



Basic Formgiving Skills

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Abstract

This pictorial contains the different assignments and deliverables of the assignment Basic Formgiving Skills, given in the academic years 2016-2017 on the TU/e.



Create a power socket

The assignment was to copy the form of an existing power socket. Working the mdf proved to give more problems than expected. During the process a part of the circumference broke off, and I tried to fix it by using mdf filler. This was a fix that remedied it for a brief moment, but in the end it proved to be insufficient in holding it together.

Feedback:

The finish is rushed, and the screws are rusty. All in all not the best copy. Wovrk on finishing, and the choice of external parts.





Form abstraction

Integrate two basic forms, one square and one rounded shape. I went for the combination of a block and a cylinder. Again working with mdf proved to be a hassle and in the finish it's noticeable that it soaked up a lot of paint.



Material exploration

Copy a given form into at least three different materials. For this assignment I picked different sorts of wood to form into the desired shape, along with two types of soapstone and a piece of casted aluminium.

Feedback:

Lots of shapes, not a single one is the exact shape that was expected, work on the presentation.





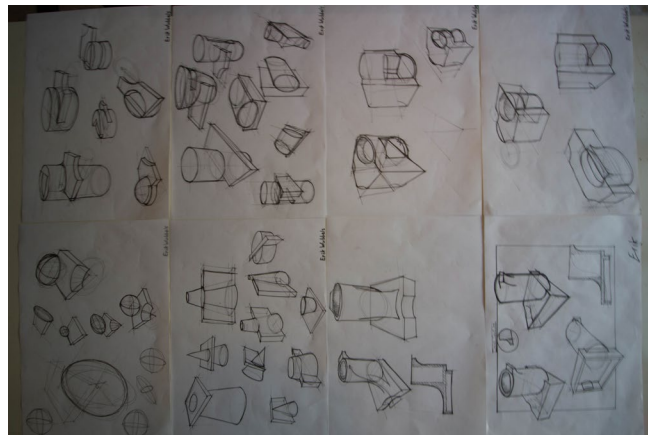
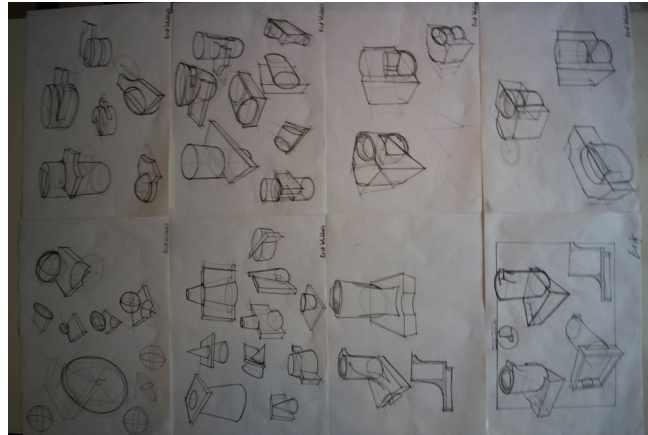
Form Family

For the last assignment we had to design a power socket extension. After sketching multiple ideas out on paper, I went for a combination of a cube and a sphere made out of different hardwoods, with a front of aluminum, to give a material contrast. The Aluminum took more time than expected and in the end I went for a natural robust look on this part, to contrast the hard wood that is finely finished.

Feedback:

The idea is ambitious, work on the finish of the wood, think of the type of cable you need. Maybe go for an alternative for the aluminum, to show what the idea was.





Reflection

During the assignment I got to rethink how to use sketches, whereas I first spend a lot of time to make them look sharp and finished, this time around I used the value of making a lot of quicker sketches to go for quantity over quality, and it helped me generate ideas by putting them directly on paper. The finishing of the products we made, made me put more thought into finishing and making presentable objects, with materials that are not mdf. In the past most of my prototypes used to be made of mdf. After this course I have gained the knowledge to improve upon this by using more realistic materials, that will convey the form and purpose of what it is I will be making.

Tackling the designs is something I changed during the course, at first I tried thinking it all out beforehand, but as time was a thing of pressure, improvisation proved to sometimes lead to better results as with the final product for the form family assignment.

Casting my own aluminium parts is still something I have to get down, yet the process of making the ones for the final product led me to a point that's close to be able to use this skill for future projects without all the hassle.

In this assignment I expected to gain more knowledge about making and finishing prototypes, as well as the needed reasoning behind the choices in this process. I think there's a lot more to learn, but this course has given me a solid foundation to build further upon it.