

FINAL PROJECT

SPATIAL EXPLORATION & MANIPULATION

MOO RENEE

0359595

SECTION 03

FID

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INTRODUCTION TO SPATIAL DESIGN

DST 30705

1st SKETCHES

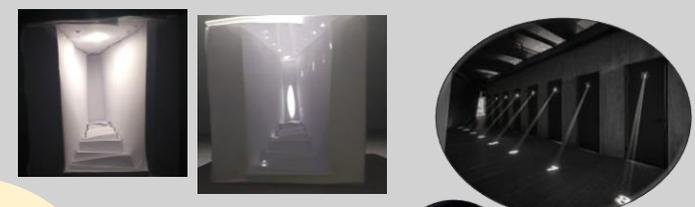
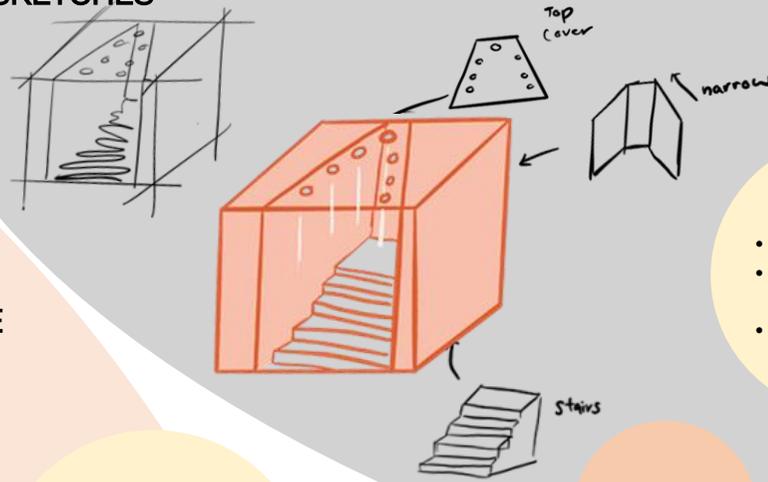


IMAGE REFERENCE



HOW

- In a dark place
- Place that are unfamiliar
- Staying alone in a narrow place

WHY

- Uncomfortable
- Dark
- Creepy

FEAR

WHAT

- Curled up in a corner
- Dare not move
- Afraid to speak
- Difficult breathing
- Have a bee in one's bonnet

MOO RENEE

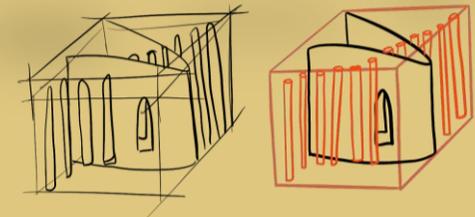
PEACEFUL

CURIOUS

HOW

- Open space
- Bright
- Window
- Joyful

1st SKETCHES



WHY

- Hide and seek
- Investigation
- Experimental
- Surprise

WHAT

- Going around
- Searching
- Wall around block the line of sight
- Windows

HOW

- Bright space
- Quiet
- Empty

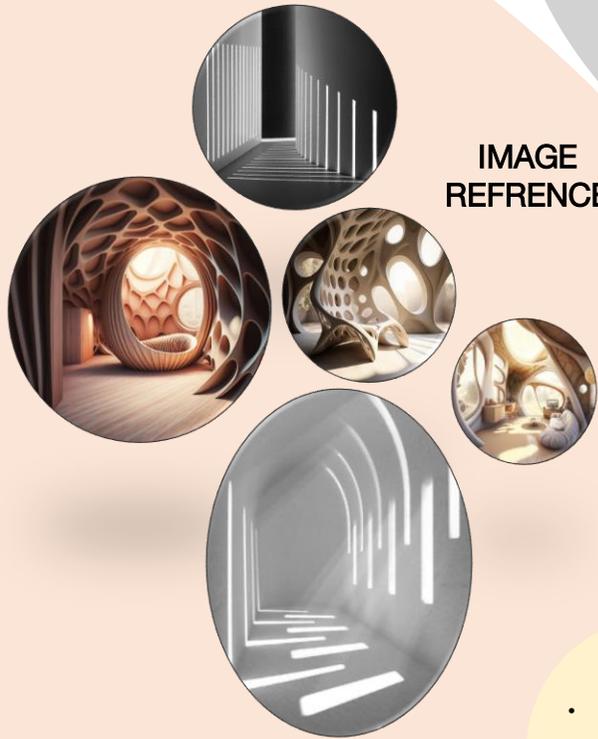
WHY

- Staying in a quiet space
- Listening to music I like
- Raining

WHAT

- Sleepy
- Listening to music
- Raining
- Laying down

IMAGE REFERENCE



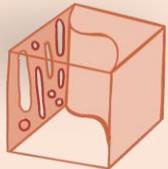
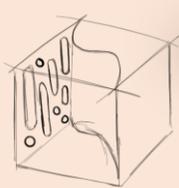
Curve shape
So, when the light come in it will not be boring



holes (allow light to go in)



IMAGE REFERENCE



1st sketch
-Peaceful-

Peaceful – curious – fear

I have chosen this sequence because it starts with a sense of peace, and I wanted to step out of my comfort zone, curious about what lies beyond. However, the outcome turned out differently than I had anticipated, leaving me feeling more fearful about venturing outside my comfort zone.



