

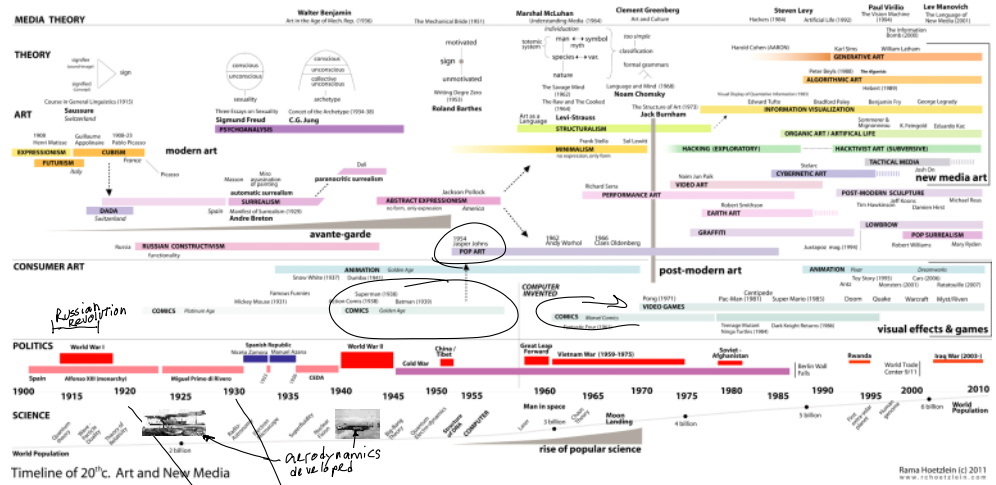
18 Pop Art 1960-present plus cylinders

Wednesday, April 1, 2020 11:00 AM

TODAY

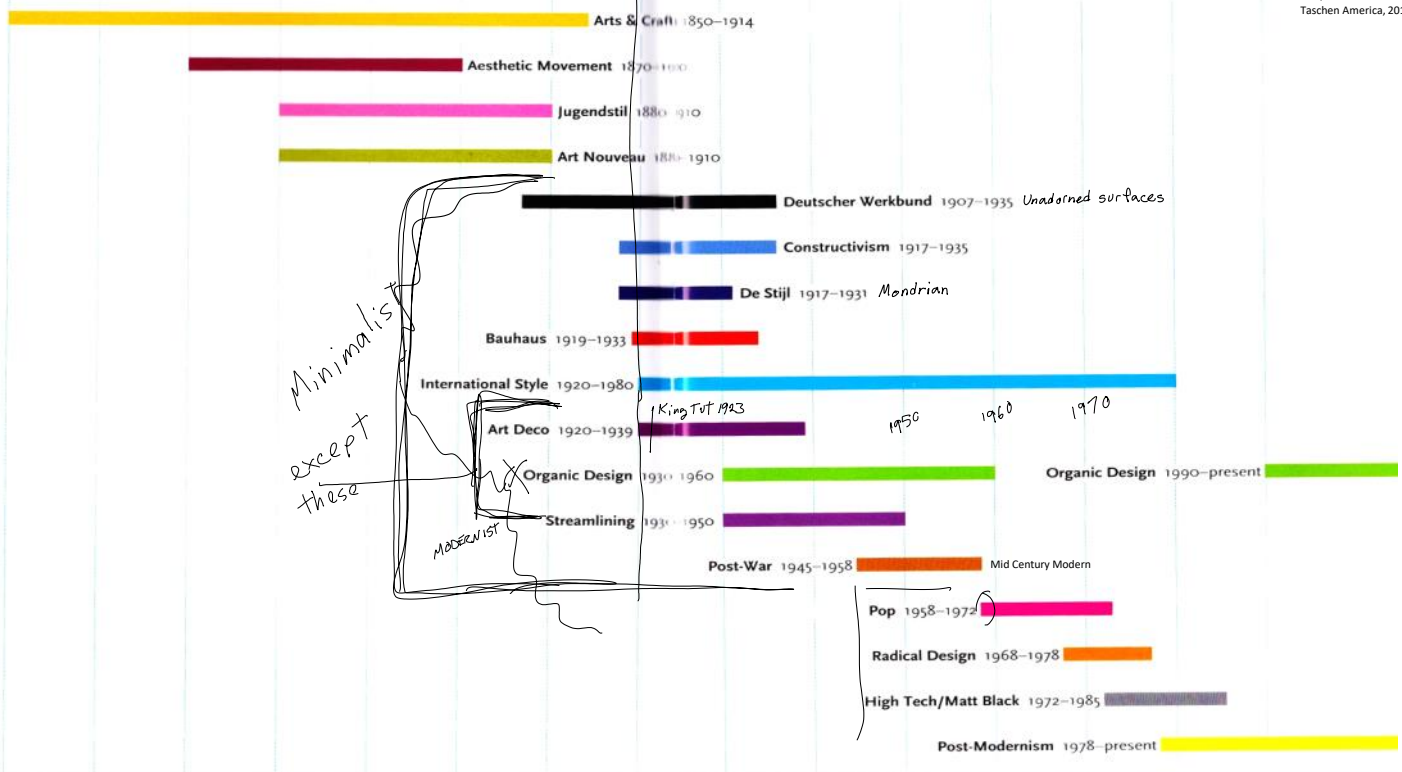
Any cube animation flip books to show?
 Feel free to post inspiring examples of art/engineering links in Links category
 Add your video to get points for your Main Project Design Review post

