

FINAL IDEA AND DOCUMENTATION Task 3B

Siddhant Iyer

IADP Year – 3

Semester 5

Task 1A

ABOUT THE ARTIST:

Salvador Dalí

Name: Salvador Dalí, in full Salvador Felipe Jacinto Dalí y Domenech.

Birthplace: Figueres, Catalonia, Spain

Birth and Death: 11th May 1904 – 23rd Jan 1989

Education: San Fernando School of Fine Arts, Madrid, Spain

Known for: Painting, drawing, photography, sculpture, writing, film, and jewellery.

Notable work:

The Persistence of Memory (1931)

Soft Construction with Boiled Beans (Premonition of Civil War) (1936)

Dream Caused by the Flight of a Bee Around a Pomegranate a Second Before Awakening (1944)

Christ of Saint John of the Cross (1951)

Galatea of the Spheres (1952)

Crucifixion (Corpus Hypercubus) (1954)

The Ecumenical Council (1960)

The Hallucinogenic Toreador (1970)

Movement: Cubism, Dada, Surrealism

Spouse: Gala Dalí

(m. 1934; died 1982)



Salvador Dalí was a renowned surrealist artist known for his unique approach to art. He often used a variety of methods to convert his personal experiences into tangible outcomes, including his famous paintings. It is clear from Dalí's artwork that he is trying to create a place for his viewers to look at the world in a different light. Dalí drew inspiration from his dreams and the realm of the subconscious. He believed that tapping into the irrational and dreamlike could yield creative and imaginative results.

Dalí sometimes used automatism, a technique where he would let his hand move freely and spontaneously on the canvas. This was done by using the paranoiac-critical method that allowed his subconscious to guide the creation of the artwork. He also frequently used symbols and imagery to convey personal experiences and emotions. These symbols often had personal significance, such as melting clocks representing the fluidity of time. Despite the surreal and dreamlike qualities of his work, he was a skilled and precise painter. He combined meticulous detail with fantastical elements. During his exhibitions, he had multiple critics commending him for his precise draftsmanship and attention to detail.

His art often served as a form of self-exploration. He would explore his fears, desires, and obsessions in his work, translating his inner world onto canvas. Dalí collaborated with other artists, such as filmmaker Luis Buñuel and poet Federico García Lorca, to translate his personal experiences into different forms of art. In 1931, Dalí painted one of his most famous works, *The Persistence of Memory*, which developed a surrealist image of soft, melting pocket watches. The general interpretation of the work is that the soft watches are a rejection of the assumption that time is rigid or deterministic. This idea is supported by other images in the work, such as the wide expanding landscape, and other limp watches shown being devoured by ants. Dalí's unique combination of technical skill and surreal imagination allowed him to transform his personal experiences and thoughts into tangible and iconic artworks.

SOME IMAGES OF HIS FAMOUS WORKS



LINKS, DOCS AND REFERENCES:

<https://www.britannica.com/biography/Salvador-Dali>

https://en.wikipedia.org/wiki/Salvador_Dal%C3%AD

<https://www.theartstory.org/artist/dali-salvador/>

<https://thedali.org/>

<https://www.wikiart.org/en/salvador-dali>

<https://www.biography.com/artists/salvador-dali>

<https://www.smithsonianmag.com/arts-culture/the-surreal-world-of-salvador-dali-78993324/>

<https://www.salvador-dali.org/en/dali/bio-dali/>

<https://www.moma.org/collection/works/79018>

<https://www.dalipaintings.com/>

<https://www.tate.org.uk/kids/explore/who-is/who-salvador-dali>

<https://mma.pages.tufts.edu/fah188/clifford/Subsections/Paranoid%20Critical/paranoidcriticalmethod.html#:~:text=Created%20in%20the%20early%201930's,a%20self%20induced%20paranoid%20state.>

https://en.wikipedia.org/wiki/Paranoiac-critical_method#:~:text=The%20paranoiac%20critical%20method%20arose,and%20interpreting%20the%20phantom%20images

<https://www.oxfordreference.com/display/10.1093/oi/authority.20110810105549864>

<https://thenewinquiry.com/blog/the-paranoid-critical-method/>

https://legacyweb.philamuseum.org/doc_downloads/education/ex_resources/dali.pdf

<https://www.sothebys.com/en/articles/21-facts-about-salvador-dali>



Galatea of the Spheres - 1952



The Persistence of Memory 1931



The Disintegration of the Persistence of Memory 1954



Soft Construction with Boiled Beans (Premonition of Civil War) - 1936



Lobster Dress by Salvador Dali and Elsa Schiaparelli 1937



L'Age d'Or, a comedy film written by Luis Buñuel and Salvador Dali - 1930



Monkton house Remodelling 1930



O205 - Automatic drawing 1927



Swans Reflecting Elephants 1937



The Burning Giraffe 1937

Use of the subconscious mind to draw into the world of dreams and irrationality

Surrealism

Use of dream-like and hallucinating imagery

Use of bizarre imagery drawn from his personal dreams and fears

Symbolism

Use of symbols and motifs that had a significance to his life

Automatism

Using his own subconscious mind to produce spontaneous and abstract pieces of art

Collaboration

Collaborating with different artists to translate his ideas and creations into different mediums

Use of detailed technique

Combining realistic details with fantasy elements to get a unique blend of fiction and creation

Methodology that Salvador Dali used to convert their personal experiences into tangible outcomes



Dalí's interpretation of the Last Supper features a transparent Christ figure and a hypercube in the background. He combined his Catholic upbringing with his interest in scientific concepts, creating a deeply personal and symbolic representation.



Dalí used melting clocks to symbolize the fluidity of time and the persistence of memories. The drooping clocks evoke a dreamlike quality, reflecting his fascination with the concept of time.



This artwork features spindly-legged elephants carrying obelisks on their backs. Dalí used this imagery to convey the weight of his personal fears and anxieties, as well as his fascination with the dreamlike distortion of reality.



Dalí painted his wife, Gala, in this artwork using a unique technique. He used a series of spherical shapes to create the image, suggesting the atomic structure of matter. This reflects his interest in science and his personal connection to Gala.

Connecting Salvador Dalí's Artworks with his life

The Sacrament of the Last Supper
1953

Soft construction with Boiled Beans (Premonition of Civil War)
1937

The Burning Giraffe
1937

The Swallow's Tail
1983

The Elephants
1948

Galatea of the Spheres
1952

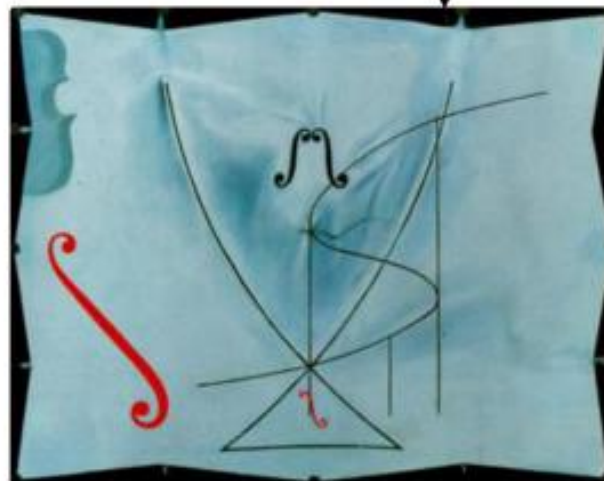
Swans Reflecting Elephants
1937

Created during the Spanish Civil War, this painting depicts a monstrous, disfigured figure in agony. It's an intense reflection of Dalí's personal experiences during a time of turmoil and violence in Spain.

In this painting, Dalí portrayed a giraffe engulfed in flames and other surreal elements. This work is believed to express his fears and anxieties related to war, violence, and political turmoil during that period, particularly the Spanish Civil War.

The Swallow's Tail is a series of paintings that explores catastrophe theory and the concept of a swallowtail catastrophe. It reflects his ongoing fascination with mathematics and science, which were personal interests.

In this painting, Dalí captured swans gliding on the water, with their reflections resembling elephants. This artwork explores the idea of transformation and duality, symbolizing Dalí's fascination with the subconscious and the dream world.



Task 1B

Significant Memories and Experiences

Experience 1 – The Railway Bridge

The foot over bridge near my house in Mumbai has a lot of my memories tied into it. Nestled among the countless bridges that traverse the central railway line, it has become an indispensable pathway for thousands of daily commuters journeying from East to West, bridging the divide created by the railway tracks. During my primary school days, my parents would drop me off at my grandparents' house after school, as they were occupied with their own responsibilities. I can vividly recall the first time I set foot on that bridge—it was a memorable outing with my grandfather when I was just 6 or 7-year-old. From that moment, my fascination with trains and locomotives grew, and this foot over bridge became my most desired spot to watch them pass by.

When I entered seventh grade, it became a part of my everyday route to school. On my journey back home, I would enjoy watching the trains with a cold ice cream in my hands. Over time, my friends joined me, and together we shared countless memories as we made our trip to school every day. After some time, my grandparents decided to move to a new home that was farther away from the bridge. This didn't affect me too much as I still used the same route to travel to and back from my school. The foot over bridge doesn't have official name, but it has been standing strong for decades. I have heard countless stories that involve the bridge, even from my grandfather, who used to use the bridge for his commute 40 years ago.

After my secondary education, my family embarked on a new chapter to find a new apartment. It was during this search that we found an apartment within the same society where my grandparents now resided. The view from our windows couldn't have been any better as the railway tracks and the foot over bridge was visible clearly. Years have passed, yet each time I return home, I take time out to go visit the bridge again. Life went on and new chapters unfolded, but my connection to that bridge remained the same. It serves a link to my past, and a doorway to the future that I refuse to let go. The foot over bridge, has become an integral part of me and will forever hold a place in my heart.

Experience 2 – Marine Drive

Mumbai is known for its iconic buildings, its CityLife and the fast-paced life. Amidst all this, lies the iconic marine drive. The Marine Drive is a promenade that stretches along the coast of the Arabian sea. This is an amazing spot where that locals and visitors alike come along to experience the beauty of the Arabian sea. The coast forms an arc, hence earning its nickname, 'The Queen's necklace'. It offers a tranquil escape from the hustle and bustle of Mumbai, making it an ideal place for a leisurely stroll or jog in the morning. One of the main attractions of Marine Drive is the mesmerizing sunset over the Arabian Sea.

One such visit that is permanently engraved into my memory is when I was able to capture a truly breathtaking sunset while being with a friend. It was a slightly cloudy evening. Just as we finished a cup of coffee at a shop nearby, we started to head back home, as evenings in Mumbai generally get pretty congested. We had a long journey ahead of us, but just as we got out of the coffee shop, the setting sun and the cloudy sky caught our eye. Without any hesitation, both of us went towards the promenade and sat right by the ocean. We were greeted by a sea breeze that was cool and calming. The sound of the waves crashing beneath our feet filled our ears along with the view of the setting sun. With every wave, came a gentle spray of saltwater, which felt nice. We sat there, clicking pictures and chatting and within a couple of minutes, the sky darkened, and the sunlight was slowly replaced by the sparkly lights from the thousands of buildings that made up Mumbai's skyline. The view changed from golden hour, to becoming a complete nightscape.

We ended up sitting there for a while even after the sun had completely set, chatting with each other while listening to the waves crash. We had no intention of sitting at the promenade, as the place generally gets crowded during the evening, but I'm glad we stuck around for a little longer that day. After witnessing the sunset, we then proceeded to get ice creams and enjoy the view a bit longer. It was just another sunset, but for some reason, it seemed to, and still seems to be the best and the most memorable one!

Experience 3 – The Memorable Family Gathering

When I was in school, I remember going to my native place every summer with my grandparents. This used to be a fun filled trip as all my cousins would travel to the same place at the same time. Along with this, since our ancestral home is really close to the beach, it would be super fun as all of us would be playing in the water during warm summer days for the majority of the time. And when we weren't playing at the beach, we would be in the clearing around the house playing football or cricket with all our relatives and cousins.

After the long days, filled with games and other fun stuff, we would get tired and really hungry. I still remember the day when we got back and my grandmother, along with her sisters, had cooked up a lovely traditional meal for all of us to enjoy. The aroma had filled up the entire house and none of us could resist the urge to sit down and enjoy a nice hot meal. Just when we were about to pounce on to the food, we were caught by my grandmother and asked to freshen up and take a shower before having the meal. All of us were really starving and couldn't resist the aromatic and delicious food, but my grandmother wouldn't budge! She made all of us go and take a nice shower before enjoying the meal.

Then, after about 20-30 mins, when everybody had finally taken a shower, the dishes began rolling out. The whole process of setting up a traditional south Indian meal is an art in its own, and witnessing it being set up, for the first time, just my mind away. Just as it was served to everybody on a banana leaf, we started to have it. The amazing taste, paired with the fact that we were already hungry made the food taste even better! After this incident, every time I have a traditional south Indian meal, I instantly get reminded of the first time I ever had it!

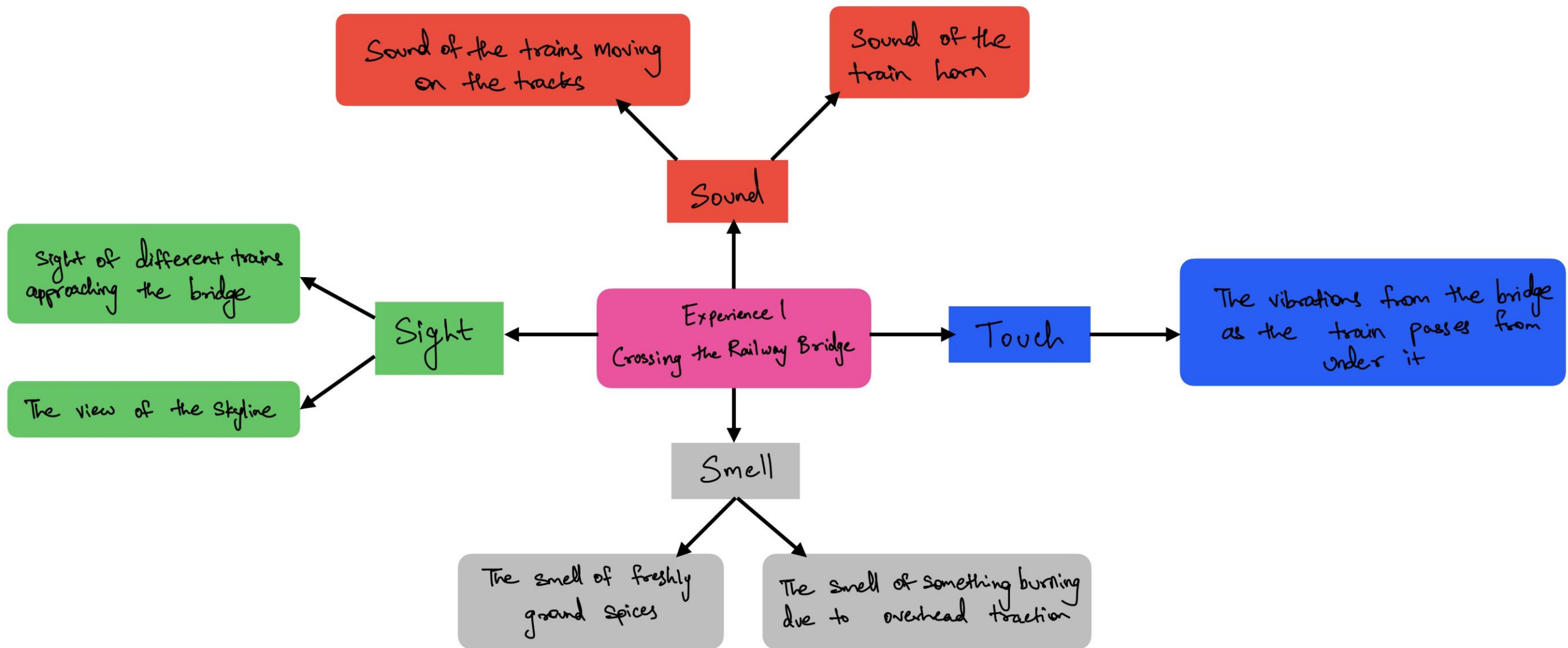
Connections:

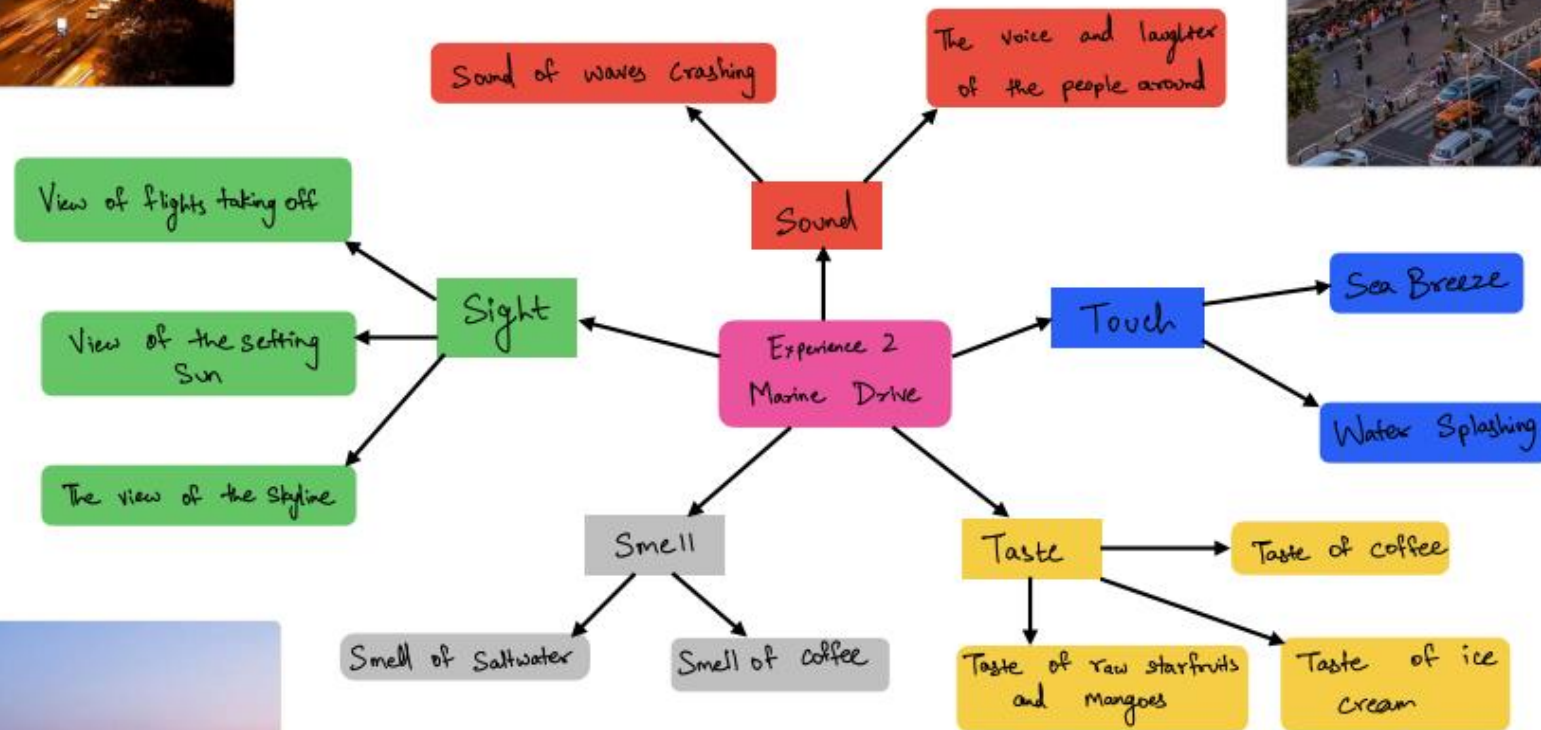
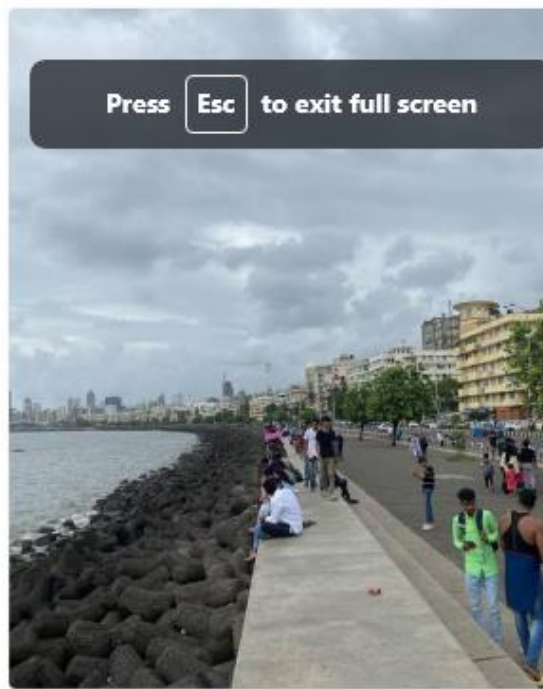
I Found that all these experiences can be connected together easily by dividing them into certain broad sensory cues like sense of taste, smell, touch, sight, and sound. Moreover, I also found out some repetitive themes that appeared in more than one mind map. Example, the sound of waves crashing, taste of raw mango, etc.

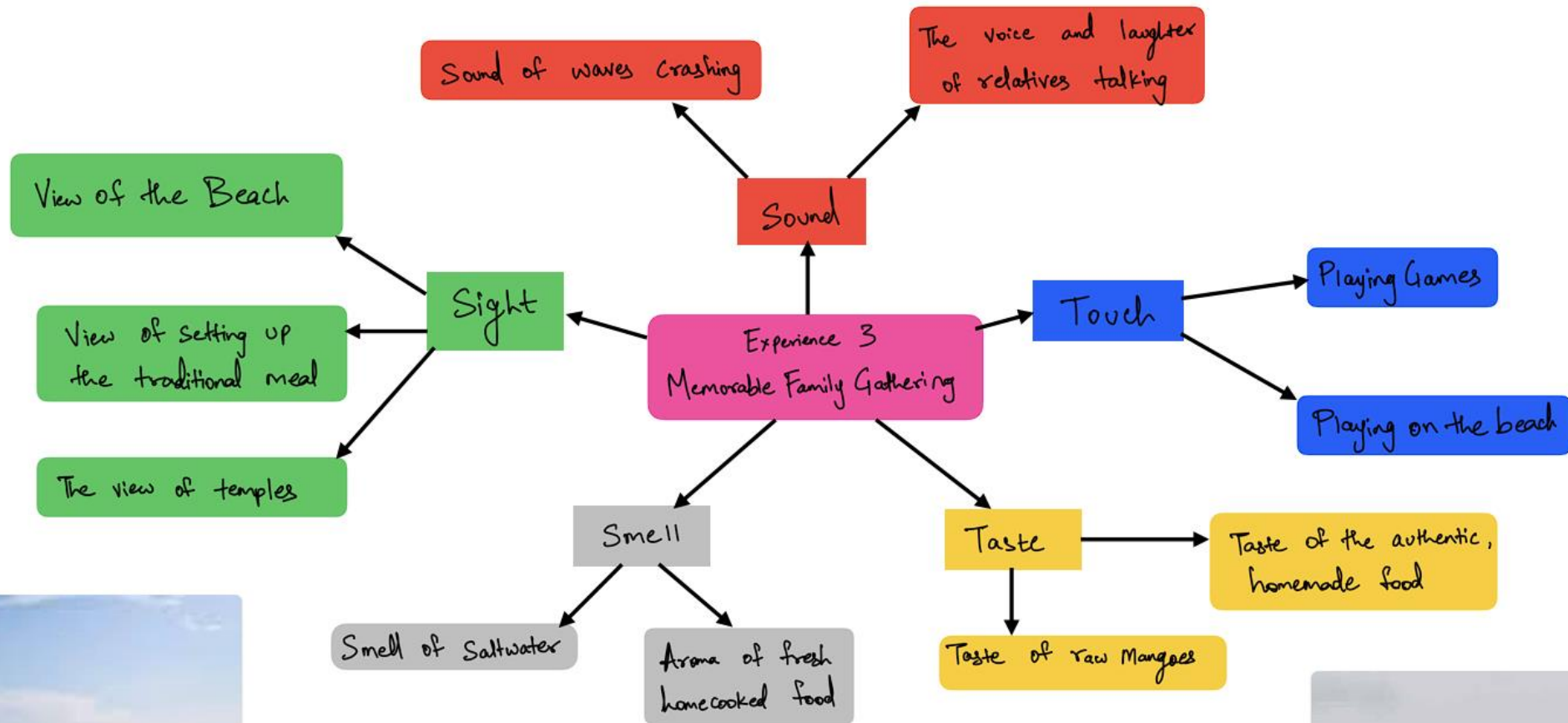
How might these memories be converted into something tangible?

There are countless ways in which these memories can be converted into something tangible.

Photo Albums, Scrapbooks, Journaling, Custom Artwork, Memory box (Gathering little things related to the incident), Personalized Gifts (Ex. Photo frame), commemorative t shirts, Postcards, Custom bracelets, etc. The same can be achieved digitally too by the means of recorded photos, videos, mood boards, collages, etc.







Notes

Railway Bridge - The sound of the moving trains on the tracks, The sound of the train horn, The little vibrations as the train moves beneath the bridge, The sight of different trains approaching, The little smell of something burning due to the overhead traction, the smell of freshly ground spices, the view of the skyline

W - Smell
W - touch
W - sound
W - Sight
W - Taste

Marine drive - Sea breeze, Water splashing, View of the
Setting sun, Sound of waves crashing, Smell of
Saltwater, The taste of raw mangoes and
Starfruits, The taste of coffee, View of
the skyline, View of flights taking off,
The smell of coffee, The voice and
laughter of people around, The taste of
ice cream

M - Smell
m - touch
m - sound
m - Sight
m - Taste

Memorable family gathering - Sound of the relatives talking

Taste of the food, View of the
beach, Playing games, View of setting

up the traditional meal, Playing on
the beach, Taste of raw mangoes,
View of temples, aroma of the
food

M - Smell
M - touch
M - sound
M - Sight
M - Taste

Task 1C

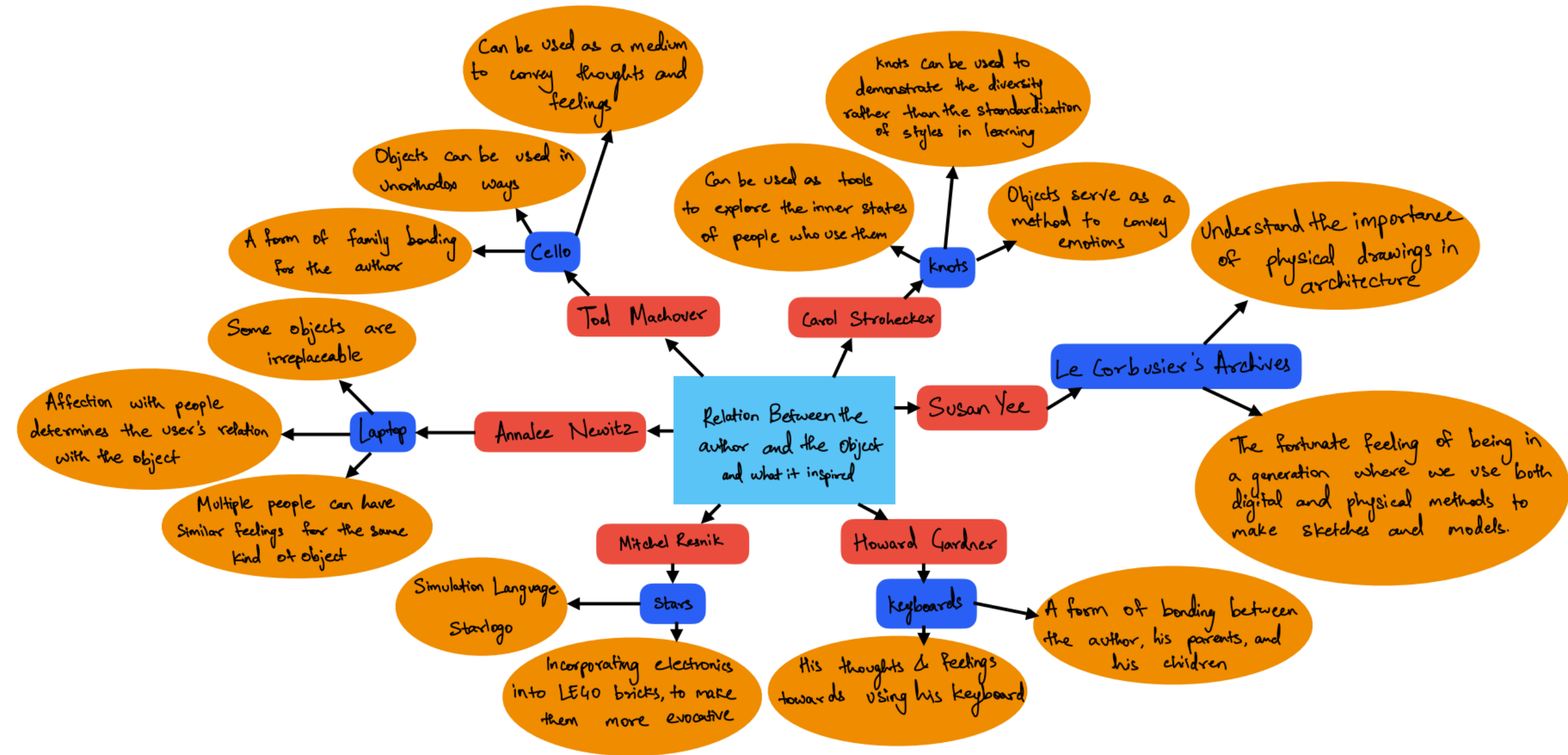
My Learnings and Understandings from some of the essays I read from Evocative Objects – Things we Think with

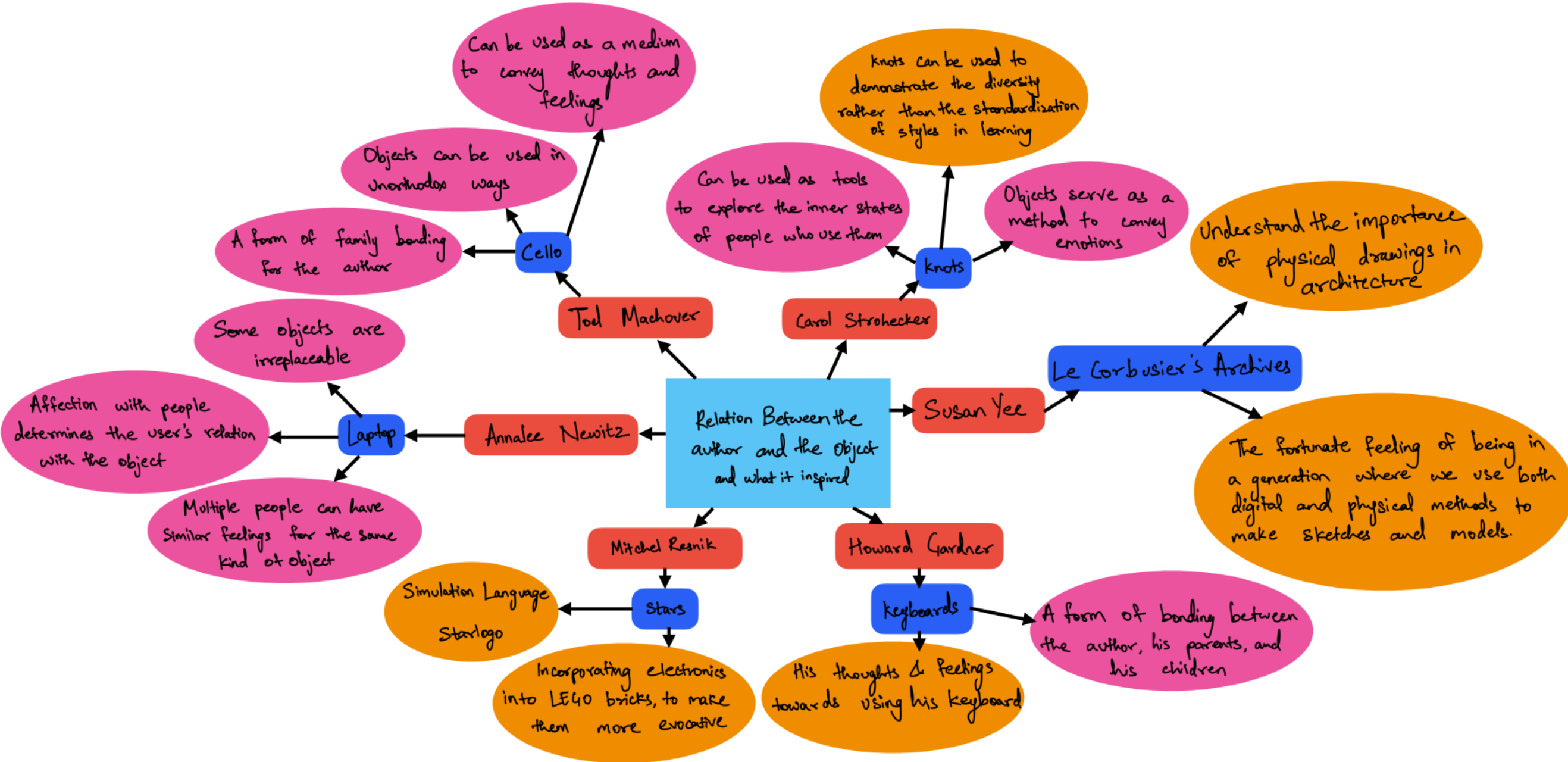
Objects play a significant role in our cognitive and emotional experiences, serving as the building blocks of our understanding of the world. They have the power to shape our minds and form active partnerships with us, allowing us to explore abstract concepts like number, space, time, causality, and the complexities of life. This relationship between humans and objects is exemplified by Resnic, who, in his quest to reconcile uncertainty and embrace his own object attachments, embarks on the creative process of crafting a pull-toy using familiar toy parts. For Seymour Papert, gears act as a gateway to the realm of mathematics, illustrating how physical objects can facilitate intellectual pursuits. Similarly, knots become a unique method of emotional expression for individuals like Carol Strohecker and Jill, with the act of securing knots in times of transition providing solace, especially for Jill, who finds comfort in these tangible symbols when navigating the uncertainties of life. This interconnectedness between humanity and objects underscores their profound influence on our mental and emotional landscapes.

