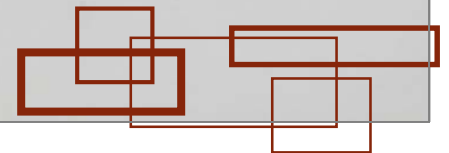
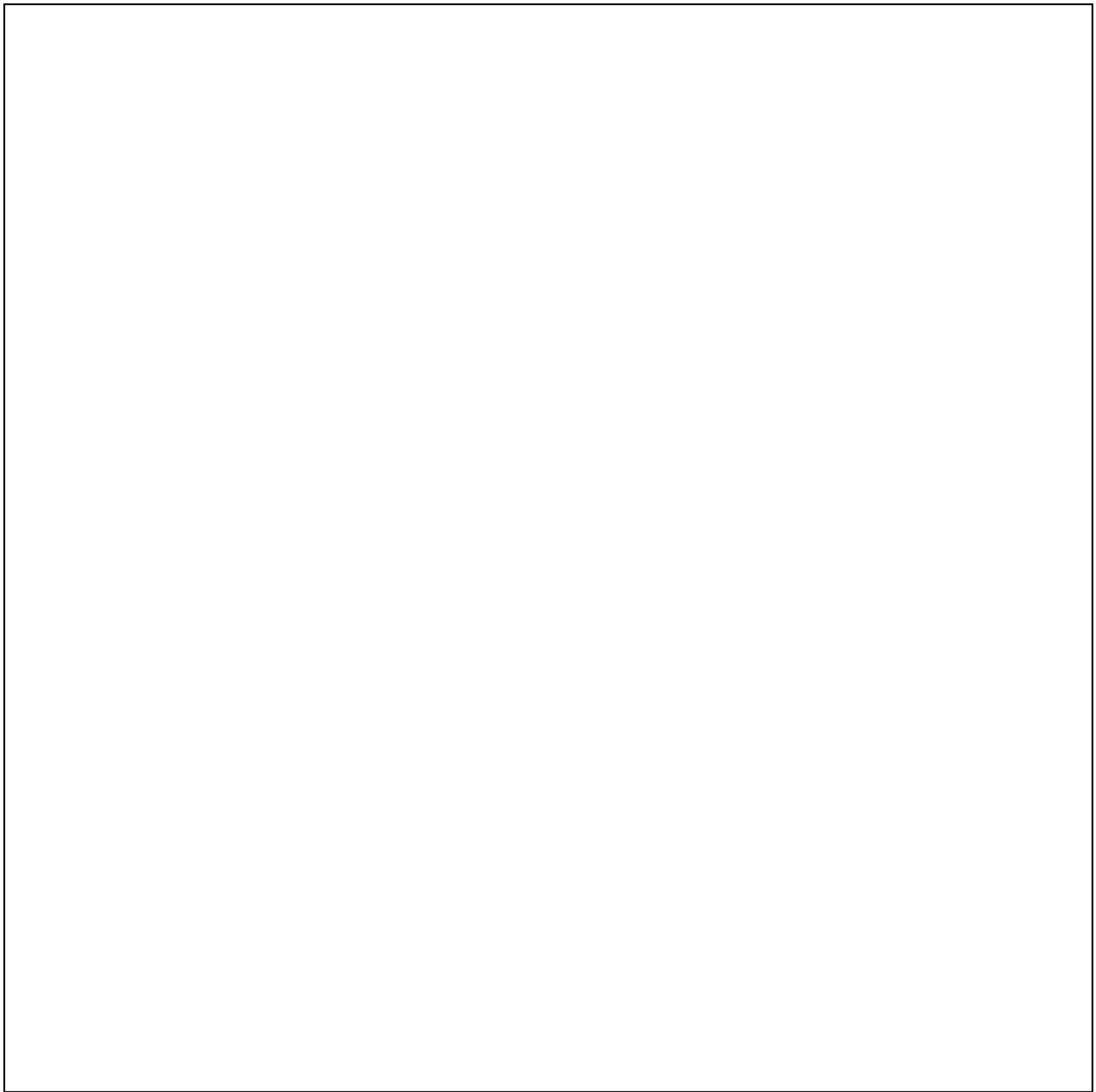




