
FNDT 161 | CORE DESIGN ONE
Emily Carr University of Art + Design | Spring 2015

Alexis Raymundo

Project Four | **Course Process Book**

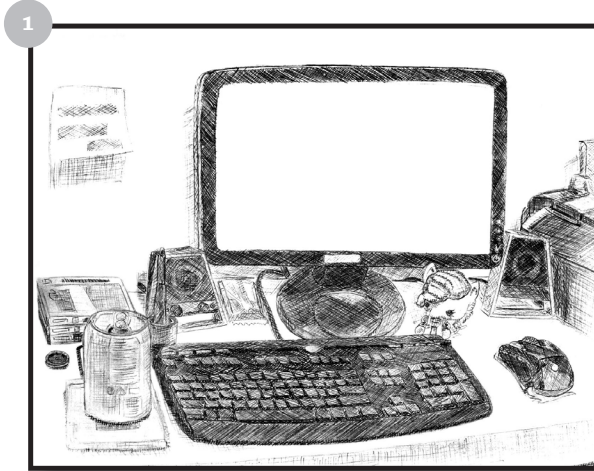
This is a collective process book that brings together those of the previous three projects that had been assigned to the class this semester from the two-dimensional projects which culminated into a mug, the two three-dimensional sculptures made of a limited selection of materials, and the group collaborative project where students were tasked with cooperatively constructing three models of an outside social space.

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Project One | **Graphic Mug and Packaging**

The first project of the semester tasked the students with designing aesthetic through a two-dimensional format that would eventually be recreated in a three-dimensional shape. It challenged our ability to create various kinds of visual graphics from logos to characters as well as to test our ability to combine and arrange these in a pleasing and effective manner. After going through all this, the end product is to create a graphic mug as well as packaging for it.

ASSIGNMENT I | SCENE SKETCHES



With this first assignment, we were tasked with sketching out three scenes while displaying our ability to shade and add depth by using three of five different given methods.

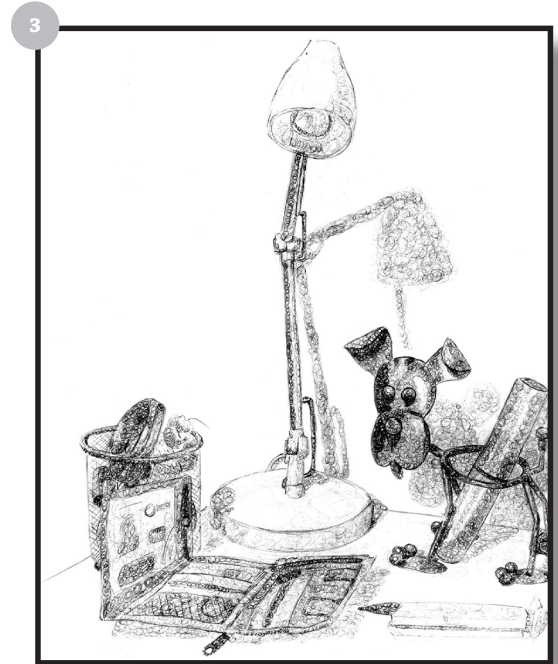
In order, the methods present here are:

1. Cross Hatching [Workspace]
2. Contour Hatching [Tree]
3. Scumbling [Desk]



Afterwards, we were also to scan and subsequently edit these three and keep them until they were to be used in a future portion of this project.

Having primarily focused on pencil work such as scenery sketching, this project was both equally easy and interesting as I had previously simply used the second method chosen in this line of art.

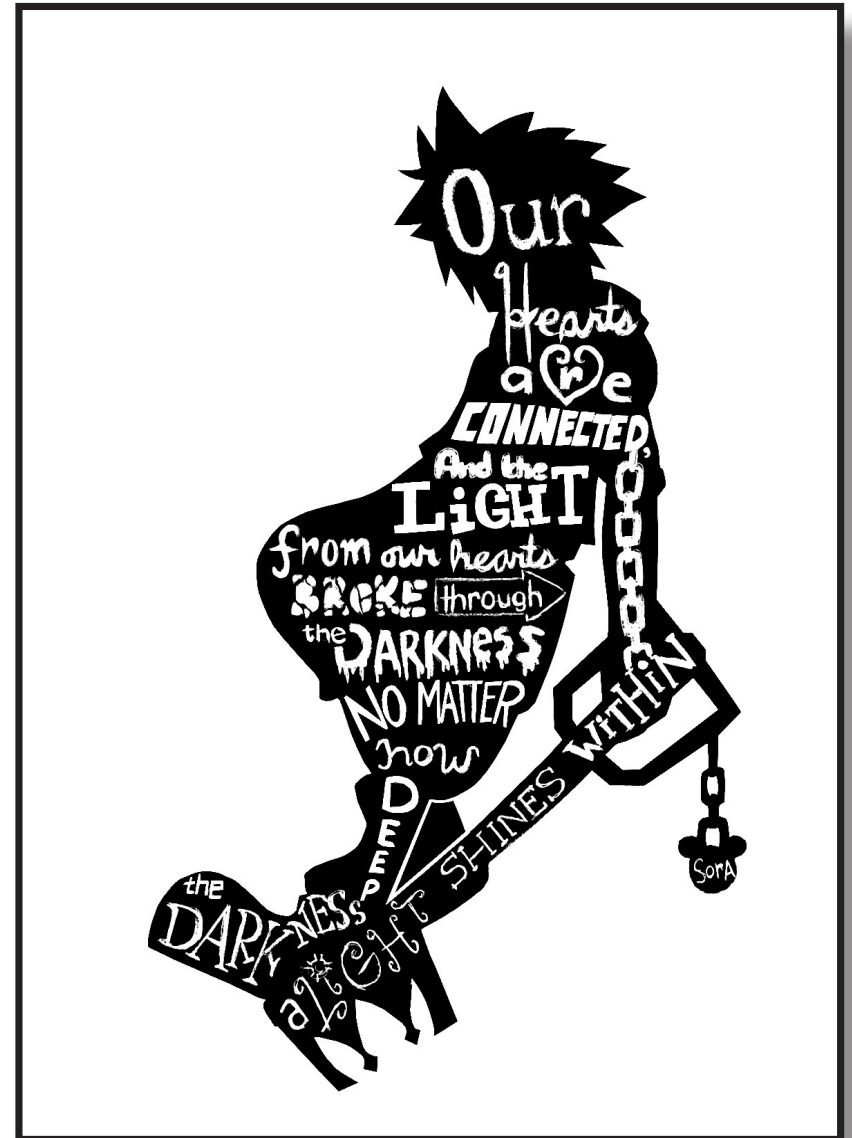


ASSIGNMENT II | VINTAGE TYPOGRAPHY

The Vintage Typography assignment had each of us creating a silhouetted outline of the image where the object, structure, or character in question could be easily recognized by other individuals just from an initial glance, with the characters' copyright availability not being a given restriction. Afterwards, we were to design the typographic portions that were inside the silhouette that would later be scanned and edited to become a black shape with white lettering within. This artwork would later be utilized in a future assignment in this long project.

For my rendition of this assignment, I decided to use the well known character of Sora from the video game series, Kingdom Hearts, which I had been eagerly invested in at the time. I positioned his body in a manner similar to his most iconic pose that is often shown during promotional and conceptual art for the character and utilized a quote that pertains very heavily into his personality. For the a portion of the sentence, I detailed each way I drew each word to relate to its meaning such as having "broke" as actual broken up text and "light" containing a ball of light in its letter i. For the rest, I mostly drew the text in a typeface either used in the series or creating a similar feel to what it creates in the sentence.

This assignment was easy and enjoyable due to my former knowledge on the editing software, Adobe Photoshop, and my fortunate quick formulation of what I had decided to create.

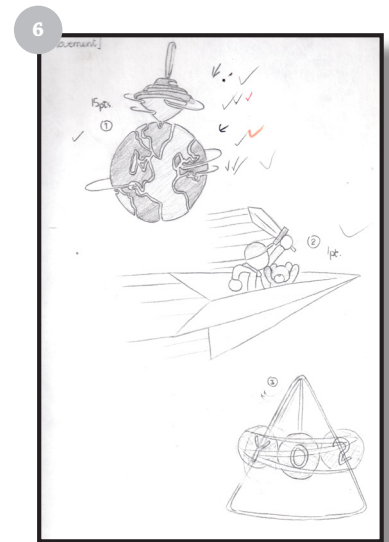
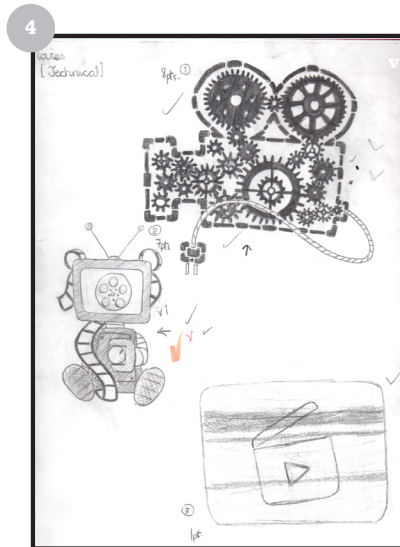
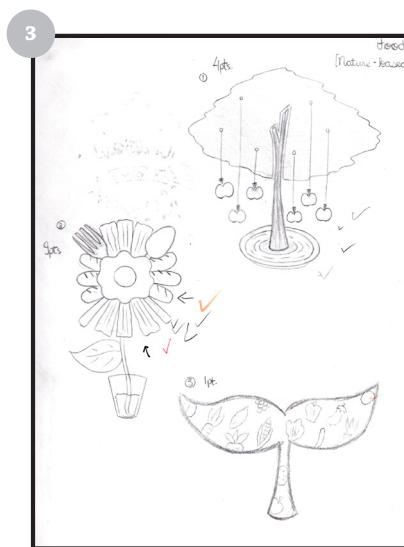
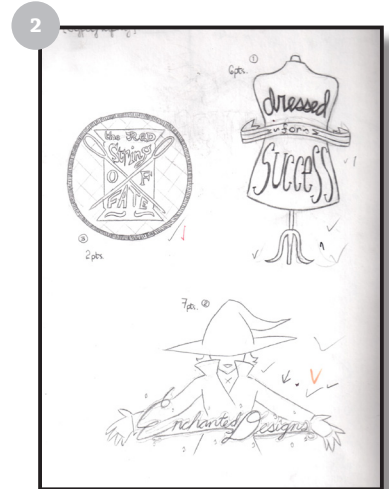
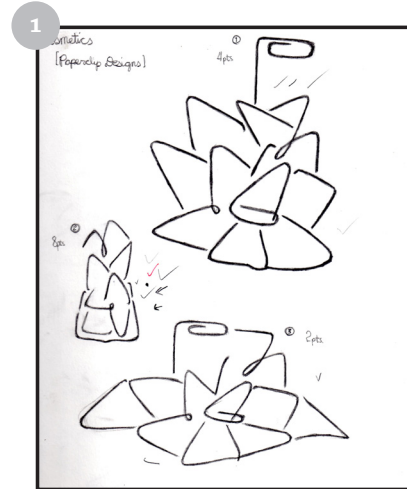


ASSIGNMENT III | LOGO IDEATION

In this assignment, we were to design various logos based around various industries with a restriction on each one to challenge us on our adaptability in regards to this. The logo ideas also were split into three categories that may not be easily noticed at first where there would be a rather simple one, one that was complex without being too chaotic and one was a bit more “abstract” or deviant from the styles of the others. The logo categories and restrictions were:

- 1. Cosmetics | Paperclip-based Design
- 2. Fashion | Typographic Inclusion
- 3. Food | Nature-based Design
- 4. Movies | Technologically-based Design
- 5. Pets | Monotonic Restriction
- 6. Toys | Movement Depiction

These designs would later be polled, scanned, edited, and finalized to create the logo designs to be used for a later portion of the project.