Making Connections to my memories with Carol Strohecker's essay on knots

The passage traces the author's evolving interest in knots ultimately leading them to establish a "Knot Laboratory" at the MIT Media Lab, where children learned to tie knots and explored diverse approaches. It also talks about Jill, who became an enthusiastic knot-tier, and how her meticulous nature was tied to her parents' divorce. The passage highlights the profound impact of objects, as simple as knots on people's thinking, learning, and experiencing processes. This is similar to the experiences that I had mentioned in the previous submissions, as even they incorporated artefacts such as the bridge, spice jars, the promenade seating at marine drive, coffee mugs, ice creams, a football, banana leaf, etc. to tie stories down with various objects. They show how various objects can play a key role in telling stories that are specific to the users involved. They also show how each story dictates the relation the person has with the specific object.

Mindmaps





Factors that are similar to my memories articulated in Task 1B

Notes

What makes an object evocative?

- Objects help us make our minds, reaching out to us to form active partnerships.
- Objects help us think about such things as number, space, time, causality and life.
- Resnic is learning to be more at home with uncertainty and with his own object attachments by making his own pull-toy from parts of toys he's already familiar with.
- Gears serve as the passageway for Seymour Papert to get into mathematics.
- Knots serve as a method to convey emotions for Carol Strohecker and Jill.
- Jill is comforted by securing knots in transition as she herself was at loose ends.

Tod Machover - Cello.

- used the cello to convey his thoughts and feelings
- Used the cello in unorthodox ways
(Ex. plugging it into an amp)
- Cello takes up just the right amount of his attention to suppress internal chatter and keeping his mind free to imagine.

Carol Stroecker - knots

→ "The knots demonstrate the diversity rather than standardization of styles of learning."

→ "They are objects that enable us to explore the inner states of those who tie them".

→ knots - Jill's current life situation

→ "...Commonplace objects can help people think purposefully about continuity and separation, combination and deviation".

Susan Yee - Le Corbusier's Archives

- Digital drawing felt anonymous and made the author feel anonymous.
- felt fortunate to be in a generation of designers who make use of both digital and physical worlds, a generation that creates, solves and understands both handmade and digital sketches and models.

Howard Gardner - Keyboards

- Talks about keyboards and pianos
- Talks about how bypassing the keyboard to communicate with the computer directly isn't something that he would do even when given a choice.

Mitchel Resnik - Stars

- Use of Starlogo to explore:
 - flocking patterns in birds
 - Formation of traffic jams.
 - Foraging patterns of ants.
 - Economic patterns created by buyers & sellers in a marketplace
- Embedded Electronics into Lego bricks
- Stars of the night sky provoked, inspired and intrigued the author.

Task 2A

IDENTIFYING A FOCUS AREA

Concept Note and Visual Concept
Board

Concept Note

Task 2A

Summative Assessment Even Semester 2023–24

Industrial Arts and Design Practices IADP

Semester: 5

Siddhant Iyer

Identifying a focus area / Concept Note:

For the final outcome, I have chosen to **design an artefact that can be sold, which represents an experience, individual or collective that I admire**. I intend on using experiences as my tool to take inspiration from. I have chosen to explore the idea of commemorating or celebrating personal experiences with the creation of artefacts in the form of products and furniture. I will primarily be choosing the second experience that I had mentioned in task 1B for the same. Along with this, I will also be drawing some inspiration from the first experience to come up with the final outcome. The aim is to offer users tangible and functional artifacts that serve as reminders derived from these meaningful moments, while also being able to display or store them in some way. The fusion of experiences, products, and furniture will allow people to relive, share, and incorporate these events into their daily lives. As I learnt about detailing and refinement of products, and creating furniture, the primary goal will be to design products or furniture that encapsulate the feel while also letting users incorporate tactile elements from the experiences. The goal is also to provide the users with the opportunity to bring the essence of these experiences into their homes and daily routines. The intended age group for the target audience for this could range from young adults all the way up to senior citizens. It would include all these people, regardless of their working profession.

Some examples of artefacts that can be made to achieve this:

1. Memory Projector
2. Memory storage box
3. Soundbox that plays selected sounds/ music when opened
4. Rotating Polaroid display
5. Memory Vault - Stores physical and digital memories
6. custom memory pendant (USB stick)

7. Mini dioramas of the specific locations where the experience took place.

8. Memory mosaic wall with Photographs

9. Personalised Star maps - wall decor

10. Memory coffee table w/transparent top to store photos and memories

11. Memory chest that has a speaker & projector incorporated within.

12. Memory Jukebox - plays the songs tied to specific experiences/individuals.

13. Memory Lane dresser - dresser that has space to store and display memories

14. Memory Lane Study table

15. Custom, map + timeline of the day of the experience that I admire.

16. Custom collectible tokens / coins that commemorate the experience that I admire.

17. Custom Jewellery made from the materials gathered from the place / shops around the place of the experience.

VISUAL CONCEPT BOARD:

Attached as another file.

All images sourced from google.



Visual Concept Board

Task 2B

THE DESIGN BRIEF

Task 2B

Summative Assessment Even Semester 2023–24

Industrial Arts and Design Practices IADP

Semester: 5

Siddhant Iyer

DESIGN BRIEF:

Design Intention and Outcome:

The project aims at creating a unique range of products or furniture that encapsulate the spirit and aesthetics, while also incorporating elements from the admired experiences as mentioned in task 1B. The fusion of experiences, products, and furniture will allow the users to bring the essence of cherished moments into their daily lives. This project seeks to offer tangible and functional artifacts that inspire conversation, reflection, and a sense of connection to one's passions, through various artefacts in the form of products or furniture. In order to do this, I will rely on the skills that I learnt during this semester, which include furniture making and design, and detailing, refining and prototyping products. Some consideration will also be given to make the designs easily customisable as per the specific user's taste, thereby increasing the 'personalization' factor. This would come in handy as people generally like to pick objects they can customise as per their own taste.

Design Details and Restrictions:

1. The final product / furniture should be customisable.
2. The Final Product / model should have some way to incorporate some of the existing artefacts (ex. Polaroids, photos, tickets, songs, sounds, etc.) attached to the experience.
3. The product / furniture should be easy to access and should also be user friendly, space saving, and should require easy to no setup for use.

Target Audience:

The intended age group for the target audience for this could range from young adults all the way up to senior citizens. It would include all these people, regardless of their working profession.

Production Methods and Materials:

The outcome shall follow an extensive ideation phase where multiple iterations shall be generated. Once this is achieved, the most appropriate idea shall be chosen to work on further. This will be done by picking one idea as it is, or mixing and matching various elements from across the ideas to be merged into one. Once this is done, prototypes of the final model shall be made digitally, and with paper / sunboard / wireframe models. Finally, if time permits, the final model shall be made digitally and in a 1:1 scale / scaled down version with paper / sunboard / metal wire / wood / MDF / metal, etc.

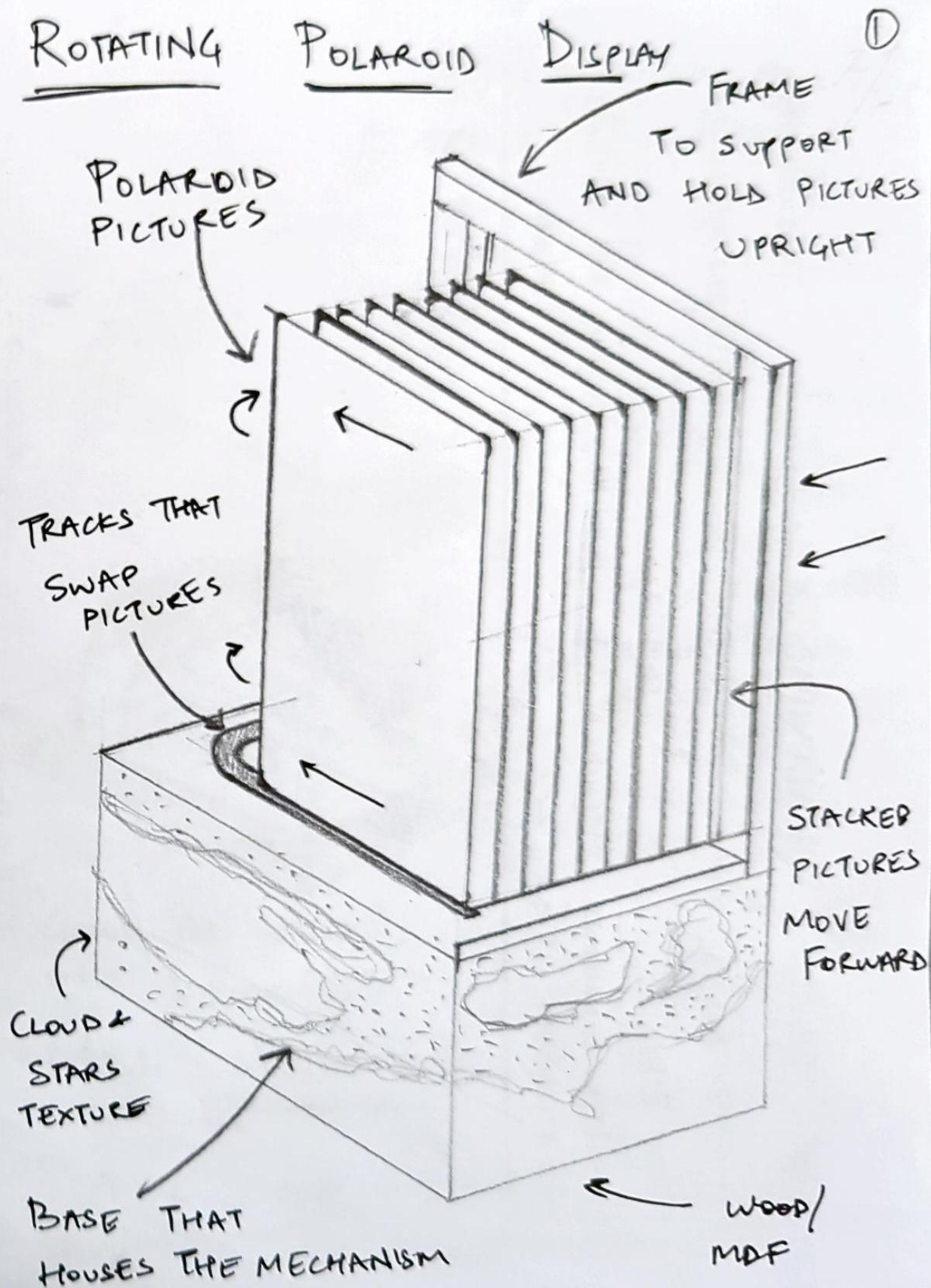
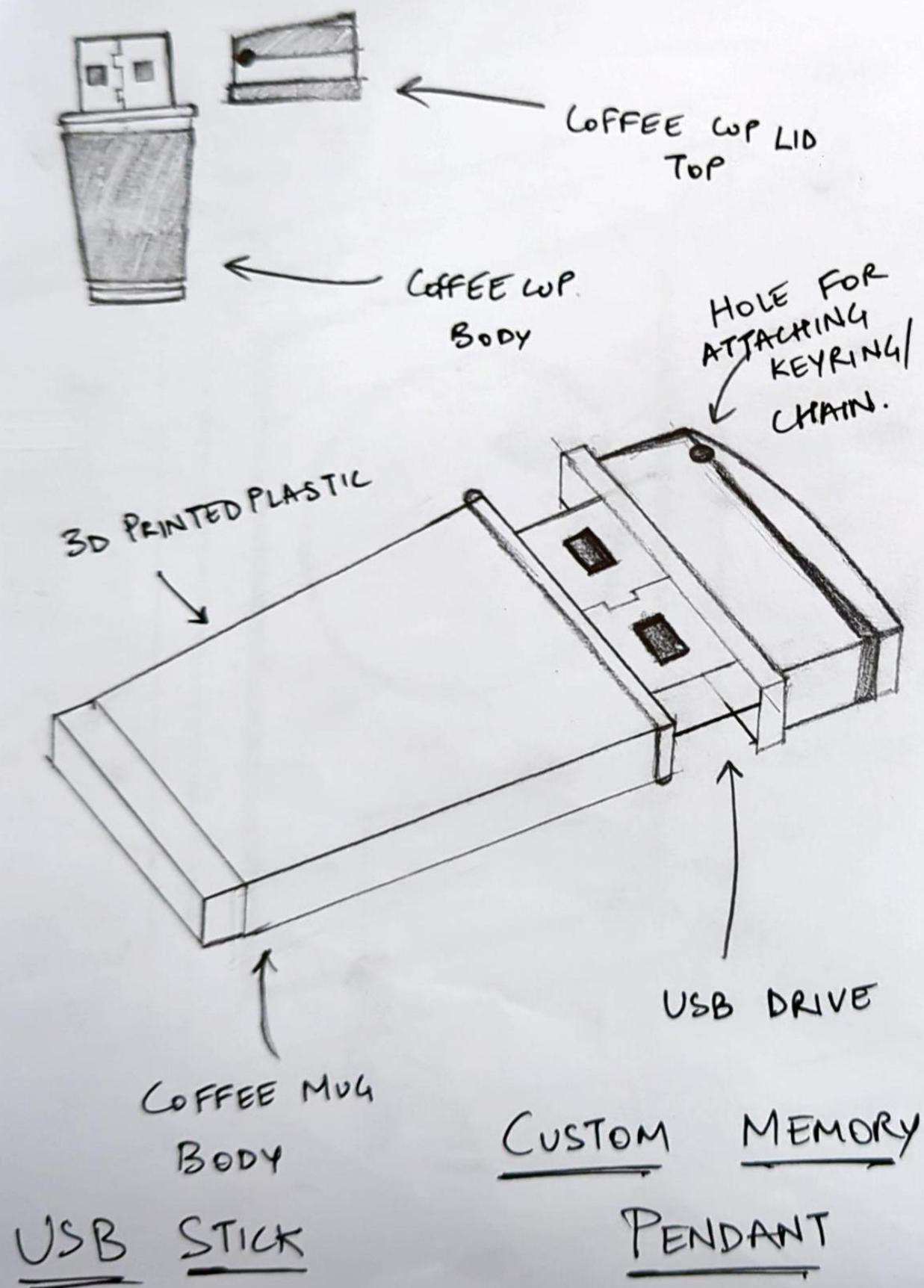
Special Characters:

1. The final product / furniture will be customisable as per the user's need.
2. They will serve as a perfect place to store valued belongings that are related to the experience of the users.
3. They will serve as powerful tools to bring the essence of these experiences into their homes and daily routines.
4. The outcome will be an interactive piece that will help create an immersive experience of the experience to the user.

Task 2C

IDEATION

20 Sketches



PERSONALISED STAR MAPS

WITH DISPLAY

CASE

WOOD /
MDF

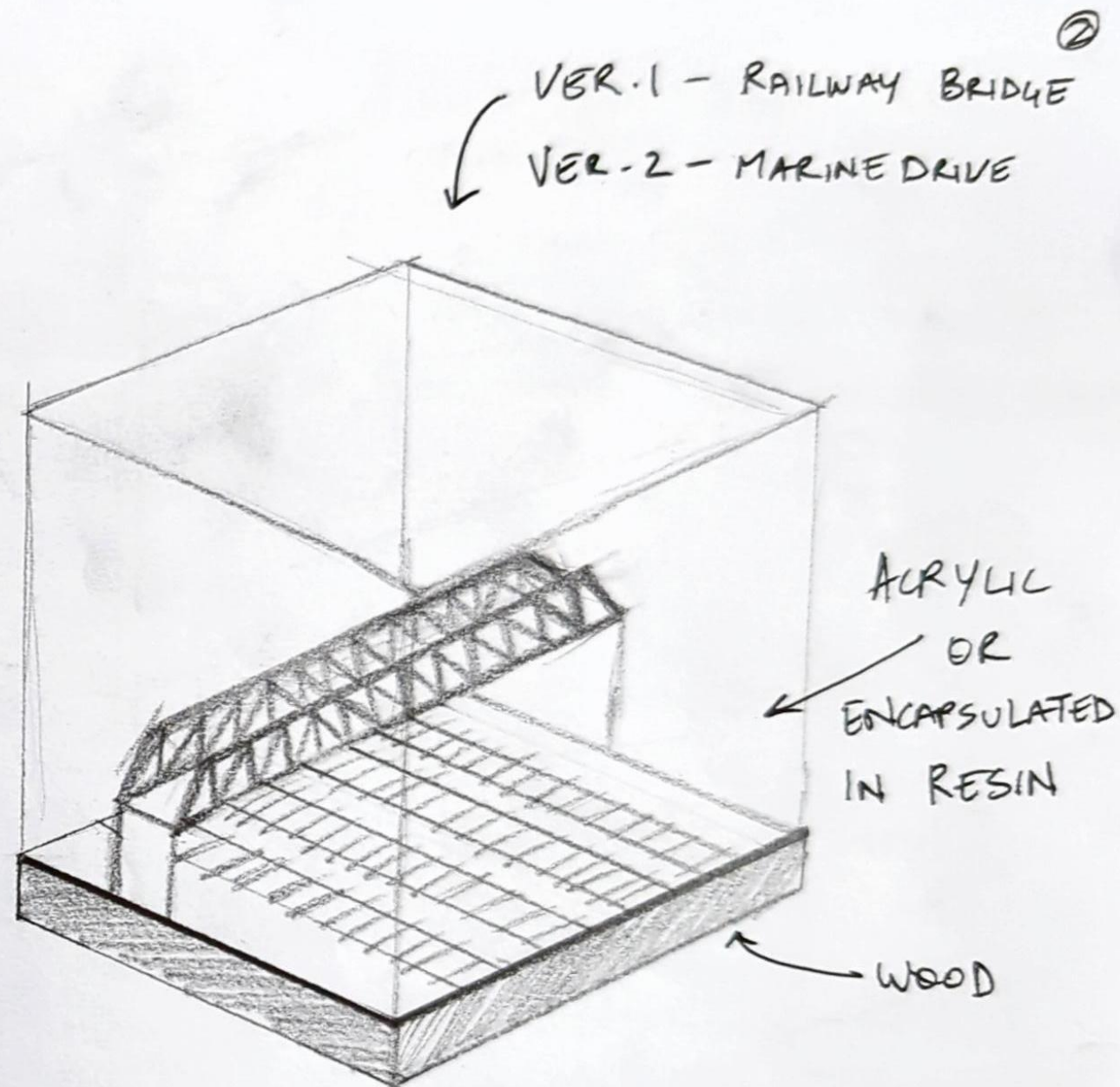
DATE
AND PLACE

DISPLAY
CASE

FRAME

CUSTOM
STAR MAP
OF ANY
NIGHT

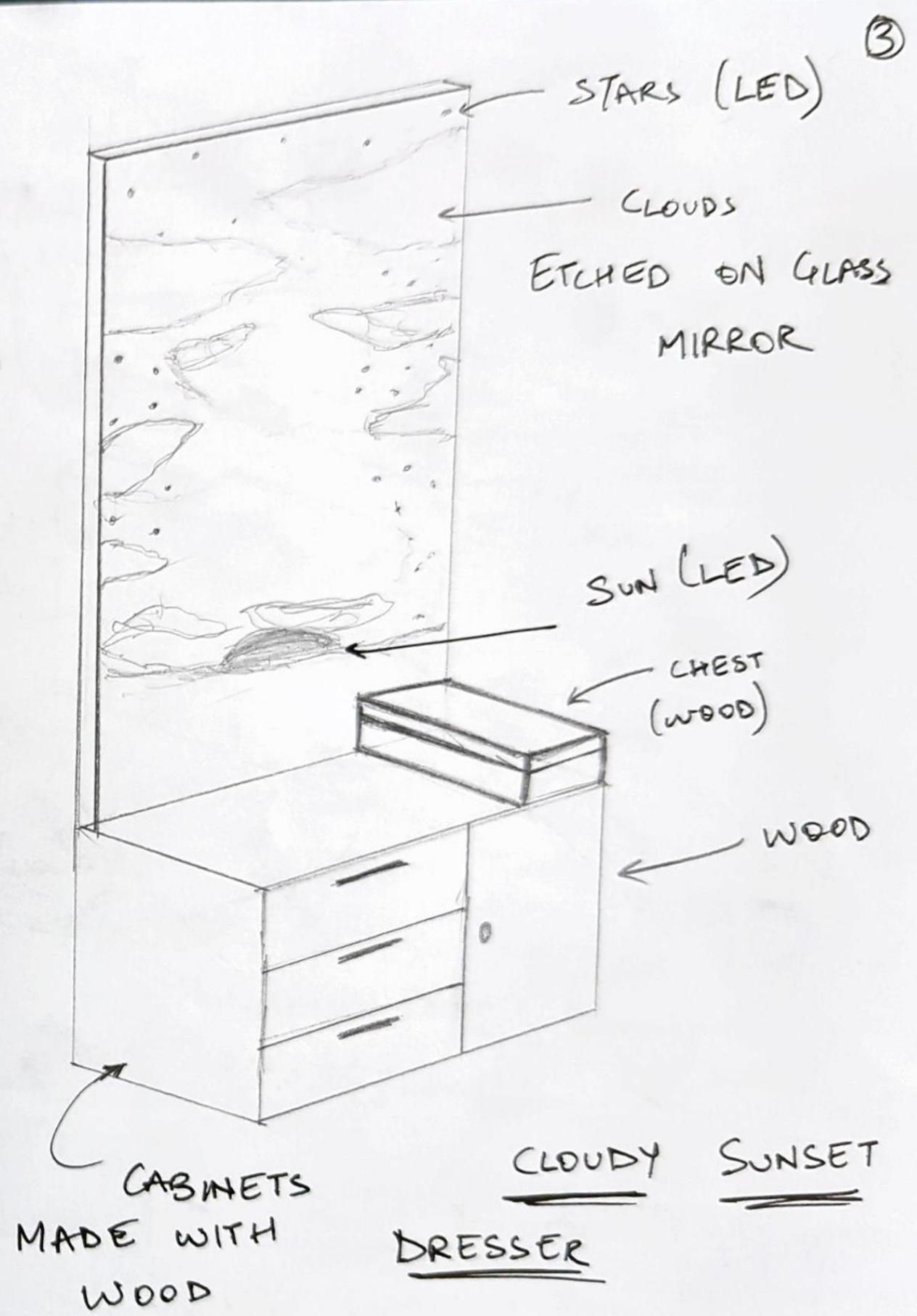
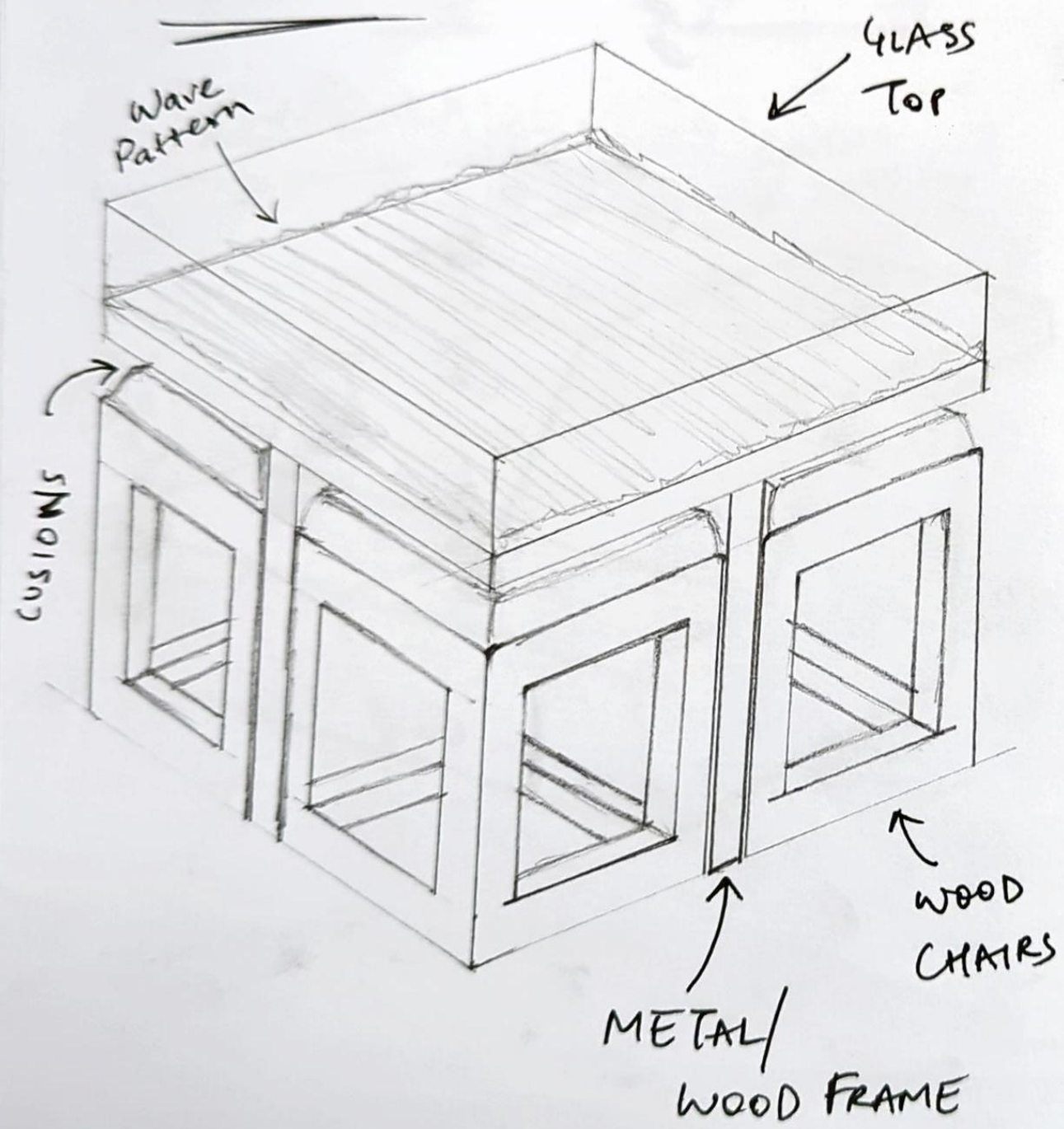
MADE WITH
WOOD / MDF



