

Zach Mellman-Carsey

Student Portfolio

Column: Brancusi to Building Project

Objective

Design a column that is made from 7 stacked modules

Modules should be based on dimensions 5"x5"x5"

Modules must be identical

Modules can emphasize lines, surfaces, or solid volumes, or a combination of these

Modules may not be glued or taped together

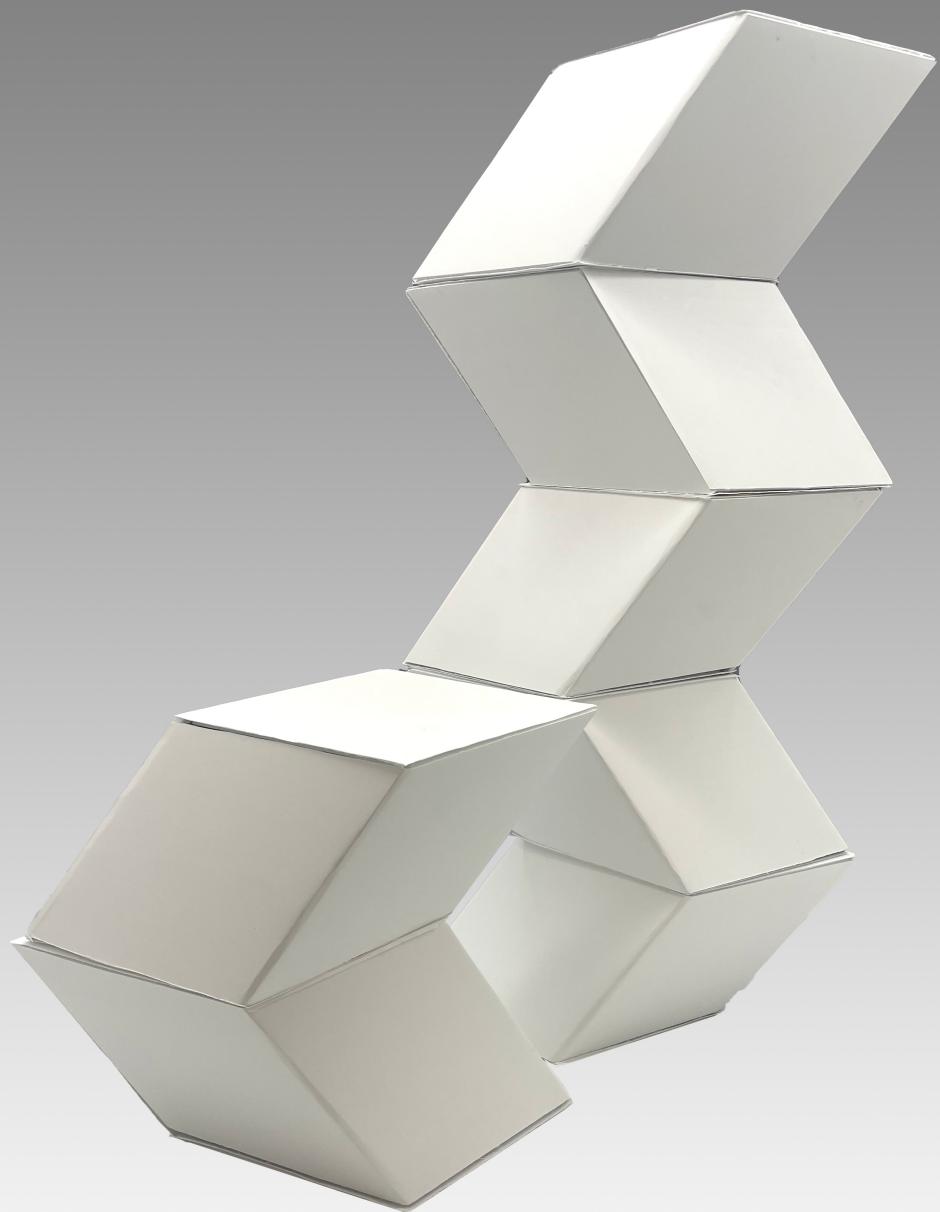
Modules should be designed to guarantee stability

Design+Theme

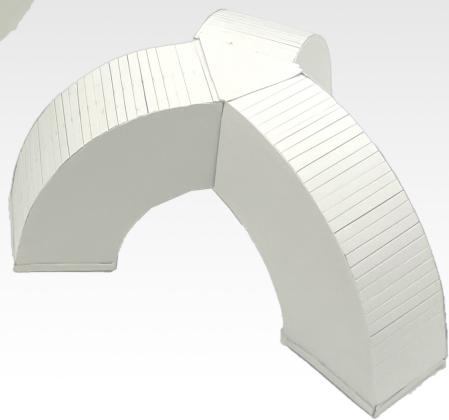
Gravity is an unavoidable fact of working in the three-dimensional world. Understand what goes into creating work that is equal parts innovative and functional in its appearance and stability. Explore how the design of an identical repeated unit can lend itself to verticality, implicit use, experimentation and visual harmony. Final piece should show an understanding that the whole is of greater importance than the individual unit.