Due dates for comments. Extended deadline for DR2; to last night. When should comments be due?
 Friday? OK, yes.
 For This Weds post (Youtube videos,) Sunday critiques due.
 Behruz: please create spreadsheet showing who has received two in-depth critiques.
 Yes, if your DR 1&2 arent done yet, do them ASAP.

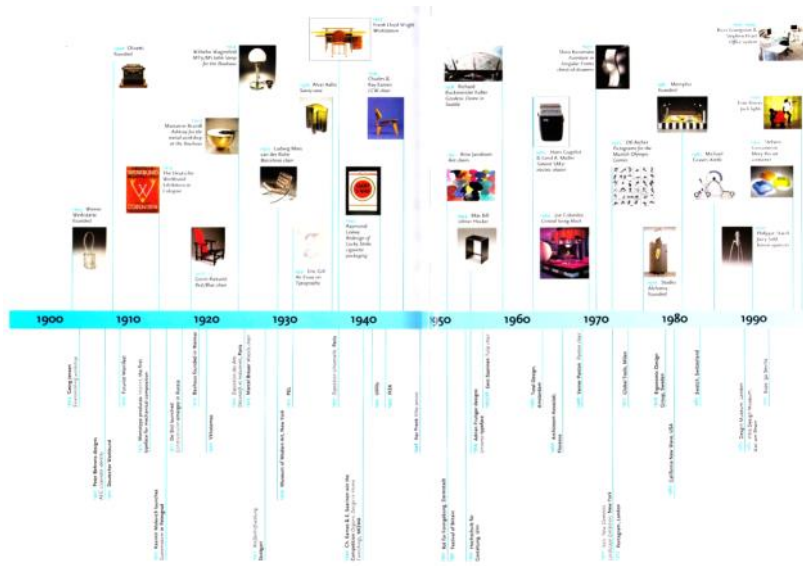


Rama Hoetzlein (c) 2011
<http://www.rchoetzlein.com/website/artmap/>

1850 1860 1870 1880 1890 1900 1910 1920 1930 1940 1950 1960 1970 1980 1990



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



Pop 1958-1972

Andy Warhol, Roy Lichtenstein and Claes Oldenburg

Plastic, bright colors, simple shapes.

Pop had 'Anti-Design' associations, countered Modern Movement's 'Less is More'. Fun, not sober. Drew on Art Nouveau, Art Deco, Futurism, Surrealism, Op Art, Psychedelia, Eastern Mysticism, Kitch and Space Age. Comic books.



https://www.google.com/search?q=pop+design+movement&source=lnms&tbn=isch&sa=X&ved=0ahUKEwIn4JPro8TLAhvO9WwMKHRiwDh4Q_AUIBvB&biw=1218&bih=596

Before inkjet and laser printing, letterpress and newspapers used halftone to get shades of gray; lower resolution; dots were visible. Used by Pop artists as a motif.



