08 AI Summary

Friday, February 2, 2024   5:03 PM

Design History and Perspective Sketching

Jean Hertzberg discussed the administrative aspects of the course, including the commencement of a section focused on design history. She also introduced the concept of perspective sketching and mentioned that she would be passing around books for inspiration. Jean further outlined her availability for consultation with students, either before or after class. She introduced a special assignment for graduate students, requiring them to present on a designer or design movement, and emphasized the importance of students consulting with her, Aryan, and Shrey for assistance. Jean also mentioned the availability of resources and encouraged students to reach out to her for help.

Design, Science, Art, and Politics: A Historical Overview

Jean Hertzberg presented a historical overview of design, its connections with science, technology, art, and popular culture. She discussed various design movements such as Expressionism, Cubism, Futurism, Dadaism, and Russian Constructivism, highlighting their contributions to aesthetics while also cautioning against the misogynistic and fascist aspects of Futurism. Jean also touched on the influence of these movements on comics and animation, and how politics and wars shaped them. She noted the evolution of science during these periods, the emergence of comics in the 1920s, and the transition to online platforms. Jean also discussed the evolution of art and architecture, including abstract expressionism, psychoanalysis, semiotics, and minimalism, as well as the emergence of performance art in the 1960s and 1970s.

Art and Media Evolution: Video Games and AI Influence

Jean Hertzberg led a discussion on the evolution of art and media, focusing on the integration of video games and animation. She guided the participants to identify key works in these fields, such as Toy Story, Minecraft, Sky Rim, Red Dead Redemption, and Into the Spider-Verse. She also highlighted the increasing overlap between films and video games, and the emergence of AI as a significant influence on these forms of art. The conversation concluded with Jean encouraging the participants to reflect on how their personal aesthetic choices align with this historical context.

Design Movements Throughout the Twentieth Century

Jean Hertzberg discussed the evolution of design movements throughout the twentieth century, starting with the arts and crafts period and Gothic revival, and moving into the Industrial Revolution where manufactured goods became more accessible. Jean highlighted the importance of the arts and crafts

movement as a reaction against poorly made and mass-produced items. She then transitioned into the aesthetic movement, art nouveau, and the influential German design school, Deutscher Werkbund. Jean also noted the emergence of constructivism and minimalism, leading into the Bauhaus movement and the international style. She ended by mentioning art deco and postmodernism, and encouraged attendees to reflect on their reactions to these movements and how they influence their own aesthetic.