

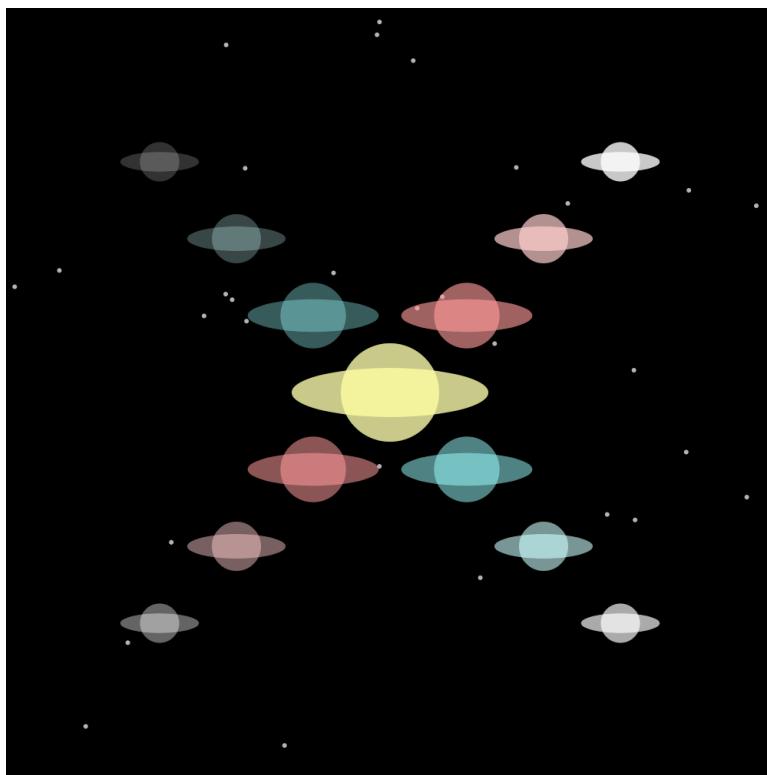
## Learning Portfolio Documentation & Reflection - Yejin Kim

Link to the generative pattern sketches :

1. <https://yejinkime.github.io/SP21-PUFY1225-DIGITAL-CRAFT/homework/generativesketch1.html>
2. <https://yejinkime.github.io/SP21-PUFY1225-DIGITAL-CRAFT/homework/generativesketch2.html>
3. <https://yejinkime.github.io/SP21-PUFY1225-DIGITAL-CRAFT/homework/generativesketch3.html>

Through this sketch, I tried to arrange various shapes in different ways to see how to make it look like a generative pattern. Therefore, while creating a pattern that repeats a certain shape, I added random values and varied the location of the pattern. While sketching with code, the new skills we learned last week like values, variables, and debugging reflections are very helpful. It made it easier to make patterns. For example, I used "const" for the unchanged values and "let" for the parts I wanted to vary and apply in patterns.

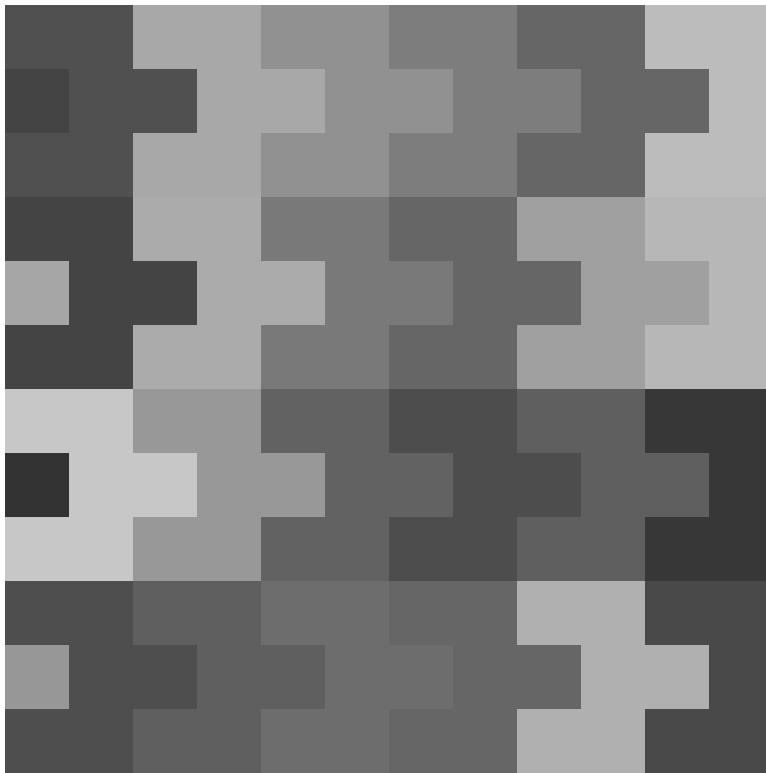
This gave me time to think about how the pattern would be organized before coding, and how to digitize and calculate the code most efficiently. In particular, the use of variables 'const' and 'let' significantly reduced the time to modify the intended code simultaneously by reducing the time to change the value one by one. And it was good to make patterns because it was easy to make repetitive parts without calculating the location of each shape.