ASSIGNMENT IV | LOGO DESIGNS

As a continuation of the previous assignment, this portion of the project is the creation and finalization of the designs of the chosen logos from the ideation and polling.

The cosmetics logo was made by bringing together various paperclips, all bent and some torn apart, as was the restriction. The colours were to give it a more vibrant feel and the glow is to further this aspect of it in a subdued manner.

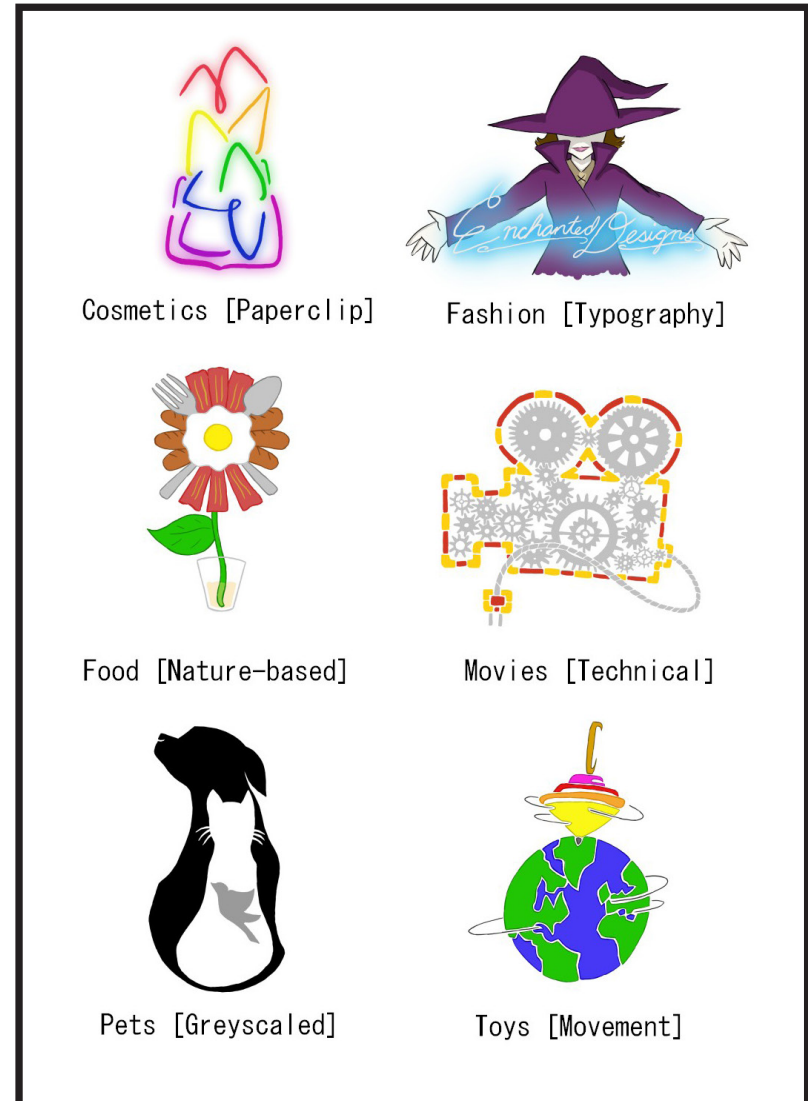
The fashion logo used the typographical restriction to add context to an otherwise unrelated design. Thinking of this brand name, I made a semi-simple design for something that could garner the attention of some individuals that wish to attain a look that is rather 'enchanted.'

The nature-based aspect of the food logo manifested itself as a flower primarily composed of breakfast foods and eating utensils. This was a more fun take on my logo designs as children often play an integral role in where families eat.

Movies were somehow more difficult to make a logo for without falling into the typical version of a film reel or movie camera. I decided to expand on this instead of go completely against it which resulted in this somewhat complex amalgamation of gears and outlines.

The Pets logo was the easiest to make due to my choice of it having the monotonic restriction as animals have an easily recognizable body type which gave me the idea of merging the most common pets into one image of a dog that contained a cat and then a bird within it.

The Toys Logo had me at a slight disadvantage due to my digitally-inclined upbringing, but due to my realization of the top being a rather well-known children's toy, but the idea for the logo and the restriction made me feel slightly like I was on top of the world with my design.



ASSIGNMENT V | CHARACTER DESIGNS

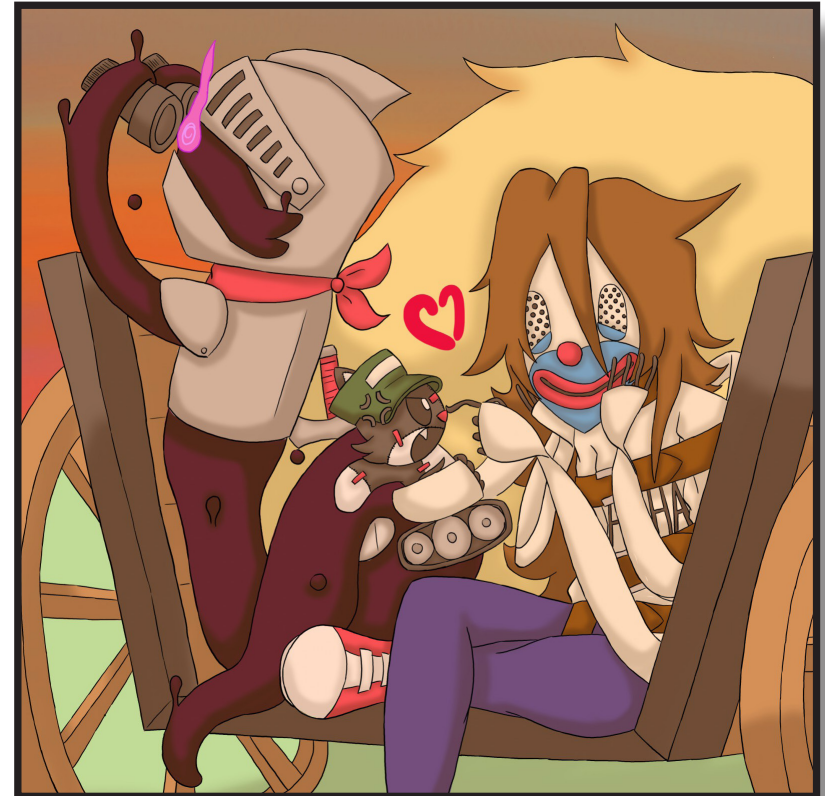
My favourite assignment in this project, the designing of characters was very exciting as it is one of the many things within the media of art that I have focused on like a laser-beamed scalpel. Unlike my usual works, I was also tasked with making these individuals non-humanoid for at least two of the three requested. This was a good thing as I had not experimented much with those kinds of creations much at the time. Thus, these three were born.

The first character, on the leftmost side, was made with the idea of having a goopy creature that looked slightly ridiculous to have a dumb guy comedic effect. Naming the creature Ink, I squiggled a bit on my page and subsequently enhanced its thickness with varying portions of it being larger than others. I gave him a rounded tuft of blob on each side of his face and swirly eyes composed of a pink flame to give him a more calming look while the armor made him seem adventurous. Finally to make his composition mysterious, I included parts of his gelatin-like skin dislodge itself and float up like a blot.

The little guy in the middle is Sergeant FluffleBottom. He was designed to resemble something familiar but have that tone of strange insanity about him. He's basically a mixture of a stuffed cat and a tank. He's displayed to look gruff despite his small stature and I believe my depiction does this quite well.

Martha Swarm is what I decided to name the final figure on the right. Her conception was completely random. Having no ideas immediately come to mind, I instead searched online for a random word generator which turned up the word 'institution' which made me think institutionalized. The straitjacket was the first part that came to be as a result of this followed by the clown mask. Later, I thought of still making her inhuman like the others by reimagining her as a swarm inhabiting this body which allowed me to give her tentacle-like arms from the sleeves in her suit. I made her act childish and infantile. Though it may not all be apparent, I feel that I did my best to portray her this way.

The image I created serves to highlight these three with these personalities and characteristics while on a journey in sunset. Although not up to par with most professional work, for my level of illustration, I believe I still did rather respectable work.

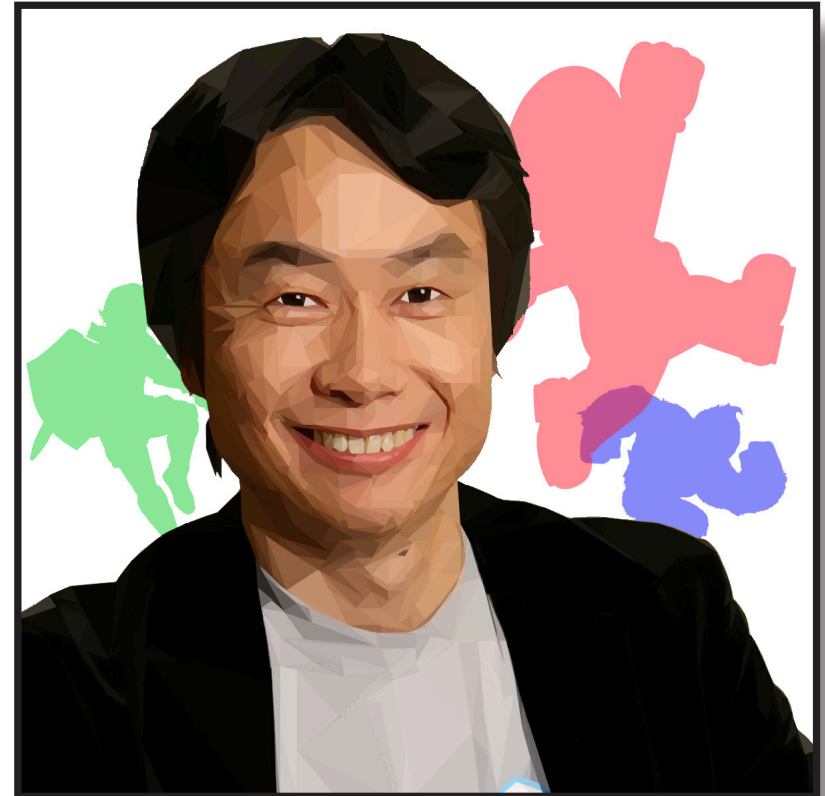


ASSIGNMENT VI | CUBIC STYLIZATION

This assignment was rather interesting due to how it is done as well as the results it provides. The students were tasked with searching for and selecting an image of a well-known individual, but they were not allowed to be fictional characters whose design leaned to be more simple than most. Afterwards, they would import the image into the Adobe Photoshop program and would start isolating portions of the characters body, face, or otherwise into sections with the most similar colours. Then they would have to blur the selection to average out the shading, causing a polygonal manifestation to formulate in the area, thus the cubism style it is dubbed for.

