

#3 Splat Collab

List of Assessable Tasks:

- Step 1 Visual Research
- Step 2 Illustrator Tutorials
- Step 3 Illustrator Design
- Step 4 Final project assembled

Splat
Prickly
Boing
Poof
Zing
Boom

We live in a 3D world

As 3D Designers we must learn how to conceptualize and visualize in 3D

X, Y, Z axis

the directional coordinates in which we perceive 3D forms

X

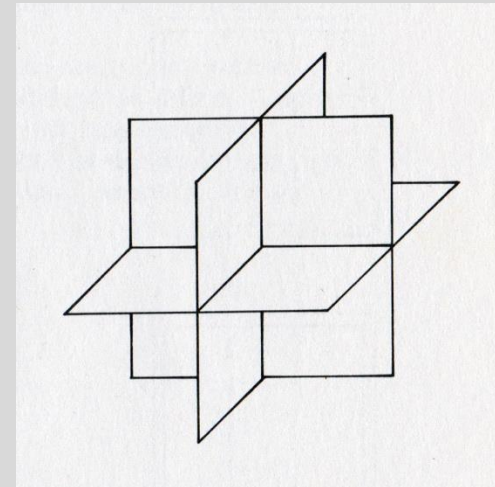
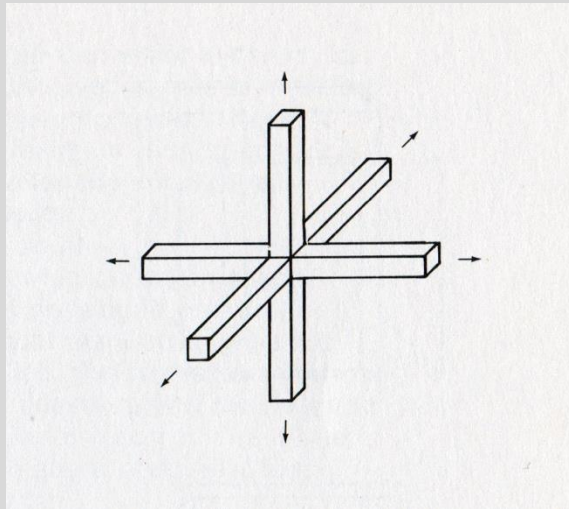
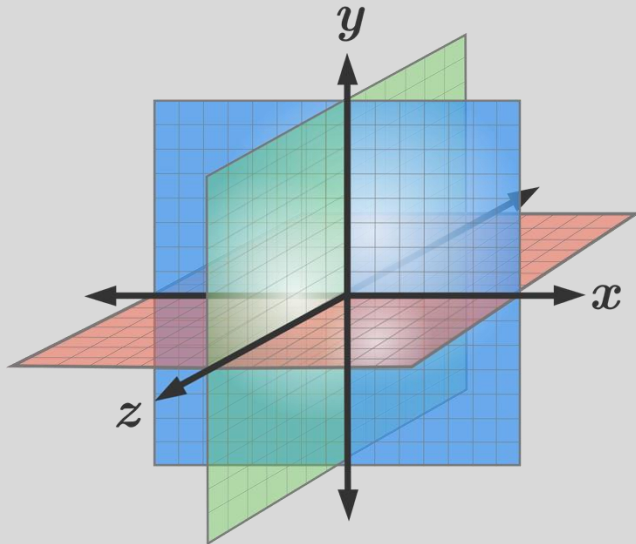
breadth
horizontal

Y

length
vertical

Z

depth
transverse



#3 Splat Collab

Formal Objectives:

- Employ plane to build a 3D volumetric form that expresses an abstract word. Visually describe one of the words using flat planes; a repetitive single shape but change scale, texture, weight, and orientation on xyz axis.
- 3D form must stand up on its own or have a thoroughly considered installation method
- Explore abstraction of form (no representation).
- Learn the basics of Illustrator pen tool and laser cutting using campus MakersSpace
- Work collaboratively to accomplish goals

Conceptual Objectives:

- Explore flat shapes (planes) as a method of creating open and closed volume.
- Gain a deeper understanding of abstraction as an art form and as a way of communicating abstract ideas.
- Work successfully as a collaborative group

Directions:

Step 1: Work with partners to complete Visual Research

Step 2: Work with partners to complete Illustrator tutorials

Step 3: Work with partners to complete final design in Illustrator

Step 4: Work with partners to complete assembly of final design

Materials:

Cardboard, glue, needle, thread, tape, other binding materials upon approval

Submission to Blackboard: Self-Assessment:

After completing the assignment, answer each of the following questions (cut and paste using TEXT SUBMISSION or attach a PDF to Blackboard):

1. Did you complete the assignment correctly and on time?
2. What was most challenging about this assignment?
3. How would you improve if you had more time?
4. What was most enjoyable about this assignment?
5. What specifically did you contribute to the collaboration?

Rate your performance by assigning a number based on this rubric:

Community/Giving Economy/ Citizenry following instructions, completing work by deadlines, classroom conduct, preparedness, participation, PHOTO DOCUMENTATION

4 excellent 3 good 2 ok 1 poor

Visual/ Technical/Craft application of course objectives as measured by outcome of assignment.

Application of advanced skills & techniques, showing care with materials & processes

4 excellent 3 good 2 ok 1 poor

Critical discussing your own work, and the work of others, using appropriate vocabulary

4 excellent 3 good 2 ok 1 poor

Ambition overall effort both in class and outside of class

4 excellent 3 good 2 ok 1 poor

TOTAL _____/16 = _____% = _____(letter grade)

Submission to PP Gallery:

- visual research
- screenshots of completed illustrator tutorials
- screenshot of final illustrator design
- 3 different images of your model from 3 different angles.

Documentation Tips:

- Background/setting- clean, blank background in a well-lit room
- Crop- we should not see a lot of background around your work
- Color balance- not too blue or too yellow
- Brightness- not too dark with large shadows

Rubric:

Assignment Quiz_____/1

Community/Giving Economy/Citizenry

following instructions, completing work by deadlines, classroom conduct, preparedness, participation____/1

Visual/ Technical/Craft

application of course objectives as measured by outcome of assignment. Application of advanced skills & techniques, showing care with materials & processes

Illustrator tutorials ____/3

Visual Research____/3

Final Illustrator Design____/3

Final model____/5

Homework____/1

Collaboration____/1

Good photographs ____/1

Critical

discussing your own work, and the work of others, using appropriate vocabulary____/1

Abstraction-

A visual representation that may have little resemblance to the real world. Freedom from representational qualities in art.

Non-Objective-

A type of abstract art that has no resemblance to the real world. Conveys a sense of simplicity and purity.

- 1.Principle- Unity/Harmony
- 2.Principle- Focal Point/Emphasis
- 3.Principle- Symmetrical Balance
- 4.Principle- Asymmetrical Balance
- 5.Principle- Radial Balance
- 6.Principle- Rhythm/Repetition
- 7.Principle- Scale
- 8.Principle- Proportion
- 9.Element- Open Volume
- 10.Element- Closed Volume
- 11.Element- Plane
- 12.Element- Negative space
- 13.Element- Shape
- 14.Element- Formal Contrast
- 15.Element- Line
- 16.Element- Texture

Analog vs. Digital Investigations



Vector



Raster



raster:

a rectangular pattern of parallel scanning lines followed by the electron beam on a television screen or computer monitor. An image made up of pixels and is resolution dependent, meaning, if you scale down you throw out pixels, if you scale up, you'll have a blocky jagged picture

Scan

GIMP, BIMP

Photoshop

MyPaint

Krita

ImageMagick, GraphicsMagick, encoding

vector:

denoting a type of graphical representation using straight lines to construct the outlines of objects. Made up of lines and curves that are defined mathematically and can move, re-size, and change without losing quality.

