LIT!

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BRIEF **INSPIRATION EXPLORATION EXPERIMENTATION** CONCEPT DEVELOPMENT 24 FINAL SUBMISSION 30

BRIEF

- * DESIGN ONE FULLY FUNCTIONING, WELL FINISHED LIGHT.
- * THE LIGHT CANNOT BE LARGER THAN 30CM X 30CM X 30CM WHEN ASSEMBLED AND NO LARGER THAN AN A3 ENVELOPE (29.7CM X 42CM) WHEN FLAT.
- * USE ONLY FLAT MATERIALS NO THICKER THAN 2MM TO PRODUCE THE DESIGN.
- * YOU MUST USE MATERIALS FROM THE BILL OF MATERIALS LIST: PAPER, CARD, AND CARDBOARD.
- * NO FIXINGS.

INSPIRATION







INSPIRATION





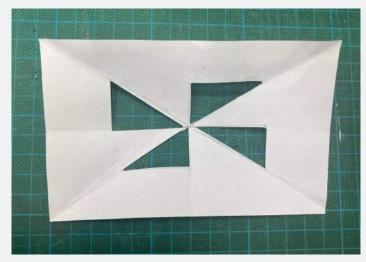


EXPLORATION

FOR THIS PART, I WORKED WITH 2D MATERIALS SUCH AS PAPER AND CARD TO CREATE 3D OBJECTS/FORMS.

THE GOAL WAS TO GET A FEELING FOR THE STRUCTURE OF THE DIFFERENT MATERIALS AND HOW TO CUT AND SHAPE THEM. ADDITIONALLY, I EXPERIMENTED WITH CONNECTING TWO PIECES OF PAPER OR CARD WITHOUT USING FIXINGS.

