PORTFOLIO

ID: 21ARCH009

NAME: MD TAWHIDUR RAHMAN

DESIGN - I

Level - I, Term - I
Department of Architecture
Bangabandhu Sheikh Mujibur Rahman Science and Technology University, Gopalganj

INDEX

Projects

Project 01: DESIGN IN NATURE

Design Objective & Learning:
The project is for assessing level of perception to EXTRACT DETAILS as a beginner.

Media: Cartridge paper, pencils, color print, black album paper, glue

Original Picture

Sketch

Project 02: STARTING WITH THE DOTS

Design Objective & Learning:
Develop the ability to perceive composing elements using visual weight, placement and transfer abstract ideas into visual composition and become capable to defining the very essential interrelation of idea, composition and composing elements.

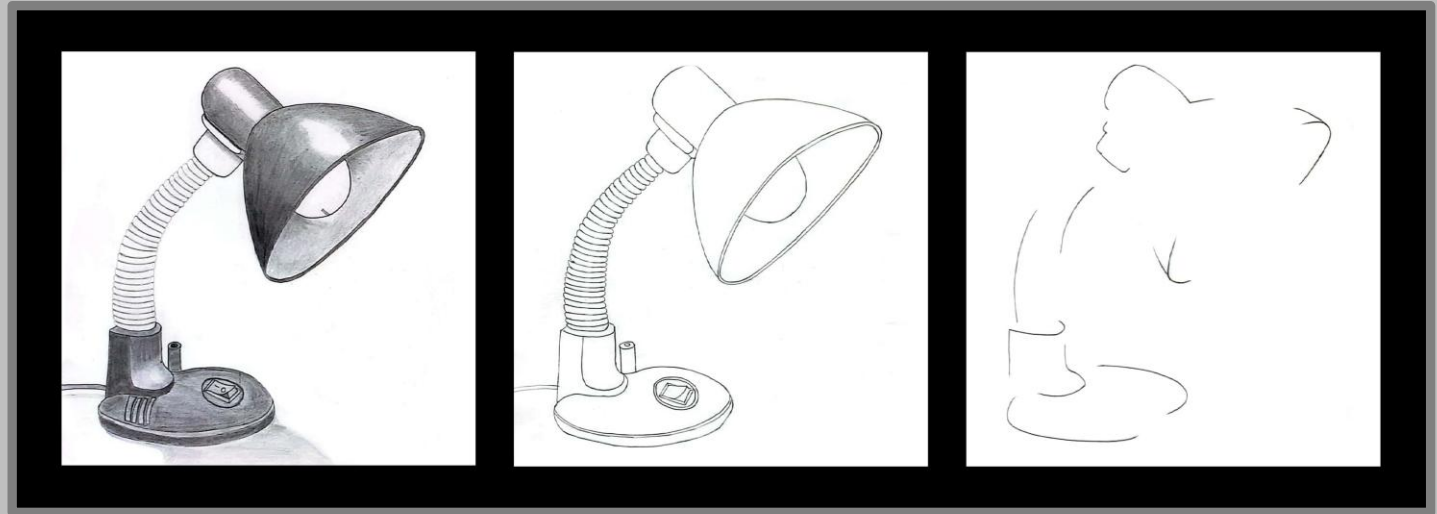**Media:** Cartridge paper, pencils, black album paper, glue
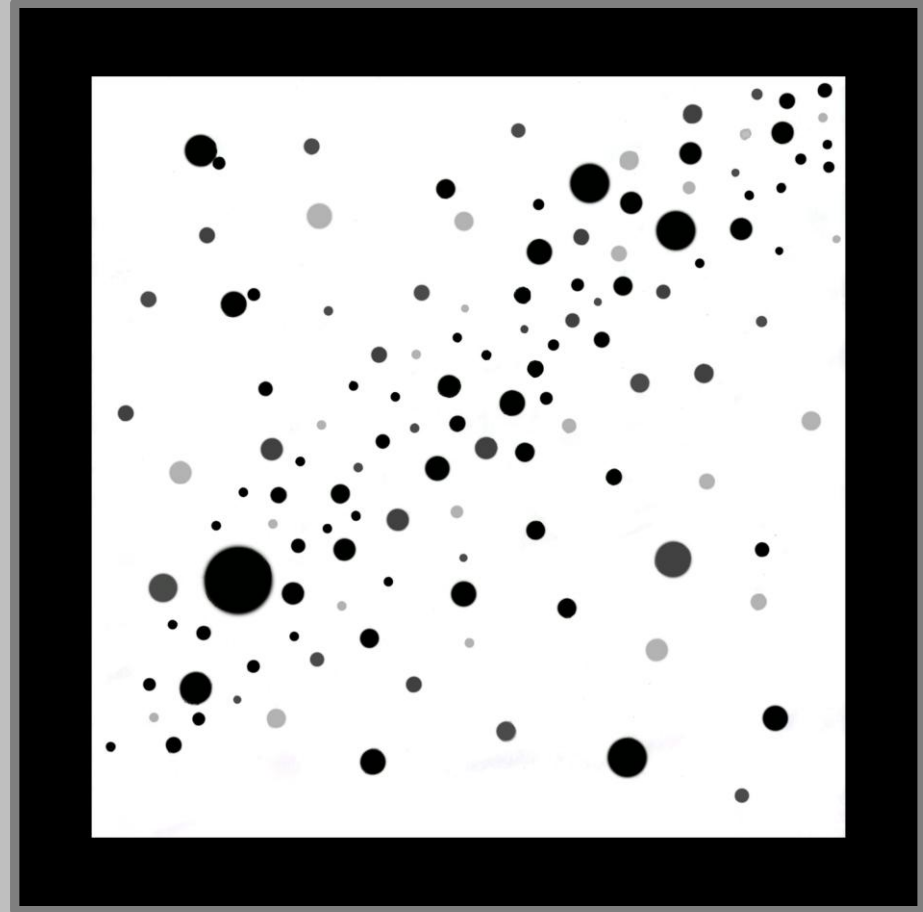
Project 03: ABSTRACT VISUALIZATION

