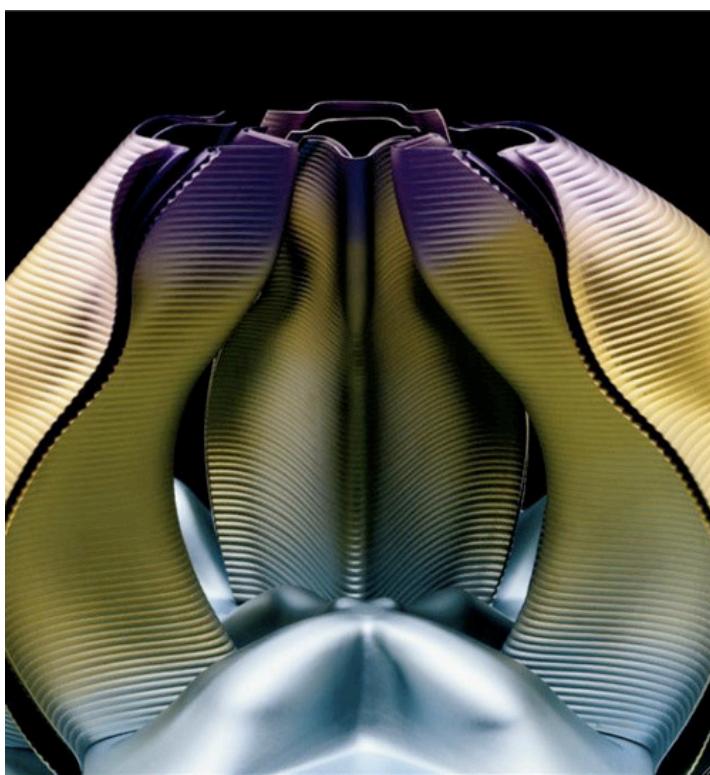


DESIGN AND COMPUTERS 4
ASSESSMENT TASK 2:
DANIELLE KARLIKOFF 3375877
TUTOR: JOSH HARLE CLASS: 3-6

INSPIRATION FOR CHANGES TO SKETCH 1 (P2001): CONTEMPORARY ARCHITECTURE INSPIRED BY ORGANIC FORMS:



Greg Lynn. Tea and coffee set with integral teapot, coffee pot, milk jug, sugar bowl with pourer and tray. - <http://bioinspiredarchitecture.wordpress.com/>

Aim to reflect: lines, shape, movement, integration of organic and geometric forms.



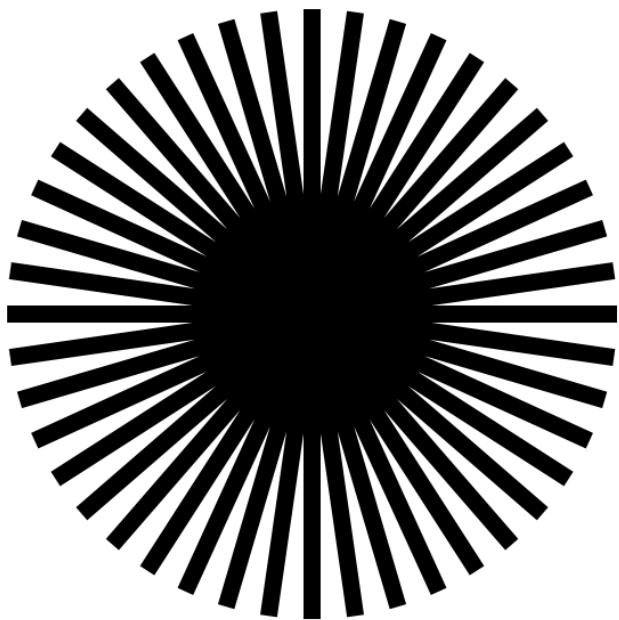
Zaha Hadid Architects, Kartel-Pendik Masterplan, Istanbul, Turkey, 2006 - <http://bioinspiredarchitecture.wordpress.com/>



