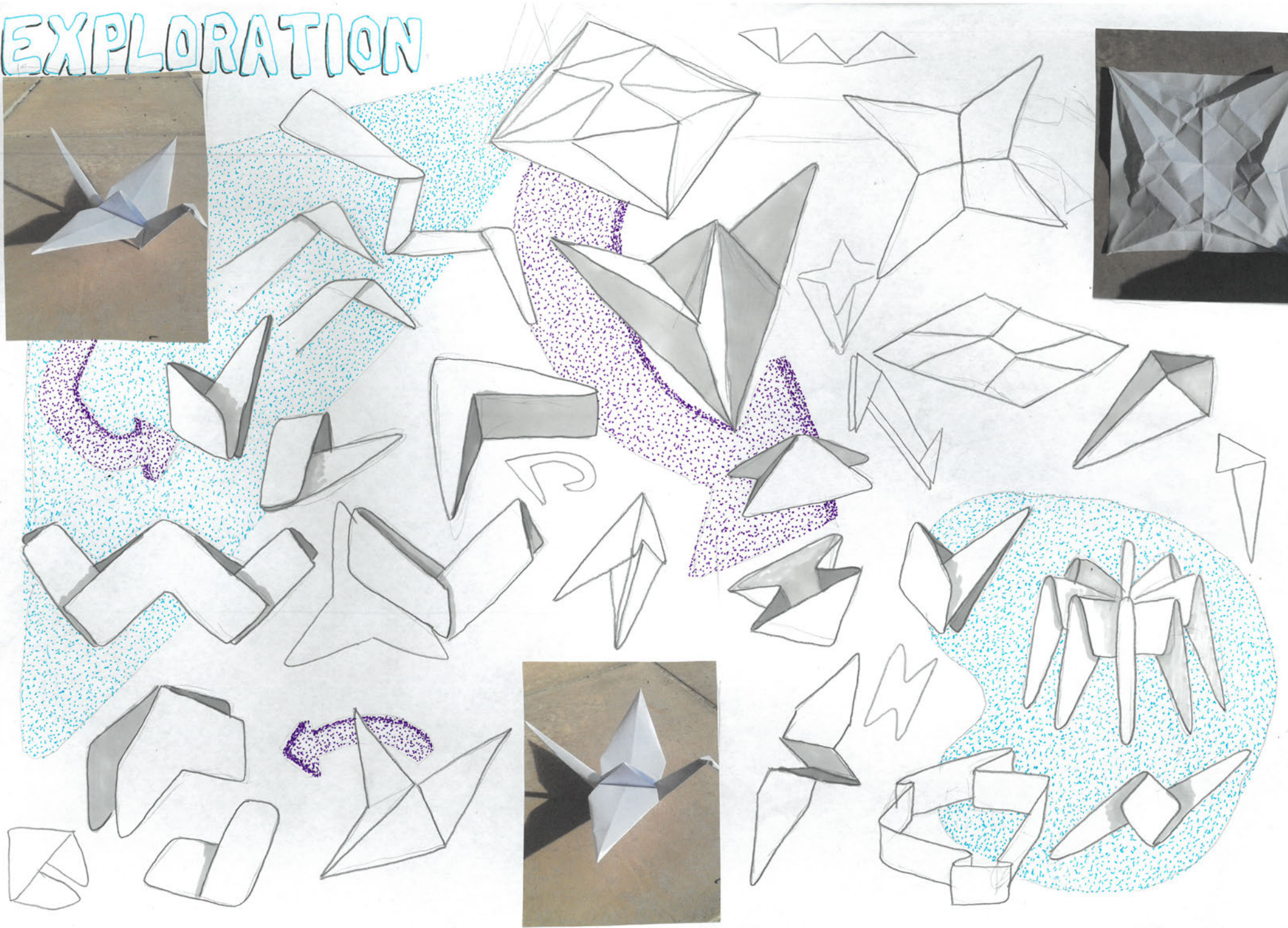


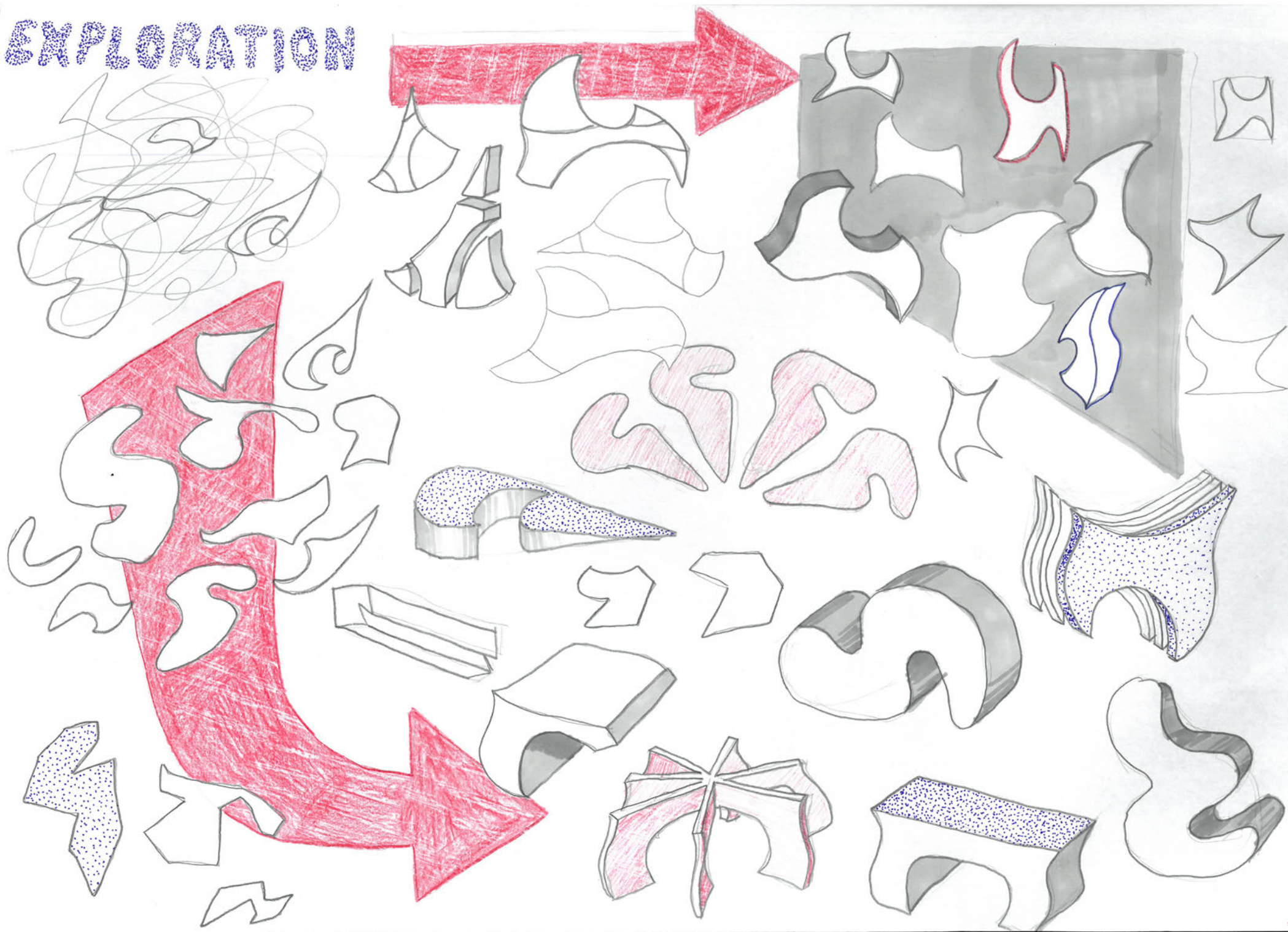
# EXPLORATION

5

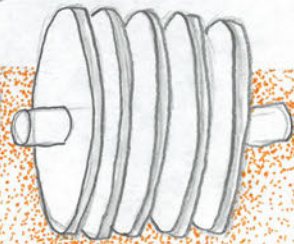
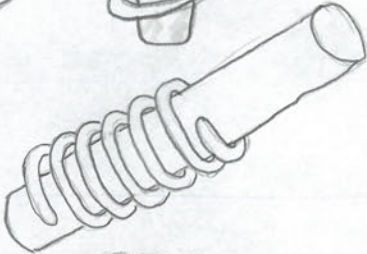
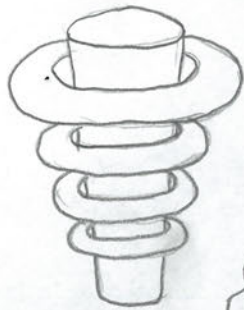
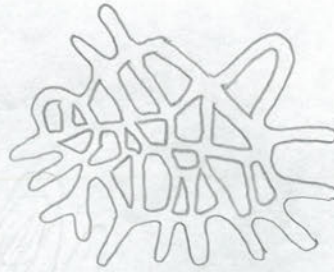




