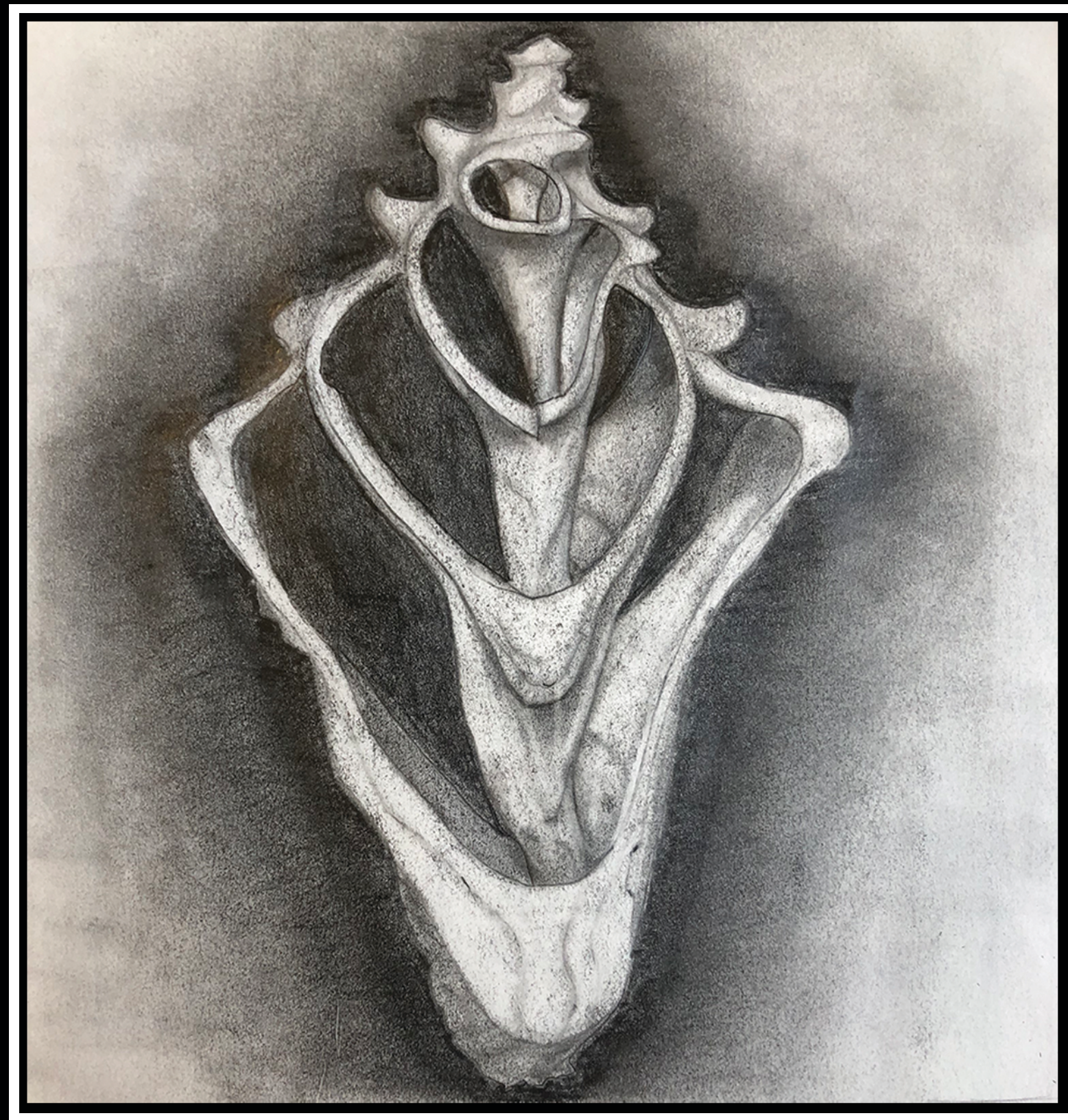


PROJECT'S CONCEPT

Everything in our built environment is based off of our natural environment. Since the beginning of time, all structures have been created by natural materials. Everything comes from some type of natural form. Humans design structures, and the majority of everything else, based on our surroundings. Thus, to give us the feeling that we are physically a part of our planet. Natural forms can be seen everywhere and it is important to study the inspirations of all designs.



