



3D

DESIGN

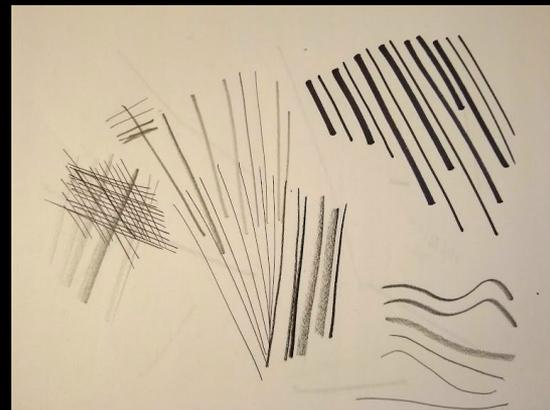
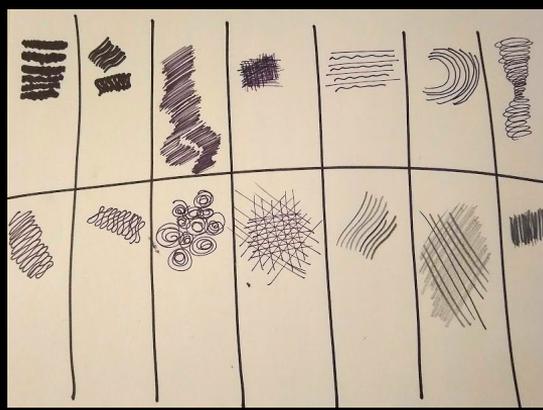
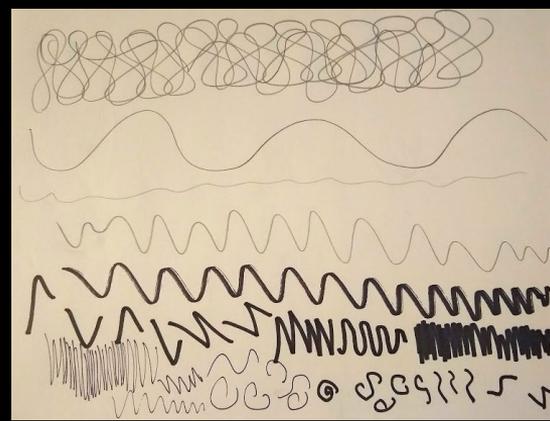
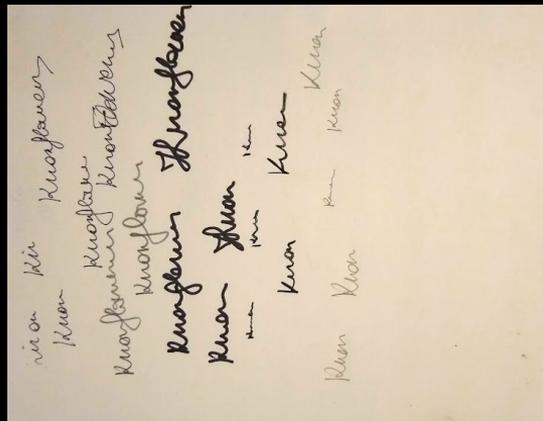
Competency: Integrating learning

Competency: Integrative Learning

In the course of this semester I opened up myself to an extended level that I did not thought I could reach. I acquired new knowledge and enlarged some set skills. No matter where I am heading to, this class provided me the satisfaction to move forward in life and inspired me to explore new path. I am a Fine Arts Major and desire to study more about Visual Arts and Interior Design.

Exploration and Application of work

I was fascinated by the use of simple lines to design contours and create shapes and forms. I realized how important it was after I experienced the different levels of traits a pencil can do. I found rhythm in my shadings, tracing lines and creating textures. I connected dots and practice some creative lines and forms.

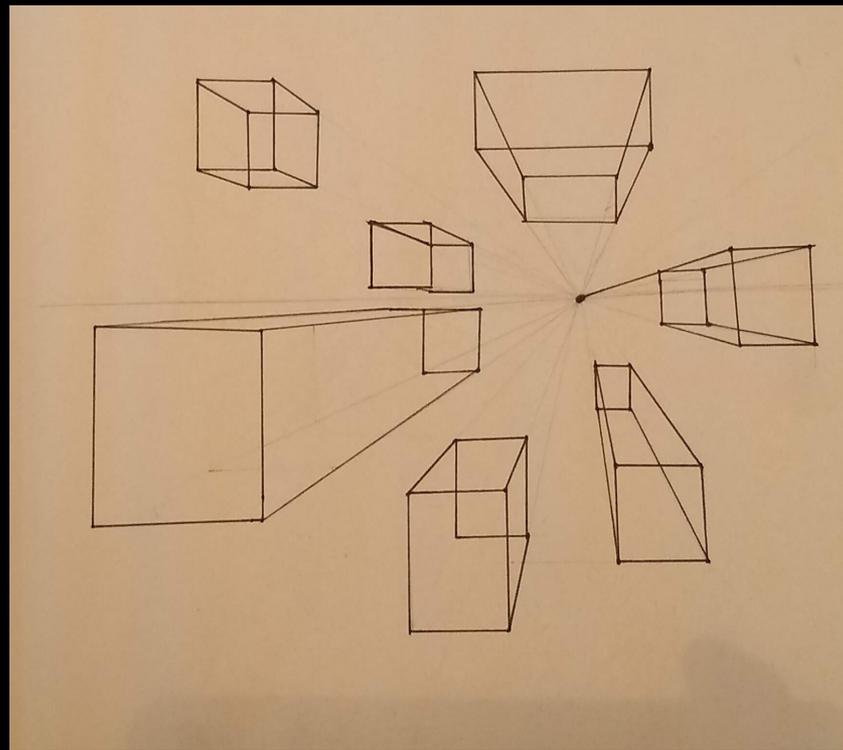
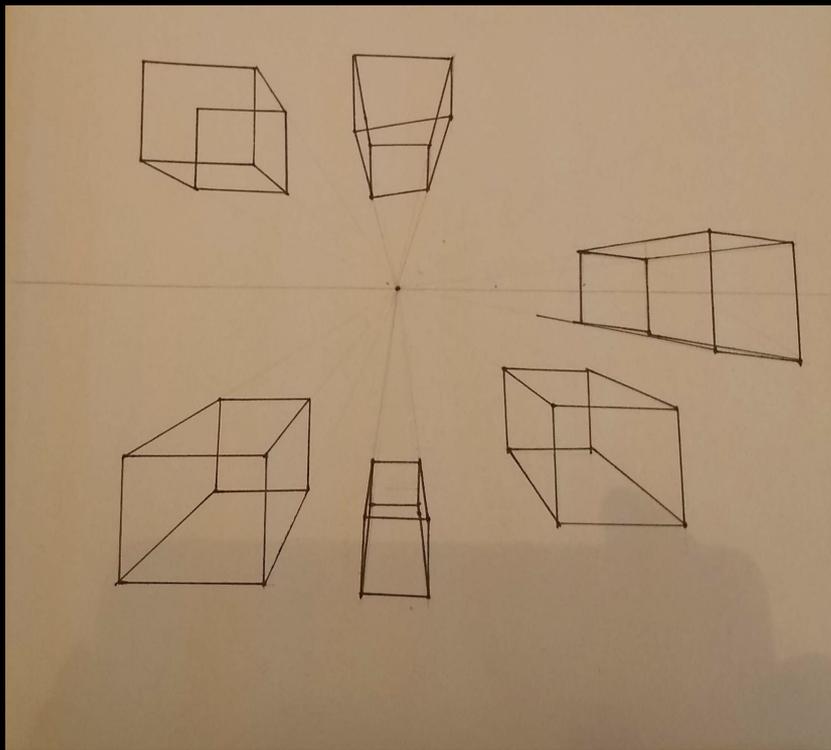