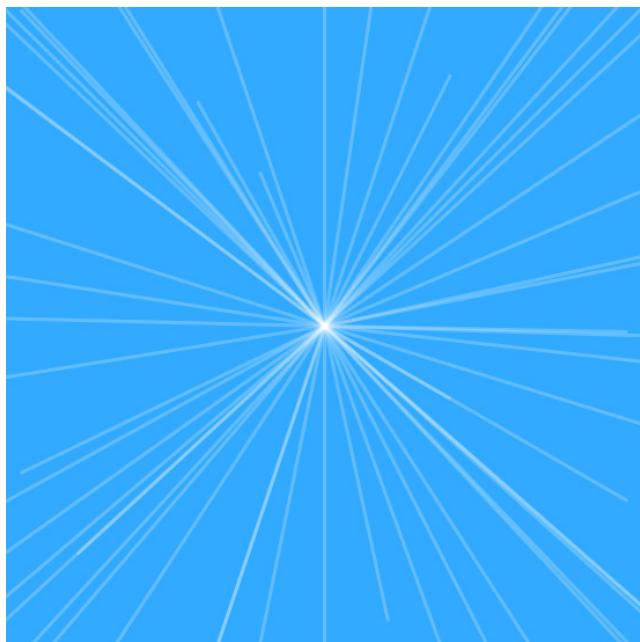
samples of some examples of biological processes as applied to architecture - <http://bioinspiredarchitecture.wordpress.com/>



ORIGINAL SKETCH:



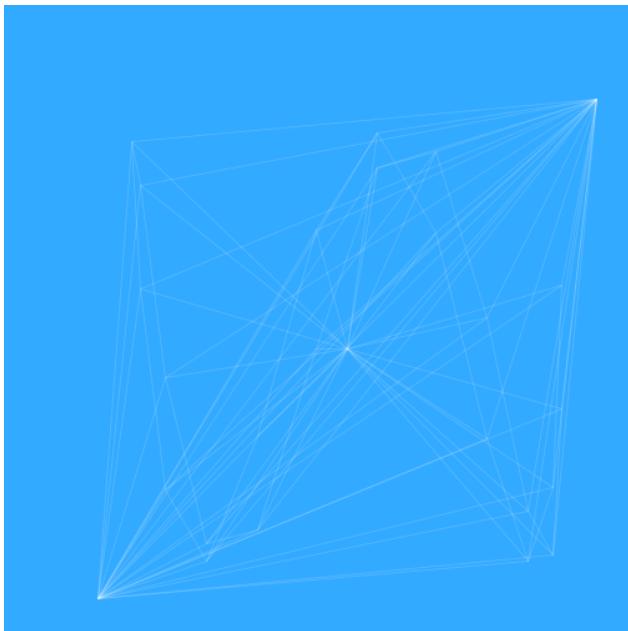
CHANGE 1:



Aiming to create a more playful and dynamic aesthetic by making the circle smaller and the lines thinner and less orderly than the original sketch by modifying the stroke weight, float y and float radius values.

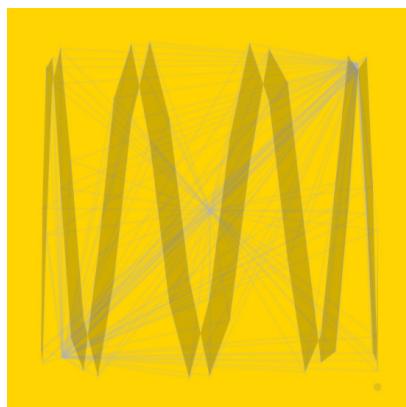
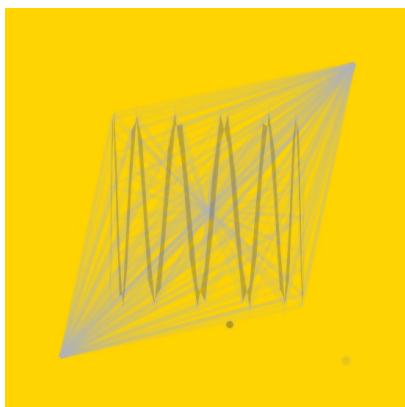
Also focusing on creating an overall lighter and brighter atmosphere by changing the background and stroke colour/transparency.