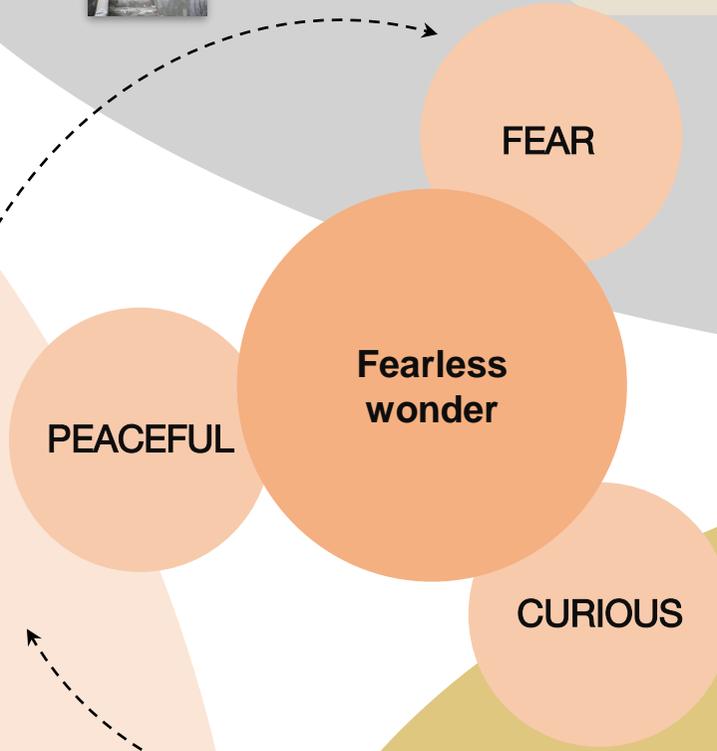
To create a sense of fear in this model, I intend to manipulate its design by gradually narrowing its dimensions while incorporating darkness. This combination of a shrinking environment and dim lighting is meant to instill a feeling of confinement and obscurity, enhancing the sense of fear and unease within the space. I have chosen "fear" as the emotion for this model because it is an inevitable experience that everyone encounters in life. It is a response to perceived danger or potential harm, which can evoke a sense of unease or discomfort.

- KEYWORD**
- Dark
 - Narrow
 - Creepy



- Keyword**
- Music
 - Raining
 - Sleepy
 - Relax
 - Safe

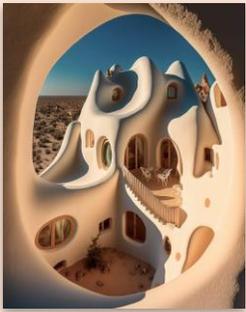
Peace embodies a state of calmness and undisturbed harmony. It acts as a contrast, to the encounters of aggression and strife providing a haven of security and steadiness. Personally, peace holds value as it brings about a sense of relaxation and freedom. It gently envelops the warmth of a sofa evoking emotions of comfort and tranquility. As the soft sunlight filters in peace evolves, into a symphony of serenity accompanied by notes of contentment.



Curiosity is an innate drive that compels us to seek out and explore new things, often with an anticipation of encountering unexpected challenges or problems. I have chosen "curiosity" as the primary emotion for this model because it fills me with excitement and ignites a sense of exploration. It evokes wonder and a deep desire to uncover new knowledge and experiences.

To evoke a sense of curiosity within a physical space, I propose utilizing pillars as design elements. By incorporating curved shapes to divide the space, we can create a captivating visual effect. Additionally, integrating windows that offer glimpses into other areas can further stimulate curiosity and intrigue.