Inkscape video

lodraw

Illustrator

CorelDRAW

Scribus

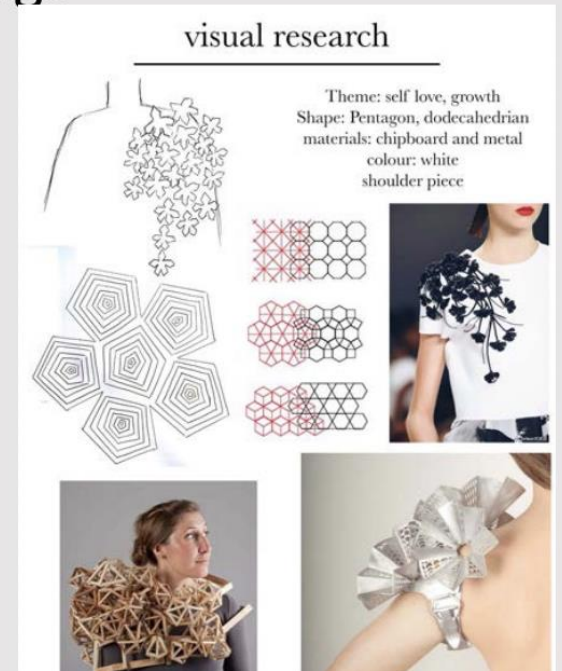
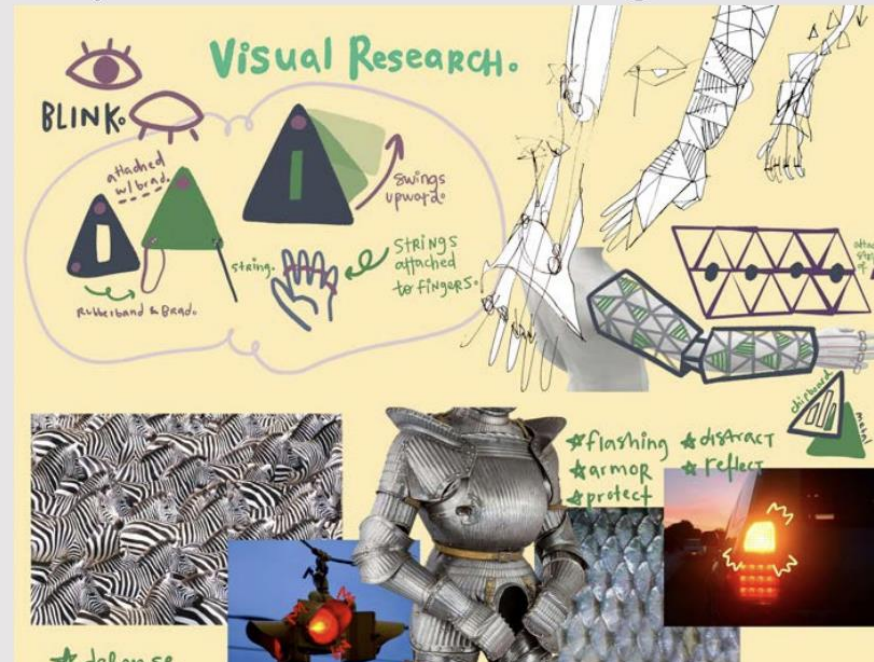
QCAD

Step 1

VISUAL RESEARCH

a 'mood board' or collage or map of ideas. Must include the following in a single composition:

1. Keywords (not paragraphs)
2. Found images (google, your own photos)
3. Drawings from your sketchbook or digital drawings



btw

“Discussing Visual Research with the students is one of my favorite activities.

Students share more about their interests and understanding of course assignments and objectives.

I love bouncing ideas around with them.

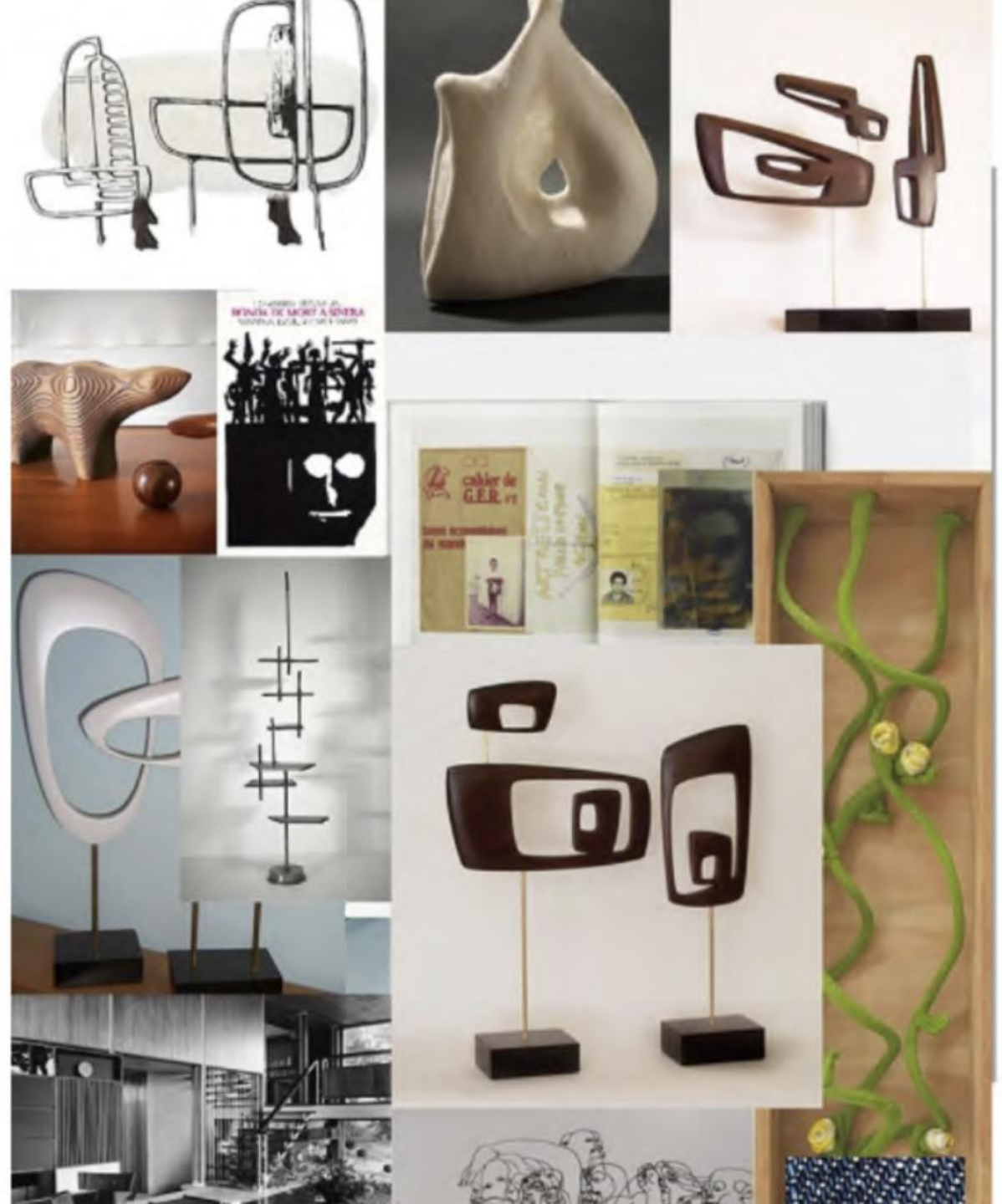
It is also an opportunity to discuss time management and setting reasonable expectations of work load.

I make sure they understand that while Visual Research is important as a tool for communicating ideas, that it is ok for ideas shift throughout the process as they try new techniques and materials”.

- Professor Puckett

What is missing?

