

27 Current Designers: Phillipe Starck

Friday, April 12, 2019 4:54 PM

Today:

Sketching: glass

Overview of some current designers

Graduating Seniors: please donate your clicker to me when you are done with it.

Blog posts:

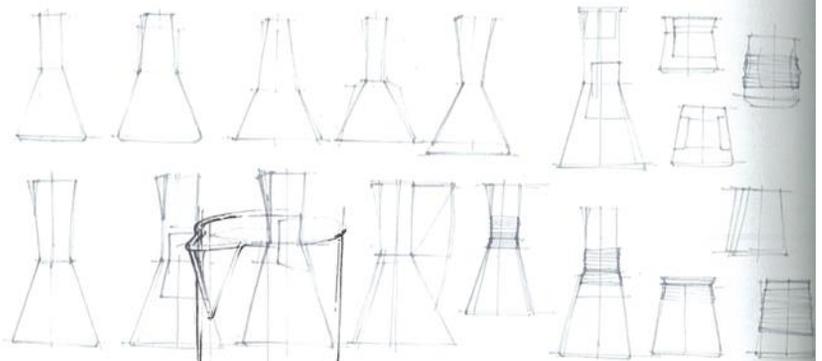
- **April 24 Final Project Report I:** What and How. Overall description and photos, then details of what you have made: CAD drawings, fabrication description, costs vs budget, etc.
- **May 1 Final Project Report II:** Why and What Next? Reflection on the semester. Compare your original project intent to what you ended up with. How was your aesthetic incorporated into your design? What did you learn from your project, and from the class? What will you do next with the project? What do you wish you had done differently?
- Don't forget to do your two in-depth **critiques** of each of these posts due Monday May 6 midnight, PLUS plan to do quick in-class critiques during presentations
- Yes, you must plan to **video** and post your class presentation to your Final Project Report I post. Post-editing is welcome.
- **'Summing Up 2019' post**, due Monday May 6 midnight. Give a summary of your work for the semester, and provide links to all of your previous posts. This is the link/post to put in your resume and on your website, so show off what you've done!
- Schedule a **photo shoot** (15 minutes) with me to get good images of you and your artifact for the Summing Up post. I'll upload them to the Media Library for you to select from.
- **Final revisions** due Weds May 8. You are welcome to update any posts from the semester, and submit any missed critiques/comments. Abby will do a final sweep for grades after this.

5.5.2 Transparency

Glass has several handy and distinguishing characteristics one can use to express it in a drawing. First of all, it is obviously transparent. In a drawing, this simply means that it is handy to draw something 'behind' it to show this transparency. In the step-by-step example, cast shadow is chosen for this reason. A rounded object such as a glass will also distort what is seen through it. This is called refraction.

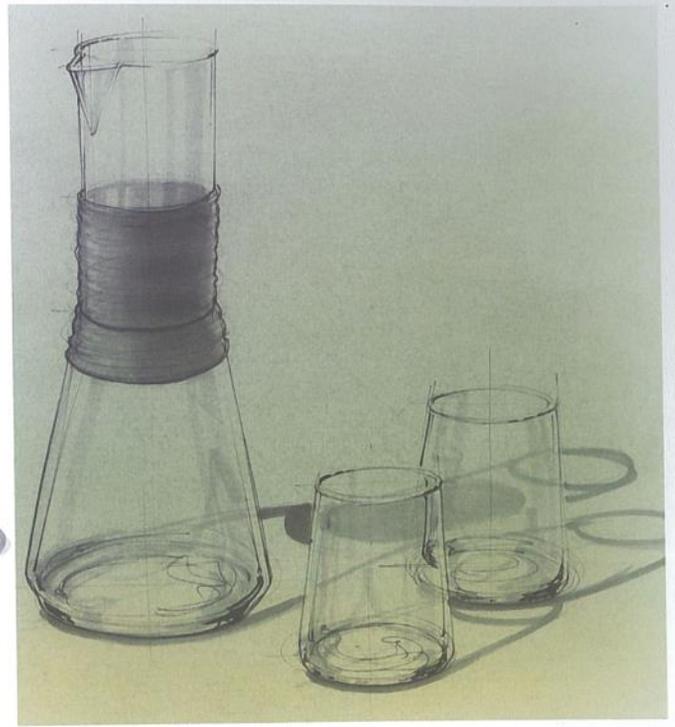
Another characteristic of glass is the compressed reflection seen in the material. You will find these reflections mostly where the material is thick. They appear mainly as black and whites.

