06 Upcycle materials, drawing

Monday, January 27, 2025 1:03 PM

Today

Upcycle materials
Drawing

Lots of clickers today, please log in.

join.Clicker.com
HGFJ

Admin

- Wednesday: Meet your Pods.
- Read your comments and edit your posts accordingly by tomorrow night.

Grad presentations

Eli Skelly	Aectual: Leaders in circular design
DawnMonique Cantu	Crystal Wagner

Upcycle Specs

Posted on AesDes.org, and details are in each Canvas Assignment

Due dates:

- Upcycle Artifact must be completed by 11 am Monday Feb 17.
- You are encouraged to revise and improve it later, but this is the version you must document for critique. If you revise it, submit an additional post about it later too.
- Complete Upcycle report due midnight Wednesday Feb 19
- 2 Critiques of Upcycle reports due Midnight Sunday Feb 23

Details

Upcycle Artifact

From the Initial Assignments document:

This will be your individual warm-up project. Create an artifact that **conforms to an aesthetic**, either the aesthetic you researched, or one that someone else in class posted about. Upcycle means that your artifact should be constructed of inexpensive or recycled material, something easy to manipulate using additive or subtractive techniques: cardboard (can be laser cut), foam core, drywall, sticks, plastic forks or plates, soda cans/bottles, Legos, bubble wrap or packing peanuts, stir sticks, straw, hay, cloth, papier Mache, tires, DVDs, PVC, food, plastic bags, rocks, snow, ice, etc. Try to avoid buying new materials. (A hint: repetition is a common component of many artworks, so for example, if you use rubber bands, use a *lot* of rubber bands). You'll be asked to document your design and construction process, so keep track of where you find inspiration. In particular, if you use an existing design you **must** document the source, but hopefully you will use this opportunity to create something new. Your artifact should be of moderate size, something between 0.5 and 8 cubic feet; can be small but must be viewable without a microscope, or up to as large as a chair. Plan to video the finished artifact for a short in-class presentations during the week of Feb 17, and a formal report will be due as a blog post Weds Feb 19. You might want to make one of those time-lapse assembly videos for extra awesomeness.

Upcycle Report/Blog post

Length: As long as it needs to be to include the following, around 1500 words plus 5 images/vids. This documents your efforts for one third of the semester. Don't scrimp.

- Your title should be the name of your artifact, **not** 'Upcycle Project'.
- Complete report due in as blog post, midnight Weds Feb 19.
- Set a Featured Image.
- OK to cut and paste from Inspiration, and Progress posts.
- Describe and **cite** your inspirations and any existing designs that you adapted. *You must cite ALL content on your blogs for this course! Any photo that you did not take, any text that you did not write from scratch MUST have a citation, a source link. If you can't remember where you got something DON'T USE IT. Go back and search for something similar that you can cite.*
- Describe your vision for your project, the specifications that you developed for its function *and its form, your artistic vision and aesthetic*. What were you trying for?
- Add a detailed description of your fabrication process. Document with lots of sketches, photos or video. Minimum 5 photos, and/or 1 minute video.
- An illustrated description of the final artifact. Again, photos, videos, cad drawings as appropriate. Full description of the actual artifact.
- Compare what you achieved to your FUNCTIONAL goals.
- Compare what you achieved to your ARTISTIC goals. This your aesthetic, your metric. This is the point of this course, not the functionality.
- What is next? Will you refine this artifact? Keep it, recycle it, try again someday?

- Optional: Include a link to the video you made of your live presentation, or another video that provides and equivalent full description and demo. If you want this to appear with a play button instead of a Featured Image, insert the link to your video (upload to YouTube or Vimeo) as the first text in your post, and set your post type to Video.

Two In-Depth Written Critiques

Choose two Upcycle Final Report posts to read carefully. See the Blog and Critique Policy for more guidelines.

Upcycle Presentations

In class starting Monday Feb 17 (see Schedule), we will have presentations in pods, the same pods you've been having discussions in. Everybody is expected to serve as a Critique Facilitator at some point this semester for one of the Upcycle, Design Preview or Final Project critique days. Your pod has a grad student (Pod Facilitator) who will coordinate to make sure there is a Critique Facilitator for each session to keep things moving along. The Critique Facilitator will host the zoom room for the critique, and post the link in the pod slack channel. The Critique Facilitator will record presentations if requested. The Pod Facilitator will take roll, note who facilitated and who presented in the pod google sheet. **Even on the days you are not presenting, you must attend with camera on and comment**. This is another opportunity to hone your critique skills.

