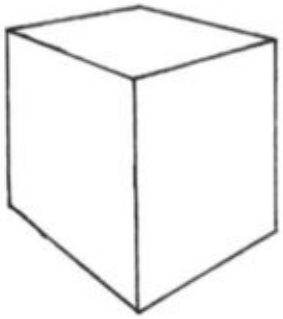
Week 4: Linear to Physical

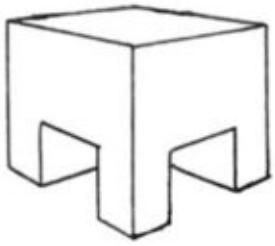
One of the tasks this week was to create a light-basket. I chose rattan cane as my choice of material as I wanted to try making an actual mini-basket with materials that I have yet to explore. Admittedly, the process was much harder than I expected, especially with creating the rim, where I had to redo many times.

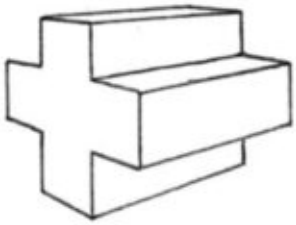
Then, I tried seeing how the basket would interact with light. Given how my basket doesn’t have many big gaps except for the base, the shadows reflected onto the wall does not have much pattern to them. Instead, it creates an effect that makes the shadows resemble more of a spider-web, especially in the third photo, which I found quite interesting.

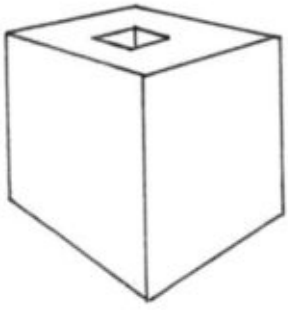
Another task this week was reference geometry. The rectangle reference geometry was rather difficult, since it’s much harder to draw rectangles without the use of a ruler. The cubes were much easier with the help of a ruler, but it was also interesting to see how much the size of the sides of the

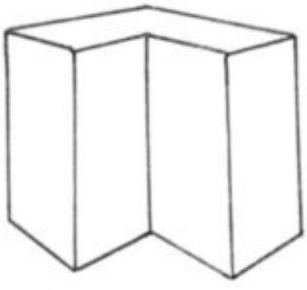
cubes would shrink the further it got from the first cube.