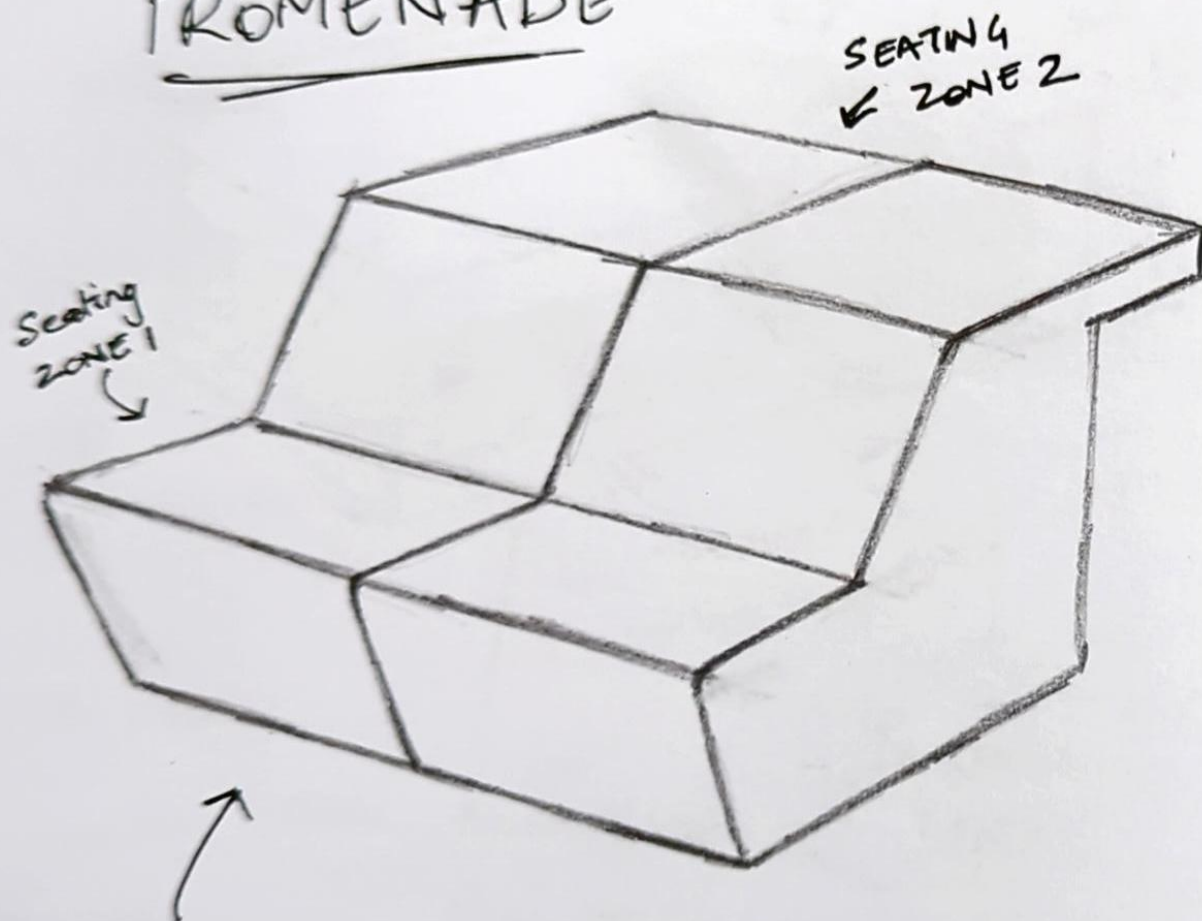
COULD BE USED
AS DEKOR

MINI DIORAMAS OF THE
PLACE OF EXPERIENCE

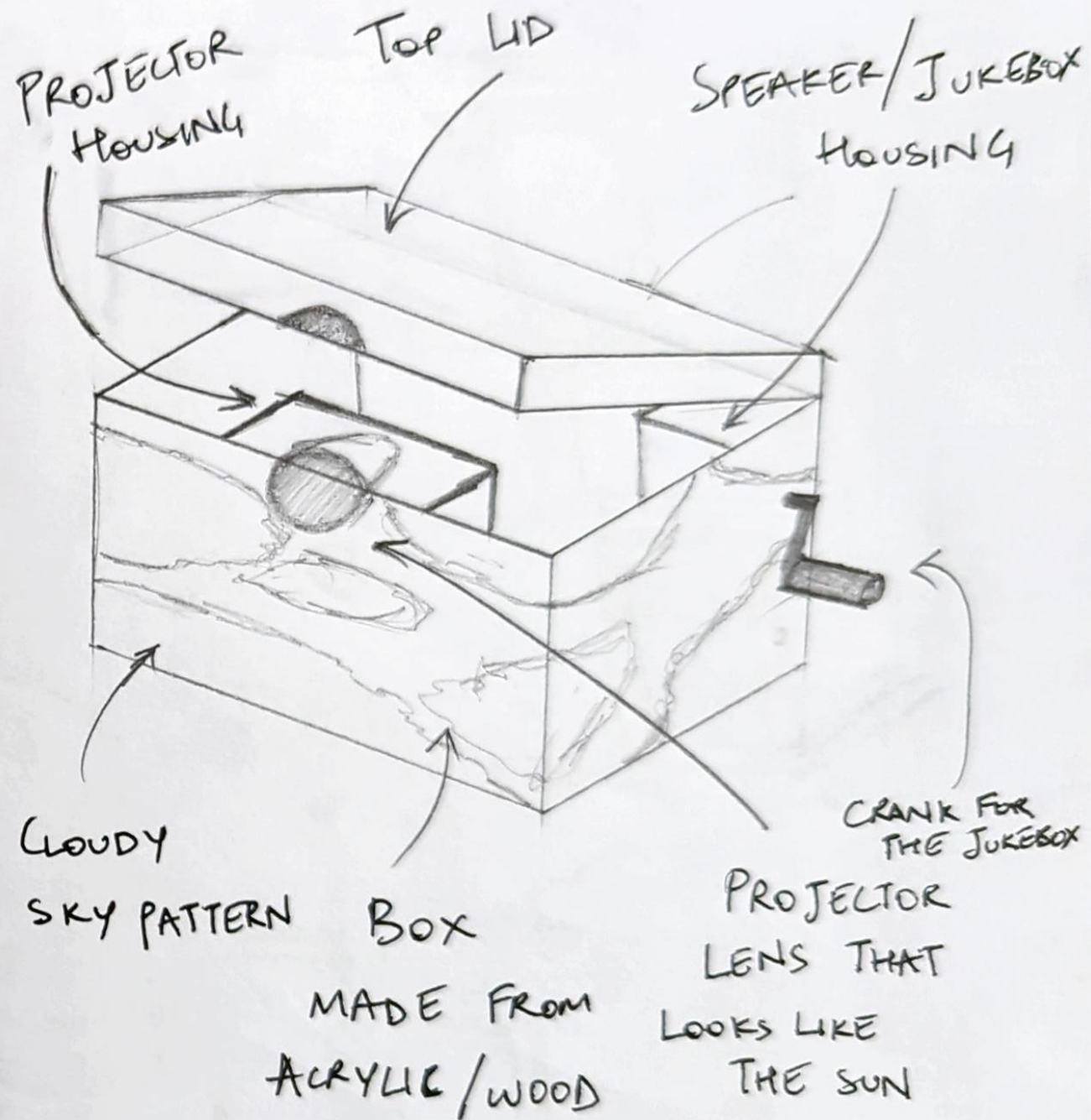
COFFEE TABLE W/TRANSPARENT
TOP TO STORE PHOTOS &
MEMORIES



BENCH INSPIRED FROM
THE MARINE DRIVE
PROMENADE



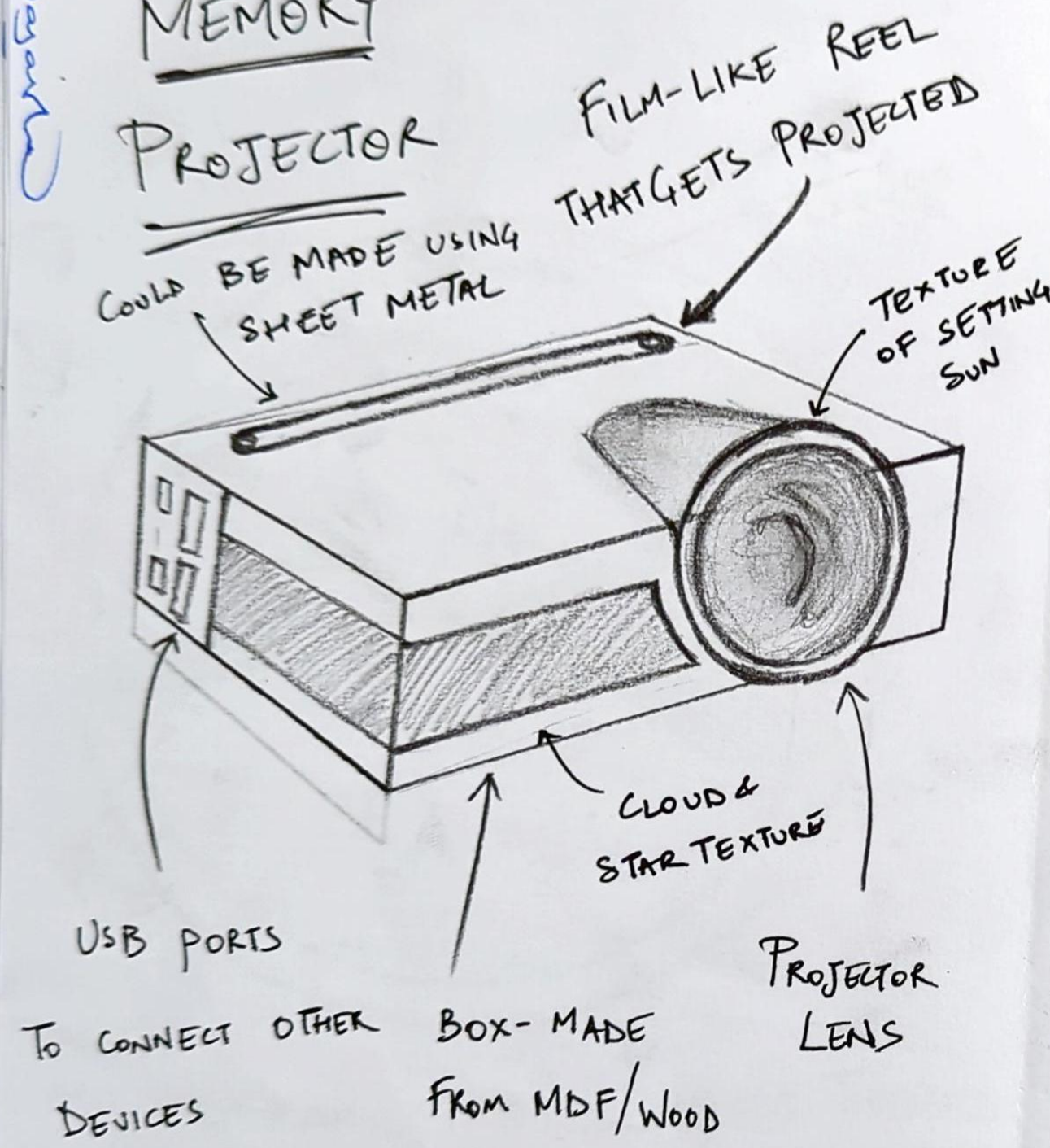
CONCRETE + REBAR.



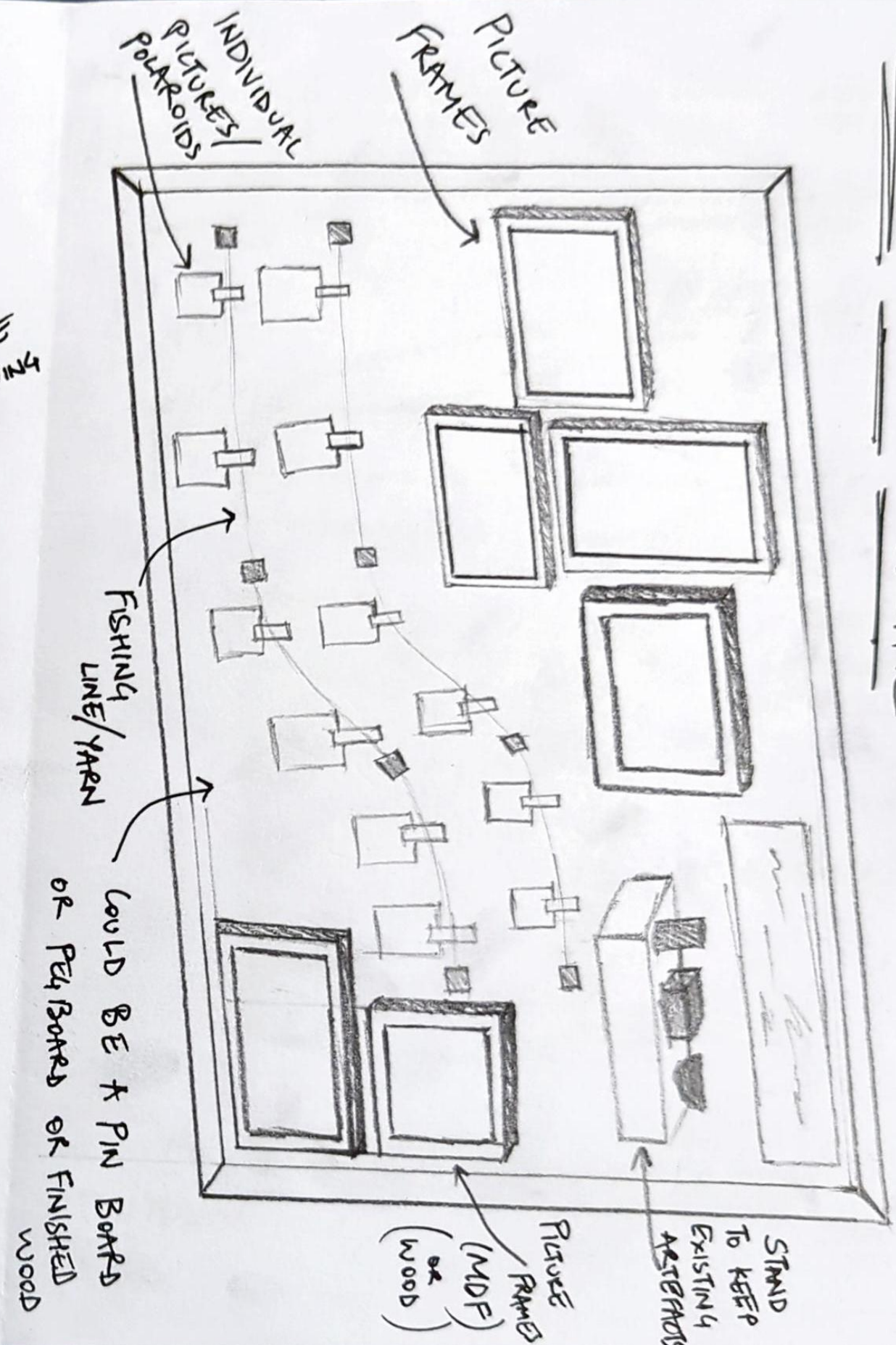
MEMORY CHEST / BOX
WITH SPEAKER AND PROJECTOR

Japan

MEMORY PROJECTOR

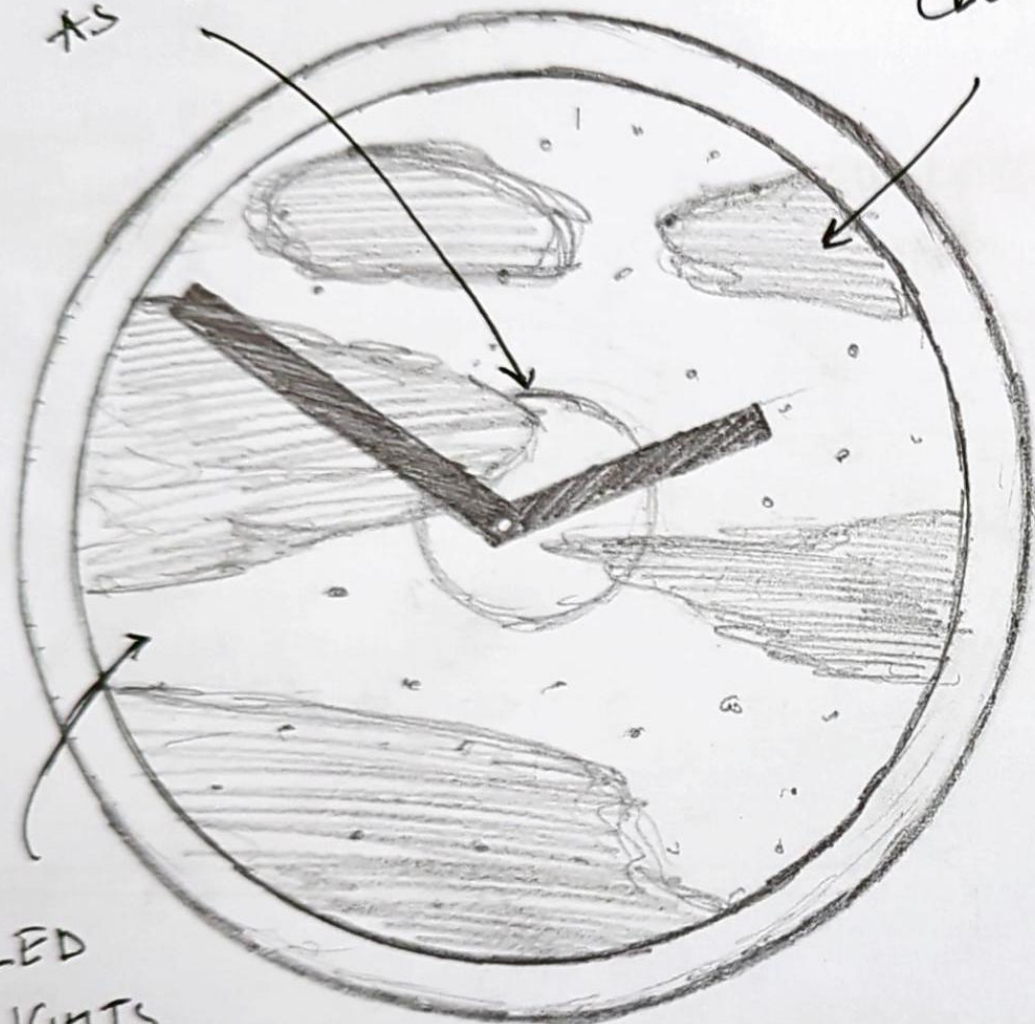


MEMORY WALL MOSAIC



CUSTOMISABLE COLOR
LED LIGHT
AS THE SUN

CLOUDS



LED
LIGHTS
AS STARS

SUNSET THEMED

WALL CLOCK

FRAGRANCE DIFFUSER WITH SEA
BREEZE & COFFEE FRAGRANCES

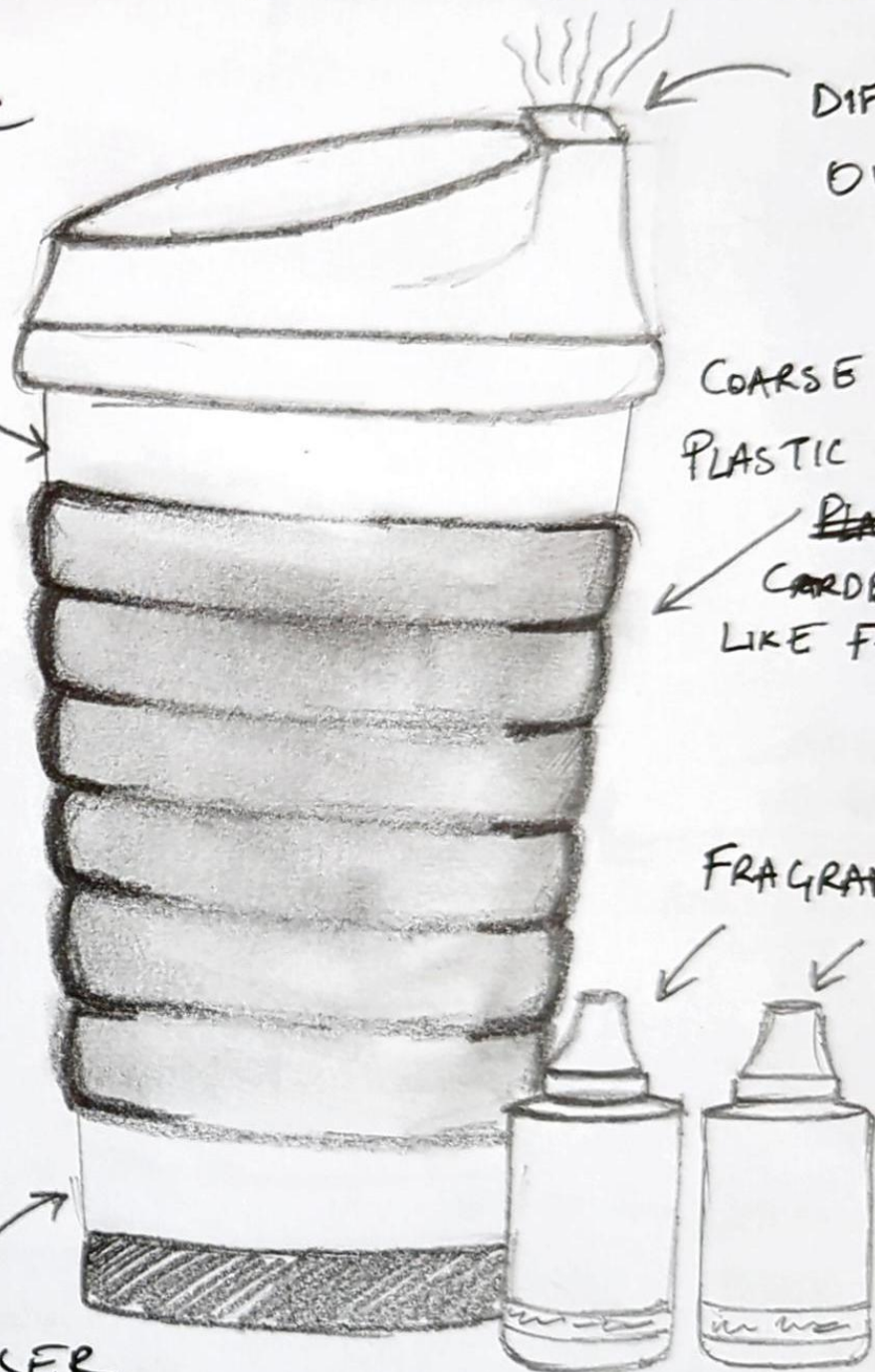
PLASTIC
BODY

DIFFUSER
OUTPUT

COARSE TEXTURED
PLASTIC TO GIVE
~~PLA~~ ~~SHO~~
CARDBOARD-
LIKE FEEL

FRAGRANCES

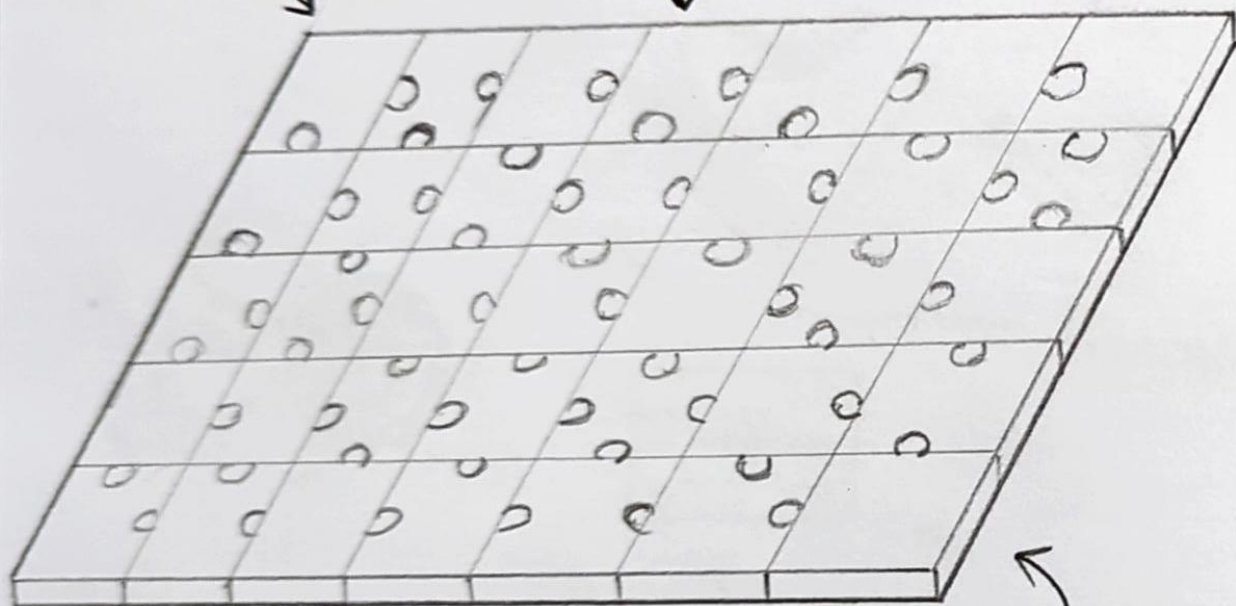
DIFFUSER



PUZZLE

PRINTED PICTURE OF
THE SUNSET
(PICTURE)

PRINTED LAYER
ON TOP



PIECES MADE
WITH MDF / THIN
WOOD

COFFEE CUP

SHAPED

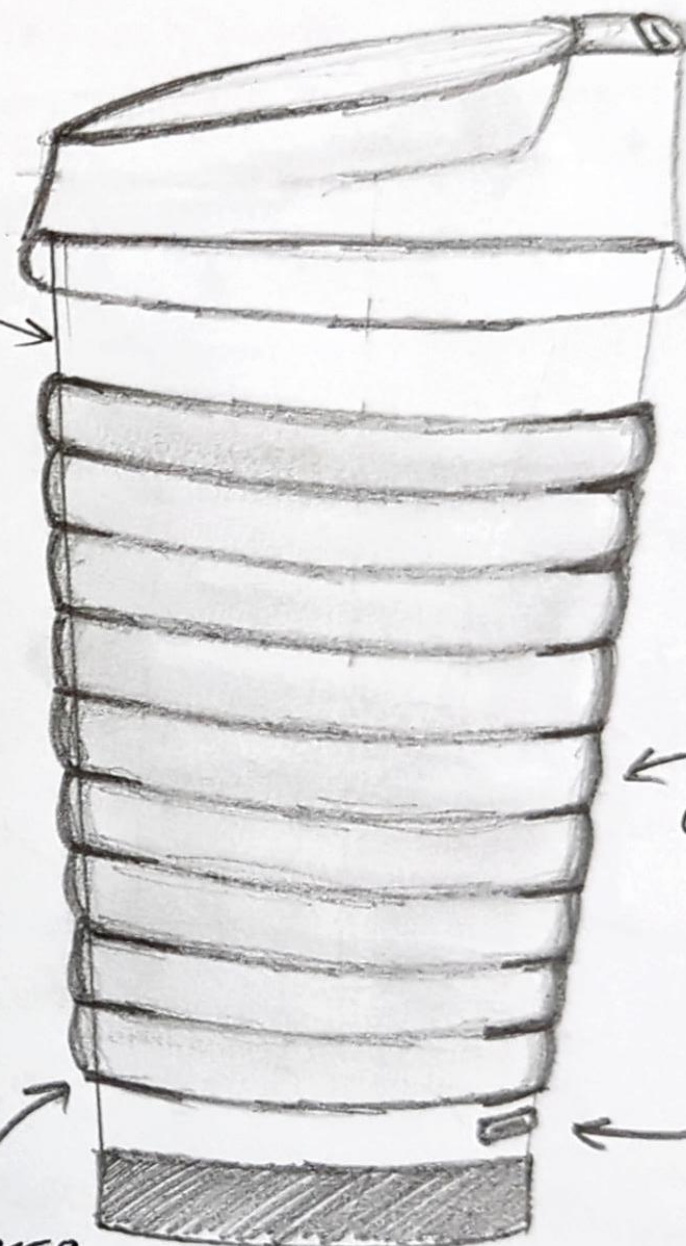
BLUETOOTH

SPEAKER

ALTERNATE
CHARGING PORT
(WHEN USING
HORIZONTAL)

(USB-C)

