

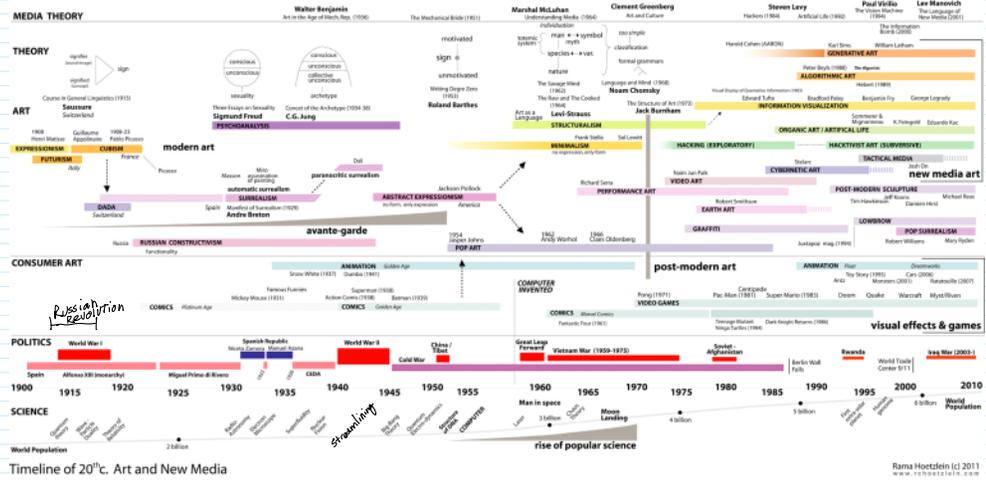
17 Bauhaus and Beyond

Sunday, March 13, 2016 2:45 PM

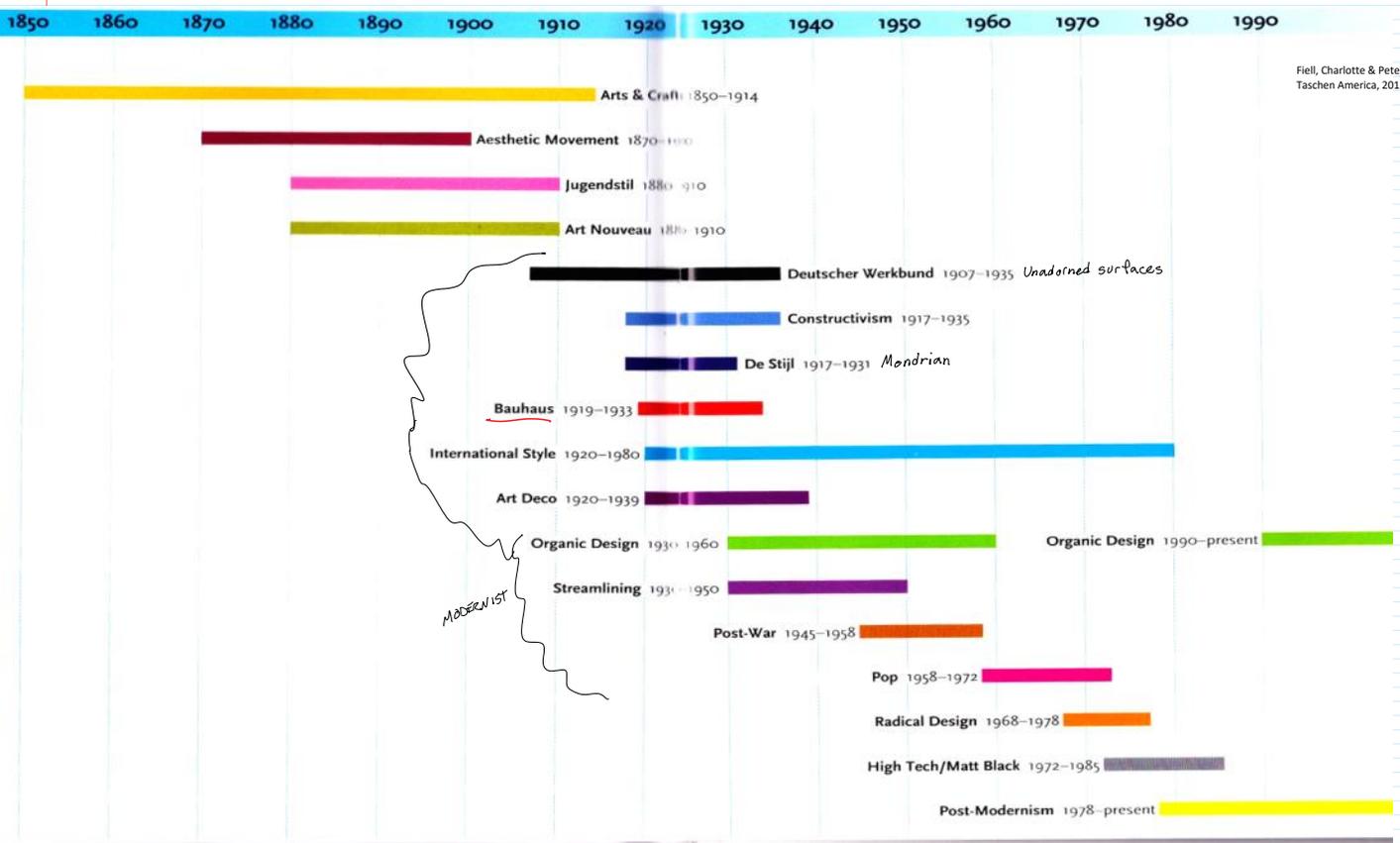
Sustainability issues: Story of Stuff video <http://storyofstuff.org/movies/story-of-stuff/>

Inspiration posts: MUST have supporting illustrations/sketches. Show what you are thinking about. Comments this week are important; everybody needs feedback, alt ideas etc. Yes, critiques for last week's posts were tough, but important to read what your team said.