*please note this is an example of
a Visual Research for different project



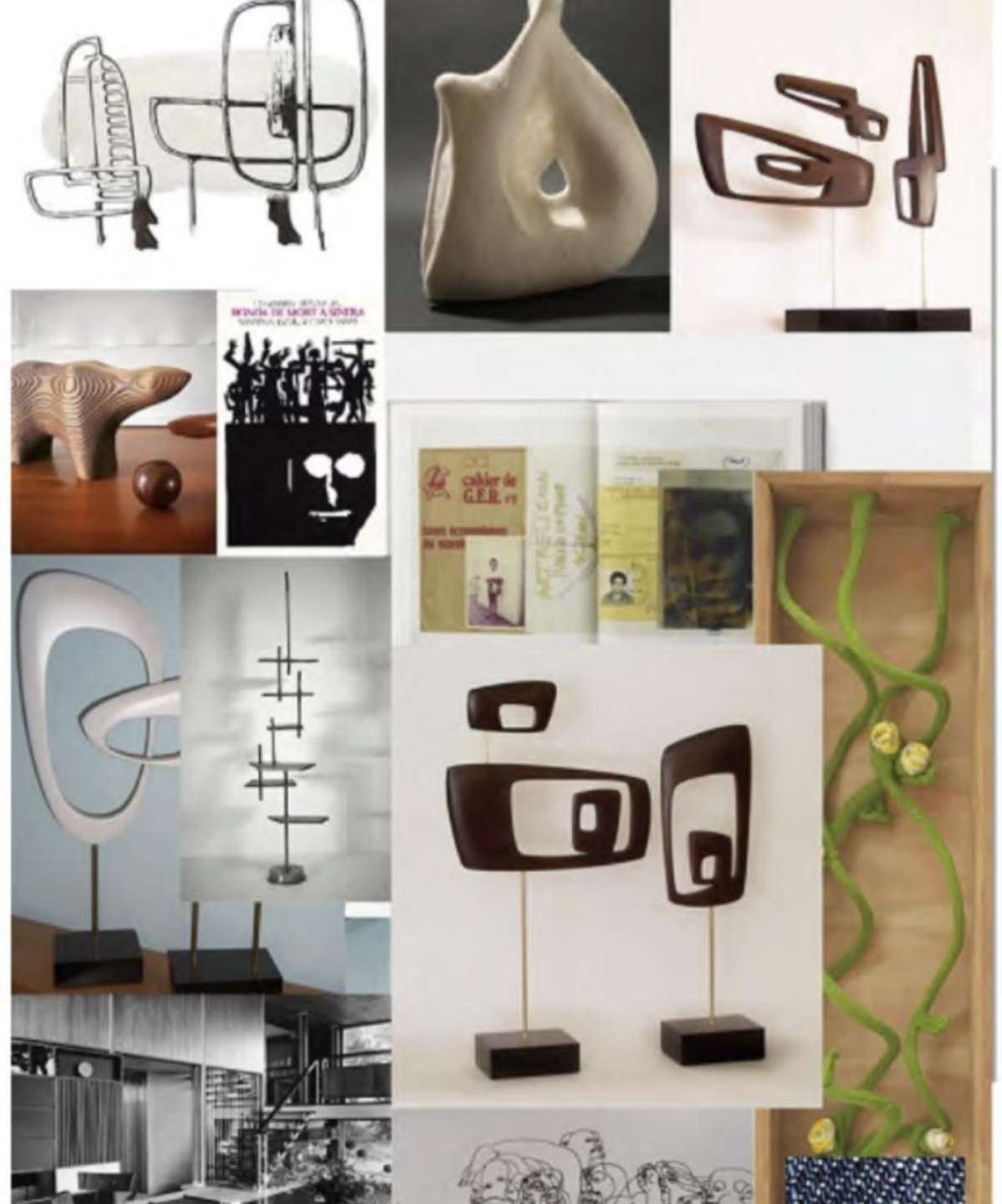
What is missing?

*please note this is an example of
a Visual Research for different project



What is missing?

*please note this is an example of
a Visual Research for different project



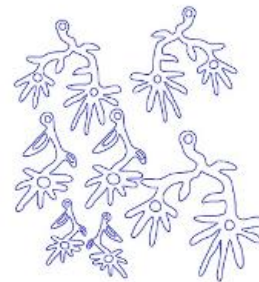
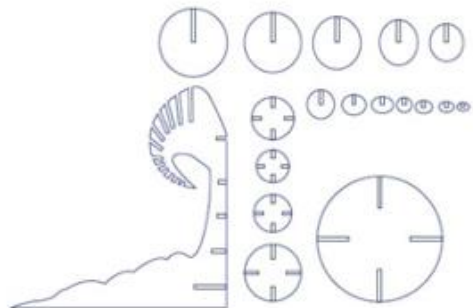
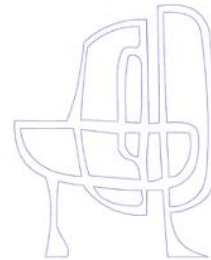
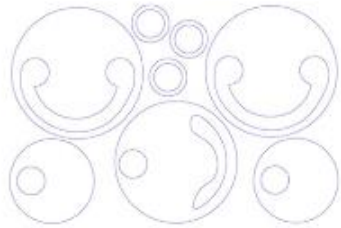
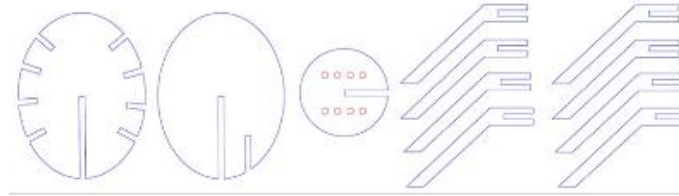
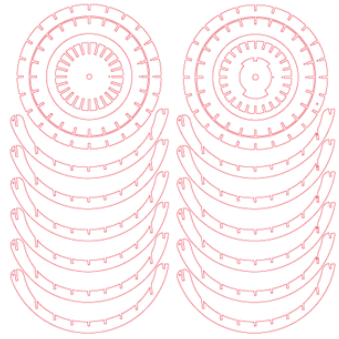
Step 2 Illustrator Tutorials

Watch the following tutorials (about 25 minutes)

A. https://www.google.com/search?q=pen+tool+basics+for+la+ser+cutting&rlz=1C5CHFA_enUS727US727&oq=pen+tool+basics&gs_lcrp=EgZjaHJvbWUqCAgAEEUYJxg7MggIABBFCCcYOzIPCAEQRRg5GJECGIAEGIoFMgwIAhAAGBQYhwIYgAQyCAgDEAAYFhgeMg0IBBAAGIYDGIAEGIoFMg0IBRAAGIYDGIAEGIoFMg0IBhAAGIYDGIAEGIoFMg0IBxAAGIYDGIAEGIoFMgoICBAAGIAEGKIE0gEINDU5OGowajSoAgCwAgE&sourceid=chrome&ie=UTF-8#fpstate=ive&vld=cid:4e68b95d,vid:7wFvI99t7yg,st:0

B. <https://www.youtube.com/watch?v=7go-QJ5Z64A>

Add FIVE different ‘sample sketches’ in Illustrator to the PP Gallery to show that you understand how to draw with pen tool



Step 3 Final Illustrator Design

Step 4 Final Model

Student Examples

Both hand-made and

Using Digital Fabrication

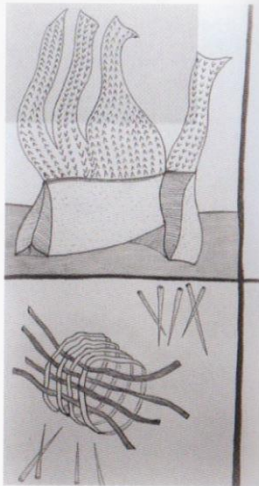
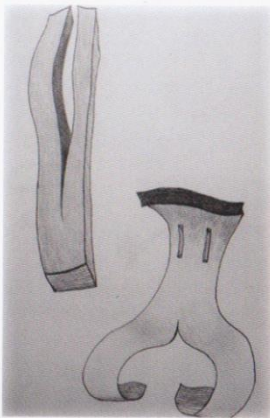
(laser cutting):

SPLAT



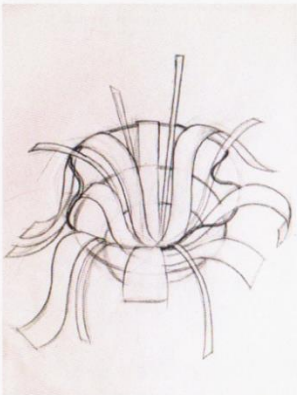
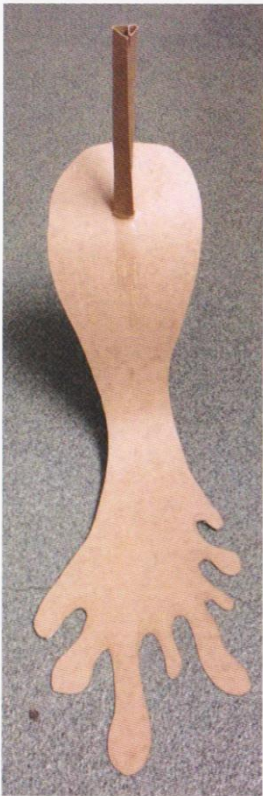
Planar

Drawings/ Maquettes



For the Planar Project, we were to create using chip board forms representing certain descriptive words, such as prickly, splat, and boing. I created sketches based on my initial ideas, then built maquettes out of butcher paper using only glue and an exacto knife. Then, once the ideas were flushed out, the final models were constructed out of chip board. The model directly to the right is based on "splat", and the model on the following page is based on "boing".