CHANGE 2:



Aiming for an intricate geometric aesthetic with elements of spontaneity as different lines are created as the mouse moves across the screen. This is done through creating a diamond box-like shape by adding thoughtfully positioned lines in the top-right and bottom-left corners of the screen.

CHANGE 3:



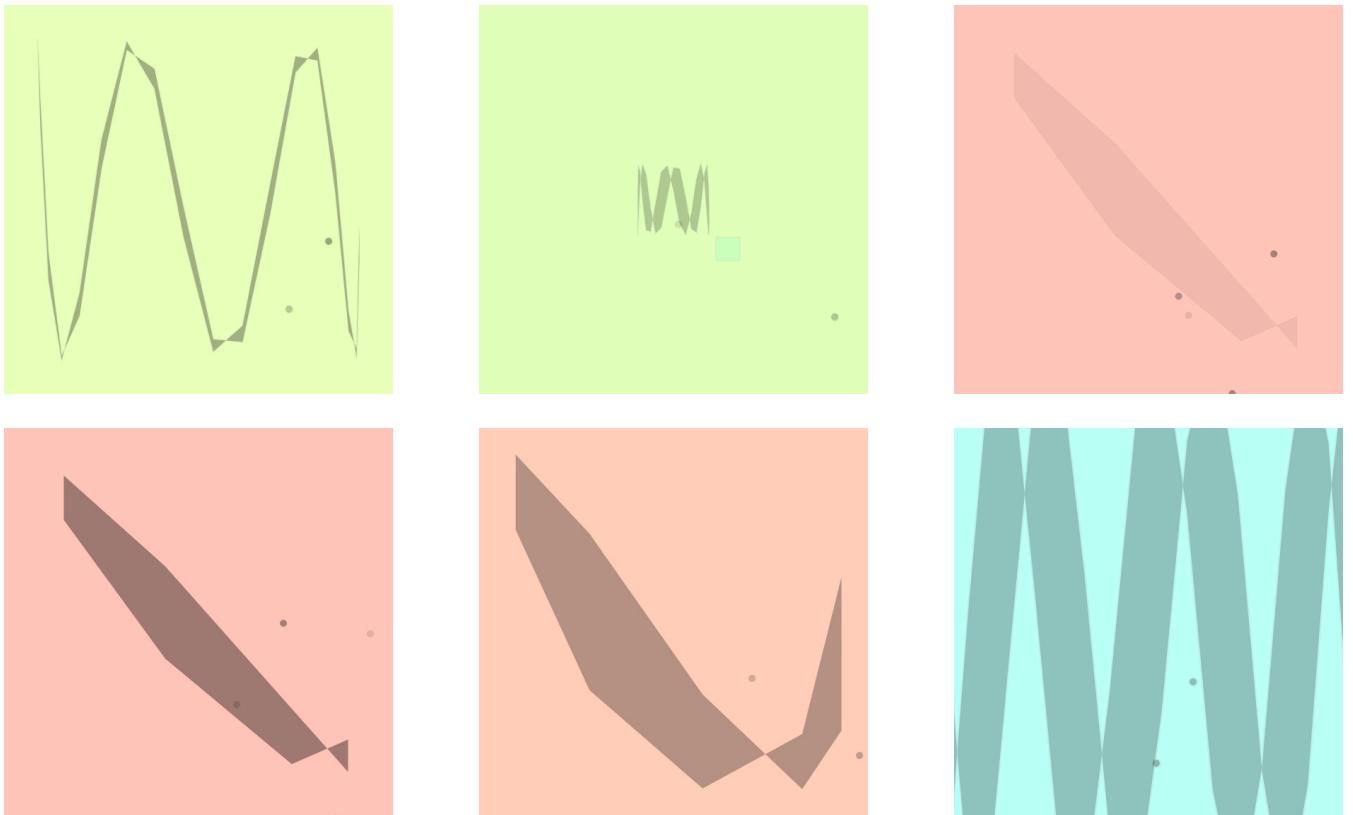
Adding a more organic aesthetic to the sketch by adding HSB colour and modifying the hue to create a shaded effect within the intricate lines. This provides elements of contrast and harmony as the shaded pattern is contained within the parameters of the outer web-like pattern.



