DN1003
3D Foundation I

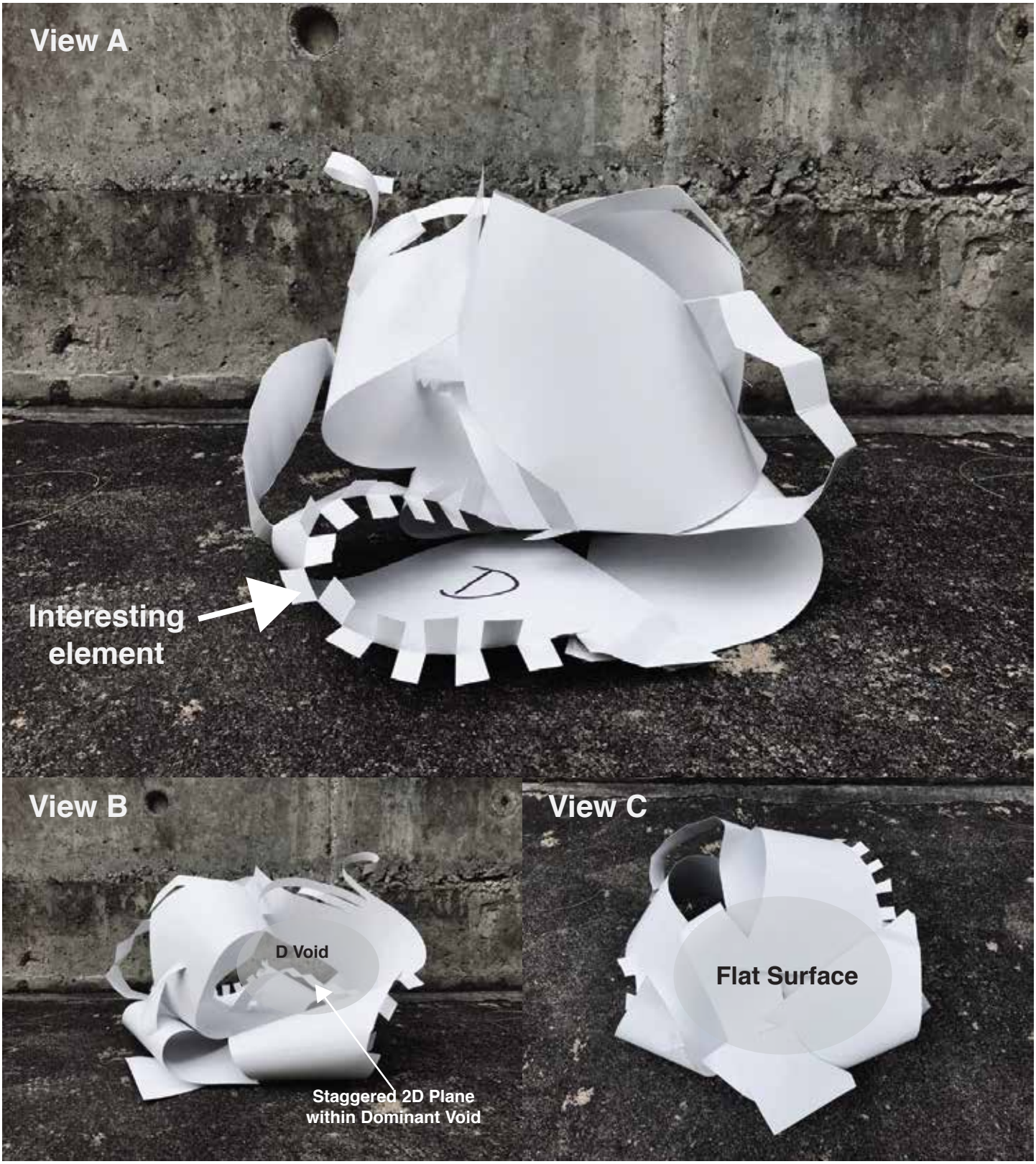
G07

Planar Construction

Group Assignment

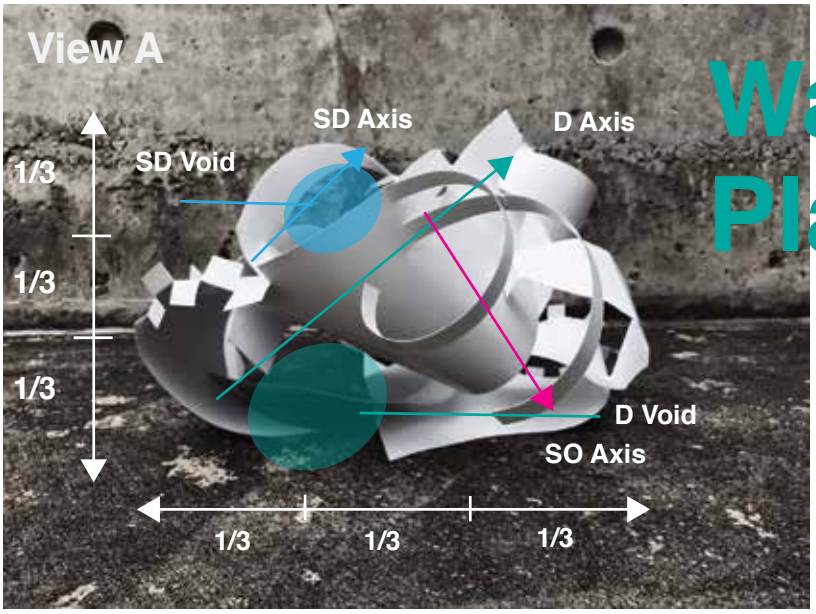
CHUA JIA JUN GERALD
SYIVESTER TAN
WONG KING LAM

Initial A2 Planar Model



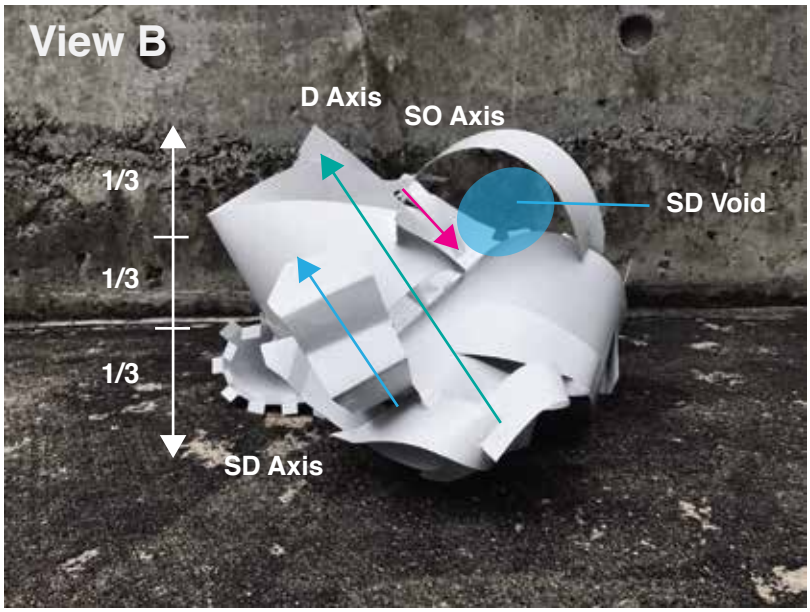
Based on the A2 sketch model we got, we tried to improve and/or re-interpret the elements we liked. We all agreed that the teeth-like element in view A was the essense of the model. However, it was too deliberately created and it did not look aesthetically pleasing. In view B, we all agreed that the staggered 2D plane sitting in the Dominant void was interesting. Lastly, the model has a flat surface in view C which we wanted to improve on. With all these elements/Improvement in mind, we came out with our own 3D sketch models to reinterpret the A2 Planar.