PHASE ONE



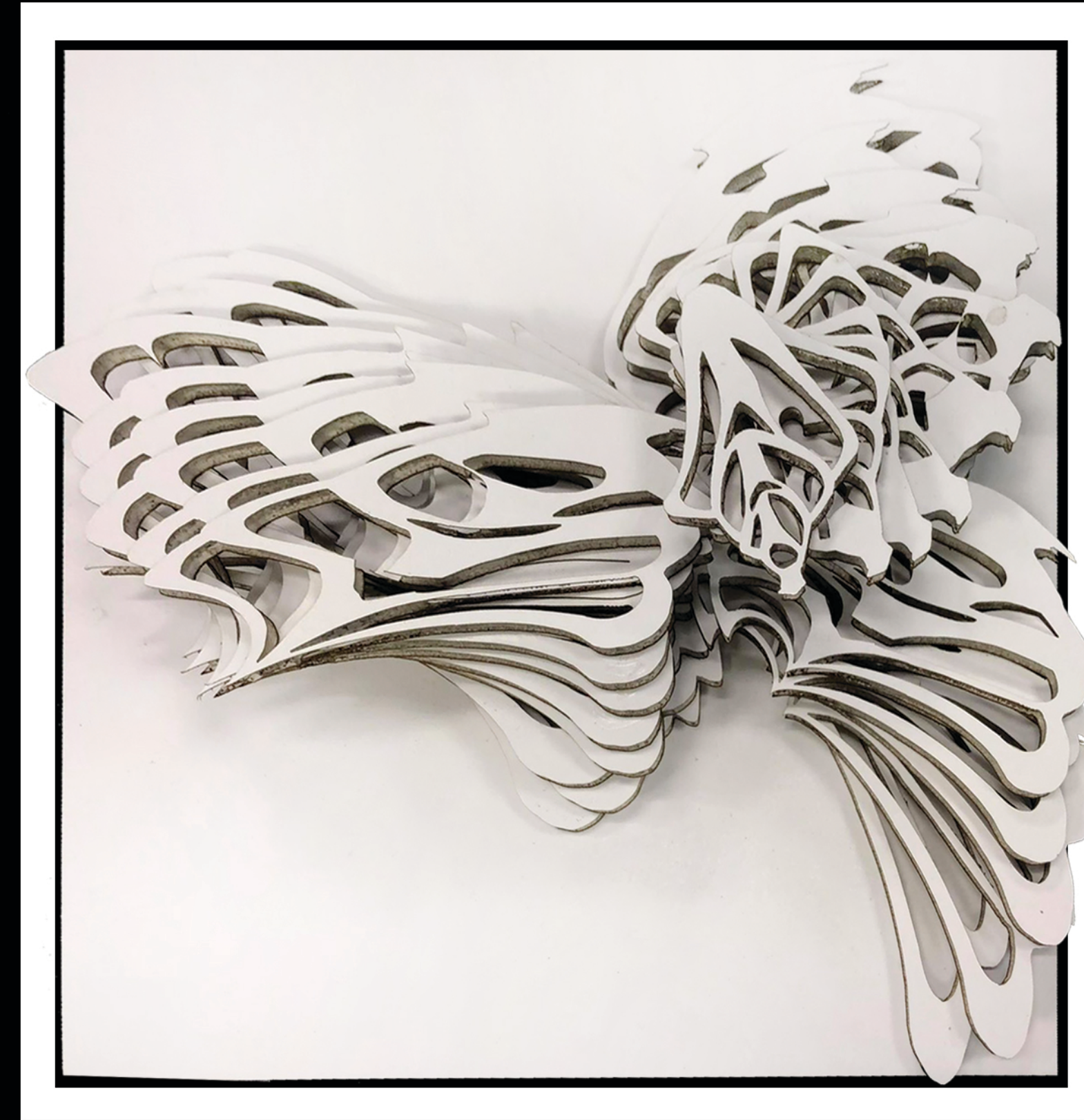
Drawings and sketches, as well as paintings, are some of the first forms of art and design. Sketching ideas are the easiest way to translate thoughts into a physical visual. Drawing is the beginning to any idea in the design world. Becoming a good sketcher is important when becoming a designer. The sketch for my natural form was the beginning of my entire project. An idea became another idea, which became another idea, and then became my drawing of a conch shell. I was inspired by the images that Professor May Ali showed us on the very first day of class. I was attracted to this idea because i knew the final outcome of the project would look outstanding based off this natural form.

