AD1- Form Language

With Norris Lin

Th class breaks down in 2 part :

Part 1 - Wk1~5 (Form language exercise)

Part 2 - Wk6~10 (World building Group project)

Week 1:

- Big medium and small
- proportion exploration
- character form transformation
- vehicle form transformation
- customization

Week 2 :

- Character design basics
- primitive shape language (triangle square and circle)
- form language (aesthetic keyword breakdown + application)

Week 3 :

- Vehicle/prop design basics
- Form language (functional keyword breakdown + application)

Week 4:

- Architecture design basics
- Form language (aesthetic or functional keywords)

Week 5:

- Create unique visual recipe for architecture design using form language
- Exploring architectural layout, culture, artistic style and purpose.

Week 6: (World building Group project)

- Reference gathering and group discussion
- Ideation part 1
- Feedback

Week 7: (World building Group project)

- Ideation part 2
- Feedback

Week 8: (World building Group project)

- Iteration and polish part 1
- Feedback

Week 9: (World building Group project)

- Iteration and polish part 2
- Feedback

Week 10: (World building Group project)

- Final presentation
- Q&A with guest