DESN 27425 Interaction Design: Modeling and Materials Module 1

Sheridan | Get Creative

Week 1 Activity 1: Object selection and Intro to Modeling

Instructions:
Follow the steps below as an introduction to this weeks formstorming:

We will be expanding the scope of our exploration using divergent (open and expanding) thinking, variety matters as much as quantity so be prepared to go much further and follow wherever your curiosity leads you.

Step 1: Material identification, collection, curation: 3- 5 images of EACH object.
Choose medium to small sized possible objects to study based on the following criteria:
- NO clear glass or plastic.
- 5 objects similar to primitive shapes: cube, sphere, cylinder, torus, pyramid:
- many fruits and vegetables are primitive shapes, donuts are torus, cans or bottles are like a cylinder etc.
- 3 objects with complex geometry: with appendages, extrusions, and faces, or with folding / multiple parts.
- pets, plush toys with appendages, keyboards, remote controls, bags/purses/wallets etc.

Objects MUST be portable and transportable and may be required to bring to class so do not select valuable objects or those that can be broken easily.

Step 2: Testing it out one step at a time:
Dive into 3D modeling with Cinema 4D, use the intro to get acquainted with the UI and navigation, then move on to primitives, then editing objects, and we finish off the module learning about materials and lighting. Using these as your guide create digital 3D representations of your objects.

Step 3: Modeling our first objects:
Dive deeper into 3D modeling with Cinema 4D, start by working through the introduction and go step by step, use the tutorial example assets and once things are working for you move on to the next step. C4D has a steep learning curve but once you dig through it you will have a great time working with it. Start by going through **Module 1 Video Tutorials 1 - 3.**

Step 4: 3D Design is a new skill, and C4D is a big tool:
Expect to not be happy with your first experiments, be prepared to fall down a bit, just get back up and keep trusting that it gets easier as you get better at using the features. Yes C4D is a big tool, and can do WAY more than we are even touching this term, use this a chance to get comfortable with it and play with your formstorming ideas.

Step 5: Formstorming Documentation:
From the image documenting your object selection AND intro to modelling select 25 of the best, add them to the table below and:
1 Create a single image from the 5×5 Formstorming Grid. Submit this activity page as a pdf to SLATE.
2. Add images, videos/linksGIFs representing your Formstorming to Activity 1 on your Phoenix website.

