

Exploring 3D through Objects and Space

ASSESSMENT TASK 1

Design Workbook

Due week: 4

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COURSE TITLE

CUA30720 Certificate III in Design Fundamentals

SUBJECT TITLE

A10156 Exploring 3D through Objects and Space

TRAINING UNITS

A: CUAACD311 Produce drawings to communicate ideas

B: CUADES303 Explore and apply the creative design process to 3D forms

C: CUAACD312 Produce computer-aided drawings



AUSTRALIAN
PACIFIC COLLEGE

Instructions for completing this workbook

This workbook is made up of a series of activities to be completed for Assessment Task 1.

Use the lectures and templates provided in the online classroom, your own research, and the supplied resources in order to complete the activities.

You must complete all activities in this workbook.

Include supporting documentation as an appendix with submission of this workbook.

Supporting documentation includes but is not limited to:

- Case studies
- Photographs
- References of sources of information (books/websites)
- Any additional pages added due to lack of space in workbook

CONTENTS

- 1. The Design Brief**
- 2. Analyse the Design Brief**
- 3. Project Research**
- 4. Creative Thinking**
- 5. Planning for drawing**
- 6. Concept Development**
- 7. References**
- 8. Additional pages**

1. The Design Brief

Read Assessment Tasks 1 and 2 carefully.

Refer to the Design Brief and Floor plan to answer the following sections in the Workbook.

2. Analyse the Design Brief

1. List the requirements of the brief in bullet points.

Try not to simply transfer information from the written brief. Try to break down the key requirements of the brief further by analysing the furnishing requirements, the existing physical space, the configuration, and the spatial zones.

- Arrange existing furniture in the studio apartment.
- Design a 4-panel, free-standing, folding screen.
- Screen must provide privacy, be fun, vibrant, and act as a decorative artwork.
- Use sustainable and durable materials.
- Each panel's total length should cover the bedroom area; height up to 1800 mm.
- Budget: \$1,500.
- Finished drawings by Week 8; move-in date in 3 months.

2. Will the client be the end user? How many people will be living in the dwelling? What is the user demographic?

- The client will be the end user
- There will be two persons living in the dwelling
- Demographic
 - o They work as software engineers – practical, functional, minimal.
 - o They are media arts graduates – creative, edgy, eclectic.
 - o They are relatively introverted – quiet, calm, sensible

3. Does the client have any style, material or colour preferences?

- The client does not have specific style, material or colour preferences, as long as it's not too out there or makes things difficult.
- The client states that I should know him well enough to make design decisions on his behalf.
- The client also tells me to surprise him.

4. What are the client's spatial expectations?

Practical and functional space with a creative and edgy aesthetic.

5. Are there any obstacles or constraints you might face while working on this project?

- Time and budget constraints.
- Limited experience and skills.
- Potential for tool and service failures.
- Coordination with the client for consultations.

6. Does the project have to be completed by a specific date? How will this impact your designs?

The project has a completion date.

- 16th June 2024

This means that the design may need to compromise on aesthetic and quality including the artistic detail, craftsmanship and engineering.

7. What types of drawings does the client request from you to communicate the designs to them?

- Perspective view
- Elevation - front view
- Floor plan - top view
- Panel design.

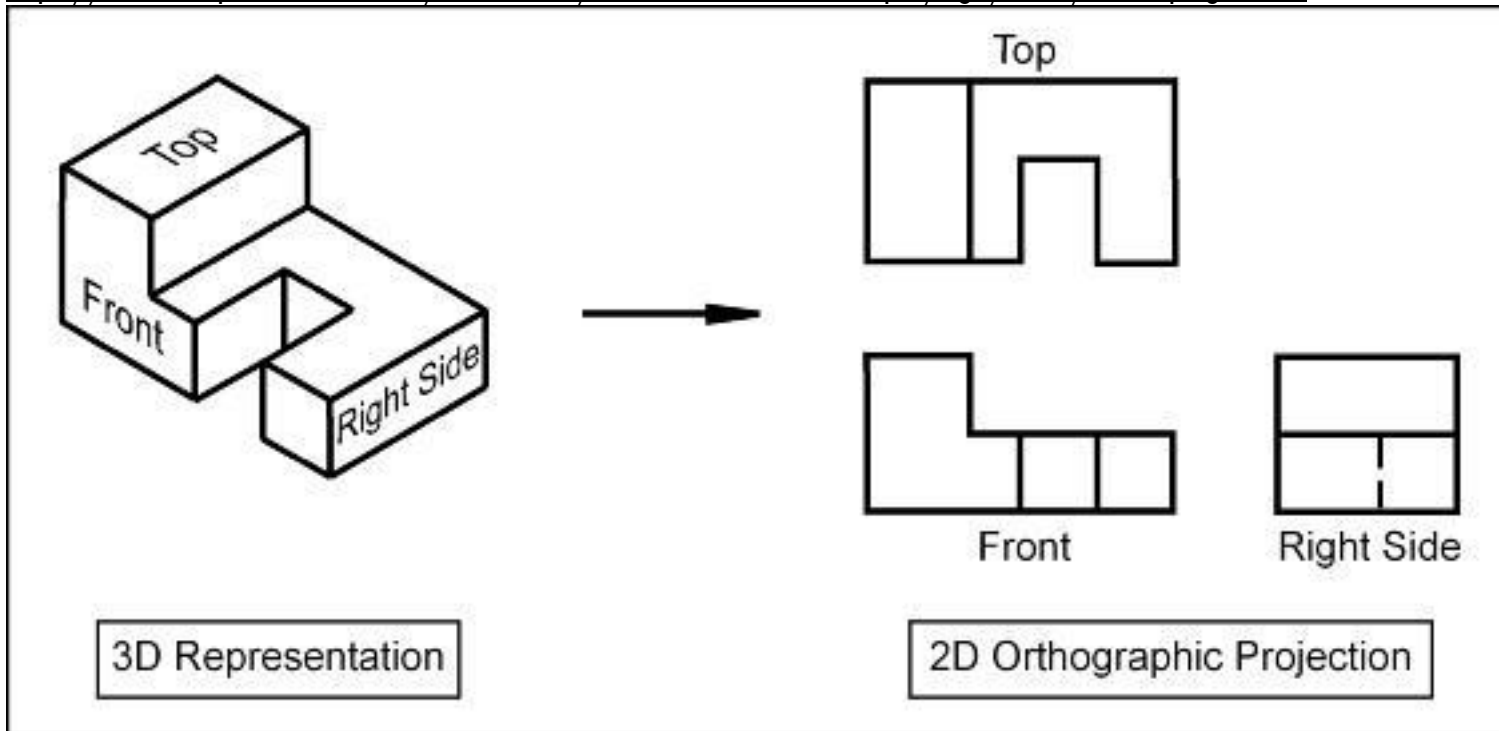
3. Project Research

1. Identify and describe and least three (3) types of drawing **methods and techniques** that designers use to communicate their design concepts for 3D design solutions. Include images in your response.

Use the internet, books and magazines, design journals and any other research resources available to you. The research should be in the form of written information with headings and/or bullet points, images, and example drawings. Reference and list the sources and images you used, using the *Harvard Referencing Style* (www.citethisforme.com).

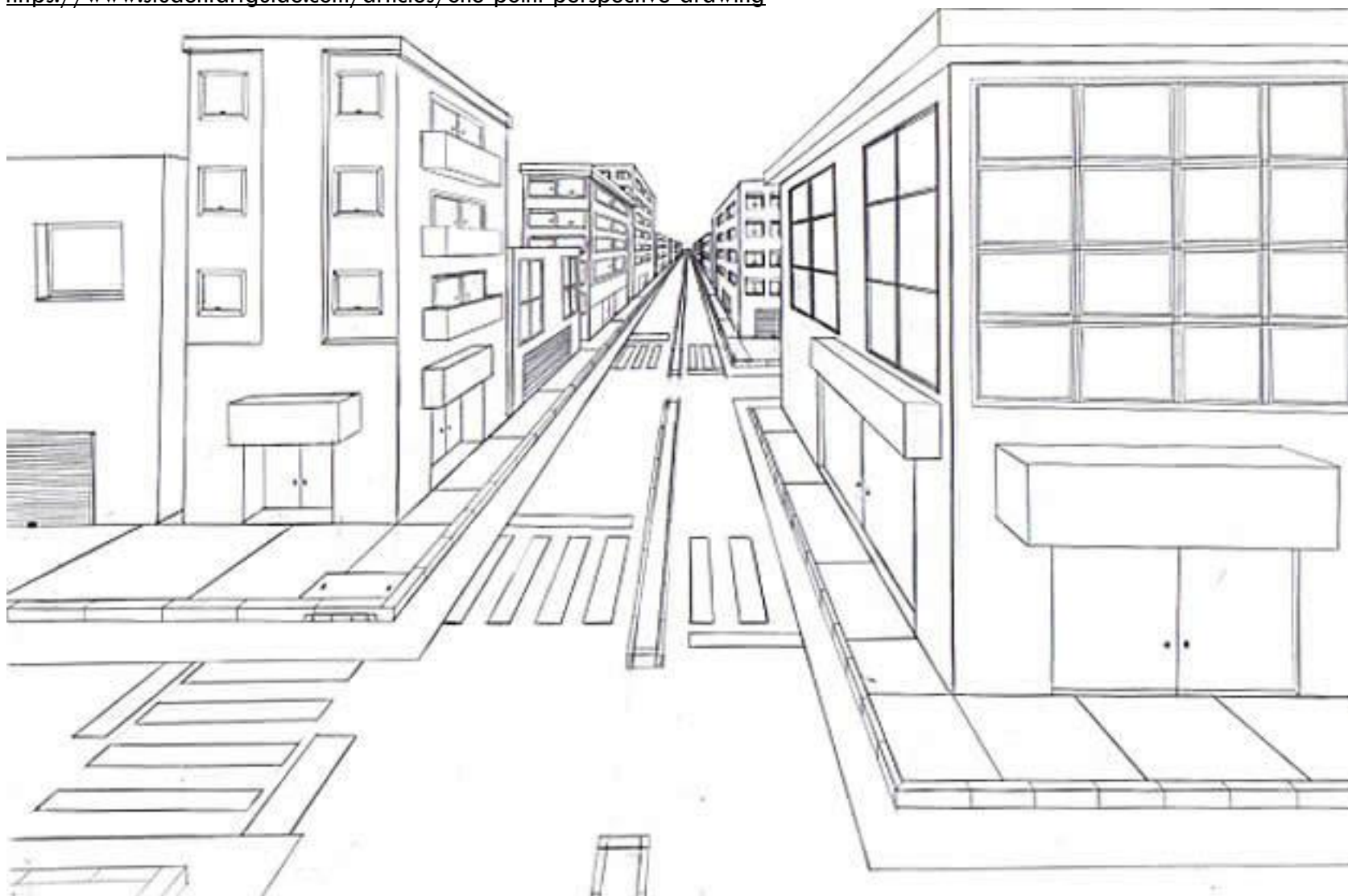
Orthographic Projection: Represents multiple views (front, top, side) to accurately depict dimensions and shape.

https://static.sdcpublications.com/multimedia/9781630570521-sample/eye/ortho/ortho_page1.htm