This change also aims to provide contrast in form by adding small ellipses and rectangles to bounce in the bottom right-hand corner of the screen. This provides the notion of randomness and adds more movement in the sketch to enhance the idea of geometric meets organic.

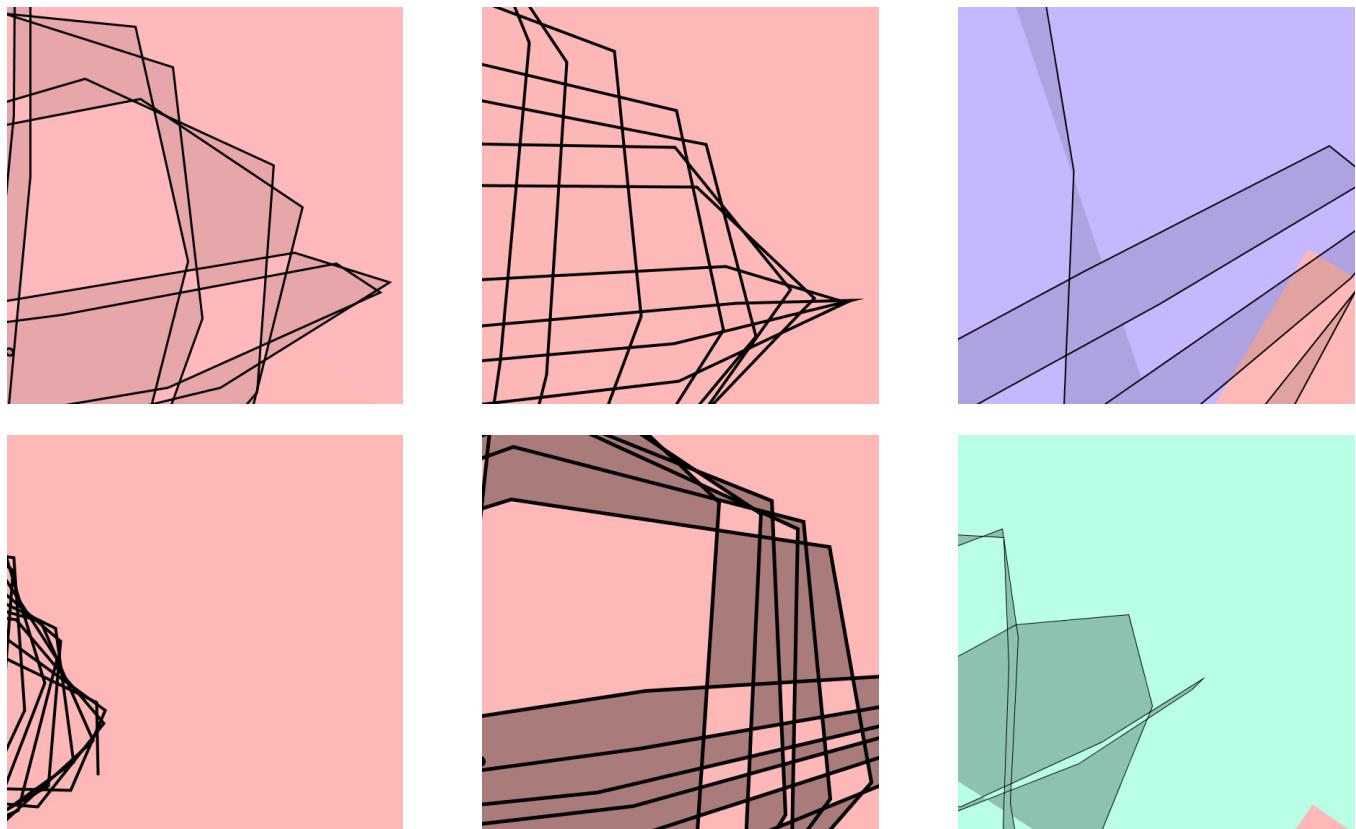
Different phases of the form zoomed in and out as the cursor is moved across the sketch.

