



Interior Design Studio I

IDS 271

Assignment 8 - Refinement of Physical Models

Part 1 Create a web blog entry that reviews the strengths and opportunities to learn from in Assignment 7. 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 Create a revised/improved/edited model based on your cardboard model created in assignment 7 and the form-z model created in assignment 6. This revised model should emphasize an higher level of quality, craft, and refinement compared to the model created in the previous assignment. The model is restricted to, and must use **all** of the following materials and processes:

- Illustration, foam core, and or museum board (must be white on both sides)
- Plexiglas (must incorporate 2-3 square feet)
- Implement the use of the Laser Cutter in the fabrication process.
- Use any type of "silver" wire in your model.

The model should be constructed on a base at a minimum of 24" X 30". Construct the model for interior photography.

Document your 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 to the card board model.)
- 8 Interior and exterior digital photographs using your human figures and gels. (Add color to the image through the use of lights and color gels.)
- 2 interior movies (Use the movie mode with your camera.)
- 1 exterior movie

All photographs are to meet the following requirements:

1. Do not use the flash on the camera.
2. Use the studio lights for illuminating the model.
3. Use a neutral background for your model photography.
4. Move and position the lights as necessary to create the best possible lighting condition for each shot.

Part 3 Create and propose 5 color schemes using your textures photographed in the previous assignment. Create the following color relationships.

- Analogous
- Complementary
- Triad
- Double Complementary
- Monochromatic

Use a minimum of six colors/textures for each color scheme. Using your textures created in the previous assignment edit/manipulate copies in Photoshop of the original file to edit the color. **Vary the intensity, and value, (shade and tint) of the colors within the different color schemes.**

Part 4 Post all of the required project images and videos per the style guidelines.

DUE DATE: PER CLASS SCHEDULE