Gerald's Model

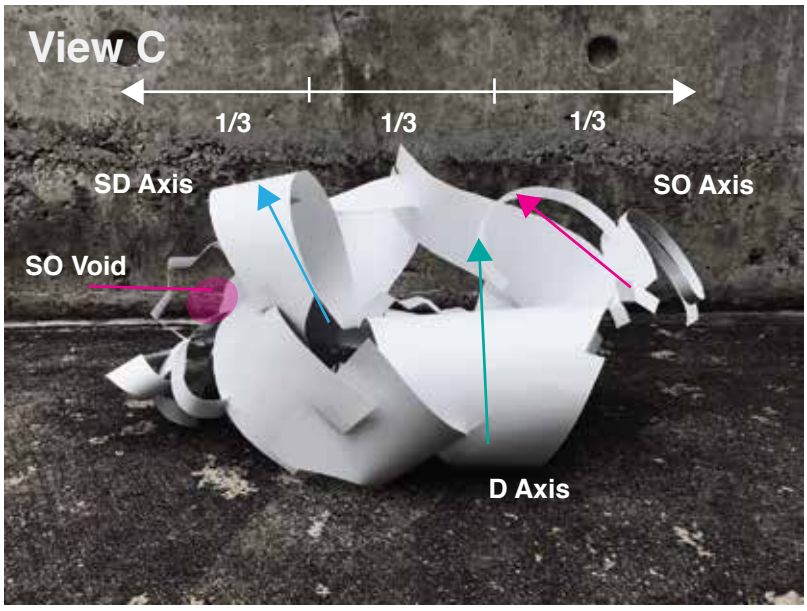


Waterpark Playground

The model does not have a fixed axis. The planes are twisted to allow dynamism. The different elements make the model more interesting. The activity generally concentrates around the middle of the model.

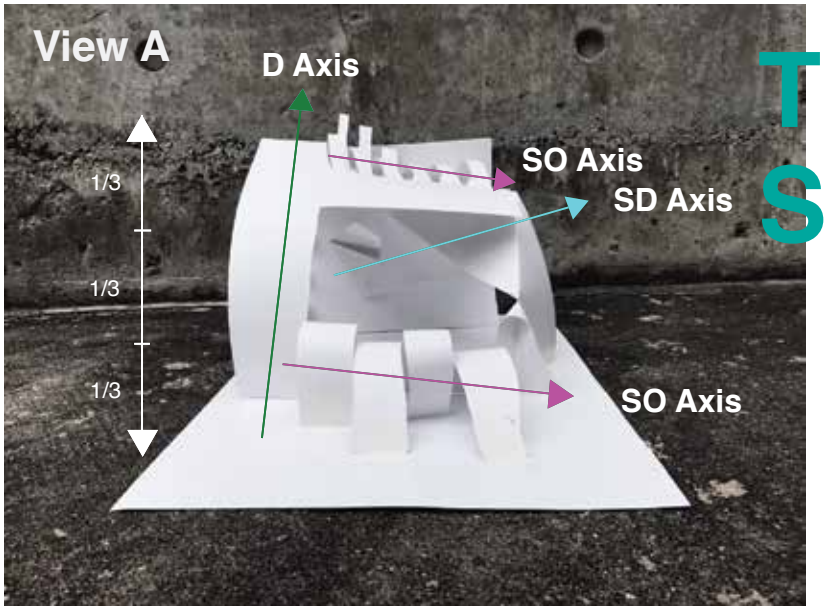


The model creates different voids. However, there are many voids and are almost similar in size. Thus the D void and the SD void need to make a larger difference.



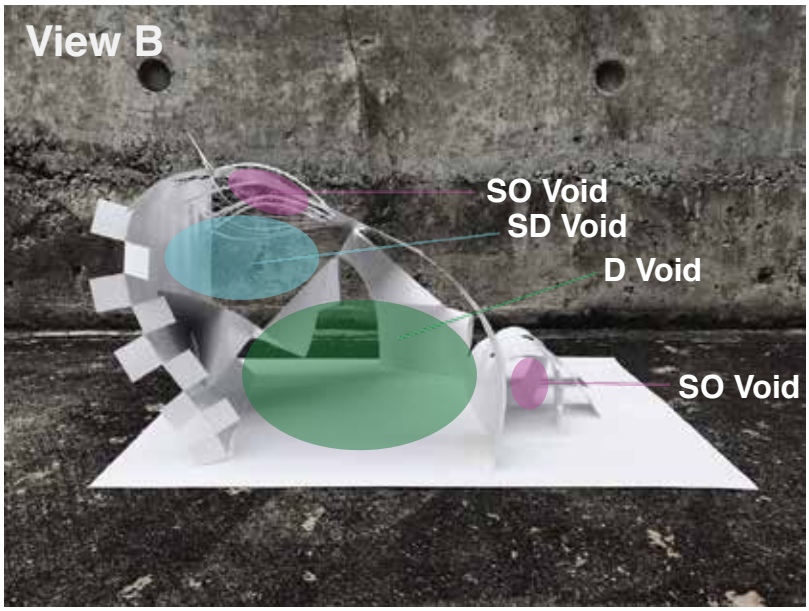
Overall, there are too many D and SD planes. This makes the model confusing and difficult to differentiate the different nature of planes. Thus, the model should be simplified to allow others to identify