Sketches: Lines and Shades

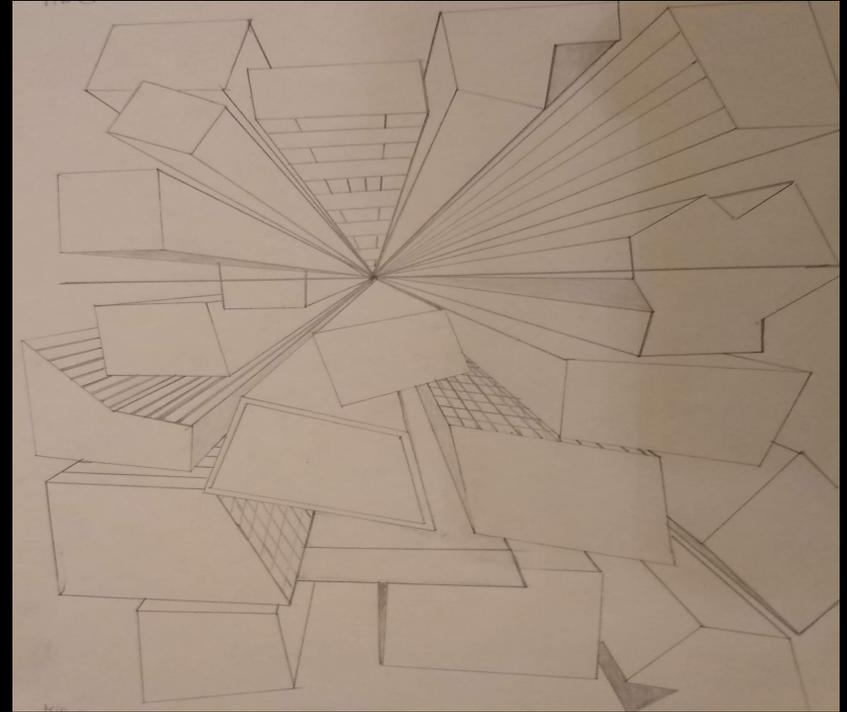
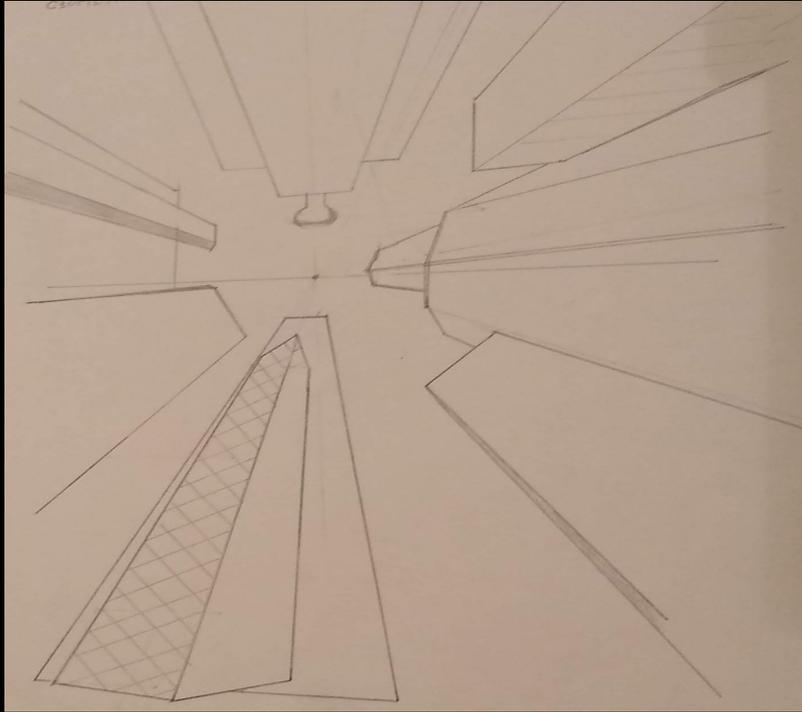
Through the linework I learned how to create forms and shapes. Emphasizing lines gives motion or creates an atmosphere. I learned how to adjust and play with light. I started to work on a flat surface, from two dimensional to a three dimensional view.

The projection of sketches from different perspectives helped me to evaluate an object and create a three dimensional mock up of this object.