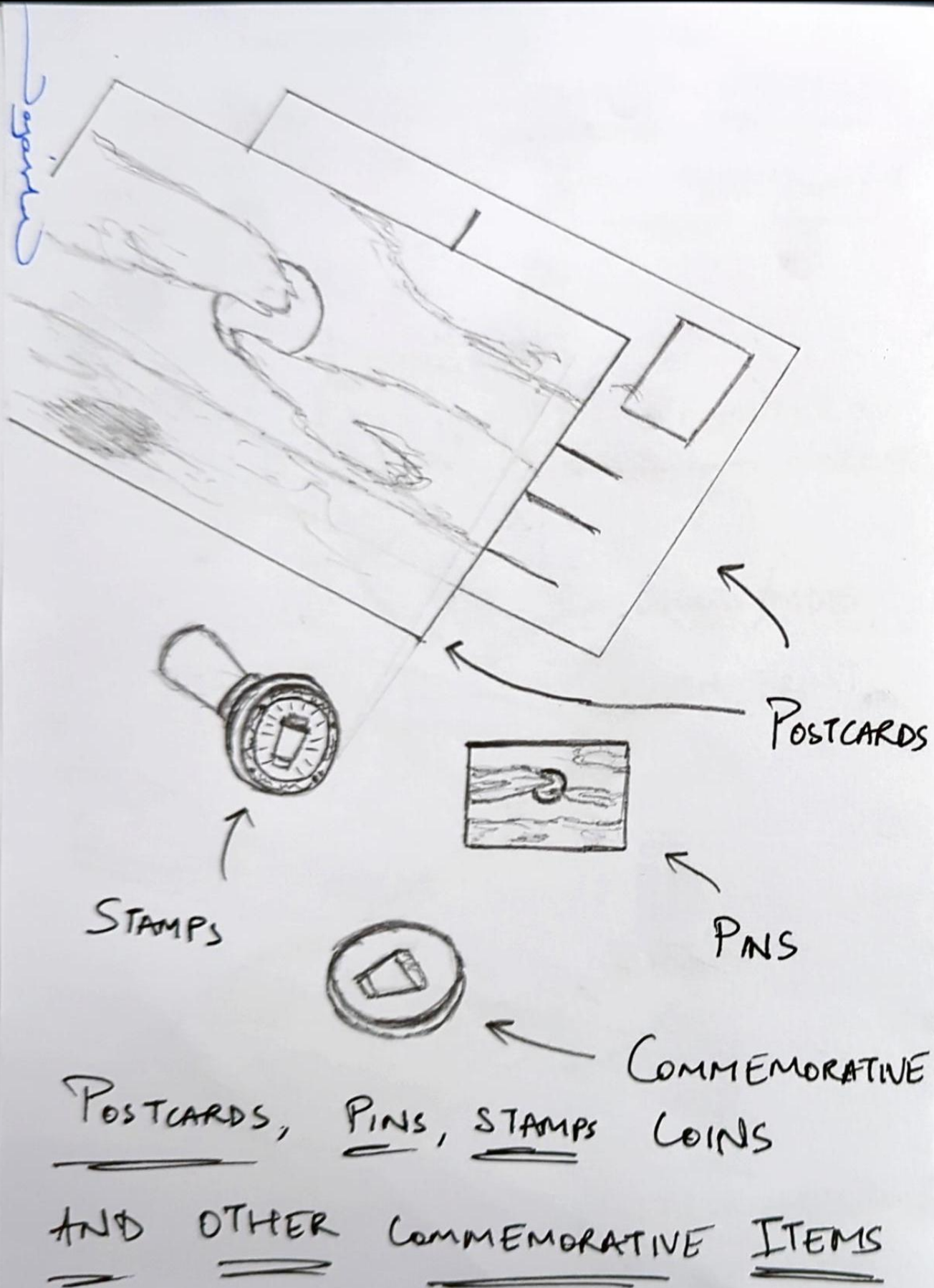
PLASTIC
BODY



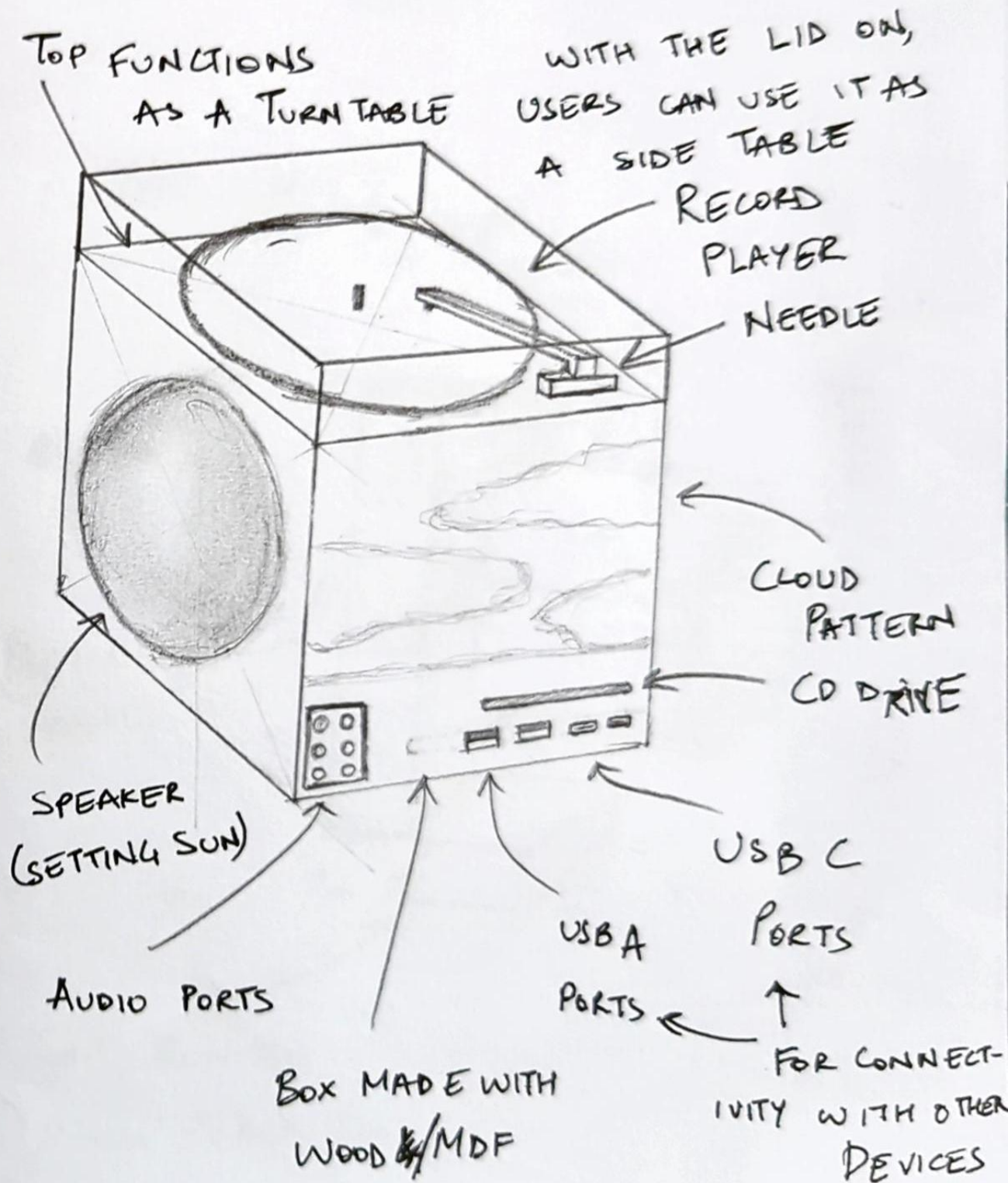
COARSE TEXTURED
PLASTIC
TO GIVE
CARDBOARD-LIKE
FEEL

SPEAKER
HOLE
BODY

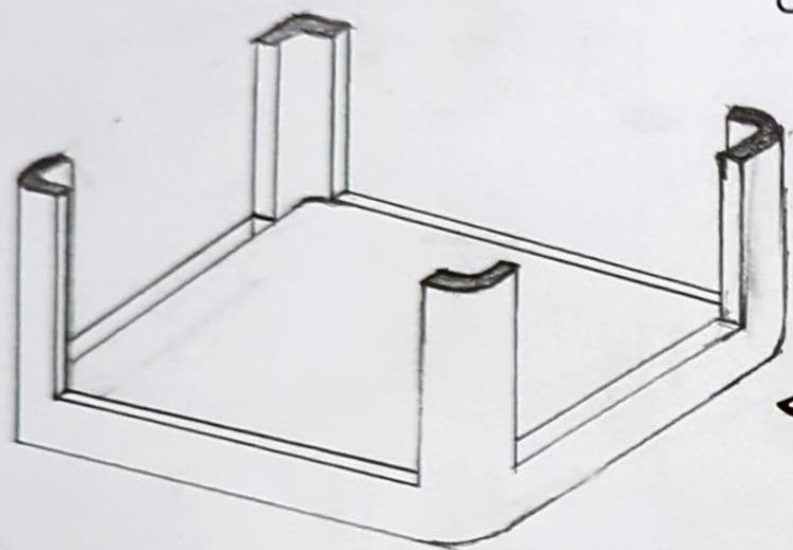
CHARGING
PORT
(USB-C)



Jukebox ~~with~~



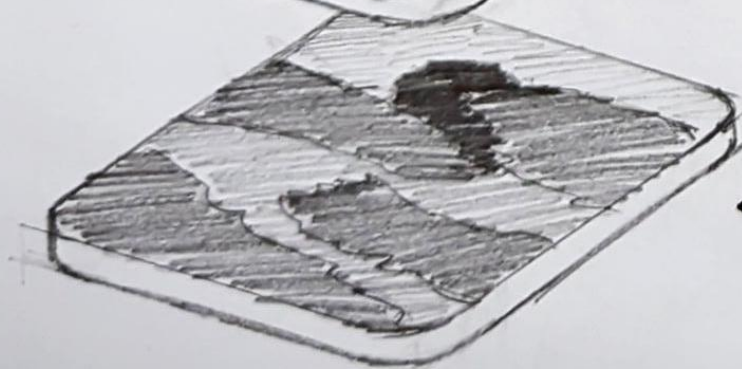
SUNSET THEMED
COASTER SET



COASTER
HOLDER



WOOD/MDF
WITH PRINT

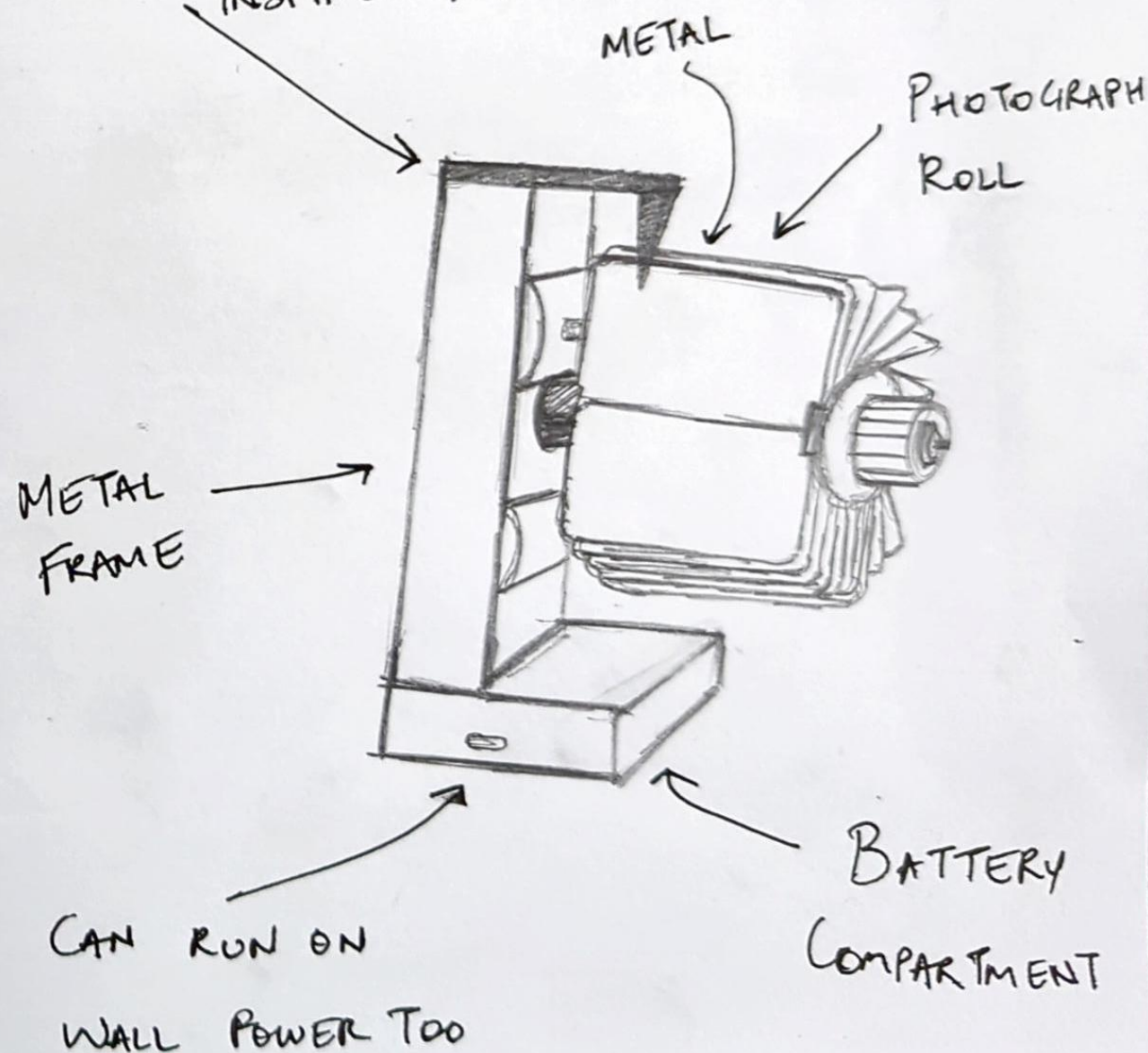


RESIN

MULTIPLE MATERIALS
CAN BE USED.