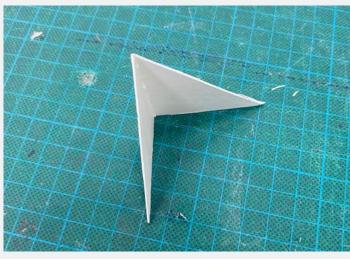
EXPLORATION



Practising cutting paper with a knife instead of scissors

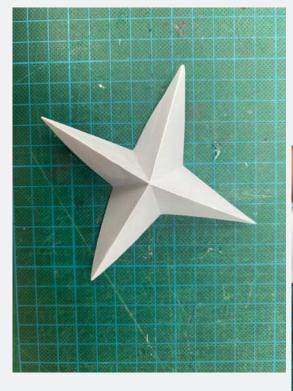




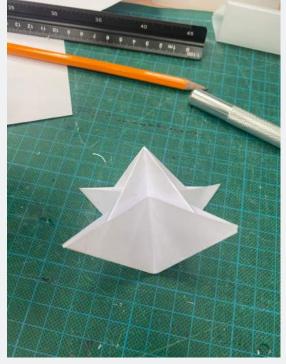


Practising folding thicker card

EXPLORATION



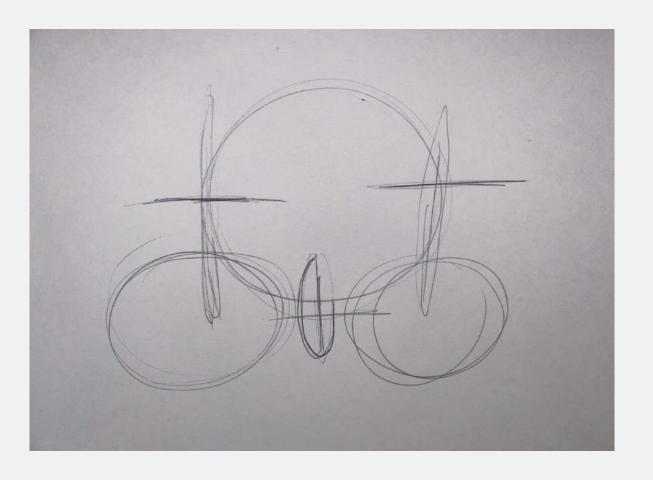


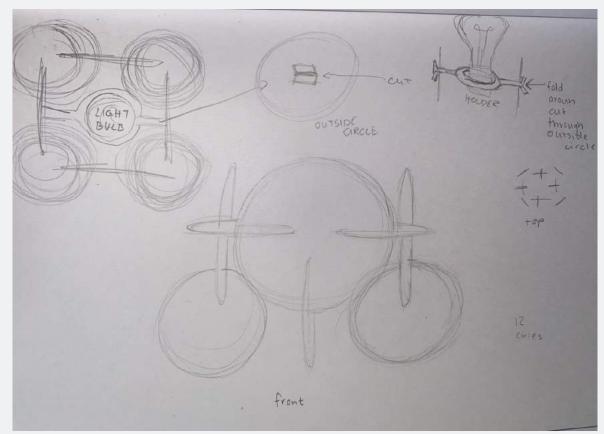




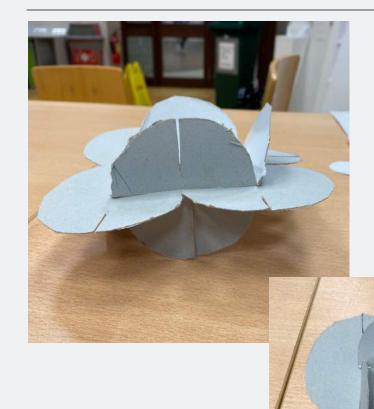
FOR THIS PART, I STARTED SKETCHING OUT TWO OF MY IDEAS BEFORE CONTINUING TO WORK WITH 2D MATERIAL. THIS TIME, I TRIED TO BUILD FINISHED LOW-FIDELITY PROTOTYPES FOR MY IDEAS.

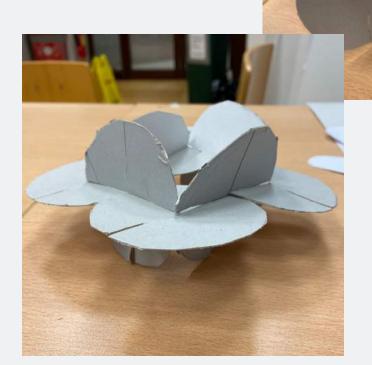
THE GOAL WAS TO SEE HOW REALISTIC MY IDEA WAS AND IDENTIFY EARLY CHALLENGES SO THAT I COULD IMPROVE AND REFINE MY DESIGN FOR THE NEXT STEP.

