

Today

Admin
 History of design: 20th Century Timeline
 Sketching practice

Admin

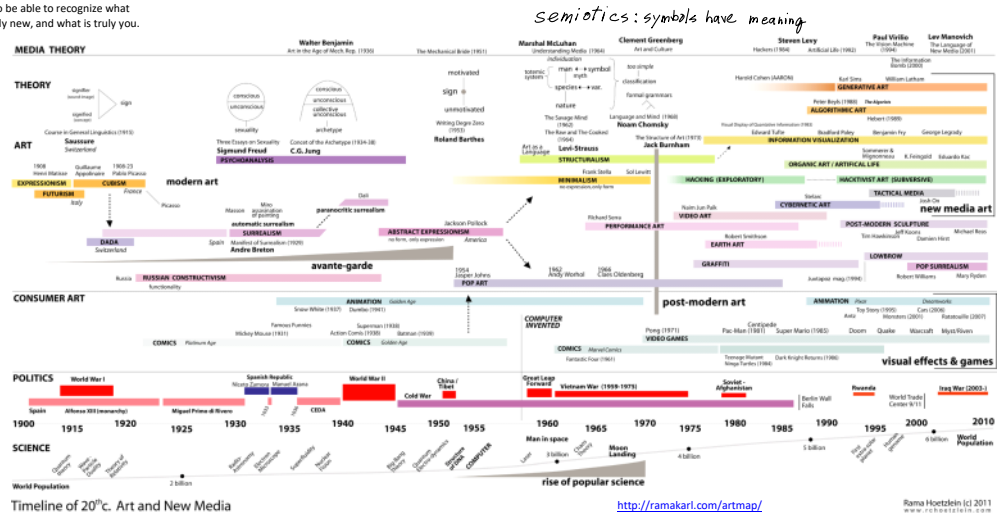
Other resources of interest:
 Netflix series: Abstract - the Art of Design
 BBC series on youtube: Genius of Design
 Most Extraordinary Homes: architecture oriented
 podcast: 99% Invisible: Example: A straight line is a Godless line
<https://99percentinvisible.org/episode/the-straight-line-is-a-godless-line/>

Absences: Excused or not. You can make up for them by contributing in other ways. Answer questions on Slack. Speak in class. Volunteer more on Worktrade. No strict accounting; be guided by your ethics. It's not about points.

Emi Lee: Upcycle Presentation

History of Design

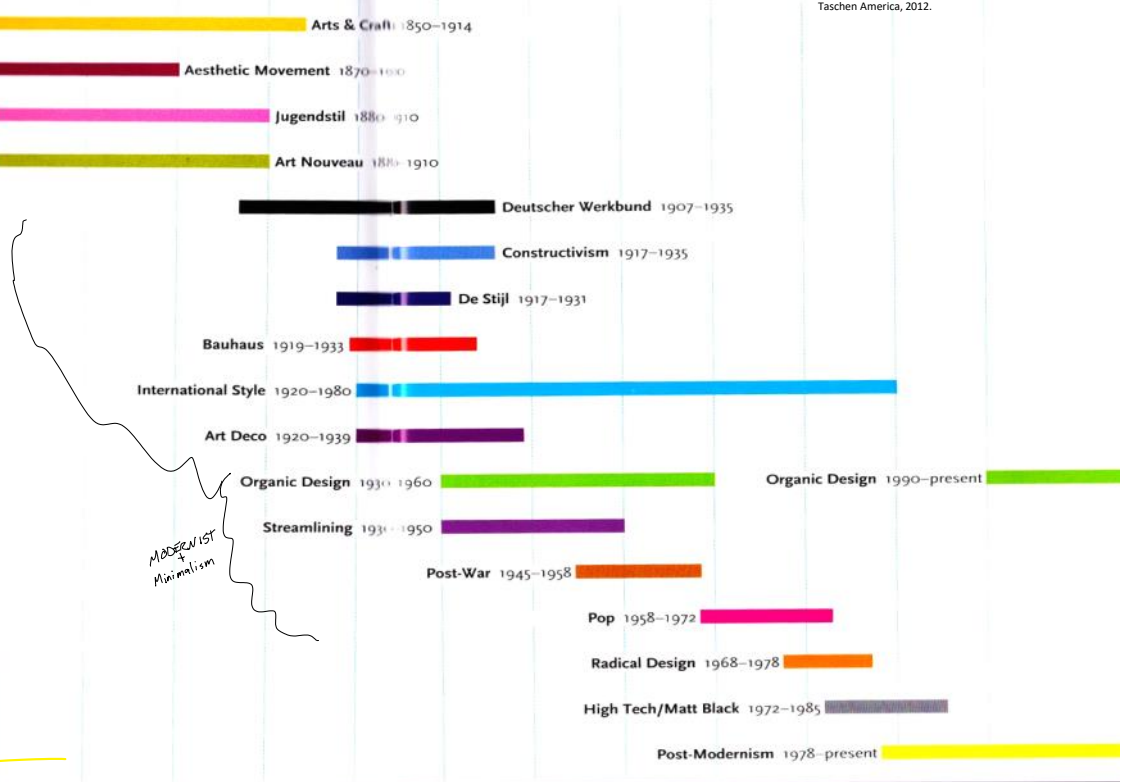
Relatively short, as professions go
 Convoluted with history of science, culture, art etc.
 Our current aesthetics all have roots in recent history. It's important to be able to recognize what influences us. To know what has gone before, and so know what is truly new, and what is truly you.

