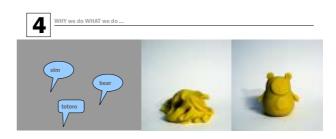
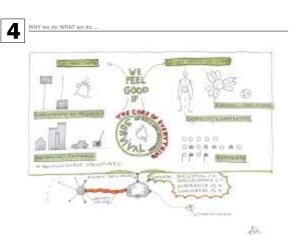


WHY we do WHAT we do









iman ancient heritage and experiences

- influence how we perceive and judge shapes

- influence how we can develop shapes
- \rightarrow which options we have as designers

2 basic possibilities:

Work with known patterns, structures

Work against known patterns, structures

→ but totally chaotic shapes evoke feeling of insecurity or rejection



Composition and gestait rules

- remember composition, line and meaning
- $\rightarrow \mathbf{1}^{st}$ sem. graphic
- remember gestalt principles, visual perception
- $\rightarrow \mathbf{1}^{st}$ sem. photography

These aspects also apply on 3D shapes



2D

WHY we do WHAT we do

Most important differen

- 1 main viewing direction

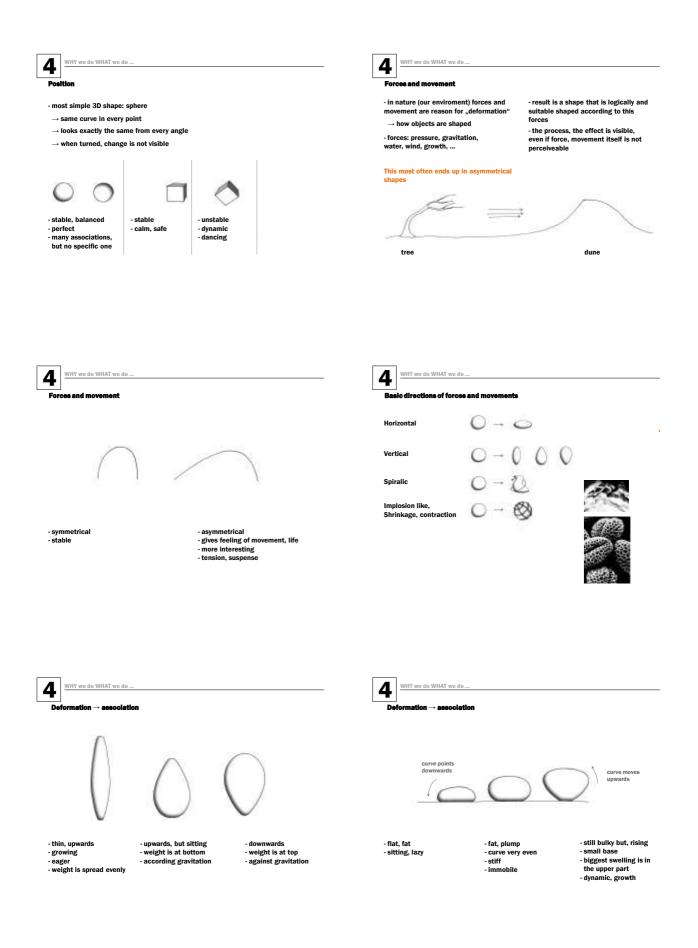
- can be viewed from every angle - you can go around your object

