Textures

Issued: Wed. Sep. 02, 2015   -   Due: Fri. Oct. 02, 2015
AZM University - 201 Basic Design Course   -   Fall 2015

The Concept

Through their investigation, of textures found in natural and man-made environments, students will develop the skills of distancing themselves from the conventional and entering into the domain of abstract perception. Moreover, they will develop the technique to transform data from one dimension to another and from one medium to another. The outcome is a 3D physical model representation of the processed texture.

Design Process Outline

Week One:
Students are required to collect 20 different textures from their surroundings.
They will select one or two textures from the selected one.
Mapping the selected texture using a set of given tools.

Week Two:
Students are assigned to translate selected texture into a 2D projection.
This Projection is an abstract representation of the texture. In the modern definition it's an "abstract Pattern"

Week Three:
Model Experimentation of the analyzed previous data.
This experimentation is a direct translation of the students' media.
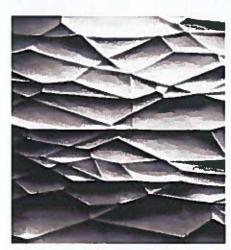The student will construct a set of models, using different materials, and compositions.

Week Four:
Pure 3Dimensional abstract configuration.
The latter is a collage/intersection/overlap of the week three productions.
The student will justify his final outcomes through the informative input along the process.

Through Week One:
Students will use Mapping tools such as:
-Scanning
-Photographing
-Light Box
-Microscope
-Light/Shadows

Through Week Two:
Projection Techniques are required:
-Illustration media such as (pencil, Charcoal, Butter paper, Cardboards, etc...)

Through Week Three:
Model making Materials TBA.

Through Week Four:
Model making Materials TBA.

Course Objective/Final Presentation

This exercise will fulfill the sill sets and the process of investigation. Students are objected to expand the sense of observation through texture mapping and analysis. A sense of visual logic will be developed along the process.

Presentation Documents:
Printed A1 sheets. (one custom size)
Physical Models.
Portfolio.

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