UNDERSTANDING KINETIC MOTIONS

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15/12/2017

PROJECT DESCRIPTION

Aim:

To design an object that posses a kinetic motion that creates an animal motion.

Animal motion chosen:

Movement of the human hand

Material:

Wood and Wire

BASE IDEA

For this project I decided to design some motion that involved the human hand. As hands are one of the most symbolic part of the human body. Hand gestures not only add emphasis to the words that we speak but every hand gesture holds a different meaning varying from culture to culture.

Hand gestures can be separated to several categories, from political to religious and even in dance. However, I wanted to focus on gestures that is symbolic to me in this fall semester. In order to identify what I wanted to design I began looking into other artists who use hands in their art work and what it symbolises.

ARTIST INFLUENCE

'Hands of God" by Augustue Rodin 1907, Marble.

Rodin fascinated the mindfulness expressions that hand gestures demonstrated. To him it was not just another part of a body but A piece of gods creation that stood for something bigger, where the hands communicated more powerful expression.

"Humanescape" by Mel Casas, 1970, acrylic on canvas

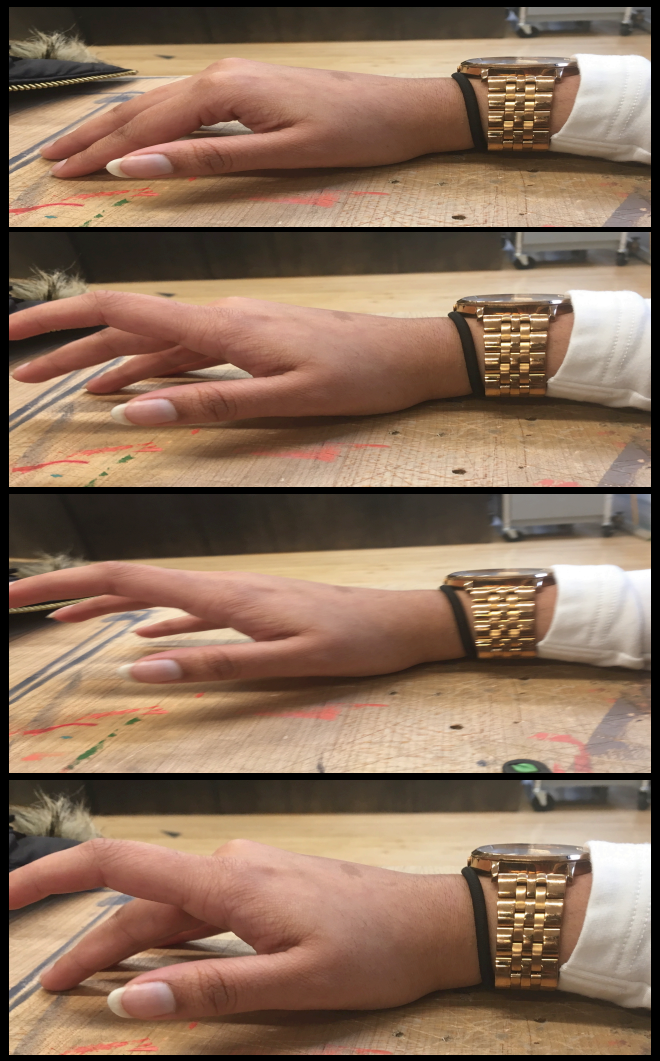
Mel Casas is one of the most influential artists who defined the Chicago art movement his Work Show of Hands illustrates religious and political hand gestures in reasoning to Potray the manipulation of ancient cultures.

LOOKING INTO COMMON HAND GESTURES USED BY COLLEGE STUDENTS






BASE IDEA

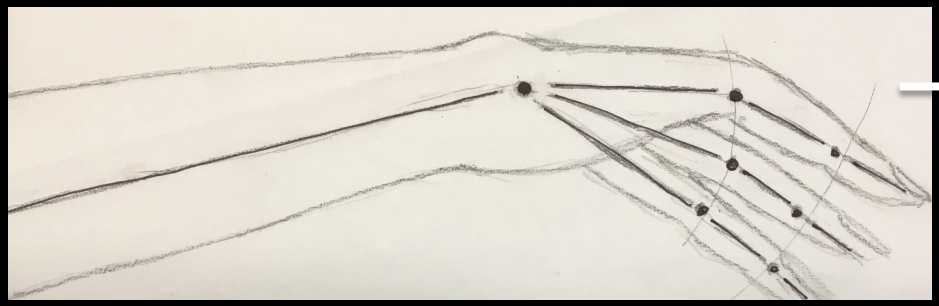


Through looking into different hand gestures often used by student I decided that I wanted to create something that is not commonly found in students, but is something that we should adapt, Patience.

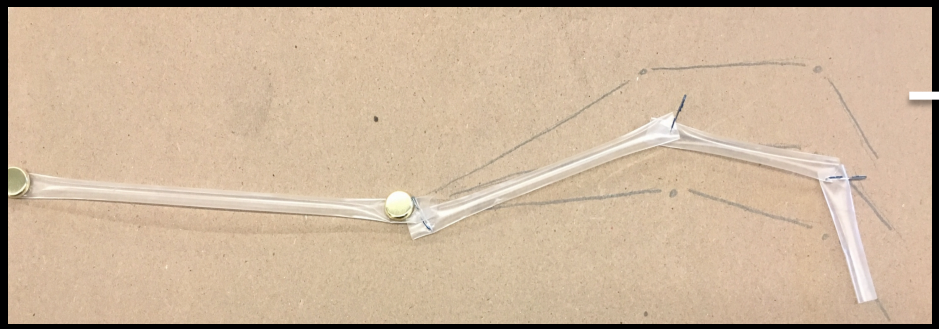
The reason for choosing this idea is because patience is not just the key to success but it acts as a device to overcome frustration. As an art student it is also critical that we hold on to a judgment long enough to ake informed decisions. Henec, being patients helps make smart decision.

At the same time the hand is also used to represent time. A is limited item that no one has control of. Therefor its important that we take the time we have to our advantage and make what's best of it.

CHIPBOARD MODEL PROCESS



Step.1 Line Drawings
We first drew out skeleton outlines of the body of the animal that we choose to create the motion



Step. 2 Straw Figure
We identified the joints where the motion Of the object would occur and using bolts we connected the straws together.

Step.3 Chipboard Model
The final step was to combine the previous two step to create chipboard model .

PROCESS

- We began by creating the base for our objects. Since my object was to be placed horizontally I needed to create a box like stand. The box is built first in order to recognize the right proportions for the object creating the motion.
- Once this was done, I began cutting out the fingers and the palm.
- The next step is the most critical one, where we build out gears. In order to create the wave like motion I needed to create a circular motion and vertical motion. In order to buid the up and down motion of the hands and the wave like pattern.
- The final step

FINAL MODEL