King's Model

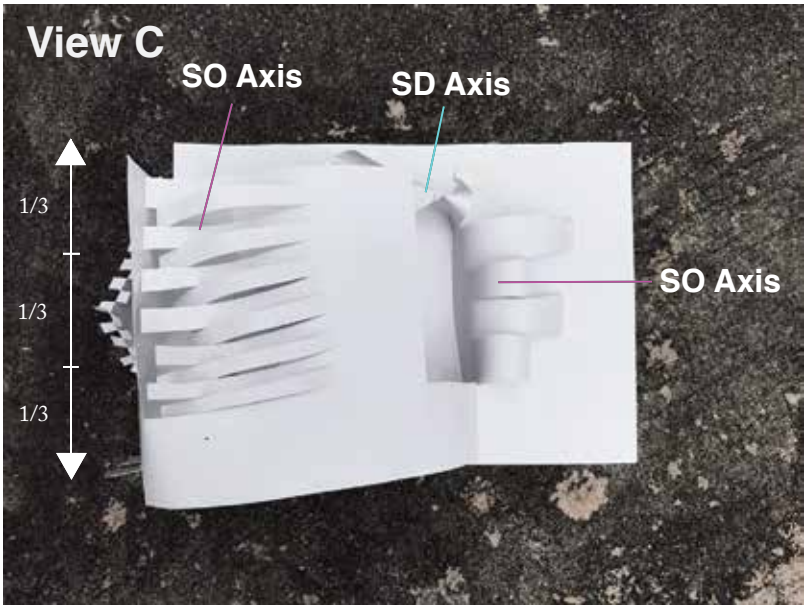


The Wave Shelter

This model's axis achieve the goal of pointing towards different directions, although the SO and SD axis could be changed more to add dynamism to the model. The SD could protrude out from the further and at a bigger angle. The SO's are too large and from this angle may confuse the viewer. It would be best to reduce their size.

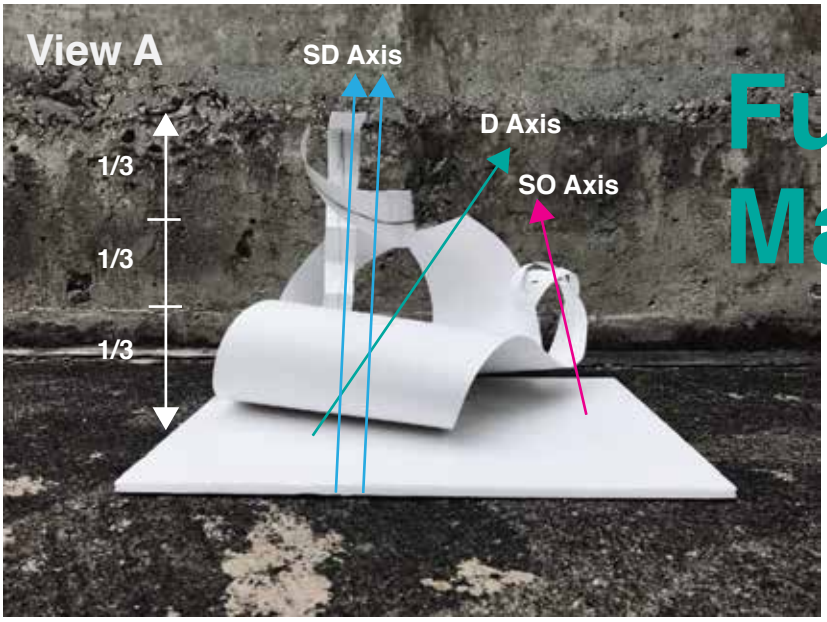


Different sizes in voids creates a better model overall. However, their proximity to one another, especially the SD void and the above SO void may cause a viewer to combine them. Twisting the above SO void to a higher angle to seperate it from the SD void would fix this.



