Today

- Play Aesthetics Game with timeline movements and other aesthetics

| Kyra Anderson | Stella McCartney |
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- Colton Huff Corradino D'Ascanio
- Survey from last Monday $3 / 11$ : Form vs Function ruling your design
- $1 / 3$ Form, $1 / 3$ Function, $1 / 3$ mixed


Did 20th Century timeline sink in? Can you describe the difference between Modern and Post-Modern?
Let's play Aesthetics Game with design movements.
On your sketch, give a title and call out the elements that define the aesthetic:


## POST THESE INSTRUCTIONS IN CHAT

1. In person: sit at a table with 2 others.
2. Zoomers: best to use the Zoom app on a computer. Web version and mobile versions may not have the sketching options.

You'll be sent to a random breakout room in Zoom with two other folks. I'll come to your room and give you your object/aesthetic combination to sketch
b. One of you should share "Whiteboard" (one of the screen share options). Then
all Three of you can write together on the board. See your meeting
'Whiteboard' or 'Annotation'. You can also sketch on paper or in.
3. Your team will have 20 minutes to sketch up to three versions applying your assigned aesthetic to your assigned object. You can work together on the same sketch, or make separate sketches. Sign your work! eparate sketches. Sign your work
 aesthetic. Bling it up!
6. Be sure to annotate: use text to point out features
7. Include a large title for your artifact, plus your room number and participants names
8. Zoom and in-person: Upload final images to Slack > Aesthetics Game channel.

All terrain vehicle in Tiki Bar
Footwear in Frank Sinatra/rat pack style

## 11-8.5

$\left(16^{\wedge} 2+(11-8.5)^{\wedge} 2\right)^{\wedge} .5=16.1941$