# EXPLORATION



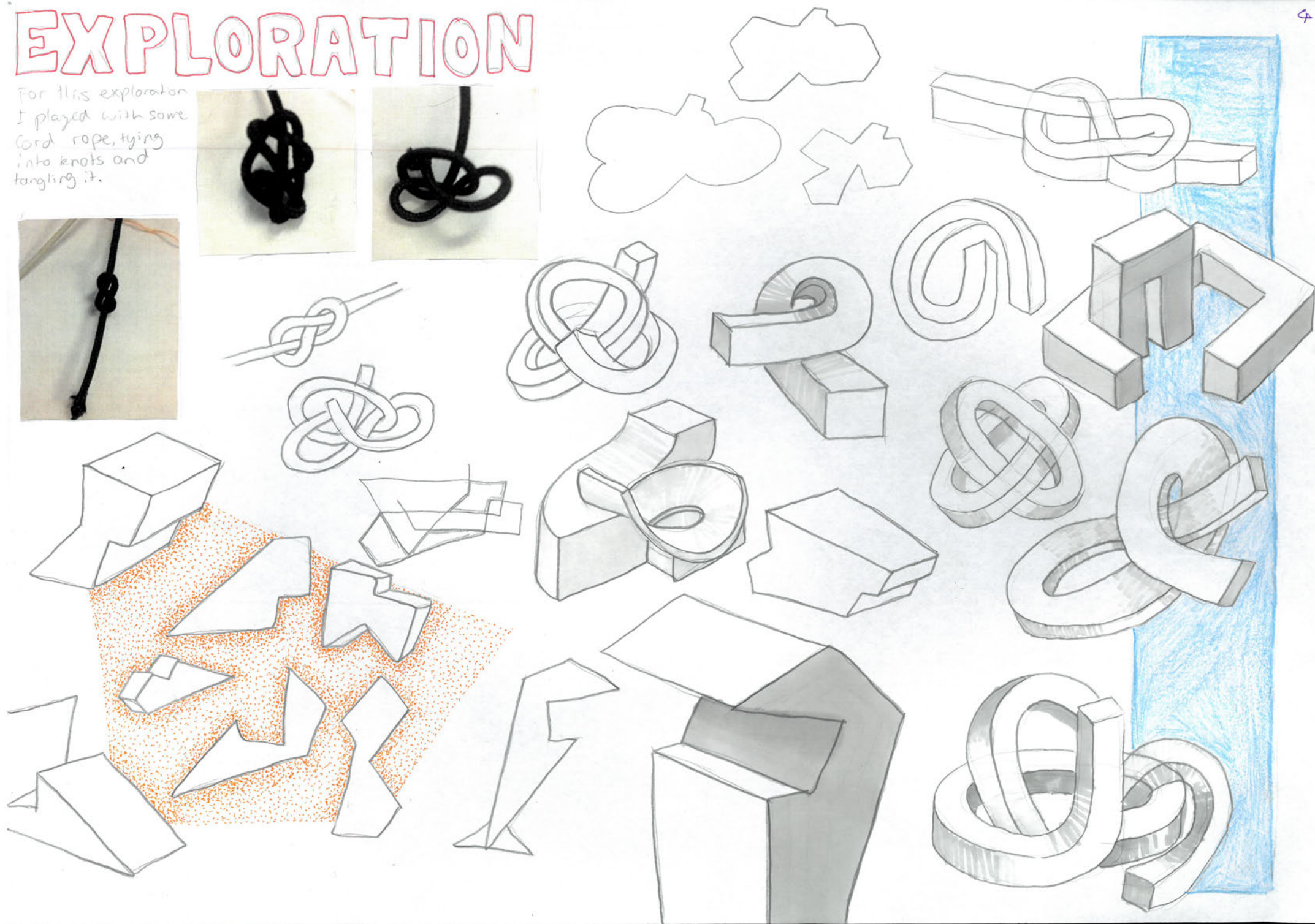






# EXPLORATION

For this exploration  
I played with some  
cord rope, tying  
into knots and  
tangling it.





