

# 04 Aesthetics Tour continued

Sunday, December 20, 2015 8:29 PM

## Today:

Meet Suchit Madan, our TA  
Discussion of reading/commenting expectations  
Idea Forge rooms/resources  
Aesthetics Tour Continued

## Reading and Comments Discussion

In small groups, consider these questions. Then we will come to consensus as a whole.

1. How many blog posts are you willing to read and make substantive comments on each week?
2. Given that everyone in the class wants comments, how many comments are a minimum?
3. How to decide which posts to comment on?
  - a. Find a post that has < minimum comments
  - a. Comment on same students all semester? Only your group members?
  - b. Have a formal rotation scheme?

More posts guidelines:

How many posts?

3	Minimum # you want
2	3
5	2
3	4
3	5
3	2
	0
	1
	6
	3

How to decide which posts?

- 1) Req'd on teammates, 3rd personal choice
- 2) 1 from a teammate, 2 personal choice others
- 3) Any 3 after each post has 2
- 4) Req'd on teammates, plus one other team, assigned rotates, plus choice after that
- 5) Somebody new, plus 2 of interest
- 6) Commit to a project/student, until all have 2 committed, change for next project
- 7) No min required per post, just make quality comments
- 8) Allow only 3 comments per post for set time.

Do include at least one image, and do give credit for all images

Spell and grammar check: how do you want corrections? Suchit will correct, give offline feedback.

Reevaluate in a few weeks.

Idea Forge Rooms:

CLEAN UP AFTER YOURSELF

Pre-totyping room (glitter and glue room) (across from electronics lab, Pat McGuire oversees)

Cardboard, duct tape, scissors, paper, etc

Drop-in Design Lab, OK to use if empty. Rough work tables (from semi-trailer beds)

Commons for meetings, non-rough work.

Stacks Storage = Narnia. Request from Shirley or Pat. Policies are still being developed.



**Idea Forge**  
UNIVERSITY OF COLORADO **BOULDER**

www.colorado.edu/ideaforge

**What is it?**

The Idea Forge is a cross-disciplinary design space meant to support learning inside and outside the classroom.

**Who is welcome?**

The space is for College of Engineering and Applied Science students and other students working with them. The Idea Forge also has strategic collaborations with specific programs that foster a cross-disciplinary space. These include groups like VEX Robotics, Surya Conversions, the CU Fashion Club, iLaunch and Catalyze CU.

**Who works there?**

The staff of the Idea Forge are engineers and educators who work very hard to provide students the opportunity to make their designs a reality. There are also various student staff members who work at the reception desk.

Daria Kotys-Schwartz	Director	130F	daria.kotys@colorado.edu
Rebecca (Becky) Komarek	Assistant Director	130B	rebecca.komarek@colorado.edu
Greg Potts	Machine Shop Manager	30	greg.potts@colorado.edu
Lauren Wheeler	Finance and Project Coordinator	130H	lauren.wheeler@colorado.edu
Patrick Maguire	Electronic and Fabrication Engineer	92	patrick.maguire@colorado.edu
Josh Colyer	Makerspace Engineer	178B	joshua.colyer@colorado.edu
Beverly Ball	Welding Shop Coordinator	30	beverly.ball@colorado.edu
Shirley Chessman	ME Lab Engineer	273	shirley.chessman@colorado.edu

**What facilities does it have?**

The Idea Forge has a variety of spaces both for project work and team meetings. Many of the spaces are available for drop-in use and a few require a room reservation. **Take a tour** on Tuesdays or Wednesdays at 5 pm at the student reception desk at the lowest level east entrance. If you use a space, **please clean up after yourself!**

Shop Space	Where (Fleming)	What	Who	How
Chevron Senior Design Studio	274	Project build space reserved for ME Sr. Design; includes tool checkout office	Shirley Chessman	Discuss any non- ME senior design usage with Shirley
Drop-in Design Lab (DIDL)	178A	Project build space open to all, but MCEN classes get priority	Shirley Chessman	Drop in, talk with Shirley to reserve for large groups
Electronics Lab	29	Electronics, oscilloscopes, soldering, build projects, class projects get priority	Pat Maguire	Drop in, talk with Pat
Finishing Room	23	Well-ventilated room for painting, grinding etc	Pat Maguire	Drop in, talk with Pat, clean up
Machine Shop	30	Mills, lathes, metal work, focused on class projects	Greg Potts	Drop in, talk with Greg – projects for class
Makerspace	178B	Woodworking, sewing, class projects get priority	Josh Colyer	Drop in, talk with Josh

Mechanical Lab Office	273	Various mechanical equipment and hardware	Shirley Chessman	Drop in, talk with Shirley or student employees
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Mechanical Lab Office	273	Various mechanical equipment and hardware for check-out or use	Shirley Chessman	Drop in, talk with Shirley or student employees
Pretotyping Room	72	Low level prototyping: cardboard, glue, foam	Pat Maguire	Drop in and use
Rapid Prototyping Room	25	3-D printers (getting set up), 3-D scanner, vacuum form table	Pat Maguire	Drop in, talk with Pat
Welding Shop	30B	MIG welders (5), TIG welder (1); build projects, class projects get priority	Bev Ball	Drop in, talk with Bev; take a workshop,

