

DIGITAL MEDIA | CMU SoA PRECOLLEGE 2018

WEEK THREE: TEMPORAL TRANSFORMATIONS AND CROSS-CONTAMINATIONS

Mon, 7/16	9:00 - 12:30	Lecture, Rhino demo and review, in-class work time for both digital to analog hybrid images, beginning the first analog to digital hybrid image
	22:00	assignments due

UNCANNY CALCULATORS: The computer is better at math than you are. It will gladly do your calculus homework. It eats calculus for breakfast. But when we work with a tool so complex, it's best to understand a bit about how it works before we hand over a task that requires precision and decision-making. You learned a lot of things this weekend; let's break some of these processes down and interrogate the mechanics of the software. This will improve your digital "hand" by giving you more control over what you model. We will use rigorous rules of geometry in an effort to reclaim some of the knowledge stored in these big dusty glowing boxes.

MOVEMENT STUDIES: It is deceptively easy to move things in the three-dimensional world of Rhino. Especially with Gumball (*beware the gumball!!!*). But for centuries, people have tried to describe and understand movement. We look for patterns in how everything in this ever-dynamic world around us move through space and time. These flows occur in four dimensions, not three, and traces of movement are always left behind, if only visible through absence. How can we interrogate and represent these fleeting moments, of an object spinning through a void?

HYBRID: All media have limitations and constraints, and excel at different things. This week, we will be making a line drawing in Digital Media class that will serve as the structure for a hybrid image that you will be working over in Drawing. Connie will explain in more detail your work for her class later this week. There is more than one way to hybridize digital and analog tools, and we will be exploring this further in Tuesday and Wednesday's classes.

WORKFLOW 1 (from this weekend) / DANCE: Using a transformed solid, create two scenes that demonstrate movement (pick two : dislocation, rotation, spiral). Set up perspective views that show the original object, the moved object, construction lines to suggest movement type, and ground plane to give a horizon line.

CRITICAL SETTINGS:
DISPLAY MODE > GHOSTED
PROPERTIES > VIEW > DISPLAY MODES > GHOSTED > TRANSPARENCY @75% and **uncheck** SHOW ISOCURVES
GROUNDPLANE PROPERTIES > TRANSPARENCY @85%
PRINT > OUTPUT TO IMAGE FILE (will save as jpg) > SIZE 15x20inches either orientation @ 200dpi B&W

WHAT: Two final jpgs, sample file name wk3_perry_hybrid_dance1.jpg and wk3_perry_hybrid_dance2.jpg (*file name changed from wk2 to wk3*).

WORKFLOW 2 / SCAPES: Array a 2d planar object along a flat surface, and transform those copies in a regularized way using box edit. Flowalongsrf using a modified, rebuilt surface, and choose a view that shows both the surface and the repeating elements. Make2D and print to PDF the vector file.

CRITICAL SETTINGS:
PRINT > OUTPUT TO ADOBE PDF (will save as pdf) > SIZE 18x24inches , landscape , vector output

WHAT: One final PDF, sample file name wk3_perry_hybrid_scape.pdf.

WHEN: ALL IMAGES are due on the server by **MONDAY, July 16, at 10:00PM** - they are necessary for your drawing class this week. TA team will be in charge of printing these for you, but you are responsible for making sure that your drawing is on the server by this time - they may not have time to print assignments submitted late.

OPTIONAL READING: Bruno Latour and Alben Yaneva, "Give me a Gun and I will Make All Buildings Move" in *Explorations in Architecture: Teaching, Design, Research* (Basel: Birkhäuser, 2008), pp. 80-89.

WEEK THREE CONT.: TEMPORAL TRANSFORMATIONS AND CROSS-CONTAMINATIONS

Tue, 7/17	9:00 - 10:30	section A - review and in-class work time for assignment
Wed, 7/18	9:00 - 10:30	section B - review and in-class work time for assignment
Thurs, 7/19	9:30-12:30	Drawing Class, to complete hybrids dance and scape
Fri, 7/20	20:00	assignments due (supersurf and montage)
Sat, 7/21	TBD	exhibit of the work

SUPERFICIAL SURFACE: Using your rebuilt surface with a texture mapping of your leaf drawing from Drawing Class, create an imaginary landscape. Try to work with the image you've created, emphasizing darker spots as deeper depressions and lighter spots as high points. Add lighting to your scene and render. Also consider saving out a printed pdf vector of just the surface from the same view, to reinforce to topographic characteristics. Composite in Photoshop and include figure(s) to suggest scale and how one traverses this landscape. Three images will be used to show the passage of time.

WHAT: Final jpg at 11x17, consisting of three 5x10 images on one layout, sample file name wk3_perry_hybrid_supersurf.jpg , 150dpi.

For in-class draft submission, file name wk3_perry_hybrid_supersurf_draft.jpg (does not need to be a complete draft, just show me what you did in class today).

WHEN: A draft of this assignment will be due at the end of class on your section's day (Tuesday/Wednesday). Final version is due on the server at Friday, 20 July, at 8pm.

MONTAGE, HYBRID VERSION: Place one of your studio projects from the past three weeks within the museum, using your one-point perspective drawing from Drawing Class. Clean up the original drawing and reinforce perspective construction lines that likely got lost in the photographing process. Incorporate textures, light and shadow, and scale figures to suggest how the object is displayed and how people interact with it.

WHAT: One final jpg, sample file name wk3_perry_hybrid_montage.jpg , 11x17 at 150dpi.

WHEN: Final version is due on the server at Friday, 20 July, at 8pm.