The individual I chose to experiment with this art style with is one of the most important people to indirectly affect my life which would be, Shigeru Miyamoto - the man who pioneered and evolved many of Nintendo's creative intellectual properties. Due to his creativity, sense of childish and rather awesome humor, as well as his achievement, my ideas grew to become what it has become today.

The final product I made out of this turned out very impressive which has piqued my interest in creating more of these when I have time in the future. This image would also be later used to conceptualize an aesthetic for the next assignment in this project.



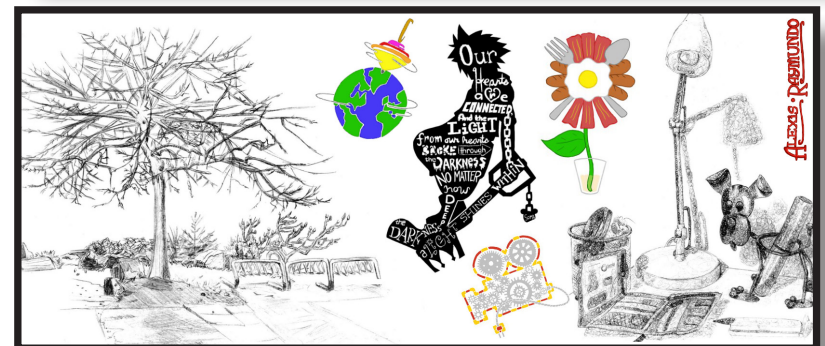
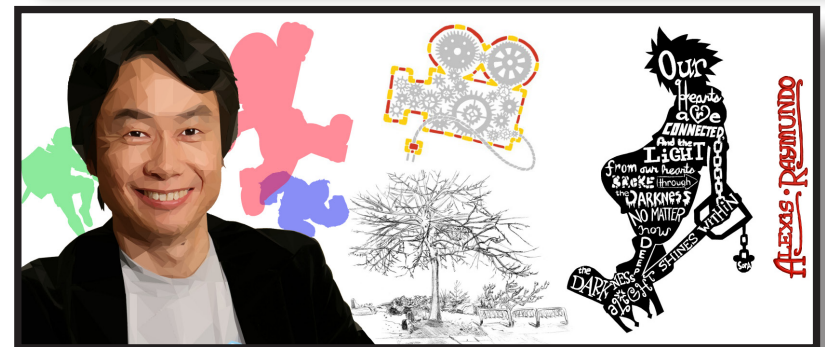
ASSIGNMENT VII | MUG LAYOUTS PT. 1

As the core assignment of this project, three mug layouts were made with all of the work from the previous assignments, culminating in the three images seen to the right. These three have their own aspects that make each slightly unique from one another.

1. The first design is what I had, in the end, decided to use for the mug's layout. Among the three, this one's theme was to have equilibrium and a mirroring balance as can be seen by how the majority of the image is a reflection of the other side, split in the middle. The only portion of the image that does not conform to this is the center where the character sketch is framed alongside my name to act as a central picture that holds the viewer's attention.

2. The second design spoke more of volume and space. The two largest images, the cubism and typography assignments take their place on either side and were enlarged to take much more surface area to make the image seem 'simpler' in the manner that there is not a clutter of various images that all try to mesh together when inscribed onto the mug.

3. The final image at the bottom is the design that tried to voice out content as its central theme. Although it has a relatively good design, it paled in comparison to the other two. This is mostly due in part to the fact that it is more chaotic than the others. Although the balance of colour and content was acceptable, there was nothing to truly hold it together to have at least one central focus though the likeliest would be the typography project.



ASSIGNMENT VII | MUG LAYOUTS PT. 2

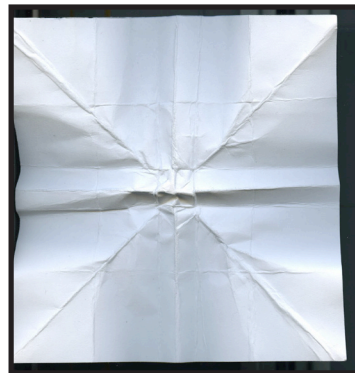
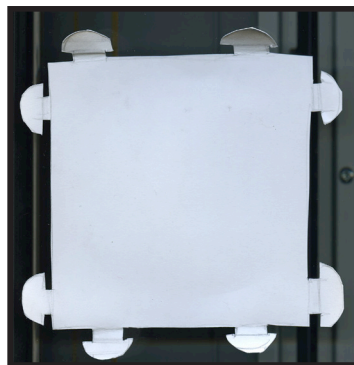
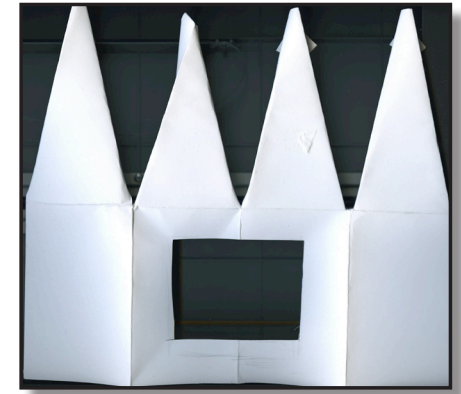
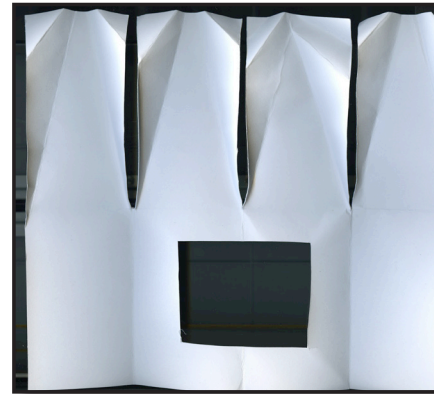
The final mug layout I went with worked surprisingly well when it was translated and inscribed onto the mug. Due to its reflective composition of having it mirror each other from the middle, the rounded shape of the item exemplified this rather than hinder it. The borders created by the icons on the top and bottom also created a nice detail that ran all throughout it as it was seen on every feasible angle that one can look at the mug's design in. The silhouetted cubism of Miyamoto and the Movie Logo both looked pleasing to the eyes due to their size, composition, and colour which had benefitted from the decision to purchase the mug in red. Finally, the central piece, which would be the Character Design Image as well as a stylized text that labelled the creator's name was perfect with how much space it took as well as the symbiosis it had with the rest of the final product.

All in all, despite initial worries due to a lack of knowledge in the workings of how a mug could be designed better alongside the first time experience of actually getting an item customized for purchase, the result turned out really well and I am proud to have it as one of my creations.



ASSIGNMENT VIII | PACKAGING IDEATION

Following the main purpose of this project, a prototype of potential packaging for the previously created mug is to be designed. When tasked with this, I chose to base my work off of a potted plant as its composition fit the mug well and could stand as its own art piece without the mug. It even framed the central piece of the mug in the front of the creation. Initially, I was not sure as to how I could create this as I had not believed that my materials would be able to hold itself together until I had actually constructed the piece. It was actually easier than I thought it would be as all I needed to do was to measure the mug to estimate how long, tall, and wide I needed to make the packaging, especially when I had to create the fastening portions that kept the entire thing from falling apart. I also, in basic essence, split the item into three parts which were the outside 'pot' and leaves, the inner stem, and the final decorative rose like structure on top. In the end, the prototype held on and made it to the end of its finalization and production with little to no alterations.



ASSIGNMENT IX | MUG PACKAGING

The final mug packaging version seen here is, more or less, the same thing as the original version due to its surprisingly well thought out ideation and the results of the prototype. Only a few changes were made, mostly due in part to how much the required program to outline it, Adobe Illustrator, provided with its capabilities. The entire thing was meant to resemble a potted plant as it tied in with the growth of this project as well as the journey that the central image shown of the mug. Unfortunately, the final job was slightly rushed due to time constraints but it still turned out pretty well as all of its curves ran about as smooth as the paper could be and the entire structure came together beautifully with its colouring and added decoration of a few of the two-dimensional works in previous assignments. The entire journey of finishing this project from the initial sketching to the now completed creation of both the mug and its packaging was definitely satisfying in the end, regardless of the hardships faced at times.



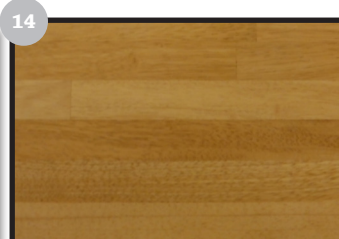
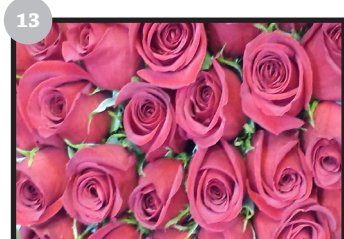
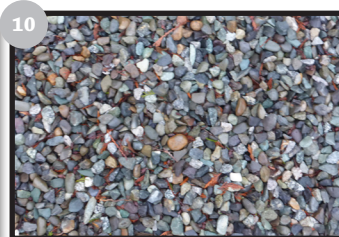
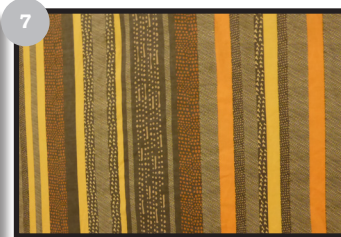
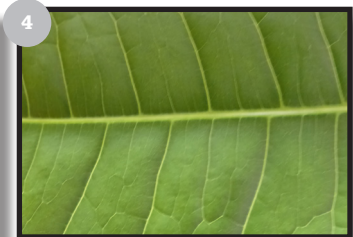
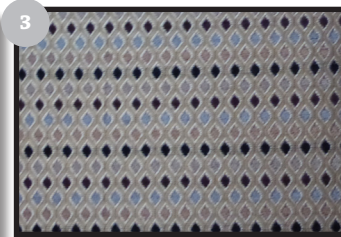
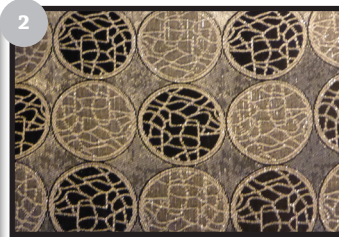
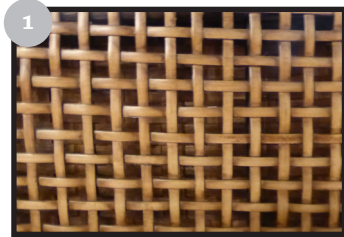
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Project Two Assignment One | **Volume & Repetition**

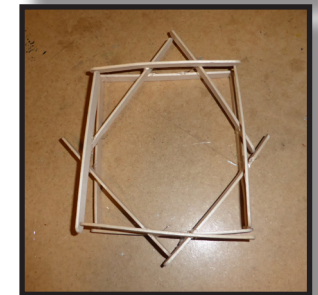
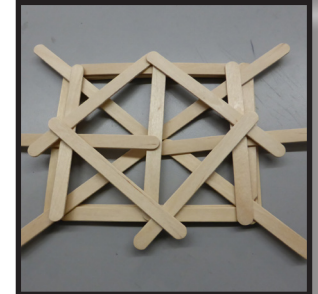
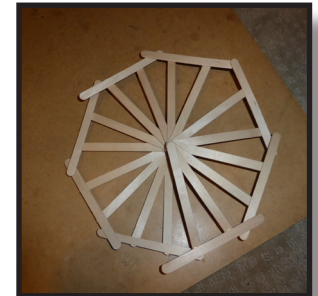
This project is designed to introduce students to the conceptual designing and manual creation of three dimensional objects whilst restricted to the usage of a singular material and pattern that is chosen by the student. It is meant to test their ability to experiment with the composition of objects as well as their creativity in the final product's construction and capability in making it come to be. This also introduces some of the students to the concept of the process book in which they must document all of their progress in regards to the project in each step from conception to finalization.