Course: ART242 3D design (Freshmen Foundations)

Two-cut Challenge

Students are challenged to take a risk and embrace spontaneity by creating a wood sculpture utilizing the constraints of two cuts using a bandsaw.

Requirements:

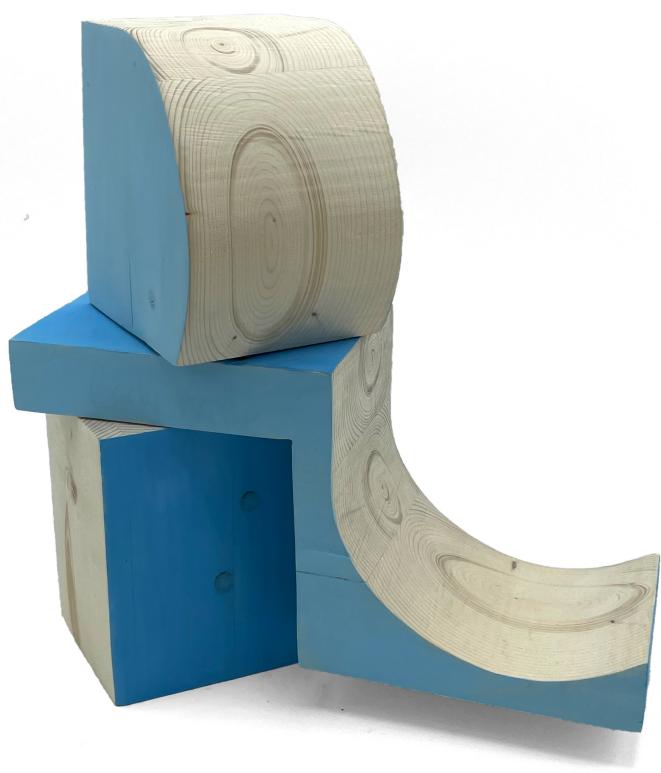
- The sculpture needs to use ALL of the pieces cut.
- 3D Form should convey a relationship to all of its parts by joining them together or existing in proximity.
- Only one type of connection may be used in addition to glue, which will be doweling.
- The project needs to be finished with a surface treatment (paint, wood stain, alternative media)
- Sketches need to be approved before you start cutting your block.

Objective:

Using the constraints of two cuts on a bandsaw; draft an interesting composition that will be joined together to produce a sculpture that will explore the relationship of forms regarding their proportion. Identify Dominant/Sub-Dominant/Subordinate elements, unit axes, and positive/negative space. Seek a balance of Unity and Variety when organizing and arranging and constructing your piece.







Course: ART142 2D design (Freshmen Foundations)

Wayfinding

Wayfinding is the use of color and other design elements to assist an audience in navigating a space or process.

Design a wayfinding experience or installation that uses the audience as a collaborator in the design's success. Students were encouraged to consider how wayfinding impacts their daily life, does the wayfinding around campus make your life easier or harder?

Requirements:

Design must cover an area of at least 18"x18"

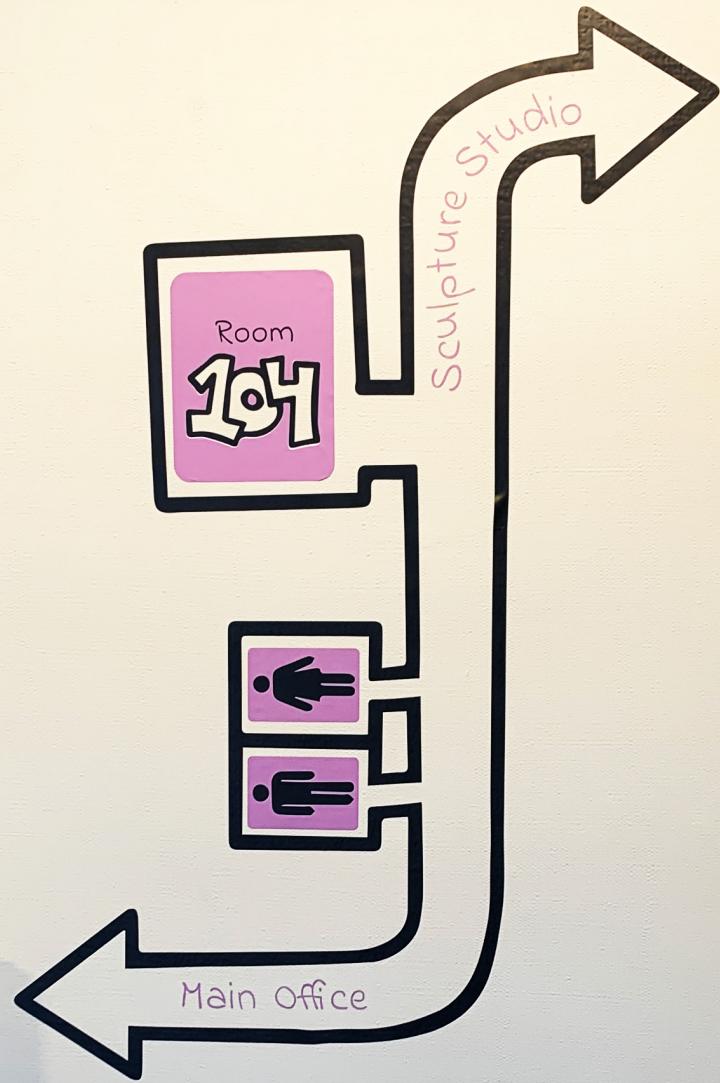
Mock-ups are required and need to be signed by the instructor before installation.