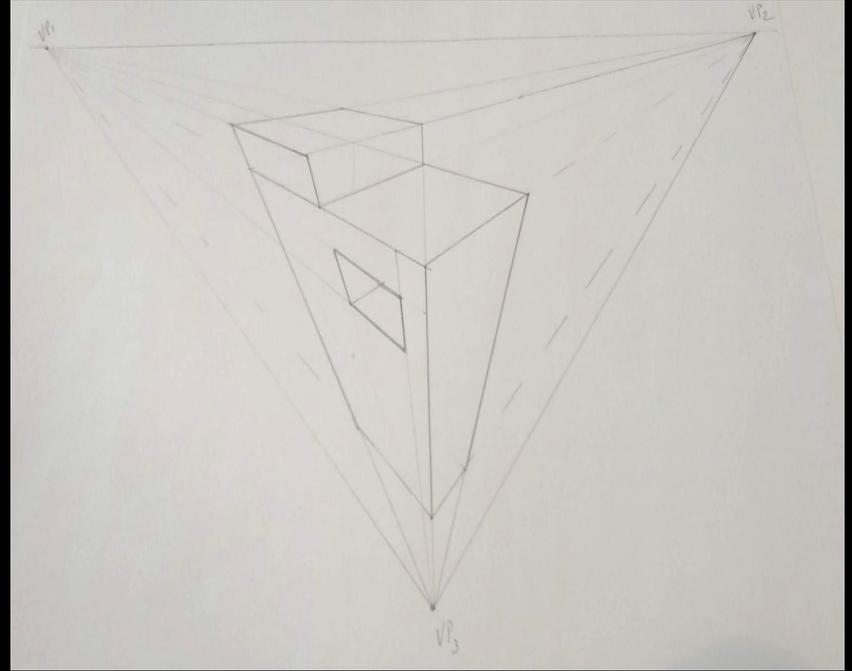
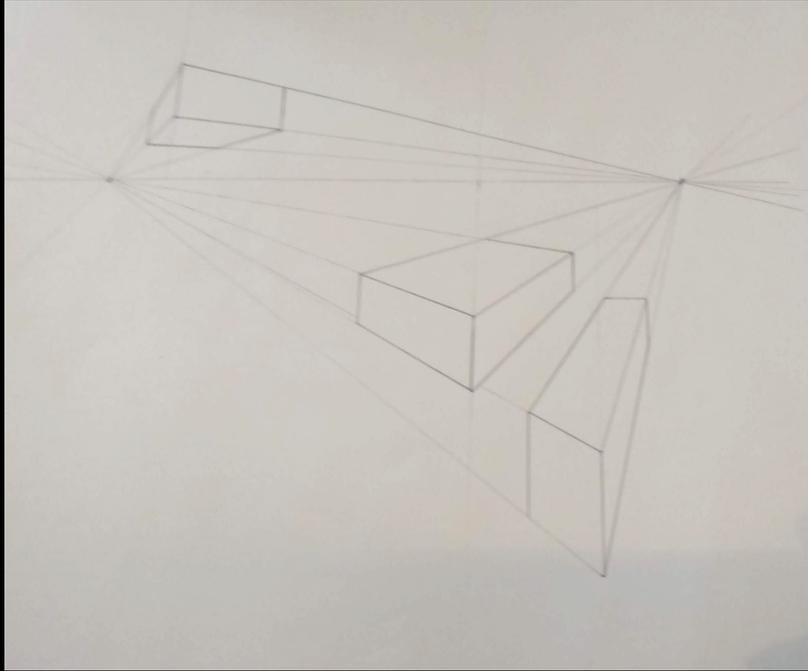
One Point Perspective



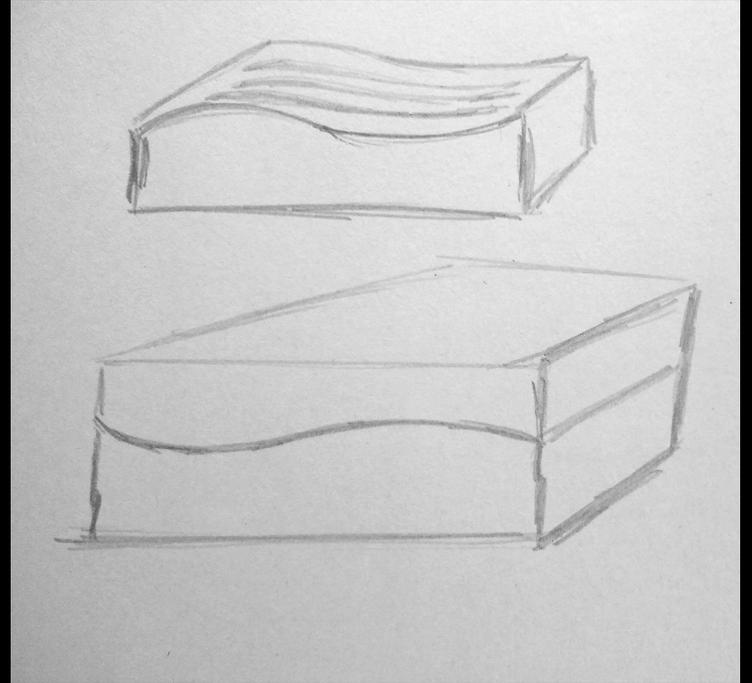
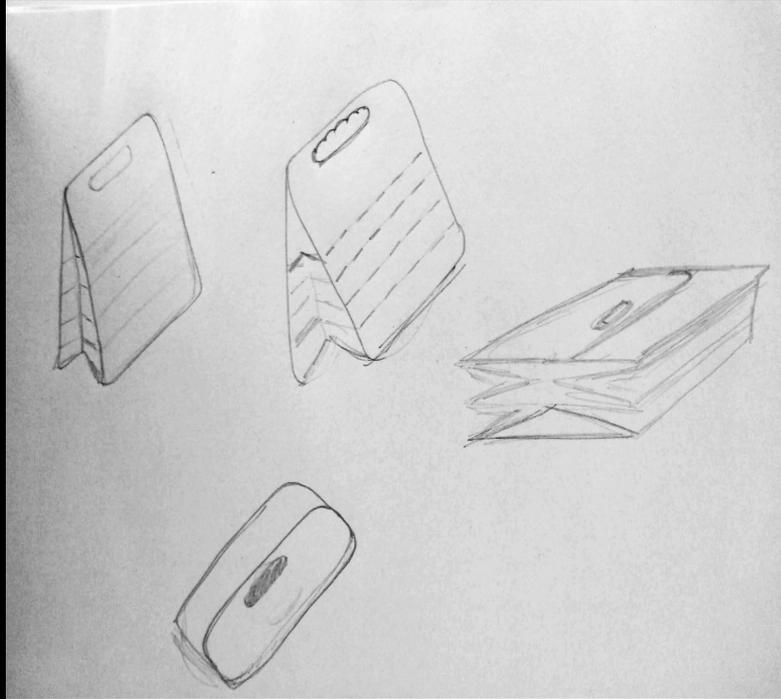
Worm & Bird's View - One Point Perspective