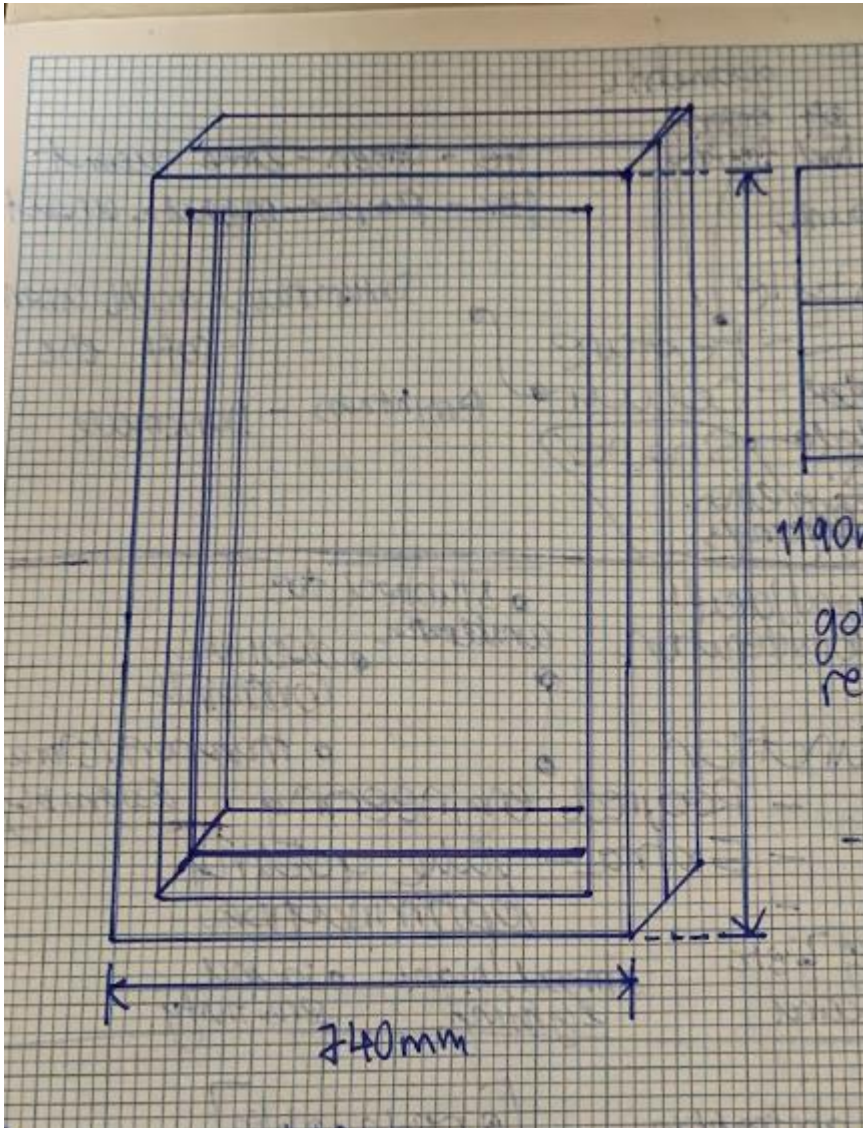


Perspective Drawing: Provides a realistic, three-dimensional view on a two-dimensional surface.

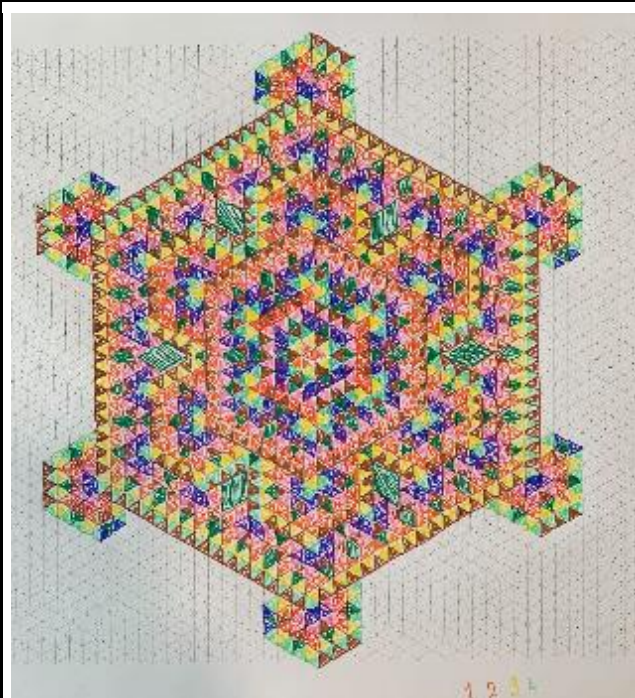
<https://www.studentartguide.com/articles/one-point-perspective-drawing>



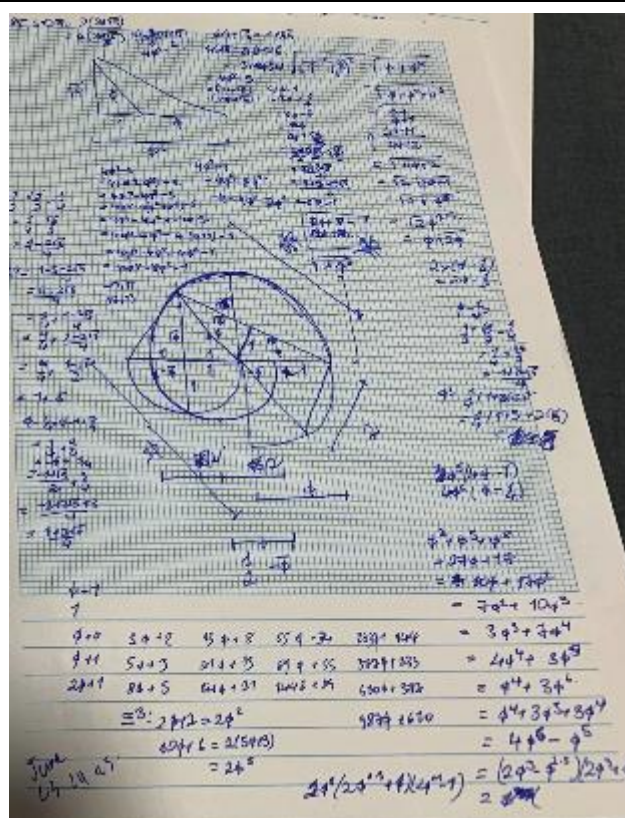
Isometric Drawing: Shows three-dimensional objects in two dimensions with equal angles.



2. Research studio apartments that showcase creative ideas for designing small spaces. Select 3 images that have inspired you and describe how each one will influence the design for your client's space. Insert the images and description below.



https://youtu.be/_UtCli1Sgjl?si=YbHi9ErJ4r5UB6la
Umm, I made up the rules for making this, but a few months later I found a video on it.



My 20th book, and almost every single one has the golden ratio in it. (I made some mistakes above).
https://en.wikipedia.org/wiki/Golden_ratio

What an insulting question. I'm insulted, Very Very Very. Anyways, this happened when I had a question about math. It says: Simplicity is the foundation of complexity. I'm inspired, by myself.

They say golden ratio is in everything. Mostly true, but I hate it how most preachers don't know math. I've played with 1.618 for over at least 100 hours and it still fascinates me.



https://www.youtube.com/watch?v=ThwuT3_AG6w&t=750s

<https://www.youtube.com/watch?v=Svq2Kscmmwc>

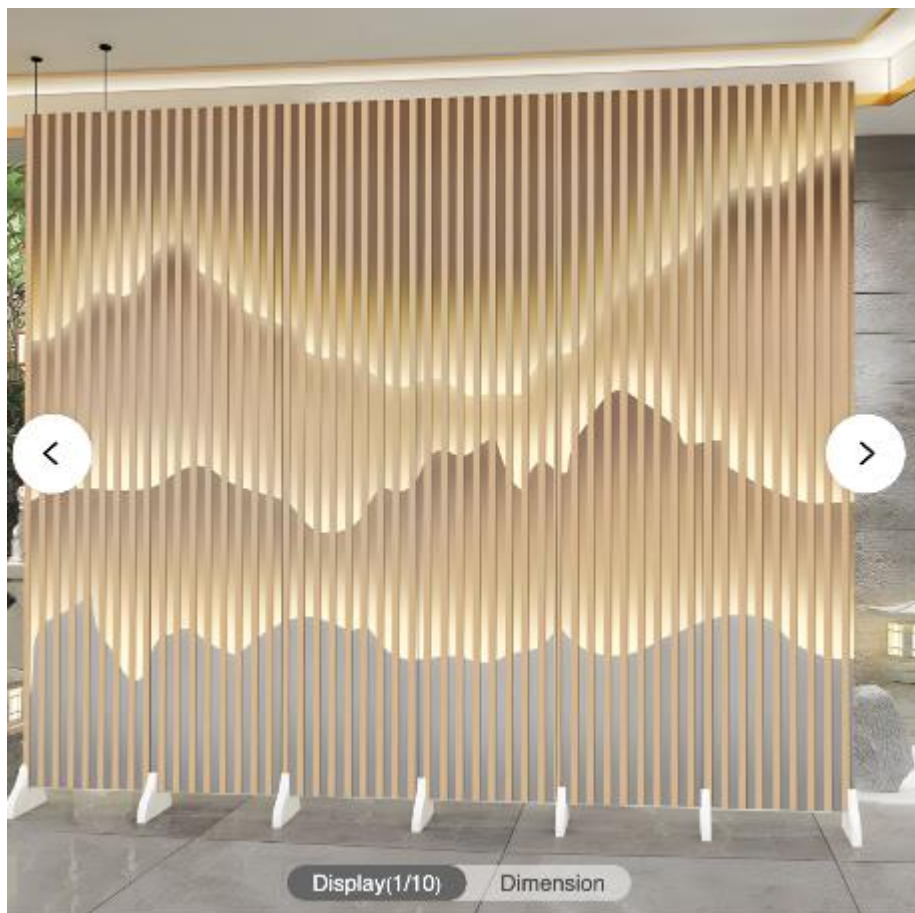
James Webb telescope, Sadako, Crazy folding man in the video. Folding fascinates me but I thought it too difficult to do engineering with. Welp, gotta start somewhere.

3. Research Folding Screens from 3 different styles/decades/eras, select 3 that you like and that will suit the brief for your client. Describe the decorative style and materials used. Insert the images and description below.



[https://en.wikipedia.org/wiki/By%C5%8Dbu#/media/File:Tigres et dragons par Kan%C5%8D Sanraku.jpg](https://en.wikipedia.org/wiki/By%C5%8Dbu#/media/File:Tigres_et_dragons_par_Kan%C5%8D_Sanraku.jpg)

- **Byōbu (Traditional Japanese Folding Screens)**
- **Decorative Style:**
 - Byōbu are these amazing traditional Japanese folding screens that blend functionality with artistry. You often see them in Japanese homes, temples, and tea houses, showcasing beautiful calligraphy and intricate paintings of landscapes, historical events, and mythical stories. The art on byōbu has this perfect mix of detail and simplicity that really captures the essence of Japanese aesthetics.
 - **Cultural Influence:** Given my client's Asian heritage and love for Japanese culture, this style is a no-brainer. The traditional Japanese art and calligraphy resonate deeply with their artistic vibes and add a peaceful, beautiful touch to their space.
 - **Art and Personality Alignment:** The traditional vibe of byōbu matches their taste for designs that aren't too wild but still have a unique and creative edge. The calm and refined art style fits their introverted and serene personalities perfectly.
- **Materials Used:**
 - **Paper (Washi):** High-quality Japanese paper, known as washi, is often used for the screen panels. Washi is durable, has a great texture, and holds ink and paint beautifully.
 - **Wood:** The frame of the byōbu is typically made from lightweight yet sturdy wood like cedar or cypress, providing structural support while being easy to move around.
 - **Silk:** Some byōbu feature silk panels, adding a luxurious texture and making the painted scenes pop with vibrancy.
 - **Bamboo:** Bamboo can be used for the framework or lattice work, adding a natural and rustic feel to the screen.
 - **Ink and Paint:** Traditional Japanese ink (sumi) and natural pigments are used for the calligraphy and paintings, ensuring longevity and rich color.



