

09 Aesthetics Game

Monday, February 6, 2017 11:49 AM

Today

Admin

Movie tonight 5 in ECME 137B

<https://www.google.com/search?q=flash+of+genius+trailer&ie=utf-8&oe=utf-8>

Lecture tomorrow:

Visiting Artist lecture next Tuesday, Feb 7, 6:30 pm VAC 1B20

<http://www.colorado.edu/today/2017/02/01/experimental-architectural-design-visiting-artist-jenny-sabin>

Wednesday: Zach Jack Weaver guest lecture (required)

<http://enartdezark.blogspot.com/>

Sit with your team
Use your table tent

Aesthetics Game, Speed Date version

You are beta testing for development of this game. Feedback welcome.

Your team will have 10 minutes to sketch three versions applying your assigned aesthetic to your assigned object.

Consider the essentials of the aesthetic and what it represents.

Consider your object. Feel free to decrease the functional values in favor of the aesthetic.

Bling it up!

Be sure to annotate: use text to point out features

Then we will have roaming time to check out others' work

At the end of class, list the most memorable object you saw (not from your team). What did you learn about an aesthetic, or aesthetics in general, or sketching, or.....? What are you confused about?

Comments on strengths and improvements of game welcome.