Final Models



Drawing



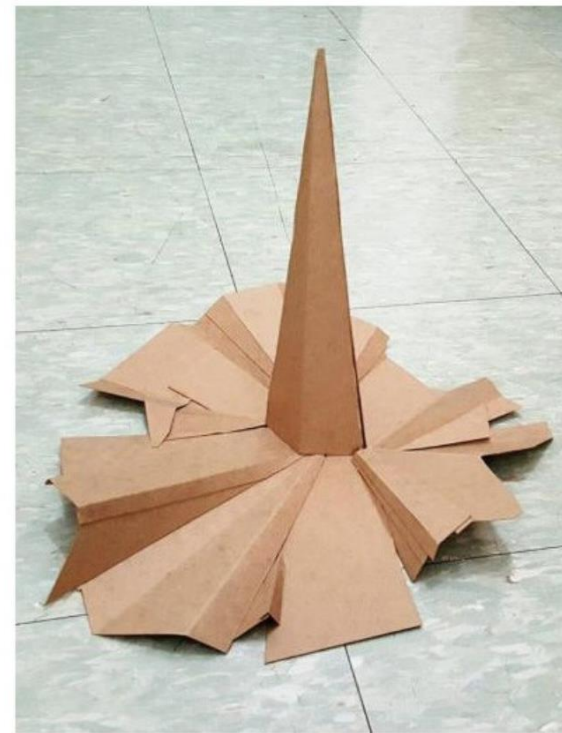
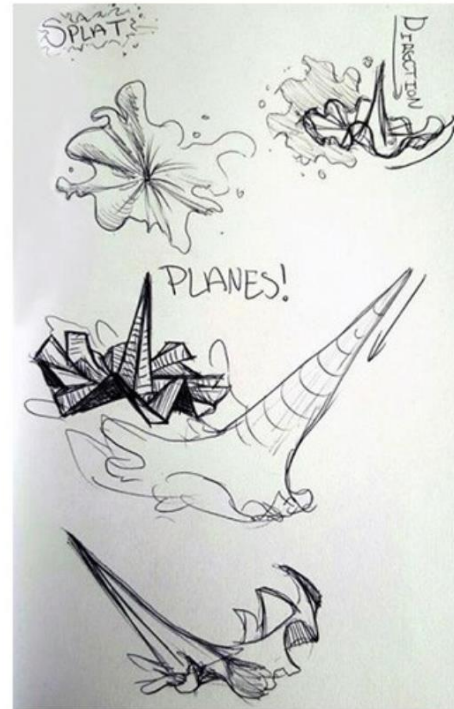
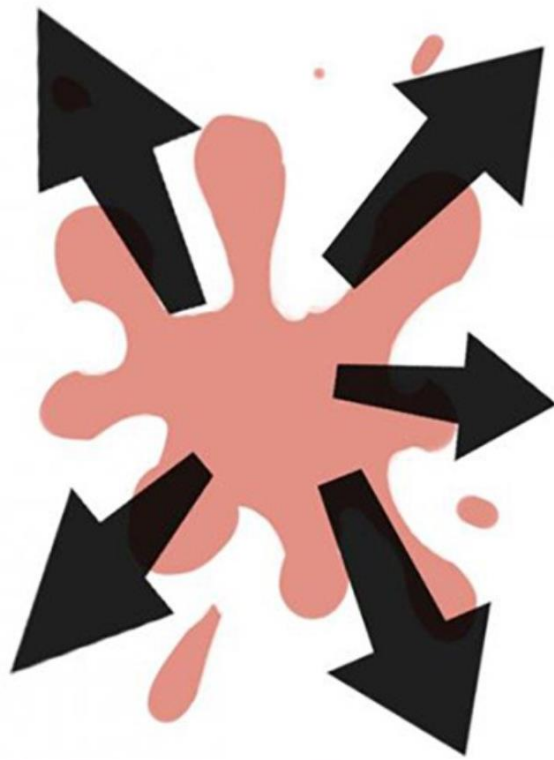
Collage

The most difficult part was to apply the element of design especially texture, on the models because I think there isn't much way to express texture with the paper. Then, I tried to make a contrast of the way to use the paper on the "prickly" composition. I made very small triangle pieces and attached them on the plane of the model. They seems hedgehogs' prickly spines

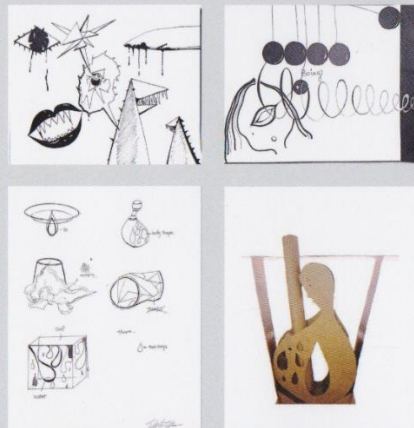


Final Composition

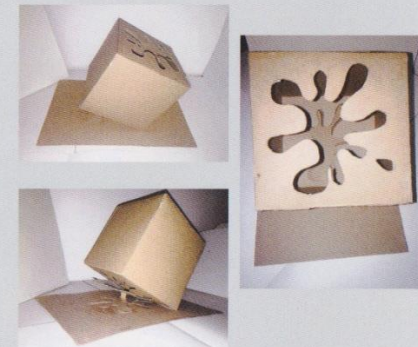
I thought the most important thing to represent "splat" is movement of it, so I made a focal point on it. There's variation in the width and the length of the chipboard that expresses the movement and this difference makes the focal point and helps to feel "splat" movement because we can concentrate on it.

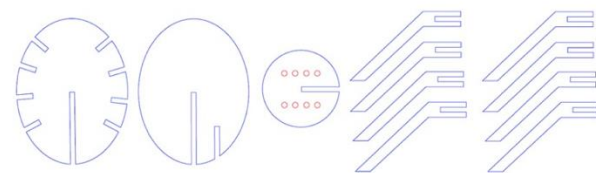


PLANAR.

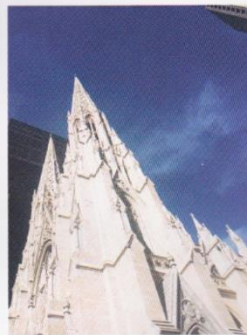
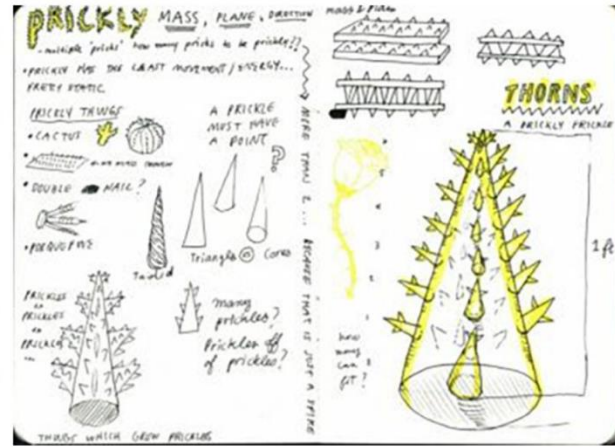


In the "splat" sculpture, I used negative spaces to put forward the idea of "splat". These negative spaces are posited on both top and bottom of a cube, then transferred into a positive shape on the bottom to bring a movement of "splat".