# IDEATION

Monday 11/11

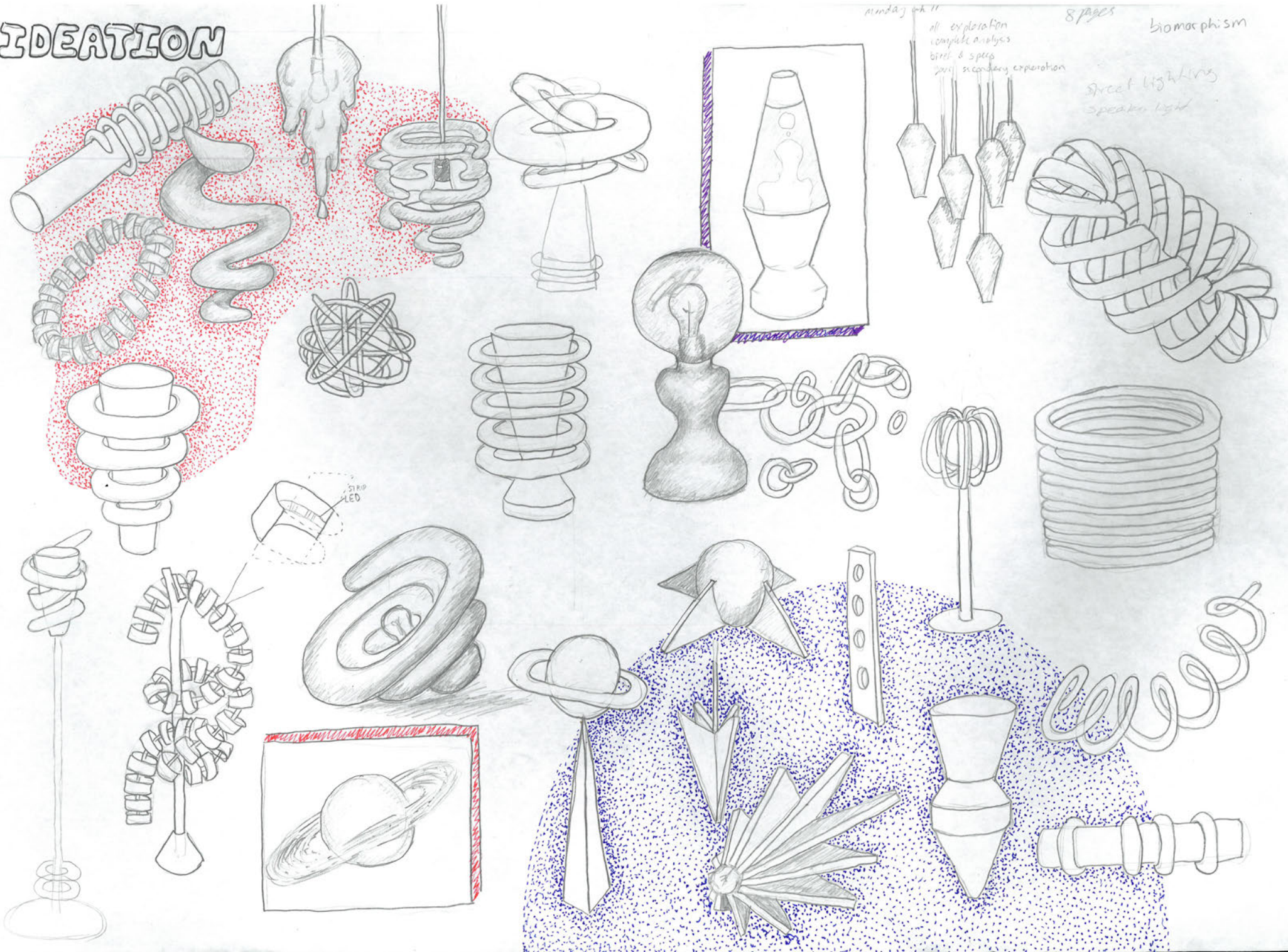
8 pages

biomorphism

8

all exploration  
complete analysis  
brief & spec  
secondary exploration

street lighting  
speaker light





# DEVELOPMENT





# TREE?

WALK UNDERNEATH  
THE LIGHTS  
OR ON TOP  
THROUGH?

SPIN

A BORING  
NON-INTERACTIVE  
DESIGN

A SWING IS VERY  
INTERACTIVE AND  
FUN, WOULD APPEAL  
TO ALL AGES.

