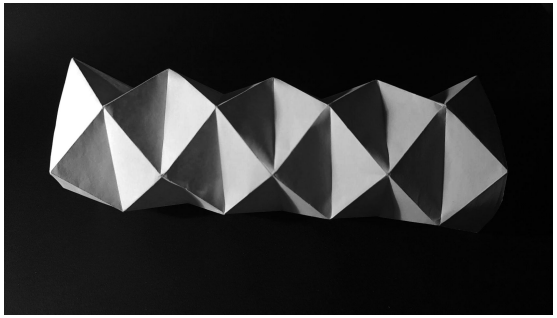
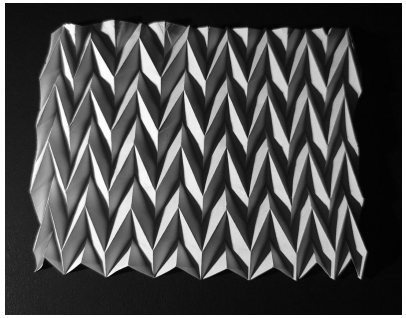
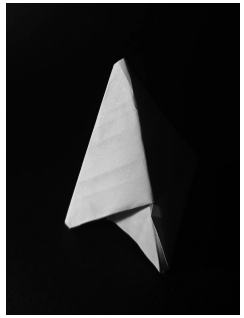
Information Aesthetics

Part 1

Brendan Dutton

Information aesthetics
DSDN 111

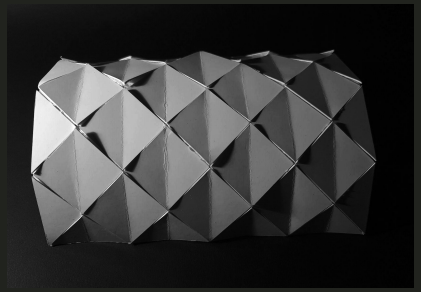
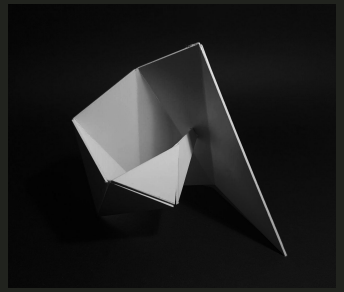
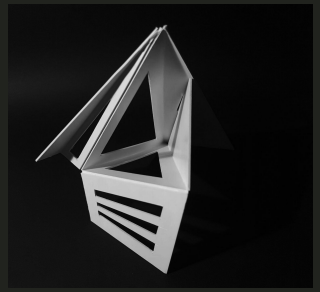
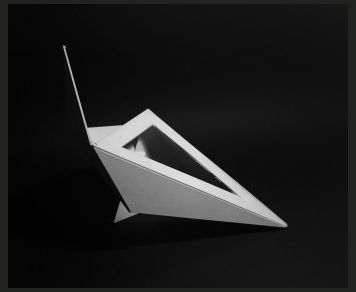
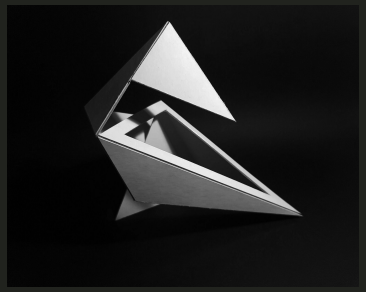


Paper Iterations

The first two paper iterations consisted of me playing around with the paper to see how it reacts to the folds. I was going with symmetrical dynamism with these first two iterations.

With the last two paper iterations I decided I wanted to make a more industrial structural look which can stand by itself. I was experimenting with folds that overlap each other.

With these concepts I wanted to experiment more on contrast and dynamism with my cardboard models.

Initial Card Iterations

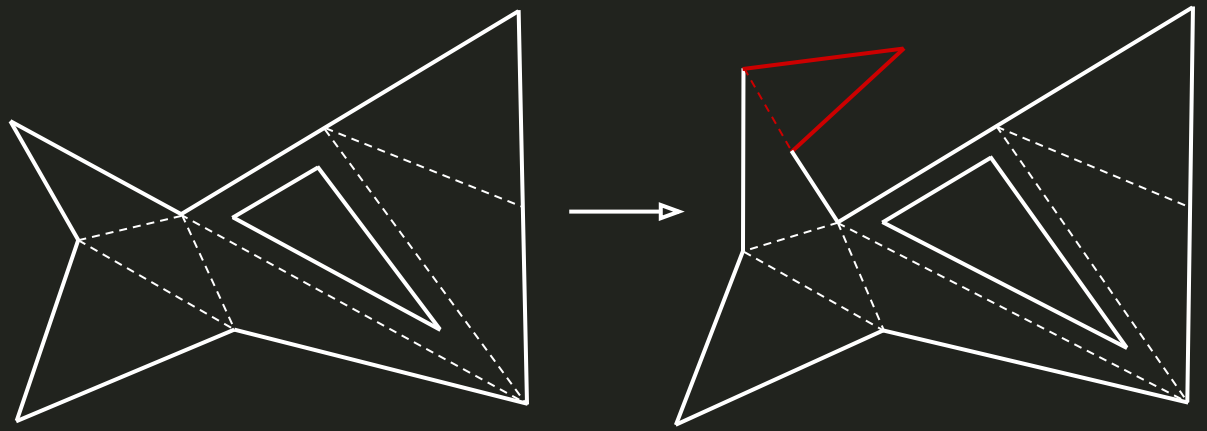
For my first card model I wanted to try get the same effect I had with my first paper model. I learnt the hard way that card does not act the same as paper and the top of the card rips when you cut sharp folds.