Basic Design 2





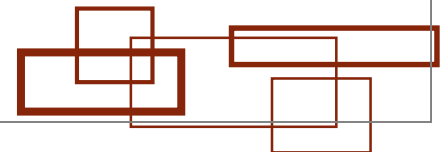
Hello,

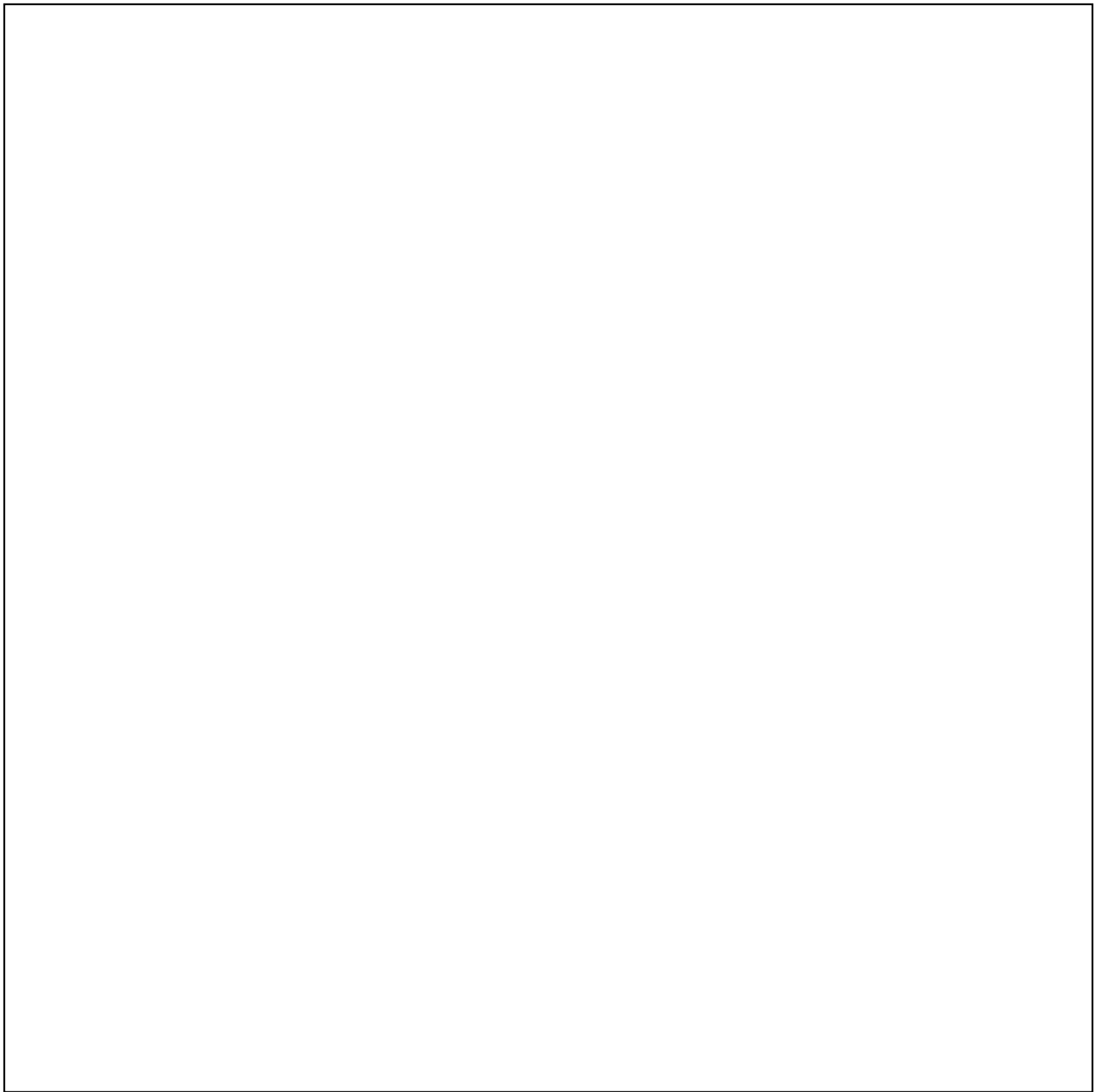
My name is Curtis, I am currently wrapping up my first year at Lawrence Technological University studying Architecture and Interior Architecture.

This portfolio showcases my work compiled throughout Basic Design 2. BD2 is approximately a 16 week course that focuses on light and shadow.

My Professor, Gretchen Rudy was excellent. Prof. Rudy left a permanent impression on me: add shocking, small details to any project to increase visual interest.

