

## Visual Communication 3

Ken Tsunoda

Fall 2017

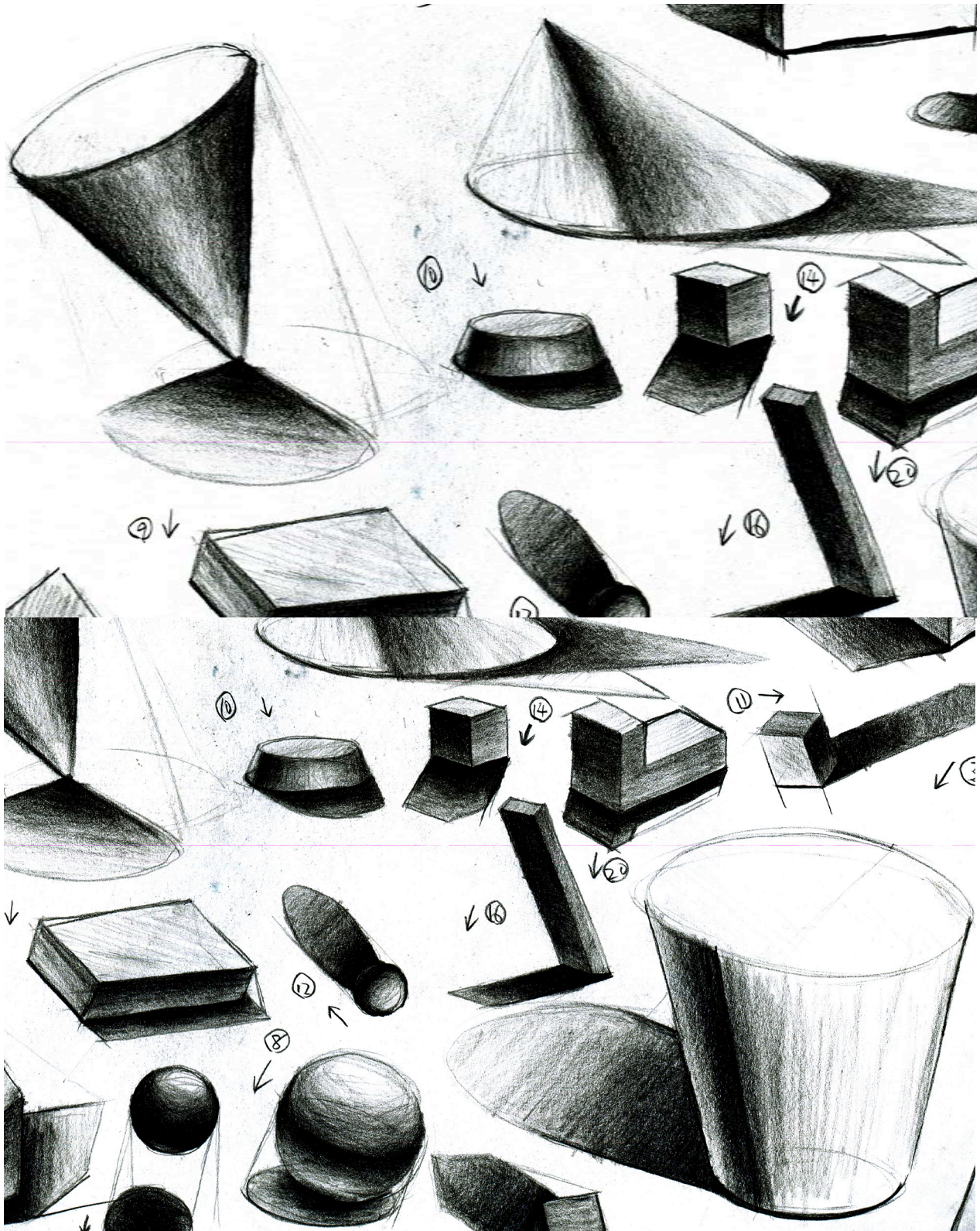
Instructor : Gaganraj Rihal

# Week 1

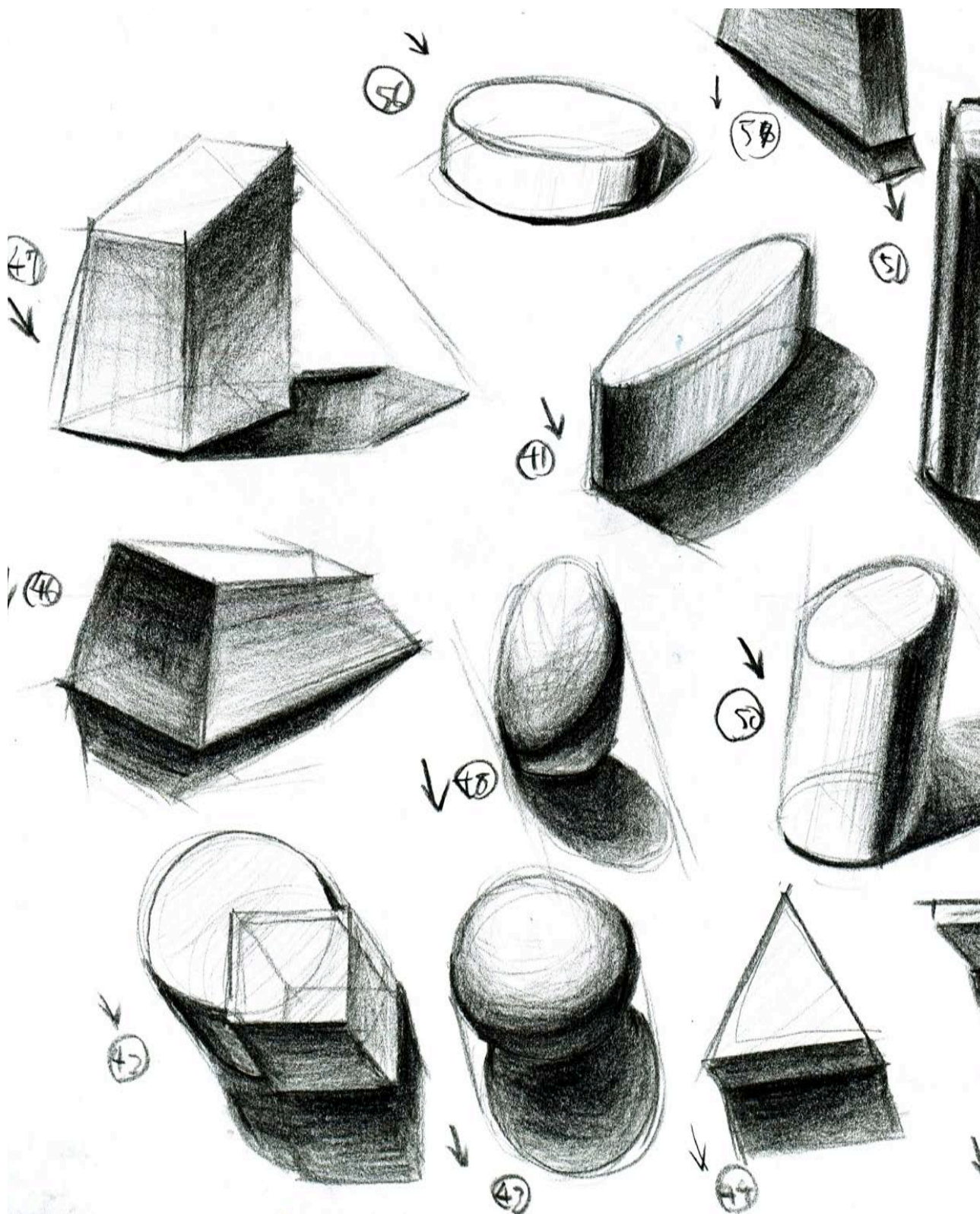
## HOMEWORK : Basic Geometric Shapes

I would always love to draw all through my life, but I never did drawings as much as this term. Also, I never took any drawing lessons after high school, so it was pretty good and interesting experience to learn the fundamental techniques designers and draughtsmen of the world all have.

# GEOMETRIC GOAT

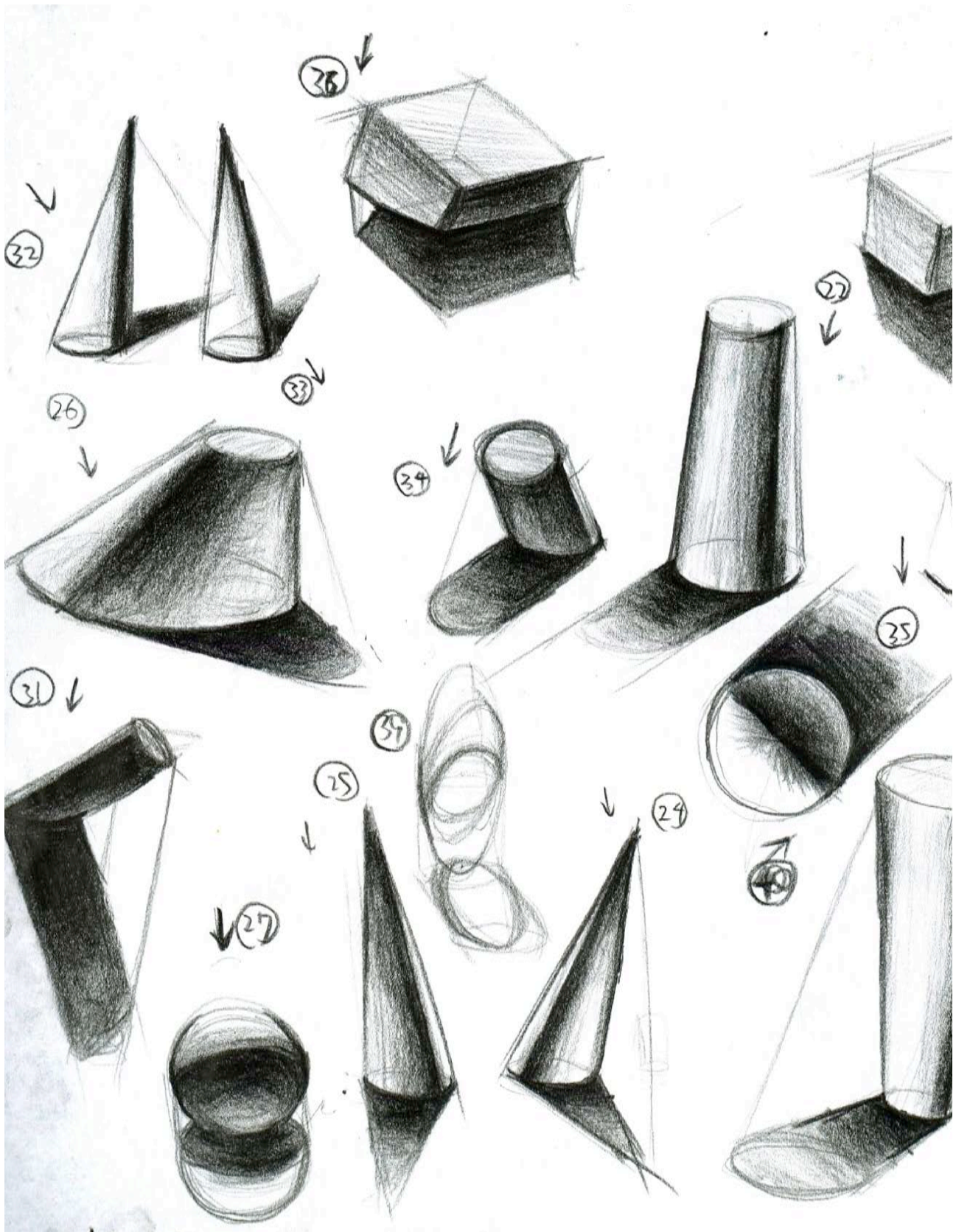


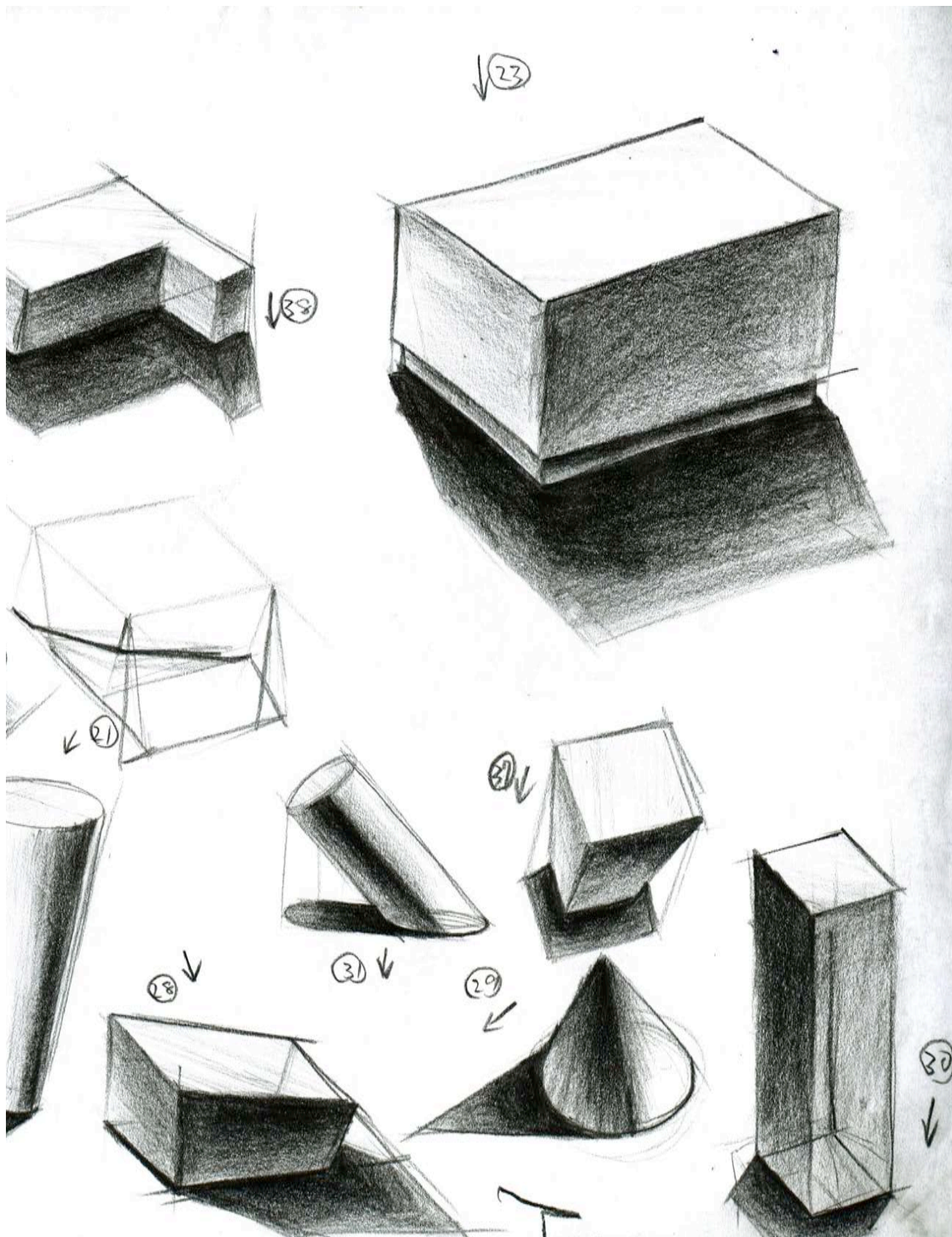






# GEOMETRIC GOAT





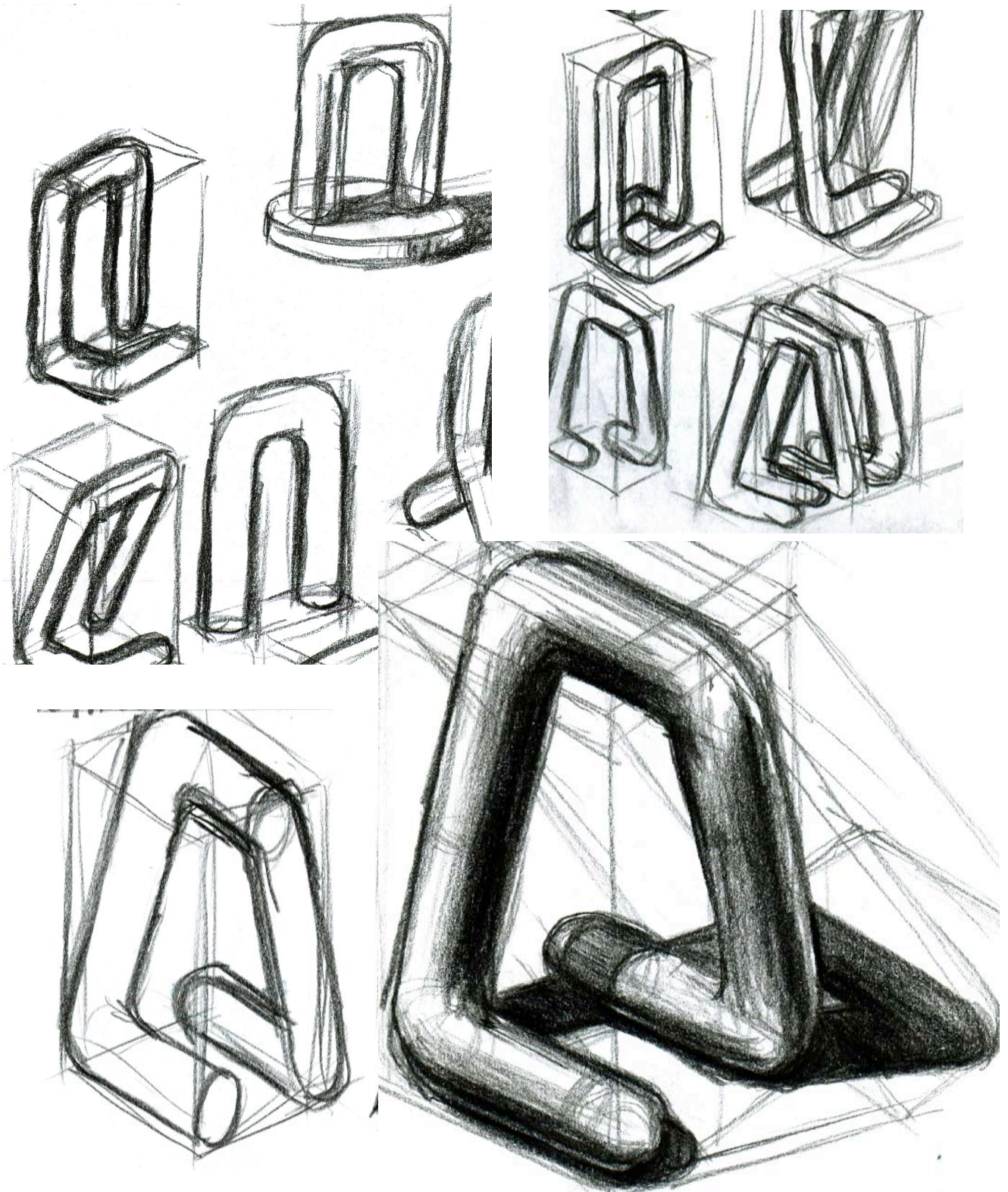
# Week 2

## HOMEWORK : Ying & Yang Chess Pieces

In general, when I look at shapes, I like simplified basic ones better than overly complicated ones. Just as many other designers, making things look simple but still interesting is always a challenge for me.

