



Interior Design Studio I

IDS 271

Assignment 7 - Making a Cardboard Model

Part 1 Create a web blog entry that reviews the strengths and opportunities to learn from in Assignment 6. Focus on the overall quality of design and meeting the objectives as outlined on the project statement. (500 word minimum) Post your best 5 perspective images and link to your animation per the journal/blog style guidelines.

Part 1 **DUE** Wednesday, October 26 at the beginning of class.

Part 2 Using your current form-z model select key orthographic, axonometric and perspective views that would be helpful in building a physical model of your space. You should have a total 16 or more selected views. For each view print one copy and save a copy for your web page. You may use wire frame, hidden line or any other display format as necessary. Complete step one prior to starting step 2. Part three may be completed in any order.

Part 3 Create a cardboard model that is a progression/transformation of your design of the inhabitable environment explored on the computer. **The cardboard model should not be a replica of your computer model, but a developmental progression of ideas initiated on the computer.** The model must meet the following criteria:

- The model should be constructed only from corrugated cardboard. Do not use pieces of cardboard with any printed materials.
- You may use cardboard tubes, single sided corrugation, and brown craft paper.
- Constructed no smaller than 24" X 30" X (height)

Document your cardboard model with the following:

- 3 overall digital photographs of the model.
- 8 interior digital photographs (Three images must include a model of a human figure made from a photograph or printed from the computer. Do not add the human figure in photoshop, it should be added in the cardboard model when you take the photographs.)
- 2 interior movies (Use the movie mode with your camera.) Make a small dolly or other creative device to keep your camera from hand shaking while you make the video.
- 1 exterior movie

All photographs are to meet the following requirements:

- Do not use the flash on the camera.
- Use the studio lights for illuminating the model.
- Use a neutral background for your model photography.
- Shoot high quality photographs that are edited in lightroom.
- Move and position the lights as necessary to create the best possible lighting condition for each shot.

Part 5 Outside of the Art and Architecture building photograph 30 materials and textures.

- 10 "Grunge" Images - These images are of worn, dirty or distressed materials.
- 10 Repeating Patterns - Materials that have a repeat or rhythm.
- 10 Texture Images of your choice.
- Edit your photograph in lightroom.

All photographs should be close-ups of the materials shot at 90 deg. "straight-on/perpendicular" to the surface. Frame the image so only the material is in the camera frame. It is recommended that most images be between 12 to 24-inch focal distance.

Part 6 Post all of the required project images and videos per the style guidelines.

DUE DATE: PER CLASS SCHEDULE