

Final Project

Materials and Process in collaboration with Design 1

Create an Environment for your story

- In conjunction with the Design 1 project, you must create an environment in which your story is set and can be presented.
- You will build up one environment from an area of your story and make it exist in the real world. As well as being based on your story this will be used to present your story and character and all the research you have done throughout the project.
- All aspects of the environment must be considered for example the ceiling/sky/the distance/atmosphere.
- You will use what you have learnt on materials and process to realise this.
- Be playful and experimental with the materials and processes you use.
- You have a dimension you can't exceed which is a 2m cube.

Timeline:

Week 15th- 22nd Nov:

Decide on which environment from your story you are going to build up

Work on a 3D Model of this environment, try out different materials and processes which will help you visualise your environment

On 22nd Nov:

Present 3D Model of environment and materials/process sample

Spend the rest of class developing ideas. Teachers will help with possibilities of materials, processes, dimensions, etc

Week 22nd – 29th Nov

Continue developing and building environment

29th Nov:

Last day of tutorial. Have work finished by today. Synthesize with Design 1 on Friday 3rd December