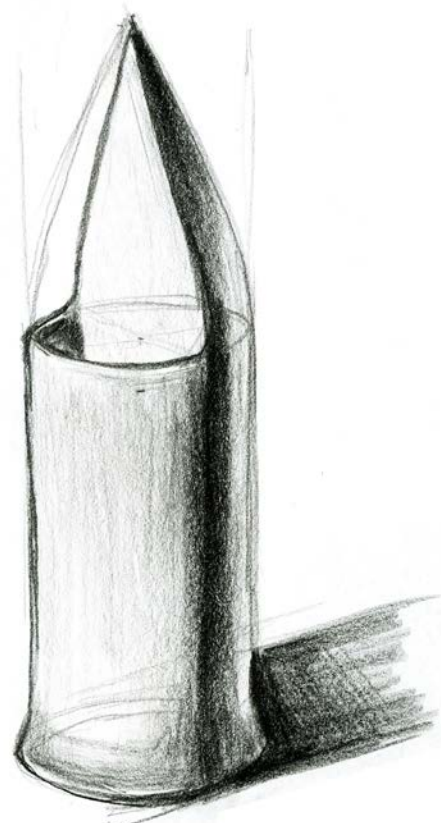
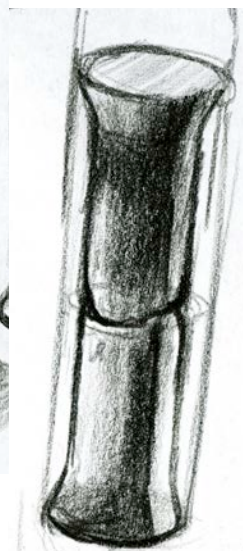
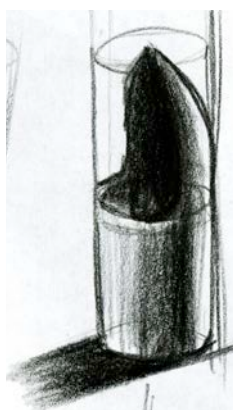
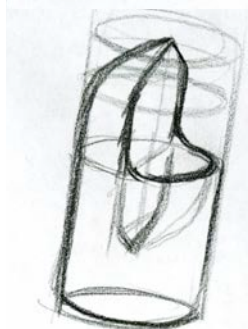
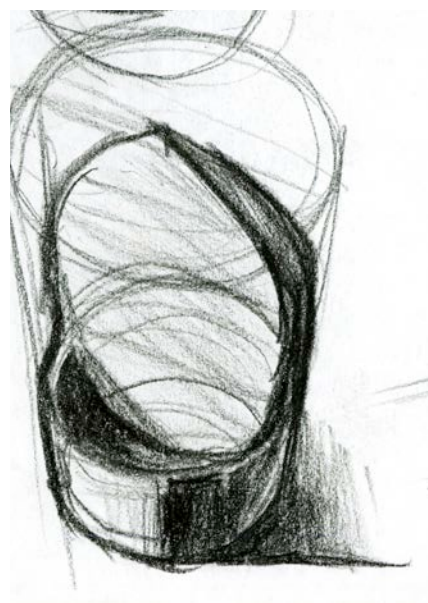


# PAWN



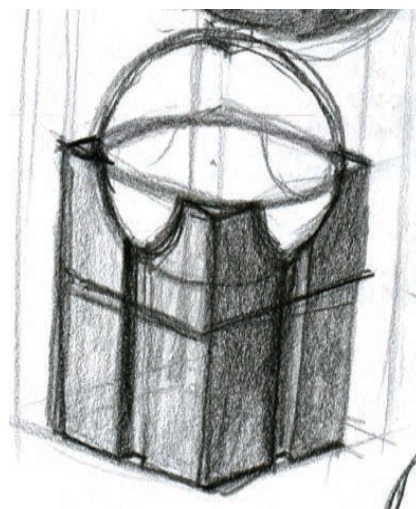
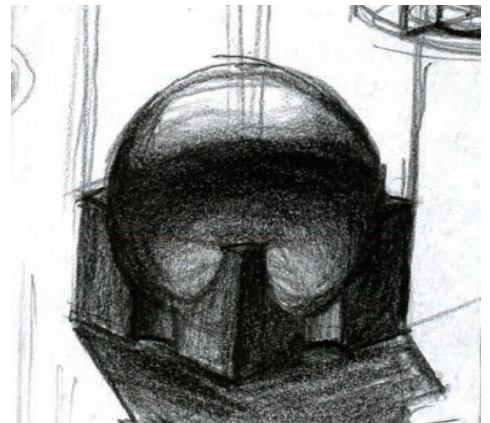
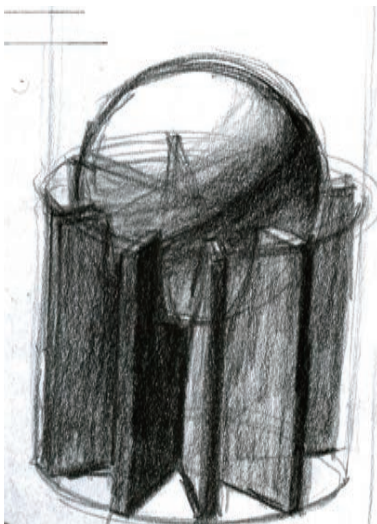
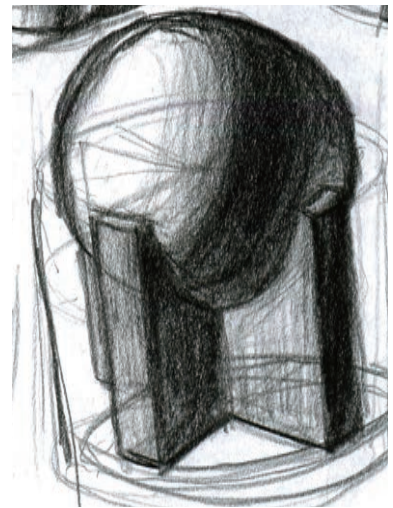
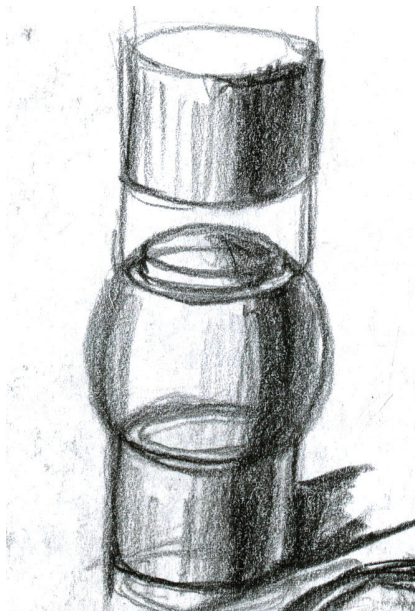
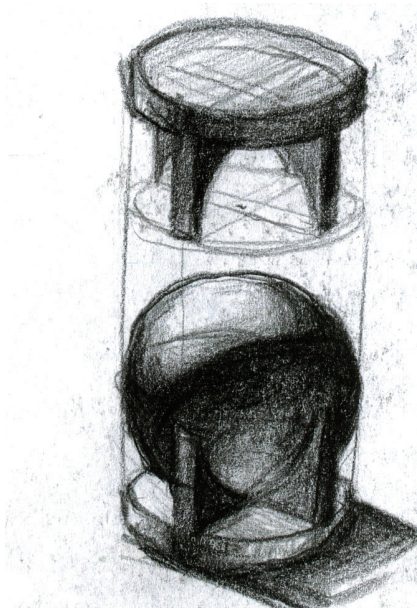


# BISHOP





# KING & QUEEN





# FINAL RENDERINGS



# Week 3

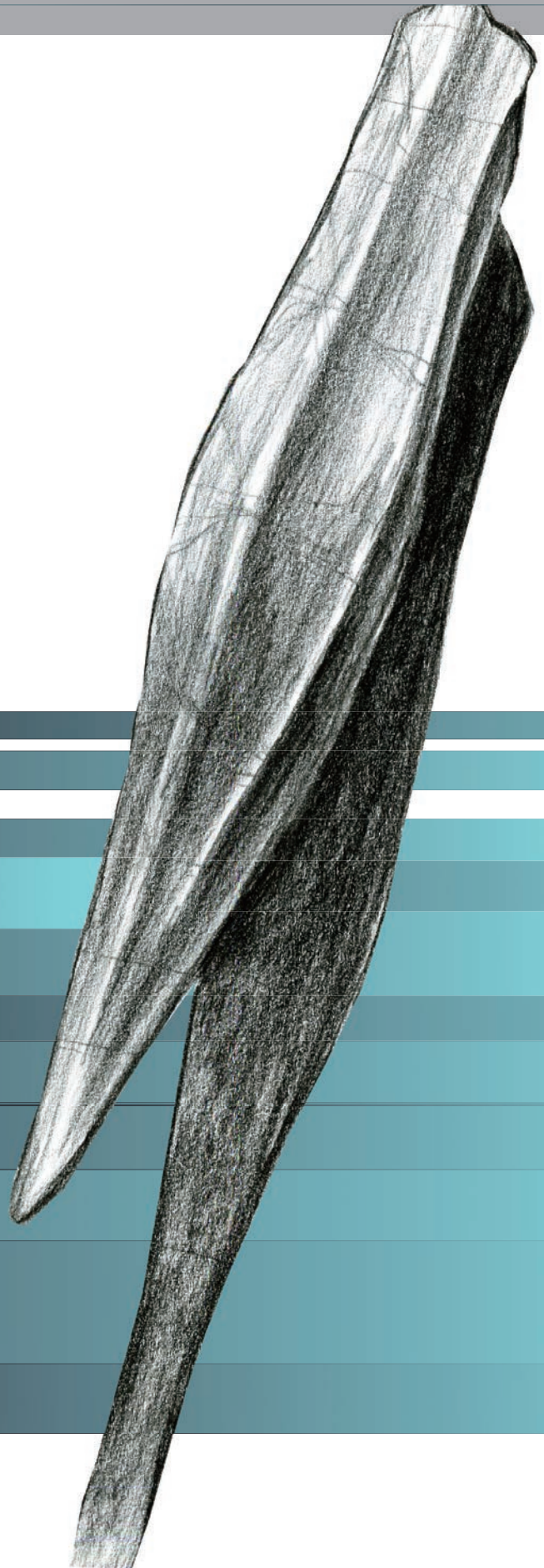
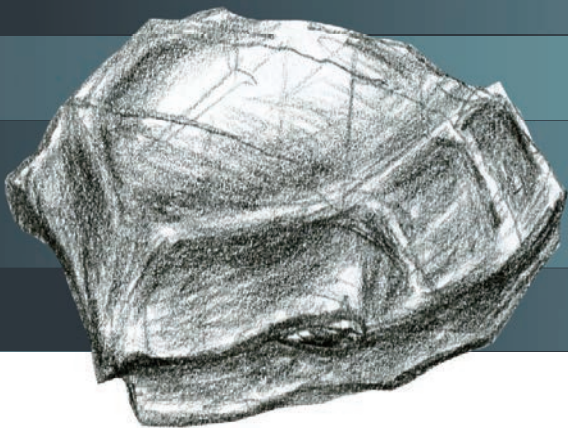
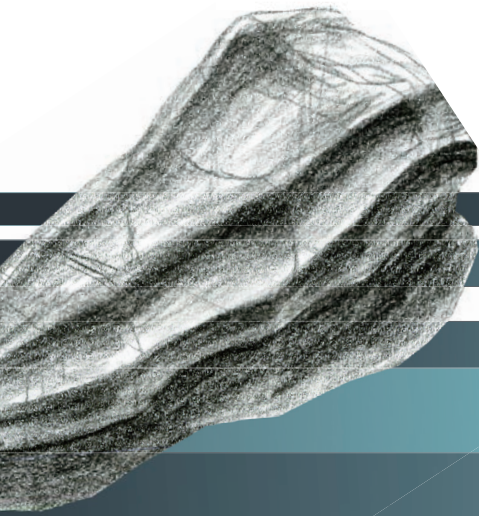
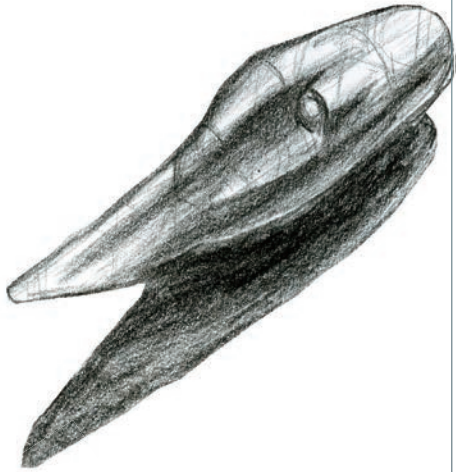
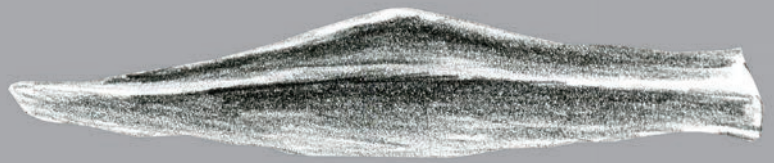
## HOMEWORK : Hyper Loop

Even though I always liked drawing and also a many types of designed objects, I was never a big fan of cars. So I had never done a car-rendering style, fast and shiny types of drawings. It was interesting to learn how to give shapes that particular polished look.

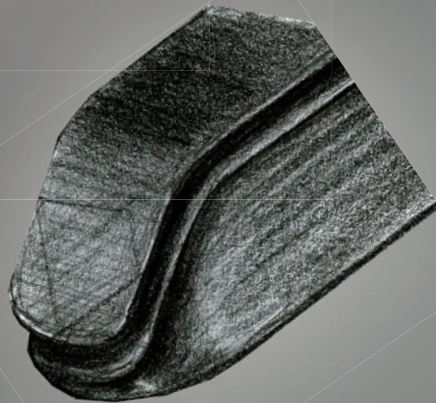
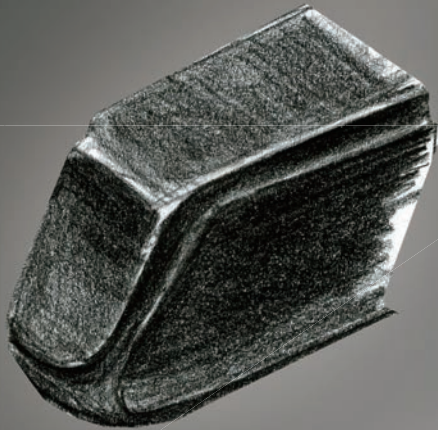
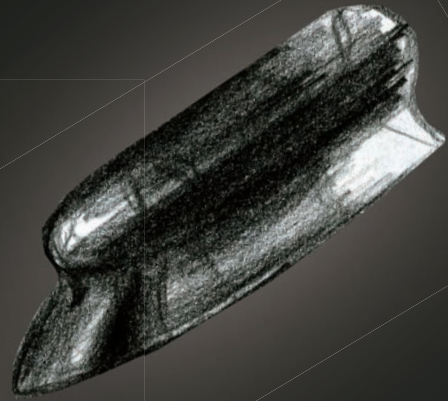
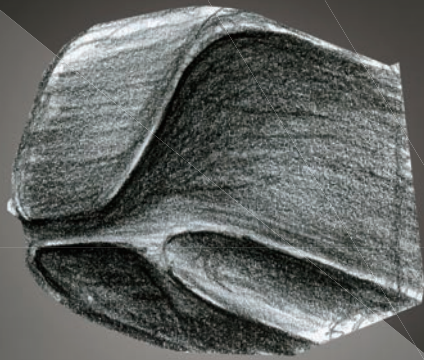
# HYPERLOOP