Design Objective & Learning:
Develop the ability to VISUALIZE information like the edges, boundaries, and essential forms of an object and become capable to defining the essential identity of the object.

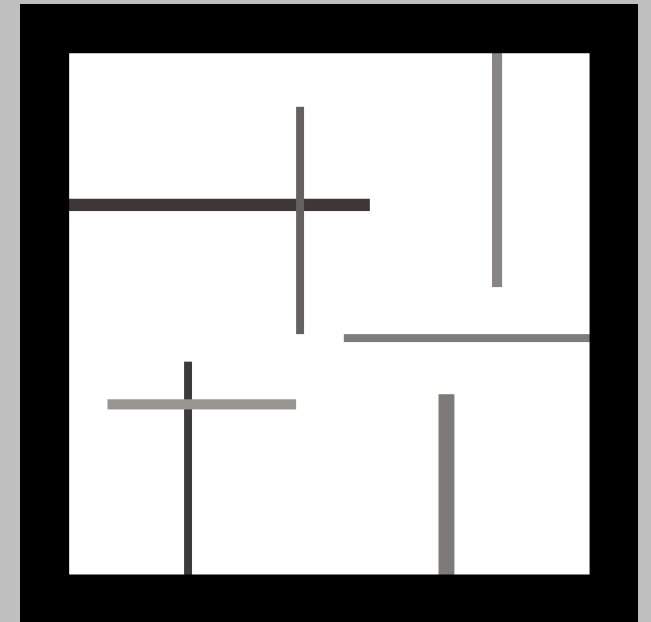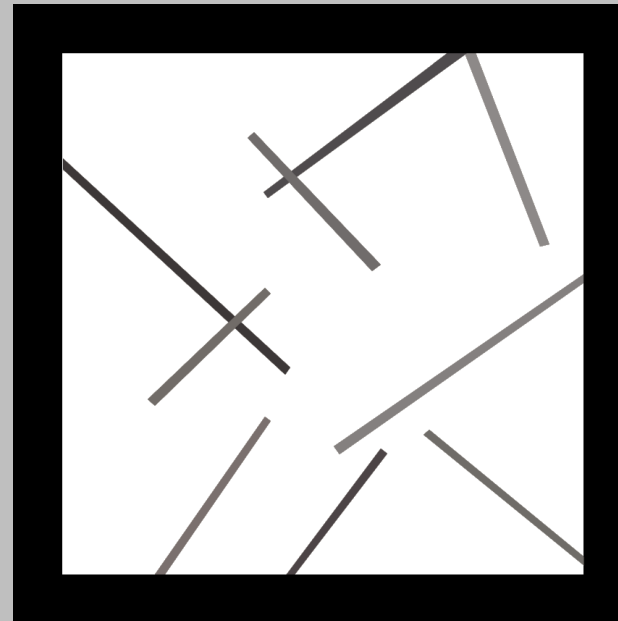**Media:** Cartridge paper, pencils, black album paper, glue

