

DV 2011

PATTERN ART DESIGN AND ARCHITECTURE

LEARNING OBJECTIVES

To explore potentials for pattern and ornamentation using digital image technologies and fabrication methods for art, design and architecture.

CONTENT

From fashion to product design, from interior design to architectural installation, animation and interactive arts, pattern will be explored together with its application in the artistic and commercial domain. The course will examine how the image combined with digital and traditional painted and drawn mediums affects the significance of the surface, structure and space. Non-traditional media will be examined such as; textiles, metals, plastics, laminates, 2D and 3D digital printmaking etc. Explored will be assortment of special commercial and custom-coated substrates as well as large scale rendering and digital pre-visualizations for art space installations.

LEARNING OUTCOME

To give students a broad, practice-based overview of the range of creative options within the field of installation based digital imaging and non-traditional fabrication methods

STUDENT ASSESSMENT

Continuous Assessment : 70%

Individual, group and team-based assignments
Visual Journal with record of: Mood board, Sketches+ Process, Color palette resource, Motifs not in repeat, 3 Final Panorama Collection, 10 Pattern repeats collection, Animation

Participation : 20%

Participation assessment components may include:
Attendance, contribution such as group discussions, presentations

Final Portfolio : 10%

Final Portfolio assessment components includes:
OSS Gallery featuring final works and Visual Journal Hard Copy and Soft Copy

TEXTBOOK & REFERENCES

Recommended Reading and Sites:

- "Repeat Patterns, A Manual for Designers, Artists and Architects" by Peter Phillips, Gillian Bunce Thames & Hudson
- "Traditional Methods of Pattern Designing: An introduction to the study of the decorative pattern" by Archibald Christie, Oxford
Available online: (<http://www.archive.org/stream/traditionalmetho00chririch#page/n365/mode/thumb>)
- "Design and Practice for Printed Textiles", by Andrea McNamara, Patrick Snelling, Oxford University Press
- "Cutting Edge Patterns and Textures", by Estel Vilaseca, (Book & CD Rom), Rockport Publishers
- "Patterns 2. Design, Art and Architecture", by Barbara Glasner, Birkhäuser Basel
- "Pattern Design: Applications and Variations", by Lou Andrea Savoie, Rockport Publishers

MATERIALS

Essential Materials to be purchased by student. For each project student will be notified about requirements

- Range of pencils
- Metal Ruler
- Craft knives (X_ACTO or pen knife)
- Scissors
- A4 Drawing Pad any type- any paper for sketching
- Range of any of drawing materials (inks, watercolor..etc)
- External Drive (16 GB)

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WEEKLY PLANNING

11 AUGUST / WEEK 1

Day-Time:
Thu 0430 -0730
Wk1-13
Venue: ART-01-02

In class: Examples of past student works (<http://cargocollective.com/patternartdesign>)

About Resources: OSS/Pinterest (Create Pin Board) Class Resources & Pattern Categories
Intro to Project City: transform city found objects, and/or data, into representational or abstract forms, designs and patterns (Some suggestions City Data, City Everyday, City Nature, City Rhythm and Sound)

Presentation: Creating Inspiration board by Elizabeth Olwen and Bonnie Christine (#12)

Homework: Create Inspirational Mood board

Collect inspiration from city and create digital inspiration/mood board for your theme
Come up with three themes ideas. It can be also one idea with three techniques or three different concepts.
Your theme can be identified by: inspirational artist, and/or style and techniques, items/objects you would like to draw (refer to Pinterest Pattern classification such as decorative, geometric, organic). Each theme has to have 1 color-full photo resources for color palette, 3-5 photographs you will use to draw from. Have a written word or phrase for mood board.