I COULD EVEN INCORPORATE  
NEARBY BUILDINGS SUCH  
AS THE SIDE OF THE MUSEUM

A WALKING PATH  
AROUND TREE  
TRUNK ON TOP  
OF THE LIGHTS

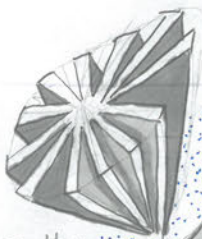
OR EVEN TAKING  
INSPIRATION FROM  
THE BARK PATTERN  
OF A TREE

BLACK PIECES  
OF ACRYLIC  
OVER GLOWING  
PANEL TO  
LOOK LIKE  
TREE BARK





# CONCEPT BRAINSTORM



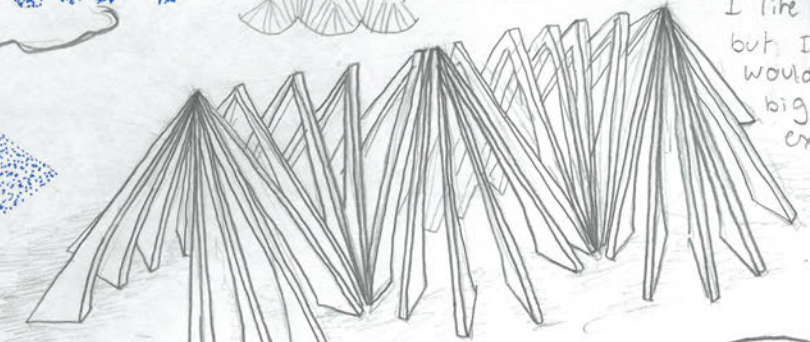
This is the idea the shapes on this page are based off.



possibly incorporate a tree?

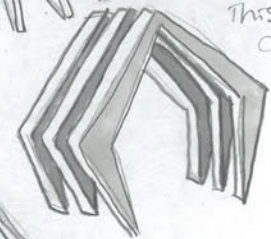


TOP VIEW

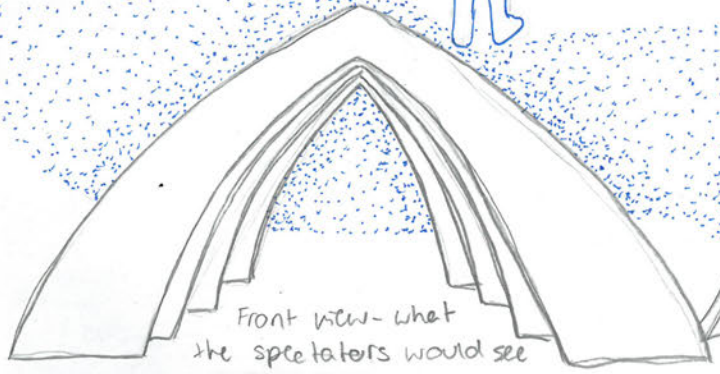


I like this shape but I think it would be too big and expensive.

This idea came from this shape

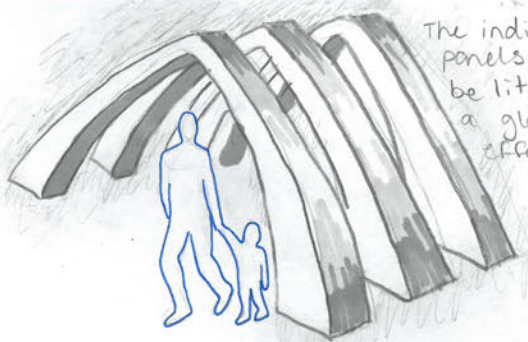
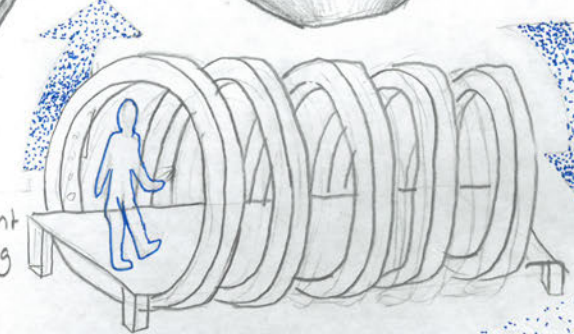