# HYPERLOOP







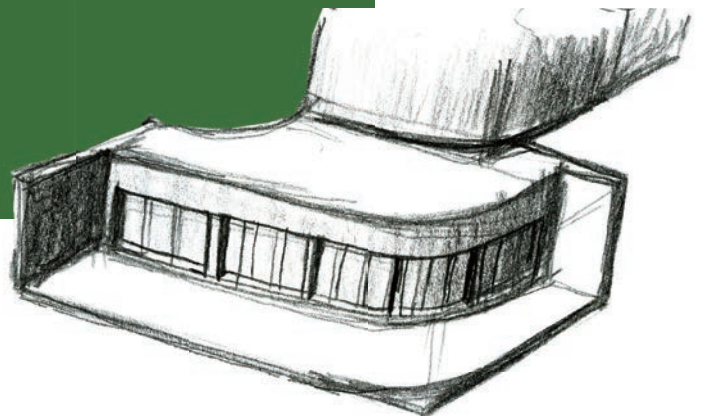
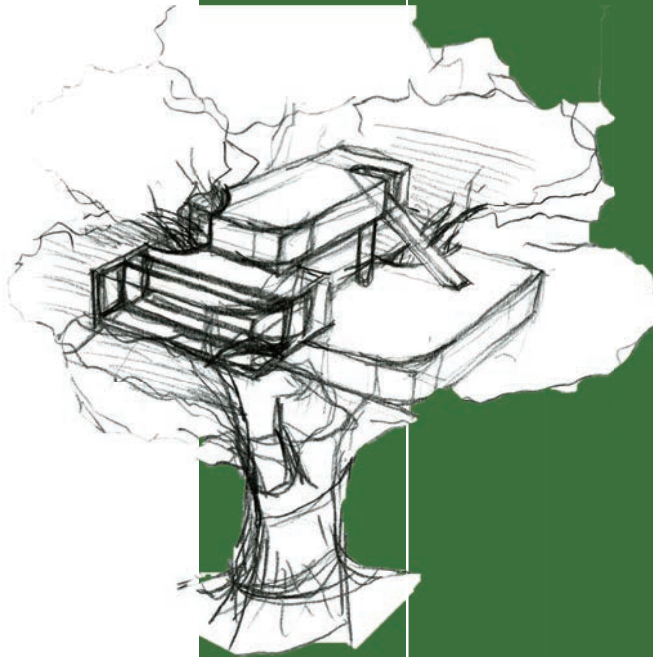
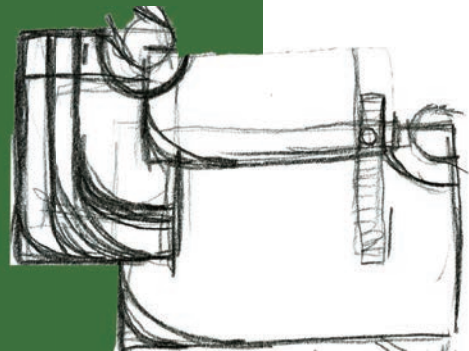
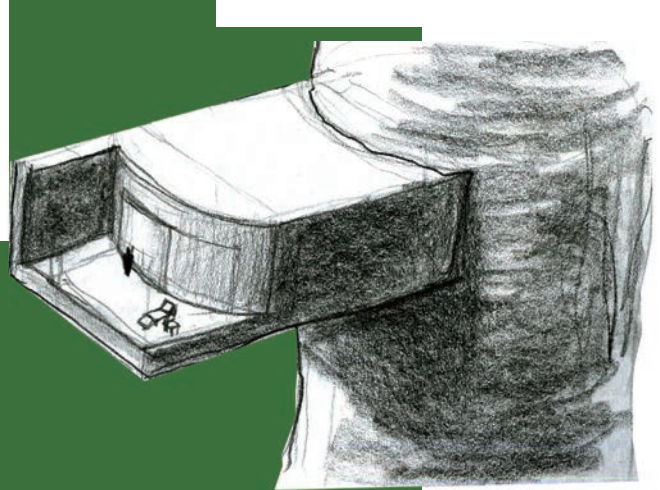
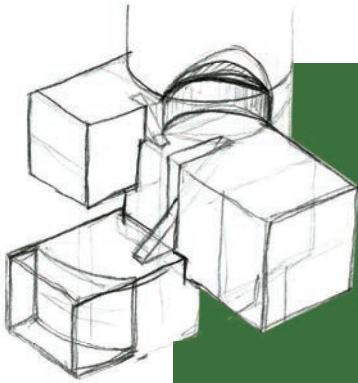


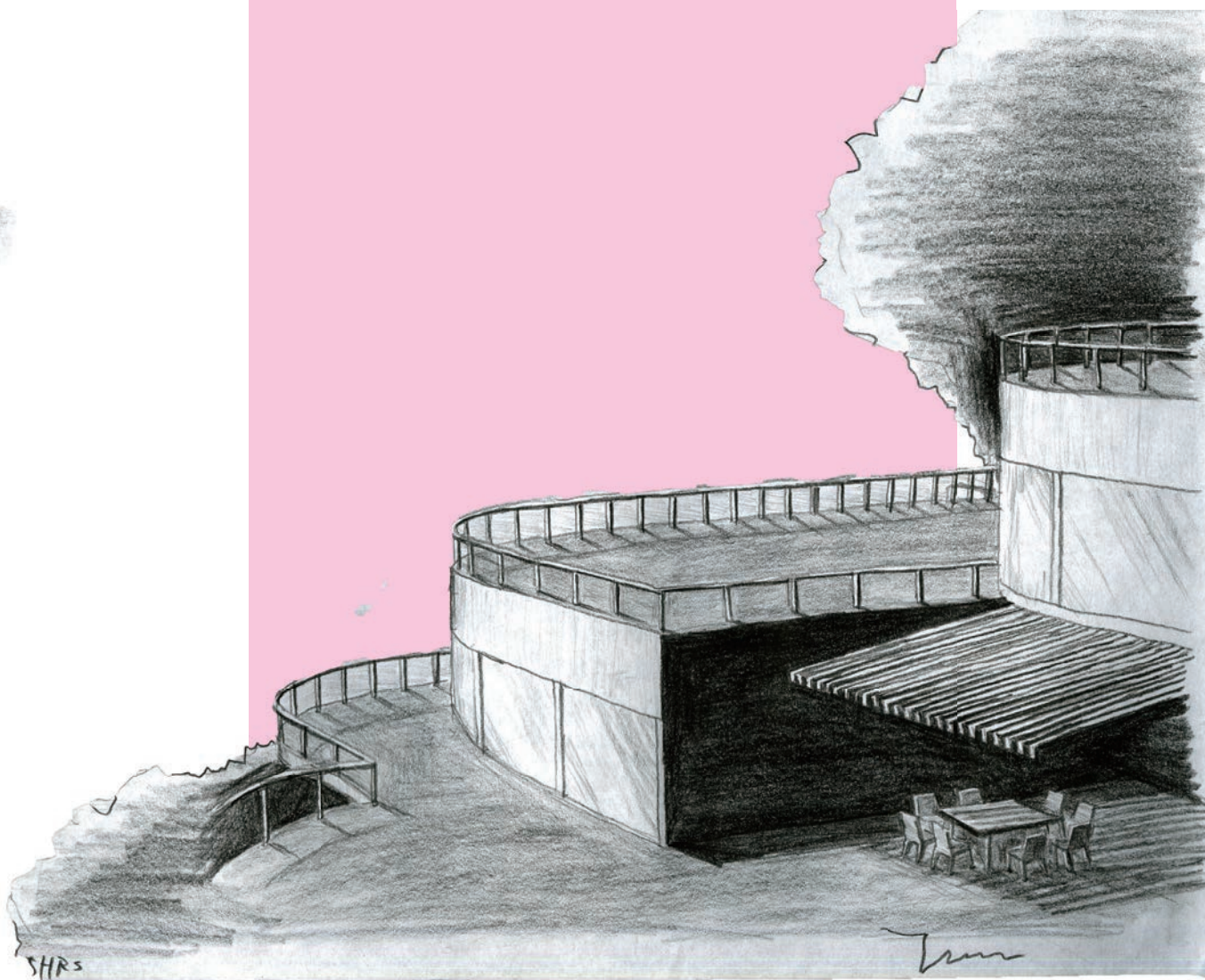
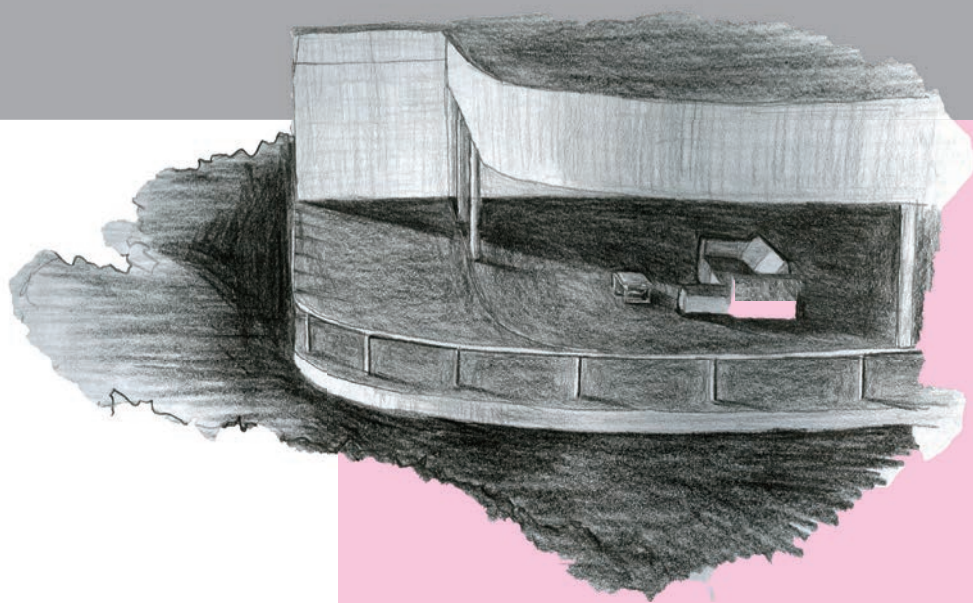
# Week 4

HOMEWORK : Modern Treehouse

Even though the shapes in my final rendering are basic geometries, by putting them together in a stack, I think I could achieve certain interesting shape as the whole architecture. And together with the tree, I happy with the result.

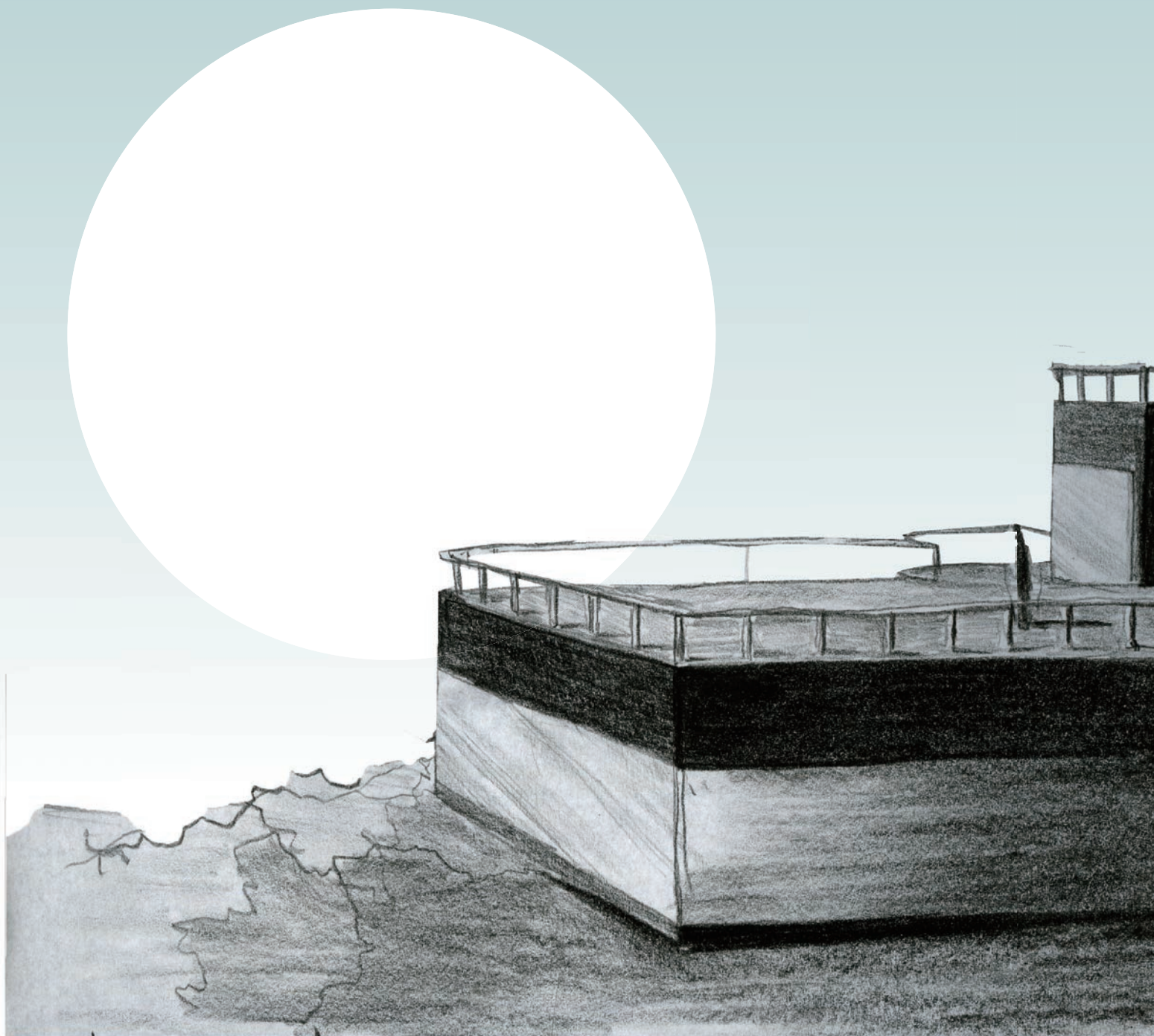
# TREEHOUSE







# TREEHOUSE









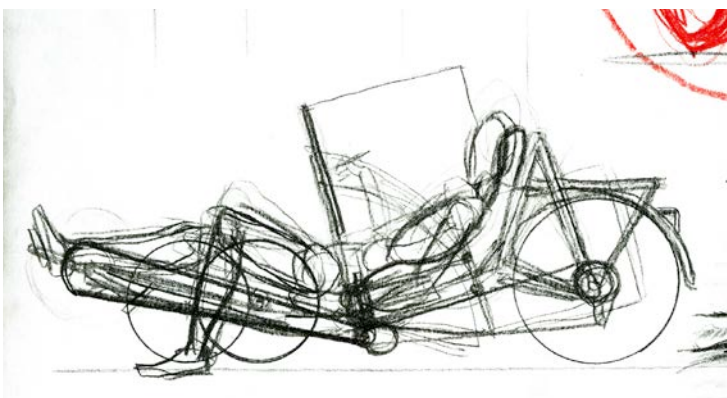
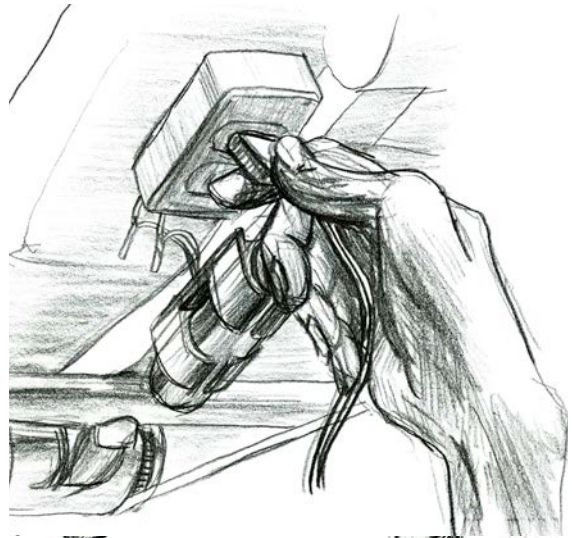
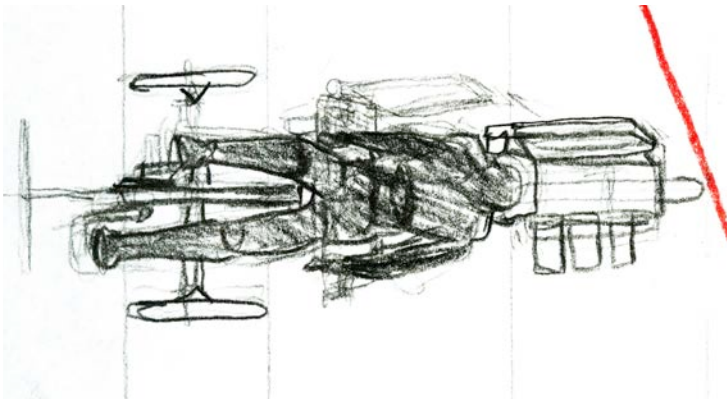
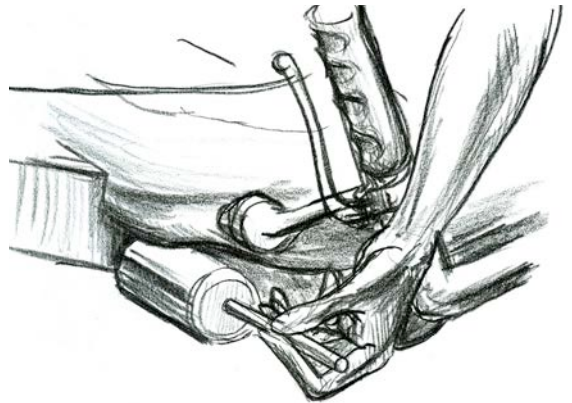
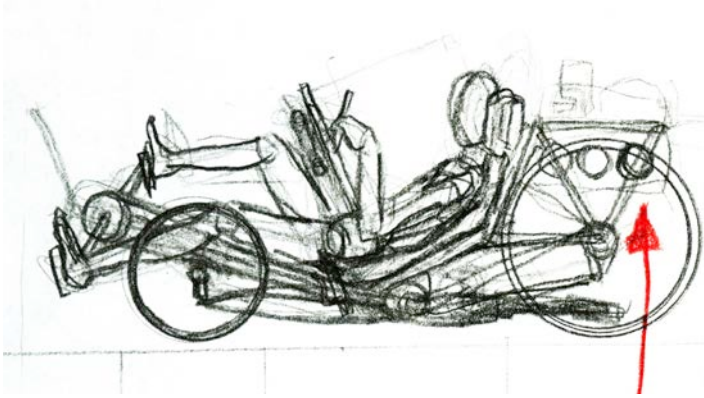
# Week 5