Object: Table Lamp

Project 04: STRAIGHT LINE

Design Objective & Learning:
The project is an introduction to the COMPOSITION with PRIMARY DESIGN ELEMENTS and start to learn & apply the DESIGN PRINCIPLES, like- VARIETY, UNITY, EMPHASIS or DOMINANCE, BALANCE, PROPORTION, etc. Specially dealing with the basic PROPERTIES of LINE and their FIELD & ENERGY in composition.

Media: Cartridge paper, pencils, black album paper, glue

Project 05: CURVE LINE

Design Objective & Learnings:
Extract curve lines existing in nature and compose with the curve lines regarding the design principle introduced in previous lectures and presentations.

Media: Cartridge paper, pencils, color print, black album paper, glue
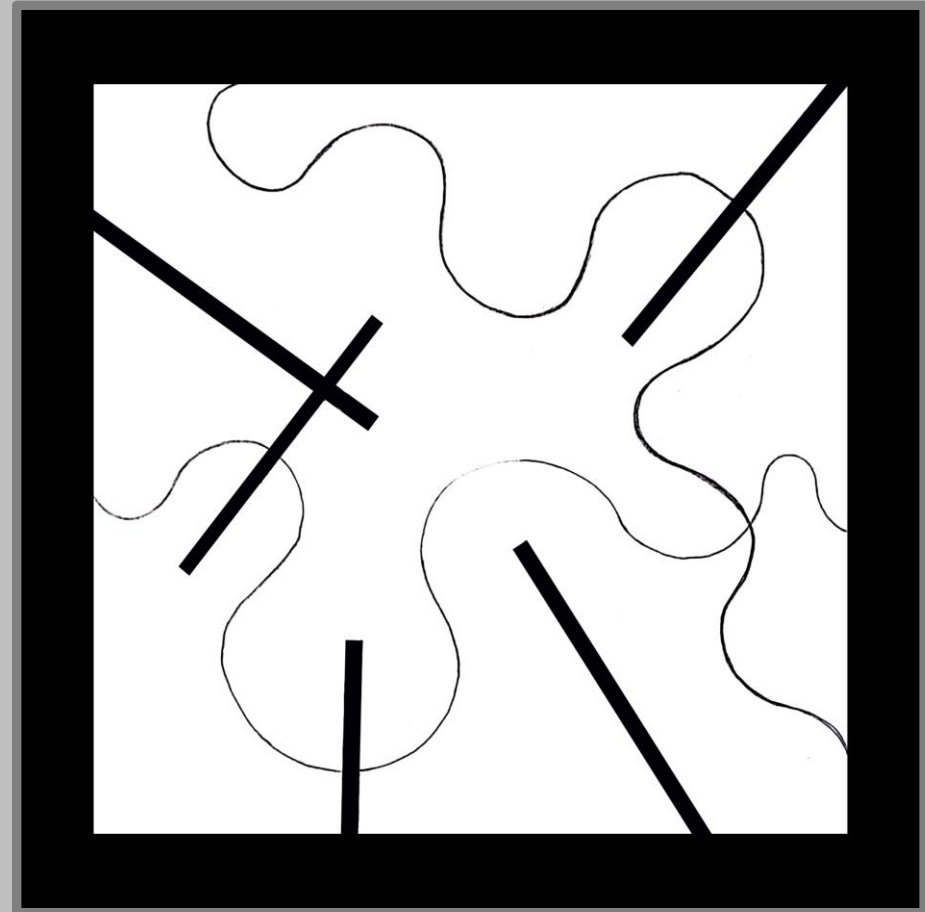