The idea of rotation for the interactive aspect



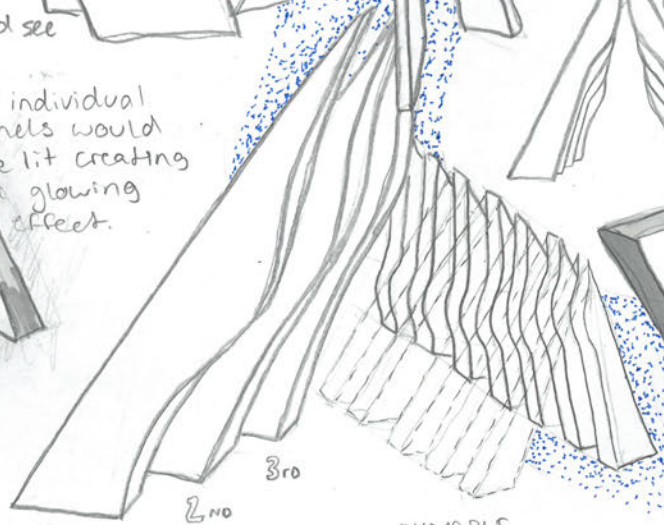
Front view - what the spectators would see

This is the idea that each 'panel' is slightly different than the last, which creates movement and a morphing effect



The individual panels would be lit creating a glowing effect.

side view

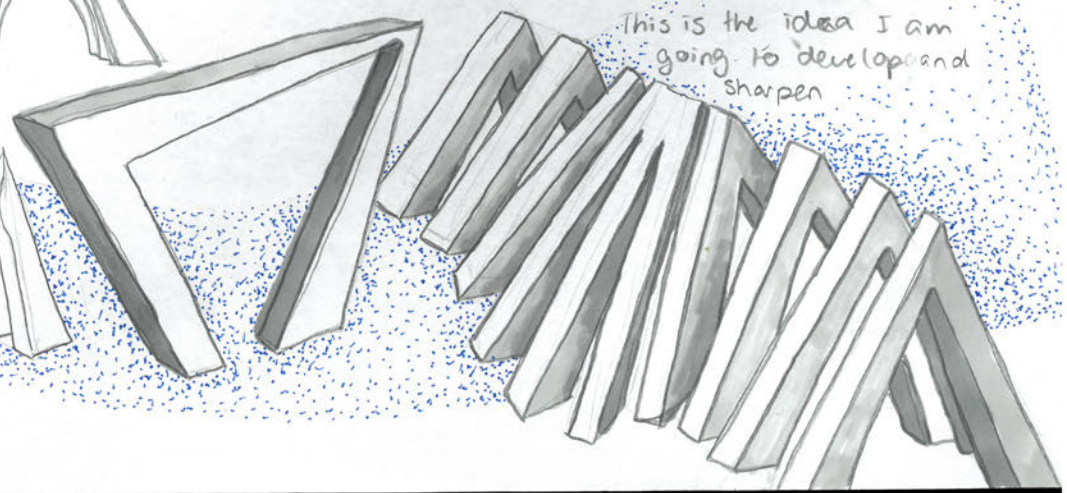


1st

2nd

3rd

EXAMPLE



This is the idea I am going to develop and sharpen



# FURTHER DEVELOPMENT SIZE & SHAPE

Exploration of how I can  
alter the size and shape  
of my walkway without  
making it too expensive  
or complex.