## HOMEWORK : Draughting Cockpit

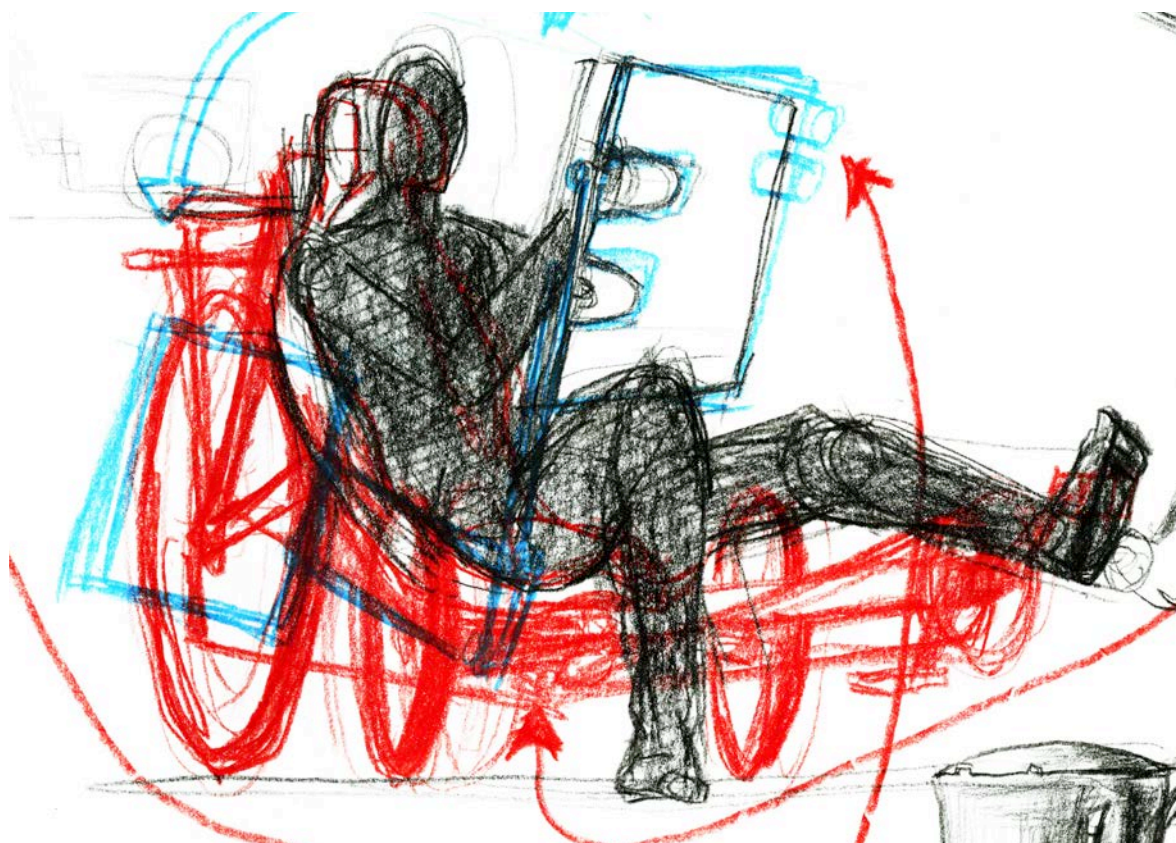
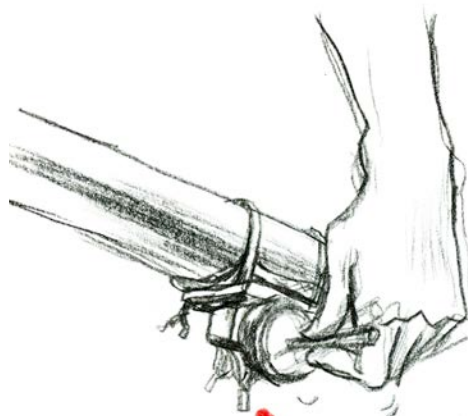
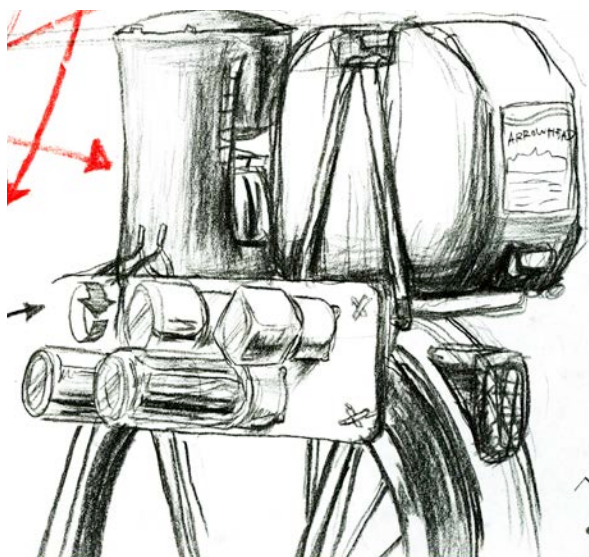
Drawings a bicycle was a bit of challenge, because of its elongated shape and thin structure. Capturing the perspective properly wasn't easy, so I started to use Rhino to grasp the whole balance, and tracing on it afterwards. The details were added after the tracing.



# DRAUGHTING

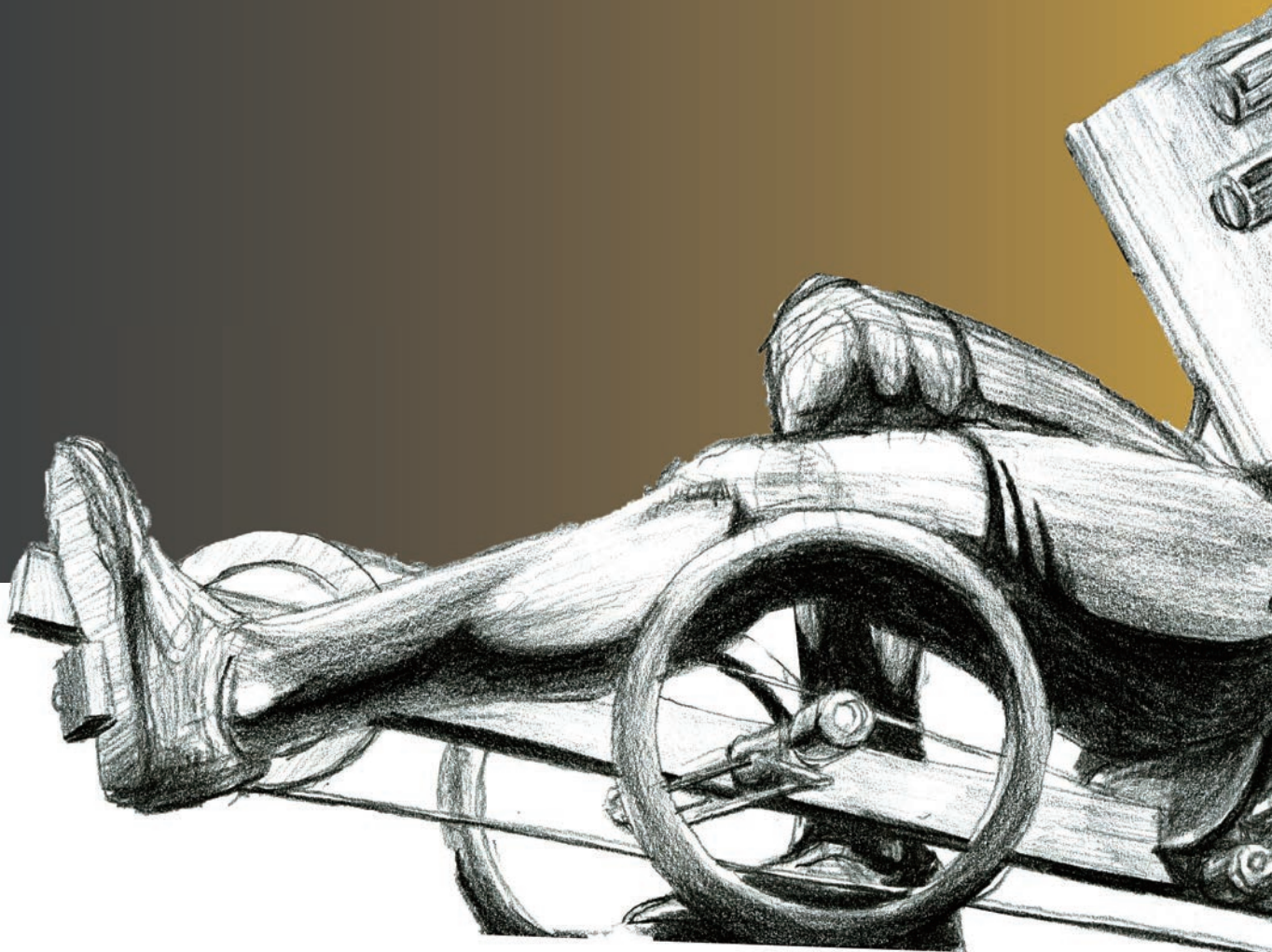
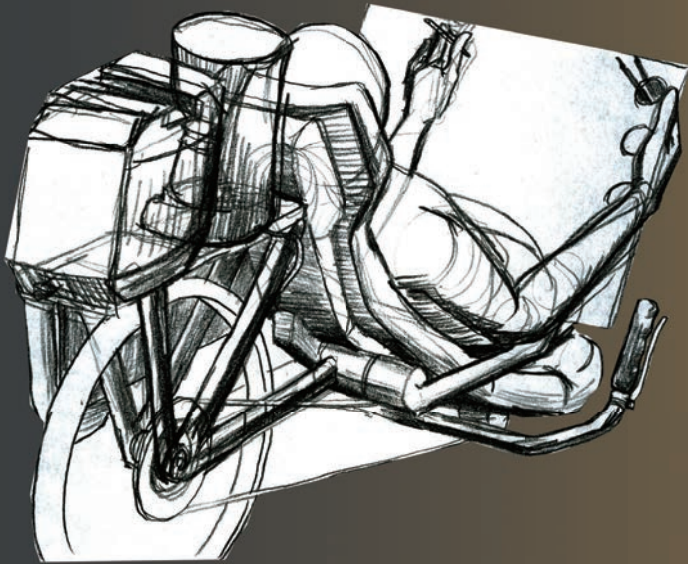


# COCKPIT



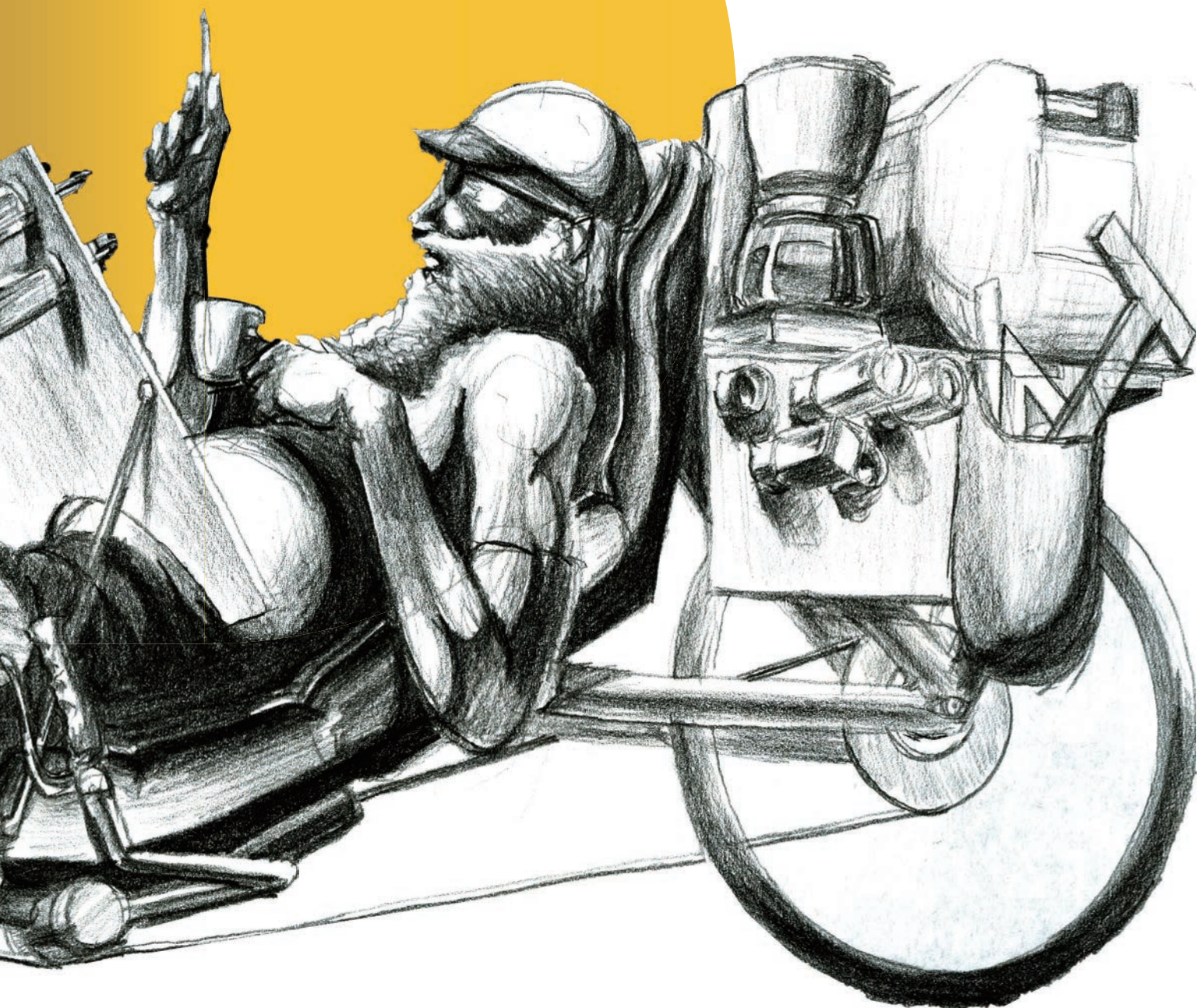


# DRAUGHTING





# COCKPIT





# Week 6

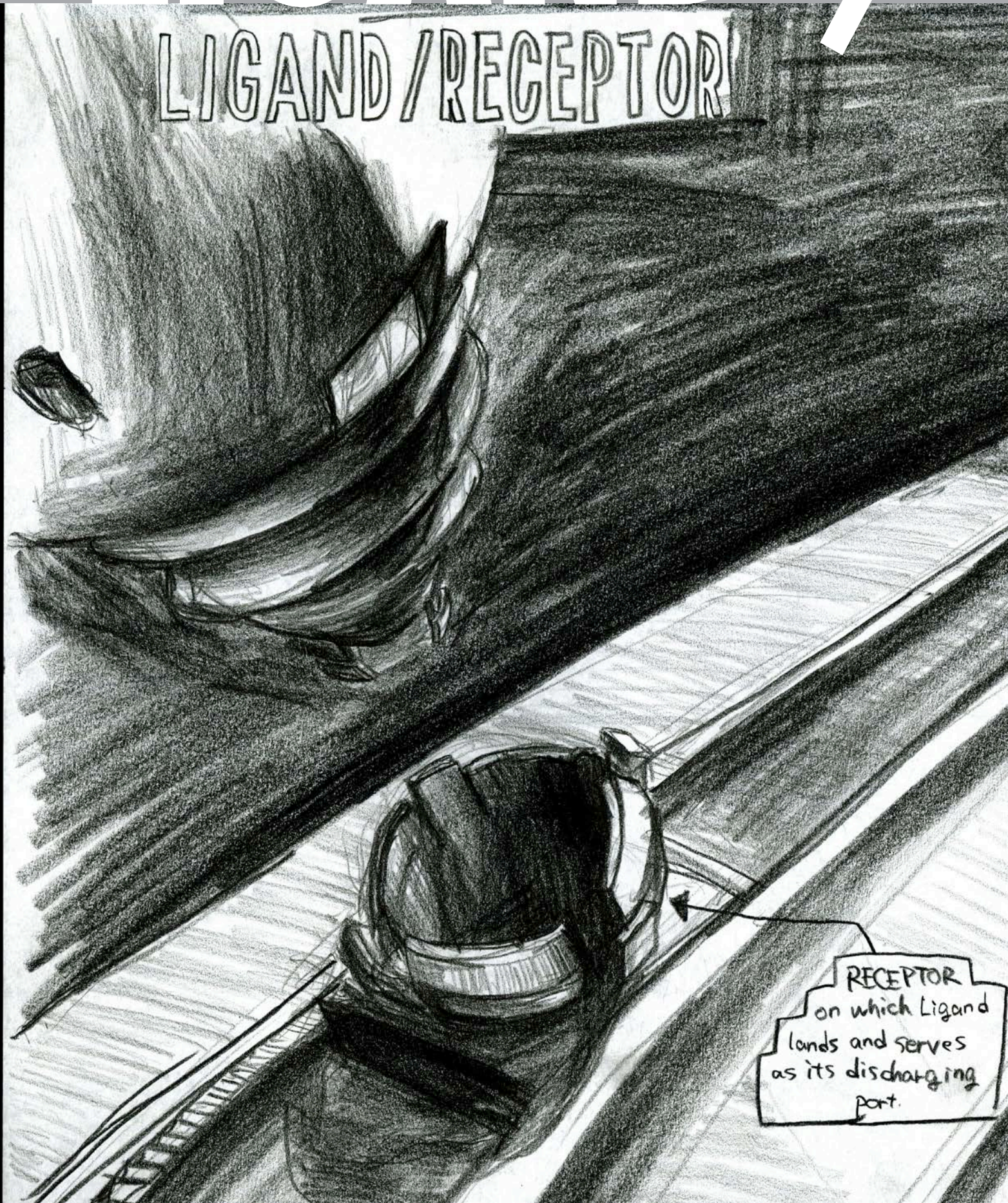
## HOMEWORK : Mid-term

The mid-term in-class assignment was an interesting one. Instead of coming up with my own new shape, I chose to use an existing shape that was already familiar to everybody, and let that shape supplement my explanation of ligand & receptor.



