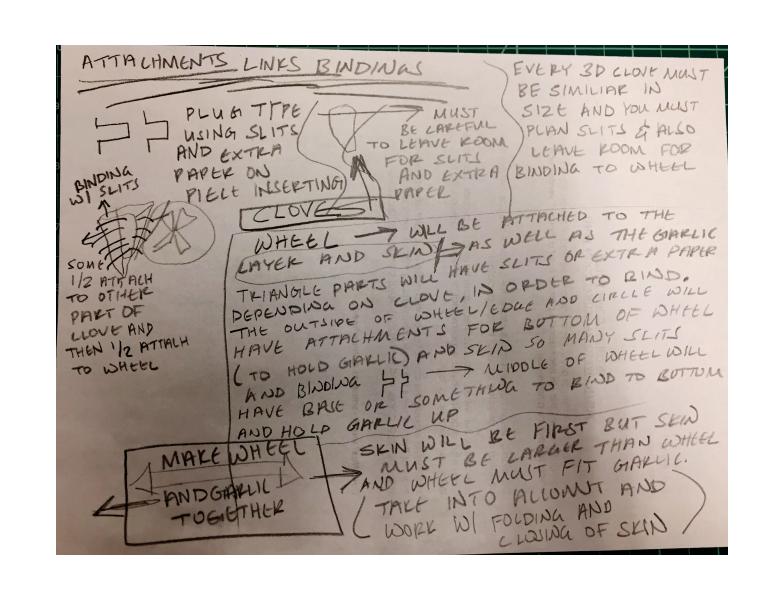
While working with garlic for the previous assignments I was particularly interested in the layers that were present in the vegetable. With my construct I wanted to exaggerate the layering of skin through the layering of paper. I initially made an encasement that would represent the transversal cut of the garlic which would be held inside the many paper layers. The biggest challenge I faced was creating a container that worked systematically with my only adhesive being paper. Throughout my process of making cuts and folds I created patterns that fulfilled my intention to show a system. While making mock models I tried treating the paper in different ways from folding and twisting to tightly rolling the paper. I soaked pieces of bristol paper until they were soft enough to manipulate like a piece of fabric. I crumpled the paper to create the bowl like shape and tried to stay consistent with the folding as I added more layers. I placed paper bags inside the center of the "bowl" and left it to dry over night. Another aspect I focused on were the roots of the garlic which is rarely seen on the vegetable in the grocery store. The roots were long thin strips of paper in which I then used to bind each paper layer together.