Original Picture

Extracted Curves

Project 06: VISUAL ACTION OF LINE

Design Objective & Learning:
To deal with the VISUAL ACTIONS of line.

**Media:** Cartridge paper, pencils, black album paper, glue

Project 07: BASIC SHAPES

Design Objective & Learning:
Introduction of basic shapes- the project is to deal with the INBOUND & OUTBOUND ENERGY of shapes. Learn the static and dynamic characteristics of shapes according to their different relative PLACEMENT, GOLDEN SECTION theories, visual PROPORTION & SCALE, etc. The project also is an introduction to the methods of JUXTAPOSITION (INTERLOCK, OVERLAP, EDGE TO EDGE placing, etc).

**Media:** Cartridge paper, pencils, black album paper, glue
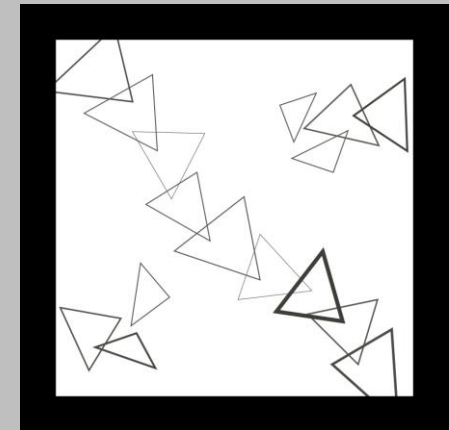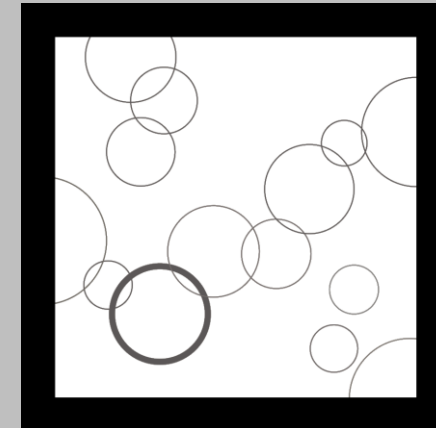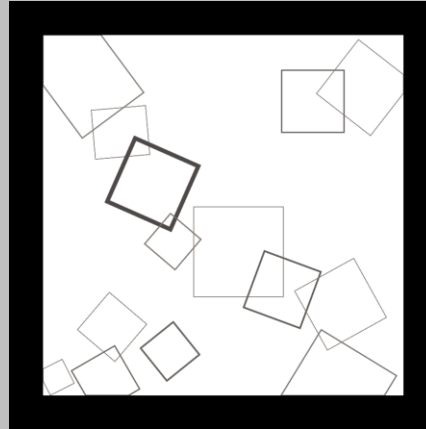
Project 08: BINDING BASIC SHAPES

Design Objective & Learning:
Learn to create meaningful dialogue between three of the shapes introduces in previous lectures and project. Also, the proportion of solid, void, and intermediate portions of the intersection will be an important aspect to achieve the design principles.