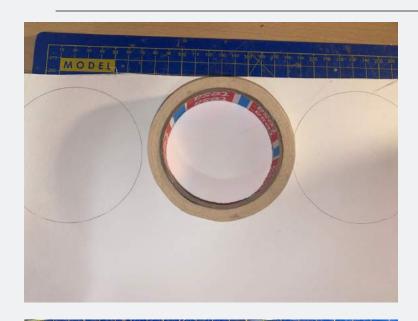


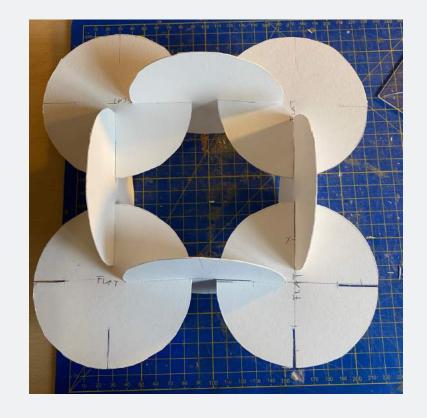


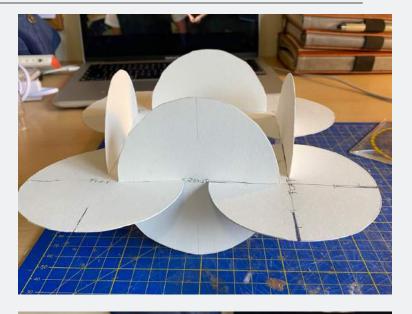


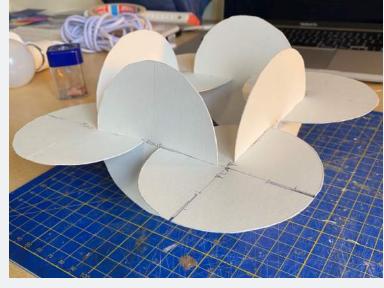








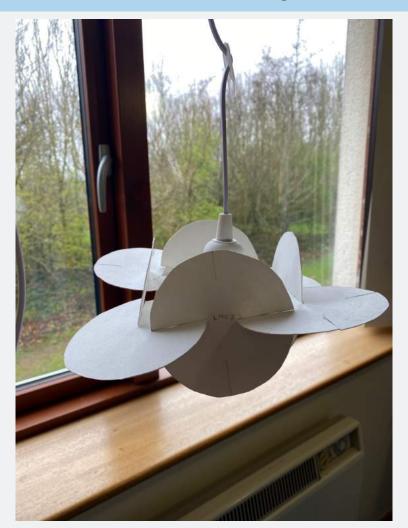






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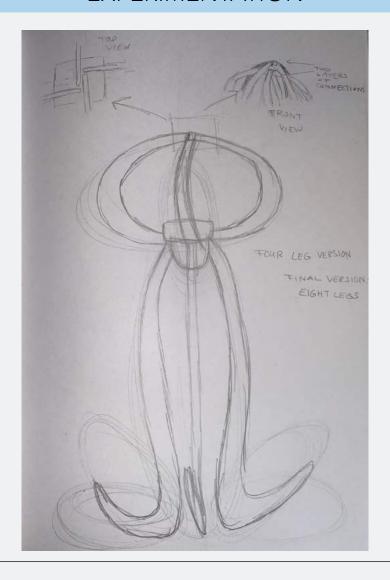








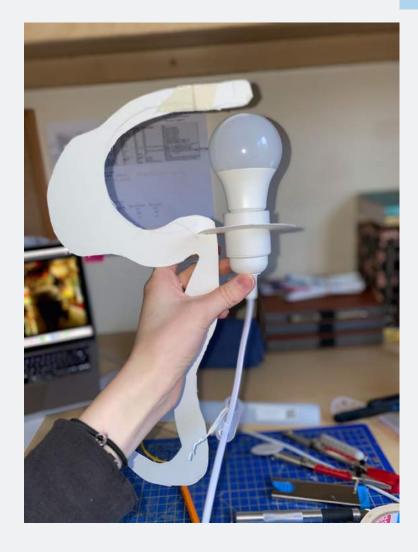














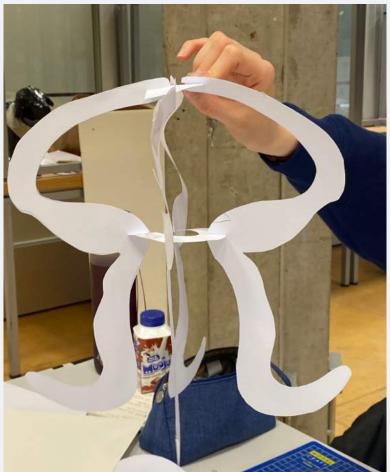


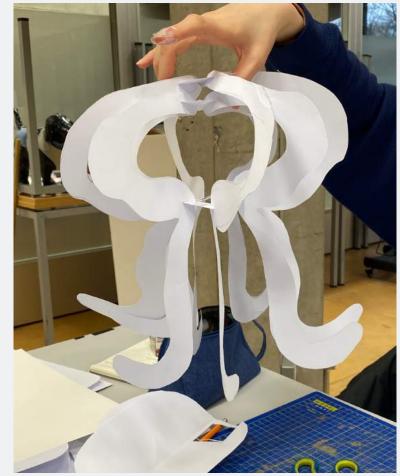










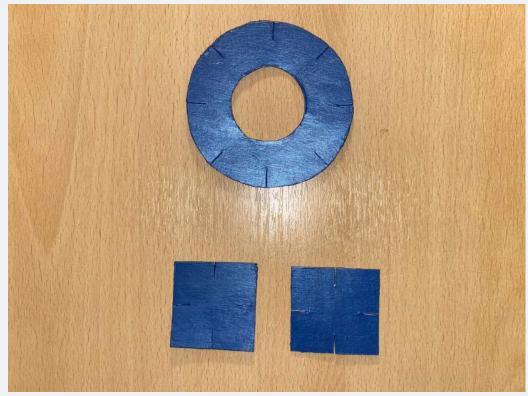










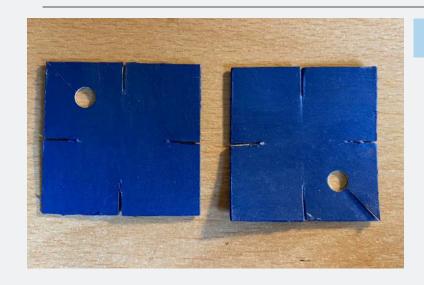














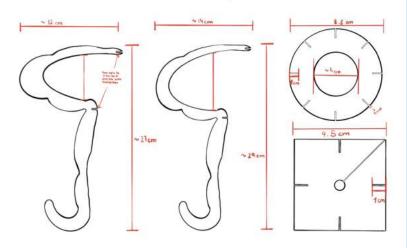




FOR THIS PART, I MADE A BUILDING PLAN FOR MY FINAL MODEL AND STARTED WORKING ON THE CHOSEN MODULE IN FULL-SCALE.