<https://www.litfad.com/fabric-and-wood-screen-modern-style-home-room-bedroom-screen-s-4187300.html>

- **Modern Fabric and Wood Screen**

- **Decorative Style:**

- This screen combines modern design with traditional elements, making it super versatile for contemporary interiors. It's got clean lines and neutral colours, giving it a minimalist vibe, while the fabric and wood add that warm, textured feel.
 - **Cultural Influence:** Even though it's modern, the simplicity and natural materials blend really well with the Japunki theme. Given the client's love for Japanese culture and their need for practical yet stylish pieces, this screen is a solid choice.

- **Art and Personality Alignment:** The modern, minimalist design aligns perfectly with the client's practical and functional tastes. Plus, the subtle textures and warm materials create a cozy and inviting atmosphere that matches their creative and calm personalities.
- **Materials Used:**
 - **Fabric:** The panels are made from durable fabric, which provides privacy while letting light filter through, creating a soft, diffused glow.
 - **Wood:** The frame is high-quality wood, offering a sturdy structure and adding a natural, organic touch.
 - **Metal Hinges:** The panels are connected with metal hinges, making the screen easy to fold and adjust to different spaces and needs.
 - **Light Integration:** I'm not sure if this screen is lit from behind, but I really like the idea of incorporating light. This fits perfectly with the futuristic aspect of the Japunki theme.



<https://www.chairish.com/product/11550144/stunning-art-deco-style-six-panel-screen>

3. Art Deco Style Six-Panel Screen

- **Decorative Style:**

- I didn't know what Art Deco was until I looked it up. I still don't quite know, but I'll ask you later. What I do like is that it's known for its geometric shapes, and I like geometry. This screen might be a bit much for my taste—honestly, I think it's kind of fugly—but we were talking about design elements the other day, right? The geometric tessellation concept is pretty cool, and I think ornamental details are something I can play with to add that extra bit of personality. Out of all the screens, I learned the most from this one because it made me research what the f Art Deco is.
- **Cultural Influence:** The bold and opulent style of Art Deco can add a touch of glam to the Japunki theme. Even though it's not traditionally Japanese, the strong geometric patterns can complement the futuristic aspect of the design.

- **Art and Personality Alignment:** While the overall look might be a bit much, the geometric shapes and ornamental details align with my client's creative and edgy side. It pushes the boundaries a bit, adding some unexpected flair.
- **Materials Used:**
 - **Wood:** The frame and panels are made from high-quality wood, ensuring durability and adding a rich texture.
 - **Paint and Lacquer:** The decorative elements are painted and lacquered, giving it that shiny, polished look typical of Art Deco pieces.
 - **Metal Accents:** Some Art Deco screens include metal inlays or accents, adding to the luxurious feel.

This Art Deco screen, despite not being my favourite aesthetically, taught me a lot about bold geometric patterns and ornamental details and how elements like that can be integrated into my designs. It's a reminder to always explore and learn, even from styles I don't initially like.

4. Creative Thinking

List three (3) creative thinking techniques that can be used as part of your design process

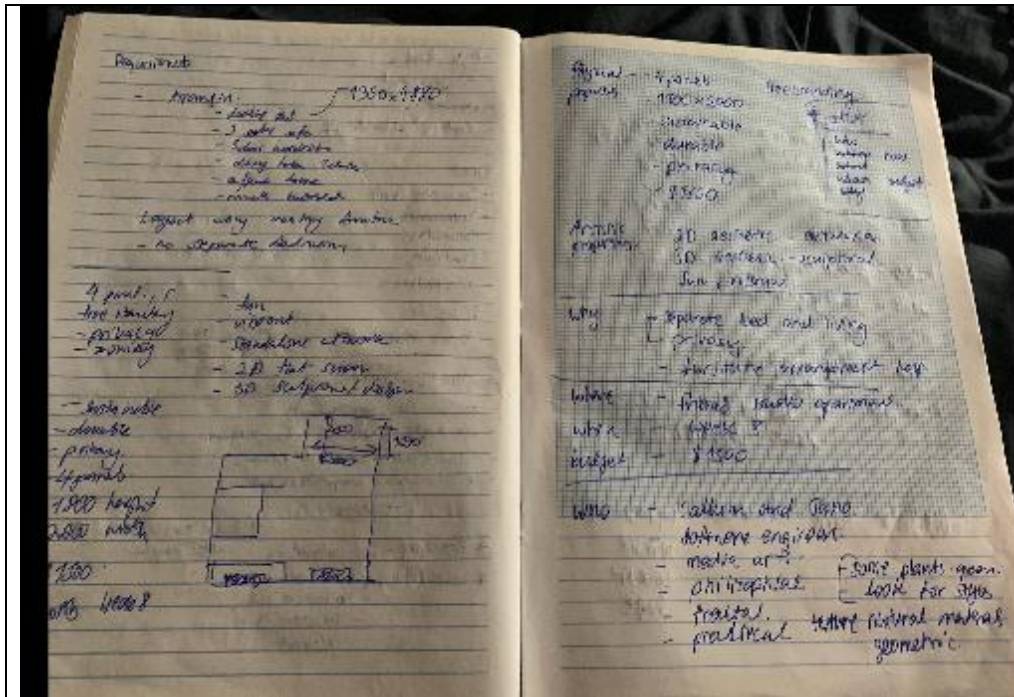
1. **Brainstorming:** Generating a wide range of ideas spontaneously without judgment. It's like a mental free-for-all where no idea is too wild.
2. **Mind Mapping:** Visualizing connections between different concepts and ideas. It's a great way to see how everything interrelates.
3. **SCAMPER:** This stands for Substitute, Combine, Adapt, Modify, Put to another use, Eliminate, and Reverse. It's a checklist that helps in thinking about existing concepts in new ways.
4. **Nested Lists:** This is my preference as a coder. It's a process of dumping, grouping, and then iterating it as if it were a dump again. Think of it as a method of refinement. I developed it after a year in isolation. It's inspired by digital forensics, which I used to tutor and mark. While marking assessments, I realized how beautifully this illustrates the computer science concept of event sourcing. I could go down this rabbit hole for hours. In the next question is the mind map I showed you. I just realised, it's basically what we do in tech interviews too. Though if I was a technical hiring manager and I saw someone mind mapping with the bubbles, I'd be interested in their background because that's not something I see at all in computer science. We just call out things and place them where we think they should approximately go with an educated guess and perhaps experience.

Evidence, from my Apple Notes app that I do this all the time when thinking:

[illegible]

Its meant to be minimal effort (hence the dumping). So, in terms of ideas and stuff, I just browse Pinterest and put the things I like in a relevant folder. However, in the mad rush of having to do this and that, I forgot that I actually did this. So went back to Pinterest and found some really good suggestions which had elements of what I designed. The only difference is that my design is much more multifunctional and can support a (light) folding up door. I then review at some point and then iterate, either go back to Pinterest or create something new. Usually, there's more than enough after the first Pinterest run.

2. Using the creative thinking techniques above, start mapping out ideas for your studio apartment design. You can include ideas that inspired you from your research above.



Here , I just went through the brief and I just wrote down the key words and details on the left.

Then, I went thought what I just wrote, roughly grouped them in my head, and rewrote them so that related items were close to eachother.

Then, I went to the lecture notes and wrote on the top right corner the thing (5w1b1h) and just see if I did everything.

Base: Topandi geometric

demographic: function soft ordering
form hard freedom

identity's cyber punk

Style!

- texture

Saturation - acid colors
- soft else

texturation
experimentation

rounded - Colour

Brightness - Darkmode



Shape/
corners
sharp/flat
chamfer/angles

• pole dancer
pole suggestion

• wind/draft
consideration

• stubbed toe
consideration

• doorway
contrast

• transport/storage
assembly

• sharp edge/burns/
splinters

Function

- Required - engineering

- Extra - value adding

optimization

• velcro board.

• acoustic paneling etc

• diy art. • cork board

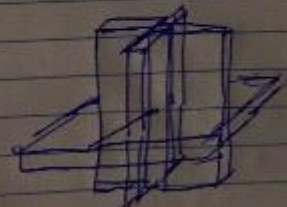
• mood/light sound
lighting sensitivity

• initial - geometric abstraction
of shapes in about
colors? FORM

- 2D

- 3D

• replaceable
• reusable
• useful



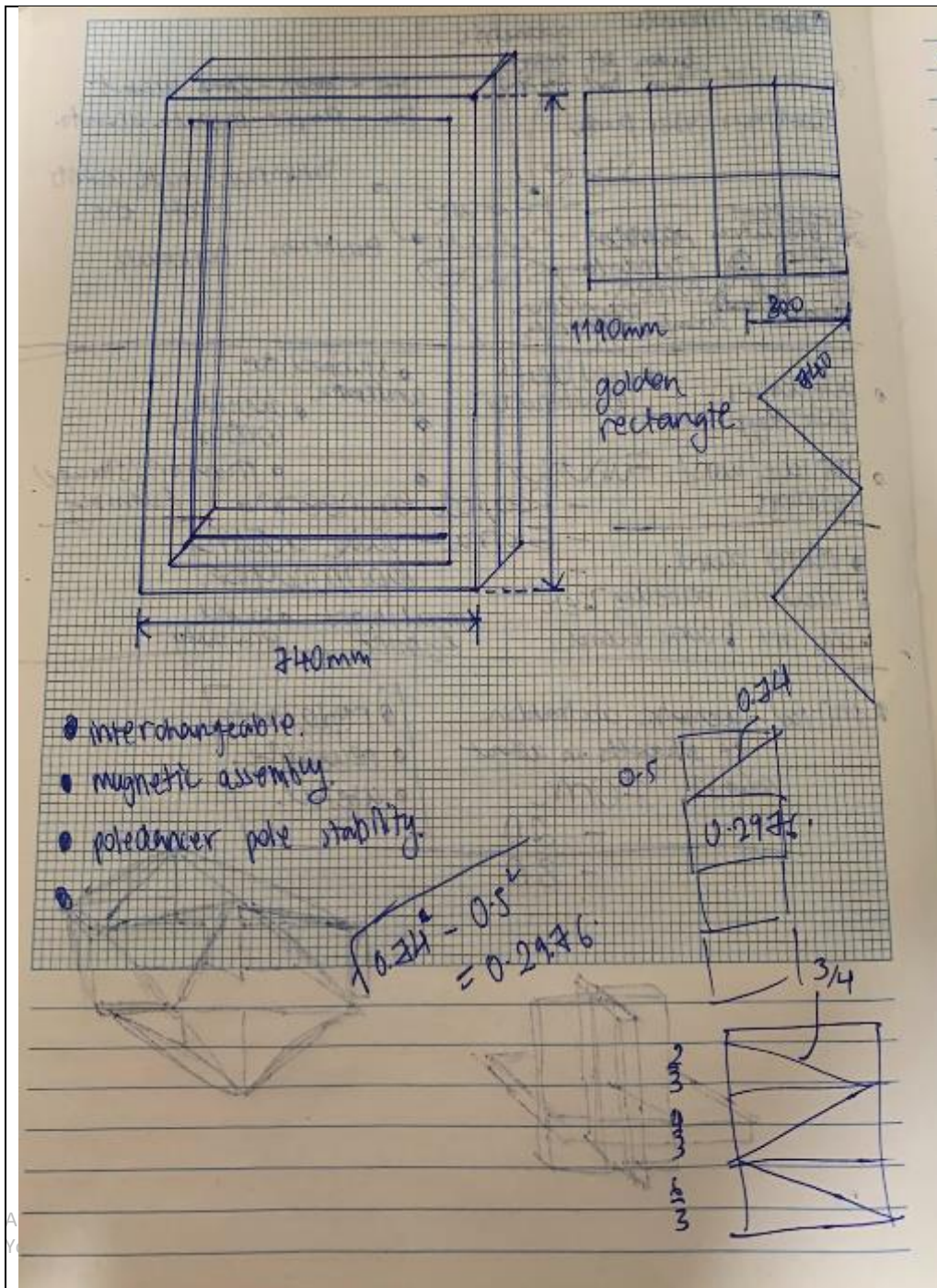
This is the second refinement.