DESIGN AND DEFORMATION PROCESS

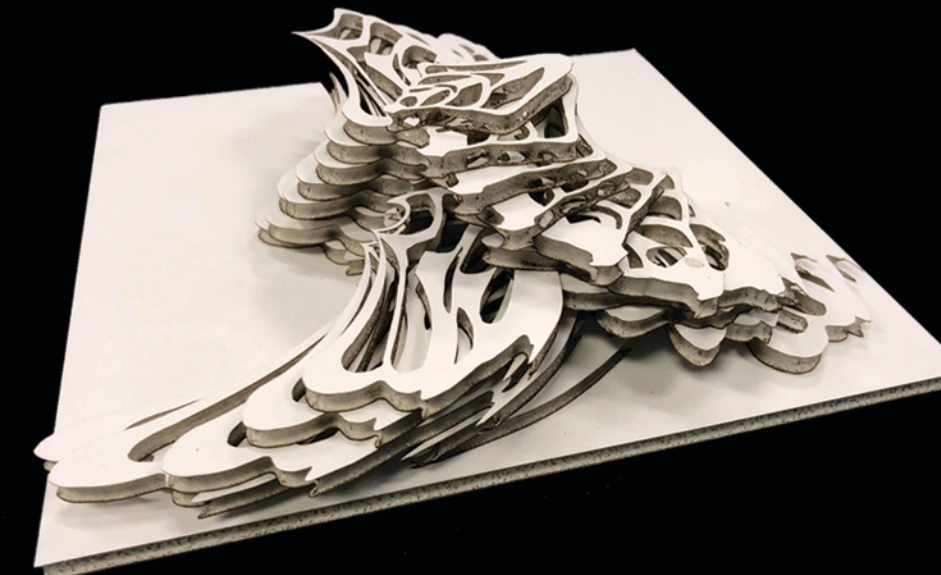
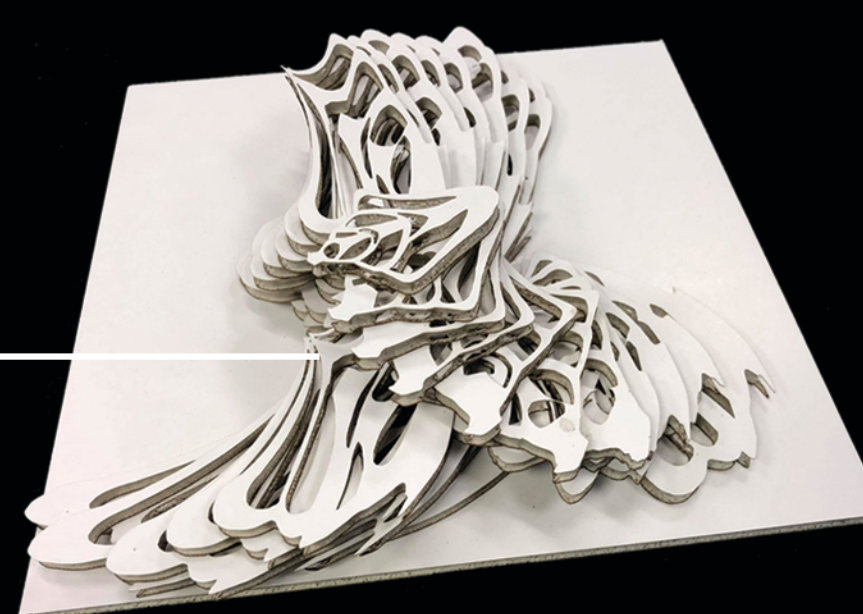


The final composition is comprised of many transformations of my original abstract, from my original drawing. The forms above are some, not all, of the transformations used in my final composition.