OLD SCHOOL CLOCK INSPIRED ⑨
PHOTO DISPLAY

COFFEE MACHINE
INSPIRED DESIGN



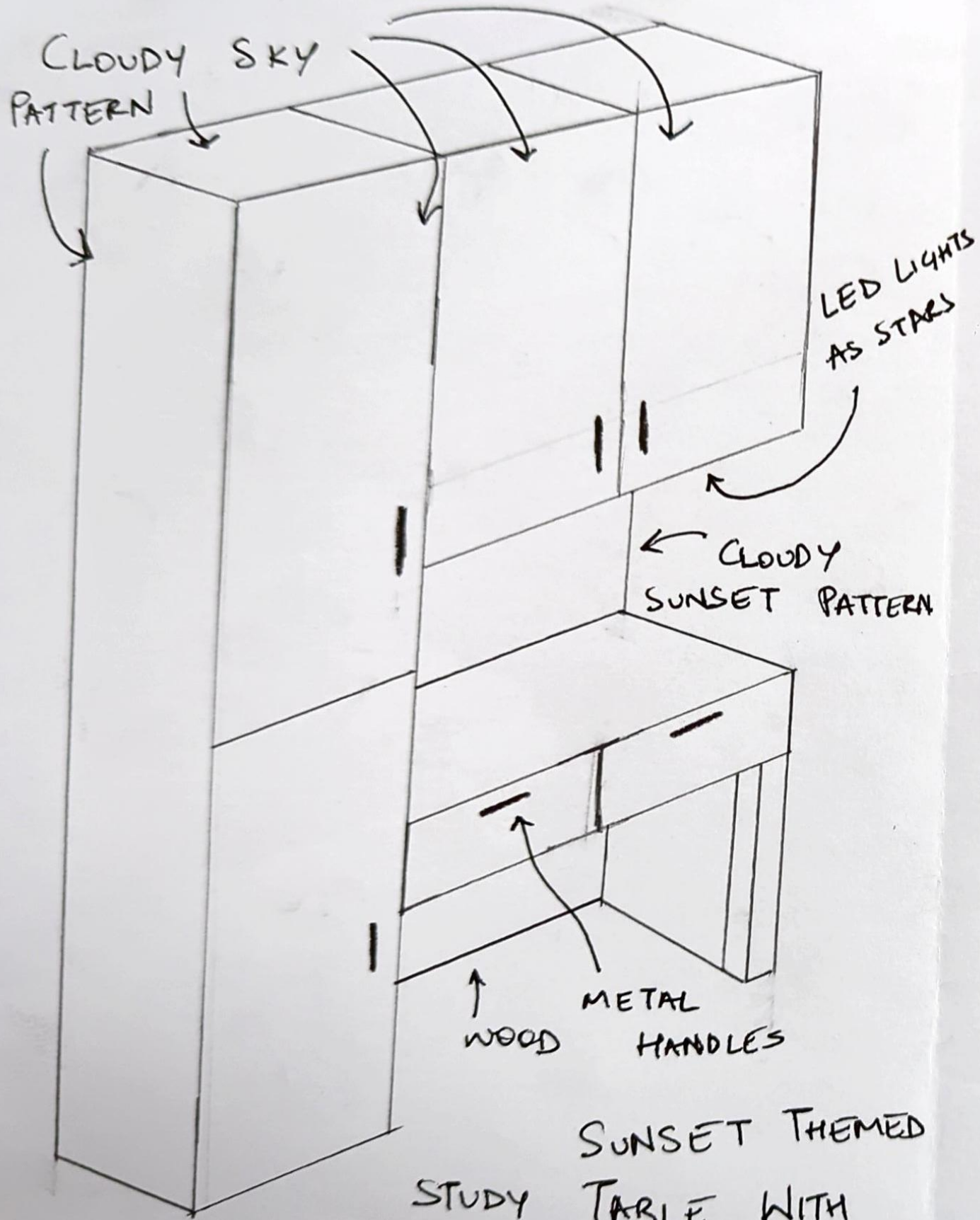
METAL

PHOTOGRAPH
ROLL

METAL
FRAME

BATTERY
COMPARTMENT

CAN RUN ON
WALL POWER TOO

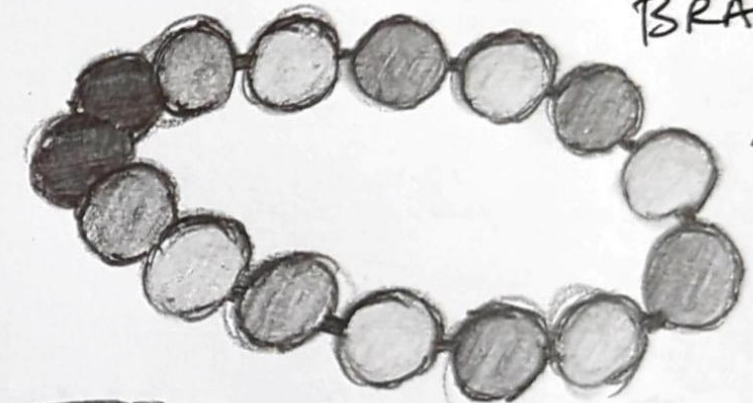


SUNSET THEMED
STUDY TABLE WITH
SPACE TO DISPLAY PHOTOGRAPHS

CUSTOM BRACELETS,
PENDANTS, and ~~the~~ OTHER
ACCESSORIES

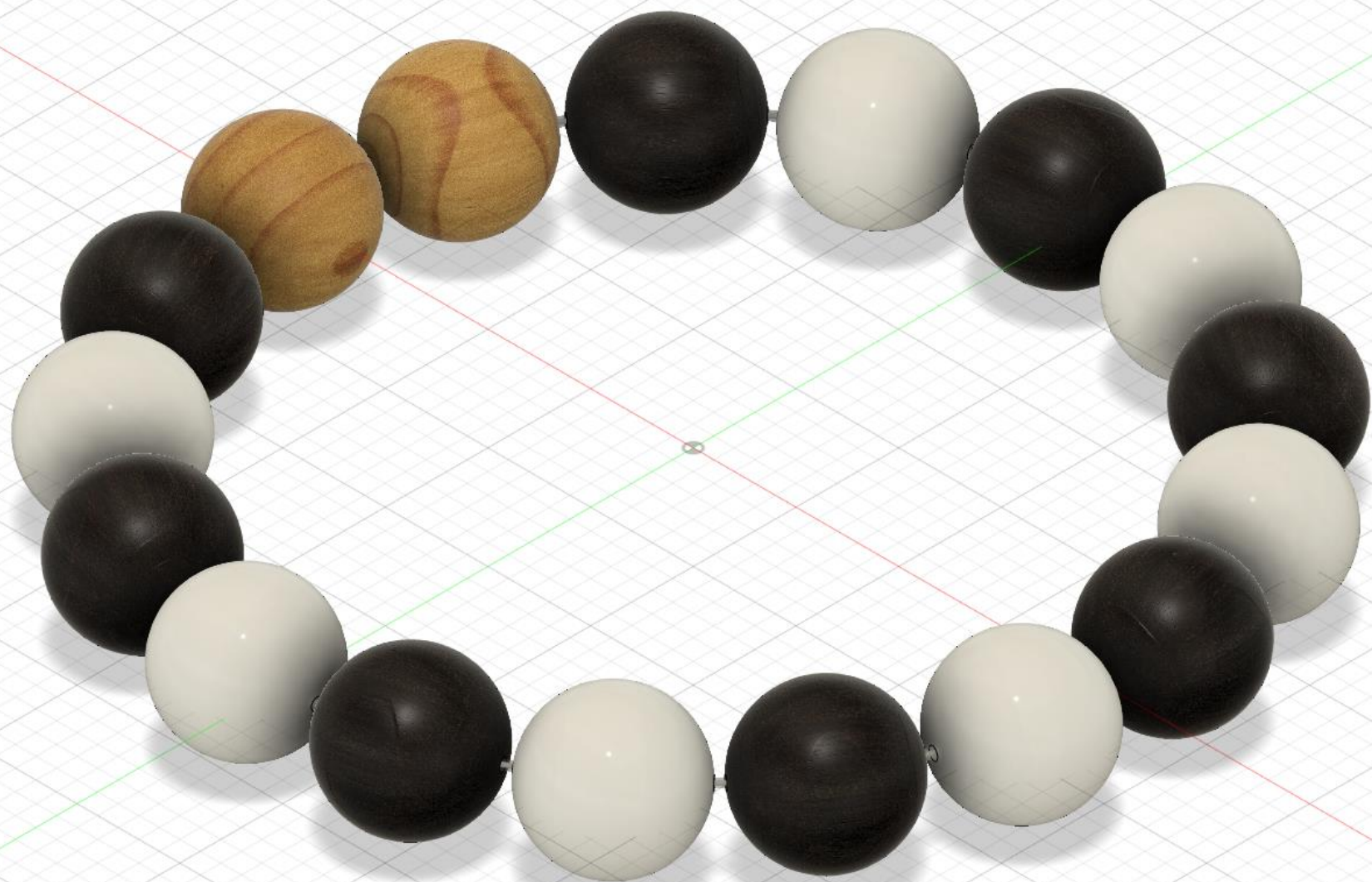
DAY/NIGHT/SUNSET

BRACELET



COFFEE
MUG
PENDANT

Signature

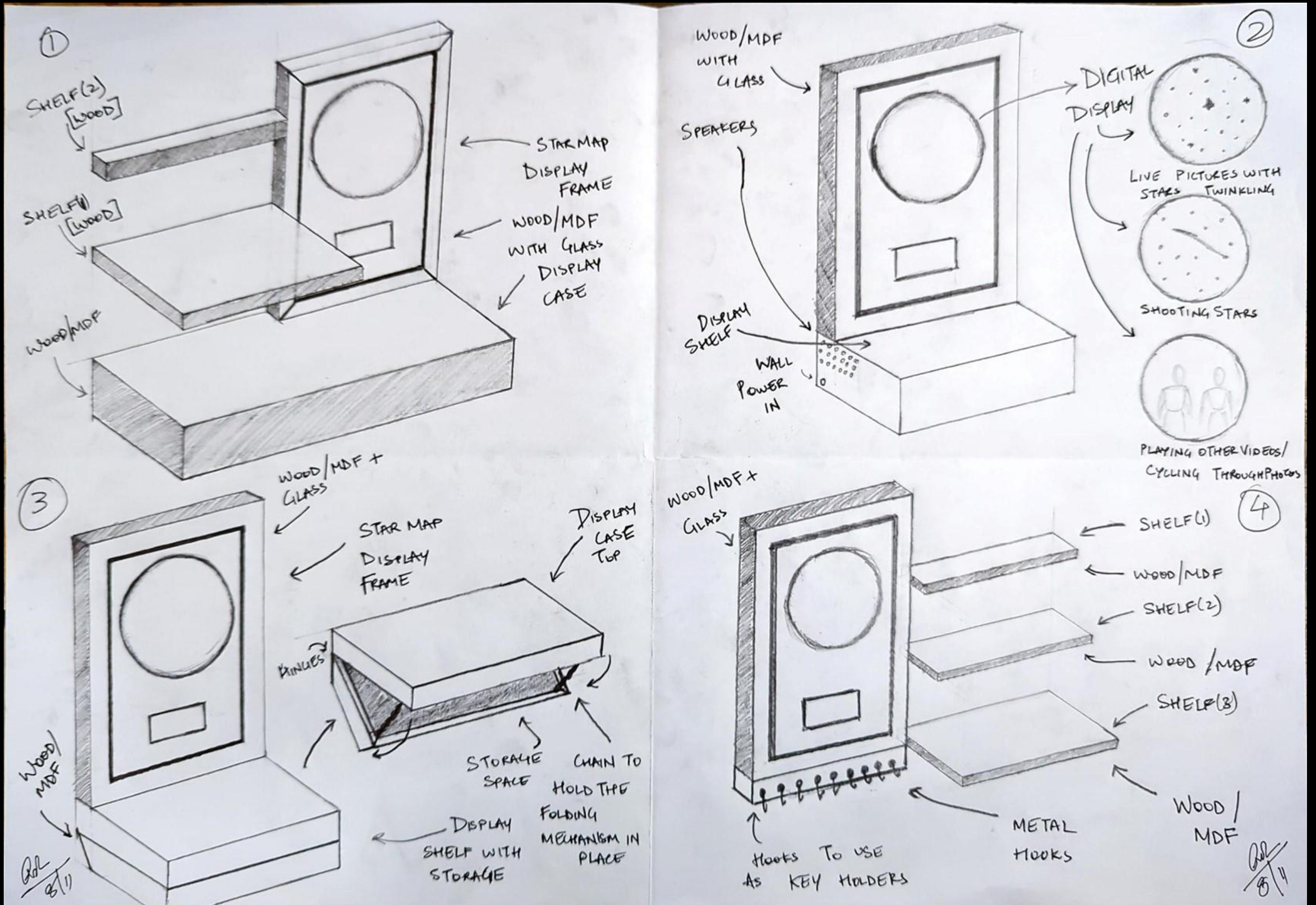


Rendered Bracelet

Task 3A

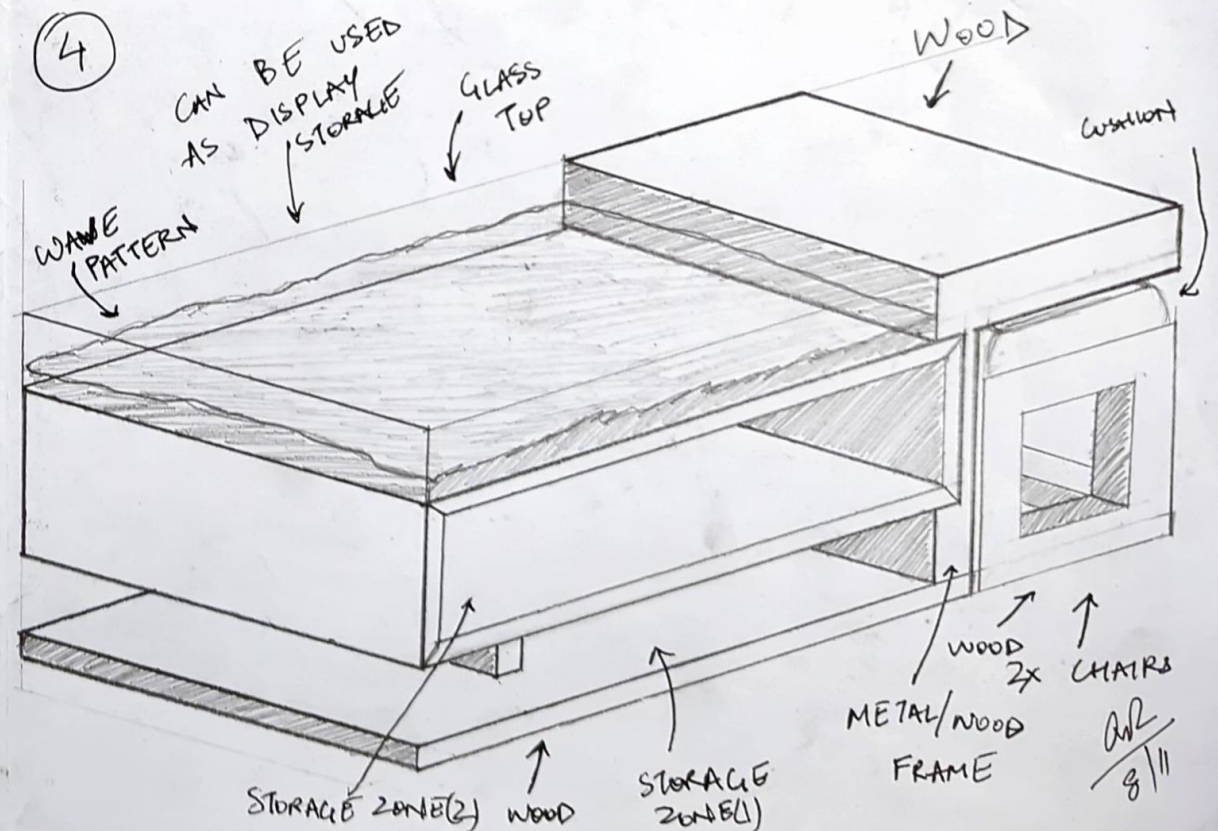
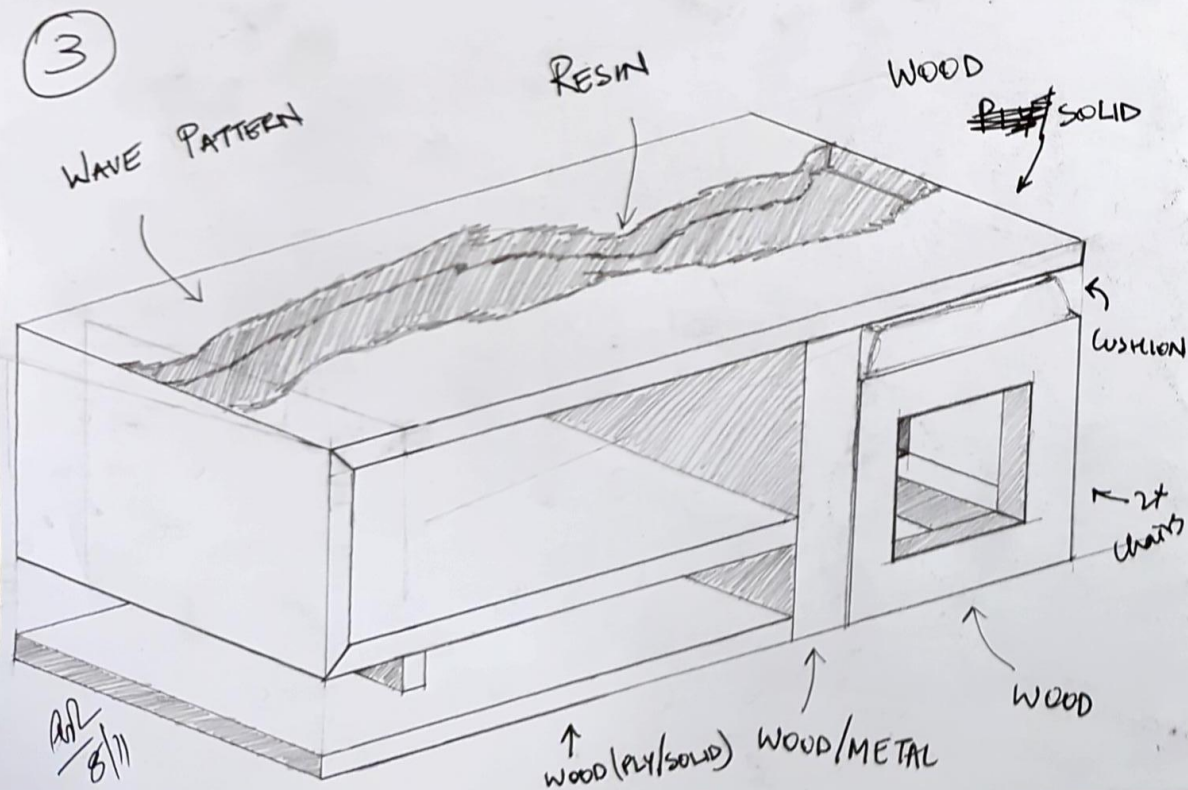
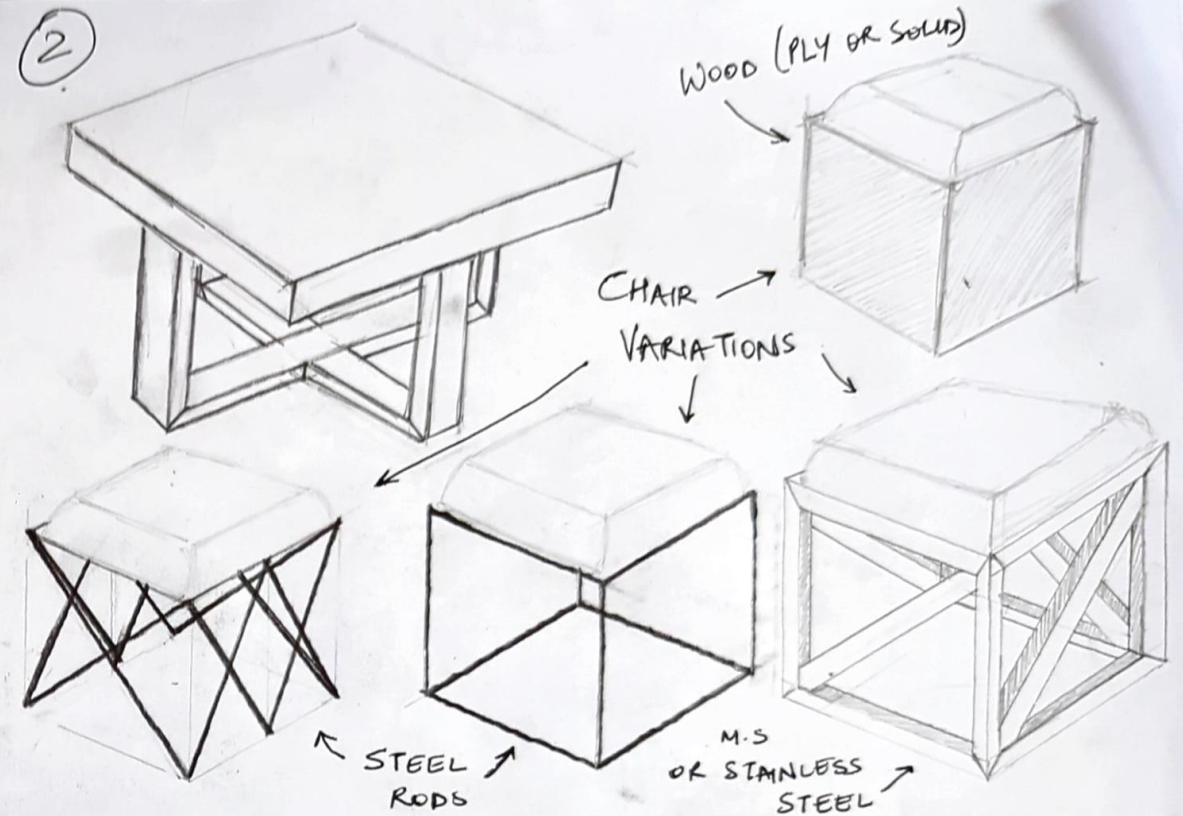
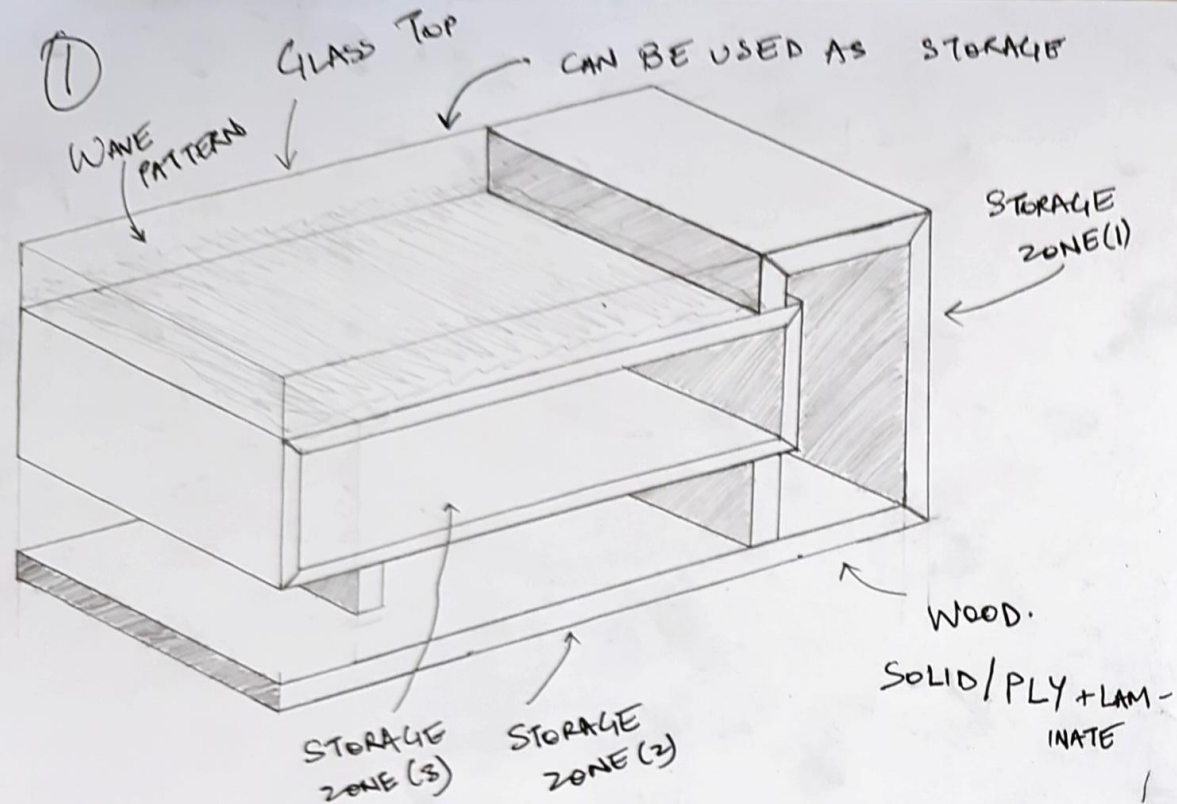
ITERATIONS