Two & Three Points Perspective

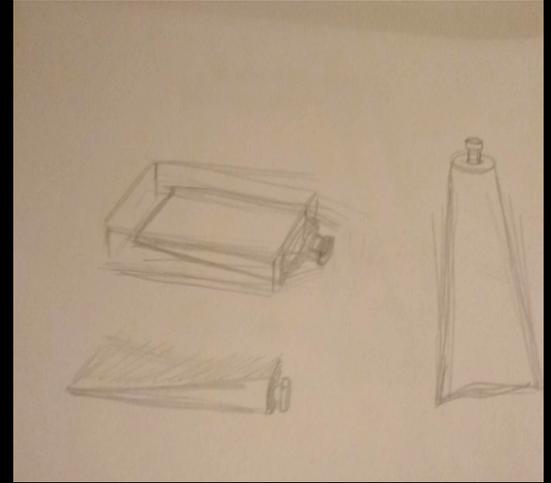


I learned how to identify the contours and limitation of volume and space. Drawing sketches helped to define an object.



From the contours I obtained shape, volume and I created a three dimensional object with metal wire. My first time working with wire, I improvised and taught myself how to manipulate the material with its thickness and flexibility. I started from drawing a sketch of an object that I observed. I recreated the contours and shape of the object.

Creation of a hand cream tube with wire - 3D Design



From building experiences with tracing lines and creating shapes and forms I studied the concept, shaping. From drawing sketches and tracing onto a two dimensional surface I innovated and explored the structure of an object by creating space and negative space.

I learned about the forming process when working with new materials like foam core, construction paper, insulated foam and card stock.

The issues during a working progress project makes you pay attention to additive or reductive elements with sculpting for example. A fun and creative project was to build a cube with foam core. I enjoyed building and experimenting with some construction paper creating lines, shapes, motions and spaces. I was introduced to the changing of light when creating a three dimensional shapes and forms.

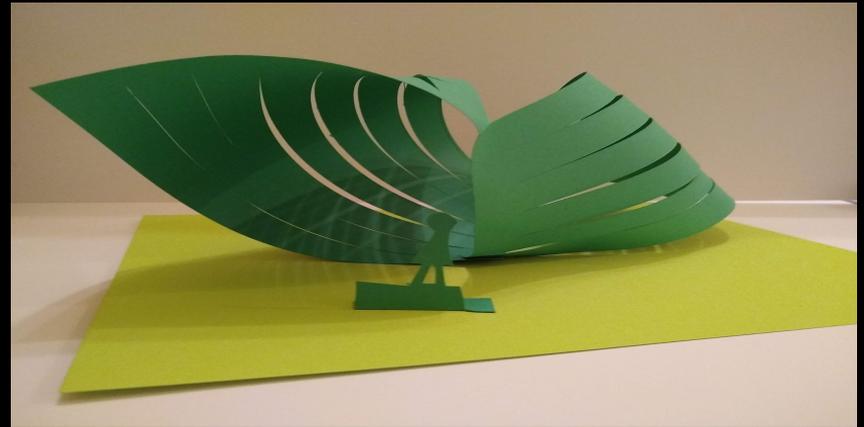
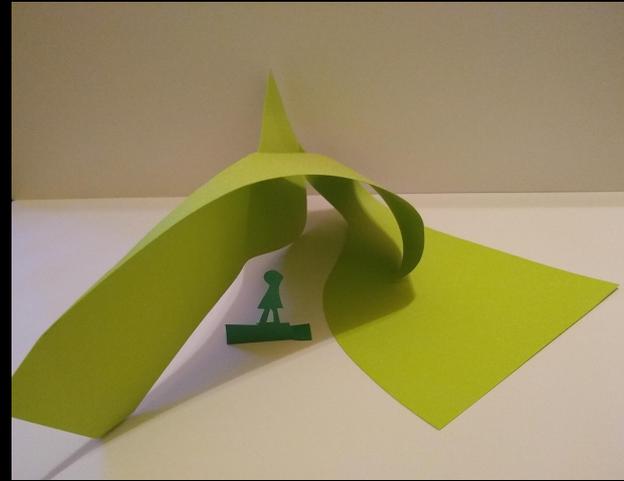
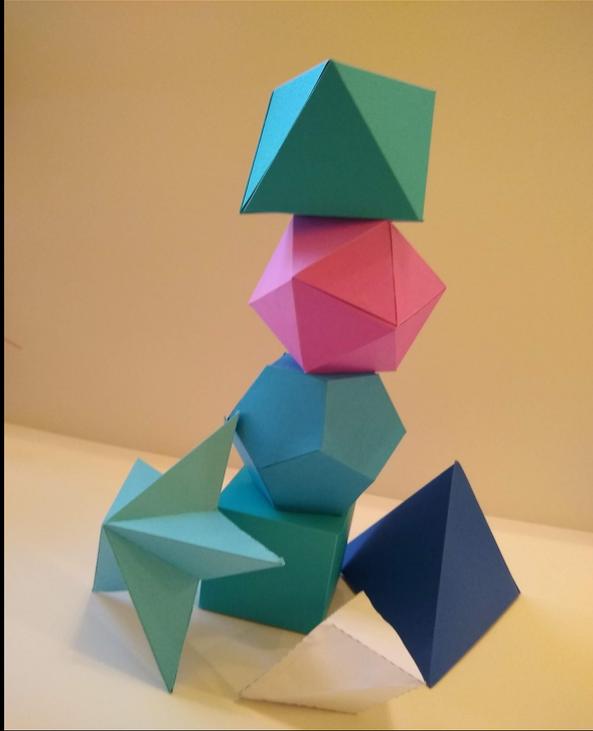
I modified the structure of an element by bending and scoring paper , creating illusions, new textures and empty spaces to and even adding structure to an object.