PATTERN RESEARCH

- 1 Rattan Furniture
- 2 Living Room Throw Pillow
- 3 Recreational Sofa Cloth
- 4 Money Tree Leaf
- 5 Stone Pathway
- 6 Carpet Flooring [3rd Floor]
- 7 Bedroom Pillow Casing
- 8 Granite Kitchen Counter
- 9 Garden Fence
- 10 Stone Pile
- 11 Tire Grooves
- 12 Town Brick Parking Area
- 13 Rose Bouquet
- 14 Wooden Flooring [2nd Floor]
- 15 Tartan Clothing
- 16 Front Door Stone Embellishment



EXPERIMENTATION SESSION



Playing Cards

The cards were easy to create patterns for but their potential for construction of a stable product seemed very minimal compared to the other two considered materials.

Styrofoam Cups

The cups initially seemed to be the item that would have much difficulty in regards to the creation of a larger, patterned object but somehow became the chosen material for the project due to the possibilities I found regarding its form and compatibility with others of its kind during class

Wooden Popsicle Sticks

Easily known as one of the most basic and easy to use materials for crafting even for artists at a very young age, the popsicle sticks seemed to easy to make an object out of and even then did not have as interesting a patterned result as the previously stated material.

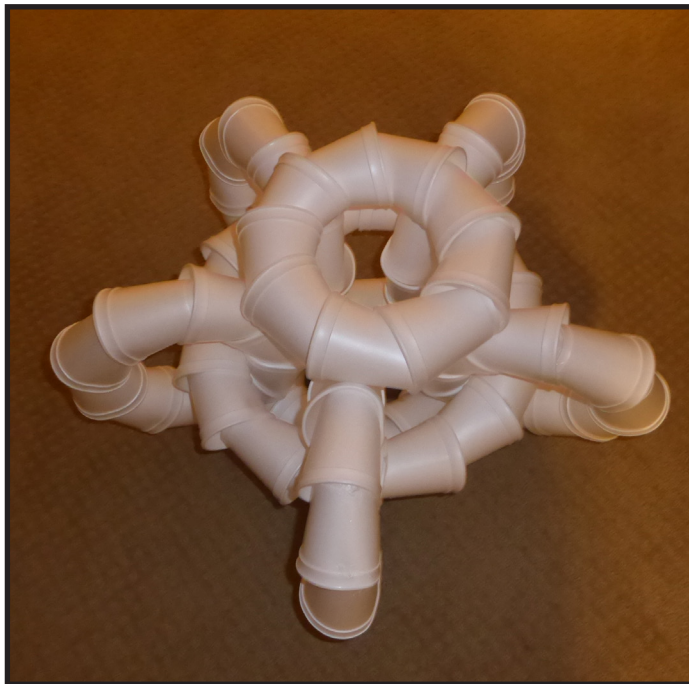
INSPIRATIONAL OBJECTS



In the process of conceptualizing my three-dimensional project, I looked to some objects that have garnered my interest with their designs throughout time. Whilst doing this, I came upon images of chandeliers, a magnificent sight that I often connotate to be an item displayed by the rich and regal around their abode. I also found images of ancient pottery, which took me back to my Comparative Civilizations class where I fell in love with discarded relics of long ago among other things. Finally, as I was tinkering with my chosen material in class and my friends were fooling around, we thought up the strange idea of wearing the initial structure that I made on top of our heads, which gave me the idea to construct it in a similar way as to a crown as well. As a result, the product I created had become an amalgamation of all three things that have been somehow combined to form one entity.

CONSTRUCTION DOCUMENTATION



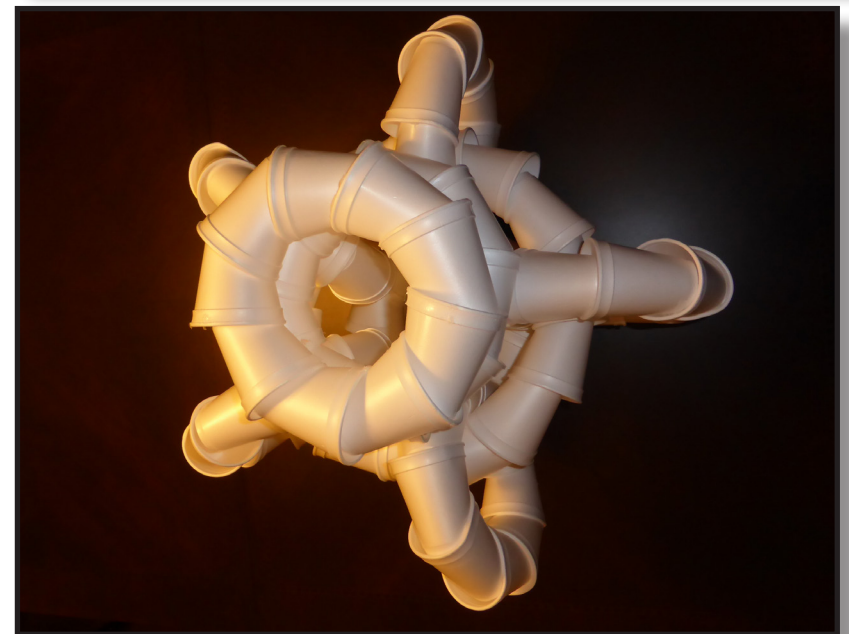
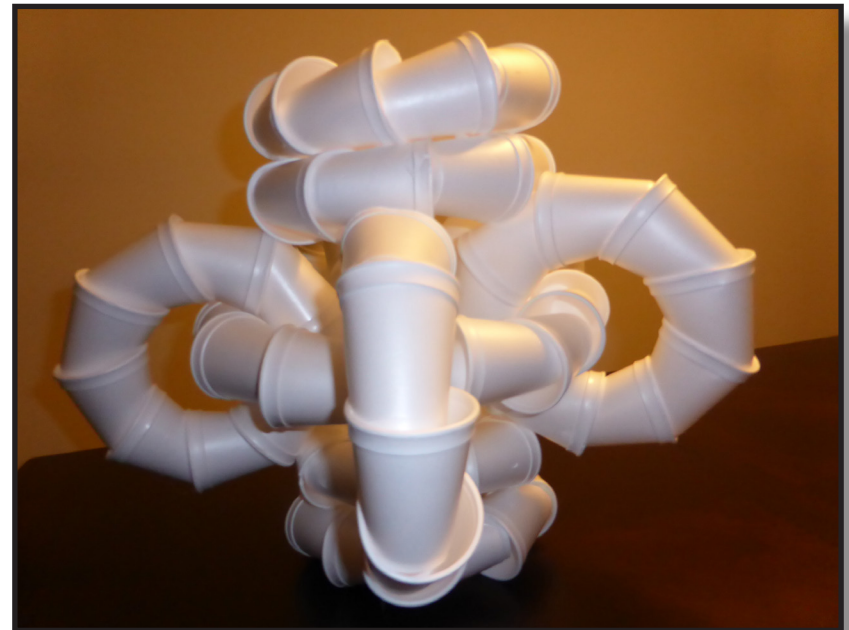


Process Description

Due to the chosen material being styrofoam cups, my creation resulted in the conceptualized pattern of a tube-like loop that connected into itself. With this, I created multiple duplicates and a single large one that connected the majority of them together. As a final touch, I connected two hoops on both the perceived tops and bottoms of the object.

FINAL RESULT AND REPORT

In the process of doing this project, I was initially overwhelmed with the work load I had perceived I would be going through. Despite this, the designing and subsequent creation of the structure turned out much better than I realized. The material I chose aligned perfectly with the idea that I had and the time I spent making it, which I initially believed to be about a few days' worth, had been very fluid due to the period where I was allowed to work on it in class and the fact that I focused down on it the very moment I arrived home. It worked out with my slightly complicated schedule and was, in the end, very much enjoyable. It brought out a creative side I had been longing to exert but never truly had the time or drive to begin, much less complete. Although I see many flaws in this first three-dimensional project, I can safely declare that I am still proud of it and hope to be able to make many more of its genre in the future, even in my own time. In conclusion, this project was a fun one that I initially had been dreading but came out to be both enjoyable in its creativity and challenge.



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Project Two Assignment Two | **Paper Structures**

This project is designed to introduce students to the the concept of the creation of structures. The given restriction, that the base material be of paper, is meant to provide the student a view on the possibilities a simple object can attain through creativity during the process. It is meant to test their ability to experiment with the flexibility and versatility present within the material as well as their capability in design, ideation, and research of techniques and qualities.

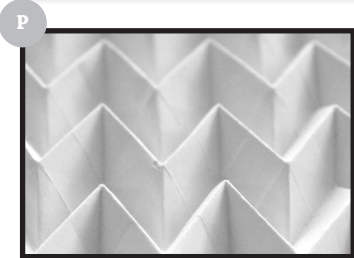
PARTNER “INTERVIEW”

During the initial stages of our creation process, we are tasked with finding a partner that we are to model the structure, composition, and aesthetic characteristics of the paper shoe for. Subsequently we had to inquire about our partner’s desires for said item, whether that be in regards to the feeling that they must have whilst they would wear the shoe, their requirements that make it appeal to their visual tastes.

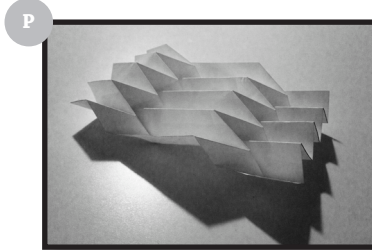
With my partner, I obtained the following information:

They desire shoes that are comfortable and easy to wear and would not fly off their feet like some select designs would. She also wished for them to look appealing to a general public as well as not be too large and bulky. She did not want to have elevating heels on them so that they would feel fine all throughout her soles. She also wanted, if possible, for them to have some sort of narrative aspect to them in some way. Her foot size was measured to be approximately that of five (5) to seven (7) and she did not want the cut of the shoe to be too high. Asking further, I found out she had no real specific preference for shoes as she was not very interested in them in general and does not search for new ones, opting for those that she already has until such a time comes when she needs a replacement or a specific one for an event.