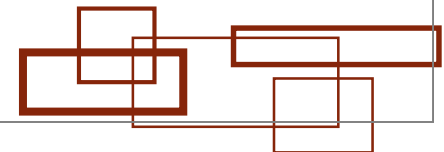
Welcome

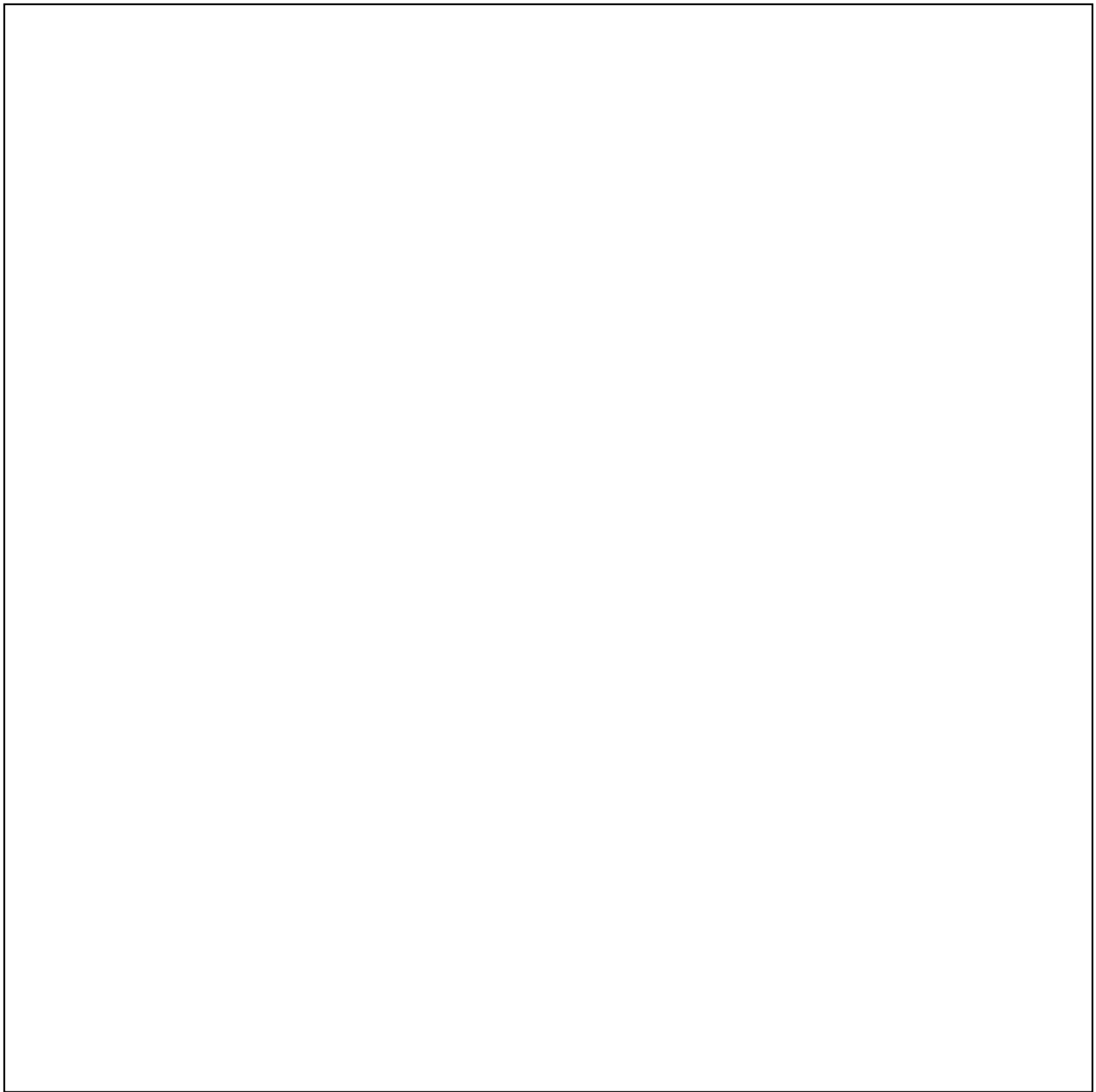




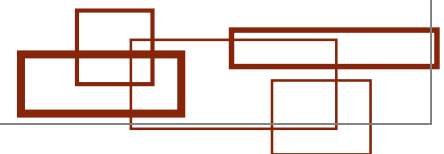
pg. 1	Big Drawing
2	Semper's Elements
3	Connections
4	Re – Rietveld
5	Chair Environment
6	Concept in a Baggie
7	Façade Composition
8	3D Façade Model
9	Nine Square Family
10	Portfolio Cover

Agenda





The Projects



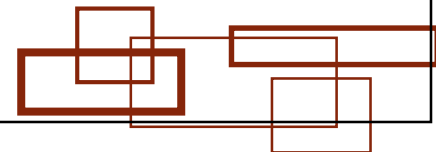
Problem statement

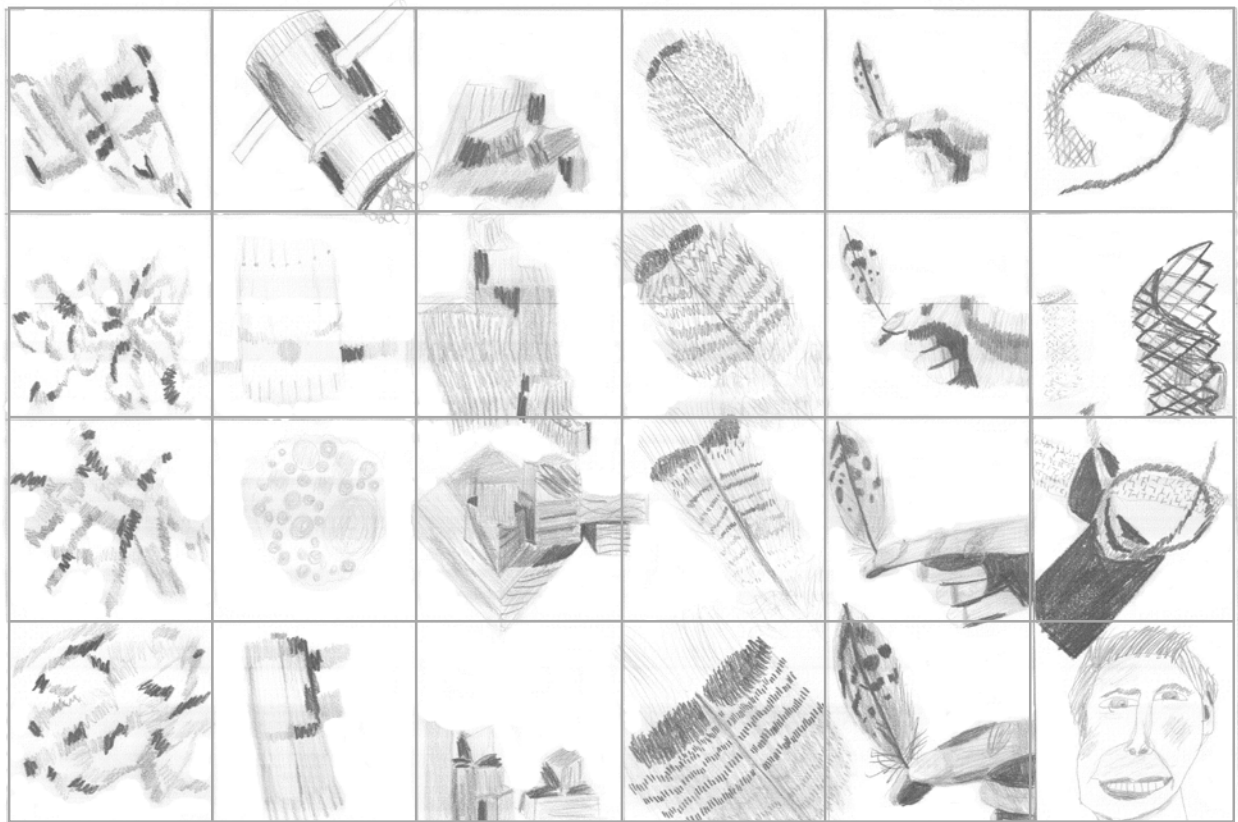
To develop free-hand drawing techniques necessary to convey three-dimensional form and show improvement in these skills throughout the semester. To understand the nature of light and shadows.

Design process

Using a range of HB graphite pencils I focused on representing the object by its shadows, not the actual outline of the object. I worked on this drawing for over the course of 16 weeks.