The position, the orientation, the shape and curve create the form. I implied the balance of an object or structure by providing symmetrical or asymmetrical compositions, using scale value, movement, contrast, and harmony to my design.

My knowledge expanded through the introduction of several process of cutting materials. From using a CNC robot, a water edge cutting sheet, laser cutting machine.

Building an object from a 2D surface drawing into a 3D model becomes challenging when it comes real life. I started to build shapes learning about templates and creating projects from them. From geometric shapes to organic ones.

Creating Space, Shape and Motion

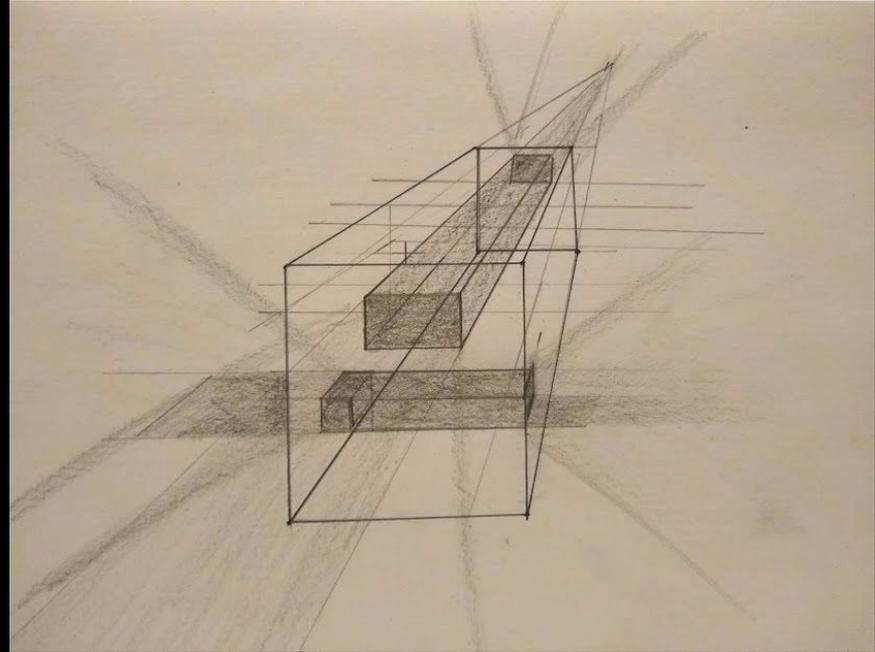
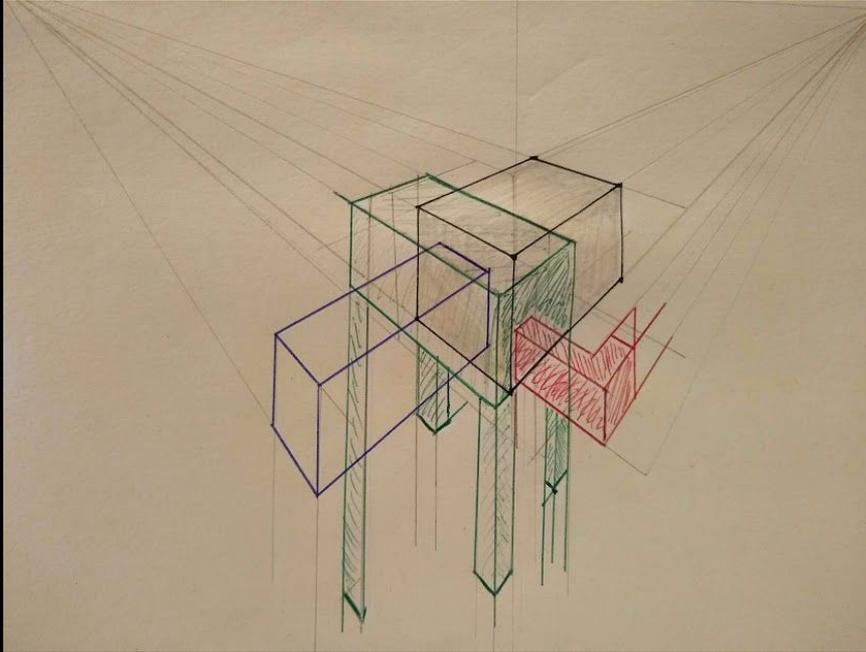


The shape of an object depends on many things, such as the contour and the scale. The perception of an object is given by its appearance; its texture, its volume and the context, if it is exposed.

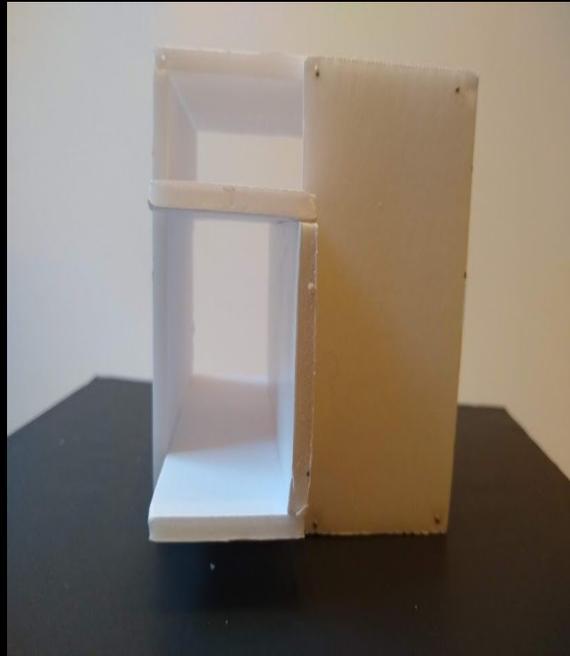
The value of an element is important. A high or low contrast, shadows and light are used to create an atmosphere.

By drawing a three dimensional object then building it into a three dimensional object like a cube and playing with different facets, exploring its different features from different angles was a great working progress to accomplish other class projects like a packaging for an object of your choice or redesigning a sneaker.