This is where I started to create the story about the client and tried my best to simulate their personalities or essence to see what they would appreciate that I would also appreciate. Because its no fun creating something you don't connect with. And it will turn out really crap too.

I was thinking that maybe I could make a icosahedron things for the 3d part because ive been studying the golden ratio for some time now.

But then it was structurally difficult to get the slots and make it stand like a strange table when arranged into its 3d form.

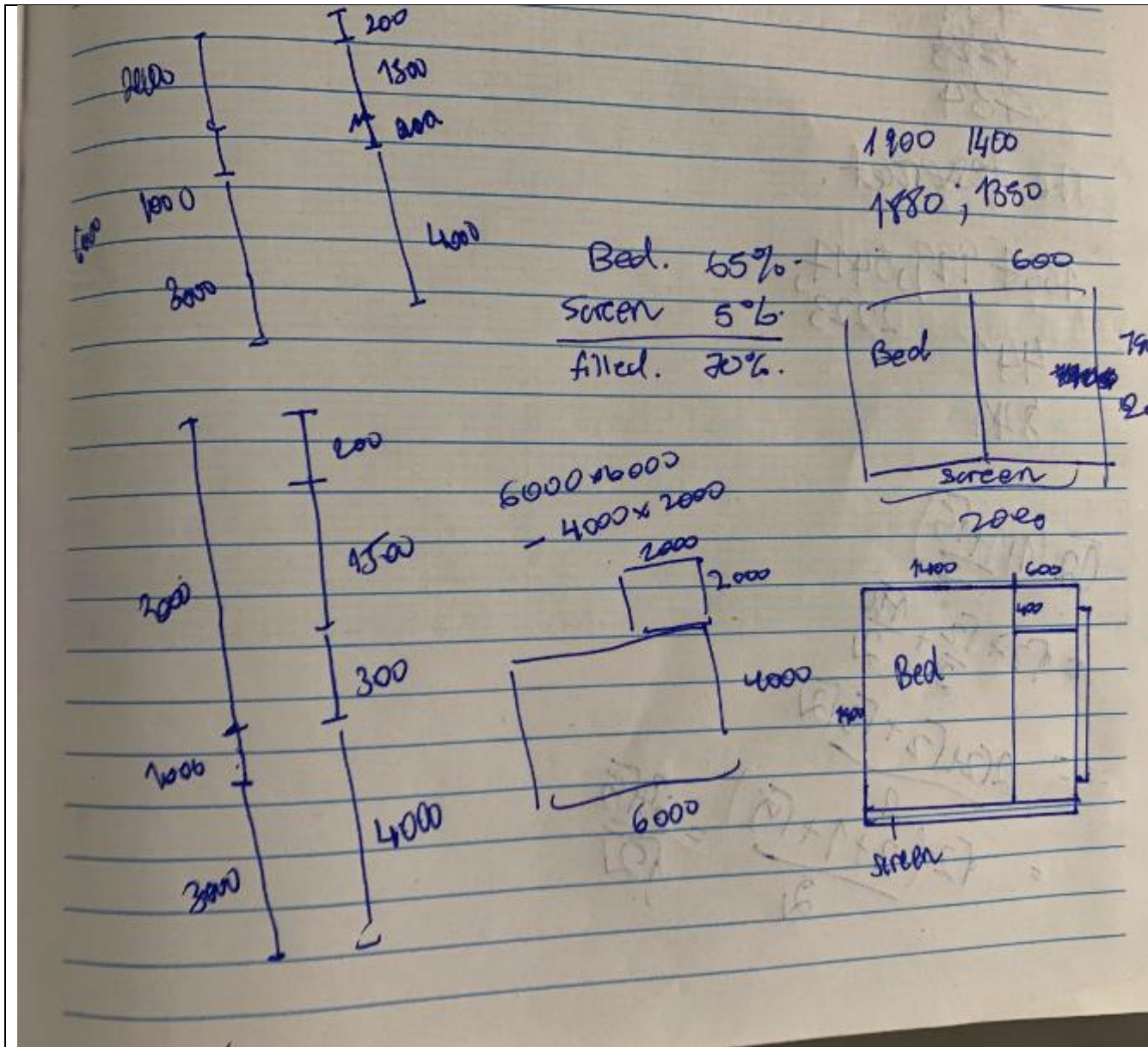
So what I did was that I took the golden ratio idea and simplified it.



This is the simplified version, but still super versatile.

It was supposed to be magnetic and a sheet of something would go in between. A window, a clothes line, insulation. The possibilities are endless.

I wanted to keep the ratio so I calculated how much the bendy screen would take up when fully openend. Turned out to be about 300 mil



I needed to get an idea of the dimensions of the space and how everthing would fit

3D

model. - model.

model board. - model.

complete sketch by game and knife start building

define gapanker

618 49 29

1350 1400

1980 1900

Workplace workbook

do feedback

Technology write up

Legs

19

7

2.69

$I \sim \frac{1}{\phi} = \phi - 1$

$\frac{1}{\phi} + (2 + \frac{1}{\phi})^2$

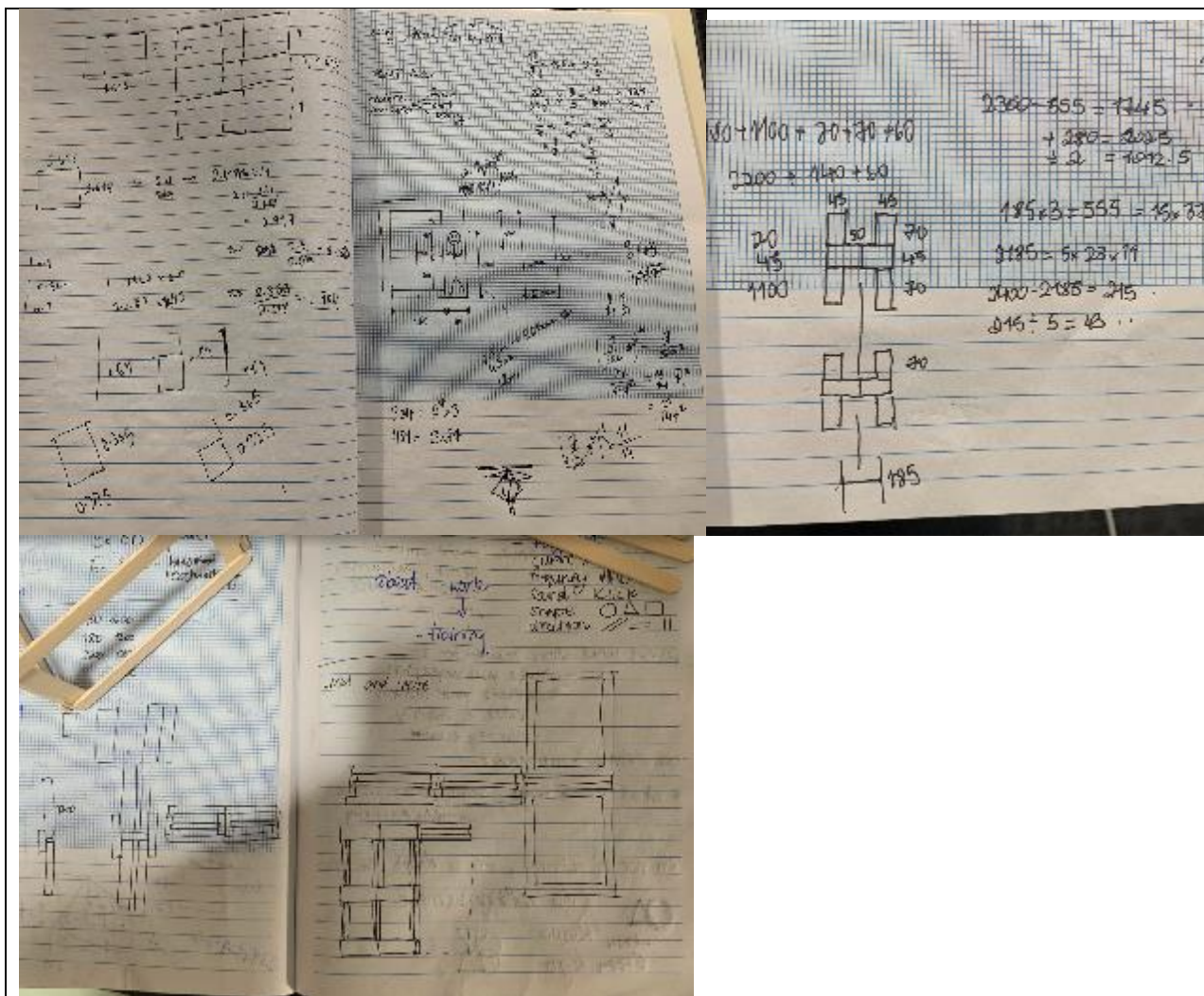
$= \frac{1}{\phi} + 4 + \frac{2}{\phi} + \frac{1}{\phi}$

$=$

I saw something which reminded me of recycling and thought that wooden crates or pallets would be a good idea to reuse for the wall

But then after showing this to miss Chelsea, I thought about it again and I think im going all over the place.

I reconsidered my original design and refined it further.



After the tutorial or lecture, I was able to refine my ideas further after some calculations and compromise on the underlying numbers and may or may not have let go of the golden ration. I need to double check when I do the whole drawing.

I have a thing for numbers. And I like to play with them to make nice numbers, even if they don't show up in the final product. It sort of serves as a copyright and has a sort of signature built in

1745 is a signature number because it's the digits of the prime 5417 and when you multiply that with 2223, you get my birthday. And then after multiplying, you divide by 9, you get my other signature, 9x1337999, an allusion to binary encoding in computer science.

Anyways, I have banned myself from making any further changes until I submit the assessment. Which is 3 days late already.