Designs cannot be a safety obstruction.

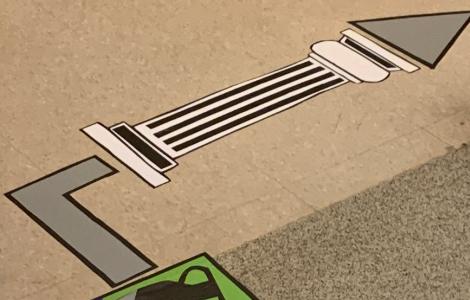
Objective:

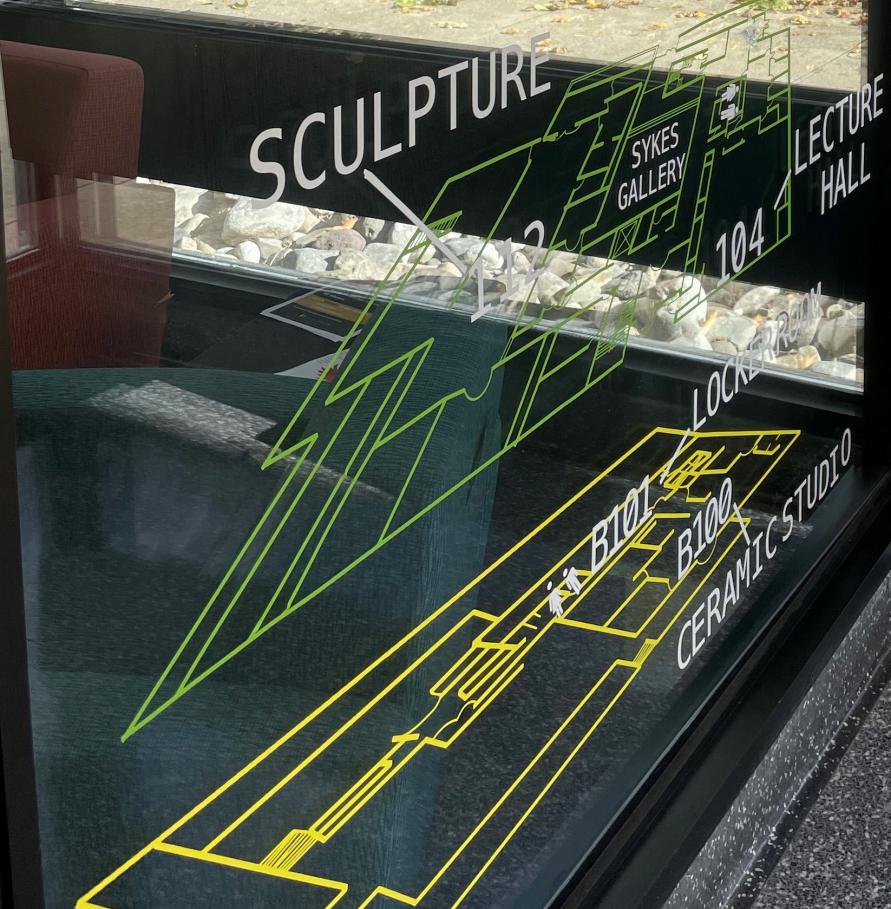
Learn to design and implement a user experience using wayfinding.