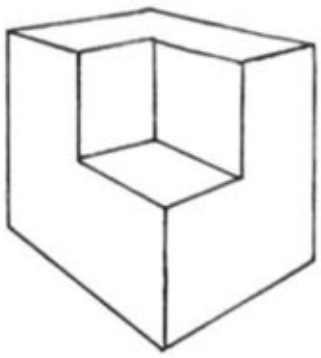


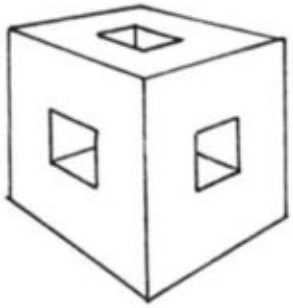


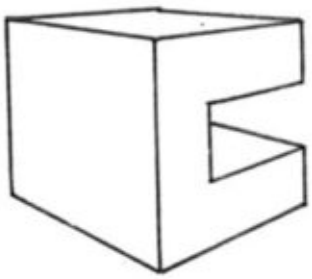


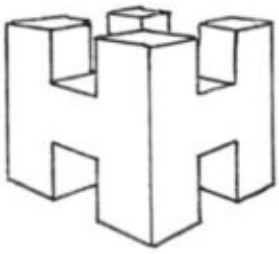


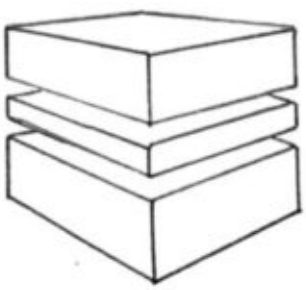


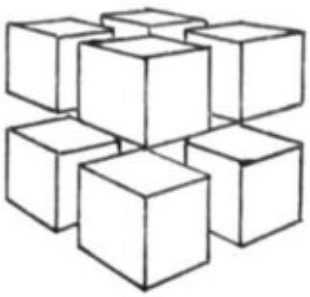


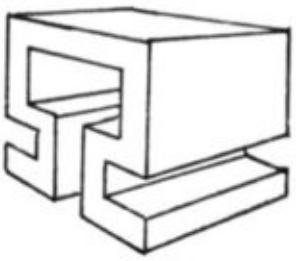


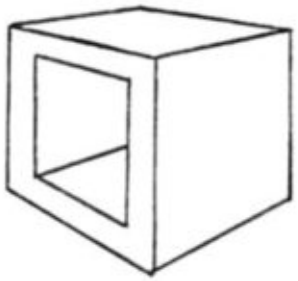


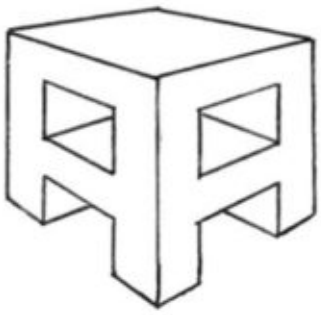


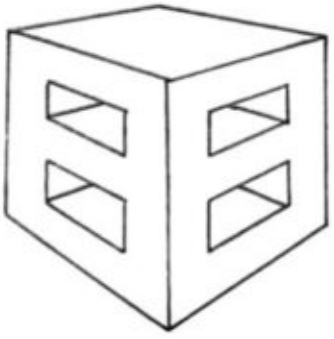


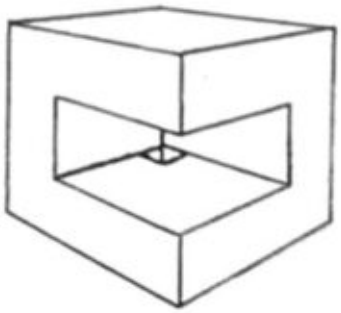


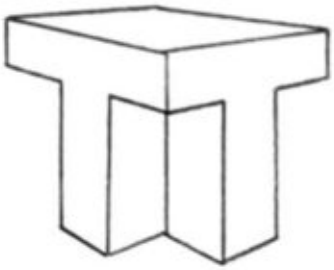


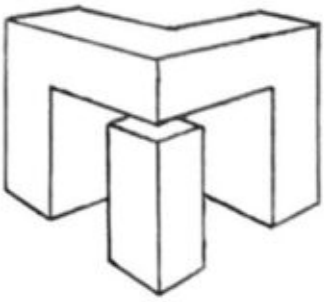


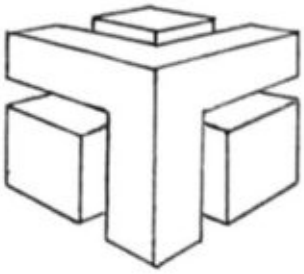


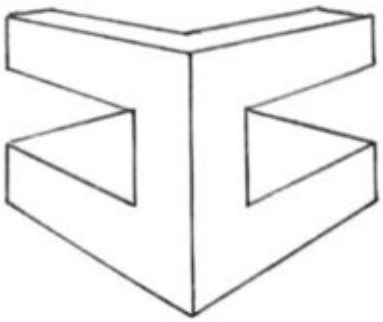




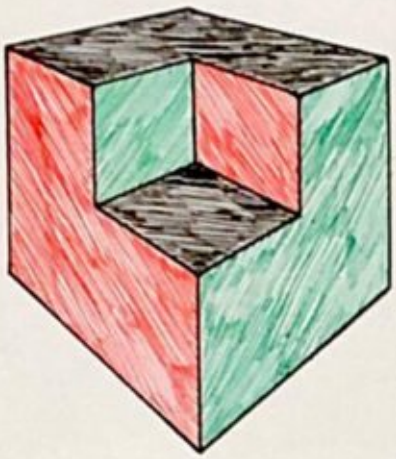


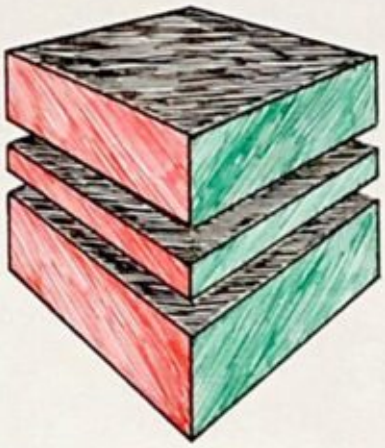


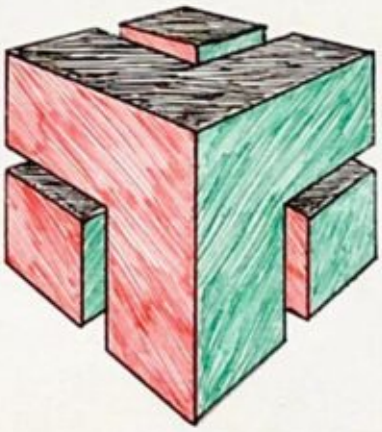




The third task this week was another task on perspective drawing where we had to draw 20 cube variations. This task really helped me get the hang of perspective drawing a bit more, and it was fun to see how many different shapes and patterns I could create out of a simple cube, taking away parts of a cube to create something else.