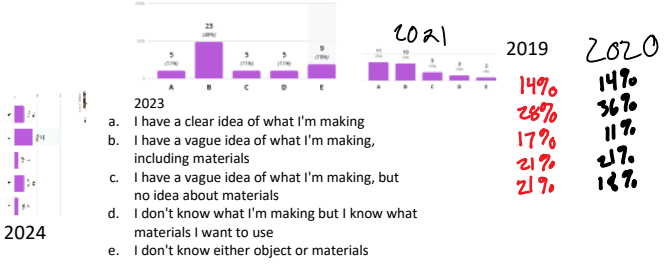
Each student will give a presentation on their Upcycle project, with the content of the presentation to mirror the written report, detailed above. Plan to talk for 7 minutes, then take 8 minutes for critique, then one minute for the next speaker to get set up while others are typing comments. This way 3 students can speak each period, but it's OK for the critique to go long; there is room in the schedule. Presentations and critiques that are too short *are not good*. The Critique Facilitator is expected to encourage discussion by contributing their views and soliciting input from everybody. The order of speakers will be set by who volunteers to go next, but if desired your pod can decide to set an order. It's up to you to make sure you can present via Zoom. Practice sharing your screen and using the computer audio and optimization when sharing a video. If you want, you can pre-record your whole presentation, but this is not expected. Extemporaneous presentation experience is valuable.

Say Thank You at the end of your talk. Do NOT say 'Any questions' right away; instead, wait until after the applause. Then ask for questions. It's magic. It completes the rhythm of the talk. Allowing applause sets the audience free to respond.

Upcycling Materials

- Upcycle Progress

a. I have a clear idea of what I'm making, including materials and aesthetic
b. I have a vague idea of what I'm making, including materials and aesthetic
c. I have a vague idea of what I'm making, but no idea about materials
d. I have a vague idea of what, and materials, but not aesthetic
e. I don't know what, materials or aesthetic



Upcycling, also known as creative reuse, is the process of transforming by-products, waste materials, useless and/or unwanted products into new materials or products of better quality or for better environmental value.

From <https://en.wikipedia.org/wiki/Upcycling>

Can you collect materials for each other? Post your requests/help in Slack #materials
See https://www.aesdes.org/2024/01/01/sources-for-materials/

What are you considering for an Upcycle material?

Type in short answer iClicker

1 word answers are better for word cloud.