Generative Design Sketch 1

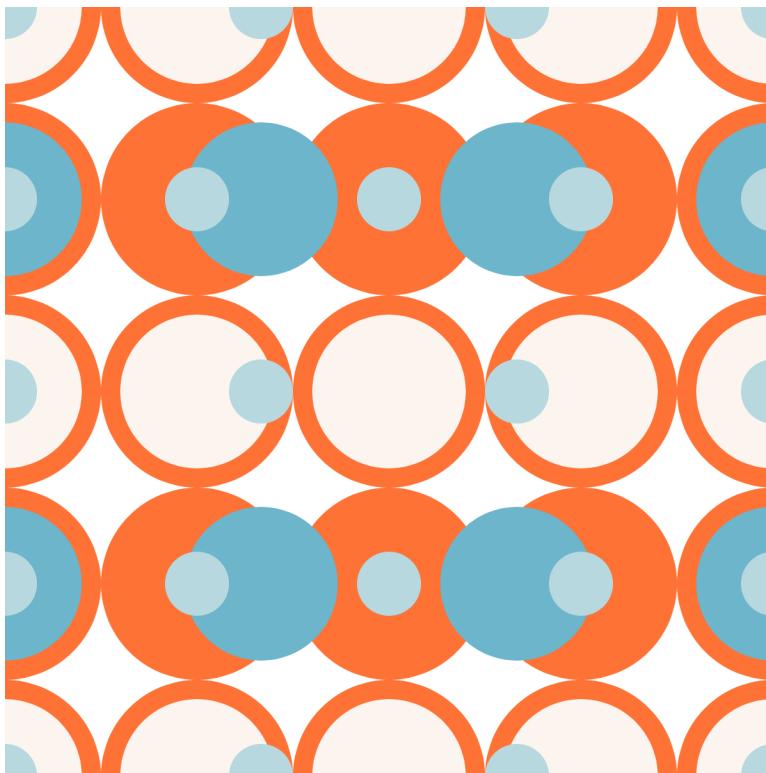
: Last week, I made an inspiration sketch about the nature surrounding me. This time I wanted to show the universe over the surrounding nature.

So first of all, there are random stars in the background and I tried to create various planets with ellipses with the color and shape slightly changed.



### Generative Design Sketch 2

: In the second sketch, I wanted to give an ordered and disordered experience at the same time. Therefore, while the colors are used randomly in the range of 50 to 200, the shape of it fits like a puzzle and looks unified. I tried to draw the piece of pattern that fits together when I placed several of those pieces. And when I code this sketch, I used "let" for the position of the pattern piece, so that the pattern could easily be repeated only by changing the position of the pattern.



### Generative Design Sketch 3

: In the third sketch, I wanted to show that one shape feels very different depending on what size and location it is arranged. So basically, the big orange circle was coded to match the canvas size, and the circle was stacked by changing the variables on the code. So xPos, yPos, and rad all declared "let". Also, while using the contrasting colors(blue and orange) , I tried to choose a color that gives a similar feeling which is calm and vintage.

Through various sketches, I wanted to put disordered and ordered experience at the same time on a canvas. As I go through the development process, it would be good to emphasize these points more and think about how to give more random settings and make them look neat and clear.

If I have an opportunity to see these sketches in physical medium, I want to use Risograph. First of all, I think the colors used in the sketch will go well with the vintage mood that Risograph has. Also, the combination of unique vintage vibes and computer-generated patterns will seem very special. Moreover, if multiple colors are overlapped, it will be more special and unique.