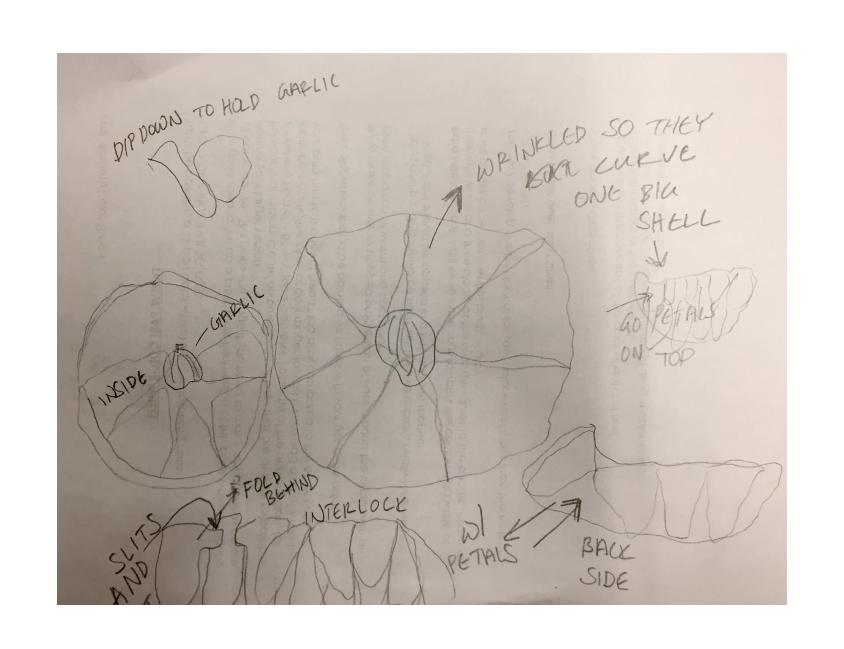
Process

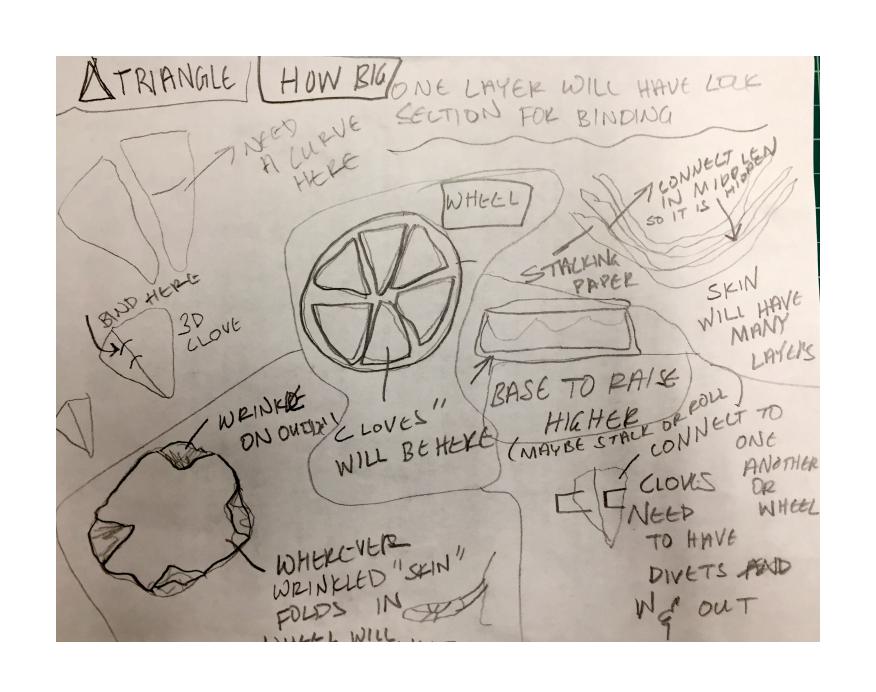


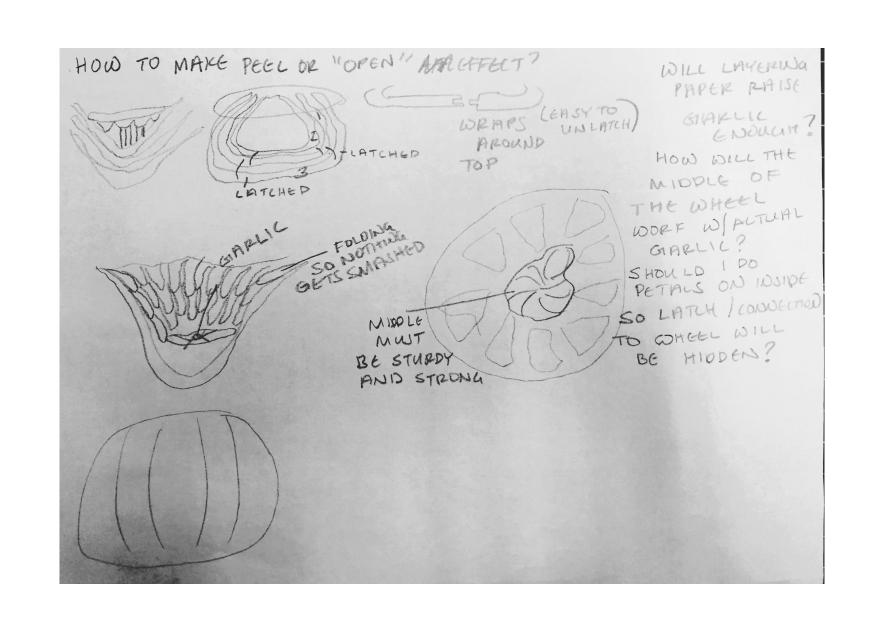












Project 2A:

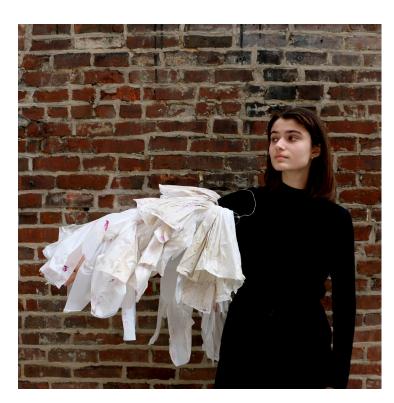
Armor Garment-Grafting Line, Module, Found Object



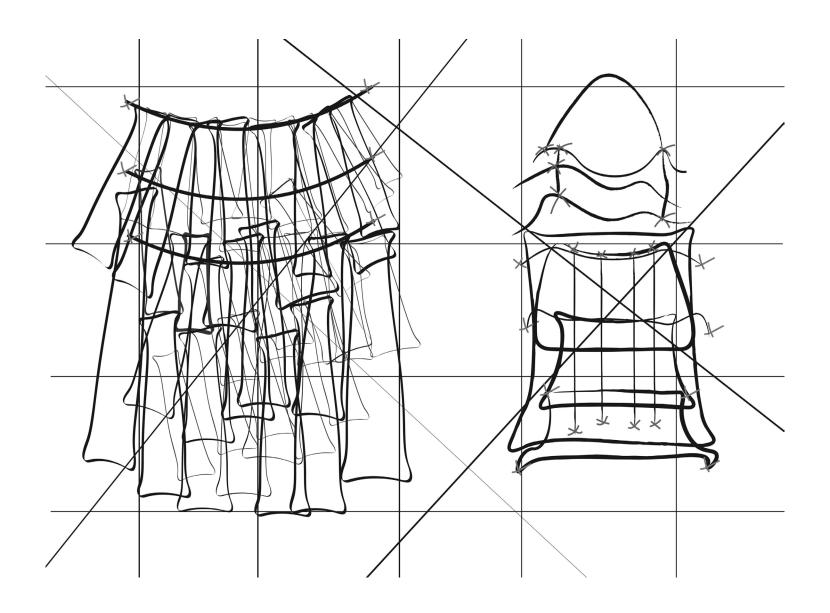












For my garment I further explored the layering of the papery skin that surrounds the garlic. My main intent was to have the human arm be cocooned with material similar to the cloves inside of my vegetable. I chose plastic bags and wire as my material as the wire could transform a flimsy plastic bag into a structured form while still maintaining movement throughout the armor. I began by creating a wire frame in which I wove the plastic bags throughout to create the base for further layering. If I were to classify my "garment" it would best be described as a cocoon or arm wrap. I used a combination of colors to create the inconsistent color present in garlic. It is common for garlic to have faint purple, although that is not all consistent. I began painting purple lines on the piece followed by neutral colors such as white, brown, and yellow to continue the theme of layering.