Big Drawing





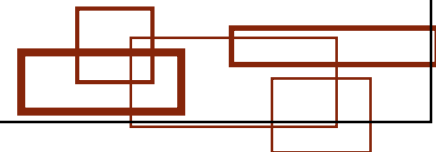
Problem statement

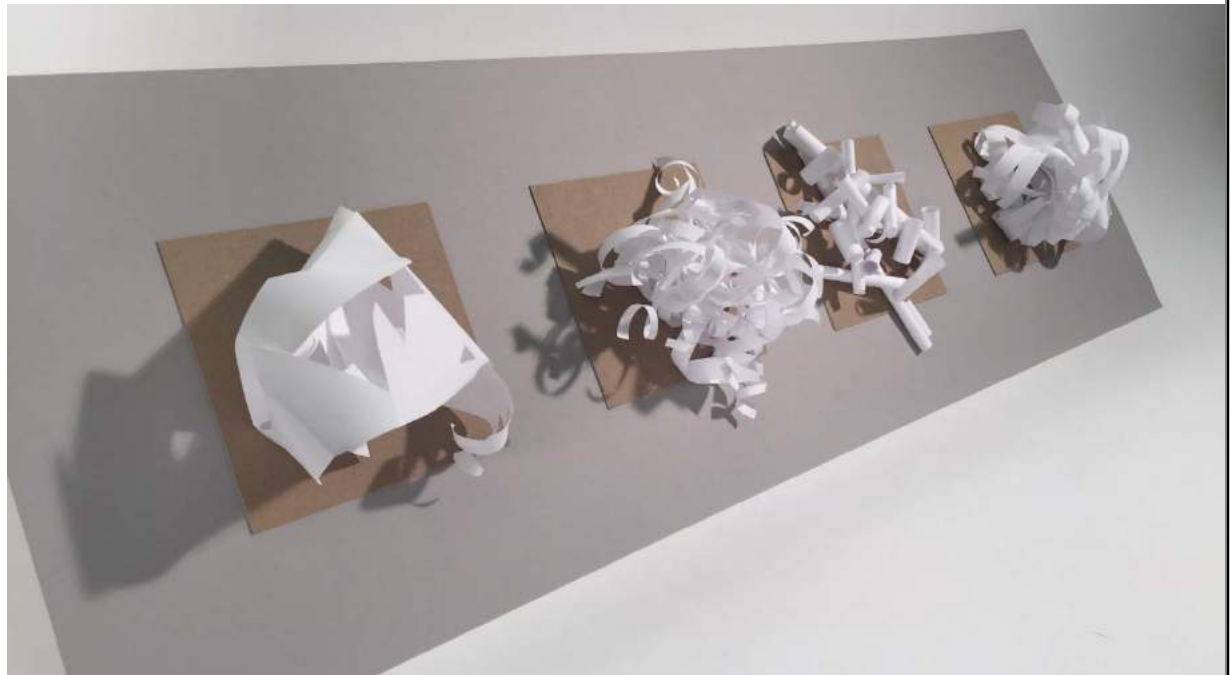
To experiment with the creation of three-dimensional form using two-dimensional materials and techniques unique to this process. The Four Elements of Architecture defined by Gottfried Semper will be represented. To understand the nature of light and shadows.

Design process

I initially formed my Semper elements out of scrap paper. Once I found a composition that conveyed Semper's four elements of architecture (cutting, stacking, molding, and integration) I duplicated and mounted the forms on bristol and chip board.

Semper's Elements





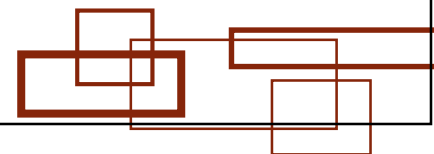
Problem statement

To further experiment with the creation of three-dimensional form based on the Four Elements of Architecture and Design defined by Gottfried Semper. To more fully develop a concept and to explore methods of translating the concept into a free-standing form using two-dimensional materials along with three-dimensional solids and construction techniques. Effectively express the connection of materials.

Design process

I perfected my design with just paper, then I began thinking of alternative materials that I could manipulate appropriately. Utilizing a full array of wood and metal shop machines I constructed my final connections project out of house construction components.

Connections





Problem statement

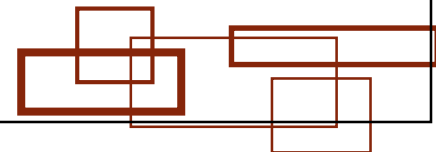
To investigate color, form, space and light; to examine how each affects the perception of the other. To become more aware of the emotional impact of color, and develop a color strategy that communicates a specific concept.

A scale model of Gerrit Rietveld's Red and Blue Chair will be assembled. Surface color will be altered to achieve an unique emotional effect.

Design process

The color scheme of my Rietveld chair is whimsically inspired by a fictional tv character, Ron Swanson from NBC's Parks and Recreation sitcom. The basis of my chair's color is derived from Ron's love of nature.

