FOUNDATIONS OF DESIGN: REPRESENTATION

M2

FLATNESS vs PROJECTION

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Studio 11
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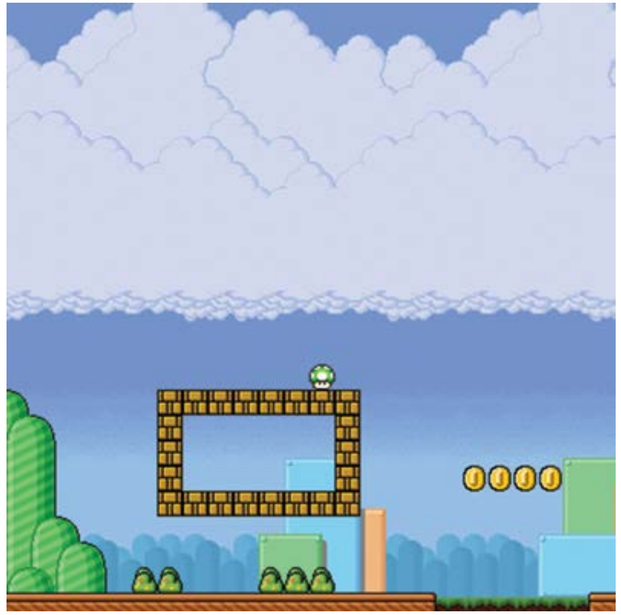
WEEK 3 READING: TITLE OF READING

Question 1: What is Pictorial Space according to Le Corbusier?

Le Corbusier discribe pictorial space"that witch can not be entered or circulated through", which means it's purest forms, that will not be a perspective view of person. It shows depth in 2 dimention, therfore is eternally resigned to frontality.It also depicts a rigid view that is from a flatness space with specific color to show the depth and distance.

Question 2: The Flatness of Le Corbusier's painting's are attributable to two properties. What are they? And what are these pitted against?

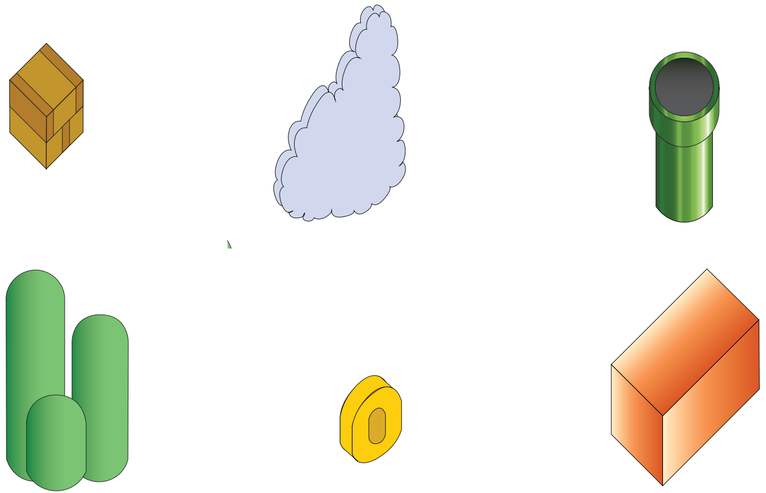
First property that attributate to Corbusier's painting is pure extension, the second one is marriage de contour, means continuity of edges. These pitted against texture and darkness. He changed the black color to other color to show continious skin that spans the surface from edge to edge.



Elevation 01

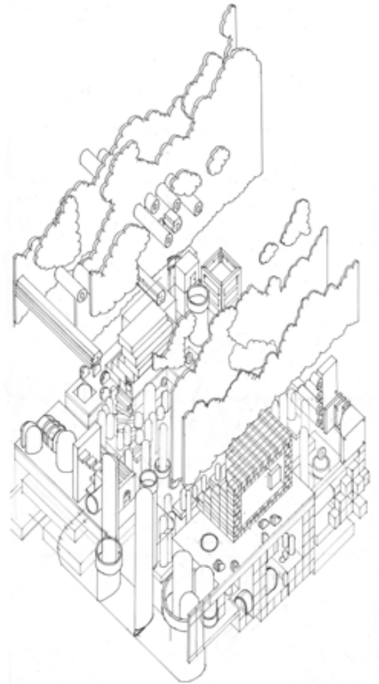
Elevation 02

BUILDING BLOCKS
Creating A Palette For Design



COLOUR PALETTE

PHYSICAL TO DIGITAL
Scanned Axonometric World



HAND DRAWN AXONOMETRIC

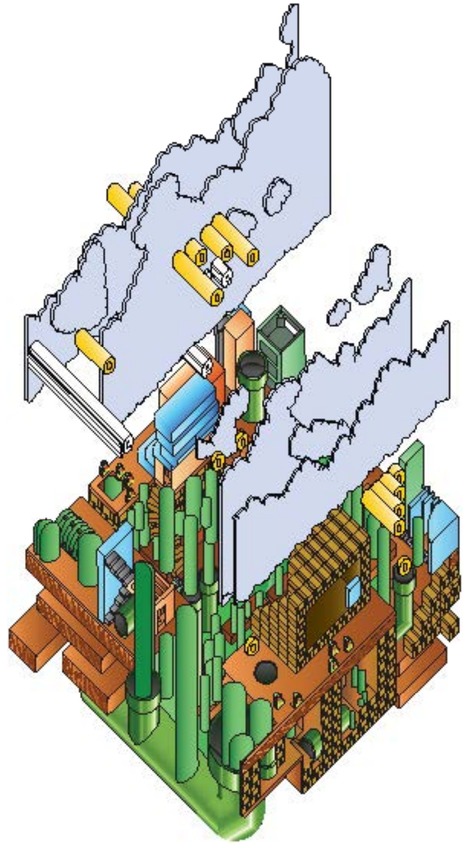
WEEK 4 READING: TITLE OF READING

Question 1: Explain the difference between Pictoral (in this case perspectival) space and Projection?