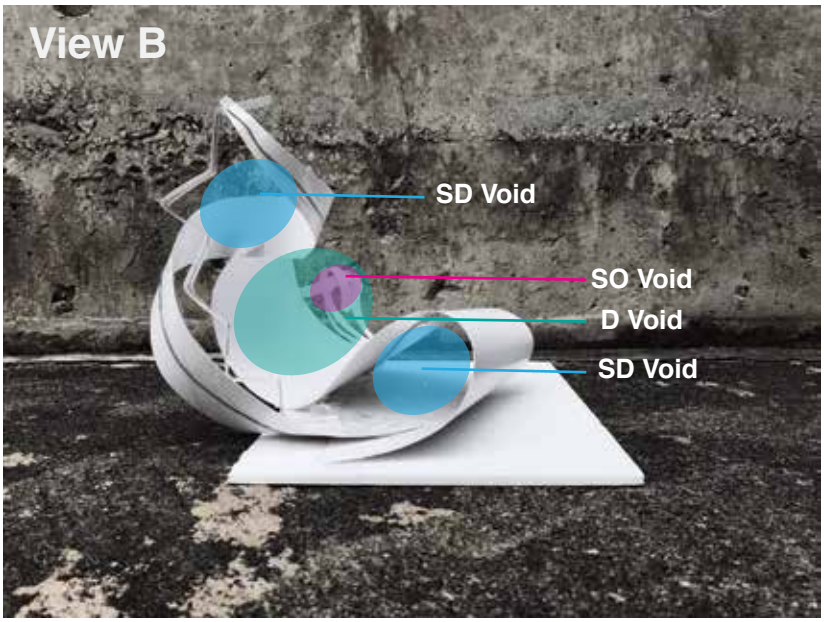
D plane and SO planes are clearly defined, although the same issue arises that SO is too big and conflicts with the hidden SD. This can be corrected by shifting the SD out further and reducing the size of the SO's.

Syl's Model

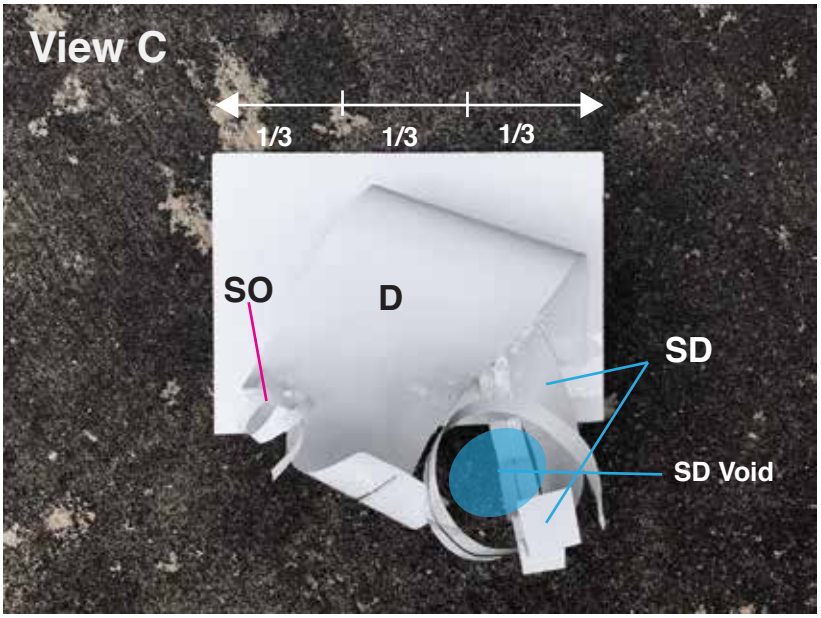


Futuristic Massage Chair

The axis generally flows in different direction and spaced out. It gives more dynamic to the model. The activity space is concentrate on bottom 2/3 of the height of the overall model. It will be ideal to increase the height of SDs, so that the 1/3 negative space is more distinct.

