

Graphic Design Principles 2

Instructor: Prof. Childers pchilders1@mac.com

design in 3-dimensions

ASSIGNMENT: 3D cube

Discussion: Design on a 3D surface

Goal: Apply principles of continuity and alignment to a three-dimensional surface

Objective: Expand your understanding of design theory as it relates to a 3-dimensional surface

IN CLASS

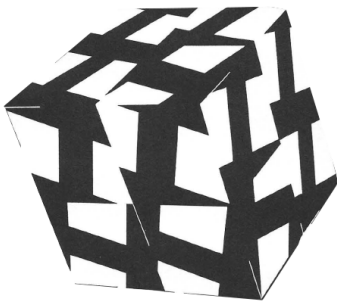
Finalize your grid. Create a positive and negative version

Apply the grid to your cube

Use both the positive and negative versions

Follow the techniques we've used in previous studies to activate the space.

The amounts of black and white will change as the forms move around the edges and corners of the cube. Make adjustments to achieve visual equality and to blend the forms. While spinning the cube from diagonal points, black and white must occur in equal amounts, giving the cube a grey haze when spinning. The final composition should appear to have roughly equal amounts of black and white, figure and ground, form and counter-form.



HOMEWORK

Bring 6 positive and 6 negative grids to class (4" each)

Bring 4 positive and 4 negative letterforms to class (4" each)

Bring tape

Finalize icon

Bring printed 6" and 2 " squares to class