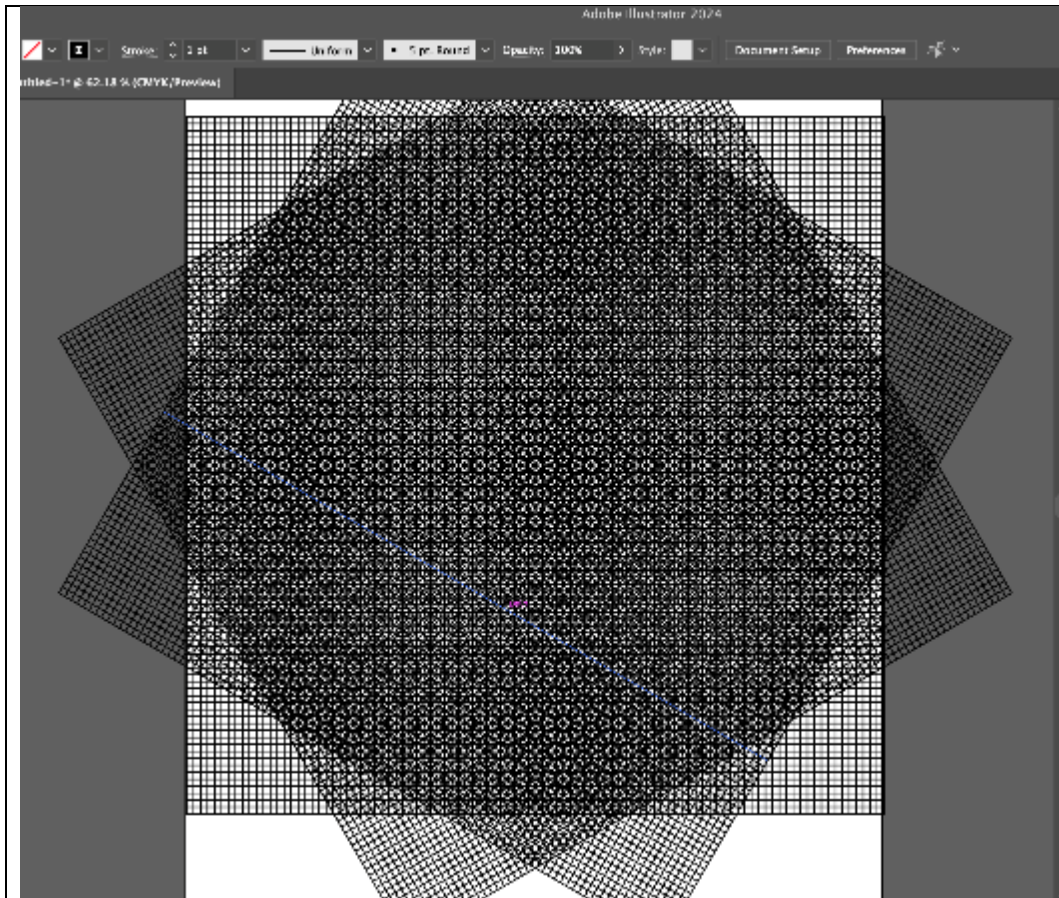
Something I have at home. An LED bar in a patterned metal vase. Its casts shadows in the night and is my night light. I like light. I hope you can't see how dusty it is .. I like the ornate detail that is quietly loud when its night. GPT said it was Moroccan



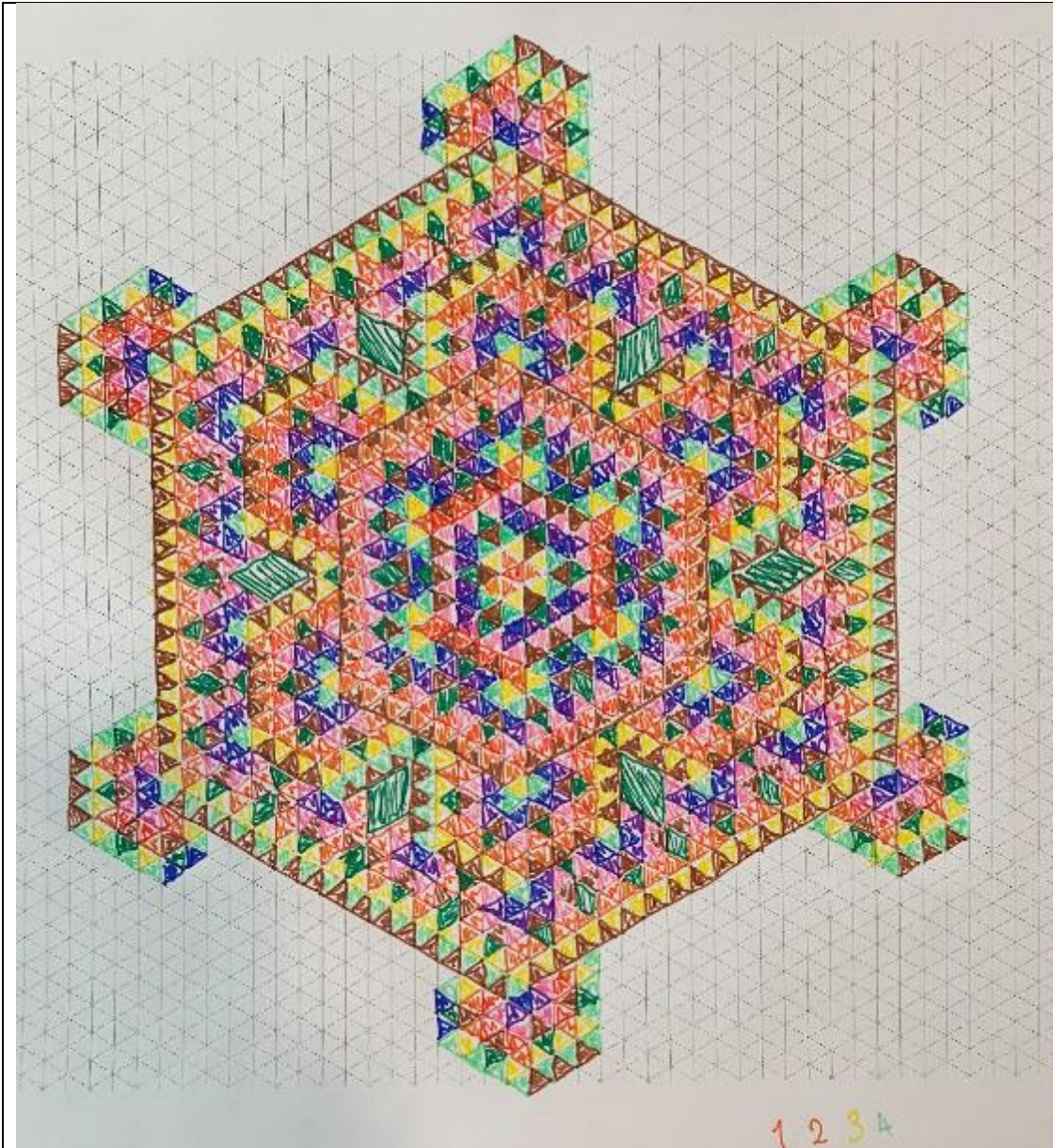
<https://moroccocrafters.com/the-symbolism-of-moroccan-patterns-unraveling-the-meanings/>

Hmmm.....

Ive seen these before..



I think I have a file somewhere with a lot more patterns. I don't remember how I made them at the moment. But they were a bit more nuanced than this one. Like the patterns were less regular and more, uhh, varied? I might have used an isometric grid.



Oh that also reminds me. I gave my friend this for his birthday. I was very poor (and am still) at the time. He seem to really appreciate it. It was made by following like 3 rules or something. I wrote it somewhere on canva. Let me know if youre interested. I was exploring the nature of exponential functions and the circles. This was just before I was enrolled here. I didn't think I'd take design so seriously.



<https://www.pinterest.com.au/pin/970314682213923096/>

Wow, I totally forgot I made a pinterest board for this subject. I just found this on my feed when I was getting some references or something.

I also thought of this, but I really wanted to use the pole dancer pole. And after my air bnb in Amsterdam, I really wanted to do something with the pole at some point. And I finally found that something.

All the comments say how cool it is.
But nobody knows where to get the fittings.



<https://www.pinterest.com.au/pin/970314682213922812/>

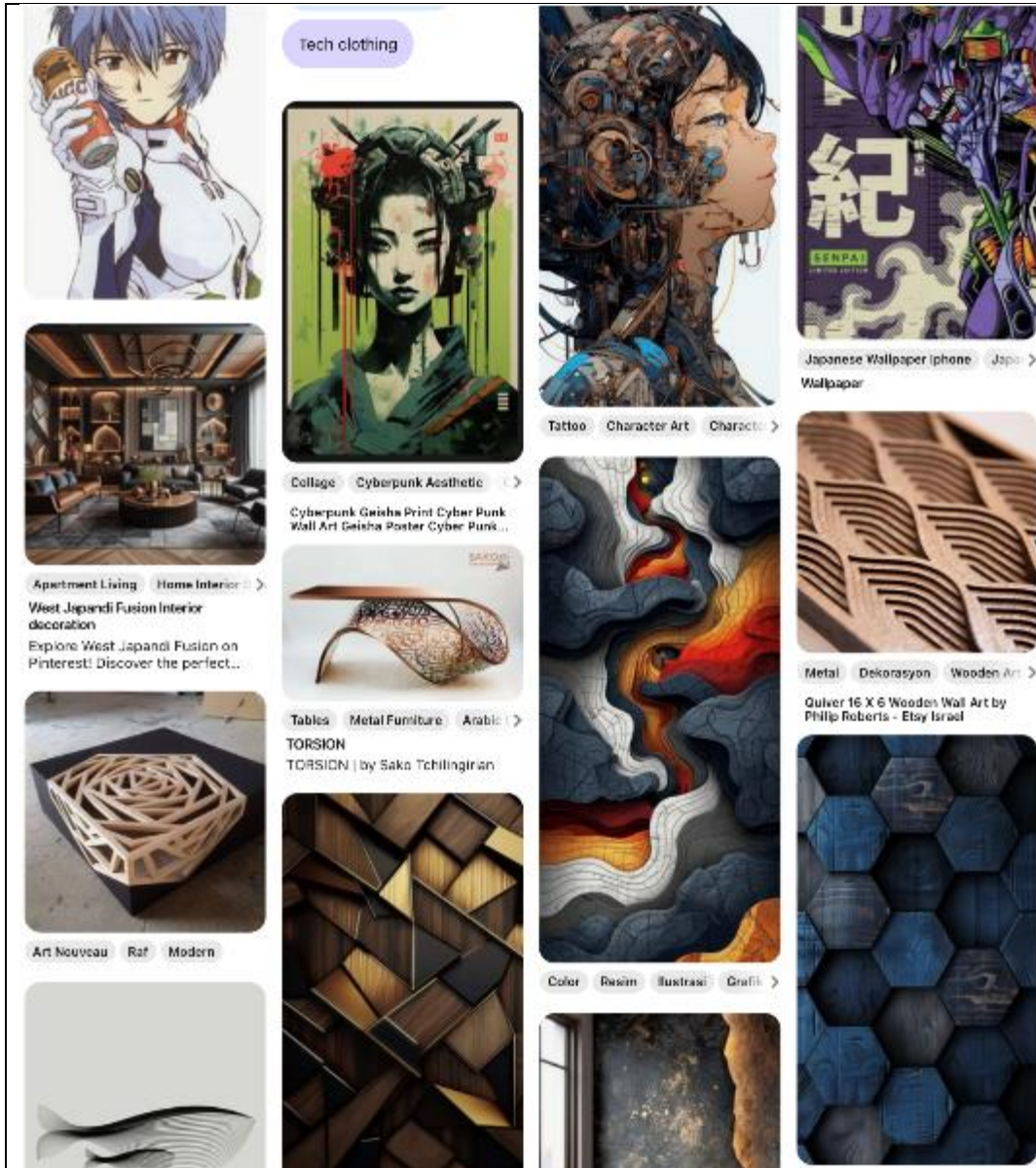
Ooooooh another something similar to mine but using a sliding door. Quite sleek, I think. I like how it gives this bird cage feel, but for grown-ups.



<https://www.pinterest.com.au/pin/970314682213922820/>

Oh look, its wooden like my design. I am so glad I found these on my feed. It's difficult imagining 3D with all the details.

Actually, I think the screen in front of the bed is similar dimensions of mine.



<https://www.pinterest.com.au/s60001164/3d/>

My Pinterest for this subject that I forgot about.

I love the colour in Neon Genesis. Its so, unique in ways I don't know how.

I am going to study it at some point. I find their use of colour fascinating. Almost as if I can hear it. I can hear a silence.

3. Using the creative thinking techniques above, explore at least 4 design elements and 4 design principles that inspired you from the images of the screens you included above.