Re-Rietveld





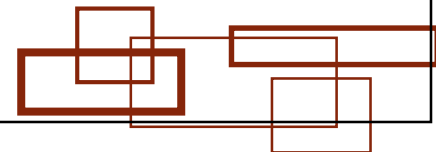
Problem statement

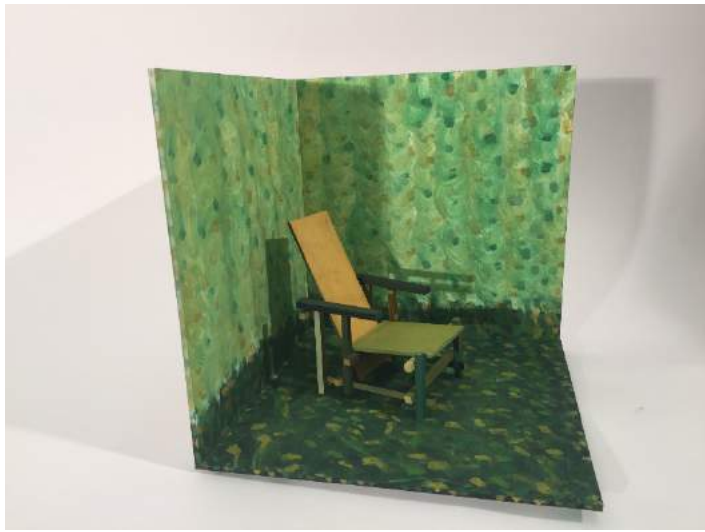
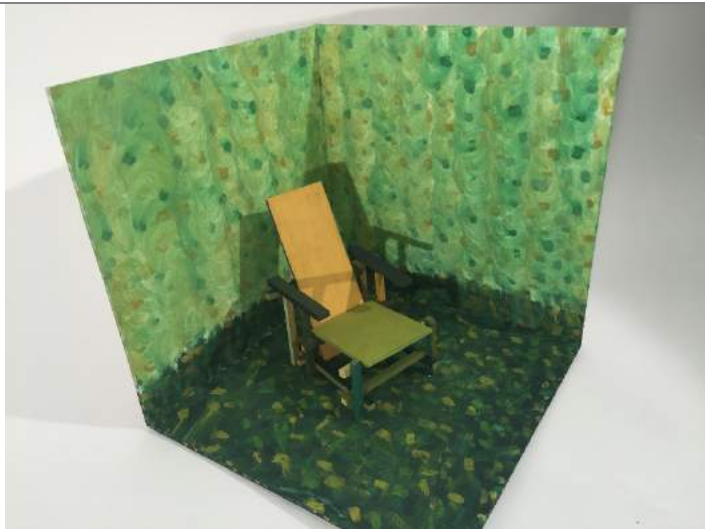
To further experiment with the effects of color, form, space and light in a three-dimensional format. In addition to linear and planar considerations, emotional and environmental effects of color and light will be explored and analyzed. This assignment is a continuation of the scale model of Gerrit Rietveld's Red and Blue chair.

Design process

Playing off of the simplicity of the Rietveld chair design, I made the conscious decision to make the environment more intricate and active. All while keeping Ron Swanson in mind by preserving the serenity that nature offers.

Chair Environment





Problem statement

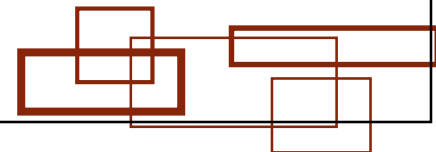
To assemble objects that together convey a concept, but individually have a much less meaning. Ideally, these objects will communicate something that is particularly important to you.

Definition of Gestalt: an organized whole that is perceived as more than the sum of its parts.

Design process

My candy bar wrapper may look like trash to most, but to me it has a much deeper meaning. Over the summer my Dad and I would go to a park by the channel and watch the boats go in and out of the Grand River. We would sit on the park bench for hours, perfectly content and split a Twix peanut butter candy bar.

Concept in a Baggie





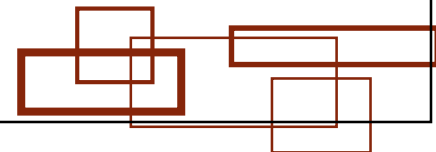
Problem statement

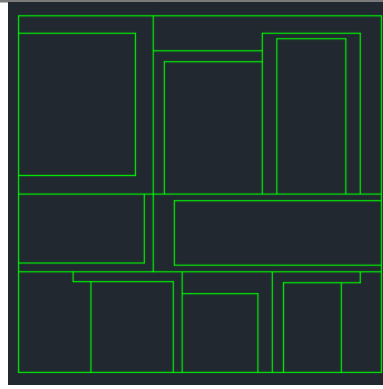
To experiment with various methods of representing a façade's composition and altering its perception. Color theories concerning advancing and receding colors, high and low key combinations, simultaneous contrast, subtraction of hue, optical mix and vibration will be studied. Emphasis will also be placed on proportion, balance, color strategies, and the effects of light and shadow on three-dimensional form.

Design process

I stumbled across the work of Pierre Dufau in Architectural Digest. His mixed-use building in Paris caught my eye for the various exterior dimension depths used. I interpreted his design in AutoCAD and then laser cut the pieces.

Façade Composition





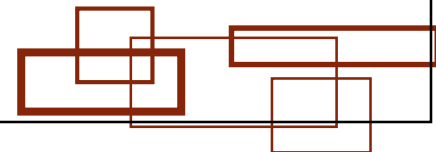
Problem statement

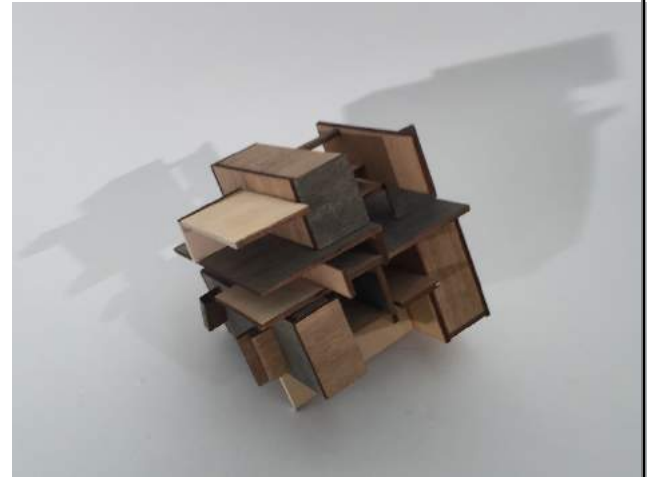
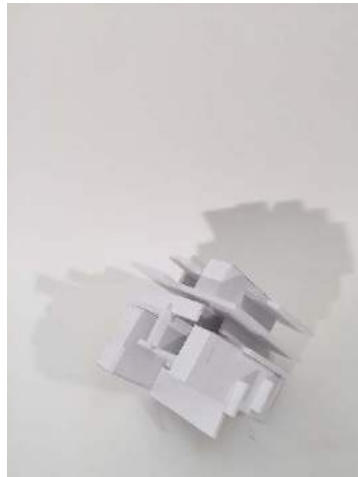
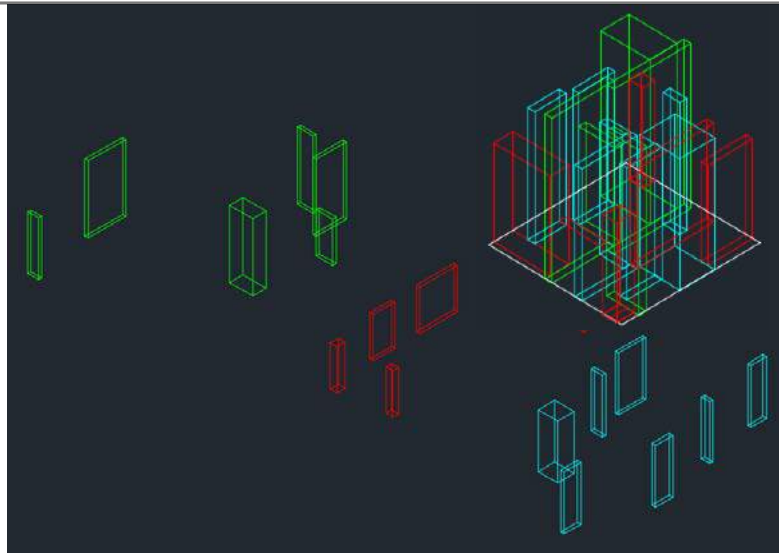
To experiment with color, three-dimensional form and the effects of light and shadow; to expand the geometry and structure of previous façade composition into a three-dimensional form.

