



# Interior Design Studio I

## IDS 271

### Assignment 2 Object Study

This assignment is crafted to allow the student to have a balanced opportunity between direct instruction and creative freedom. The instructor will provide any necessary clarification, but students should also be proactive in approaching this assignment. If an issue is not outlined or mentioned it is up to the student to respond to the opportunity. Students are evaluated on how they relate to what is outlined in the assignment as well as how they respond to opportunities beyond the assignment directives.

#### Part 1 – introduction to formZ

Complete the following from the [Form-z Tutorial](#)

A. Read Chapters 1 and 2 in the formZ Tutorial

B. Complete the Exercises from the following sections. At the very end of each exercise, ends being (3.1, 3.2, 3.3.....) capture an image of your screen by holding down the control, shift, and 3 keys at the same time. Name the screen image as the number of the exercise and save to a single folder. Burn a CD of the folder with the entire screen captures per the exercises required.

3 Drawing 2D Shapes (3.1- 3.11)

4 Generating, Viewing and Rendering 3D Objects (4.1 through 4.6)

5 Generating 3D Primitives (5.1 through 5.8)

6 Picking Objects (6.1 through 6.5)

7 Moving, Rotating Sizing and Mirroring Objects (7.1 through 7.10)

## Part 2 – provide feedback on webpage design

a. In your class blog/journal create an entry that describes your website design as implemented and desired outcomes as you progress through the semester.

Key issues for reflection in your blog post:

**Color** - Does the color support the display of visual information such as text and images? Do the colors demonstrate the knowledge of color theory?

**Typography** – How do you approach the implementation of fonts? How do the typefaces support your ideas for presenting your work?

**Composition** - Are the text and image information presented with hierarchy? Is the text placed on the page within a creative and informative manner?

**Overall Look and Feel** – What objectives do you have for user experience? How do you imagine developing focus and hierarchy?

In the blog link to three other website that illustrate ideas you feel are helpful in developing your website of the semester. Provide a brief exercise on how the links are relevant to the development of your design ideas.

Leave comments on two of your classmates blog/journal entries in relation to the themes above.

## Part 3 – Document your machine through photography.

Your machine already is telling a story. A story of material, fabrication, function, and human interaction are just a few concepts inherent in your object that are ready to be revealed and expressed through your photographic exploration. This is your primary objective. Find and express the existing story of your machine through photographs.

This part of the assignment will allow you to investigate and document your object with **depth** and **breadth** with photography. You should capture a minimum of 5-10 times the number of photographs required in the assignment. For example, if you are required to have 8 images to reveal the form and shape of your object you should capture 40-80 images and edit and present the best eight images. This builds a breadth and depth of investigation in your photography process and allows creative exploration and risk taking. You are to find the **significant** properties and qualities inherent within your object and present them with a sense of **presence** through photography.

**Craft:** All photographs are to adhere to high standards of craft. Please be aware of the following issues:

**Undesirable Visual Noise/Distracton** - All photographs should be presented without unintended distraction. These items may include, but are not limited to, unwanted background information, unintended or distracting dirt, dust, and/or objects in the photograph. Is the designer using an appropriate background?

**Lighting** - Does the use of lighting enhance the quality of the photograph? How is light or the absence of light used to create visual focus or attention to particular qualities in the object? DO NOT USE THE FLASH IN ANY PHOTOGRAPHS IN THIS COURSE.

**Focus** - Does the student have command of the use of focus? Are the correct elements in and out of focus? Did the student use the macro and micro focus modes on the camera? How is focus used to create visual hierarchy?

**Composition** – How does the information in the image relate to the edges of the photograph? Are elements properly scaled for the concept? Are the elements of the photograph presented in an expressive, logical, or manner that expresses a quality inherent quality of the machine?

**A.** Object as whole: Create 8 or more digital photographs describing the overall nature of your found object before it is taken apart. Investigate the following issues:

Form and Shape (8 images) - The photograph should reveal form. Experiment with the lighting to reveal different aspects of form and shape.

**B.** Create 9 or more digital photographs (close-ups) illustrating the overall construction of your found object prior to disassembly. Investigate the concepts as they appear as natural elements in your machine. These photographs should enhance and further communicate the following concepts inherent in your machine.

**Fabrication** - Do the images document and/or describe the construction of the object?

**Material** - Do the images reveal the materiality of the object? Do you document and describe differing and similar materials? How are texture and pattern part of your object?

**Color**- Do the images reveal interesting aspects of color within the object? Do the images support the knowledge of color theory/color relationships.

**C.** Completely disassemble your appliance in a systematic methodical process. Document the process of deconstruction/construction with your digital camera. Use the copy stand or studio lights to take your photographs. **Create 12 narrative images of the disassembly process.** These images should reveal the logical, systematic nature of construction of your machine. This part of the project is to focus on thinking

about how the machine was fabricated and express the process of making the machine itself through photography. The images you present should be sequential and reveal an understanding only understood through viewing them as twelve photographs that stand together.

**D.** Create 8 or more digital photographs of close-up details of the internal components of your object. (Using the close-up mode of your camera in this part of the assignment.) Investigate the following issues:

**Detail** - Does the image reveal significant aspects of parts to whole?

**Texture** - Does the image reveal interesting or unusual texture? Are the textures prominent or subtle? Do the textures relate to the whole of the object?

**Pattern** - Does the image reveal interesting or unusual patterns? Are the patterns related to the whole of the object?

**Color** - Does the image reveal interesting aspects of color within the object? Do the images support the knowledge of color theory/color relationships?

#### **Part 4 - Publication of Your Work**

Present your photographic exploration as web galleries linked from your web page as per the program style guidelines. Create and post the following web galleries.

a. Machine as Whole (part 3 a and b) Title and annotate each photo to communicate the objective or concept(s) explored in each image so the information appears in the web gallery.

b. Machine as Narrative (part 3 c) Title and annotate each photo to communicate the objective or concept(s) explored in each image so the information appears in the web gallery.

c. Machine Details (part 3 d) Title and annotate each photo to communicate the objective or concept(s) explored in each image so the information appears in the web gallery.

Exploration of a Machine (All photos as shot, unedited, for this project.)

Create a journal/blog post with the best photos from part 3 a, b, c, and d in this assignment. Provide a reflective statement (approximately 500 words) that communicates the process and lessons learned in the exploration of your object. Refer to images you post to illustrate your reflective thinking.

## **Part 5 – Discussion Day, Friday, September 2**

You are to read the following articles in manner that prepares you to discuss the concepts as related to the studio project on September 2.

Gaming Literacy: Game Design as a Model for Literacy in the Twenty-First Century, Eric Zimmerman

Wikipedia Entry, Little Big Planet  
<http://en.wikipedia.org/wiki/LittleBigPlanet>

Wikipedia Entry, Little Big Planet 2  
[http://en.wikipedia.org/wiki/Little\\_Big\\_Planet\\_2](http://en.wikipedia.org/wiki/Little_Big_Planet_2)

Wikipedia Entry, Electronic Entertainment Expo  
[http://en.wikipedia.org/wiki/E3\\_\(Electronic\\_Entertainment\\_Expo\)](http://en.wikipedia.org/wiki/E3_(Electronic_Entertainment_Expo))

Wikipedia Entry, Game Developers Conference  
[http://en.wikipedia.org/wiki/Game\\_Developers\\_Conference](http://en.wikipedia.org/wiki/Game_Developers_Conference)

You will have a basic quiz over the broad aspects of the articles to verify completion of this aspect of the assignment.