AT THE END OF THIS PHASE, I WANTED TO HAVE A FINISHED FULL-SCALE MODULE OF MY CHOSEN DESIGN.

PARTS NEEDED FOR LAMPSHADE, INCL. MEASUREMENTS



EQUIPMENT REQUIRED:

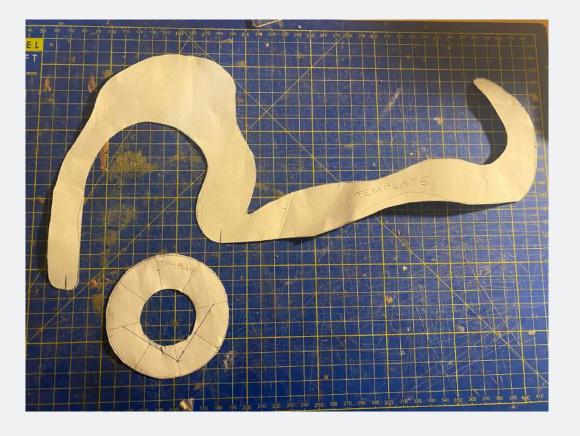
- SCALPEL KNIFE
- CUTTING MAT
- SCISSORS
- RULER
- PAINT BRUSHES
- COMPASS
- PENCIL
- ERASER
- WATER CONTAINER

MATERIAL NEEDED:

- WHITE 1MM CARD
- LAMP FIXTURE
- LED LIGHTBULB
- ACRYLIC PAINT

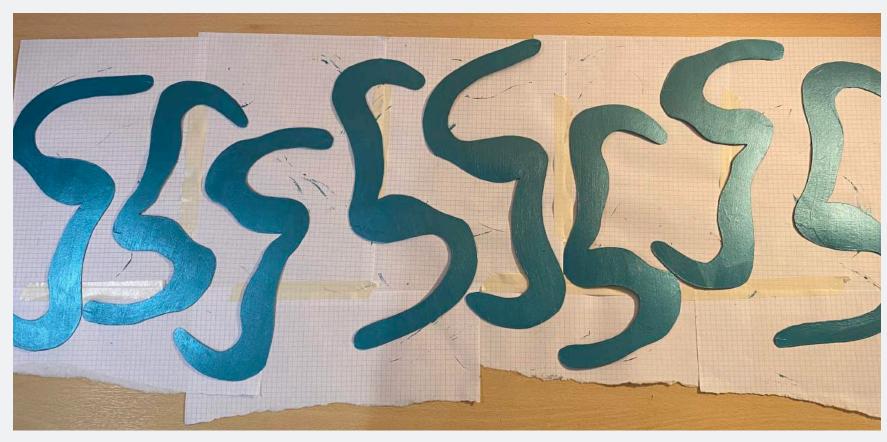
TASK TO BE COMPLETED:

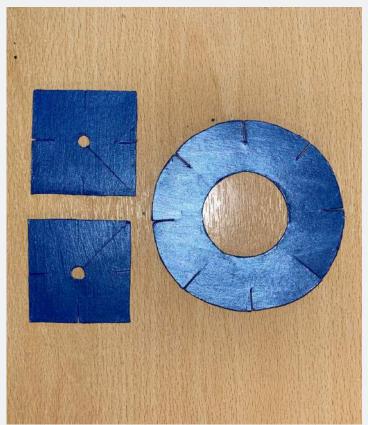
- DRAW OUTLINE OF PIECES ONTO THE CARD
- CUT OUT PIECES
- DO TOUCH-UPS WITH SCISSORS AND REMEASURE
- PAINT PIECES
- RECUT 1 CM CUTS
- ASSEMBLE LIGHT
- PLUG THE LIGHT IN