Design process

Taking Pierre Dufau's design one step further, I created a 3D model out of stained Bass wood. I went back to my original façade design in AutoCAD and extruded the elements in various directions and depths.

3D Façade Model





Problem statement

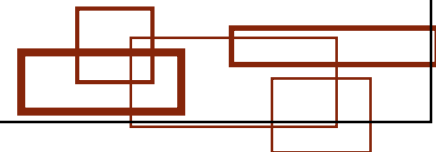
Work with a grid as a means of imposing order on but not restricting the composition. Learn to apply the lessons of the grid to a variety of media to design and construct nine related but distinct components.

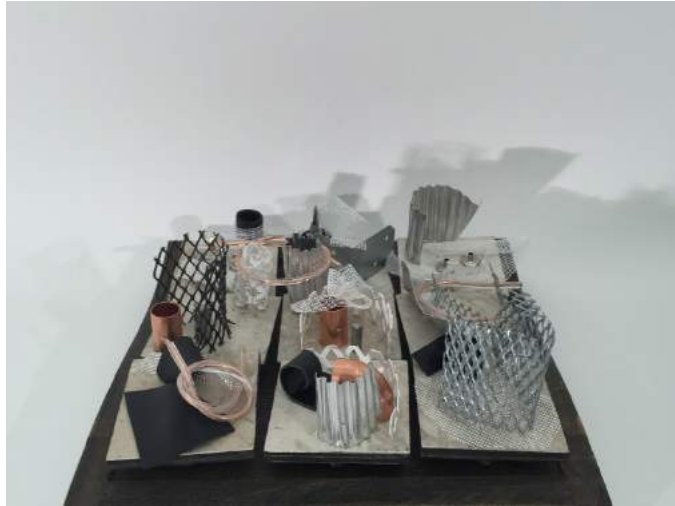
Consider Leo Tolstoy: "All happy families are alike; each unhappy family is unhappy in its own way."

Design process

The process of conceptualizing my family design started with line drawings, then paper models, and finally I constructed my forms from physical objects. I perused every aisle of my local home improvement store in search of materials that I felt conveyed a certain personality or character trait.

Nine Square Family





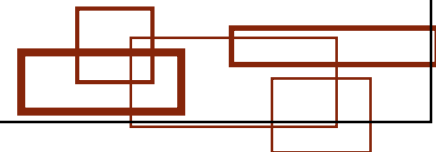
Problem statement

To organize, label, and package all documentation for works done in Basic Design 2 in such a manner that it is clearly evident that all course objectives and accreditation criteria have been met.

Design process

I limited my possible portfolio covers to using only pictures of my own finished work throughout Basic Design 2. When selecting cover designs, I kept in mind to keep my design simple and clean cut while conveying light and shadow.