18 AUGUST / WEEK 2

In class: Student presentation on research and topic selection

Lecture: Illustrating Patterns: Creating Hand Drawn Wall Paper by Julia Rothman

Presentation: Sketching and Inspiration and working from sketching (#13-#20) by Bonnie Christine
On Illustration Essential Tools by Bonnie Christine: #6 Using the Blob Brush and Eraser
Creating Inspiring Repeats by Elizabeth Olwen

Homework: Draw motifs that would fit your theme. Document the process. They will have cohesive look or style, themes in drawing style, textures and techniques). Come to class with 10 -15 sketches. Try techniques and range of experimental materials. Bring sketch motifs and your doodles to class.

25 AUGUST / WEEK 3

Union Day/Academic Council
25-August-2016

In class: Review on motif sketches and rough designs, improving

Presentation: Building Patterns by Bonnie Christine: #21- #26

Digitizing, Designing the Pattern Block: The Center, The edges of repeat, Designing the Pattern Block for the final Pattern by Elizabeth Olwen

Homework: Continue digitizing your work: scan or take photos of your drawings and bring them into InkPad App. Draw and retrace your designs into vector while capturing the essence. Bring to Illustrator or Photoshop. Try to keep items in layers. Colorize: bring all motifs together into cohesive pallet -general color. Keep working on developing pattern by clustering and combining single motifs.

1 SEPTEMBER / WEEK 4

In class: Peer review on motif samples as a repeat pattern and free composition.

Presentation: Coloring the Pattern (6-8 colors)

Developing color palette from resource

Homework: Finishing motifs and working on rough layout for the art banner 3860 by 480 pixels at 300 dpi
Bring your motifs in layers to class

08 SEPTEMBER / WEEK 5

Guest Presentation: Intro to Pattern for Animation (Animating layers using AfterEffects)

Homework: Working on layout for the final panorama collection

15 SEPTEMBER / WEEK 6

In Class: Peer assessment on completed Motif Samples, Repeat Pattern

Developing compositions for 3860 x 480 panorama. Working on layout for the final panorama collection for Media Wall

Homework: Working on Completing the banner layout

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WEEKLY PLANNING

22 SEPTEMBER / WEEK 7

In Class: Submission of Panorama Layout 3860 by 480 pixels at 300 dpi

Submission of: Mood board, Sketches+ Process, Color palette resource, Motifs not in repeat, Panorama Full Pattern Collection: Hero Print, Secondary prints, Blend prints

Homework: Work on Upload on OSS Soft Copy of all the items by week 826 SEPTEMBER
- 01 OCTOBER 16**RECESS WEEK** NO CLASS**Upload on OSS: Mood board, Sketches, Process, Motifs, Repeat Pattern, Final Panorama Collection**

06 OCTOBER / WEEK 8

In Class: Visit to the media Wall and testing stillsPlanning experiential time based media pattern variations to generate a dynamic surface. Pre visualize the pattern in media wall
Overview of the Media Wall

13 OCTOBER / WEEK 9

In Class: Media Wall Facade- making of the media wall

Tutorial on Animation of Final Collection

Homework: Work on layout and format for architectural site virtual proposal

20 OCTOBER / WEEK 10

In Class: Working on Animation

27 OCTOBER / WEEK 11

In Class: Final Media Wall Concept completions work/content, layout and format

03 NOVEMBER / WEEK 12

In Class: Testing Installation at the Media Wall

10 NOVEMBER / WEEK 13

In Class: Final Installation at the Media Wall**Visual Journal Soft copy and Hard Copy**

17 NOVEMBER / WEEK 14

OSS Gallery Submissions + CD/DVD drop off**Mood board, Sketches and Process, Motifs, Repeat Pattern, Final Collection, Final Panorama composition, Final Animation, documentation of the media wall**

*The deadline for submission of the final marks/grades for Semester One (1) of AY 2016-17, is expected to be on
(21 November to 25 November 2016).

The Grade Review Meetings are expected to take place between (28 November 2016).

In accordance to the progress of each class, the outline is subject to change.
The professor reserves right to make amendments.