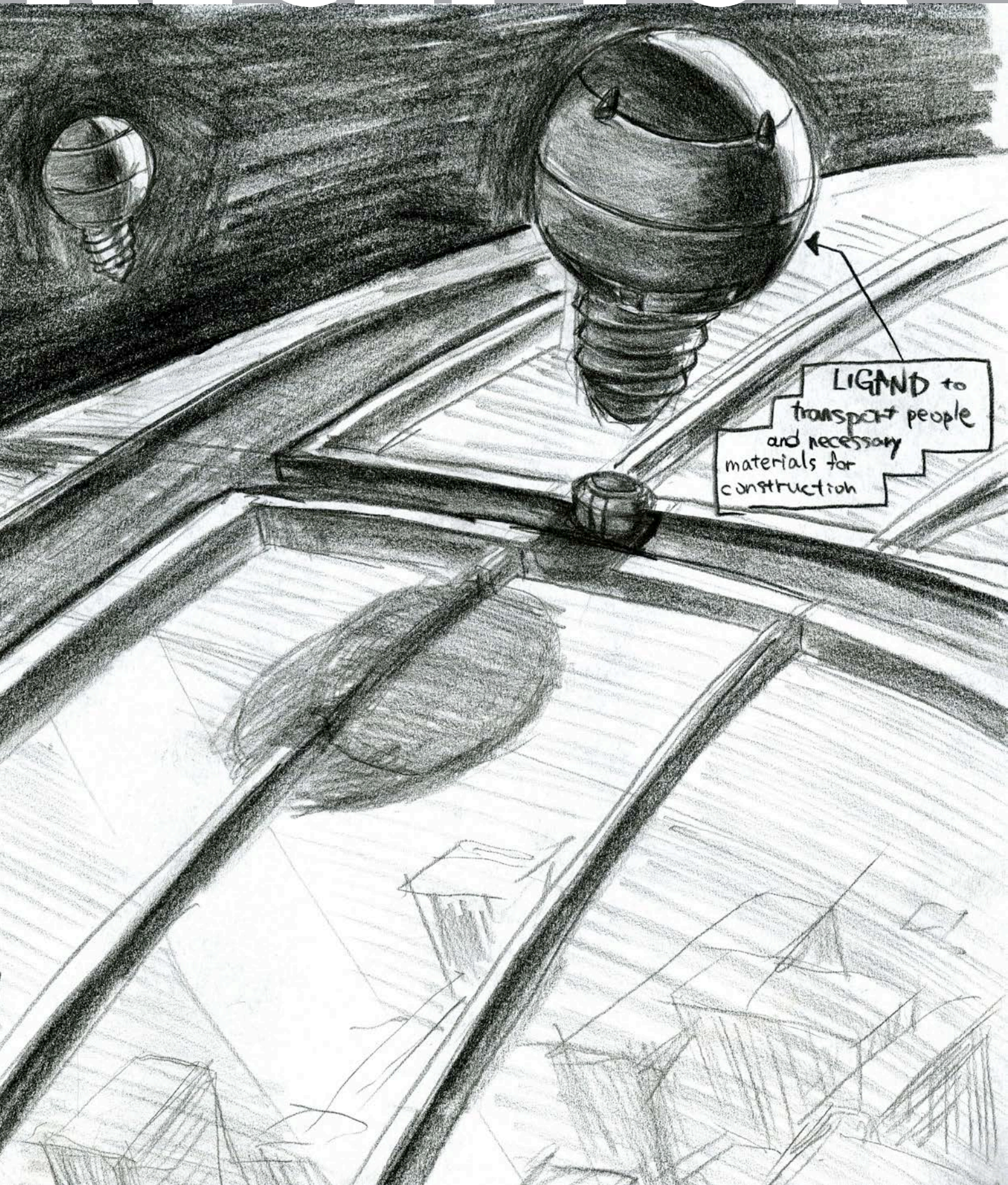
# LIGAND /

## LIGAND / RECEPTOR



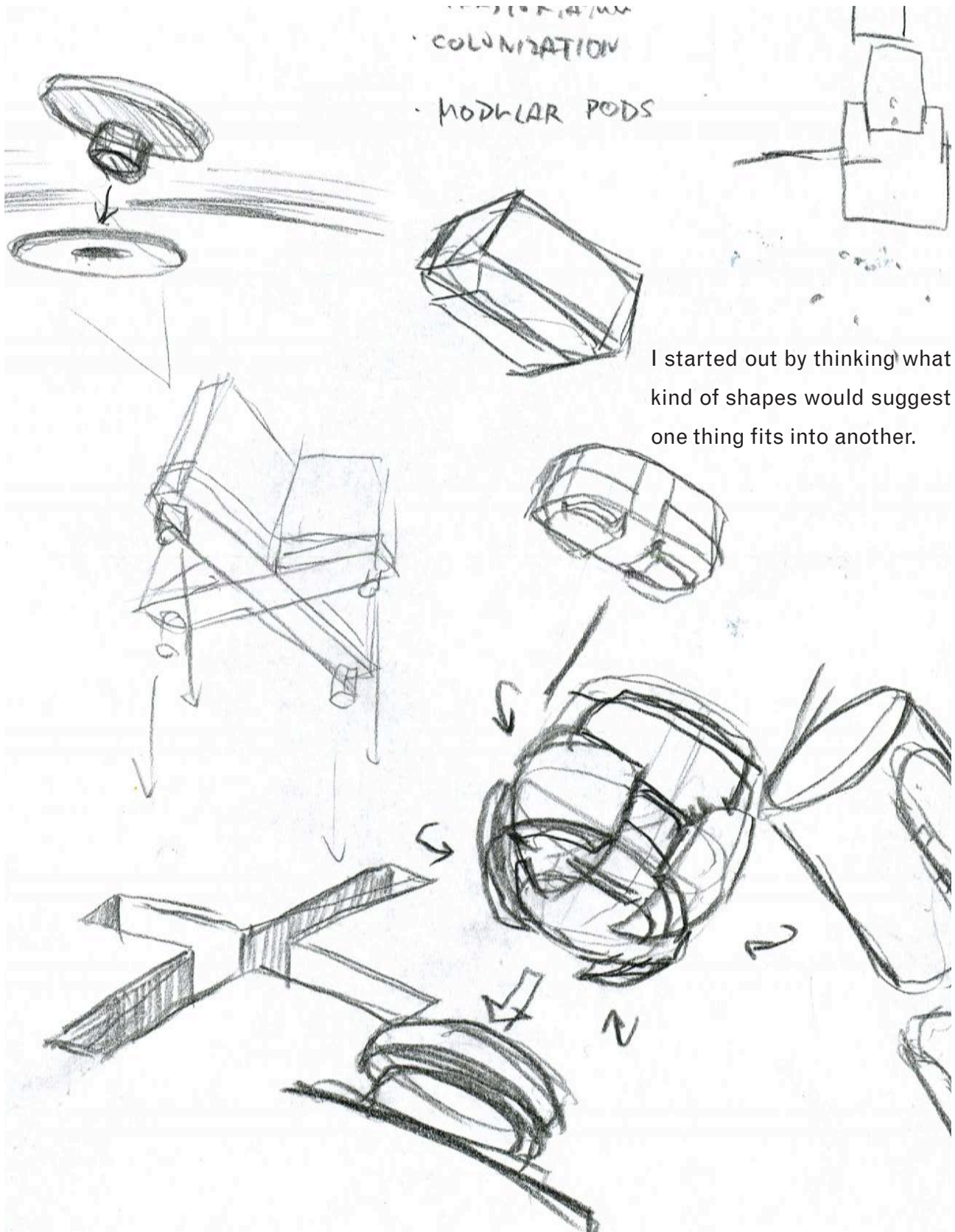


# RECEPTOR





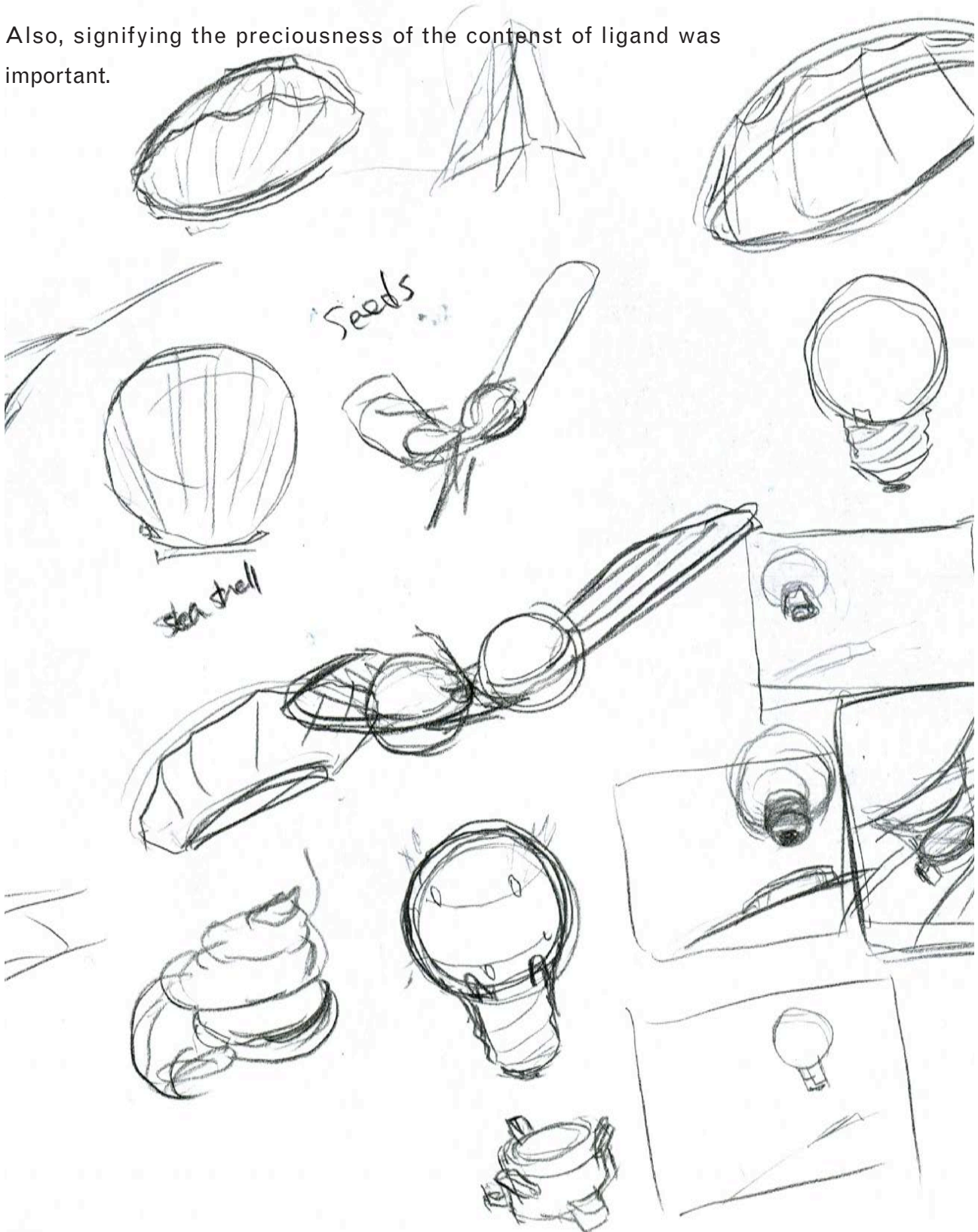
# LIGAND /





# RECEPTOR

Also, signifying the preciousness of the content of ligand was important.



Trials of the final page layout.

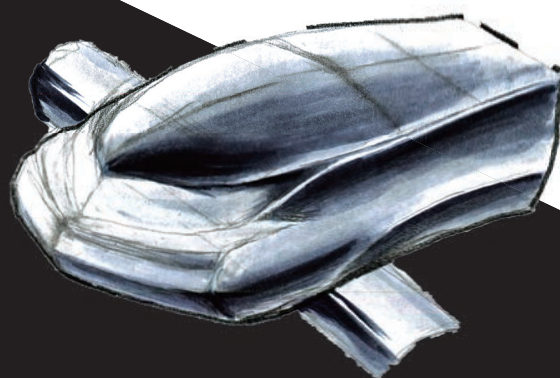
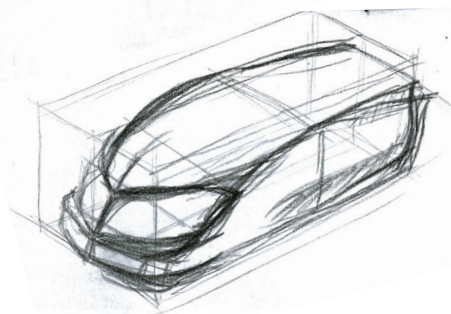
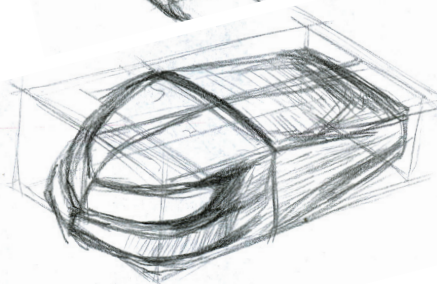
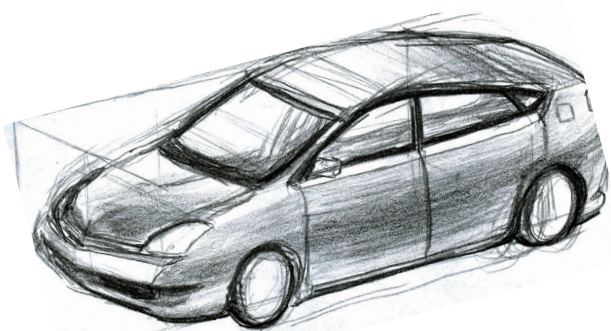
# Week 7

**HOMEWORK :** Car-inspired Lamp

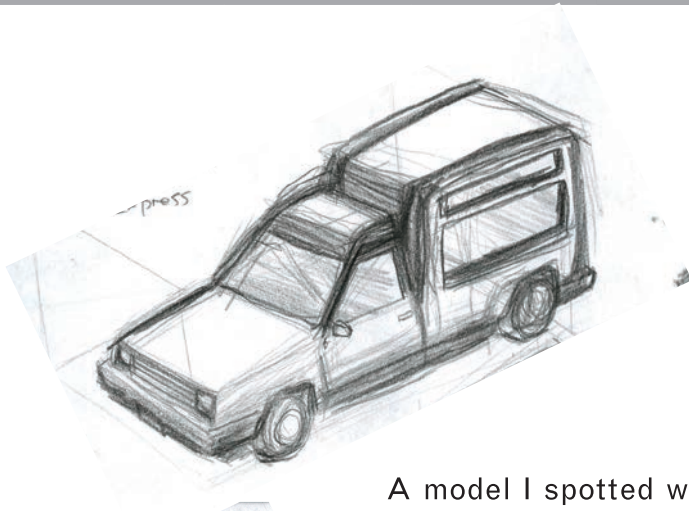
In general, I like simplified basic shapes better than overly complicated ones. Just as many other designers, making things look simple but still interesting is always a challenge for me.



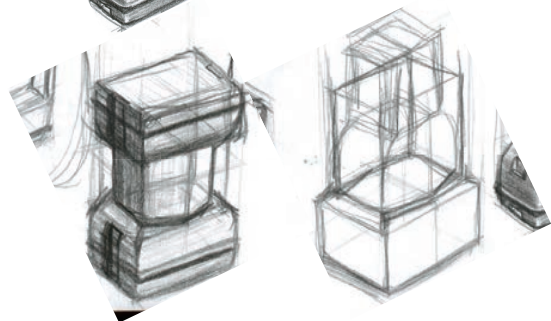
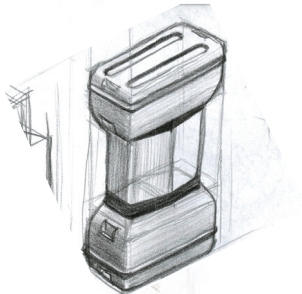
# CAR LIGHT



I didn't know much about car designers, so I picked the model I knew the most.

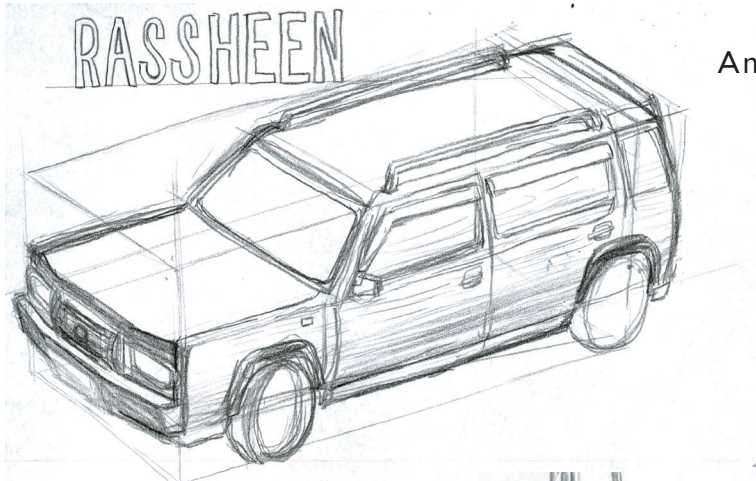


A model I spotted while traveling in Europe. Boxy and minimal look that I like.

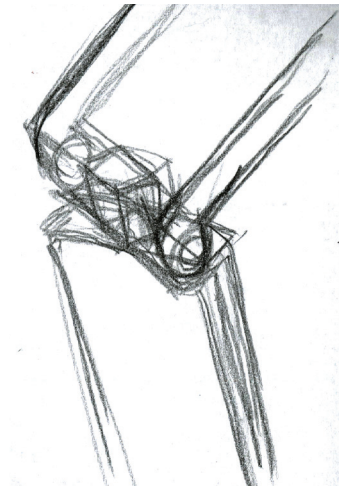
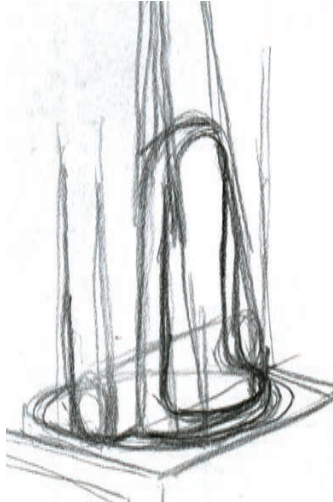




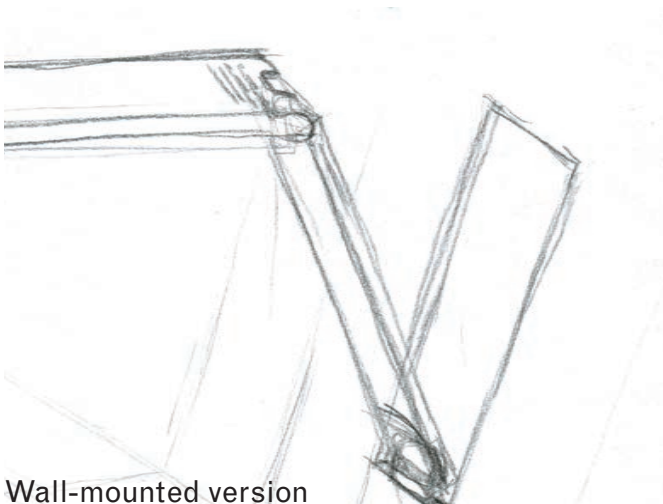
# CAR LIGHT



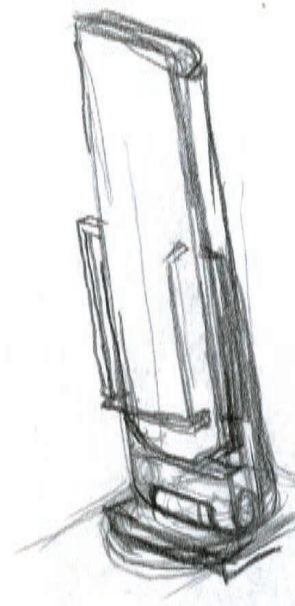
Another flat car this time from Nissan.