- KEYWORD**
- Explore
 - Fun
 - Excited
 - Joy



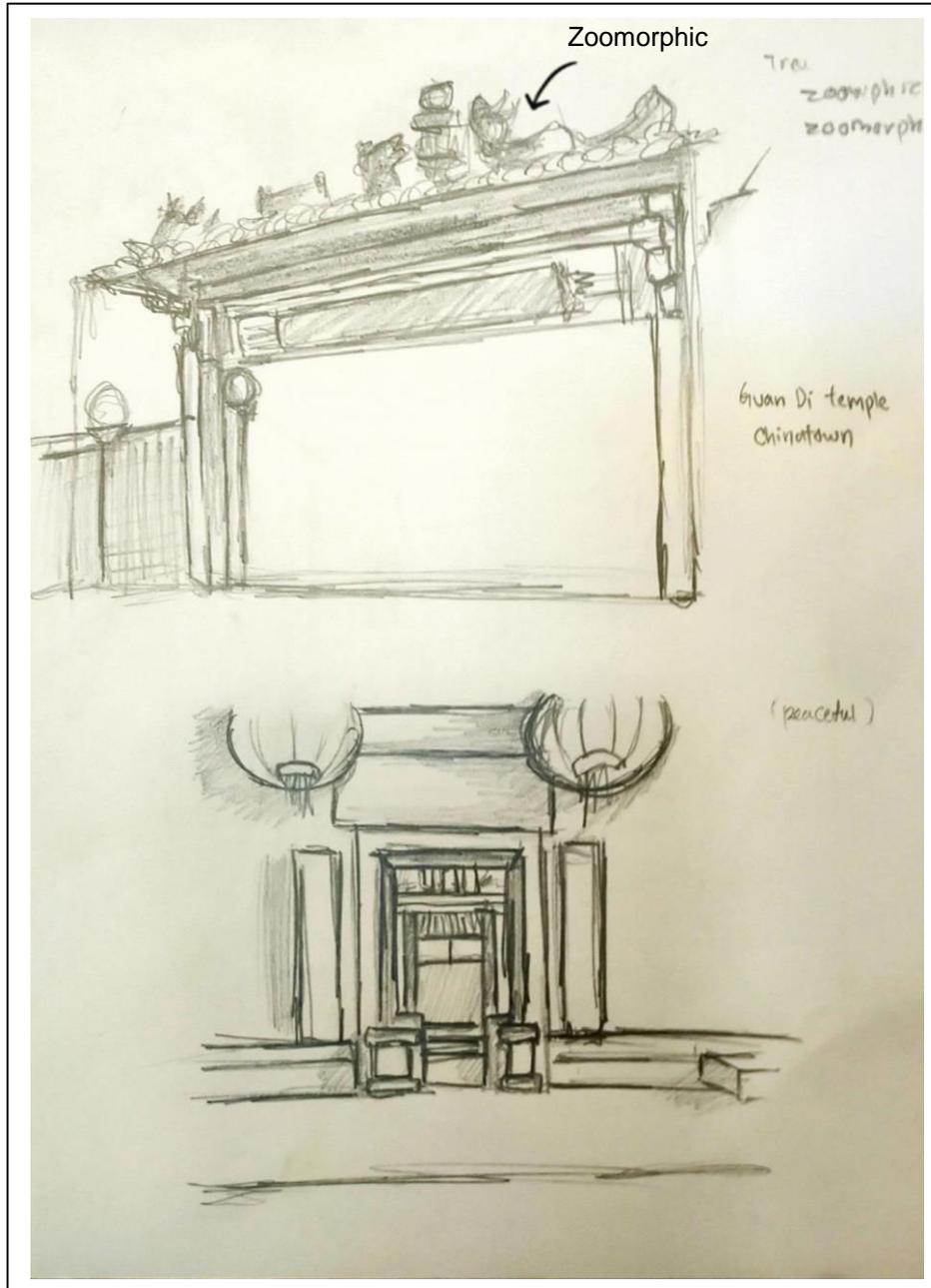
Peaceful

Curious

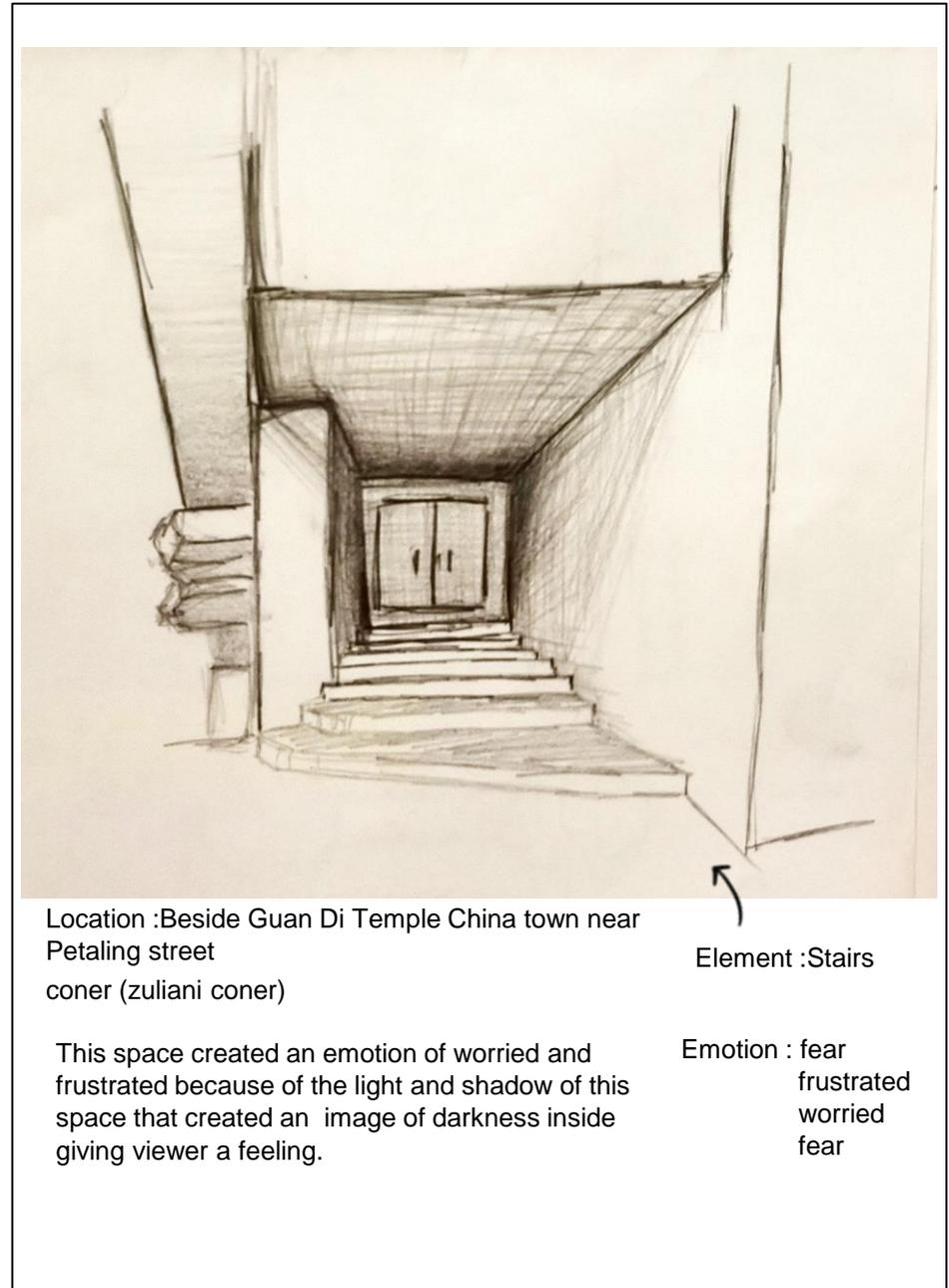
Fearless wonder

Fear





Emotion : Peaceful



MOCKUP

SKETCHES, INSPIRATION, FORM TRANSFORMATION, SPACE EXPLORATION & MANIPULATION,

1st mock up (for emotion)



curious

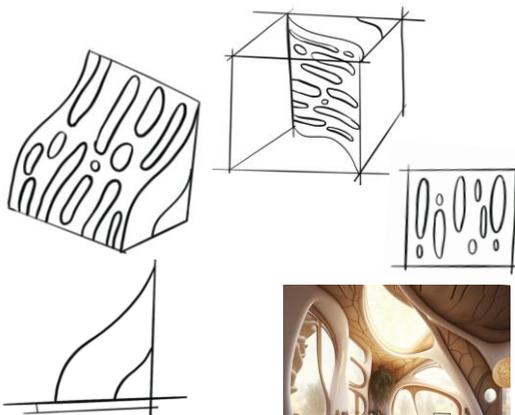
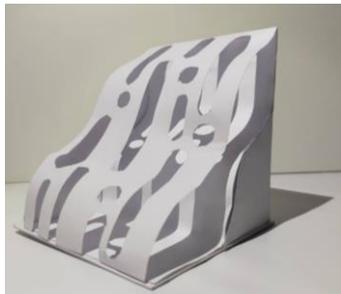