Are uploading videos a problem for you? Would you like to have Michael do the upload to youtube for you? Don't forget that posting your presentation videos is expected.



<http://www.rchoetzlein.com/website/artmap/>



Fiell, Charlotte & Peter. *Design of the 20th Century*. Taschen America, 2012.

International Style 1920-1980



<https://www.pexels.com/search/international%20style%20building/>
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The **International Style** is the name of a major [architectural style](#) that is said to have emerged in the 1920s and 1930s, the formative decades of [modern architecture](#), as first defined by Americans [Henry Russell Hitchcock](#) and [Philip Johnson](#) in 1932, with an emphasis more on architectural style, form and aesthetics than the social aspects of the [modern movement](#) as emphasized in Europe. The term "International Style" first came into use via a 1932 exhibition curated by Hitchcock and Johnson, *Modern Architecture: International Exhibition*, which declared and labelled the architecture of the early 20th century as the "International Style". The most common characteristics of International Style buildings are said to be: i. rectilinear forms; ii. light, taut plane surfaces that have been completely stripped of applied ornamentation and decoration; iii. open interior spaces; iv. a visually weightless quality engendered by the use of cantilever construction. Glass and steel, in combination with usually less visible reinforced concrete, are the characteristic materials of the construction. [\[1\]](#) With the surge in the growth in cities in the first half of the twentieth century, particularly after [World War I](#), the International Style provided an easily achievable style option for vast-scale urban development projects, "cities within cities", intended to maximize the amount of floor space for a given site, while attempting to convince local planners, politicians and the general public that the development would bring much-needed wealth to the city while, on the other hand, rejecting the proposal would lead to the development being taken to a different, competing city. [\[2\]](#)

From [https://en.wikipedia.org/wiki/International_Style_\(architecture\)](https://en.wikipedia.org/wiki/International_Style_(architecture))



Daily Camera
BOULDER NEWS
<https://www.dailycamera.com/news/boulder/2014/04/15/10-story-building-up-landmark-status>
News - Business - Sports - Entertainment - Lifestyle - Opinion - Recreation - M
HOT TOPICS: Fatal crash, Bull lineman arrested, Student injured camping, St. Patrick's Day Parade
Home Boulder News Story

'Iconic' or 'eyesore'? Colorado Building up for landmark status in Boulder

Nine-story, 100-foot tall downtown building would be illegal under city's height limit

By Erica Meltzer
Camera Staff Writer

International Style architecture is ugly

- a) Strongly agree
- b) Agree
- c) Neutral
- d) Disagree
- e) Strongly disagree

International style furniture



<https://www.pexels.com/search/international%20style%20furniture/>
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<https://www.pexels.com/search/international%20style%20furniture/>
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International Style furniture is ugly

- a) Strongly agree
- b) Agree
- c) Neutral
- d) Disagree
- e) Strongly disagree

Sketching Practice

SKETCHING THE BASICS

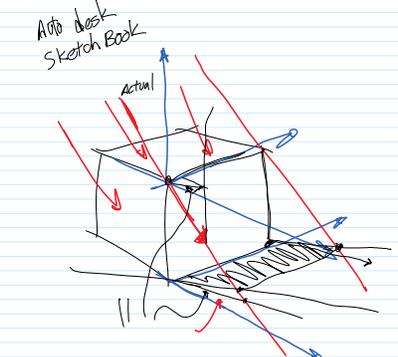
2.2.3 Shading and Cast Shadow

Shading is used to emphasise the volume of an object, and to position it in its surroundings.

Shading refers to the differences in darkness of the object's sides, as related to a light source. Cast shadow is the projected shadow onto a surface.

In general, parallel light (sunlight) creates an effective cast shadow. One point light (lamp light) often does not show an appropriate cast shadow. It can create a shadow that is not related to the object's perspective. It is more difficult to construct and less predictable. Cast shadow from a parallel light source is easier to predict and perceived as realistic.

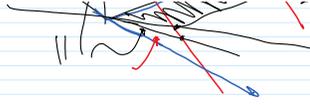
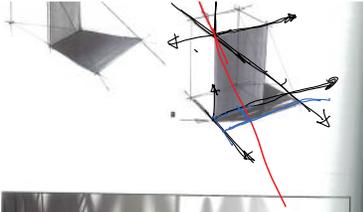
Choosing a direction of the light source is done by two lines: the actual light direction or 'slope' A, and the projected light direction B. Imagine a parallel light source just over your left shoulder. It will be a realistic direction.



...the more the light source is parallel to the light source is easier to predict and perceived as realistic.

Choosing a direction of the light source is done by two lines: the actual light direction or 'slope' A, and the projected light direction B. Imagine a parallel light source just over your left shoulder. It will have a relatively steep slope A, and B will point slightly towards the upper right.

All the actual light directions (slopes A) in a drawing can be drawn parallel, and all projected light directions will slightly converge.



A lot of shape characteristics of an object can be seen by the shape of its shading, such as 'loose' and 'loose' volumes, or edge and rounded volumes.