CHANGE 4:



This change aims to achieve a more refined and 'softer' aesthetic whilst retaining the main ideas of geometry and randomness by modifying the colourMode so that the only the shaded pattern is prominent and adding a mouse function to change the background colour as the cursor moves around the screen to further explore the ideas of harmonious movement and change.

CHANGE 5:



In this final change I wanted to create maximum animation with the movement of the cursor that reflected the forms of contemporary architecture. I found that playing around with the angles of the form was the most visually effective way to do this. I tried a few different stroke colours and widths but found the thin black outline to be the most successful in terms of creating a strong sense of direction and form.

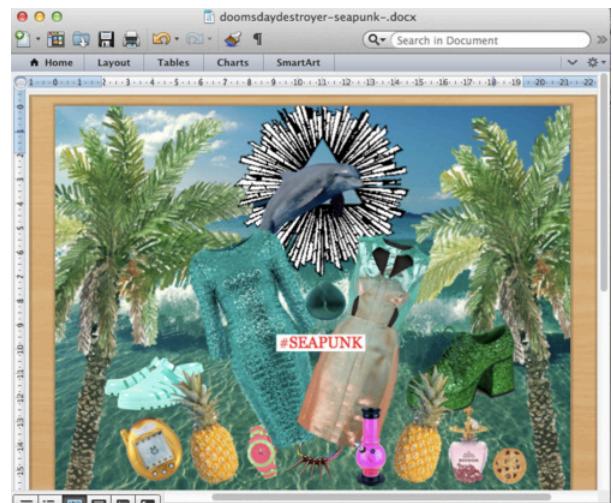
INSPIRATION FOR CHANGES TO SKETCH 2 (P22301): 'SEA-PUNK'

Sea-Punk is an internet based phenomenon that represents the aesthetic of all things oceanic and related to the sea. It encompasses a cyber-centric, tumblr birthed lifestyle of eclectic digital imagery sustained by its widespread trending across social media and the music industry.

Examples of Sea-Punk:



<http://fora.mtv.ca/2012/11/what-constitutes-a-seapunk/>

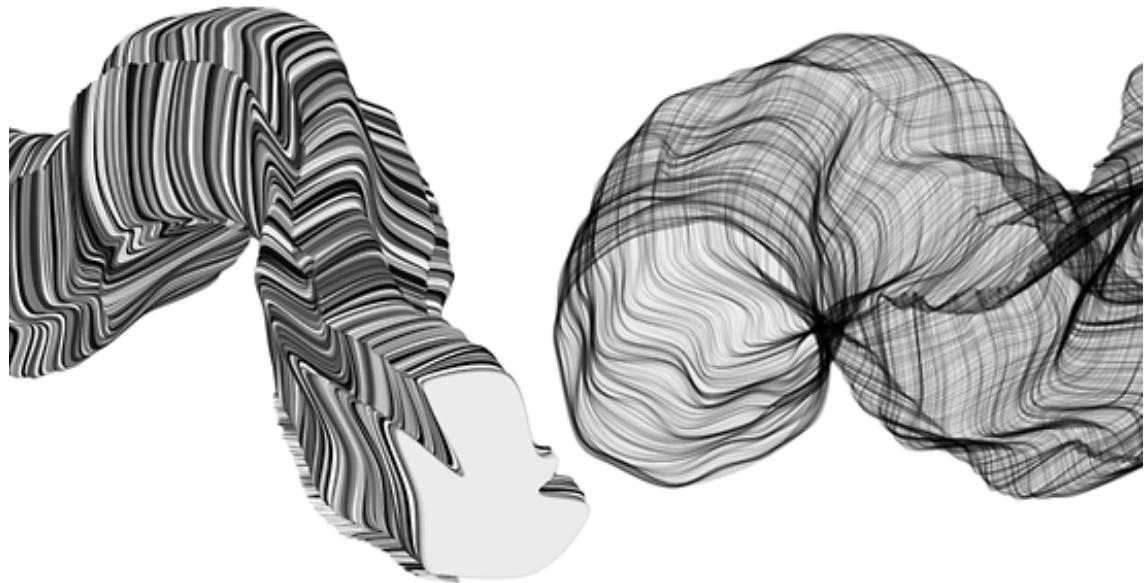


<http://doomsdaydestroyer.tumblr.com/seapunk>

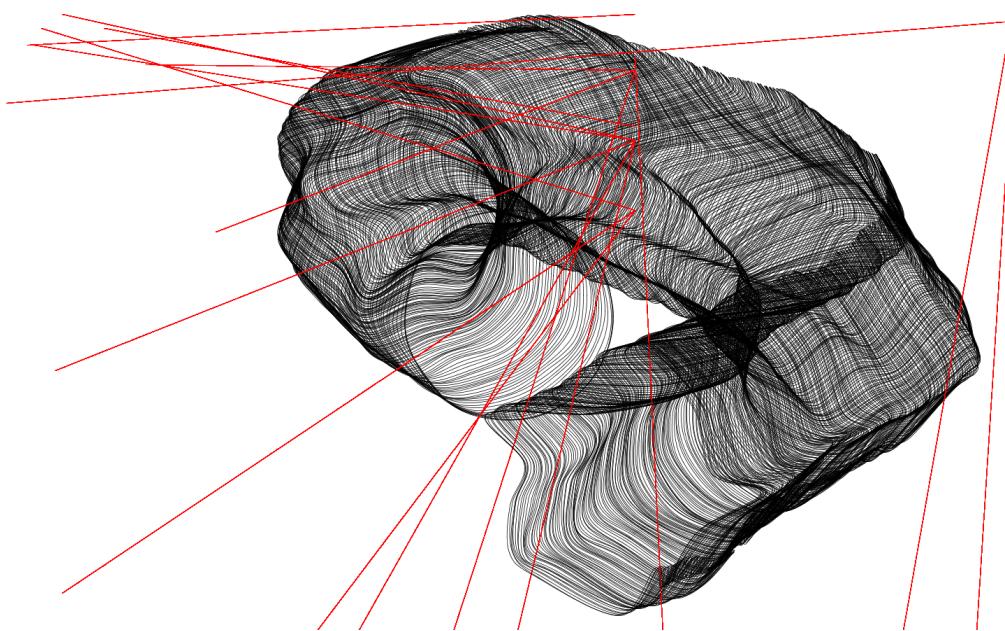


<http://lunavega.net/tag/new-web/>

ORIGINAL SKETCH:

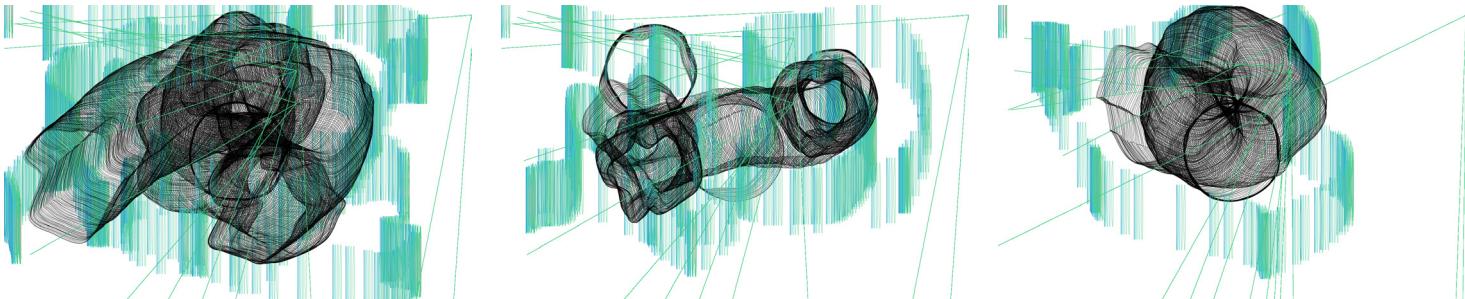


CHANGE 1:



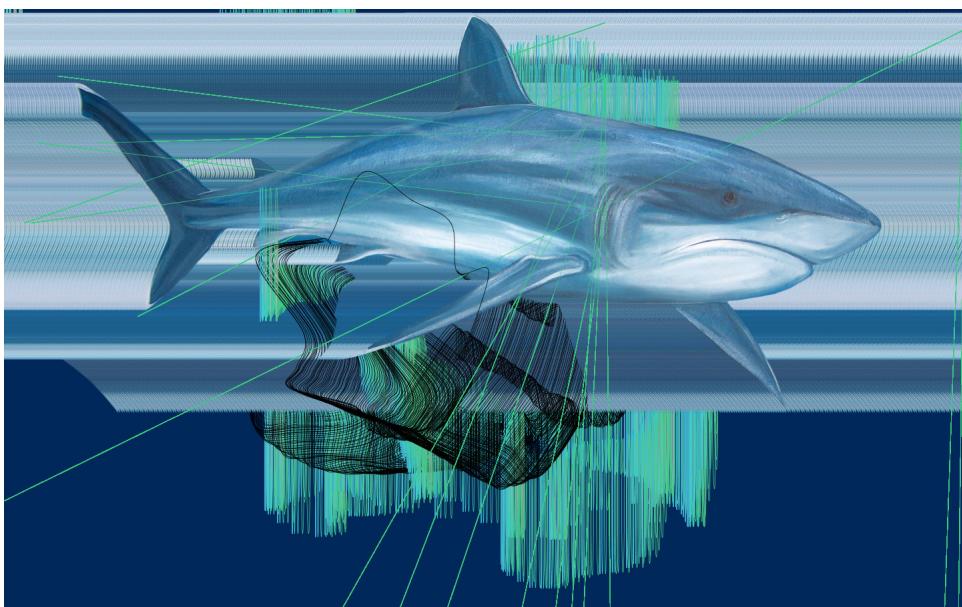
Aiming to create a layer of depth and 3-dimensionality by adding a series of lines of varying angles and lengths that contrast with the existing form.

CHANGE 2:



Starting to introduce colour that relates to the sea-punk aesthetic using the HSB colorMode and using a for structure to draw elements to the screen at each frame via the movement of the cursor. These linear elements aim to further contrast the large black curved form in the centre.