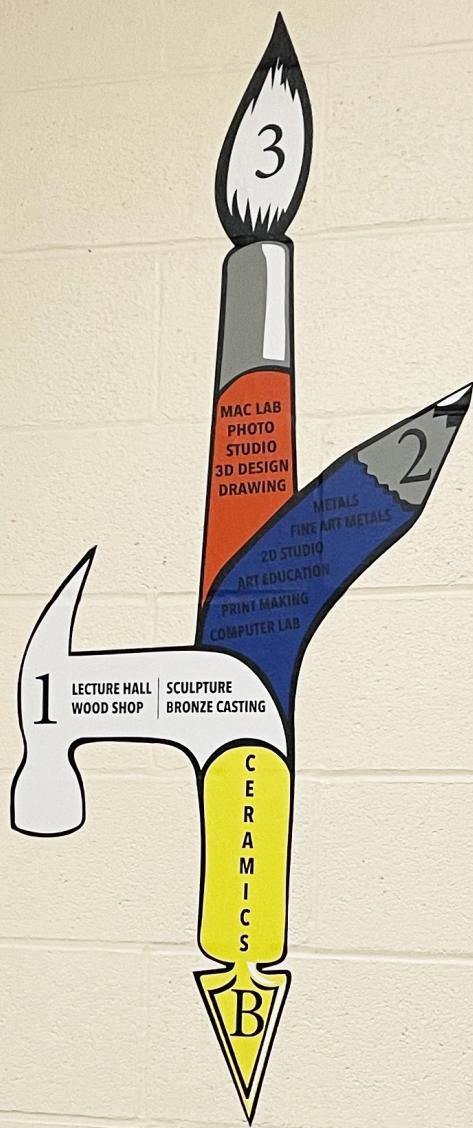
Learn the basics of digital manufacturing design and vinyl cutting/installation.



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3101 ST
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Course: ART242 3D design (Freshmen Foundations)

Computer Aided Adornment:

Much of the professional world in art and design has moved to digital means of creation. Some work stays digital while others are digitally manufactured. As an artist you may design a piece on the computer that you may never see, until it is displayed for consumption. This project is meant to encourage the understanding and translation of digital objects to real world use.

Requirements:

Design a series of 3 rings, digitally modeled, 3d printed and painted.

Objective:

Design and create a series of 3 wearable (or un-wearable) rings that have a relationship to the body. Using Rhino 3d software, Students will design and 3D print a series of rings in the Digital Fabrication lab. The concept of this project is student led. The project will be graded on ideation, concept, and completion.







Course: ART242 3D design (Freshmen Foundations)

Plaster Reductive Carving Project

Objective

Students are encouraged to see and use design elements such as positive and negative space, axis, balance, and proportion, and understand how they affect and control the greater form of your design. Elements such as these can be easier to identify in drawn views, but are necessary to see in three dimensions to understand flow through the entire volume. Understand that observing your form in terms of its negative space, rather than its positive form, can help to create a more interesting and dynamic composition. Observe the relationship of object to surroundings by noting how the carved form reacts to the surface on which it sits.

Design + Theme

Each Student is assigned a mystery scent from a spice cabinet. From the mystery spice each student will observe and identify the characteristic of smell and explore possibility of translating the human senses into visual expression. Students will design a three-dimensional carved sculpture using their own visual interpretation of their assigned scent using the visual elements and principles of design.



"Star Anise"



"Paprika"

Course: ART242 3D design (Freshmen Foundations)

Objective

Students will Design and create a composition based on a described or self recorded sound. using only scrap wood material, The composition must utilize a the repetition of student designed form To generate movement, repetition, and variation.

Design + Theme

Each student will observe and identify the characteristic of their sound and explore the possibility of translating the human senses into visual expression. Students will design a three-dimensional carved sculpture using their own visual interpretation of their described or recorded sound using the visual elements and principles of design.



"Waterfall"



"Clanking Gym Weights"



"Crashing Thunder"



"Creaking Floor Boards"



"Soft Wind"

Course: Metalsmithing and Jewelry Design (intro course)

Hollow Construction Ring Project

Objective

Students are tasked to design and create a hollow constructed ring using solder as the connection technique. Consider the relationship between the form, hand and body as you develop your design and whether the ring is functional or non-functional. Students will become familiar with soldering, annealing, finishing and the properties of metal.

Design + Theme

The design of this ring will be based upon strong silhouette shapes adapted from the natural environment, everyday objects, architecture, symbols and typography. As you begin researching, look for interesting aspects in the silhouette shapes you collect for reference. Outlines of interesting silhouettes can be the initial foundation of your design. Please consider challenging the traditional ring form. A ring is an object with a hole in it that will fit the size of a finger. Ambitiousness and creativity will be an integral element in assessing the final piece.



Hollow Constructed Ring
Beginning level metals
Copper, polymer clay



Hollow Constructed Ring
Beginning level metals
Copper, sterling silver



Hollow Constructed Ring
Beginning level metals
Brass



Hollow Constructed Ring
Beginning level metals
Sterling silver