Peaceful



fear

2nd mock up



Inspiration

Design principle used

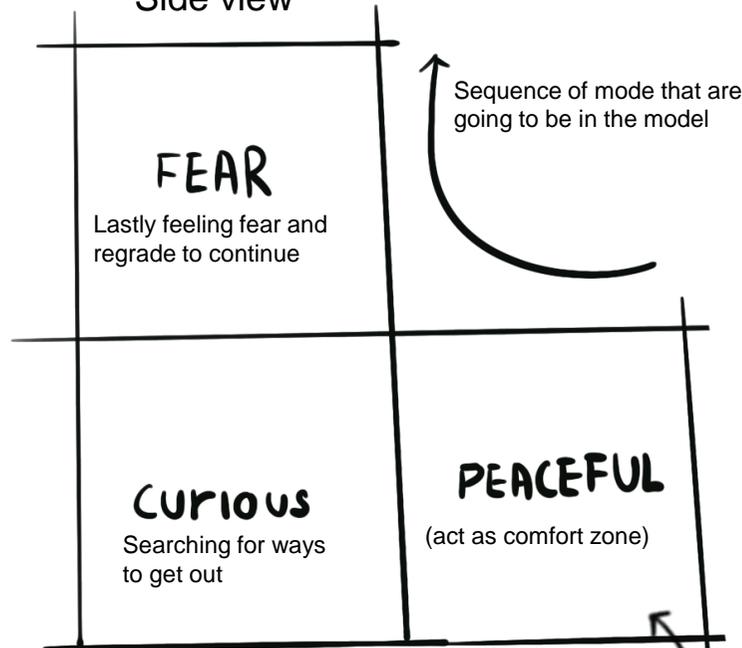
- Repetition
- Rhythm/movement

Changing shapes for the emotion so it is not a square (For final mock up)

Using movement and rhythm to create a shape of sofa

Arrangement For mock up model (sketch)

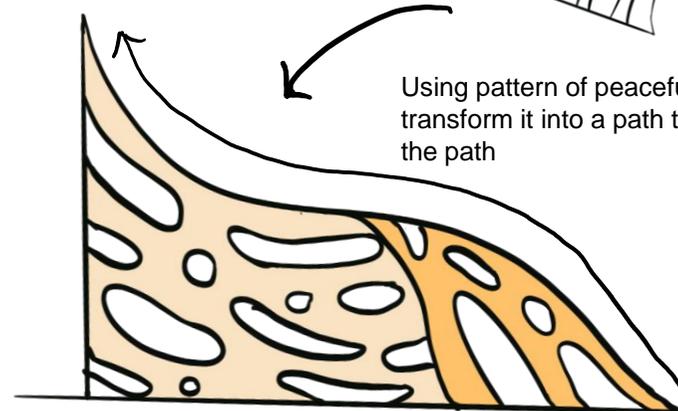
Side view



Form Transformation (for final mock up)



Using pattern of peaceful to transform it into a path that led the path



Mockup

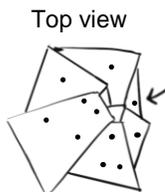
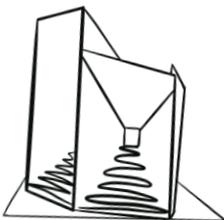


Inspiration

To create a sense of space getting smaller and narrow that make me feel oppression and fear

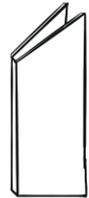


Repetition of each side of stairs (Contain different perspective / angle)



Top view

Hole to allow light enter



Shape using

Facing front



Front view (without stairs)

MOCKUP

SKETCHES, INSPIRATION, FORM TRANSFORMATION, SPACE EXPLORATION & MANIPULATION,

1st Final Mock up



Front view



Right view

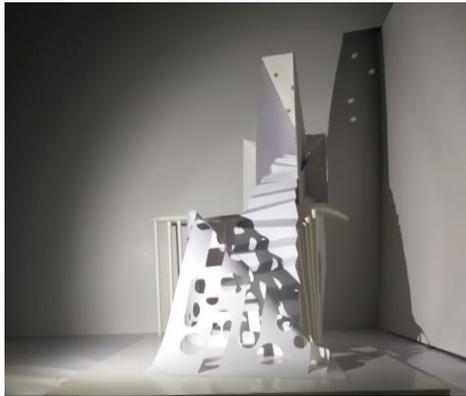


Left view

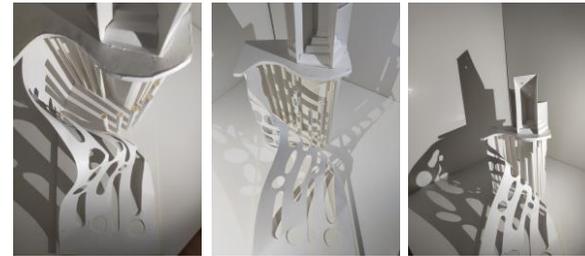
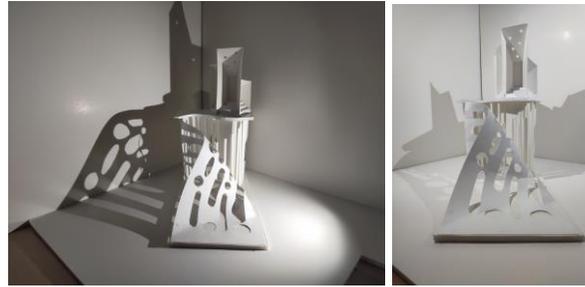