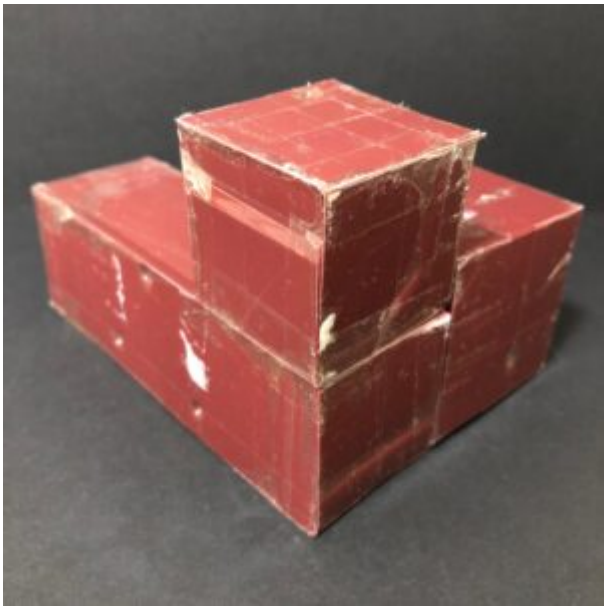


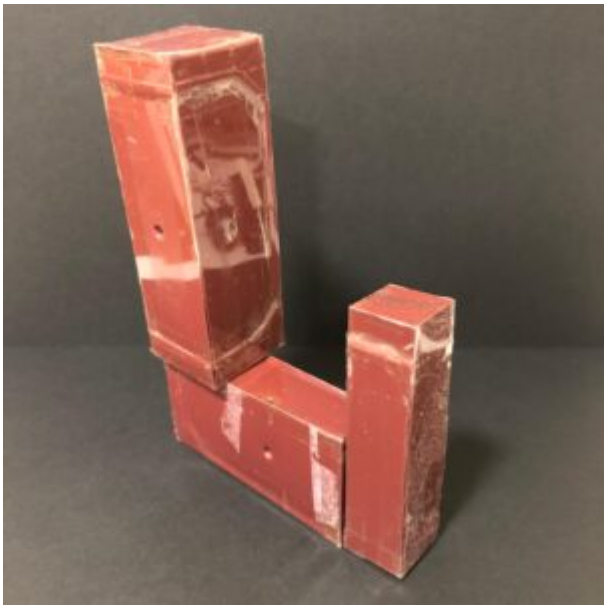




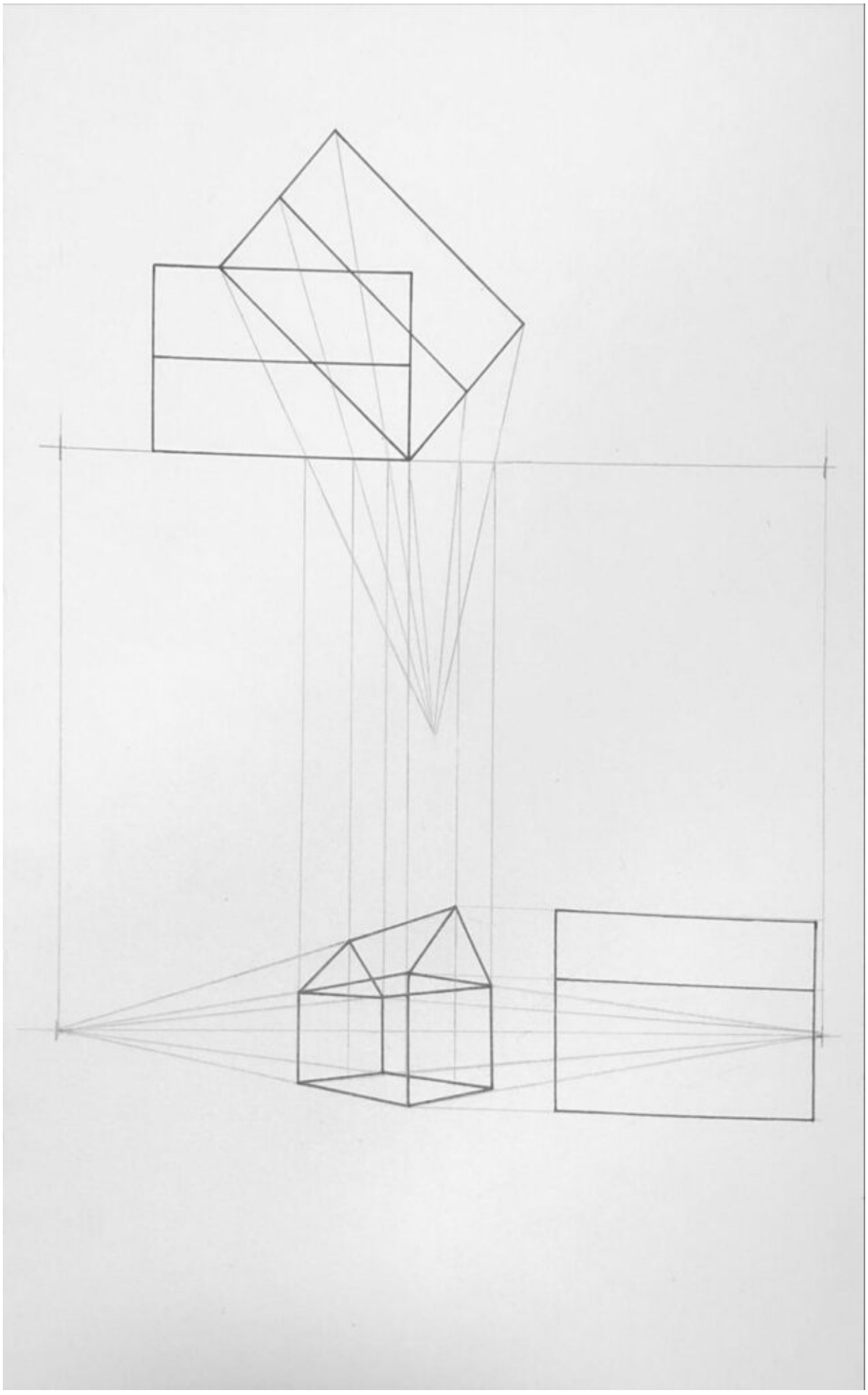
Finally, I picked 3 out of the 20 cube variations and shaded the corresponding faces with the same color. This helps with identifying the sides of the cubes much more with the sharp colors, though I wished I used more similar colors to give it a more realistic 3D feel.