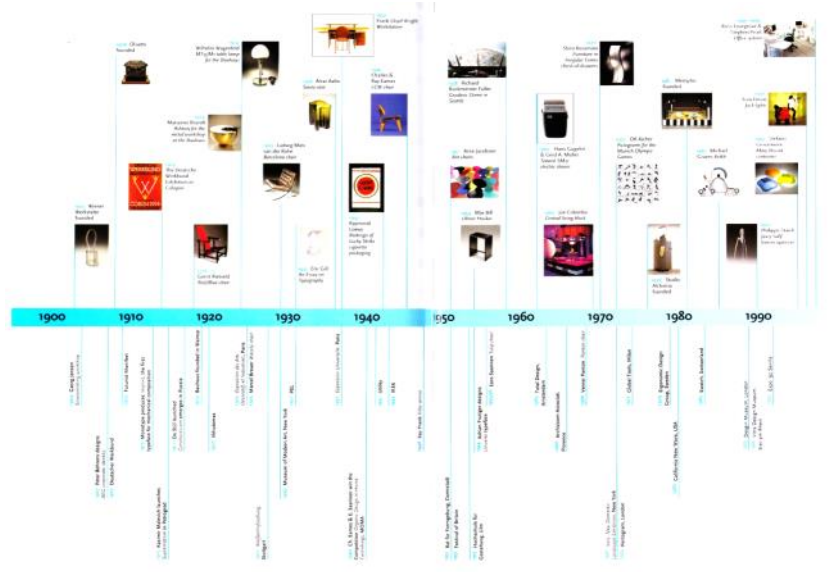


INDUSTRIALIZATION
 100 years old in 1860



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



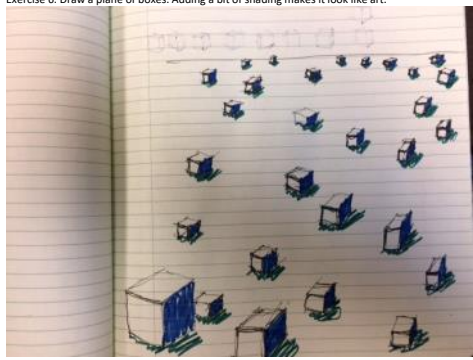


Design in a Nutshell, from the British Open University:
http://www2.open.ac.uk/openlearn/design_nutshell/index.php#
 Postmodernism, today's movement.
 Key takeaway: Postmodernism references the past. So, let's look at the past.

D&Tube. D&Tubes Quick Guide to 20th Century Design Movements, 2015.
<https://www.youtube.com/watch?v=WhdYKWhaMU>
 Art movements of the 20th and 21st centuries: 10 minutes. <https://www.youtube.com/watch?v=EKHFrXw4hA>

More Shade and Shadow

Exercise 6: Draw a plane of boxes. Adding a bit of shading makes it look like art.

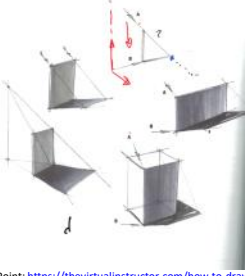


Shadow in 2 point perspective

- Four levels of rigor:
- 1) Assume diffuse light, and shade undersides. Guess at shadow outline, fade edges of shadow.
 - 2) Assume sunlight, parallel light. Draw parallel lines from each corner, guess at intersection with ground plane (Sketching: The Basics method). Violates 2 point perspective, however.

2.2.3 Shading and Cast Shadow

Shading is used to emphasize the volume of an object, and its position 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 (spotlight) often does not show an identifiable 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 vector A, and the projected light direction B. Imagine a parallel light source just over your left shoulder. A will have a relatively steep slope, and B will point slightly towards the viewer's right.
 All the actual light directions (lines A) in a drawing can be drawn parallel, and all projected light directions will appear convergent.



- 3) Construct Shadow Vanishing Point: <https://thevirtualinstructor.com/how-to-draw-paint-cast-shadows.html>