Back view

Light and shadow



Light and shadow



2nd Final Mock up



Front view



Back view



Right view



Left view

Changes (From Mock up 1)

- Removing stairs from mock up 1
- Changing/ rearranging scale of this mock up
- Make it more tidy



Top view

MOCKUP

Top view

Final model

SKETCHES, INSPIRATION, FORM TRANSFORMATION, SPACE EXPLORATION & MANIPULATION,

Form Transformation
Fear

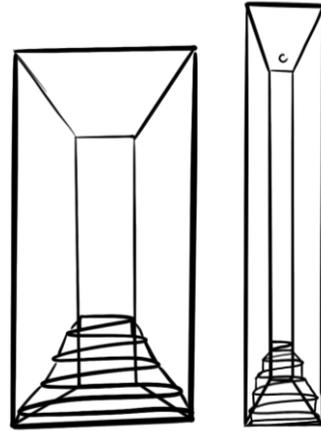


Mockup
Trying to make it become the focus of this model



Change height

To make it more interesting and create a contrast with height



Different height and width

Sketch for final model

Fear

This will be climax of the story that act as a method to or this that make the viewer (me) feel fear and despair of the endless height of this model that I wanted to show

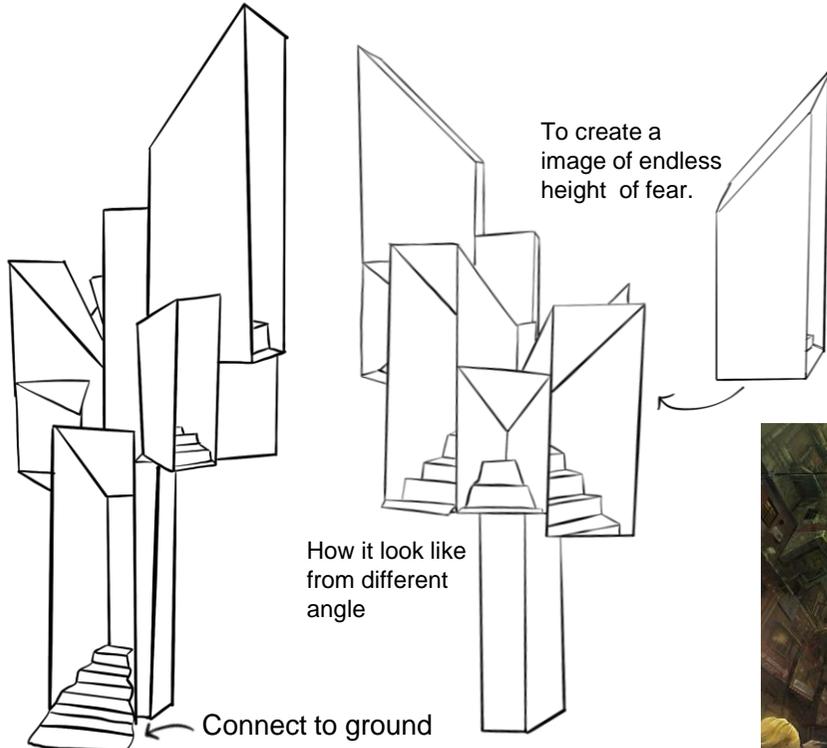
Curious

The middle of the story that start to show a mode of searching and looking for a way to get out of this place

Peaceful

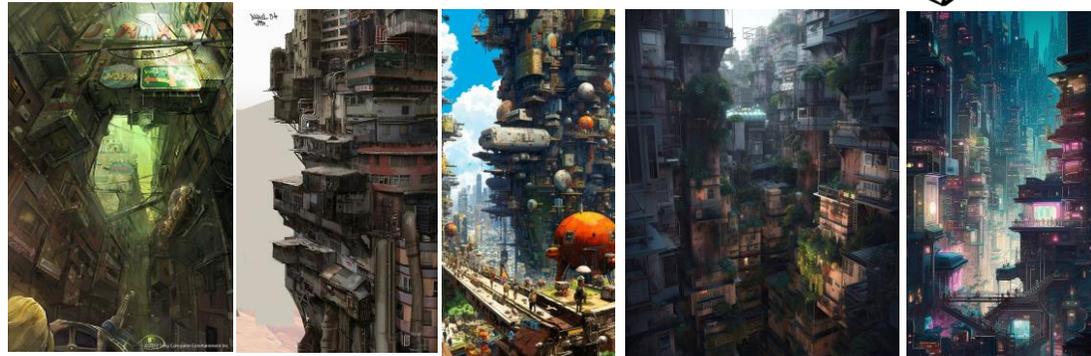
Start of journey with peaceful to create path that lead viewer to the story

Overall look of this part in this model



How it look like from different angle

Inspiration
(from illustration)