Glass is also very shiny, which means using bright highlights in the drawing. These highlights can hardly be seen on a white background, as in the pictures. In a drawing it is effective to choose a darker background. Here it is done using pastel chalk.



First, a line drawing is made with black fineliner. It is possible to sketch very loosely, especially in positioning the base ellipses. Notice the number of lines used and their visibility in the end result.

The same fineliner is used to darken some contour lines, to express material thickness and to draw the black reflections in thicker glass areas.



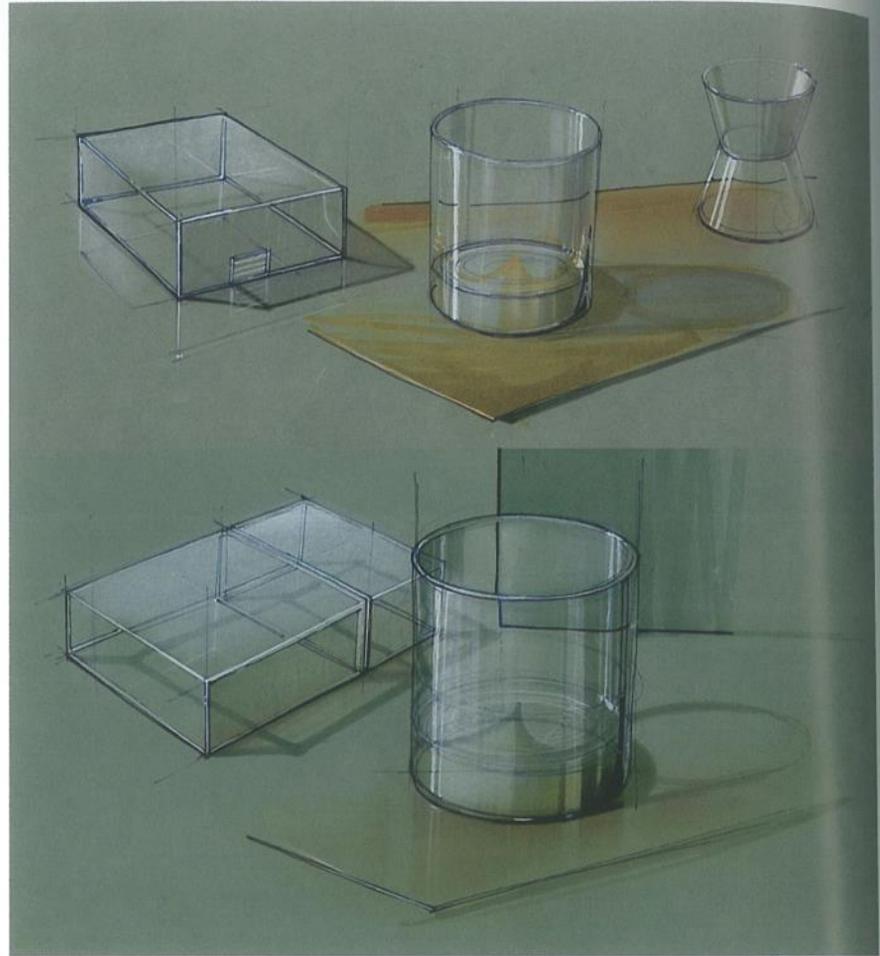
Glass casts a shadow from the thicker glass parts. This effect is somewhat exaggerated. A single layer of grey is used where the cast shadows are seen through glass. Multiple layers of grey are used to draw the shadows next to the glass. On the glass itself this single layer of grey is also used for shading and a 'pointy' reflection. Notice that these glasses are not transparent at all near the contour.