Question 2 ••• Responses Wo

Short Answer

2024

2021

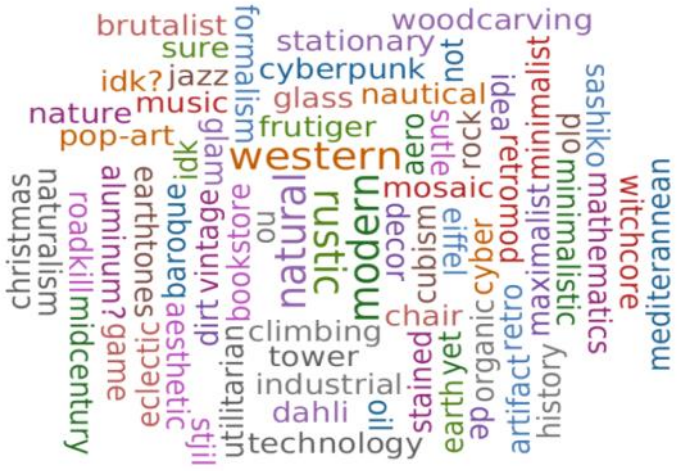
2023

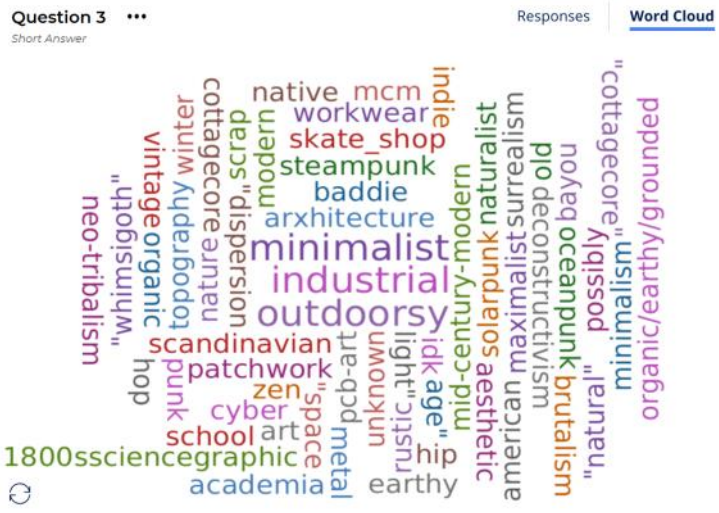
Previous years - 2014-2020

Bike chain
Sawhorses
Old clothes
Steel Tube from old bikes
Scrap plywood
Brass from bullets
Metal bottle caps
Wine bottles

Eggshells
Old clocks, old watches
Cardboard
Log
Fridge magnets

What are you considering for an Upcycle aesthetic?



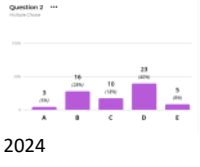


Sketching/Design Notebooks

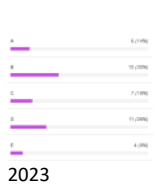
How did you do with your doodling/ pattern practice?

A) Great, happy to show it.
B) OK, needs work
C) I forgot about it
D) Didn't want to do it
E) What practice? Joined class late.

6 1. I need drawing basics: straight lines, circles, ellipses, squares
25 2. I need shading technique
25 3. I need simple perspective technique
40 4. I need advanced perspective techniques: 1, 2 and 3 point perspectives
3 5. I need more practice with varied curves



2024



2023

2019

Sketching Practice 5 minutes:
1. I need more drawing basics: straight lines, circles, ellipses, squares
2. I need more shading technique
3. I need more simple perspective technique
4. I need more advanced perspective techniques: 1, 2 and 3 point perspectives
5. Other?

One, Two and Three Point Perspective

Drawing content from
Steur, Roselien, and Koos Eissen. *Sketching: The Basics*. Amsterdam: BIS Publishers, 2011.

2.1 INTRODUCTION

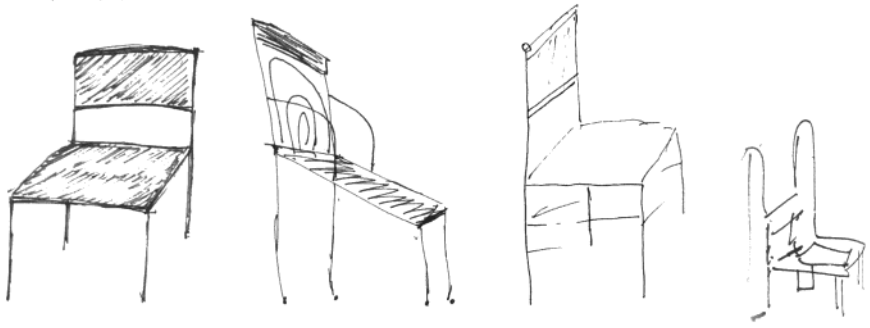
designer +

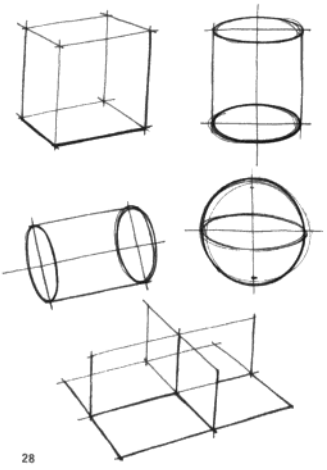
We asked several non-designers to simply 'draw a chair' in perspective, with no specific purpose for the drawing. You will of course recognise a chair in all the drawings, but it is obvious that these drawings were made by people untrained in drawing, who are not designers. What is the striking difference between drawings by designers and non-designers? Non-designers in general will focus on a 'story', an archetype perhaps, or a history: this is a chair that I have, remember, know, etc.

A designer's drawing, however, will always have a specific purpose, and will in a lot of cases be about communicating an idea. Like a language, different rules apply to drawings that 'communicate'.

The designer is able to analyse, and can make a distinction between the overall shape and details, and will make a deliberate choice on where to put the emphasis in his drawings. In the concept phase, just after ideation, for example, the overall shape will probably need to be communicated in a clear way. To do so, a so-called 'informative' viewpoint is chosen, and aspects such as guidelines and shading are used.