Building stacking up together

Using this idea to make it look more interesting

FINAL MODEL

Final model

PHOTOS OF MODELS



Front view



Back view



Right view

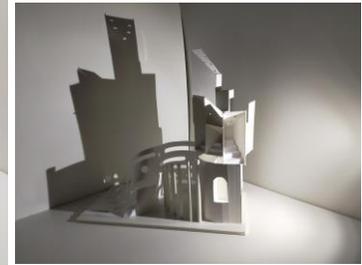


Left view



Top view

LIGHTS & SHADOWS + PERSPECTIVE



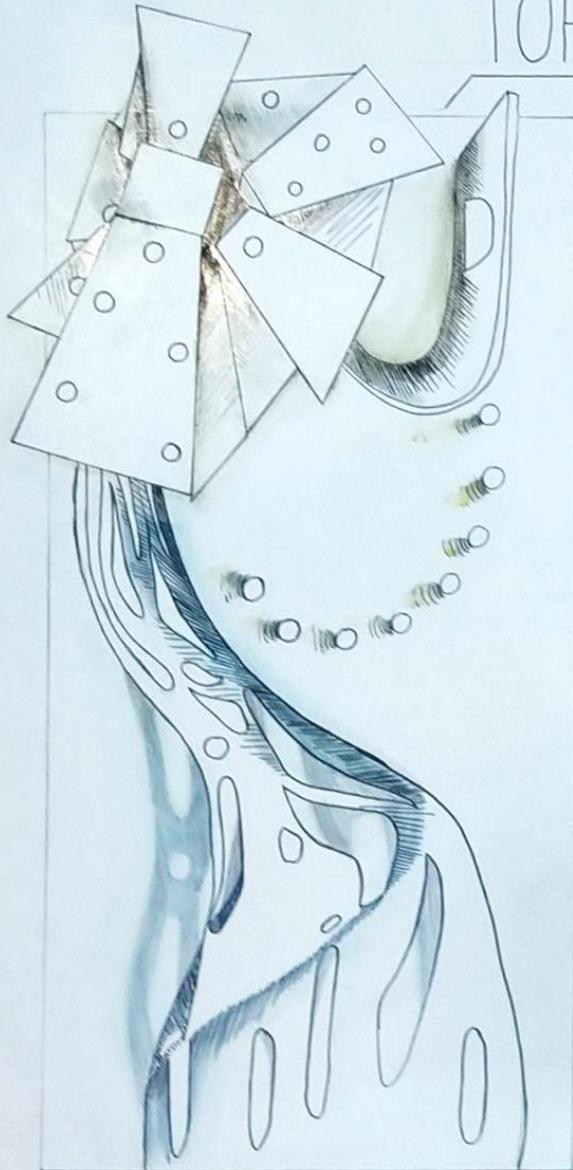
DETAIL SHOTS



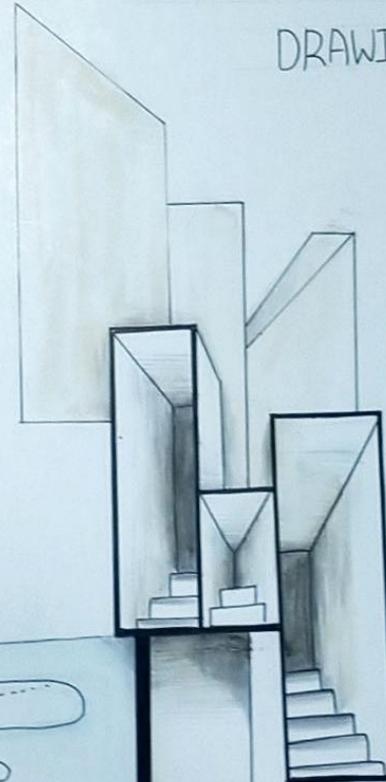
FEARLESS WONDER

TO GET OUT OF THE COMFORT ZONE IS A PROCESS OF SEARCHING AND EXPLORING BEYOND WHAT IS FAMILIAR, WHICH MAY INITIALLY MAKE US FEEL PEACEFUL AS WE EMBARK ON THIS JOURNEY. HOWEVER, AS WE SEARCH FOR WAYS TO STEP OUT, CURIOSITY ARISES, BUT CAN ALSO LEAD TO FEELING OF FEAR AND UNCERTAINTY ABOUT VENTURING INTO NEW PLACES AND EXPERIENCES. DESPITE THESE APPREHENSIONS, IF WE MASTER THE COURAGE TO CONFRONT OUR FEAR AND ACT, WE WILL ULTIMATELY TRIUMPH OVER THEM. NEVERTHELESS, EVEN AFTER ACHIEVING SUCCESS, IT IS COMMON TO FIND OURSELVES RETURNING TO THE PLACE WHERE WE FEEL COMFORTABLE, AS IT SERVES AS A NATURAL RETREAT OR HAVEN.

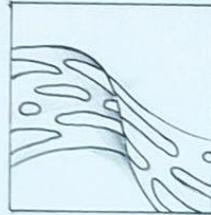
TOP VIEW



SECTIONAL DRAWING

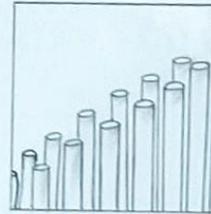


PERSPECTIVE DRAWING



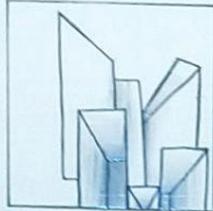
PEACEFUL

MOVEMENT IS SHOWN BY GENTLY BENDING THE PAPER TO CREATE A CURVE



CURIOS

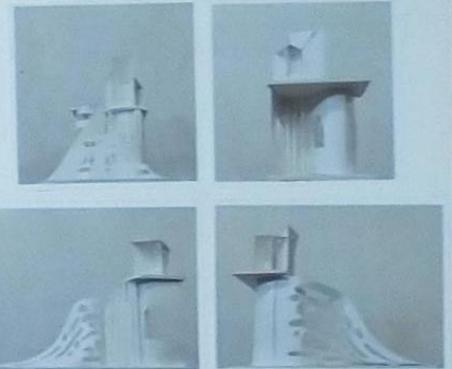
REpetition CREATE A SERIES OF REPETITIVE STICKS ACTING AS PILLARS THAT LEAD THE VIEWER TO FOLLOW THE PATH AND SEARCH FOR THINGS