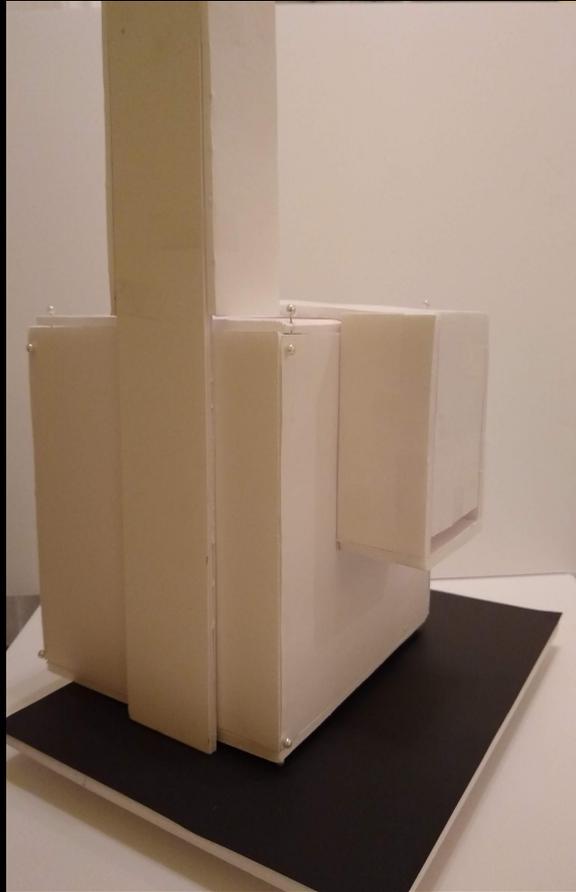
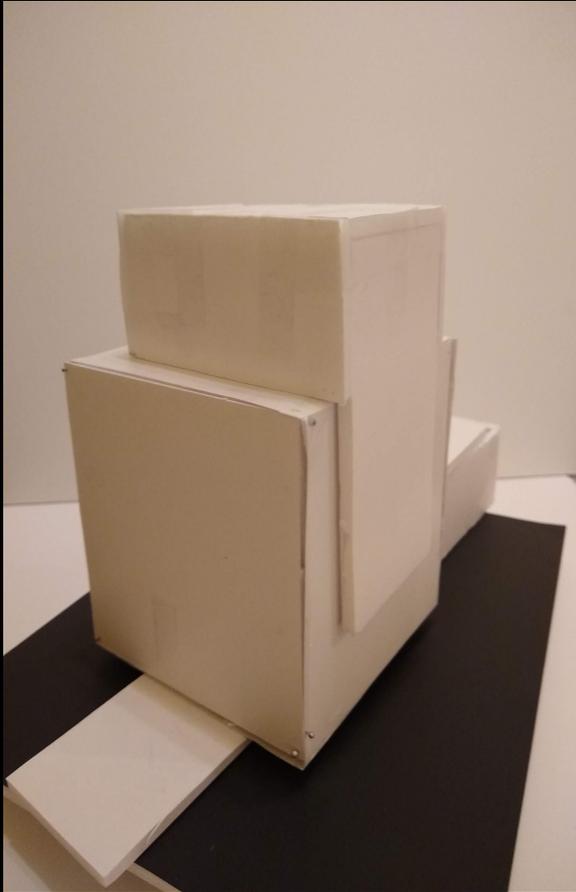
Sketches using Perspectives



Reductive Elements - Cube



Additive Elements - Cube



Designing an object was something new. When I created some sketches, then planning and measuring to create a template it did not always work. It is a learning process because it does not work the first time. It takes time, practice and patience are key with ambitions. It is often challenging. You failed then tried again.

This course led me to expand my knowledge to work with different programs. Handy work, dexterity work for manual labour, when you are building something but it is often needed and faster to work with programs like CAD, using Photoshop, Rhino, PhotoPea, Adobe Illustrator will save you time and will provide you a professional looking / quality work especially in Industrial Design, Graphic Design and Visual Art. It helps creating templates for your design. When you build in three dimensional scale these tools come in handy.

Building something from an idea and innovation is very inspirational. This is because you project your idea through your thoughts, emotions, values, beliefs, skills and knowledge. My favorite part of the elements of Design is color. During this course I evaluated the meaning of the elements of Design, from lines, shapes, forms, spaces, textures, values, and colors.

Designing your own aesthetic and putting color to an object expands its value. When you work with color and adding black and white (because some will argue that those are not colors,) you can make a tint or tone will. Color can excel the admiration of a design. It communicates emotions, it brings up the attention from the audience.

Experimenting with
Analogous Color.



Experimenting with Chromatic Reds



Sometimes, to captivate someone you have to be different. I worked and learned about different materials, as I stated earlier. My introduction to clay and plaster allowed me to discover new skills. Working with your hands is pleasant. I studied the both materials, the texture, the flexibility, the firmness. I made curves, straight lines, holes, space and shadows using my imagination and creativity. Clay is a fun to work and plaster is the next step up in sculpting. I had worked with bricks as a kid trying to sculpt something out of it. I realized that it takes more knowledges and practice to create a sculpture. I noticed that building a cube with foam core and playing with reductive elements helped me to sculpt when I worked with plaster. Of course it is a different material.

Materials used during this class guided me with my learning experience. I started with paper, construction paper. I studied the steps needed to accomplish a project or group project. I drew my ideas and put them into paper where I sketched, observed it from different angles, I drew it again with different perspectives, I researched my product, planned, questioned the pros and cons. I learned to organize my work using hierarchy. I created a three dimensional model from my drawings, working on a two dimensional project then making templates. I created a box for my packaging project for a pair of glasses or sunglasses. This first project was challenging because I did not know where to start. Then ideas and organization came into the right order. I used inspirational board as it is called moodboard. That encouraged me to design and innovate my object.

Plaster
Molding
In
Progress



Kiron Cancelier



Plaster

Texture
Practice



Clay

Texture
and
Forms
Practice

Designing from a sketch on paper and turning it into a three dimensional object was sometimes challenging. I began my project by drawing it in different perspectives. Then I built a three dimensional model using tracing paper and regular paper. The final templates were made with construction paper. I photographed my work and was able to progress from a different point of view when I observed the pictures. Then, I redesigned my object, repeated my steps making new templates after trying to build the object, in this case it was a box to hold a pair of sunglasses.