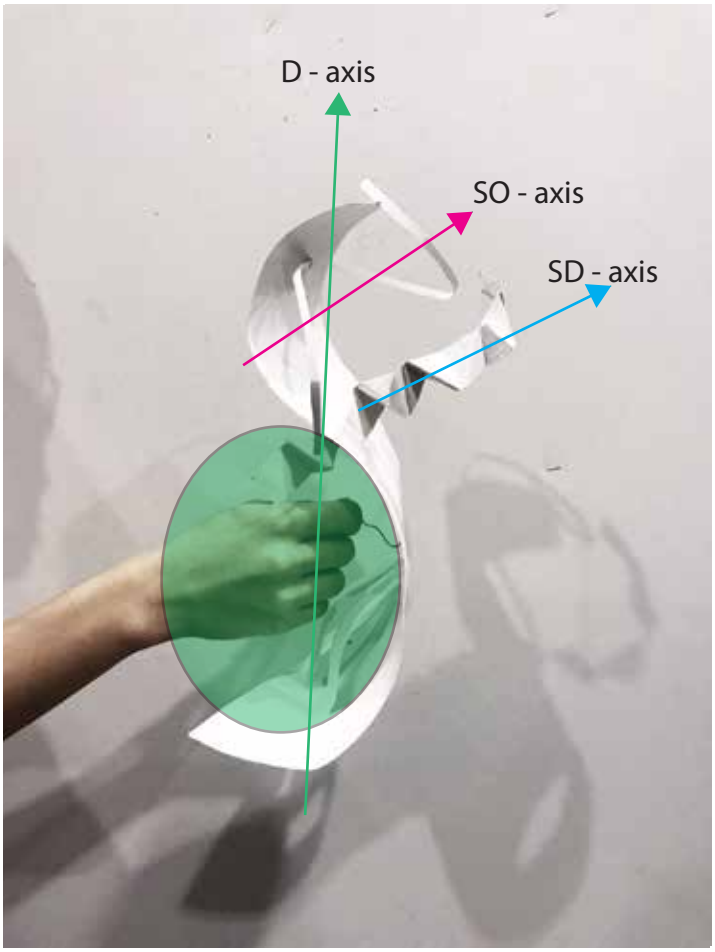


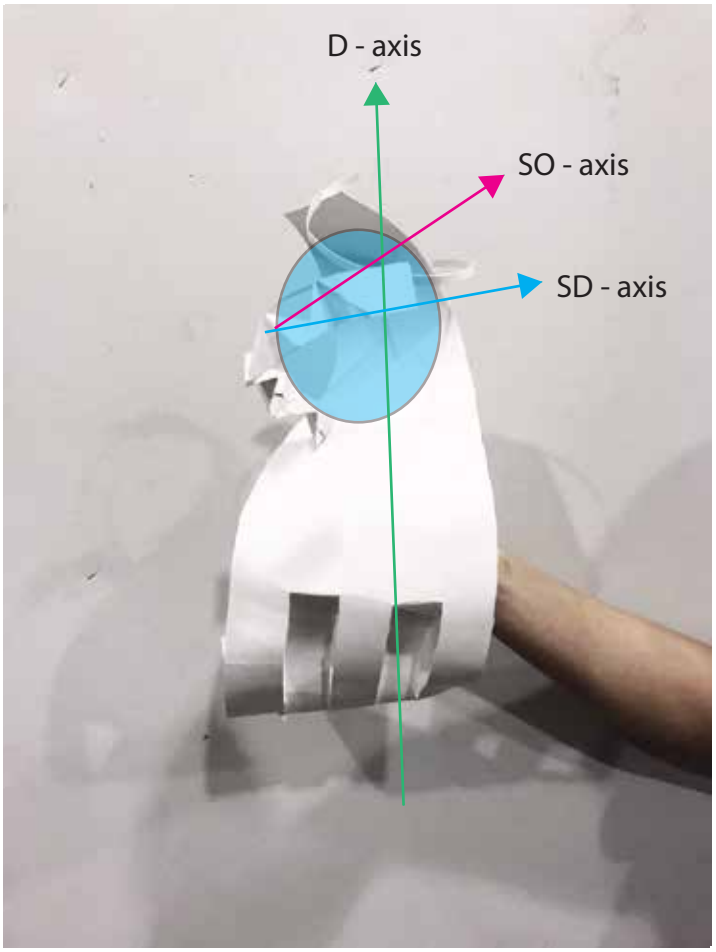
This composition creates D, SD, and SO Voids. However, D and SO voids are too similar in size. SO Void can be reduced to make D void more distinct.