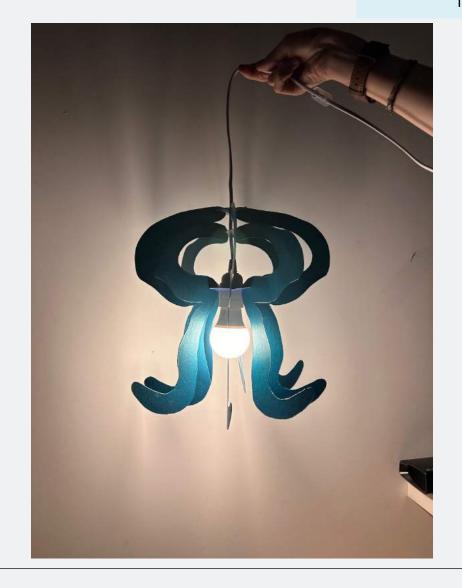


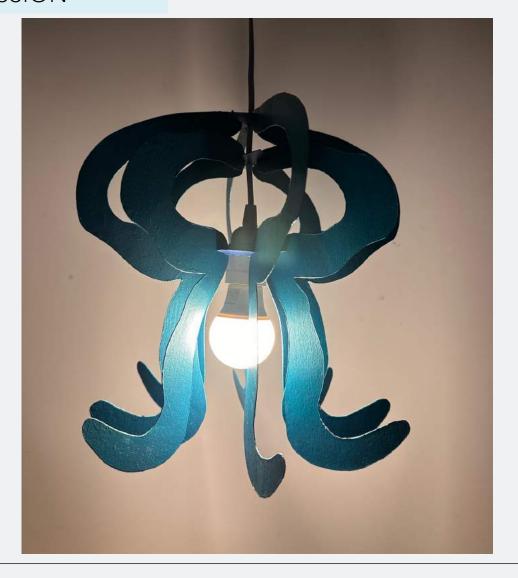




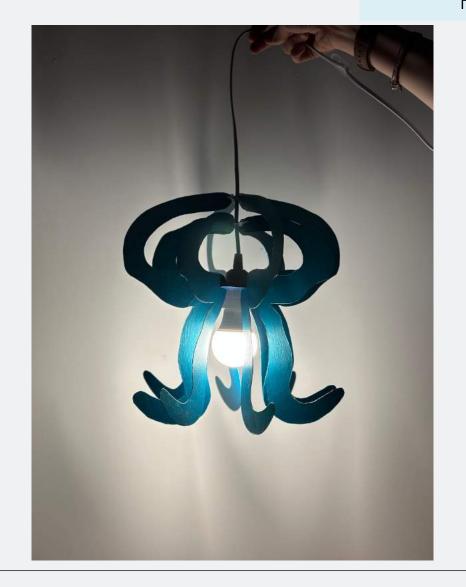


FINAL SUBMISSION





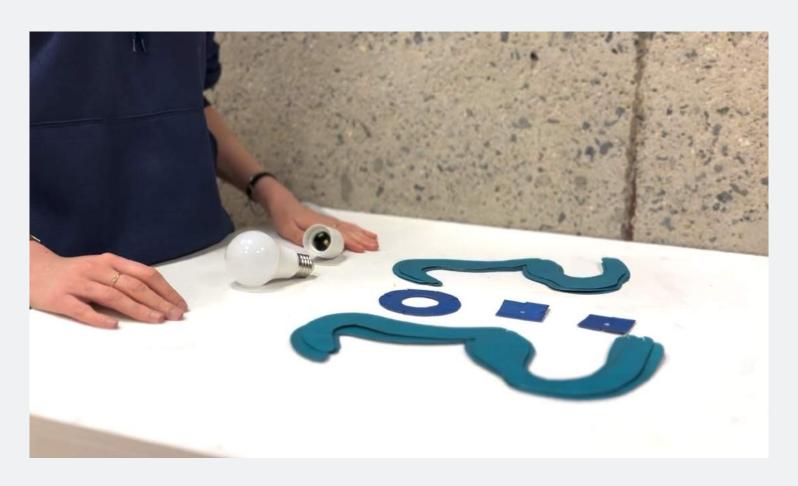
FINAL SUBMISSION





FINAL SUBMISSION

https://youtu.be/gRqrlrfUbec



DESCRIPTIVE PARAGRAPH

The shape of a jellyfish inspired the design of this lamp.

Simple but graceful, the jellyfish form has a flowing design that conveys a feeling of elegance and fluidity. Curvilinear lines that flow naturally identify its shape. The jellyfish's body is frequently bell-shaped, and its tentacles hang below like thin threads.

The main design of the jellyfish was sketched out on a piece of card, a bell shape with tentacles attached. The grace and fluidity that the jellyfish shape evokes was something that sought to be maintained.

Using aqua silver to paint the main lamp pieces resulted in a unique design effect that enhanced the piece's visual appeal. This is supported by the symmetric nature of the lamp.

The aquamarine tones are soothing and peaceful, evoking the tranquil colours of the sea, while the silver undertones provide a hint of elegance and beauty. The silver's reflective property provides depth and character to the lamp, capturing and reflecting light in an exciting way.

The lamp has crafted openings that allow light to shine through. The exposed bulb casts a unique pattern on the surrounding surfaces when the lamp is constructed. The card material partially conceals the lightbulb, giving the lamp a layer of visual interest and texture.