8 Iterations and Spider Matrix Evaluation

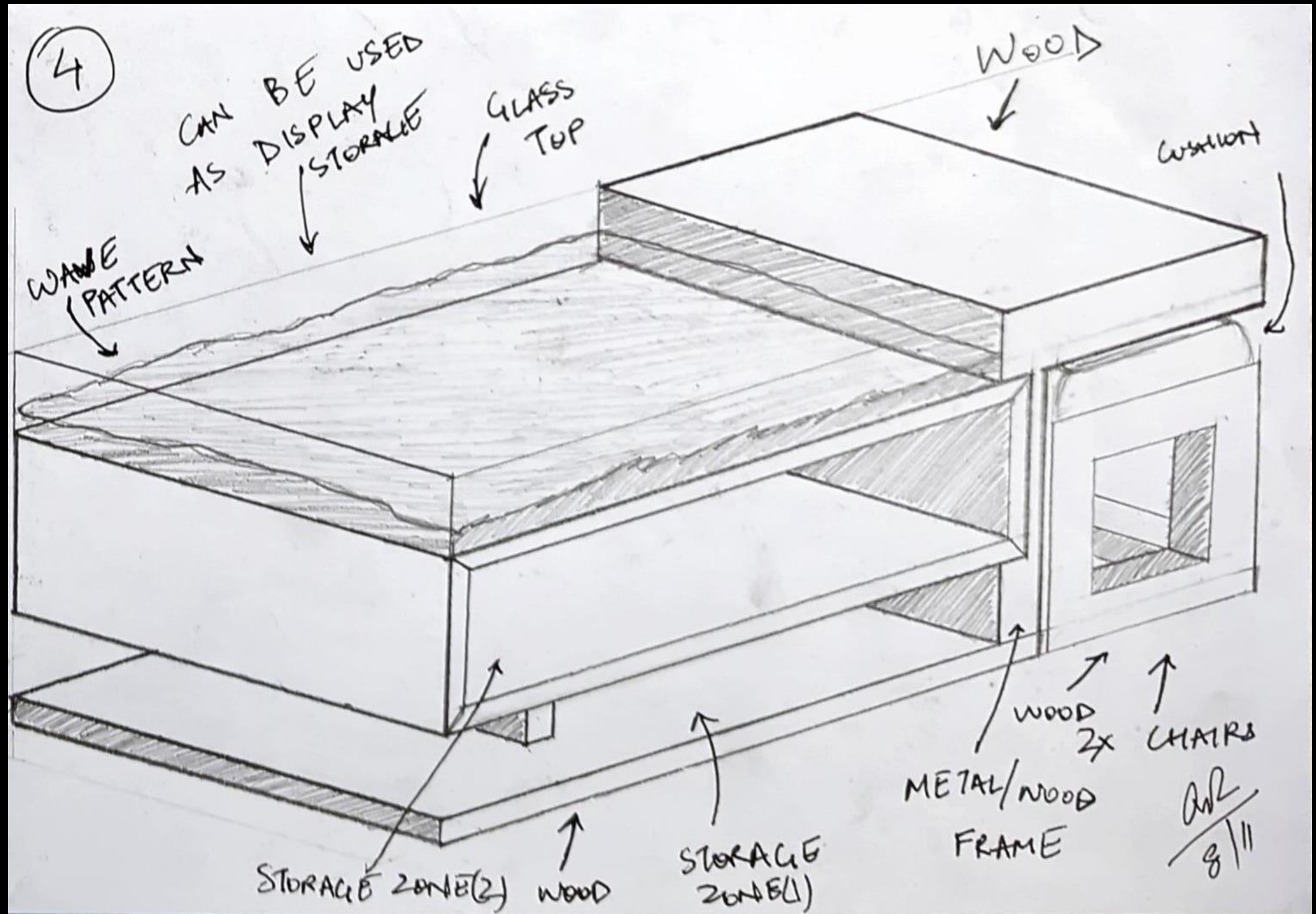


Personalised Star Maps

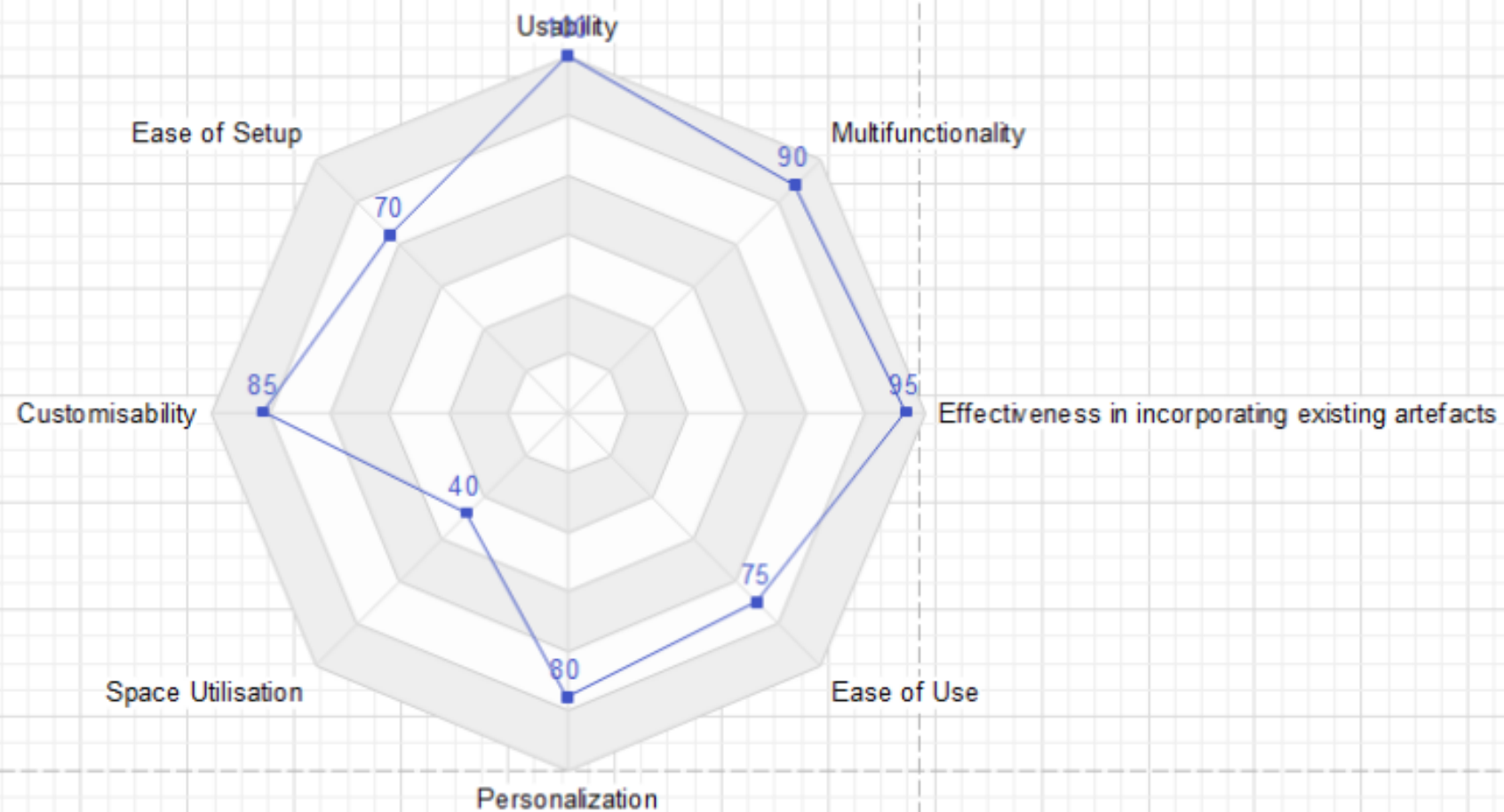
Coffee / Center Table



Final Idea



Spider Matrix evaluation of the most suitable Idea



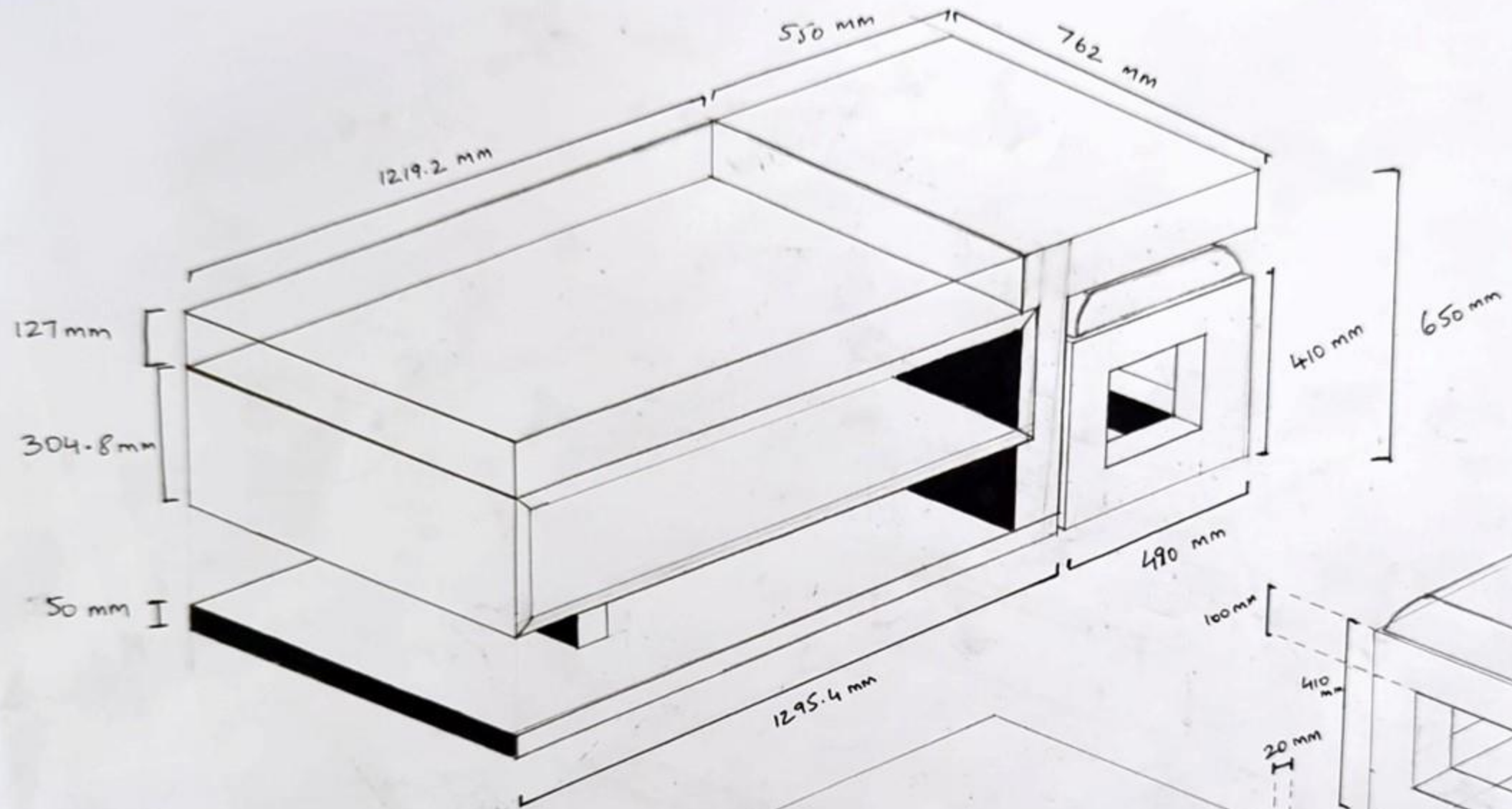
■ Coffee Table Iteration - 4

Task 3B

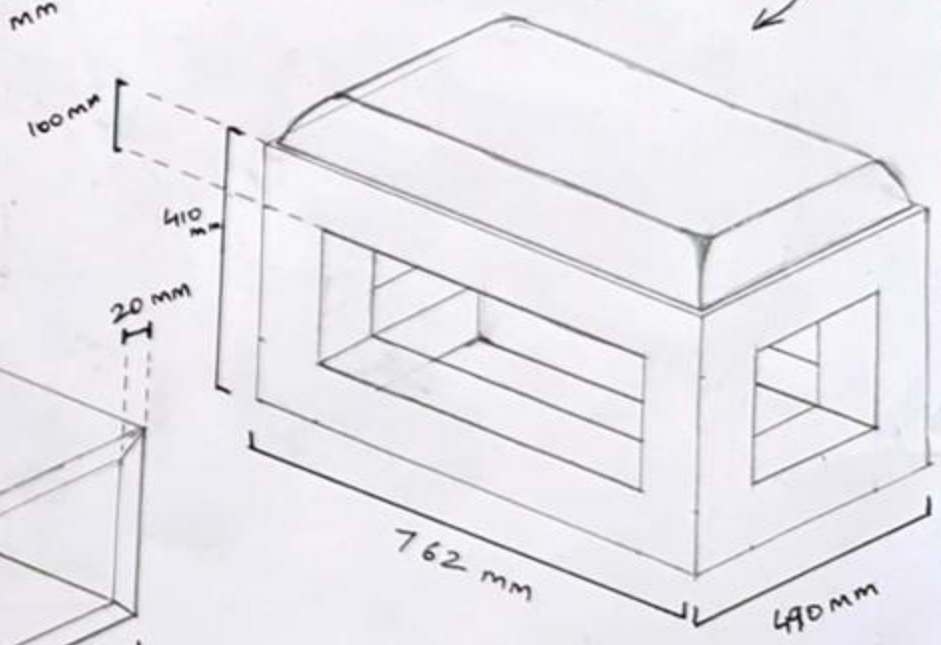
FINAL IDEA AND DOCUMENTATION

Sketches and Technical Drawings

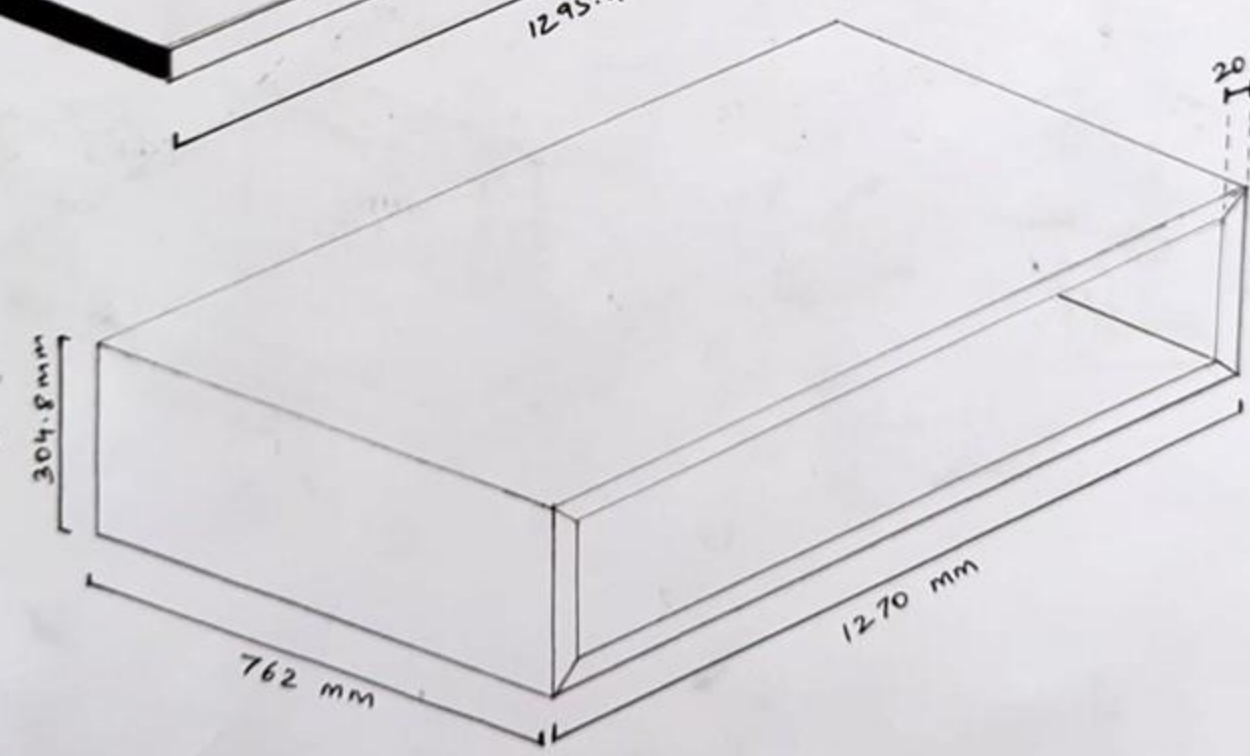
①



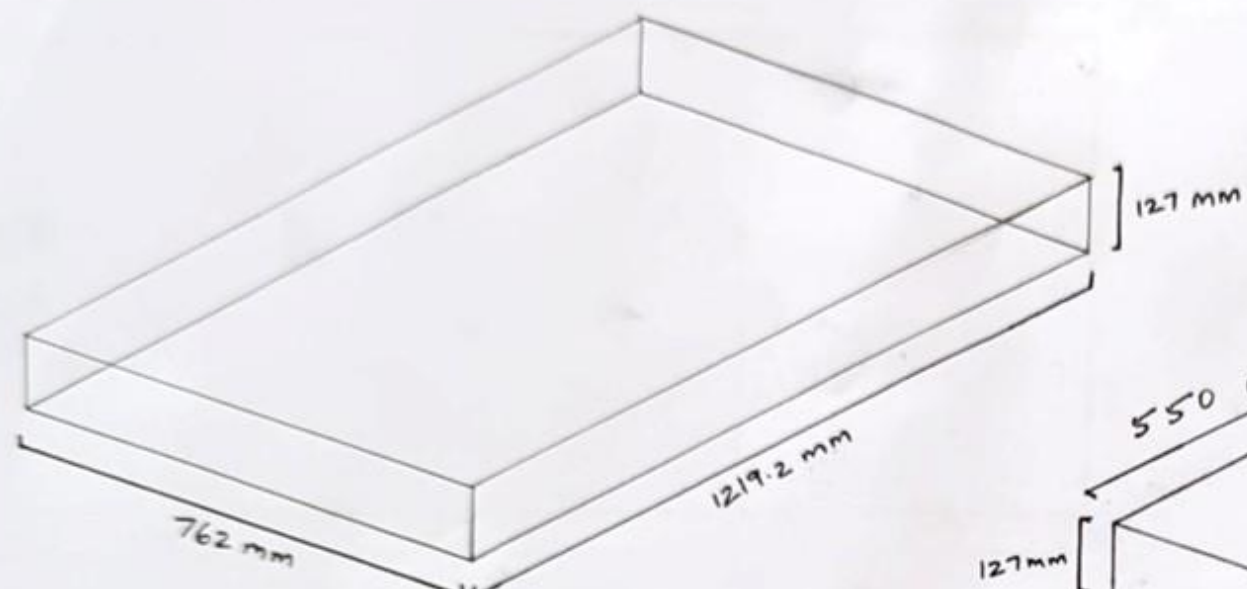
SEATING



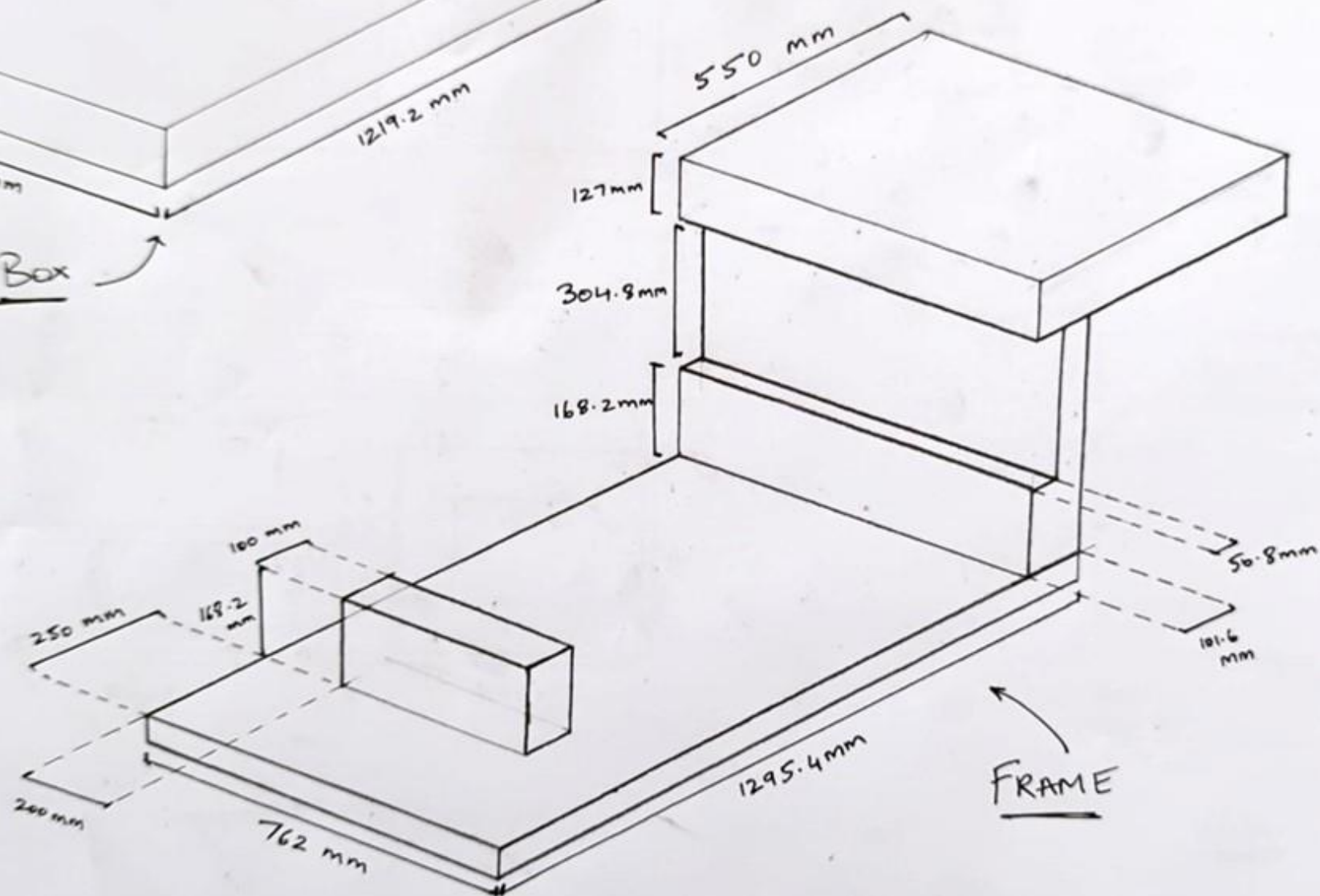
STORAGE
Box



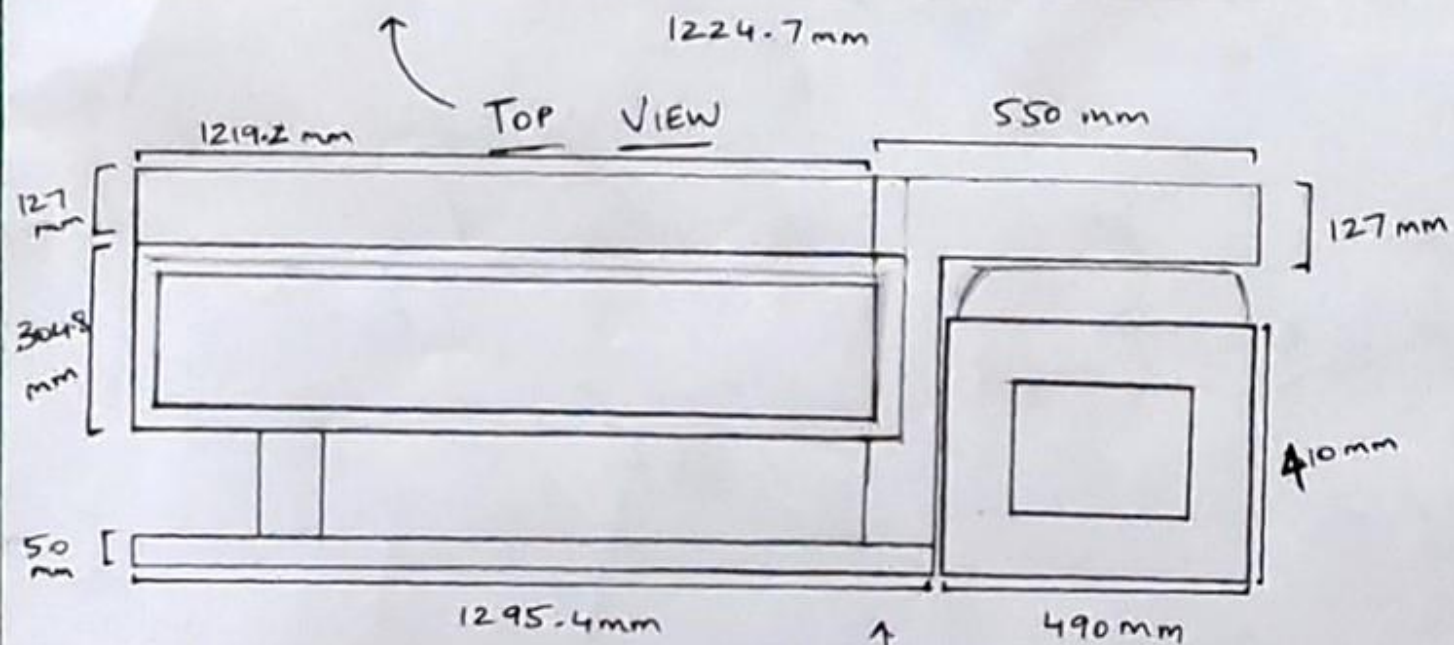
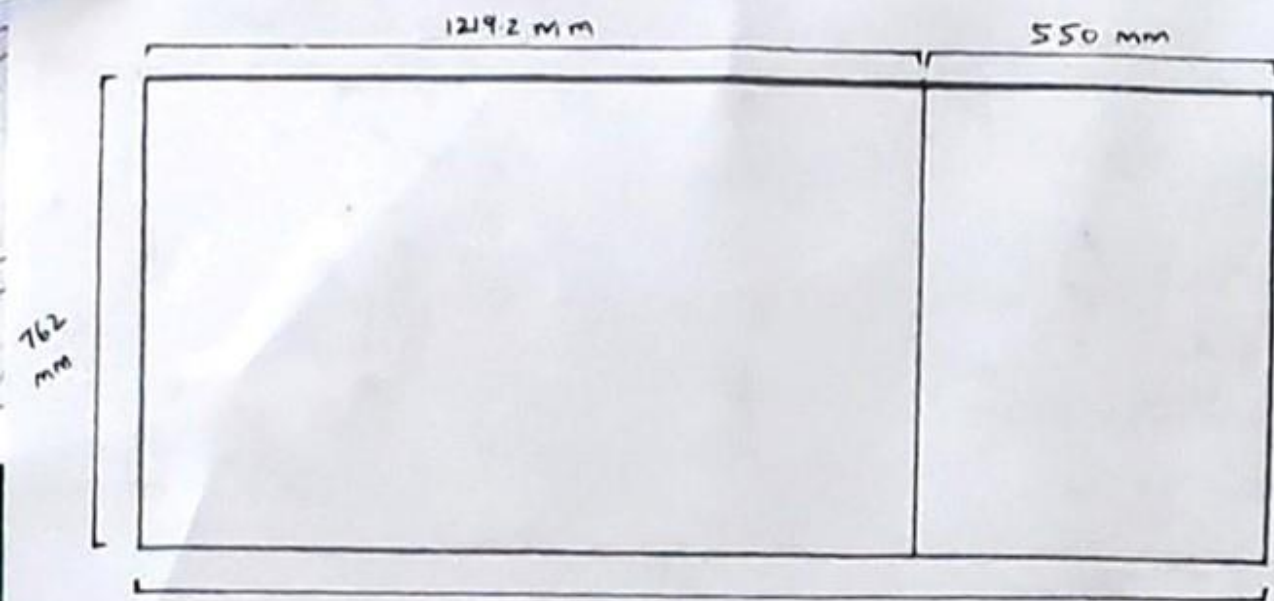
RA
9/11



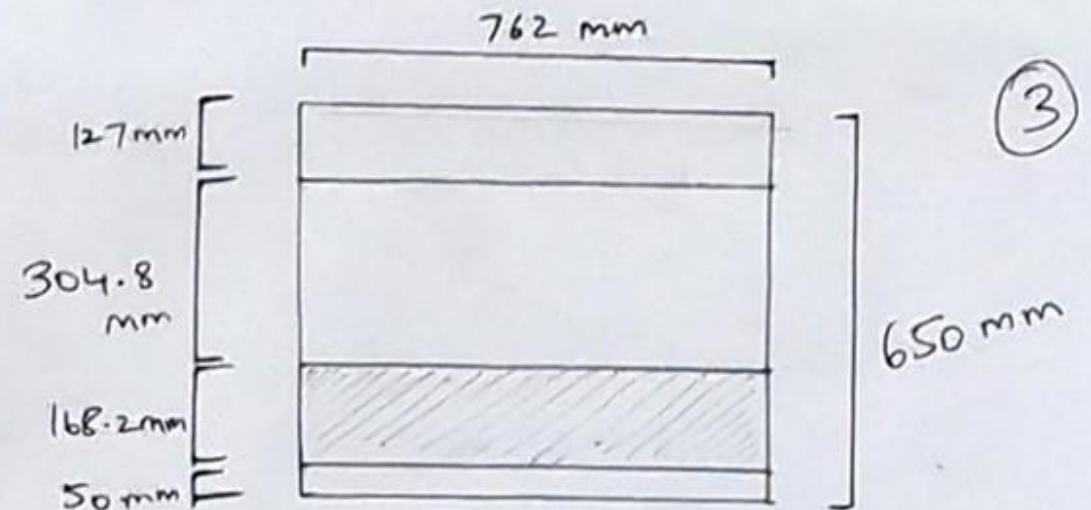
GLASS Box



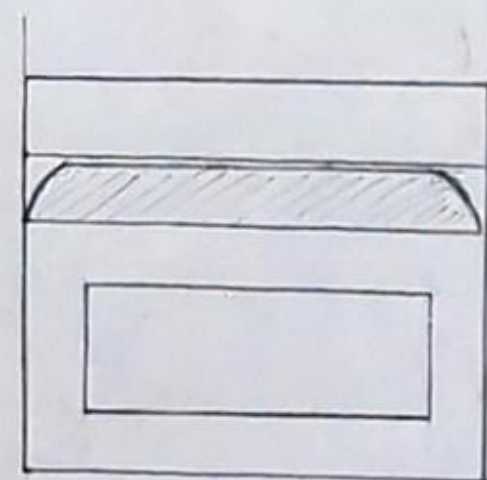
FRAME



FRONT VIEW

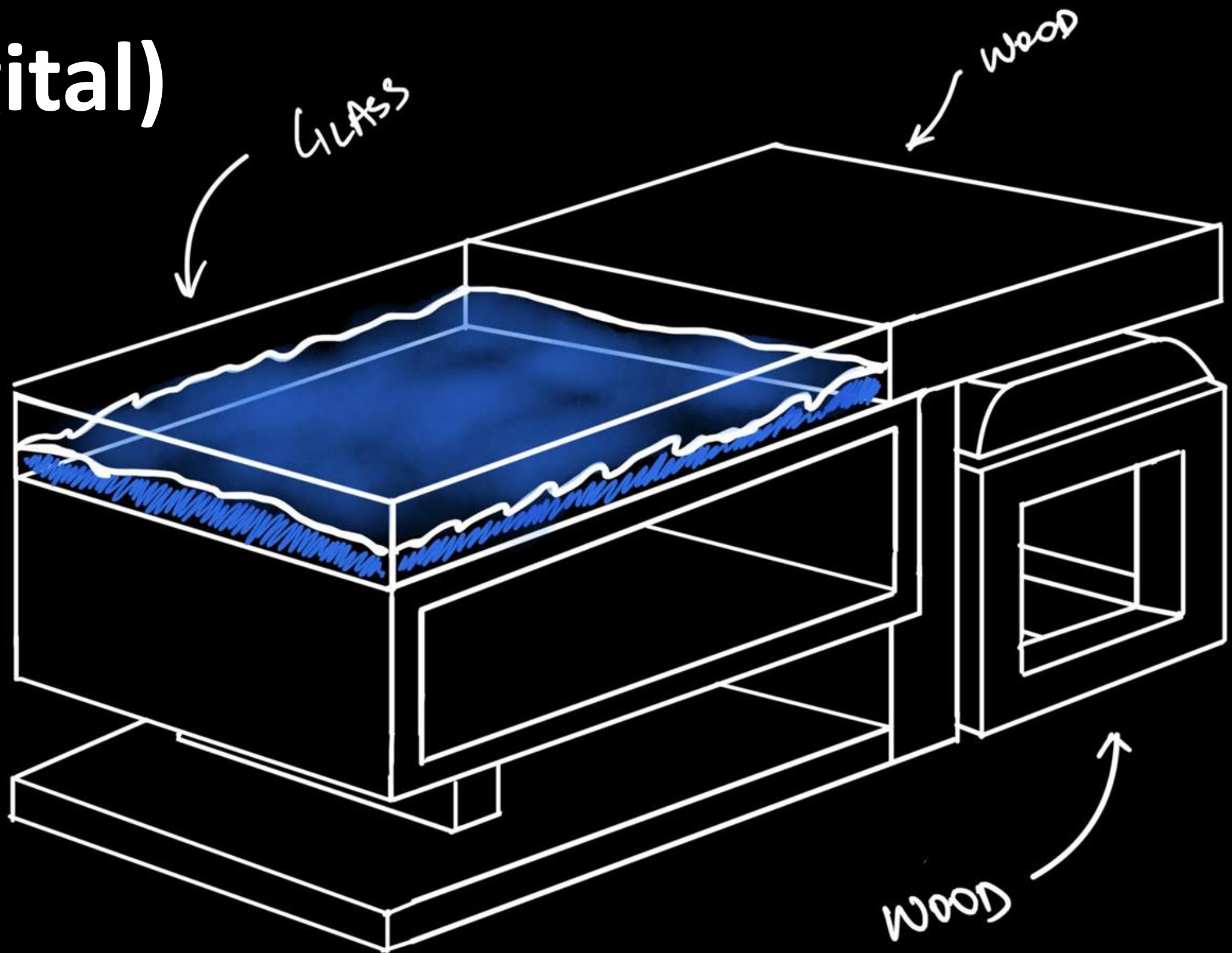


SIDE 1 VIEW



SIDE 2 VIEW

Basic Sketch (Digital)



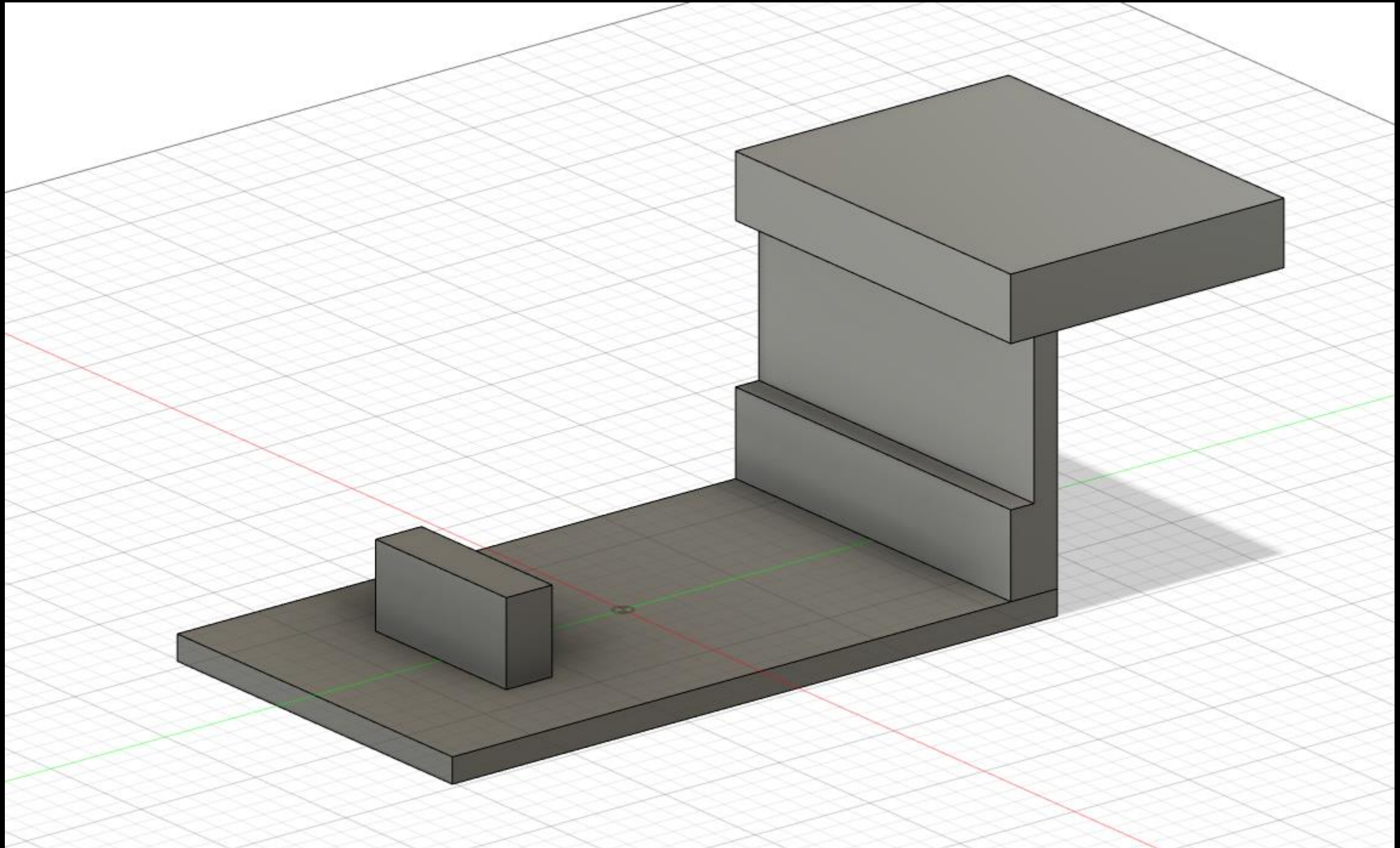
Task 3B

FINAL IDEA AND DOCUMENTATION

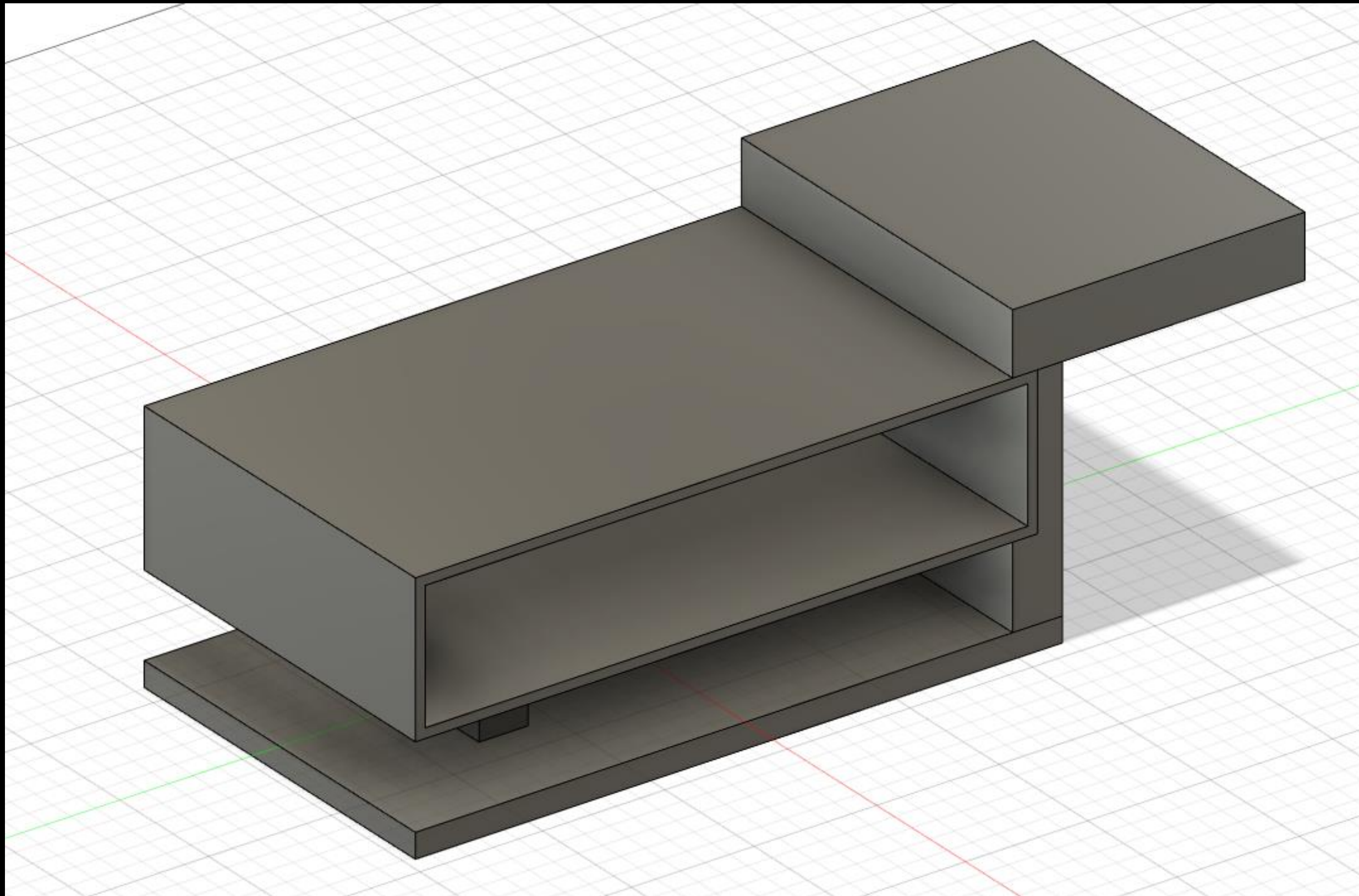
CAD Model – 1:1 scale

Made Using Fusion 360

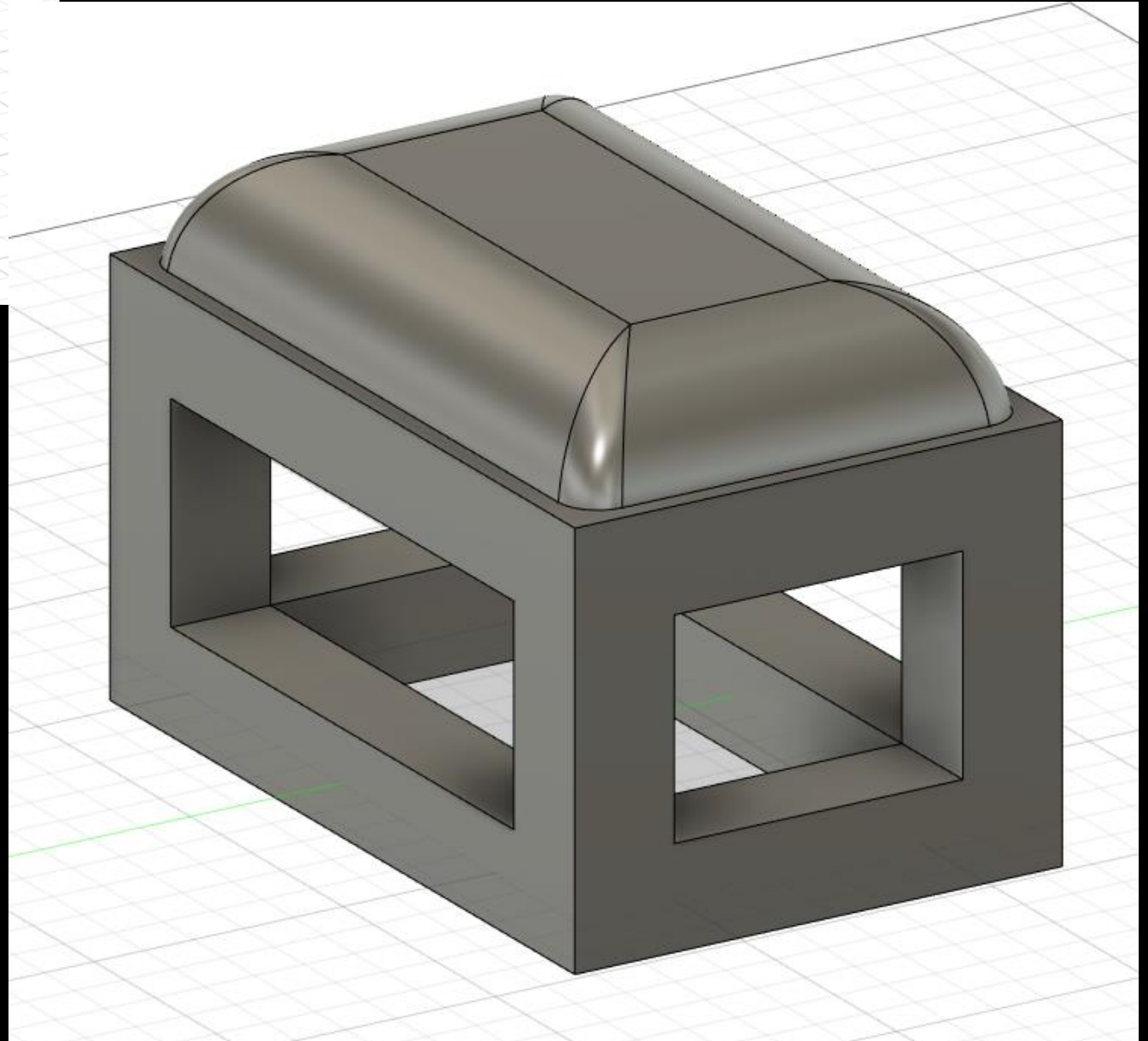
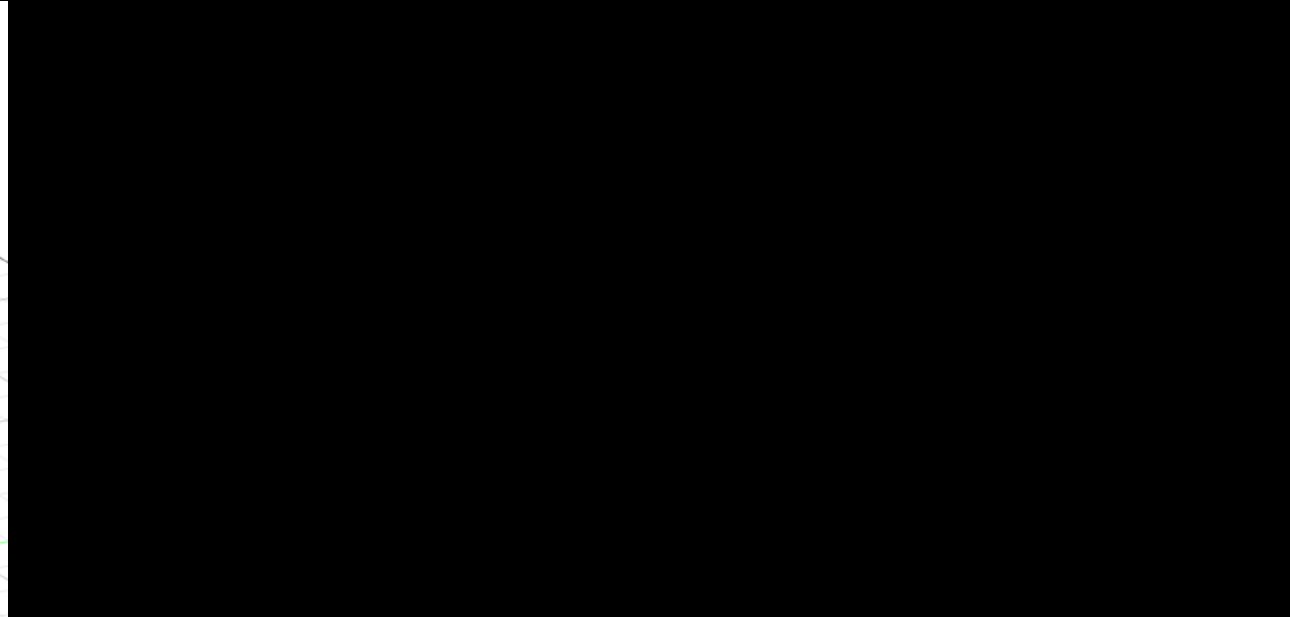
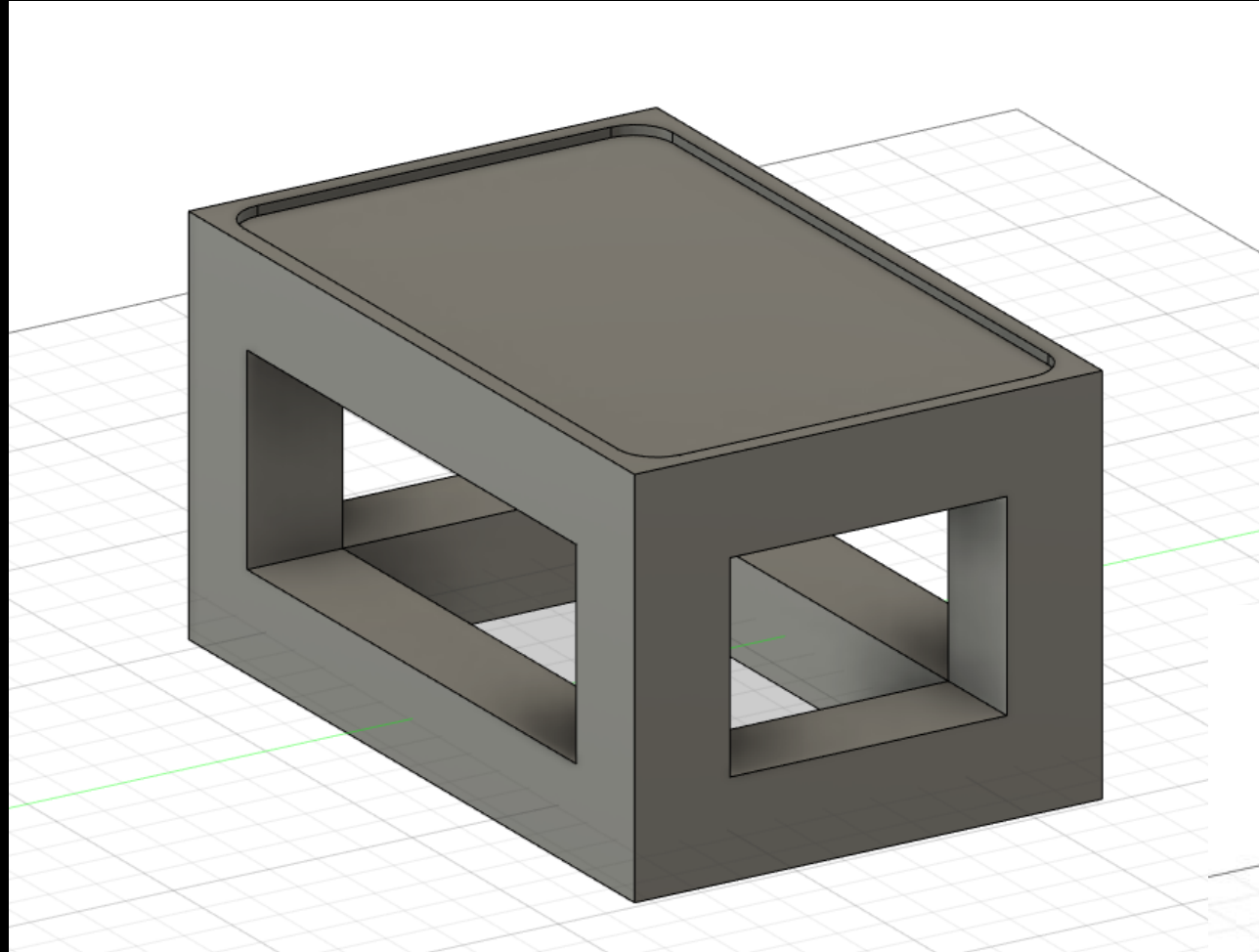
Progress Pictures