From my second card model I really liked the curved look but thought it lacked volume and contrast and felt very bland.

I decided to experiment with contrast for my third model but think I overdid it with too many faces being open. I really liked the triangular faces on this model and decided to iterate this further for my fourth, and final hero model.

I took the contrast from my third model and the triangular shapes from my second and third model to come up with this shape. I really liked this model but felt like it was missing something.

For my final, hero model I took heavy inspiration from a scorpion with the way the stinger curves over their body. This model is very similar to my fourth model but has some minor changes with width and length and added faces. I have also made the connection joint stronger by cutting it thinner.



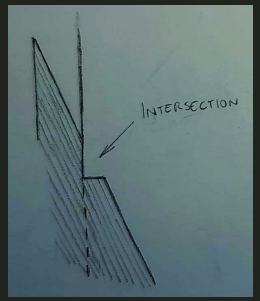
Nets

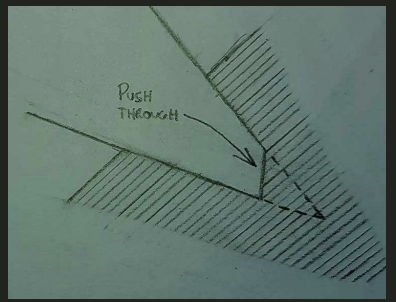
To create my hero model, I edited my fourth model by extruding different edges and experimenting with the width and length of different faces. I also added a new triangle to the top left of the net to create the look of a scorpion I was going with.

Visual Strategies

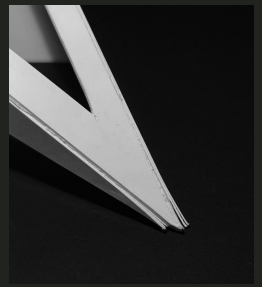
Joints

To join the rear two planes together I decided on these two idea for joints, I liked the left join more because I felt like it would hold much better and is more adjustable as it can be slid up or down the rear of the model.

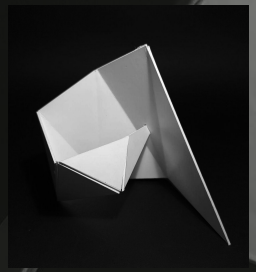
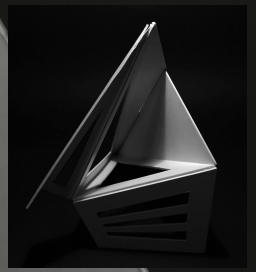
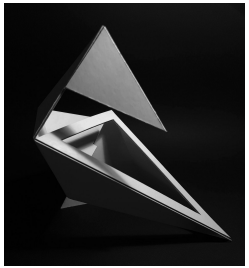
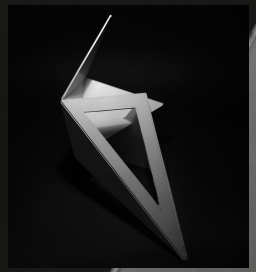
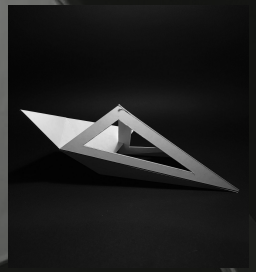
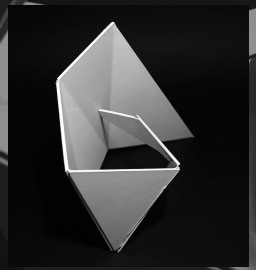
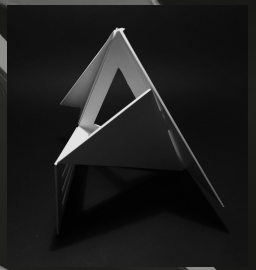


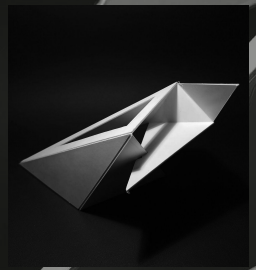
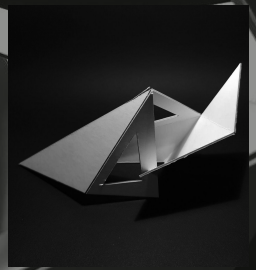
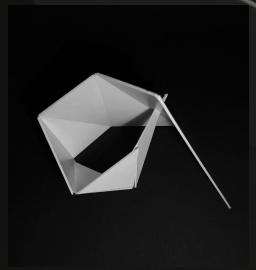
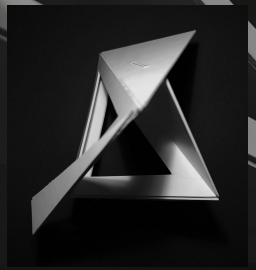


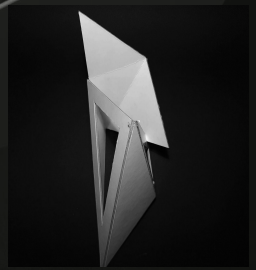
I found that when making cuts to fold the card, if you have many folds going into one corner the card like to mi behave and peel off. This was an issue I found when making my card models and found that you need to be careful when scoring the card near these corners.



The Family

The Hero