NEW YORK CITY
COLLEGE OF TECHNOLOGY
THE CITY UNIVERSITY OF NEW YORK
DEPARTMENT OF ARCHITECTURAL TECHNOLOGY

1210 ASSIGNMENT 1:

ALL STUDENTS TO USE ONLY BLACK AND WHITE PAINT OR CONSTRUCTION PAPER ONLY (NO COLORS)

LECTURE: **HUMAN PERCEPTION:** Discuss how humans perceive form, and how we can intentionally distort this perception by showing images of works of art that defy reality or questions how a form should be understood.

OBJECTIVE:
Students will learn how to manipulate how to manipulate three-dimensional form so that it can appear to be a shape other than what it is. This understanding will be reinforced both in three dimensions and two dimensions.

DESCRIPTION:
Through a series iterative attempts to defy the reality of the construct, students will learn how to manipulate human perception. Accuracy will also be stressed by testing each cube through a die with a tolerance of +/- 1/32".
The process of creating multiple versions, and using media, which allows for easy manipulation and testing is also crucial to the learning objectives of this project. It's not just what you do, but how you do it. A design process is always iterative, and designer always tests and evaluates many options and decisions. As you work through this project, think about ways to document and test your ideas quickly. (hand sketching, photographs, Adobe Photoshop.)
The final composition will be documented in isometric views. This project will emphasize the ability to hand render. It will be important for each student to explain their process using some form of documentation that supports why changes were made.
Lab & Homework: **EXERCISE 1 CUBE/SUPER CUBE/ UNCUBE**

PROCESS:
1. Construct a minimum of three (3) 4" cube out of modeling clay and museum/chip board.
2. Using only paint, treat one cube so that it visually disappears as a form or becomes unrecognizeable as a cube, UNCUBE.
3. Using only paint, treat another cube so that it appears to be a cube, SUPER CUBE.
4. Draw an isometric of your SUPER CUBE and UNCUBE and render by hand.

READING:

Theil, Philip. Visual Awareness and Design: An Introductory Program in Conceptual Awareness, Perceptual Sensitivity, and Basic Design Skills. pp. 56-67.

SKILLS: Modeling planar material with accuracy, painting