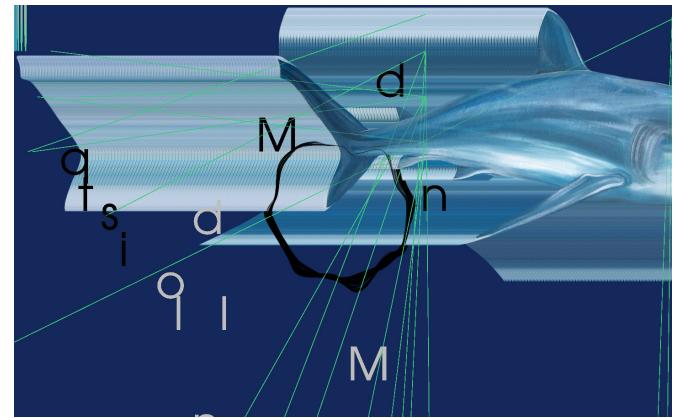
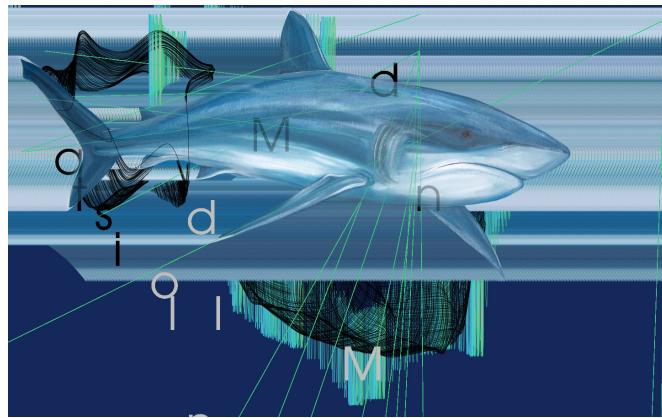
CHANGE 3:



A major symbol of Sea-Punk is introduced here in the form of a loaded image. The image is then animated to move along the width of the screen which creates a heavy 'cyber/techy' aesthetic as the imprint of every frame is visible.

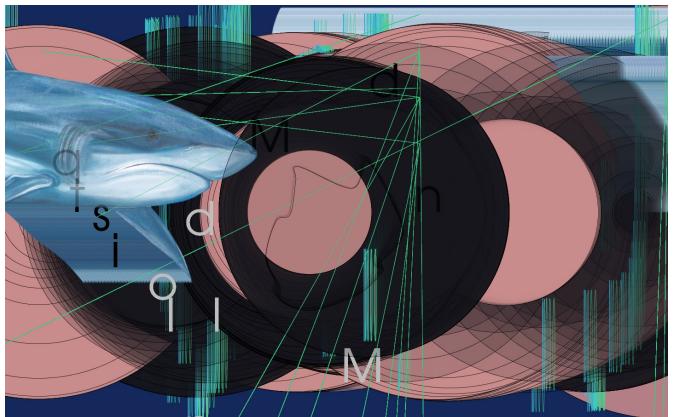
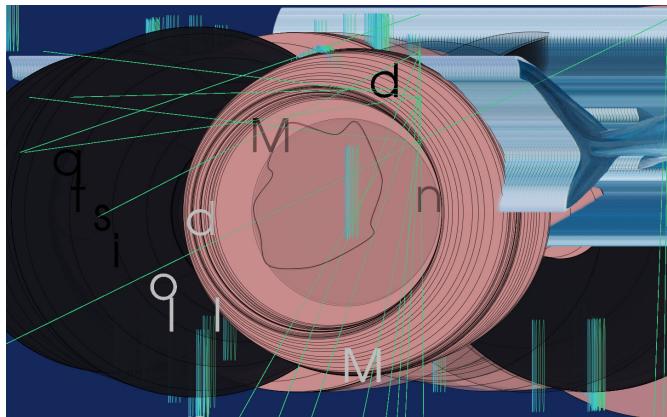
Image from: <http://stackoverflow.com/questions/10106856/cropping-two-transparent-png-images-using-imagick-gives-different-results>

CHANGE 4:



Adding typography for illustrative effect. The position and colour of the letters vary as I wanted to achieve the idea of movement and considered sponteneity as a way of adding visual interest and depth in the outcome.

CHANGE 5:



I focused on the notion of 'excess' here by adding an inverted cursor position to create a secondary response. I also felt that contrast of colour was needed thus made the two ellipses pink and black in order to harmonise and contrast with the blue an green hues.