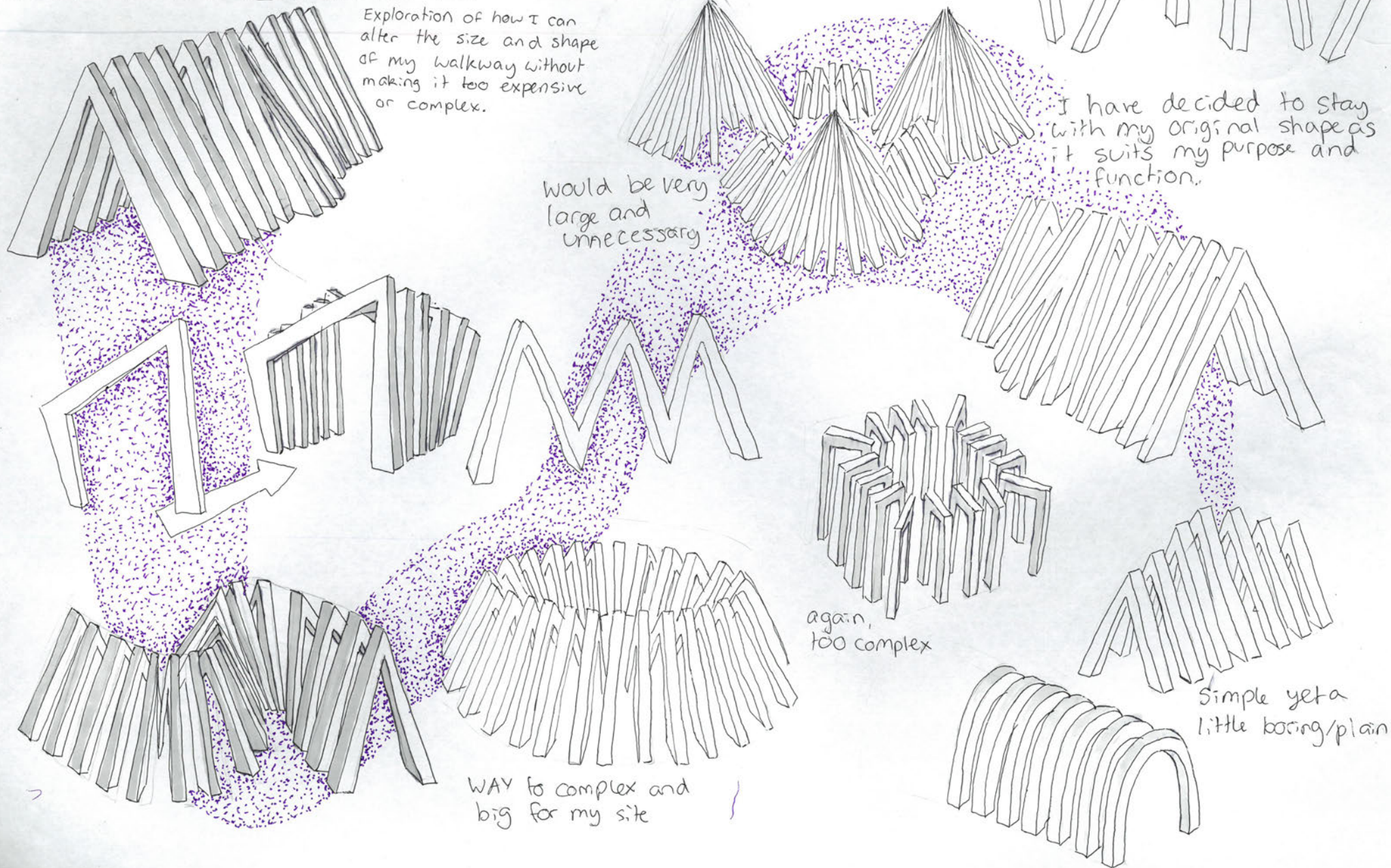
would be very  
large and  
unnecessary

I have decided to stay  
with my original shape as  
it suits my purpose and  
function.