RESEARCH



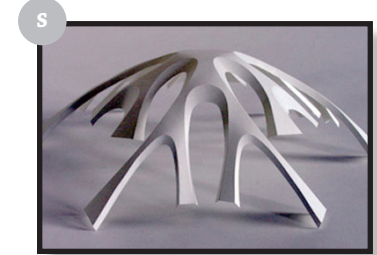
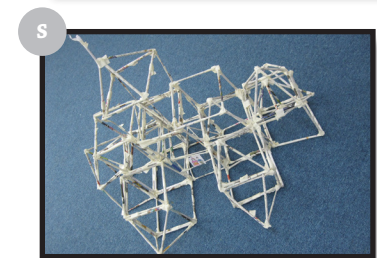
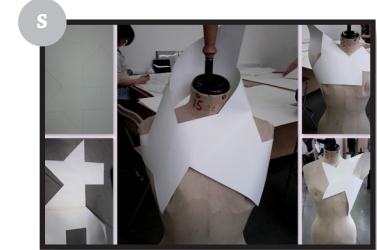
P **PATTERNING**
Provides a better idea on how to pattern the shoe. Mostly concerns the bottom but can be incorporated to other parts to create an overall repeating pattern.



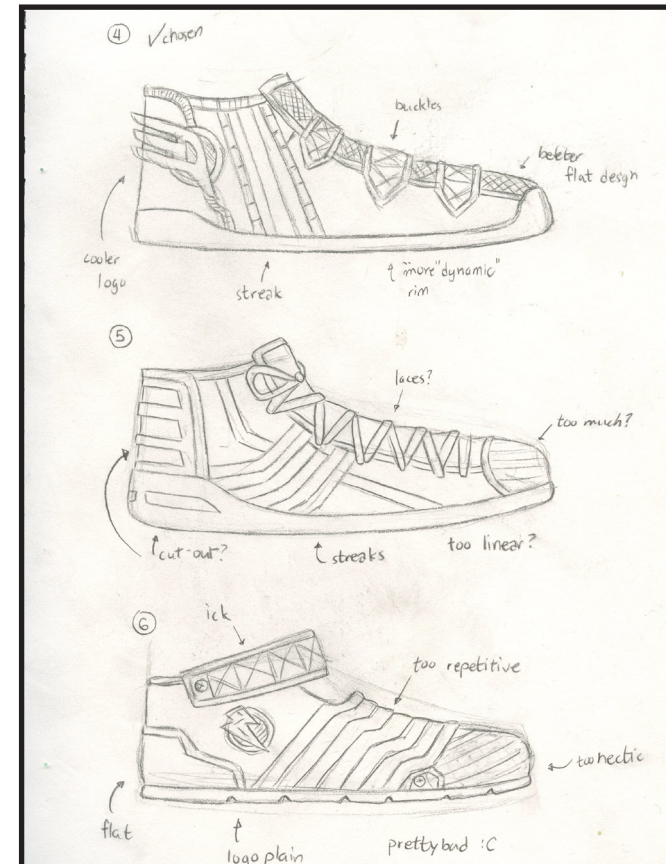
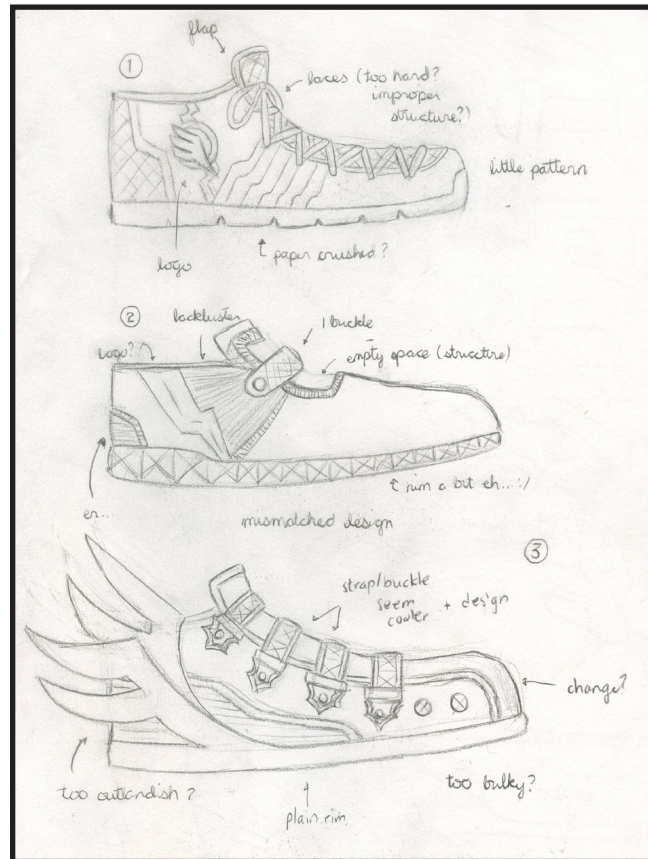
I **INSPIRATIONAL**
Gives me ideas on ways that I can customize the creation of the shoe in rather unique ways in aesthetic design as well as structures to add more towards this aspect.



S **STRUCTURAL**
Presents ways that I can create the structure from the idea of a skeletal backbone to how I can fit it around the general shape of a shoe and my partner's foot.

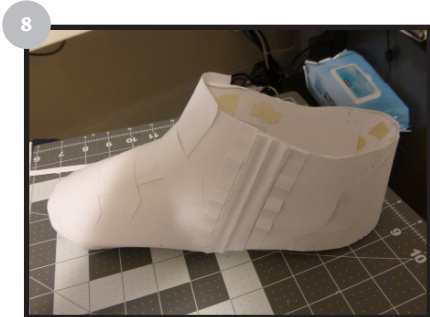
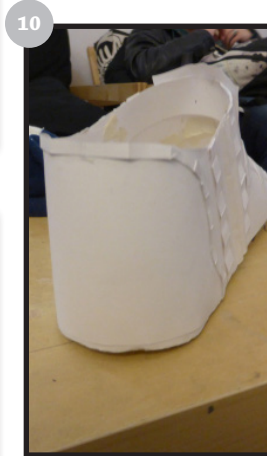
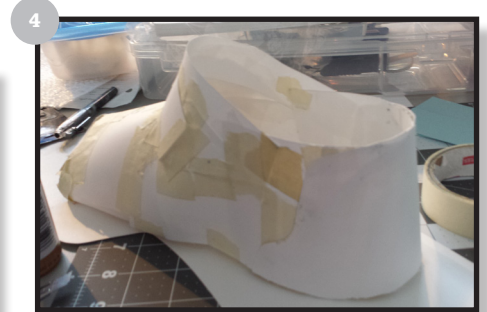
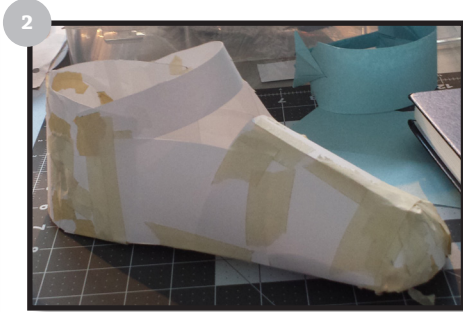


IDEATION



These are the designs that I had conceptualized during my process of creating the paper structure. Most of them follow the form of a sneaker or those of a running shoe, due to my partner's tastes. Whilst making a few of them, I had found slight trouble in gauging whether or not which design was the best though some were easier to cross out than others due to either their lack of possible customizational freedom when it comes to patterns and the others being way too complex or stylized to the point of having a bulky and cluttered aesthetic. In the end, I came to the conclusion that Design No. 4 (the design on the top right) would fit best when following the given instructions and requests.

PROCESS [PART 1]



PROCESS [PART 2]

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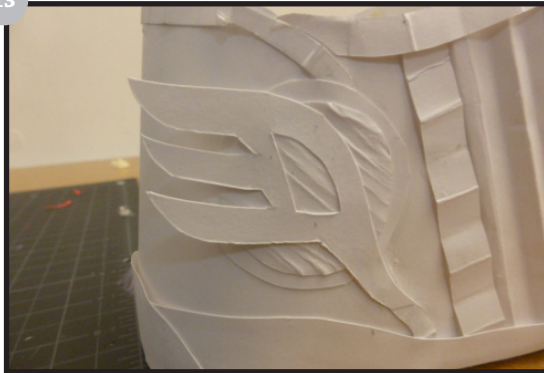
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Process Description

With the restriction to the primary material being cardboard paper, I utilized its flexible yet stable composition to create various angles and curves. At the beginning, I sought to create a base so as to make the later process of actually having to create a visually seamless structure when it comes to its outer shell. After doing this, I began attaching the larger, more complete parts to the item. Starting from the larger parts I worked my way with the curvaceous parts before moving on to the more intricate and linear portions. Initially I was still a bit unsure of what patterns to create for their respective portions. After deciding this, I also resolved to add the “layered” style to create more depth with the item without creating too much. With all of that finished, I began cutting out the emblem that would sit at both sides of the shoe’s heels. I decided at this time to also leave the ends of the wing float above the shoe as it seemed more suited than what I had initially intended. With this, the physical project was complete.

FINAL RESULT AND REPORT

In the process of creating this project, I had initially believed that the process of creating it would be much longer and complicated than what had actually occurred in the end. Though I am unsure, I believe that this is mostly due in part to my idea of creating a skeletal structure underneath the actual end project. The material was much more cooperative once I had begun to use the actual item, the cardboard paper, unlike when I was prototyping with normal sheets. Unfortunately, due to the amounts of things that were added to my schedule due to school, my work had become much more stressful, especially in regards to the process book as I had to work on it at school. Regardless, I still enjoyed creating the project as it showed me both how flexible paper is as a material and how even rather simple imprints can make visually pleasing aesthetic patterning and designs. In the end, I believe that this project was rather fun on its own with how interesting the material and challenge is, especially with it being a nice introduction to having to adhere with a customer's desires rather than just the rather lax guidelines given with assignments.



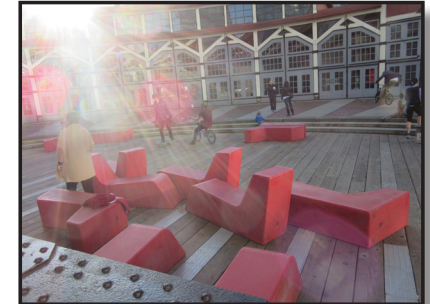
FNDT 161 | CORE DESIGN ONE
Emily Carr University of Art + Design | Spring 2015

Project Three | **Outdoor Social Space**

This final project assigned to the class this semester is meant to challenge us with the skills that we have been taught and practiced repeatedly over the duration of our time here. We are entailed to design a space that is meant to become a location for the new university campus. In this, we are to conceptualize and create three things: a diorama of the social space we design, a wooden construct of furniture, and a model of a structure that involves the use of Adobe Illustrator vectors. As this is also a group project, we are also tasked with dividing up the work in an equal manner. This projects is a final review of our skills in spacial design, structural design, artistic design, cooperation, and time management.