Different ideas of joint parts



Wall-mounted version





Multi-angle joints on neck and bottom  
to allow for easy handling

Can be folded into minimal flat shape

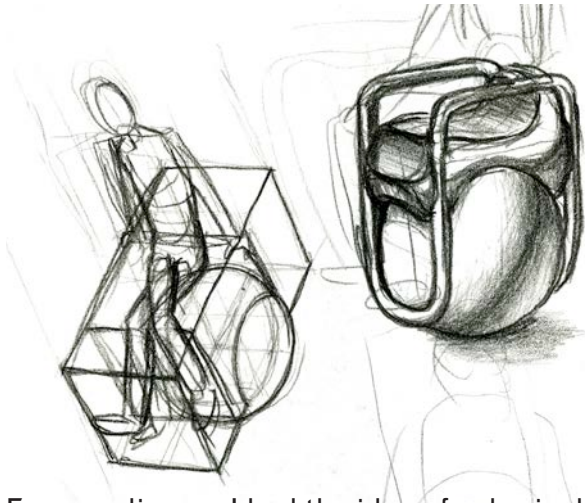


# Week 8

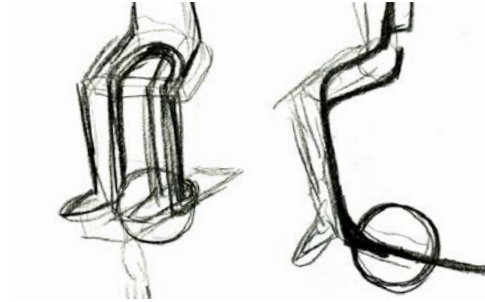
HOMEWORK : Personal Transportation

In general, I like simplified basic shapes better than overly complicated ones. Just as many other designers, making things look simple but still interesting is always a challenge for me.

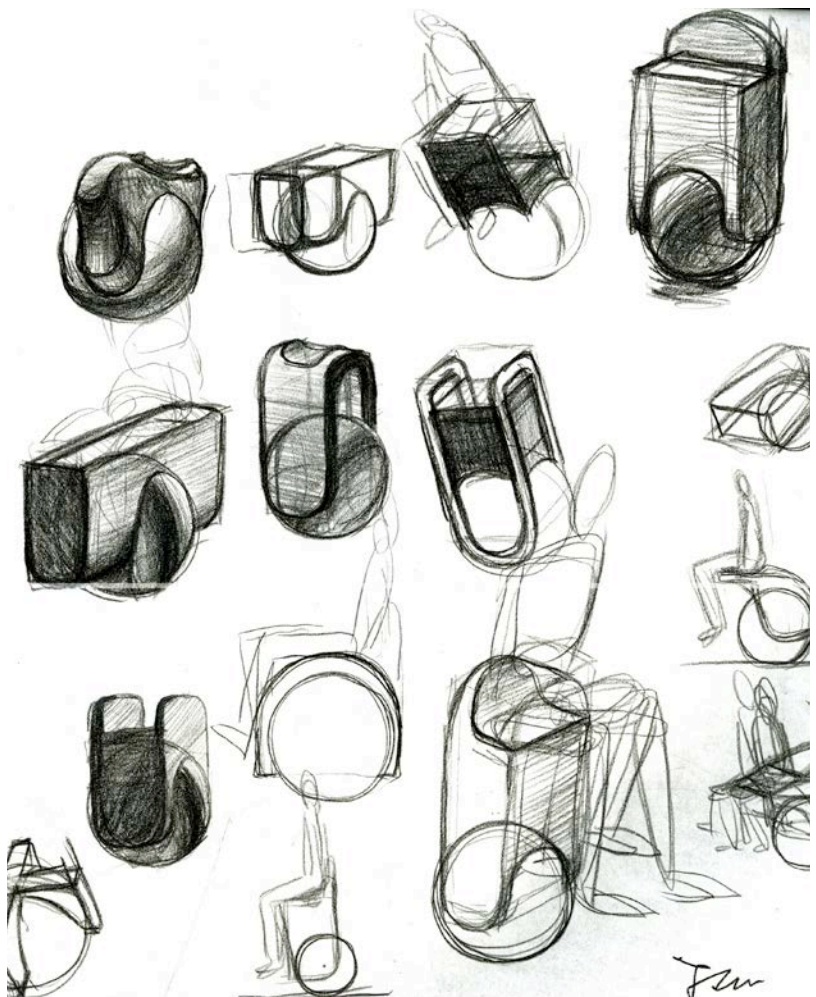
# PERSONAL TRA



From earlier on, I had the idea of spherical unicycle.



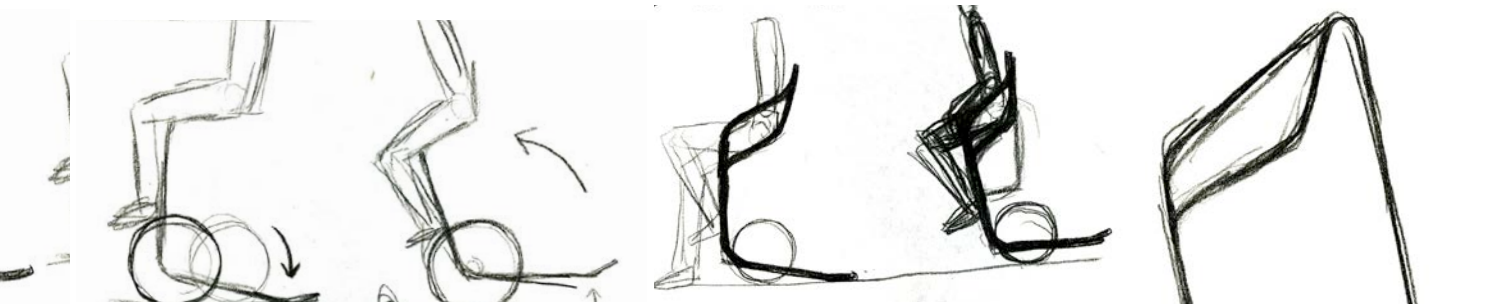
So I started to shape it out of ba



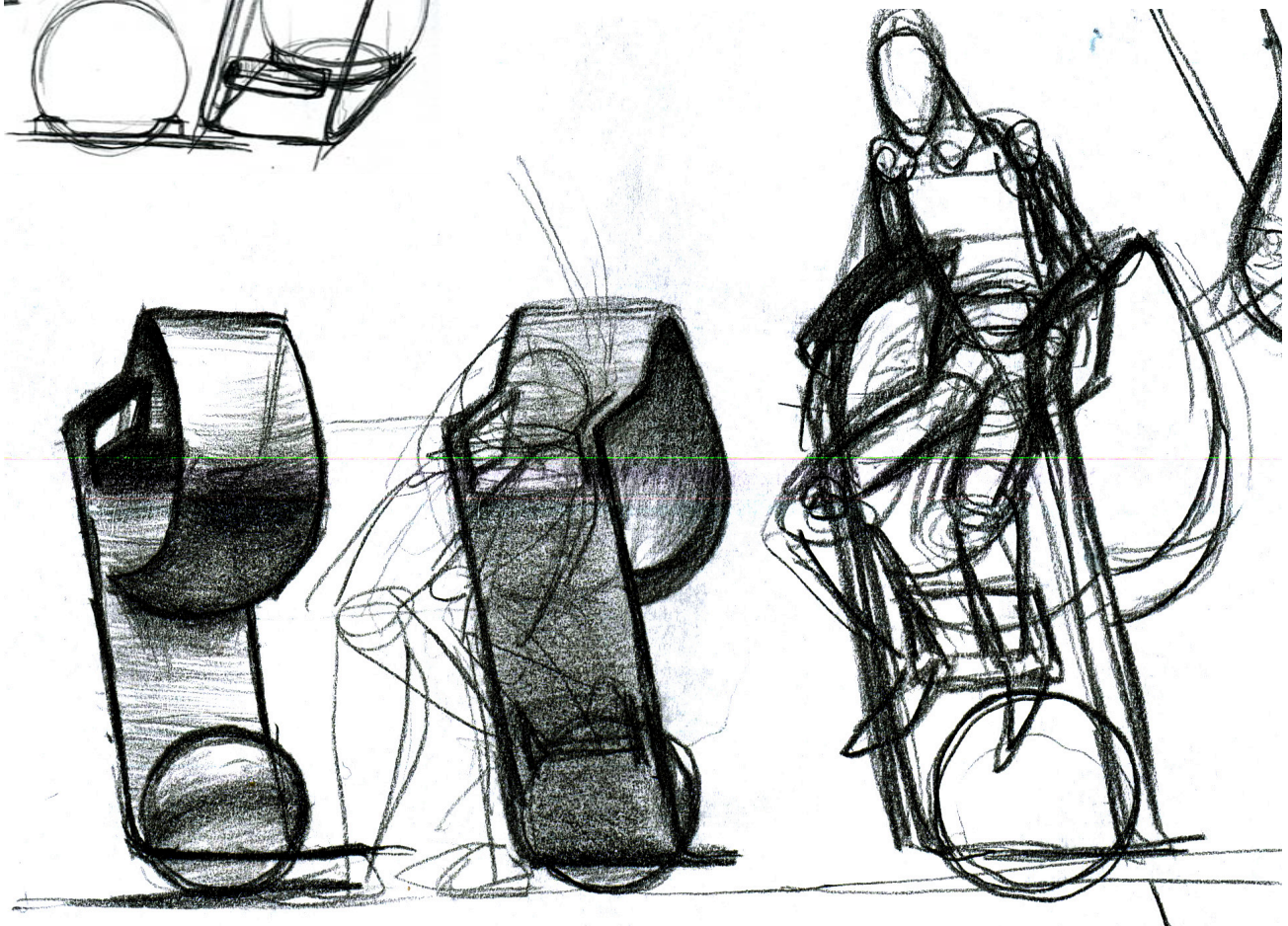
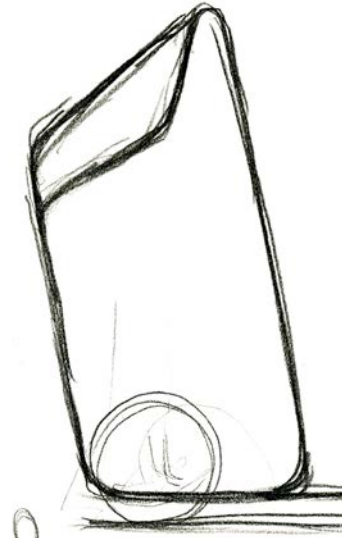
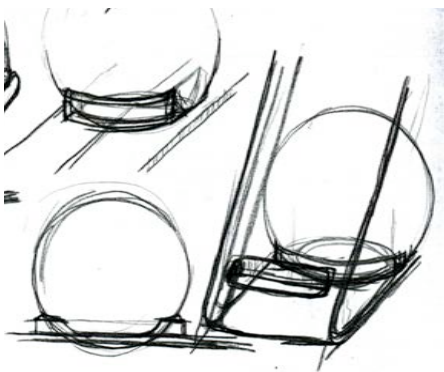
But I didn't like the wheel-chair kind of look.



# TRANSPORTATION

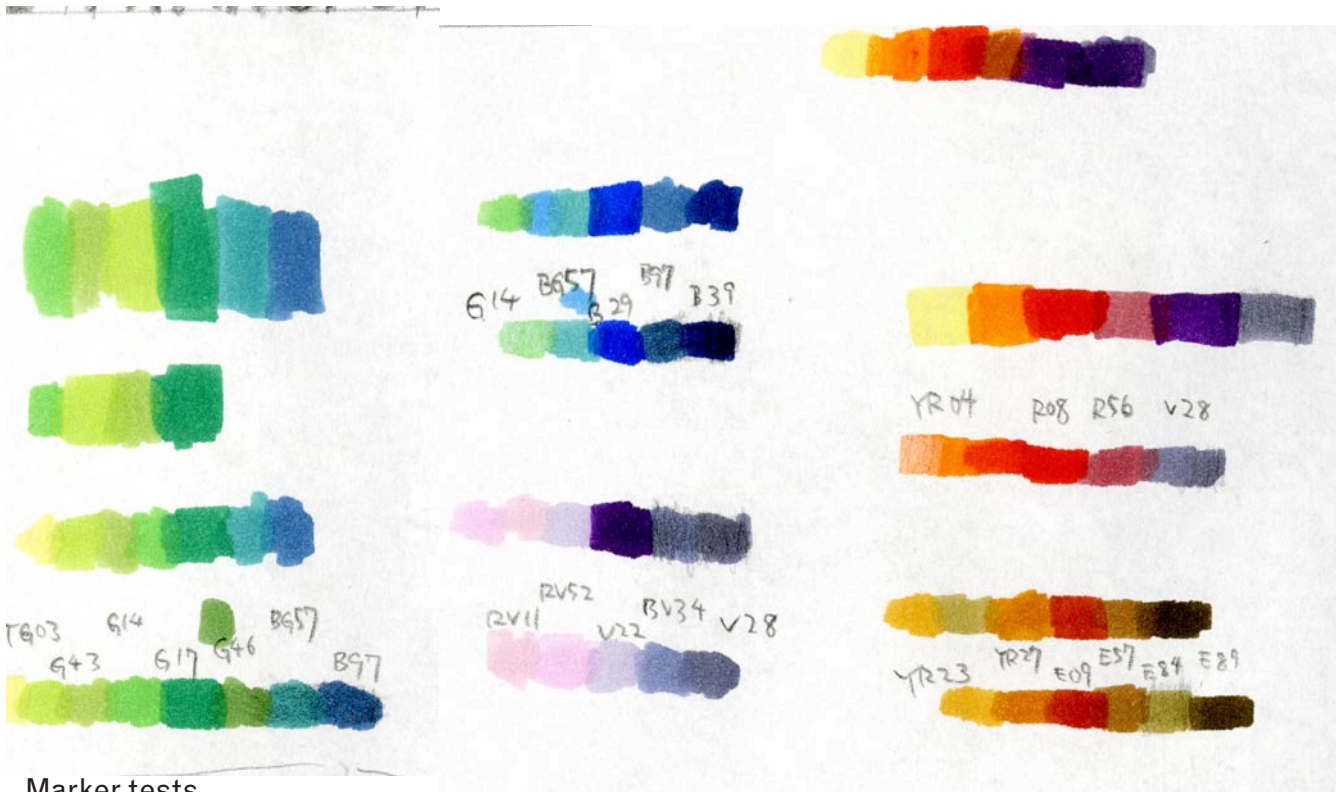


Basically one sheet of material to make it look lighter. Here are different profiles.

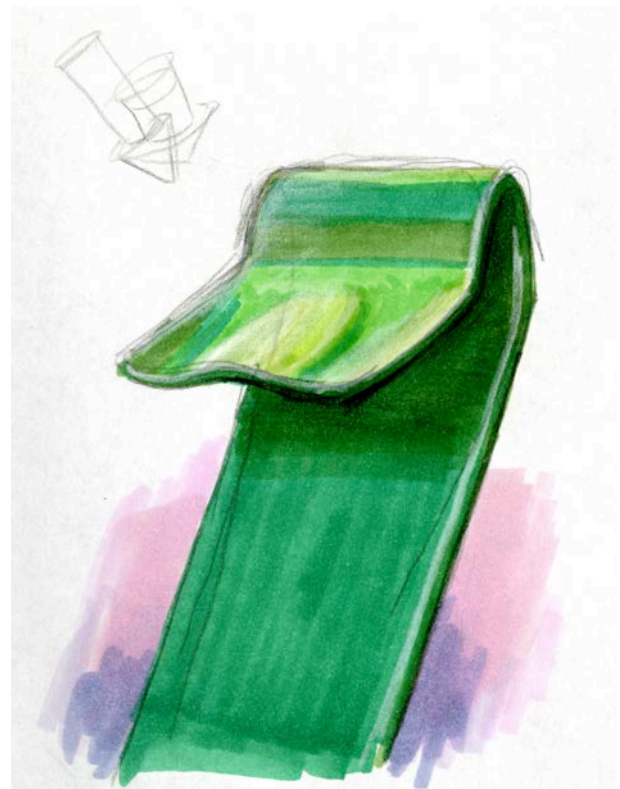
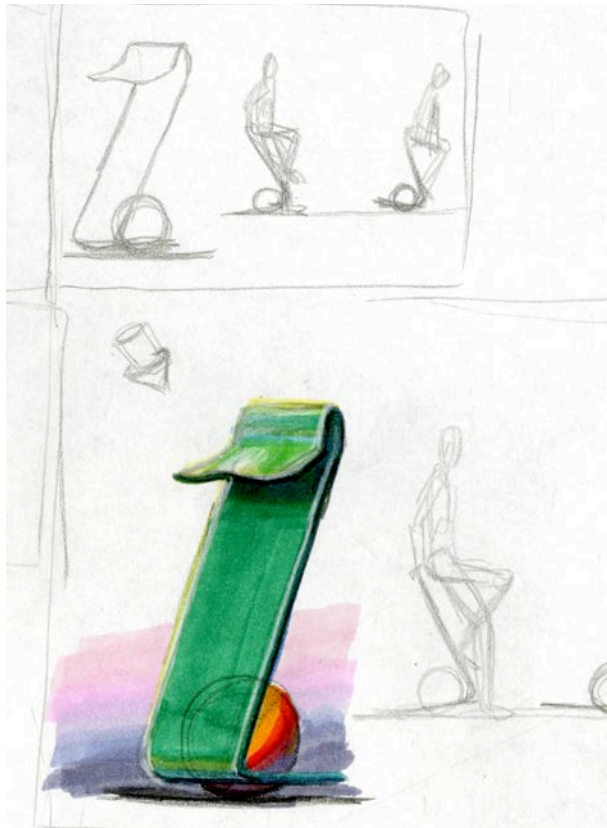


Semi-final designs.