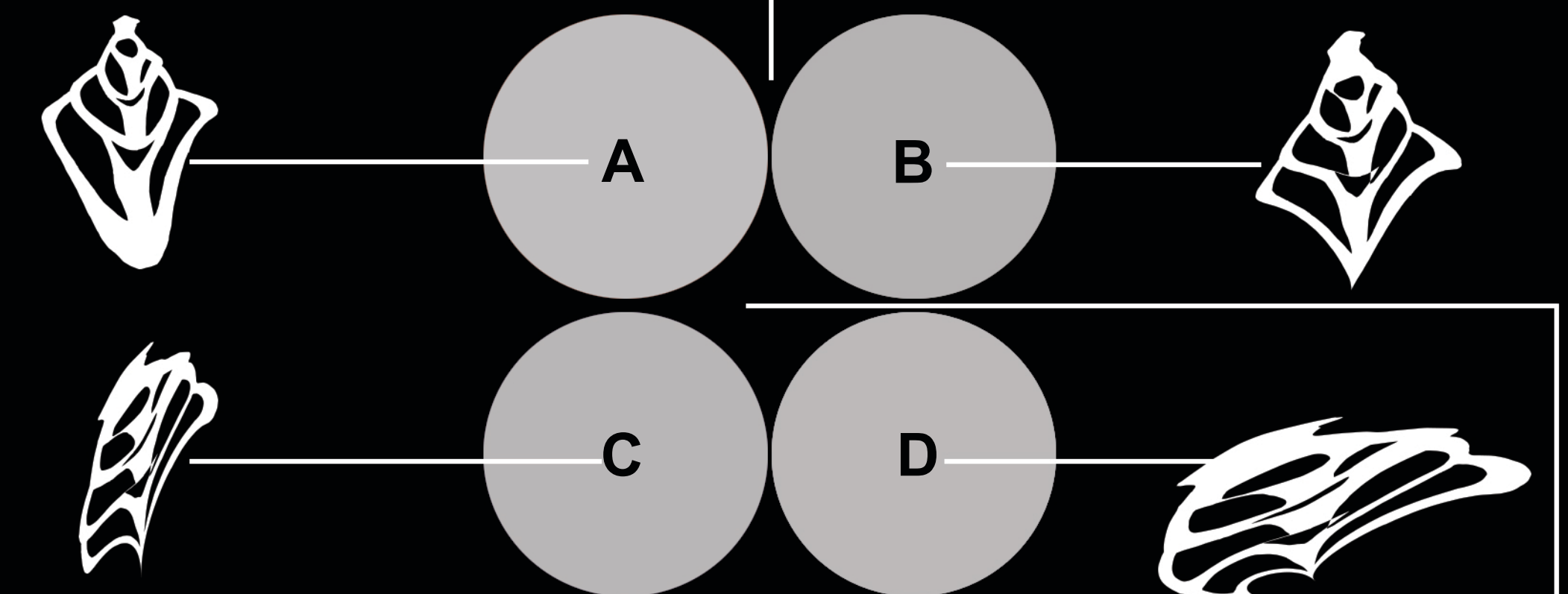
PHASE TWO



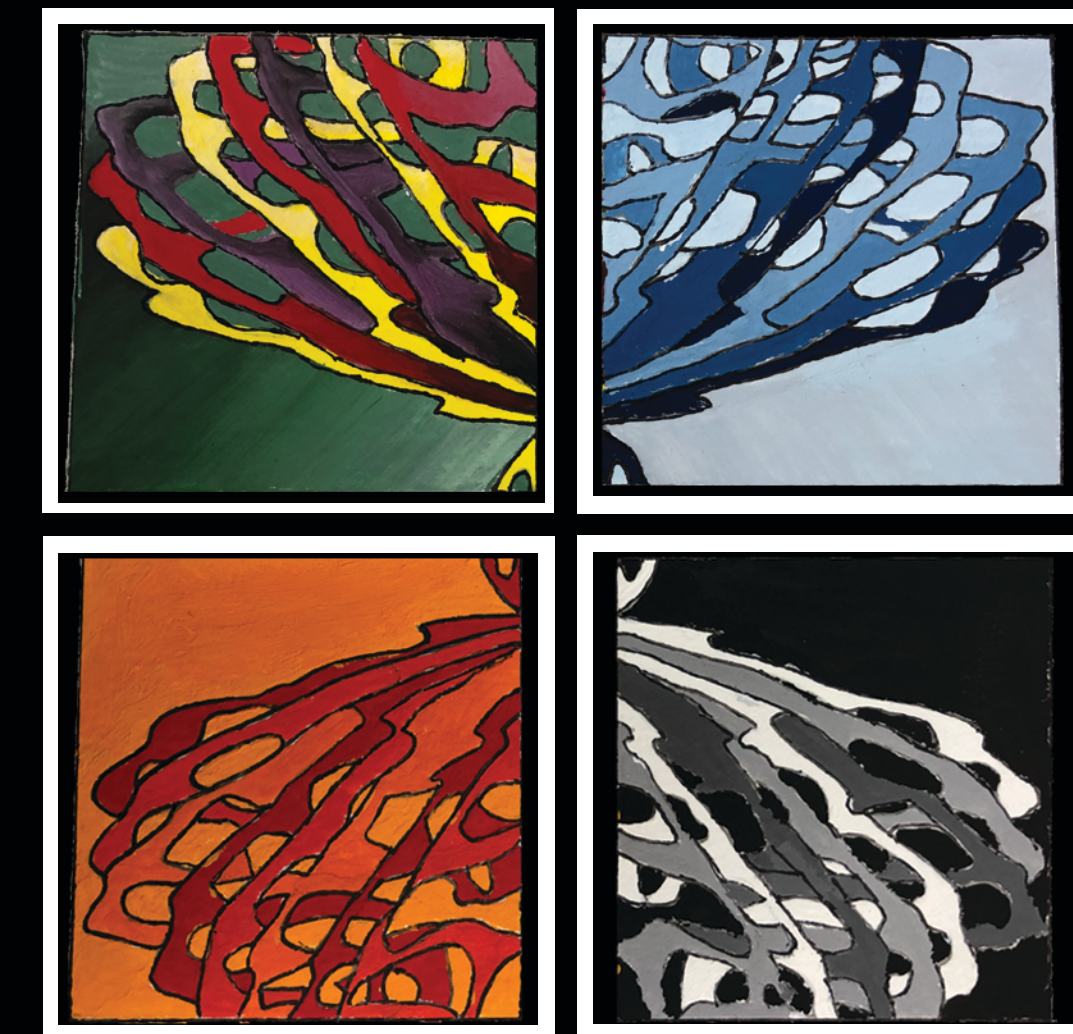
After coming up with several ideas for prototypes, there is a final prototype that is chosen to be used as the final piece. The prototype is 9" x 9". Prototypes help us, as designers, to 'practice' our design. Building many small prototypes can be beneficial to come to a conclusion on a final design or to see what a design looks like physically. For my prototype, I came up with several layouts but decided this composition looked best.



After the original drawing was finished, I created an abstract. With the help of Professor May Ali, we decided that using my entire drawing would be ideal to use as my abstract form. The entire natural form would best represent my drawing in the composition, as well as create a very dynamic prototype. As shown above, the transformations make up my final composition.



TRANSITION SERIES



Colour theory is very important in design. Different colours make people feel differently, no matter what it is. After creating the final composition, I created a new abstract of the composition