Media: Cartridge paper, color print, black album paper, newspaper, magazine, glue
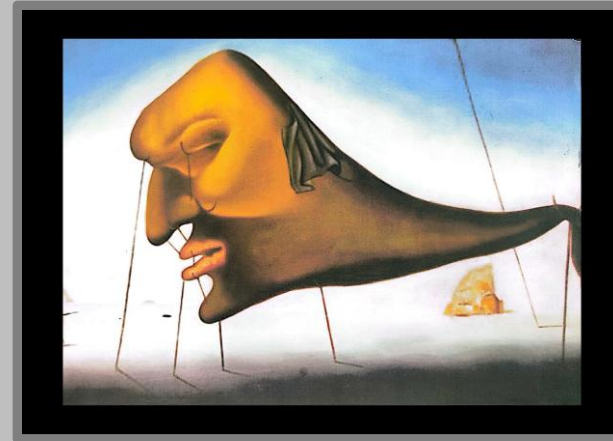
Original Picture

Extracted Shape Compositions based on **Concept: Unstable**

Project 09: SCRIBLE THE NAME

Design Objective & Learning:
Play with the ALPHABETS. Also practice to make a 2D composition of alphabets using PAPER COLLAGE techniques. In the composition, the relationship of SOLID & VOID will get priority. They will learn SUBTRACTION, ADDITION or DIVISION of shapes with the alphabets. NEATNESS & WORKMANSHIP are the important factors of the

**Media:** Cartridge paper, black album paper, black model paper, glue

OSCAR NEIMEYER
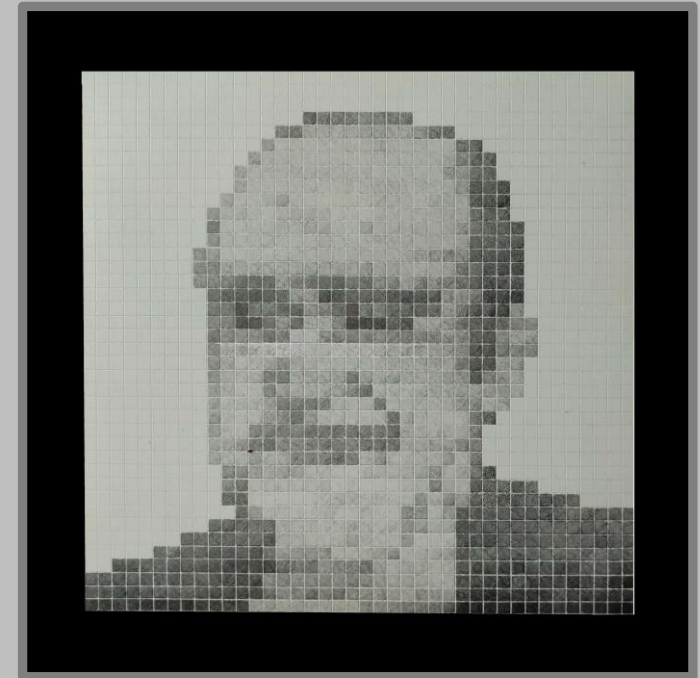
Project 10: PIXELS IN GRAY

Design Objective & Learning:
Understanding perception of VISUAL DEPTH in 2D; experiencing TONAL VALUES in GRAYSCALE creating depth by TINT-SHADE. Also learn primary knowledge on computers for documenting projects.

