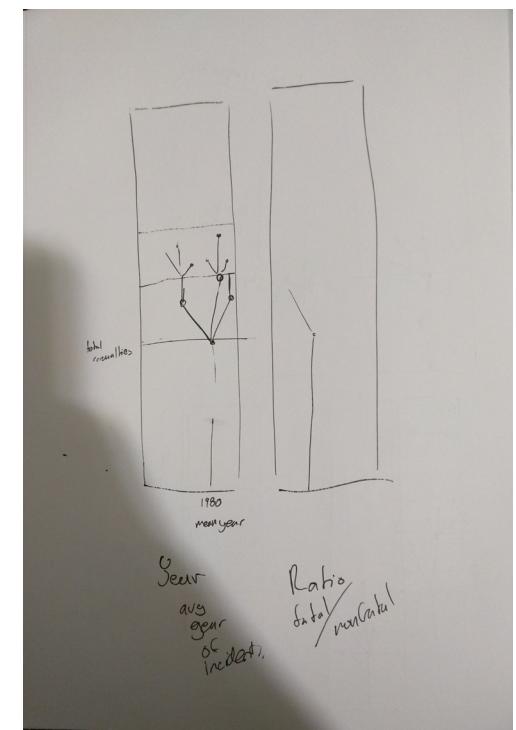
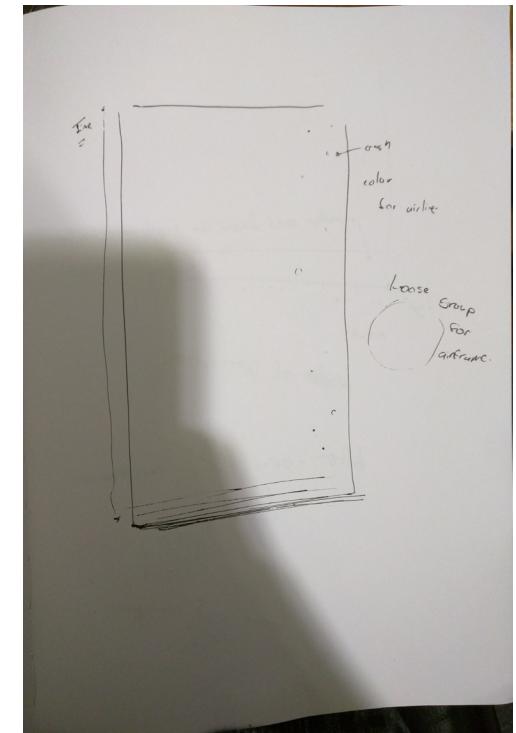
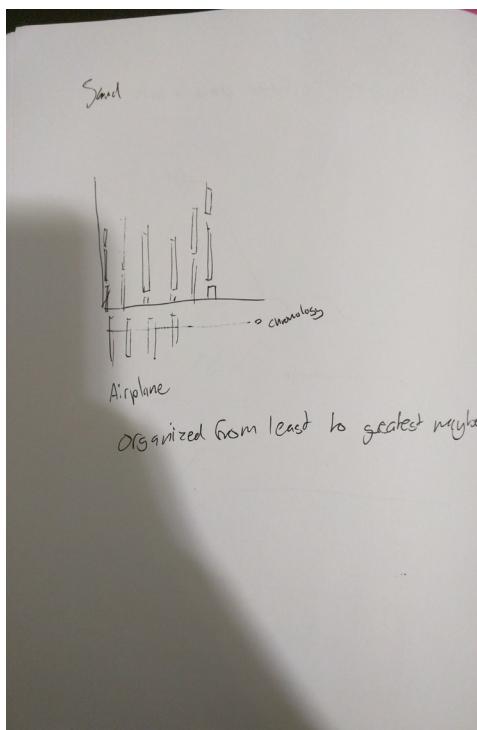
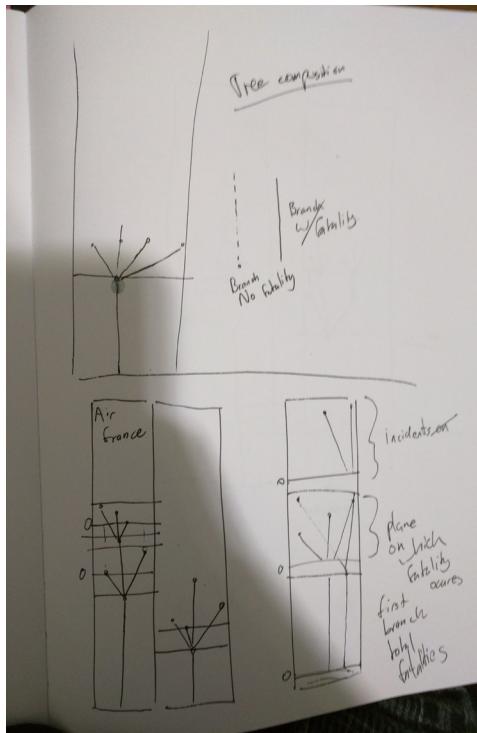
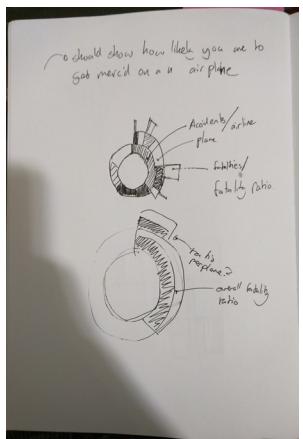