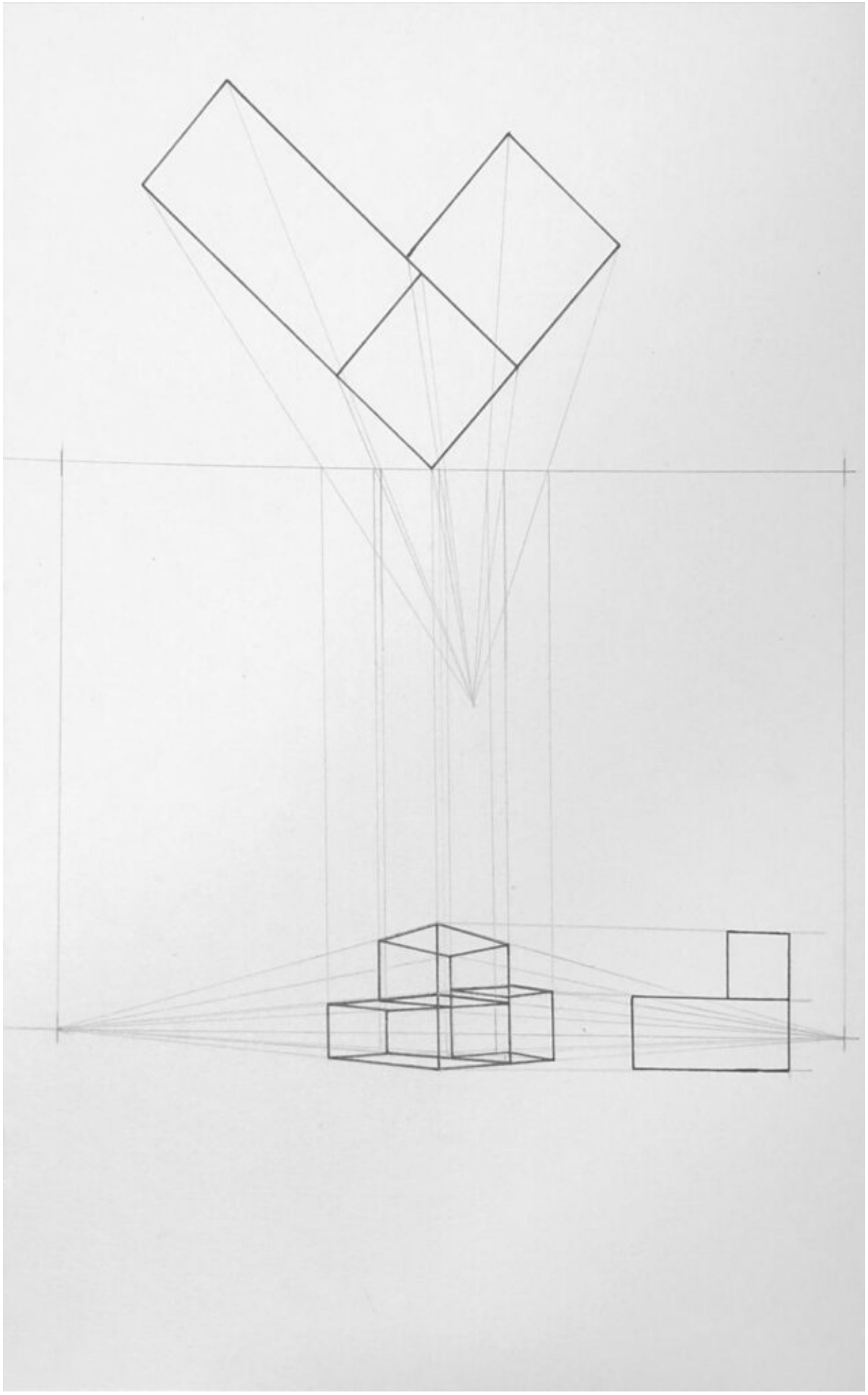
Week 3: Rectilinear Volumes II



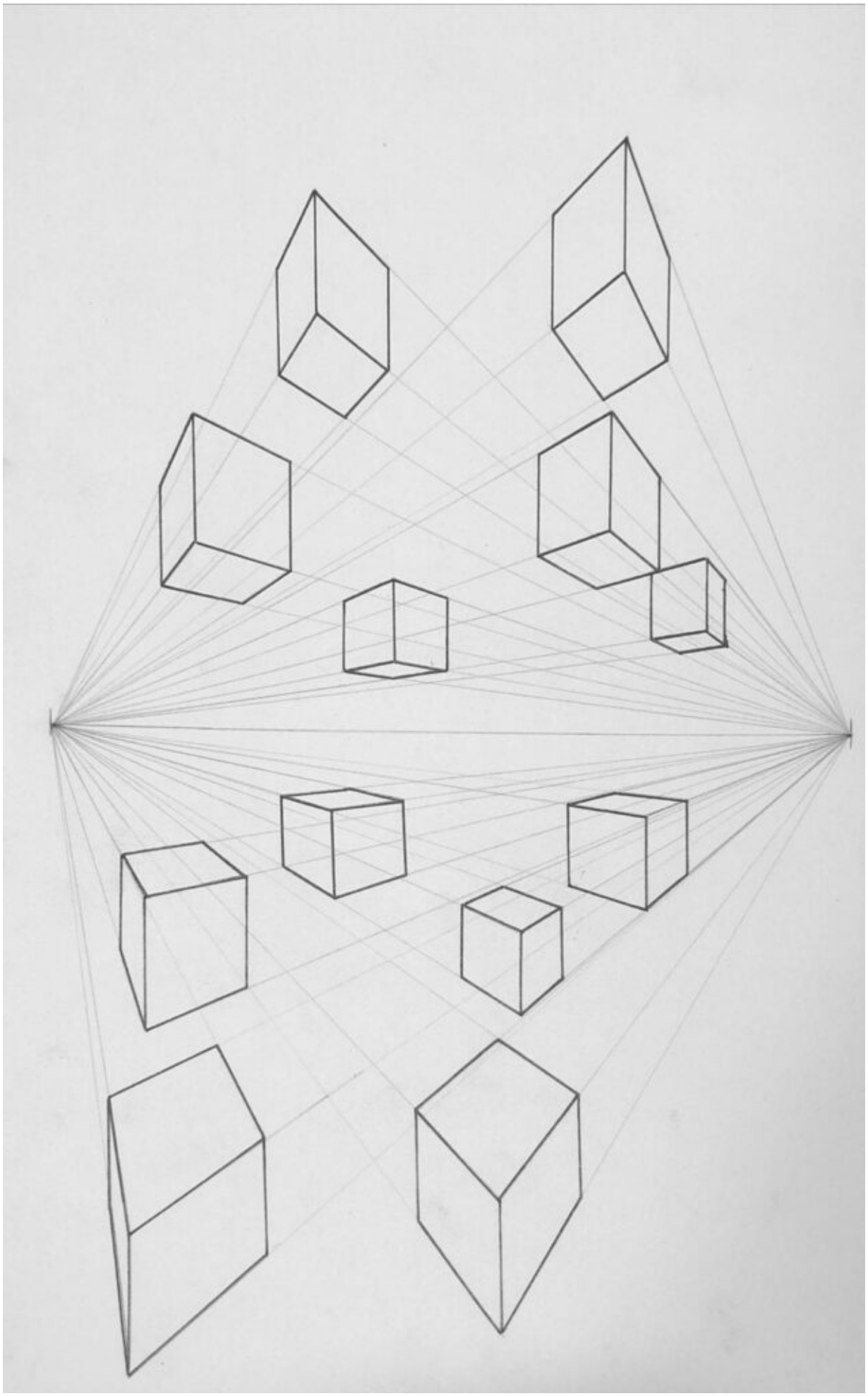


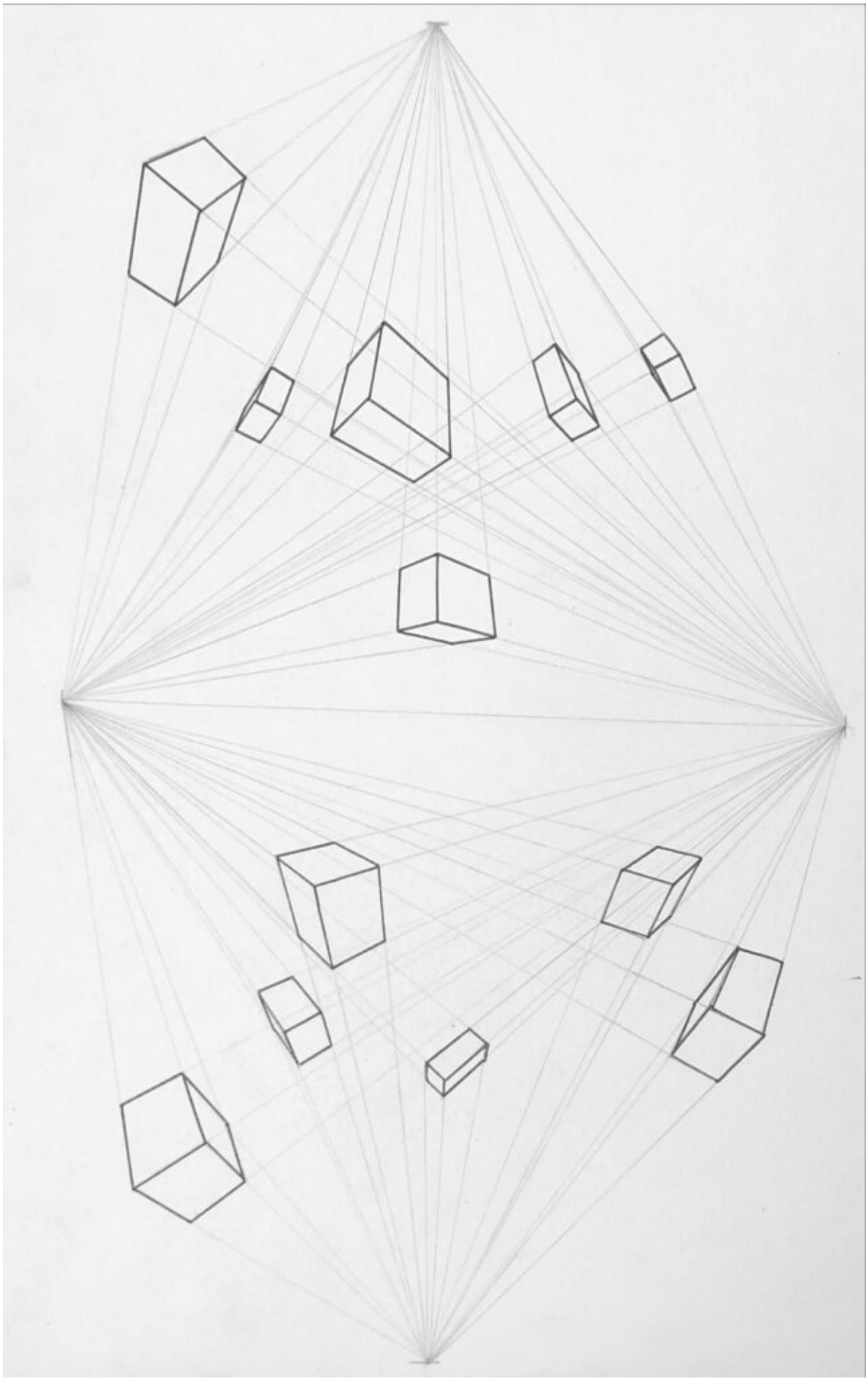
For week 3, we had to create rectilinear compositions again, this time with plastic. I created 3 different compositions consisting of cubes and cuboids. The most challenging part for me was definitely looking for sources of plastic to begin with, since plastic isn’t as easily accessible when compared to paper or cardboard. I ended up creating cubes and cuboids out of plastic from steak packaging, meaning I had limited resources and had to come up with unique volumes while keeping size limitation in mind.