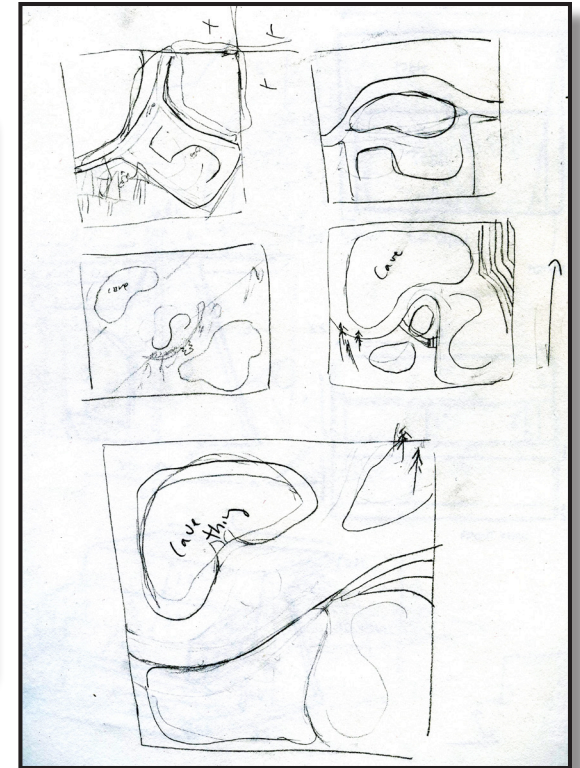
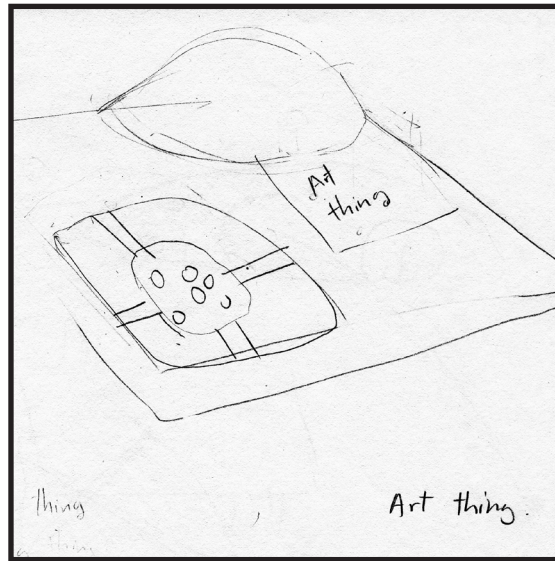
RESEARCH

As the first step into designing our outdoor social space that was to be a concept for a part of our future campus, we traveled to various public locations to study portions of the locations that created the ambience we desired to replicate in our own project. We noticed how, more often than not, the amount of natural and artificial portions of a landscape were heavily in favour of one or the other instead of having a balance to it. Despite this, we also saw that the locations still retained three key bodies which were present in each area, which would be trees, benches and wide open areas. Of course, as a result, these pieces were included in our design. Our wooden model was chosen to become made into a bench and much of the diorama is open space. The trees on the other hand were restricted to the natural half of the diorama. We chose to have an equilibrium between the artificial and natural aspects as we believed it to be important for art students to pay attention to both these things. While deciding on what the models we would create would be like, we also came to the conclusion that it would be a great idea to integrate an art related characteristic to the models we would make which will be elaborated in the dedicated portions in this process book.



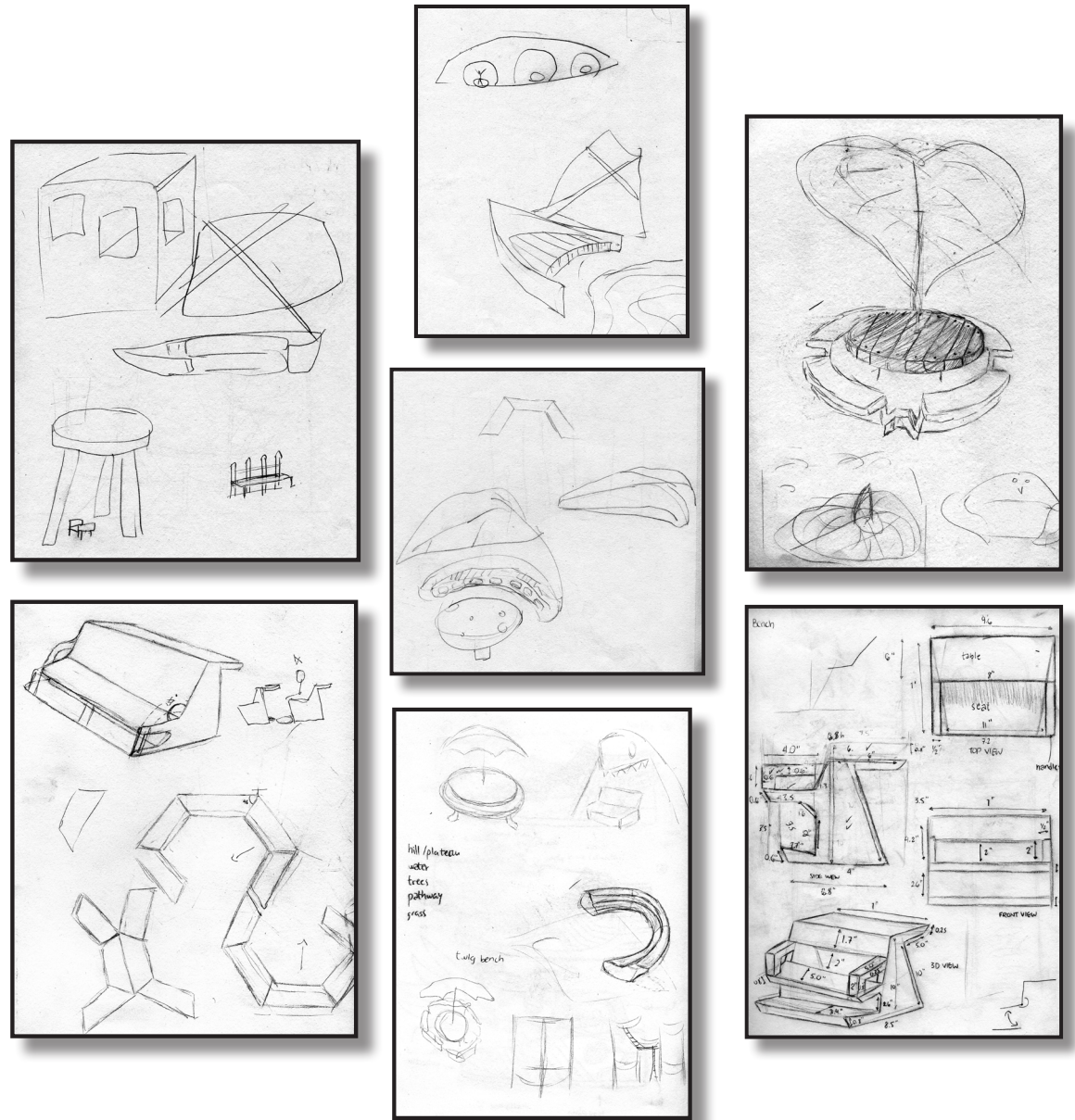
IDEATION | DIORAMA

While forming ideas on the project, we went through a few design ideas, mostly concerning the position where everything would be placed. We thought of having the mini-maquettes be placed in a T-shape as well as a layout where they would be located on a hill slope or on opposing ends of one large pathway. After thoroughly discussing the layout of our social space diorama, we finally decided on a few basic things that we wished to include. The first of these was, of course, the necessary inclusion of the smaller versions of the other maquettes. Another is the inclusion of an open space where individuals would be able to walk around with a mostly open and clear space to take in the view of the natural environment. The idea that we agreed on with regards to the natural aspect we desired for the area was to have a few pockets of land decorated with various plant life that was mostly covered in paved pathways and social square. We also desired to have a water-based body which culminated into a lake that would be present in one of the corners of the area as well.



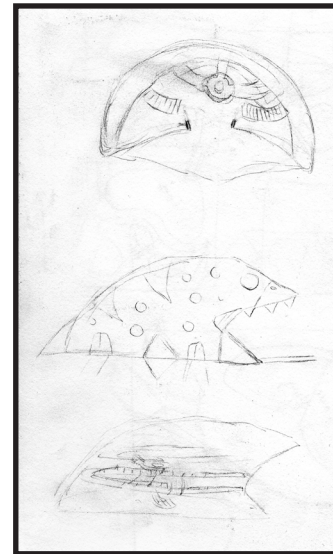
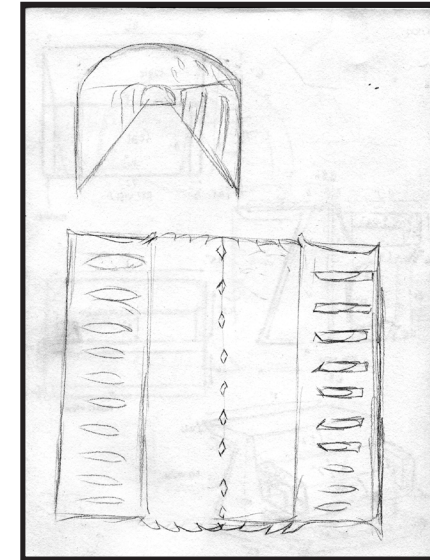
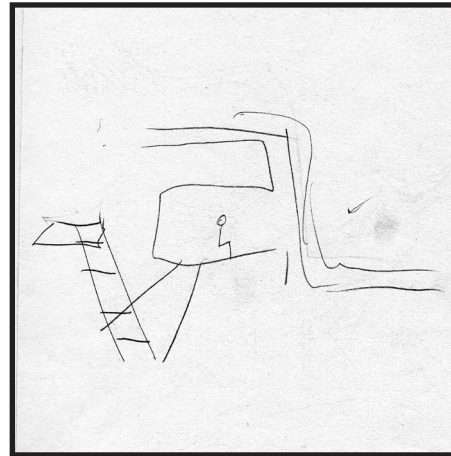
IDEATION | WOODEN STRUCTURE

When we turned our attention towards the creation of the wooden furniture model we were tasked with designing and constructing, we desired to have said item be that which can pertain to both the social aspect of the project as well as the fact that it was to be made for our idea to be included in the new campus school grounds. We cycled through the idea of a mere stool to a boat-shaped “sofa” the sat near the waters of the lake as well as a sort of picnic table with an umbrella that seemed too complex for both the actual structure and for the later construction we would create. Our final decision was to create a bench, connected to others like it by its diagonal ends, that could also be used as a makeshift drawing table. We rattled our brains with how we could formulate such a thing which eventually resulted in our its present form. As we went on with it, we also thought of the idea to have a small area underneath the seta where students could place their bags if need be. We also approximated the lengths that we would need due to the size requirements we were given which would prove useful later when cutting the wooden pieces apart.