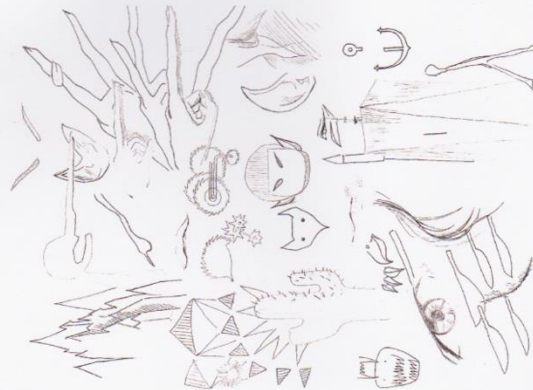




Prickly



Prickly



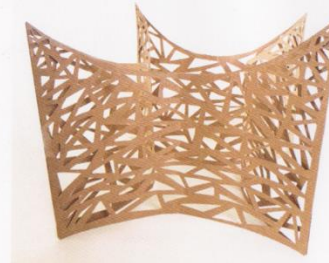
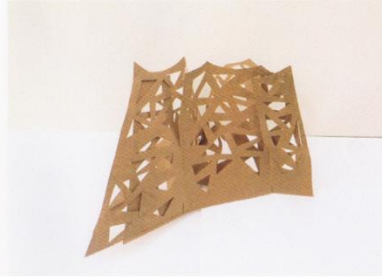
The first composition constructed from several pieces of silhouettes of hand is a composition which represent "prickly". Each hand is pointing at different direction with others, just like a mean person is scolding, and blaming at others. Such people make me feel prickly, their finger just like thorns on the cactus which really heart people who were pointed at by them. In order to create the feelings of harsh and keenness, I exaggerated the length of finger and also make the joint more obvious. In addition, I used some slips of dash-board to connect two pieces of hands and made a circle which like the wrist in the bottom of this composition, enforcing the sense of mass and volume.



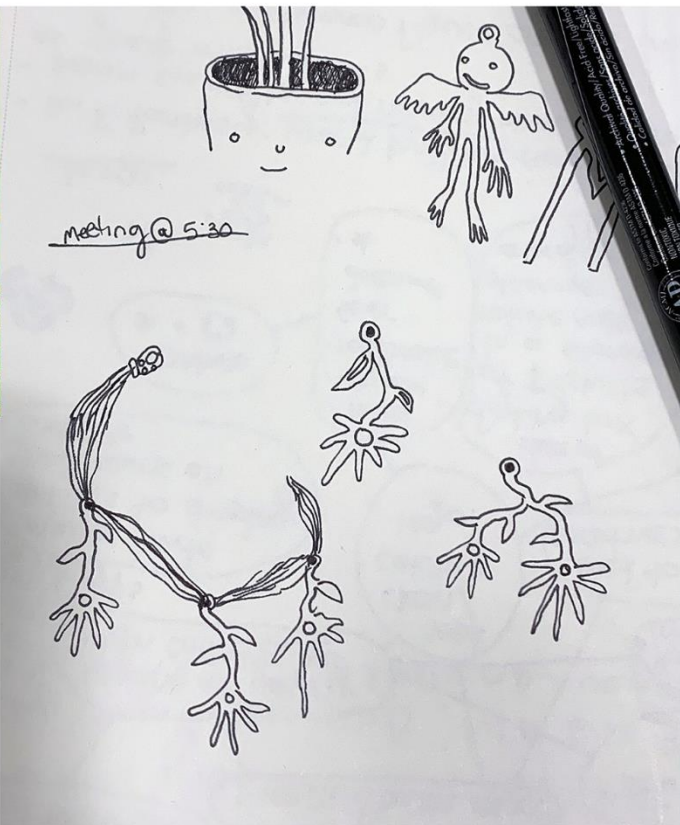
PLANAR



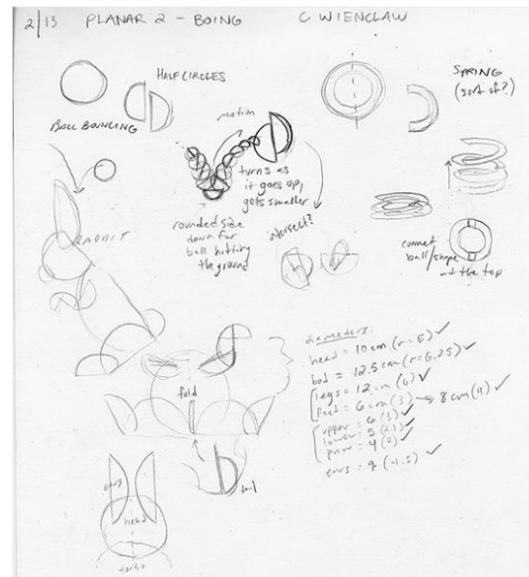
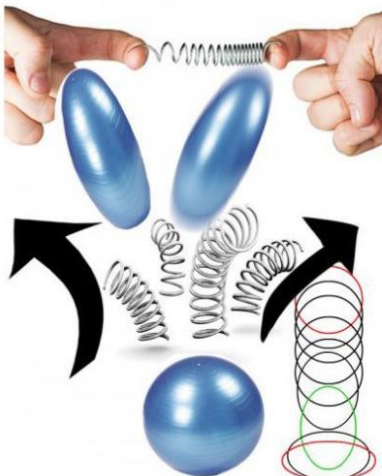
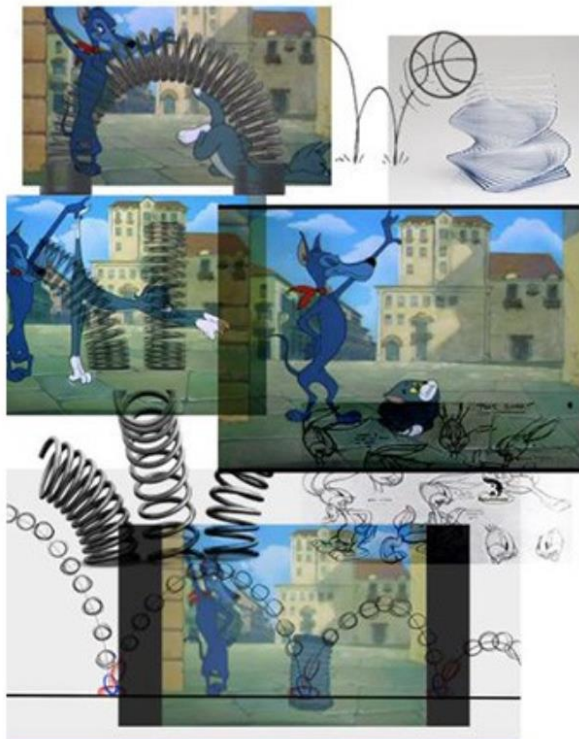
For my "Prickly" model, I decided I wanted to capture the essence of prickly visually, not something you would touch. Prickly has connotations for being sharp and spiky and thus I used a geometric shape (a triangle) to represent this "sharpness". The four curved planes that meet each other gives a sense of something coming towards you, just like when you feel something prickly or sharp feels like it's coming at you. The planes have triangle cuts within them to further represent the texture of "prickly".