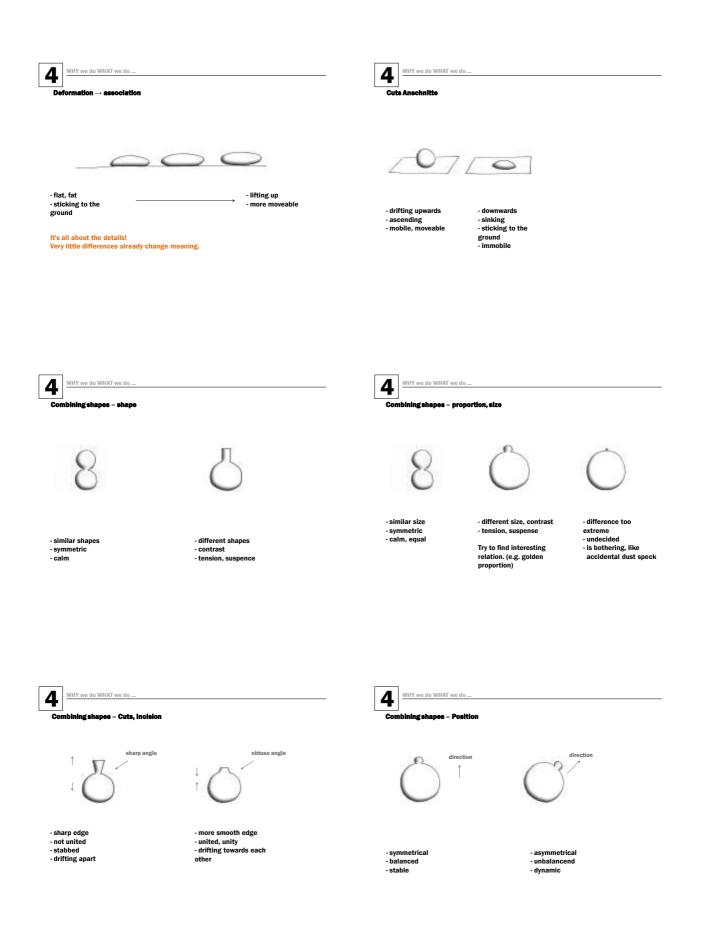
3D

- every side has it's own "right" to exist

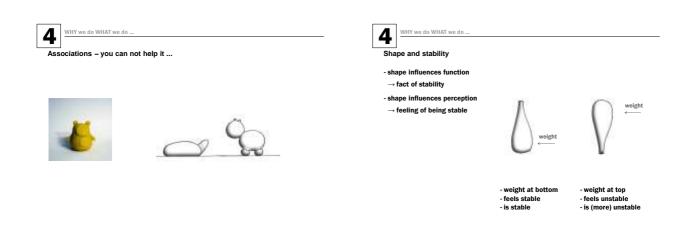


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Palmtree

White Desert, Egypt





- very stable - wind stable less stable
not wind stable



WHY we do WHAT we do

Shape and stability

Examples



Pigeonry, Egypt

Dome of the rock, Jerusalem



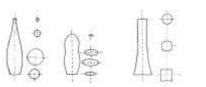
- to be human

- symmetry and asymmetry / aberation
- \rightarrow the fitting balance between them

- harmonical, balanced - yet interesting shape







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Change of crosssection: - size

Change of cross-section: - size - shape





- start with development of silhouette

- sketch big!

- mark: important guide lines



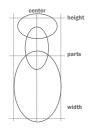
- think about cross-sections

- \rightarrow With which would you like to start?
- \rightarrow With which would you like to end?



Step 3: Sketch

- start with development of silhouette - sketch big!
- mark: important guide lines



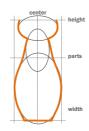
- think about cross-sections

 \rightarrow With which would you like to start?

 \rightarrow With which would you like to end?



- start with development of silhouette - sketch big!
- mark: important guide lines



- think about cross-sections

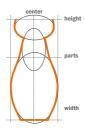
- \rightarrow With which would you like to start?
- \rightarrow With which would you like to end?



Step 3: Sketch

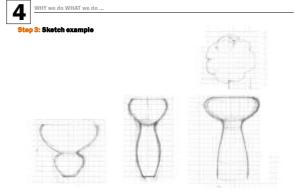
- start with development of silhouette - sketch big!

- mark: important guide lines



- think about cross-sections

 \rightarrow With which would you like to start? \rightarrow With which would you like to end?





Why without color?

- focus is on shape

- neutral color is best to judge shape

 \rightarrow grey or off-white

color, graphics and patterns can enhance or destroy a shape





EXAMPLE: Hairdryer