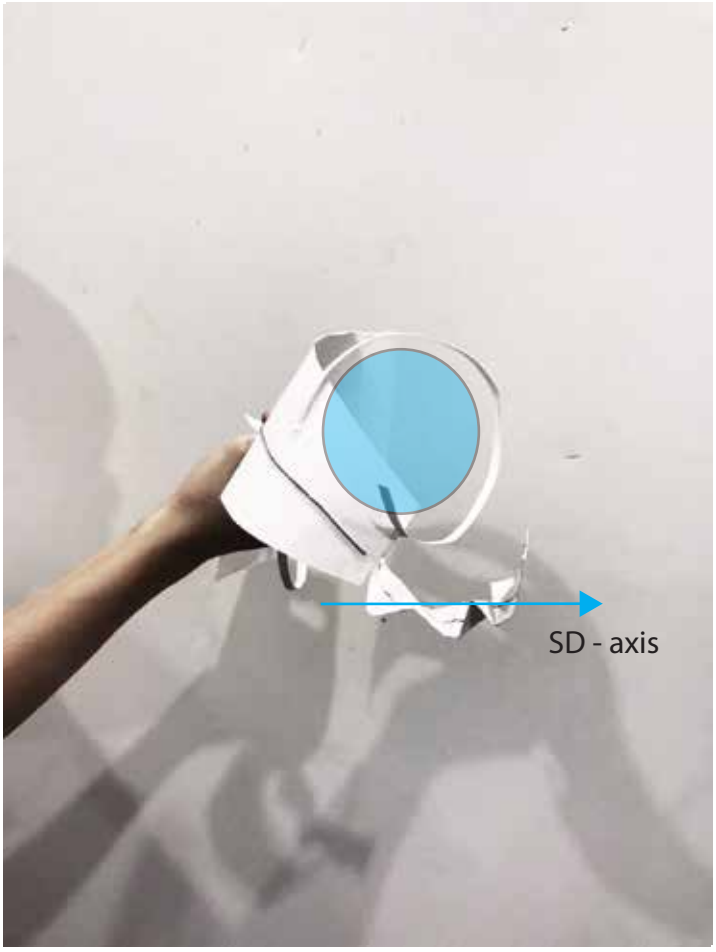


D, SD and SO planes are clearly defined. however, the 1/3 activity space is unclear because the SO is on the left 1/3 while the SDs are concentrated on the right 1/3. SO can be moved to the SD void as shown to create interesting composition at the same time.

Final 3D Sketch Model







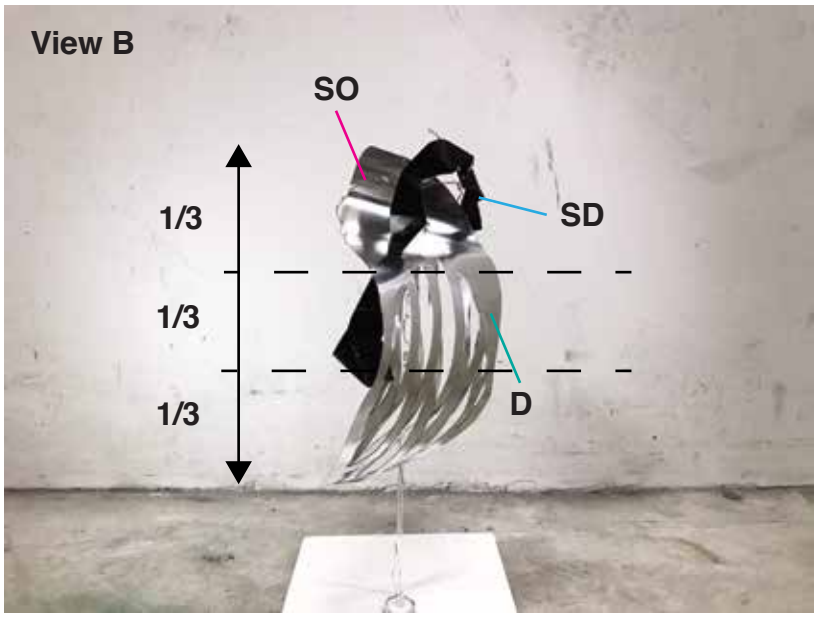
A combination of King's and Syl's Model.SD plane should be made longer, so that SO plane is more distinct. SO void is missing. SO plane can be curved more to create a SO void. D plane has additional curves that can serve as a SO plane. Either one would be viable. D plane not smooth enough. Can be made bigger and bent with a more pronounced curve to create a move obvious D void. However, care must be taken to avoid create a flat base.