I learned to present and talk about my work, speech is not my highest skill and somehow managed to re-enforce it and became more confident with my work and have practiced explaining and presenting it.

I faced difficulties with illustrating and editing pictures at the beginning of this semester. I gained more confidence in this skill now after working with digital program.

The accomplishment of a project is rewarding because it builds my knowledge and skills. I worked with teammates for a class project for the re-design of a sneaker. I learned a lot working as a team, planning, organizing, drawing, building to create a team project and create a three dimensional shoe with our own aesthetic and inspiration. Leadership and collaboration were important.

I learned a lot during this course and I am still learning everyday. I compare the principles of Design with the principles of life or what it should be. The **B**alance is essential because it keeps you sturdy, like architecture uses for buildings. Well balanced elements show dynamism. **A**lignment brings a three dimensional object to life. We use graphic design to help us. Rectilinear elements show a path, movement and order. **E**mphasis projects your personality in a work environment. It provides some importance to details. **P**roportion is about scaling so you know where you are standing. What dimension you are creating. It helps us in life so we

do not get too greedy. Proportion is also, playing with color and light, and apply the proper distance like Brunelleschi used. **M**ovement gives us the ability to see the motion in space, I compare it to a dance choreography, it can be pleasant or unpleasant. In Visual Arts or Industrial Design it shows static or playful, it shows aesthetic. Repetition, **P**attern goes along with movement for a texture you create it on a two or three dimensional surface. It can be done by hand or using a digital program like CAD. Sometimes repetition gives good balance . With using the right tool you can create anything. **C**ontrast can be created with shading, complementary colors, textures and lines. **U**nity is last, it is very significant because it translates how one element or the elements are harmonious as one unit.

More class projects, designing a box (packaging project), to store a pair of sunglasses.

The other project was to design a sneaker, this work is still in progress.



First Template attempt



Kiron cancelier

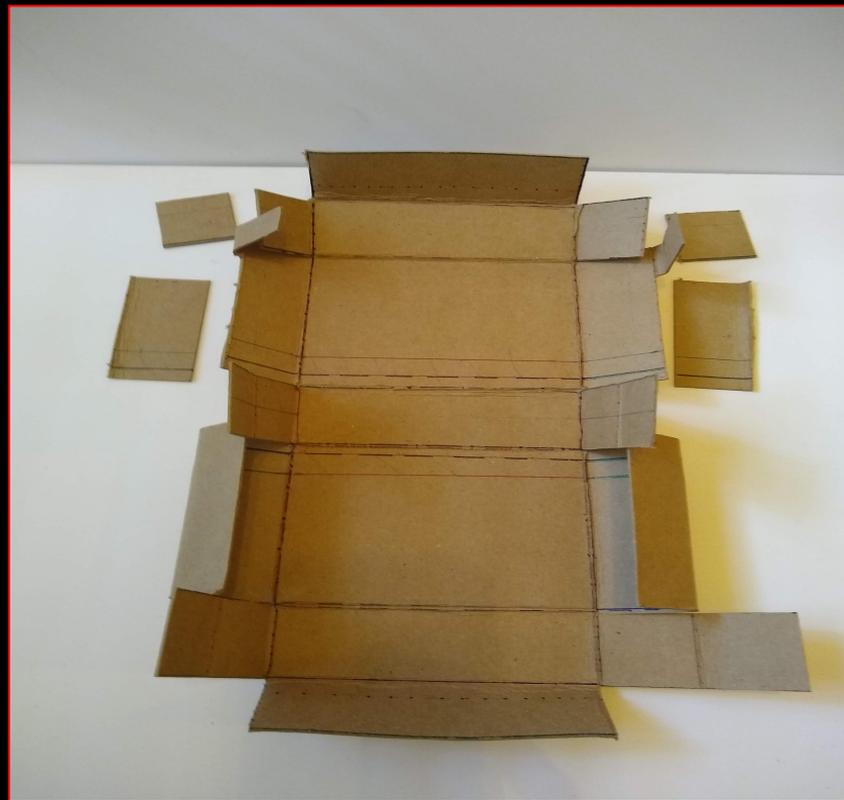
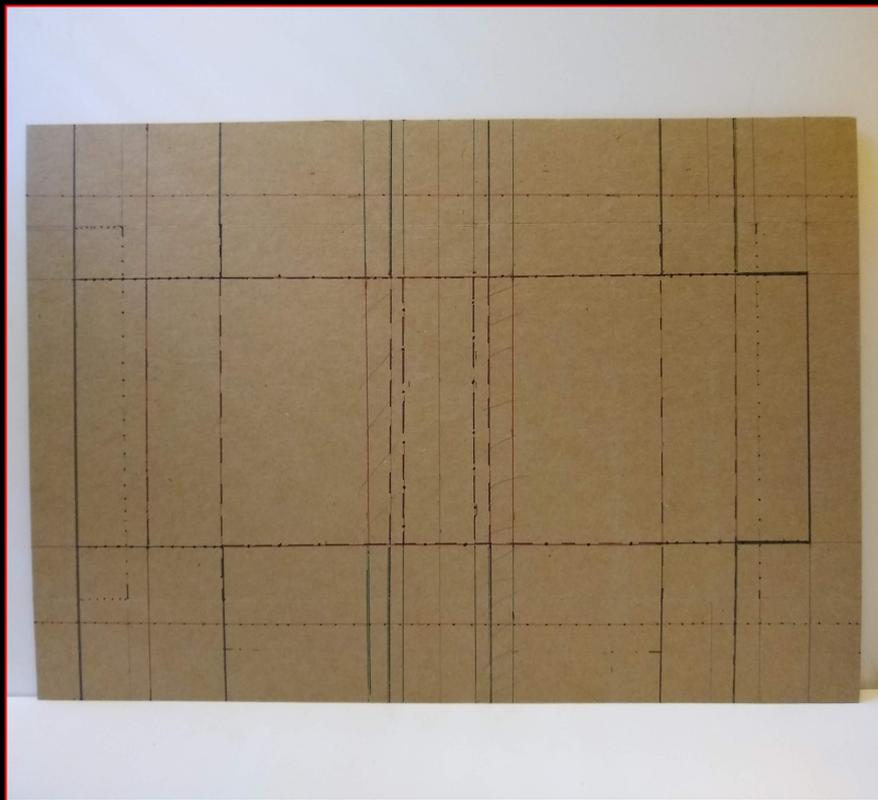