Media: Swedish board, pencils, lab-print, black album paper, glue
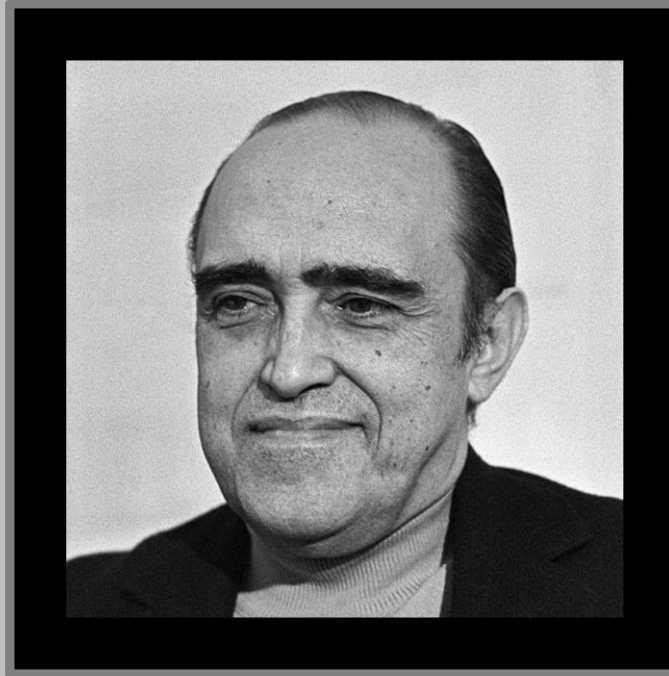

Original Picture

Pixel

Architect: OSCAR NEIMEYER

Project 11: COLOR WHEEL

Design Objective & Learning:
Introduce COLOR as a design tool.
Understand the basic PROPERTIES of
color> HUES of colorPrimary,
Secondary, and Tertiary colors with
their different meanings. The
workmanship of color painting is an
important aspect of the project.

Media: Swedish board, colors,
mount board, fridge board, glue
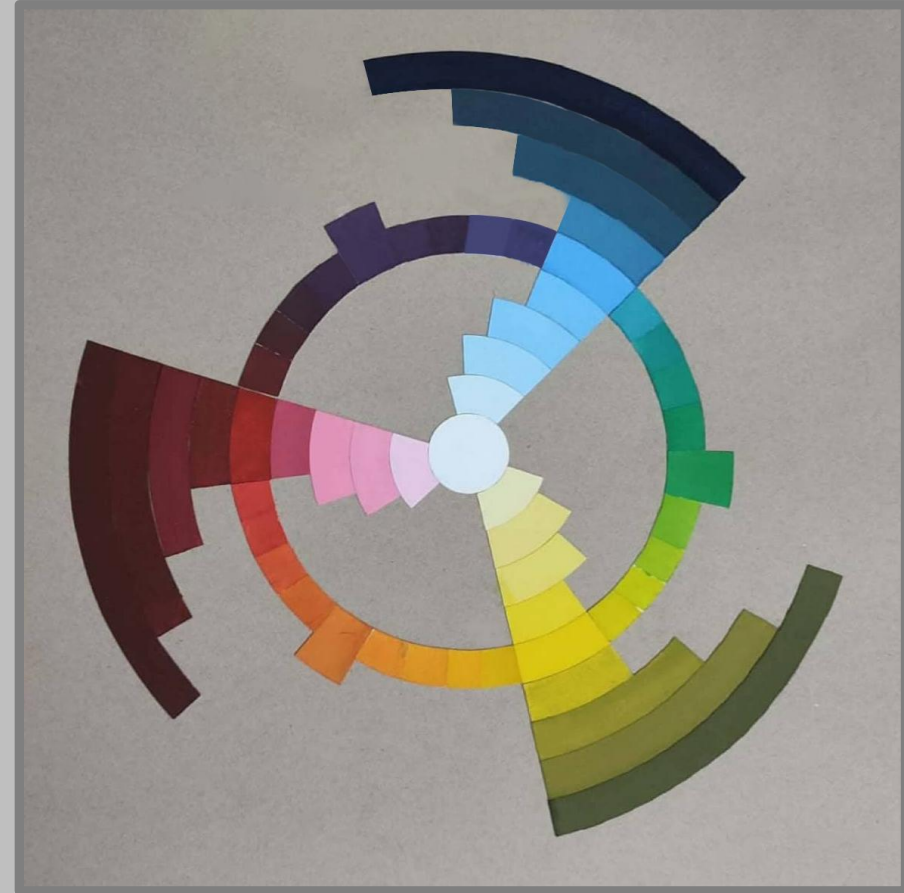
Project 12: MOVIE POSTER DESIGN

Design Objective & Learning:
This project focuses on designing visually appealing movie posters. Students will learn about visual abstraction, color theory, typography, and composition to create impactful designs. They will also gain practical experience with design software and explore the visual language of different film genres.