Radical Design 1968-1978

Backlash against Good Design and Modernists. Questioned rationalism, technology and consumerism. Countercultural, subversive. Buckminster Fuller, based in Italy. Transitional to Post Modernism.

High Tech/ Matt Black 1972-1985

Industrial design elements. Used geometric formalism of Modernist, and some Radical Design, but rejected excesses of Pop.



https://www.google.com/search?hl=de&rlz=1118&bih=996&from=cr&sa=1&q=high+tech+design+movement&imgres=high+tech+design+movement&gs_l=img_3_030_3856_14990_0_15262_47_29_4_8_9_0_161_3354_125_26_0_1c_1_64_img_11_31_2884_U17XR9JrD4Amgce=MatMivU4Ie74M%3A



LED blue mat black google search.

Post Modern 1972-present

From Barthes' theories on semiotics (1957); that signs and symbols are important for communication. By removing ornamentation, Modernist design de-humanized; removed symbolic communication, and rendered designs inhumane, alienating.

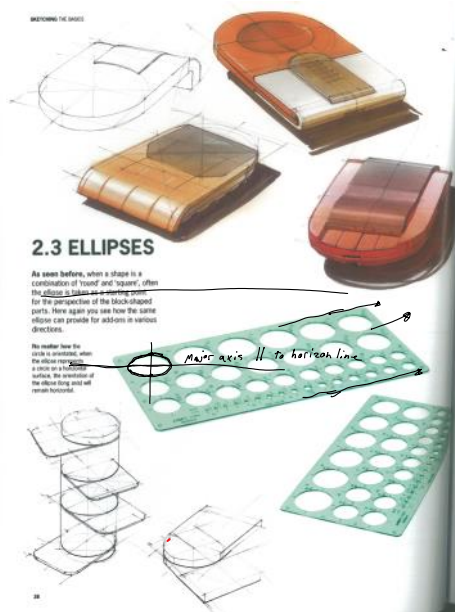
Post Modernists re-introduced historic decorative motifs, often ironically, sending messages thereby.



https://www.google.com/search?q=postmodernism+design&tbn=isch&tbou=ks&source=univ&sa=X&ved=0ahUKEwIn4JPro8TLAhvO9WwMKHRiwDh4Q_AUIBvB&biw=1218&bih=596

Back to Sketching the Basics

Ellipses

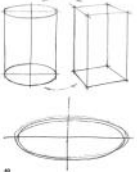


2.4 UPRIGHT CYLINDERS

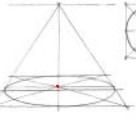
A circle drawn in perspective is represented by an ellipse, a mathematical shape. Useful rules are related to their axes. The major axis is the longest line possible, while the minor axis divides the major axis into two equal parts. The crossing of these two lines is exactly 90 degrees at the middle. Drawn in perspective, the perspective centre of the circle is of course not through this point, but, depending on the amount of convergence, somewhat behind this point, as shown in the example. If you cut a grapefruit in two equal halves you can see the difference.



To draw a cylinder you need a centre line, two ellipses and two vertical tangents on the outside. The base ellipse will be narrower because of perspective. You may compare it to a block shape but you do not need to draw a block and construct a cylinder within the block.



Ellipses are drawn by finding the major central lines. This will not result in a perfect symmetrical shape, but it maintains the same main direction of ellipses, the balance of the shape.



Plan View

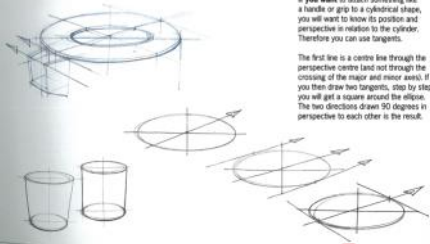
CHAPTER 3 DRAWING APPROACH / 2.4 UPRIGHT CYLINDERS



A tangent to the ellipse determines the perspective of other shapes combined with this cylinder.

If you want to attach something like a handle or grip to a cylindrical shape, you will want to know its position and perspective in relation to the cylinder. Therefore you can use tangents.

The first line is a centre line through the perspective centre (and not through the crossing of the major and minor axes). If you then draw two tangents, step by step, you will get a square around the ellipse. The two directions drawn 90 degrees in perspective to each other is the result.



The line drawn in 2-point perspective. If you draw in 1-point perspective, it may become a cone.

