## Today

Play Aesthetics Game with timeline movements and other aesthetics



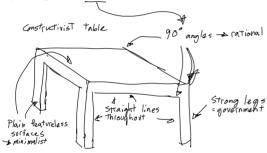
Did 20th Century timeline sink in? Can you describe the difference between Modern and Post-Modern?

Let's play Aesthetics Game with design movements.

Random assignment of objects and design movements - pull out of two boxes

year: Hand Truck in Japanese Dekatora Truck style Shelving unit in Michael Bay film aesthetic Set of screwdrivers in Art Deco style Garden ornament in HighTech/Matt Black Shoe horn in Mid Century Modern All terrain vehicle in Tiki Bar Footwear in Frank Sinatra/rat pack style

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.
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   Zoomers: best to use the Zoom app on a computer. Web version and mobile versions may not have the sketching options.
   a. 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
- b. One of you should share "Whiteboard" (one of the screen share options). Then all
   c. Three of you can write together on the board. See your meeting options for Whiteboard" or 'Annotation'. You can also sketch on paper or in.
   d. Save your sketch, post in Slack #class-discussions
   7. Your team will have 15 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!
   4. Consider the essentials of the aesthetic and what it represents. Google it if you don't know.
- know.
- know.

  S. Consider your object. Feel free to decrease the functional values in favor of the aesthetic. Bling it up!

  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 > #class discussions channel.

Breakout rooms

22\*180/27=146.6667

2+4+2+3+11+(16^2+(11-8.5)^2)^.5=38.1941

(11-8.5=2.5 (16^2+(11-8.5)^2)^.5=16.1941