# PERSONAL TRA



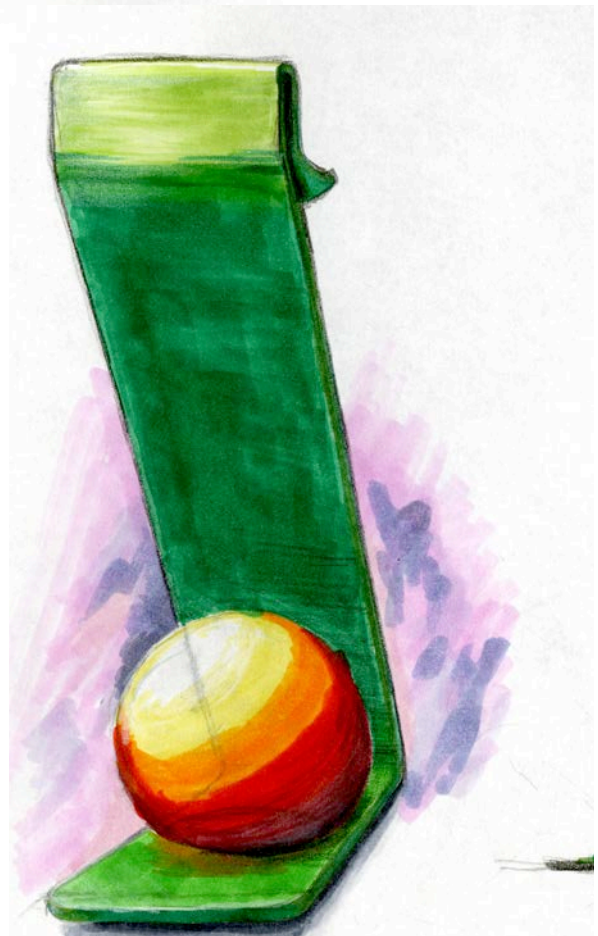
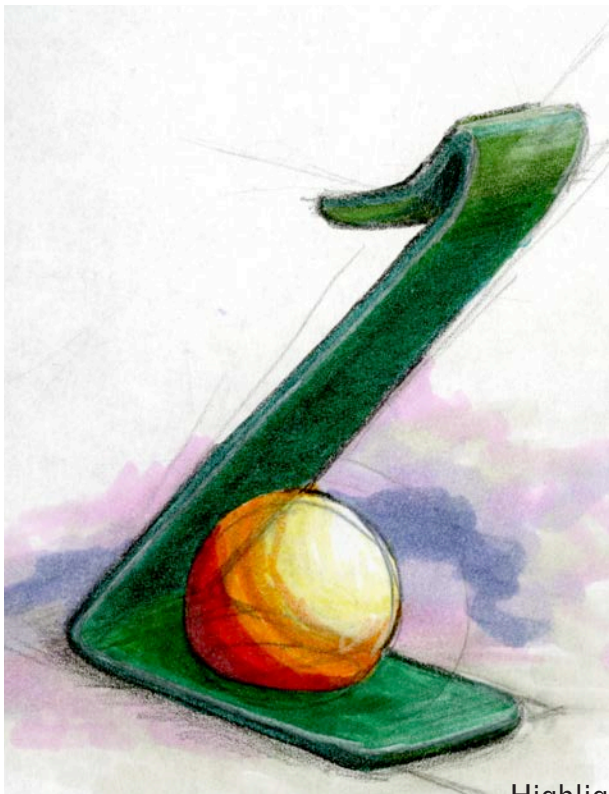
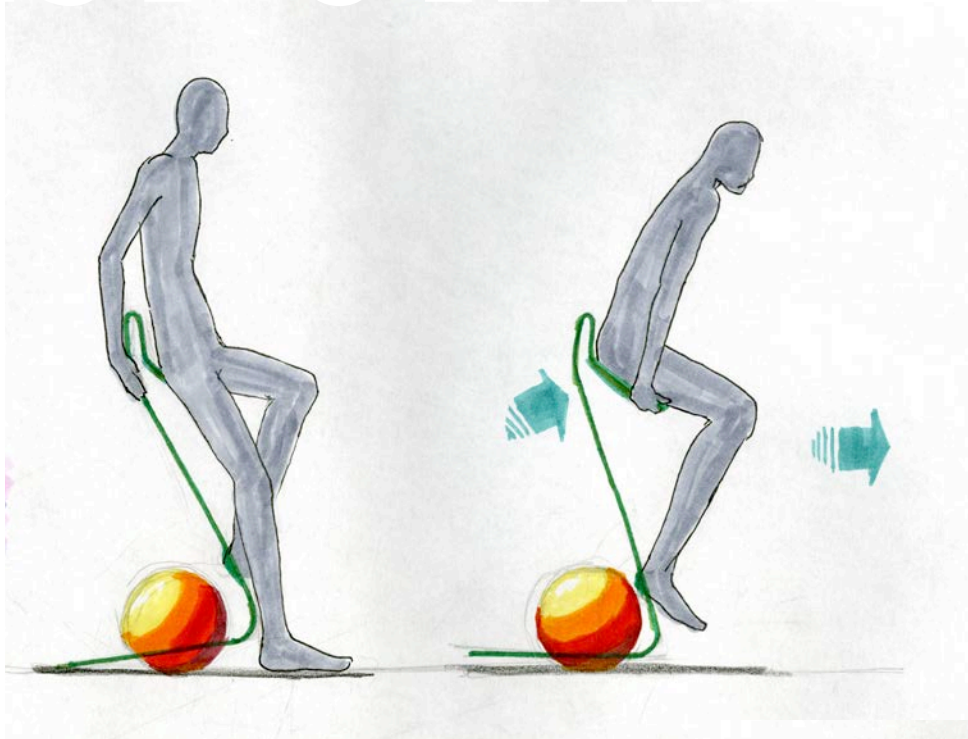
Marker tests



Rendering the seat wasn't easy



# TRANSPORTATION



Highlight is emphasized compared with the one on the left.

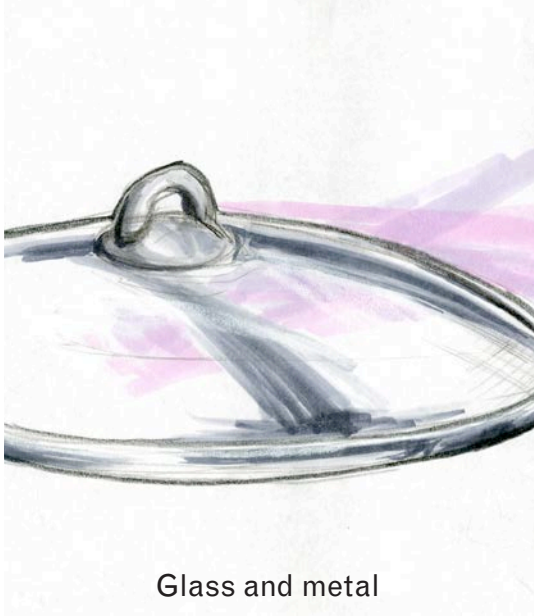
# Week 9

## HOMEWORK : Texture

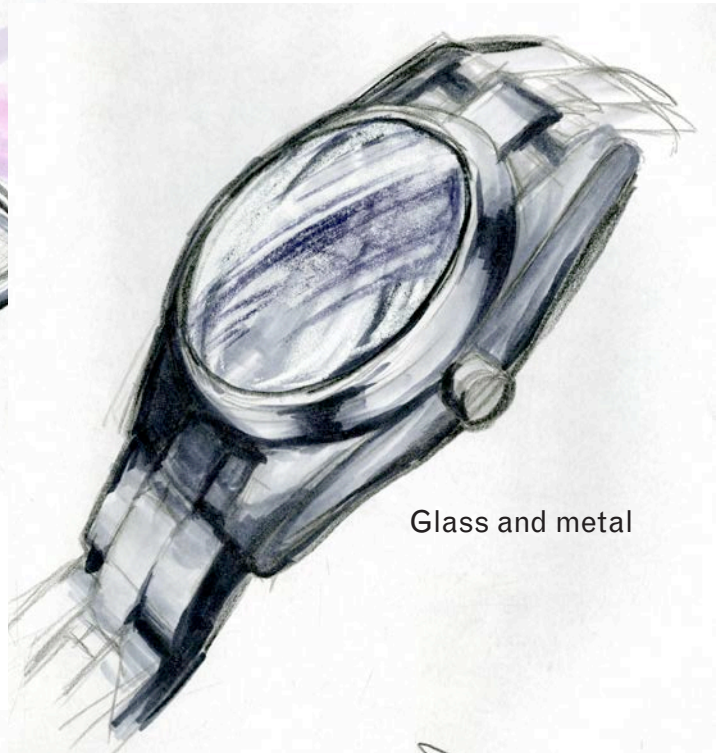
I could enjoy the rendering of the different textures, but I struggled a bit with “design rendering” way of drawing. I tended to look closely at the actual objects, instead of using the languages of design renderings techniques.



# TEXTURES



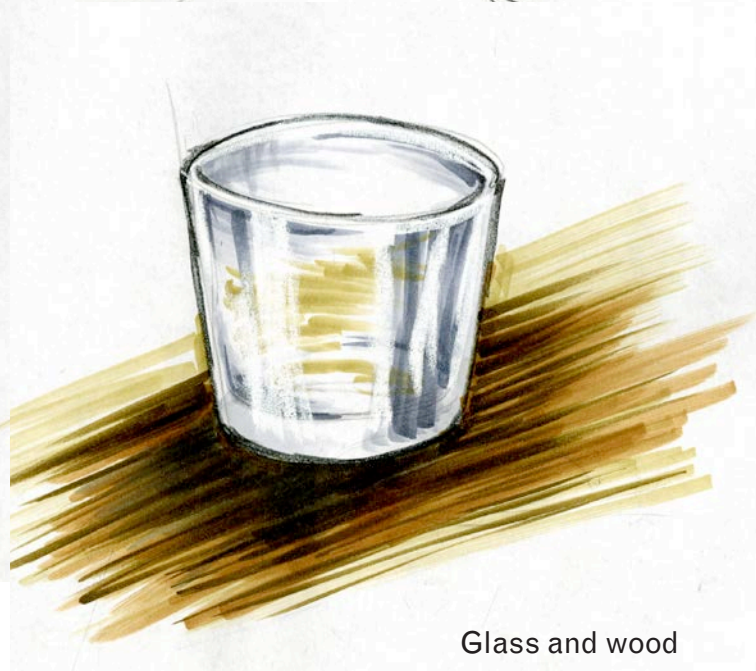
Glass and metal



Glass and metal



Glass and wood



Glass and wood



Glass and metal



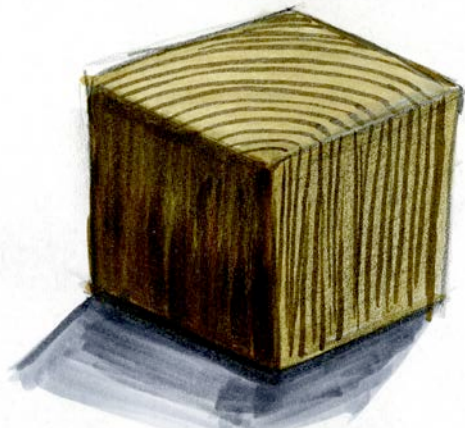
Glass and plastic



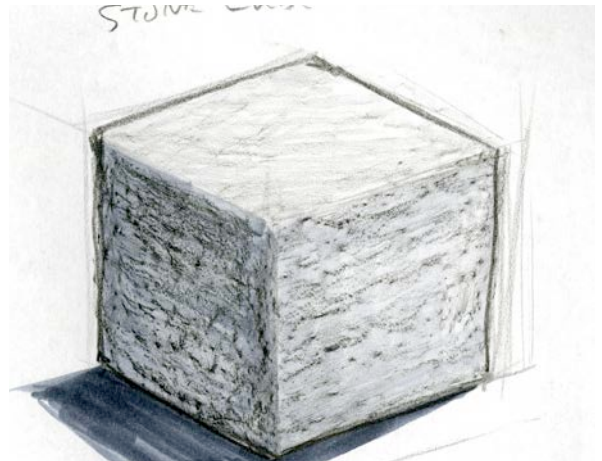
Glass and plastic



# TEXTURES

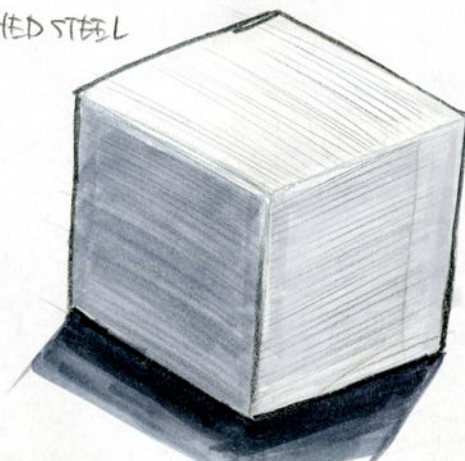


Wood cube



Stone cube

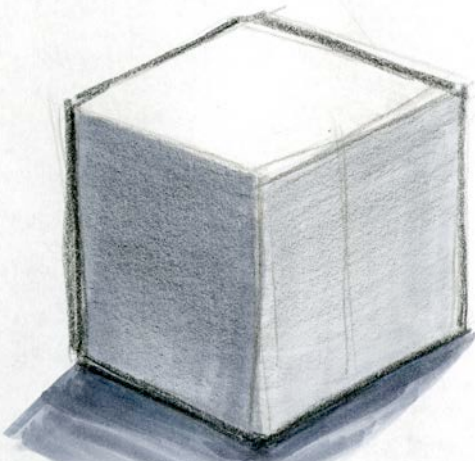
RUSTED STEEL



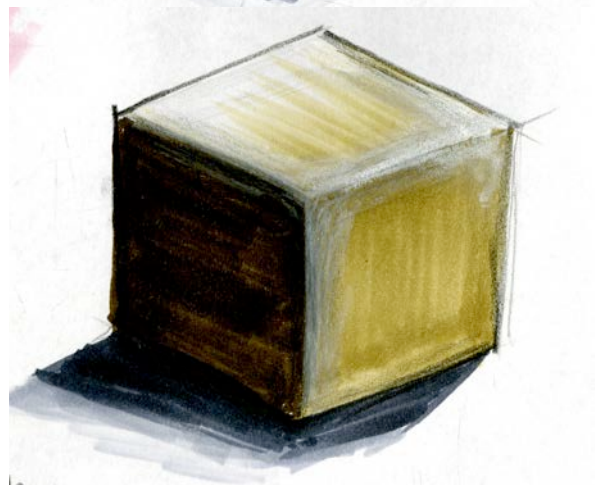
Brushed metal cube



Glass cube

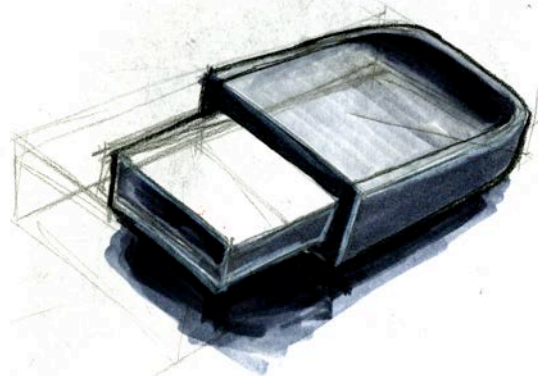


Plastic cube



Leather cube

# 3MIN RENDER



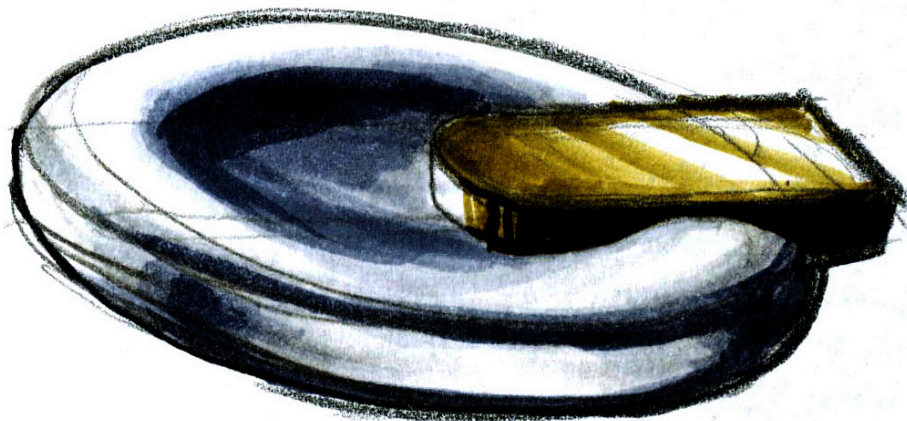
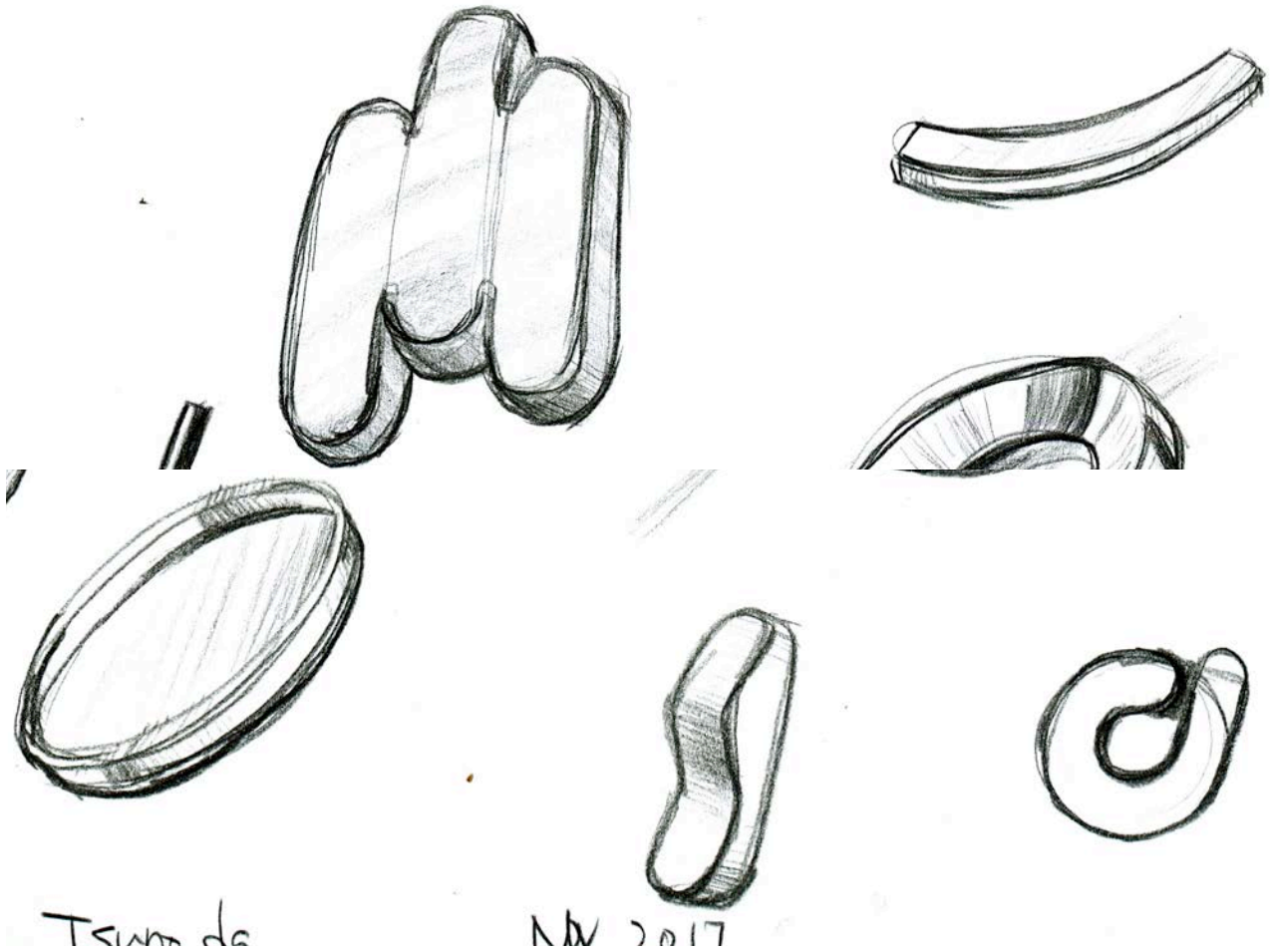