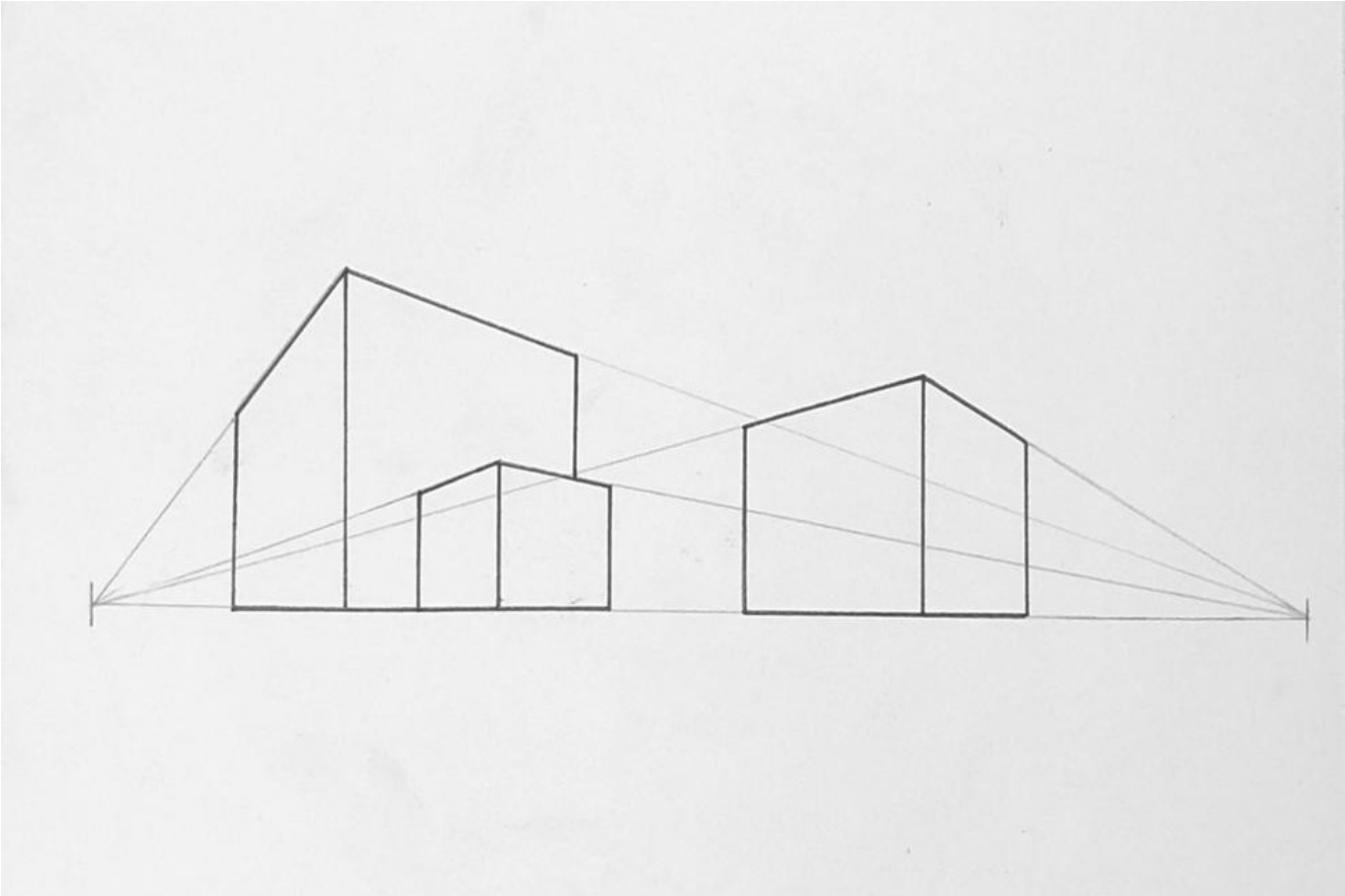




We also learned how to create rotated plan perspective sketches this week, where we had to draw sketches for a house and one of our rectilinear volumes. The house was easy to sketch due to its simple shape, however the rectilinear volume proved to be a challenge due to its more complex shape, which I had to redo multiple times for the final sketch to actually somewhat resemble the rectilinear volume.







Another task this week was to draw cubes using two-point and three-point perspective. This