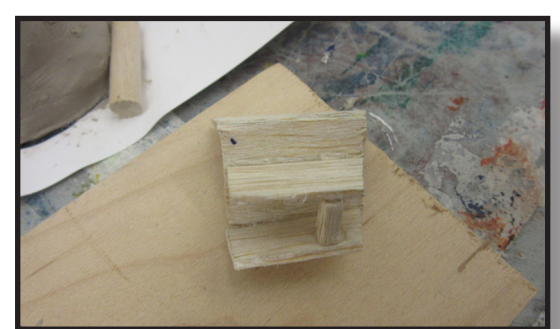
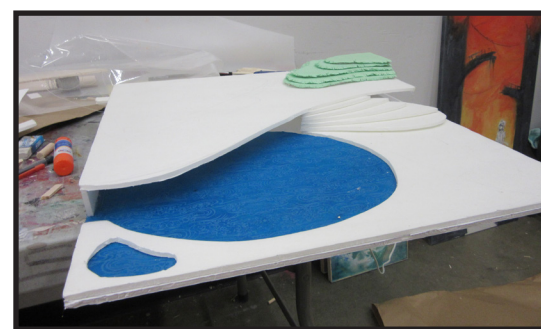
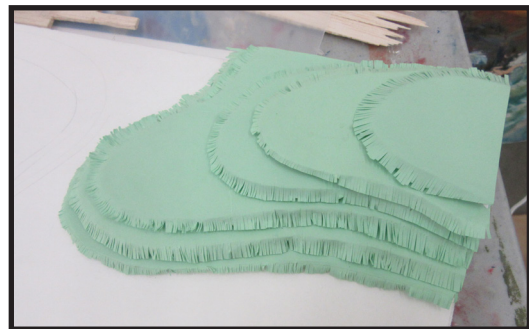
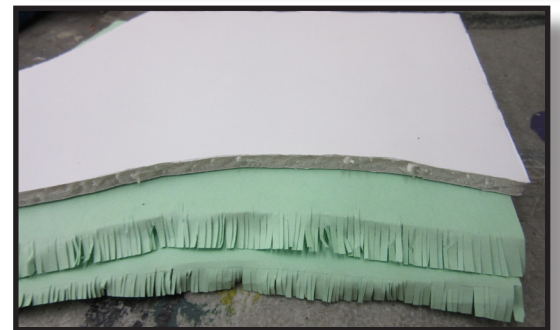
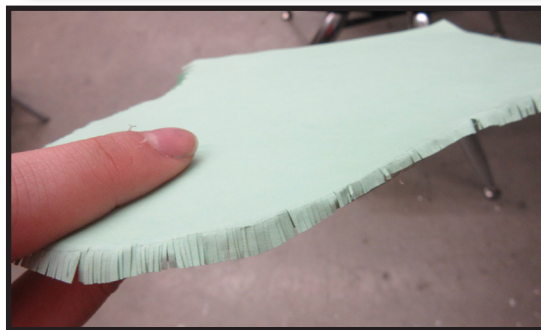
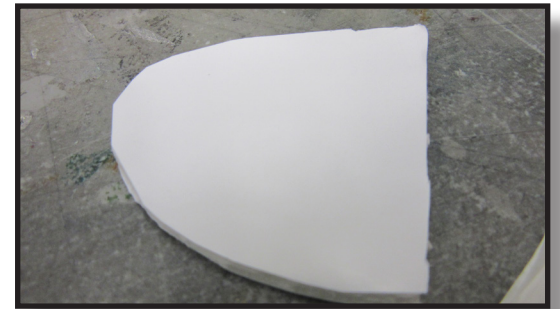
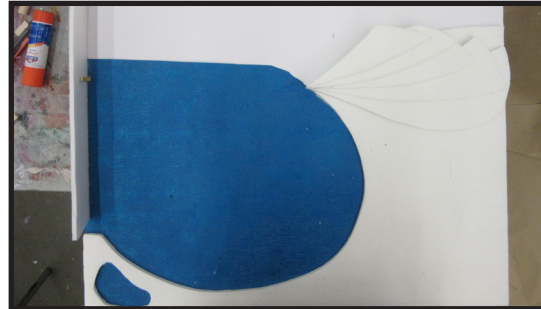


IDEATION | A.I. OBJECT

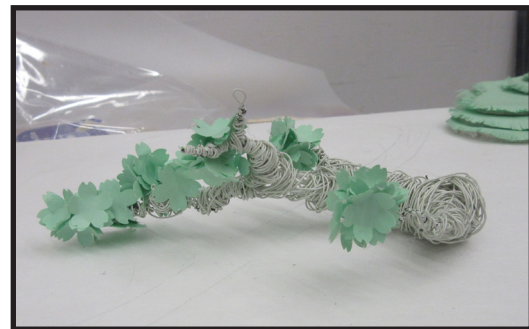
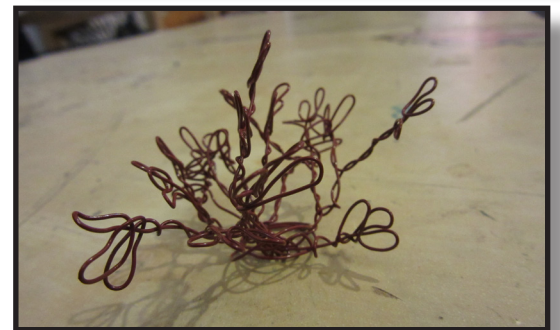
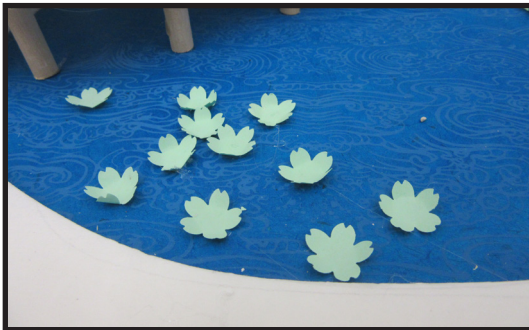
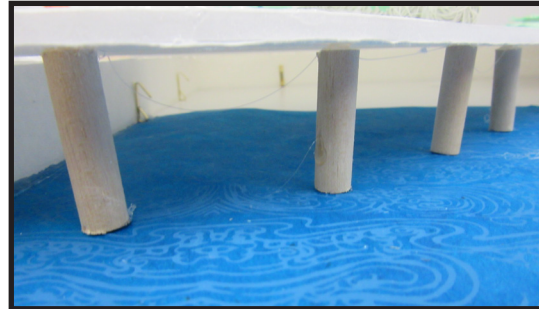
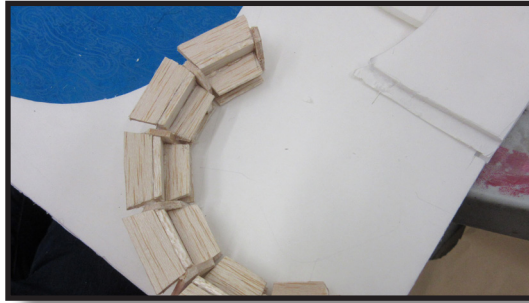
Knowing we wanted to create a space that could assist in the artistic nature of the university's students, we thought up of the idea that our Illustrator-related design should be something that would allow them to share their works with others in a way where they could simply put them out there to be seen by others with little to no restriction. Thus we decided to create a dome-like cave infrastructure which is meant to be a dedicated location for simply putting up art or inscribing it on the wall freely. We had a few ideas on how to do this such as, to create it as a space behind a waterfall, but we eventually went with a simple two story cave, although the layout changed a few times before its final iteration. We decided to make it more nature-themed after consulting the opinion of others as our initial design for the front was a bit too "out there" with it's exterior design. The Adobe Illustrator portion that was required in this structure was done through the entrance archway that we created as well as the floor plan layout that was done to construct this model much easier. But, in the end, we had to adjust this design to complete it by the deadline as well as to make do with the amount of material we had available to us.



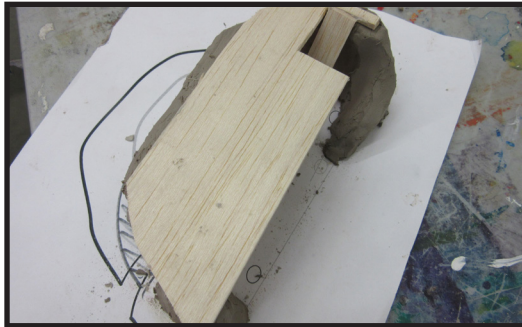
PROCESS | DIORAMA



PROCESS | DIORAMA

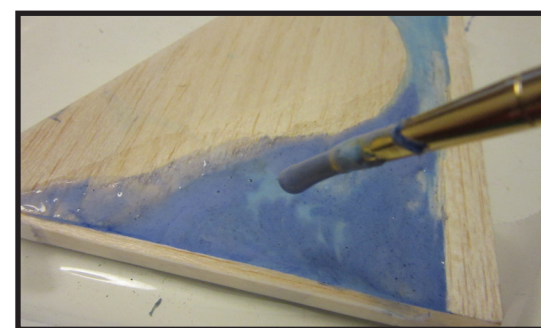


PROCESS | DIORAMA

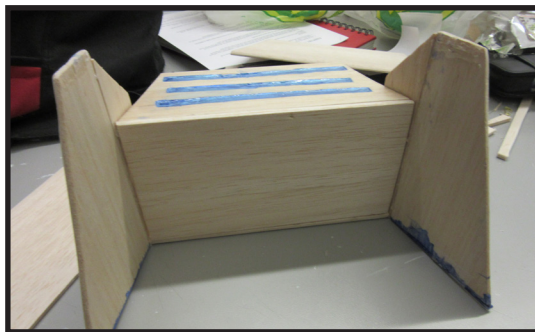
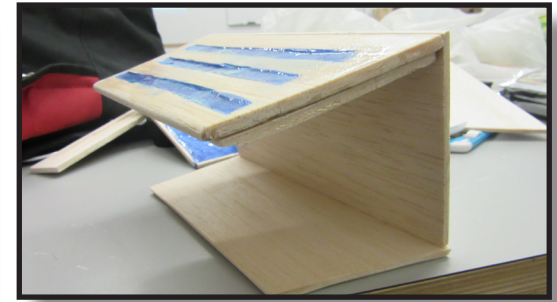
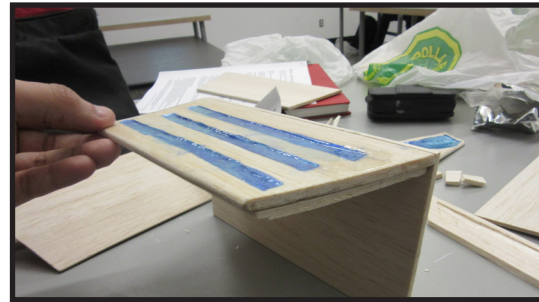


Beginning with an 18x18 sized foam board, we used the portions cut to create the size to create a boundary wall to cover the space inbetween the second floor we would attach later. Then, blue cloth was cut out to create two ponds and more leftover foam is used to make some rounded stairs as well as small half ovals, later decorated by green paper with its edges cut repeatedly to form a hill-like shape on the upper level which was cut out from a separate piece of foam board. Multiple miniature model recreations of the project's wooden structure are made and positioned in a circular pattern and a few dowels are cut to make beams that would hold the floor above. Green paper is cut out into flowery shapes that are used to represent lily pads and leaves on the wire trees that were made later. Pistachio shells were also used to mimic rocks. A miniature version of the A.I. Object was constructed with mostly the same materials and method. Finally, the items are positioned in their places, including a few more trees and flowers as decoration.