# Week 9

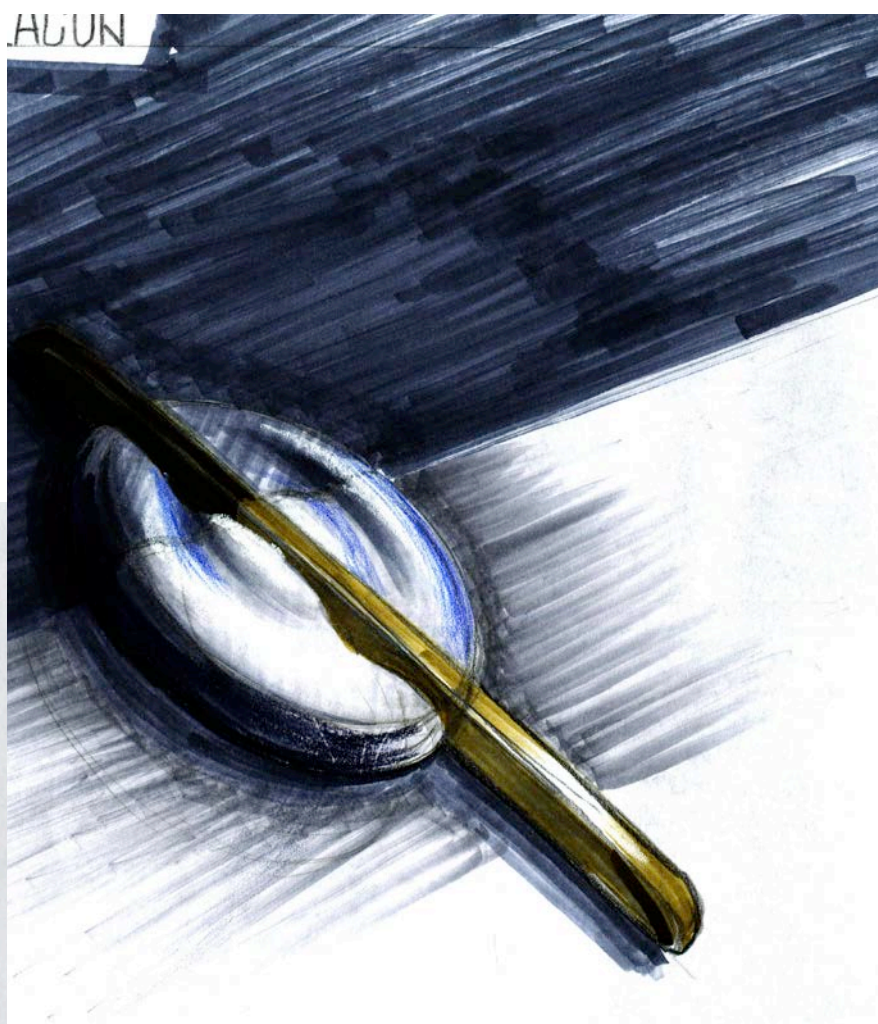
## HOMEWORK : Packaging

I chose my project on Product Design 4 class, where I was working on a sort of a badge to disable or limit the cameras around you. I could further and deepen my work .using this opportunity

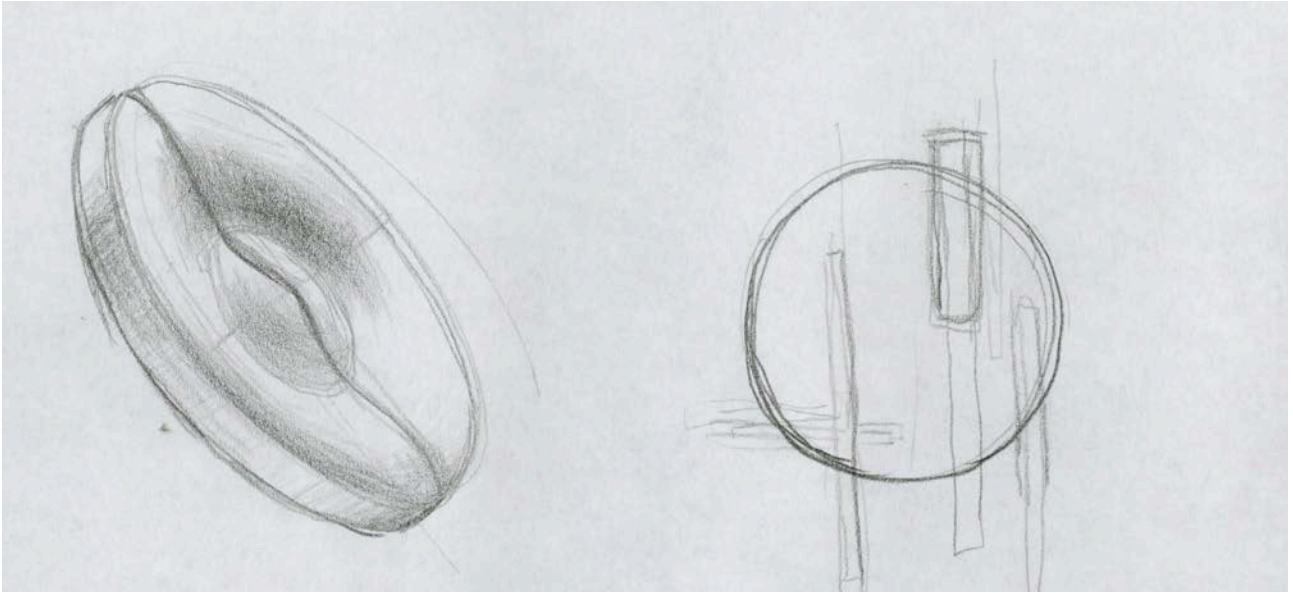
# PACKAGING



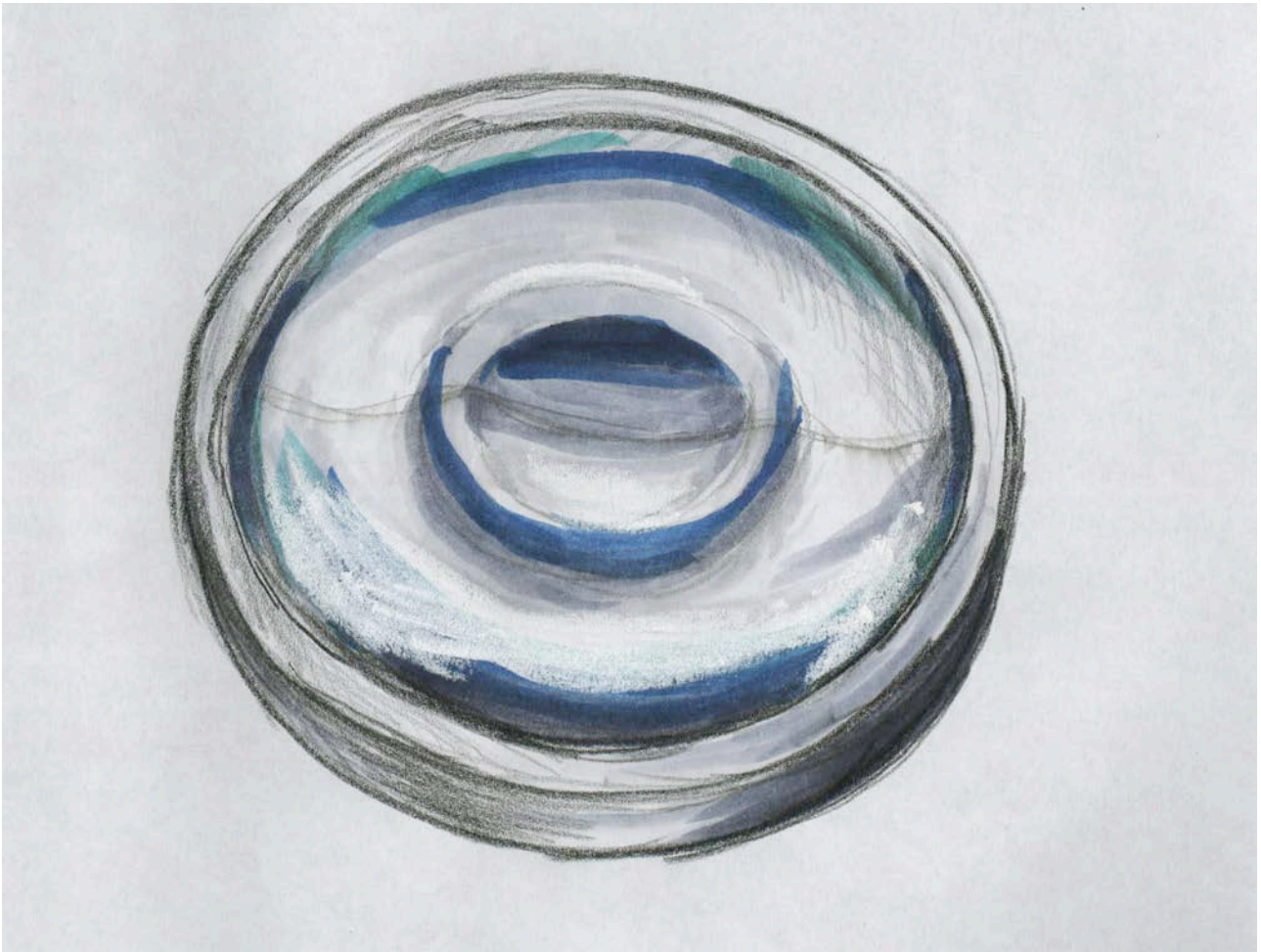




# PACKAGING







# Week 10

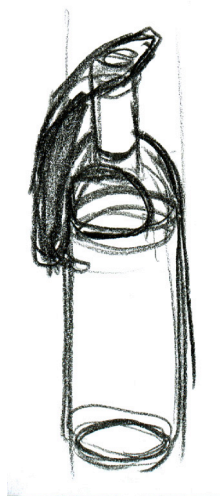
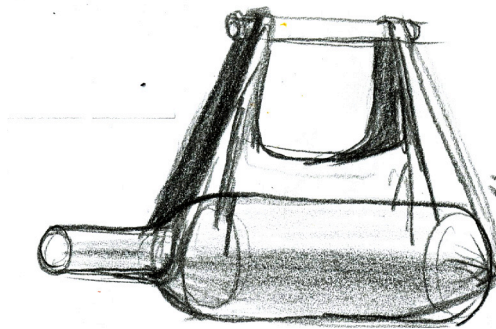
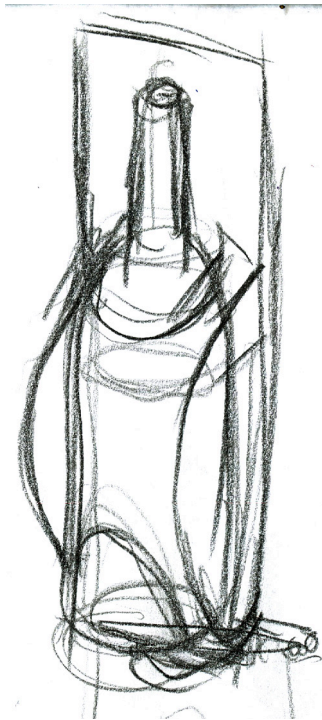
HOMEWORK : Bag

In general, I like simplified basic shapes better than overly complicated ones. Just as many other designers, making things look simple but still interesting is always a challenge for me.

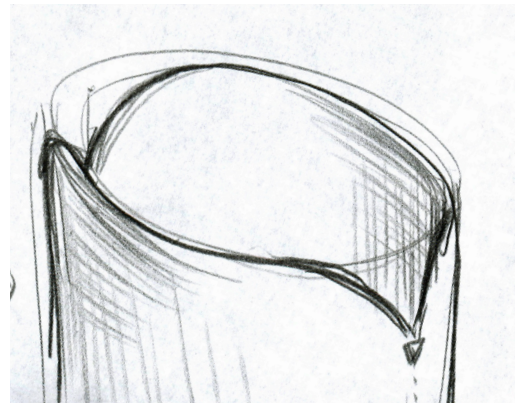
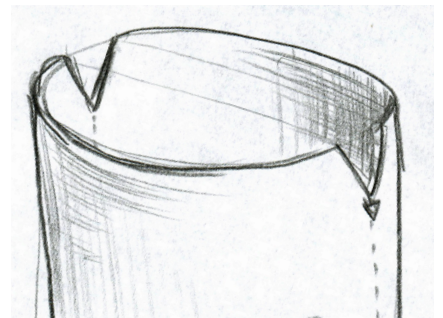


# WINE BAG

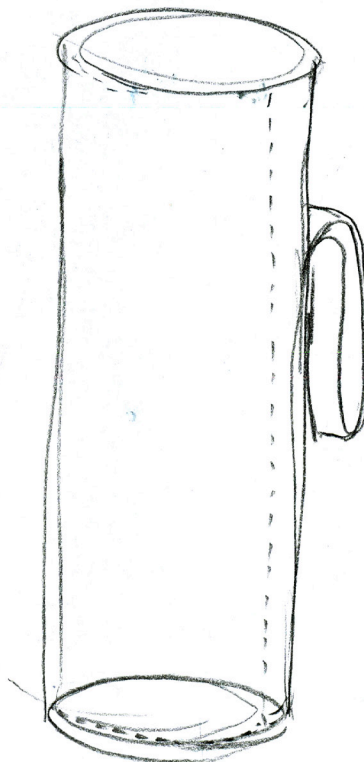
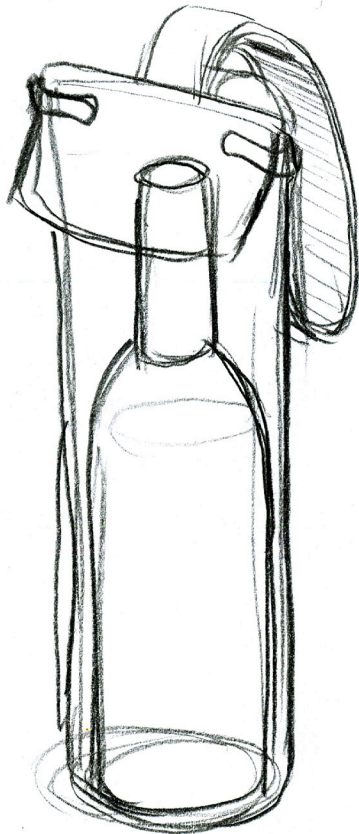
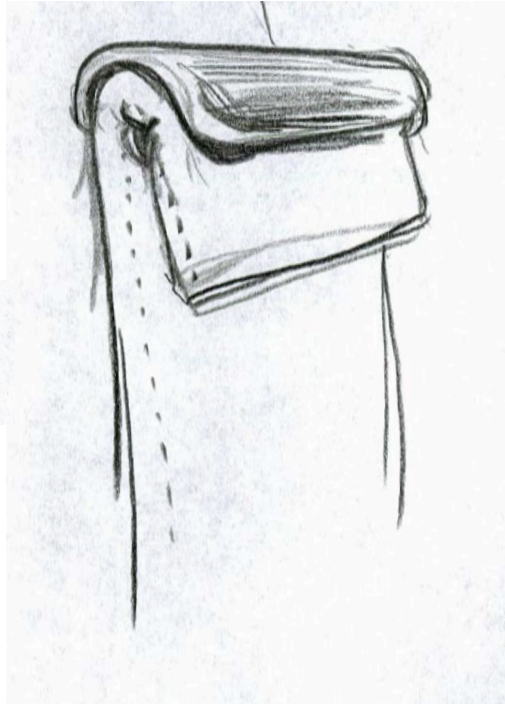
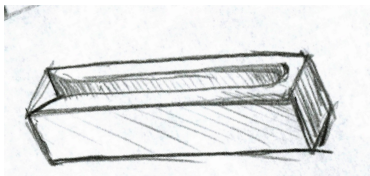
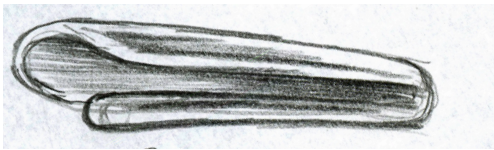
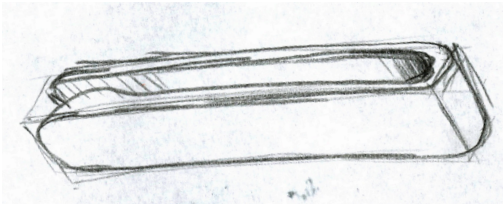
Different possibilities to wrap a bottle with leather



Different openings



Clips to hold the opening





# WINE BAG



Brass clip to hold down the flap



Polished leather