was fun to do as I have done this before in high school. It was a bit hard to get the exact cube shape right instead of drawing cuboids, but I got the hang of it after a while. Overall, this was a great exercise as it let me see how cubes would look like and be drawn from different perspectives,

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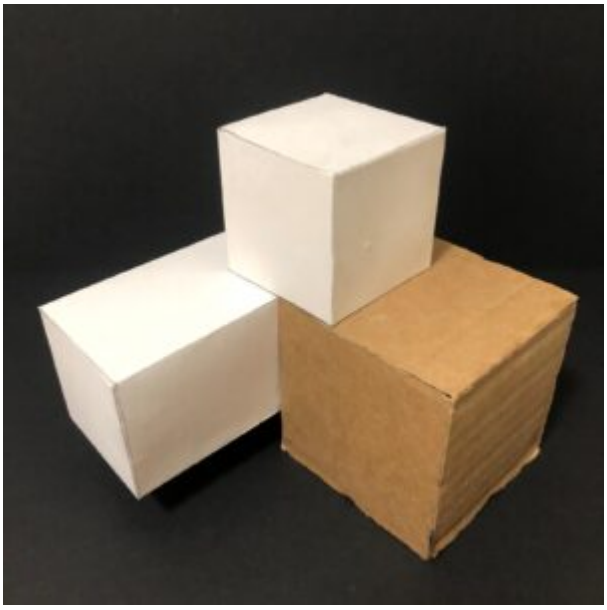
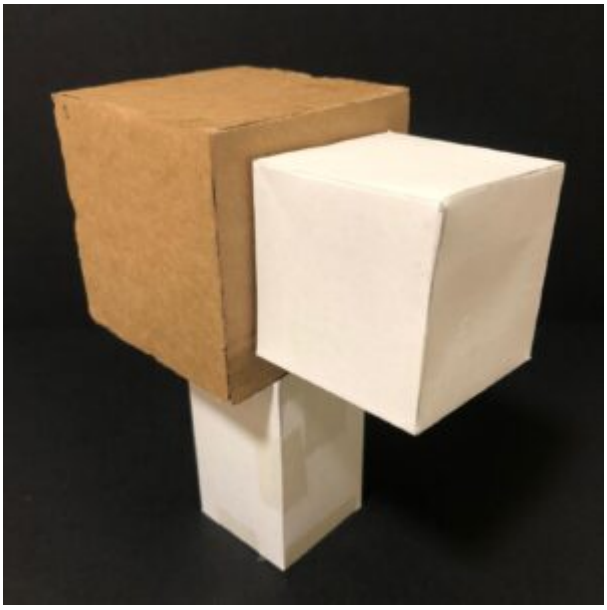
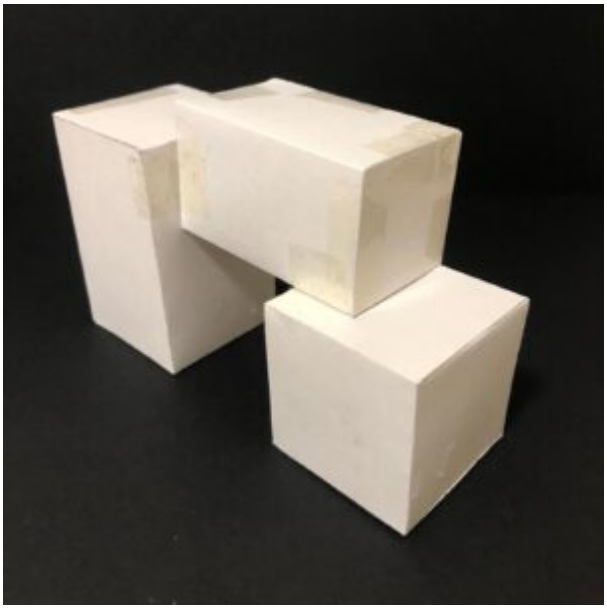
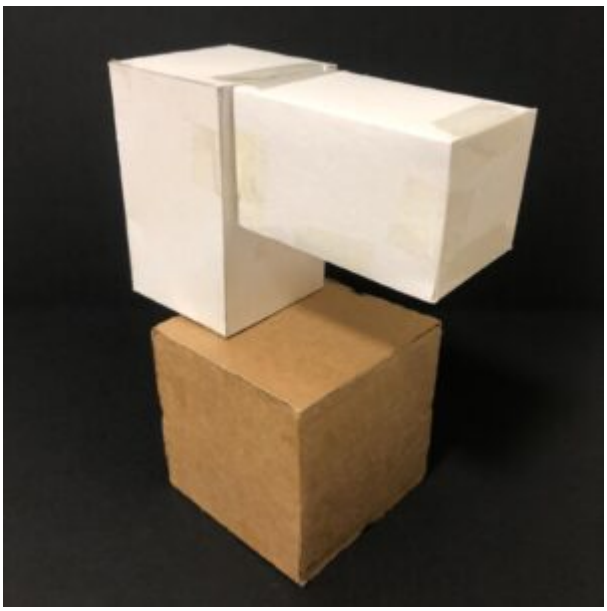
Week 2: Rectilinear Volumes I