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### **Research on artists who use instruction sets in their creative practice.**

1. Renzo Piano, Architect.
2. Bong Joon-ho , Film director.
3. Karim Rashid, Industrial Designer.

## 1. Renzo Piano, Architect

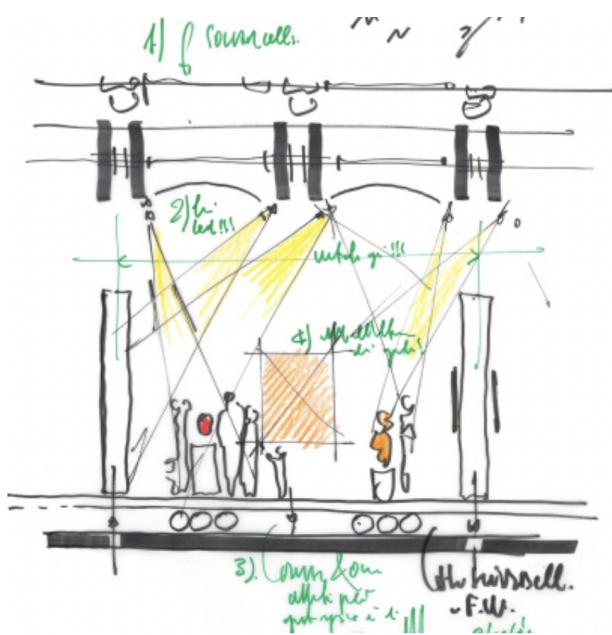


Renzo Piano is an Italian architect known for his lightweight structure. Renzo Piano, who gained fame through his early masterpiece Centre Pompidou (1977), became very famous, designed numerous landmarks such as Jean-Marie Tjibaou Cultural Centre in New Caledonia, The New York Times Building.

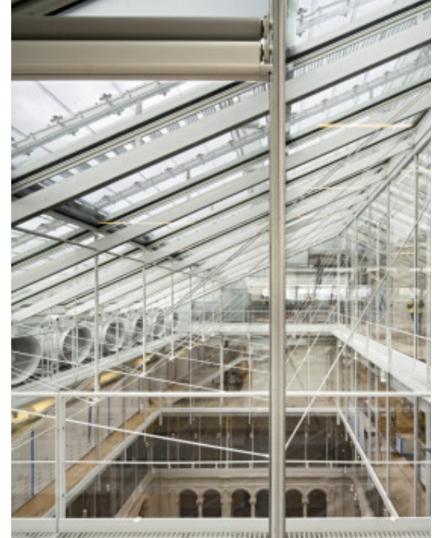
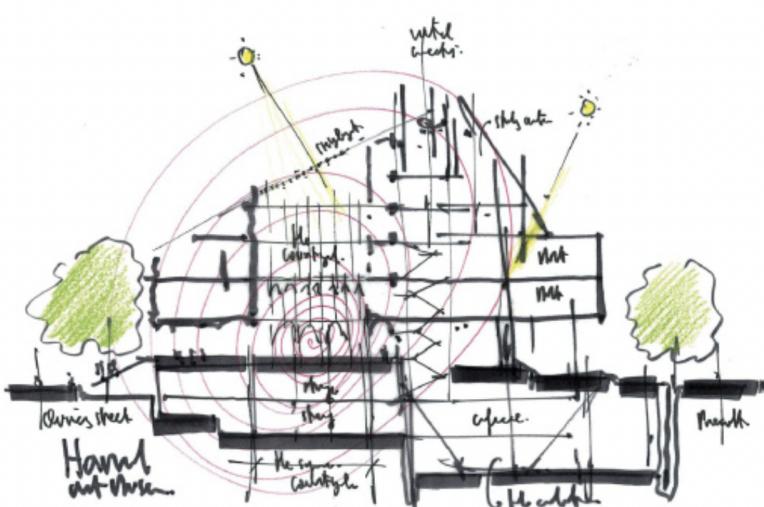
Renzo's sketch does not contain all the information in the first sketch, but as the design progresses, the sketch gradually increases. What is certain is that all the lines that make up his sketches are drawn with a clear "intention" of information delivery.



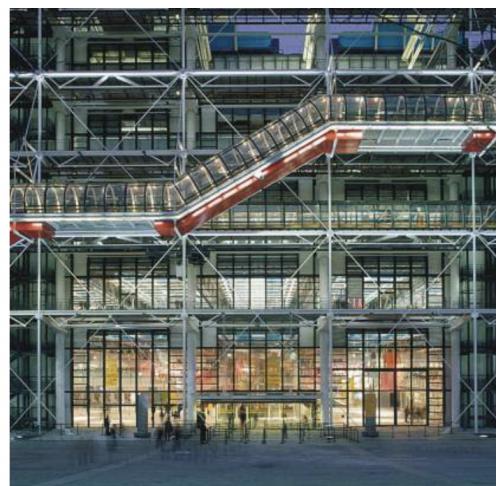
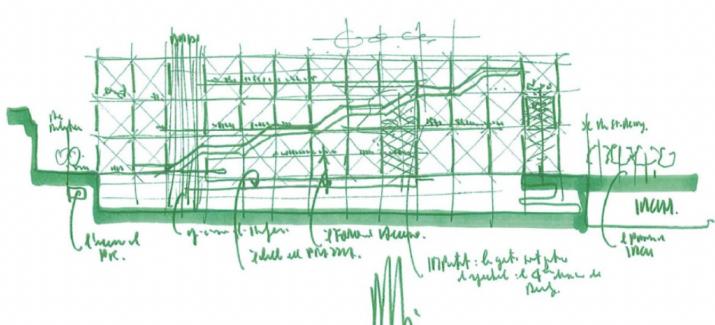
First, let's look at the earliest sketch. These sketches representing the concept or theme of the project consist of only a few very simple lines. The communication skill Renzo uses in his early sketches is only the thickness of the line.