FEAR

REpetition OF THE BOXES WITH A DIFFERENCE OF HEIGHT

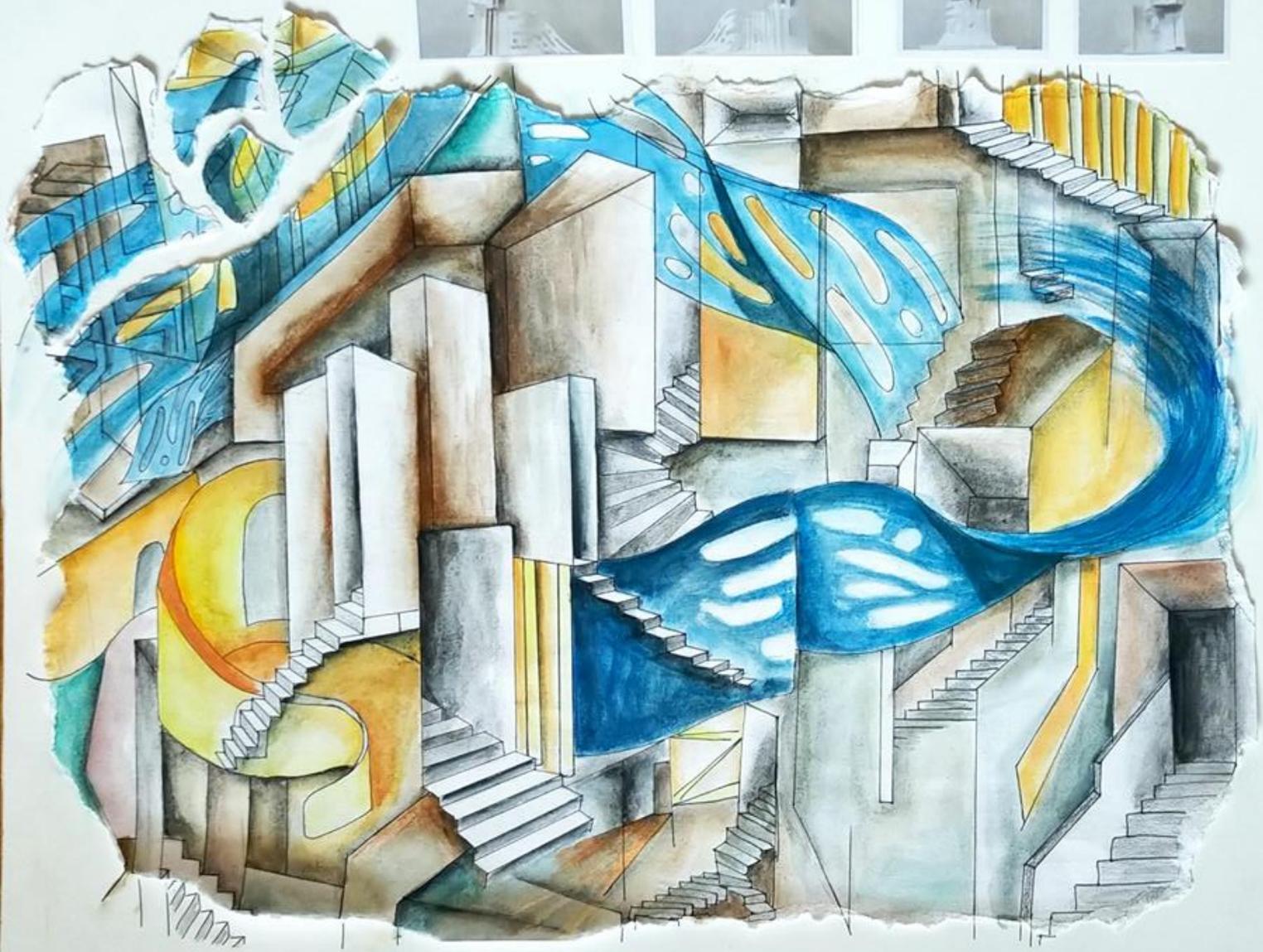
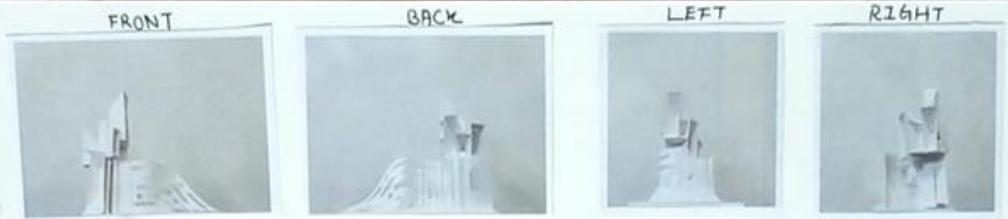
MOCKUP



MODEL DESCRIPTION

THIS MODEL HAVE REPRESENTS THE JOURNEY OF STEPPING OUT OF OUR COMFORT ZONE, GUIDED BY THREE EMOTIONS: PEACEFUL, CURIOS, AND FEAR. PEACEFUL SYMBOLIZES STAYING IN OUR FAMILIAR PLACE, WHILE CURIOSITY DRIVES US TO SEEK A WAY OUT AND EXPLORE BEYOND. FEAR EMERGES AS WE CONTEMPLATE LEAVING, WORRYING ABOUT WHAT LIES AHEAD BY USING DIFFERENT DESIGN PRINCIPLE TO PRESENT.