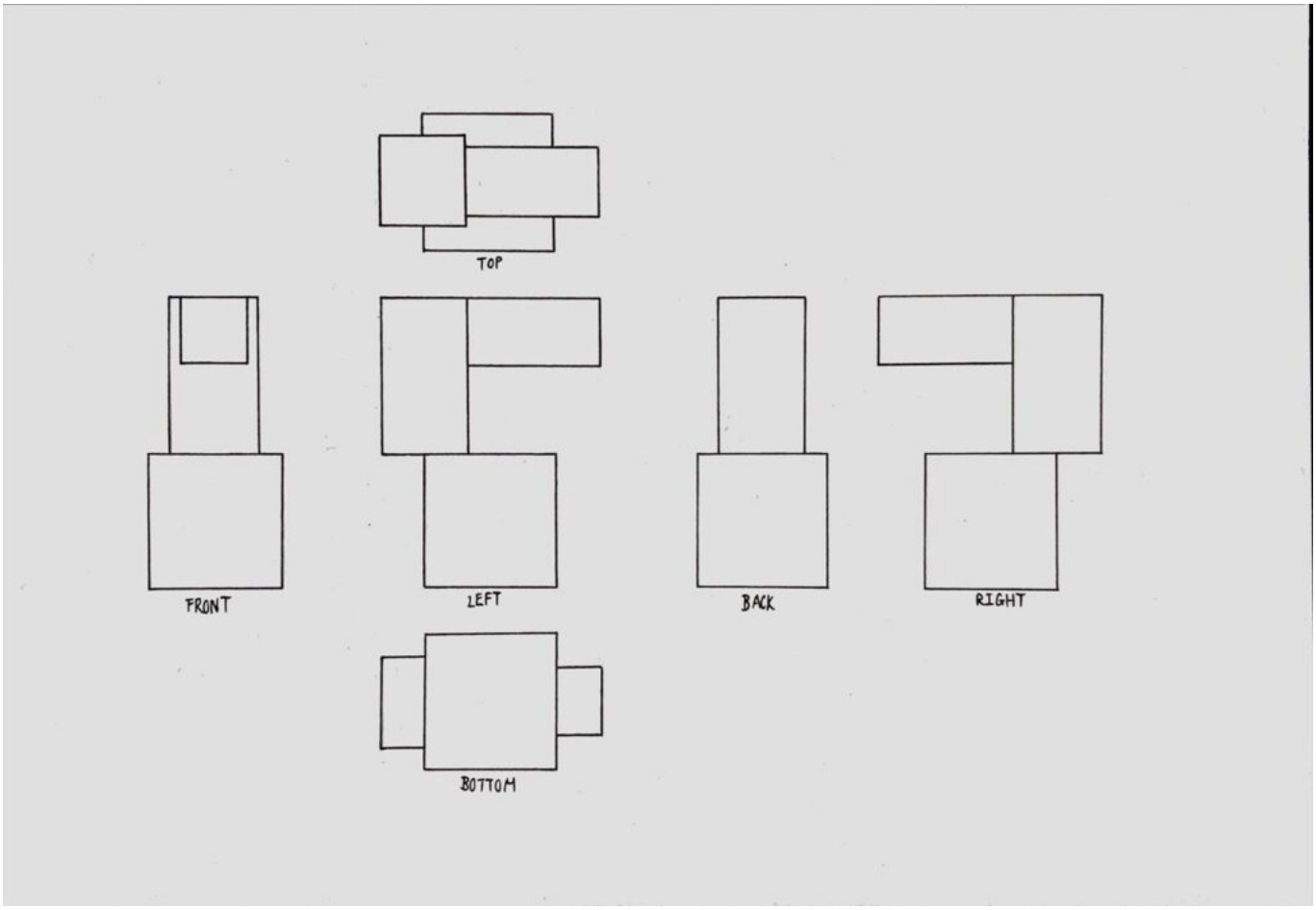






In week 2, we had to create rectilinear compositions with different materials ranging from paper to cardboard to

mountboard. I created 6 different compositions, mainly out of cubes. Though there is less variation, I was able to play around with different sizes of the cubes and cuboids, how they interact with each other and how to create a contrast between the different volumes through their size, color and placement.



Next, I picked out one of my compositions and made an orthographic projection sketch of it. I had experience in drawing orthographic projections during my time in high school, so although it was a familiar process, it was still fun and challenging to see how the volumes interacted with one another and how they actually look like from different angles.