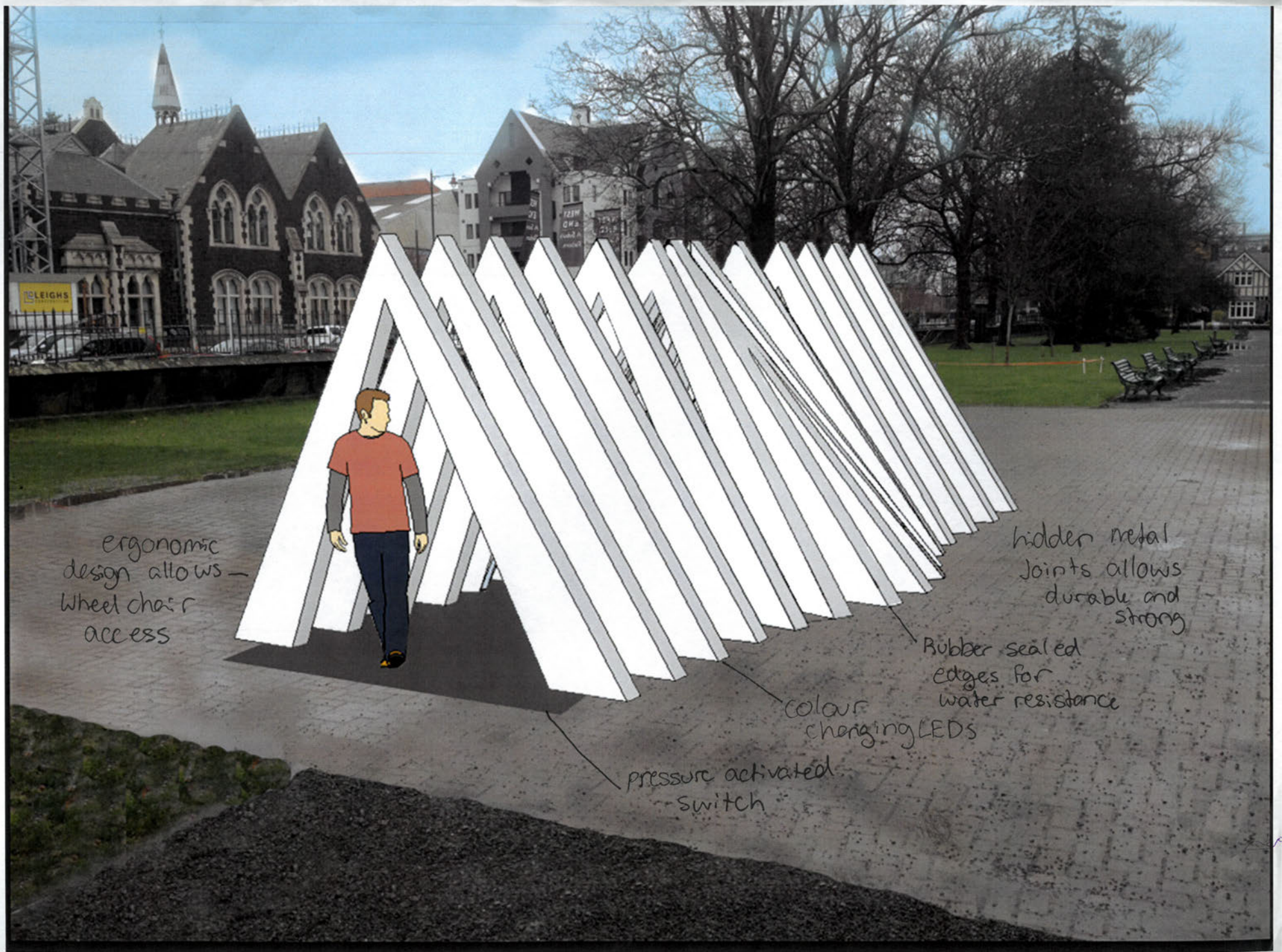
again,  
too complex

Simple yet a  
little boring/plain

WAY too complex and  
big for my site







ergonomic  
design allows —  
Wheel chair  
access

hidden metal  
joints allows  
durable and  
strong

Rubber sealed  
edges for  
water resistance

colour  
changing LEDs

pressure activated  
switch



**MERIT (low)**  
**Architecture : Sculpture Folly**

10 pages in total

AS 91627 (3.30): Initiate design ideas through exploration (4 credits)

Achievement	Achievement with Merit	Achievement with Excellence	Overall level of attainment for 91627
Initiate design ideas through exploration.	Initiate design ideas through insightful exploration.	Initiate design ideas through extensive exploration.	
<ul style="list-style-type: none"> <li>Use starting experiences and visual communication strategies <u>to explore alternatives and variations</u> to <u>expand design thinking</u>.</li> <li>Ideas are <u>re-generated</u> from alternatives and variations which <u>lead towards</u> design ideas.</li> </ul>	<ul style="list-style-type: none"> <li>Use visual communication strategies to show <u>considered</u> alternatives and variations for the purpose of <u>analysing and re-interpreting</u> ideas.</li> <li>Ideas identify an <u>emerging train of thought that informs</u> design ideas.</li> </ul>	<ul style="list-style-type: none"> <li>Use visual communication strategies to show <u>divergent and perceptive</u> alternatives and variations.</li> <li>Train of thought ideas <u>extend and transform</u> design ideas.</li> </ul>	M

Pages 1- 4 have the introduction experience start point of origami cranes being folded and unfolded, and string being knotted documented using model making and photography. This leads into observational drawing and thinking with exploration of shapes and forms. Strategies of deconstruction, repetition, and abstraction are used to expand design thinking through initial sketching

Pages 5- 6 take forms from previous pages and begin to show focused ideas with regenerated variations. A train of thought is emerging with considered segments being used with visual communication strategies of repetition and scale that leads towards showing alternative sculptural design ideas.

Page 7 starts to put some explored forms into a spatial context with a person and environments that show some alternative possibilities along with some brief analysis and re-interpreting.

Pages 8 - 10 design ideas continue to explore variations and re-interpret with some consideration around a sculptural folly. Informed train of thought and analysis is relating to users is touched upon briefly.

Pages 5 - 10 have visible train of thought emerging with evolution of form and ongoing exploration of design idea variation.

This submission is a low merit as insightful design exploration is initiated and considered , but in a brief manner. The design does not transform and extend beyond the initial spatial ideas around a sculpture folly.