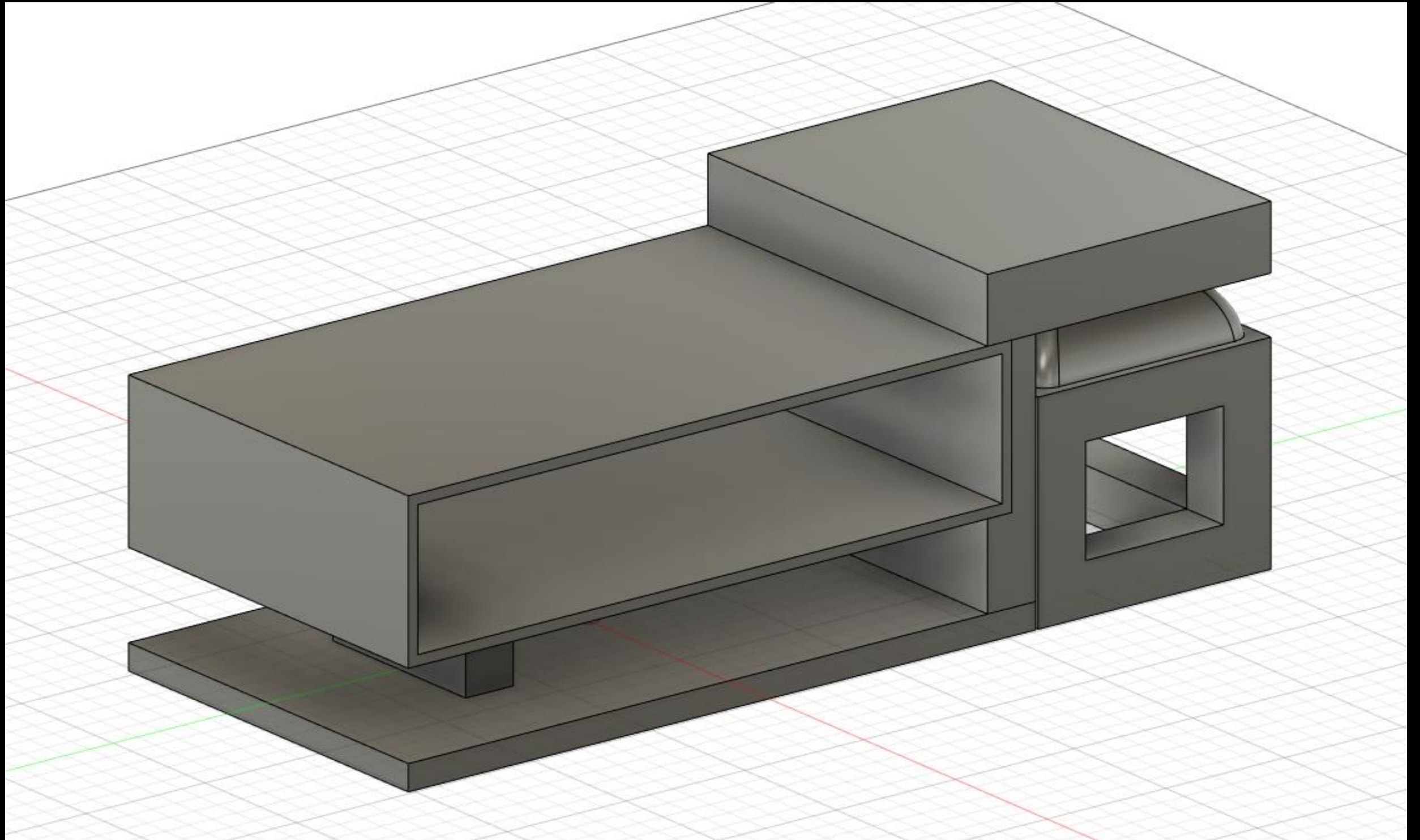
Making the Frame



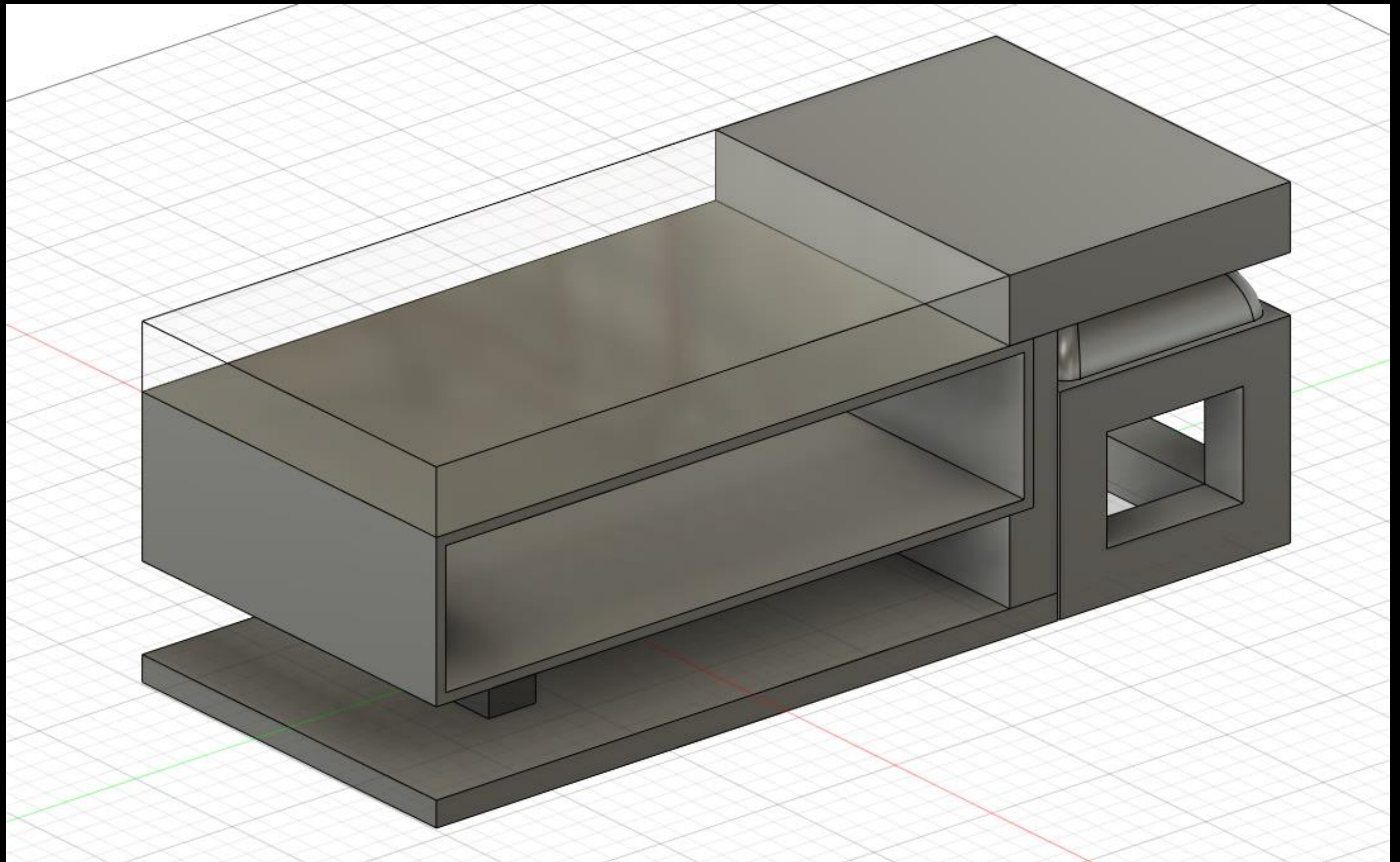
Storage Area



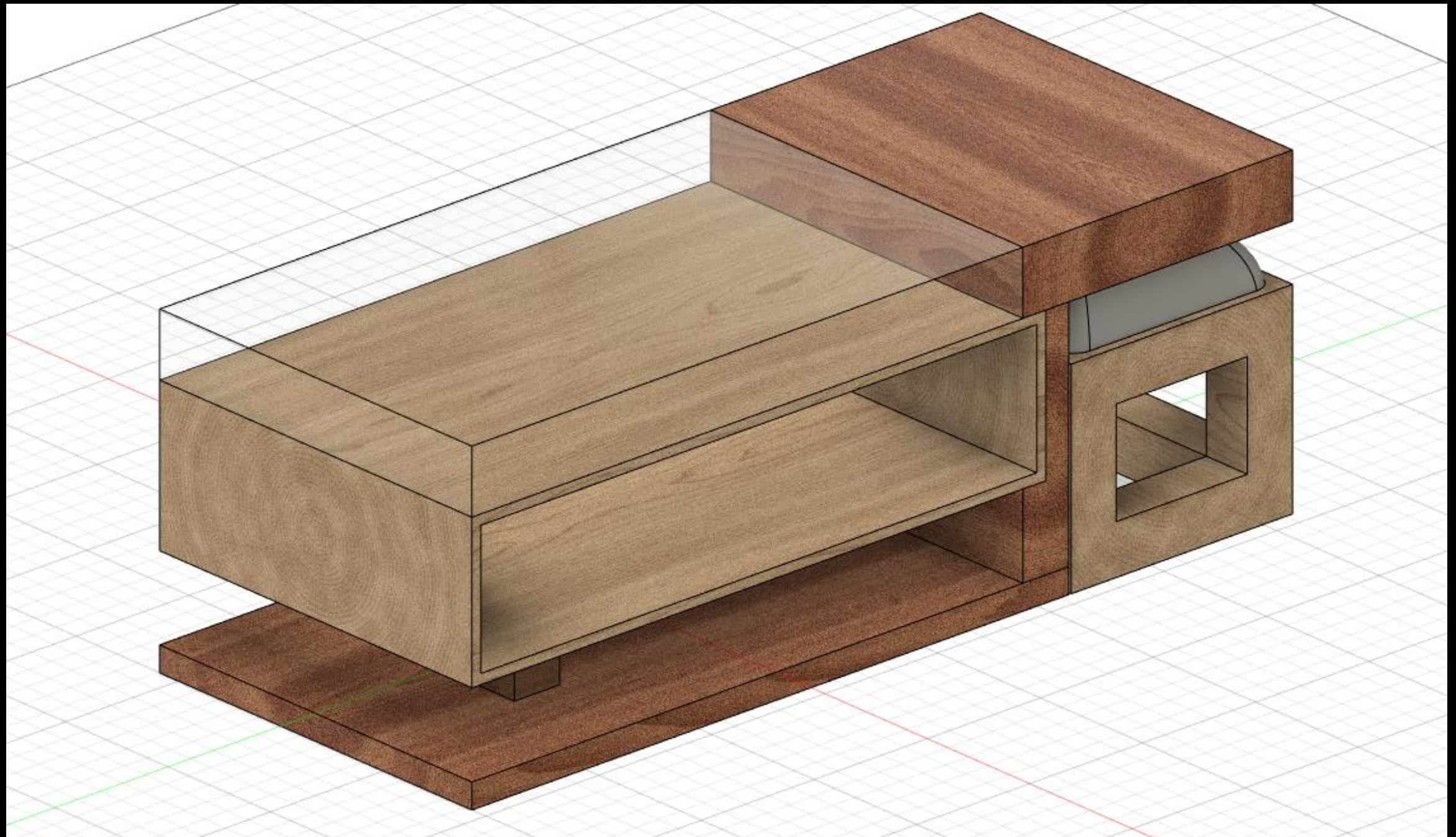
**Making
The Chair**



All the Pieces Together



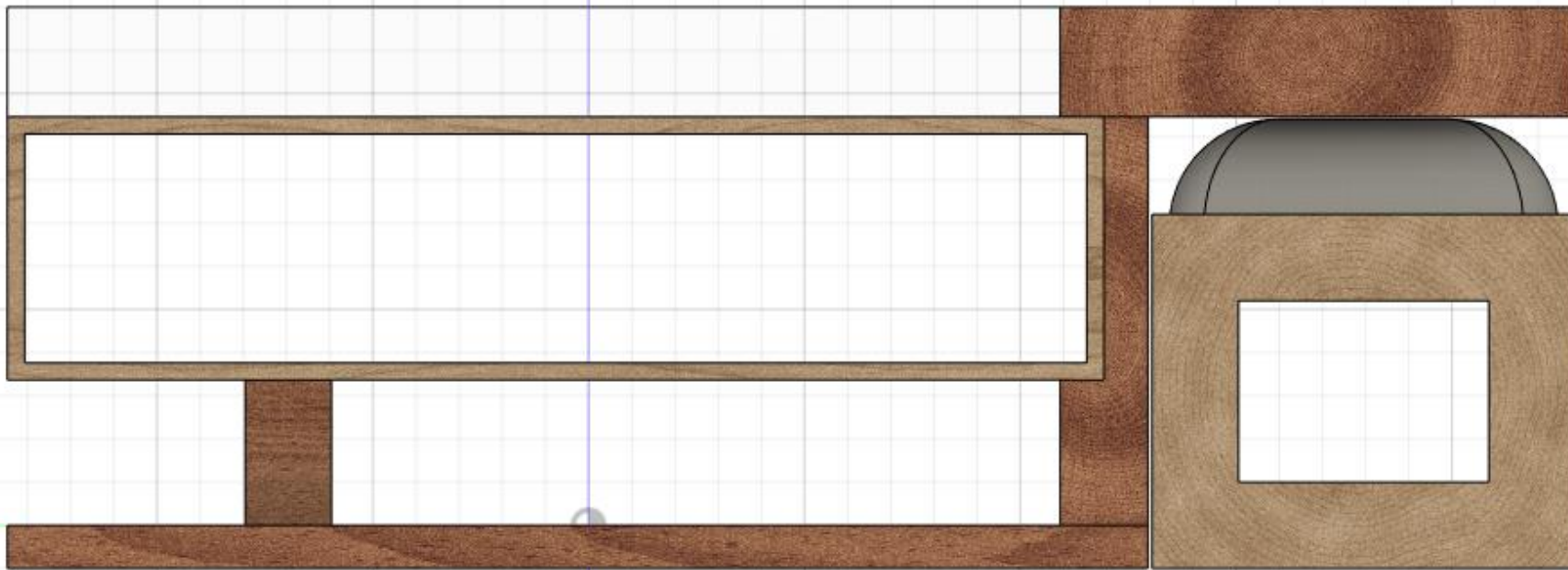
**Final Model without wood textures
[Glass texture applied]**



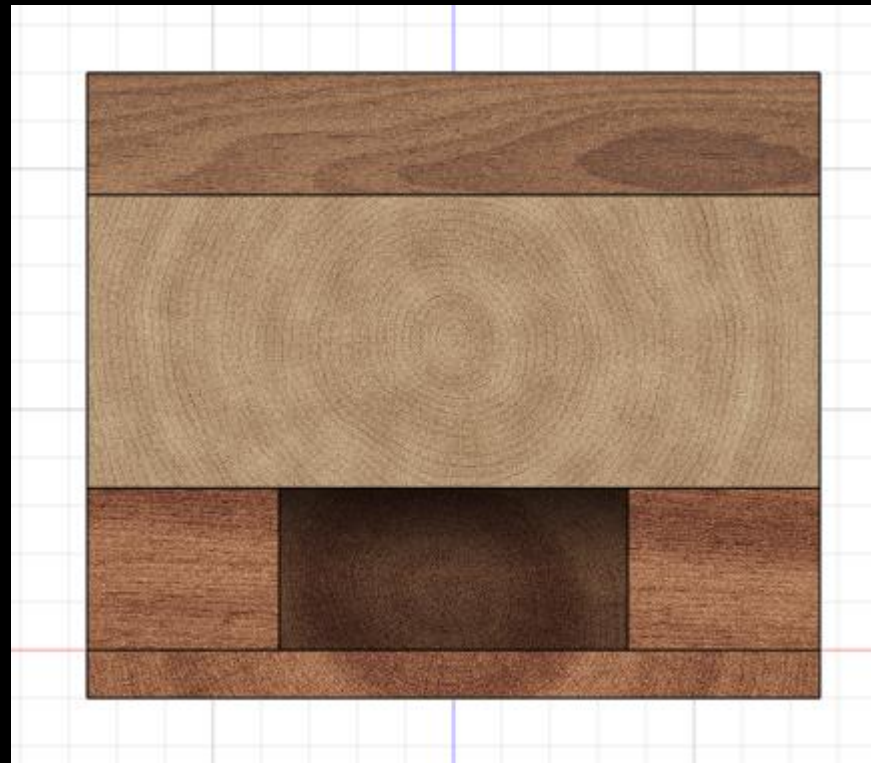
**Final Model
with Wood and Glass Textures**