ELEVATION



AXONOMETRIC DRAWING

LIGHT AND SHADOW

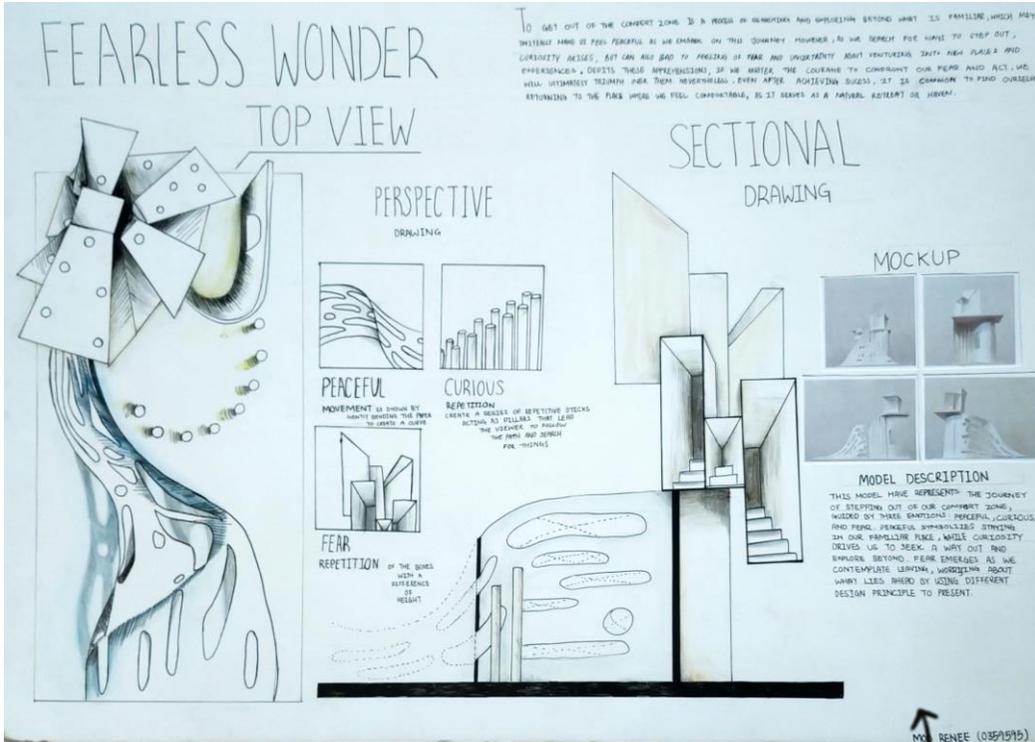


BUBBLE DIAGRAM

- PEACEFUL**
 CREATE A REPRESENTATION OF A COMFORTABLE PLACE USING A REPETITION OF CIRCLE ON PAPER, CURVED TO EVOKE A SENSE OF MOVEMENT AND MUSIC.
- CURIOUS**
 UTILIZE A BOARD WITH A WINDOW TO INSPIRE EXPLORATION AND THE SEARCH FOR A WAY OUT, ENCOURAGING CURIOSITY.
- FEAR**
 DEPICT HESITATION AND FEAR OF THE UNKNOWN BY EMPLOYING NARROW BOXES AND STAIRS THAT MOVE UP AND DOWN, CREATING AN IMAGE THAT EVOKES FEAR AND HESITATION.

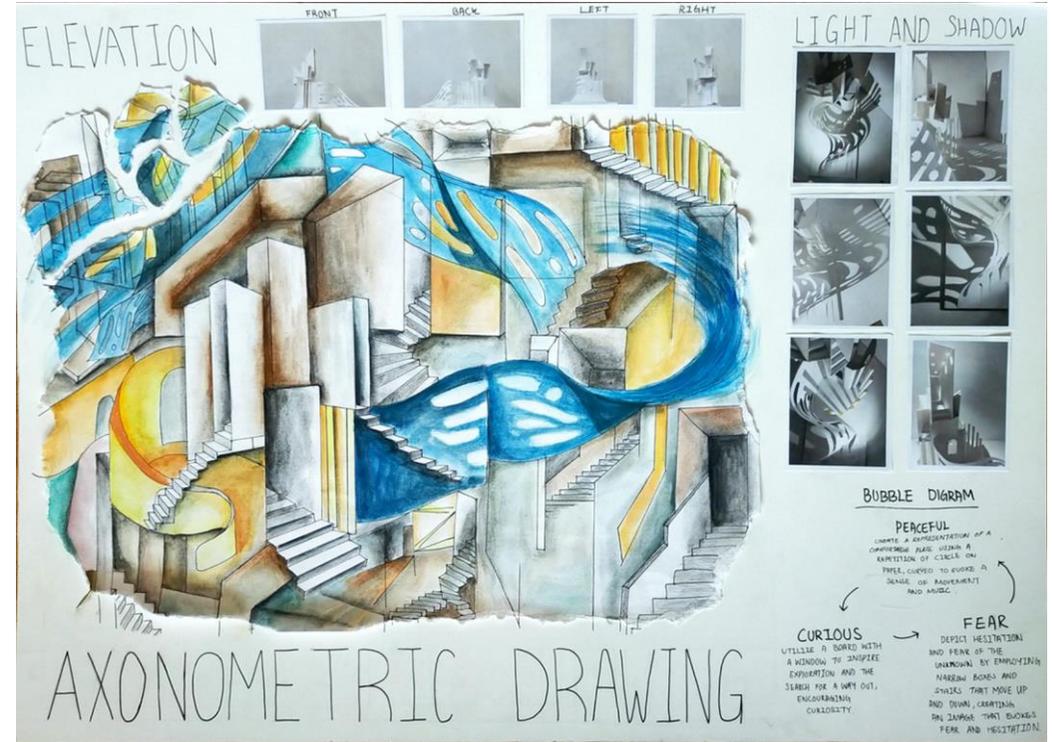
Narration

To get out of the comfort zone is a process of searching and exploring beyond what is familiar, which may initially make us feel peaceful as we embark on this journey. However, as we search for ways to step out of our comfort zone, curiosity arises, but it can also lead to feelings of fear and uncertainty about venturing into new places and experiences. Despite these apprehensions, if we muster the courage to confront our fears and act, we will ultimately triumph over them. Nevertheless, even after achieving success, it is common to find ourselves returning to the place where we feel comfortable, as it serves as a natural retreat or haven.



Model description

This model represents the journey of stepping out of our comfort zone, guided by three emotions: peaceful, curious, and fear. Peaceful symbolizes staying in our familiar place, while curiosity drives us to seek a way out and explore beyond. Fear emerges as we contemplate leaving, worrying about what lies ahead by using different design principle to present.



Axonometric drawing

Using an abstract way to show and to present this drawing to show an expression of emotion by using element appear in the model for example stairs, pillar, and curve in the model to express this emotion of peaceful curious and fear.