Design Elements:

- Line: The clean, straight lines of the modern fabric and wood screen and the geometric shapes of the Art Deco screen.
- Shape: The distinct geometric shapes from the Art Deco screen, which can be used to create interesting patterns and tessellations.
- Color: The vibrant, bold colors used in the Art Deco screen, adding energy and life to the space.
- Texture: The warm, earthy wooden textures and traditional paper texture associated with Japandi design. I love how these textures allude to tradition and cultural roots, even if they're not Japanese. They add a sense of warmth and connection to the past.
- Light: The potential for incorporating light behind the screens, which fits perfectly with the futuristic Japunki theme. Light can create mood, highlight features, and add a dynamic element to the design.

Design Principles:

- Balance: The symmetrical arrangement of elements in the byōbu and modern screens, creating a sense of stability.
- Contrast: The juxtaposition of different materials (fabric, wood) and colors, enhancing visual interest.
- Proportion: The careful consideration of size and scale in each panel to ensure they fit harmoniously within the space.
- Rhythm: The repetition of geometric shapes and patterns, guiding the viewer's eye through the design.

4. Refer to your research and the above creative thinking techniques to prepare a mood board which will be your source of inspiration and design direction for both the Studio and screen designs. Include a short design/concept statement. Give your mood board a name that communicates the style and ambience you want to achieve in your designs.

Mood Board Name: Japunki

Design/Concept Statement: "Japunki embodies exclusivity and power, seamlessly blending serene minimalism and natural materials with bold, vibrant aesthetics. Dominated by dark, muted tones, this style creates an atmosphere of sophistication and authority. The space harmonizes traditional textures with cutting-edge lighting, crafting an environment that exudes both tranquility and dynamic energy, perfect for those who lead and inspire innovation."

Elements to Include in Your Mood Board:

- **Furniture:** Low-profile, multifunctional furniture with clean lines, emphasizing both comfort and control.
- **Materials:** Warm, earthy wooden textures and traditional paper textures, contrasted with sleek, high-tech surfaces.
- **Colors:** A dark, muted palette with strategic pops of vibrant, bold colors inspired by Cyberpunk.
- **Lighting:** Innovative lighting solutions that highlight features and create a dynamic, futuristic ambiance.
- **Textures:** A mix of smooth, high-tech surfaces and natural, tactile materials to create a balanced and engaging space.

5. Planning for drawing

Prior to commencing drawings, you need to be prepared. Answer the following to ensure you are ready to start sketching!

1. Refer to the brief. What types of 2D & 3D drawing materials, tools and equipment will you need to use to produce hand sketch drawings for your client?

1. **Pencils:** For initial sketches and detailed drawings.
2. **Erasers:** For corrections and adjustments.
3. **Rulers:** For drawing straight lines and ensuring accurate measurements.
4. **Sketch Paper:** For creating the sketches.

2. What types of materials, tools and equipment will you need to use to produce drawings digitally?

1. **Computer:** To run the necessary software.
2. **Mouse:** For precise control in drawing and navigating software.
3. **Adobe Illustrator:** For vector-based drawings.
4. **CAD Software:** For creating detailed and accurate 3D models.
5. **Rendering Software:** To render realistic 3D models.
6. **Monitor:** duh

3. List the Work Health and Safety measures you need to take to ensure you safely use 2 of the materials, tools & equipment you listed in questions 1 & 2.

- Ensure ergonomic placement of monitor to avoid strain on the neck, back, and wrists.
- Use an ergonomic mouse.
- Take regular breaks to prevent repetitive strain injuries and eye strain.
- Ensure cords are properly insulated to mitigate the risk of electric shocks.

4. Go to <https://www.ipaustralia.gov.au/designs/understanding-designs/difference-between-designs-rights-and-other-ip-rights>.

In your own words, explain what Intellectual Property is.

AAAAAAAAAAAAAAAAAAAAAAAAAAAA

I think that [link](#) refers to an older version of the page and is no longer available to view.

<https://www.ipaustralia.gov.au/understanding-ip>

Intellectual Property (IP) is a term that refers to creations of the mind. This includes things like brands, logos, inventions, designs, artistic works, and even new plant varieties. IP rights legally protect these ideas, giving the creator exclusive rights to profit from them. There are different types of IP, such as trademarks, patents, design rights, and plant breeder's rights. These protections help ensure that creators can control and benefit from their innovations and creative efforts.

5. List the common works protected by copyright.

- Literary works (books, articles, poems)
- Artistic works (paintings, drawings, sculptures)
- Music (songs, compositions)
- Films and TV shows
- Performances (plays, dance)
- Broadcasts (radio and TV programs)
- Software (computer programs)

6. How will Copyright protect your ideas and your drawings as an Interior Designer?

Copyright will protect my ideas and drawings by granting me the exclusive rights to reproduce, publish, and sell my work. This means no one else can legally copy or use my designs without my permission. It ensures that I receive recognition and potential financial benefits from my creations, while also providing legal recourse against infringement. This protection allows me to confidently share my work with clients, knowing my intellectual property is safeguarded.

Despite having strong copyright protections here, enforcing them internationally can be a real headache. Different countries have their own copyright laws, and not all of them will protect my designs automatically. This makes it easier for someone overseas to swipe my work and use it without my permission, which is super frustrating.

7. Do you need to have a contract or agreement with a client before you begin a project?

Yes, having a contract or agreement with a client before beginning a project is essential. It ensures that both parties understand the scope, expectations, responsibilities, and legal obligations of the project. This protects both the designer and the client and helps to prevent misunderstandings and disputes.

8. Are there any other legal or ethical factors that might impact on how you might undertake drawing work in your design practice?

1. Ensuring compliance with copyright laws to avoid infringement.
2. Avoiding plagiarism and giving proper credit to original creators.
3. Respecting client confidentiality and privacy.
4. Maintaining honesty and integrity in sourcing materials and providing estimates.

6. Concept Development

a. Thumbnail Sketches to communicate Screen design ideas.

Based on your brief analysis, research, and creative thinking, carry out the next stage of the design process to produce concept development sketches.

1. Using ONLY a **Pencil and Eraser (you may erase if needed)** sketch the Screen from different 2D & 3D views, using various types of lines and line weights. Include additional pages for sketches if need be

2. Describe 3 characteristics of the Pencil & Eraser

- Versatile
- allows for precision
- erasable

3. How would you describe the quality of the sketches you achieved using these items?

- Clear
- Detailed
- easily modifiable

4. What was your skill and ability in using these items?

- Proficient, with good control over detail and shading.

5. Using ONLY a **Black Pen and a Ruler**, develop the above sketches, adding more texture detail such as shading, tone and hatching to add dimension.

6. Describe 3 characteristics of the Black Pen and a Ruler.

- Permanent
- Precise
- Clean lines

7. How would you describe the quality of the sketches you achieved using these items?

- Sharp
- Clear
- professional

8. What was your skill and ability in using these items?

- Skilled in maintaining consistent line quality and detail.

9. Using **ONLY Coloured Pencils and a Sharpener (e.g. sharpen your pencils first)**, further refine the above sketches, adding render techniques to highlight design features. Apply colour to represent materials. Include dimensions to the screen.

10. Describe 3 characteristics of the Coloured Pencils and a Sharpener.

- Vibrant
- Easily blended
- Detailed

11. How would you describe the quality of the sketches you achieved using these items?

- Rich in colour
- Detailed
- expressive

12. What was your skill and ability in using these items?

- Competent in creating depth and contrast with colours.

b. Short Answer Questions

Answer the following:

1. Where you able to effectively communicate your ideas using the assigned materials, tools & techniques?

Yes, the combination of different materials and techniques allowed me to clearly convey my design ideas.

2. Which combination of materials, tools & equipment was the most suitable, comfortable, and enjoyable for you to use and why?

The combination of pencils for initial sketches and coloured pencils for adding details was the most comfortable and enjoyable. It allowed for a balance of precision and creativity.

3. Why do you think hand drawing and sketching is an essential skill for designers?

Hand drawing and sketching enable designers to quickly visualize and communicate ideas, explore different concepts, and make adjustments easily. It fosters creativity and provides a direct connection between thought and creation.

4. Do you think developing a design concept is an individual process?

While the initial spark of a design concept can come from an individual, it often benefits from collaboration and feedback, which can refine and enhance the final idea.

5. How will your concept lead to your final design solution?

That's a stupid question. <https://www.youtube.com/watch?v=2p1Pdh5jA3U>

You (no, not you miss Chelsea) ask us to draw and build the scaled model. I've made several concepts, each of which can be turned into an engineering drawing. I have looked at bunnings to source economical solutions for my client. I don't know, like, I don't conceptualize and then design. They are both one and the same for me, my concepts will always make sense. If it doesn't make sense engineering wise, then it doesn't continue to be developed. I iterate in my mind. I think all software engineers run code in their minds to a certain extent which is a form of iteration and simulation. Perhaps I don't understand the question. Or perhaps the question doesn't understand me. I see this question as if it were asking, how do your thoughts translate into spoken word? You can either go into a deep deep rabbit hole about the motor neurons activate the trigeminal nerve or whatever, or say, That's a stupid question.

Oh wait. I think I know what this question is talking about now. You ask for feedback from the client and then from there you make the necessary adjustments. But these will be superficial, not structural. Its almost like moving furniture. If you don't like it there, I'll move it, but it will cost ya.

6. List 3 x Elements and 3 x Principles of Design you used to create the above thumbnail sketches

Elements: Line, Shape, Colour

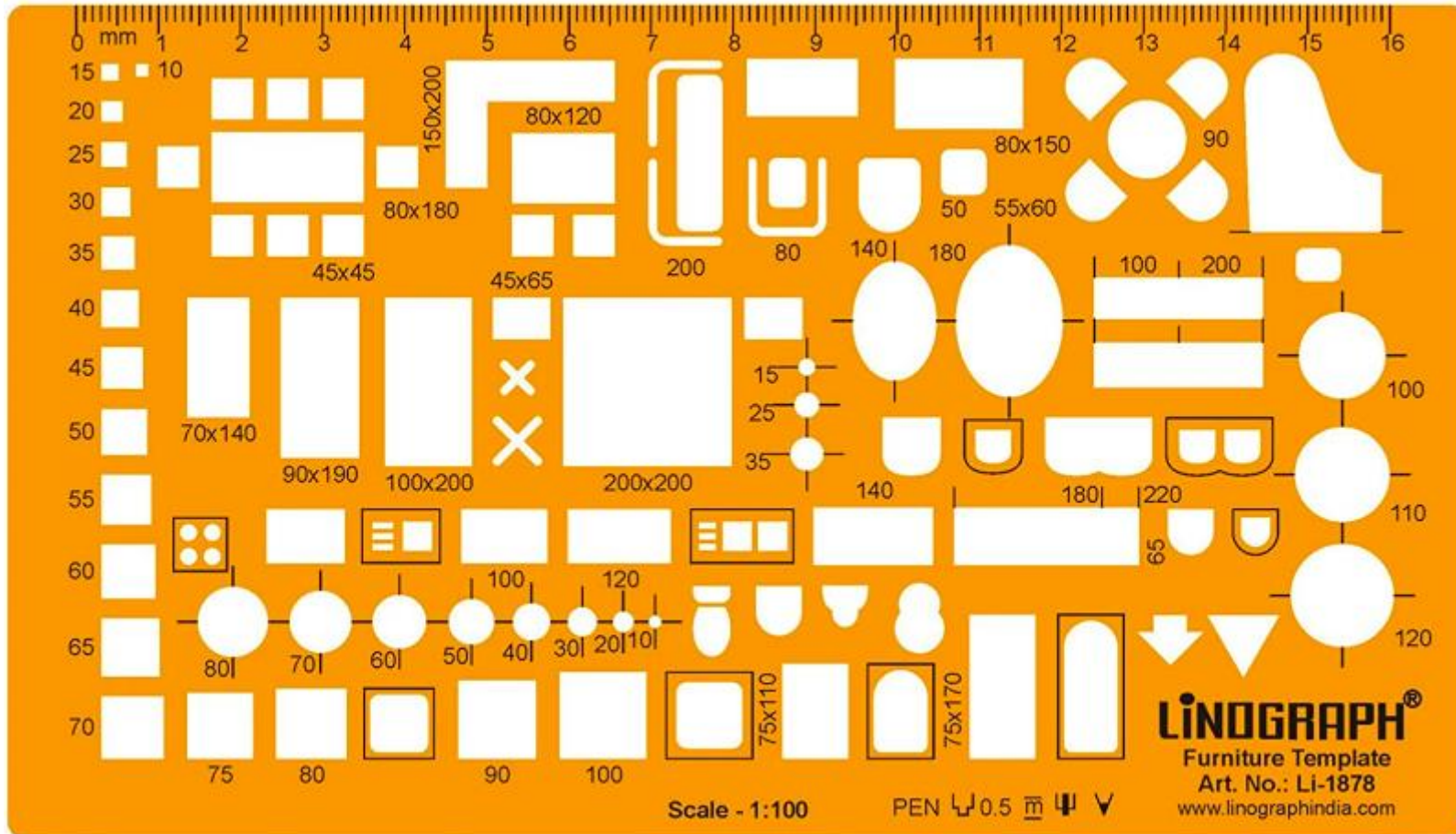
Principles: Perspective, Contrast, Proportion

c. Floor plan layout

Sketch the floor plan, include dimensions, north symbol, elevation markers and room names.