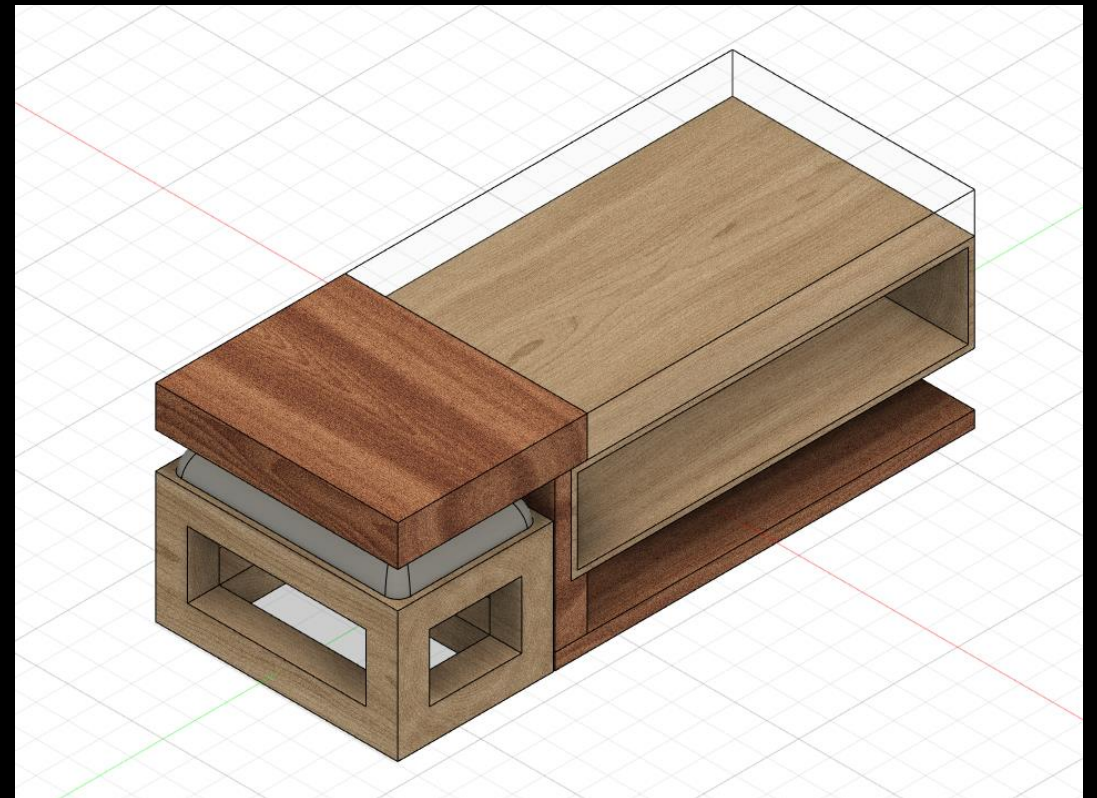
Top View



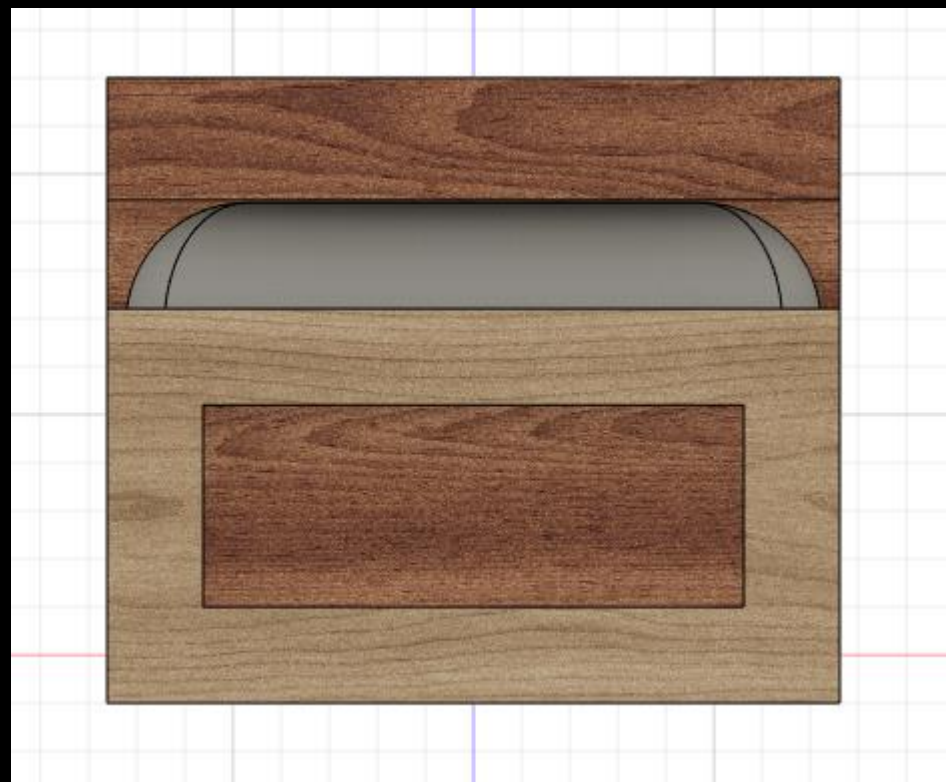
**Front
View**



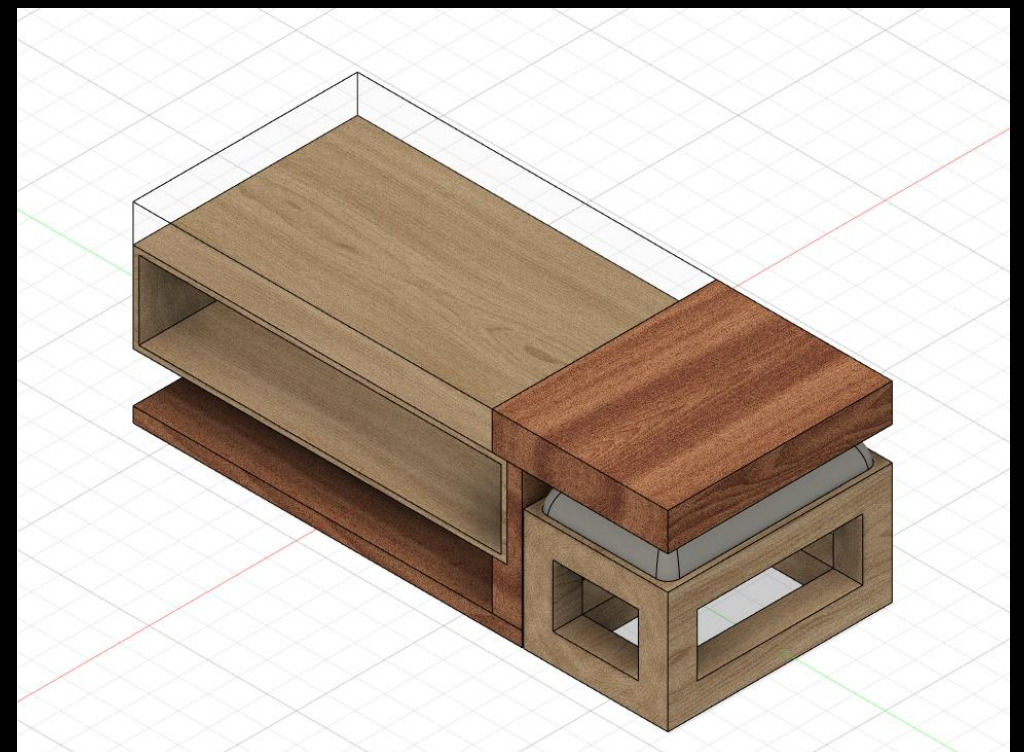
**Side 1
View**

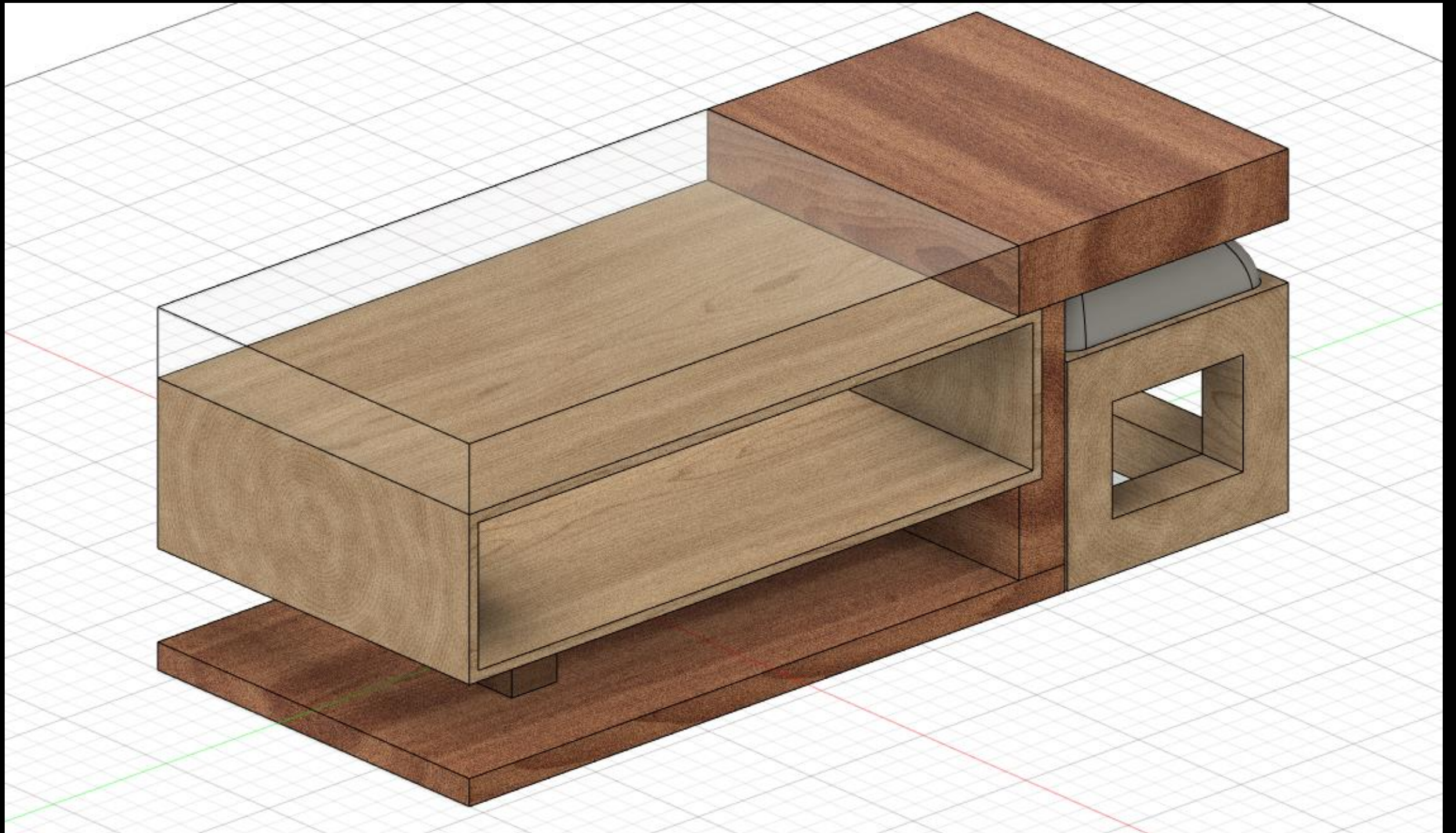


**Perspective
Views**



**Side 2
View**





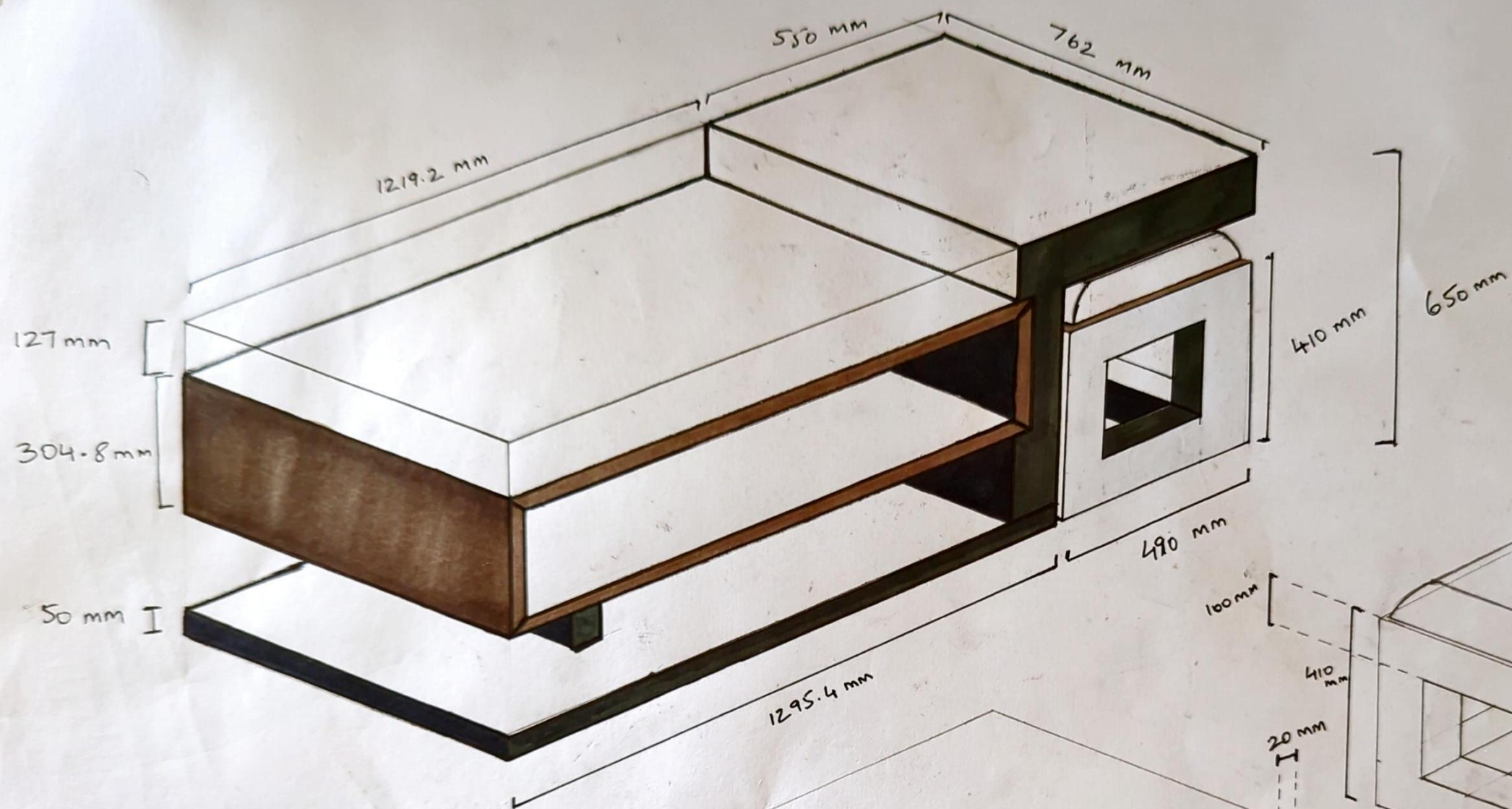
Final Digital Model

Task 3B

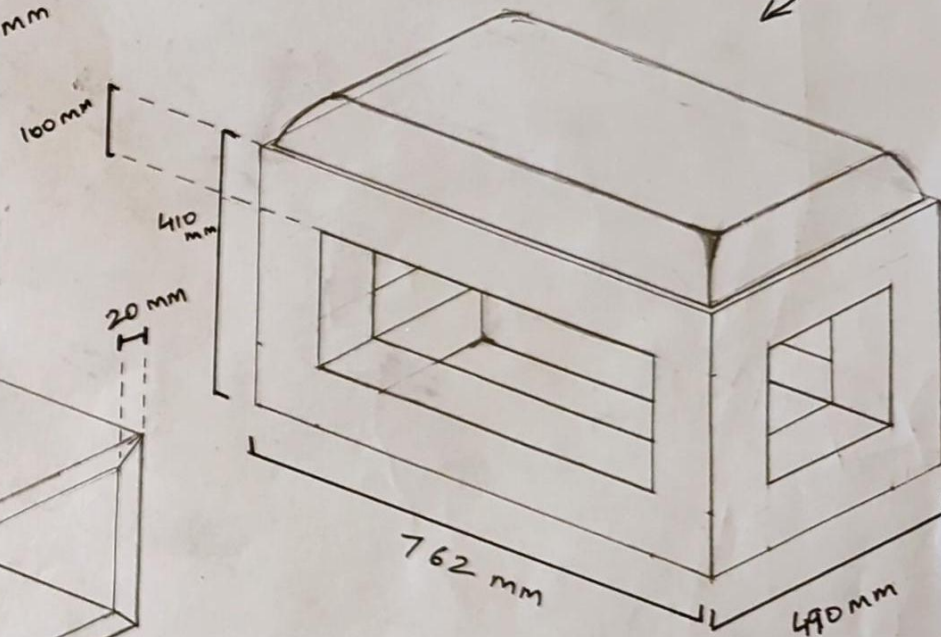
FINAL IDEA AND DOCUMENTATION

Final Technical Drawings

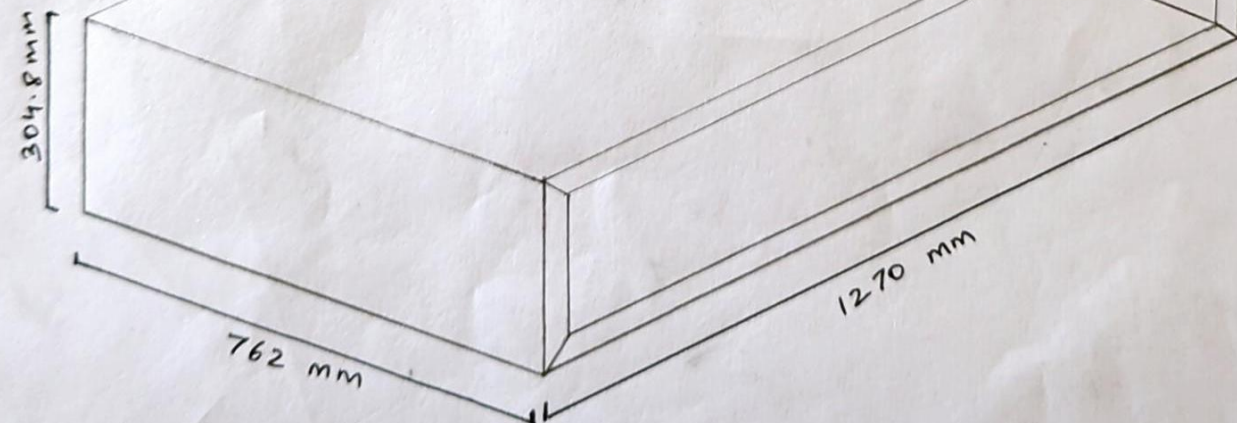
①



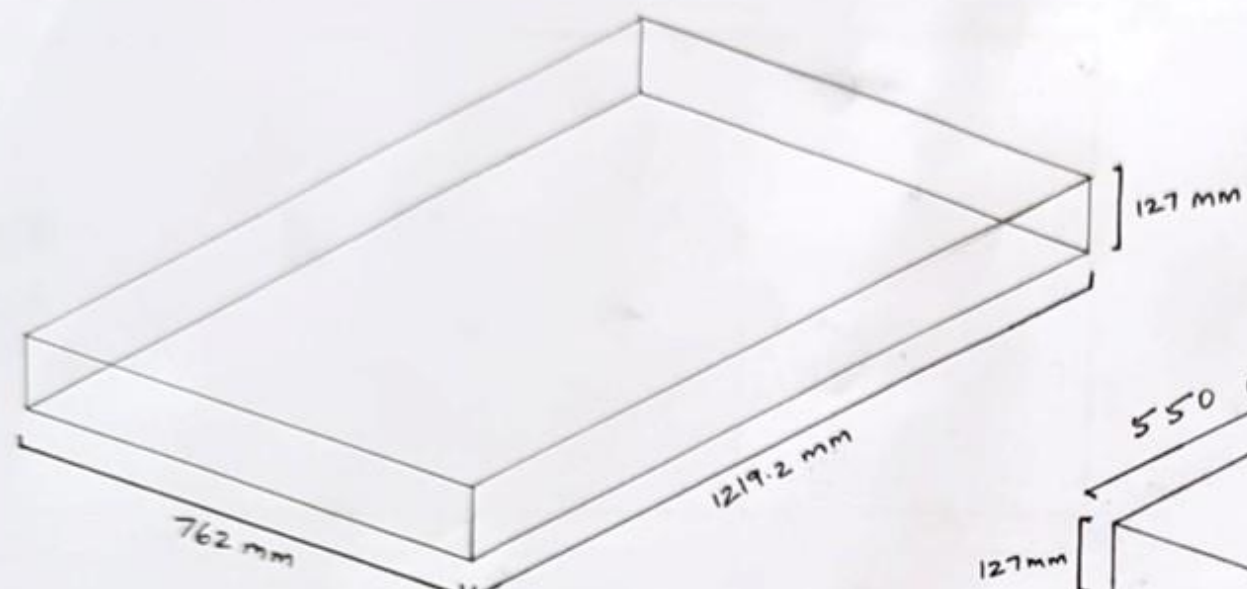
SEATING
→



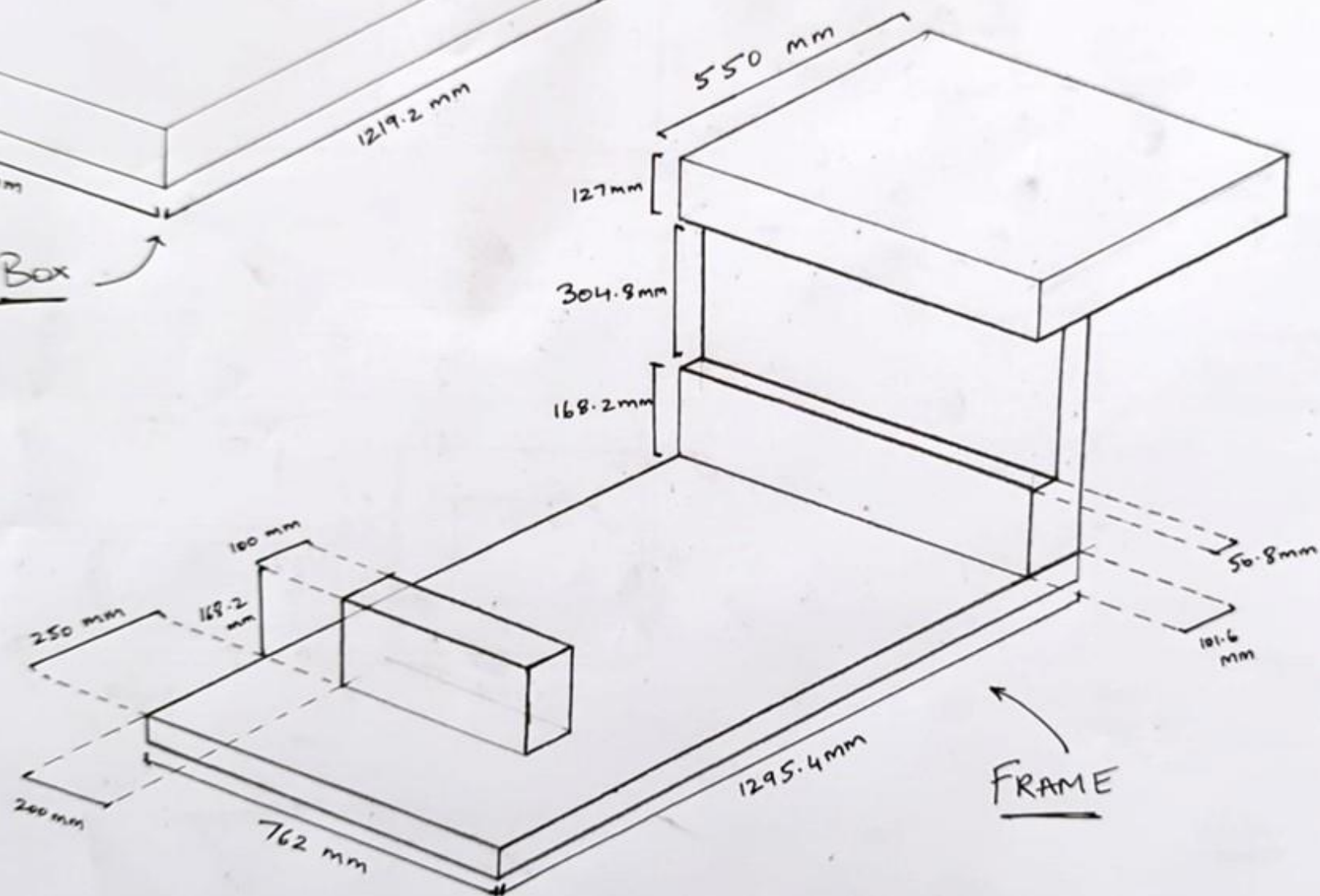
STORAGE
Box



AR
9/11



GLASS Box



FRAME

Task 3B

FINAL IDEA AND DOCUMENTATION

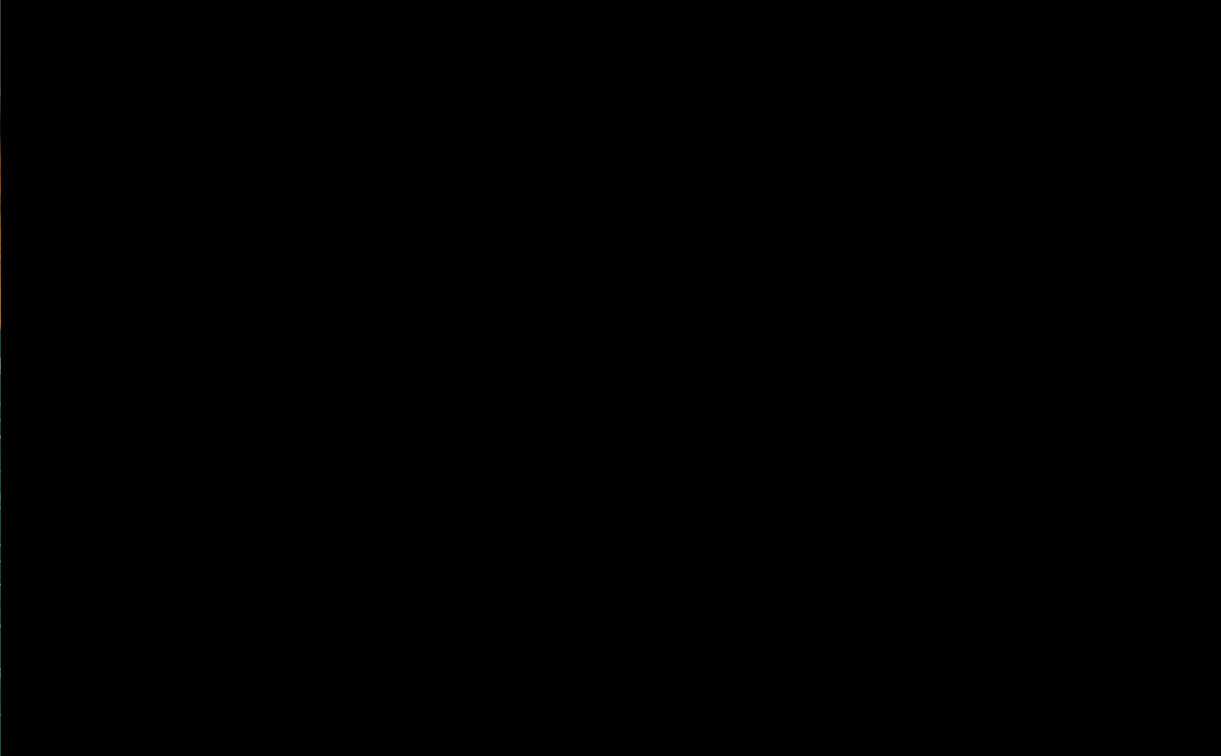
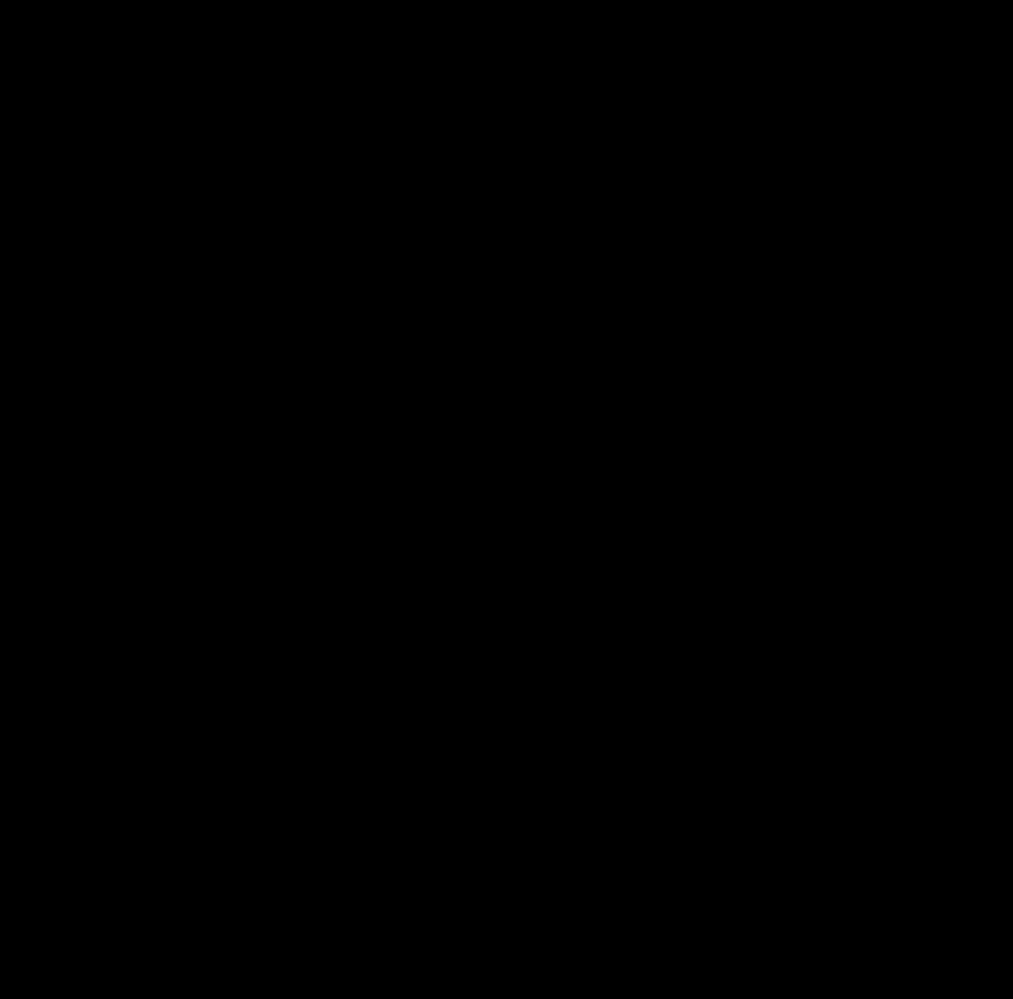
Physical Prototype Model

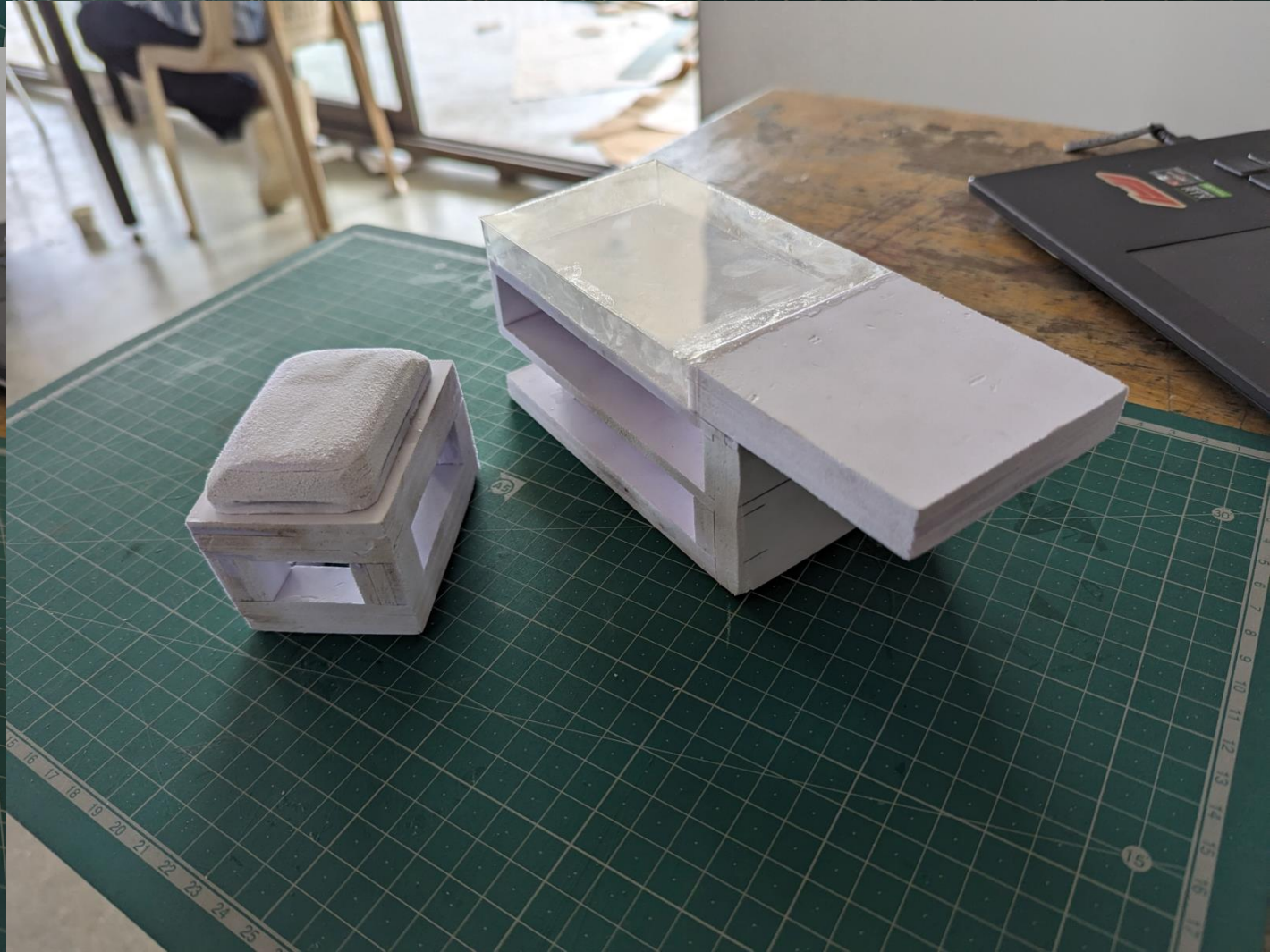
Made With Sunboard, Plastic
Sheet and Cyanoacrylate adhesive

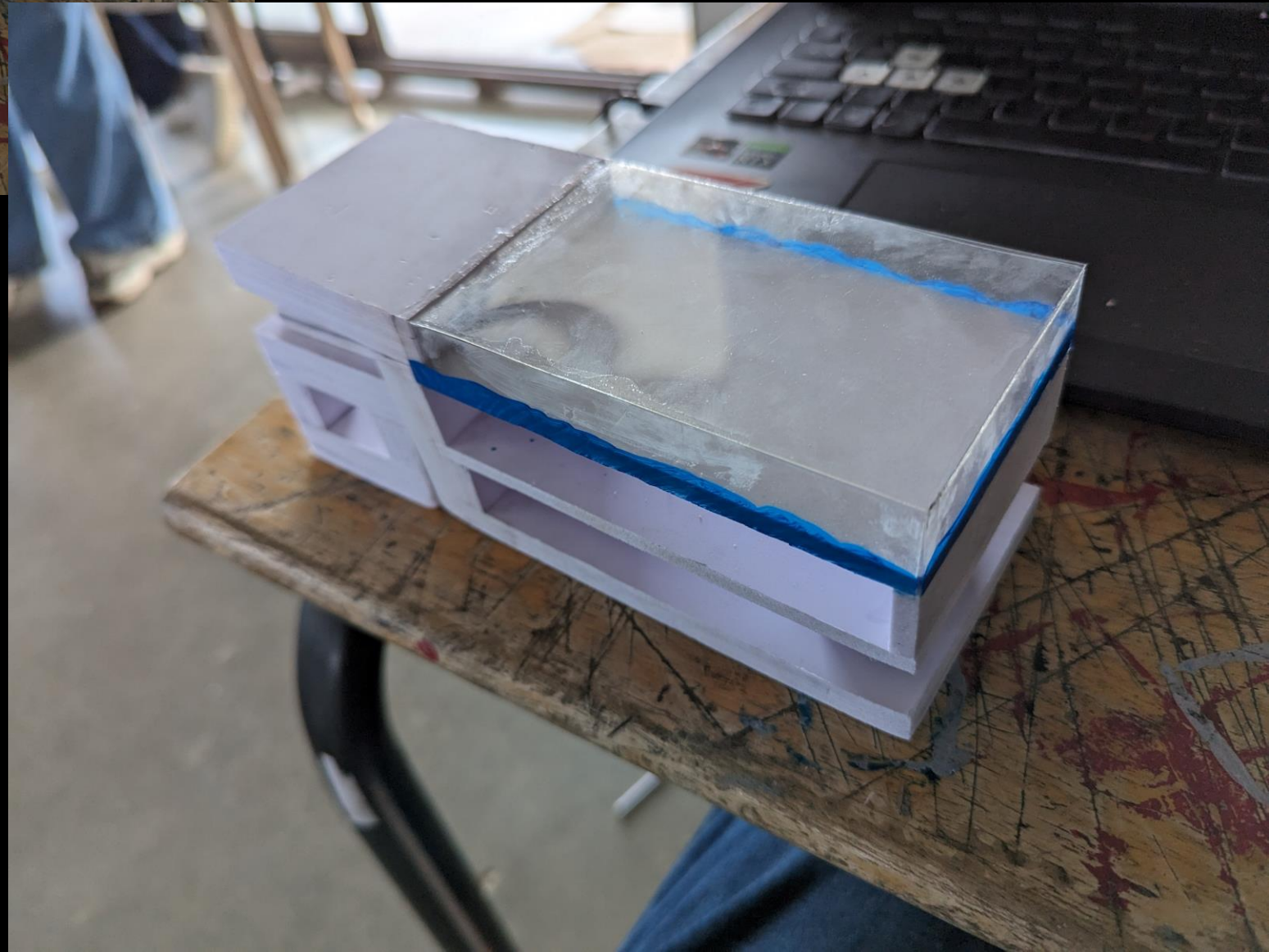
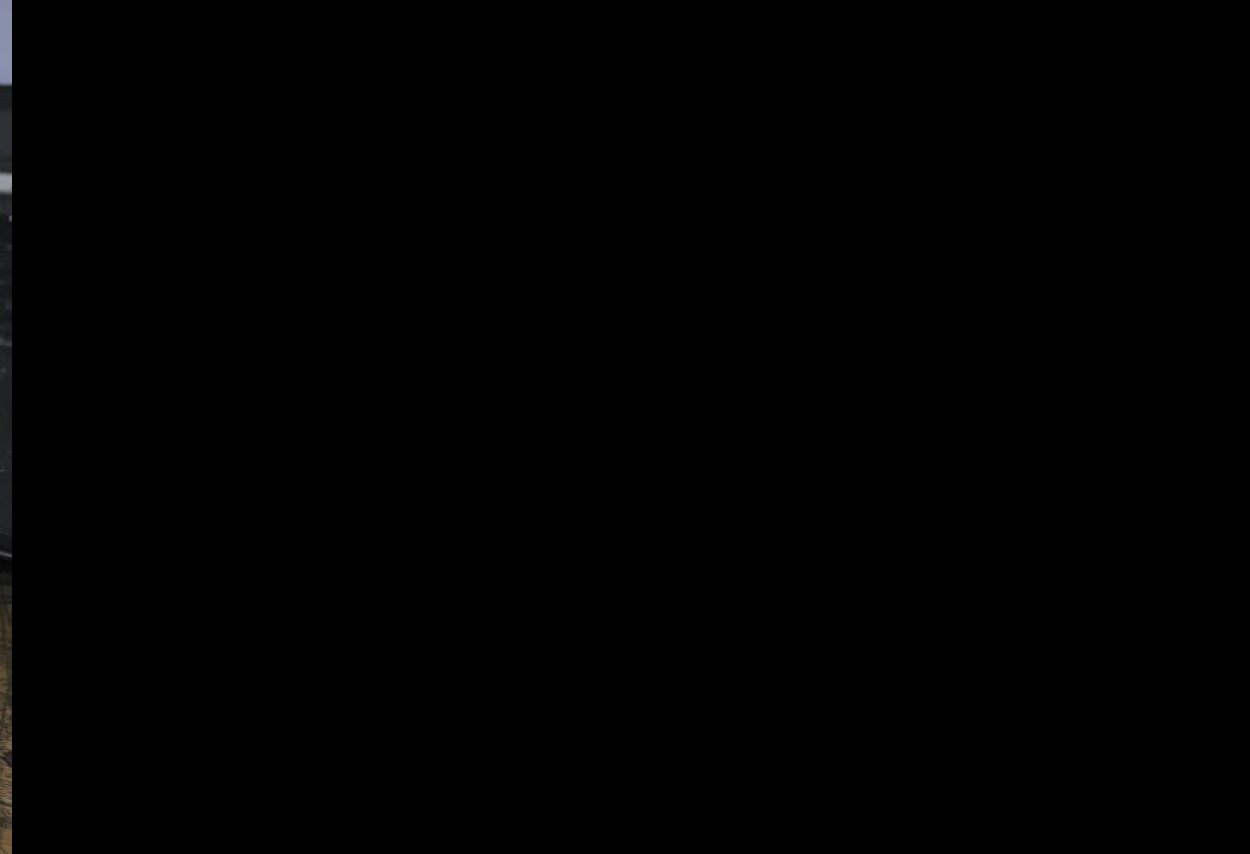












**Updated
Model
With Paint**

Task 3B

FINAL IDEA AND DOCUMENTATION

Process Reflection

Reflective Note

For task 1A, I began by making a couple of mindmaps based on the works of Salvador Dali. While doing this, I came across various methods in which the artist had portrayed his art. This inspired me to look at various kinds of artefacts for my further iterations. Then, as I got down to writing my own experiences, I started to draw connections from the units I was enrolled in for this semester. For the concepts, I looked at getting the final output as a product, a photocollage, or some furniture, that serves multiple purposes. I narrowed it down to these broad outcomes as these were the skills I learnt during this semester. While sketching the concepts, I heavily relied on the sketching skills that I learnt from the detail and refinement unit. This helped me to get a lot of vibrant sketches, that conveyed the concept clearly. While making these iterations, I made sure to include some artefacts that help encapsulate the experience of the user using photographs, as I learnt from my GS that they serve as an important medium to convey personal experiences.

After this, I proceeded to narrow the outcome to 2 artefacts, one being a product and the other, a piece of furniture. I then proceeded to make more iterations of the same. Ultimately, after careful consideration, I chose to go ahead with a concept of a centre table, which had space to store and display memories. For making the prototype and the digital model, I relied on the combined skills that I learnt from my workshop (Digital Skills), Furniture design unit (Mapping space and public furniture) and product design unit (Detailing and refinement). Ultimately, I was pretty pleased with the final outcome, considering that we had only a couple of days to come up with the final artefact. Overall, I was pretty pleased with the connections I could make with my opted units, to come up to the final artefact.