Pictorial(or perspectival) space is a point of view for objects,which is not the correct size of it, witch makes it looks more real, but it can't be taken into account as measurable. However, projection is another way around, it reveals the real size of objects, which is better for iformation.

Question 2: Where did Axonometric projection first arise, and why?

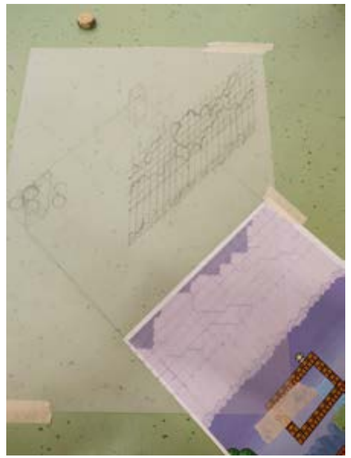
Axonometric first arised in 1925-1926 by Le corbusier. It gives another creative way of perciving things that is different to traditional method. Before it was start in military context, and been widely tought to engineers during the eightee th and nineteenth centuries. Now it contributed to percise and accurate work that can be measured.

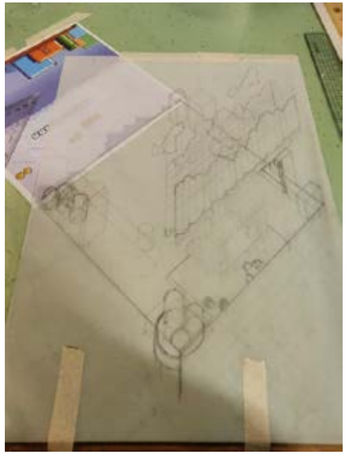


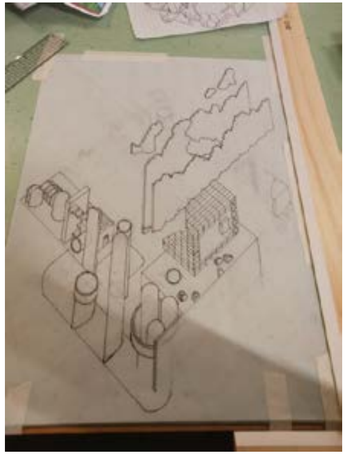
M2

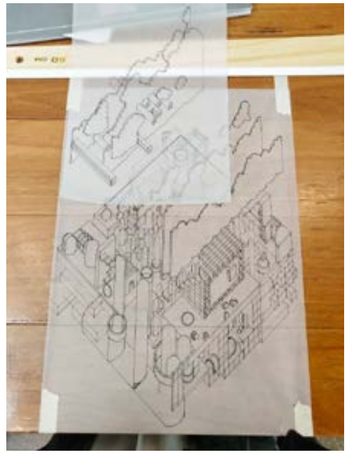
APPENDIX

This module requires drawing skills and illustrator skills, the process of drawing my mario world is firstly using pencil to set up axonometric, then use pen to trace it, after that using illustrator to trace and fill in color. this page will going to start with my hand drawing, witch is about setting up aexonomatric. In order to do this, we need to be very carefull and drawing object percisely. Firstly, I start it with planing, but that planning is not consistent with the idea of mario, in other words, off-topic. So I changed my planing and start with drawing cloud first, since the cloud is very time consuming and it is a part of elevation. What's more, I need to think about the blocking place under cloud in order to prevent doing a lot of work and been blocked by it.





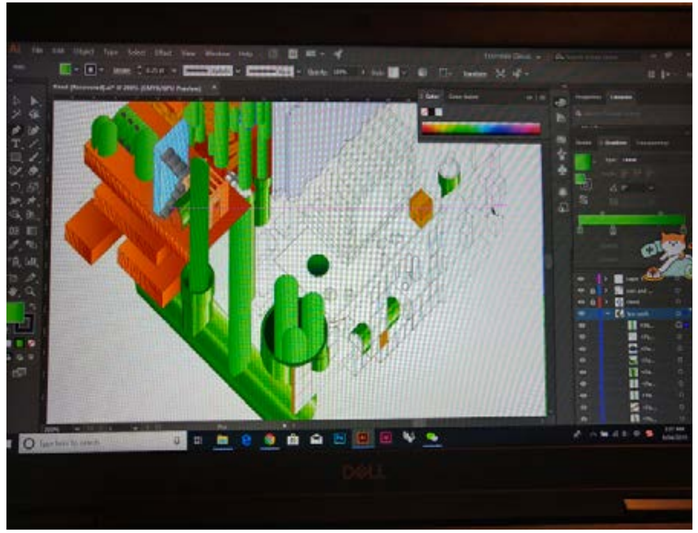




step-by-step drawing process

These three picture shows my hand drawing process step-by-step. The idea of my mario world is under world, the way we perceive it is not the whole truth, so I create some under space for mario to jump in throuth the pipe. In addition, since these clouds are too high for A3 tracing paper, I actually finish my drawing in two paper, then combine it in photoshop after scaned it.

APPENDIX
Process



Then I moved to illustrator. I've been making mistakes all the time during the whole process in illustrator, so this is a very good exercise for me to get to know the way it works. My first big mistakes is i didn't trace it in boxes, witch force me to draw it again. After a few hours of playing with it, I discoverd it's power, that is layer. I drawed my object in sequence, so that I don't need to draw irragular figures several times.In this work, I made three different layers: coin and teeth,