Portfolio Cover



Basic
Design
Two



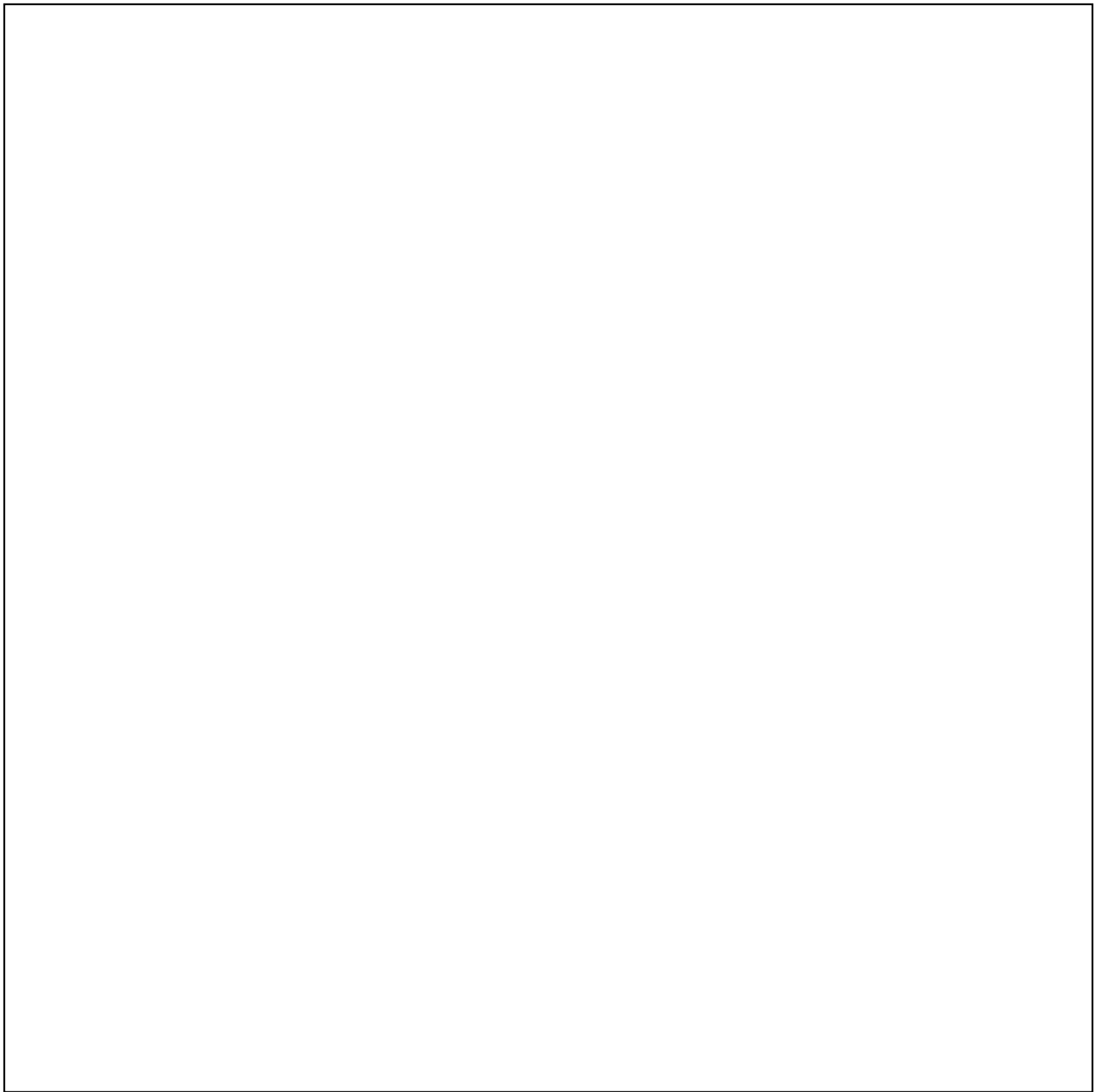
Basic Design 2



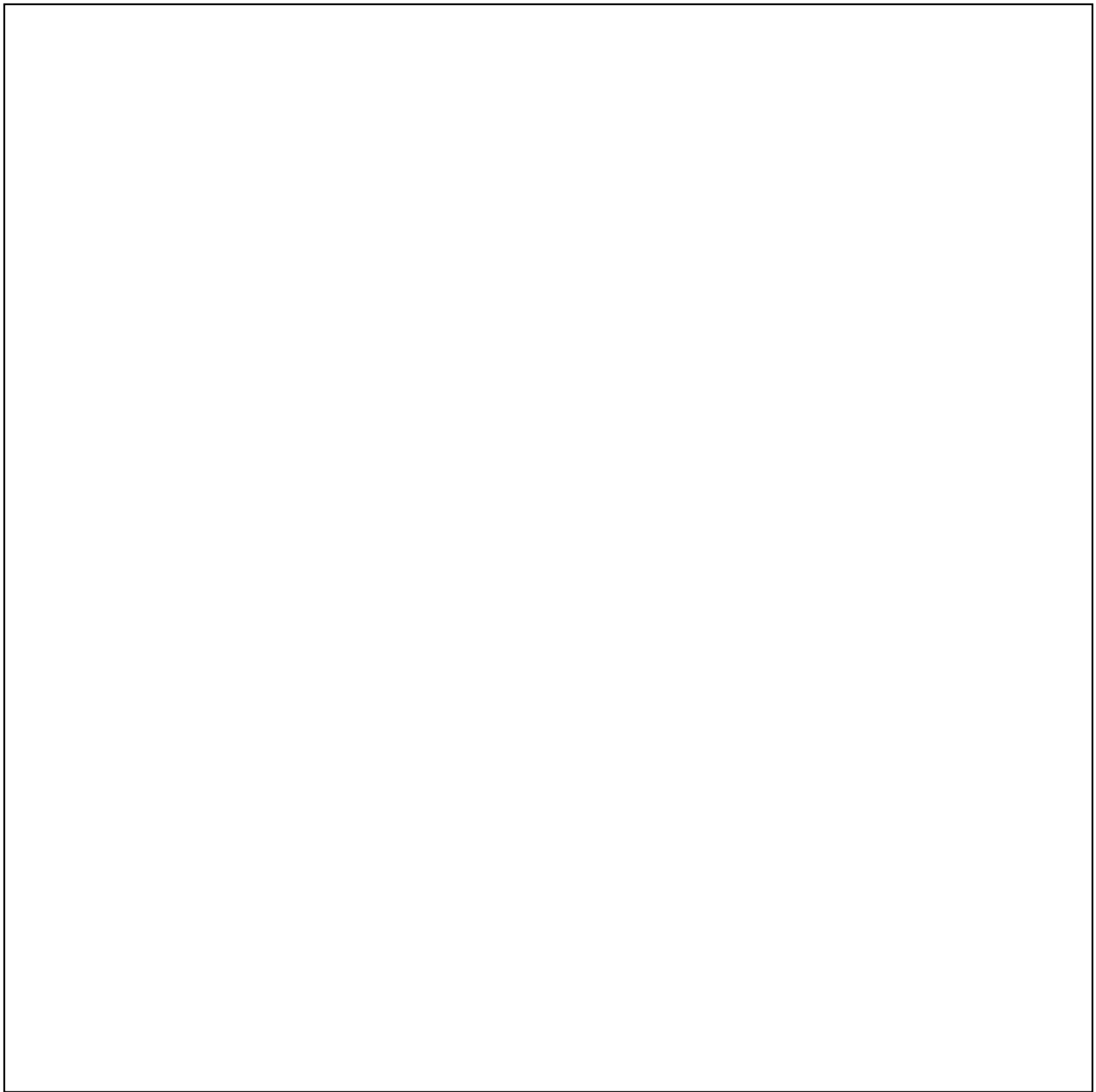
Basic Design 2