After this, Renzo uses a little color to display the surrounding environment and material plans to express the overall composition and planning of the building.



There are sketches of the building's programs and studies of its surroundings.



Through his sketches, he starts with line drawing, which will be a feature of the building. And then he thinks about harmony with the surrounding environment, and finally deals with the structure and facility planning of the entire building. This sketch with various symbols, dimensions, and annotations has almost drawing-level information.

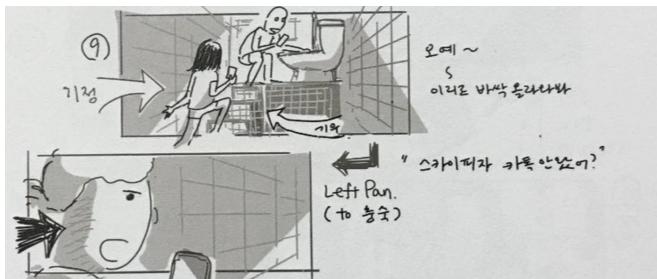
## 2. Bong Joon-ho , Film director.



Bong Joon-ho is a South Korean film director, producer and screenwriter. His representative works include *Okja* (2017), *Parasite* (2019), *Memories of Murder* (2003) and *The Host* (2006). His films are characterised by the use of social themes, genre-mixing, black humor, and sudden tone shifts.



He writes and draws both the screenplay and storyboard of the movie himself. By drawing the storyboard of the movie directly rather than leaving it to a professional writer, he draws the concept that existed only in his head on paper. Joon-ho makes the storyboard with the details of most comic books. The image of the scenes in the movie as we know them is closely connected. And through this, countless actors and staff understand art and his own work.



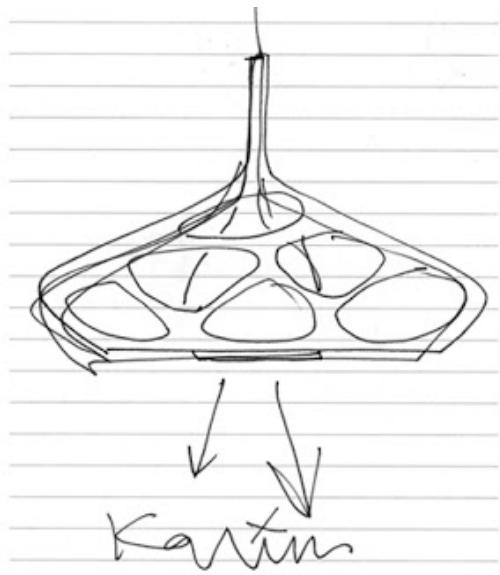
The picture above is a scene on the storyboard and a scene on the movie. The two scenes are surprisingly identical. He calculates every scene according to the plan.



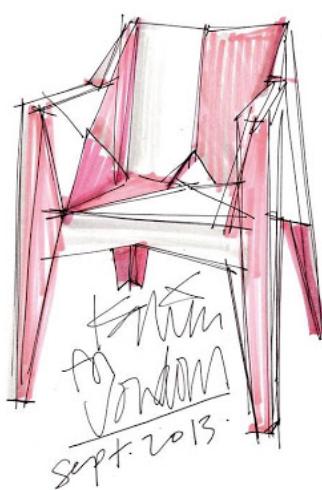
### 3. Karim Rashid, Industrial Designer.



Karim Rashid is an industrial designer, including luxury goods, furniture, lighting, surface design, brand identity and package design. He designs across a wide range of areas, showing his own designs with his unique sensual curves and intense colors.



The characteristics of Karim Rashid furniture are minimalism, rich curves, and colorful colors. The curve of furniture symbolizes freedom and relaxation, which has rarely been found in existing brands.



As you can see in the sketch below, the structure emphasized by lines in the sketch makes you imagine more. Through these sketches, you can not only see what he is trying to do, but also see how he struggles to create a smooth and familiar form. Also, the color match that stands out creates a light and bright atmosphere. At the same time, the shape of the furniture is designed so simply that it is not excessive and maintains a luxurious mood. So we can finally see the free design with the beauty of sculpture.

