

Bio Analogues (phase I)

Objective: To obtain the purpose of visual studies and communication and develop comprehension of distinguish and connection between two- dimensional and three- dimensional design through the use of visual language.

Program: Students are asked to use the analytical thinking to analyze the given selected object and “ABSTRACT” into a two- dimensional composition. The design must contain visual basic elements and apply the basic design principles such as **figure and ground, form, organization, and ordering principles** in order to achieve **the unity in design**.

Procedure:

1. Select an image of the bio- organism (images provided by instructors)
2. Research the characteristics of the selected bio- organism in order to understand its structure, pattern, and mechanism of the forms.
3. Design an abstract two- dimensional composition to associate with the distinctive characteristics of the selected bio- organism in 30x30 cm. 100 lbs paper using the visual basic elements.

NOTE: all the design must be able to trace back to the original subject matter, which related to the research and convey its characteristics.

Requirements:

1. 30x30 cm. design process plate (an analytical drawing/ diagram to explain the development of the design from research)
2. 30x30 cm. two-dimensional design (poster painted by **achromatic colors** only- 5 values)

Materials for Final submission:

Students must use 100 lbs paper and achromatic poster colors.

Evaluation Criteria: The final production will be graded from the following criteria

1. **Design Process**
2. **Visual Composition (Aesthetic and Unity)**
3. **Craftsmanship**
4. **Punctuation of time**
5. **Oral presentation**

Schedule

Fri 27/10/17: Project assign | experimenting and brainstorming the idea with your advisor (in class-group discussion and desk critic)

Fri 10/11/17: Submission of two- dimensional design and design process plate (in class- pin up review and presentation)

Bio Analogues (phase II)

Objective: To obtain the purpose of visual studies and communication and develop comprehension of distinguish and connection between two- dimensional and three- dimensional design through the use of visual language.

Program: Based on the two- dimensional design, student is asked to develop a three- dimensional model to dwell within the cubical volume of 30x30x30 cm. The design must contain visual basic elements and apply the basic design principles such as **figure and ground, form, organization, and ordering principles** in order to achieve **the unity in design**.

Procedure:

1. From two- dimensional composition, students are asked to analyze and translate into three- dimensional form by experiment in various techniques such as triangulation, folding, weaving to construct a form that is being translated from the selected bio- organism.
2. From the given 30x30x30 cm. "SOLID" cube, students can carve out up to 70% of the cube to crate the "SPACE" while remaining the essential character of the precious cube
3. Compose the forms, which can be varied in size (from item 1) to occupy into your created space within the 30x30x30 cm. cube (from item 2).

NOTE: all the design must be able to trace back to the original subject matter, which related to the research and convey its characteristics.

Requirements:

1. Three- dimensional model with the remaining of 30x30x30 cm. cubical form

Materials for Final submission:

For model- students can use construction board, balsa wood, KP paper as a main material. Others material such as string, wire, lycra fabric can also be used with the approval by instructor only.

**** Model must done by hand only****

Evaluation Criteria: The final production will be graded from the following criteria

1. **Design Process**
2. **Visual Composition (Aesthetic and Unity)**
3. **Craftsmanship**
4. **Punctuation of time**
5. **Oral presentation**

Schedule

Fri 17/11/17: Study Model I (in class-desk critic)

Fri 24/11/17: Study Model II (in class-desk critic)

Due Date: Section 411-415: **Fri 01/12/17**