Second attempt

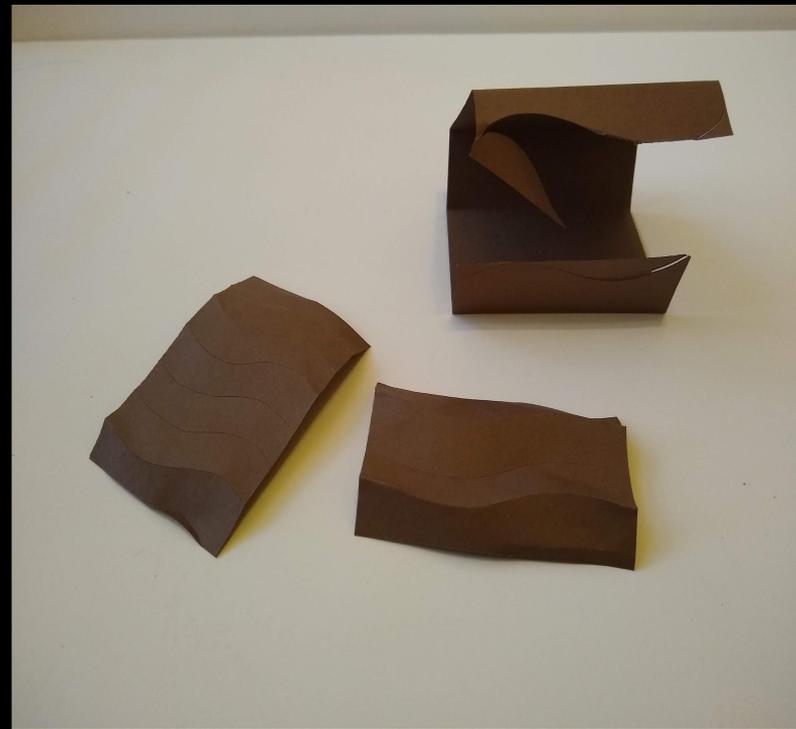


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Template and Scoring practice



Insert, inspired by the water
movement

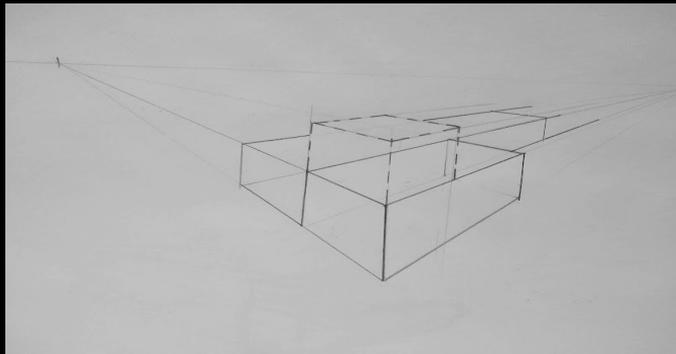


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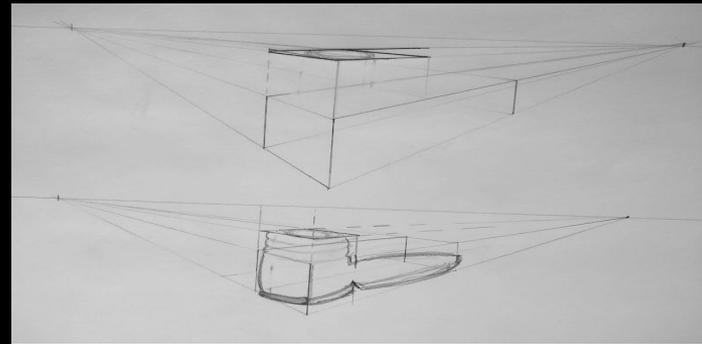
Final Product



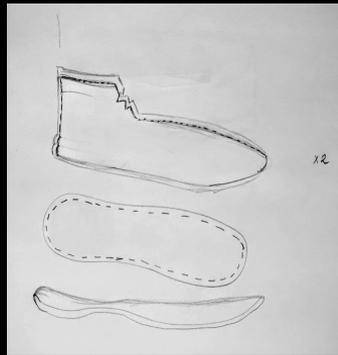
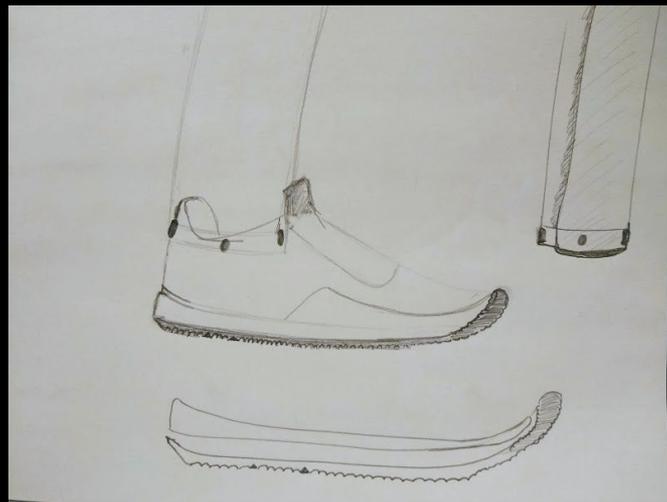
Kiron cancelier



Sneaker team project Design



In Progress



“Design is the silent ambassador of your brand” (*Paul Rand*).

It is with this words from Paul Rand that I describe my journey, whatever you create it is the reflection of your knowledge. I gained the ability to excel my skills and grew new ones. I innovated and planned with ambition, I carved and molded with passion, creating. I built new model from a two dimensional to a three dimensional object using the tools and experiences obtained.

This class guided me to the right path, opening up more some different senses of life like the Principles of Design. Learning, observing, practice, patience, ambition and positivity make a good team. It is a recipe I keep in mind when I work and I like to remind myself of the beauty of nature when I design something. It pleases my mind.