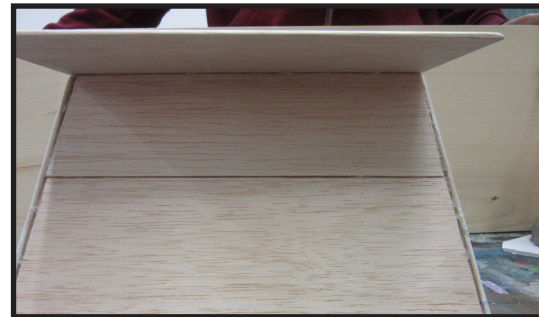
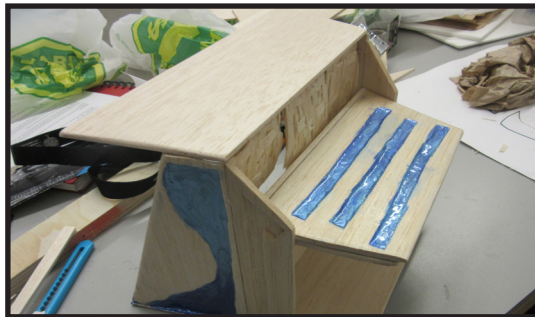
PROCESS | WOODEN STRUCTURE



PROCESS | WOODEN STRUCTURE

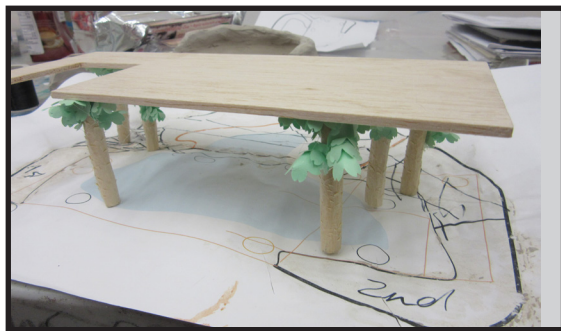
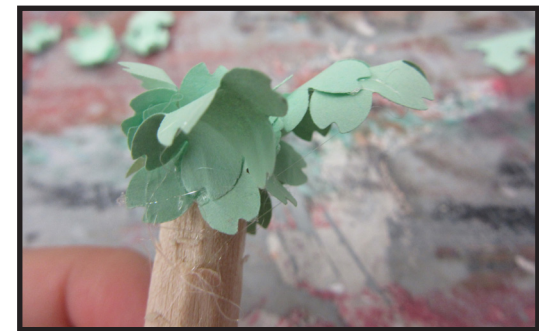
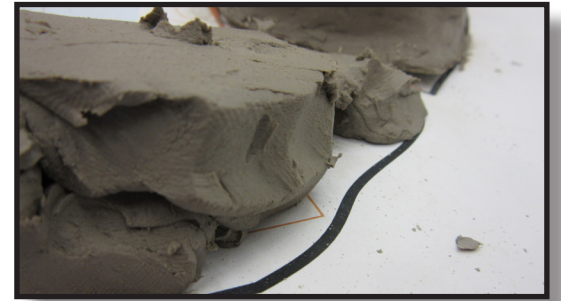
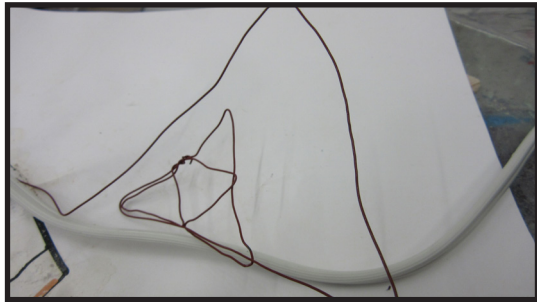


PROCESS | WOODEN STRUCTURE

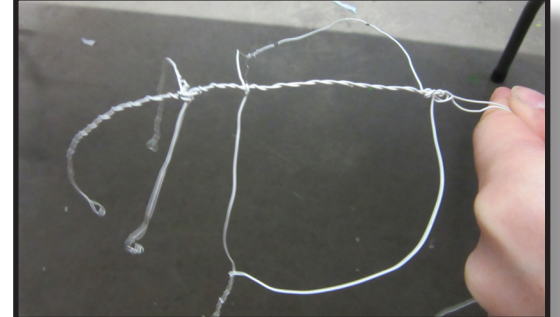
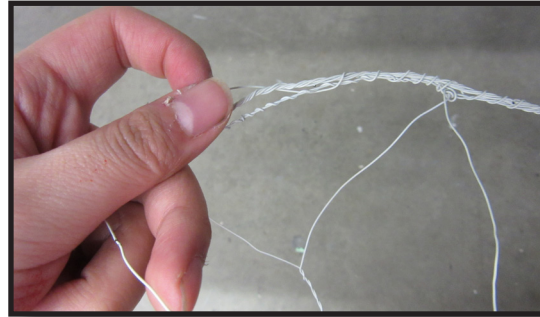
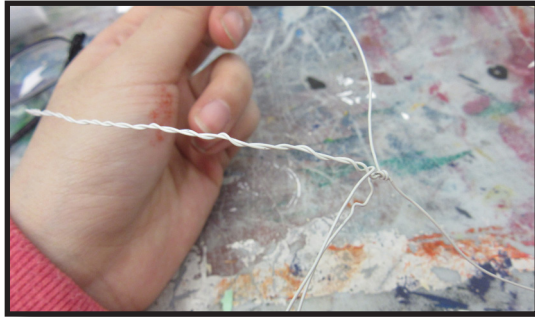
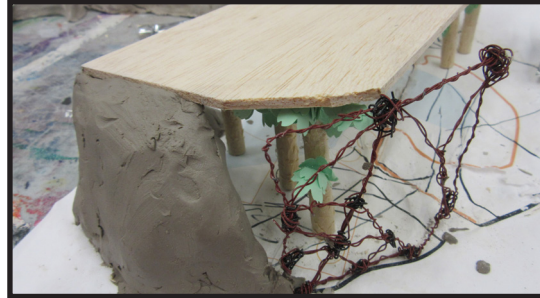


Using three boards of balsa wood, we cut out the various pieces of the furniture from the table surface to the chair arms and the bench's seat itself which we would then carve into and subsequently fill in with a blue malleable material. A small panel to add something extra to the seat's bottom would be attached while the bench's sides would be carved into as well. These three pieces would then be attached to a "backbone" piece and a piece for its base. Two half-trapezoid pieces would then have a similar procedure done to them as with the seat and attached as the first piece for the rear of the object. The shavings that were carved out get compiled into small squares and then attached to smaller pieces of wood that would include hooks to allow the panels to swing back and forth on a wooden pole. We put this pole in between the two side partitions of the bench, making sure it stayed there without problem before installing the table surface. The back part is then covered with other pieces of wood and the lower compartment under the seat would have a few supports and addition attached to them. Finally, the chair arms spoken of earlier would finally be attached, finishing the structure.

PROCESS | A.I. OBJECT



PROCESS | A.I. OBJECT



PROCESS | A.I. OBJECT



Beginning with the wire construct, made to act as an entryway and a support for the clay walls that was made soon after. Then, we cut a few dowels into pieces and decorated them with green paper to create tree-like pillars, used to hold up the cut-out wood used to construct a second floor. A small portion of this piece of wood was cut out to create a ramp and a few sticks were also cut out to create stairs. Afterwards, wire is once again utilized, though this time used in conjunction with a leaf-shaped plasti gift wrap to create an umbrella-like roof that covered the second floor once it was attached through a bulkier and sturdier wire. A hole was also cut out of the clay to provide another source of light for the ground floor's interior. Lastly, the Adobe Illustrator contribution of the paper archway was installed by sticking more wires behind it and gluing it to the styrofoam board we set the model onto.

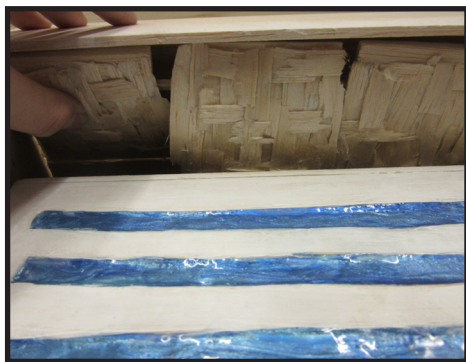
FINAL PRODUCT | DIORAMA

The diorama of our outside social space is a two-story base that consists of both artificial and natural aspects, balanced all throughout. Within the lower area of the set exists a small pond that extends to the area beneath the upper floor. Here also lies a smaller pool of water as well as a circle of “sketch-benches” which allow you either draw or relax at your leisure. Connecting the two floors are stairs and a ramp. The upper level contains a small, grassy hill to the right and a cave-like building structure to the left. This structure is meant to be both a safe haven from the rain for individuals passing by as well as a creative space where art students may share their works in. A few trees are present both on the hill and by the pond to add a bit more of the natural ambience while the flooring is made of concrete to add to its artificial factor. The empty space that is present in some parts of the diorama is meant to both aid in ease of travel and navigation as well as to provide a wide area for people to converse and interact in.



FINAL PRODUCT | WOODEN STRUCTURE

The “sketch-bench” that we constructed is a piece of wooden furniture designed to provide its user with a means to either relax while taking in the atmosphere of the outdoors or to work on projects, assignments, or quick sketches. The shape it is in was chosen to allow multiples of its kind to fit with one another, side by side, to an extent where they could cohesively fit into a group. The panels, made of a lighter composition than the rest of the object is where individuals may fit their legs in when participating in the more creative aspect that it provides. There is also a compartment at the bottom that can hold any luggage that the user has so that it may not take up any space that could be used for a different purpose without it getting dirtied as well.



FINAL PRODUCT | A.I. OBJECT

This cavern-like structure was created to act as both a safe haven for those running from any impending downpour as well as a relatively small, isolated space where individuals can go into to discuss and show work as well as interact with others in a more private environment than outside in the nearby plaza. It is designed with a nature-based aesthetic, having an archway entrance with a forest-like design as well as a ground floor wall structure made to be like that of a cave's. Covering the second floor is a large leaf-shaped "umbrella" that is also clear enough to allow light to seep through without acting like a magnifying glass. At the rear of the two-story building are two smaller entrances with a wire-like pattern to allow people to have an easier manner of entering and leaving the premise.

