

# THE MASK

Issued: Mon. Nov 09 2015 - Due: Wed. Dec. 09, 2015  
AZM University - 201 Basic Design Course I – Fall 2015

## The concept

The intention of this exercise is to deal with [human] proportions, emotions, scenarios and executions. In what way facial data can be mapped, and how can it be perceived? What are the driving forces behind a "Facial Screen"? How scenarios influence the use of the "Facial Screen"?

\*These are questions to be asked, and dealt with scientific analysis based on clear theoretical framework.

## Design Process Outline

### Week I:

You are required to impose your personal reflection, interpretation and representation of "Their face", throughout several readings and articles which relates to the phenomenology of the mask, Yet, probe the object and draw sketches & collect artistic photographic images that express and reveal its meaning, in order to abstract and deduce potential conceptions. Nevertheless, students are obliged to map their faces through applicable tools.

**Friday Apr 8th:** Submission of personal reflections and representation of the door.

**Friday Apr 15th:** Submission of Photographic images which abstract the notion of the door

**Friday Apr 22th:** Submission of set of sketches & models.

### **Week II:**

In this week, you are ready to define the concept, by revising the images/ sketches/ & models and forming a multiplicity of physical models which are formal and personal, in order to create a reflective dialectic relationship.

### **Week III:**

Translation of concepts and methods into a series of detailed models that are scaled to fit human proportions i.e. 1:1 scale unit.

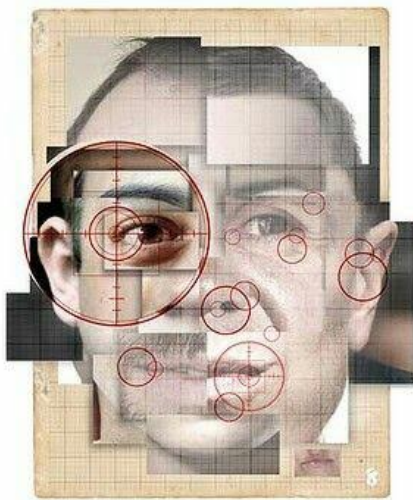
This translation is directly related to the evolved notion of “The Mask”

### **Week V:**

Will be a revision week on the related Material that must be submitted at the projects due date, which are:

- A Comprehensive article describing the projects concept, methodology and its manifesto.
- A Set of models and at least 1 model 1:1 scale, a reflection of your manifestation.
- Portfolio.

## **Presentation / and required tools**



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.

## **Final Presentation requirements**

This exercise will fulfill the skill sets and the process of investigation. Students are expected 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.