Meeting Space	Where (Fleming)	What	Who	How
Commons	130	Project build space, design, group meetings, events, study	Becky, Lauren, or Shirley	Drop in, reserve for events with Becky or Lauren
Project-based Learning Classroom	33	Classroom and event space, seats 60	Becky Komarek	Reserve by contacting Becky
MESAB Teleconference Room	178	Video conference capability, reserve for meetings, seats 14	Becky, Lauren or Shirley	Check schedule online, reserve with Becky, Lauren, or Shirley
Think Tank	234	Glass conference room, seats 8	Becky, Lauren or Shirley	Check schedule online, reserve with Becky, Lauren, or Shirley
Study room 1	184 (inside DIDL)	Study room with monitor for presentations, seats 8	Shirley Chessman	Sign up for your time on the door if available
Study room 2	183 (inside DIDL)	Study room, no projection ability, seats 6	Shirley Chessman	Sign up for your time on the door if available
Area 51	51	Conference room, no projection ability, seats 6	Becky or Lauren (pickup key)	Check schedule online, reserve with Becky, Lauren, or Shirley

#### When is it open?

The Idea Forge hours and hours for the individual spaces are listed on the website. The hours will change on holidays and when class is not in session.

#### Typical hours:

Commons: 8am-10pm M-Th and 8am-5pm F  
 Electronics Lab and hallway: 9:30am-5pm M-F  
 Machine Shop: 10am-6pm M-Th, 10am-5pm F  
 Makerspace: 1-5pm M, 10am-12pm and 1-5pm Tu-F  
 Mechanical Lab Office: 9-6 M-Th, 9-5 F  
 Welding Shop: 8am-5pm M-F

#### Workshops

A variety of workshops are offered in electronics and micro-controllers, sewing, welding, and woodworking. See the website for details.

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## Aesthetics Tour

All images taken from the first-page Google image search results.

### Tiny Homes



### Psychedelic



### Hippie aesthetic

Flower power, macrame (food too)



### Localvore, locavore



### Surrealism

a 20th-century avant-garde movement in art and literature that sought to release the creative potential of the unconscious mind, for example by the irrational juxtaposition of images.

From <<https://www.google.com/search?q=surrealism&ie=utf-8&oe=utf-8>>



## Art Deco

**Art Deco** is an elegant style of decorative **art**, design and architecture which began as a Modernist reaction against the **Art Nouveau** style. It is characterized by the use of angular, symmetrical geometric forms.

From <<https://www.google.com/search?q=art+deco&ie=utf-8&oe=utf-8>>

1920s, 1930s and 1940s before its popularity waned after [World War II](#).

From <[https://en.wikipedia.org/wiki/Art\\_Deco](https://en.wikipedia.org/wiki/Art_Deco)>



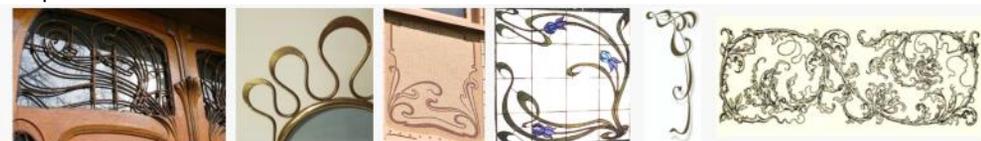
## Art Nouveau

a style of decorative art, architecture, and design prominent in western Europe and the US from about 1890 until World War I and characterized by intricate linear designs and flowing curves based on natural forms.

From <<https://www.google.com/search?q=art+nouveau&ie=utf-8&oe=utf-8>>



Whiplash Curve

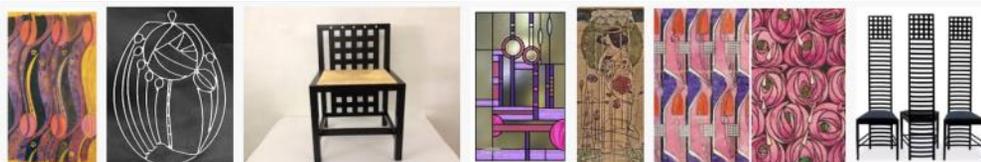


Maxfield Parrish



(July 25, 1870 – March 30, 1966) was an American painter and [illustrator](#) active in the first half of the 20th century. He is known for his distinctive saturated hues and idealized neo-classical imagery.

From <[https://en.wikipedia.org/wiki/Maxfield\\_Parrish](https://en.wikipedia.org/wiki/Maxfield_Parrish)>



**Charles Rennie Mackintosh** (7 June 1868 – 10 December 1928) was a Scottish architect, designer, water colourist and artist. He was a designer in the [Post-Impressionist](#) movement and also the main representative of [Art Nouveau](#) in the United Kingdom. He had considerable influence on European design.