

Assignment # 1b - Concept: Basic Architecture Lamp

Assignment Description:

A. Research simple architecture lamps

B. Create a 2d concept of your lamp

- Create a detailed **line drawing** of your lamp. Including Front, Top and Side views
 - Strive for technical drawing accuracy
- Create a detailed **full color** view of your lamp in a 3/4 perspective view
 - Choose an interesting POV for your 3/4 view
 - Add full color
 - Consider texture, light and shadow, and material types
- Include instructors name, class code and a title on your schematic

Lesson Topics: POV, technical drawing, Surface textures, Shadows, Highlights, Strong silhouette, 3 second rule, Personality, Cool Factor.

Other Notes:

Here are the 5 key elements to good visual design as explained in the book: "Mechanika" by D. Chiang www.impact-books.com

- 1.Strong silhouette
- 2.Three seconds rule
- 3.Personality (line quality)
- 4.Functionality/Believability
- 5.Cool Factor

Naming Scheme

File name must use this naming convention: **S15_cg125_Briley_YourName_Concept.jpeg**

To Be Submitted

One jpeg image at **1200 x 800 pixel resolution** submitted to Moodle and N:Drive

Assignment Due

All assignments are due the day before class at 4PM

