

PROJECT #2: SYNTHESIS: CARDBOARD

Synthesis: the combination or integration of different elements to create a cohesive whole

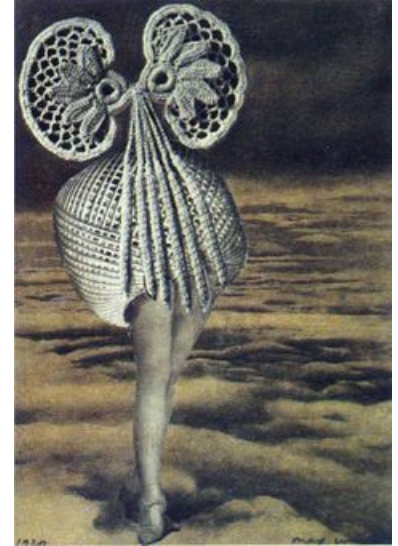
"The test of a first-rate intelligence is the ability to hold two opposed ideas in mind at the same time and still retain the ability to function."

- F. Scott Fitzgerald

"Collage is the meeting of two distant realities meeting on a plane foreign to them both."

-Max Ernst

Working three-dimensionally with more than one idea requires the ability to synthesize, i.e. to combine elements of several sources into one object. In the design process, synthesis allows us to assemble disparate elements together in order to make something new. For artists, synthesis is often used as a means of bringing multiple, often competing or conflicting ideas together into a single piece.



OBJECTIVE:

Construct a 3D object that synthesizes impersonal experiences of the built environment and personal experiences of familiar objects or spaces. Engage in an investigation of observation, drawing, collage and construction in relation to the creative/design process. Beginning with a combination of drawings from observation, you will synthesize this content into something entirely new.

INSTRUCTIONS:

- 1) **Architectural Sketches:** Begin by making 15 contour drawings from observation of public spaces, focusing on architectural and geometric forms around you. Zoomed-in views of details will work better than attempting to draw an entire space. Do these on scrap paper rather than the sketchbook.
- 2) **Personal Sketches:** Over the weekend, make 15 sketches from observation or memory of details from places that hold some kind of personal meaning for you. These can be sourced from either objects or spaces, and could be from the present or the past.
- 3) **Collages:** From these sketches, make 10 collages on paper that each combine 1-3 geometric and 1-3 organic sketches into one synthesized form.
- 4) **Model:** Choose the most successful collage you feel will translate best into 3-D, and construct 2 small-scale 3-D cardboard models, about 10 inches long.
- 5) **Sculpture:** Choose the most successful model and scale it up to 36 inches in at least one direction.

DESIGN TERMINOLOGY

Your sculpture must utilize BOTH geometric and organic form:

Geometric: Distinguished by the crisp, precise edges and mathematically consistent curves

Organic: More commonly found in nature; curved, rounded

Additionally, at least two of the following three-dimensional design fundamentals should be clearly identifiable as organizing principles of your completed cardboard sculpture:

ASYMMETRY: the relative imbalance in your overall composition

REPETITION: Also called ACCUMULATION; The use of the same visual element or strategy/effect a number of times in the same composition.

CONTAINMENT A unifying force created by the outer edge of a composition or by a boundary within a composition

CLOSURE: The mind's inclination to connect fragmentary information to produce a completed form. Closure is an essential aspect of Gestalt psychology

FRAGMENTATION: Breaking up the elements and units of a composition into separate pieces that relate but retain their own individual character

EMPHASIS: Achieved by singular contrasts of elements of design to create a focal point; drawing attention to a portion of a composition

ARTISTS:

- Frank Gehry
- Nathan Coley
- Shigeru Ban
- Ann Weber
- Aaron Curry
- Spomenik monuments
- Shannon Goff
- Chris Gilmore