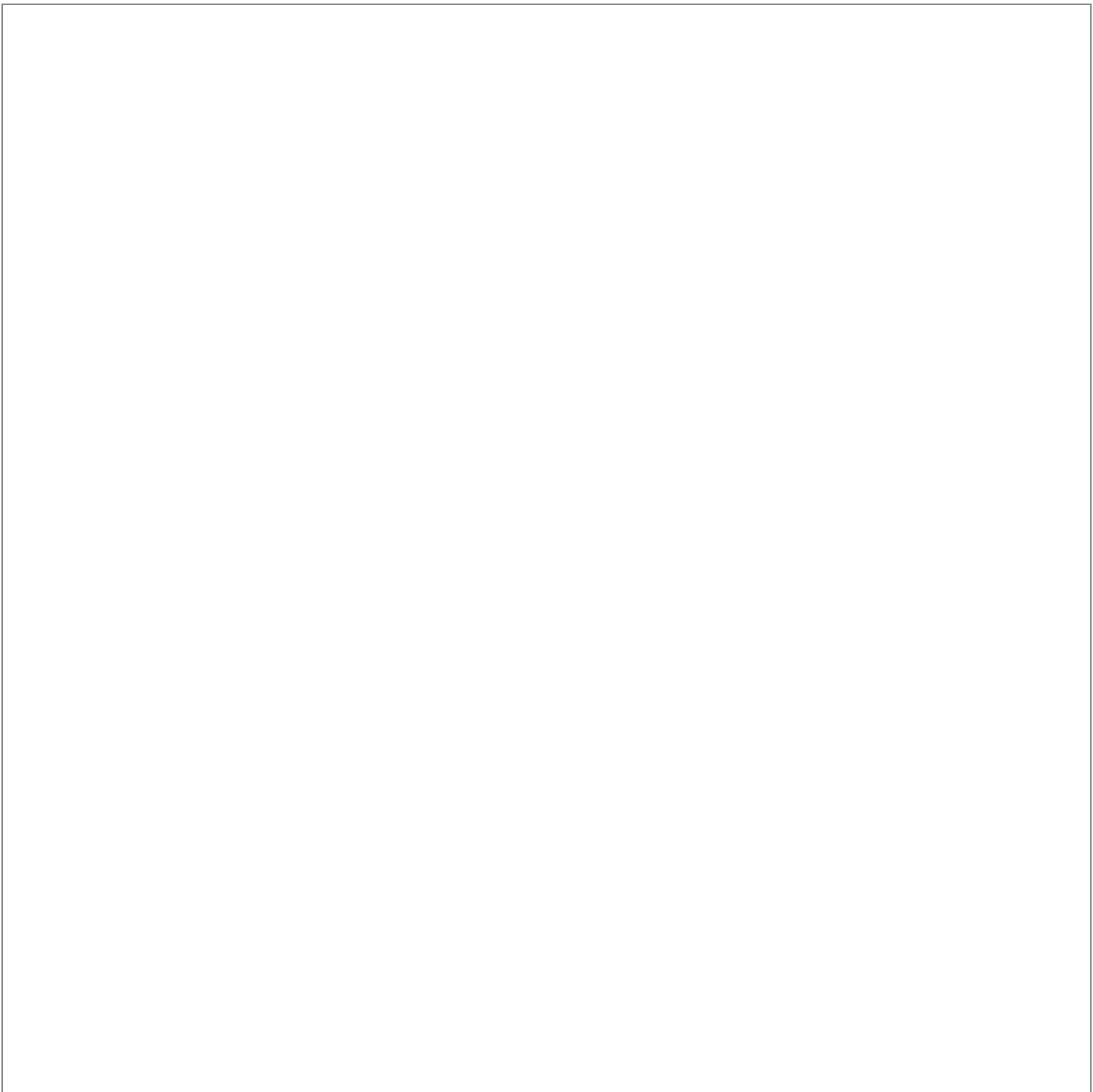


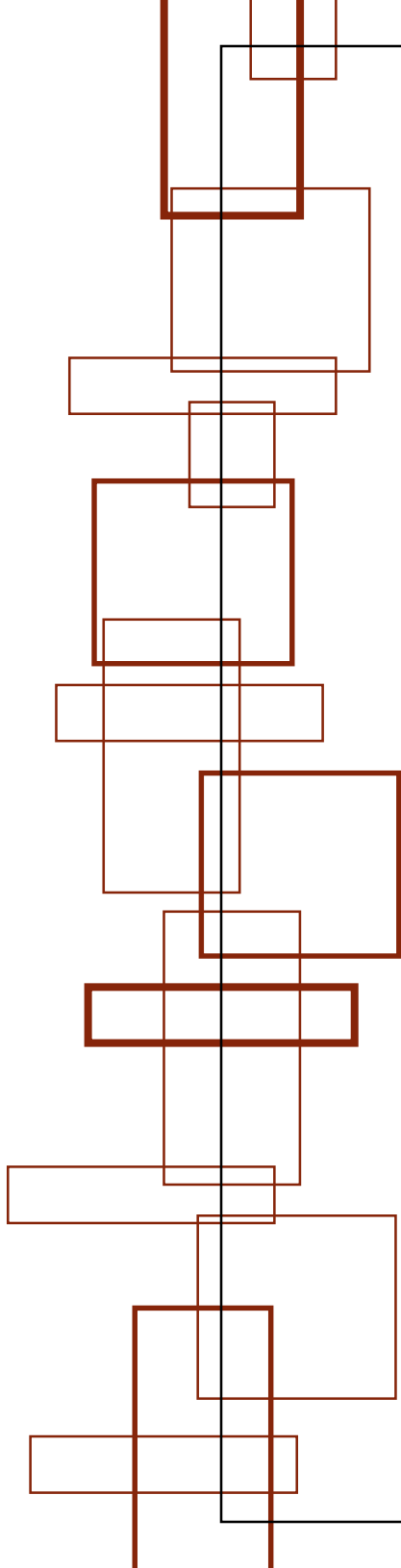
Basic Design 2











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Spring 2016