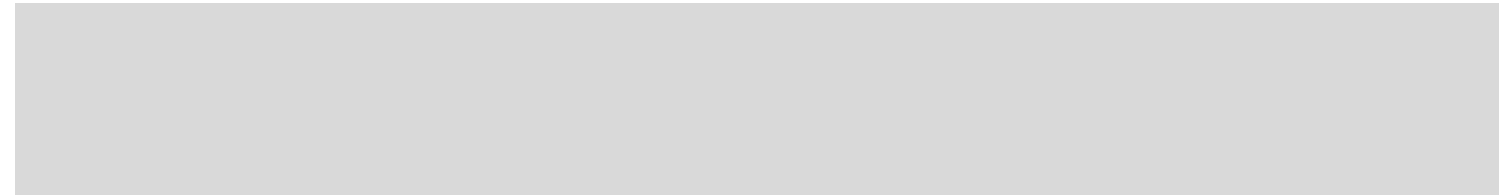
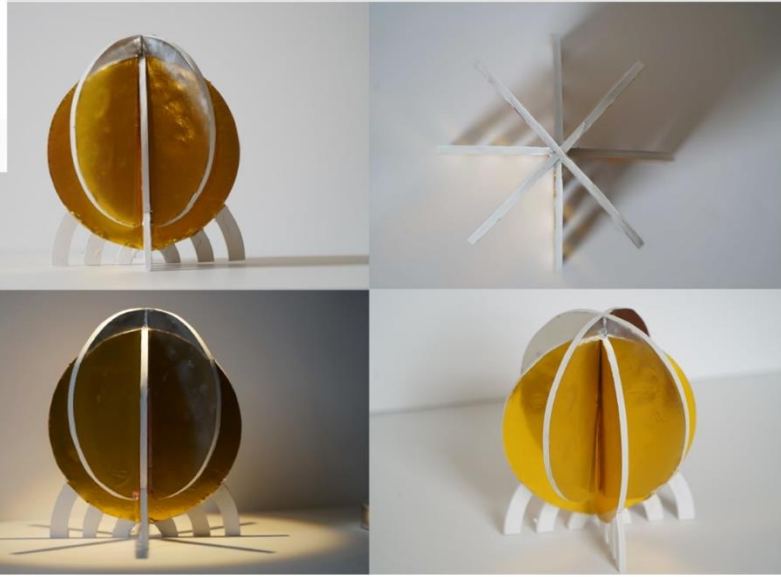
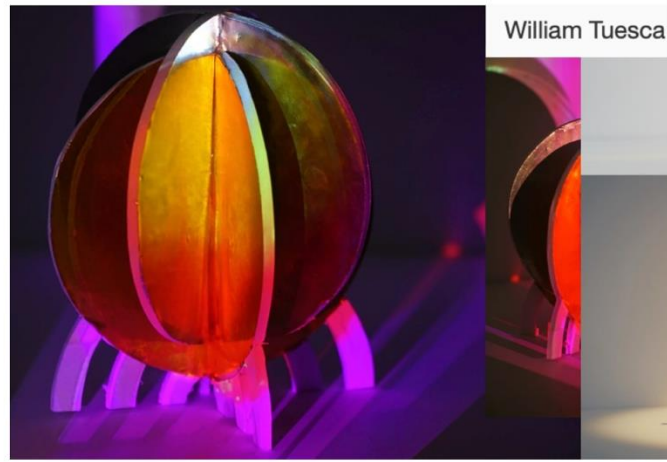
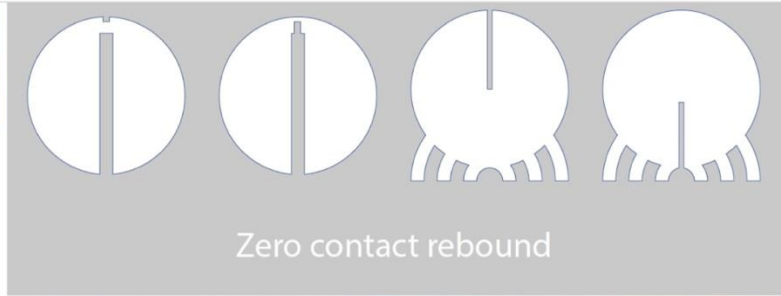
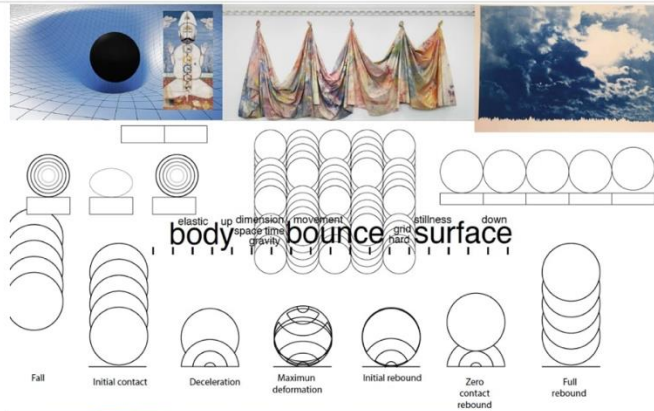


Georgia Darwin
"prickly"



Boing





Visual Research

Illustrator

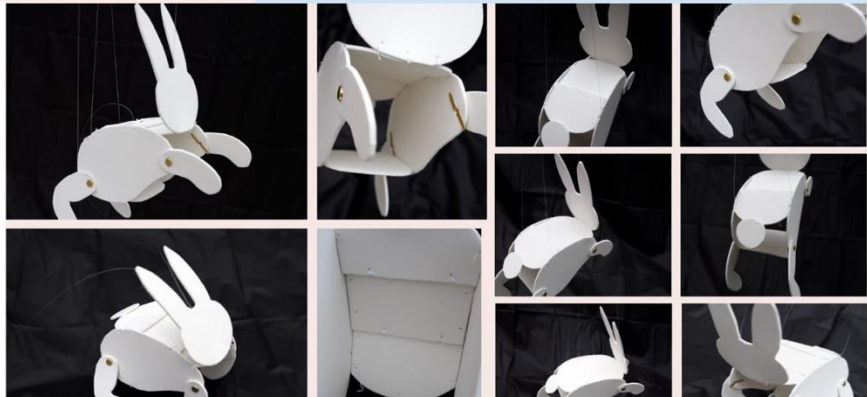
Design process

After making my layout I was able to trace the shapes I hand drew in Illustrator. I purposely designed the bunny to have raw edges for this is a project for children and is not supposed to look "perfect". I think the organic shapes add character to the bunny and makes it unique for it resembles the hand drawn line which is never "perfect".

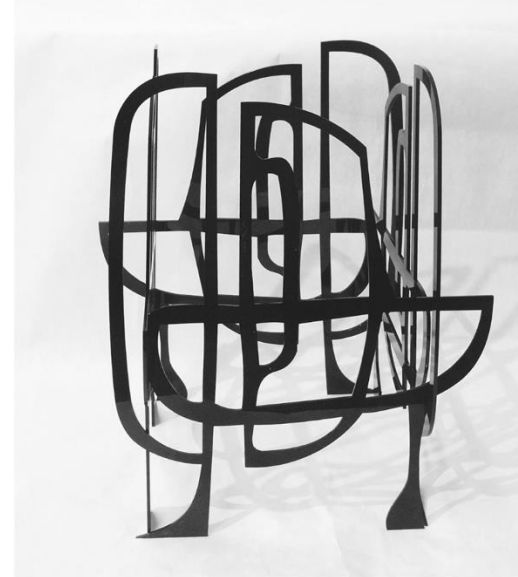
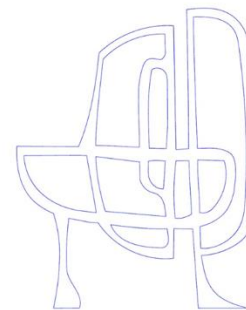
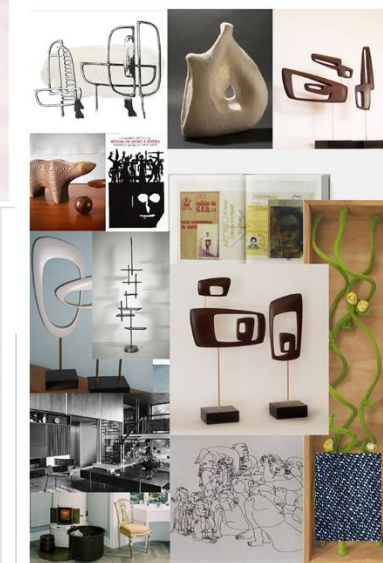
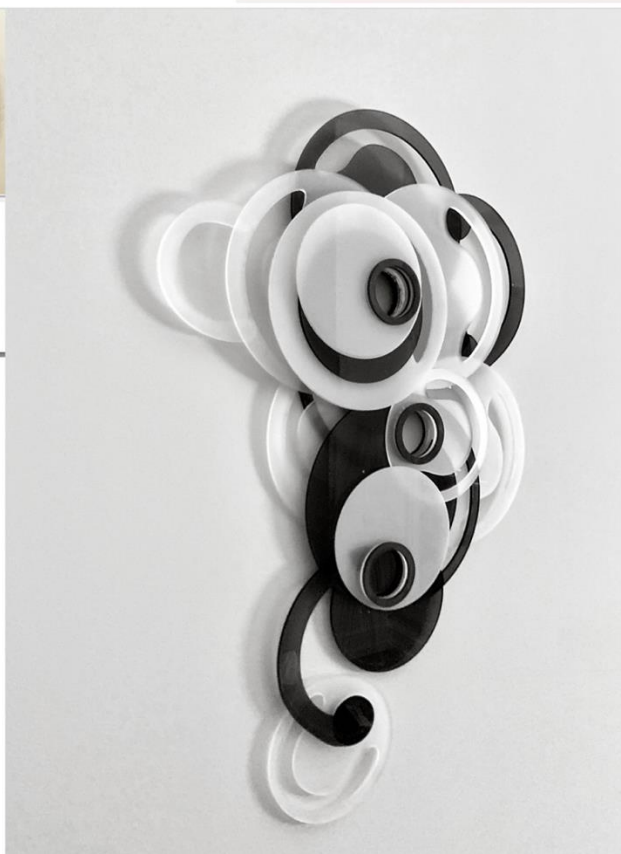
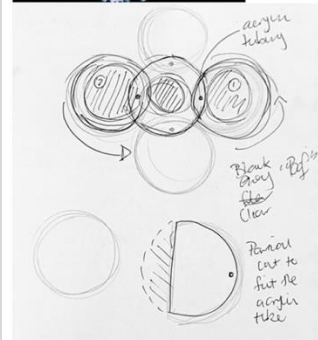
CNC machine file