Drawing of chairs by none-designers of various age and gender





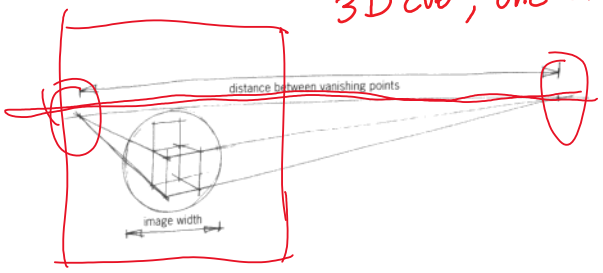
In the following chapters we will show a drawing method that will lead to informative, shape explaining drawings. In this chapter a quite bold division between shapes (products) is made by means of how they are drawn:

- starting with a block shape
- starting with a cylinder or cone
- starting with a sphere
- starting with a plane

In each of the above, the necessary aspects of lines, shading, colour and drawing materials will be explained.

We have c[illegible] this division for specific reasons. O[illegible]se, not every situation can be des[illegible]t in such a bold way; a mixture of a[illegible]aches will eventually be more realistic. But it is a simple way to start with learning how to analyse and then shapes. Learning how to draw spatially [illegible] implementing it in design work are surely two different things at the beginning of [illegible] studies.

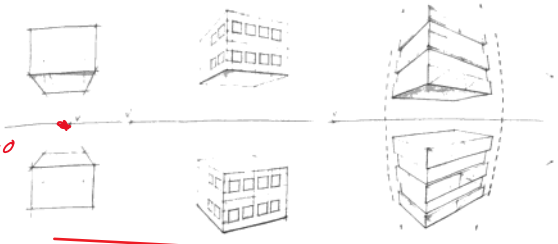
3D cue, one of many: Vanishing point



This drawing method requires no horizon and vanishing points on the paper. The reason for this is that in order to appear 'realistic' (without distortion), the vanishing points of a shape need to have a distance between them that is approximately 5 times the image width. In the case of a chair, for example, this means that the drawing will be very small in relation to regular paper size or needs a very large piece of paper.

Among the several 'kinds' of perspective, such as central perspective, 2-point perspective with 2 vanishing points, and 3-point perspective, we will mainly draw in 2 point perspective. This means that the vertical lines will have no vanishing point, no convergence, and therefore no foreshortening. This will ease things dramatically, while still maintaining a realistic appearance. In reality we will more or less perceive or notice objects having 2-point perspective, but if you take a picture of a product, you can immediately see 3-point perspective. Seeing with your mind instead of with your eyes explains this difference in perception.

Basic principles of perspective

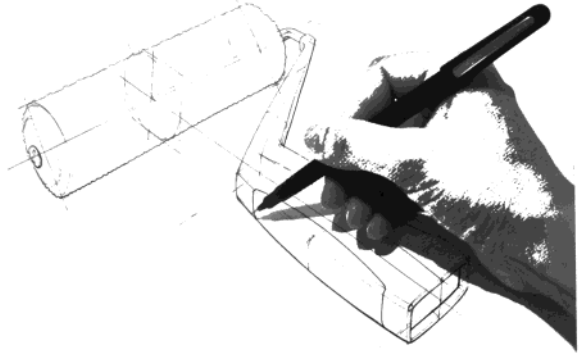


Central perspective | 2 point perspective | 3 point perspective (exaggerated)

0 point perspective
All parallel (||) lines are ||
isometric

2 point perspective
verticals are ||

Traditional Engineering Graphics = Orthographic views, or 45 degree isometric perspectives



As for the actual drawing itself, the main guidelines can be described as follows:

- Use long lines and draw with a definite medium such as a fineliner. A pencil and eraser will tempt you to keep erasing things and will not train you to be resolute in your decisions.
- Draw in a 'transparent' manner; for example, draw the lines of the main shape that you do not see. These lines will guide you regarding control and correction of the perspective and shading.
- Choose an informative viewpoint (See also Chapter 3)
- Start the drawing with a large basic shape, and work your way down to the details; save the details till last.
- Drawings are preferably in a size related to your hand size, preferably bigger and not smaller.
- Use guidelines; they not only enable you to draw easier, but they will also make the drawing more comprehensible (readable) for the viewer.

Isometric

Wes Anderson // Centered