Early Models

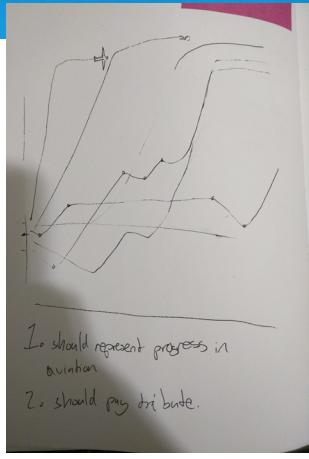
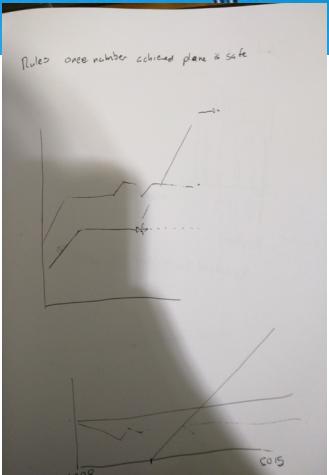
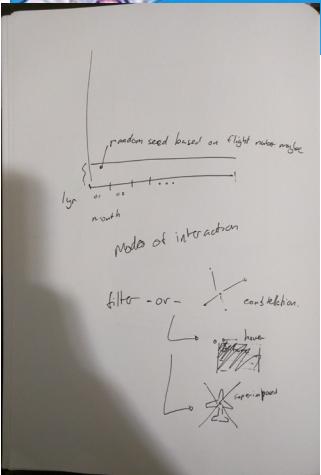
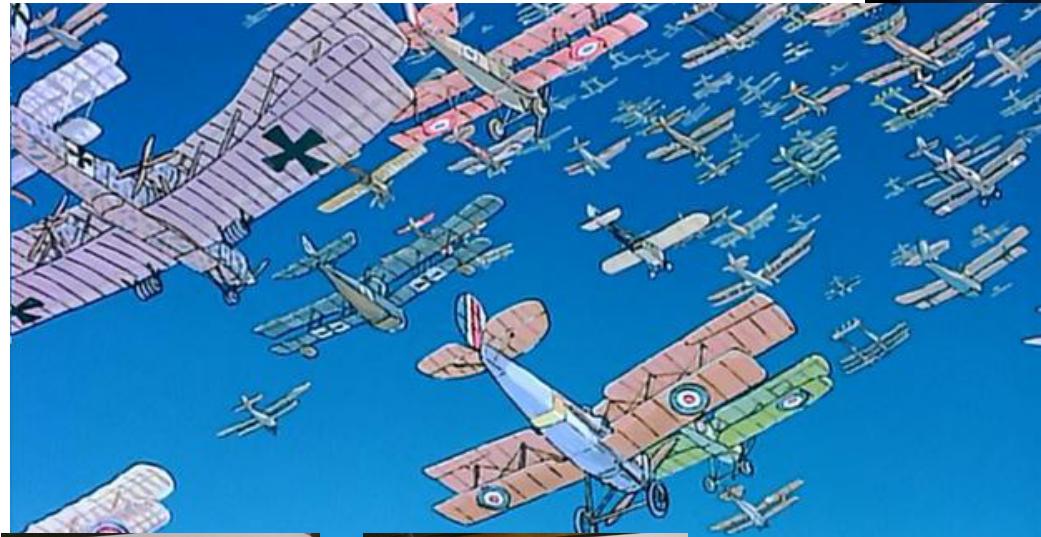
I started my ideas by sketching out a bunch of random stuff. My first sketches were of pi charts that could be broken down and highlighted into their component parts. I moved from that into a tree map of sorts that essentially did the same thing. I also prototypes a sort of bar graph wherein casualties were represented by aircraft. None of these were terribly original.

I started thinking about my personal relationship with aeronautics and flying. My dad is an airline pilot so thinking about flight mishaps always makes me sorta sad. I moved on to ideas that instead of acting as tallies of the dead were instead intended to be tributes to lives lost. I didn't really have many concrete plans on how I'd do this. But I liked the idea of all these airplanes going somewhere else... so I started thinking about the jetstream and all this crazy SF stuff regarding lost airplanes...



Inspiration

I figured out in class that most of you don't know what movies I'm talking about. So here's some pictures from Heavy Metal and The Wind Rises that inspired my next phase of ideation.



Discovery

I finally decided to represent the aircraft as stars. I wanted to create a memorial that wasn't too specific (kind of like the vietnam war memorial) but still held some sort of aeronautical mythical feel. I think I achieved this.