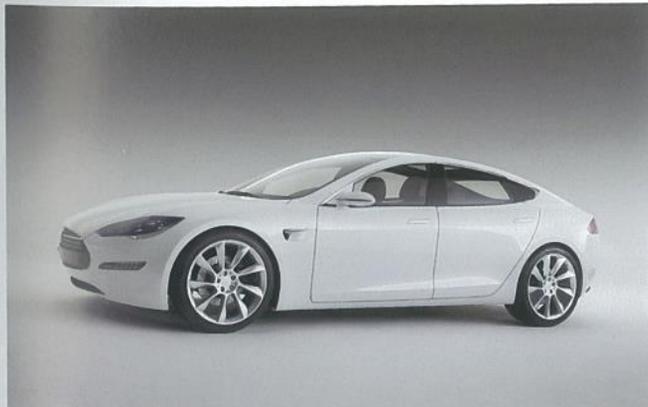
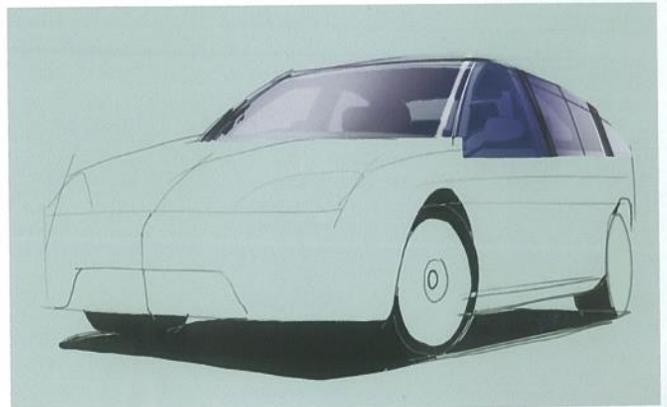
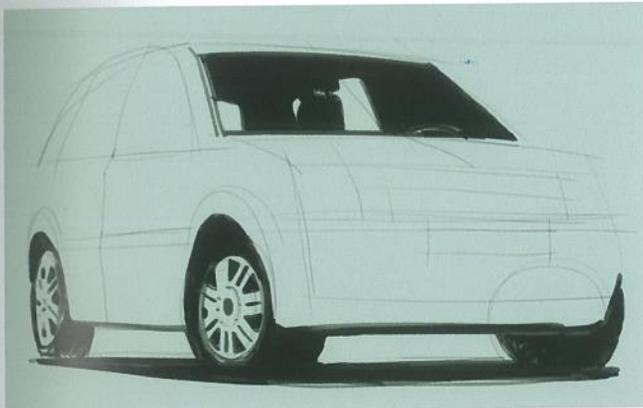
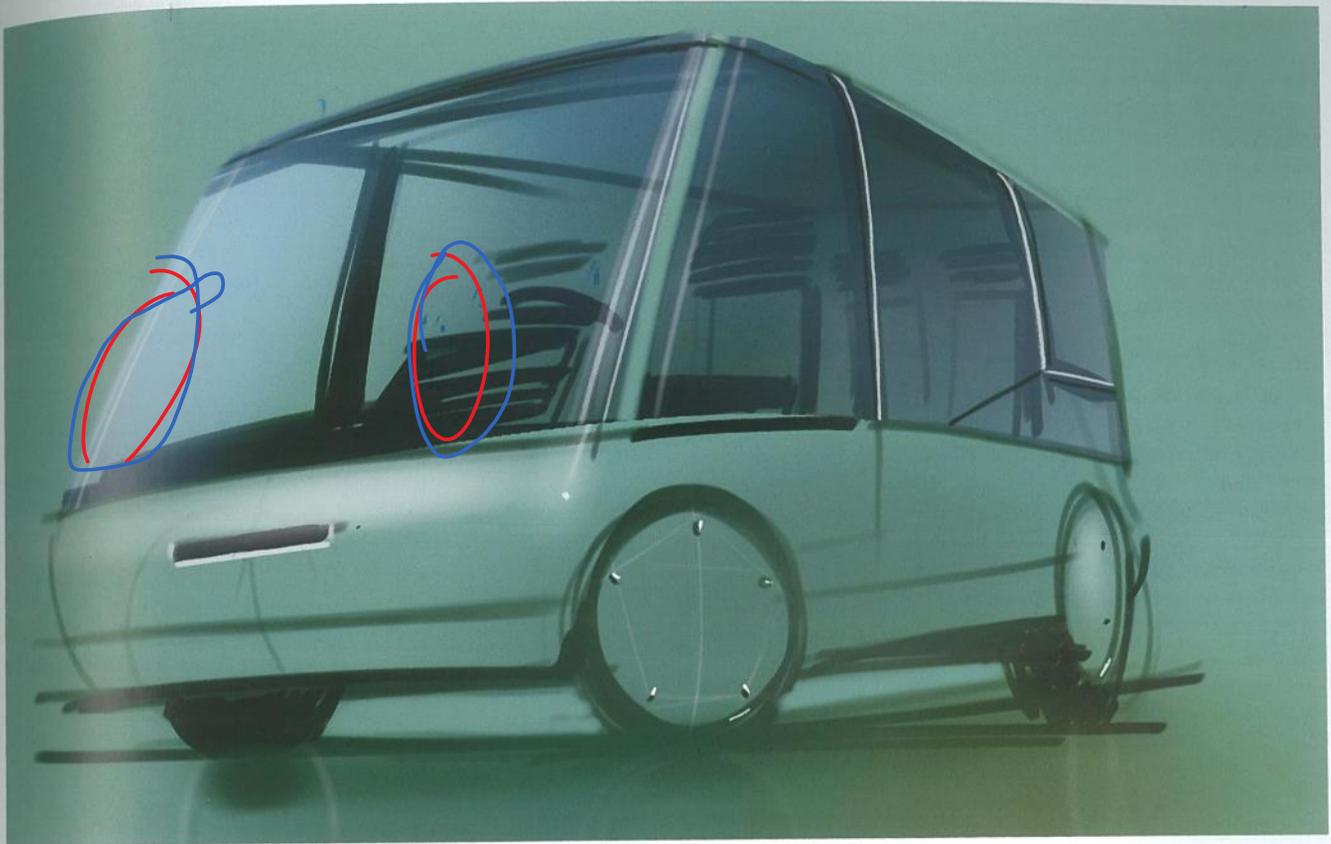
Pastel chalk is applied, so reflections and highlights can be drawn. In this abstract environment a warmer colour is used nearby, and a cooler one at the back, thus adding to the suggestion of depth.