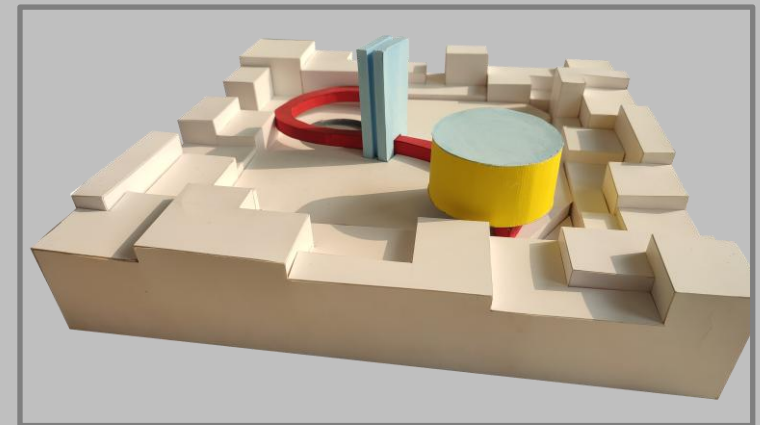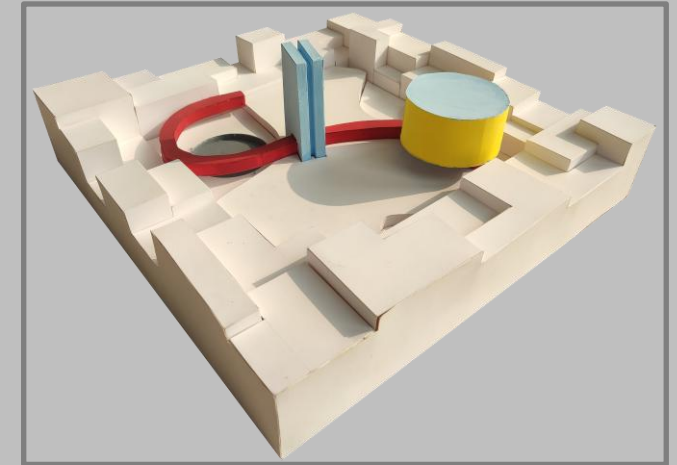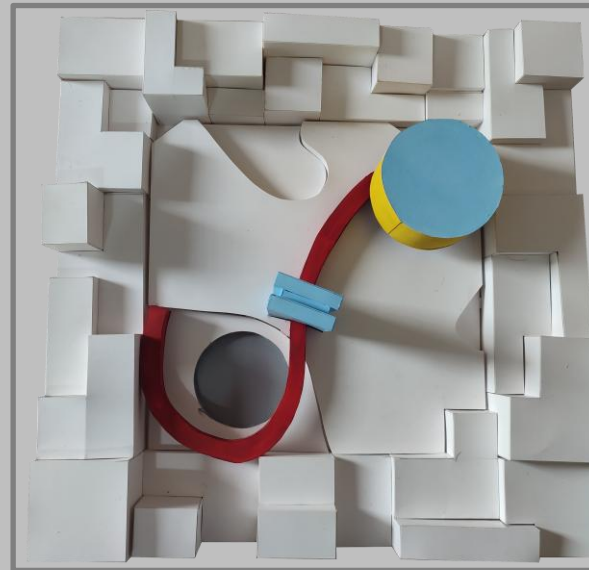**Media:** Swedish board, colors, metal frame, glue

Project 13: ARCHITECTS IN 2.5D

Design Objective & Learning:
The project will serve as an introduction of 2.5D or RELIEF works form 2D ground. Students will learn to compose following the design principles in 2.5D

Media: Swedish board, colors, glue

Architect: OSCAR NEIMEYER