which was 3" x 3". Taking that abstract, I then painted it based on different colour schemes. A(n) complementary, monochromatic, analagous, and greyscale. These were created on the basis and idea of being a tile

PHASE THREE

PATTERN DEVELOPMENT



COMPLEMENTARY



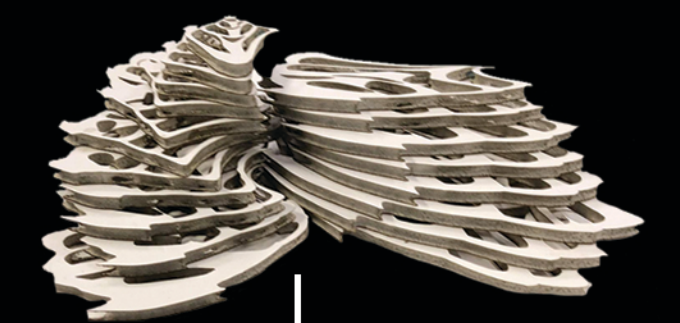
ANALAGOUS



MONOCHROMATIC

Colour is one of the most important features in design. As stated above, it gives a feeling for something that may be different for everyone. This portion of the project was to create different patterns using our painted 'tiles'. For the complementary the pattern was created by repeating the square horizontally and then rotating the square 180 degrees and placing them above. For the analagous pattern the pattern was created by placing a square and then rotating the next 180 degrees, and then rotated again. It was repeated again and is the exact same layout vertically. For the monochromatic pattern, the square is repetaed horizontally and then the exact same way above. These patterns are different and I feel like they show a good variation in style.

SERIES 1



SERIES 2