Highlights and reflections are mainly 'drawn' by erasing the pastel chalk. Only some white pencil and some white gel-pen drops are added to finish the drawing.

When highlights are important, it is again obvious that drawing on coloured paper can be very efficient. Here, the use of white pastel chalk in the glass will make it stand out against its background.

Previously, transparency of glass was expressed by placing something behind it. In some cases, an object or something else is already at hand, such as in the example of the coffee grinder or the car windows. Sometimes, the transparency of the glass is overruled by bright reflections and highlights, especially on the more angled surface of the side windows. They prevent the material's transparency. In the cylindrical shapes, you most likely see this more to the side where there is more curvature.





In largely 'flat' surfaces like the car glass, transparency will be optimal when looking at it perpendicularly, and reflection/highlights will mostly be seen when looking at the glass from an angle.

First the car's interior is drawn in black only. After that, a large and brighter airbrush is used to partially cover this interior again. Some colour is given to the glass as well. Bright reflections are seen on the rounding in front, but also to the far left and right, further away from the viewer, as you are less perpendicular to these spots.

Current Designers of Note

Dyson

Apple: Steve Jobs, Jonny Ive

Elon Musk

David Kelly IDEO/Stanford D-school

Tommy Bahama: clothing

— Zaha Hadid: Curved architectures and shoes

Buckminster Fuller

Rick Owens: Fashion

Alexander McQueen: Strange fashion

Walt Disney

John Fluevog: Shoes (From Prof. Miller)

Temple Grandin: animal handling systems

Philippe Starck

Karim Rashid

Ross Lovegrove

Yves Béhar

Horacio Pagani

Dieter Rams (Braun)

Class on April 1 gave more suggestions:

— Chris Precht architect

— Ben Burt audio design for film

— Virgil Abloh shoes and men's design (Viton)

— Renzo Piano architect

ABSTRACT - Netflix

99% Invisible Podcast #349 Froebel's Gifts

Philippe Starck

Wikipedia, the Free Encyclopedia, February 22, 2016. https://en.wikipedia.org/w/index.php?title=Philippe_Starck&oldid=706291813.

Designer of hotels, restaurants, nightclubs and consumer products:

Through his "democratic design" concept, Starck campaigns for well-designed, quality objects that are not just reserved for an elite. He would put this utopian idea^[16] into practice by increasing production quantities to cut costs and by using mail-order, via [Les 3 Suisses](#).

juicy salif for Alessi
\$85



Louis Ghost Chair for
Kartell
Polycarbonate, \$450,





Louis Ghost Chair for
Kartell
Polycarbonate, \$450,
or knock-off for \$99.

But is maybe more famous for other projects:
Steve Jobs' yacht, finished just after Jobs' death



https://en.wikipedia.org/wiki/File:Steve_Jobs_Yacht_Venus_in_Portugal_%28Faial_Island%29.jpg

<http://www.vanityfair.fr/actualites/international/articles/goddess-and-genuises/15409>



I knew his work before I knew his name, from the Asahi Beer Hall in Tokyo



<http://c1038.r38.cf3.rackcdn.com/group4/building32414/media/05pgg7g.jpg>

The Asahi Flame (Flamme d'Or)

It is noted for the *Asahi Flame*, an enormous golden structure at the top, said to represent both the 'burning heart of Asahi beer' and a frothy head. The 360-tonne golden flame was made by shipbuilders using [submarine-construction](#) techniques. It is completely empty. The Asahi Flame is often colloquially referred to as "the golden turd" (kin no unko, 金のうんこ) and the Asahi Beer Hall itself as "poo building" (unco-biru, うんこビル) by many Tokyo residents. (Wikipedia)

In a 2007 Ted talk, https://www.ted.com/speakers/philippe_starck, he argues that the concepts of design and art are a luxury that should be reserved for peaceful times; not now (Iraq war troop surge). He says he is embarrassed to be a designer.

Chris Precht

<https://www.precht.at/about-2/>

Precht designed The Farmhouse as populations around the world are increasingly becoming city dwellers who have lost touch with how their food is produced, while food transportation has an increasingly damaging effect on the environment.

The conceptual modular system would allow people to grow food in residential tower blocks to eat or share with their local community.

"I think we miss this physical and mental connection with nature and this project could be a catalyst to reconnect ourselves with the life-cycle of our environment," said Chris Precht.



<https://www.dezeen.com/2019/02/22/precht-farmhouse-modular-vertical-farms/>

Ben Burt

Film sound design

Only 20% of dialog is recorded on set. The rest is recorded later. All other sounds (footsteps, door openings etc) are "foley", which create audible atmosphere, environment. Foley is generated from recorded libraries, created acoustically from a range of materials in a sound studio, or outright synthesized digitally.

Design of Star Wars light saber sound: <https://www.youtube.com/watch?v=tZj1mYLC7h0>