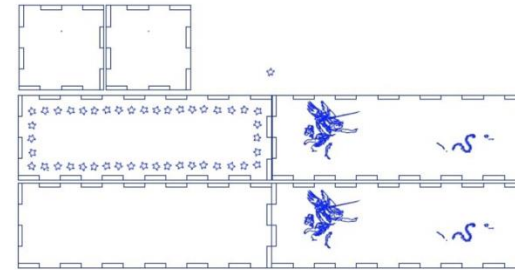
Working by hand at first helped me find the best layout for all the pieces to fit onto the potential wood material and prevent waste. I was able to draw organic shapes that were all my own.

samantha paige



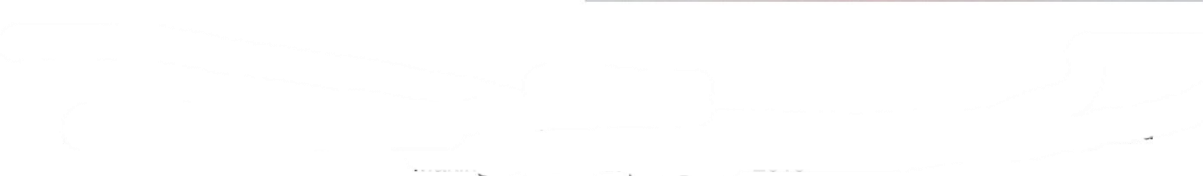
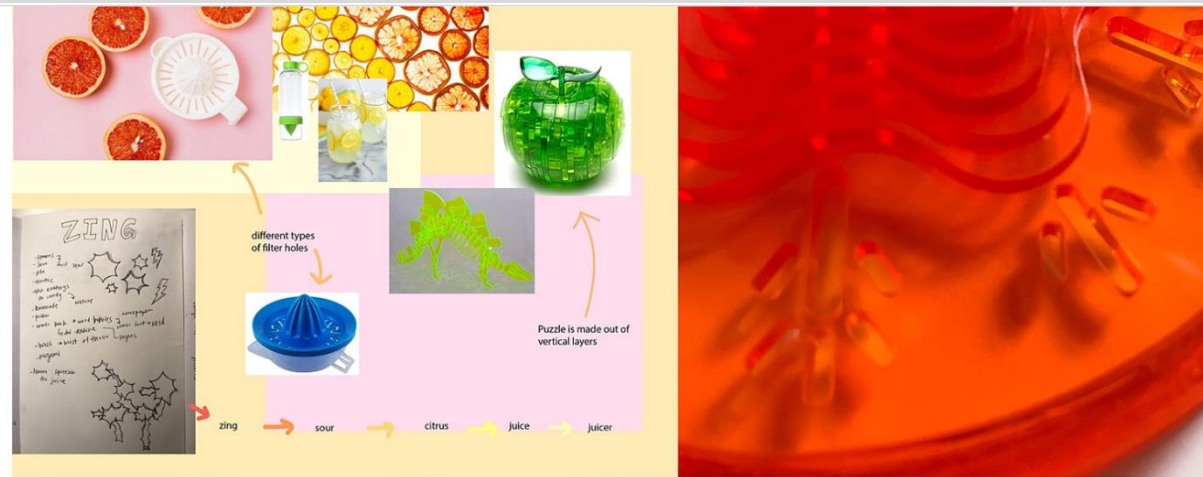
Poof



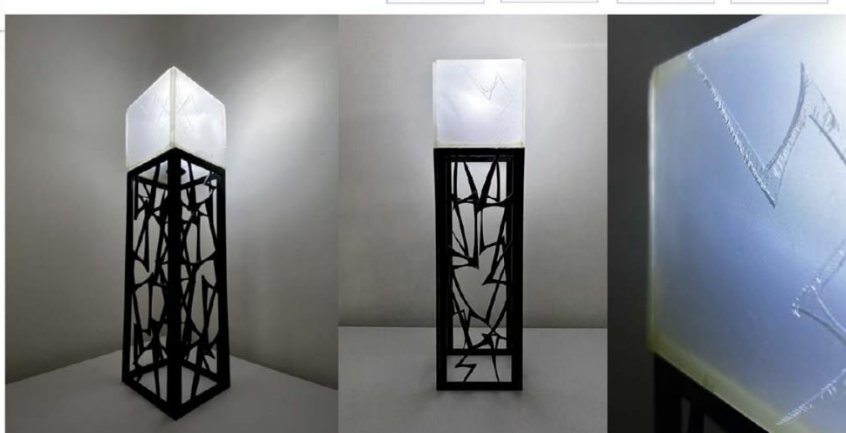
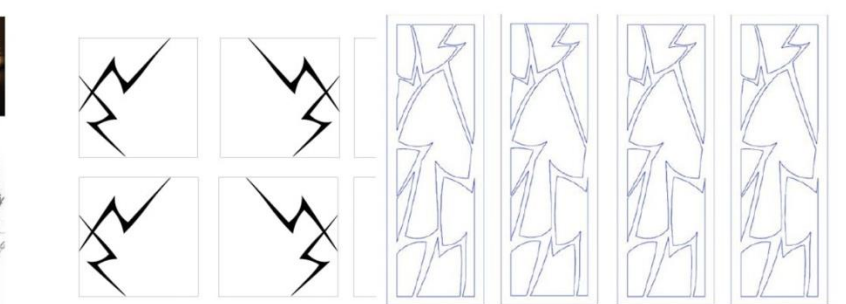


Abby Millar
"poof"