Prepare at least three (3) initial sketches of various design layout ideas for the studio apartment. Include the folding screen as per the dimensions outlined in the previous task, and all of the existing furniture items mentioned in the brief using standard sizes for furniture based on the Furniture Template below.

(You may print this to scale 1:100 and use as a template or refer to the sizes of the shapes). Include these sketches in additional pages at the end of the workbook.



Linograph India (2021) <http://www.linographindia.com/product/furniture-template-scale-1-100-3/> (Accessed: 11 March 2021).

Produce a 3D concept (hand model) of the screen

a. Using your concept sketches of your Screen as a point of reference, you will create a physical 3D conceptual model.

You will produce a scaled model of your Screen using simple found materials to describe your design solution.

Use as many of the experimentation techniques listed below to explore and challenge a range of different ideas:

- | | | |
|--------------------------|---|--------------------------------|
| • bending | • pasting and taping | • size |
| • binding | • positive and negative forms | • stitching |
| • cutting | • proportion | • stretching |
| • folding | • relationships of form to form and form to space | • symmetry, asymmetry, balance |
| • mass | • rhythm | • tone |
| • moulding and modelling | • shape | • twisting |

b. Make adjustments to the model as you produce it, in order to improve the design. Include a scaled human standing next to the screen.

c. Mount your model on a foam core or cardboard base with a title block with your name, project name and scale used.

d. Take photographs of the model:

- 3 x photos at various stages of production
- 3 x photos at various angles once finished.
- Describe what techniques you used to produce your hand model.
 - I used baking paper to dry the glued paddle pop sticks on. I thought it would make it easier to glue the sticks together because I didn't have to be careful and anything and assumed that it may easily come off, and if not, I can paint over it anyways.
 - Using a scissors to cut the sticks can separate the glued sticks, so I used a blade.
 - I used double sided tape to keep the pieces in place while they dried
- Explain how you created form and space in your model and the relationships between them.
 - I created form by combining rectangles. These are no ordinary rectangles though. They're golden rectangles which have special mathematical properties. Its also feng shui if you don't care about math.
 - I created space by engineering a deconstructable feature wall with minimal footprint and no wall holes.
 -

e. Prepare for Submission and Concept Presentation

For assessment Task 1, submit the following:

1. Complete Assessment Task 1 Workbook
2. Combine all your work in one presentation:
 - a. Mood board with short design/concept statement and title
 - b. 3 x options of 2D sketches of the Floor Plan
 - c. 3 x **options** of 3D Sketches of the Screen
 - d. 6 x images of screen physical 3D model

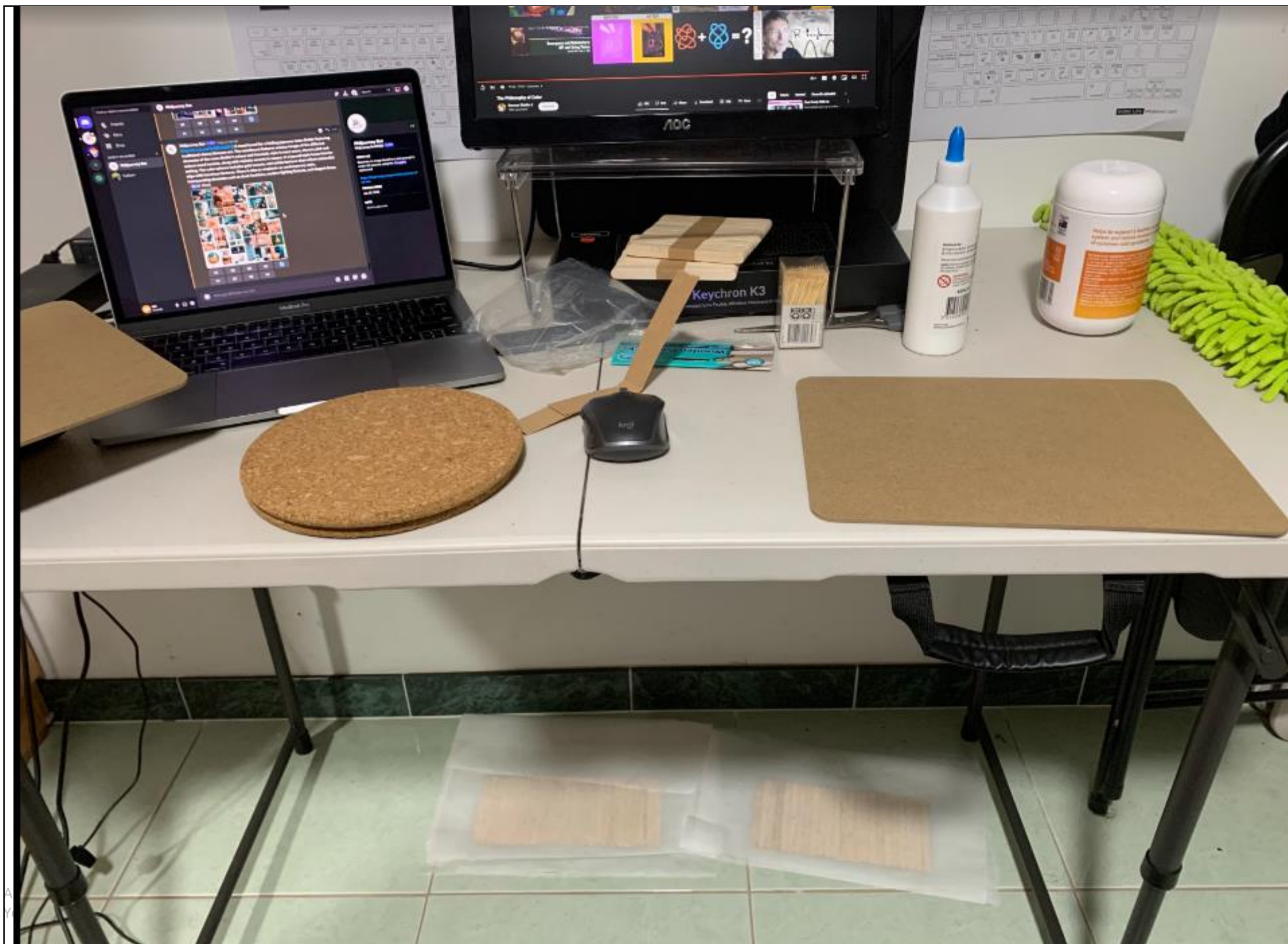
7. References

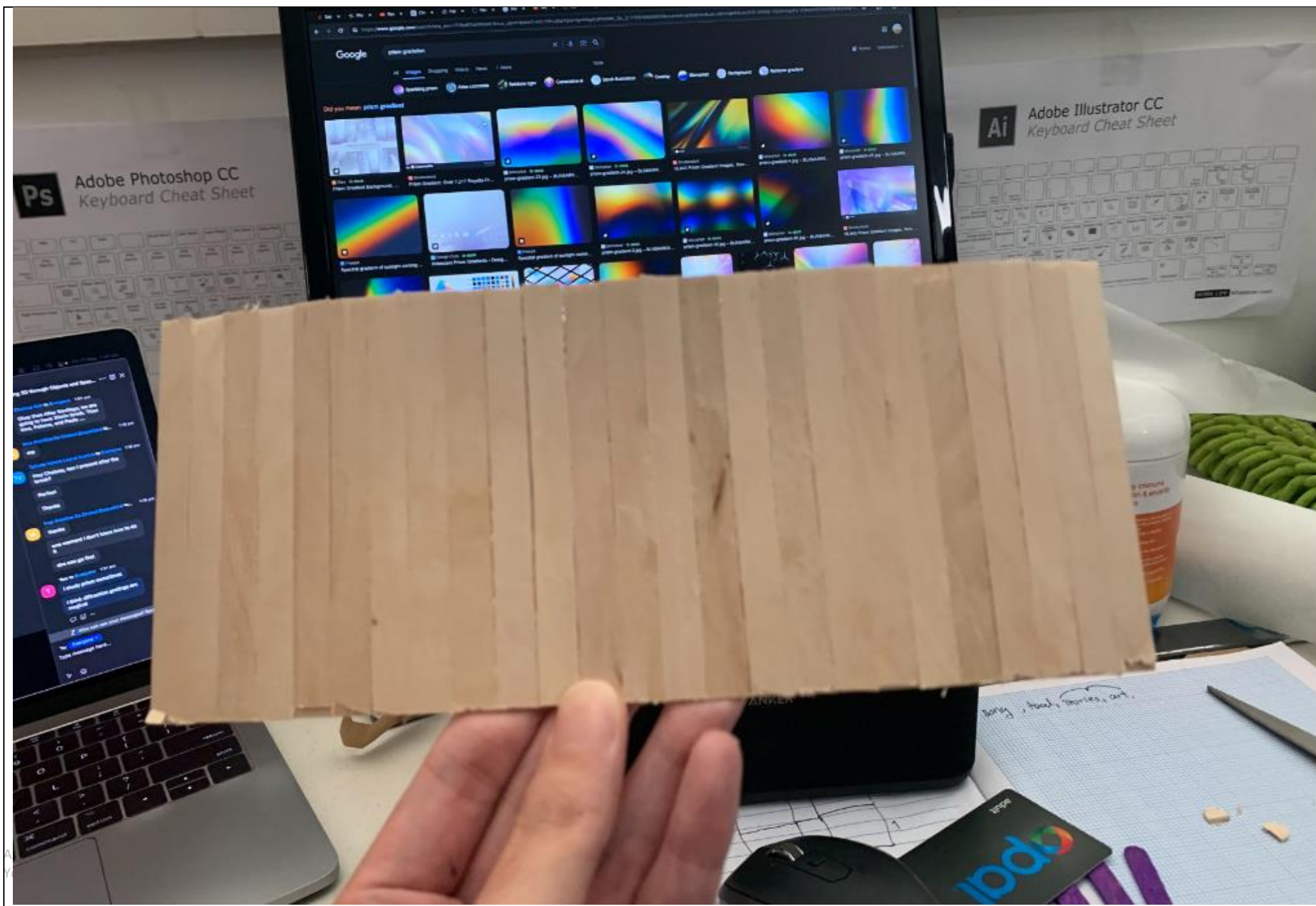
You must list all sources of information in the 'references' section of this workbook. Include books, websites, magazines, or any other sources of information you have gathered in order to complete your assessment task. APC use the *Harvard Referencing Style* (www.citethisforme.com)