Final Model

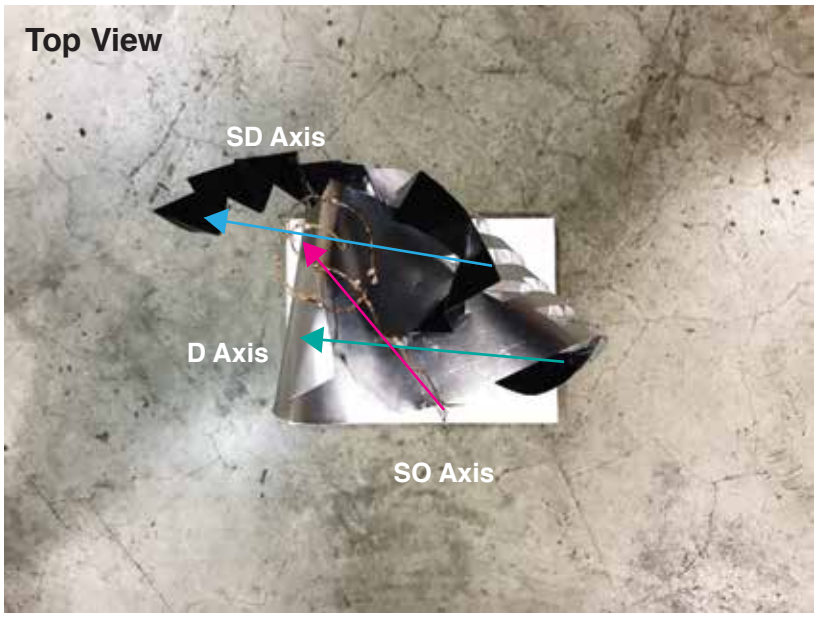
we have re-created our 3D sketch model by using a mixture of different texture and materials. We applied metal sheet to the Dominant so that when SO is lighted up. it reflects the light to create a very futuristic look. As both D and SO are now grabbing attention, We tried to keep SD as subtle as possible so as to create visual balance.

2D Sketch Analysis of Final Model

Voids are well balanced in the model. The D void encompasses a large area while adhering to the curvature of the model, this is aesthetically pleasing. Placed above is the SD void, which is surrounded by the D, SD and SO. This smaller void gives more form to its surrounding planar shapes. The SD voids emerge from the D and add variety to the model, creating an interesting texture and shape.



In View B, The activity space is placed at the top 1/3 of the height of the model with SO and SD piercing and wedging throught D. hence, giving 2/3 negative space at the bottom to give a more dynamic look.



The Dominant metal sheet curves in a ‘S’ shape and is twisted in its axis. The Sub-Dominant piece is a broken plane pierced through the Dominant piece and is spiraled upwards. We used small LED lights for the Subordinate piece. which is pierced through the Dominant piece and move towards the top in a helix manner. The choice of materials used is to intentionally show contrast with the compositions of the model; ‘rigid and solid’ with ‘dynamism and life’.

Application 1

Multi-Tool Spatula

Application 2

Futuristic Wind Vine

Converts wind energy into electrical energy for the home. The black strip monitors temperature and humidity to predict the weather for its owners.

Application 3

Reflective Laserlight Sculpture