Zing

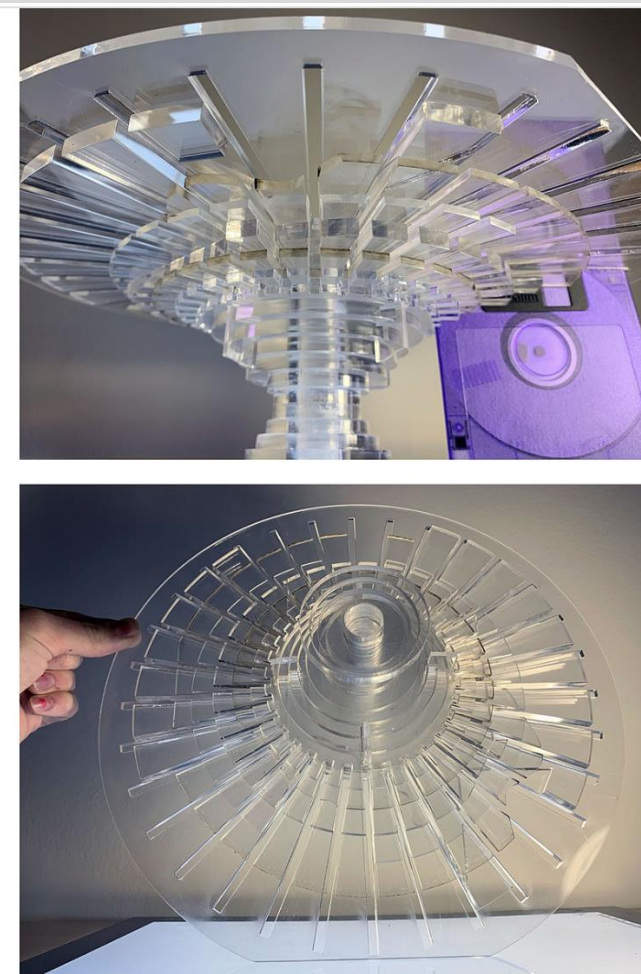
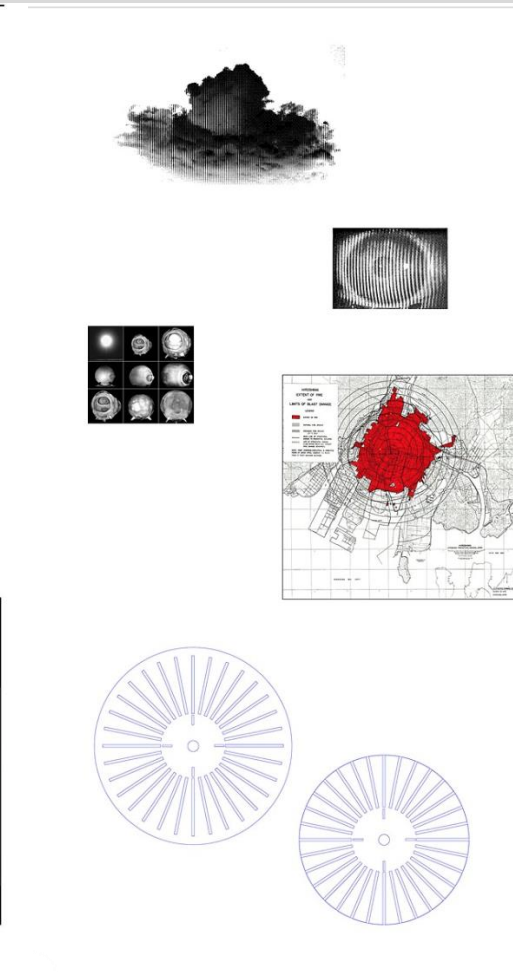
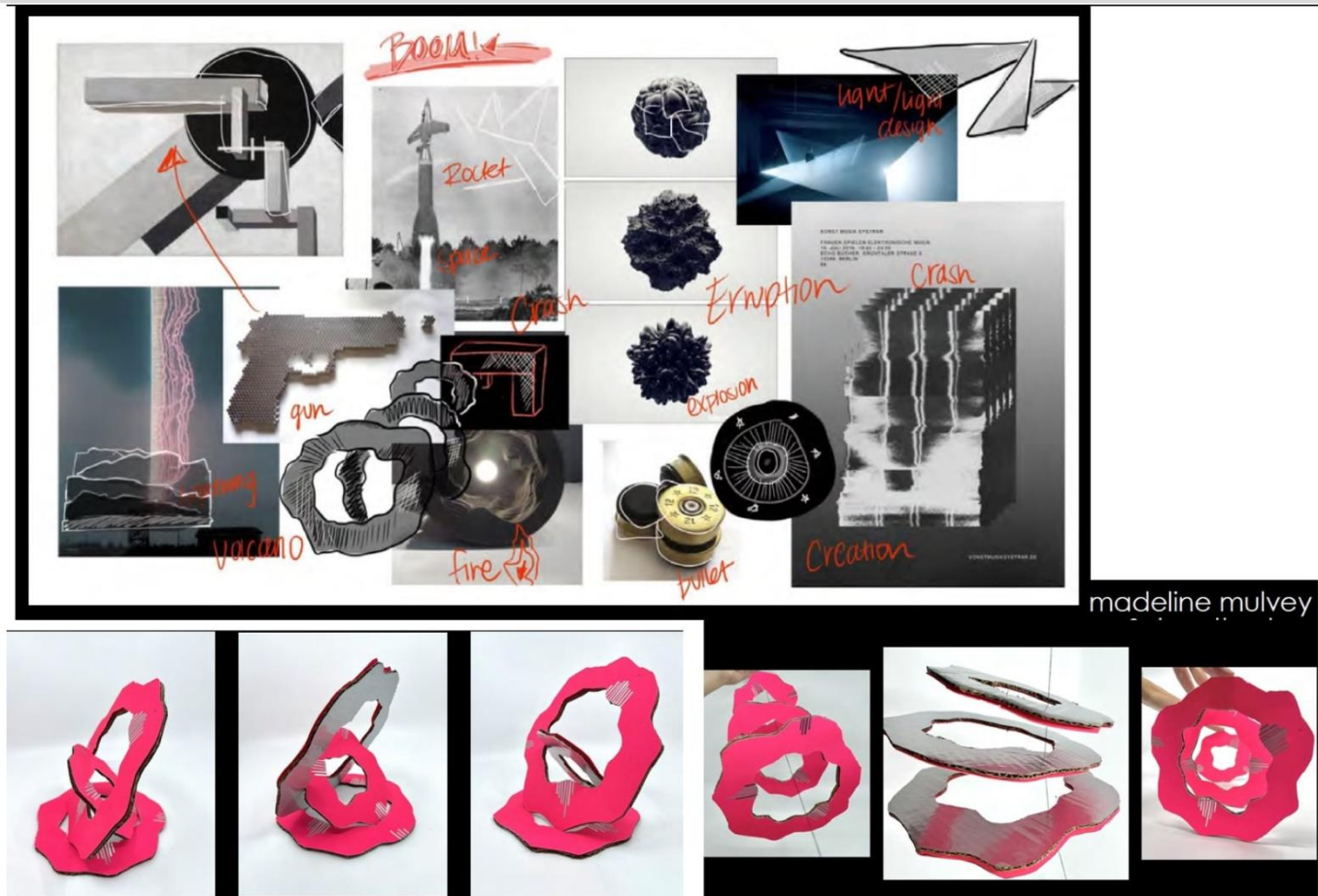


Eleanor Torres
"zing"

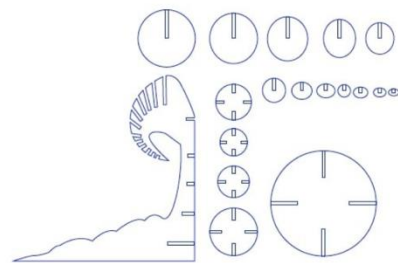
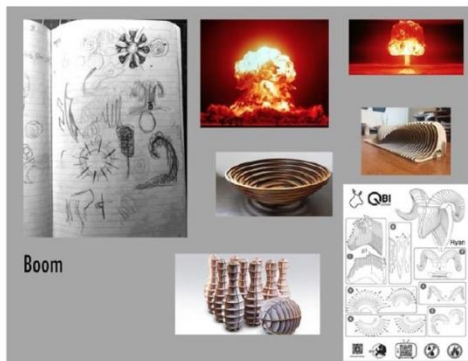


Ola Jankowska
"zing"

Boom



Amanda Lee
"boom"

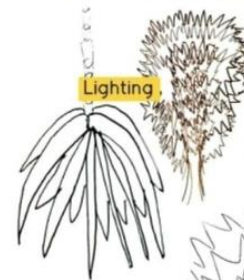


VISUAL RESEARCH- **BOOM!**

ERIKA SZAPIRO



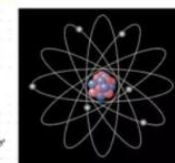
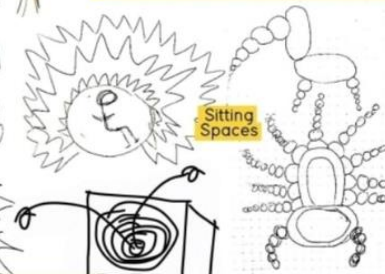
Lighting



- KEY WORDS
- Loud deep sound
 - Immediate
 - Rapid expansion
 - Change
 - Explosion
 - Action
 - Violence
 - Destruction
 - Extreme Impact
 - Chaos



Sitting Spaces



Flower Vases



Erika Szapiro