See additional resource for referencing requirements

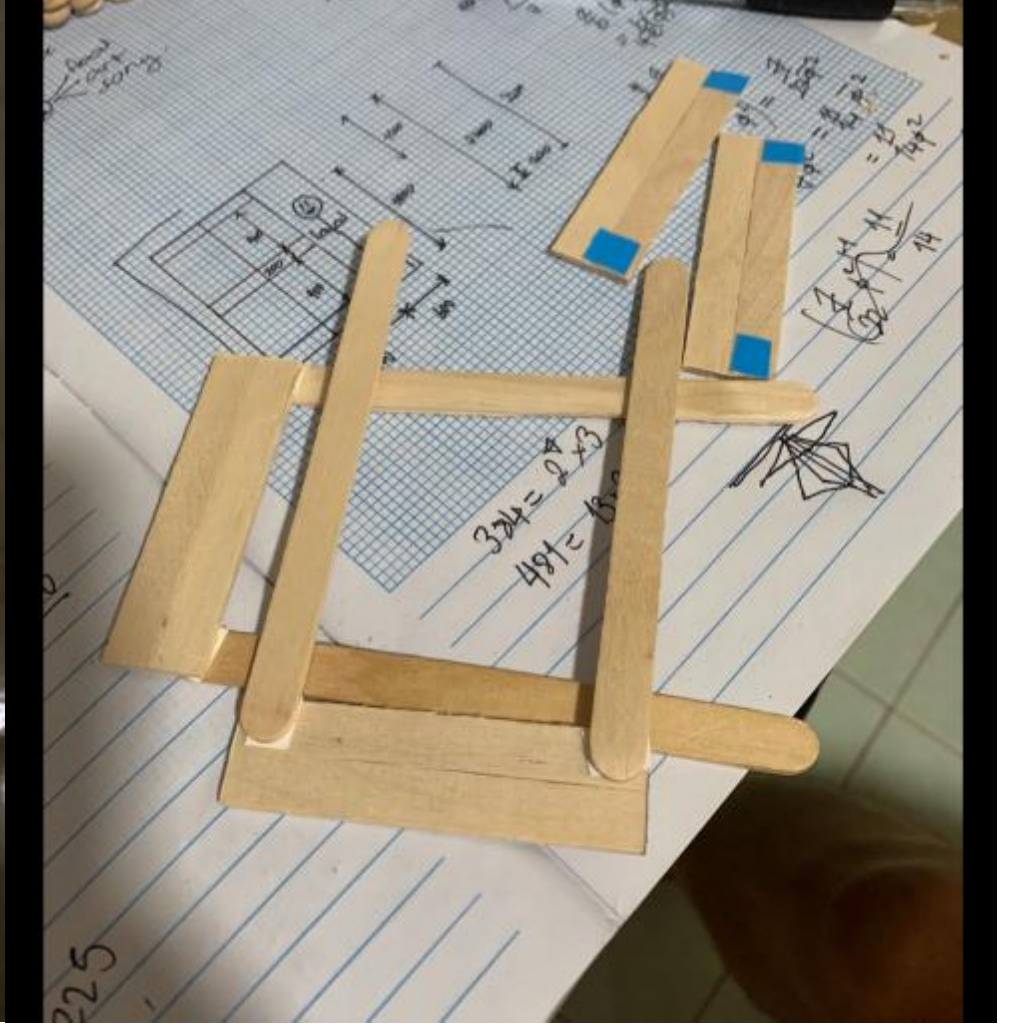
8. Additional Pages

You may insert additional pages as evidence at the end of the workbook if necessary





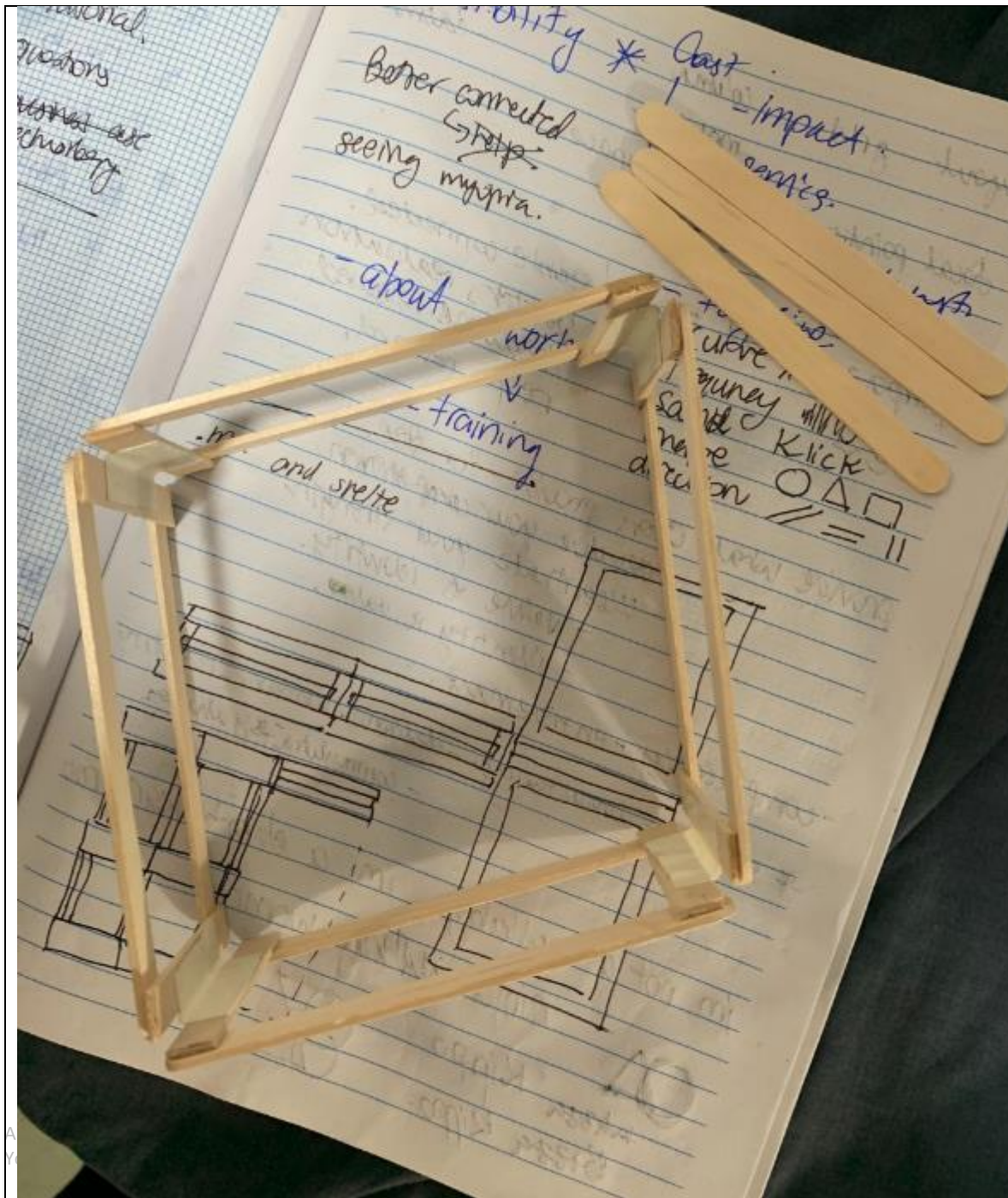






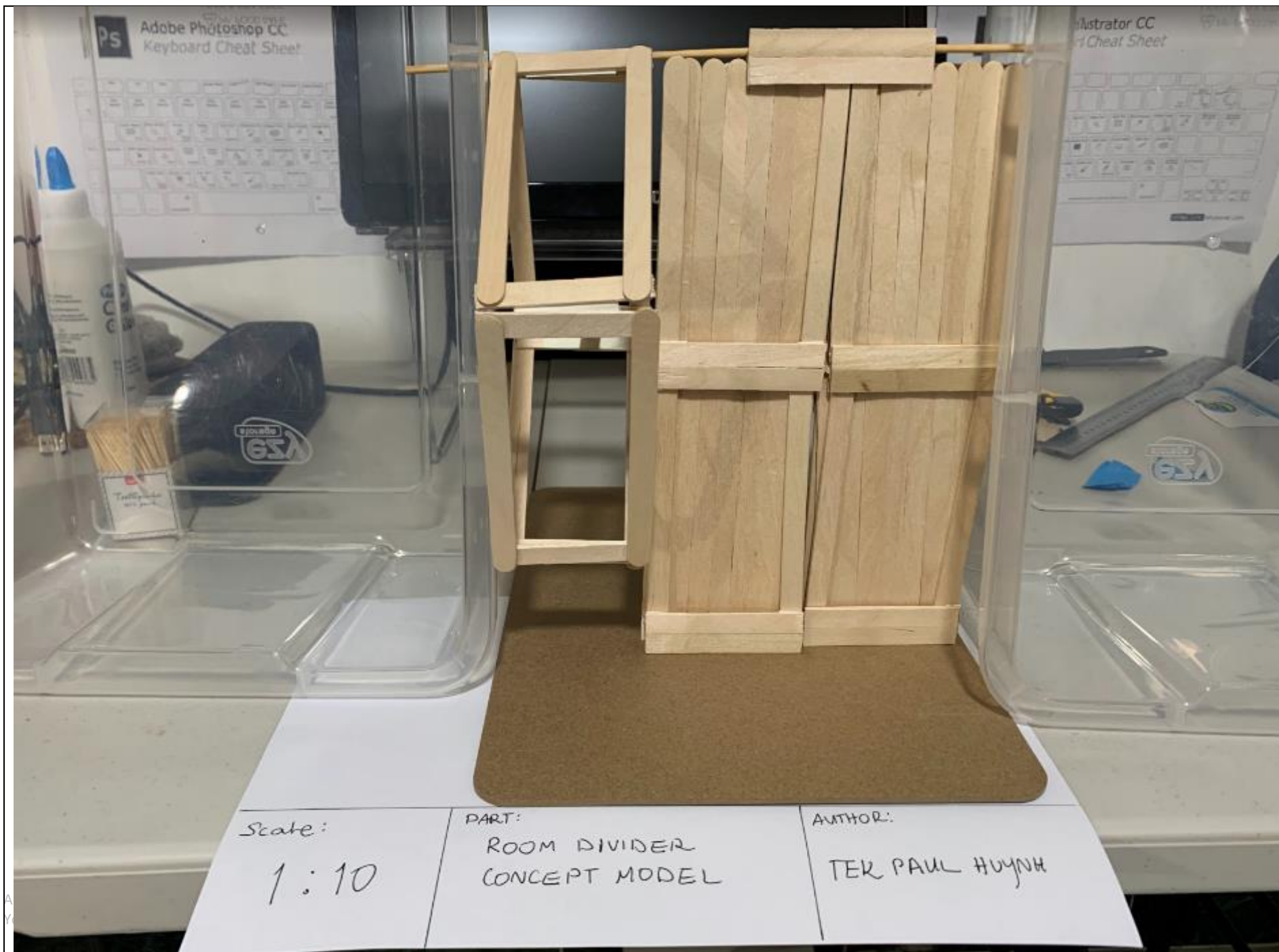












Scale:

1:10

PART:

ROOM DIVIDER
CONCEPT MODEL

AUTHOR:

TER PAUL HUYNH

